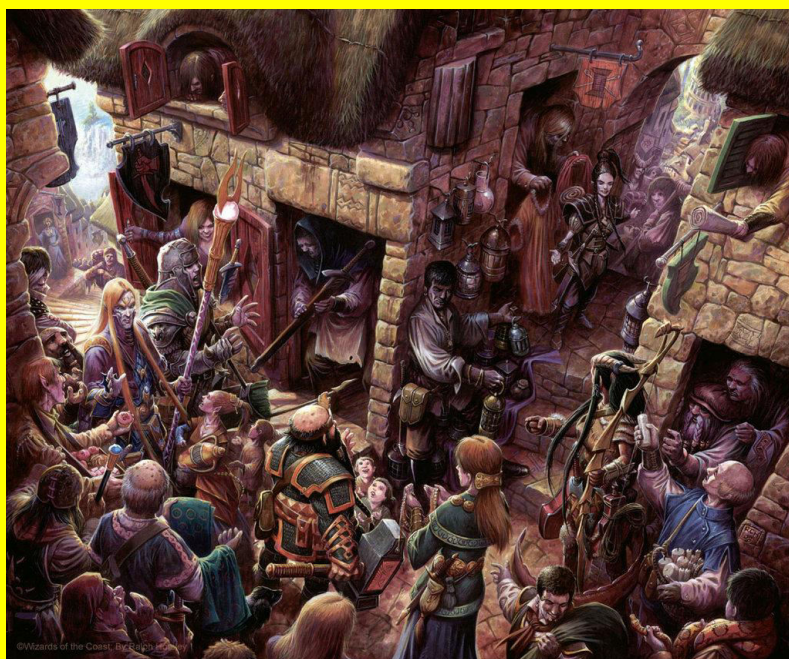


Folk Cards 01

DUNGEONS & DRAGONS®

Arsenic and old Spellbooks
Folks Cards 01 - 20



A supplement by
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The rules in this handbook are based on D&D rules as described in the original handbooks in Basic, Expert, Companion, Master and Immortal sets, in the official Gazetteer expansions, and in fan-made products, with a special mention of the works of Marco Dalmonete.

To play with this handbook you must have the original Basic, Expert, Companion and Master set rules for Dungeons & Dragons and the Gazetteer 03: the Principalities of Glantri.

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INTRODUCTION

Folk cards come from the need I had many years ago to always have some NPCs ready whenever a thief character decided to try and rob someone. When that was the case, I needed to determine a number of different traits, from the ability scores to the description, from the equipment and the belongings, to the magic items, going through level, fighting ability and so on, and all of it in the shortest possible time, to avoid the players getting annoyed at me, and at the thief. Therefore, I decided to prepare a deck of cards that I could shuffle and randomly pick to decide some ppeople that was roaming around town without any need of long procedures and wastage of time.

These cards are specifically designed to be used in the *Arsenic and old Spellbooks* campaign, and follow the rules presented in the *Campaign book* and in the *Character Handbook* series. DMs may decide to adapt these cards for use in other settings and with other rules sets.

This is the first of a series of decks of folks, each of 20 cards, that may be used separately or mixed together and provide a balanced mix among low-level peasant, medium-level adventurers and high-level heroes and nobles.

HOW TO GET STARTED

After the end of this booklet, there is a printable section, where you will find all of the cards, Front and Back. My personal advice is to print the front on card (at least 150 gsm) and the back on adhesive paper. Then, cut the front and the back separately and stick them together, matching the card number.

Now your deck of folks is ready to be used in your adventures.

HOW TO USE THE FOLKS CARDS

This set is made of a booklet and a deck of 20 cards. Once you have assembled the deck as explained before, you have everything you need to use this product.

DETERMINE THE FOLKS

When a thief wants to try and rob someone, or the players ask who is in the tavern or the inn in that particular moment, or you just need to throw in some NPCs to add colour to your game, you may pick some folks from the deck and use them.

As a general guideline, the busier the place where your party is in this moment, the more cards you may pick up from the deck. Let's make some examples:

A countryside road: Characters are walking along the road from town to town in a spring day. There's someone else on the road, but not a huge amount of travellers. In this case you may pick 1d4+1 cards, to determine how many people the characters will come across. You may want to group them if they look like they could be part of the same team or family.

A village festival: This may be a very busy moment, with lots of people around. However, the DM may want to avoid considering extremely poor people, like beggars, and also children and farmers from the list of interesting people. He may pick 2d6 cards, meaning that these people are the

ones that attract attention the most, for their look or behaviour.

A crowded street in a big city: Here the characters may see lots of people going around, but many may be guards and people working in their shops. A busy street usually grants 1d8+2 cards for possible theft victims or interesting people.

People in a shop: Depending on the shop and its position, it may have inside barely no customers (roll 1d3 cards) or be full of noisy customers (roll 2d6+2). Shops that are more central in towns and cities usually get more customers. Shops in small villages and in the suburbs are less crowded. Same numbers can be used for inns, pubs and taverns.

Looking at a street show: When there is some kind of street shows, there's always someone that stops by to look at it, and someone that passes by and doesn't care. Usually, a street show attracts 1d6+1 persons that stay there and look, and these are the ones that you will draw from your deck.

Walking in a city at night: People seldom go around at night. When determining who the characters may meet out at night, roll 1d6-2, because there's quite a good chance that they don't meet anyone at all.

HOW TO USE THE FOLKS CARDS

THE HANDBOOK

The handbook you are reading now does not only provide guidelines for the use of the cards. It also contains all of the informations for the DM about the folks in the cards. For each of them you can find in the next pages a simplified character sheet, where all the useful stats, from fighting abilities to spellcasting, weapon mastery and hidden possessions are recorded.

Whenever you draw one or more folk cards, the DM should immediately open the handbook to the page of that card and read the description, so that for every question the players may ask, he should be able to give an answer.

The stats will come in handy in case the thief of the group will try to steal something, and even if a fight starts between the group and the folk.

APPEARANCE AND MAGIC

Appearance and Magic are quoted in the cards as elements of the general look of the folks. They are just a shortcut to assess what kind of social group the person seems to be part of. While Appearance is more related to the job the person may do and his social class, Magic only states if the character is clearly an Arcane, clearly a Mundane, or it is not possible to understand from his appearance.

Please note that not always the appearance of a character mirrors exactly his

skills or his wealth. More details will be found in the descriptions of the single characters in this handbook.

THEFT VICTIMS

If the folks that you determined are to be used as theft victims, you may want to describe the situation to the players. On the back of each card, there is a physical description of all of the most visible belongings of that folk. The thief may try and use his techniques to better examine a victim before robbing him, because sometimes some people have hidden things, in their pockets, behind the jacket or son on.

Once the thief decided which victim to rob, he should decide a strategy. Some simple strategy is enough for most thefts. For example: "I try to cut his money pouch with my dagger". Sometimes, though, it is not that easy, and the thief must describe his strategy in a more detailed way. For example, stealing a bejewelled armor may not be possible if the victim is wearing it, but a thief may come out with an ingenious plan like: "Another character, pretending he's drunk, topples over the fighter in the shiny armor with two glasses of red wine. When the fighter takes off the armor to get cleaned, the drunk character keeps his attention on him apologizing and trying to help, and I go and take the armor while they are busy."

The DM may ask for extra rolls in case the strategy has to be a bit more complicated. In the example above, the accomplice should

HOW TO USE THE FOLKS CARDS

be good at playing the part of a drunk person, thus the DM may ask for an Act general skill check.

A thief should always declare which item he wants to steal from a victim: he may only aim at one item per theft attempt, and if he wants to push his luck and steal more, he needs to try again. The DM may give cumulative maluses for multiple thefts from the same victim.

FIGHTS

Sometimes the NPCs are there to pick a fight with the characters. Some other times, they are theft victims that realize that something weird is going on and catch the thief red-handed. In these cases the characters may need to fight with the folks.

The combat stats of the folks are reported in the Folks sheets in the next pages, as already said. However, it is not advisable to publicly start a full-fledged fight with other random characters, because a deadly outcome may bring much more trouble. Therefore, people in the cities usually tend to use the non-lethal combat options more than using weapons.

Even the use of dangerous spells, if not limited to only one target and not for stopping or incapacitating the enemy, may be punished if it causes someone's death or wounding.

Of course, if the fight happens by night, or on an empty road, it may as well be to death, as there are no witnesses of it around.

LEVEL AND RISK

The levels of the folks in the cards are mixed-up more or less like it happens in the game with all of the people around. Most of the people is actually very low level, or Normal Person level and, the more the level grows, the smaller is the number of the people of that level in the group.

If on a side this helps, giving a fair chance of finding low-level victims for a thief, it may also mean that sometimes the fish is too big for him, and trying to steal something from a very high level character may be extremely dangerous.

To avoid these situations, the DM may decide to take off the deck the characters whose level is too high, so that unexperienced thieves do not risk too much trying to rob them, especially if they don't realize that the victim may be such a high-level bloke.

At the same way, a DM may decide to reduce very low level cards if the group is now playing at high levels, and only leave encounters that may represent a proper challenge.

FOLKS



APPEARANCE: Poor
MAGIC: Mundane

NORMAL PERSON

STR: 12 **INT:** 10
WIS: 7 (-1) **DEX:** 14 (+1)
COS: 13 (+1) **CHA:** 11

HP: 5 **AC:** 8
WR: 10 **MA:** C

<u>WEAPONS</u>	<u>MASTERY</u>	<u>THAC0</u>
Dagger	Base	20

1 - BUREBISTA GOLEA

Burebista is a young ne'er-do-well of Boldavian origins. He goes around stealing chickens and getting involved into brawls, and is arrogant and cocky. He managed to put his hands on a sleeping potion some time ago, and now he is using it to do some small thefts. He always brings it with himself, in the flask he has at his belt.

BELONGINGS

CHICKEN: Burebista stole this chicken and is trying to find someone to sell it. It is a very normal hen.

DAGGER: The guy stole this dagger from his father before running from home some years ago. It is a silver dagger.

POUCH: In the pouch, Burebista carries all his money, that amounts to 3 Dc and 5 Sv. He also stored in the pouch a beautiful jasper stone he found that is worth 15 Dc.

FLASK: The flask is half empty. There's only one dose of sleeping potion left.

CHOKER: A silvery charm Burebista is wearing around the neck. It is not really precious, just worth 10 Dc.

HIDDEN ITEMS: Burebista has nothing hidden on himself. All what he has is visible.

MAGIC

Burebista has no magic powers.

FOLKS



APPEARANCE: Citizen

MAGIC: Arcane

MAGIC USER LV.4

STR: 9 **INT:** 13 (+1)

WIS: 8 (-1) **DEX:** 13 (+1)

COS: 13 (+1) **CHA:** 6 (-1)

HP: 13 **AC:** 8

WR: 12 **MA:** L

WEAPONS **MASTERY** **THAC0**

Dagger Skilled 17

2 - ULLA VON KRAPP

Ulla is the young assistant of an Aalbese inventor. She is quite clumsy and uses glasses because she has a problem with her eyes. She usually goes to town to go shopping for her boss, but often takes out some scrolls and forgets them somewhere. It is easy to find her busy searching for some scrolls she lost.

BELONGINGS

SCROLLS: Ulla carries 3 scrolls. Two of them are pointless notes taken for some dull experiment. One is a *magic scroll of messages*, that her boss gave her to send him messages in case she needs help.

DAGGER: Ulla's weapon is a *Magic dagger +1*.

GLASSES: Ulla wears glasses because without she can barely see shapes and she cannot recognize faces. Her glasses have been made for her and cost 30 Dc.

HIDDEN ITEMS: Ulla has a saddlebag that contains the three scrolls and some other things. She carries in it a pouch with 30 Dc and 1 Cr, her spellbook, some garlic, 15 m of rope, a tinder box and two flasks of oil prepared to be used as molotov cocktails. If Ulla leaves the bag somewhere, all of these items can be taken at once, but she usually wears it all the time.

MAGIC

Ulla is a 4th level magic-user and she knows the following spells. The ones with a hashtag sign (#) are memorized for the day. All of these spells are on her spellbook.

Level 1	Level 2
Read Magic	Knock
Floating disc #	Mirror image #
Sleep	Continual light *
Shield #	Locate object #

FOLKS



APPEARANCE: Rich
MAGIC: Arcane

MAGIC-USER LV. 3

STR: 11 **INT:** 17 (+2)
WIS: 13 (+1) **DEX:** 9
COS: 13 (+1) **CHA:** 8 (-1)
HP: 12 **AC:** 9
WR: 11 **MA:** C

<u>WEAPONS</u>	<u>MASTERY</u>	<u>THAC0</u>
Staff	Base	19

3 - TARCISIO SCHIAPPALANI

Tarcisio is working in a Magistrate office as a junior magistrate. He used to study at the Great school of Magic, but he never managed to finish his studies, because he struggled to get the money to pay the charge for the school. He even tried adventuring, but he was not brave enough to keep on with it. Now he's enjoying the money that finally start coming, even if he pretends to be wealthier than he actually is.

BELONGINGS

STAFF: Tarcisio's metal staff is a +1 Fighter's staff, and it is the only magic item he owns.

NECKLACE: The necklace that he always wears is made of gold, with a peridot gemstone. It is worth 800 Dc.

GLOVES: Tarcisio wears silk gloves. They are not magic, but they are worth 10 Dc if sold.

WHIP: At his belt, Tarcisio always carries a whip, that he usually uses on his horses when he goes out of town. He thinks it makes him look fearsome.

HIDDEN ITEMS: Under his robe, Tarcisio hides his money pouch, which is not so full, counting only 23 Dc. Under his gloves, on his left hand, he is wearing a silver ring shaped as a snake, with two small tourmaline stones as the snake's eyes. That is worth 250 Dc.

MAGIC

Tarcisio is a 3rd level magic-user and he has the following spells memorized. He does not carry his spellbook along all day.

<u>Level 1</u>	<u>Level 2</u>
Charme	Invisibility
Read languages	ESP *
Detect magic	

FOLKS



APPEARANCE: Hunter

MAGIC: Mundane

FIGHTER LV.7

STR: 13 (+1) **INT:** 7 (-1)

WIS: 10 **DEX:** 16 (+2)

COS: 11 **CHA:** 9

HP: 44 **AC:** 2

WR: 11 **MA:** C

<u>WEAPONS</u>	<u>MASTERY</u>	<u>THAC0</u>
Longbow	Skilled	14
Axe	Skilled	14

4 - BALDO SCHROEDER

Baldo is a hunter that roams the hills and sells game meat, fur, teeth and leather. He seldom goes to town to sell his things, to buy something he may need, or to meet his few friends. He has a past as an adventurer, but he stopped when most of his party was killed by an undead. He survived only because he fled.

BELONGINGS

LONGBOW: Baldo is carrying a *magic longbow +1*. That's very useful when hunting.

ARROWS: In his quiver, Baldo has 12 normal arrows and 3 *magic arrows +1 of holding*.

POUCH: In his pouch, Baldo has his money, which amounts to 120 Dc and 3 Sv.

SMALL BAG: Baldo has a small bag on the side of the pouch at the belt. That's a healer's bag with 6 uses left.

BELT: In his belt, Baldo has his tinder box and two *healing potions*.

ARCHER'S MITTENS: These fingerless gloves are made to hold the bow and the arrow steady. They have no use in the game, but are worth 5 Dc.

HIDDEN ITEMS: Under his tunic, Baldo wears a *magic chainmail +1*. Strapped to the right leg, he has an axe and, under the clothse, he wears a chain with a silver pendant that can be opened and hides inside some hair of a lost love. The pendant is worth 50 Dc.

MAGIC

Baldo has no magic powers

FOLKS



APPEARANCE: Citizen
MAGIC: Mundane

NORMAL PERSON

STR: 16 (+2) **INT:** 6 (-1)
WIS: 8 (-1) **DEX:** 10
COS: 16 (+2) **CHA:** 6 (-1)

HP: 9 **AC:** 8
WR: 11 **MA:** N

<u>WEAPONS</u>	<u>MASTERY</u>	<u>THAC0</u>
Sword	Base	20
Warhammer	Base	20

5 - HELGAR MULLER

Helgar is the village blacksmith. She is 178 cm tall, and very tough. She is often fighting with guys around, and may easily pick up a fight with the characters as well. She particularly loathes guys who say that women are weak or that they should only stay home and grow children.

BELONGINGS

WARHAMMER: Helgar is using a big blacksmith hammer that has the same stats of a warhammer.

SWORD: Helgar is also carrying a sword around, that she can use as well as the hammer. When fighting, she usually throws the hammer, then takes out the sword.

APRON: Helgar is wearing a blacksmith apron made in leather, that's worth 5 Dc and gives her a -1 on her AC.

LEATHER GLOVES: Not special, nor magic, they are worth 3 Dc.

POUCH: She has a pouch with 2 Dc, 1 Sv and 5 Py.

MAGIC

Helgar has no magic powers

FOLKS



6 - DON DIEGO DE BELCADIZ

Don Diego is the brother of Princess Carnelia and a famous Captain of the Army. He is often wearing his uniform, and elves of Belcadiz recognize him and cheer him. He can be often met around towns where his banners of the army are passing by, and he is often looking for books and old scrolls to buy.

BELONGINGS

SWORD: Don Diego has a very special and recognizable sword. It is engraved with his initials and it is a *magic sword +2 +4 against ogres and orcs.*

SILK FOULARD: Don Diego is wearing it around the waist, as if it was a belt. It is a magic foulard of protection +1, that works like a ring of protection.

RUBY RING: Don Diego wears at the left hand a gold ring with a heart-shaped ruby, that is the symbol of the knights of Belcadiz. The ring is worth 1.000 Dc.

HIDDEN ITEMS: Don Diego has a secret pouch with money inside his jacket, where he always stores 50 Cr in case he found any interesting book or scroll to buy. He also carries a magic dagger +2 hidden in a boot and is wearing an elven silver chainmail under his clothes.

APPEARANCE: Noble
MAGIC: Arcane

ELF LV.9

STR: 14 (+1) **INT:** 15 (+1)
WIS: 11 **DEX:** 16 (+2)
COS: 12 **CHA:** 16 (+2)

HP: 41 **AC:** 2
WR: 17 **MA:** L

<u>WEAPONS</u>	<u>MASTERY</u>	<u>THAC0</u>
Longsword	Expert	13
Dagger	Skilled	14

MAGIC

Don Diego has the following spells memorized. He is not carrying around his spellbook.

<u>Level 1</u>	<u>Level 2</u>
Magic missile x2	Phantasmal force
Read magic	Web
Read languages	Mirror image
Shield	Invisibility
<u>Level 3</u>	<u>Level 4</u>
Lightning bolt	Wizard eye
Haste	Polymorph other
Dispel magic	

FOLKS



APPEARANCE: Street artist

MAGIC: Arcane

ELF LV.1

STR: 9 **INT:** 14 (+1)

WIS: 11 **DEX:** 15 (+1)

COS: 10 **CHA:** 13 (+1)

HP: 3 **AC:** 6

WR: 11 **MA:** N

WEAPONS **MASTERY** **THAC0**

Dagger Base 19

Shortbow Base 19

7 - ILIANA SYRIEL

Iliana is a music player and singer that roams the Principalities in search of some Nobles to sing for. She is sure that someone would hire her as a private entertainer, and she would become rich and famous. In the meantime, she earns something going to festivals and playing her music there, and teaching children and young ladies how to play different instruments.

BELONGINGS

LYRE: Iliana had this elven lyre made just for her. It has a very clear sound and is worth 200 Dc. It is a very precious item for her.

DAGGER: Iliana's dagger is a very normal dagger.

SHORTBOW: Iliana uses this bow as her preferred weapon, and to hunt for some food when travelling.

ARROWS: The quiver with the arrows is tied to Iliana's right leg, and holds 15 normal arrows.

HAIR BEADS: The beads that Iliana puts on her hair are different colours of Agate stones. They are 10 in total and are worth 10 Dc each.

SILVER BRACELET: A thick silver bracelet runs around Iliana's left wrist. It's worth 300 Dc.

POUCH: Iliana has a pouch with 11 Dc and 13 Sv.

HIDDEN ITEMS: Iliana wears a leather armor under her colorful clothes. She keeps her spellbook inside her robes, as well.

MAGIC

Iliana is a 1st level elf and she knows the following spells. The ones with a hashtag sign (#) are memorized for the day. All of these spells are on her spellbook.

Level 1 _____

Charm person #

Read magic

Ventriloquism #

Sleep

FOLKS



APPEARANCE: Adventurer

MAGIC: Mundane

FIGHTER LV.4

STR: 14 (+1) **INT:** 11
Wis: 16 (+2) **DEX:** 13 (+1)
COS: 10 **CHA:** 7 (-1)

HP: 23 **AC:** 2
WR: 13 **MA:** C

<u>WEAPONS</u>	<u>MASTERY</u>	<u>THAC0</u>
Dagger	Skilled	16
Claymore	Base	17
Spear	Base	17

8 - OKTAI ODGEREL

Oktai is an adventurer that offers his services as a private guard and works mostly with merchants. He can be met everywhere merchants go, looking for a new hire. He often spends time in meditation and training with his weapons, as well. He's quite short, but looks pretty impressive with his armor and weapons.

BELONGINGS

SPEAR: Oktai's spear was taken from the hands of a dead Ethengarian raider and is a magic spear +1 of returning.

DAGGER: This dagger is normal, but Oktai likes to throw it at enemies, or to use it in the off-hand with the spear.

CLAYMORE: Oktai also carries this big sword, for when he threw both his other weapons.

BELT: In his belt Oktai is storing 2 doses of healing honey from giant bees, closed in small jars.

CLOAK: Made of a fur neck and a red cloth, this cloak is just worth 5 Dc.

HIDDEN ITEMS: Under his clothes, Oktai is wearing a banded mail and is hiding a pouch with 3 small emeralds (700 Dc each) and 90 Dc.

MAGIC

Oktai has no magic powers

FOLKS



APPEARANCE: Noble
MAGIC: Arcane

MAGIC - USER LV. 19

STR: 13 (+1) **INT:** 18 (+3)
WIS: 13 (+1) **DEX:** 9
COS: 16 (+2) **CHA:** 4 (-2)

HP: 52 **AC:** 3
WR: 20 **MA:** C

<u>WEAPONS</u>	<u>MASTERY</u>	<u>THAC0</u>
Dagger	Skilled	12
Staff	Expert	11

9 - BABA YAGA

Baba Yaga is a witch that lives in a swamp. She rarely leaves her swamp to visit towns around the Principalities, looking for magic books and, for what they say, items that may make her beautiful. She is ugly and aggressive, and always shouts at everyone that's fool enough to be in her way. Sometimes she transforms people who don't behave in rats for punishment. She is a 4th circle *Witch* (see the secret crafts in the Gazetteer of Glantri for details).

BELONGINGS

EARRINGS: The earrings that Baba Yaga wears are gold and rubies, and can be sold for 1.400 Dc the pair.

CHAIN: This chain is a particular magic item, that works like a magic rope, but is only 6 m long. Baba Yaga uses it to catch enemies and immobilize them.

BELT: It is a girdle of giant's strength.

RING: Baba wears a ring with a black opal on her right hand. It is a ring of protection +4.

DAGGER: Baba Yaga has a magic dagger +2 of the Rat, that transforms who is hit in a rat up to three times per day.

HIDDEN ITEMS: The dress Baba Yaga wears is an Alphantian silk robe that has been enchanted with a +1 bonus and may also *cure wounds* three times per day. Between her big boobs, she hides a pouch with 20 Cr and 5 rubies. The rubies are actually *delayed blast fireballs* that she enchanted to last until she says a command word. In her left sleeve, Baba hides a wand of cold with 10 charges.

MAGIC

Baba Yaga does not carry her spellbook along. She has these spells always memorized. The DM may pick whatever low level spells he likes for her. (8 first level and 6 second level)

<u>Level 3</u>	<u>Level 4</u>	<u>Level 5</u>
Fireball	Confusion	Cloudkill
Hold person	Dimension door	Feeblemind
Fly	Polymorph other x2	Hold monster
Haste	Wall of ice	Teleport
Dispel magic		

<u>Level 6</u>	<u>Level 7</u>	<u>Level 8</u>
Flesh to stone	Summon object	Force field
Geas	Power word stun	Polymorph any object
Disintegrate		

FOLKS



10 - ERNESTA ESCOBAR

Ernesta is a young *Shubani* of the Mornei Gypsies. She is often in town to sell her dream-catchers and amulets and offering to read the hand of the people. She is a lovely person, and quite beautiful, as well. She is always visiting town with at least two of her brothers to protect her, therefore if she is around, her brothers must not be far.

BELONGINGS

DREAM-CATCHER: This charm is hand-made and is worth 5 Dc. It is not magic.

EARRINGS: Like most of the gypsies, Ernesta wears a lot of charms, but they are seldom precious. These shiny earrings are worth only 50 Dc.

BRACELETS: The two golden bangles are worth 25 Dc each. The white ivory and gold one is worth 150 Dc, while the big golden bracelet she's wearing is worth 50 Dc.

BELT: This bejewelled belt is worth 330 Dc. In it, Ernesta stores different things: she has a holy water flask, a healing potion, some wolfsbane and a potion of ethereal form.

NECKLACE: Ernesta is wearing a big golden necklace with a blue stone, that's worth 800 Dc.

RING WITH BLUE STONE: This ring is a ring of fire resistance.

POUCH: In her pouch, Ernesta has only 3 Dc and 7 Sv.

HIDDEN ITEMS: Nothing

APPEARANCE: Gypsy
MAGIC: Unknown

NORMAL PERSON

STR: 5 (-2) **INT:** 13 (+1)
WIS: 13 (+1) **DEX:** 11
COS: 10 **CHA:** 17 (+2)

HP: 3 **AC:** 9
WR: 7 **MA:** N

WEAPONS **MASTERY** **THAC0**

Avoids fights, no skills in combat.

MAGIC

As a shubani, Ernesta may use magic-users' spells if read from scrolls, but may not cast spells herself.

FOLKS



APPEARANCE: Adventurer

MAGIC: Mundane

FIGHTER LV.7

STR: 17 (+2) **INT:** 6 (-1)
WIS: 10 **DEX:** 13 (+1)
COS: 16 (+2) **CHA:** 4 (-2)

HP: 48 **AC:** -1
WR: 16 **MA:** N

<u>WEAPONS</u>	<u>MASTERY</u>	<u>THAC0</u>
Long sword	Expert	13

11 - ANTONIO LEVAPIANO

Antonio fought for years in the circus in Lizzieni, and then became an adventurer. He is around town because he was supposed to meet someone for a job, but he didn't come. Antonio is quite susceptible and easy to upset. He is not the kind of person who knows how to behave with people, and it's surely better not to make him upset.

BELONGINGS

METAL NECKLACE: This manly charm is a reminiscence of Antonio's days in the arena. It is worth 15 Dc only.

SHIELD: Antonio's shield is a *magic shield +2*.

LONGSWORD: This is a normal longsword.

EARRINGS: Two small golden circles, together they are worth 100 Dc.

POUCH: Antonio always carries around enough money to survive for many days during adventures. He has 320 Dc in here.

BANDED MAIL: The armor Antonio is wearing is a normal banded mail.

METAL ARMLETS: The two armlets Antonio is wearing are magic and increase his damage of +1 with each hit. Using only one doesn't sort any effect.

HIDDEN ITEMS: Antonio has no hidden items.

MAGIC

Antonio has no magic powers.

FOLKS



12 - DON VICENTE CURRO MARIANO

PARRA AGUILAR

Don Vicente is a Belcadiz human that uses his natural charm to get a living from rich mid-aged women. His natural attitude is to gather attention from the crowd, and he likes to be in the spotlight. He is proud and snobbish, but in general tries to keep calm and to avoid fights. He doesn't want his face to be ruined.

BELONGINGS

WHITE ROSE: Vicente thinks that carrying around a rose makes him look even better, and gives him the perfume of the rose. Worth 1Dc.

LONG SWORD: This is a *magic long sword +1* that Vicente stole from the husband of a lady in Nuova Alvar.

SILK FOULARD: Tied around the waist, it is fancy and looks expensive. Worth 10 Dc.

POUCH: Vicente has in the pouch a ring that a lady gave him as a love gift, with a pink sapphire on and worth 2.500 Dc. Above that, there are 110 Dc in the pouch.

HIDDEN ITEMS: In a pocket, he carries a key that opens the back door of one of his lovers' mansion.

APPEARANCE: Rich
MAGIC: Mundane

THIEF LV.2

STR: 10 **INT:** 10
WIS: 6 (-1) **DEX:** 16 (+2)
COS: 11 **CHA:** 16 (+2)

HP: 6 **AC:** 7
WR: 12 **MA:** N

<u>WEAPONS</u>	<u>MASTERY</u>	<u>THAC0</u>
Long sword	Base	19

MAGIC

Don Vicente has no magic powers.

FOLKS



13 - VIOLETA CANDEA

This charming girl is working as a housemaid in one of the richest families around and likes to talk about other people. She is always well informed and it is easy to see her around deep in chit-chats with other women, or flirting with young men to get some news from them as well. She goes to the well with her bucket many times per day because she is always sure to find someone to talk to, when she does..

BELONGINGS

BUCKET: A normal wooden bucket. Worth 5 Sv.

MEDALLION: A memory of her dead mother, this medallion is made of silver and copper and is worth 25 Dc.

CLOTH APRON: A normal apron. Worth 1 Sv.

HIDDEN ITEMS: Violeta hides her money pouch in a pocket of her dress. It contains 13 Dc.

MAGIC

Violeta has no magic powers.

APPEARANCE: Poor
MAGIC: Mundane

NORMAL PERSON

STR: 6 (-1) **INT:** 11
WIS: 8 (-1) **DEX:** 13 (+1)
COS: 7 (-1) **CHA:** 15 (+1)

HP: 2 **AC:** 8
WR: 9 **MA:** C

<u>WEAPONS</u>	<u>MASTERY</u>	<u>THAC0</u>
Bucket (imp. 1d6)	Base	20

FOLKS



APPEARANCE: Rich
MAGIC: Unknown

MAGIC-USER LV.4

STR: 18 (+3) **INT:** 16 (+2)
WIS: 9 **DEX:** 13 (+1)
COS: 7 (-1) **CHA:** 14 (+1)

HP: 9 **AC:** 8
WR: 15 **MA:** N

<u>WEAPONS</u>	<u>MASTERY</u>	<u>THAC0</u>
Dagger	Skilled	18

14 - BELGEMINE WU

Belgemine is the young daughter of a rich Alphatian couple. She decided to become an adventurer for fun, and is more interested in fancy clothes than in killing monsters and looting treasure. She kind of shows off all time, and is quite striking when in town. She also talks with a very high-pitched tone of voice, that makes her stand out of the crowd all times.

BELONGINGS

DAGGERS: Belgemine has 2 daggers at her belt. The first one is a silver dagger. The second one, a *magic dagger +1*.

HAT: Belgemine's new hat to match her outfit. It's pretty fancy and is worth 12 Dc.

GAUNTLETS: Apparently weak, Belgemine is wearing these *Gauntlets of Ogre strength* that make her a fearsome enemy to fight bare-handed.

SWALLOW NECKLACE: found in an adventure, Belgemine decided to keep this silver jewel, that's worth 600 Dc.

BELT: a normal leather belt. Belgemine has one healing potion in it.

POUCH: The pouch contains 55 Dc, 2 Cr and a Larimar gemstone, that's worth 350 Dc.

HIDDEN ITEMS: In one of her big puff sleeves she hides, tied to her arm, her spellbook.

MAGIC

Belgemine is a 4th level magic-user and she knows the following spells. The ones with a hashtag sign (#) are memorized for the day. All of these spells are on her spellbook.

Level 1 _____	Level 2 _____
Read magic	Invisibility #
Detect magic #	Locate object
Sleep #	ESP*
Light* #	Knock #
Floating disc	

FOLKS



APPEARANCE: Adventurer

MAGIC: Mundane

FIGHTER LV.2

STR: 13 (+1) **INT:** 13 (+1)

WIS: 11 **DEX:** 9

COS: 11 **CHA:** 13 (+1)

HP: 13 **AC:** 5

WR: 11 **MA:** N

<u>WEAPONS</u>	<u>MASTERY</u>	<u>THAC0</u>
Dagger	Base	19
Short sword	Base	19
Long sword	Base	19
Guitar (imp. 1d6)	Base	19

15 - RANDALL MC LURE

Randall just started his career as an adventurer, but has not been lucky so far. Half of his group was killed in the first adventure, and the other 2 survivors decided that adventuring was not for them. He was left alone and, when he finished his money, he decided to become a minstrel to gather some coins. However, he is not good at playing and his voice is quite bad, therefore nobody is paying him for his "music". He is quite a desperate guy, and would gladly follow any adventurer if asked to, as a trustworthy follower.

BELONGINGS

GUITAR: Randall got this guitar from a dying guy, and decided to learn how to play it, but so far he is still quite bad. If in extreme danger, he may use it as a weapon, but he doesn't want to, because it may break. It's worth 20 Dc.

GAUNTLETS: The leather gauntlets Randall is wearing are worth 5 Dc.

LONG SWORD: A normal sword.

SHORT SWORD: The only good thing that came from the first disaster adventure he went through was this *magic short sword +1 +2 against reptiles*.

DAGGER: A normal dagger.

BELT: Randall uses a normal leather belt and stores here three special food rations.

POUCH: it's more of an ornament. Randall fills it with stones not to look like a beggar, but taken the stones out, there are just 1 Dc and 4 Py left inside.

HIDDEN ITEMS: Randall wears a chain mail under the clothes.

MAGIC

Randall has no magic powers.

FOLKS



APPEARANCE: Citizen

MAGIC: Arcane

THIEF LV.1

STR: 9 **INT:** 13 (+1)

WIS: 14 (+1) **DEX:** 17 (+2)

COS: 8 (-1) **CHA:** 14 (+1)

HP: 3 **AC:** 7

WR: 12 **MA:** C

WEAPONS **MASTERY** **THAC0**

Dagger Base 20

16 - MARINA CHIARAVALLE

Marina is a very young thief that had good luck in the last week. She managed to steal a small bag from an elf, and she found a magic wand and a gemstone in it. She decided to keep the wand and to sell the stone, for now. She would like to join some adventurers for the loot, but she is not to be trusted too much, as she may always decide that the risk is too high for her, rob the party members and run.

BELONGINGS

GEMSTONE: The gemstone Marina stole is a lemon quartz, worth 200 Dc.

BRACELETS: The two bracelets Marina is wearing are worth 25 Dc and 140 Dc.

EARRINGS: these pretty charms are brass, and worth just 10 Dc.

NECKLACES: The thin necklace is a memory of one of her childhood friends, and is worth just 10 Dc. The other one is made of amber and is worth 500 Dc.

DAGGER: A normal dagger.

WAND: Marina stole this bizarre wand with a double tip but doesn't know how to use it. She decided to keep it until she finds out what it does.

BELT: A normal leather belt.

POUCH: The pouch contains only 7 Dc.

HIDDEN ITEMS: Marina has nothing hidden on herself.

MAGIC

Marina has no magic powers.

FOLKS



APPEARANCE: Adventurer

MAGIC: Mundane

FIGHTER LV.12

STR: 18 (+3) **INT:** 6 (-1)

WIS: 13 (+1) **DEX:** 10

COS: 16 (+2) **CHA:** 11

HP: 80 **AC:** 2

WR: 18 **MA:** L

<u>WEAPONS</u>	<u>MASTERY</u>	<u>THAC0</u>
Great maul	Master	10
Dagger	Skilled	12

17 - ERIK STADLER

Erik is an experienced adventurer that is a member of the monster hunters' union. He usually works with 4 trustworthy followers. In these moment, they are all shopping around the town, but separately. If there are other characters lv. 4-8 in the same place, they could be his followers. Erik can be quite intimidating with his weapons and wolf fur cloak, even without getting properly in a fight.

BELONGINGS

WOLF FUR CLOAK: It's just a warm cloak that Erik wears, especially in winter. It's worth 40 Dc.

GREAT MAUL: Erik's favourite weapon is a *magic great maul +2 of slowing*. His mastery in this weapon also gives him a bonus of -1 on his AC (already counted).

WRISTBANDS: Cloth and leather, they are worth 10 Dc.

HORN: A *horn of destruction*.

DAGGER: A *magic dagger +1*. Erik uses this as a ranged weapon before attacking with his maul. Then, he uses it to skin his preys for fur, or to take trophies.

BELT: A leather belt, Erik stores in here 2 potions of healing, 1 antidote, 1 medusa tears and a red gemstone that lights up in the dark like a torch when a command word is spoken.

POUCH: Erik doesn't really carry around a lot of money. He has 170 Dc and 24 Sv.

LEATHER ARMOR: Erik's favourite armor is a *magic leather armor +4*.

HIDDEN ITEMS: Erik has no hidden items.

MAGIC

Erik has no magic powers.

FOLKS



18 - ROSARIO SOLANA

Rosario is a young apprentice treekeeper of the Belcadiz clan. She just started learning elven magic and is travelling to research the effects of magic on trees and plants as a task from the Treekeeper. Rosario has always a perfect attire and a snob attitude, which may confuse people, thinking that she is someone important. She feels very strongly the importance of her job as a future treekeeper, but for now her role is marginal.

BELONGINGS

STAFF: Rosario is carrying a *staff of command +1*.

BIG POUCH: In this pouch, Rosario has her money and, in a separate compartment, her spell ingredients. Spell ingredients are worth 120 Dc, while the coins are 200 Dc.

HIDDEN ITEMS: Under her big dress, Rosario is hiding her spellbook. Under one of the gloves, she is wearing a *Ring of protection +1*. Under the clothes, she wears an *elven silver mail*.

APPEARANCE: Noble
MAGIC: Arcane

ELF LV.5

STR: 11 **INT:** 18 (+3)
WIS: 13 (+1) **DEX:** 13 (+1)
COS: 8 (-1) **CHA:** 14 (+1)

HP: 19 **AC:** 2
WR: 13 **MA:** L

<u>WEAPONS</u>	<u>MASTERY</u>	<u>THAC0</u>
Dagger	Base	20

MAGIC

Rosario is a 5th level Elf and she knows the following spells. The ones with a hashtag sign (#) are memorized for the day. All of these spels are on her spellbook.

<u>Level 1</u>	<u>Level 2</u>
Read magic	Mirror image #
Detect magic #	Levitate
Shield #	Web #
Ceremony	Phantasmal force
Magic missile # #	Entangle #
Farie fire	
<u>Level 3</u>	
Cure disease	
Dispel magic	
Fly	
Haste* #	

FOLKS



APPEARANCE: Citizen

MAGIC: Arcane

NORMAL PERSON

STR: 6 (-1) **INT:** 17 (+2)

WIS: 17 (+2) **DEX:** 6 (-1)

COS: 10 **CHA:** 12

HP: 6 **AC:** 8

WR: 7 **MA:** L

WEAPONS **MASTERY** **THAC0**

Staff Base 20

19 - GIUSEPPE PACE

Giuseppe is an old teacher that spends his time teaching children how to read. He never wanted to retire, because he likes teaching, and still goes around looking for new students. He is a very kind and polite man, with a good education and accurate speech.

BELONGINGS

STAFF: A common two-handed staff that he uses as a walking stick.

BOOK: Not a spellbook. This is just a book of fairytales that he uses to teach children how to read. Worth 15 Dc.

BELT: A normal leather belt.

GOLDEN RING: It is Giuseppe's wedding ring. It is a plain gold ring worth 100 Dc.

LEATHER ARMOR: A common leather armor.

HIDDEN ITEMS: Giuseppe has no hidden items.

MAGIC

Giuseppe has no magic powers.

FOLKS



APPEARANCE: Adventurer

MAGIC: Mundane

THIEF LV.3

STR: 13 (+1) **INT:** 13 (+1)

WIS: 4 (-2) **DEX:** 15 (+1)

COS: 14 (+1) **CHA:** 9

HP: 11 **AC:** 5

WR: 13 **MA:** N

WEAPONS **MASTERY** **THAC0**

Long sword Base 19

20 - BASTIEN DE GRUY

Bastien's parents were killed by werewolves and he hates those creatures since when he knew it. Moreover, the Baron of Morlay, who ruled over their land, did never take into consideration his claim for justice when, years later, he asked for an official hunt to be made towards them. Bastien is now actively against the magic-users and supports the farmers' union against new feuds. He will react in quite an aggressive way to most Arcanes.

BELONGINGS

LEATHER ARMOR: Bastien's armor is a *magic leather armor +1*.

LEATHER GLOVES: These fancy gloves match the armor and are worth 25 Dc.

LONG SWORD: Bastien's sword is a normal weapon.

POUCH: In his pouch, Bastien has 48 Dc and 31 Sv.

BELT: Bastien wears a normal belt, where he stores 2 bunches of wolfsbane, one bottle of aconite distillation, a *scroll of protection from werewolves* and one healing potion.

HIDDEN ITEMS: Bastien wears around his neck a medallion that was his mother's and that can be open to see the small portraits of his parents, stained in his mother's blood. The medallion is only worth 5 Dc.

MAGIC

Bastien has no magic powers.

Arsenic and old Spellbooks

Folks Cards 01 - 20

Is a non-official product for



The rules in this book have been developed only for private use
and the book itself is not to be commercialized.

Ended on April 26th 2020

Emanuele Betti







13



14



15



16



17



18



19



20



1 - Human male
Apparently poor

VISIBLE EQUIPMENT

Chicken
Dagger
Pouch
Flask
Choker

This guy is going around apparently trying to sell his chicken

2 - Human female
Apparently an average citizen

VISIBLE EQUIPMENT

Scrolls
Dagger
Glasses
A big saddlebag

The girl looks lost and a bit clumsy. She keeps checking in her pockets for something she probably lost.

3 - Human male
Apparently rich

VISIBLE EQUIPMENT

Staff
Necklace
Gloves
Whip

This guy likes to show off. He seems an important person, or at least he pretends to be.

4 - Human male
Apparently a hunter

VISIBLE EQUIPMENT

Longbow
Arrows
Necklace
Pouch
Small bag
Archer's mittens

The guy smells like he didn't wash for months, and his boots are full of mud.

5 - Human female

Apparently an average citizen

VISIBLE EQUIPMENT

Big hammer
Leather apron
Sword
Leather gloves
Pouch

*Have you ever seen a woman that big?
No wonder she's a blacksmith...*

6 - Elf male

Apparently a noble

VISIBLE EQUIPMENT

Sword
Silk foulard
Ring with a red stone

*This is some noble that serves in the
Army, for sure... Did I see him
anywhere else?*

7 - Elf female

Apparently a street artist

VISIBLE EQUIPMENT

Lyre
Dagger
Short bow
Leg quiver with arrows
Pouch
Hair beads
Silver bracelet

Hey! A bard!

8 - Human male

Apparently an adventurer

VISIBLE EQUIPMENT

Spear
Dagger
Claymore
Belt
Cloak

*This guy looks like an adventurer. He
should take better care of his clothes,
though...*

9 - Human female
Apparently a noble

VISIBLE EQUIPMENT

Earrings
Chain
Ring with a black stone
Belt
Dagger

That old hag looks ugly... But don't let her hear it, or she will curse us!

10 - Human female
Apparently a gipsy

VISIBLE EQUIPMENT

Dream-catcher
Earrings
Bracelets (4)
Belt
Necklace
Ring with blue stone
Pouch

That's a Mornei gipsy. Should we ask her to read our hands?

11 - Human male
Apparently an adventurer

VISIBLE EQUIPMENT

Metal necklace
Shield
Longsword
Earrings
Pouch
Banded mail
Metal armlets (2)

This guy looks like he's waiting for someone who is not coming. No wonder that he's upset.

12 - Human male
Apparently rich

VISIBLE EQUIPMENT

White rose
Longsword
Silk foulard
Pouch

This guy wants to gather attention... What's about that rose? He must think he's irresistible...

13 - Human female
Apparently poor

VISIBLE EQUIPMENT

Bucket
Medallion
Cloth apron

*This girl stays at the well and talks a lot.
Did she go there for the water or just to
chat?*

14 - Human female
Apparently rich

VISIBLE EQUIPMENT

Daggers (2)
Hat
Gauntlets
Swallow necklace
Belt
Pouch

*That little girl in the hat looks so fancy!
She must be full of money.*

15 - Human male
Apparently an adventurer

VISIBLE EQUIPMENT

Guitar
Gauntlets
Long sword
Short sword
Dagger
Belt
Pouch

*That guy looks like an adventurer. Then
why is he carrying a guitar around?*

16 - Human female
Apparently an average citizen

VISIBLE EQUIPMENT

Gemstone
Bracelets (2)
Earrings
Necklaces (2)
Dagger
Wand
Belt
Pouch

*This girl is showing around a nice
gemstone.*

17 - Human male
Apparently an adventurer

VISIBLE EQUIPMENT

Wolf fur cloak
Great maul
Wristbands
Horn
Dagger
Belt
Pouch
Leather armor

That guy and his friends are quite famous adventurers.

18 - Elf female
Apparently a noble

VISIBLE EQUIPMENT

Staff
Big pouch

This Belcadiz elf has such an interesting tattoo on her face...

19 - Human male
Apparently an average citizen

VISIBLE EQUIPMENT

Staff
Book
Belt
Golden ring
Leather armor

This man is only approaching people with kids.

20 - Human male
Apparently an adventurer

VISIBLE EQUIPMENT

Leather armor
Leather gloves
Long sword
Pouch
Belt

*This man is just sitting there, drinking beer and staring at the people...
Creepy.*