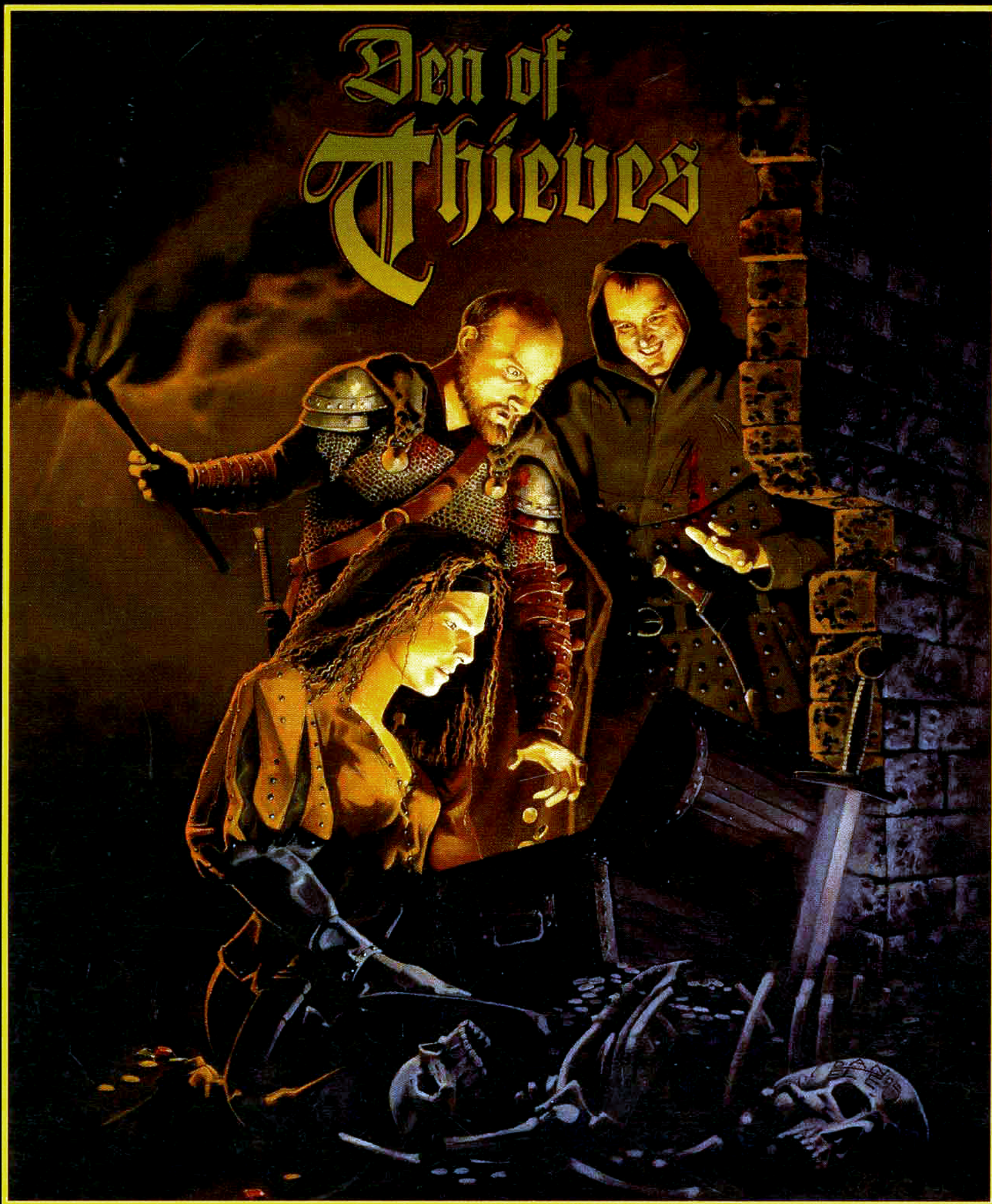




Advanced Dungeons & Dragons®

Official Game Accessory

Den of Thieves



Chase Rules

These are the rules for the Chase Flow Chart.
The chart and Hazard Table are located on the inside back cover.

Chase Quarry and Follower: The Quarry is the individual or group being chased. The Follower is the pursuing individual or group. The Quarry always moves first, chooses directions at intersections, and tries to lose the Follower. The Follower tries to catch the Quarry.

How to Use The Chase Flow Chart: The chart is used for chases in towns when no detailed map is available. The circles on the chase flow chart represent street intersections. The numbered circles are "Starting Circles." The number between two circles is the number of chances a Follower has to close the distance before reaching the next intersection. The letters on the circles can be recorded by the DM to keep track of a chase. The players should not be allowed to see the chart when they are playing. DMs should keep the chase moving quickly, and have a piece of scratch paper and a pencil to keep track of changes in "chase range" (see next section).

Chase Range: Chase range is how far the Quarry is ahead of the Follower. Chase ranges are: Caught!, Close, Medium, Long, and Very Long. Actual distances can be assigned as needed by the DM to fit the circumstances of the chase.

Hazards: A hazard is a special encounter that might affect the chase. When a hazard circle is entered, the DM rolls 1d10 on the Hazard Chart (back cover). The DM is encouraged to make up new hazard charts as desired. Hazards usually apply to both Quarry and Follower.

Starting the Chase: Roll 1d10 to determine the numbered intersection the chase starts in. The Quarry has a head start measured in chase range. The DM assigns a range or rolls 1d6: 1, 2 Close; 3, 4 Medium; 5, 6 Long. The Quarry picks a direction and will choose the direction taken at each intersection.

Closing the Gap: A faster Quarry opens the chase range by one category per chase round. A faster Follower closes the chase range by one category per round. The range can be modified by hazards, evasion, and Constitution checks. All modifications are cumulative.

Ending the Chase: The chase ends when the Quarry loses the Follower or is caught. Each round, a Quarry at Very Long range can try to "evade" the Follower. The chance of success is 25% (going to ground, dodging into a building, getting lost in a crowd, etc.). If unsuccessful, the Follower gains one range category.

Running Combats: Striking a blow or firing a missile slows the attacker by a range category. Spell casting costs two range categories. Blows can be struck at close range only; missiles and spells can be used at any range.

Constitution Checks: The Quarry can try to open the distance (and the Follower can try to close the distance) by making a successful Constitution check. Success means the distance is opened (or closed) by one range category. If both succeed, then the distance is modified only by relative movement. A character with the Endurance nonweapon proficiency ignores odd-numbered checks (1st, 3rd, etc.).

Groups: A group moves at the movement rate of the slowest member. If a check is required, a single check is made for the whole group based on the lowest success chance of those who must check unless stated otherwise on the Hazard Table. In a player character Quarry group, one player should be chosen to decide which direction the party takes.

NPC Quarries: NPC Quarries in a chase will choose directions by random die roll unless they have a specific goal or destination.

Known Goal: If the Quarry is being chased to a known goal (a haven, bolt hole, gate, road out of town), roll 1d10 for its location on the chart, rerolling if the start circle number was rolled.

Home Turf: If a player character knows the town or city well, the DM can just tell the player which turn to take toward a known goal. A player character who is not familiar with the city can make an Intelligence check at an intersection to select the right turning.

See back cover for Chase Flow Chart and Hazard Table.

Advanced Dungeons & Dragons®

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Den of Thieves

by Wes Nicholson

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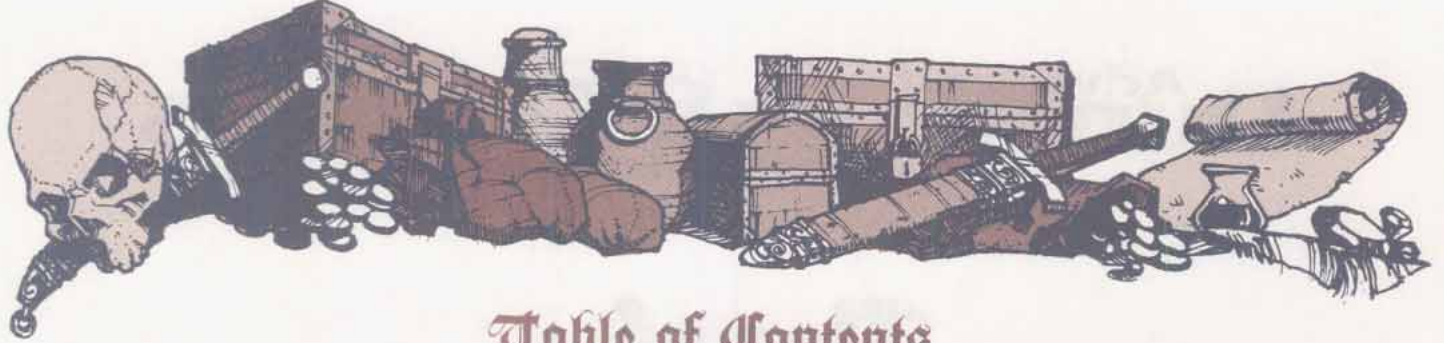
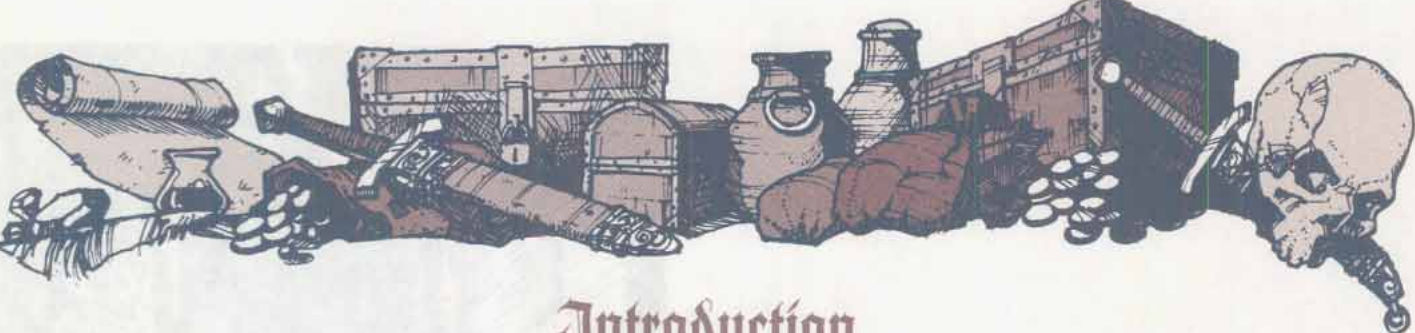


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Introduction

In the worst quarter of nearly every town or city the members of a secret organization gather to plot their evil deeds. Who are they? What do they want? How do they work? Such questions are dangerous. The over-curious die, or merely disappear.

Here are revealed to the DM the secrets of the fantasy underworld, where assassins stalk through shadowy streets and robbers lurk in fog-shrouded alleys. The following pages present a wealth of information on the seamy underside of city life. A thorough discussion of thieves' guilds follows: their campaign role, their organization, how each element of a guild operates, special topics such as alignment and role of demihumans. A sample guild is provided, organized for an average-sized city of 20,000 people.

This book has a color poster map of a town block containing a hidden thieves' guild hall with several "front" businesses, an extensive underground facility, hidden training rooms, and secret vaults.

The inside covers of this book present a system to resolve chases in a city. The rules are on the front cover, while the chase chart is on the back cover. The chase system gives players some control over their characters' fates when they are pursued.

New magical items are given in a special appendix. These are mostly for thieves but some can be used by other classes as well. As DM, use them wisely and make the characters earn every one they find.

A short bibliography on thieves and guilds provides guidance about where to seek more color and detail for use in a thieves' campaign. The library has many more usable works than can be mentioned here, but these will provide many ideas for adventures, opponents, and challenges for your players.

Players should stop reading this book **here**. The information in the following pages is for the DM only. You will spoil much of the fun and excitement of discovery if you read further.



How to Use This Book

Little fantasy fiction literature focuses on thieves' guilds. Instead, cunning freelance thieves pursue their plans against the wishes of the guild and threatened by deadly guild sanction. Shadowy and mysterious, the guild hovers in the background taking horrible revenge on those unlucky or unwary enough to be caught poaching in its territory.

In rare cases, a fictional thief is a member of a guild. At lower levels the thief engages in guild-initiated adventures, at higher levels the thief must win and protect his guild position while avoiding the local authorities. At the peak of his profession, a high level thief might even form his own guild.

In many ways, the ability of a high level thief to form an independent guild is like the ability of a high level fighter to found a barony. The type of challenges both present to the DM are similar: A much greater amount of time will be spent on week-to-week guild activities, and on the overall relationships between guild members.

Both types of play will be covered in this book. The choice of whether to use the guild as background opposition or as a base from which player characters adventure is up to the DM, and might change, depending on how the overall campaign unfolds.

The Nature of a Thieves' Guild

A thieves' guild is a group of career criminals banded together in order to operate more effectively. While the exact details of the guild depend on its origin and on the individuals who comprise it, several properties are shared by nearly all guilds.

The thieves' guild exists to make money for those who control it. Any activity that interferes with this goal is likely to draw the ire of the guild. Likewise, any activity that generates a large amount of money will draw guild attention.

Thieves' guilds form in large towns and cities, drawing members from the lowest social classes. This community includes, among others: peasants, who

upon moving to the city couldn't find work; poor students; vagabonds, gamblers, and sharpers unwilling to work for a living; wanderers; middle or upper class families impoverished by illness or business ruin; gangs of street toughs and abandoned urchins; individuals debilitated by drink or crippled by accident; and social outcasts such as poor foreigners, rag-pickers, and cesspool skimmers. Many are reduced to occasional violence or petty theft for mere survival.

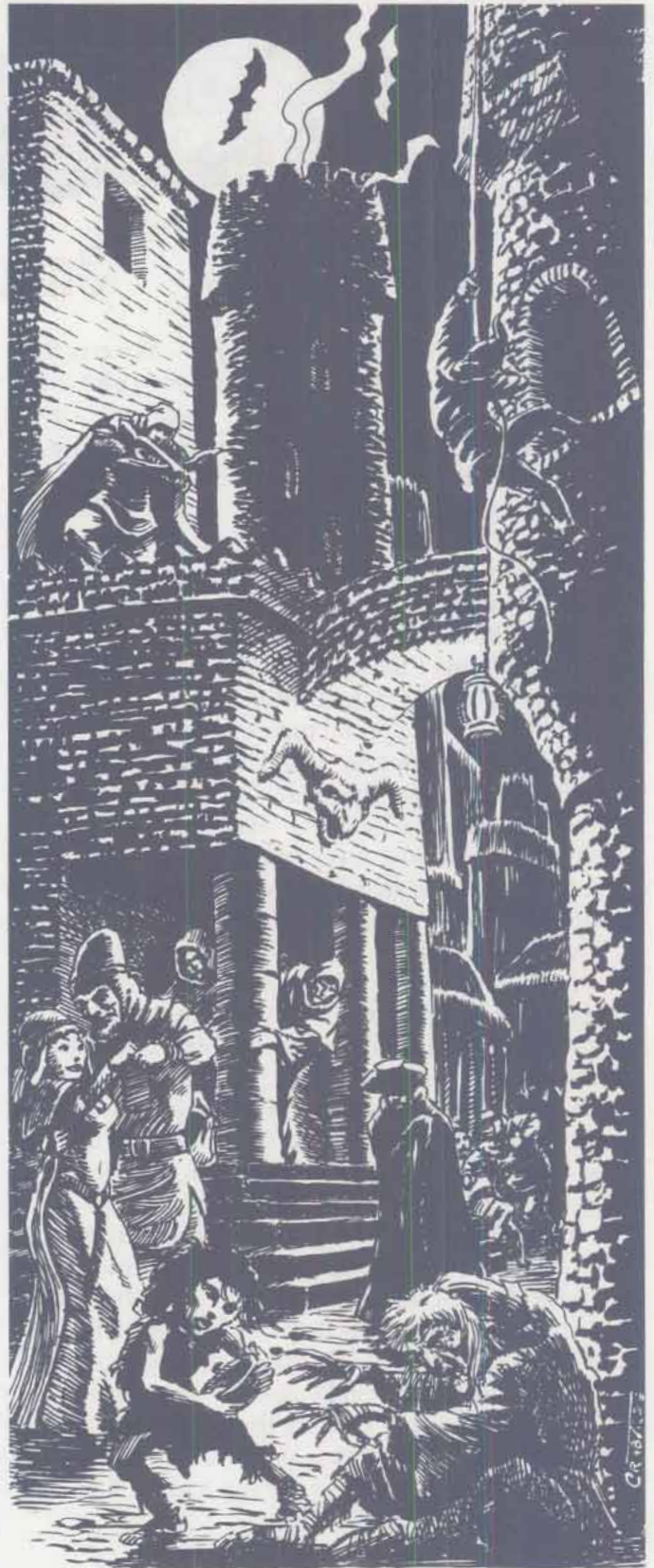
A group of less than a dozen thieves is not really large enough to be called a guild. A guild of more than 60 core members is very large and probably has a permanent base.

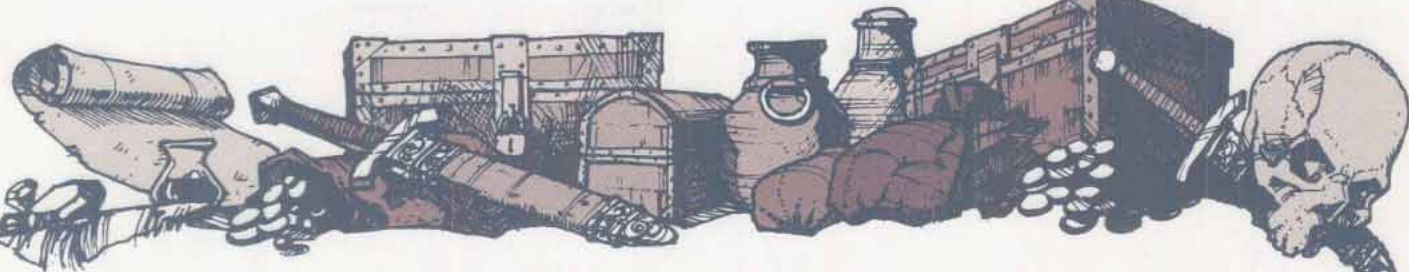
Life Cycle of the Thieves' Guild

Thieves' guilds arise in towns where trade based on coinage is well developed. Wealth is not only portable, but generally untraceable. Credit drafts are used only by the richest merchant houses, the most educated nobles, and royal treasuries.

Small local gangs operating in one or more city blocks quarrel over territory and profits. A thief with a talent for organizing may set up a large, stable gang. Smaller gangs are absorbed or driven out. Protection from the city watch is set up through bribery or noble patronage. Eventually, if not broken up, the guild will infiltrate the political power structure of the city, perhaps becoming a sort of shadow government of its own.

These activities draw the attention of those who control the real money and power. If the guild oversteps its bounds, murders too freely, assassinates the wrong individual, or makes any number of fatal mistakes, the authorities respond with crushing force. The guild is shattered and its leadership killed or exiled. Then the process starts again.





Chapter One: A Typical Guild

What characteristics are common to most thieves' guilds in a fantasy setting?

First, thieves' guilds only develop naturally in sizable population centers. Between 1% and 3% of the population of a typical city will rely on criminal activity for their livelihood, and no more than about half of these will be guild members. Population centers of less than about 15,000 are too small to generate a 10th-level guild leader. Where a smaller town has a guild, a thief of the appropriate level will have moved in and organized the locals. The sample guild presented later is designed for a city of about 20,000. Thus, the thieves' guild can be expected to have between 100 and 300 members.

Second, thieves' guild members number far fewer than the city constabulary can mobilize. Once guild activities have been targeted by the authorities, the guild will nearly always be dispersed or destroyed. Long-term survival depends on a combination of stealth, bribery and, if possible, some sort of understanding or ongoing relationship with the authorities.

Third, the guild will have a headquarters, or a central gathering place. This is usually a tavern, inn, warehouse, or other structure with a place for secret meetings.

Fourth, guild member relationships tend to be founded on an informal web of personal contacts, rather than a formal bureaucratic organization. The question of trust versus greed is ongoing; most guilds of any size soon become a hotbed of conflicting agendas, petty jealousies, and small plots.

Fifth, most guilds are a mix of the following elements:

- A master thief who runs the operation.
- Enforcers to keep guild members in line. Often henchmen of the master thief, they sometimes serve as "cleaners," removing evidence and bodies from a crime site.
- A core group of accomplished thieves.
- Apprentice thieves who are sponsored by and trained by current guild members.

Supporting Elements

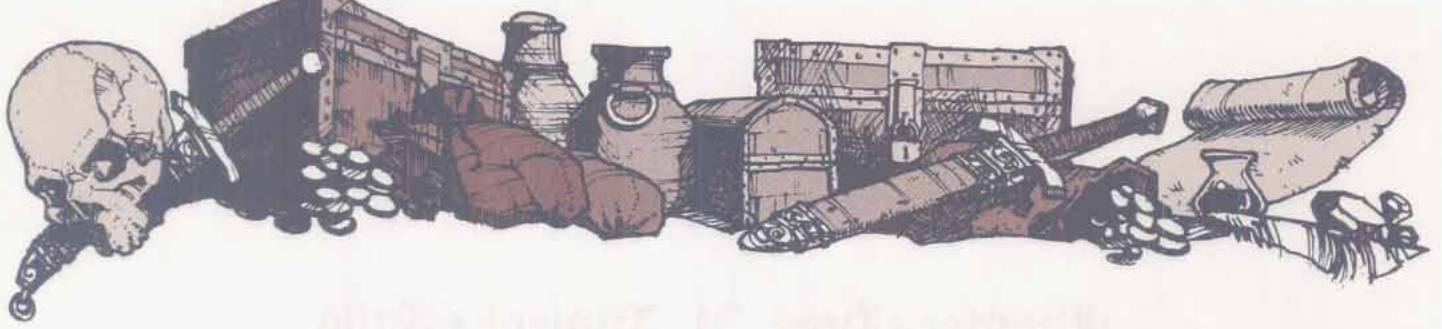
While not typically part of the guild itself, the following elements support it.

- Hangers-on, drifters, and thugs to provide extra labor or muscle.
- Tipsters, to spread the word on where the action is and act as messengers or spies. These are often beggars, professional gamblers, or grifters (con-men).
- Street toughs who control a "turf." Such individuals often become future guild members. Most have long records of arrest for petty crimes.
- Street urchins, too young to be street toughs, who live by scrounging, petty theft, and whatever else they must do.
- "Fences" to dispose of ill-gotten gains.
- "Fixers" to interact with the authorities on behalf of members who run afoul of the law.
- Local officials who are inefficient, overburdened, or corrupt.
- Specialists for unusual tasks: Assassins for times when enforcers aren't enough; wizards to identify items, remove curses, or place magical seals; priests for healing and the occasional resurrection; alchemists for powders, potions, and poisons; bards as messengers and go-betweens; craftsmen to make thieves' tools and other specialized (and highly illegal) equipment; traveling entertainers for cover or smuggling; sea captains with their own vessels; and others as needed. These specialists are seldom part of the guild; their talents are negotiated for on a case-by-case basis.

The Entrenched Guild

In addition to the elements listed above, an exceptionally well-entrenched thieves' guild might have any or all of the following:

- A number of "front" operations. These legitimate businesses are operated by the guild to provide income and as a cover for unsavory activities. The most common fronts are low-grade taverns that are



also used as minor guild hangouts, pawnbroker shops, jewel merchants, moneychangers, import/export shops, warehousing operations, gambling dens, and so on.

- Control of a complete quarter of a town. Local city watch patrols would seldom venture here, or perhaps patrol only during daylight hours, and in strong numbers.
- Control of a number of petty nobles. This might include control of one or more town council seats.
- A public guild house.
- Various specialists incorporated into its ranks, a guild wizard or priest for example.

What a Thieves' Guild Does

Like any guild, the thieves' guild exists to benefit its members. It provides training, protection, resolves disputes, acts as a source of information and jobs, and may make rare resources, such as magic, available. Some guilds act to regulate crime in their areas, for example, preventing or punishing freelance thieves who steal from establishments under their "protection."

Overall, however, the purpose of most thieves' guilds is to enrich those who control them, with lesser rewards going to the lesser officers. Thieves' guilds are run for profit, and many times their wrath can be turned aside by a suitable tribute or service.

Still, even a well-organized guild cannot escape the consequences of its actions. If too much money is taken, small business ventures die. If a powerful or popular city leader is attacked, the resulting outcry could result in a disastrous backlash. In most cases the most important leadership will have their escape routes planned, and guild activity will fall off sharply when the "heat" is on. All of this is bad for business. Thus, greed is tempered with caution in the highest circles of the guild.

The Guild and Freelance Thieves

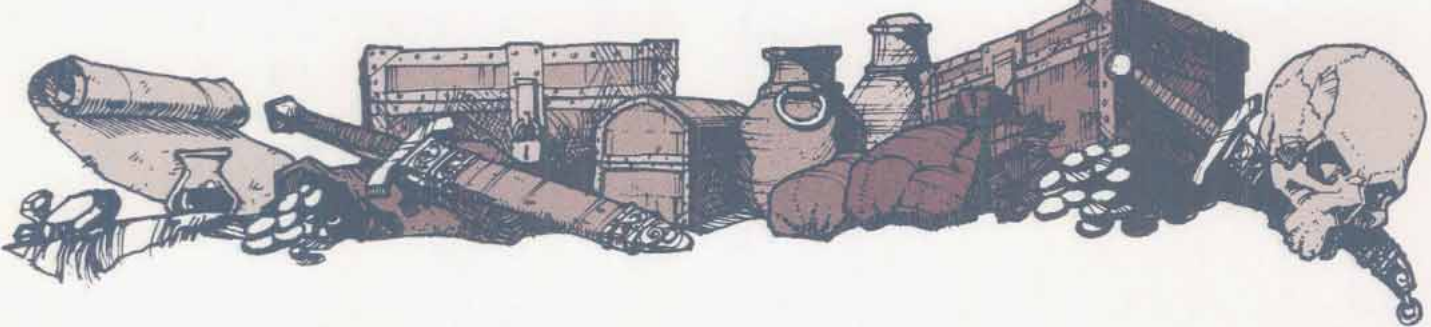
The guild takes a dim view of freelancers. Their random actions can stir up trouble with the authorities, bringing trouble on guild operatives. Freelancers may rob those protected by the guild, thus causing the guild to lose face and revenue. Occasionally freelancers will pick the same targets as the guild, interfering with guild business.

On the other hand, freelancers may have superior skills, making them desirable for certain delicate jobs. Their very existence makes a convenient cover for sensitive operations that must not be traced back to the guild itself. They can be hired for dangerous jobs when risking key guild members is undesirable. Finally, they can be used as hirelings, go-betweens, or messengers, and can be "expended" if needed when the operation succeeds.

The guild lives in an uneasy truce with most freelancers. Those who don't make trouble for the guild are tolerated. Adventurer-thieves and professional gamblers who kick in at least 10% of their profits to the guild and confine their activities to untraceable pickpocketing (preferably of foreign travelers) or honest gaming are generally left alone.

Thieves of at least 4th level will be known by reputation, unless the character has been careful to conceal his or her exploits. The guild is generally aware of most major financial transactions within the city, and can deduce a character's probable wealth and status from dress, lodgings, and habits.

When a known unaffiliated thief enters an area where the guild is strong, a visit by a local thief of at least 3rd level will occur. This is a combination fishing expedition to learn of the visitor's intentions, a possible invitation to join, and a general sizing up of the visitor and any friends. The local custom is "a-question-for-a-question," to be answered as truthfully as the parties deem appropriate.



Guild Revenge

If a player character crosses a member of the guild and becomes individually known to the guild member, a special rule can determine if the guild member will attempt personal revenge.

The player rolls 1d6 and adds his level. The guild member rolls a die based on alignment: 1d8 if lawful, 1d10 if neutral, 1d12 if chaotic. A guild officer adds half his or her level and a guildmaster adds his or her full level. If the PC total is higher, nothing will happen. If the NPC total is higher, the guild member will try to

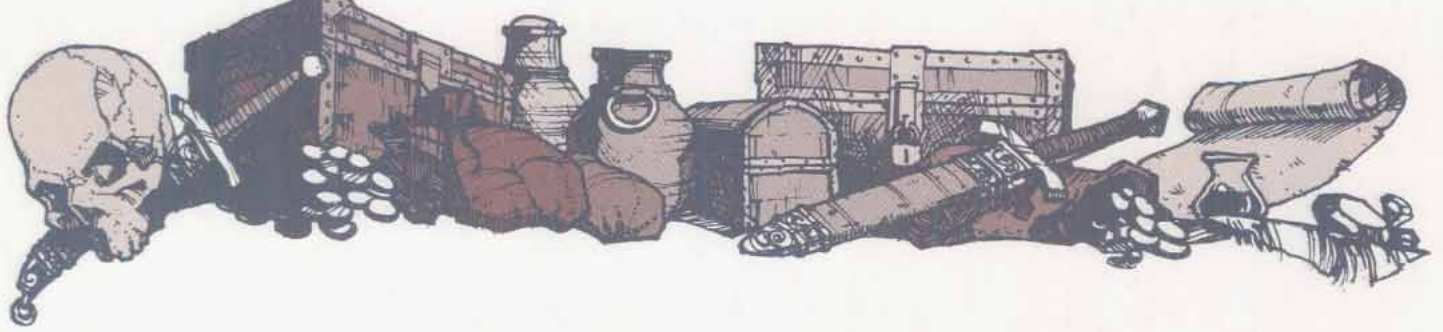
take revenge in some fashion. The revenge depends on the thief's contacts and status in the guild.

The outcome of the intended revenge depends on the plan developed by the NPC and any actions and precautions taken by the PC. The NPC's level and Intelligence should be taken into account.

The expenditure of guild resources is also a factor. If the personal revenge of a guild member is cutting into guild profits, then the guild may order that individual to cease all such activity. If the player character sets himself or herself directly against the guild itself, then it is far more likely that an example will be made.

Guild Revenge List

- A thief who is not a member of the thieves guild may be invited to join instead of taking a punishment.
- PC is to be beaten and let off with a warning (common for first offenses)
- The PC is told to leave the city or face the consequences.
- Revenge will be foregone if the PC does a service for the guild member (or the guild).
- PC is to lose all monetary wealth, either by robbery, pickpocketing, or swindle.
- The PC is to be severely beaten (to incapacitation, with broken bones likely).
- PC is to lose one or more permanent magical items by robbery or swindle.
- A gang of street toughs is hired to beat up or kill the PC.
- PC is framed for a crime.
- PC is to be drugged and either shanghaied or sold into slavery.
- A wizard is hired to place a curse or geas on the PC.
- An assassin is hired to kill the PC. Roll a "plus" 1d6 and a "minus" 1d6, then add the result to the PC's level for the level of the assassin.
- PC is framed for a crime and courts will be bribed to find the PC guilty.
- The PC is to be killed in such a way that a *raise dead* spell is impossible.
- The PC is to be killed in such a way that a *resurrection* spell is impossible.



Other Topics

Before going on to guild operations, a few other characteristics of the typical thieves' guild need to be covered. These include character alignment; the role of demihumans, humanoids and monsters; guild-associated spellcasters; and how the guild deals with magic.

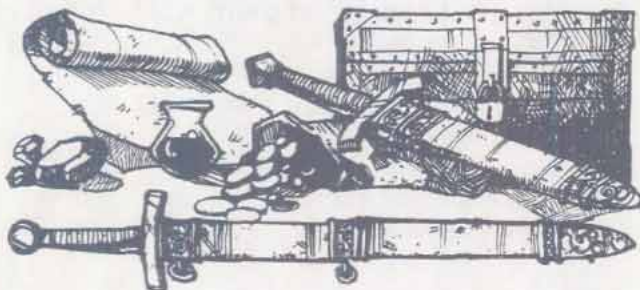
Thieves and Alignment

The nature of thieving and its related activities brings special attention upon the alignment of characters. The alignment notes given here supplement those in the *Player's Handbook*. In addition, most thieves, whatever their alignment, have a strong streak of self-interest. In a desperate situation, they will usually look after themselves, no matter what their alignment. For further information, see the boxed notes on alignment.

Table 1: Random Thief Alignment

d100 Roll	Alignment
01-10	Lawful Neutral
11-25	Lawful Evil
26-30	Neutral Good
31-50	True Neutral
51-65	Neutral Evil
66-70	Chaotic Good
71-90	Chaotic Neutral
91-00	Chaotic Evil

Note: Half of the thieves attracted to a new guildmaster will be of the guildmaster's alignment. The alignments of the remaining thieves are determined randomly. Player character thief alignments are not subject to this table.



Demihumans

Demihuman thieves are uncommon in most human towns and cities. While their skills tend to be somewhat superior to human thieves, on the average, admitting them into a guild has several disadvantages.

First, their relative rarity makes them more noticeable. They cannot disappear into the fabric of a city as easily as a human thief. Once their activities are suspected by the authorities, their value to the guild can be seriously compromised.

Second, their foreign culture and superior abilities often cause suspicion and jealousy in the other guild members. At best, this makes them targets for hazing and other rough sports until they earn the respect of their fellows. At worst, their presence will cause permanent tensions within the guild.

Third, their loyalty is always somewhat in question. Will they be loyal to the guild if guild interests run counter to the interests of their race? Since a miscalculation here might be fatal to the guild, most guilds tend to be conservative on the issue.

As a result, most demihuman thieves' guild members in human cities tend to be personal henchmen of the guildmaster or other powerful guild members, and their prospects for advancement within the guild are limited unless they are extremely clever.

Most often, demihumans find themselves in supporting roles: a dwarf craftsman who fashions superior lock picks, a halfling posing as a street urchin, a gnome jeweler who doubles as a fence.

Nothing stops a DM from creating a guild that is easier on demihumans than the above disadvantages will provide. These guidelines are presented as suggestions to enhance role-playing within a guild, to encourage thief characters to chose freelancing over guild membership, or to increase the level of challenge in the campaign for demihuman thief characters.



Thief Alignment Summary

Lawful Good

This alignment is not normally available to any type of thief. Lawful good characters generally follow the rules and believe in standards of behavior that are of benefit to the community at large. In wild or lawless areas, they most often form a powerful minority that acts as a check upon the worst excesses of an uncontrolled thieves' guild or band of robbers.

However, lawful good characters may be allies of a thieves' guild in an area where the local authorities are exceptionally corrupt or oppressive.

Lawful Neutral

Lawful neutral characters see strength in order. For a lawful neutral thief, this means that a strong organization and tight controls on membership are essential for a strong guild. They are the most likely to insist on organized training programs to hone the talents of young thieves.

Characters of this alignment make excellent, if somewhat conservative, thieves' guild members. They tend to create and participate in the more powerful guilds. Their main drawback is their rarity among the thief population.

Lawful Evil

The lawful evil character follows a personal code. He often uses ruthless, brutal, or bloody methods to reap a desired reward. The strong take what is theirs by right of superior skill or power; it is the role of the weak to serve the strong. Lawful evil characters will no more betray a companion or break their word than would a lawful good character. What is good for the character, or can be given to his fellows to ensure their loyalty, is all that matters.

Most active professional assassins are lawful evil. They will seldom break a promise—or a contract. Many guild "enforcers" are also lawful evil.

Neutral Good

Neutral good characters strike a balance between doing good and the need to do what is in the best interests of the guild. These characters are not above breaking a few rules or creating confusion if they have sufficient reason to do so, and they will do so out of kindness or compassion. They generally avoid killing except in self-defense. Neutral good thieves rely on friendships to make and maintain contacts, which they use to further their own agendas.

Guild thieves are not normally neutral good, although the occasional pickpocket, "fixer" or go-between might be.

True Neutral

True neutral characters believe in a balance between law and chaos and between good and evil. They play no favorites, not even with themselves, and their behavior is moderate. They are often more interested in the developing their skills, techniques, and professional demeanor than with questions of right or wrong, or even profit. They avoid extremes, including excessive greed or a preoccupation with vengeance, and might act on occasion to restrain the more extreme acts of their associates.

In a thieves' guild, they tend either to ignore guild politics or act as peacemakers and moderating influences.

Neutral Evil

Neutral evil characters are primarily concerned with their own advancement, motivated by a desire for power or wealth. Most have a keen sense of self-preservation and a nose for which way the wind is blowing.

Many criminal masterminds are neutral evil, as are corrupt city officials and many fixers and informers. Guild leaders must carefully consider their ability to satisfy the expectations of neutral evil characters who want to join: While accepting them is risky, this is often the most profitable course.

Chaotic Good

Chaotic good characters hold the value of life above all else. They care little for rules, and often condemn violence except in self defense. Chaotic good characters live life to the full, always testing their limits—and the limits of their companions. Most will abandon a job to save a friend—a good person to have along if trouble strikes, but occasionally hard on guild profits.

While this alignment is possible for a player guild member, it is more typical of swashbuckling freelance thieves.

Chaotic Neutral

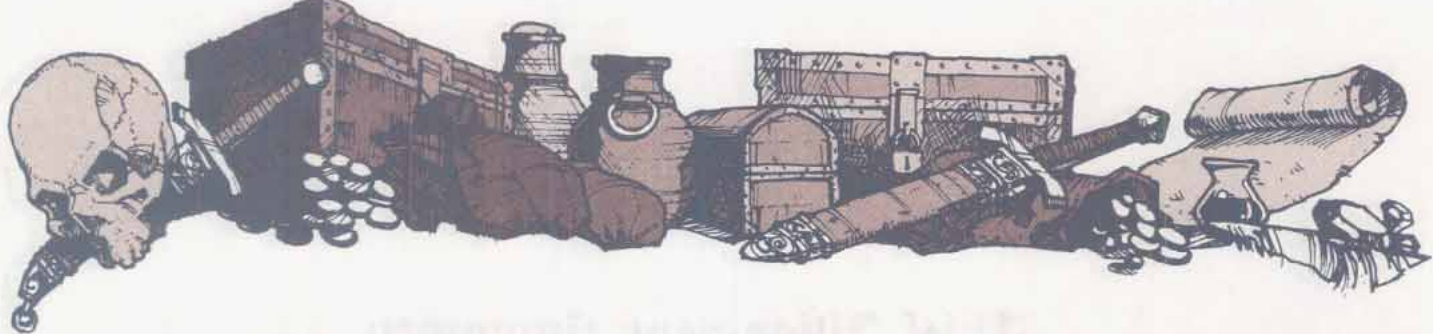
A character of this alignment is the most unpredictable of all. Freedom to act as an individual is of utmost importance. Any infringement by others on personal freedom is seen in its most unfavorable light. Chaotic neutral characters often go along with a plan—any plan—only as long as it serves their desires. The best are as likely to succeed on a job by brilliantly improvising as to fail by abandoning an established plan.

Most chaotic neutral thieves either remain low in the guild hierarchy or are short-lived freelancers. Only the most clever, daring, and successful rise to positions of guild leadership. However, the more lawful the society, the more chaotic neutral characters will become thieves.

Chaotic Evil

Chaotic evil characters believe in the law of the jungle, with themselves as predators. They seek wealth and power, and don't care how they get it. Many kill for the sake of killing, or to bully the weak into submission. They thrive on havoc, making any deal at any time, but rarely keeping their side of the bargain. A moderating effect on their behavior is the respect of one powerful predator for another. Another is when a foe with cause and opportunity to kill them doesn't (this inexplicable behavior can create a wary respect or feral curiosity). Both might lead to alliances aimed at confounding well-organized authorities.

Chaotic evil thieves tend to be high profile, rising quickly and dying early. They are most likely to draw unwanted attention from the local authorities. In times of crisis or instability, however, their survival instincts often provide superior leadership, and their cunning allows them and their luckier followers to escape where more predictable leaders would perish.



Humanoids

The situation of humanoids is even more extreme. Even in a town that tolerates such creatures as kobolds, hobgoblins, gnolls, and half-ogres, these creatures are always high on the suspect list when trouble occurs. The most useful employment of the strongest of these creatures is as bouncers, bodyguards, and thugs. The weaker creatures serve as footpads, spies, and members of secondary gangs that pay tribute to the main guild.

Discipline is usually a problem with humanoids. Many have bestial traits that often land them in trouble with local authorities or with the other guild members. Assault and petty thievery charges are common complaints against them.

On the other hand, humanoids can be useful for diversions, and their loyalty tends to be high if they have nowhere else to go. Most are found as the henchmen of a strong leader or in their own gang that pays tribute to the guild.

Monsters

Monsters are difficult to incorporate into day-to-day guild activities, however, they can add a great deal of spice to adventures involving the guild. Specific ideas include:

- A mimic as a hoard guardian.
- A gang of doppelgangers operating as a blackmailing ring.
- An ochre jelly in a pit used for body disposal.
- A colony of jermlaine who pilfer in exchange for guild favors.
- A minotaur in a maze as part of a training exercise.

A special case is a guild relationship with a major intelligent monster. The usual set-up is to treat the monster as an ally, and keep it at some distance from core guild activities. The guildmaster must handle any such relationship with extreme care or end up dead, with the guild in the hands of the monster.

Such monstrous allies might include a beholder, a

vampire, a naga, a rakshasa, or (if an evil temple is involved) a greater tanar'ri or baatezu. Sometimes such monsters will talk a guild subordinate into taking over the guild, then reduce the subordinate to the status of a puppet or kill him.

Alliance with such monsters is perilous. Their presence, if known, often attracts the attention of not only the city watch, but also adventurers. On the other hand, knowing the guildmaster has such powerful allies as these tends to keep most of the lower level guild members in line.

Spellcasters

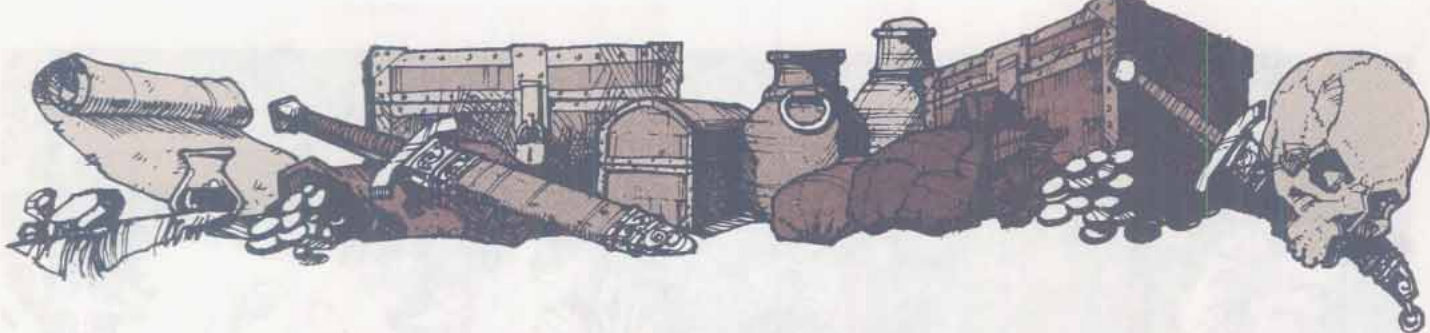
The most typical spellcasters that a thieves' guild deals with are wizards, priests, and bards. Rangers and druids are not common in urban settings, and paladins will have nothing to do with a thieves' guild in all but the most unusual circumstances.

Spellcasters are most often treated as specialist consultants or expert hirelings for specific jobs. A powerful entrenched guild might have a spellcaster of its own. In most cases, a guildmaster must carefully compare the benefits of dealing with a spellcaster against the costs and risk to the guild.

Wizards

Wizards have their own agendas and these are not the agenda of the guild. They often indulge in long and esoteric investigations of arcane lore. As a result, they may not be available when they are needed. Many times, their experiments are dangerous and difficult to conceal—a city watch investigation of a magical accident might well reveal guild hideouts or safe houses. Worse, wizard research takes expensive tools and rare components, which might cost the guild heavily in profits and in the lives of skilled members. Still, the gain of dealing with wizards sometimes outweighs the risk. At these times, a wizard can usually be contacted for an exchange of favors.

Unfortunately, the guild must often deal with a wizard whose researches are illegal or unsavory. If the guild is too closely linked to an evil wizard, this can lead to the destruction of the guild by the authorities



or by adventurers. The most common deal is for the guild to recover rare or forbidden components in exchange for magical services, with no questions asked.

Thief guilds led by wizards, a multi-class mage/thief for example, are rare. At first glance it may seem reasonable that most thieves' guilds would be run by such characters, given their power. However:

- Research, spell creation, and other wizardly tasks tie up the multi-classed character. He is less efficient in making and maintaining contacts, critical for a well-run guild. Further, the distraction of magical disciplines makes a wizard less able to discover the plots of underlings. The split focus is likely to be fatal.
- Wizards generally are regarded with superstitious fear by the guild membership, they are not trusted. Their expensive laboratories and libraries eat into guild profits, causing resentment. The ease with which a wizard waves his hand and creates a magical effect is viewed with jealous envy; common thieves have to work, train, and sweat for their profits.

The factors of jealousy, fear, and underlying resentment make wizard/thieves prime targets for plots if they seek direct guild control. While a leadership position is not impossible, it is more difficult to achieve and maintain than for a single-classed thief. Thus, multi-class thieves tend to become advisors or henchmen to other characters as they advance unless they take exceptional pains to seek guild office.

Priests

While the services of a priest are desirable, these characters are also kept at arm's length. The agenda of a religious sect rarely matches the more worldly aims of the guild, and supporting a priestly facility and paying for its trappings eats into guild profits.

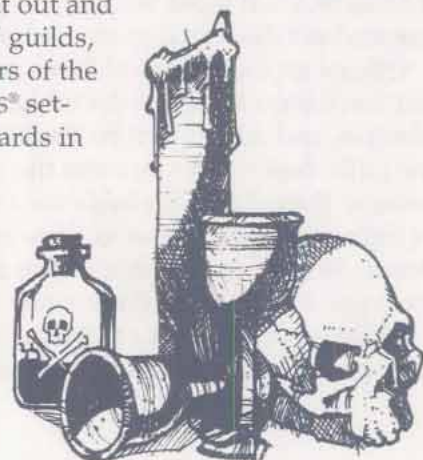
A public temple, such as one to a god of thieves, provides city authorities with a known point to observe and monitor thief activities. On the other hand, incorporating an underground or forbidden cult into the guild exposes the guild to a greater public hue and cry if discovered, as well as ensuring the enmity of many other established religions.

Most of the time, the guild doesn't care what religions its members support, or what gods its members call on, as long as the practice does not affect profits. By stepping in only where guild interests are at stake, the thieves' guild can get the services it wants with the least possible trouble and cost.

Bards

Most guilds don't bother bards, as long as they keep to petty pilfering and don't cross guild operations. Bards can be good sources of information. They also can be employed as useful (and expendable) go-betweens for delicate negotiations. Bards can raise morale of member thieves and help sway public opinion. They can create diversions to cover guild operations.

However, few bards are suitable guild material. Their thieving skills are modest. They seldom take to guild discipline, they wander off at inconvenient times. Their nature is to ferret out secrets and spread information. While any of these traits can be tolerated in an ally, it is risky to open up the secrets of the guild to such a one. Not only this, but some groups which have sought out and destroyed thieves' guilds, such as the Harpers of the FORGOTTEN REALMS® setting, have many bards in their ranks.





Guild Magical Items

The guild allows its members to keep magical items they acquire, as long as this does not cause problems. Thus, most guild magic is privately owned. While it is bad form for a guild officer to just take an item from a lower ranking member, most thieves feel that those who can be tricked out of their magic don't deserve it in the first place.

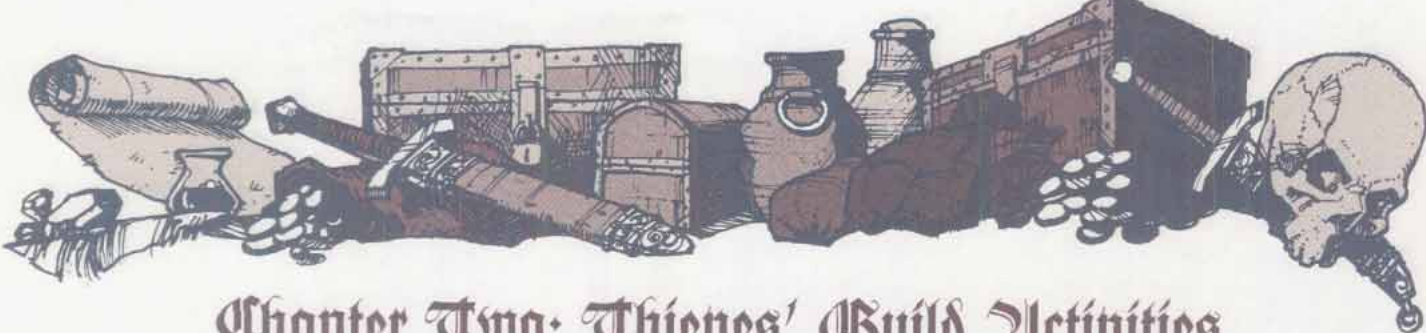
Otherwise most magical items in the guild's vault will have been traded to the guild in exchange for services, and will in turn be traded for the services the guild desires. In rare cases the guild might make some of these items available for a specific adventure of interest to the guild or as a reward for services rendered. Most of these items will be of low power and have few special or distinguishing marks.

Guild members might make their items available for a price or a share in an adventure, though it is

much more common for them to join the adventuring party. A typical deal is a deposit of at least 50% of the item's value against a sizable return for the owner. Expended charges must be paid for and the item returned in reasonable condition. Failure to do so incurs a debt at loanshark rates.

When an outside party requests an item that the guild does not have, an enterprising guild member might arrange to "acquire" it. The turnover is usually arranged through a fence or other third party. The guild member usually gets a 10-15% "finder's fee" for the service, a part of which goes to the guild.

The thieves' guild outlined in later chapters has a secret underground vault for its treasures and magic. This can be reached only by crossing deep water on a submerged pathway. The doors are cunningly locked and trapped. The vault has been carefully sealed against divinations, detection, and penetration by such means as plane shifting, teleportation, and psionics.



Chapter Two: Thieves' Guild Activities

Thieves' guild activities break down into two main types: crimes of opportunity, such as burglary, counterfeiting, extortion, street robbery, and pocket picking; and crimes that produce a steady income, such as blackmail, gambling, protection rackets, and loan-sharking. Smaller organizations rely more on crimes of opportunity, while larger guilds run more steady operations.

Guild Income

The guild is divided into smaller gangs, each under its own *taskmaster*. A gang might be subdivided into *teams*, each with a *team leader* who reports to the taskmaster. Each team makes income, some of which goes to the guild. Income is usually figured weekly, adjusted for how profitable the week has been. Figuring income is not too important unless player characters have guild rank, or plan to heist a team's weekly take.

Unless general economic conditions are known, use Table 2 to find how profitable a week has been. The gang income for each guild activity is given in the section describing the activity.

Each section also identifies the NPC thief who runs the activity for the *Den of Thieves* guild, NPC information is given in Chapter 3, Guild NPCs.

The guild requires members to work at least two weeks of every month directly for the guild. Taskmasters get 10% of the income operations under their control.

For jobs not done at the behest of the guild, the guild takes a flat 10% share. The taskmaster receives 10%, for a total of 20%. The rest is split among the team members, with team leaders receiving a double-share. Departures from this norm are covered in individual sections below. Some team leaders have special rules, such as job expenses (lost equipment, healing, fix money, etc.) being deducted from the take—after the guild and taskmaster shares.

Table 2: Type of Week

d% roll	Type of week*
01-23	Poor**
24-75	Average
76-97	Good
98-00	Festival

* If festival times are known, use them instead and treat a roll of 98-00 as a Good week. Most cities have about four major festivals per year.

** If the guild is lying low, subtract 50%. If the result is below 01, income is half that of a Poor week.

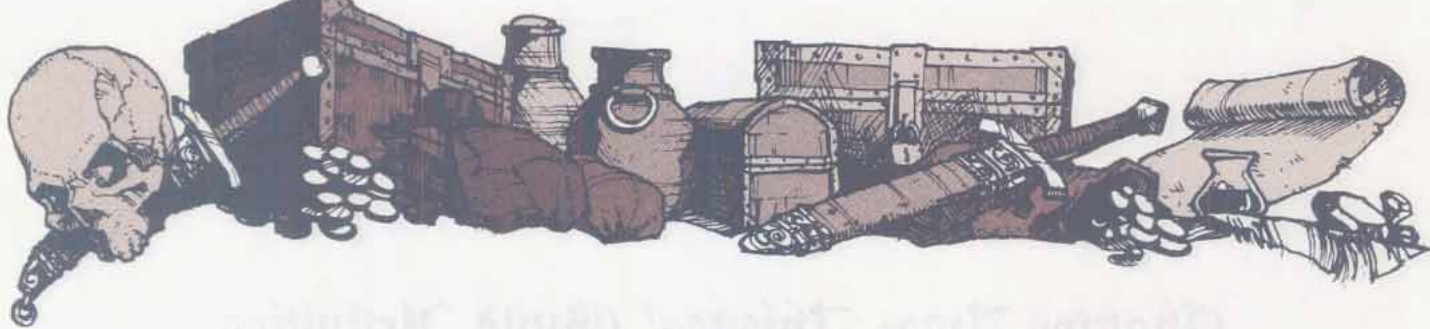
Table 3: Living Expenses

Lifestyle	Cost/Month
Squalid	3 gp
Poor	5 gp
Middle Class	50 gp/level
Wealthy	200 gp/level

Guild Expenses

The following general principles govern guild expenses:

- Living expenses levels are squalid, poor, middle class, and wealthy, as per the *DUNGEON MASTER® Guide*.
- Guild members failing to make at least a poor living have low morale and loyalty: 5% to 10% (1d6+4) desert each week.
- Team leaders failing to make at least double what team members make will be unhappy (DM decides on their actions, if any).
- Taskmasters failing to make at least a middle class income will be unhappy, too.
- If the guildmaster fails to make a wealthy living, the loyalty of the guild drops. The guildmaster will have reaction penalties as decided by the DM when bribing officials or maintaining contacts.
- A typical on-going bribe should raise the standard of living of the recipient by a level (assume a base 500 gp/level for the next step above wealthy).
- Other expenses include bribes, fixers' fees, wizard and priest services, property upkeep, repairs for damage by raids or enemy gangs, cash bonuses to keep members happy, etc. Expenses should vary, but take 90% or more of guild income on average.



Burglary

The guild's burglary taskmaster is Jelask (see page 34).

The burglar breaks into buildings to steal items that are valuable, portable, and easily disposed of. Usually, guild burglars do not steal from shops paying the guild protection. Often the targets of burglary jobs are in the richer quarters of town, and the burglars themselves are often sophisticated.

The prime tools of the burglar are stealth and speed. Most operate at night so the darkness helps conceal their actions. A burglar rarely encounters the victim during the robbery.

The burglar's biggest advantage is that most of the time a citizen can only respond to the burglar's actions. The typical response to a high burglary rate is to hire guards or set up magical protections. A well-guarded house both warns burglars away and informs them that here is something worth stealing. The owner's challenge is to have enough security without being too obvious, while the burglar's challenge is to be good enough to defeat the security that's in place.

Burglars work in ones or twos to make it easier for them to conceal their presence and to get the job done faster. They rarely work in teams, and then only in teams of two or three members. The more people in a team, the more chance they will be noticed by an alert guard, or some passerby.

Before a theft can be carried out much planning must be done. How will the burglar get past the security? Where in the building is the item to be stolen? How many people are likely to be inside at the time? When will the job be done? How will the burglar get away if the alarm is raised? How is the merchandise to be disposed of? All these questions and many more must be answered before the burglary takes place.

A burglar requires a lot of self-discipline to get the job done quietly and efficiently. Once inside a wealthy merchant's mansion, the temptation to steal

everything in sight must be resisted in order to get a few choice items and leave before being discovered. Also, it is easier to fence a few valuable items than a sack full of mediocre ones.

Burglars also need plenty of practice climbing walls, detecting and disarming traps and moving silently. Failed burglars often end up as pickpockets or cutpurses.

An outsider or tipster who provides information to a burglar usually receives 10% of the value of the take.

A taskmaster usually plans up to one job per level per month. A team leader usually plans up to one job per two weeks. A team normally takes at least two weeks to plan and carry out a burglary. The profits from a burglary are shown in Table 4. For every 200 gp the job is worth, there is a 10% cumulative chance of an incident. If time is shortened to one week, add one incident, and the 1d6 rolls have a -1 modifier.

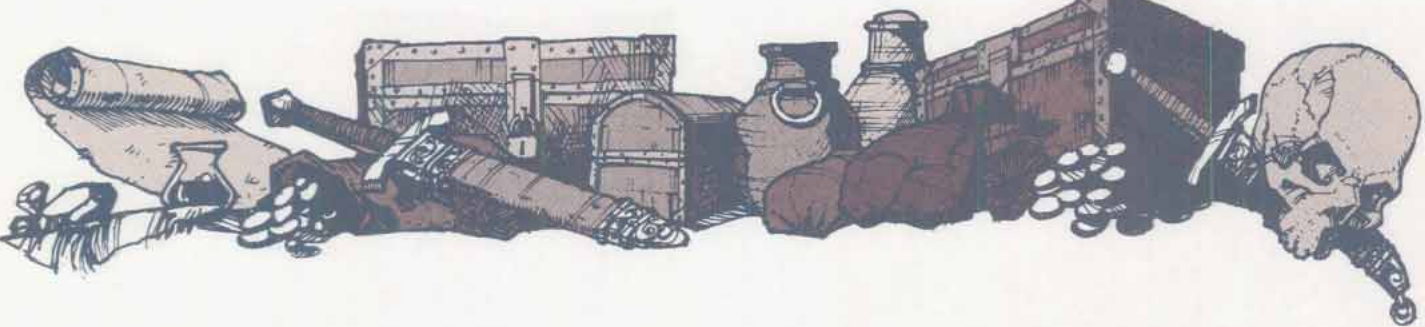
Table 4: Typical Burglary Income (gp/job)*

Target building	Amount
Slum home	1d10 × 1
Lower class home	1d10 × 5
Small shop or middle-class home	1d10 × 20
Mid-sized shop	1d10 × 50
Large shop or wealthy home	1d10 × 100
Rival gang's gambling den/hideout	1d20 × 100

* This table is for non-specific burglaries only. Job to gain specific items get the items, plus half the amount given on this table.

Table 5: Burglary Incidents

- 1 Trap: Remove it or be captured; 25% chance trap has a -20% modifier. (fix is possible).
- 2 Lock: Pick or burglary is foiled; 10% chance lock has a -20% modifier.
- 3 Guards: Move silently or be chased (50% chance to complete burglary first). Fix possible if caught.
- 4 Surprised: Fight a guard (DM's choice) or be chased.
- 5 Betrayed. If tipster set up job, burglars are captured (fix possible). Otherwise no incident happens.
- 6 Bad Info: take is 1d10 ± 20 gp, maximum.



Counterfeiting and Forging

The guild's master forger is **Skerrit** (see page 34).

Counterfeiters work alone or in small groups, usually locked in a quiet place where their concentration won't be disturbed. They usually work in well-lit rooms that allow them to copy documents and signatures exactly.

Forgers deal exclusively in documents and valuable paper, vellum, parchment, or other medium for the written word. A forger may have an original, but more often than not, he works from blank parchment. Deeds, wills, charters, royal pardons, and identity papers are all candidates for the forger's talents.

Counterfeiters work in any medium, but especially precious metals. They nearly always have an original article to copy.

Any counterfeiter with access to a small smelter and a supply of cheap metals can produce counterfeit medallions or official seals. The quality of the finished product depends on the raw materials and the smelter as much as on the skill of the counterfeiter.

Coined currency in many kingdoms is struck at special mints. Coining requires not only the proper metals and skilled engraving, but unwieldy stamps or presses of great size and weight. Making false currency is severely punished. The offender usually loses his or her right hand. It is simpler and much less risky for the guild to bribe corrupt official minters to skim off part of their production.

Far more common is "coin clipping," in which thin shavings (perhaps 5% of the whole) are taken from the edge of a coin. The coin is then passed as full value. Some coins are minted with marked edges to make this harder.

Counterfeiters do not limit their activities to metal objects. Works of art may be copied so the original can be stolen without being missed. In one scam, the counterfeit is well enough made to fool a casual inspection—but not an expert appraisal. Once the fake is in place, a guild member offers to buy the

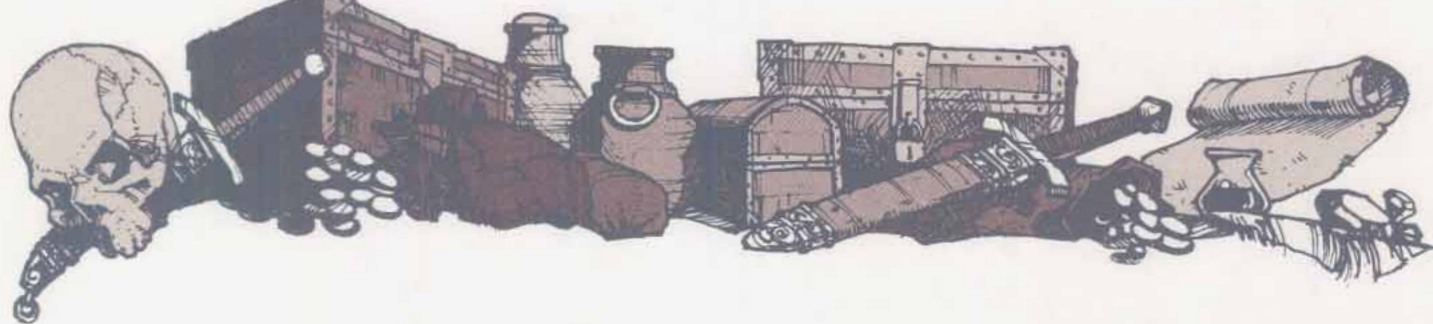
piece. Just as payment is about to be made, an "expert" is produced who declares the piece a fake. The victim then pays extortion or blackmail to avoid having his reputation ruined by this trick.

The amounts forgers and counterfeiters charge for typical work are in Table 6.

Table 6:
Typical Forging/Counterfeiting Charges

Task	Time needed	Charge
Forge a royal pardon	5 days	150 gp
Forge a military pass	3 days	50 gp
Forge a city pass	2 days	20 gp
Forge official's signature	1 day	10-20 gp
Counterfeit coins	Setup 10+ days	—
Counterfeit jewelry	2-7 days	5% value
Copy a deed or title	4-5 days	120 gp
Copy a work of art	2-3 weeks	200-500 gp





Extortion/Street Robbery

The guild's extortion taskmaster is **Quentin** (see page 34).

Extortion is a one-time demand for payment in exchange for not carrying out a threat. This limit to a single payoff makes this crime different from blackmail or protection racketeering. The guild considers extortion highly dangerous, since the extortionist's primary protection against an active victim is to lie low or change his line of work for awhile.

The extortionist may threaten violence if the money is not paid—or the ruin of some important occasion like a wedding or coming-of-age party. Extortion may also be a simple matter of stopping a lone merchant and demanding money in exchange for his safe return to his fellows.

Since it's a one-time crime, the best time to extort money is when the victim is most vulnerable. A gem merchant who has just received a huge shipment may well pay up to one-fourth of the gems' uncut value to keep them safe from fires or a hold up. He may already be paying for protection against burglary. An innkeeper who has important guests will pay more to keep them safe than one who has common travelers in his house.

The guild taskmaster collects information on as many businesses in the guild's area as he can. This information is then used to plan who will be stung, when, and for how much. The sting must be for enough to pay for all the work that has gone into the planning, but not so much the target is more likely to seek help than pay up.

Extortionists usually work in pairs. One team member makes the initial contact. The second member, the "bagman," collects the payoff at the appropriate time.

As this is the riskiest part of the job, the second member is always the junior team member. Often the only other guild member the bagman knows is his partner. This helps minimize the risk of too many members being caught if something goes wrong.

Table 7: Extortion Opportunities

Basic chance for extortion opportunity (95% maximum):
 Taskmaster 10%/level*
 Team Leader 5%/level

* On a d% roll of 01–05, a taskmaster finds one extortion opportunity per 4 experience levels that week.

Table 8: Typical Extortion Rates

d %	Opportunity	Demand
01–40	Ordinary social event	50 gp
41–50	Wedding or other special occasion	100 gp
51–60	Secret information*	d10 x 100 gp
61–85	Knowledge of crime	1d8 x 50 gp
86–95	Valuable shipment	1d6 x 100 gp
96–00	Prevent looting**	1d10 x 1d10 x 20 gp

Optionally, on a d100 roll of 51 or more, the extortionist may demand a percentage (usually 1%–5%) of the gp value of the information, the take, or the merchant's stock as assigned by DM.

* Information that will soon become public knowledge

** Of damaged building: storm rips off the roof, mob smashes door, etc.

The most likely way things can go wrong is if the victim seeks help. The payoff may be a setup where the bagman is captured; or the bagman may be followed back to his hideout so the whole team can be taken.

In either case, a victim who doesn't pay risks suffering the wrath of the taskmaster or, rarely, the entire guild. Whatever the threat was, it will be carried out as soon as any sign appears that something has gone wrong. If many guild members have been caught, killed, or exposed—or an important hideout raided and thus rendered useless—the guild's retribution will be swift. It is important to send a message to future victims that refusal to co-operate will not be tolerated. Of course, this sometimes backfires.

Since extortionists work in small teams, an experienced team leader might work with three or four underlings, each with three to five bagmen. No bagmen will know the others exist, again to minimize losses if there's a raid. The team leader reports directly to the taskmaster.



The guild takes a 40% cut if the taskmaster provided the information, otherwise the guild takes 10%. Another 10% goes to the taskmaster. The bagman generally gets a 10% share for collecting the money.

Chances for extortion opportunities are given in Table 7. Typical types of extortion and rates are given in Table 8.

Robbery

Street robbery is much like extortion, only the robber directly threatens the victim with physical harm unless valuables are turned over immediately.

This crime is fairly high profile and tends to bring down the city watch, especially if the victim is middle class or wealthier. The guild's income is given on Table 9. Most guild extortionists fall back on this activity when more profitable jobs are not available.

Independent thieves and street toughs also engage in street robbery. The guild tends to ignore their activities unless they interfere with guild business.

Table 9: Street Robbery (per robber sp/week)

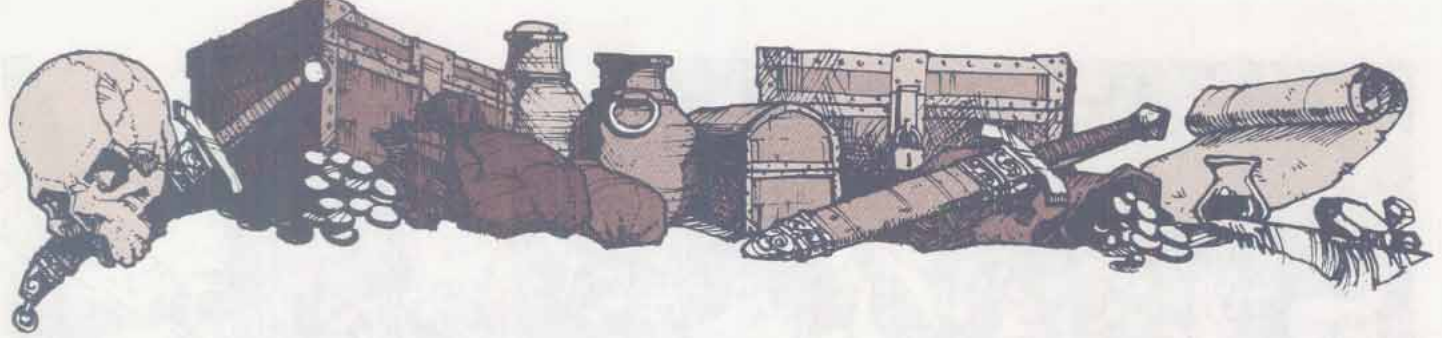
Type of Week*	Profits**	Chance for Response
Poor	1d8 × 10	1%
Average	2d4 × 15	2%
Good	3d4 × 20	5%
Festival	4d4 × 25	10%

* The gang can reduce response chance by taking profits for a worse type of week than rolled.

** Can reroll for profits and add if the dice roll total is 8 or more. Each reroll adds 10% to the response chance.

Table 10: Street Robbery Response Table

- 1 Team member killed attempting robbery.
- 2 Team members arrested; fix possible.
- 3 Major Crackdown: Guild must lie low next week or suffer automatic responses/incidents.
- 4 Crackdown: Pay a 25 gp bribe per robber to avoid arrest; fix after arrest possible.
- 5 Crackdown: Next week type is -50% for street robbery.
- 6 Heavy patrolling: reroll at -1; response chance next week is 30%.



Pickpocketing

The guild's pickpocket taskmaster is **Callan** (see page 35).

The pickpocket relies on stealth and cunning to remove valuables from the very person of a victim. Pickpockets favor the marketplaces of any city or town, where the bustle of the crowds makes it simple to bump into a victim and lift or cut a purse without attracting undue attention.

Pickpockets may be young children just learning the trade or old hands who have never tried the other criminal trades. What they all have in common is their light touch. Even a portly thief who weighs over three hundred pounds can be a pickpocket if his hands are right for the job. In fact, such a large person might make an excellent pickpocket—he is so easily seen that he is never noticed or suspected of having the skills required to steal a purse from an unwary merchant or noble.

Apart from the markets, pickpockets flock to any large gathering of people. City festivals provide a good income for the pickpocket. In the crush of people around most vendors, it is relatively easy to lift the money but not so easy to make a quick getaway if the victim happens to notice.

The most gruesome setting for the pickpocket to work is the city square on public execution days. No thief likes to watch a fellow get his neck stretched or his head come away from his shoulders. The pickpockets who work the hangings and beheadings have no sympathy at all for the people they rob. These people have come to gawk at another's misfortune. Any loss they suffer as a result of their ghoulish behavior is totally deserved in the mind the thief.

Although a pickpocketing team is usually six to eight strong, the pickpockets work the markets in ones and twos. Often, one thief will strike up a conversation with the victim, discussing the price of the wares on the nearest table, or how well the crops are growing after the recent rains. Once the victim's attention is fully on the first thief, his accomplice sneaks up and makes the touch. Few victims realize

they've been robbed until the time comes to pay for something they wish to buy.

For a quick calculation of weekly profits for each thief, use Table 11. This assumes no more than 10 pickpockets per 1,000 people.

Table 11: Pickpocketing (sp/wk)*
T1-T3

	Poor	Avg	Good	Festival
01-05	Caught!	Caught!	Caught!	1d6×25
06-17	Caught!	Caught!	1d6×25	1d8×30
18-30	Caught!	1d6×25	1d8×30	1d10×40
31-43	1d6×25	1d8×30	1d10×40	2d6×50
44-57	1d8×30	1d10×40	2d6×50	2d8×50
58-72	1d10×40	2d6×50	2d8×50	3d6×80
73-88	1d8×30	1d10×40	2d6×50	2d8×50
89-99	1d6×25	1d8×30	1d10×40	2d6×50
00	Caught!	Caught!	Caught!	Caught!

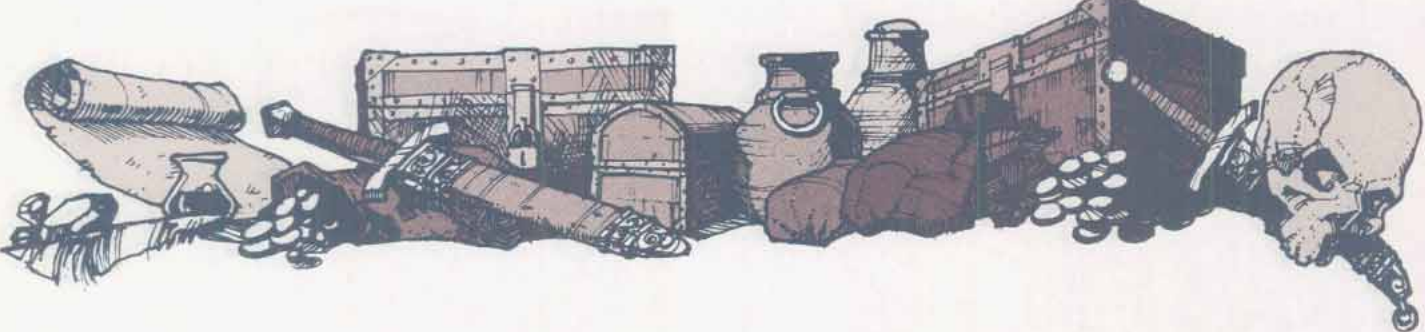
T4-T6

	Poor	Avg	Good	Festival
01-05	Caught!	Caught!	1d6×25	1d8×30
06-17	Caught!	1d6×25	1d8×30	1d10×40
18-30	1d6×25	1d8×30	1d10×40	2d6×50
31-43	1d8×30	1d10×40	2d6×50	2d8×50
44-57	1d10×40	2d6×50	2d8×50	3d6×80
58-72	2d6×50	2d8×50	3d6×80	4d6×100
73-88	1d10×40	2d6×50	2d8×50	3d6×80
89-99	1d8×30	1d10×40	2d6×50	2d8×50
00	Caught!	Caught!	Caught!	Caught!

T7+

	Poor	Avg	Good	Festival
01-05	Caught!	1d6×25	1d8×30	1d10×40
06-17	1d6×25	1d8×30	1d10×40	2d6×50
18-30	1d8×30	1d10×40	2d6×50	2d8×50
31-43	1d10×40	2d6×50	2d8×50	3d6×80
44-57	2d6×50	2d8×50	3d6×80	4d6×100
58-72	2d8×50	3d6×80	4d6×100	6d6×100
73-88	2d6×50	2d8×50	3d6×80	4d6×100
89-99	1d10×40	2d6×50	2d8×50	3d6×80
00	Caught!	Caught!	Caught!	Caught!

* If caught, a player character can run the chase sequence (see cover) to avoid arrest. NPCs are caught. If arrested, a fix is possible.



Blackmail

The guild's blackmail taskmaster is **Prakshet** (see page 35).

The blackmailer's trade is not an honorable one, even among thieves. Of all underworld professions, only the kidnapper is more poorly regarded. This refers to the trade of blackmail for money, of course. The art of blackmail to gain favors, to set up a "fix," or to use as leverage in negotiations is more common. For all that, blackmail for money is lucrative if done carefully. The professional blackmailer is seldom seen by the victim, working mostly through runners or carefully established safe drops.

The most common target for blackmail is a wealthy social climber. These usually have both money and embarrassing secrets. A blackmailer who learns such a secret and demands money for silence often profits. Many blackmailers are themselves socialites who mix with local nobility and wealthy merchants at parties and the like. A careful ear on such occasions can pick up bits of gossip. Further investigation can be done in person or through spies or tipsters.

Confidentiality is the rule for its blackmailers, so long as regular payments are made. The money is dropped off in a beggar's bowl, an street urchin's cap, or some other innocent place.

The blackmail taskmaster is in charge of piecing together information, assigning a contact person for each victim, and assigning the team that watches for signs of wavering. If a victim is unable to continue the payments, or is starting to panic, the payments might be reduced to something more affordable, or even suspended for a time. Corpses don't generate income.

Blackmailers are most often caught when they get too greedy. They get no sympathy from the law. They often receive the vilest sentences, such as being put in the stocks for a week before being executed in the most public and gruesome manner possible. This is meant to discourage new blackmailers.

The guild discourages independent blackmailers

whenever it finds one. The blackmailer's arrest might be arranged, or the guild might take care of the problem itself. The victim gets no respite, however, merely a guild member to pay.

A typical experienced guild blackmailer is allowed 20% of the take, with the rest of the loot going into the guild coffers.

The income from blackmail is given on Table 12. A blackmailer can have victims up to the limit of henchmen allowed by his Charisma; the victims also count against the henchmen limit. The blackmailer decides what rate to charge, and this can be changed later if the blackmailer so desires.

Table 12: Typical Blackmail (gp/month)

Status	Chance/mo.*	Amount Demanded		
		Low	High	Crushing
Squalid	95%	—	2	3
Poor	25%/level	1	3	5**
Middle Cl.	10%/level	20	50**	100***
Wealthy	5%/level	100	200**	500***

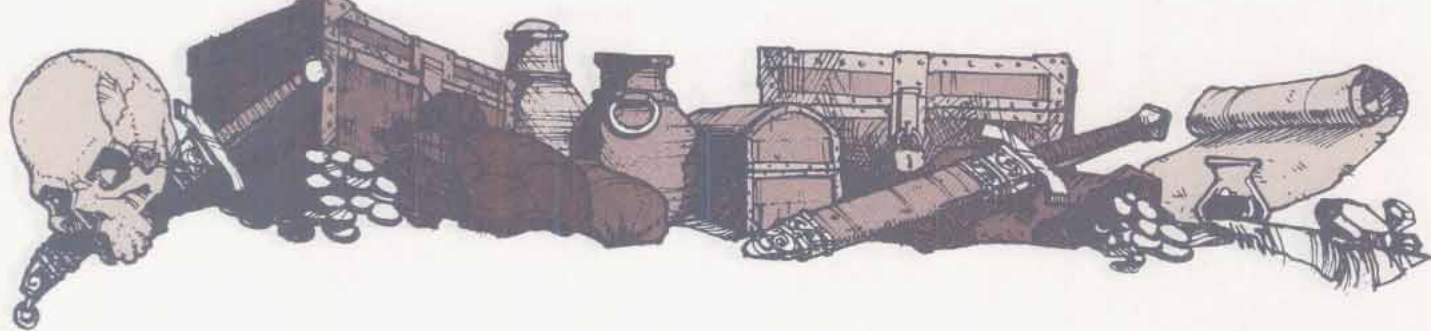
* Chance per month to establish a hold (to 95% maximum). Level is level of blackmailer.

** Chance of reaction is 10% when established; roll for a 20% chance if middle class or wealthy rate is raised to crushing.

*** Chance of reaction 20% when established; also 5%/year chance of a reaction at this rate. For each 100 gp this rate is increased, the reaction chance is raised 5%.

Table 13: Blackmail Victim Action (roll 1d6)

- 1 Secret exposed: Hold and income lost.
- 2 Adventurers hired to retrieve/destroy evidence: Play out or success 50% likely, exposure 15% likely.
- 3 Adventurers hired to eliminate blackmailer: Play out or roll a save vs. death at -4 for blackmailer. Failure means NPC is killed or captured (50% chance of each) or PC captured. If captured, fix is possible.
- 4 Victim negotiates with guildmaster: Hold lost.
- 5 Victim flees area: Hold and income can be regained if victim is located.
- 6 Victim tries counter-blackmail, reroll: 1-2 Secret exposed, victim ruined; 3-5 Successful, victim escapes; 6 Blackmailer exposed and must flee hue and cry, own reputation ruined.



Dancing Girls

The guild's dancing girl taskmaster is **Marjette** (see page 35).

Often, lonely people will pay for the company of a member of the opposite gender. Dancing girls of both genders are highly sought after in all large towns and cities. The more dances they know, and the better they perform, the more money they receive from their companions. The amount of money a typical dancer can make is shown in Table 14.

Dancers find employment either through managers or through established dance halls. This profession goes hand-in-hand with thieves' guild operations in many cities. Often, customers end up paying twice for the services of a dancer—once when the deal is done, and once when a thief steals their purse while they are distracted. Often, the thief will steal the dancer's money at the same time—of course, the dancer's money is returned at a later time.

The dancing girl business also includes information gathering. A customer often tells a dancer things he would never reveal to anyone else. The information often goes to the thieves' guild and might be used by robbers, extortionists, or burglars. A Wisdom check for the customer can be used to see if an important piece of information is gained by the dancer.

The reverse is also true. If a dancer likes a customer or is well paid, the customer may learn some information. The DM decides what is learned, whether the guild finds out about it, and what action if any is taken.

Table 14: Typical Dance Fees

Type of Dancing	Managed Girl	Dancing Hall
Basic	3 sp/hr.	4 sp/hr.
Exotic	10 sp/hr.	15 sp/hr.
New style	20 sp/hr.	30 sp/hr.
Multiple dancers	N/A	10% surcharge*

* above normal per girl fee

Managers

Most dancing girls work for a manager. For about two-thirds of the money they receive, the manager lines up work on a regular basis, provides a place to work, and sometimes also a place to live. The manager also provides protection, exacting revenge on anyone who mistreats a dancer.

Managers always have a bodyguard beside them or not too far away. Some companions don't care for managers, complain about the service, or try to take out their anger on the manager or dancer. Bodyguards are usually the largest and meanest-looking street toughs the manager can afford to hire.

Both the manager and the dancer pay at least 20% of their take to the thieves' guild.

Dance Halls

Dancing girls who work in dance halls do not usually have a manager. The head of the dance hall replaces the manager and takes 50% of the fee. He or she provides a better place of business than the street manager. The fee for a dancing girl is normally at least one-third higher (see Table 14).

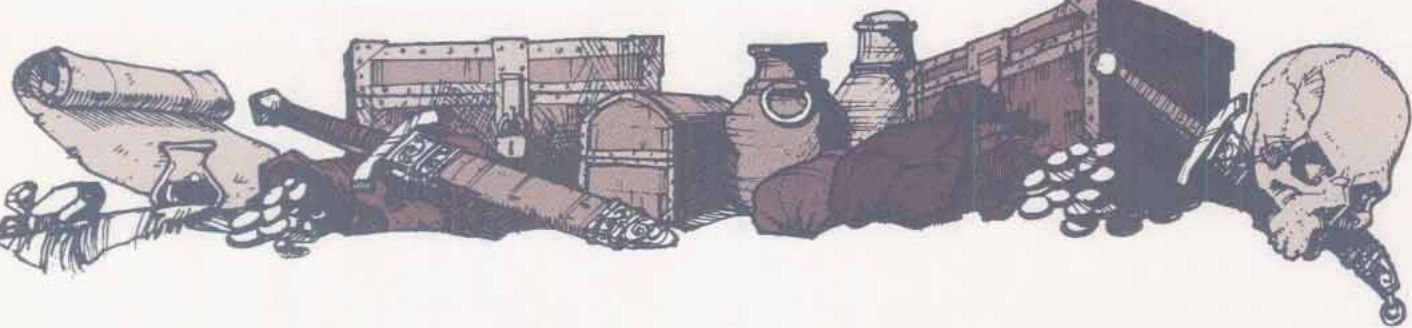
The head of the hall also takes a share of any fees the guild pays. Some dance halls have a rule that any money received for information goes into a community fund that is divided equally among the dancers on a regular basis.

A typical dance hall in which the guild has a 50% interest yields income to the guild as listed on Table 15.

**Table 15:
Typical Dance Hall Income (gp/week)**

Week	Number of Dancers		
	5	10	15
Poor	1d4 × 10	1d4 × 20	1d4 × 30
Average	2d4 × 20	2d4 × 40	2d4 × 60
Good	3d4 × 30	3d4 × 60	3d4 × 90
Festival	4d4 × 40	4d4 × 80	4d4 × 120

The dice given are for a lower class section of town. For slums, roll d3s; for middle class, roll d6s, for wealthy, roll d8s. If there are more than 10 dancers per 1,000 population, divide the profits proportionately.



Gambling

The guild's gambling taskmaster is **Rassiter** (see page 36).

The thieves who oversee gambling generally have a bodyguard or two not far away in case of trouble. This is one of the most profitable of guild activities, and is often split among the most ambitious bosses.

Gambling is generally viewed by lawful and good religions as wasteful and a lure to more serious straying, especially considering the type of people who frequent gambling dens. Thus, while the activity is not actually illegal, few upstanding citizens openly support or encourage it.

Gambling covers almost anything that people will bet on. There are three main types of gambling discussed here.

Numbers: Such games work by having a list of numbers, usually 1 to 100, which people buy for a silver piece, a gold piece or whatever the rate for the game. The winner is the person who buys the number matching a predetermined event; for example, the number of carts that will pass through the city gates on a certain day or the number of prisoners condemned in the magistrate's court. If the actual number exceeds 100, it is reduced by 100 until there is a winner. Odds of around ninety to one are typical.

The thieves' guild profit comes from money skimmed off the top before the prize is paid. Thus, if 100 silver pieces are collected and the prize is only 90, then 10 silver pieces are left for the operator.

Odds-making: An oddsmaker gives odds on the outcome of a contest. Those who pick the winner receive a payoff according to the odds (if the odds are 1:1 against, each silver piece bet returns 5). Those who pick the loser, lose their money, which goes to

make up payoffs for the winners and profit for the oddsmaker. If a special event has been arranged, an admission to view the might be charged.

Cock fighting is a popular event and gamblers bet heavily on which animal will win the battle. Variations include fights between a mongoose and a venomous snake, between a bear or bull and a pack of dogs, between two dogs, or between two gladiators or pit fighters. The profits here are made up of the admission charge and the margins on the betting. The "house" rarely loses on these fights since the odds are set up to ensure a profit no matter what the outcome of the contest.

Other: Gambling dens can be found in or near many taverns. In these places people play games of chance using knuckle bones, cards, or by throwing darts at a target. The variations are endless, but the one thing they have in common is that the house always has an edge in the odds of winning.

As with any income-producing area of a thieves' guild, a balance between profit and risk must be struck to achieve success. In this guild the taskmaster job is overseen by the day and night staff members when the taskmaster is not actually on duty himself. Gambling goes on all the time.

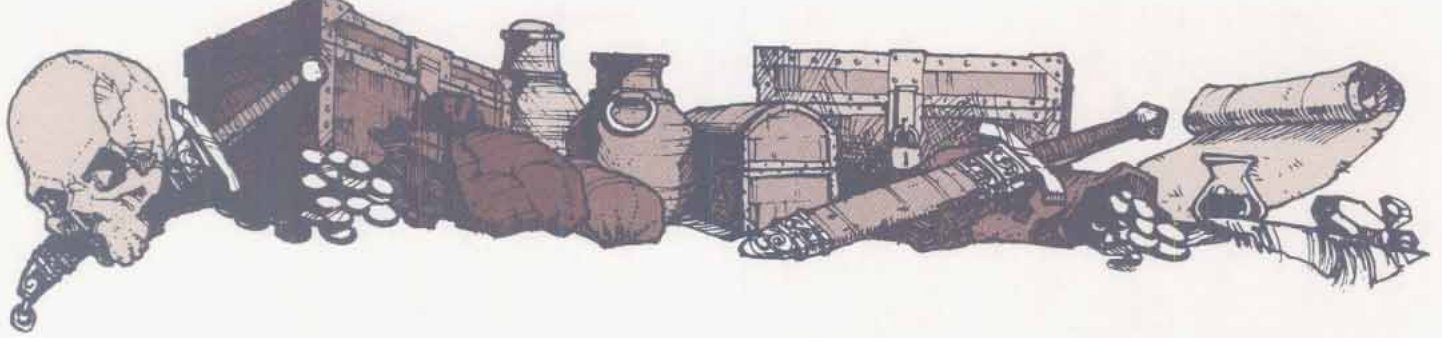
The guild profits from gambling can be found in Table 16. These profits assume no more than two gambling per 1,000 people. If number of gambling dens exceeds this limit, then the profits of all will suffer accordingly.

Table 16: Gambling Profits (gp/week)*

	Odds-making	Numbers	Other**
Poor	1d4 × 20	1d6 × 15	1d4 × 10
Average	1d6 × 25	2d4 × 20	1d10 × 20
Good	2d4 × 30	2d6 × 30	2d6 × 25
Festival	2d8 × 50	2d10 × 45	2d10 × 40

* There is a 1% chance for a loss equal to this amount.

** Other includes all forms of dice and card games, as well as racing and any one-time events.



Loansharking

The guild's loansharking taskmaster is **Kareen** (see page 36).

Loansharks are often a semi-legitimate front for a thieves' guild. Apart from lending money to honest folk who find themselves a bit short, some loansharks act as a fence for the other guild members (see Fencing).

Loansharking involves much more than simply lending money at exorbitant interest rates (often at 15% to 20% per week) to folk who can't get a loan anywhere else. Thus, they tend to be found in the poorer sections of the city.

Guild loansharks generally operate out of a moneylender's shop or pawnshop, since that makes an excellent cover for what they really do. The shop is often located in the same block as a guild or gang hideout. Often the shop has a secret entrance to the hideout.

Loans from a shark come in two varieties, secured and unsecured. A secured loan is really just a pawning of some item of value. The standard interest rate on these loans is around 10%, with a maximum time of between three and six months before the goods are forfeited to the loanshark. This type of operation is quite legal.

Unsecured loans are those in which the loanshark has no physical security against a bad debt. These loans have high interest rates to cover the risk involved and it is not uncommon for strong arm tactics to be used to enforce the repayments. Continual late payments or flat refusal to pay the interest invariably results in a broken arm or leg in the first instance and a more permanent solution if things don't improve. Loansharks are not above having a late payer killed as an incentive to other borrowers.

Making an example notwithstanding, it is poor business to kill off a debtor except as a last resort. Even if they can pay only a few coppers a week, that is a few coppers more than a corpse will pay. A borrower who comes on hard times can always renegotiate a loan with the loanshark, even if the ultimate outcome is virtual slavery for as long as it takes to repay the debt. Some loansharks will take an item in full or part payment of a debt as long as the item is valuable and can be sold easily.

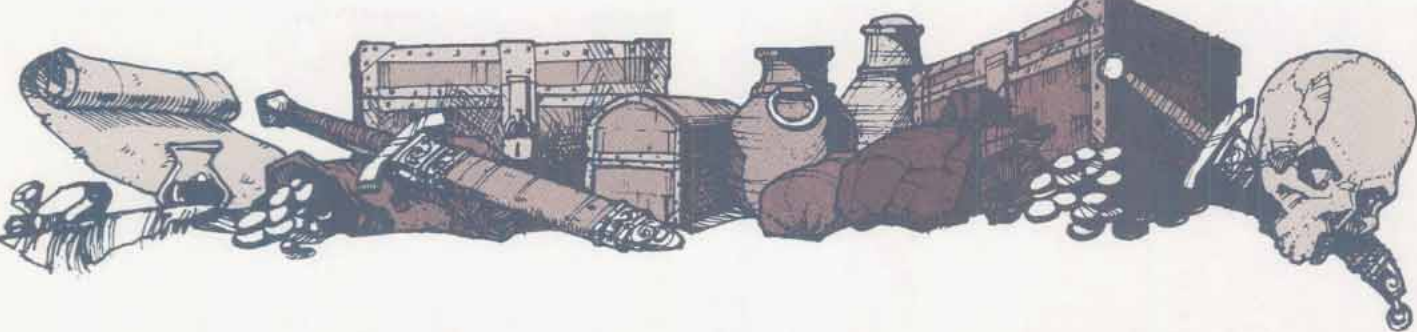
The loanshark makes profits according to Table 17. If more than one loanshark is operating per 1,000 people in the city, all profits are reduced proportionately.

Table 17: Loansharking Profits (gp/week)

Type of Week	Profits per shop
Poor	1d4 × 10*
Average	2d4 × 15
Good	2d6 × 15
Festival	2d6 × 18

* Roll required: 30% chance for a loss of this amount.





Protection Racketeering

The guild's protection taskmaster is **Tomek** (see page 36).

The concept of protection is simple. A bunch of street toughs rob a store or two along a street. They might even rough up the owners a bit in the process. A day or more later, a second group visits every store in the area and expresses their dismay at the dreadful crimes that took place recently.

In the process, they point out that for a small fee, usually 5% of a merchant's gross income, they will watch over the merchant and make sure he is not the next victim. Most merchants know what's going on, but if the protection money demanded isn't too much, then it is simpler to pay up and get on with business.

The protection taskmaster monitors the activities of the protection teams and solves any problems caused for the guild. As with other areas of a guild that produce a steady income, the rule is that some money is better than none. While the occasional beating helps keep the locals in line, killing a late payer or destroying a merchant's stock often solves nothing and costs the guild money until a new merchant takes over.

A protection racket team normally consists of a guild member leader, a collection group of two or three street toughs, and a robbery group of five or six street toughs. One of the street toughs will be second in command of the robbery group and is in charge of the initial robberies.

The collection group is chosen for their ability to appear sincere in their expressions of outrage at the crimes that have been committed in the area of late. They tend to be natural negotiators and are likely to recognize when a merchant has reached the limit of his ability to pay. The actual team leader rarely becomes personally involved in the negotiations unless there is a special reason, such as the guild requiring payment in the form of information or the goods the merchant deals in rather than cash.

Most protection money goes into the guild coffers; 20% to 30% goes to the street toughs, 10% to the team leader, and 10% to the taskmaster. Sometimes the toughs get a flat fee instead.

The taskmaster allocates an area to each team leader and the team has exclusive rights to provide protection in their assigned territory. Apart from collecting the money, this means arranging for the apprehension and punishment of any freelance thief who robs a protected store and warning off guild thieves who plan to rob a protected merchant. Sometimes, the needs of the burglars and the needs of the street toughs clash and it is up to the two taskmasters to decide what is to be done.

The rates charged for protection are shown in Table 18, the taskmaster decides the rate. One protection team can operate profitably per 1,000 people in the city. If a rate is increased, the chance for an incident is 50%.

Table 18: Protection Charges (gp/week)

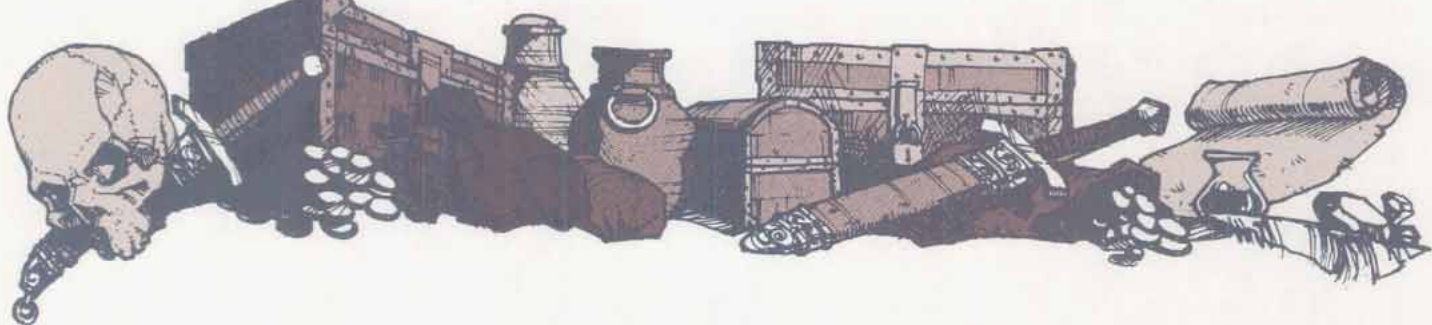
City Quarter	Moderate	Heavy	Crushing
Slum	1d4×5	1d6×5	2d4×5
Poor	1d6×5	1d6×10	2d4×10
Low middle class	1d6×10	2d4×10	4d4×10*
Middle class**	2d6×5	2d6×10*	4d6×10*

* If a week's take is at least 100 gp, an incident is 10% likely (see Table 19). Raising the rate of protection makes an incident 50% likely.

** Richer areas will resist any attempts at protection racketeering with a strong constabulary and hired adventurers.

Table 19: Protection Racketeering Incident

- 1 Team member arrested: 10% chance ring is broken, 1d8 arrests; fix possible.
- 2 Team member arrested: fix possible.
- 3 Public outcry: reduce rate or 50% chance that incident 1 occurs next week.
- 4 Business decline: reduce income by half.
- 5 Business decline: reduce income by half.
- 6 Team member killed: 50% chance a popular hero of at least 4th level tries to shut down racket.



Smuggling

The guild's smuggling taskmaster is **Mertaf** (see page 36).

The smuggler supplies rare or illegal items to customers who are prepared to pay dearly for what they want. He is most often a person of the night who shuns publicity. Smugglers deal in almost any item—the only limit is the smuggler's assessment of risk versus profit. If the profit is high, great risks can be justified.

Smuggling people into or out of a city usually pays best. Many people will pay well to buy passage to a better place in order to make a new life for themselves and their families. Those who cannot move legally will often try to move illegally. While this might make a smuggler the natural ally of illegal immigrants, those with a evil bent won't overlook future blackmail potential.

Other people would pay handsomely to leave a city—like those on the Ten Most Wanted list. In this case, the normal exits from the city will be watched. Searches by guard patrols may make the smuggling job very risky. Most smuggling rings have several escape routes out of the city planned. Particularly evil smugglers might take payment to help a wanted person out of town, then turn him in for the reward money. Naturally, it is in the smuggler's long-term interest to keep his side of any deal. Reputation is everything to a smuggler; and the potential for future blackmail of the escapee adds incentive to the bargain.

Smuggling goods is less risky than smuggling people. It does pay less, but on the other hand, goods are easier to handle. They can also be moved on a much more regular basis. Over time, both types of smuggling even out. Nearly every smuggling ring will do both at one time or another.

Smuggling rings are most commonly found in ports or in cities on overland trading routes. While smuggling by ship is the most common method, caravans serve as well where no water transport is available.

A smuggling job is made easier by a long cargo manifest. Most dock inspectors are underpaid and tend to be bored. They may not pay much attention to *exactly* how many barrels are in the hold. If there are 120 instead of 105, what do they care? A few coins passed to an inspector also help ensure that he doesn't look too closely at the cargo. Caravans operate on a smaller scale; there may be 26 barrels rather than 24, for example.

Smugglers work in small teams of between three and five. Teams made up of guild members are coordinated by the taskmaster. The organization of smuggling teams is much more informal than other teams, and various thugs, laborers, fighters, and non-thieves are sometime hired on. They may be paid a flat fee rather than a share. Since the work can be dangerous, the fee is usually 5 to 10 times the standard rate for less hazardous labor.

Smuggling rings normally keep up to 50% of the money they take. The taskmaster gets an agreed percentage of each job, usually 10% or more. Sometimes a team leader gets a percentage of the value of the cargo as his share, with a bonus for fast and efficient delivery. Smuggling profits are shown in Table 20.

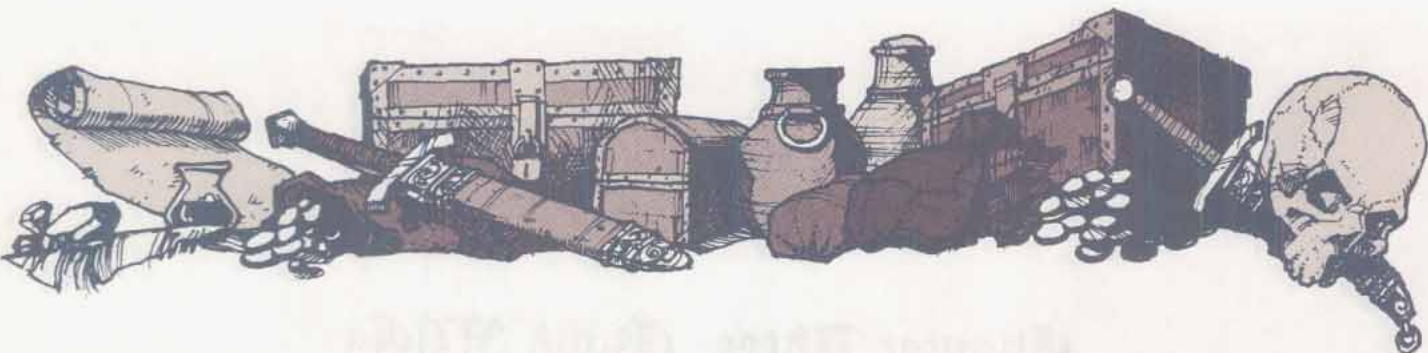
Table 20: Smuggling Profits (gp/week)

Type of Week	Low Risk	Medium Risk	High Risk
Poor	—	2d3 x 30	2d4 x 50
Average	1d6 x 30	2d4 x 40	2d6 x 55
Good	1d8 x 50	2d6 x 50	2d8 x 60
Festival	2d6 x 50	3d4 x 70	3d6 x 70

Low risk has a 5% chance of being caught, medium 10%, and high 20%. If caught, roll on Table 21.

Table 21: Smuggling Incident

- 1 Ambush: 1d4 smugglers save vs. death or killed, 50% chance to save cargo if any survive.
- 2 Team arrested (fix possible): Cargo confiscated.
- 3 Team escapes: Cargo confiscated.
- 4 Extra bribes needed: Lose 50% of profit.
- 5 Extra bribes needed: Lose 25% of profit.
- 6 Crackdown: Double chance to be caught next week.



Begging

The thief **Senargo** is the beggars' taskmaster (see page 37).

No real beggars are members of the thieves' guild. The guild's begging teams are healthy guild members dressed in rags and pretending to be poor or crippled. In this guise they make money, gain information, and act for the guild as they are needed. Guild beggars work in slums and lower class city quarters. Here, they blend in with a much greater number of the poor and the struggling lower classes of the city.

When the rich and famous parade through the streets, beggars and such riffraff are beneath notice. This becomes a beggar-thief's greatest advantage. Since most people simply ignore beggars when they carry on conversations, a beggar often hears things that would not be spoken in the most secret council chambers.

For the same reason, beggars make good lookouts while a burglary or street robbery is taking place. Besides going unnoticed in almost any crowd, a beggar can sit for days outside an important building, watching who visits and noting any regular habits of the people who go there.

Some guild members have set up alternate identities as beggars, complete with friends, contacts, and benefactors who have no knowledge of their actual thieves' guild activities. Guild members with disguise and acting proficiencies might have several very different beggar identities.

The beggars' taskmaster sifts through all the infor-

mation reported by the team leaders or members, sorting out information that may be of interest to the other taskmasters. The beggars' taskmaster can discover new targets for extortion or blackmail, just like those taskmasters (see Tables 7 and 12).

Typical beggar teams consist of 2 to 8 guild members, each led by a team leader who reports to the taskmaster. If the number of guild beggars exceeds 1 per 1,000 of the city's population, non-aligned beggars will riot or the city will launch a campaign to clean up the "beggar" problem. It is almost impossible for a guild to organize all the begging in a city: Those making less than a squalid living leave the guild, and any city in which nobody starves will attract many poor who are doing worse elsewhere.

The guild's weekly take from a beggar guild member is shown in Table 22. Each member passes his daily take to the team leader, along with any information that was sought or that the member thinks might be useful. Team leaders get 10%, passing money and information up to the taskmaster. It is common to give a beggar-thief a 10% cut, up to 10 gp, when he assists in a venture, whether as a tipster, a lookout, or runner.

Table 22: Begging Income (sp*/thief/wk)

Type of Week	Location			
	Quiet	Ave.	Busy	Very Busy**
Poor	1d4 × 1	1d6 × 3	1d8 × 4	1d10 × 5
Average	1d6 × 3	1d6 × 5	2d6 × 6	3d6 × 10
Good	1d10 × 6	2d6 × 8	2d8 × 10	3d8 × 15
Festival	2d8 × 10	2d10 × 12	3d6 × 15	3d10 × 25

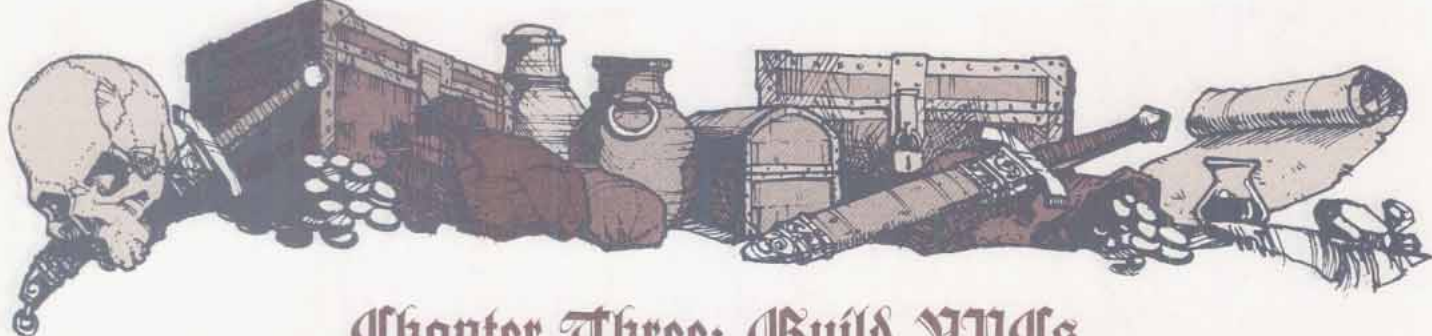
* Slums yield copper, wealthy areas yield gold but each thief 10% likely to be arrested.

** Very busy locations are the city markets and the main entrance(s) to the city

Table 23: Beggar Team Reaction Table*

- 1 Riots: Each team 30% likely to be arrested. If ruler is evil or especially severe, each thief arrested must save vs. death or be killed; fix is possible.
- 2 Riots: Each team 30% likely to be affected; 20% chance each thief arrested; fix is possible.
- 3 Clean-up: Each team 10% likely to yield nothing.
- 4 Clean-up: Teams in middle class or wealthy locations do nothing or take 30% arrest chance.
- 5 Clean-up: All beggar teams at wealthy or very busy spots are arrested; no yield; fix possible.
- 6 Crackdown: Next week type -50% for all activities.

* Use if guild beggars exceed 1 per 1,000 people or if total beggar population exceeds 50 per 1,000 people.



Chapter Three: Guild NPCs

A thieves' guild always has one master thief in charge, the guildmaster. While some guildmasters take over their guild by force, this guild, by tradition, prefers a leader who is intelligent and subtle. The guildmaster here is always a thief of at least 10th level.

The most important lieutenants are the "daymaster" and "nightmaster" who remain on duty in the guildhall to keep an eye on things when the guildmaster is not there. Most of these are 7th level or higher. Each of these lieutenants has a small staff.

The guild below this level is made up of a series of "gangs within a gang." Since the guildmaster cannot keep his finger on the pulse of every single operation that is going on, most types of crime of the city have a taskmaster to oversee guild activities. The taskmaster reports to the guildmaster at regular intervals. Most taskmasters are at least 3rd level.

Below the taskmaster are the team leaders. Team leaders are the thieves who are in charge of individual jobs. They tend to be the most experienced thieves in a group. They are responsible for reporting the outcome of attempted jobs and for turning over the guild's share.

Below the team leaders are the rest of the guild members. These thieves spend much of their time working on jobs assigned by the guild, and planned by the taskmasters and team leaders. The most clever advance in guild rank as they gain experience, but most of them by far are 1st-level thieves.

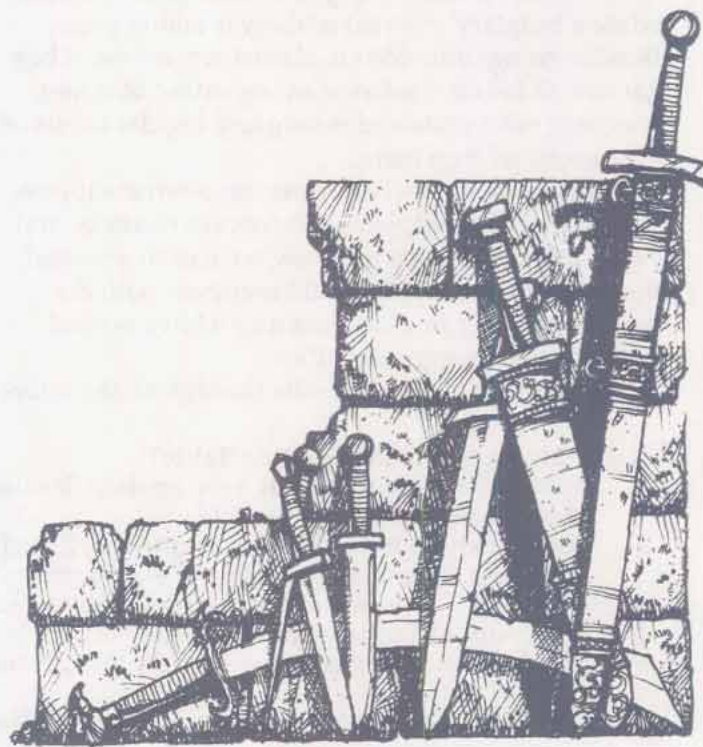
The organization diagram on pages 28 and 29 shows how the guild is set up. Actually, things are much more flexible than this. Temporary gangs might form for individual jobs. Initiative is encouraged, as long as the guild gets its cut. All thieves develop their own network of friends, enemies, and contacts. The DM should allow the political structure of the guild to develop during play. One method is to use an initial Reaction roll on first meetings, and note any strong friendships or oppositions that result.

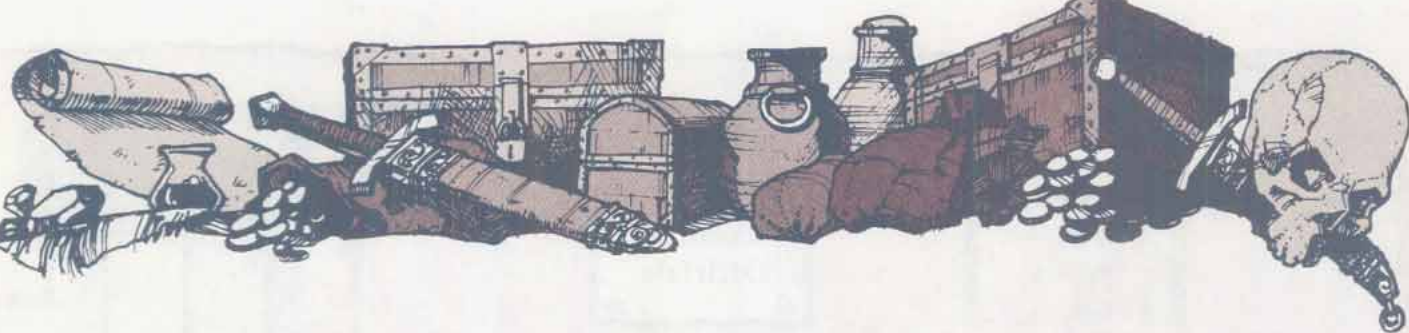
The Guildmaster

Marcus is the secret guildmaster. A man of many talents, he has worked his way up through the guild to his present position. He is a tall, slim man with receding gray hair and brown eyes. His body shows no evidence of fat. He occasionally arm wrestles at charity evenings and seldom loses.

Few in the city know him for what he is. Most of the local aristocracy and upper class merchants know Marcus as a jovial man who is a "must have" guest at any social occasion. He is quite wealthy and everyone "knows" his money was inherited from a rich uncle. He gives generously to local charities, especially those the Lord Mayor or Lady Mayoress patronize.

He is good friends with the chief constable and the captain of the city watch and he shows the usual concern of the wealthy for the activities of the city's criminal element. In this way, Marcus can keep tabs on any





planned operations against the guild as well as gather information about which wealthy citizens will be away from home on certain evenings, and how long they are likely to be out. Such an inside source of information is valuable to the guild since it reduces the risks of major operations enormously.

Marcus is married with one child, a girl. While she lacks for nothing, she is not spoiled. The family lives in a large mansion in the wealthiest part of the city, with their own private security force on site at all times. Naturally, the security force comes from the ranks of the guild, but that is a well-kept secret.

MARCUS, hm T12; AC 0; MV 12; hp 52; THAC0 15; #AT 3/2; Dmg 1d4+2 (dagger); SA Backstab \times 4 dmg; SZ M (5' 8" tall); ML Champion (16); AL LN; XP 6,000; S 10, D 17, C 12, I 15, W 3, Ch 16.

PERSONALITY: Friendly, clever.

SPECIAL EQUIPMENT: *Dagger of speed, bracers of defense AC 3.*

THIEF ABILITIES: PP 67; OL 52; F/RT 51; MS 84; HS 78; DN 68; W 70; RL 95.

Marcie

Marcie is 16 and quite the young lady, always near the top of any social list of eligible debutantes. She has dark hair and brown eyes, and a lithe figure. Only Marcus and a few trusted henchmen know that the guild Marcie who is undergoing training as a cat burglar is Marcus' daughter. Marcie is already a member of the guild and is one of the few low level thieves who knows the guildmaster's identity.

The DM can use Marcie as a low-level guild contact and potential ally for player character adventurers.

MARCIE, hf T1; AC 5; MV 12; hp 5; THAC0 20; #AT 1; Dmg 1d4 (dagger); SA Backstab \times 2 dmg; SZ M (5' 6" tall); ML Average (10); AL CN; XP 65; S 8, D 18, C 10, I 13, W 12, Ch 16.

PERSONALITY: Inquisitive, bright

SPECIAL EQUIPMENT: *Ring of protection +1*

THIEF ABILITIES: PP 30; OL 25; F/RT 16; MS 52; HS 49; DN 15; W 73; RL 0.

Harriet

Harriet is Marcus' wife. A former cat burglar, she gave up climbing over rooftops when she had Marcie. These days, Harriet does most of what is required to keep up the appearance of an upper class, old money, family. She is fully aware of what Marcus really does, and the plans he has for Marcie. She is totally in agreement with these plans.

Although technically she is retired, and never goes on jobs anymore, she is totally loyal to Marcus and clever enough to be his partner in private intrigues. She gets on well with Mertaf, the smuggling taskmaster, though they seldom meet anymore.

HARRIET, hf T5; AC 1; MV 12; hp 19; THAC0 18; #AT 1; Dmg 1d4 (dagger); SA Backstab \times 3 dmg; SZ M (5' 3" tall); ML Steady (12); AL N; XP 650; S 11, D 16, C 11, I 15, W 12, Ch 16.

PERSONALITY: Graceful, clever

SPECIAL EQUIPMENT: *Bracers of defense AC 3, dust of appearance*

THIEF ABILITIES: PP 20; OL 15; F/RT 41; MS 63; HS 71; DN 23; CW 76; RL 26.

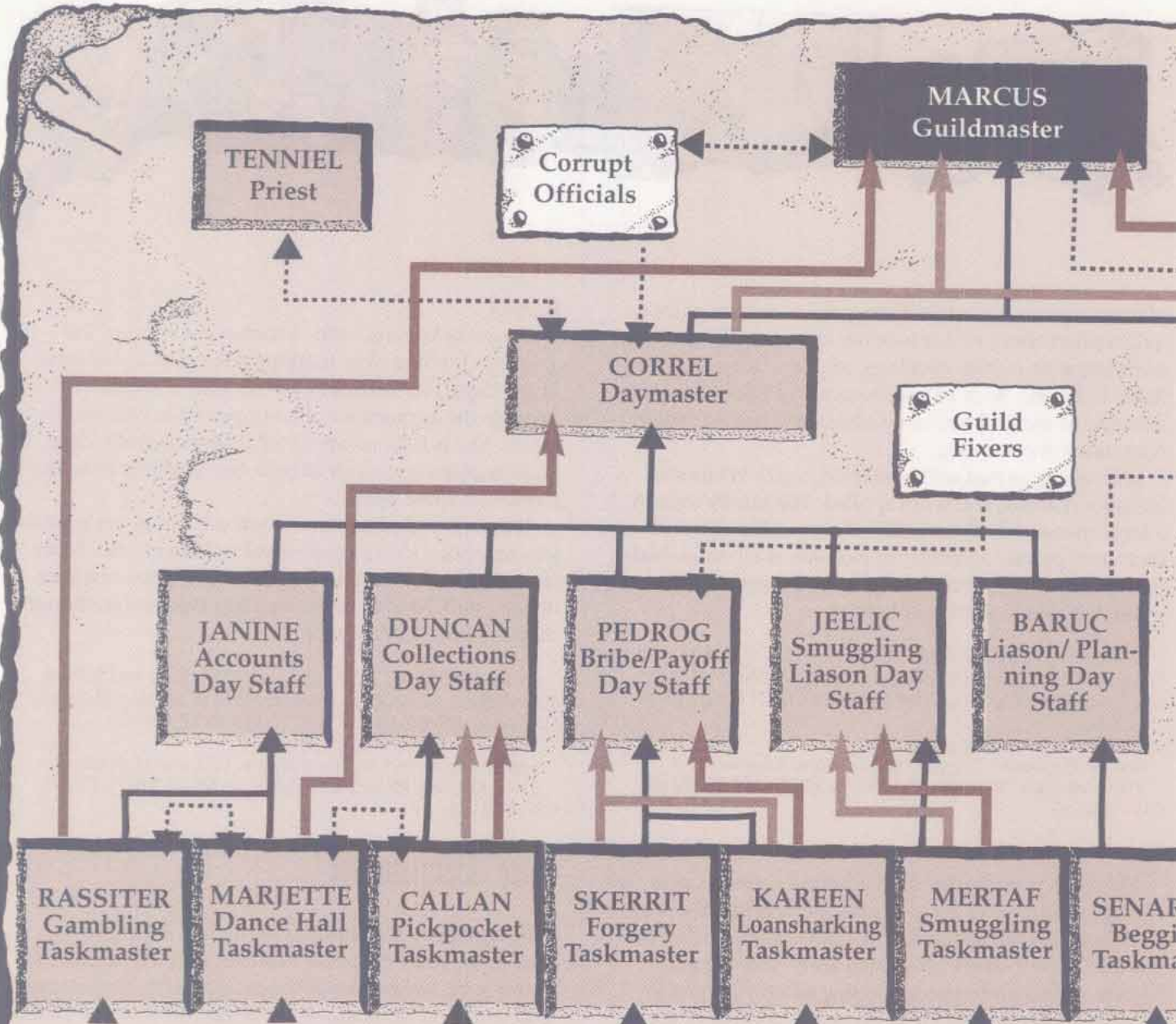
The Daymaster

Being a busy socialite leaves Marcus little time to tend to the daily chores of running a thieves' guild. Fortunately, he has two loyal henchmen as his lieutenants to keep an eye on business while he keeps an eye on the authorities. They are Correl, the daymaster, and Vendir, the nightmaster.

Correl


Correl the daymaster, is not widely known as a thief. He is known throughout the city as a wheeler and dealer. Correl has no set place of business or any visible means of income. He is well known for acting as go-between in major trade deals between merchant groups and even between the city and its trading partners.


Actually, he organizes many major jobs, from burglary to protection rackets, for the guild. He has a personal staff of five guild members who count the night's takings and make up the bribes and payoffs to be paid the next evening. He is also the main contact with Tennifer, a priest friendly to the guild (see page 47).





12 dens 8 halls 4 teams 2 teams 4 shops 6 teams 2 team


KEY

 = NPC Detailed in Text

 = Regular Report

 = Informal Co-operation

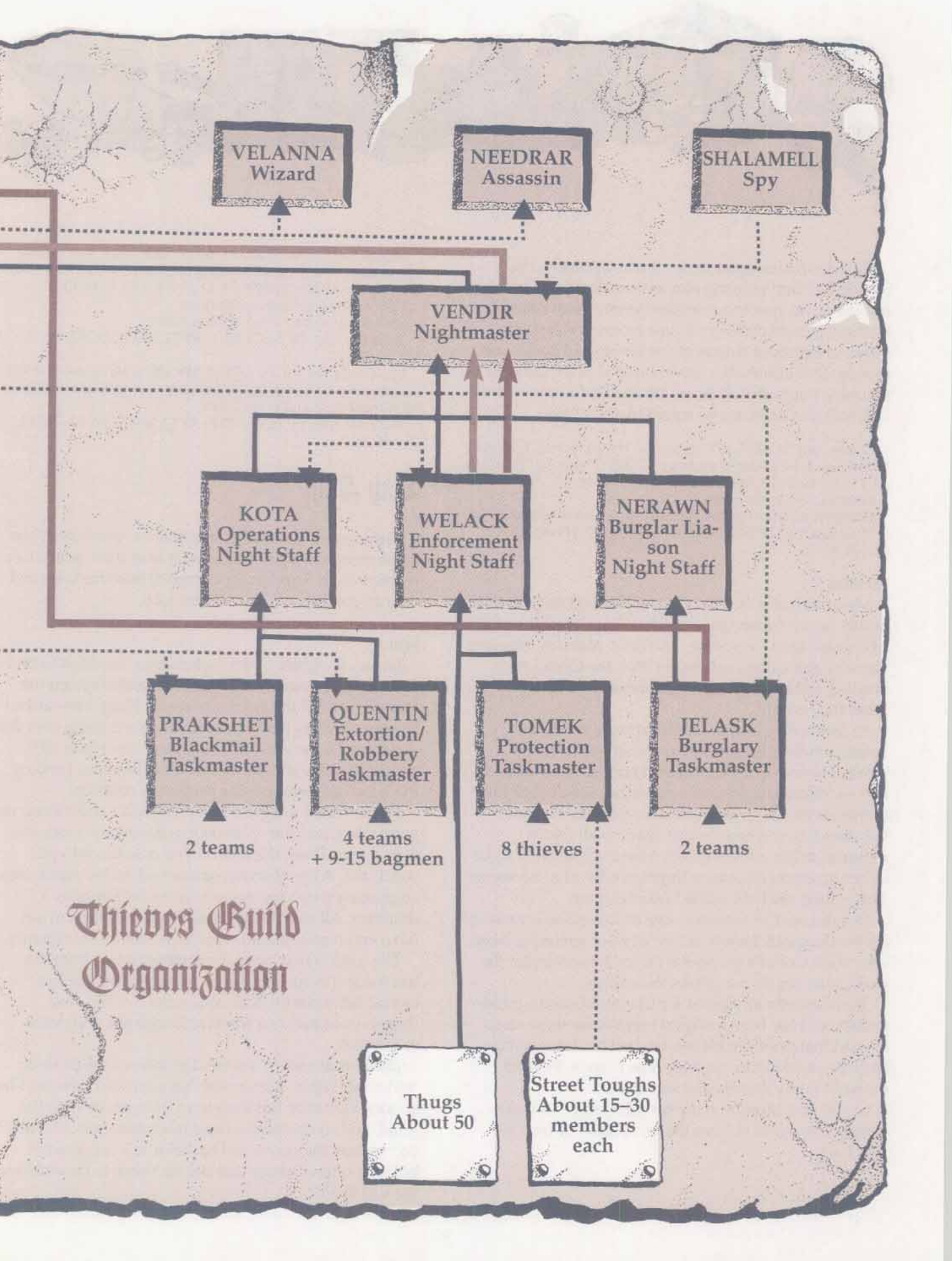
 = Secret Fund Support

 = Political Support

- Groups:**
- Group 1: Marcus Correl Vendir
 - Group 2: Jelask Quentin Tómek
 - Group 3: Callan Rassiter Mertaf

CHARO
King of the Beggars

Beggars



VELANNA
Wizard

NEEDRAR
Assassin

SHALAMELL
Spy

VENDIR
Nightmaster

KOTA
Operations
Night Staff

WELACK
Enforcement
Night Staff

NERAWN
Burglar Lia-
son
Night Staff

PRAKSHET
Blackmail
Taskmaster

2 teams

QUENTIN
Extortion/
Robbery
Taskmaster

4 teams
+ 9-15 bagmen

TOMEK
Protection
Taskmaster

8 thieves

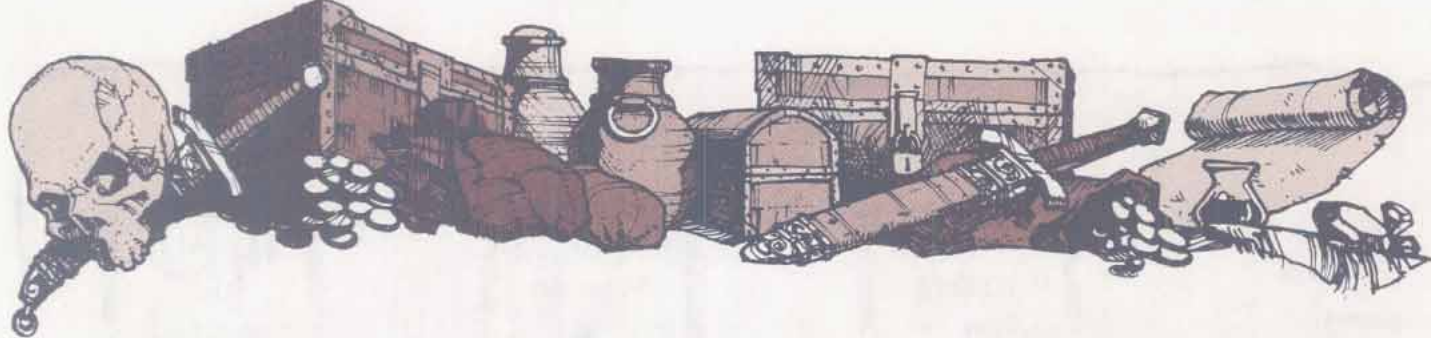
JELASK
Burglary
Taskmaster

2 teams

Thieves Guild Organization

Thugs
About 50

Street Toughs
About 15-30
members
each



Correl is a handsome man who turns heads. His blonde hair and piercing blue eyes make his six foot frame easy to spot in a crowded room or marketplace. Brokering trade deals gives him access to some very information about shipments of all types of goods and money. This information is very useful to the guild in planning heists, but all plans are checked to ensure no link back to Correl can be traced by the victim.

CORREL, hm T9; AC 1; MV 12; hp 38; THAC0 16; #AT 1; Dmg 1d4 (dagger); SA Backstab x4 dmg; SZ M (5' 7" tall); ML Elite (14); AL LE; XP 4,000; S 9, D 17, C 8, I 15, W 14, Ch 18.

PERSONALITY: Suave, cunning

SPECIAL EQUIPMENT: Bracers of defense AC 4, ring of mind shielding

THIEF ABILITIES: PP 27; OL 38; F/RT 52; MS 77; HS 86; DN 47; CW 73; RL 70.

Mendra

Mendra, Correl's wife, can usually be found at the family home, where she explains that Correl is out on a business deal to anyone who calls. Mendra takes the name of any caller and passes it on to Correl each evening so he can contact the person and find out what they want.

At least two guild members always guard the house, tending the garden or doing minor repair work. These thieves are present both to act as guards and to follow any visitors who either won't give their names or of whom Mendra is suspicious. A flick of her ebony hair when visitors leave is all that is required to have them tailed. Mendra is usually right in her assessment of who might not be what he seems. The guards are both skilled counterspies.

Mendra was an assassin—she still does the occasional job for the guild. However, her work of screening those who want Correl's services is far too important for the guild to let her do many jobs these days.

She is secretly ambitious for Correl to become guild-master, and has been nudging him to take some steps toward that position. He has resisted her hints so far, since he and Marcus are long-time friends. Mendra does not know that Harriet was a thief.

Correl and Mendra have no children yet but are young enough to believe there is plenty of time for that later.

MENDRA, hf T5; AC 7; MV 12; hp 17; THAC0 18; #AT 1; Dmg 1d4 (dagger); SA Backstab x3 dmg, poison; SZ M (5' 1" tall); ML Steady (12); AL NE; XP 975; S 8, D 17, C 8, I 15, W 14, Ch 15.

PERSONALITY: Ambitious, observant

SPECIAL EQUIPMENT: Cloak of poisonousness.

THIEF ABILITIES: PP 24; OL 36; F/RT 21; MS 93; HS 62; DN 36; CW 64; RL 19.

GUARDS (2): hm T4; AC 6 (Dex); MV 12; hp 19; THAC0 19; #AT 1; Dmg 1d6 (short sword); SA Backstab x2 dmg; SZ M (5' 9" tall); ML Fanatic (18); AL LE; XP 175 ea.

THIEF ABILITIES: PP 22; OL 17; F/RT 17; MS 71; HS 62; DN 18; CW 95; RL 3.

Day Staff

Correl's personal staff are all thieves who have been guild members for a long time, at least three years. Correl pays them 5 gp/level per month from his take, and they all participate in occasional jobs.

Janine

Janine, daughter of the nightmaster Vendir, is Correl's most trusted assistant. She keeps a careful eye on the income from all the guild's interests. If any low-ranked member decides to skim money before turning over the guild cut, Janine will catch them sooner or later (20% per time). Once she discovers a thief has been robbing the guild, she arranges the problem's solution.

Janine joined the guild as a pickpocket and moved on to burglary, and the occasional assassination, after less than a year. Then, she was moved onto Correl's personal staff. A few thieves commented on her rapid rise, suggesting it was because she is the nightmaster's daughter. All were found dead, their tongues cut out. No comments along this line have been heard recently.

The truth is that being the nightmaster's daughter has made it harder for Janine to get ahead. She has earned her place by skill. At least two of the dead thieves were her own work, although she will never admit that.

Janine is attractive. As the daughter of a well-to-do trader, her father's cover, she has a number of would-be suitors. However, her long-term interests lie with the guild, and she politely refuses most advances. She does accompany the occasional bachelor to a social event, but only often enough that she isn't seen to be snubbing the socialites.

Her long-term goals require that she maintain friends in high places for the sake of the guild and for her own cover, which will be needed when she marries and leaves home. She has shown an interest in Duncan, one of Correl's other staffers.

JANINE, hf T5; AC 4; MV 12; hp 17; THAC0 18; #AT 1; Dmg 1d4+1 (dagger); SA Backstab x3 dmg; SZ M (5' 2" tall); ML Elite (13); AL LE; XP 975; S 9, D 18, C 8, I 16, W 14, Ch 13.

PERSONALITY: Bright, cheerful

SPECIAL EQUIPMENT: Cloak of displacement, dagger +1

THIEF ABILITIES: PP 26; OL 34; F/RT 12; MS 86; HS 69; DN 38; CW 76; RL 39.

Pedrog

Pedrog wants to be the next taskmaster when the job is next empty. This intelligent and ambitious thief has risen through the ranks of the guild over the last five years. One day he wants to be guildmaster. Chances are that he will achieve his aim so long as he doesn't do anything stupid or have his plans thwarted by player characters.

He is keenly aware of the political strengths of Correl versus Vendir and has secretly arranged to become Vendir's protege. Nobody knows that he plans to marry Janine in order to inherit her father's power, or that he is secretly building a power base and collecting henchment among the ordinary thugs that have been hired to guard guild establishments.

Outwardly, he has made no secret of his ambitions to rise to taskmaster, then day- or nightmaster. His superiors approve the drive and initiative he has shown. He will get all the support he needs unless he tries to remove a superior prematurely. Pedrog has no current intention to do that. He is young enough and patient enough to know that he will get what he wants in due time. This may change if he learns that Marcie is the guildmaster's daughter.

In the meantime, Pedrog handles many of the guilds expenditures. He is responsible for counting out the regular bribes, and any unusual payments authorized by Correl. He also arranges most of the fixes initiated by the guild. His freedom to make decisions has made him a little arrogant. He is likely to become a political rival of any player character trying to rise in the guild.



PEDROG, hm T4; AC 7; MV 12; hp 16; THAC0 19; #AT 1; Dmg 1d6 (sh sword); SA Backstab x2 dmg; SZ M (5' 4" tall); ML Steady(11); AL NE; XP 420; S 9, D 15, C 9, I 17, W 15, Ch 15.

PERSONALITY: Quiet, commanding

SPECIAL EQUIPMENT: Ring of mind shielding

THIEF ABILITIES: PP 22; OL 23; F/RT 12; MS 46; HS 28; DN 33; CW 67; RL 69.

Baruc

Baruc is nearly forty years old and has a trick knee that prevents him from working any more. He has been a loyal member of the thieves' guild for over twenty years and is regarded as the guild's elder statesman, even though the only type of thief he has ever been has been a burglar.

Baruc's job on Correl's staff is a reward for years of loyal service rather than because he is especially good at administration. He spends most of his time drafting burglary plans and helping out with other tasks as required. Janine usually checks over anything Baruc does, making any necessary changes. Janine takes great care not to let Baruc know of her changes because she doesn't want to hurt him. Baruc has found out. In turn he has become very, if secretly, fond of Janine.

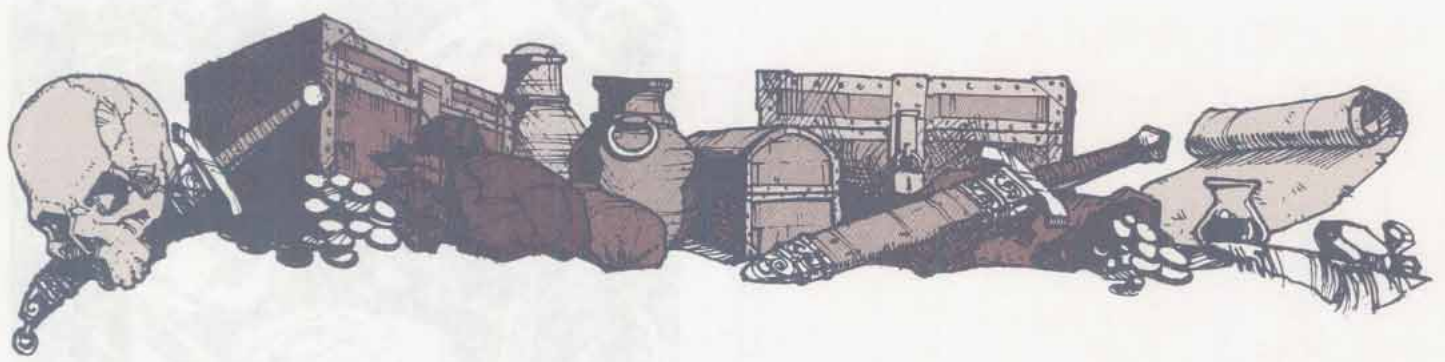
Baruc will never do another job for the guild but he will stay in his current job until he is ready to retire.

BARUC, hm T6; AC 8; MV 12; hp 21; THAC0 18; #AT 3/2; Dmg 1d4+2 (dagger); SA Backstab x3 dmg; SZ M (5' 5" tall); ML Steady (12); AL LE; XP 975; S 12, D 14, C 12, I 15, W 12, Ch 10.

PERSONALITY: Crusty, slow-moving

SPECIAL EQUIPMENT: Dagger of speed

THIEF ABILITIES: PP 24; OL 49; F/RT 24; MS 82; HS 63; DN 26; CW 86; RL 6.



Duncan

Duncan is the newest member of Correl's staff. He has been in the guild for a little over four years. Duncan has been sponsored by Callan, coming up through the ranks as a pickpocket. In his career he has had more luck than any young thief has a right to expect. His narrow escapes from the city watch are legendary within the guild.

Duncan is reluctant to kill. He has done so only once, in self-defense. While some of the more violent thieves haze him about his "weakness," others in the guild admire Duncan for working so cleanly.

Marcus considers him promising. If he has more than just daring and luck, perhaps he can be trusted with important secrets. Marcus suspects Pedrog's secret agenda, and knows Jeelic would be no match for him. Thus, Duncan has advanced rapidly.

Unfortunately for the guild, Duncan is not what he seems. A little over four years ago, the captain of the city watch hatched a bold plan to infiltrate the thieves' guild in the hopes of one day bringing it down. The plan called for an extraordinary type of spy mission, with no real results were expected for over five years. Young Duncan was chosen for the job. He has worked faster than expected.

Each evening, Duncan makes notes on the day's events in the guild and places these notes in a locked box hidden in his room. When the time comes to destroy the guild, Duncan will turn all the notes over to the watch to be used as evidence.

The time to turn everything over to the watch will be when Duncan has irrefutable proof of the identity of the guildmaster. To this time, Duncan has no idea who the guildmaster is. He does know that it's not Correl or Vendir.

The four years have not been pleasant for Duncan. He has been involved in, or known about, several major thefts that he could have stopped if he'd sent a message to the watch. That, however, would have let the guild know there was a spy in their midst. That would risk the long term plans of the sting to save what in the overall scheme of things is a paltry sum.

Duncan has a real romantic interest in Janine that might cloud his judgement when the time comes to blow the whistle. Having ordered several murders,

Janine will likely be sentenced to death based on Duncan's evidence. That is something he doesn't want to have on his conscience.

He may well give Janine enough warning to let her escape when the time comes. If he does, the one thing about Janine he doesn't yet know may be the last thing he learns before he dies. Duncan has no idea that Janine was once an assassin.

DUNCAN, hm T3 (F4): AC 5; MV 12; hp 25; THAC0 17; #AT 1; Dmg 1d4+1 (dagger); SA Backstab x2 dmg; SZ M (6' 2" tall); ML Champion (16); AL CG; XP 975; S 16, D 15, C 12, I 12, W 13, Ch 11.

PERSONALITY: Friendly, trusting

SPECIAL EQUIPMENT: *Bracers of defense AC 6, dagger +1, ring of mind shielding*

THIEF ABILITIES: PP 42; OL 11; F/RT 23; MS 26; HS 19; DN 18; CW 73; RL 58.

Jeelic

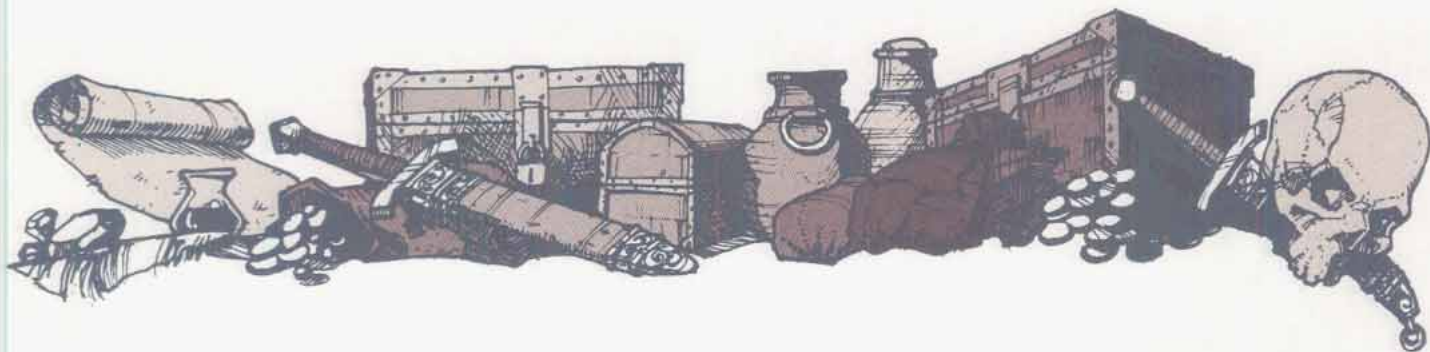
Jeelic is an ex-smuggler. Before advancing to a staff position he worked mainly for his sponsor Mertaf, the smuggling taskmaster. In his mid-thirties, Jeelic has spent his life since he was ten as a smuggler. No one knows more about the secret traffic of the city than Jeelic. He keeps close track of all smuggling, whether it is run by the guild or not. Jeelic is being groomed for smuggling taskmaster, and maybe more, when Mertaf finally goes on to other responsibilities.

Jeelic keeps to himself and has no regular social life. The few girlfriends he has had have left him after short affairs because he was more intent on guild business than on them. It's not something that bothers Jeelic, who is handsome enough to pick up a new girlfriend any time he wants to.

Correl has begun to drop hints that Jeelic should think about a family and a cover outside of the guild. Jeelic is so absorbed with his job that he hasn't figured out what Correl is trying to tell him.

Marcus likes for the guild's highest leaders to have a life outside the guild and a cover story to explain their wealth and position in society. Perhaps Janine, daughter of his old friend Vendir's daughter, would be a suitable match.

Jeelic is marked for a rise in the guild to a taskmaster's position when one is available, then to daymaster or higher at a later time. Correl is almost ready to tell Jeelic this straight out if it doesn't sink in soon. This, of



course, makes the ambitious Pedrog happy. Unless Jeelic changes his ways, he is unlikely to be much competition for the highest guild positions.

JEELIC, hm T6: AC 7; MV 12; hp 19; THAC0 17; #AT 1; Dmg 1d4+1 (dagger); SA Backstab $\times 2$ dmg; SZ M (5' 11" tall); ML Steady (12); AL NE; XP 650; S 16, D 15, C 10, I 11, W 10, Ch 17.

PERSONALITY: Cold, blunt

SPECIAL EQUIPMENT: *Dagger +1*

THIEF ABILITIES: PP 21; OL 16; F/RT 22; MS 26; HS 84; DN 73; CW 76; RL 42.

The Nightmaster

The nightmaster is ultimately responsible for most of the guild's income. This position is held by Vendir, an old friend of Marcus.

Vendir

Vendir, the guild's nightmaster, and his staff of three assistants have the final say on whether an active thieving strike goes ahead. The fact that Vendir outranks Correll is not very important; Correll has more support among the members.

Vendir is second only to Marcus in the guild hierarchy but this is no guarantee he will be the next guildmaster. He is a fit fifty, with the beginnings of a paunch that he is fighting a losing battle to work off. His hair is going gray and only his brown eyes show any remnant of the spark of youth.

VENDIR, hm T10: AC -1; MV 12; hp 42; THAC0 16; #AT 1; Dmg 1d4; SA Backstab $\times 4$ dmg; SZ M (5' 9" tall); ML Champion (15); AL LN; XP 2,000; S 14, D 16, C 12, I 12, W 15, Ch 13.

PERSONALITY: Thoughtful, aristocratic

SPECIAL EQUIPMENT: *Bracers of defense AC 3, ring of protection +2, cloak of blending*

THIEF ABILITIES: PP 64; OL 47; F/RT 39; MS 59; HS 67; DN 63; CW 77; RL 69.

Alista

Alista is Vendir's second wife and the mother of one of their two children, Janine and Eleena. Ten years younger than her husband, she is also a smuggler who still does the occasional run to keep her hand in.

Most of her time, however, is spent being the lady of Vendir's house, keeping people from figuring out what her husband does. It is harder for Alista than for either

Harriet or Mendra since Vendir works at night and few jobs require work every night. Mostly, Alista tells people she and Vendir both inherited money from distant relatives and Vendir is out with his drinking buddies most nights and is too tired to do anything except sleep in the daytime.

This story gets her a lot of sympathy from some of the neighbors who really do have alcoholic or unfaithful husbands. Sometimes it is sometimes all Alista can do not to burst out laughing when one of them pours her heart out. Alista and Vendir have a strong bond and absolute faith in each other.

They were married a little over nineteen years ago, a year and a day after Vendir's first wife died in childbirth. Vendir has never blamed his oldest child, Janine, for her mother's death; he believes it was the will of the gods. Alista and Janine actually get on better than most real mother-daughter relationships, partly because they each respect the other as a fellow professional. Alista's own daughter is Eleena.

ALISTA, hf T4: AC 6; MV 12; hp 13; THAC0 19; #AT 1; Dmg 1d4 (dagger); SA Backstab $\times 2$ dmg; SZ M (5' 1" tall); ML Steady (11); AL N; XP 270; S 10, D 16, C 10, I 13, W 12, Ch 17.

PERSONALITY: Clever, loyal

SPECIAL EQUIPMENT: *Cloak of elvenkind*

THIEF ABILITIES: PP 26; OL 39; F/RT 42; MS 32; HS 28; DN 53; CW 72; RL 13.

Eleena

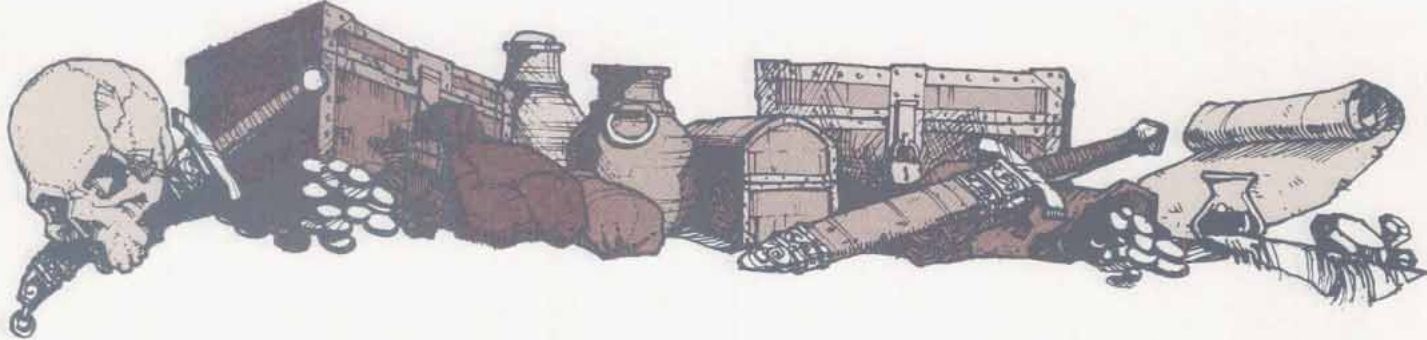
Eleena is 18 years old and has been a pickpocket for the last four years. She is soon to be moved to the black-mail group since she has a knack for uncovering hidden secrets that others do not even suspect. Her long black hair and supple body draw many admiring glances and are part of the reason Vendir is going gray. She is too attractive; the rakes among the social elite consider her to be among the cream of young women in the city. Though fickle, she has something of a crush on Duncan, whose exploits excite her.

ELEENA, hf T2: AC 6; MV 12; hp 9; THAC0 20; #AT 1; Dmg 1d4+1 (dagger); SA Backstab $\times 2$ dmg; SZ S (4' 3" tall); ML Average (10); AL CN; XP 120; S 9, D 18, C 12, I 11, W 9, Ch 17.

PERSONALITY: Curious, flirtatious

SPECIAL EQUIPMENT: None

THIEF ABILITIES: PP 39; OL 26; F/RT 22; MS 46; HS 38; DN 28; CW 79; RL 12.



Night Staff

Vendir's three assistants help him administer the guild at night. They, too, receive 5 gp/level per month, and sometimes go out on their own jobs.

Kota

Kota is the contact for all jobs that demand money with menace—protection, extortion, robbery, and so on. A surly woman with few friends, she leaves few enemies alive.

Kota does her job well, but smolders over a kidnapping that went wrong over a year ago. A ransom collection was botched, and the hostage was killed. She was recognized, but escaped and has been lying low ever since. Her advancement thwarted, she is bored and toying with the idea of corrupting Nerawn and making him her tool.

KOTA, hf T3: AC 9; MV 12; hp 10; THAC0 19; #AT 1; Dmg 1d4+1 (dagger); SA Backstab ×2 dmg; SZ M (5' 1" tall); ML Average (10); AL NE; XP 270; S 12, D 15, C 8, I 13, W 10, Ch 15.

Personality: Surly, forceful
 Special Equipment: *Dagger +1*
 Thief Abilities: PP 22; OL 14; F/RT 13; MS 20; HS 56; DN 17; CW 81; RL 47.

Nerawn

Nerawn was taken on by Vendir as a trainee to repay an old debt. He is on the staff to learn discipline. He doesn't fit in with the other thieves; they don't trust him and he resents it. He has been looking for someone weaker than himself to take his anger out on—Eleena may be at risk. He needs a friend to straighten him out. He is fascinated by Kota and admires her power.

NERAWN, hm T3: AC 6; MV 12; hp 12; THAC0 19; #AT 1; Dmg 1d4 (dagger); SA Backstab ×2 dmg; SZ M (5' 4" tall); ML Average (10); AL N; XP 120; S 12, D 16, C 10, I 11, W 13, Ch 14.

PERSONALITY: Lazy, whining
 SPECIAL EQUIPMENT: None
 THIEF ABILITIES: PP 26; OL 46; F/RT 42; MS 27; HS 28; DN 22; CW 73; RL 11.

Welack

Welack is an enforcer. He is totally loyal only to Vendir, his sponsor. When not out on a job, he acts as

a combination of bodyguard and silent threat. In spite of his size, Welack is friendly enough, as long as he isn't annoyed. Very short people with very fast tongues and no manners tend to set him off. His quick temper and insistence on "respect" need to be controlled before he can advance much further in the guild.

He is suspicious of Kota, but is waiting for her to make wrong move before he acts. He doesn't like Nerawn, but has been ordered by Vendir to keep him out of trouble.

WELACK, hm T3: AC 8; MV 12; hp 12; THAC0 18; #AT 1; Dmg 1d4+2 (dagger); SA Backstab ×2 dmg; SZ M (6' 1" tall); ML Average (11); AL CE; XP 120; S 18, D 14, C 16, I 10, W 11, Ch 8.

PERSONALITY: Mercurial
 SPECIAL EQUIPMENT: *Bracers of defense AC8*
 THIEF ABILITIES: PP 21; OL 43; F/RT 34; MS 28; HS 21; DN 26; CW 83; RL 14.

Taskmasters

The taskmasters are the third tier of the thieves' guild. Leaders in their own right, they are effectively gang leaders who pay at least token respect to the overall guild hierarchy. They have nearly full control over their operations, with only the occasional intervention from the guild where a larger picture is involved. The current taskmasters are at least one level lower than the day- and nightmasters of the guild.

Within their areas of expertise, taskmasters are like guildmasters small guilds. Each one specializes in one or more of burglary, extortion, pickpocketing, counterfeiting, forgery, gambling, loansharking, protection, smuggling, and spying. Each taskmaster has a gang made up of teams and individuals who work the streets.

While taskmaster gangs are not limited to operating in their specialized area of crime—especially where the areas are closely related, such as extortion and protection—most taskmasters prefer to hand a major operation to the group that is best equipped to carry it off. As long as all the taskmasters maintain this loose spirit of co-operation, all the gangs win in the long term.

Burglary: Jelask

Jelask is a striking woman in her early thirties. She has shoulder length raven hair and dark eyes, and a body women ten years her junior envy and men would die for. She has no visible means of paying for the lifestyle she leads but most people think she relies on her many suitors for support.

She takes orders from Vendir through Nerawn, but doesn't like Nerawn much. She gets on much better with Janine, who can get Baruc involved in the planning of a tricky job. As master cat burglar, Jelask is officially the most powerful woman in the thieves' guild and not one to be trifled with.

JELASK, hf T8: AC 1; MV 12; hp 31; THAC0 17; #AT 1; Dmg 1d4 (dagger); SA Backstab $\times 3$ dmg; SZ M (4' 11" tall); ML Elite (13); AL N (chaotic tendencies); XP 1,400; S 10, D 18, C 10, I 13, W 12, Ch 16.

PERSONALITY: Bright, vivacious

SPECIAL EQUIPMENT: *Boots of spider climbing, cloak of displacement, ring of protection +3*

THIEF ABILITIES: PP 46; OL 93; F/RT 59; MS 31; HS 94; DN 43; CW 93; RL 11.

Counterfeiting: Skerrit

Skerrit, the forging and counterfeiting taskmaster, is a slight man in his early thirties. He has almost no hair left. He says this is a sign of virility; everyone else says it is because he keeps tearing it out when he gets annoyed. Skerrit is not often annoyed, but his anger is terrible if he does lose his temper. This happens mostly if a job goes wrong, or if one of his forgers ruins an expensive plate or parchment. Pedrog and he have a thoroughly professional relationship.

SKERRIT, hm T8: AC 3; MV 12; hp 26; THAC0 17; #AT 1; Dmg 1d6 (Short sword); SA Backstab $\times 3$ dmg; SZ M (5' 10" tall); ML Elite (13); AL LE; XP 1,400; S 12, D 18, C 10, I 15, W 12, Ch 12.

PERSONALITY: Meticulous

SPECIAL EQUIPMENT: *lens of reading*

THIEF ABILITIES: PP 38; OL 73; F/RT 86; MS 34; HS 29; DN 42; CW 73; RL 95.



Extortion/Robbery: Quentin

Quentin, an extortionist, is not cruel like Prakshet. He is just as cold and calculating, but he derives no pleasure from watching his victims suffer. Quentin is about 35 years old and is one of the few taskmasters with a family life.

Home is the only place that he shows any warmth to others. His wife, Doran, knows what he does and although she does not approve, she loves him too much to make an issue of it. Their two children are six and eight years old and have no idea what daddy's job is. He indulges them fondly, and would do anything to protect them.

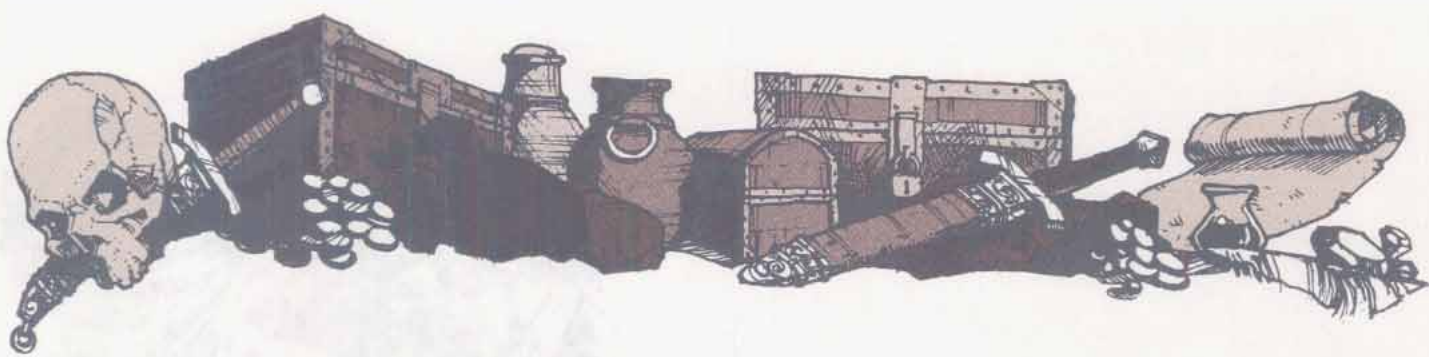
He despises Prakshet's delight in her job and thinks Kota is incompetent, but too dangerous to cross. His real respect is for Correl, whose business sense and shrewdness he admires. He sees Vendir as skilled, but lacking the common touch. When he socializes with other thieves, he spends time with Tomek and Jelask.

QUENTIN, hm T7: AC 4 MV 12; hp 21; THAC0 17; #AT 1; Dmg 1d6 (short sword); SA Backstab $\times 3$ dmg; SZ M (5' 11" tall); ML Elite (13); AL NE; XP 975; S 15, D 14, C 11, I 10, W 13, Ch 9.

PERSONALITY: Cold, ruthless

SPECIAL EQUIPMENT: *Bracers of defense AC 4, rope of entanglement*

THIEF ABILITIES: PP 31; OL 22; F/RT 92; MS 33; HS 18; DN 87; CW 74; RL 33.



Pickpockets: Callan

Callan is a tough little halfling who loves to roam the marketplace whenever he can. Those who know him make a big show of gripping tightly to their purses but that only makes Callan laugh at them and dance away. His soft brown eyes twinkle at everyone he meets and he has a special smile that he keeps just for the children.

Everyone suspects, or pretends to suspect, Callan of being a thief—all halflings are thieves after all. If only they knew that he is the city's master pickpocket with as many as thirty thieves under his command, they would not be so jovial when he is about.

He is proud of the record Duncan has made, and convinced Correl to put him on the staff. He is loyal to Correl, and gets on especially well Mertaf and Rassiter.

CALLAN, hm T7: AC 2; MV 12; hp 25; THAC0 17; #AT 1; Dmg 1d4 (dagger); SA Backstab $\times 3$ dmg; SZ S (2' 9" tall); ML Elite (13); AL LN; XP 975; S 10, D 18, C 12, I 13, W 11, Ch 15.

PERSONALITY: Friendly, cunning

SPECIAL EQUIPMENT: *Ring of protection +2*, *cloak of displacement*

THIEF ABILITIES: PP 95; OL 26; F/RT 42; MS 83; HS 81; DN 21; CW 93; RL 24.

Blackmail: Prakshet

Hot-blooded Prakshet has a rage that burns like a flame. She plots to leech every possible copper from her victims. Well suited to her job of blackmail taskmaster, Prakshet enjoys making others suffer. The desire to see her victims writhe wars with her caution not to push them too far.

She lets the really desperate ones go for a while to let them recover. Then she begins the process all over again, watching their anguish build until it again nears breaking point. Prakshet's love of cat-and-mouse makes her feared rather than respected by her peers.

PRAKSHET, hf T7: AC 9; MV 12; hp 28; THAC0 17; #AT 1; Dmg 1d4 (dagger); SA Backstab $\times 3$ dmg; SZ M (5' 9" tall); ML Elite (13); AL CE; XP 1,400; S 10, D 15, C 9, I 17, W 14, Ch 12.

PERSONALITY: Cold, cruel

SPECIAL EQUIPMENT: *Ring of mind shielding*, *hat of disguise*

THIEF ABILITIES: PP 56; OL 63; F/RT 49; MS 24; HS 18; DN 39; CW 72; RL 69.

Dancing Girls: Marjette

Marjette owns and runs the Feather Down, a place popular among merchants, soldiers, and sailors a long way from home. Her girls are famous for their hospitality and friendly service—as well as their anger at customers who don't pay. Few of Marjette's girls know she is a guild taskmaster and that her interests extend far beyond the one place she admits to owning. She gets on well with Janine, whom she pays, and is thought to have once been an old flame of Skerrit's.

MARJETTE, hf T7: AC 10; MV 12; hp 20; THAC0 17; #AT 1; Dmg 1d4+1; SA Backstab $\times 3$ dmg; SZ M (5' 7" tall); ML Elite (13); AL N; S 11, D 12, C 10, I 12, W 14, Ch 17.

PERSONALITY: Warm, practical

SPECIAL EQUIPMENT: *Periapt of health*

THIEF ABILITIES: PP 66; OL 28; F/RT 44; MS 33; HS 11; DN 58; CW 72; RL 73.

Gambling: Rassiter

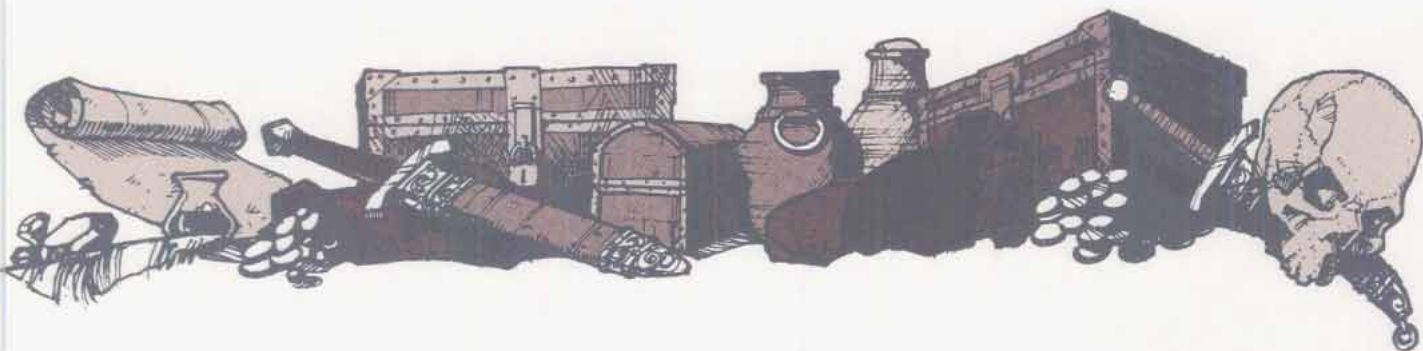
The gnome Rassiter owns the Loaded Dice gambling den. In spite of the name most of the games in his place are not rigged. He stands only a little over two feet tall, but trying to sting or muscle him is a big mistake—he is the gambling taskmaster for the guild's twelve gambling dens in the city. The Loaded Dice, in addition to common gaming, has several private rooms for special gambling games with high stakes. Rassiter gets on well with Callan and (he thinks) Mertaf. He has a wife and two children he keeps sheltered from his illegal activities.

RASSITER, gm T7: AC 6; MV 12; hp 22; THAC0 17; #AT 1; Dmg 1d4 (dagger); SA Backstab $\times 3$ dmg; SZ S (3' 1" tall); ML Elite (13); AL LN; XP 1,400; S 9, D 18, C 11, I 15, W 13, Ch 12.

PERSONALITY: Outgoing, shrewd

SPECIAL EQUIPMENT: *Medallion of ESP*

THIEF ABILITIES: PP 91; OL 27; F/RT 33; MS 41; HS 73; DN 39; CW 64; RL 92.



Loansharking: Kareen

Kareen is a portly woman in her early forties. She has slightly graying brown hair and sparkling green eyes that are as sharp as an eagle's when it comes to appraising gems and jewels. Her life is her shop, where she buys and sells precious and semi-precious stones and metals. Few people know she runs all the guild's loansharking operations in the city. Kareen commands respect from all who know her darker side as well as those who deal with her legitimate business interests. She thinks Pedrog is going to be the next guildmaster and secretly funds him.

KAREEN, hf T8: AC 8; MV 12; hp 31; THAC0 17; #AT 1; Dmg 1d4 (dagger); SA Backstab $\times 3$ dmg; SZ M (5' 2" tall); ML Elite (13); AL LN; XP 2,000; S 10, D 13, C 12, I 16, W 13, Ch 14.

PERSONALITY: Sharp-witted, observant

SPECIAL EQUIPMENT: *Dust of disappearance* (6 pinches)

THIEF ABILITIES: PP 47; OL 88; F/RT 53; MS 22; HS 16; DN 58; CW 72; RL 94.

Protection: Tomek

Tomek the dwarf is almost a cube on legs. He measures three feet in any direction and is immensely strong. His beard hangs almost to the ground, but he braids it up when he goes out to pound on some recalcitrant's head. Tomek likes to go on occasional jobs, just so he doesn't get out of practice. He collects the guild cut from the local street gangs, and does not like to be crossed. His age is thought to be over one hundred. He hangs out with Quentin and Jelask.

TOMEK, dm T8/F5: AC 10; MV 12; hp 45; THAC0 14; #AT 1; Dmg 1d6+2 (short sword); SA Backstab $\times 3$ dmg; SZ S (3' 1" tall); ML Elite (13); AL LN; XP 2,000; S 17, D 12, C 18, I 10, W 10, Ch 6.

PERSONALITY: Gruff

SPECIAL EQUIPMENT: *Short sword* +1, +2 vs. orcs

THIEF ABILITIES: PP 46; OL 95; F/RT 95; MS 21; HS 12; DN 73; CW 71; RL 12.

Smuggling: Mertaf

Mertaf is the elf chief of the smugglers. In his skirmishes with the tax collectors, his skill with a blade is matched only by his stealth and guile. Tall for an elf at five feet ten inches, he is built like a castle wall. His shoulders are broader than most humans, even the elite guardsmen. He has dark hair and vaguely violet eyes that twinkle even as his rapier pierces your heart. For all this, Mertaf is evil. His only loyalties are to his men and his superiors in the guild. He secretly backs Jeelic to be the eventual guildmaster, giving the elf great power in guild affairs. He intends Duncan to do away with Pedrog, then die.

MERTAF, em T7/F4: AC 2; MV 12; hp 23; THAC0 16; #AT 1; Dmg 1d8+2; SA Backstab $\times 3$ dmg; SZ M (5' 10" tall); ML Elite (13); AL LE; XP 2,000; S 12, D 15, C 10, I 15, W 12, Ch 15.

PERSONALITY: Cunning, calculating

SPECIAL EQUIPMENT: *Elven chain* +2.

THIEF ABILITIES: PP 27; OL 73; F/RT 14; MS 26; HS 69; DN 81; CW 78; RL 42.

Begging: Senargo

The beggar taskmaster is Senargo. From his humble beginnings as a street urchin dressed in rags he lives in a modest house in the middle class district where his wife Bella runs a millinery shop. The money to start the shop came from the guild—the loan is long since repaid. Senargo is a wiry man in his mid-thirties, somewhat henpecked. He has a ready smile and a quick wit outside his home and the shop. He and Baruc are drinking buddies.

SENARGO, hm T7: AC 8; MV 12; hp 26; THAC0 17; #AT 1; Dmg 1d4 (dagger); SA Backstab $\times 2$ dmg; SZ M (5' 5" tall); ML Elite (13); AL NE; XP 975; S 12, D 16, C 11, I 13, W 12, Ch 10.

PERSONALITY: Clever, secretive

SPECIAL EQUIPMENT: *Ring of warmth*

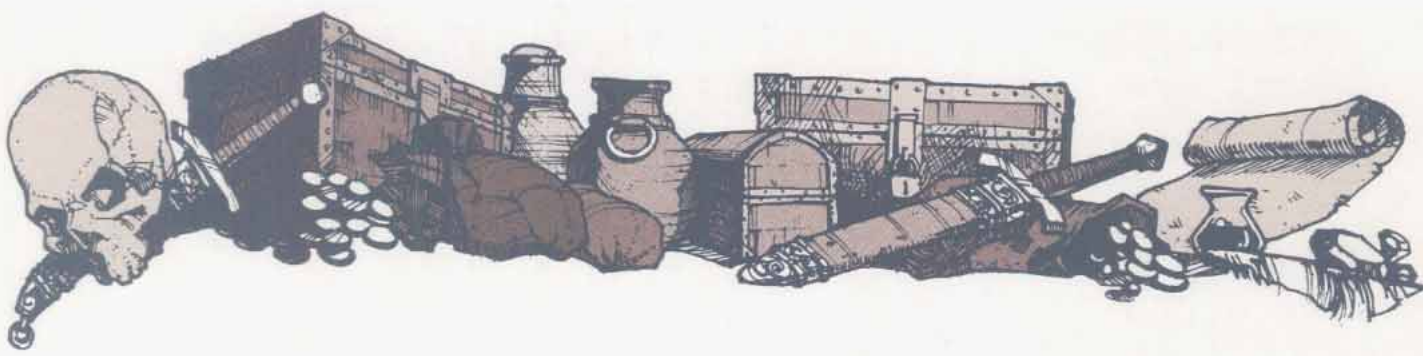
THIEF ABILITIES: PP 86; OL 29; F/RT 31; MS 23; HS 48; DN 52; CW 92; RL 29.

BELLA, hf T3: AC 9; MV 12; hp 9; THAC0 19; #AT 1; Dmg 1d4 (dagger); SA Backstab $\times 2$ dmg; SZ M (5' 4" tall); ML Average (10); AL N; XP 65; S 9, D 15, C 9, I 15, W 14, Ch 13.

PERSONALITY: Shrewish, greedy

SPECIAL EQUIPMENT: None

THIEF ABILITIES: PP 24; OL 45; F/RT 44; MS 28; HS 29; DN 34; CW 72; RL 54.



Team Leaders

Team leaders are normally thieves of about 4th level, but may be as high as 6th. Most team leaders are two or more levels higher than their team members.

The abilities of team leaders will vary depending on their specialties. For general encounters with lower level leaders, pick the leader from the choices below that most suits the encounter.

- Type A: Pickpockets, gamblers, dancing girls, and beggars.
- Type B: Burglars and smugglers.
- Type C: Blackmailers, extortionists, counterfeiters/forgers, loansharks, and protection racketeers.

TEAM LEADER, TYPE A: hm/hf T4: AC 8; MV 12; hp 15; THAC0 19; #AT 1; Dmg 1d4 (dagger); SA Backstab x2 dmg; SZ M (5' 9" tall); ML Steady (11); AL N; XP 175; PP 75; OL 25; F/RT 20; MS 30; HS 30; DN 20; CW 65; RL 10.

TEAM LEADER, TYPE B: hm/hf T4: AC 8; MV 12; hp 15; THAC0 19; #AT 1; Dmg 1d4 (dagger); SA Backstab x2 dmg; SZ M (5' 9" tall); ML Steady (11); AL NE; XP 175; PP 25; OL 20; F/RT 15; MS 65; HS 40; DN 25; CW 75; RL 10.

TEAM LEADER, TYPE C: hm/hf T4: AC 8; MV 12; hp 15; THAC0 19; #AT 1; Dmg 1d4 (dagger); SA Backstab x2 dmg; SZ M (5' 9" tall); ML Steady (11); AL CN; XP 175; PP 30; OL 30; F/RT 20; MS 25; HS 15; DN 15; CW 65; RL 75.

Guild Team Summary

Activity	Taskmaster	Team Leader	Teams/ # in team
Burglary	Jelask	B	2/3
Forger	Skerrit	C	2/2
Extortion ¹	Quentin	C	4/3 ²
Pickpocket	Callan	A	4/8
Blackmail	Prakshet	C	2/2
Dancing Girl	Marjette	A	8 halls ³
Gambling	Rassiter	A	10 dens
Loanshark	Kareen	C	4 bldg
Protection	Tomek	C	8/0-1 ⁴
Smuggling	Mertaf	B	6/4
Begging	Senargo	A	2/6

¹ Includes street robbery

² Plus 9 to 15 bagmen

³ Averaging 10 dancers each at a 50% profit share

⁴ Guild members only, the muscle are street toughs, 8 to 12 per team.

Team Members

Most members of the guild are thieves of 1st or 2nd level. The thieves' guild has between 100 and 150 such members active at a time. Guild establishments throughout the city are guarded by about 50 hired thugs who are paid about 5 gp per month each.

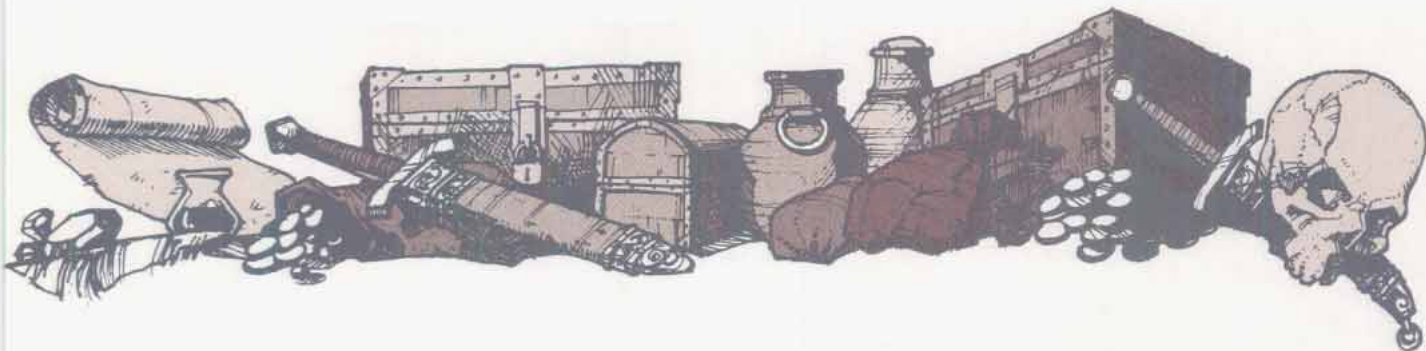
TYPICAL TEAM MEMBER, hm/hf T1: AC 8; MV 12; hp 5; THAC0 20; #AT 1; Dmg 1d4 (dagger); SA Backstab x2 dmg; SZ M (5' 4" tall); ML Average (10); AL N; XP 35; PP 25; OL 20; F/RT 15; MS 20; HS 15; DN 15; CW 65; RL 10.

If using this book to run player character guild thieves, adjust the level of Marcus, the guildmaster, to start at a higher level than any of the player characters—at least three or four levels above the highest level thief in the party. This keeps the chance of a coup small, and lets the campaign continue for a long time at a this level of intensity.

If a player character secures the position of guildmaster, carefully look at where the campaign might go. One option is to retire that character to NPC status and continue adventuring with lower level thieves.

On the other hand, the players might have their characters create secondary guilds under loose control of the original guild. If competing guilds are introduced—or related guilds such as a beggars' guild or an assassins' guild—the characters will have to deal with them without triggering a guild-smashing reaction on the part of the authorities or the townspeople.

Finally, the combined guilds might try to take over the entire city. If this happens, the campaign will wander even farther! Here, the characters grapple with the problems of running a city (including any dissatisfaction of their own greedy underlings). Or, perhaps they might make one of many possible fatal mistakes and have to flee as authorities or a popular uprising smashes their guild. *Most* important is that any such outcome be the result of the players' own actions and not a campaign end predetermined by the DM!



Guild-Based Adventures

The best challenges for a party of player character thieves working for the guild are the hands-on jobs normally done by the low ranks in the guild. Several adventures of this type are provided later in this book.

If the characters are already at a high level and spend more time interacting with each other and the local social set than they do bashing monsters and searching for ancient relics, then you might want to allow them to establish a guild of their own.

From the moment the guild is established there will be politicking and intrigue to satisfy even the most Machiavellian player happy. Established guilds will want to shut down the upstarts, or force them to merge. The local constabulary will be out to shut down their guild, or be bribed not to. Local businesses may object to paying protection money to a new group if they are already paying someone else. That someone else won't appreciate being muscled in on, especially if the territory is controlled by a rival organization.

A guild run by player characters will also face problems that any guild might have. Problems between members, dividing the money, training, morale—all are guild issues to be investigated. How does the guild deal with a burglar who begs off an important job because his eldest child is gravely ill? What is the punishment for stealing from the guild's coffers? How quickly are new guild members permitted to learn the inner workings of the guild? How are new members to be recruited? How should the guild deal with other guilds in the city?

How should the guild deal with freelancers in its area? When should issues of payment or influence be pressed and when should the guild look the other way? How does the guild fit into the larger picture of the campaign world? What should be its ultimate goal?

These questions and others like them are what your characters will have to deal with if they want to run a guild. It's a lot more than just deciding which of the mansions will be burgled this week and which street corners will have pickpockets on them today. Each question has more than one answer. Some have many answers. None has a single correct answer since local

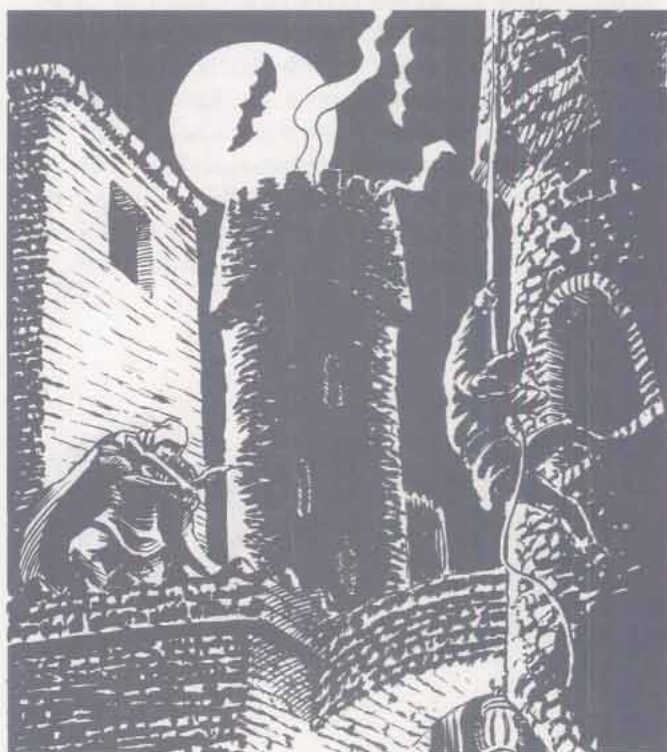
factors in your particular campaign will influence the outcome of each case.

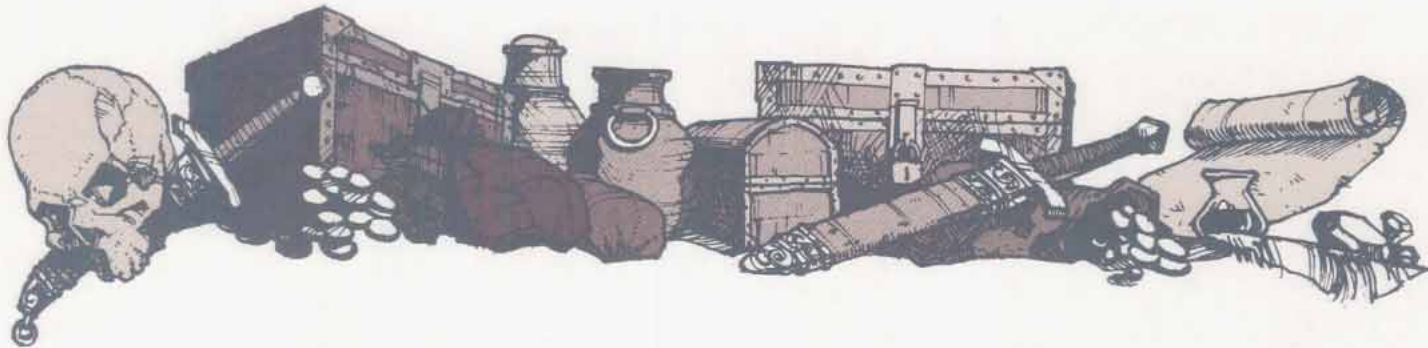
Dues and Procedures

Dues are 20% of member income from all sources. All income for jobs done for the guild go to the guild (two weeks' work per month or the equivalent is expected). Bonuses for exceptional performance are common (often 5% to 10% of the take). It is considered bad form for the guild to let its members starve or rot in jail when money is available for a fix.

Training

The guild will provide training to its members at standard campaign rates. Non-guild thieves will have a somewhat harder time finding a mentor (though a guild member eager for cash might be persuaded to train a freelancer at 150% the normal rate). A guild member caught at this must forfeit his profit, plus a 10% penalty the guild. If the DM allows, an guild sponsor or ally might pay for a player character's training in return for future favors.





Disputes

The guild's main rule is that disputes that cut guild profits are bad. When novices are involved, their sponsors settle the matter. However, any thief has the option to both insist that the guildmaster settle a professional dispute. This is expensive.

Personal problems can be solved privately in any way that does not hurt guild business. Excessive vengeance against other guild members is penalized by the guild after the fact. Personal quarrels with those outside the guild are left to the individual unless guild interests become involved.

A guild judgment costs each party a fee. The base fee and modifiers are given in Table 24. For example, a 3rd-level thief is charged 200 to 350 gp for a guild judgment.

Disputes between guild members might also be resolved by other types of contests. For example, the first thief to steal a specific item might be judged in the right. Or perhaps just which thief is alive after seven days. The exact terms and details are set by the guildmaster according to what is most profitable or most likely to benefit the guild.

If the dispute continues to hurt the guild, one solution is a duel to the death. The parties are armed with daggers and lashed at the wrist with a six-foot rope. Officers make sure that the ropes are sturdy, the knots tight, and the daggers true. The fight is held in an agreed place, a tavern or secret arena, and side bets on the outcome are expected. Traditionally, guild officers cannot be challenged except by those of equal rank, and those above mature age are allowed to designate a champion.

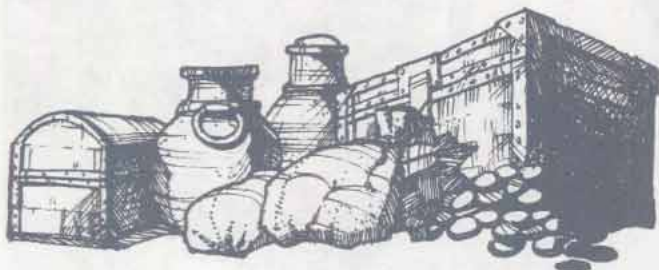


Table 24: Guild Judgment Modifiers

Base Judgment fee = (Level + 1d4) × 50 gp.

Base chance for favorable judgment:	50%
Bribe paid to guildmaster	+5–30%*
Opposition discredited	+10%
PC is guild officer	+10%
Positive reaction roll	+10%
Negative reaction roll	-10%
PC Opposes guildmaster	-50%

Bribe: The PC can purchase additional success chances in 5% increments up to 30%. The DM decides the cost of each 5%. Petty matters: 100 gp each. Moderately important matters (e.g., to quash a guild penalty for a minor infraction): 500 gp each. Major matters (e.g., to avoid a death): 1,000 gp each.

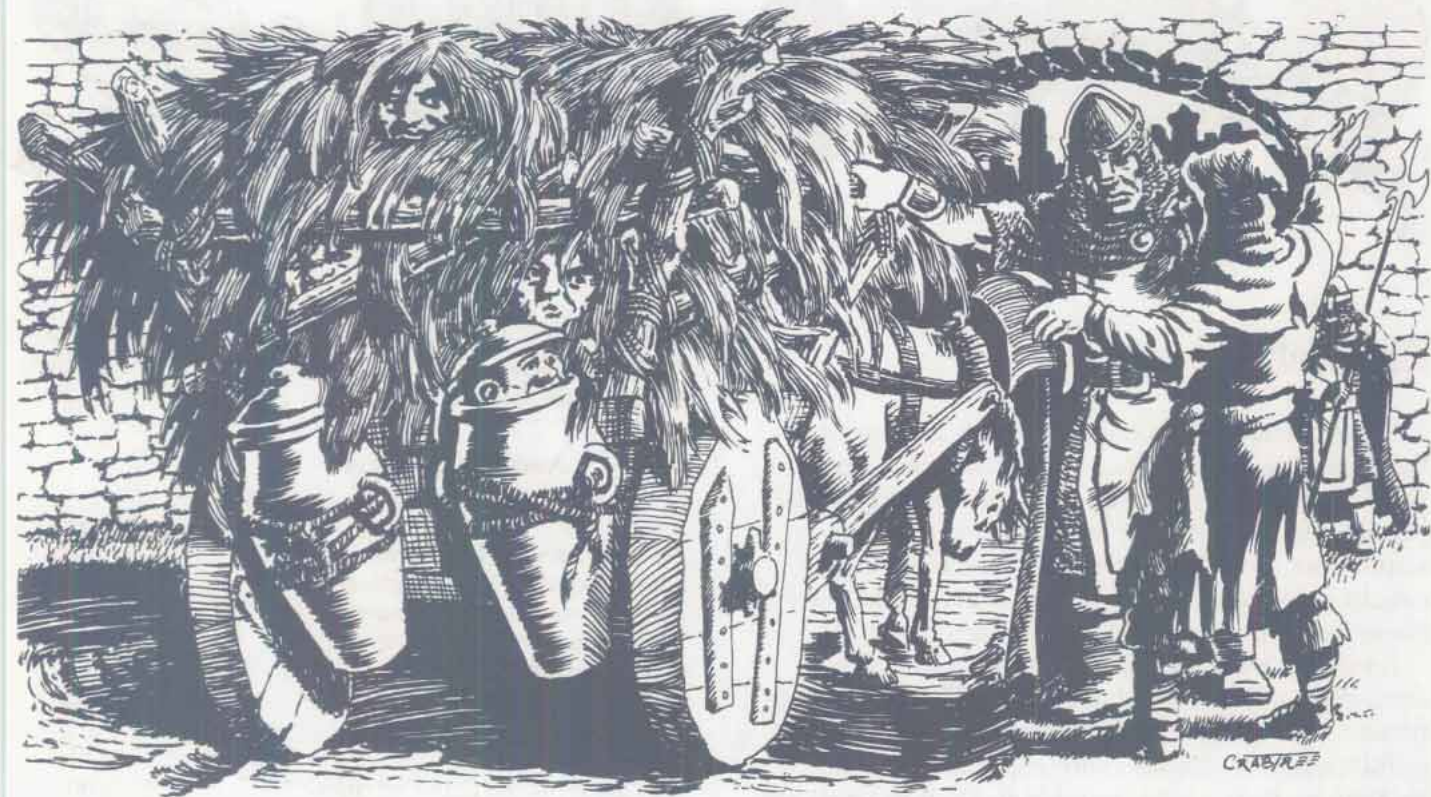
Opposition Discredited: The opposition can be proved to have violated guild codes, falsified their facts, cheated in a duel, or broken some local custom.

Guild Officer: The character must be at least 7th level *and* control either a full city block (1,000 population), run an illegal activity in at least four blocks (4,000 pop.), or have an equivalent guild position.

Positive/Negative Reaction: This represents any popular support among member thieves, a straight roll, based on Charisma. Special abilities to sway crowds apply.

Opposes Guildmaster: If the guildmaster's position is known, and the player character's case runs counter to this, then the penalty applies.

The DM can add other modifiers as desired.



Chapter Four: Guild Associates

This chapter describes the lesser underworld characters who support and aid the guild. Details are given for assassins, beggars, fences, fixers, spellcaster contacts (priest and wizard), tipsters and street urchins. Street toughs will be covered in the next chapter.

Any member of the thieves' guild will know at least one fence, one fixer, one tipster (beggar, gambler, dancing girl, etc.), and have one outside contact. The character also has a sponsor who is a higher level guild member.

No player character starts with an assassin contact unless this is approved by the DM. No player knows who the guildmaster really is. If the players have read this book, then Marcus is a minor noble, and some other minor noble is the real guildmaster.

Fences

The fence appraises stolen goods and helps the thief character get rid of them—at a fraction of their value. The fence also knows where to find illegal equipment (including thieves' tools), and who to contact if goods

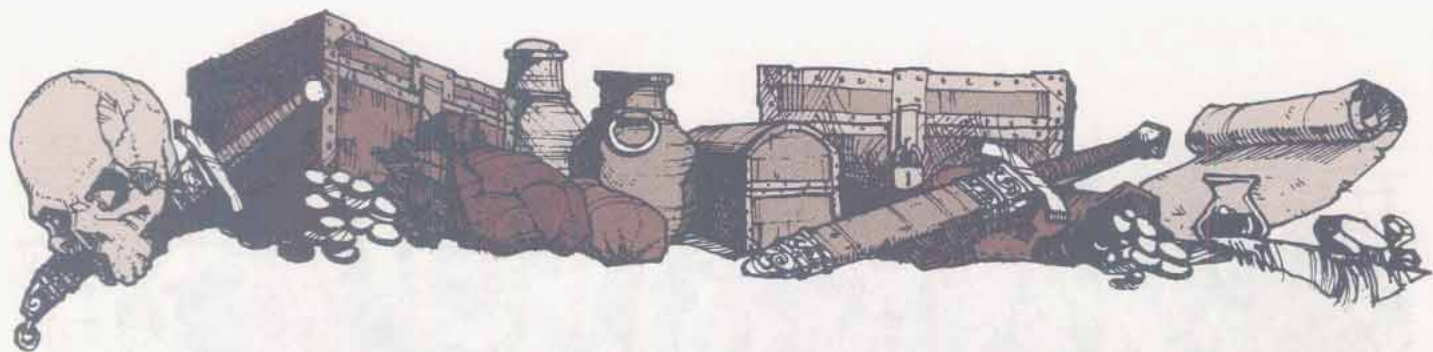
must be smuggled or if the thief needs to get out of town quietly. A number of fences are detailed later in this chapter, and more can be created by the DM.

Fixers

A fixer is a go-between who is not exactly a member of the thieves' guild, but who can come between guild members and the law at need. Fixers have political or legal influence and can rescue thieves' guild members who have been arrested or condemned—if the price of the fix is paid.

Tipsters

The tipster is a source of rumors and local information, mostly having to do with thieves' guild business. Usually from the lower social class tipsters are small-time grifters, beggars, peddlers, professional gamblers, tavern owners, and the like. Except for street urchins, who often deal with non-thieves, the DM should make it hard for others to develop sources that can easily reveal guild business.



Assassins

Some citizens of any large city wish fatal harm to their enemies, competitors, or in some cases a person who has become too close to a family member. These people often seek out the services of an assassin rather than dirty their own hands and risk being caught. As long as the fee is paid, the assassin will do his or her utmost to fulfill the contract.

Assassins work alone as a rule. Teams may be formed for a very special operation. All guild assassinations are arranged through the guildmaster. The guildmaster has contacts with either a freelance assassin or an assassins' guild (nobody is exactly sure which). The contact decides whether the hit is feasible—some targets just aren't worth the risk—and who carries it out. Jobs are rarely turned down, since the reputation of the assassins depends on satisfied customers.

If a person paying for the job orders a hit on the ruler or other very highly placed and well guarded official, or a hit on the guildmaster in his alter ego, the guild offers one guarded discouragement. If this is ignored, the job will be accepted and the person requesting the hit becomes the target.

No organization welcomes competition and assassins' guilds are no exception. A freelance assassin who starts to work in this territory will quickly get an invitation to join the assassin's guild. A refusal will be followed by a visit from one of the guild's assassins who will be under orders to see the victim dies slowly and painfully as an example to other freelancers who might be thinking about not joining the guild.

When the authorities need a job done and have some kind of hold over an assassin, the assassin will offer to work a job for free. The hold is usually a death sentence following capture. The assassin is given the chance to live if a job is taken for the city and the hit can't be traced back.

Fees are shown in Table 25. Assume the most expensive applicable fee will be charged (for example, the fee for a 15th-level character of the lowest social class is 100,000 gp. If the target is particularly

well guarded, has powerful protectors, has escaped prior attempts, or has a high chance of tracking down the assassin, higher fees will be charged.

Table 25: Assassination Fees

Victim* Is	Fee (gp)
Nobody special (L0/lower class)	100
Known locally (L1-3 or middle class)	500
Well known locally or known in city (L4-6)	1,000
Well known in city or petty official (L7-9 or upper class)	5,000
Minor city official (L10-12 noble)	10,000
Major city official (L13-15 or wealthy noble)	50,000
Very high profile (L16+ or ruler)**	100,000+

* The victim, or a member of his family.

** Royalty, governor, or local equivalent.

Needrar

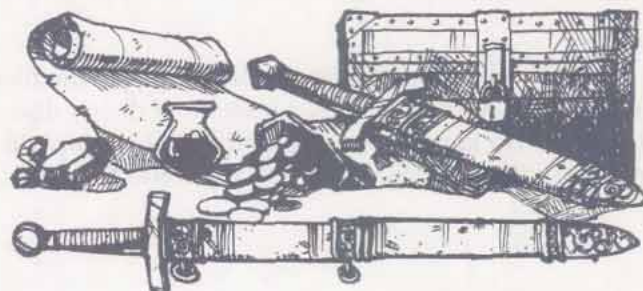
Needrar is an elf who has some drow blood, but not enough to make him shun the day. He works best at night, and prefers shadows. His hair is dyed black and he favors tight black clothing. Needrar is silent; his slight body can blend with the smallest shadow. As the assassin contact for the guild, Needrar is the only thief permitted to carry weapons into the guildmaster's presence. The guild learned long ago that he could conceal weapons in such ways as to defy any search, so the searching has been dispensed with.

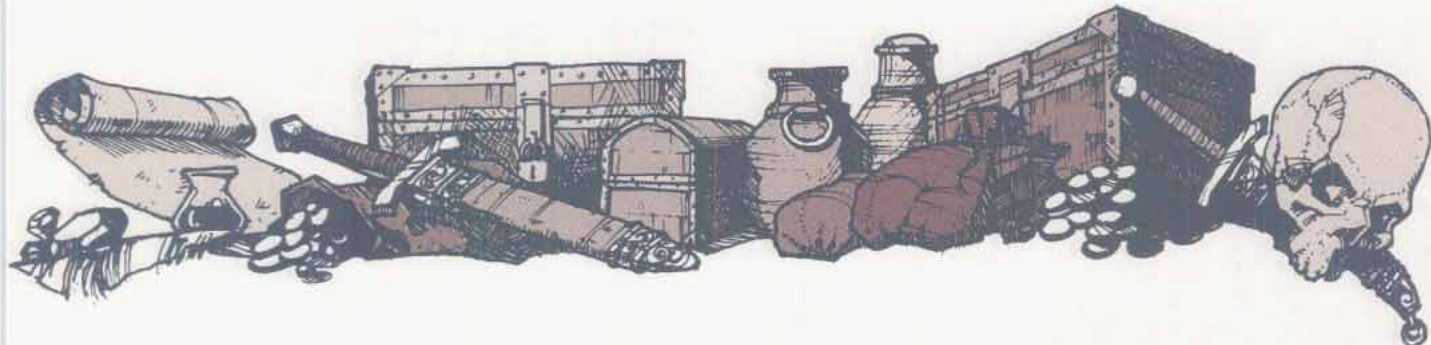
Needrar, em T8: AC 5; MV 12; hp 28; THAC0 17; #AT 1; Dmg 1d4+3 (dagger); SA Backstab x3 dmg; SZ M (5' 6" tall); ML Elite (13); AL LE; XP 2,000; S 9, D 16, C 10, I 16, W 13, Ch 15.

PERSONALITY: Confident, dry

SPECIAL EQUIPMENT: *Hat of disguise, dagger of slaying humans, cloak of protection +3*

THIEF ABILITIES: PP 23; OL 91; F/RT 56; MS 88; HS 91; DN 22; CW 71; RL 3.





Beggars

The gangs of thieves are not the only element to run scams in the city. The local beggars have a loose union, not really organized enough to be called a guild. Many of them are vagabonds who think they can get a living with little effort. They sit or stand on street corners each day, with their begging bowls, hoping to pick up enough food and/or money to eke out an existence, at least on the surface. Others are young children or the very old.

Beggars come in many shapes and sizes, not just the cripple sitting on a street corner with his begging bowl. They can also be street urchins in the marketplace, or the old people dressed in rags who carry their whole lives with them in a couple of sacks.

Beggars are such a normal part of street life in the city, most folk simply ignore them, and this anonymity is their greatest asset. Many beggars act as lookouts for the guild, the gangs, or for others who need a warning of anyone approaching. The warning can come in several ways: A low whistle, a loud call of "Alms for the poor," or a hearty thanks to a generous patron can all convey a warning that trouble is coming. The custom is to give the beggar from several coppers to a gold piece for this service, and their leader always gets his cut.

The prime spot for any beggar is the city gate. Working the gate nets the beggar donations from all incoming travelers and especially merchants who don't want their presence or business in town made public. Nearly as good are the main market districts, although they are often driven away if the neighborhood is middle class or richer.

Travelers who do not make at least a small contribution, or are rude or cruel, often find themselves the victims of mysterious accidents: broken wagon wheels, buckets of offal or worse dumped on them from windows, even physical injury. Whether they make a donation or not, everyone entering the city might be cased as a possible mark for a later job by whoever is paying the beggar today. Payment for this service is not as lucrative as watchdogging, but it is

more regular and the donations from travelers more than make up the balance.

The beggars have no headquarters as such, just their leader's house in the south sector of the city. This is a well-kept two story building, with a secret basement that houses a vault where they store loot against lean times. The basement is sometimes used as a hiding place for friends of the beggars on the run from the law. Up to thirty adults can comfortably fit into the basement, so it is occasionally made available to the guilds or a gang as a briefing room—with the beggar leader listening in to every word from a secret bolthole in one wall.

Charos the Beggar King

The beggars are controlled by Charos, their leader, who lives off the donations of his underlings. Charos is a huge man, once a fine warrior but now run to fat. He is still immensely strong and he can crush a man's ribcage in his powerful arms. He stands a fraction under six feet tall, weighs something over 350 pounds and has long blonde hair and gray eyes. Few dare to cross him; his wrath is swift and terrible.

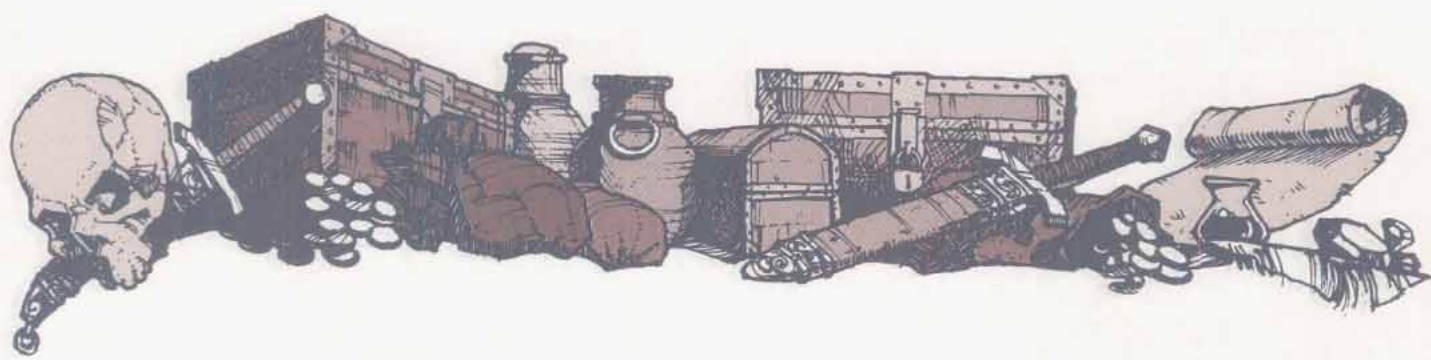
Charos and his band have no particular loyalty except to money and they will work with any criminal gang that offers them a reasonable fee. The guild is well aware of this and buys the services of Charos when it must, which is often enough to generate a comfortable income.

CHAROS, hm F4/T4: AC 6; MV 12; hp 24; THAC0 15; #AT 1; Dmg 1d4 (dagger); SA Backstab x2 dmg; SZ M (5' 11" tall); ML Steady (12); AL CE; XP 120; S 17, D 16, C 11, I 10, W 11, C 9.

PERSONALITY: Devious, cunning

THIEF ABILITIES: PP 43; OL 31; F/RT 14; MS 22; HS 26; DN 36; CW 84; RL 4.





Fences

No thievery can be truly successful without a fence to dispose of the goods. Each small gang has its own favorite fence, but choosing which one to use is often a matter of what has been stolen. Many fences have one or more special interests in wares. A fence buys stolen goods for low prices, and sells them for much higher prices. A fence often runs a pawn shop, because this is a good cover for this activity.

Goods in a pawnshop are always available for purchase since the goods on display are the ones that haven't been reclaimed. Fabulous items of magic or arcane lore can rarely be picked up in these shops since the fence usually goes over everything before it is offered for sale. Magic and other rare items are either kept or offered to favored customers instead of being placed on general sale.

Handling stolen property is frowned upon in any law abiding community. Doing so knowingly carries stiff penalties. Fences pay between 25% and 50% of an item's value, based on how hot it is, how recognizable it is, and how quickly it can be sold.

A fence will take stolen property from any thief who enters the shop, whether they are guild members or not. Guild thieves usually get a better deal than independent ones and if the circumstances are right, the fence may well take an item from an independent thief and then turn that thief in to the authorities. The guild may reimburse the fence what he paid for the item, and rewards can be gained from the city for helping to catch a thief or from the item's owner for its safe return.

A fence is most likely to turn a thief in if there's a council election coming up and the guild wants to make a candidate look good, or if freelance thieves are taking too much cream from the guild operations. Since a fence lives by his reputation on the street, he won't just turn over every freelance thief who wanders in. If he does, he may well get a visit from an assassin or suffer some other unpleasantness.

Juanita

Juanita is one of the high class fences. She has a modest two story shop where she runs a legitimate moneylender's business. Her shop is in the Street Eagles territory and she is therefore considered by them to be their property. It is not a tag she is happy with but the realities of doing business do not allow her to protest too much. Juanita will do business with the other gangs if they have what she wants.

Juanita is an elegant woman, always dressed in the latest fashion to impress her buyers. She doesn't give a fig for the Street Eagles, with one or two exceptions. Juanita is a petite five feet one inch, and she looks like she would blow away in a stiff breeze. She is skilled with the dagger and she always has at least one handy. Her thick curly brown hair sits above a handsome face with green eyes and an aquiline nose. She looks about 25, but has no idea exactly how old she is.

Since it is well known that Juanita is aligned with the Street Eagles she is nominally a "safe" contact for them only. However, as she badly wants any and all magical items, she doesn't ask too many questions of thieves in trouble who offer her magic in some form as all or part of the haul. She will buy any magical item, no matter how much or how little magic power it has and no matter if it does exactly what is claimed of it.

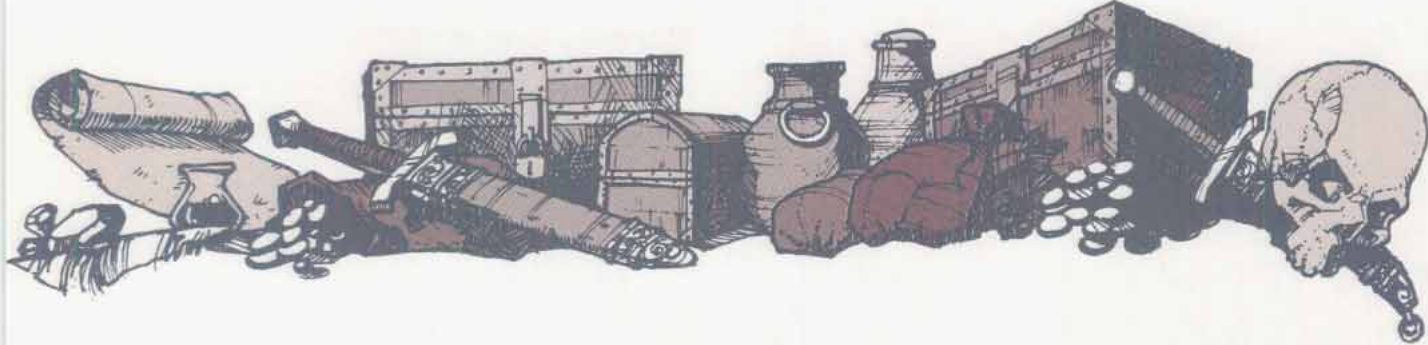
The best thieves in the city all know of Juanita's permanent order for any magical items. Juanita pays at least one and a half times what other fences pay for magical items, and she never asks questions about them.

She has no time for petty criminals and will usually take their merchandise only if it is easily sold, preferring to send them to someone more appropriate.

The other thing for which Juanita is well known is her willingness to handle any item if she has a buyer for it.

Not so well known is that she almost always provides the local law with an anonymous tip off to the thief. Her main reason doing that is to undermine the so-called thieves' guild, which she wants to see taken over by The Owl.

Juanita has been accused of poaching other fences' workers from time to time, but she has always



claimed—truthfully—they came to her rather than the other way around. As it is a difficult accusation to prove, her accusers have to date let them matter drop. Still, many of the city's fences keep a close eye on Juanita.

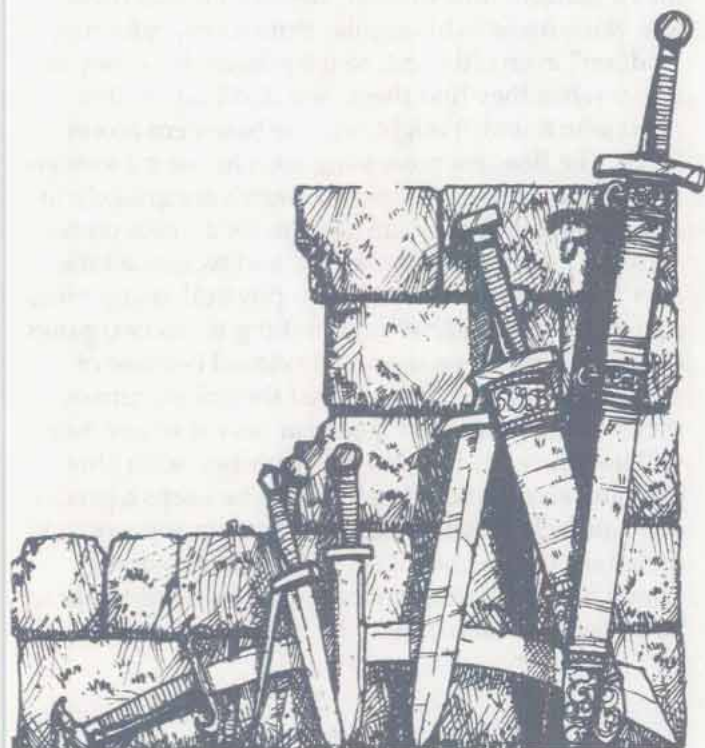
Juanita has another side to her business. She runs a steal-to-order service, where any item will be stolen for a client if the price is right. This system involves less risk, because the stolen item can be moved quickly. For these jobs, Juanita uses only thieves working for The Owl.

Juanita is friendly to The Owl and would never betray him for any reason. She hopes to win back The Owl's heart by aiding him in bringing down the guild, but that is a deep secret she won't even admit to herself.

JUANITA, hf T3; AC 10; MV 12; hp 10; THAC0 19; #AT 1; Dmg 1d4 (dagger); SA Backstab x2 dmg; SZ M (5' 1" tall); ML Elite (13); AL CN; XP 175; S 8, D 14, C 9, I 15, W 11, C 16.

PERSONALITY: Friendly, conniving

THIEF ABILITIES: PP 21; OL 31; F/RT 29; MS 19; HS 17; DN 31; CW 63; RL 29.



Delaria

Delaria is mysterious, in that no one has ever seen her face and few even know she is a woman. She handles goods for anyone, but mostly for the Black Tigers. She is allergic to bright light and she keeps her drapes drawn and always wears a thick hooded robe made of dark blue material in daylight hours to keep almost all the light at bay. She keeps to the shadows after dark to help hide her identity. Her voice has been disguised by a pair of baffles sewn into the cowl of her robe. The baffles make her voice sound deeper and as though it were coming down a tunnel.

She is a little over five feet six inches tall, and weighs about 140 pounds. It's hard to tell exactly because of her clothing. For the same reason there is no clear description of her, even her hair and eye color are unknown. Any person you meet in the street after dark could be Delaria the fence.

Delaria has a small shop in the center of the Black Tiger's territory, a few blocks from the market district. Pickpockets often use her shop to unload things they have "acquired," other than coins.

The shop is a two story place and Delaria lives upstairs. She doesn't have any special guards or other protection, but pays her money to the Black Tigers, who look after her because she looks after them. The Owl has ordered that Delaria not be harassed, and nobody dares goes against that order.

Naturally, such an order is the source of rumors about The Owl and Delaria, but there is no proof of a relationship between them at the moment.

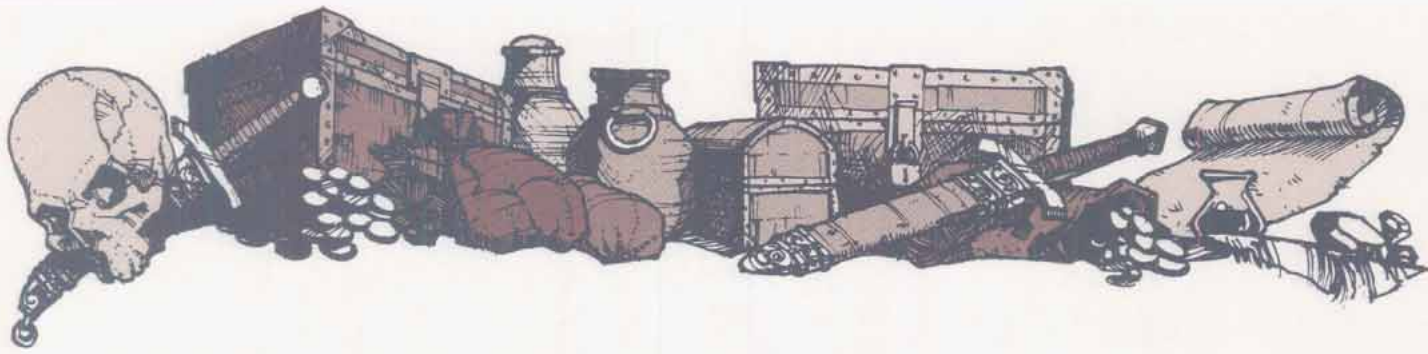
The pickpockets are not Delaria's only irregular customers. She is well known as someone who will take care of stolen goods no matter how hot they are. While this is true, valuable or unique items seldom come her way as she doesn't pay as well as some of the classier fences. A lower payment is the price thieves pay for a quick sale of items which could get them a long jail term, or worse.

DELARIA, hf T3; AC 7; MV 12; hp 12; THAC0 19; #AT 1; Dmg 1d4 (dagger); SA Backstab x2 dmg; SZ M (5' 7" tall); ML Steady (12); AL NE; XP 175; S 9, D 15, C 8, I 14, W 12, C 17.

PERSONALITY: Mysterious

SPECIAL EQUIPMENT: Ring of protection +1

THIEF ABILITIES: PP 22; OL 32; F/RT 27; MS 18; HS 16; DN 28; CW 61; RL 36.



Gemanot

Gemanot the Fence is well known as a pawnbroker in the city, and many trinkets can be had from his store. Less known in honest circles is that he is willing to fence anything, no matter what. He has boasted he will take the King's crown from any thief brave or foolish enough to steal it.

Since Gemanot will take any item, no matter how hot, he can pay lower rates than other fences. Fences always underpay the thieves who come to them, and the price is affected by how hot the item is. The longer a fence must sit on an item before selling it, the less the thief will get paid for it.

As a guide, Gemanot pays the same as any other fence for small items of low value—about 33% of their worth. For more valuable items, he pays anything from 25% of their value to less than 10% for a really expensive or unique item.

For example, a pearl necklace given to a noblewoman as a twentieth wedding anniversary present is probably the only one of its kind. While it probably cost several thousand gold pieces, Gemanot would pay only 40 or 50 gold for it because it is likely he'll have to remove the pearls and sell them individually, then melt the chain and recast it. The total price he might get is maybe 200 gold and he'll need to both work and wait for it.

This is how Gemanot explains his pricing to thieves in a hurry. Often what he does with such items is to contact the owner and offer to recover the item for a fee. Gemanot gets the same profit—but he has to do far less work, and the necklace stays in one piece. Gemanot has an eye for beauty and would not wantonly destroy a unique piece of jewelry just for a few coins. If the original owner refused to pay, Gemanot would reluctantly break the necklace up and sell its components.

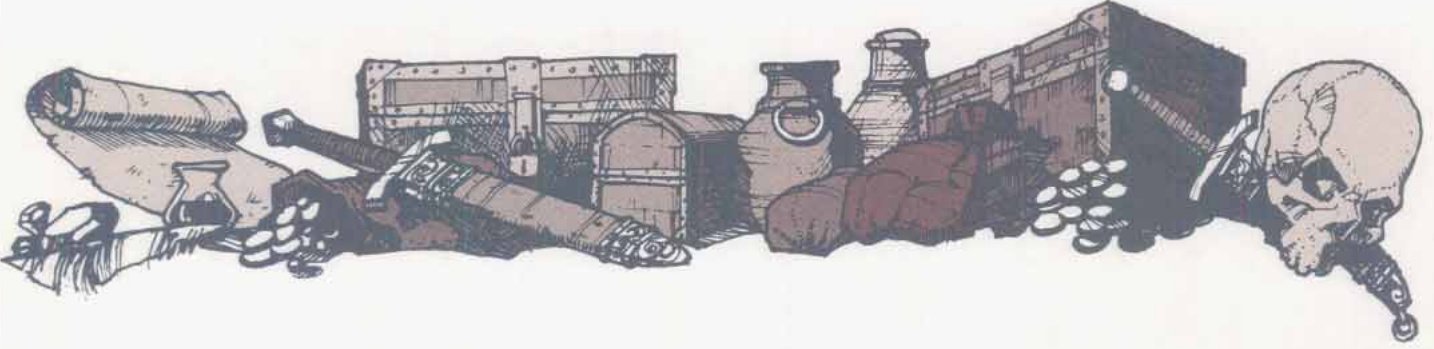
Gemanot's pawn shop is right in the market district near the Armbreakers' turf. It's an arrangement that suits everyone involved since both gangs keep a watchful eye on Gemanot's business for their own sakes as much as for his.

Gemanot owns three buildings and rents out most of them as apartments. The pawn shop is on the ground and first floors of the middle building. The Yellow Knives have a hideout above the pawn shop for which they pay no rent in an arrangement with Gemanot. Alone of all the businesses in the market district, Gemanot pays no protection money to the Yellow Knives.

Gemanot lives on the second floor of the building next to his shop. The upper floors of all three of Gemanot's buildings are accessible only by an external staircase. Tenants do not have access to Gemanot's quarters or internal access to the shop, except for the Yellow Knives who can use the shop as an emergency escape route if the authorities decide to crack down on street crime.

Gemanot has made some private changes, also. Under the shop is a secret basement, and another lies under the left hand building. Neither basement is large but both are used to hide items that might attract the interest of the local authorities. Gemanot is sometimes raided by the city watch, but they find only minor items of little interest. Gemanot leaves these low value items in his regular store room, cunningly "hidden" in an old chest, so the guards think they're clever when they find them, and don't do the thorough search which might find the basement access hatch. The fines for possessing such minor trinkets are trivial and Gemanot knows the watch are unlikely to arrest him unless they can get him for a major crime.

Gemanot is 5 feet 7 inches tall and weighs a little over 150 pounds. He is not very physical at any time, preferring to leave that kind of thing to his two gangs. Gemanot's right eye is partially closed because of some kind of a growth on it that the priests cannot remove, and there is an area near his ear where hair will not grow. He is in his mid-twenties, with blue eyes and straw colored hair, which he keeps a precise one half inch above his collar. From this, it is possible to deduce that Gemanot served some time in the armed forces, although nobody knows whose military he served, or when or why he left.



GEMANOT, hm T3: AC 8; MV 12; hp 13; THAC0 19; #AT 1; Dmg 1d6 (short sword); SA Backstab x2 dmg; SZ M (5' 7" tall); ML Elite (13); AL NE; XP 175; S 10, D 13, C 11, I 15, W 13, C 12.

PERSONALITY: Withdrawn, careful
 SPECIAL EQUIPMENT: *Dagger +2, longtooth*
 THIEF ABILITIES: PP 23; OL 29; F/RT 28; MS 18; HS 16; DN 31; CW 64; RL 31.

Gemanot has two helpers in the shop, one from the Yellow Knives and one from the Armbreakers. They are both well-muscled young men who are quite obviously there as bodyguards, not as clerks.

The Yellow Knives' helper is Martin, a 6 foot 6 inch brute who looks like he could tear limbs off if he had a mind to. The Armbreakers' helper is even more physically impressive. Henser is almost seven feet tall and weighs nearly four hundred pounds. Not an ounce of fat is visible on his body and his speed is remarkable. Surprisingly, Martin and Henser get along quite well.

Each had orders to attack and kill the other at the slightest provocation, but the pair quickly learned respect for each other. They are happy to keep an eye on the shop rather than get involved in the street brawls that erupt between gangs all too often.

These two giants were prime targets for the Street Eagles and the Black Tigers and will be again after their current assignments.

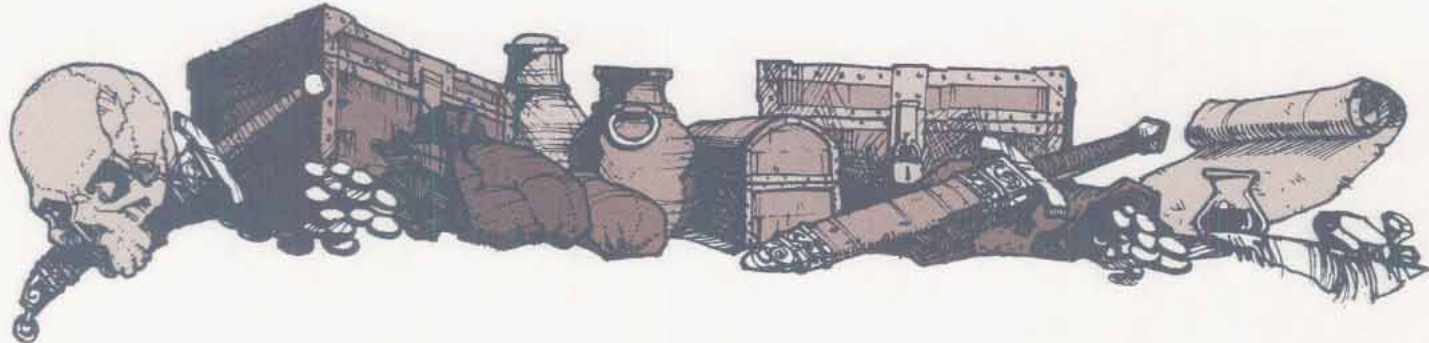
MARTIN, hm F3: AC 10; MV 12; hp 21; THAC0 18; #AT 1; Dmg 1d8 (long sword); SZ M (6' 6" tall); ML Elite (13); AL LN; XP 65; S 18/47, D 12, C 14, I 10, W 9, C 9.

PERSONALITY: Loyal, careful

HENSER, hm F3: AC 10; MV 12; hp 22; THAC0 18; #AT 1; Dmg 1d8 (long sword); SZ M (6' 11" tall); ML Elite (14); AL N; XP 65; S 18/51, D 10, C 13, I 9, W 10, C 12.

PERSONALITY: Naive, trusting





Sixers

Usually these are such people as friendly city officials, a noble's personal spymaster, a scribe of the courts, and so on. Even if unsuccessful in keeping the thief from punishment, a fixer can help arrange an escape and get the thief out of town unless the crime is truly heinous. Costs are based on the character's level as a rough guide to the character's fame or notoriety. Other variables include how upset the authorities are and how much influence enemies or allies can apply.

Table 26: Effect of a Fix

- Turn minor infraction to fine of 50 gp/level. (from short imprisonment/flogging/pillory)
- Turn major infraction to fine of 100 gp/level. (from long imprisonment/branding/amputation)
- Capital crimes such as murder and treason cannot be reduced to a fine.

Base chance for a successful fix: 60%

Modifiers:

Major infraction -20%

Victim is:

Upper Upper Class	-30%
Middle Upper Class	-15%
Lower Upper Class	-10%
Upper Middle Class	-5%
Middle Middle Class	+0%
Lower Middle Class	+5%
Upper Lower Class	+10%
Middle Lower Class	+15%
Lower Lower Class	+30%

Other Fixer Services*

Assist in escape from town:	200 gp/level
Escape if capital crime:	500 gp/level
Do a "personal favor:"	500 gp/level
Cross guild on character's behalf:	1,000 gp/level

* For "other services" a fixer is 1% likely to betray the thief to his enemies.

At the DM's discretion a fee may be waived or a betrayal result may be foregone if the player character agrees to do a personal service for the fixer. Any betrayal will happen after the service is completed.

Clean-up services, such as having a fixer arrange to dispose of embarrassing evidence, require the thief to turn over 20% of the take to the "cleaner," or 200 gp, whichever is higher. The cleaner may accept "a future personal favor" instead of the fee. Some fixers do these jobs themselves; others just have connections to get it done.

Tarran the Fixer

Too old to be an active thief, Tarran has always been ill-suited to that role. Unlike many thieves, he *doesn't* have an honest face. One look at his half-lidded gaze, gimlet eyes, and balding pate and those who meet him check to see if their purses have been cut.

He didn't get on at the guild, but went into business and amassed a small fortune—the rumors say freelance smuggling. He may have run afoul of the guild later. In any case, he convinced his "interviewer" to front money for his political advancement. Now in a position to sell political favors and act as a go-between, he plays both ends against the middle, and profits thrice.

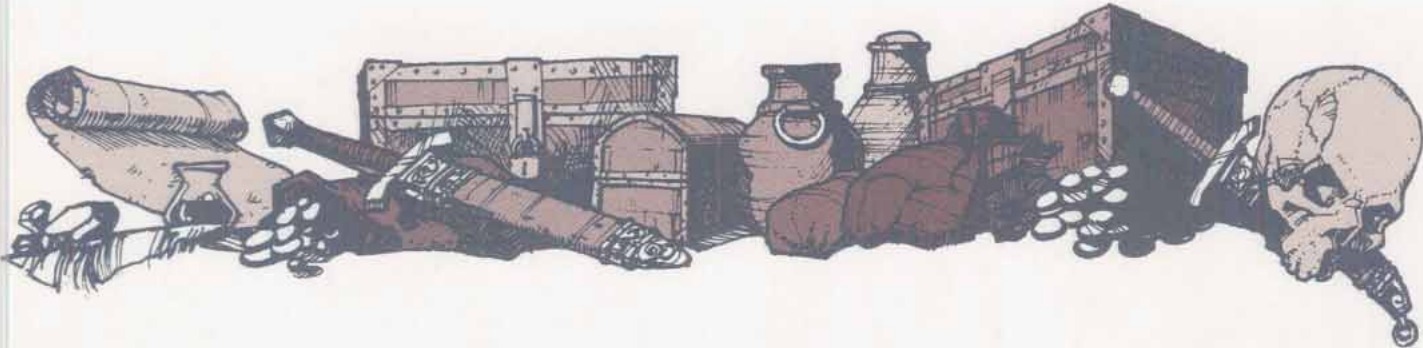
Gnomelike, he hovers around the city offices, always willing to do a service—for a price. Besides having his golden, greasy thumb in most shady dealings, Tarran is a whiz with figures and can tell at a glance if anyone shorts him the thinnest copper piece.

For all of this, he is gentle and harmless unless threatened. Then his subtle revenges become legendary. He abhors physical violence and never carries a weapon; his weapon is gold and the influence it buys.

TARRAN, hm T3: AC 10; MV 12; hp 11; THAC0 19; #AT 1; Dmg nil; SZ M (5' 4" tall); ML Average (10); AL NE; XP 175; S 12, D 14, C 9, I 16, W 17, C 8.

PERSONALITY: Calculating, greedy

THIEF ABILITIES: PP 29; OL 26; F/RT 24; MS 27; HS 21; DN 29; CW 73; RL 11.



Spellcasters: Priests

Apart from the masters and their assistants, Marcus depends on two other people for special services, a priest and a wizard.

Tenniel

The priest is Tenniel, a short man in his early forties and a devout worshiper of the god of thieves. Tenniel performs many duties for the guild, some more often than others. These include healing a guild member who suffers an injury, seeking divine help to determine the probable outcome of a project, and leading prayers for successful dealings on the special high holy days of the deity.

He is sometimes asked to question a dead thief about how he died and what the next thief can do to avoid the same fate, or an intruder who fell to one of the guild's many traps might be asked who sent them and what their mission was. He occasionally assists in checking to see that any person being questioned by the guild is telling the truth, but this service is expensive.

Tenniel plays little part in the day-to-day operation of the guild. His job is to keep the god's shrine.

TENNIEL, hm C9; AC 3; MV 12; hp 44; THAC0 16; #AT 1; Dmg 1d6+2; SZ M (5' 3" tall); ML Elite (14); AL N; XP 2,000; S 14, D 10, C 11, I 12, W 17, Ch 13.

PERSONALITY: Quiet, confident
SPECIAL EQUIPMENT: Ring of free action
Usual spells (6/6/4/2/1):

Tenniel's Spell List

- 1st—*cure light wounds* (×4), *detect magic* (×2);
2nd—*augury* (×2), *detect charm*, *hold person*, *know alignment*, *silence*, 15' radius;
3rd—*dispel magic*, *glyph of warding*, *remove curse*, *speak with dead*;
4th—*detect lie*, *neutralize poison*;
5th—*true seeing* or *cure critical wounds* (50% chance either).

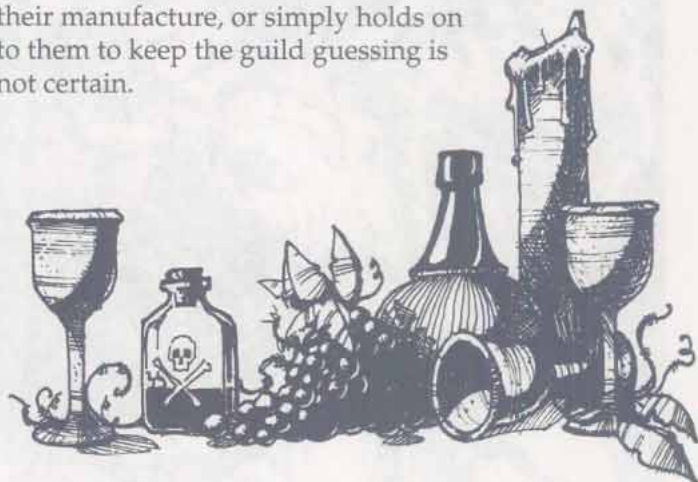
Spellcasters: Wizards

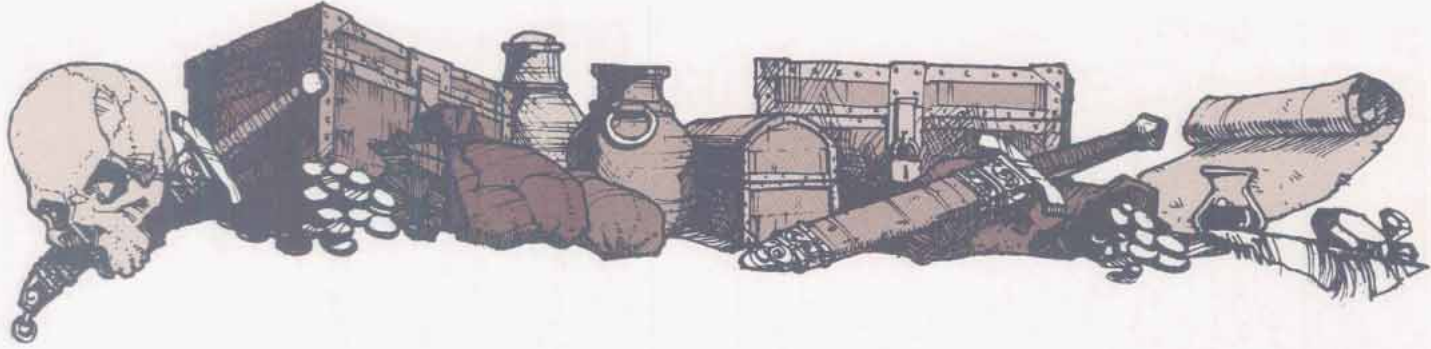
Velanna

Velanna the wizard is an elf of great age. She wants leave some lasting reminder of her existence for those who come after her. Her loyalty to the guild has been bought with the resources to conduct her magical research into whatever spell or spells she hopes to develop before she dies.

Velanna was once a war wizard for an elven kingdom. She has a great many offensive and defensive spells in her grimoire. Her job is to provide magical protection to the guild and rarely to provide magical aid on an important job. She dislikes going out on jobs since that cuts into her research time. If she has to cast any spells that wastes more of her time while she rests and memorizes the spell again. She also complains long and loudly if she has to cast any spells to protect the guild hall and its occupants. The guildmasters have learned to ignore her complaints. Velanna does not care for that and goes into a sulk when it happens.

The only time Velanna doesn't grumble about using her magic is when a pile of loot is brought in for checking. Part of her deal with the guild is that she gets first use of any magic that comes in. It's a high price but one the guild is willing to pay since the wizard seldom takes more than one item. Whether Velanna tests these items, tries to fathom their manufacture, or simply holds on to them to keep the guild guessing is not certain.





Whenever any loot that might contain magic is brought to the guild, Velanna first casts *detect magic* on the whole pile to separate out the magical items. She then casts *identify*. She has been doing this for so many years that even the smallest piece of information allows her to accurately identify all common wands, rings, potions, and weapons.

Less common items can be identified to a general use or power and are then put into the guild's vault or sometimes kept in Velanna's workshop. Whenever one of these items is used, a report on its function is expected from the thief so that if another such item falls into the guild's hands it can be more accurately identified next time.

Artifacts, relics and other unique items are normally taken away by Velanna for further study. These items seldom find their way back to the guild for several reasons. In some cases they defy Velanna's efforts to unlock their secrets. In others, the methods she uses destroys the item. This may lead to the release of a large burst of raw magical energy. Her workshop has magical wards placed around it to pro-

tect the surrounding buildings against explosions.

The remaining items that she keeps are ones that Velanna feels she has more need of than the guild does. She has acquired a *book of infinite spells* in this way and she has reaped the rewards of each of the six magical works that increase attributes.

Velanna has also acquired a *staff of the magi* and a pair of *rings of spell storing* as well as two *ioun stones*, one pink and one pearly white. The only item she still wants for herself is a *Boccob's blessed book* and she would pay any price to get one.

The guild has made a handsome profit from the sale of items Velanna has identified for them. Many local wizards and others seeking magical trinkets come to the guild in search of an item they require. The guild does not keep a record of who buys an item.

The only people in the guild who Velanna has allowed to get to know her well enough to call her a friend are Marcus and Mertaf.

VELANNA, ef M12: AC 5; MV 12; hp 31; THAC0 17; #AT 1; Dmg 1d4 (dagger); SA Spells; SZ M (5' 1" tall); ML Champion (16); AL LN; XP 10,000; S 8, D 13, C 9, I 19, W 15, Ch 14.

PERSONALITY: Studious, brusque

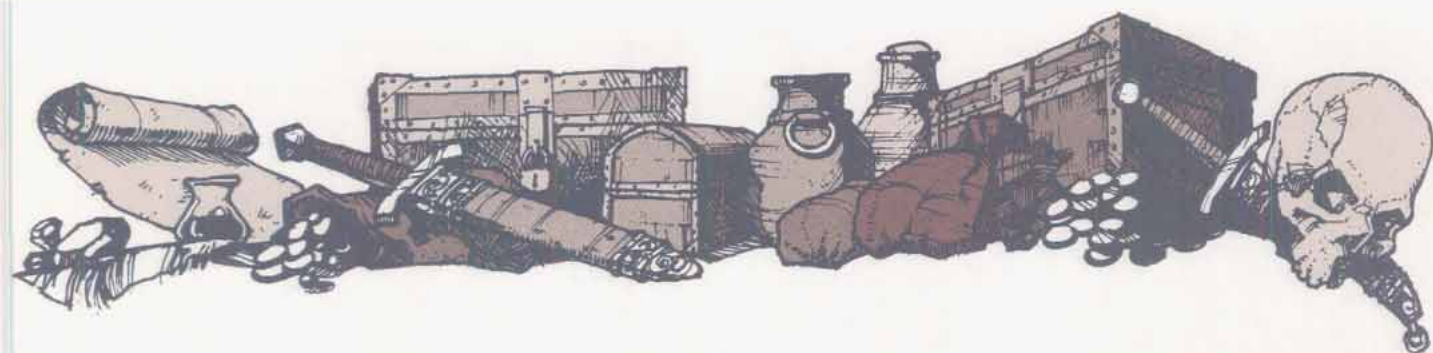
SPECIAL EQUIPMENT: Cloak of protection +5, ring of fire resistance, boots of levitation, ring of invisibility, wand of magic missiles (23 charges), wand of fireballs (12 charges), crystal ball.

Spellbook (4/4/4/4/4/1)



Velanna's Spell List

- 1st—burning hands, charm person, color spray, comprehend languages, detect magic*, identify*, read magic*, sleep, unseen servant, wizard mark*;
 2nd—detect invisibility, knock*, know alignment*, locate object*, shatter, spectral hand, web, wizard lock;
 3rd—clairvoyance, dispel magic*, fly, hold person, lightning bolt*, non-detection, secret page*, suggestion;
 4th—detect scrying*, ice storm, minor globe of invulnerability, polymorph other, polymorph self, Rary's mnemonic enhancer*, wizard eye*;
 5th—Bigby's interposing hand, cloudkill, conjure elemental*, contact other plane, fabricate*, major creation*, telekinesis*, wall of force;
 6th—anti-magic shell*, enchant an item, legend lore, true seeing.



Spies

Spies are the most cunning of all thief associates, with the best instinct for self-preservation. The job is most dangerous. Always present is the risk of exposure, followed by either a show trial and public execution or a secret, unmarked grave.

Spies work alone and often a long way from home and for a long time. They are sent on their mission directly by a *spymaster*, usually the only one who knows where the spies are and the objects of their missions. A guild spy might work as a mole in a rival gang to learn of any plans aimed at the guild. Another might work inside city hall where activities of interest to the guild can be discovered.

Spies are also sent to nearby cities and even other countries to report on what is going on. Neighbor's plans for conquest or for hostile trade agreements could be bad for the spy's home city. An entrenched guild often makes itself useful to the local government by making skilled spies available for government missions.

Hiring a spy puts a certain distance between the government and their agent and this makes it easier to deny any knowledge of what the spy was doing and who they were working for if they are discovered. Of course, everyone knows who they were really working for, but the niceties of diplomacy demand that such denials be accepted with good grace.

Some spies are employed by rival businesses and even political candidates to report on the activities of the opposition. This industrial or political espionage is not quite as dangerous as spying in a foreign country but it still carries high risks.

Many spies take a spying job as a long term project sometimes lasting several years. The mole in city hall or a rival guild may stay for twenty years or more if they are not discovered. These spies take great care when reporting to their true masters so that they are not discovered.

Shalamell

Shalamell is thought to be a striking woman in her late twenties or early thirties. Her career exploits are legendary, though skeptics claim she does not really exist.

The believers claim she is beautiful and charming, but the details of her appearance remain contradictory or incomplete. Even her guild contacts don't know her true hair color, but her eyes are most often reported as a bright green. It is believed she attends many official functions in the city and abroad in order to gain secret information, that she is not married, and it that she is at least partially of noble blood.

SHALAMELL, hf T7; AC 0; MV 12; hp 22; THAC0 17; #AT 1; Dmg 1d4 (dagger); SA Backstab x3 dmg; SZ M (5' 3" tall); ML Elite (13); AL LN; XP 1,400; S 10, D 17, C 9, I 11, W 12, Ch 18.

PERSONALITY: Varies, usually charming

SPECIAL EQUIPMENT: *Hat of disguise, ring of mind shielding, bracers of defense AC 3*

THIEF ABILITIES: PP 23; OL 76; F/RT 24; MS 44; HS 95; DN 38; CW 73; RL 42.



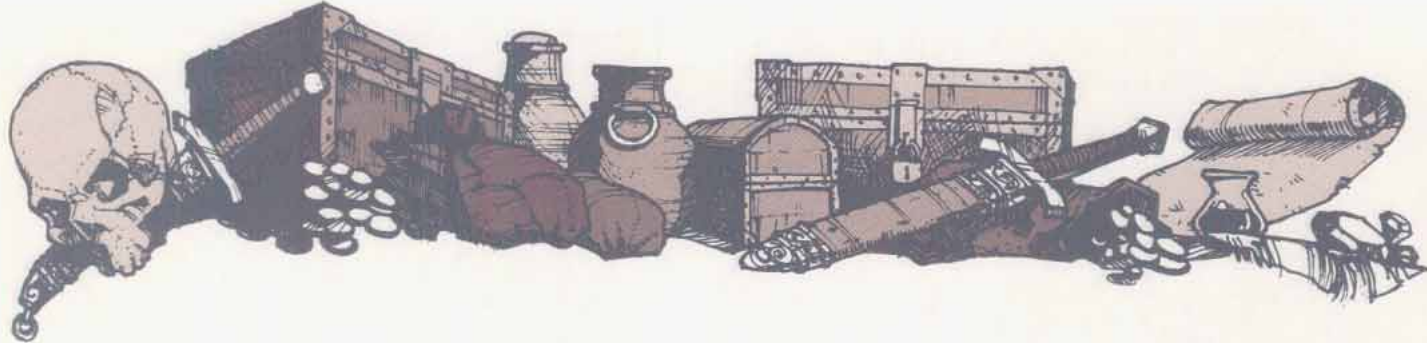


Table 27: Resolving Spy Missions

Time required, not including travel:	
Simple	1 to 8 days
Difficult	5 to 40 days
Extraordinary	As required

Chance for opponent to discover spy:	
No precautions	1%/week
Minimal precautions	Standard, see below
Moderate precautions	Standard, 2/wk.
Strong precautions	Double standard, 2/wk.

Minimal precautions are occasional checks.

Moderate precautions are frequent checks; suspicious activity quickly followed up.

Strong precautions: Many security checks on people and information; counterspies active.

Standard discovery chance:	+1%/day required
Level adjustment	-1%/spy level
Minimum/maximum chance	1%/10%

Round fractions of a week up.

Special Cases:

- If a spy is discovered, any other spy still attempting to operate in the area within 20 to 50 days multiplies his own discovery chance by $\times 10$.
- If a spy becomes a leader in the target organization, the chance of being discovered drops to "no precaution" chance; the infiltrator is "above suspicion."

Base success chance, simple mission:	50%
If difficult	-20%
If extraordinary	-40%
Per level*	+5%
Spy kit	+10%

* Expert hiring spies get this bonus per successful mission, but do not improve after the 8th success.

Maximum base success chance 95%/75%/55%

If mission fails, go to Table 28.

Table 28: Spy Failure Results (1d20)

1-7	Setback: Mission can be tried again if time spent
8-12	Crackdown: Stop spying 20 to 50 days or 90% likely to be discovered and captured
13-16	Spy caught, no further word*
17-19	Spy caught: counterspies act as per 13-16, otherwise spy is tortured**;
20	Spy killed; if counterspies present, turns coat

* Active counterspies will provide false information and follow the captured spy back to the source.

** Roll 1d6: 1-2 dead, 3-4 revealed all, 5-6 turncoat.

Failure Modifiers:

Extraordinary mission	-1
Difficult mission	+2
Spy was discovered	+5

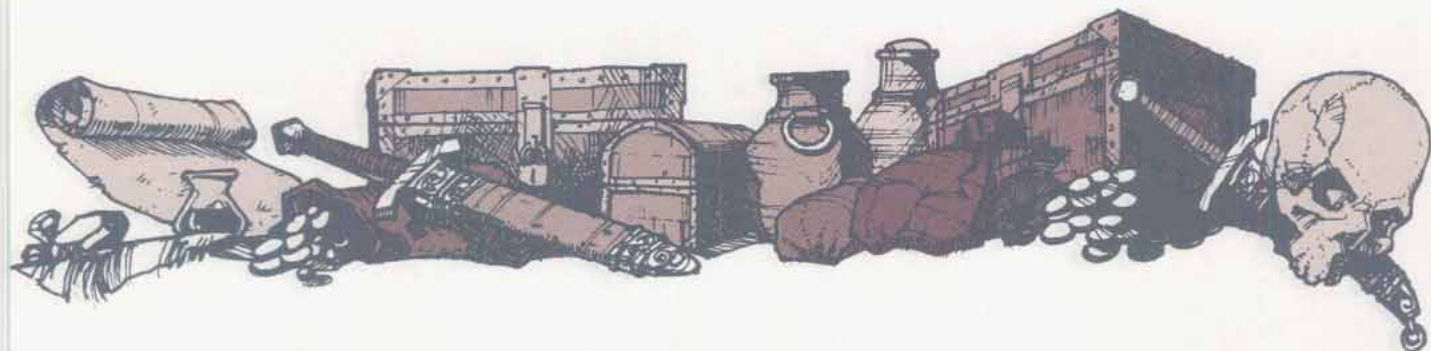
Spying missions are of three types:

- *Simple:* The mission only requires the spy to observe as an individual—one of many—in the location.
- *Difficult:* The mission requires the spy to take an active role, to secure documents, make maps, or win the confidence of someone else.
- *Extraordinary:* The mission requires a long-term association with those spied upon, and the continuing acquisition of general and specific information of a highly detailed and secret nature. An extraordinary mission is adjudicated by the DM. For example, the investigation of a secret society might require a month to learn the recruitment requirements and one or more to arrange to join the group. Uncovering uncommon or specific information might be resolved as a "mission-within-a-mission," while exacting information might require the spy to rise through the society hierarchy.

Spies set up contracts for the estimated time of the job. Cost factors include the expected risk and the type of information the client requests. Half the payment is usually made in advance, with no guarantee that the mission will be successful.

The base rate is 100 gp per level per month for local operations. Travel adds expenses, about 20% to a nearby city. Foreign travel adds 30% to 50% to the base rate. Occidental spies in oriental lands, and vice versa, cost up to double the base rate for their services, as do other spies who will have trouble blending in with the locals.





Tipsters

Street information is short-lived; if not acted upon soon, it becomes obsolete and valueless. Some outside contacts (see later) may act as tipsters within their specialties.

A player character using a tipster must ask specific questions, and pay a small amount for each. *Common* information costs 1 sp per question. *Uncommon* information costs 1 gp. *Specific* information costs 5 gp. *Exacting* information costs 10 gp per question. *Dangerous* information is identified as such in response to the first question, giving the questioner a chance to back off. Those probing too deeply might be killed.

Spending at least 50 gp coin to spread specific information, makes it uncommon knowledge, with an 80% chance to be generally known.

The Guildmaster's Identity

The secret identity of Marcus is *always* exacting and dangerous knowledge, regardless of time and money spent. Further, Marcus is 30% likely to be tipped off to the exact identity of anyone trying to penetrate past the first warn-off. In this case the player's tipster is 90% likely to die or disappear permanently within 24 hours, and the character will be warned. Once.

The same goes for The Owl (see page 57).

Table 29: Guild Tipster Information

- Where "floating" gambling games are and what the stakes are. Games include cock fights, bear baiting, and pit fighting.
- Where a thief who manages a specific guild activity can be contacted.
- The rumored activities of a specific local thief.
- Who's new in town and what the guild rank-and-file knows about them.
- How much "heat" is coming after a crime.
- If the authorities know a detail of a crime (includes the detail itself if the questioner doesn't know it yet).
- Who has asked about a specific piece of information and when.
- If an individual has been imprisoned, the trial outcome, and punishment date if any.

Table 30: Knowledge

Type of Knowledge	Chance to Know*	Cost per Question
Common knowledge	99%	1 sp
Uncommon knowledge	80%	1 gp
Specific information	30%	5 gp
Exacting information	15%	10 gp
Tipster bribed	×½	Standard

* While a tipster usually admits when he doesn't know information, a roll of 00 means the information revealed is wildly inaccurate. Exact details are up to the DM. Dangerous information is a special case.

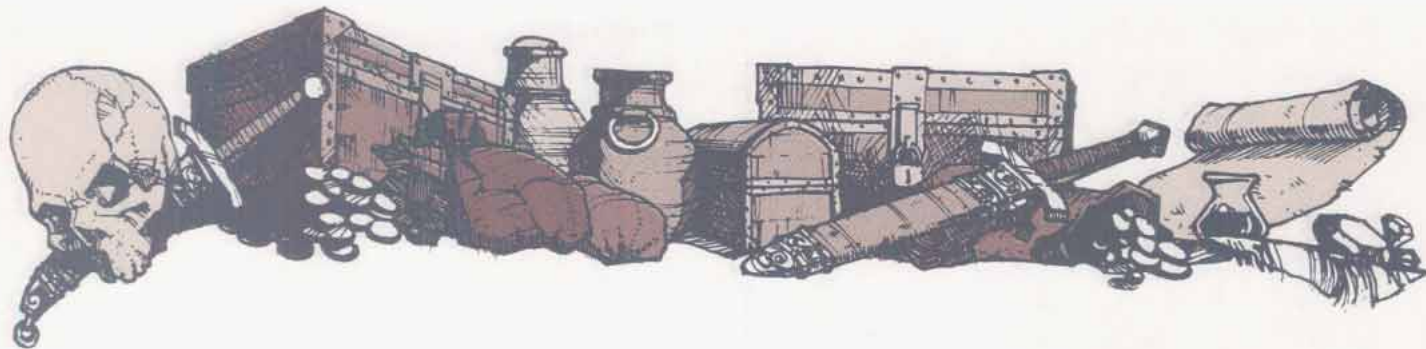
Common Knowledge: City guards are changed every four hours.
Uncommon Knowledge: Knarr Waldsson has the 10 PM to 2 AM shift

Specific Knowledge: Knarr will open the postern gate for smugglers at 10:15 PM

Exacting Knowledge: Captain Arbuckle is making a surprise inspection at 10:20 PM.

- *Tipster Bribed:* The opposition knows the PC's tipster and has bribed or extorted silence.
- *Planning:* Planning and investigation might uncover additional information, if it is available. For a one day wait and 10 gp cost, an answer might be one step easier: specific to uncommon, for example.
 For a one week wait and 100 gp cost, exacting information might be treated as uncommon, if the DM chooses to make it available at all.
- *Dangerous Information:* If the information is dangerous to know, the tipster says only this if the query is successful. A second query at 10 gp per level of the asking character and successful reaction roll for the tipster is required. The tipster has a 30% chance to be killed within 1d6 days.
 If the first tipster is slain, the character can get only common or uncommon information until a new tipster becomes available. The search for a tipster costs 25 gp per character level and 1 week's time for a 20% chance for success. Each additional 25 gp per level adds 10%, up to a maximum total of 50%.

DM Note: Tipsters should be used to encourage clever questioning and planning by players. Don't allow a failed success roll to break the pace of play when the players are enthusiastic and on the right track.



Nicola (Dance Hall Girl)

Nicola is a beautiful woman who enjoys her business. She works at the Feather Down, and often runs the place when Marjette has business elsewhere. Nicola earned her place by her wit and skill. Few are foolish enough to cross her, let alone challenge her position. While she is not well muscled, she is lithe and fast. On rare occasions when a fight develops, Nicola goes for the quick disabling blow or an fast escape. She suspects Marjette has guild connections and lately has been thinking about whether she can turn that to profit.

NICOLA, hf T3: AC 6; MV 12; hp 12; THAC0 19; #AT 1; Dmg 1d4 (dagger); SA Backstab x2 dmg; SZ M (5' 1" tall); ML Average (9); AL CN; XP 270; S 10, D 18, C 13, I 13, W 10, C 13.

PERSONALITY: Fiery, ambitious

SPECIAL EQUIPMENT: None.

THIEF ABILITIES: PP 24; OL 24; F/RT 19; MS 78; HS 24; DN 24; CW 69; RL 8.

Nivek (Freelance Gambler)

Nivek the gambler is an unshaven man, a shade over five feet tall and as thin as a rake. He will play any sort of gambling game with anyone, and loses just often enough that nobody accuses him of cheating. In fact, Nivek doesn't have to cheat, he is quite good at any game of chance. He is an expert knife thrower, a skill that has saved his life several times.

He has a quiet sympathy for underdogs, and an instinctive dislike of rigged games. He is not above dropping a quiet word of advice or backing up a novice in over his head. Still he picks his stands carefully, with an eye toward the odds, and does not suffer fools or braggarts gladly.

NIVEK, hf T3: AC 7; MV 12; hp 10; THAC0 19 (+2 with thrown dagger); #AT 1; Dmg 1d4 (dagger); SA Backstab x2 dmg; SZ M (5' 2" tall); ML Elite (13); AL CN; XP 270; S 9, D 17, C 10, I 12, W 11, C 16.

PERSONALITY: Quiet, observant

THIEF ABILITIES: PP 48; OL 19; F/RT 29; MS 13; HS 11; DN 37; CW 72; RL 16.

Outside Contacts

These are a personal and private contacts the thief player character makes in the course of doing business. They can serve as allies to be called upon either to enhance the thief's value to the guild or for protection should the guild ever turn on him. Contacts serve as sources of information about their own areas of specialty.

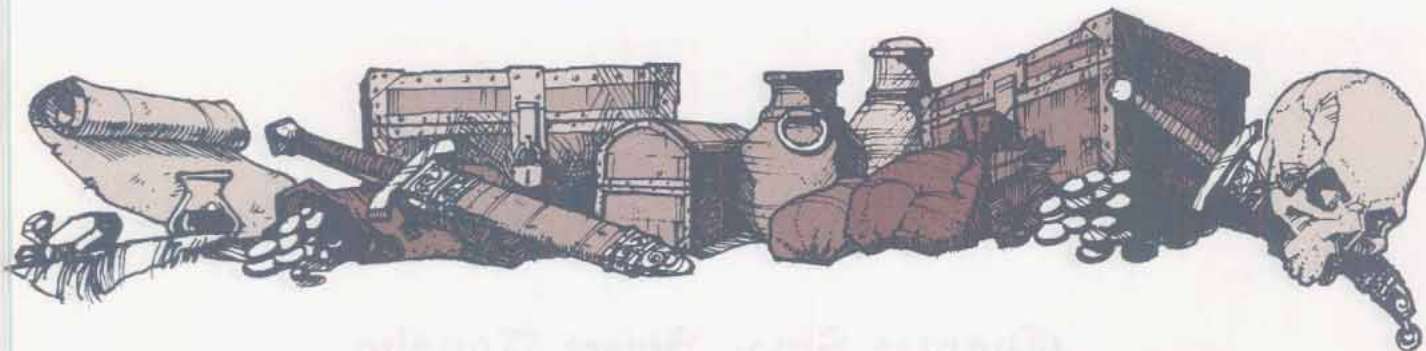
If a special contact is lost, the thief can get no special information about that field until a new contact is established. Being caught stealing from a contact severs the connection immediately.

Alchemist: The alchemist has knowledge of alchemical materials, drugs, antidotes, poisons, healing draughts, medicines, some potions, and similar compounds.

Note that the brewing of poisons is a capital offense, that information about poisons is always dangerous, and that an alchemist will rarely reveal a formula of any type. Alchemists may have information about any wizards they deal with; this is also dangerous information.

City Watch: A friend here acts as a tipster about military matters or the details of city defense, patrols, watch schedules, and so on. A contact will try to pass on word of raids that might catch the PC. If the character uses this contact to benefit the guild too freely, the information will become dangerous. A contact uncovered nearly always will be dismissed or jailed rather than killed.

Merchant: This contact can bring tipster information from the city marketplace and bazaar, as well as middle-class gossip. Further, this is at no charge. A traveling merchant can arrange personal transport for a price, while a stationary merchant often has secret boltholes or emergency funds that might be loaned.



Noble Socialite: Usually a rake or social climber, the socialite may be anything from a gambling companion to a paramour. This contact provides gossip about the rich and famous, and possible social introductions to the powerful and wealthy. A socialite is 50% likely to serve as a fixer, at standard rates, in situations where their influence can be brought to bear (they are fickle).

If their information is used to worsen the lot of any of their immediate circle of friends, or if the thief does not maintain at least a middle class living standard, they break the contact immediately.

Sea Captain: The thief can get information about conditions at sea, the state of sea trade, and odd facts about exotic places and other seaports. It is easier and less costly for the thief to arrange sea passages on the captain's ship. The thief might occasionally gain access to "muscle" in the form of brawny seamen when the ship is in port.

Spellcaster—Priest: A priest contact can arrange NPC spellcasting at the going rate. The contact may pass on tipster knowledge about temple-related affairs, at a donation of *thrice* tipster rates. Temple contacts revealing dangerous information about their own religion receive church punishments rather than death. A priest contact can be for any campaign religion that the DM allows.

Spellcaster—Wizard: This contact allows access to wizard specialties such as item identification, curse removal, readings of arcane texts, legend lore, trade or fencing of magical items. Tipster information about the magical community may be had as well.

Knowledge of wizardly affairs other than the contact's own are considered dangerous. Wizard contacts are notoriously close-mouthed. Also, their help must usually be bought with services or information about the thieves' guild rather than with money.

Spymaster: The thief gets a smattering of the affairs of the spymaster's patron at no charge, and tipster exposure to dangerous knowledge, normally with only a 1% chance of losing the contact. However, there is at least a 10% chance information from this

source will be planted by the spymaster for covert reasons, and a 20% chance the thief will be asked for a "small service" or guild information in return.

The spymaster can act as a fixer with influence equal to that of his patron, but will definitely request a service in this case.

Weaponsmith/Armorer: This contact can be useful if the thief needs to have the quality of a weapon appraised, or its point of origin or maker identified. The contact may be a source of made-to-order equipment of high quality or weapons, armor, or other devices of unusual pattern or specifications, especially if the job must be completed in a short time. The contact can also reveal if unusual activity or buying patterns have developed his market.

Street Urchins

These children of the streets will deal with any characters. Their going rate is 1 sp per question:

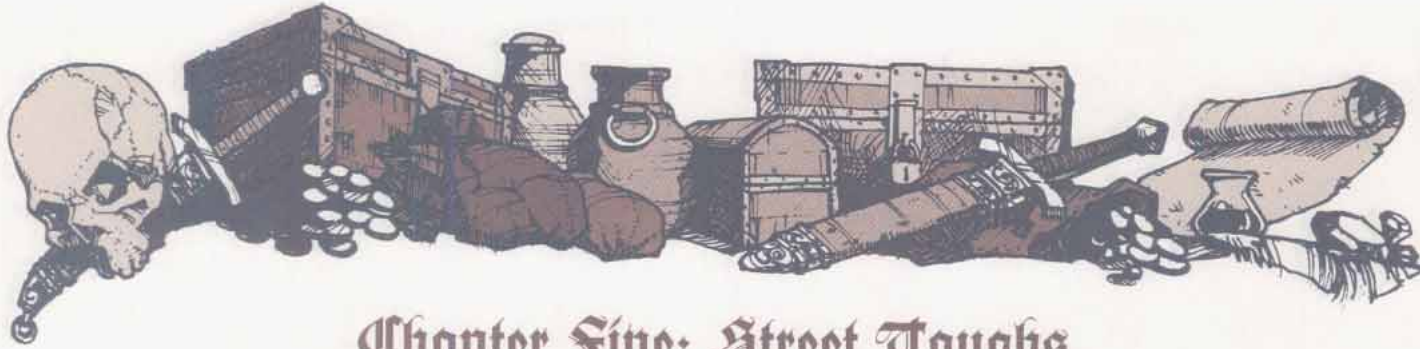
- Common knowledge: 60%
- Uncommon knowledge: 30%

If paid copper, the chance to know is *halved*, with the difference being the chance of wrong information.

Further, an urchin is 30% likely to perform a minor service if paid at least 2 cp, 60% if paid 2 silver pieces. The standard rate for services is one in advance, two when finished. Typical services include horse holding or grooming, message delivery, tailing, distracting, and eavesdropping.

It is an evil act to kill a street urchin, and this rarely happens unless one discovers dangerous information





Chapter Five: Street Toughs

In addition to thieves' guild operations, many city blocks have gangs of street toughs. While not actually guild members, most street toughs will become guild members or freelance thieves when they become older and more experienced.

Four typical gangs are detailed, the Street Eagles, the Yellow Knives, the Black Tigers, and the Arm-breakers. A short section also describes the Owl, a freelance thief who operates in spite of the thieves' guild.

Street Eagles

The Street Eagles control the areas north and west of the lower class market district. They have designs on the Yellow Knives' territory. The Street Eagles are believed to be most closely allied with the thieves' guild itself.

Like all street gangs, the Street Eagles claim more territory than they really control. In their case, they claim the whole market district and most of the surrounding blocks. In reality, they control about half that area.

The membership of the Street Eagles varies from 20 to 35 at any time, and is impossible for even the gang leaders to tell accurately. Once recruited, gang members usually leave in only two ways—death, or being accepted into the thieves' guild. Members who defect are hunted down and killed unless they flee the city.

Street Eagles gang members are known by any local by the eagle's feather worn in their hair. Gang members and those with exacting knowledge of the gang can tell how highly ranked a members is.

Within the area they control, the Street Eagles collect protection money from the local traders. Sometimes, they try to collect money in the areas run by the Yellow Knives as well. This guarantees trouble between the gangs. The Street Eagles don't care, since the Yellow Knives are surrounded by other aggressive gangs. The Street Eagles want to take control of the Yellow Knives' territory. Once the Yellow Knives have been taken out, the Street Eagles will try to take over the entire city a block at a time. These secret plans are well known to all their rivals.

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Maxim

The current gang leader is Maxim, an 18 year old street kid who can look after himself pretty well. He is waiting for the day he controls the crime most of the city. He has taken a blood oath against Drekon, the lieutenant of the Yellow Knives. For Maxim's sake, someone else should get to Drekon first. Maxim would stand no chance against his larger and stronger opponent if they ever faced off. Maxim knows this and plans to use poison if the chance comes.

MAXIM, hm T2; AC 5 (Dex); MV 12; hp 10; THAC0 20; #AT 1; Dmg 1d4 (dagger); SA Backstab x2; SZ M (5' 3" tall); ML Steady (12); AL CN; XP 270; S 11, D 17, C 10, I 14, W 13, C 10.

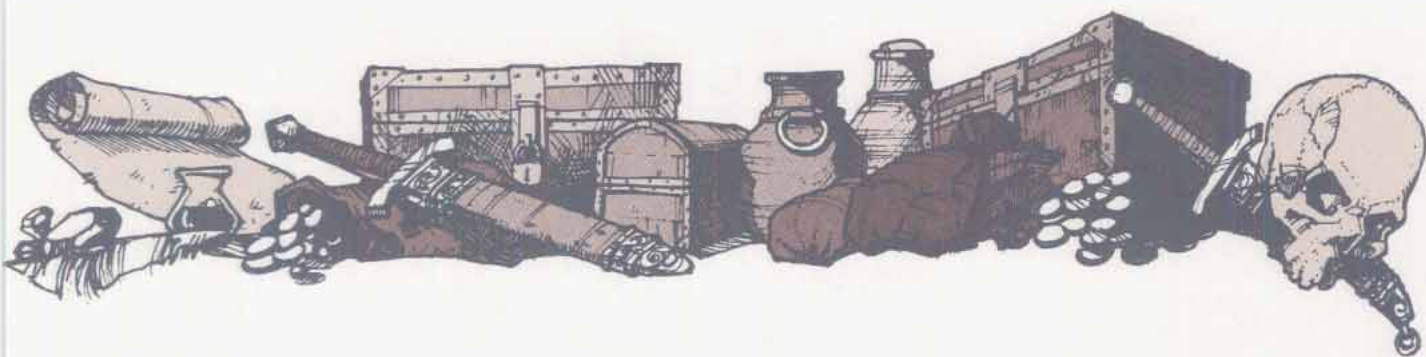
PERSONALITY: Brash, confident

THIEF ABILITIES: PP 64; OL 21; F/RT 5; MS 31; HS 36; DN 17; CW 61; RL 0.

Dilli

The second in command of the Street Eagles is Dilli, a burly youth who is Maxim's best friend and confidante. It is Dilli's self-appointed task to keep Maxim safe from his vow against Drekon. Dilli will face Drekon himself rather than let Maxim die futilely.

Dilli is not interested in Maxim's job. Second-in-command isn't such a high profile target for an assassination or beating. Dilli is a strapping six feet three inches tall and weighs just over 220 pounds. He has fair hair and piercing blue eyes.



DILLI, hm F3: AC 8; MV 12; hp 21; THAC0 18; #AT 1; Dmg 1d8 (long sword); SZ M (6' 3" tall); ML Champion (15); AL LE; XP 65; S 16, D 14, C 13, I 12, W 12, C 9.

PERSONALITY: Loyal, witty

Yellow Knives

The most feared gang of street toughs in the city is the Yellow Knives. They are suspected to have links with local assassins. The Knives claim to run the entire market district, a plainly false claim that is hotly disputed by other gangs. The Knives do run four blocks of the district.

Gang members can be identified by the yellow-handled knife they carry (this is known by any local). Male members tend to wear them sheathed at the waist, while female members wear them strapped inside the thigh.

The gang's exact size is not known, and may vary from day to day. The average number of members is about 30, but as few as 5 or as many as 50 might be gathered at any time. Once inducted, membership of the Yellow Knives is for life, unless recruited by the thieves' guild or the assassins.

The Yellow Knives headquarters is a ramshackle three story building just off the main thoroughfare of the market district. The gang doesn't hide their headquarters or guard it very diligently, since they effectively control this part of the city and their close association with the assassins is well known.

As gangs go, the Yellow Knives are not really greedy. Each merchant, trader, and guild in their territory pays 5% of their total takings to the gang in return for protection from common thieves. The street crime rate in the Yellow Knives' territory is much lower than most other areas of the city and the gang has a steady, if not huge, income. They discovered long ago that trying to extort large sums of money from people who don't have it is nonproductive. Small, less burdensome sums are much less work.

Borin

The gang is currently led by Borin, a weedy young man with lightning reflexes and a sharp dagger. Borin's face is handsome and looks almost like it was chiselled from stone. He draws the admiring glances of every woman who sees him and many men as well. He stands five feet nine inches and weighs 142 pounds. His brown eyes are cold and stare a lot. Borin's brown hair is straggly to the point he is often mistaken for a beggar. He deliberately does nothing to improve his appearance since he can more easily frighten new "customers" with his cold stare and wild hair.

BORIN, hm T5: AC 6; MV 12; hp 21; THAC0 18; #AT 1; Dmg 1d6 (short sword); SA Backstab x3 dmg; SZ M (5' 9" tall); ML Champion (15); AL NE; XP 420

S 10, D 18, C 11, I 16, W 14, C 6.

PERSONALITY: Aggressive, blunt

THIEF ABILITIES: PP 56; OL 52; F/RT 39; MS 53; HS 44; DN 43; CW 60; RL 3.

Drekon

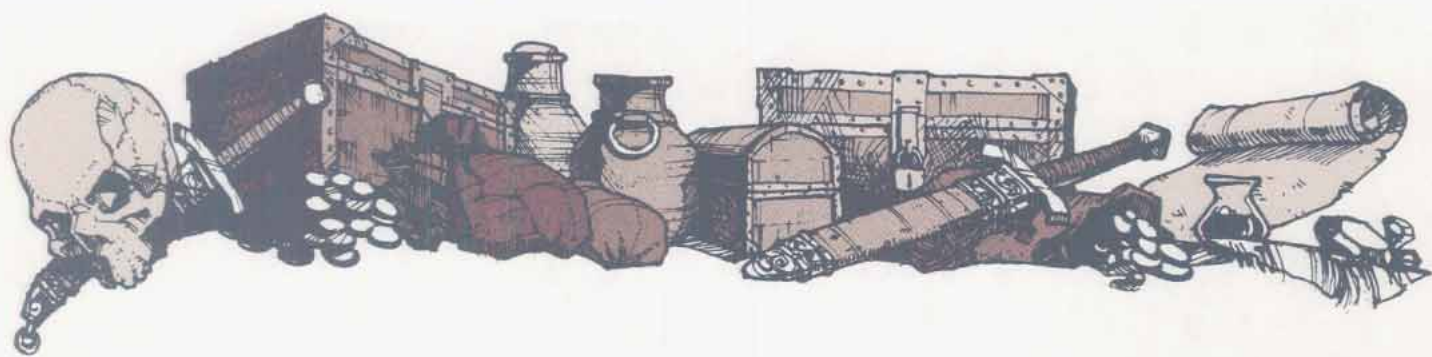
Borin's lieutenant is Drekon, a large brute of a man who does a lot of the enforcing in the area. Drekon is well muscled and his physique turns most ladies' heads, but only for a moment. His face is hideous, looking like it had been hit with a blunt axe when he was young. His lean frame betrays not an ounce of excess fat. He often inflicts pain or even death on those who defy the gang. He has light brown hair and his brown eyes show only the slightest spark of intelligence. Drekon has a price of 400 sp on his head, offered by several of the other gangs who have lost too many members to him.

DREKON, hm F4: AC 10; MV 12; hp 36; THAC0 17; #AT 1; Dmg 1d8 (long sword); SZ M (6' 6" tall); ML Elite (14); AL NE; XP 120; S 18/00, D 13, C 17, I 5, W 6, C 14.

PERSONALITY: Slow, dim

The Gang

Other members of the Yellow Knives range from 1st- to 3rd-level thieves and fighters. A chance encounter with the gang will be a group of five to ten members (1d6+4) and neither Borin nor Drekon will be in the group.



Black Tigers

The third gang that claims control in the market district is the Black Tigers. Their territory is the area east and southeast of the market district.

They operate mainly after dark, hence their name, but keep a close eye on things during daylight hours as well. There are between 20 and 30 regular gang members. In times of need they can call on up to 20 street kids and a few low level thieves or fighters.

All gang members wear at least one item of black clothing, but not everyone in black is a gang member. This makes identifying the Black Tigers far harder than the Yellow Knives or the Street Eagles. The other gangs consider this cowardice, but the average Black Tiger survives three to four times as long as either of their main rivals.

While the gang's primary activity is running a protection racket (at 10%), they plan the downfall of their rivals, first the Yellow Knives and then the Street Eagles, before the Eagles can put their own plans into action.

The Tigers' secret sponsor is The Owl, who has taken great delight in adopting the Black Tigers as a tool to gain control of all crime in the district. It was The Owl who suggested to the Black Tiger leaders that they be subtle about how members are identified, and he has turned them into an effective spy network.

The enmity between the Black Tigers and the Yellow Knives is far greater than between the Tigers and the Street Eagles although that will change as soon as the Yellow Knives are wiped out. Then there will be a major gang war for control of the whole district. The tactics of the Black Tigers in this battle (which they have already planned with help from some of The Owl's trusted aides) is to take as much of the Yellow Knives' territory as they can, and then mount a lightning raid on the Street Eagles headquarters before the Eagles can put their own plans into action. In contrast, the Street Eagles are known to have planned a block by block takeover of the Black Tigers's territory in a slow and steady war of attrition. The Tigers are expecting this and have ensured it won't succeed. They have secretly moved their headquarters, even though they still use the known building for some

meetings. This is mainly to discourage spies from looking for a new gang HQ.

Gareth

The Black Tigers are led by Gareth, a tough street kid who learned to fight for what he wanted at an early age. Gareth is a good leader who puts his troops' welfare high on his list of priorities. He is not afraid to listen to advice from other gang members, although he doesn't always act on it.

Gareth is a shade under six feet tall, and has a slim but supple body that turns ladies' heads. He has brown hair and his gray eyes seem to look right through most people. For all this, he is only 17 years old.

The only thing Gareth will not tolerate from the other gang members is disloyalty. He has been known to forgive those who ran from a fight, especially a losing one, but a member who betrays anything about the gang will feel his wrath.

GARETH, hm F5; AC 7; MV 12; hp 32; THAC0 15; #AT 1; Dmg 1d6 (short sword); SZ M (5' 11" tall); ML Fearless (19); AL CG; XP 270; S 17, D 15, C 15, I 14, W 13, C 14.

PERSONALITY: Thoughtful, determined

Yordin

The other leader in the Black Tigers is Yordin, a competent if not brilliant thief.

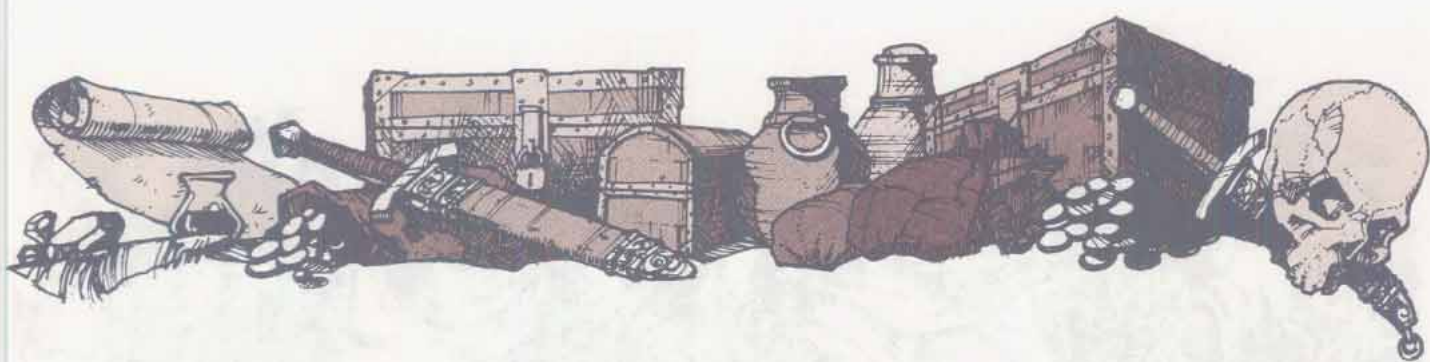
Where Gareth is large and muscular, his lieutenant is small and swift. His exploits have earned him the nickname of "The Weasel" in the city streets, but no one knows Yordin and The Weasel are the same person, not even Gareth.

Yordin is good-looking, with a boyish face that is somehow hard to recall when the city guards are asking for descriptions of the cutpurse. He has curly black hair and deep blue eyes. His smile is totally disarming and he often escorts ladies to social gatherings, provided they offer him a suitable reward.

YORDIN, hm T3; AC4; MV 12; hp 12; THAC0 19; #AT 1; Dmg 1d4 (dagger); SA Backstab for double damage; SZ M (5' 2" tall); ML Fanatic (18); AL CN; XP 120; S 12, D 18, C 13, I 12, W 12, C 12.

PERSONALITY: Charming, cunning

THIEF ABILITIES: PP 46; OL 42; F/RT 29; MS 43; HS 34; DN 33; CW 60; RL 0.



The Owl

Behind the scenes of the street gang struggle for control of the market district lurks a mysterious figure who seems to know nearly everything that happens.

The Owl has eyes and ears everywhere and has a grand plan to bring first the market district and then the rest of the city under his control through the use of intermediaries. The chosen tool for this takeover is the Black Tigers and so far the arrangement is working well for both the gang and their benefactor.

The gang gets useful information about when and where the best targets for a robbery will be as well as just how much protection each business in their current territory can really afford to pay. This makes their lives a lot easier and has increased their income by almost 20%.

The price they pay for this information is a 10% percent levy on their income and obedience to any request from The Owl to carry out a job. The jobs don't always make sense to the gang, but that is not important. The few gang members who thought it was important when The Owl first arrived on the scene were found beaten nearly to death. Warning notes pinned to their clothing stated that any further insubordination would be punished by death.

The Owl's true identity is unknown to anyone in the city except **Juanita**, a fence. **Delaria**, another fence, has a good idea of who he might be. The protection order that has been placed on her business is reason enough for her to believe he is **Balichar**, a man who inherited a fortune and a shipping line. He was her lover for several years and still cares deeply for her. The Owl is not Balichar but he wants Delaria to believe he is for now.

Yantir the merchant is The Owl. He has placed Delaria under his protection so he can have a safe place for stolen items to be disposed of and a place to launder money. Yantir has no interest in Delaria as a lover, his current flame is **Princess Liera** from the next kingdom. Realistically, he knows an affair with her can never amount to anything. He will one day tire of the chase and go back to the only woman he

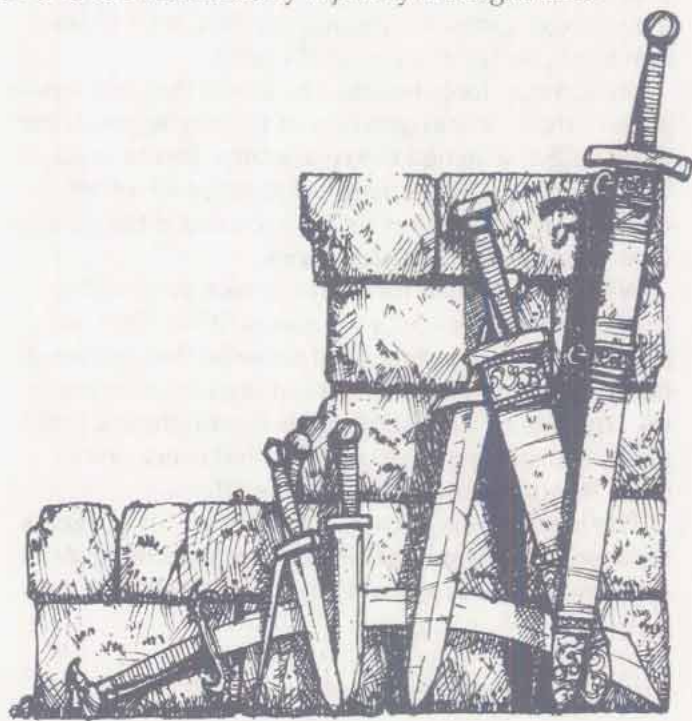
will ever be truly happy with. Juanita will be take him back, even if she makes him squirm a bit first.

Yantir

Yantir is in his early thirties and has a lean body and well toned muscles. His good looks and cheerful personality suggest what the merchant of tomorrow will be like. The days of the fat, greasy trader selling his substandard wares in the markets are numbered. Yantir and others like him will run all the businesses soon enough. Behind Yantir's green eyes is a mind as clear and sharp as his body.

When adopting the persona of The Owl, Yantir wears a large black cloak with owl feathers on it. The feathers help to hide the fact that this is a *cloak of displacement*. His face is covered by a mask that looks a little like an owl. It has been designed to hide his eyes behind colored lenses. The mask also has a pair of baffles to alter his voice so it cannot be recognized.

Yantir was trained as an actor in his youth and has a talent for disguising his own voice and for imitating others. Combined with the baffles, this makes it impossible to tell who he really is just by talking to him.





The Owl has many agents through the city, not just Juanita, Delaria, and the Black Tigers. Until the gangs can be brought under his wing, however, The Owl does not want to risk his agents being killed. Once the younger gangs are organized, the Owl will start moving in on the thieves' guild itself.

The driving force behind The Owl's desire to make himself the criminal overlord of the city is greed. For years he has watched the rival gangs devote much of their energy and resources to fighting each other when there were riches for all to be had if the gangs would just work with each other.

While he watched them, Yantir took note of the future leaders in each of the gangs. When the time seemed right, he approached those he thought most likely to listen to his ideas about organized crime in the city. It is an indication of his thoroughness, judgment, and powers of persuasion that every one of them he approached accepted his offer.

The Black Tigers became his main group of agents because they seemed to be a little more intelligent in the way they ran their territory than the other gangs.

It is quite certain that The Owl has other sources of information and other spies hidden throughout the city who have not yet come to light.

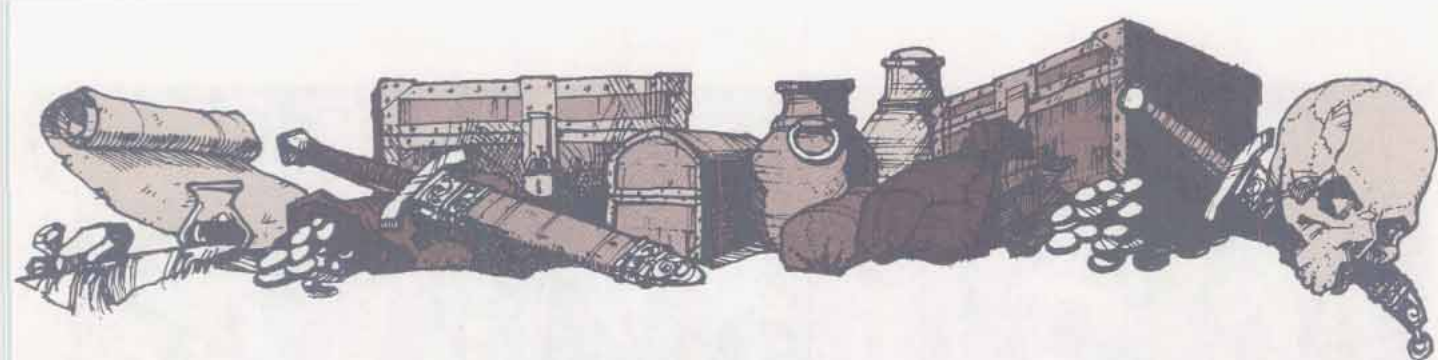
Although he is greedy and wants to amass great wealth, The Owl is not stupid. Like any good businessman, he knows that any market can only handle so much drain on its resources before it collapses. He intends to set limits on the amount of protection money that can be demanded of any business and placed restrictions on burglaries and other major crimes once he takes over. As more of the city comes under his influence, he believes that everyone will be better off for his leadership.

YANTIR/THE OWL, hm T9; AC 7/5; MV 12; hp 36; THAC0 16; #AT 1; Dmg 1d4 (dagger); SA Backstab $\times 4$ damage; SZ M (5' 7" tall); ML Fearless (20); AL NE; XP 2,000; S 12, D 17, C 13, I 14, W 10, C 17.

PERSONALITY: Cheerful, friendly/stern

SPECIAL EQUIPMENT: Cloak of displacement, dagger +1, +2 vs. magic-users

THIEF ABILITIES: PP 87; OL 63; F/RT 62; MS 41; HS 51; DN 26; CW 62; RL 73.



The Armbreakers

The final gang that lays claim to the territory near the lower market district is the Armbreakers. They control the area south of the market district, except the southwest, which is Tiger territory. This slice of the city is hotly disputed, but only in words since the Armbreakers do not have the numbers to attack the Black Tigers openly.

The gang's size is hard to determine since they have no fixed headquarters or meeting places. At various times, up to 30 people have been linked with the Armbreakers but few people believe their real numbers to be anywhere near that high.

Fergus

Fergus is apparently the leader of the Armbreakers. He is a gaunt figure, with sunken cheeks that make him look cadaverous. He has white hair and wild black eyes that add to the idea he may be undead. He isn't, but he likes the effect his appearance has on others.

Fergus is aided by Samantha and Halji, who do most of the organizing of runs. They report back to Fergus on defaulters, and he sends out some toughs to deal with the problem.

FERGUS, hm T4: AC 7; MV 12; hp 13; THAC0 19; #AT 1; Dmg 1d4 (dagger); SA Backstab $\times 2$ dmg; SZ M (5' 6" tall); ML Elite (13); AL NE; XP 270; S 13, D 17, C 10, I 14, W 12, C 9.

PERSONALITY: Harsh, unfriendly
THIEF ABILITIES: PP 42; OL 41; F/RT 23; MS 34; HS 33; DN 32; CW 77; RL 13.

Samantha

Samantha is a handsome woman who knows her business and enjoys it. She earned her place near the top of the gang and she is prepared to prove that to any member, male or female, who suggests she may have slept her way to the top. While not a muscled enforcer, Samantha is no slouch with the dagger and she has one or two in easy reach about her person at all times. If she needs to prove her station, she will normally not do anything lethal, but killing doesn't bother her if need be.

SAMANTHA, hf T3: AC 8; MV 12; hp 8; THAC0 19; #AT 1; Dmg 1d4 (dagger); SA Backstab $\times 2$ dmg; SZ M (5' 3" tall); ML Steady (12); AL LN; XP 270; S 9, D 16, C 10, I 13, W 12, C 14.

PERSONALITY: Vibrant, professional
THIEF ABILITIES: PP 36; OL 31; F/RT 22; MS 23; HS 22; DN 27; CW 72; RL 12.

Halji

Halji is a weedy little youth who has been mistaken for a wererat more than once. He is as pure blooded as any human, but has had to prove this time and again by taking some stupid tests for lycanthropy. He is happy in the Armbreakers because they only care about his skills, not his looks. Halji advises Fergus and Samantha on how much they can squeeze the traders for without becoming a big enough burden that someone organizes a mass revolt. So far, he has been accurate with his predictions. The gang is making money and there's no real dissent.

HALJI, hm T3: AC 9; MV 12; hp 8; THAC0 19; #AT 1; Dmg 1d4 (dagger); SA Backstab $\times 2$ dmg; SZ M (5' 2" tall); ML Average (10); AL CN; XP 120; S 8, D 15, C 9, I 17, W 16, C 10.

PERSONALITY: Shy
THIEF ABILITIES: PP 36; OL 29; F/RT 21; MS 22; HS 21; DN 26; CW 62; RL 24.

Norteg

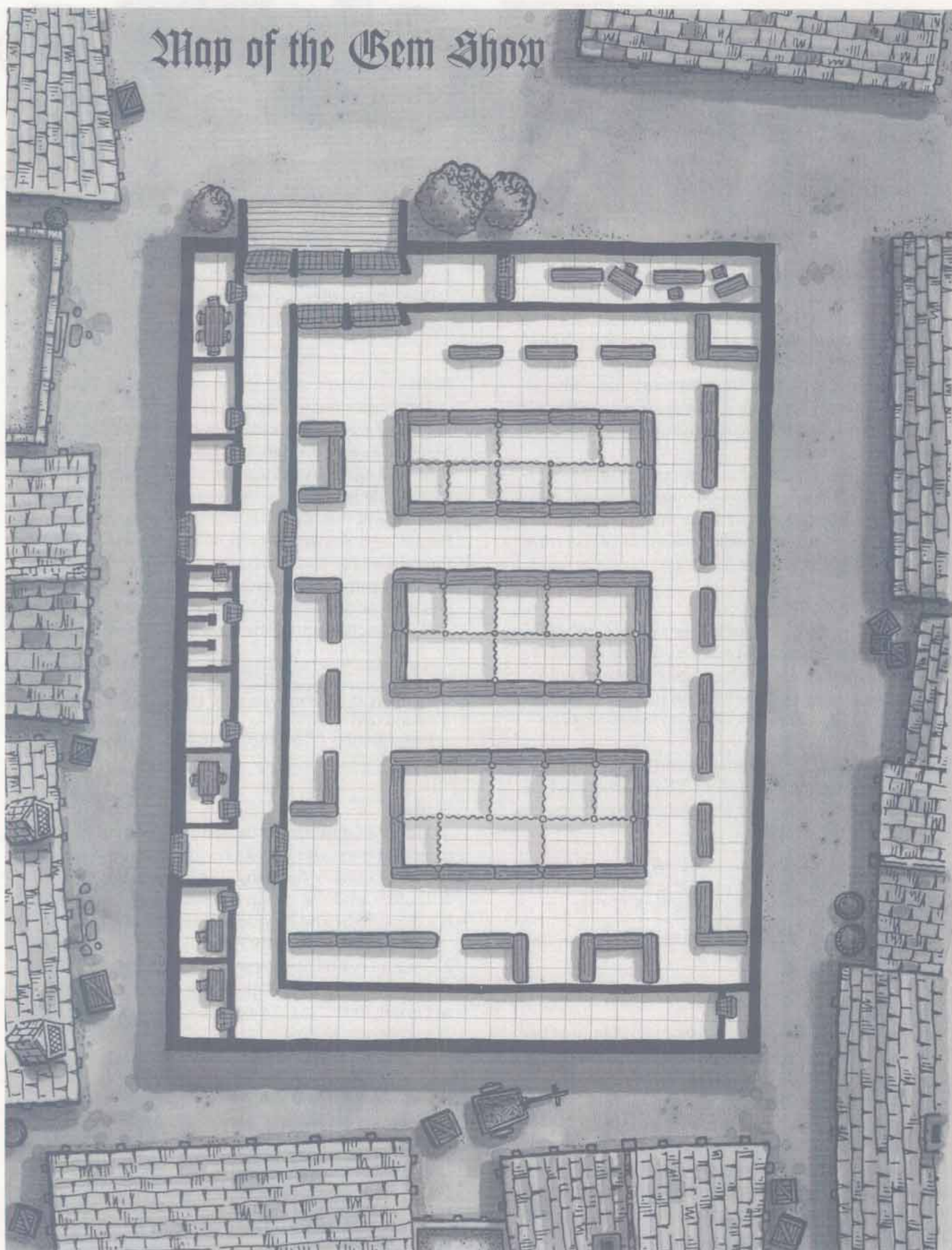
The chief enforcer in the gang is Norteg. He is a tough laborer who brooks no argument from anyone inside or outside the gang. If a job needs doing, he will often lead the group himself, just to make sure it's done right and he doesn't get out of practice.

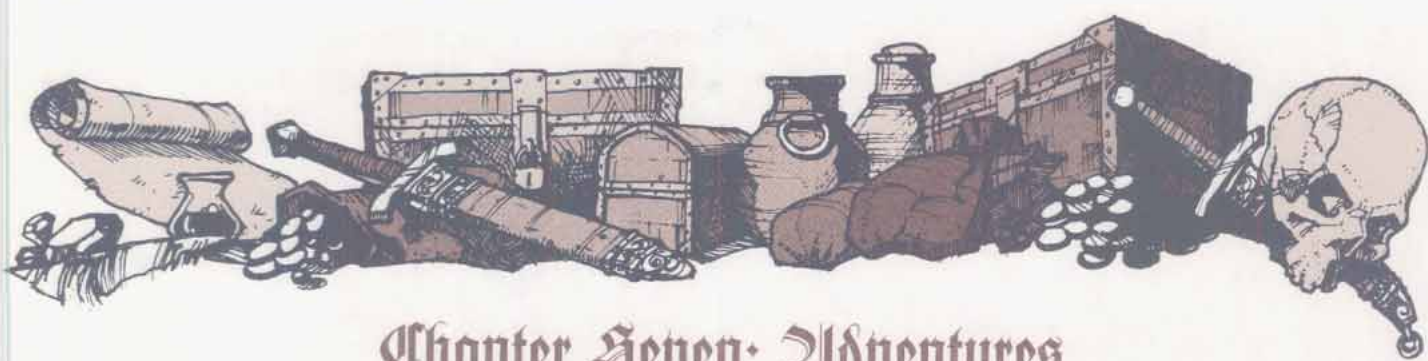
Norteg is just over six feet tall and weighs about 220 pounds. His appearance is often enough to change the mind of a defaulting customer. Norteg is not cruel, and if his appearance can do the job without violence, so be it.

NORTEG, hm F5: AC 5 (chain); MV 12; hp 42; THAC0 16; #AT 1; Dmg 1d8 (long sword); SZ M (5' 11" tall); ML Elite (14); AL LN; XP 175; S 18/47, D 11, C 13, I 12, W 9, C 11.

PERSONALITY: Taciturn

Map of the Gem Show





Chapter Seven: Adventures

These adventures can be completed in one or two sessions. While set roughly for an experienced party of 4 to 6 characters of 4th to 6th level, the opposition and rewards can be modified as needed to fit your campaign.

Each adventure is presented twice.

"TAKE ONE" places the PCs as the defenders of whatever is to be stolen. In these adventures, they must plan how to stop the thieves from getting the item. This will often involve a lot of player planning, often asking "How would I steal this?" and then coming up with a counter to that method. Allow the plans to develop as they may. If their plans include a method of stopping the thieves' plan, then the players will be successful. If no counter to the thieves' plan is included, the thieves will probably get away with the goods.

"TAKE TWO" assumes the player characters are the thieves. They must complete the caper without being caught. A lot of planning should result. The opportunity for the players to roleplay while their characters quiz their contacts should not be passed up. Emphasize contacts and atmosphere, rather than just rolling dice to reveal clues.

The Gem Show—take one

Introduction

The jewelers of the city have arranged a massive exhibition of gemstones, jewelry, and precious metals in an effort to increase their business.

The show is to take place in three days' time. It will run for two full days and well into the night of the first day.

Naturally, this show is of great interest to the criminal element and the security will be very tight. The total value of all the wares that will be on display is more than anyone has dared to guess, but is well over 100,000 gp just in uncut stones and gold and silver trinkets. The work of the best jewelers in the country is worth at least that much again, probably more.

The organizers of the show want the best protection they can buy, and that means your players. The fee for this service is 300 gp per person. This is a lot of money for three days' work but given the value of the merchandise the organizers will go up to as much as 1,500 gp per person if the party wish to negotiate and can do it well.

The Building

The show is to be held in a public hall, a large building with a few small rooms on two sides of a very large auditorium. Doors open in all four walls of the auditorium. Skylights placed at intervals in

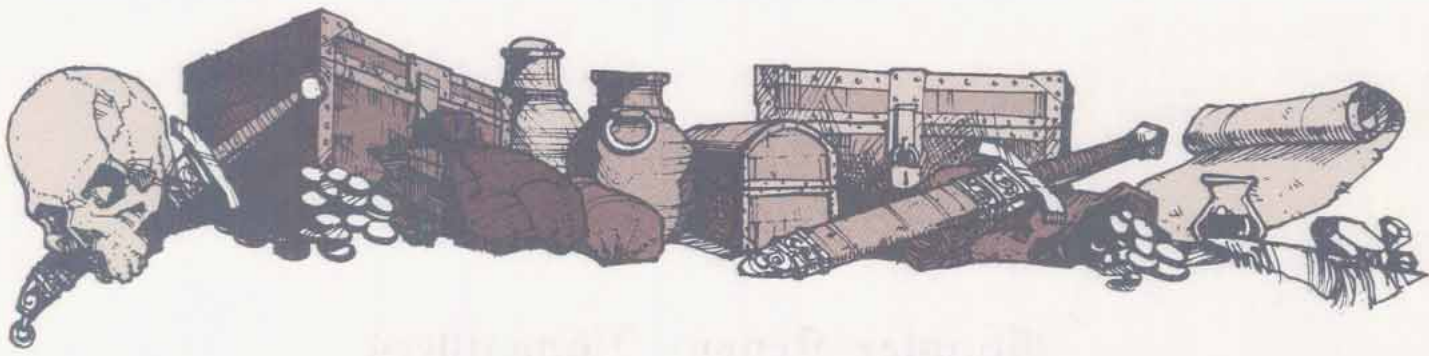
the ceiling provide light in what would otherwise be a very dark and dingy place.

Lighting after dark will be provided by magic for the duration of the show, since many of the finely worked precious metals would be tarnished by the smoke from torches or lanterns.

Set-up for the show starts after lunch in two day's time. The merchants are certain their competitors will steal everything if they don't keep a sharp eye on it. Many of them fear their competitors more than the local thieves' guild, but these fears are unfounded. All the merchants are basically honest, if a bit paranoid.

Set-up concludes one hour after sunset and all the merchants must be out of the building within five minutes of that time. No exceptions are allowed; the characters need to make sure this rule is enforced. Of course, every merchant will want to be the last to leave in case his fellows plan to steal something after he has gone. This problem must be solved by the players.

As DM, you should present the problem if the players do not foresee it. A solution is to lock all but one of the doors as soon as the sun sets. Then, the characters go to the merchant who is farthest from the unlocked door and ask him to accompany them. As they pass each merchant's table, that merchant is asked to join the growing band until everyone arrives at the only open door. Since no table is vacated until all the people who can steal from it have passed, the problem is solved.



Overnight Visitors

The most likely time for a gang of thieves to strike is at night when few people are about and the guards will be bored and a bit slow to react.

Since the characters are the ones doing the guarding, how they set watches is very important to how the thieves react. The thieves want to get in and out without being detected if they can—they will run away rather than get into a pitched battle. The thieves on this job have all killed at least once before and they will take out any guard who gets in their way and can be disposed of quickly and quietly. Stealth is their main weapon.

The plan is to subtly probe the defenses on the first night, and watch how often the guard is changed and how attentive it is. Weaknesses to be exploited are: only one person on watch at a time; all those on watch stay in one group; each guard patrols a set area at set intervals; fixed check-in times with the guards for the adjacent areas; and any guard who is easily distracted by noises or shadows.

Opening Time

The show opens to the public at 9 AM or the equivalent in your campaign. Merchants can enter the building one hour ahead of time to complete their setting up and of course to keep a close eye on all those other "thieving merchants" who have set up on the adjacent tables. Every merchant will want to be the first one to enter the building in the morning. To keep them from starting a brawl, the characters should do the reverse of the exit routine from the night before and drop each merchant off at his table as the group passes.

Security of the wares during opening hours is the responsibility of the merchants and their staffs. Acting as store detectives is not part of the arrangement the characters have entered into, although they are free to do that if they wish.

Entry to the show is through the main doors to the town square. The jewelers are taking care of entry fees and the like. All bags and weapons must be checked at the door and mages must check their pouches and any other material spell components as well. All purchases made at the show must have an accompanying receipt and the characters may be

asked to help out at the exit with checking receipts.

To help prevent pilfering, the characters may wish to limit the number of people allowed into the hall at any time. At any time during the show, 10d10 people will want to be in the hall looking over the wares. A jeweler's table will draw twice as many people as a gem merchant's table.

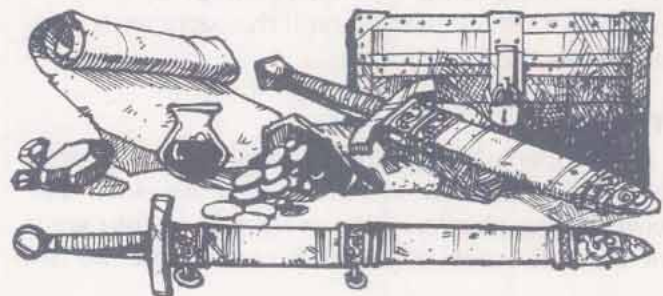
Neither the public nor the dealers will be happy if the characters limit the number of people allowed inside at a time to less than 5d10. The dealers may insist on the limit being raised to this level if a line has formed outside the door.

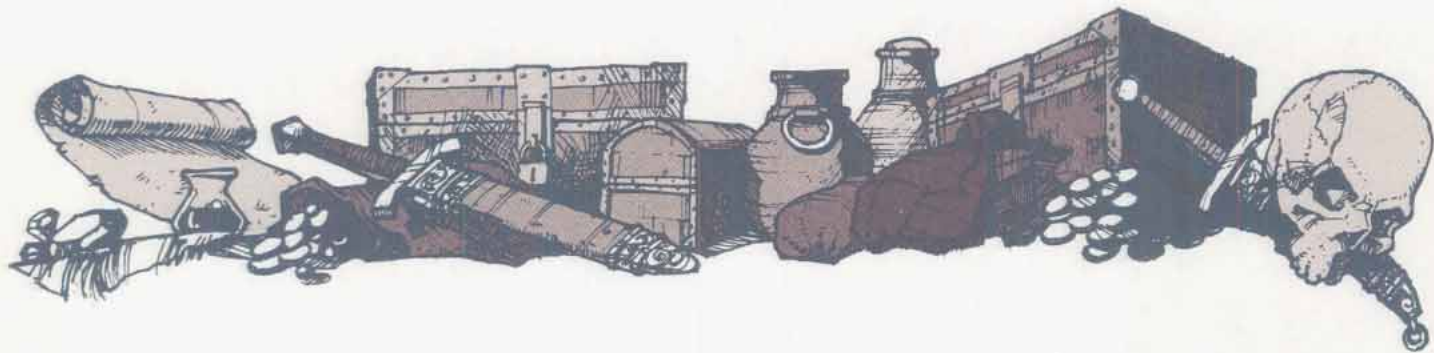
To tell if a line forms, roll to see how many people want to be inside, roll again to see how many are already inside, and add the two numbers together. If the total is more than the limit imposed by the characters, there is a line waiting to get in.

Day One

During the day, several attempts will be made by petty thieves to steal from the tables. These attempts should be used to add a little color to the day rather than as a test for the characters. Make a guess (or roll 2d6) for how many tries to steal something will occur. Half the attempts will be successful, one-third will be caught, and the rest will be given up by the would-be thief as too risky.

By sunset, about 25% of the stock will have been sold and the merchants will have fat purses.





The Evening

The first day of the show closes at sunset and all members of the public will be asked to leave the hall at that time. The characters may need to help the staff move some people out so the next part of the show can begin.

The evening session is by invitation only. It includes light refreshments and personal service by the merchants for some of the city's really wealthy people. The wares are left to speak for themselves; there is no pressure to buy.

The characters can relax while this part of the show goes on. The thieves won't be making any attempts to get in until later and it will be obvious to everyone that the invitation-only admission is sufficient to guarantee no problems with petty theft.

The evening session will continue for two to three hours; at its end another 20% of the wares will have been sold. Most of these sales will be expensive jewelry, not loose stones or trinkets.

The merchants will have even fatter purses, most with a few new gemstones in them, and they will again go through the paranoid ritual of all wanting to be the last to leave. This time, the situation is compounded by the money they want to take with them to their inns or homes.

Several merchants (about half the party strength) will ask the characters for an escort back to their destination. Unless the party is quite large, this might well leave the hall short on defense.

The Second Night

This is when the thieves are planning to strike, unless the characters have taken sufficient precautions to stop them.

The basic plan for the thieves is to break in quietly on the second night, a little after the show closes. They plan to hide in one of the outer rooms, so the only doors they will have to open are the ones to the hall and not the larger ones that open to the street.

Once inside the main hall, they plan to quickly and quietly put the raw stones into a *bag of holding* and leave through one of the street exits. The thieves do not intend to take any of the jewelry since these pieces are too easy to identify, and breaking them up

would decrease their value. Loose stones are easily disposed of and nearly impossible to trace.

If the characters have included the outer rooms in their security plan, the thieves will enter through the roof. If a guard is on the roof as well, the thieves are prepared to either knock him out or kill him, depending on what seems best at the time. If multiple roof guards are present, the thieves alter their plans to their backup idea (see Day Two).

Another factor that would probably make the thieves abandon their night attempt is if the security patrol patterns are different from those of previous night. Any group that is professional enough to alter their schedule each night is more than these thieves are able to handle. They will either give up the idea altogether or return on the final day and see what they can steal from the tables.

If anything goes wrong during the burglary, the thieves will attempt to get away clean with whatever they have already put in their bags and will drop the loot if that's what it takes to shake off pursuit.

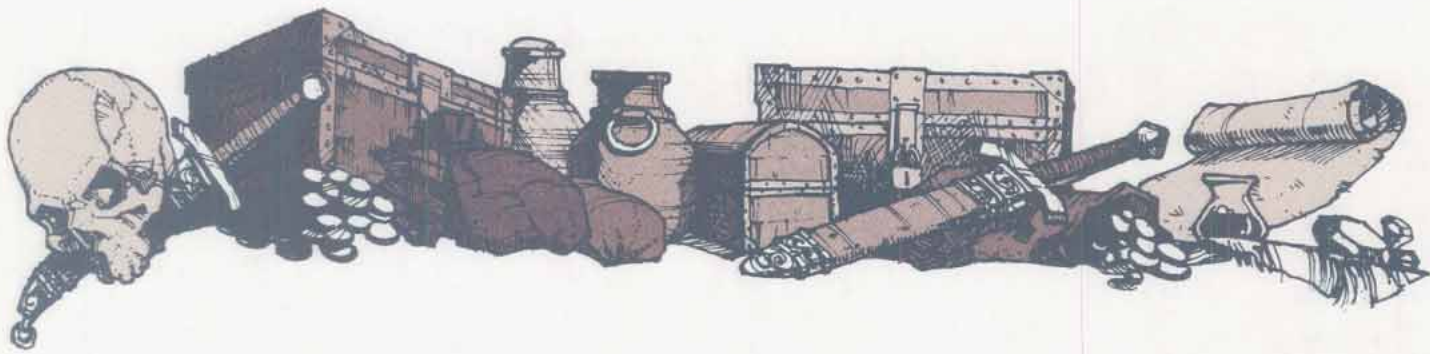
The thieves flee rather than fight. If cornered, they will fight to the death. If they win, they will return to the hall to finish their job.

Once a burglary attempt has been uncovered and at least partly foiled, the characters should report the theft to the organizers and the merchants. Each merchant will do a full inventory. All will lie about what is missing in the hopes the organizers will pay them compensation. Depending on how much was stolen and when the thieves were discovered, the second day of the show may be cancelled.

In any event, the characters are expected to do everything they can to retrieve the stolen goods. If they have a prisoner they will find the gang hideout and surprise the thieves with the loot. If they have no prisoner, it will be impossible to trace the thieves or the stolen goods. At the DM's option, magical scrying may allow further recovery attempts, but those are beyond the scope of this adventure.

The payment for providing security may be adjusted downward if the thieves got away with more than a few baubles. The amount of the adjustment should depend on how much was stolen.

If the night burglary has been abandoned for any



reason, it is possible the thieves might later visit one or more of the merchants during the night and take their purses. This is not part of the characters' job and it should only be added as a report the next morning if it occurs.

Day Two

If there has been no theft, day two will go the same as day one, with a further 15% of stock being sold before the show closes.

If the night thieves were successful and undetected, the theft will be discovered as soon as the merchants come in. Naturally, suspicion will fall on the characters, and it will take some fast talking on their part not to find themselves in jail or dead.

Any possibility of pay is of course out of the question, even if they do talk their way out of the situation. An offer to find the culprits and recover the stolen property will be accepted as though there was never any doubt the offer would be made. However, the thieves are long gone and there is no way to track them down without scrying, so the characters will have to suffer the loss of face for failing to do their job unless they have a powerful mage in the group. Again, this is beyond the scope of the adventure and you'll need to figure it out yourself if events follow this course.

The backup plan for the organized thieves is to steal as much as they can from the tables during day two. This plan is much more risky than their preferred option of coming in at night, but they want a piece of the action and if that's what it takes to get it, so be it.

For these thieves, use the following method to determine how successful they are at stealing from the tables. Choose one of the thieves from the group and start with his chance to pick pockets. Decrease the chance of success by 2% for every 100 gp value of a target gem and by 5% if it's jewelry. Increase the chance of success by 1% percent for every customer who is around the table at the time. If any player character is actively watching the table or the thief, decrease the chance of success by 20%. Make the roll in secret. If the thief was unsuccessful, inform the players that one or more characters has seen an attempted theft at the table.

If a thief is spotted, his first action will be to tip the table over and try to escape in the confusion. The tendency of most people in such a situation is to scramble for the stones on the floor. The merchant and his staff will be trying to gather them all up and any bystanders will be scrambling to grab what they can.

About two-thirds of bystanders will be honest people who are just trying to help the hapless merchant. The other one third will be opportunists who see a quick way to make some money.

Remember, all purchases are accompanied by a receipt so to get anything out of the hall will require great skill or ingenuity. Swallowing stones and waiting for nature to take its course is one option that might work, but swallowing cut stones could lead to serious internal injuries.

TEAM LEADER, ef T5: AC 8; MV 12; hp 23; THAC0 18; #AT 1; Dmg 1d4 (dagger); SA Backstab $\times 3$ dmg; SZ M (5' 2" tall); ML Elite (13); AL CN; XP 975

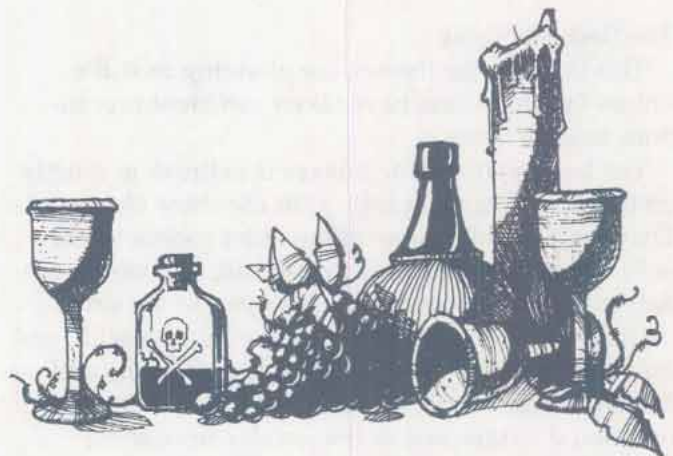
SPECIAL EQUIPMENT: *Dagger of venom*, *bag of holding* (250).

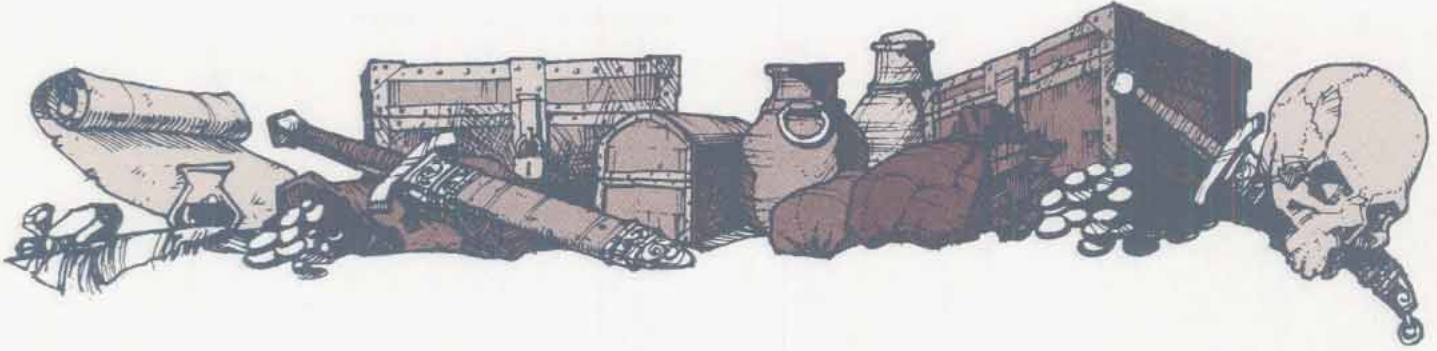
THIEF ABILITIES: PP 29; OL 46; F/RT 38; MS 71; HS 58; DN 36; CW 95; RL 12.

BURGLARS, hm, hf T5 (6): AC 8; MV 12; hp 20, 21, 20, 22, 21, 19; THAC0 18; #AT 1; Dmg 1d4 (dagger); SA Backstab $\times 3$ dmg; SZ M (varies); ML Elite (13); AL CN; XP 650

The burglars are all identical in thief abilities:

THIEF ABILITIES: PP 21; OL 33; F/RT 29; MS 51; HS 44; DN 27; CW 91; RL 7.





The Gem Show—take two

In this scenario, the characters are guild thieves assigned the job of stealing what gems they can from the show.

Their instructions are to leave the worked jewelry alone unless they are forced to steal by looting the tables during open show times. These pieces are just too hard to dispose of to make stealing them worth the effort when loose stones can be more easily disposed of.

It is up to the characters how they wish to get the loot, but a raid after hours has the best chance for them to remain undetected.

The hours for the show are the same as for Take One; the only real difference is the security the show organizers have provided.

There are twelve guards working four-hour shifts when the show is closed. Four guards are on duty at any time and they have random patrol patterns. If they are observed for any length of time it will become obvious there is no fixed time between patrols, nor is there any fixed route a guard follows.

The things which *are* fixed:

- Whenever the roof is checked, two guards always do the checking, and they get one of the off-duty guards to back them up;
- No area has more than fifteen minutes between patrols;
- The hall doors are checked at least once every five minutes.

The off-duty guards are in one of the outer rooms. At any time except change of shift, four will be asleep and four will be relaxing unless one is backing up for a roof check. At shift change times, all twelve guards are awake. The guards coming off duty go to sleep, those who were asleep get to relax, and the relaxed guards go on watch.

While on watch, the guards make frequent but random checks to the guard room to report that there is nothing to report. These reports can be as little as one or as many as 20 minutes apart. You should roll a d20 to see how long each guard takes between each report.

While it will not be obvious to anyone watching, each group of four guards consists of an elf fighter/mage, a human mage, a half-elf fighter/cleric/mage, and a

dwarf fighter/thief. All are totally professional and do not slack off at any time while they are on watch. Sneaking by them will be difficult but not impossible.

At the first sound of combat, all 12 guards will be alerted and the characters could find themselves on the wrong end of a pitched battle. The guards are not at all concerned with their anonymity, they want to be seen to be doing their job so they can get more work in the city.

The relaxing guards can join a combat after two rounds, the sleeping ones will take two more after that. The dwarf from the sleeping guards will leave the building and summon the city watch or whatever other authorities exist in the city. The guards see no shame in asking for help from outsiders, even if it turns out they don't need it.

GUARDS, em, F4/M4 (3): AC 5 (chain); MV 12; hp 14, 16, 14; THAC0 17; #AT 1; Dmg 1d8 (long sword); SA +1 with sword; SD 90% resistant to sleep or charm; SZ M (5' 1" tall); ML Elite (13); AL LN; XP 650 ea; S 16, D 14, C 12, I 16, W 8, Ch 12.

SPELLS: 1st—*Magic missile* (×2), *sleep*; 2nd—*Stinking cloud*, *levitate*.

GUARDS, hf M7 (3): AC 3; MV 12; hp 12, 14, 14; THAC0 18; #AT 1; Dmg 1d4 (dagger); SZ M (5' tall); ML Champion (16); AL LN; XP 2,000 ea; S 9, D 16, C 10, I 18, W 14, Ch 11.

SPECIAL EQUIPMENT: *bracers of defense AC 3*, *wand of magic missiles* (15).

SPELLS: 1st—*Charm person*, *color spray*, *shocking grasp*, *sleep*; 2nd—*stinking cloud* (2), *web*; 3rd—*hold person*, *slow*; 4th—*Evard's black tentacles*.

GUARDS, hem, F3/C4/M3 (3): AC 8; MV 12; hp 18, 17, 16; THAC0 18; #AT 1; Dmg 1d8 (long sword); SZ M (5' tall); SD 30% resistant to sleep or charm; ML Elite (14); AL LN; XP 975 ea; S 15, D 11, C 10, I 16, W 15, Ch 10.

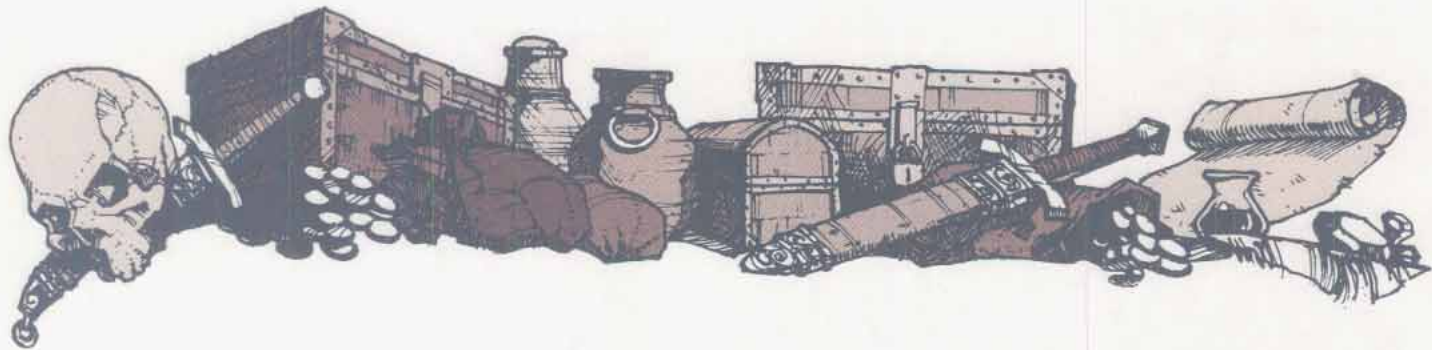
SPECIAL EQUIPMENT: Nil

SPELLS (P 5/3; W 2/1): 1st—*Command*, *cure light wounds* (×2), *faerie fire* (×2), *magic missile* (×2); 2nd—*heat metal*, *silence 15' radius*, *spiritual hammer*, *stinking cloud*.

GUARDS, dm, F4/T5 (3): AC 7; MV 12; hp 18, 19, 17; THAC0 17; #AT 1; Dmg 1d6 (short sword); SA Backstab ×3 dmg, +2 save vs. spell or poison; SZ M (5' 2" tall); ML Steady (12); AL LN; XP 650 ea; S 16, D 15, C 10, I 12, W 8, Ch 9.

THIEF ABILITIES: PP 26; OL 38; F/RT 29; MS 57; HS 48; DN 29; CW 89; RL 7.

Note: None of the wizards have their spell books with them. All the spells are deliberately chosen so that no damage will be caused to the property being guarded.



Kidnapped!—take one

Introduction

In this adventure, the daughter of a local noble, Marion, is being sent to a large city nearby to attend Madame Louisa's finishing school for young ladies.

The noble has many powerful enemies who would not hesitate to get at him through his daughter and he knows this. So, he wants a competent group of professionals to ensure her safety on the journey.

The job ends when she is safely delivered. The finishing school has its own security, since Marion is not the only one who might be used by her father's enemies or rivals and the school has a reputation to protect.

The job pays 500 gp per person on completion and this is not negotiable. If the young lady is kidnapped or permanently damaged in any way, the characters will have the option to get her back if they can, or to have a price on their heads.

Preparations

The city is a full three days' ride from here. Marion is to travel by coach since she cannot ride a horse. She is due at Madame Louisa's in six days, so there is plenty of time to plan the journey. One of the characters is expected to drive the coach. If the group do not have their own horses, these will be provided as an advance on their payment, with the guarantee to exchange them for cash later on if the party wishes.

The characters will need to plan their route, stops, and precautions to be taken against both kidnapers and highwaymen. To succeed at this job, their plans must thwart those of any kidnapers.

Things they might want to do include scouting ahead of the party for ambushes, using magic to detect any evil so there is some warning of any attack, or going as fast as possible between stops and changing horses at every stop.

Marion

Marion is quite the young lady and expects to be sleeping in a bed each night. If the plans include camping out, she won't be happy about it and will take every chance to complain and gripe until the PCs give in.

Apart from accommodation, Marion is not the spoiled brat the characters might expect. She is headstrong but not rude. She does not look down on her escorts as merely servants. She is desperate to learn about adventuring so she can escape her father's way of life, even if only for a while. (This could be the characters' biggest problem if Marion decides to run away and join a band of adventurers along the way.)

Unusual Options

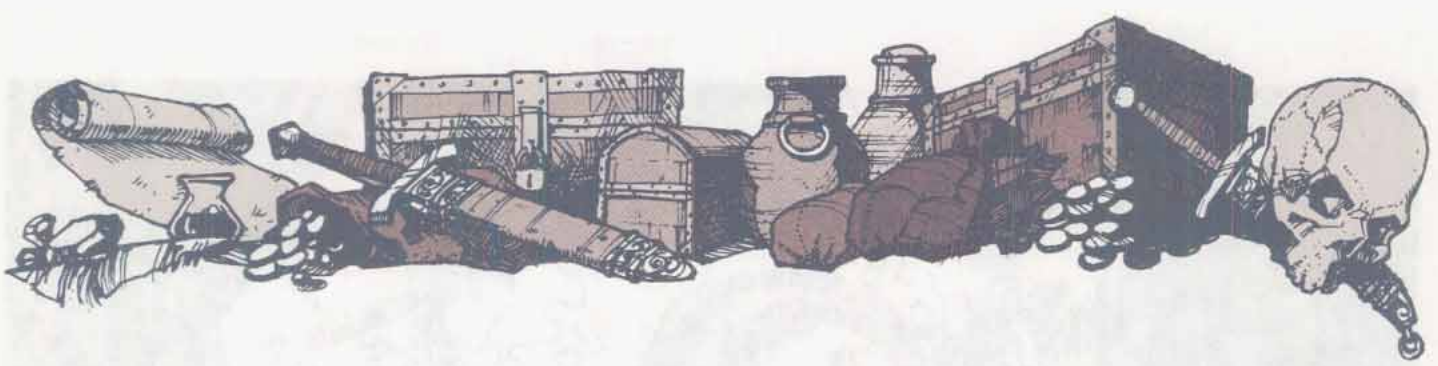
A really clever party who have the means to do it might go as far as setting up a decoy for any kidnapers to chase after while the real Marion is taken to Madame Louisa's by some other means.

Simply teleporting her there is not an option since Marion is terrified of any and all spells. She cannot abide magical items such as wands or rings that obviously duplicate spells, but she has no problem with rings that have no obvious magic, potions—even if they duplicate a spell—or any other magical equipment.

Marion is not afraid of flying, so if the characters have a magic carpet or some flying beasts, they can get to their destination in one day and circumvent most of this adventure. Such a plan deserves an experience point bonus of your choosing for showing the professionalism expected of adventuring companies.

If a fake Marion is to be provided and any kind of polymorphing is done to the fake, it will have to be where Marion cannot see it or she will become hysterical. Marion will not willingly have any kind of spell cast on her, be it one that alters her appearance, protects her from weapons or magic, or hides her from those who will be seeking her out. She will accept any kind of protective ring or cloak the characters may wish to lend her for the journey. She can use a dagger to protect herself if things get desperate.

If either flight or a decoy is used, go to "Kidnapped!—OPTIONS" (see page 78).



The Journey by Coach

Day 1—The First and Last

The area near the city is well traveled and there have been no incidents of major theft on the high road for many years. Mounted patrols are encountered every two to three hours. At the end of four hours of normal travel, the group arrives at The First and Last, an inn where they can tend to the horses and get a meal for themselves.

The inn is unremarkable, having a common room taking up most of the ground floor with a kitchen out the back occupying the rest. If it's winter, there is a warm fire in the large stone fireplace to the left of the entrance. If the weather is warm, a fire is set but not lit. The bar is right across from the entrance and there are stools along most of its length. There is a place at one end where serving wenches can get jugs of ale or plates of food to take to the tables that occupy the rest of the room.

There are bedrooms upstairs if anyone cares to look and a stable out the back. If anyone looks in the stable, there is an unhitched wagon and eight horses as well as whatever animals the party owns and Marion's coach. Two of the horses are draught horses that obviously go with the wagon. One is a warhorse and the other five are riding horses similar to what the characters are riding.

When the characters enter, there will be people sitting at four of the six tables. One table is obviously a family making a stop on their journey to somewhere. The wagon belongs to them. The father does all the talking for this family if anybody wants to start a conversation. His name is **Abtril**. He is taking his family to the city the characters left this morning. If asked, he has no news of interest about the road ahead. He will ask for news of the road he is yet to travel and offer a polite thanks for any news he gets, even if it's just that the road is clear. Abtril's wife is **Remee** but she will do no more than nod when she is introduced and then sit quietly while her husband talks to the strangers. If she is spoken to directly, she will answer any questions as quickly as she can and be very shy about the whole deal. It should be obvious to all that she is not comfortable around adventurers.

Abtril's two children are **Kimel** and **Foran**. Kimel is a precocious four year old boy who will want to talk at the adventurers all day. Remee will stop him before he can get started into stories about dragons and other monsters. Foran is a shy eight year old boy who says little and listens to everything. He is destined for great things when he gets a little older.

Two of the tables have lone occupants. One of these is obviously a knight of the realm; he is charged with keeping this part of the high road free of bandits and the like. His name is **Turlow** and he is a little arrogant. Sir Turlow will tell anyone who asks that these parts are free of monsters and brigands, and he is almost right. He does not know of the gang who have Marion in their sights.

The other lone traveler is a woodsman of some kind. He is friendly enough in a short conversation, but prefers his own company to that of others. His name is **Reinhard**, and he is a ranger although he will not admit to that, or even to being an adventurer. He has no news of note to tell the characters.

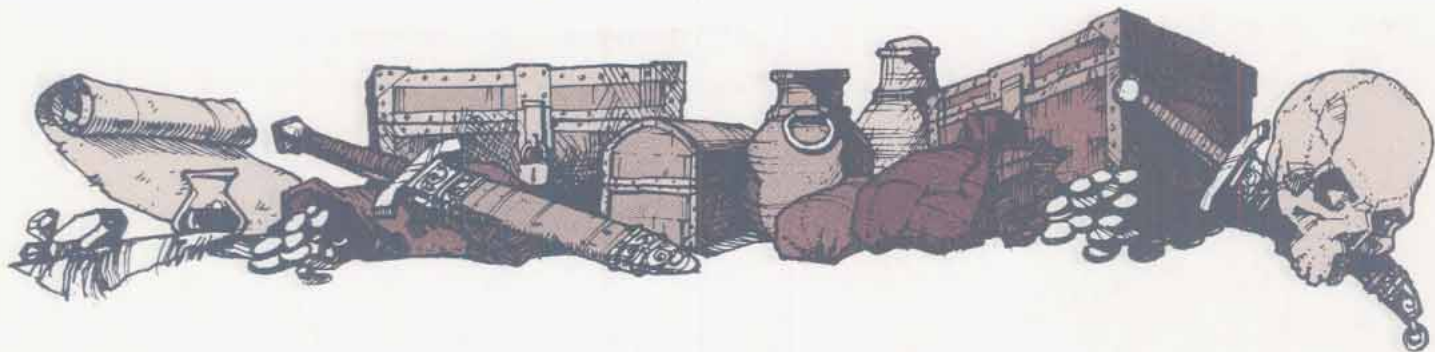
The Adventurers

The last table has four people sitting around it, eating and drinking a lot. They are instantly recognizable as an adventuring band and they may get the characters on edge since they are the closest thing to a threat that's been seen so far.

The four are **Rugin**, a dwarf wearing leather armor, who seems to be the leader of the group; **Bidoss**, a human female mage by her dress. She often looks up and smiles at a half-elf; **Darin**, the half-elf male, wearing chain mail and paying almost as much attention to Bidoss as to his lunch; and **Cavel**, a human male dressed in soft leathers (see page 77 for details). Under the table are half a dozen or so large sacks.

The adventurers bear the party no ill will at all and will not detect as evil. They are all chaotic good, in case any character is rude enough to cast *know alignment* on any of them. They are between jobs right now, having just wiped out an orc lair in the mountains about twenty miles away. The orcs had a large amount of treasure and the band wants to take it easy for a while. Darin and Bidoss were wed only two weeks ago, which is why they pay each other so much attention.





Apart from the orcs, who were not near the path the characters are taking, this band has nothing of interest to tell. They have a lot of treasure to spend or convert into more portable wealth than the sacks of coins they have right now. All their treasure is in the eight sacks that lie under the table.

The band are not interested in coming along as extra security for the journey.

The Forest

After lunch, Marion and her escort can continue their journey for two hours before the kidnapers strike. The road enters a forest after an hour and a half. After another twenty minutes of riding, the forest becomes deeper and darker, and the characters can see that the road bends around a curve only a short distance ahead.

An ambush has been set up at the bend by the kidnapers. The place is such an obvious one to set an ambush that the players should be wary. If any player comments on the likelihood of an ambush, the party will not be surprised by the attack.

Any use of some means to detect for evil will register an evil presence by the bend. An advanced scout sneaking forward under cover has an 80% chance to spot the ambush without being detected.

If the ambush is found, the characters have a chance to turn the tables on the kidnapers. To do this, they would need do nothing more than to keep going as though they suspect nothing and then spur the horses and coach on just before the bend. The kidnapers receive a surprise roll, and if surprised, the coach will clear the ambush and the kidnapers will fade into the woods to plan a second attempt.

If the ambush is not expected, roll for party surprise and go to combat. The number of attackers is the same as the number of characters, plus one. Half of the attackers are in the trees and have long bows pointed at the characters. The other half have short swords and will rush the coach.

If the characters win the combat, they can continue the journey to the next inn without further trouble today, although there will be other attempts on Marion later.

KIDNAPPERS, hem, F4/T4 (PCs + 1): AC 8; MV 12; hp 18, 19, 18, 20, 19, 17, 21; THAC0 18; #AT 1 or 2; Dmg 1d6 (long bow or short sword); SA Backstab x2; SZ M (5' tall); ML Elite (13); AL CN; XP 650 ea

If the characters are defeated, Marion will be taken kicking and screaming from the coach and quickly subdued. Having beaten the characters once, the kidnapers have no need to kill them. They will leave with a warning that if the PCs try to follow them, they will not be left alive again. Go to the section titled "Rescue," (page 76).

First Night—The Wood's Edge

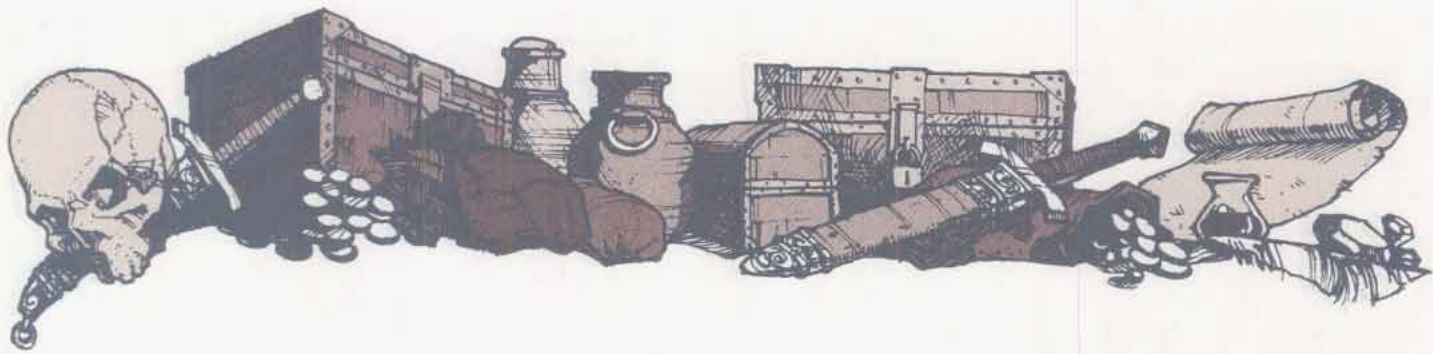
At the end of the first day's travel, the group will arrive at The Wood's Edge inn. As its name suggests, it is on the edge of the woods. The inn is larger than the First and Last, with a coach house as well as a stable and two rooms on the ground floor. No matter what the plans were for sleeping, Marion will insist on staying here the night.

She got quite a scare at the ambush and wants the comfort and security of four walls around her tonight. She will also insist on at least one of the characters sharing her room. If there are any females in the party, they can share with her. If the party is all males the rules of etiquette demand that two of them sleep in her room so there is no suggestion of any impropriety.

There are no other travelers at the inn tonight, so the characters can have their choice of rooms and tables. The innkeeper is named **Miguel**. He runs the place with his wife **Edwina** and their two children, **Amos** and **Sarah**. Edwina is the cook and she does an excellent job. Amos is the stableboy and general hand; Sarah is the serving wench and maid. The family is quite proud of the service it offers and with good reason.

After a hearty dinner of chicken broth, roast lamb and baked vegetables, fresh sourdough bread and cheese, washed down with ale or one of Miguel's many bottles of wine, the characters can retire for the night. They will probably want to set watches but it won't matter if they don't.

The night will pass quietly until a little past one in the morning. At that time there will be a pounding on the front door of the inn. Miguel will investigate the disturbance whether the characters do or not.



It is the adventuring band the PCs met at lunch. They are in need of a room after their camp was attacked by a pack of wolves. Darin is badly injured and will probably die if he doesn't get some attention soon. If there is a cleric among the PCs, they could heal him and the band would then owe the player characters a favor. If not, Miguel has a potion of *healing* he will sell to Darin's friends.

The injuries to Darin will make Marion quite sure she doesn't want to sleep outdoors the next night either, although she can be persuaded when the time comes. By now, she is having second thoughts about wanting to be an adventurer. None of the tales she's heard mentioned the good guys being hurt at all, and certainly not coming near to dying.

Once everything settles down again, the rest of the night passes without incident. The next noise most people hear is the rooster's crow at sunrise.

Day Two

Breakfast is a simple affair of cold fruit and cheese, cold roast from last night, and fresh bread. Darin will not join his companions for breakfast. He needs a lot of rest even if he was healed. He will make the effort to come downstairs and thank the PCs for any aid they gave last night.

Before it is time to leave, Marion will inform her escorts that she is quite capable of riding a horse, but she didn't want her father to know she had been taking lessons. She wants to ride a horse instead of in the coach. If the characters disagree she will point out, quite rightly, that they can all move a lot faster without the coach.

Miguel has some riding horses he is willing to trade for the coach horses. He will agree to look after the coach itself until someone comes to take it back to Marion's father.

The other band of adventurers cannot come with Marion's party even though they may owe the PCs. Darin is too weak to travel and the others will not leave him. This is a reasonable stance to take and if the characters try to insist, the NPCs will point out how unreasonable they are being. The player characters cannot convince them.

The morning passes quickly as the party ride through farmland. (The fields may be under snow, being ploughed, or planted with wheat, corn, and barley depending on the season in the campaign.) Planted fields might conceal an ambush, but they do not.

An occasional wagon goes the other way, and the party will overtake one going their way. All these people are local farmers going about their business. They are no threat to the party and they have nothing of interest to tell.

In the sky, some birds seem to be following the horses. They are left behind any time the party wants to gallop ahead, but they always come back within a few minutes after the horses slow down. You should use these birds to get the characters jumpy, as if some wizard was using them to spy on Marion's progress.

The real reason they are hanging around is the flies on the horses. There is a good food supply to be had from a bunch of horses and the birds are a little tired of seeds. Any PC who has the wilderness survival skill, or any kind of animal lore, might work this out. Otherwise, keep the party jumpy as much as you can.

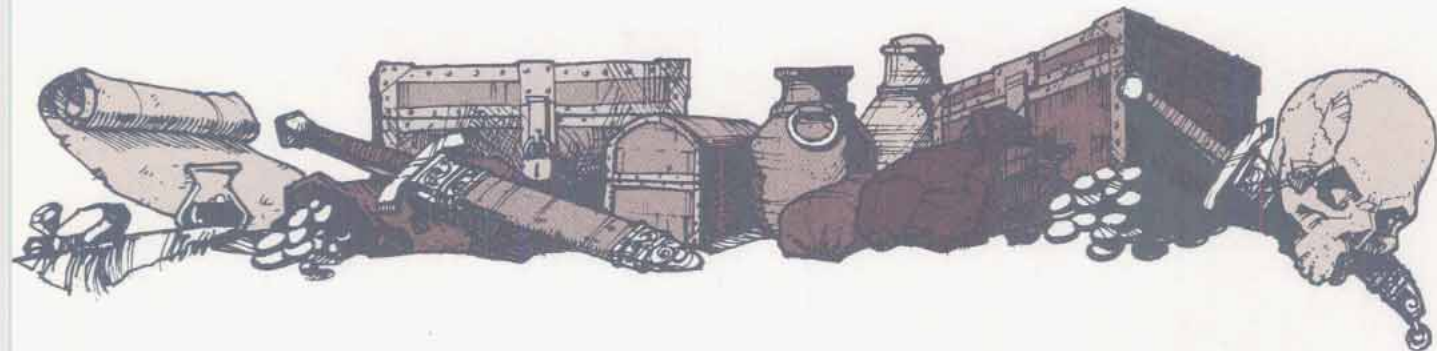
The Village

By late morning the party approaches a small village that seems to be preparing for some kind of festival. The village inn and all the stores are closed, but the horses can still be watered and fed at the stable.

Most of the villagers have gathered at an open air market in the village square. Fresh food of all kinds is available for very little money and there is a stage set up at one end of the square.

Banners advertise an open air play to be performed an hour after highsun. Of course Marion wants to stay and watch it. The only way to get her away from the village is to pick her up and carry her to the horses. She won't resist, but she won't be pleased either.

Marion will gripe for the whole afternoon if she has to miss the play. What she won't say is how smitten she is by whichever party member picked her up, if it was a male. She will have a lot to say about her escorts if she was handled like a sack of potatoes by a female.



The Play

If the party stays to watch the play, they're in for a shock. The kidnapppers have a backup plan in case their forest ambush failed. The performers have been replaced by some of the kidnapppers and some of them are mages.

The plan is for the magic-using kidnapppers to cast *hold person* spells on the party and Marion, each mage picking three targets. Then some of their fellows will collect Marion while her escort stands frozen in place. They will explain to the villagers that Marion is feeling a little faint and that as her friends they will take her to some shade so she can recover.

The mages will continue with a show of visual effects to impress the locals so they don't get suspicious. They will also cast more spells at any player characters who look like they might be breaking out of their magical bonds.

As in the woods, they see no reason to kill the characters, since it was all too easy to take Marion away from them.

The only way the characters can see the attack coming is if they specifically state they are looking for evil in the crowd. Marion's fake friends will detect as evil and so will the performers when they get on stage. This can give the PCs a chance to act before the trap is sprung if they have any idea what they want to do.

The kidnapppers have enough mages to cast two *hold* spells on each player character and on Marion. Marion fails her saving throw automatically and each player character must make two saving throws vs. spell to avoid being *held*. If they were expecting trouble, they may have a chance to act before the spells are cast if they win initiative.

The villagers will treat any attack on the performers as a hostile act from the PCs, since they have no idea the performers are fakes. If the battle can be won quickly, the characters will still have to explain to a mob of angry peasants why they attacked the entertainers. If they can convince the villagers to look closely at the performers, it will be obvious they are not the real thing. A quick search of the area behind the stage will turn up the bodies of the real entertainers.

KIDNAPPERS (in crowd), hm, F4 (5): AC 8; MV 12; hp 29, 28, 29, 27, 28; THAC0 17; #AT 1; Dmg 1d3 (fist); SZ M (5' 8" tall); ML Elite (13); AL NE; XP 120 ea

KIDNAPPERS (performers), hm, M5 (half party size): AC 10; MV 12; hp 12 ea; THAC0 19; #AT 1; Dmg 1d4 (dagger); SZ M (5' 4" tall); ML Elite (14); AL NE; XP 650 ea

SPELLS (2/1/1): 1st—*Magic missile, phantasmal force*; 2nd—*fool's gold*; 3rd—*hold person*

If the kidnapppers succeed in their mission, go to the section titled "Rescue." If the characters fought off the kidnapppers, they are free to leave once they've calmed the angry villagers. A second failure to take Marion alive will cause the kidnapppers to raise the stakes for the rest of the trip, but there is no way the characters can know this.

The afternoon ride is much like the morning's. The birds follow the horses until about an hour before sunset. As the birds turn around and head for their nests, a wisp of smoke becomes visible in the distance, about an hour's ride away.

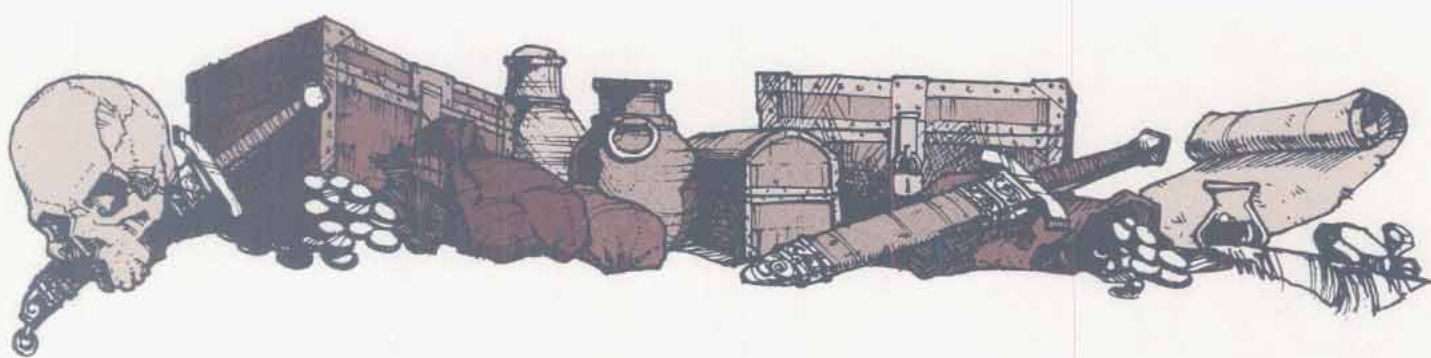
The Hogshead

The smoke is coming from the Hogshead inn, a small place with its own smokehouse for curing meat. The sign outside the inn shows a tankard of ale sitting on top of an oversize barrel. Marion will be curious enough to ask why the inn is called the Hogshead if it doesn't have the head of a boar on its sign, and why it's written as one word.

If none of your players can answer the question, a customer who is just getting off his horse will laugh and explain that a hogshead is a barrel for storing ale and that's why the sign is like it is. Marion will look long and hard at the PCs and demand to know why such well-traveled adventurers as themselves didn't know that.

The Hogshead is a three-story inn with a cellar for storing ale and a stable out the back by the smokehouse. The stable is a little over half full. There are several coaches and wagons in the yard.

The inn is crowded. The only sleeping spaces available are in the common room or a very expensive suite of three rooms on the top floor. The suite costs 10 gp per night and is normally only used by nobles or very wealthy merchants. If the characters think to ask, they can sleep in the smokehouse if they can handle the aromas. The stable is also a possibility.



Marion wants to stay in the suite, naturally, and she won't hear of sleeping in the common room with all those other wayfarers. Nor is she keen on the smokehouse or the stable, although she would prefer them to the common room.

There is the chance here for the PCs to suggest sleeping under the stars. Marion will agree to this only after begging and pleading with her escort to stay in the upstairs suite.

The taproom is also crowded, and it will be difficult to get a table alone to eat. There are many tables with space at them if the party wants to eat right away, or they can wait for a table to themselves. The only difference will be the topics of conversation over dinner. Even Marion is not naive enough to talk about the events of the last two days if she thinks she might be overheard.

Second Night

Whether the group eats and leaves or stays the night at the Hogshead, it will catch fire a little after three in the morning.

If they stayed the night, Marion and the characters will need to get off the third floor somehow and make their way to the ground. If they try to fight the fire from above, they will be overcome by smoke and will die if they don't get out.

Anyone jumping out of a window must make a successful Dexterity check or take 2d6 damage from the fall. A successful check halves the damage; a character rolling under half the Dexterity score takes no damage. Any characters with tumbling, acrobatics, or similar skill can make their check at +4. Marion has a Dexterity of 16 and will suggest that the largest two or three members of the party could stand under the window and catch her.

This will work, not only for Marion but also for several other people trapped in the burning building. Every life the PCs save is one person who will help them when they need it in the future.

Camping Out

If the party is sleeping under the stars, they will see the flames and the reddening of the sky. They will

have to decide whether to go back and help or leave it to someone else. It is not their problem and there is no need for them to go back unless they want to.

Marion will complain about whichever decision is made. If they go back she will remind them of their duty to keep her safe; if they don't go back she will call them everything from cowards to heartless mercenaries. She is quite capable of complaining about both decisions if her insults make the PCs change their minds—and she will add that they are weak-willed if they can't make their own choices.

Nothing in the contract prevents Marion being gagged, and it would probably do her some good to be taken down a notch or two. Don't suggest this; let the players figure it out for themselves.

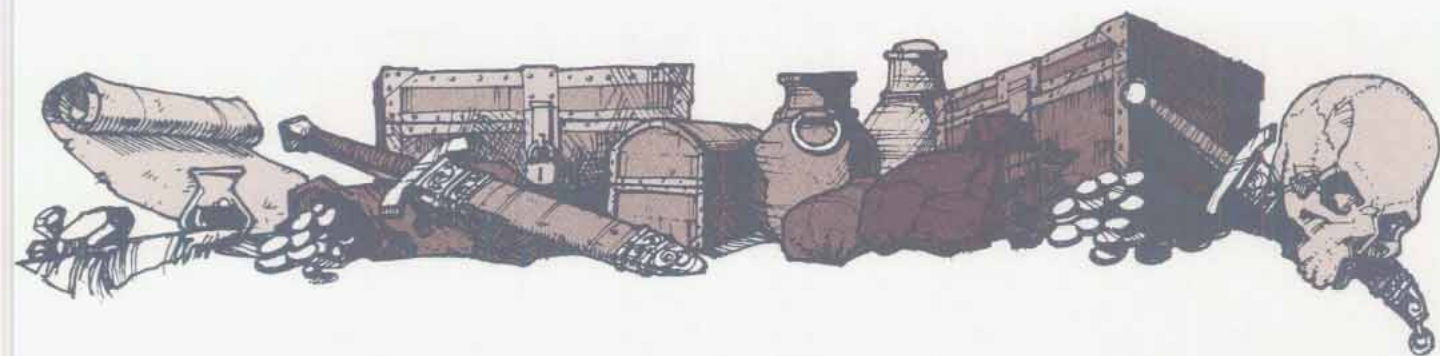
No matter how hard the characters and the other guests and staff try, the inn cannot be saved. Only the cellar will be left of the main building, but both out-buildings are untouched.

Once the fire is out, the cleanup can begin. Seven people died in the blaze, all of them were customers. No cause of the fire is immediately apparent, although careful investigation will reveal a burnt track leading to the kitchen wall. It is obvious from this that a wizard cast a *flaming sphere* and deliberately lit the fire.

If the PCs are present when this discovery is made, they can safely assume they were the targets of the arson and that the hunt is now getting much more serious. There is no chance of tracking the arsonist by any means. He and some other kidnapers are probably still around. They will certainly try again once they realize Marion did not die in the fire. The PCs should be very nervous by this time, if they weren't already.

By the time the cleanup is underway, it will be almost dawn and time for Marion to complete her journey. Once the fire is out, it becomes obvious that nothing more the characters can do will help, so they may as well be going. The thanks of everyone they helped will go with them.

If they didn't go back to the inn, their night will pass peacefully after the fire goes out. Dawn will see them all refreshed and ready to face the final day of travel.



Day Three

Breakfast this morning will consist of what is in everyone's packs. It won't be as good as the day before, but nobody will have to go hungry either. Marion won't be impressed at yet another part of life as an adventurer she never heard about in tales of bold adventurers seeking their fortunes.

The ride this morning should be as fast a pace as the horses can keep up. Whether they were at the fire or not, the characters should know that someone is after Marion now, and they don't care what they have to do to get her. The best thing to do is get to Madame Louisa's quickly and leave Marion's safety in her hands. If the players don't think of this, have Marion suggest that speed could be vital to her safety, and to theirs since the sooner they drop her off the sooner the kidnappers will lose interest in them.

Little traffic is on the road for the first few hours after dawn. The fields of grain continue for a while but slowly give way to farmlets with all kinds of animals in the yards and mixed crops in small fields.

If it's summer, there are orange trees in most yards and they are heavily laden with fruit. There are no other crops visible and the animals are eating fodder.

As the morning wears on, the traffic on the road gets heavier and moving faster than a trot is not possible most of the time. At around mid-morning, a single rider will come galloping from the direction of the Hogshead. She is heading for the city to tell of the fire, get some help out to the injured, and arrange for the men and materials needed to rebuild the inn. She won't have time to stop and chat, but she will recognize the party if they helped out and will give a friendly wave as she races past.

No other inns are this close to the city. Travelers can get a meal and have their horses tended at almost any farmlet in the area. The group can choose any place they want to stop for lunch. Even if they are not hungry, the horses will need a break and a drink. The characters know this even if the players don't; you should point this out if you need to.

After their break, the going is even slower as just about everyone is stopping to chat with all the people going the other way. The only topic of conversation is the fire and folk will want to ask the PCs what they've

heard and what they know about it. Being rude to the locals will not do the characters any good and will just end up getting them accused of starting the blaze themselves. It would be better to tell the truth and risk being mobbed by hero worshippers or to feign ignorance and change the subject to something else.

The City

Eventually, the party will get near the city gates without any further trouble from their opponents. As they approach, a group of city guards on horseback can be seen a little way ahead, setting up some kind of checkpoint.

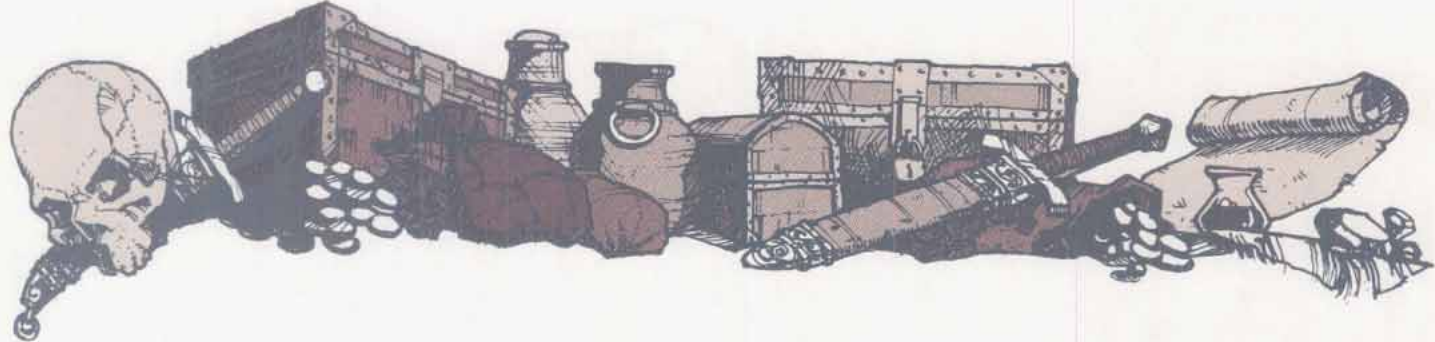
Before the PCs get to them, the guards begin to stop people who are going towards the city and ask them their business before letting them pass. Some people seem a little surprised at this while others just take it as a normal part of life in the big city.

The guards are really more of the kidnappers, in disguise. They have been waiting for Marion to arrive so they could make one last bid to stop her from reaching Madame Louisa's school.

The Surprise

As soon as the party gets to the head of the line, the "guards" will attack and try to kill Marion before the PCs can react. Marion has 6 hit points and is AC 7 unless the PCs have given her any additional protection. The kidnappers have surprise unless someone specifically states they are checking the guards in some way. They will radiate evil if it is detected for, and they are not perfectly disguised. A d20 check against half a character's Intelligence score will give them a hint that something is not quite right with these guards.

Naturally, attacking the guards is going to cause outrage on the part of the locals who have seen nothing suspicious about the checkpoint. The locals will take 1d6 rounds to react to any attack on the guards and will then wade into the battle in an attempt to subdue the player characters. They will be able to bear the characters to the ground by weight of numbers and in the confusion Marion will be kidnapped. Once the characters have managed to talk their way out of this trouble, go to "Rescue."



If the false guards are neutralized before the locals react, the characters can point out the flaws in the disguises and calm the mob down. They are then free to enter the city and deliver a very relieved Marion to Madame Louisa.

KIDNAPPERS, hm, F4 (4): AC 5 (chain); MV 12; hp 31, 29, 30, 28; THACO 17; #AT 1; Dmg 1d8 (long sword); SZ M (5' 9" tall); ML Elite (13); AL NE; XP 120 ea.

Rescue

If you are into this part of the adventure, the kidnapers captured Marion during one of their attempts. The characters are in deep trouble if they don't come up with something.

The Forest: If Marion was captured in the forest ambush, the characters will be found by Rugin's band just after the kidnapers leave. While they don't need any money, the four will offer to help rescue Marion from her captors in return for a future favor from the PCs.

The Fair: If the capture took place at the village fair, Rugin's group will again find the characters and offer to help. This time, they are returning the favor of saving Darin's life the night before. Even in his weakened state Darin will fight to bring down the kidnapers since he and his companions don't like those who prey on the weak and helpless.

The City Gate: If the fake guards captured Marion, the same four adventurers will turn up and offer

to help. They will rescue the player characters if the mob is still hostile. The only difference between this situation and the previous one is that if the characters helped out at the fire, many people will give them any help they want short of going along on the rescue.

Almost anything they could want in terms of weapons or equipment will be donated to the cause. Even low power magic will be offered on loan if there is anything that might help. Single use items such as arrows or potions will be freely given to the cause if the characters ask for it. At least one mage will offer to scry for Marion and her captors to give the characters a head start on planning the rescue.

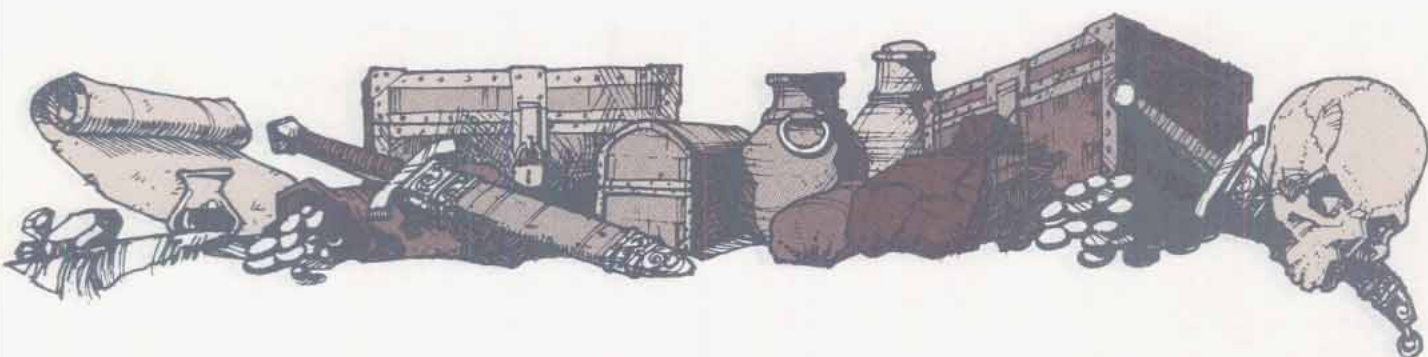
The kidnapers are taking Marion back to the city she lives in, to the home of her father's most powerful opponent, the Earl of Selaw. If she is taken inside his fortress, the PCs will not be able to rescue her. They must intercept her captors before they get to the Earl's home or the mission is a failure.

Tracking

Tracking the kidnapers is the best way to find where they are going if there are no friendly mages to scry for Marion. If none of the PCs successfully finds the tracks, Darin will find them and lead the way.

If tracking is being used, have each PC make a check against Wisdom or Intelligence to figure out who the most likely culprit is. This will give the characters a chance to catch up to the kidnapers before they get to the Earl's castle.





Once they catch the kidnappers, a great battle erupts, and this time the kidnappers will not leave anyone alive to follow them or tell what happened. The only advantage that the player characters have is the NPC group led by Rugin. The kidnappers can't deal with four extra rescuers. The DM decides where the battle takes place, but if it is inside the city, the watch will turn up in 1d4+1 rounds. Ideally, the PCs should catch the kidnappers just in sight of the city gates.

After Marion is rescued, the journey to Madame Louisa's can be continued. Rugin and his band will stick around to help make sure nothing else bad happens before the characters complete their mission. The NPCs will be offered 500 gp each when they arrive at Madame Louisa's but will accept only enough to cover their expenses and a few drinks at a local tavern. They will want the PCs to go to the tavern with them to celebrate a job well done.

KIDNAPPERS, hm, F4 (5): AC 5 (chain); MV 12; hp 29, 28, 29, 27, 28; THAC0 17; #AT 1; Dmg 1d8 (long sword); SZ M (5' 3" tall); ML Elite (14); AL NE; XP 120 ea

Rugin's Band

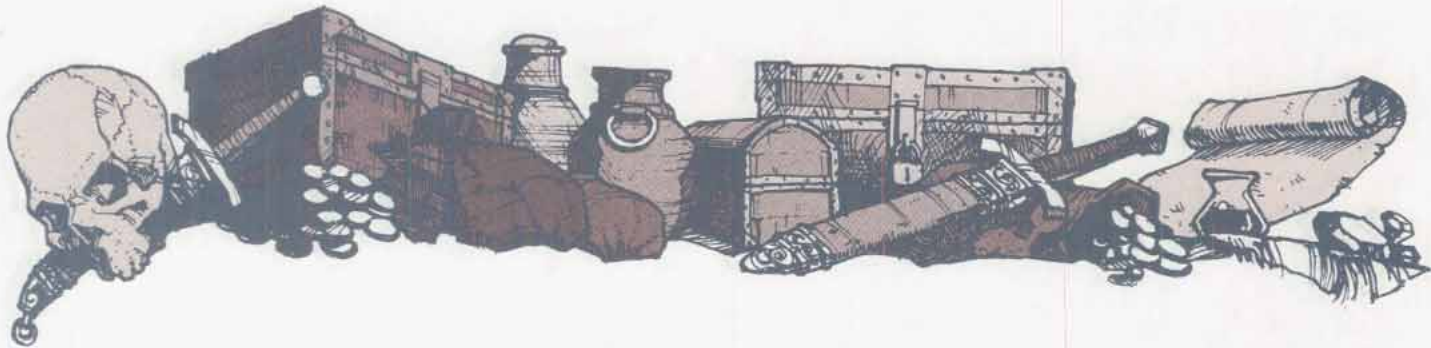
RUGIN, dm, T5: AC 8; MV 6; hp 26; THAC0 18; #AT 1; Dmg 1d6+1 (short sword +1); SA Backstab x3 dmg; SD +4 save vs. poison or spell; SZ S (4' tall); ML Elite (13); AL CG; XP 650; S 11, D 14, C 16, I 12, W 10, Ch 11; PP 35; OL 40; F/RT 50; MS 40; HS 45; DN 20; CW 70; RL 10; short sword +1

BIDOSS, hf, M4: AC 9; MV 12; hp 12; THAC0 20; #AT 1; Dmg 1d4 (dagger); SZ M (5' 4" tall); ML Elite (13); AL CG; XP 420; S 8, D 9, C 10, I 15, W 11, Ch 13; Spells magic missile (x3), web (x2); cloak of protection +1

DARIN, hem, R4: AC 4; MV 12; hp 24; THAC0 16; #AT 2; Dmg 1d8+1/1d4 (long sword/dagger); SD 30% resistance to sleep and charm; SZ M (5' 6" tall); ML Elite (13); AL CG; XP 270; S 13, D 13, C 14, I 9, W 14, Ch 12; HS 30%, MS 33%; elven chain mail.

CAVEL, hm, T4: AC 7; MV 12; hp 16; THAC0 18; #AT 1; Dmg 1d6 (short sword); SA Backstab x2 dmg; SZ M (5' tall); ML Elite (13); AL CG; XP 175; S 12, D 15, C 15, I 11, W 8, Ch 9; PP 30; OL 30; F/RT 30; MS 50; HS 45; DN 25; CW 80; RL 10; bracers of defense AC8.





Kidnapped—take two

Introduction

In this instance, the lady Marion has been taken by agents of her father's enemies and is being held hostage. The characters can start here either because they failed to protect her, or because they have been hired to rescue her.

If they have just been hired, the pay for rescuing Marion and taking her to Madame Louisa's is 500 gp per person, not negotiable. You should read through the previous section to see what kind of person Marion is so you can give your players a hard time after they rescue Marion and head for the city.

If the party are all thieves, and have gotten into trouble, the reward for rescuing Marion could be their freedom and a full pardon for any crimes they have committed to date, whether detected or undetected.

Hideout

The kidnapers have taken Marion to a secret location in their home city where they are sure she cannot be found. There is an *antimagic shell* around the room she is being held in to prevent anyone scrying her location. Apart from that, the only security the kidnapers have is the guards and the fact that nobody knows where they are.

Finding Marion is not as difficult as it may seem. The magical block prevents anyone from seeing what is being hidden but it tells any mage who is looking that something is concealed behind the shell. There are no more than five or six such shells in the entire city and all but one can be quickly eliminated as likely places to find Marion.

One is the royal chambers in the palace or the equivalent in your campaign. Another two are vaults in the basement of city hall and the rest are rooms in shops that deal in magical wares. The only shell that can't be explained is the one in the poor quarter, near the slums.

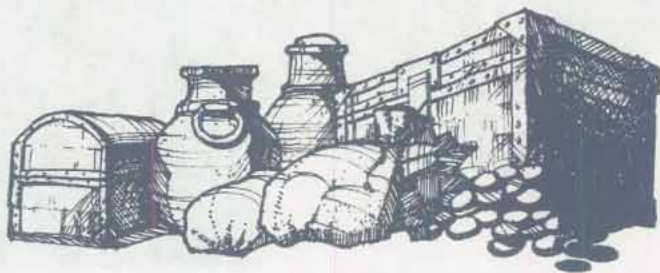
If none of the characters has the ability to locate Marion by magic, they will have to do a lot of detective work instead. Someone might think to visit a mage and ask for help but if they don't, they will pass a fortune teller in the street while they are moving through the city looking for clues. The fortune teller is hawking her wares, offering to tell fortunes from her crystal ball. She is a sideshow person who makes up her fortunes as she goes, but the offer to gaze into the crystal ball should give the hint that a real mage could be of use in the search.

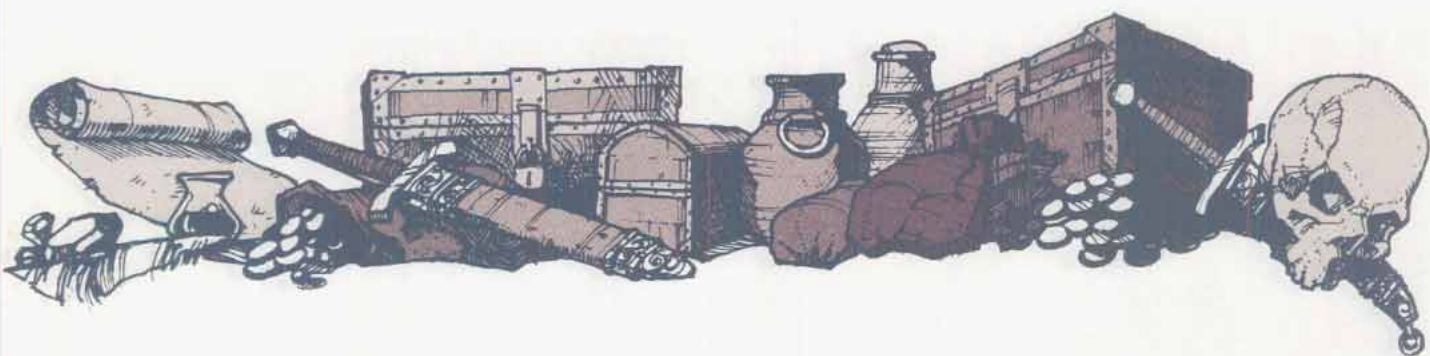
Once the hideout has been located, it's just a matter of getting in and getting Marion out. The kidnapers are not expecting anyone to find them and they have only a light guard on duty at the hideout.

When the PCs arrive, the number of guards is the number of player characters, less one. They are all sitting in the front room, throwing bones. Marion is locked in her room. The only other room in the place is a small kitchen. The guards go home after their shift, so only the current guards will be present.

Once Marion is rescued from the kidnapers and returned to her father, he will want her taken to Madame Louisa's finishing school.

KIDNAPPERS, hm, F4 (party size - 1): AC 10; MV 12; hp 27 ea; THAC0 17; #AT 1; Dmg 1d8 (long sword); SZ M (5' 6" tall); ML Steady (12); AL NE; XP 120 ea.





Kidnapped—Options

Introduction

These options are for parties who come up with the idea of flying Marion to Madame Louisa's or of using a decoy to throw off any pursuit. In either case, the kidnapers will have fewer chances to get at Marion.

Flying

Madame Louisa's is only one day's flying time away, including a break to rest the animals if there are any and the party. The kidnapers have not planned for this possibility. The best they can manage at short notice is to have agents make an attempt on Marion at whatever place the characters take a break and a second attempt if necessary at the city gates.

Flying directly into the courtyard of Madame Louisa's is not an option since nobody is permitted to fly over the city itself. They must land outside and walk or ride through the gates and the streets.

Marion will insist on taking a break during the day no matter how well planned the flight is. Even the largest flying carpet will not dissuade her from wanting to walk on solid ground for just a short time during the day. She won't especially care where the break is taken; it can be a clearing in the forest, or a meadow beside a river if the PCs don't want to go to an inn. Marion will be agreeable to this if it is presented to her as a picnic rather than as a safety precaution.

The kidnapers only get an attempt if the group stops at one of the inns described in the first scenario.

The number of kidnapers will be the number of PCs, less two, and they have no mage or cleric with them. They will be trying to stop Marion from reaching Madame Louisa's. If they can't take her alive, they will try to kill her.

KIDNAPPERS, hm, F4 (party size - 2): AC 7 (Dex); MV 12; hp 27 ea; THAC0 17; #AT 1; Dmg 1d8 (long sword); SZ M (5' 5" tall); ML Champion (15); AL NE; XP 120 ea

MARION, hf, 0 level: AC 10; MV 12; hp 5; THAC0 20; #AT 1; Dmg 1d3 (fist); SZ M (5' 2" tall); ML Average (10); AL CN

If the kidnapers fail in this attempt, the journey can continue. Whatever the party is doing to fly, they must land outside the city walls and go in on the ground. As the party approaches the city gates, some guards on horseback can be seen a little way ahead, setting up some kind of checkpoint. At this point, go to the "Gate" encounter in TAKE ONE and play it out.

The Decoy

If the PCs use a decoy to throw off pursuit, the kidnapers will ambush the coach as they did in the first scenario. Use the stats from that encounter to resolve the ambush.

If the kidnapers succeed, they will quickly discover they have been tricked and will start a massive search for the real Marion. They will find her in time to make the attack on the Hogshead inn and all the encounters after that if they need to.

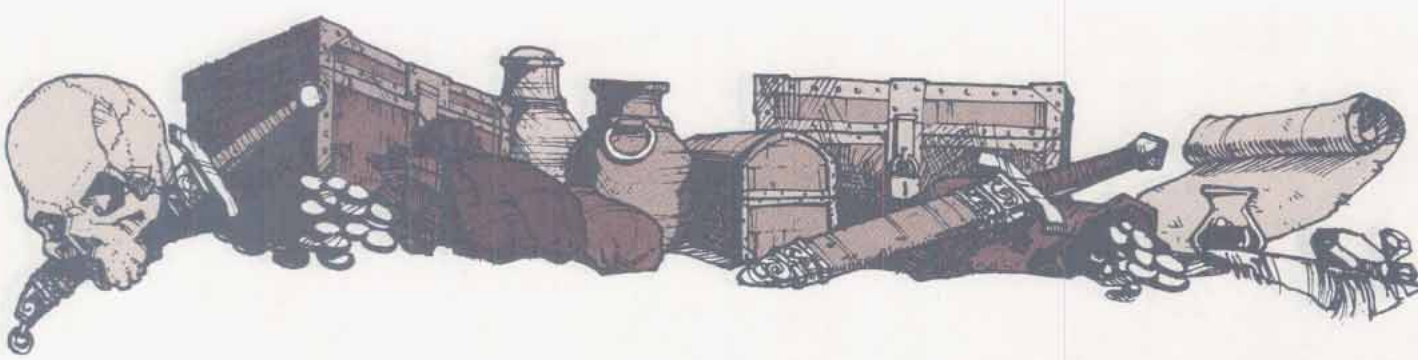
If the kidnapers fail and none of them gets away, it will take their leaders longer to figure out what has happened and the only chance the kidnapers get will be the attempt at the city gates. Use the stats from the first scenario to resolve the combat and if the PCs win they are home free. If they lose and Marion is kidnapped, go to "Rescue 2."

Rescue 2

If you are into this part of the adventure, the kidnapers have Marion from one of their attempts and the characters are in deep trouble if they don't come up with a plan.

Wherever Marion was captured, the player characters will be found by a band of four adventurers. They are Rugin and his band, who appeared in TAKE ONE. They will offer to help because kidnapers are vile scum who deserve to be hunted down and killed. On a more material level, they will offer their help in return for some help on a job they are about to undertake. It's up to you what that job is but it should be about the same difficulty as this adventure.

Tracking the kidnapers is the best way to find where they are going if there are no friendly mages to scry for Marion. If none of the PCs successfully finds the tracks, Darin will find them and lead the way.



The path heads back to Marion's home city, toward the fortified home of her father's most powerful opponent, the **Earl of Selaw**. If she is taken inside his fortress, the PCs will not be able to rescue her. They must intercept her captors before they get to the Earl's home or the mission is a failure. Once the party realizes this, the chase is on. If the characters make a great effort to overtake the kidnapers, they will be able to catch them before Marion is taken into the fortress. It is up to you where the battle takes place, but if it is inside the city, the watch will turn up in 1d4 +1 rounds. The PCs should catch up to the kidnapers just in sight of the city gates.

Once they catch the kidnapers, a great battle takes place. This time the kidnapers will not leave anyone alive to follow them or tell anyone what happened.

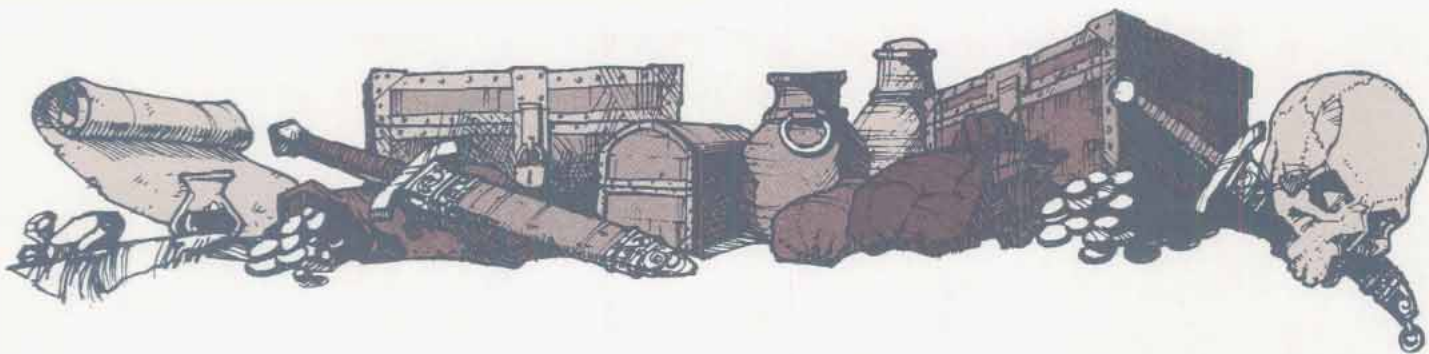
The player characters have the key advantage in their reinforcements. The kidnapers have the numbers to deal with the characters but not with four extra rescuers. The kidnapers have one more person than there are PCs, so the good guys have a net advantage of three. The kidnapers have two mages in their ranks, but no clerics.

KIDNAPPERS, (thieves) hm, T4 (PCs - 1): AC 8; MV 12; hp 15 ea; THAC0 18; #AT 1; Dmg 1d6 (short sword); SA Backstab x2 dmg; SZ M (5' tall); ML Elite (13); AL NE; XP 650 ea.

MAGES, hf, M3 (2): AC 8; MV 12; hp 7, 9; THAC0 20; #AT 1; Dmg 1d4 (dagger); SZ M (5' 3" tall); ML Champion (15); AL NE; XP 175 ea.

SPELLS (2/1): 1st—*magic missile*, *sleep*; 2nd—*flaming sphere*





Gang Wars

Introduction

In this adventure, the PCs are guild members or friends of a street gang. The question of who is the aggressor is the only difference to the two sides of this scenario. Either the supported gang is being raided by a rival gang that wants to expand its territory, or the PCs are helping a gang expand its territory.

Whatever side the PCs are on, the local law enforcement will not interfere, nor will there be an investigation when it's all over.

Sniping

Most encounters with street toughs don't amount to much more than a scuffle. But with takeover plans in the wind right now, these encounters have begun to get more deadly. It's time to do something about it.

Any guild team that goes on a job near the border of friendly territory is being given extra muscle, but this won't last more than a day or two before the opposition respond by increasing the size of their operational teams.

Let's Negotiate

The war has to be resolved quickly and with as few losses as possible. A war of attrition is bad for everyone since whoever wins it will be so weakened that a new rival will be able to come in and take over both gangs' territory with almost no opposition.

To cool off events, the player characters have been chosen to meet with the leaders of the rival gang and negotiate a peaceful settlement. The starting position is unconditional surrender of the other gang, with all members to be assimilated into the friendly gang if they wish. Otherwise, they will be allowed to leave the area, never to return, if that is their choice. Even the rival leaders have the choice to join the friendly gang as team leaders. It's a fair offer.

The most that the friendly gang is prepared to give away is one city block of territory in exchange for a promise to end hostilities and a 4,000 gp fee as partial compensation for the lost territory.

If they cannot negotiate a settlement, the player

characters must try to get as much information about the enemy's strength and weaknesses as they can.

They are to go in under a flag of truce. They are expected to honor the truce unless the other side breaks it first. No weapons larger than a dagger can be carried to the meeting, which is to take place in the other gang's territory. If the players ask directly, they can learn the following:

- No mention was made of magic in any form, so there is no prohibition on mages or priests being part of the team.
- Nothing prevents one or more characters following the main group disguised or invisibly if they have the ability. There is no NPC mage available to help with this.

The Meeting

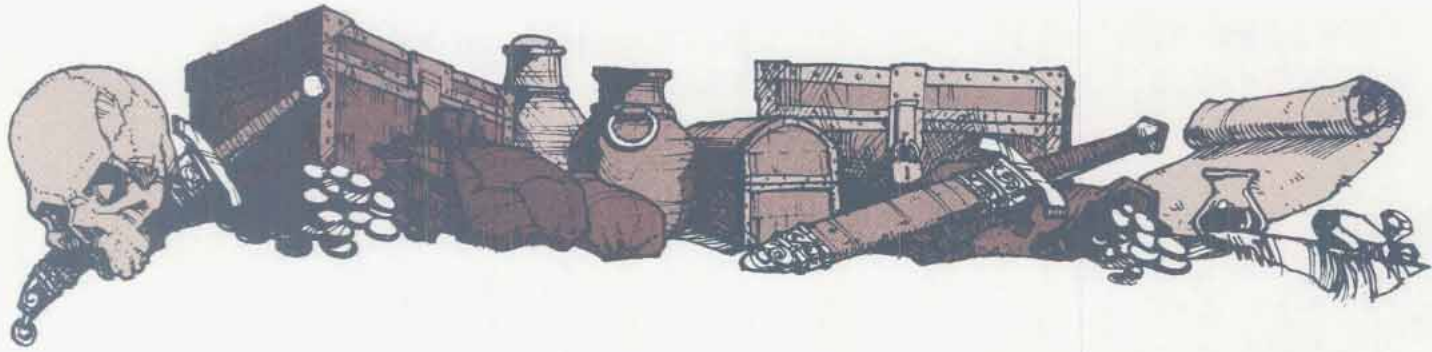
What the characters take with them for this meeting is up to them. Once they are ready to go, they can make their way to the edge of the other gang's territory to meet their "escort." A couple of friendly gang members will go with them as far as the meeting with the escort to keep an eye out for treachery.

The first order of business is a pat down of every character for obvious weapons. As per the agreement, they can retain any weapons smaller than a dagger. Anything larger must be left with a gang member or given to the escort for safe keeping.

An obvious spellcaster in the party will raise eyebrows, but since the agreement did not exclude them, it isn't the escort leader's problem. Small animals in a wizard's pocket will be permitted—the escort leader has no idea what a familiar is.

Once the formalities are over, the party is led into the heart of enemy territory. When they are out of sight of the boundary, every party member is blindfolded to stop them seeing where they are going, identifying the strength of the opposition, or studying any defenses. Clever use of a familiar or an invisible scout can bypass these precautions.

The characters will be taken on a roundabout route to foil their remembering the number of turns and the number of steps between turns. To make doubly certain, the characters will be spun around two or three times every few minutes to make them lose their



sense of direction. The final precaution taken by the escort is to keep up a meaningless chatter with the characters to break their concentration. If any PC does not respond when asked a question, one of the escorts will poke them in the ribs and tell them it's not polite to ignore their hosts. That will make anyone lose their train of thought and get hopelessly lost before the group is brought to the enemy headquarters.

Enemy Hideout

Once inside the enemy hideout, in the room where the meeting is to take place, the blindfolds will be removed. The hosts offer refreshments before the negotiations. None of the food or drink is tainted in any way. The other side are confident of a victory and are not yet ready to stoop to treachery.

The initial position of the opposition is like the characters' position, that the rival gang surrender unconditionally and either join them or leave the area forever. They don't expect to get this, but the demand has worked in the past.

The rival gang leaders negotiate aggressively and some want a war. The rival gang will go to war if they cannot get at least half the territory they want. Since this is beyond what the PCs can offer, the negotiation is doomed to failure from the start.

However, much can be gained from the meeting. Apart from an opportunity for the players to role-play, some useful information can be learned (worth 100 bonus XP each).

- The opening position of the opposition.
- The closing position of the opposition.
- The enemy's mood.
- The location of the enemy hideout.
- Other details created by the DM to allow the players to demonstrate they were alert.

Once the negotiations have ended, the characters are escorted back to their territory with the final offer of surrendering half their territory or going to war. The friendly gang has until noon two days from now to accept the rival gang's offer.

Council of War

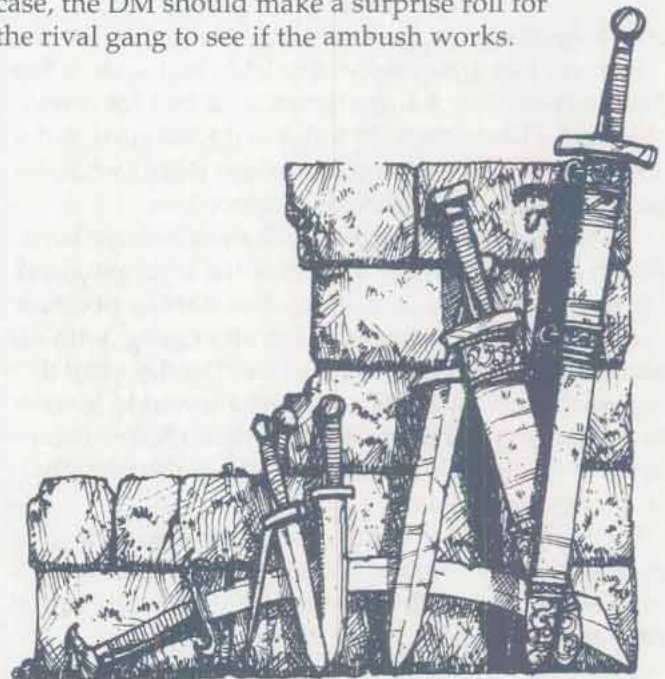
The PCs characters have less than two days to plan an attack on the enemy hideout. The fighting strengths of the two gangs are similar with around 25 members each, but neither side has magical items. The player characters have their personal magic.

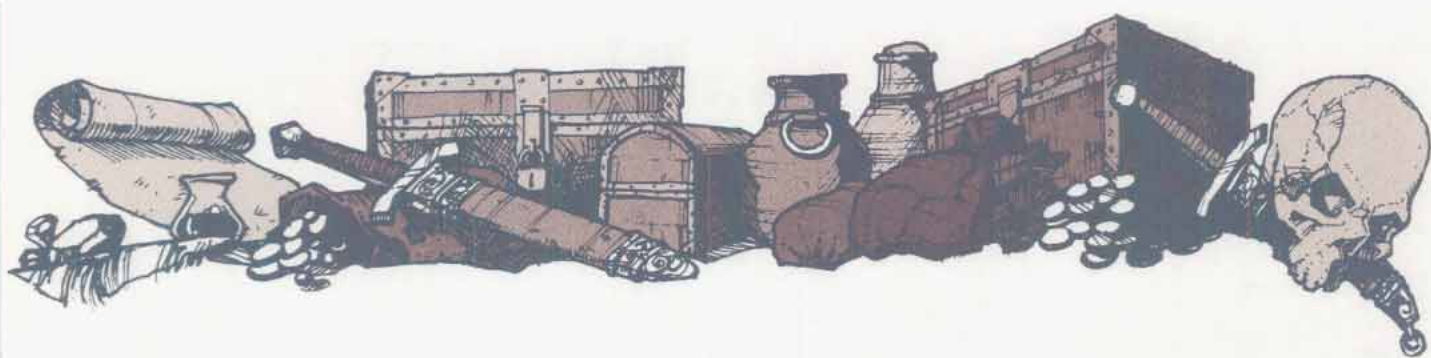
Unless the players located the hideout at the meeting, they will have to lead the attack into enemy turf and hope for the best. They will meet the full strength of the rival gang coming to look for the friendly gang hideout.

If the attack is planned for more than an hour ahead of the deadline, half the enemy members will be out doing normal activities and miss the battle.

If the attack is closer than one hour before the deadline, all the enemy will be gathered in their hideout making final plans for an assault. The rival gang might be surprised (the DM makes a surprise roll for them).

After the deadline passes, the battle will either take place in the streets or at the friendly gang's hideout depending on how far their plans have come. The characters might also choose the place of the battle by setting up an ambush in their own territory. In this case, the DM should make a surprise roll for the rival gang to see if the ambush works.





Ending the Battle

Either gang will surrender if their numbers are reduced below half starting strength, or if the opposition outnumbers them by six or more members, not counting the PCs.

Once the battle is over, the victors can march right into their opponent's territory. The gangs combine. The PCs do not have to join the combined gang, but might be offered high ranking positions if they do join.

The combined strength of the merged gangs needs to be at least 19 not counting the PCs, otherwise a third gang will move in and take over the newly combined territory.

The Friendly Gang

GANG MEMBERS, hm/hf, F3 (25): AC 10; MV 12; hp 16 ea; THAC0 18; #AT 1; Dmg 1d6 (short sword); SZ M; ML Average (10); AL CN; XP 65 ea.

GANG LEADER, hef, F4/T5: AC 3; MV 12; hp 20; THAC0 17; #AT 1; Dmg 1d6 (short sword); SA Backstab $\times 3$ dmg; SZ M (5' tall); ML Elite (13); AL CN; XP 650

The Rival Gang

GANG MEMBERS, hm/hf, F3 (28): AC 10; MV 12; hp 16 ea; THAC0 18; #AT 1; Dmg 1d6 (short sword); SZ M; ML Average (10); AL CN; XP 65 ea.

GANG LEADER, em, F4/T6: AC 6; MV 12; hp 22; THAC0 17; #AT 1; Dmg 1d6 (short sword); SA Backstab $\times 3$ dmg; SZ M (5' 4" tall); ML Steady (12); AL CE; XP 975

The Third Gang

If the number of remaining members in both gangs is not at least 19, a third gang sends a member. This member points out how weak the now-combined gang is and how easy it would be for his gang to take over. He offers one hour for everyone to pack up and get out before his gang moves in. Any member of

either gang who stays will be given one chance to join the third gang. If they refuse, they die.

The newly combined gang elects to protect their hard-won turf. The new war goes until one gang is wiped out.

Friendly Gang

Whatever is left from the first battle. Time is available to heal wounds to the limit of the player characters' magic. The gang also scrounges 2d10 potions of healing.

Third Gang

GANG MEMBERS, hm/hf/dm, F3 (10/10/3): AC 9 (Dex); MV 12; hp 17 ea; THAC0 18; #AT 1; Dmg 1d6 (short sword); SZ M or S; ML Average (10); AL CN; XP 65 ea

GANG LEADER, dm, F4/T6: AC 6 (Dex); MV 9; hp 24; THAC0 17; #AT 1; Dmg 1d6 (short sword); SA Backstab $\times 3$ dmg; SZ S (3' 9" tall); ML Fanatic (17); AL LE; XP 1,400

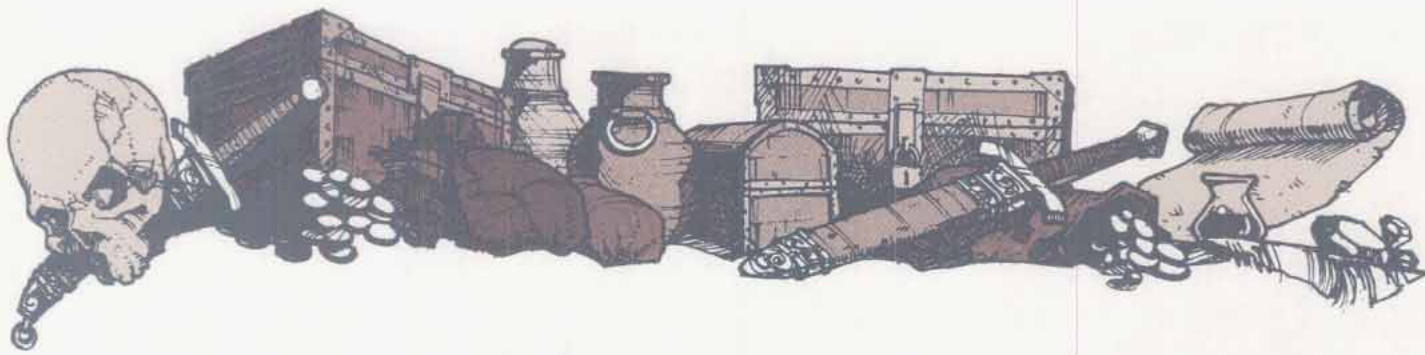
SPECIAL EQUIPMENT: *Dagger of venom*

If the player characters win this battle, they take the territory of all three gangs. The combat should leave them as the natural leaders of the remaining gang members. There are two hideouts to be looted.

The first hideout has mostly copper and silver coins stored in a large iron-bound chest, plus some gold and a couple of gemstones for a total value of 4,500 gp.

The second hideout has a much larger chest with copper and silver coins, and three small chests full of gold, the occasional platinum piece, and a pouch of precious and semi-precious stones. The total value of this loot is 13,000 gp.

The total loot, plus the equipment taken from the dead, is more than enough to set up a gang that might gradually take over the entire city, if the player characters want to.



The Leafless Tree—take one

Introduction

This adventure has the PCs hired as special security for a public hanging that's to take place tomorrow at noon. The pay is 100 gp each plus another 100 each if they have to get into in a fight while carrying out their duties.

A taskmaster of the thieves' guild has been caught, tried and sentenced. The execution by hanging is in the town square tomorrow.

The authorities expect a rescue mission to be mounted some time before the execution. They want to be certain it does not succeed. If more thieves can be caught during the attempt there can be more public executions in a few days' time, but the main thing is to keep the taskmaster from being rescued by other guild members.

The thieves' guild is known to have some magic at its disposal, but the extent and power are not known.

The security measures already in place at the prison are not going to be breached by any attack short of a dragon, so any rescue attempt will have to take place either on the road from the prison to the square, or in the square itself.

The watch will be checking every person who enters the square tomorrow morning. No weapons will be permitted under any circumstances. Even the street vendors, who will be selling all kinds of trinkets as well as food and drink, will be checked for weapons. All wagons and carts will be thoroughly searched.

The walk from the prison to the gallows is not long, about a quarter of a mile. The taskmaster is to be brought from the prison in chains, in an iron cage on a wagon. Ten armed men and the wagon driver escort the prisoner as well.

Planning

The player characters must decide how they can best help out with proceedings. They have carte blanche to be wherever they feel they are needed and to do whatever they believe is necessary to see that

the hanging takes place on time and with no unpleasant incidents.

The obvious places where a rescue bid might be made are the road to the gallows or the gallows itself. If the guild thinks as much of their taskmaster as the authorities believe, multiple rescue attempts could well be planned.

The Thieves' Plans

The thieves' guild has a four-tiered plan to save their boss from the noose, with each part to come into effect only if the preceding parts of the plan fail.

The first attempt will be made less than a minute after the wagon carrying the taskmaster leaves the prison gates. The wagon driver is an employee of the city but he has been in debt to the guild for many years. His debt will be cleared if he makes a break for it with the taskmaster in tow. He has also been told he will not live to see the gallows if he doesn't make an attempt.

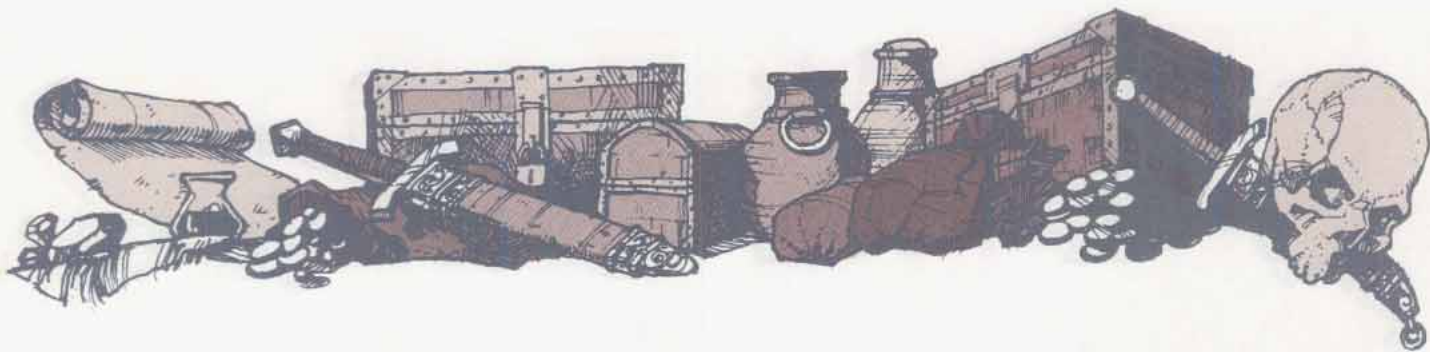
The wagoner is terrified of dying no matter what he does. He has worked out that his best chance of living is to try an escape. He will make a sharp turn to the left and spur the horses as soon as he clears the prison gate.

The five guards and any PCs on that side will be knocked to the ground and one guard will be killed by the wagon going over him. The five guards on the other side will be taken by surprise and won't be able to ready their bows until the wagon has gone fifty yards, through people lining the road and off towards the forest that surrounds the city.

As there are no city gates, he will be away with the prisoner unless one of the guards shoots him down or a PC can do something. Remember the wagon turned left and PCs on that side will have been knocked down.

GUARDS, hm, F2 (5): AC 5 (chain); MV 12; hp 11 ea; THAC0 19; #AT 1; Dmg 1d6 (long bow or club); SZ M (5' 10" tall); ML Elite (13); AL LG; XP 35 ea.

WAGONER, hm, 0 level: AC 8 (leather coat); MV 12; hp 5; THAC0 20; SZ M (5' 4" tall); ML Unsteady (7); AL N; XP 15.



If the wagon does not get away, a new driver will be needed and a PC can volunteer if the character wishes. The dead guard will be replaced and the wagon can resume its journey to the gallows. There will be no further attempts until it arrives.

Plan Two

The second part of the thieves' plan is an attack on the guards as the taskmaster is being taken out of the cage. A dozen thieves managed to hide short swords in the square a day ago and now they are armed and ready to die for their leader if need be.

The attack has to come before the wagon leaves, since that is the means of escape the thieves are counting on using.

The thieves will try to get behind as many of the guards as they can and backstab them all on the command of the taskmaster, who knows exactly what is happening.

The guards have the same stats as above.

THIEVES, hm, hf & hem, T3 (6)/T4 (6); AC 8; MV 12; hp 11 ea/15 ea; THAC0 19; #AT 1; Dmg 1d6 (short sword); SA Backstab x2 dmg; SZ M (5' 3" tall); ML Fanatic (18); AL LE; XP 420/650 ea.

SPECIAL EQUIPMENT: Poisoned blades (first blow only).

If the thieves win and get their taskmaster away, the player characters can pursue if they wish or leave it to the watch. The wagon can move faster than anyone on foot and the thief driver is not worried about who he has to run over to get away.

Plan Three

The third attempt is most likely to work. As the taskmaster is being led up the steps to the noose, all

available members of the guild will begin to push their way to the front of the crowd, taking as many people with them as they can.

The intent is to start a crowd panic that will develop into a riot. Whether the crowd joins in or not, almost 100 thieves in the mob will try to topple the gallows. The actual escape route if this succeeds will be worked out on the spot, taking advantage of the confusion to slip away in whatever direction seems best at the time.

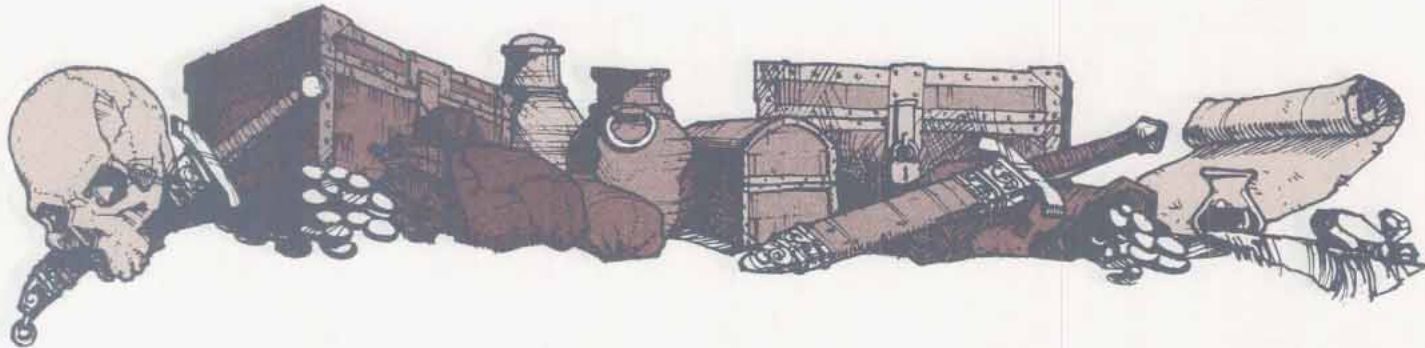
One way for the player characters to foil this attempt is to have arranged for a ring of guards around the base of the scaffold to hold back the crowd.

The authorities have not thought of the chance that the crowd might get ugly, but they will agree to post guards if a character suggests this. A generous DM might let the characters make a Wisdom or Intelligence check at half to realize that *something* seems wrong, but no more of a clue than this should be given. A ring of guards will delay the attempt long enough for the taskmaster to be taken into a secure building, with the guards on full alert.

The other way to stop the taskmaster from making his escape is to stay clear of the confusion and watch which direction the taskmaster is taken when the gallows fall, follow, and recapture him and his men. The taskmaster is not able to fight for his own life since he is still chained up. The taskmaster will have an escort of only six thieves, the others will have dispersed.

THIEVES, hm T5 (6); AC 8 (leather); MV 12; hp 19 ea; THAC0 18; #AT 1; Dmg 1d6 (short sword); SA Backstab x3 dmg; SZ M (5' 8" tall); ML Steady (12); AL LE; XP 270 ea





With the gallows in a shambles, the hanging be postponed for a day while a new gallows is built. The authorities now know what to expect in terms of rescue attempts. They will take all necessary steps to see that none of the previous attempts can be successfully repeated the next time the taskmaster goes to execution.

Plan Four

The thieves are not suicidal and won't take a risk unless there is at least some chance of it paying off, so they will fall back on the final attempt to rescue their leader.

The best Bowman in the guild has been hiding on the roof of a building near the gallows for two nights now. His job is the most difficult he has ever faced, but he has been practicing as much as he could since the taskmaster was captured.

The plan is to shoot an arrow through the rope at the moment the lever is pulled to open the trap door, sending the taskmaster down. Such a shot is unlikely to be noticed for a few seconds. In that time, members of the guild can press forward and be ready to start a riot. The riot is a vital part of the plan. The thieves will get in under the gallows and get the taskmaster out before the guards can react.

The taskmaster has an opportunity to address the crowd before the hood of execution is placed. He will take the chance to give thanks for his life and to regret that it is about to end so much sooner than he had hoped. He will caution those present not to follow his path unless they are willing to one day stand where he is now. He will not repent his crimes and his final words will be an insult to the whole crowd: something along the lines of them being ghouls and other undead offal for coming to watch the death of a fellow creature in such an unpleasant manner.

This last is a deliberate attempt to make the crowd restless and aggressive so they will be more easily made to riot when the time comes. The mob will oblige by jeering at the man they've come to see

hang, and the thieves in the crowd will jeer loudest of all, urging those around them to keep it up as the scum gets what he deserves.

The Bowman's shot will be successful unless he is somehow prevented from loosing his arrow. To stop him, at least one player will have to declare his character is watching for signs of trouble *after* the noose is placed over the condemned man's neck. They will then have to roll less than half their Wisdom or Intelligence on a d20 to spot the archer as he stands up. The archer then has to be beaten for initiative and struck with a missile or a spell to prevent him shooting.

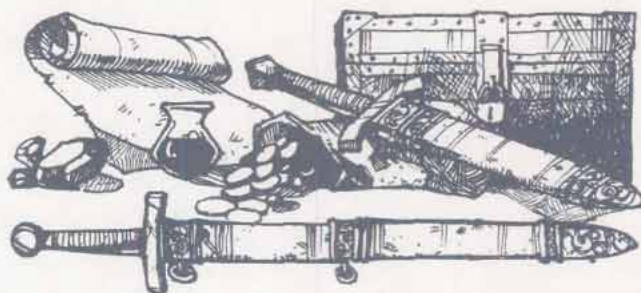
If the archer is stopped, the execution proceeds, and the guild has to find a new taskmaster.

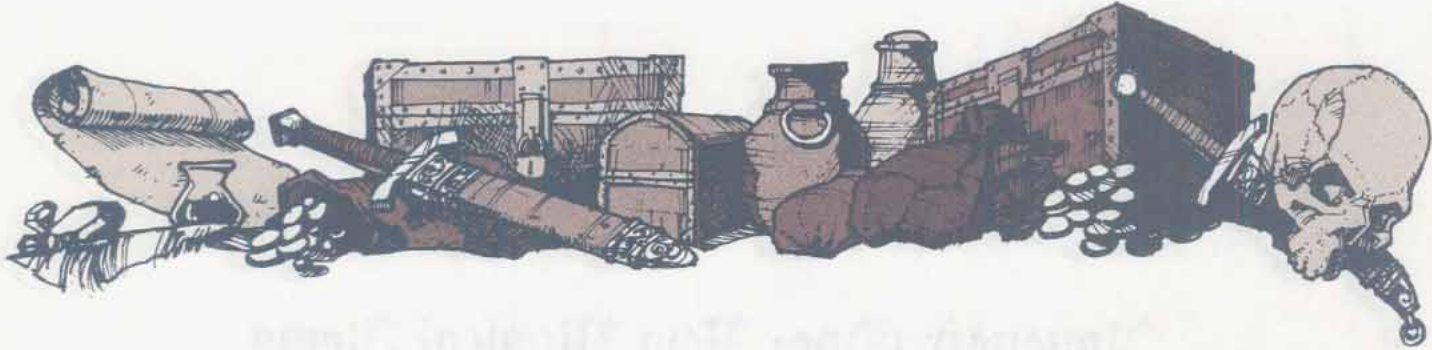
If the arrow is loosed, the characters must once again recapture the taskmaster from his followers and bring him back for a third attempt as soon as a new rope can be found. This time, there are twelve thieves with the taskmaster, but they have no weapons except concealed saps (1d2 damage).

The taskmaster can fight to defend himself but only using his feet. His hands are bound behind his back and his men had no way to cut the rope.

THIEVES, hm, T2 (12): AC 8; MV 12; hp 7 ea; THAC0 20; #AT 1; Dmg 1d2 (saps); SA Backstab x2 dmg; SZ M (5' 4" tall); ML Steady (12); AL LE; XP 35 ea3

If the taskmaster is recaptured this time, the hanging will take place in one hour. There won't be any more attempts to save him, the guild having run out of ideas and resources. They will have to find a new master.





The Leafless Tree—take two

Introduction

In this scenario, the PCs are members of the thieves' guild and it is their job to plan and coordinate the rescue of the taskmaster.

The prison where he is being held is impregnable. There is no way of bribing a warder to let them in since all the warders have been put into groups of two with a paladin to accompany them while the taskmaster is held inside.

The man who is scheduled to drive the wagon from the prison to the gallows is in debt to the guild and will co-operate with any plan that has a chance of success. He is not willing to risk his life in a pitched battle with the authorities, but he is happy to drive the wagon anywhere and at any speed the PCs may want.

The security around the town square will be very tight from sunrise. Anyone in the square when the sun comes up will doubtless be searched by the watch. They will also be searching all the vendors' carts that go into the square to set up trade on what will surely be a busy morning. So, any weapons the characters want will need to be hidden around the square tonight and picked up in the morning.

Any of the plans used by the guild in TAKE ONE of this adventure have a chance of success. In addition, if the players come up with a workable plan that hasn't been covered they should be able to succeed in their task.

The authorities will be conducting thorough searches of everyone who enters the square to watch the execution. No weapons will be permitted. Any person who is obviously a spellcaster will be asked to lodge all their material components with the watch until after the execution.

Twenty guards are posted around the base of the scaffold, and ten guards will walk beside the wagon from the prison to the gallows, five on each side. Eight of these guards will then join the twenty around the base to help hold back any surges from the crowd. The other two will escort the taskmaster

up the steps to where the executioner waits. They will stand on either side of the condemned until the lever is pulled, in case he faints and needs to be held upright for a few moments.

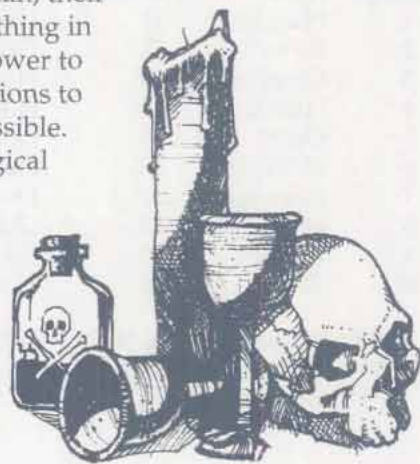
There has been no thought given to the rope being cut by an arrow at the moment of execution. The authorities deal in justice, not children's tales.

The taskmaster does have the opportunity to say a few last words to the masses before the hood is placed over his head. He will speak briefly of the life he has led and warn all present of the consequences should they choose to follow in his footsteps. He will not regret his life, but only its premature ending and he will not repent his crimes.

Although he is not expecting a rescue this late in the proceedings, he is smart enough to notice if anything is going on in the crowd. If they start to jeer at him more than is usual at such events, he will look quickly to see if he recognizes the faces near where the loudest jeers are coming from. If he sees any of the player characters or another guild member, he will begin to insult the crowd and stir them up even more. He may not know what the plan is, but he will know that an agitated crowd seems to be a major part of it.

GUARDS, hm, F2 (30): AC 5 (chain); MV 12; hp 11 ea; THAC0 17; #AT 1; Dmg 1d8 (long sword); SZ M (5' 11" tall); ML Elite (13); AL LG; XP 35 ea.

If the PCs can save the taskmaster from the hangman, their reward will be anything in the taskmaster's power to give. Guild promotions to team leader are possible. Money is easy; magical items are possible. Also, the taskmaster owes a major favor any time they need one. This is potentially their greatest reward.





Appendix One: New Magical Items

This section has new magical items just for thieves. Use them sparingly so the players don't get too much power too easily.

Amulet of Thieflly Prowess: This amulet has the ability to lower a thief skill percentage roll by up to 15%; thus, if a thief missed a climbing roll by 7%, the amulet is drained of 7 points and the attempt succeeds. The amulet has 30 points of effect. It is worthless once its points are drained; it cannot be recharged. The amulet does not affect a natural percentage roll of 00.

XP Value: 900

Dagger of Slaying: These evilly enchanted daggers can be fully employed only by those of evil alignment. In other hands they act as a simple *dagger +1*. Each *dagger of slaying* is keyed to a specific race or creature type. When used against its target, the dagger functions as a *dagger +3*, instantly killing the target if it hits. When the victim dies, the blade dissipates into a foul-smelling vapor.

About 10% of these daggers render the *raise dead* spell ineffective and 5% will negate a *resurrection* spell. Such a special dagger is worth double or triple XP, respectively. Similar daggers affecting other creatures in the campaign world might be found.

XP Value: 1,000 + 200 per base HD over 4.

Table 21. Dagger of Slaying

1d20	Race	1d20	Race
1	Humans*	11	Humans*
2	Elves*	12	Giant-kin**
3	Dwarves	13	Humans*
4	Humans*	14	Hobgoblins
5	Orcs*	15	Gnomes
6	Halflings	16	Halflings
7	Gnomes	17	Dwarves
8	Humans*	18	Giants**
9	Goblins	19	Elves*
10	Elves*	20	Undead**

* Half-elves and half-orcs can be slain by daggers that affects humans or the appropriate nonhuman.

** Check for base HD over 4.

Dagger of Thieving, Cursed: In the hands of a thief, this blade is a *dagger +1*. Any nonthief who strikes with the dagger in melee instantly loses all class abilities and becomes a 1st-level thief. A character who has no neutral alignment, shifts toward some form of neutrality.

The new thief is treated as a dual-classed human. All the previous class abilities are unusable until the character's thief level exceeds the old class level. Class abilities inconsistent with a neutral alignment will not be regained. A multi-classed character regains the use of each class as the thief level exceeds the original class level.

The character can be restored by a *remove curse* cast at 15th level. If there was an alignment shift, an *atonement* spell must be cast also. When the condition is reversed, all thief abilities are lost.

The only clue to its nature is a faint aura of alteration if magic is detected for.

XP Value: —

Dust of Silence: This dust can be used to mask any noise a character makes. One pinch of this dust sprinkled over a pair of shoes or boots will allow the wearer to move silently for 1d4+1 hours.

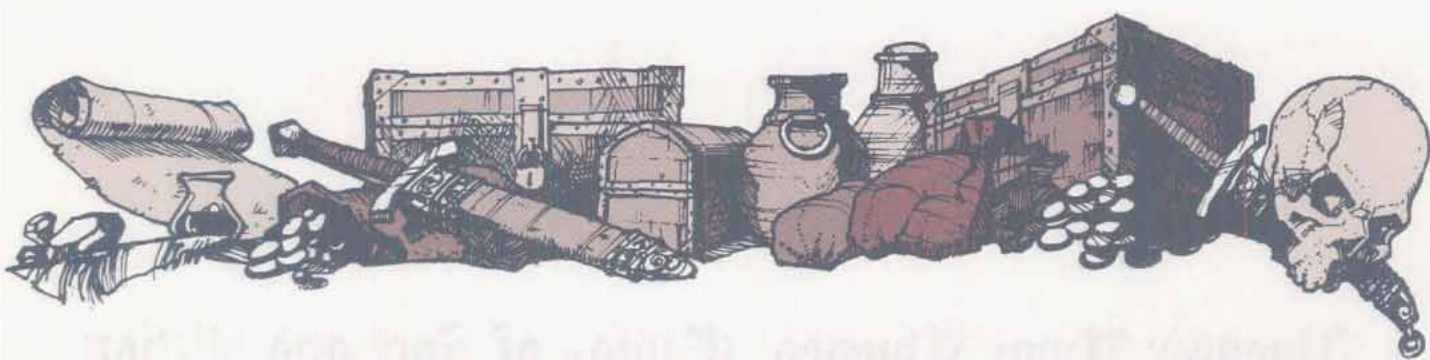
A pinch sprinkled onto a window or door masks all sound of it being smashed open, including the sounds of falling shards of glass or wood. *Dust of silence* reveals an alteration aura if magic is detected for. A pouch contains 2d6 pinches of dust.

XP Value: 1,500

Lens of Appraisal: This normal-seeming lens has a divination aura if magic is detected for. It can be used only by thief class characters and gives the Appraising nonweapon proficiency at 15. If the thief already has the proficiency at 15 or higher, the lens adds +1 to the score, to a maximum of 19.

A *lens of appraisal* can be used by any nonthief as a nonmagical magnifying glass.

XP Value: 2,000



Lockpick, Cursed: These lockpicks are indistinguishable from other magical lockpicks. The first time a thief tries to use one of the picks, his chance of picking locks is reduced by 5% permanently. Every use after the first reduces the chance to pick locks by 2%. The thief will not notice his ability being reduced unless the player begins to wonder why locks aren't as easy to open as they once were.

The effects of a *cursed lockpick* can only be countered by a *remove curse* spell. This removes the effect of most recent use of the lockpicks. A *wish* or *limited wish* will restore all lost ability.

XP Value: —

Magical Lockpicks: These lockpicks appear as normal lockpicks. If magic is detected for they radiate a strong aura of alteration. In the hands of a thief, these lockpicks add 10% to the chance of opening a lock. They also allow a second chance at a lock the thief fails to pick. The thief need not advance a level before making the second attempt.

In the hands of a nonthief, these lockpicks give a base 10% chance to pick a lock. Racial and Dexterity modifiers are permitted even though the character is not a thief.

XP Value: 2,000

Potion of Disguise: This potion looks just like any other potion and will give a feeling of being hidden to anyone who takes a small sip. When drunk, the potion acts as either a *hat of disguise* or allows the imbiber to look exactly like any other person they know or have seen. If used in this way, the final appearance will be the image of the chosen person that the imbiber has in his mind, unless the person to be duplicated is present at the time. Although not a perfect copy, it will fool most casual inspection.

The way the potion is to be used must be decided as it is swallowed. The imbiber concentrates on either the appearance desired or the image of the person to be duplicated. The potion wears off after 2d4 hours, returning the drinker to his or her normal appearance.

XP Value: 400

Shadow Lockpicks: These lockpicks can change their shape into that of a tattoo of anything the owner wishes. When placed on some part of the body, the lockpicks flow into the desired shape. They look like a genuine tattoo to all but magical inspection. If the tattoo is viewed magically, it will radiate an aura of alteration but no more can be discovered about it.

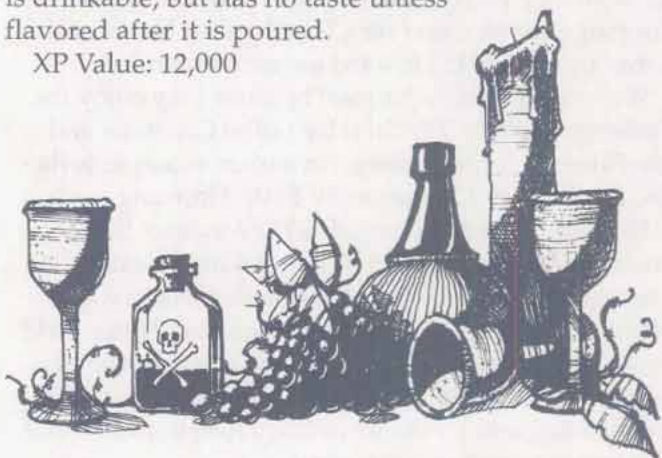
The owning thief, and only that thief, can cause the lockpicks to revert to their normal shape. This is done by touching the tattoo and willing the change to occur. If anyone other than the owner touches the tattoo, nothing happens. If the owner dies, the tattoo remains unchanged for 2d4 hours, then reverts to its lockpick form.

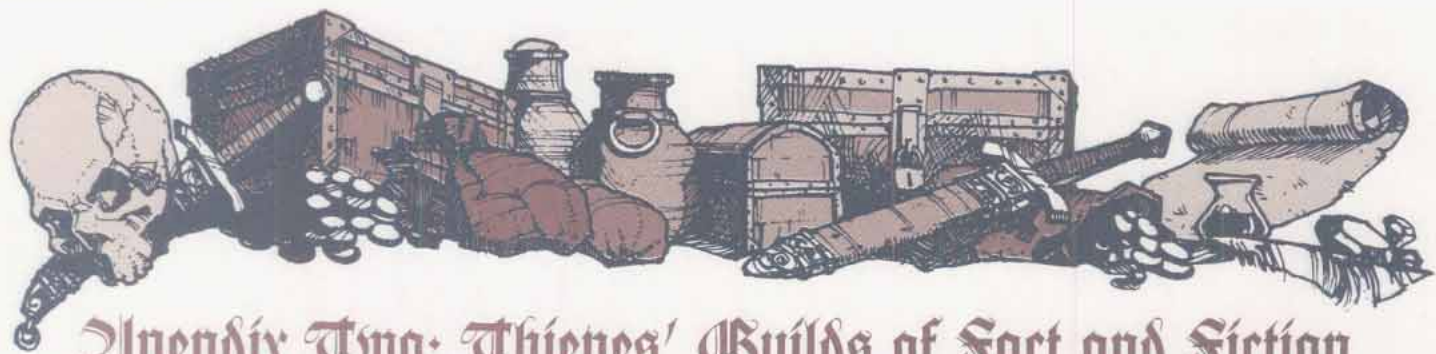
XP Value: 4,000

Still of Potent Brewing: This small magical still makes a perfect brew every time. It will produce any known spirit if the right raw materials are used in the preparation. These do not have to be fresh, but all the right ingredients must be present in close to the correct ratios. The brew will always taste as if it were made by the finest distillery in the world and by their master distiller. Distilling requires 24 hours and will produce one gallon of liquid. The still weighs 10 pounds and is easily carried in a backpack.

If the still is loaded with rubbish or other materials that do not go into any form of spirit, the still will produce pure alcohol. This can be used in all the ways that pure alcohol is used. It is drinkable, but has no taste unless flavored after it is poured.

XP Value: 12,000





Appendix Two: Thieves' Guilds of Fact and Fiction

Generally, thieves' guilds receive scant treatment. Most often, they play the role of antagonist in a story about a freelance thief or appear briefly in a longer epic fantasy.

The best example of an entrenched thieves' guild is found in the *Fahrd* and the *Grey Mouser* stories of Fritz Leiber. In *Saga of the Old City* by Gary Gygax, a few chapters describe a war between the Thieves' and Beggars' Guilds in the City of Greyhawk. A chapter of *Silverthorn* by Raymond Feist touches on the Thieves' and Assassins' Guilds in the provincial capital of Krondor.

The *Thieves' World* series edited by Robert Asprin presents the underworld of Sanctuary. Both *Shadow* by Anne Logston and *Godstalk* by P. C. Hodgell have strong female characters engaged in thieves' guild politics. In Stephen Brust's *Jherog* series, Vlad Taltos walks a thin line between organized thieves and assassins. Elric of Melniboné encounters a city of beggars in *The Sleeping Sorceress*.

Inspirational historical fiction includes *The Hunchback of Notre Dame* by Victor Hugo and *The Prince and the Pauper* by Mark Twain. The most famous fictional pickpocket is the Artful Dodger in *Oliver Twist*, by Charles Dickens. These classics can be found in any library. A diligent search might turn up *Dr. Syn: Alias the Scarecrow* by Vic Crume, the adventures of the Scarecrow of Romney Marsh and his band of coastal smugglers.

For action-adventure in thieving, *The Stainless Steel Rat* books by Harry Harrison will provide lots of campaign ideas. *Cugel the Clever* by Jack Vance and *Conan* by Robert E. Howard are recommended.

Well-to-do gents who steal because they enjoy the challenge include *The Saint* by Leslie Charteris and *The Baron* by John Creasey. An earlier example is *Raffles, the Amateur Cracksman* by E. W. Hornung.

Notable nonfiction includes *The Medieval Underworld* by Andrew McCall. A general historical overview can be found in *The Criminal History of Mankind* by Colin Wilson. *The Elizabethan Underworld* by A. V. Judges is heavy going, but a rewarding primary source. The study of social class and justice in Guido Ruggiero's *Violence in Early Renaissance Venice* is interesting and enlightening.

Among the most famous traditional thieves are Robin Hood, Dick Turpin, and Ned Kelly. More than enough material exists on their exploits support a complete campaign.

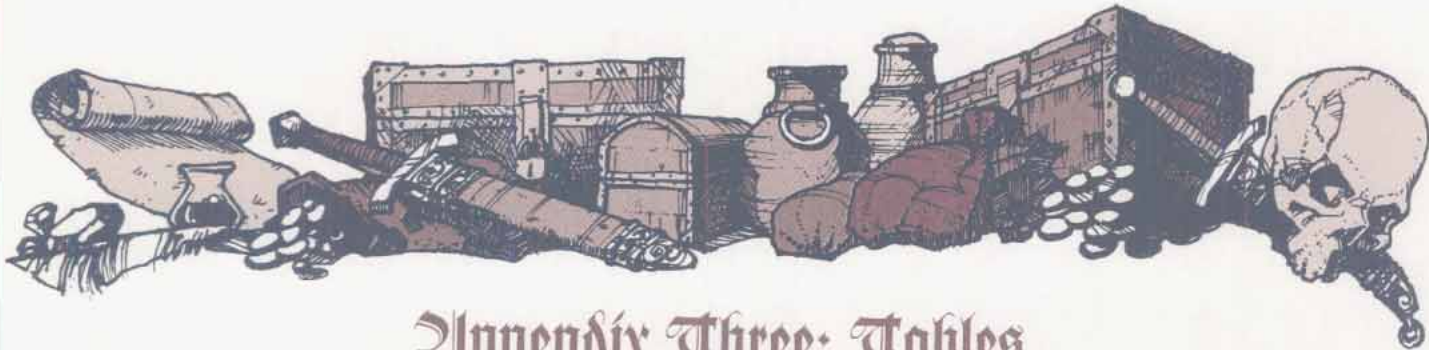
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Appendix Three: Tables

DM Notes: Typical City Population

Social Class	Percent of Pop. (range)	Percent of Pop. (ave)
Nobility	4-6%	5%
Important people	8-12%	10%
Laborers	66-84%	75%
Marginal	5-15%	10%

Nobility: Politically powerful merchant families; council members or eligible for council. Upper class (UUC, upper upper class, to MUC, middle upper class).

Important People: Some wealth and influence, but not noble. Petty officials, non-noble merchants, ship owners, doctors, engineers, important foreigners, courtesans. Lower upper class to upper middle class (LUC to UMC).

Laborers: Carters / shipyard workers, industries (glass makers, tanners, weavers), service (butchers, bakers, cobblers). Middle middle class to middle lower class (MMC to MLC).

Marginal: Vagabonds, wanderers, beggars, petty servants, criminals, common sailors. Lower lower class (LLC).

City Block: A block is defined as a city area with 1,000 people, used when figuring guild income. Thus, a typical city of 20,000 has 20 blocks, perhaps the following: 1 noble block (wealthy), 5 upper class blocks (middle class), 12 lower class blocks (poor), and 2 slum blocks (squalid).

Table 2: Type of Week

d% roll	Type of week*
01-23	Poor**
24-75	Average
76-97	Good
98-00	Festival

* If festival times are known, use them instead and treat a roll of 98-00 as a Good week. Most cities have about four major festivals per year.

** If the guild is lying low, subtract 50%. If the result is below 01, income is half that of a Poor week.

Table 3: Living Expenses

Lifestyle	Cost/Month
Squalid	3 gp
Poor	5 gp
Middle Class	50 gp/level
Wealthy	200 gp/level

Table 4: Typical Burglary Income (gp/job)*

Target building	Amount
Slum home	1d10 × 1
Lower class home	1d10 × 5
Small shop or middle class home	1d10 × 20
Mid-sized shop	1d10 × 50
Large shop or wealthy home	1d10 × 100
Rival gang's gambling den/hideout	1d20 × 100

* This table is for non-specific burglaries only. Job to gain specific items get the items, plus half the amount given on this table.

A team usually takes two weeks to plan and do a job.

Table 5: Burglary Incidents

- 1 Trap: Remove it or be caught; 25% chance trap has a -20% modifier; fix is possible if caught.
- 2 Lock: Pick or burglary is foiled; 10% chance lock has a -20% modifier.
- 3 Guards: Move silently or be chased (50% chance to complete burglary); fix possible if caught.
- 4 Surprised: Fight a guard (DM's choice) or be chased.
- 5 Betrayed: If tipster set up job, burglars are captured; fix possible. Otherwise no incident happens.
- 6 Bad Info: take is 1d10 × 20 gp, maximum.

Table 7: Extortion Opportunities

Basic chance for extortion opportunity (95% maximum):

Taskmaster	10%/level*
Team Leader	5%/level

* On a d100 roll of 01-05, a taskmaster finds one extortion opportunity per 4 experience levels that week.

Table 8: Typical Extortion Rates

d100	Opportunity	Demand
01-40	Ordinary social event	50 gp
41-50	Wedding or other special occasion	100 gp
51-60	Secret information*	d10 × 100 gp
61-85	Knowledge of crime	1d8 × 50 gp
86-95	Valuable shipment	1d6 × 100 gp
96-00	Prevent looting**	1d10 × 1d10 × 20 gp

Optionally, on a roll of 51 or more, the extortionist may demand a percentage (usually 1%-5%) of the gp value of the information, the take, or the merchant's stock as assigned by DM.

* Information that will soon become public knowledge

** Of damaged store: storm rips off the roof, mob smashes door, etc.

Table 9: Street Robbery (per robber sp/week)

Type of Week*	Profits**	Chance for Response
Poor	1d8 × 10	1%
Average	2d4 × 15	2%
Good	3d4 × 20	5%
Festival	4d4 × 25	10%

* The gang can reduce response chance by taking profits for a worse type of week than rolled.

** Can reroll for profits and add if the dice roll total is 8 or more. Each reroll adds 10% to the response chance.

Table 10: Street Robbery Response Table

- 1 Team member killed attempting robbery.
- 2 Team members (1d4) arrested; fix possible.
- 3 Major Crackdown: Guild must lie low next week or suffer automatic responses/incidents.
- 4 Crackdown: Pay a 25 gp bribe per robber to avoid arrest; fix is possible if arrested.
- 5 Crackdown: Next week type is -50% for street robbery.
- 6 Heavy patrolling: reroll at -1; response chance next week is 30%.

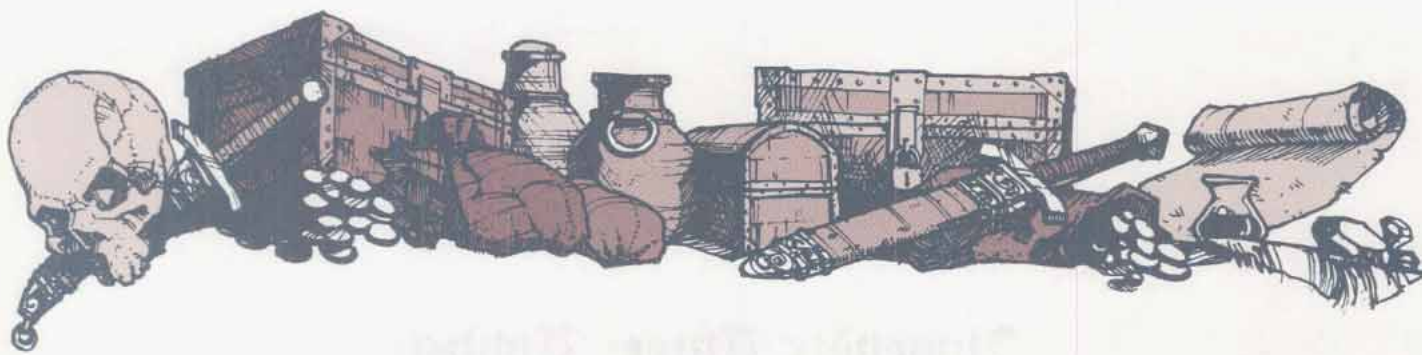


Table 11: Pickpocketing (sp/wk*)

T1-T3	Poor	Avg	Good	Festival
01-05	Caught!	Caught!	Caught!	1d6 x25
06-17	Caught!	Caught!	1d6 x25	1d8 x30
18-30	Caught!	1d6 x25	1d8 x30	1d10 x40
31-43	1d6 x25	1d8 x30	1d10 x40	2d6 x50
44-57	1d8 x30	1d10 x40	2d6 x50	2d8 x50
58-72	1d10 x40	2d6 x50	2d8 x50	3d6 x80
73-88	1d8 x30	1d10 x40	2d6 x50	2d8 x50
89-99	1d6 x25	1d8 x30	1d10 x40	2d6 x50
00	Caught!	Caught!	Caught!	Caught!
T4-T6	Poor	Avg	Good	Festival
01-05	Caught!	Caught!	1d6 x25	1d8 x30
06-17	Caught!	1d6 x25	1d8 x30	1d10 x40
18-30	1d6 x25	1d8 x30	1d10 x40	2d6 x50
31-43	1d8 x30	1d10 x40	2d6 x50	2d8 x50
44-57	1d10 x40	2d6 x50	2d8 x50	3d6 x80
58-72	2d6 x50	2d8 x50	3d6 x80	4d6 x100
73-88	1d10 x40	2d6 x50	2d8 x50	3d6 x80
89-99	1d8 x30	1d10 x40	2d6 x50	2d8 x50
00	Caught!	Caught!	Caught!	Caught!
T7+	Poor	Avg	Good	Festival
01-05	Caught!	1d6 x25	1d8 x30	1d10 x40
06-17	1d6 x25	1d8 x30	1d10 x40	2d6 x50
18-30	1d8 x30	1d10 x40	2d6 x50	2d8 x50
31-43	1d10 x40	2d6 x50	2d8 x50	3d6 x80
44-57	2d6 x50	2d8 x50	3d6 x80	4d6 x100
58-72	2d8 x50	3d6 x80	4d6 x100	6d6 x100
73-88	2d6 x50	2d8 x50	3d6 x80	4d6 x100
89-99	1d10 x40	2d6 x50	2d8 x50	3d6 x80
00	Caught!	Caught!	Caught!	Caught!

* If caught, a player character can run the chase sequence (see cover) to avoid arrest. NPCs are caught. If arrested, a fix is possible.

Table 12: Typical Blackmail (gp/month)

Living	Chance/mo.*	Amount Demanded		
		Low	High	Crushing
Squalid	95%	-	2	3
Poor	25%/lv1	1	3	5**
Middle Class	10%/lv1	20	50**	100***
Wealthy	5%/lv1	100	200**	500***

* Chance per month to establish a hold (to 95% maximum). Lv1 = The level of blackmailer.

** Chance of reaction is 10% when established; roll for a 20% chance if middle class or wealthy rate is raised to crushing.

*** Chance of reaction 20% when established; also 5%/year chance of a reaction at this rate. For each 100 gp this rate is increased, the reaction chance is raised 5%.

Table 13: Blackmail Victim Action (roll 1d6)

- 1 Secret exposed: Hold and income lost.
- 2 Adventurers hired to retrieve/destroy evidence: Play out or success 50% likely, exposure 15% likely.
- 3 Adventurers hired to eliminate blackmailer: Play out or roll a save vs. death at -4 for blackmailer. Failure means NPC is killed or captured (50% chance of each) or PC captured. If taken, fix/escape is possible.
- 4 Victim negotiates with guildmaster: Hold lost.
- 5 Victim flees area: Hold and income can be regained if victim is located.
- 6 Victim tries counter-blackmail, reroll: 1-2 Secret exposed, victim ruined; 3-5 Successful, victim escapes; 6 Blackmailer exposed and must flee hue and cry, own reputation ruined.

Table 22: Begging Income (sp*/thief/wk)

Type of Week	Location			
	Quiet	Ave.	Busy	Very Busy**
Poor	1d4 x1	1d6 x3	1d8 x4	1d10 x5
Average	1d6 x3	1d6 x5	2d6 x6	3d6 x10
Good	1d10 x6	2d6 x8	2d8 x10	3d8 x15
Festival	2d8 x10	2d10 x12	3d6 x15	3d10 x25

* Slums yield copper, wealthy areas yield gold but each thief 10% likely to be arrested.

** Very busy locations are the city markets and the main entrance(s) to the city.

Table 23: Beggar Team Reaction Table*

- 1 Riots: Each team 30% likely to be arrested. If ruler is evil or especially severe, each thief arrested must save vs. death or be killed; fix is possible.
- 2 Riots: Each team 30% likely to be affected; 20% chance each thief arrested; fix is possible.
- 3 Clean-up: Each team 10% likely to yield nothing.
- 4 Clean-up: Teams in middle class or wealthy locations do nothing or take 30% arrest chance.
- 5 Clean-up: All beggar teams at wealthy or very busy spots are arrested; no yield; fix possible.
- 6 Crackdown: Next week type -50% for all activities.

* Use if guild beggars exceed 1 per 1,000 people or if total beggar population exceeds 50 per 1,000 people.

Table 15: Typical Dance Hall Income (gp/week)*

Week	Number of Dancer		
	5	10	15
Poor	1d4 x10	1d4 x20	1d4 x30
Average	2d4 x20	2d4 x40	2d4 x60
Good	3d4 x30	3d4 x60	3d4 x90
Festival	4d4 x40	4d4 x80	4d4 x120

* Assumes 50% guild interest.

The dice given are for a lower class section of town. For slums, roll d3s; for middle class, roll d6s, for wealthy, roll d8s. If there are more than 10 dancers per 1,000 population, divide the profits proportionately.

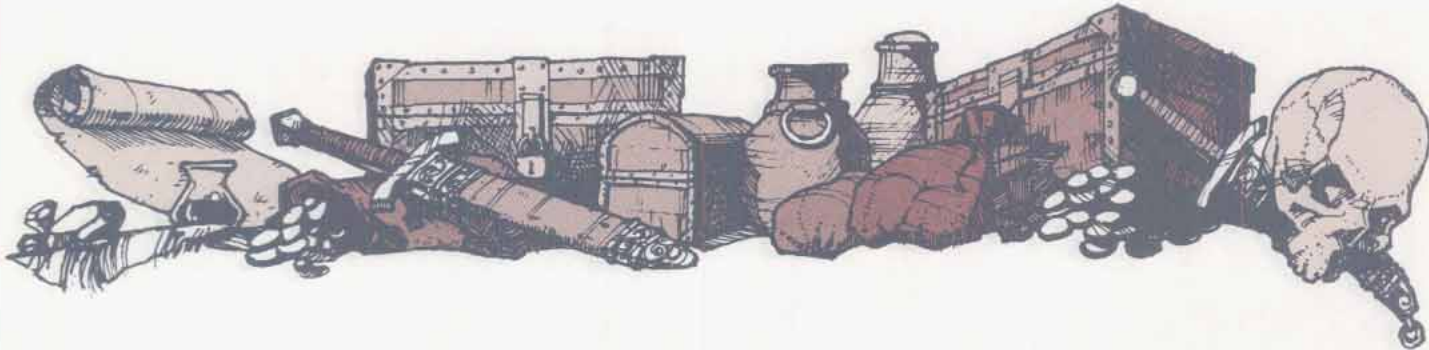


Table 26: Effect of a Fix

- Turn minor infraction to fine of 50 gp/level. (from short imprisonment/flogging/pillory)
- Turn major infraction to fine of 100 gp/level. (from long imprisonment/branding/amputation)
- Capital crimes such as murder and treason cannot be reduced to a fine.

Base chance for a successful fix: 60%

Modifiers:

Major infraction	-20%
Victim is:	
Upper Upper Class	-30%
Middle Upper Class	-15%
Lower Upper Class	-10%
Upper Middle Class	-05%
Middle Middle Class	+0%
Lower Middle Class	+5%
Upper Lower Class	+10%
Middle Lower Class	+15%
Lower Lower Class	+30%

Other Fixer Services

- Assist in escape from town: 200 gp/level
- Escape if capital crime: 500 gp/level
- Do a "personal favor": 500 gp/level
- Cross guild on character's behalf: 1,000 gp/level

* For "other services," a fixer is 1% likely betray the thief to his enemies.

At the DM's discretion a fee may be waived or a betrayal result may be foregone if the player character agrees to do a personal service for the fixer.

Clean-up services require the thief to turn over 20% of the take to "cleaner," or 200 gp, whichever is higher. The cleaner may accept "a future personal favor" instead of the fee.

Table 16: Gambling Profits (gp/week)*

	Oddsmaking	Numbers	Other**
Poor	1d4 x 20	1d6 x 15	1d4 x 10
Average	1d6 x 25	2d4 x 20	1d10 x 20
Good	2d4 x 30	2d6 x 30	2d6 x 25
Festival	2d8 x 50	2d10 x 45	2d10 x 40

* There is a 1% chance for a loss equal to this amount.

** Other includes all forms of dice and card games, as well as racing and any one-time events.

Table 17: Loansharking Profits (gp/week)

Type of Week	Profits per shop
Poor	1d4 x 10*
Average	2d4 x 15
Good	2d6 x 15
Festival	2d6 x 18

* Roll required: 30% chance for a loss of this amount.

Table 18: Protection Charges (gp/week)

City Quarter	Moderate	Heavy	Crushing
Slum	1d4 x 5	1d6 x 5	2d4 x 5
Poor	1d6 x 5	1d6 x 10	2d4 x 10
Low middle class	1d6 x 10	2d4 x 10	4d4 x 10*
Middle class**	2d6 x 5	2d6 x 10*	4d6 x 10*

* If a week's take is at least 100 gp, an incident is 10% likely (see Table 19). Raising the rate will make an incident 50% likely.

** Richer areas will resist any attempts at protection racketeering with a strong constabulary and hired adventurers.

Table 19: Protection Racketeering Incident

- 1 Team member arrested: fix possible; 10% chance ring is broken, 1d8 arrests.
- 2 Team member arrested: fix possible.
- 3 Public outcry: reduce rate or 50% chance that incident 1 occurs next week.
- 4 Business decline: reduce income by half.
- 5 Business decline: reduce income by half.
- 6 Team member killed: 50% chance a popular hero of at least 4th level tries to shut down racket.

Table 20: Smuggling Profits (gp/week)

Type of Week	Low Risk	Medium Risk	High Risk
Poor	-	2d3 x 30	2d4 x 50
Average	1d6 x 30	2d4 x 40	2d6 x 55
Good	1d8 x 50	2d6 x 50	2d8 x 60
Festival	2d6 x 50	3d4 x 70	3d6 x 70

Low risk has a 5% chance of being caught, medium 10%, and high 20%. If caught, roll on Table 21.

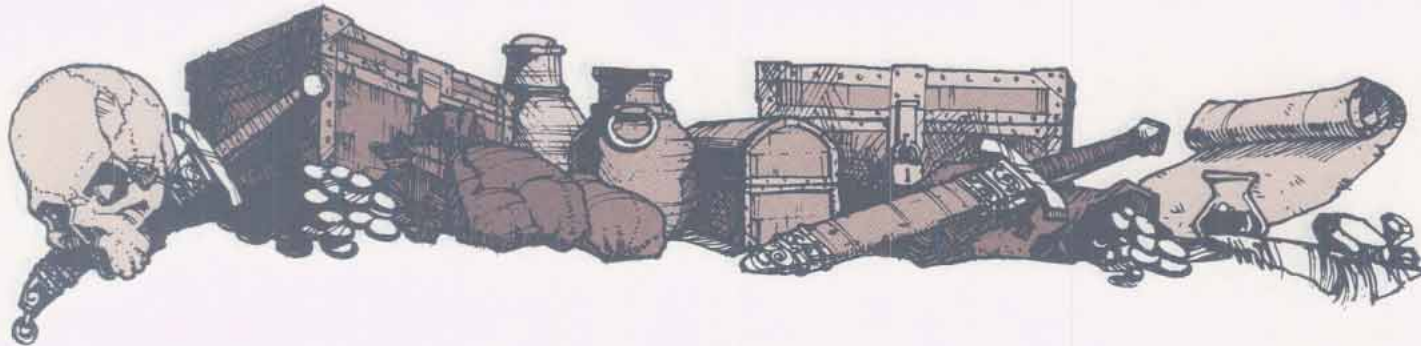
Table 21: Smuggling Incident

- 1 Ambush: 1d4 smugglers save vs. death or killed, 50% chance to save cargo if any smugglers survive.
- 2 Team arrested: Cargo confiscated; fix possible.
- 3 Team escapes: Cargo confiscated.
- 4 Extra bribes needed: Lose 50% of profit.
- 5 Extra bribes needed: Lose 25% of profit.
- 6 Crackdown: Double chance to be caught next week

Table 24: Guild Judgment Modifiers

Base judgment fee = (Level + 1d4) x 50 gp.	
Base chance for favorable judgment: 50%.	
Bribe paid to guildmaster	+5-30%*
Opposition discredited	+10%
PC is guild officer	+10%
Positive reaction roll	+10%
Negative reaction roll	-10%
PC Opposes guildmaster	-50%

Bribe: The PC can purchase additional success chances in 5% increments up to 30%. The DM decides the cost of each 5%: Petty matters: 100 gp each. Moderately important matters (e.g., to quash a guild penalty for a minor infraction): 500 gp each. Major matters (e.g., to avoid a death): 1,000 gp each.



Opposition Discredited: The opposition can be proved to have violated guild codes, falsified their facts, cheated in a duel, or broken some local custom.

Guild Officer: The character must be at least 7th level *and* control either a full city block (1,000 population), run an illegal activity in at least four blocks (4,000 pop.), or have an equivalent in guild position.

Positive/Negative Reaction: This represents any popular support among member thieves, a straight roll, based on Charisma. Special abilities to sway crowds apply.

Opposes Guildmaster: If the guildmaster's position is known, and the player character's case runs counter to this, then the penalty applies.

The DM can add other modifiers as desired.

Table 24: Assassination Fees

Victim* Is	Fee (gp)
Nobody special (L0/lower class)	100
Known locally (L1-3 or middle class)	500
Well known locally or known in city (L4-6)	1,000
Well known in city or petty official (L7-9 or upper class)	5,000
Minor city official (L10-12 noble)	10,000
Major city official (L13-15 or wealthy noble)	50,000
Very high profile (L16+ or ruler)**	100,000+

* The victim, or a member of his family.

** Royalty, governor, or local equivalent.

Table 29: Guild Tipster Information

- Where "floating" gambling games are and what the stakes are.
- Where a thief who manages a specific guild activity can be contacted.
- The rumored activities of a specific local thief.
- Who's new in town and what the guild rank-and-file knows about them.
- How much "heat" is coming after a crime.
- If the authorities know a detail of a crime (includes the detail itself if the questioner doesn't know it yet).
- Who has asked about a specific piece of information and when.
- If an individual has been imprisoned, the trial outcome, and punishment date if any.

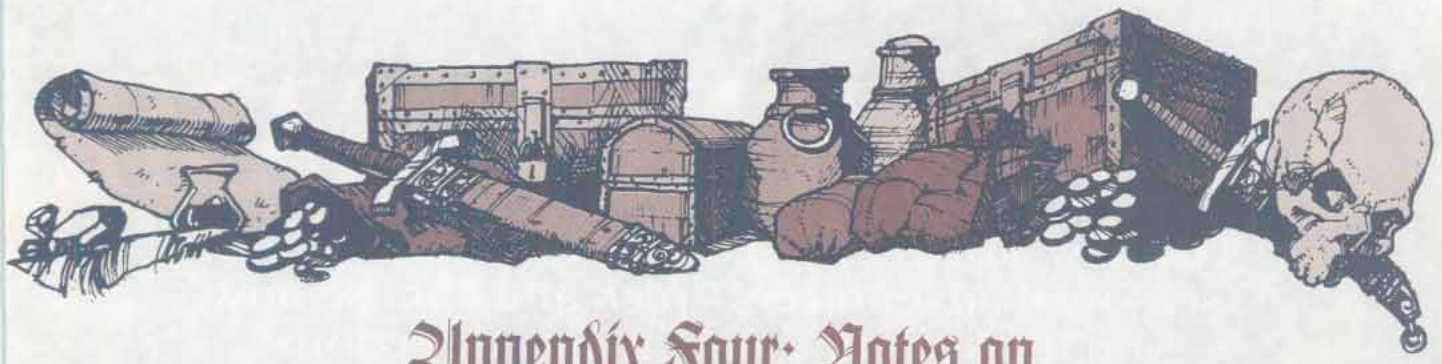
Table 26: Knowledge

Type of Knowledge	Chance to Know*	Cost per Question
Common knowledge	99%	1 sp
Uncommon knowledge	80%	1 gp
Specific information	30%	5 gp
Exacting information	15%	10 gp
Tipster bribed	××	—

* While a tipster usually admits when he doesn't know information, a roll of 00 means the information revealed is wildly inaccurate. Exact details are up to the DM.

Table 31: Guild Activity Limit Summary

Activity	Limit	Effect of Exceeding Limit
Burglary	10% chance of incident per 200 gp value	See incident table
Extortion	Opportunity limit per level	Activity not possible
St. Robbery	Response chance 1%-20%, greed increases	See response table
Pickpocket	Each thief might be caught; 10/1,000 population	See chase chart and fixing
Blackmail	Opportunity limit per level; total limit based on Charisma	See reaction table; possible loss of hold.
Dance Hall	10 dancers/1,000 population; income variable by block wealth	Reduced income
Gambling Den	1 den/1,000 population	Reduced income
Loanshark	1 loanshark/1,000 population	Reduced income
Prot. Racket	1 team/1,000 population	Reduced income; see incident table
Smuggling	Risk level: 5%, 10%, 20%	See incident table
Begging	1 guild beggar/1,000 population, or 50 total beggars/1,000 population; also wealth of block	See reaction table



Appendix Four: Notes on Guild Development and Limitations

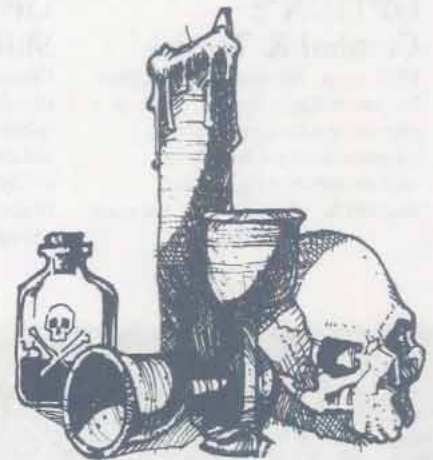
In general, a guild will tend to be self-limiting. Only so much money remains after taxes, wars, famines, social upheavals, natural and magical disasters, and other campaign events. Greed accelerates the process. The more an activity is exploited, the less it will yield in the future. This is especially true if several gangs try to run the same type of guild activity in the same parts of the city.

Slow evolution of the guild is also a factor. The guild presented here is a loose collection of individuals who have gathered together for mutual profit. Organization is rudimentary. The more a thieves' guild is challenged by the authorities, the more organized it will become. After many years of virtual siege, an organization much more like present day organized crime or a modern espionage ring might develop. In most cases, the thieves' guild will remain several steps less organized than the society it feeds on.

In the same fashion, the guild will change to meet the challenges of a fantasy world. If magic is very common, the guild will develop ways of using it or neutralizing it. In worlds where resurrection is common, the guild will eventually traffic in weapons that render magical revivification impossible.

In games where the player characters are running the show, let them develop the guild as they wish. Just remember that nearly all advantages are temporary, and that the authorities will develop countermeasures to guild successes over time. How aggressive the greater society is depends to a great degree on how successful the guild is. After all, if the guildmaster is making more than the town ruler, soon the guildmaster will be running the town. A simple realization by the ruler that he can get more taxes will depress guild revenues almost immediately. If the guildmaster tries to support all the poor in the city in order to make them his followers, more poor will show up as the word gets out, until the guild's coffers run dry. And so on.

If you want to focus on guild activities, keep the thieves lean and mean; they must keep one step ahead of the law or be put out of business. This situation should test the characters' cleverness as well as their ability to manage guild resources. If the guild is merely a minor part of a much larger campaign story, then allow the guild and the authorities to find a balance and keep general guild activities firmly in the background. You don't have to play with actual numbers given here unless you want to.



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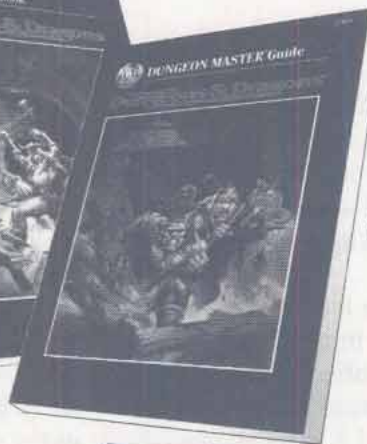
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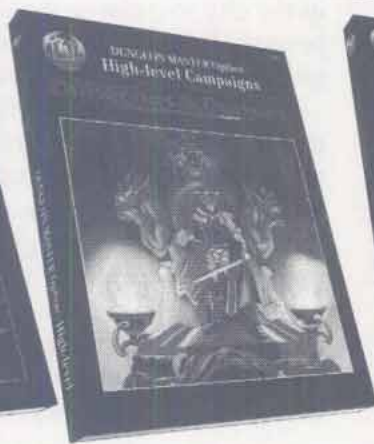
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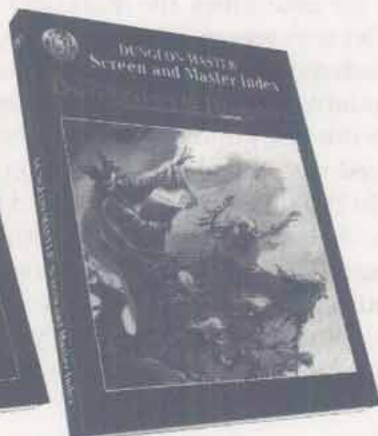
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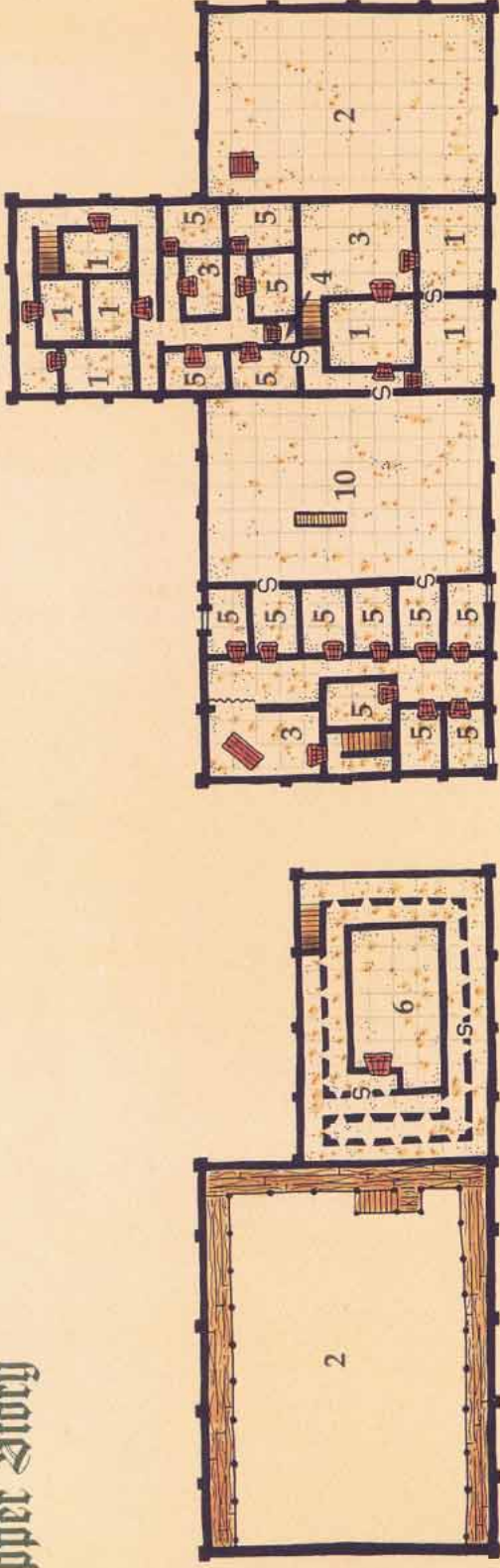
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Story Thrillers

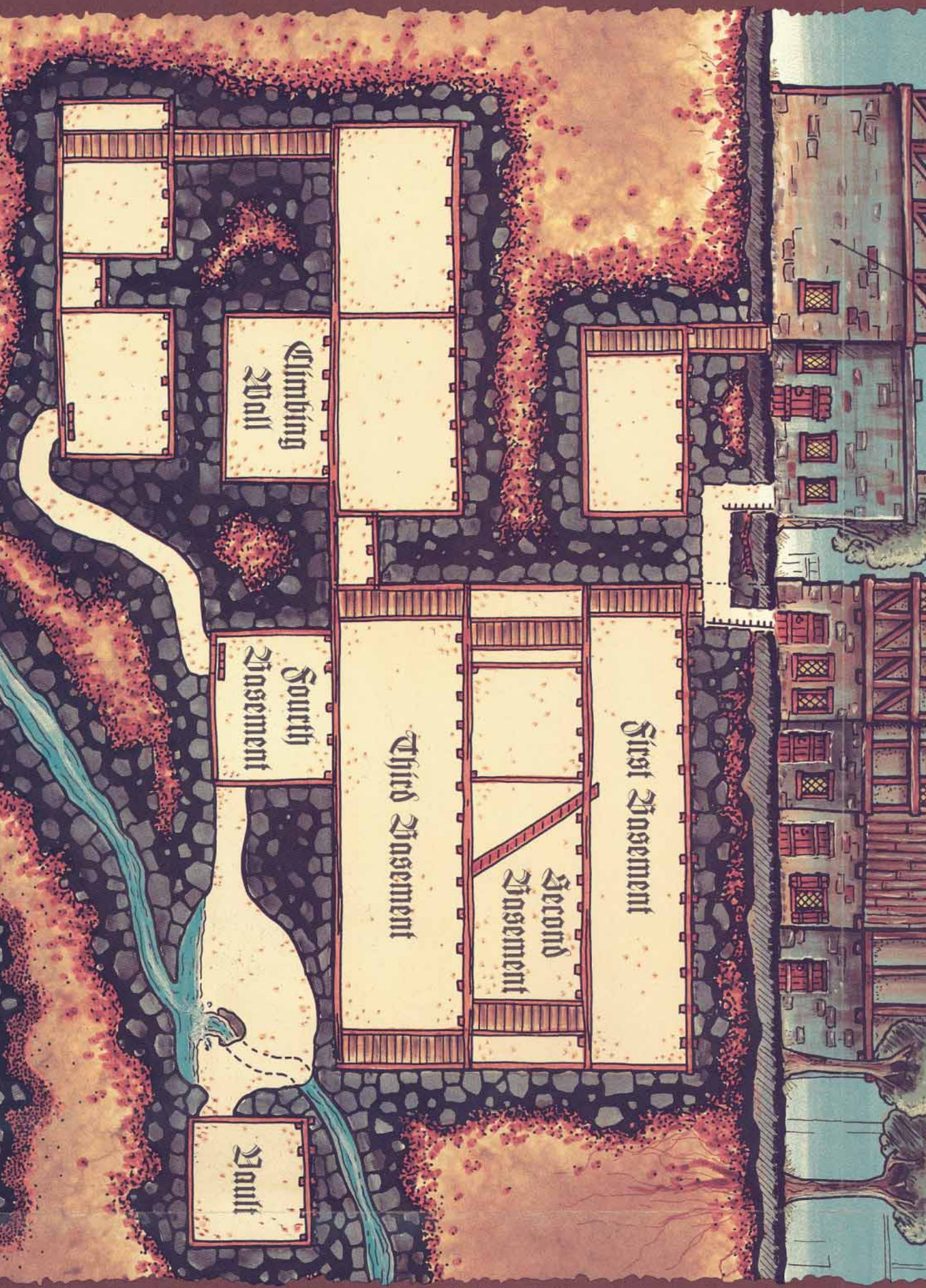


Upper Story



First Basement





Climbing
Wall

South
Ziggement

Third
Ziggement

First
Ziggement

Second
Ziggement

Vault

Key to Rooms

1. Office
2. Warehouse/Storage
3. Meeting Room
4. Privy
5. Bedroom
6. Bunkroom
7. Kitchen
8. Dining Room
9. Closet
10. Empty/Unused/Deserted
11. Training Room
12. Counting House
13. Armory/Weapons
14. Guildmaster's Office
15. Counterfeiters' Room
16. Vault (sealed against scrying)

Second Basement

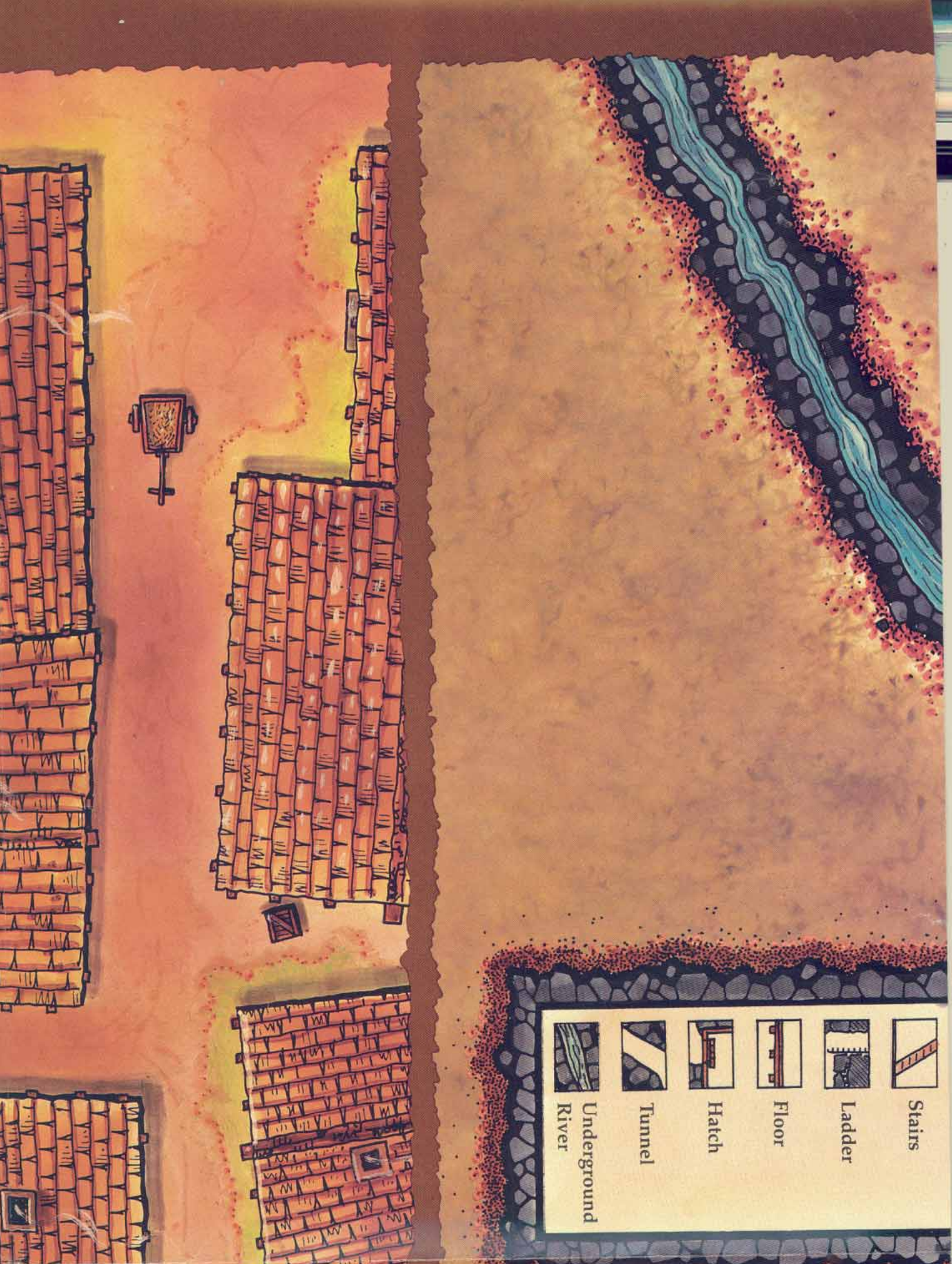


4

Third Basement



Climbing
Wall



Stairs



Ladder



Floor



Hatch



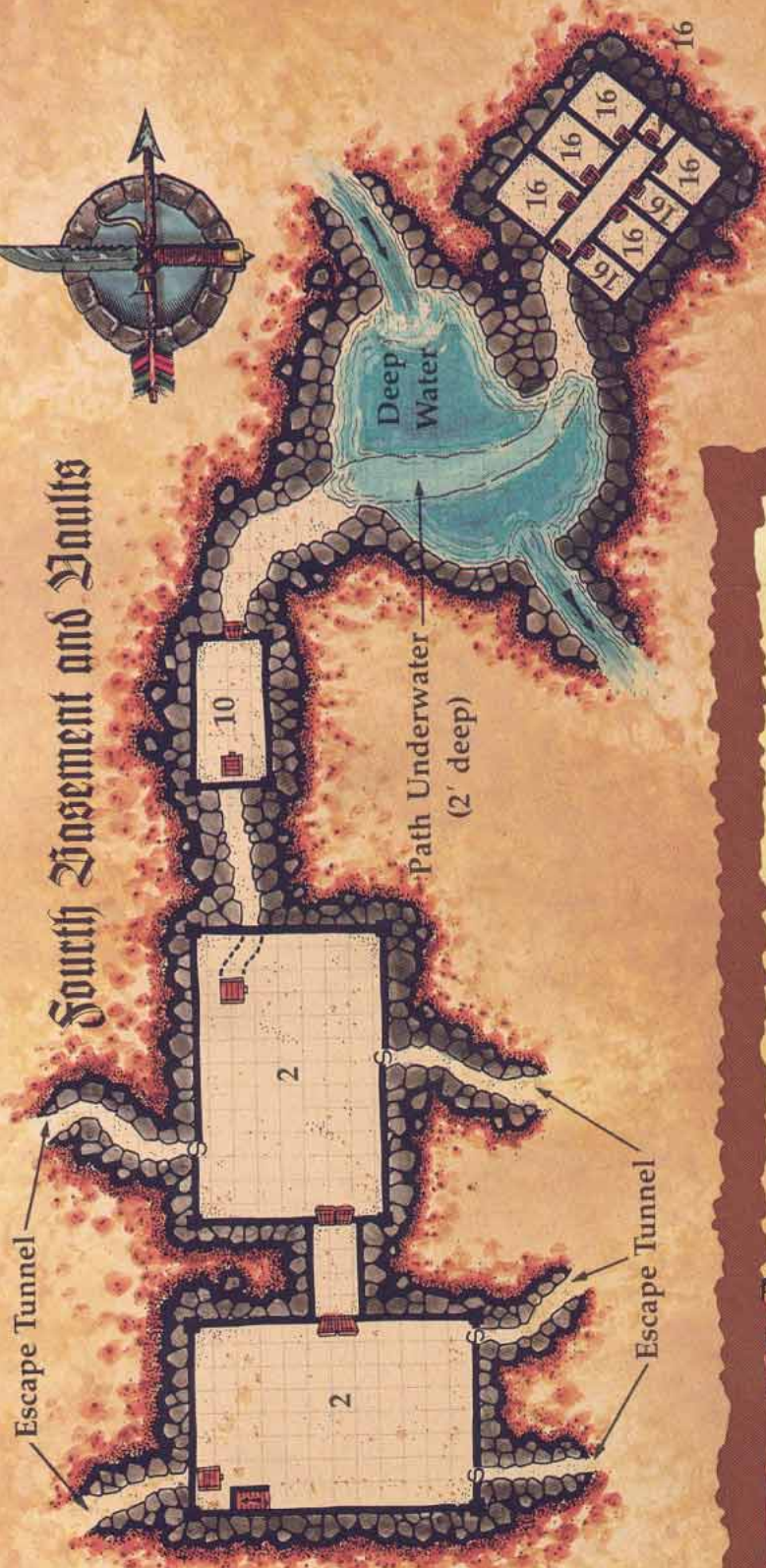
Tunnel



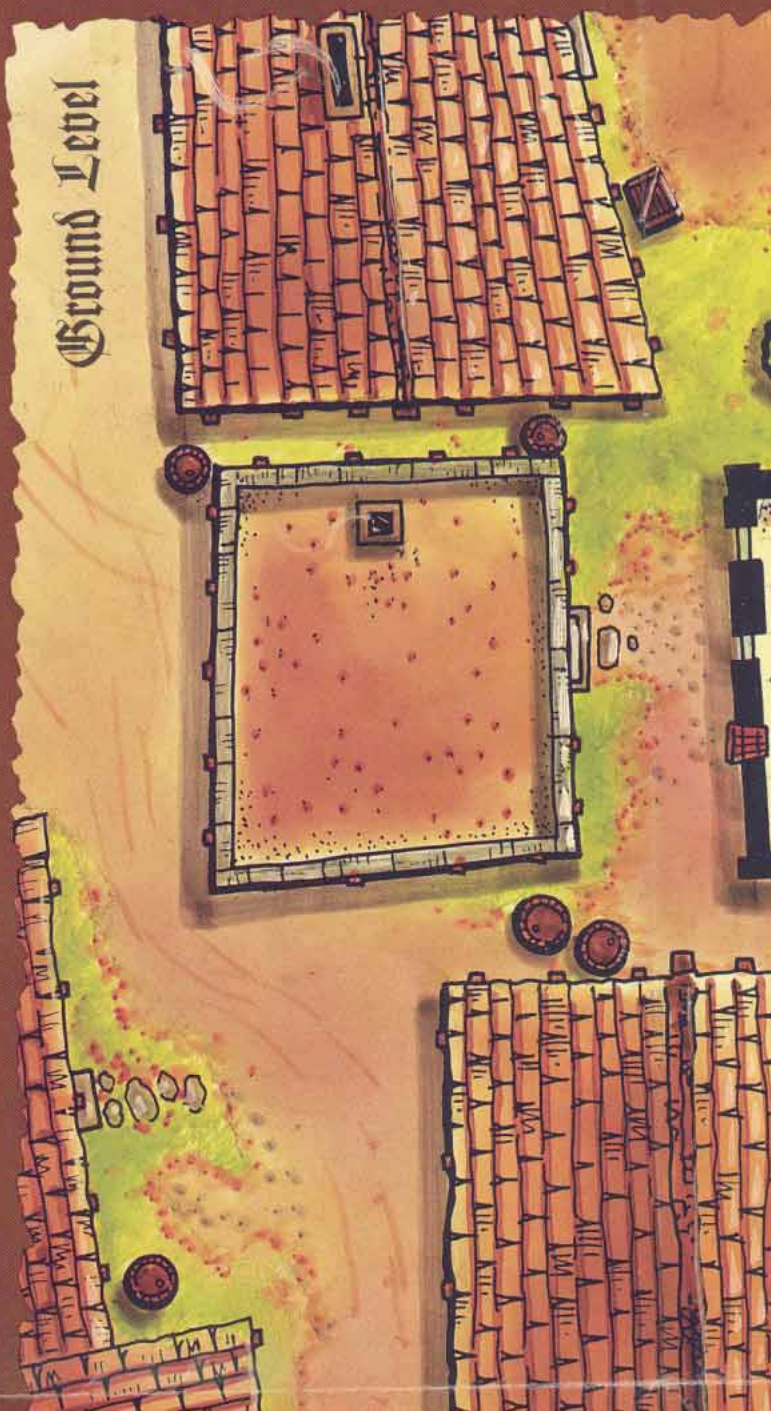
Underground
River




South Basement and Vaults




Ground Level




Door



Double Door



Secret Door







Secret Door



Trap Door



Stairs Up



Stairs Down



Curtains



Tunnel



Underground Passage



Underground River



Dais



Window



Arrow Slits



Boxes/Barrels



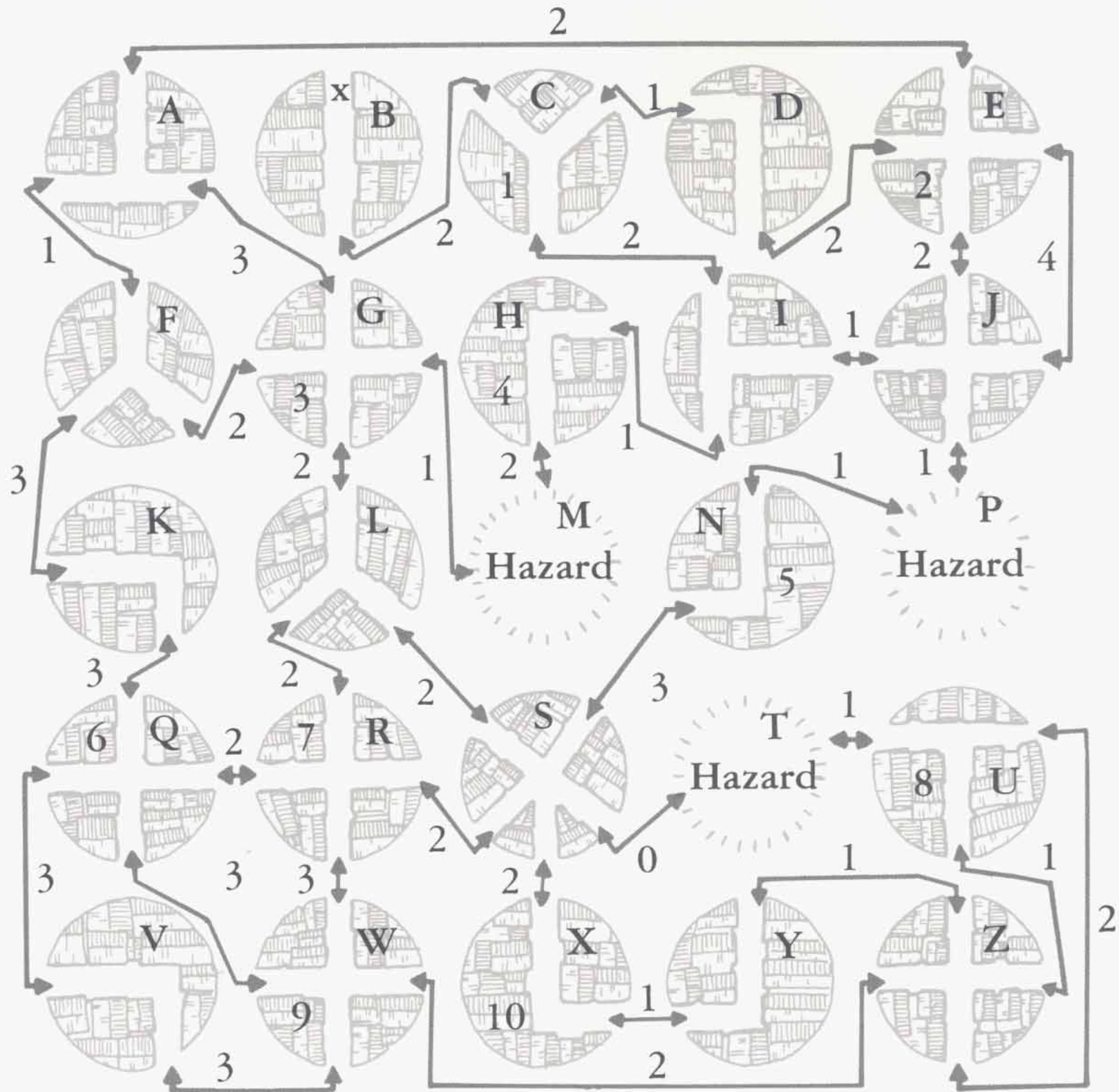
Guard Post



Scale:
1 Square = 5'



Chase Flow Chart



x = dead end

Hazard Table

Die Roll	Hazard	Die Roll	Hazard
1	City Watch Ahead! Next intersection, one path is blocked. Quarry can slow down to escape notice (Follower closes one range category), or flee down any open way and have Watch join the Followers.	6	Hue and Cry! A mob of 2d6 citizens joins the Followers.
2	Stalled Wagon! Make a successful Dexterity check or lose one range category this round as you go around it.	7	Leg Cramps Strike! Make a Constitution check, if you fail lose one range category each round. This can happen more than once.
3	Treacherous Footing! Move safely by giving up a range category. Move full and risk falling by making a Dexterity check. A fall costs two range categories.	8	Passage Blocked! Make an Intelligence check to figure a way out or be caught. A group can use the highest Intelligence available.
4	Garbage and Slops! Make a Dexterity check to stay on your feet. If you fall over, Phew! you smell bad.	9	Crowded Street! Make a successful Strength check or lose one range category this round as you push your way through.
5	Solid Obstacle Ahead! Make a Dexterity check to avoid the obstacle. If you hit it, reduce your Dexterity by 2 for the rest of the chase.	0	Greedy Crowd! Quarry can scatter 3d6 × 10 gp to block pursuit. The DM also rolls secretly, if the amount Quarry scatters equals or exceeds total rolled, Quarry gets an immediate evasion roll and gains two range categories if unsuccessful.

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