

Folk Cards 03

DUNGEONS & DRAGONS®

Arsenic and old Spellbooks
Folks Cards 41 - 60



A supplement by
Emanuele Betti



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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 Dalmonte.

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 third 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 peasants, 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 descriptions 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 so 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

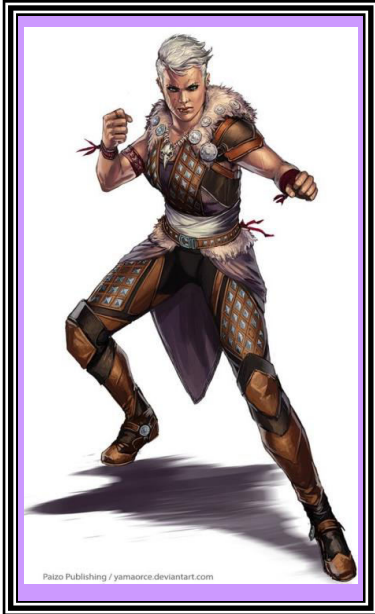
The levels of the folks in the cards are mixed-up more or less like it happens in the game with all of the people around. Most of the people is actually very low level, or Normal Person level and, the more the level grows, the smaller is the number of the people of that level in the group.

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.

In 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: Adventurer

MAGIC: Mundane

MYSTIC LV. 11

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

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

COS: 13 (+1) **CHA:** 9

HP: 49 **AC:** 5

WR: 22 **MA:** C

WEAPONS **MASTERY** **THAC0**

Hands and feet n/a 12

41 - ARANEA BASTAS

Aranea is a young Alphanian mystic that left the monastery to become an adventurer. She is aggressive, easy to upset and very independent. She split from the monastery in an argument with her teacher Neera, and now she has founded her chaotic school (School of the Thorns) and is looking for allies. She wants to seek her revenge against Neera and the Order of the Star, which was her former order.

BELONGINGS

LEATHER ARM STRINGS: These wrist decorations have no practical use, and are worth just about 2 Sv. That is 1 Sv each.

LEATHER BELT: A common leather belt. In the belt there are 3 healing potions stored.

FUR HOOD: A fur hood decorated with silver plaques. It is tied to the body, so it's not easy to steal, but it's worth about 20 Dc.

LEATHER BOOTS: Magical *Levitation boots*.

BONES PENDANT: Made of bones and enchanted, this is an amulet of protection that guarantees a +3 bonus exclusively to saving throws.

HIDDEN ITEMS: Under the drape at her waist: purse with 145 Dc

MAGIC

Aranea cannot use magic.

FOLKS



42 - WILMA GEERTS

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

LACE NECKLACE: This necklace is made of lace, bronze and a big jade gemstone. It is worth 200 Dc.

LACE GLOVES: These fancy gloves are worth 10 Dc.

LEATHER BUSTIER: Another very fancy piece of clothing, this decorated bustier is worth 20 Dc.

HIDDEN ITEMS: Wilma is hiding under the skirt her weapon, a *magic dagger +1*.

MAGIC

Wilma is a 3rd level magic-user and she has the following spells memorized. She is not carrying her spellbook around.

<u>Level 1</u>	<u>Level 2</u>
Magic missile	Web
Detect magic	Levitation
Read magic	

APPEARANCE: Citizen

MAGIC: Arcane

MAGIC USER LV.3

STR: 11 **INT:** 16 (+2)

WIS: 18 (+3) **DEX:** 9

COS: 7 **CHA:** 12

HP: 8 **AC:** 9

WR: 11 **MA:** N

WEAPONS **MASTERY** **THAC0**

Dagger Base 19

FOLKS



APPEARANCE: Adventurer

MAGIC: Mundane

FIGHTER LV. 7

STR: 16 (+2) **INT:** 13 (+1)

WIS: 5 (-2) **DEX:** 13 (+1)

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

HP: 49 **AC:** 1

WR: 16 **MA:** N

<u>WEAPONS</u>	<u>MASTERY</u>	<u>THAC0</u>
Sword	Expert	12

43 - PIERFRANCESCO SORGI

Pierfrancesco is an adventurer that just came back from an adventure in the Emirates of Ylaruam, where he found a big treasure. Most of his equipment is made of items found in the treasure. He is travelling alone, nevertheless he may be a very strong opponent for low-level thieves. He is left-handed.

BELONGINGS

SWORD: An ancient sword, but not magical or special in any way.

SHIELD: A nicely decorated shield. It also is a magical item. It's a magic shield +1 of gaseous form.

NECKLACE: A nice ornament. It looks like it's made of gold and has a big ruby on it, but it's only gold-plated and the gemstone is a blood coloured tourmaline. It's worth only 350 Dc.

TURBAN: This is a very peculiar magic item: the *turban of the desert*. Whoever wears it, never feels thirsty and may survive without water.

BELT: A belt made of leather and cloth, with a golden buckle. Worth 15 Dc, but it's a normal belt.

BOOTS: Fancy leather and brass boots, worth 3 Dc

BIG POUCH: In this one, Pierfrancesco stores part of his equipment, including a roll of rope (15 m), three preservable rations, a head of garlic and an unidentified potion (an *acid flask*)

SMALL POUCH: For the money: It contains 110 Dc, 23 Sv and 8 gemstones: 1 Garnet (100 Dc), 2 Turquoises (120 Dc each), 1 Citrine (200 Dc), 3 Peridots (400 Dc each) and an Opal (900 Dc)

ARMOR: This is a *magic scale mail* +2.

HIDDEN ITEMS: In the belt: two flasks of *holy water*, two *potions of healing*.

MAGIC

Pierfrancesco cannot use magic.

FOLKS



APPEARANCE: Poor
MAGIC: Mundane

NORMAL PERSON

STR: 13 (+1) **INT:** 10
WIS: 13 (+1) **DEX:** 10
COS: 9 **CHA:** 12

HP: 7 **AC:** 9
WR: 10 **MA:** L

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

44 - GAN BYAMBASÜREN

Gan is a Krondaharian charcoal maker that lives in the countryside, and every now and then comes to town to sell his product. He is often dirty and sweaty. He is smart and good at bargaining (general skill *bargain* 14), but his job is not paid well, and he's as poor as he can be. Characters may hire him for little cash to bargain in their favor in the market.

BELONGINGS

GREEN HAT: This filthy hat is barely worth 1 Sv..

BLUE BELT: Just an old piece of cloth tied around the waist. Worth 1Py.

BAG OF CHARCOAL: The bag is made of leather and it's worth 5 Dc.
The charcoal inside can be sold for another 5 Dc..

VEST: Gan's long vest is nicely finished and decorated, and may be worth 5 Dc..

HIDDEN ITEMS: Under the vest: a dagger and a pouch with 43 Sv and 11 Py.

MAGIC

Gan has no magic powers.

FOLKS



APPEARANCE: Citizen

MAGIC: Arcane

MAGIC USER LV. 1

STR: 8 (-1) **INT:** 15 (+1)

WIS: 16 (+2) **DEX:** 6 (-1)

COS: 7 (-1) **CHA:** 14 (+1)

HP: 3 **AC:** 10

WR: 8 **MA:** N

WEAPONS **MASTERY** **THAC0**

Dagger Base 20

46 - SAVERIO ARDUINI

Saverio is an apprentice wizard who is travelling alone and aims to find experienced wizards willing to teach him their secrets. He could even become a follower for the characters, but is not willing to stay in any place for a long time. Practically, he will leave after gaining one level or two, to travel again. Moreover, he is not an adventurer, and would not be of great use in fights.

BELONGINGS

OWL: Bubu the white owl. Saverio has *animal training* general skill with a score of 12, and he commands the owl to do small commissions for him.

WIZARD HAT: Just a fancy hat, worth 5 Sv.

WIZARD CAPE: A common, but fancy, cape. Worth 3 Dc.

LEATHER BELT: A common belt, worth 5 Dc. There's nothing stored inside.

BOOK: Saverio's spellbook.

POUCH: Here, Saverio stores his ingredients for spellcasting. The ingredients are worth 20 Dc.

HIDDEN ITEMS: Inside a sleeve of the robe, Saverio hides a dagger. Inside the other sleeve he hides his coin purse, with 27 Dc, 18 Sv and 3 Py.

MAGIC

Saverio has the following spells in his spellbook. The ones marked with a hashtag sign (#) are the ones he has memorized for the day.

Level 1

Read magic
Read languages #
Detect magic #
Ventriloquism

FOLKS



APPEARANCE: Adventurer

MAGIC: Arcane

MAGIC USER LV.10

STR: 10 **INT:** 18 (+3)

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

COS: 13 (+1) **CHA:** 7 (-1)

HP: 36 **AC:** 7

WR: 14 **MA:** C

WEAPONS	MASTERY	THAC0
Staff	Expert	13

47 - ARIEL NOGAS SAGAN

Ariel is an Alaphatan Magus and may be encountered almost everywhere. He is not a friendly type, and everything he does, he does for his own gain. He is looking for a place where he could set his own tower, within a few years, and maybe enslave some goblinoids as well. He is a dracologist of black dragons of 3rd circle.

BELONGINGS

STAFF: This is a *magic staff +1 of Medusa* with 13 charges left. Each charge can cast the spell *stone curse* or can be used to cast *Flesh to stone* on a target hit with a melee attack. The target, in that case, has a -2 to the saving throw.

BIG POUCH: This is a bag of carrying, and in it Ariel stores a lot of items. There are: his spellbook, his licence wallet, 30 m of rope, a tent, a set of pots and pans, a wand of detect magic with 11 charges, a lamp, a scroll with three *fireball* spells, 4 special rations, a waterskin, a bejewelled bracelet worth 1,100 Dc and the ingredients for his spells, worth 300 Dc.

SMALL POUCH: This is Ariel's coin purse, and contains 2 Cr, 140 Dc, 7 Sv and a big red beryl gemstone worth 5,000 Dc.

BELT: A common belt, worth 5 Dc. However, the belt contains 2 healing potions, a tinderbox, 2 oil flasks and a *silver fly*.

HIDDEN ITEMS: Under his clothes, Ariel is wearing an amulet of protection against clairvoyance and ESP.

MAGIC

Ariel has on his spellbook the following spells. The ones with a hashtag sign (#) are memorized for the day.

Level 1	Level 2	Level 3
Read magic	Continual light	Lightning bolt
Detect magic #	Invisibility #	Water breathe
Magic missile # #	Mirror image #	Fly #
Ventriiloquism	Phantasmal force	Fireball #
Charm person #	ESP #	Dispel magic #
Sleep #	Knock #	
Floating disc	Locate object	
Light		
<i>Spirit claw</i> (new spell) #		
Level 4	Level 5	
Ice storm /wall #	Animate dead #	
Confusion	Cloudkill #	
Dimension door #	Dissolve	
Growth of plants		

FOLKS



APPEARANCE: Adventurer

MAGIC: Mundane

NAGPA LV. -3

STR: 10 **INT:** 14 (+1)

WIS: 16 (+2) **DEX:** 9

COS: 16 (+2) **CHA:** 4 (-2)

HP: 50 **AC:** 5

WR: 7 **MA:** C

<u>WEAPONS</u>	<u>MASTERY</u>	<u>THAC0</u>
Staff	Skilled	14

48 - XYBILOR

Xybilor has been around Glantri for quite some time, and people tend to know and tolerate him, because he is just looking around for books of magic and magic items, and doesn't really make trouble. However, if the characters have plenty of books or magic items, he may make up some plans to get them. He looks quiet, but is a very dangerous opponent.

BELONGINGS

STAFF: This is a magic staff +2 of power with 7 charges left (non rechargeable).

STAFF CHARM: This is a special item that Xybilor stole to an ethengarian warrior: the *weapon charm*. Tied to a weapon it raises its to-hit chance by +2 (but not damage).

PRECIOUS ROBE: This is a non-magical Alpathian silk robe.

POUCH: Xybilor's money purse, containing 8 Cr, 24 Dc and 2 Sv.

GOLDEN PENDANT: A pendant of protection +3. It works exactly like a ring of protection +3.

HIDDEN ITEMS: Under his robe, Xybilor hides a *wand of magic missile* with 10 charges left, and in an inner pocket he also has three eggs of wonders.

MAGIC

Xybilor cannot cast spells.

FOLKS



49 - ALEXANDER GILLESPIE

Alexander is a Kiantryean tax collector, and he's quite inflexible. He usually goes around with a couple of soldiers or city guards to protect the content of his casket. When the guards are not around usually means that the casket is empty. The DM may determine soldier's stats random or pick a couple of soldier type folks from other cards.

BELONGINGS

TURBAN: A turban hat, made of velvet. Very stylish, worth 8 Dc.

CHAIN: A silver chain, mostly blackened by time. It's worth 200 Dc.

CHAIN MAIL: A normal chain mail.

LEATHER BELT: It is a common leather belt.

CASKET: The casket is made of wood but is reinforced in metal. The lock is quite good and gives a -30% chance to pick it. The DM must decide whether his casket is full or empty, or roll it 50/50 chance. If the casket is full, there are 2d20 Cr, 2d20 Dc, 2d20 Sv and 1d100 Py inside.

SWORD: A common sword.

FINGERLESS GLOVES: Wool gloves, worth barely 3 Sv.

HIDDEN ITEMS: In an internal pocket of the jacket, Alexander hides the key for the casket, wrapped into an envelope of paper sheets where he records the money he collects. In another pocket, he carries his licence wallet.

APPEARANCE: Rich
MAGIC: Mundane

NORMAL PERSON

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

WIS: 13 (+1) **DEX:** 9

COS: 11 **CHA:** 8 (-1)

HP: 5 **AC:** 5

WR: 10 **MA:** L

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

MAGIC

Alexander doesn't have any magical power.

FOLKS



APPEARANCE: Citizen

MAGIC: Mundane

THIEF LV. 2

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

WIS: 5 (-2) **DEX:** 17 (+2)

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

HP: 9 **AC:** 7

WR: 13 **MA:** C

WEAPONS **MASTERY** **THAC0**

Dagger Base 18

50 - PHILIPPE DUGARD

Philippe is a young chef at the local inn, and also a thief. He spends a lot of time, when he is not working, out of the inn checking the visitors, to give fresh informations to the guild. When met out of town, he is usually going to some farm to check food supplies. As a thief, his role in the guild is currently only of support, but every now and then he may rob someone that looks particularly vulnerable.

BELONGINGS

CHEF HAT: The hat itself is worth only 1 Dc. However, inside the hat, Philippe hides his thief tools, which are worth 25 Dc.

LEATHER WRIST STRAPS: just a band of leather to protect the wrist from pain. Worth 5 Sv.

RIPPED CLOTH: An old cloth that Philippe uses to wipe his hands and tables clean. It's worth nothing.

LEATHER APRON: A leather apron, a bit dirty. Worth 5 Dc.

LEATHER BELT: A common leather belt. Philippe hides in it a potion of invisibility and a hearing cone.

HIDDEN ITEMS: In the hat: thief tools. In one of the boots: dagger.

MAGIC

Philippe does not use magic.

FOLKS



APPEARANCE: Citizen
MAGIC: Mundane

NORMAL PERSON

STR: 4 (-2) **INT:** 11
WIS: 8 (-1) **DEX:** 15 (+1)
COS: 9 **CHA:** 17 (+2)

HP: 4 **AC:** 6
WR: 8 **MA:** N

WEAPONS **MASTERY** **THAC0**

Doesn't fight or use weapons at all

51 - NENA SCHLOFFEN

Nena is the daughter of an alchemist, but has no magic power at all. She is just a normal girl, quite vain, who is fragile and vulnerable. She doesn't know how to protect herself, and if she is caught in an argument she is usually cute enough to be protected by some handsome man.

BELONGINGS

FUR SHOULDER HARNESS: This item is worth about 15 Dc and gives Nena 1 point of protection if caught into a fight.

LEATHER OVERGOWN: This item is worth about 55 Dc and gives 1 point of protection to Nena. Paired with the fur shoulder harness makes a leather armor.

SILVER BRACELET: A memento of Nena's mother, that died some time ago. It is worth 80 Dc.

WOODEN RING: Nena's father made her promise to always wear this item, which is a ring of protection +2, but looks like a very unexpensive polished wood item.

HIDDEN ITEMS: Nena hides her coin purse, with 34 Dc inside, under the overgown and tied to her belt. Her belt is empty.

MAGIC

Nena has no magic powers.

FOLKS



52 - YUMI NERGUI

Yumi is the young widow of a rich man who inherited a lot of money and turned into a thief of the guild. She has a pet 3rd level rattlesnake and always wears traditional makeup and clothes.

BELONGINGS

SNAKE: A third level rattlesnake, that Yumi controls with her general skill *animal training (snakes)*.

HAIRPINS (2): Yumi wears two identical hairpins at the sides of her hairstyle. They are made of golden bronze and are embellished with silk ribbons, citrine quartz and spinel. Each is worth 350 Dc.

HAIR CIRCLET: The centerpiece of Yumi's hairstyle is this golden circlet, worth 120 Dc.

FAN: Just a common paper fan, worth no more than 1 Sv.

CLOTH BELT: a huge belt made of a long strip of silk, hand-painted. It is worth 50 Dc and contains the 6 flasks.

FLASKS (6): Yumi always carries these flasks around. Two of them are holy water, two of them are potions of sleep and two are potions of invisibility. They are marked, to be easy for Yumi to sort them apart, with some scratches on the neck of the flask, but it's not easy to notice that, if you don't know, and they all look exactly the same.

DAGGER: A common dagger.

MAGIC

Yumi has no magic powers.

APPEARANCE: Rich
MAGIC: Mundane

THIEF LV.1

STR: 10 **INT:** 13 (+1)
WIS: 13 (+1) **DEX:** 15 (+1)
COS: 11 **CHA:** 13 (+1)

HP: 4 **AC:** 8
WR: 11 **MA:** C

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

FOLKS



APPEARANCE: Adventurer

MAGIC: Mundane

HALF-OGRE FIGHTER LV. 1

STR: 18 (+3) **INT:** 10
WIS: 9 **DEX:** 10
COS: 16 (+3) **CHA:** 6 (-1)

HP: 29 **AC:** 7
WR: 13 **MA:** N

<u>WEAPONS</u>	<u>MASTERY</u>	<u>THAC0</u>
Dagger	Base	16
Thrown	Base	19
Longsword	Base	16

53 - WARGO MCLUGASH

Wargo is a mercenary, and is particularly expert about adventuring in places infested by orcs and ogres. The characters may hire him as a guide for areas such as the Broken Lands or as an interpreter when they need to talk to goblinoids. He is quite strong and sturdy and it's never a good idea to upset him.

BELONGINGS

LEATHER BELT: A common belt, worth 5 Dc. In the belt, Wargo stores a flask of holy water, a head of garlic, three oil flasks and the tinder box.

LEATHER COAT: This heavy coat doubles up as a leather armour, but is worth 60 Dc.

DAGGER: A silver dagger.

HIDDEN ITEMS: Hanging inside his coat, Wargo has a longsword and a pouch containing his money, which is 3 Dc and 1 Sv.

MAGIC

Wargo cannot use magic.

FOLKS



54 - ALTAN BORJIGIN

Altan is a mystic and a healer. He is a good chap and would gladly help people in need, if given a donation for the temple. He would accept money, items and food, or even services. Wherever the characters may meet him, he will always be ready to heal them, if they need. However, it's better not to engage him in a fight, because he may become dangerous.

BELONGINGS

HEADBAND: A cotton headband. Worth 3 Py.

LEATHER BELT: A common leather belt. Altan carries in it three healing potions.

HIDDEN ITEMS: Under his cape, Altan has a healer's bag with 10 uses left, worth 50 Dc. In one of his socks, he hides his coin purse, where he stores some coins in case of emergency. It only contains 10 Dc.

MAGIC

Altan cannot use magic.

APPEARANCE: Monk
MAGIC: Mundane

MYSTIC LV. 3

STR: 16 (+2) **INT:** 9
WIS: 11 **DEX:** 13 (+1)
COS: 17 (+2) **CHA:** 9

HP: 23 **AC:** 4
WR: 15 **MA:** L

<u>WEAPONS</u>	<u>MASTERY</u>	<u>THAC0</u>
Hands and feet	n/a	17

FOLKS



APPEARANCE: Poor
MAGIC: Arcane

MAGIC-USER LV. 16

STR: 9 **INT:** 18 (+3)
WIS: 14 (+1) **DEX:** 9
COS: 18 (+3) **CHA:** 6 (-1)

HP: 63 **AC:** 9
WR: 17 **MA:** N

WEAPONS	MASTERY	THAC0
Staff	Expert	8
Sickle	Skilled	9

55 - ONYRION

Onyrion is an extremely old herbalist. Sometimes people mistake him for a druid, but he is actually a magic-user. And a quite powerful one, too. Although, in great contrast with usual magic-users, he does not live for money, power and respect. He lives in a hut in the woods, and travels around making potions and protecting his woods. He's got a pet hawk, that he commands with *animal training* general skill, that he has with a score of 25.

BELONGINGS

FALCON: The falcon is controlled by onyrion with his skills. It's a beautiful beast, and fights well.

STAFF: A magic *staff* +3 of *command* with 20 charges. The charms and feathers are part of the staff and cannot be taken from it.

SICKLE: A silver sickle. Useable with the stats of a dagger. This is Onyrion's weapon, and is a magic sickle +3.

SANDALS: Sandals of the Prophet. Allow Onyrion to walk on water.

BELT: a standard belt. The old man stores in it an antidote, three potions of greater healing, a potion of dragonbreath (green dragon) and some *fairy seeds*.

POUCHES (2): One of these is Onyrion's ingredients bag. Here he's got ingredients for spells for a value of 500 Dc. The second one is a healer's bag, worth 50 Dc and with 10 uses.

ARMLETS (3): One of these armlets is just a bronze charm with a gold decoration, worth 400 Dc. Onyrion keeps it as a memento, because it's a present. The other two are *armlets of stamina*, which increase the Constitution of the user and the general skills related to Constitution by 3 points (up to a maximum of 18).

MAGIC

Onyrion usually memorizes the following spells, plus 7 first level spells at the DM's discretion. The spellbook is left in his hut.

Level 2	Level 3	Level 4
Invisibility	Dispel magic	Charm monster
Detect invisible	Fly	Growth of plants
Web	Haste	Polymorph other
Mirror Image	Infravision	Remove curse
Locate object	Hold person	
Phantasmal Force		
Level 5	Level 6	Level 7
Conjure elemental	Invisible stalker	Charm plant
Feeblemind	Weather control	Create normal monster
Hold monster		

FOLKS



APPEARANCE: Priestess

MAGIC: Arcane

MAGIC-USER LV. 1

STR: 11 **INT:** 16 (+2)

WIS: 16 (+2) **DEX:** 8 (-1)

COS: 12 **CHA:** 13 (+1)

HP: 4 **AC:** 10

WR: 9 **MA:** L

WEAPONS	MASTERY	THACO
Staff	Base	19

56 - YVONNE VAN DER GEEST

Yvonne is a young acolyte of the temples of Rad. She is not very experienced, and she doesn't like to fight. She is usually around preaching Rad's words and teaching young children how to read. She also checks for the temple if there are children born in poor families that show signs of magic. To these ones, she offers to take them to the temple and teach them magic, giving them a chance to become priests.

BELONGINGS

STAFF: A comon quarterstaff.

CHOKER: a bronze ornament, worth 10 Dc.

NECKLACE: a big bronze ornament, worth 50 Dc.

CIRCLET: A magic item that improves concentration. Gives +1 to Intelligence.

SHAWL: A silk shawl, worth 10 Dc.

BELT: A common leather belt, worth 5 Dc.

CLOAK: A white ceremonial cloak. It costs 20 Dc.

BOOK: It is Yvonne's book of prayers.

POT: A brass pot, worth 3 Sv.

PESTEL: A stone pestel, worth 5 Py.

HERBS (3): These are 3 bunches of wolfsbane.

POTION: It is a healing potion.

SADDLEBAG: Yvonne's bag. It's worth 5 Dc, and contains 15 m of rope, a mirror, a lantern, five flasks of oil, Yvonne's spellbook, and Yvonne's licence wallet.

MAGIC

Yvonne carries her spellbook in the saddlebag. The following ones are all of the spells in her spellbook. The spells that she memorized are marked with #.

Level 1	Level 2
Read magic	Continual light
Read languages	Levitation #
Detect magic #	ESP
Light	
Protection from evil #	

FOLKS



APPEARANCE: Traveller
MAGIC: Arcane

ELF LV. 1

STR: 16 (+2) **INT:** 10
WIS: 6 (-1) **DEX:** 13 (+1)
COS: 8 (-1) **CHA:** 14 (+1)

HP: 5 **AC:** 6
WR: 13 **MA:** N

<u>WEAPONS</u>	<u>MASTERY</u>	<u>THAC0</u>
Sword	Base	17

57 - CYPROS ORATKALION

Cypros is a young elf ne'er-do-well who does not want to work and prefers to travel around, playing his flute to get some money, and live of what he can find around. He is very naive and optimistic. He may agree to follow the characters in some adventure for cash, if he thinks it's fun, but would probably let the party down if things get too serious.

BELONGINGS

CLOAK: A leather traveller cloak, worth 15 Dc.

SADDLEBAG: A common bag worth 5 Dc. It contains 7 special rations, a roll of rope 15 m long, a small pan worth 2 Dc, a coin purse with 3 Dc and 8 Sv and his spellbook.

FLUTE: A nice instrument, worth 10 Dc.

BELT: A common belt, worth 5 Dc. There's nothing stored in.

SWORD: A common longsword, worth 10 Dc.

HEADBAND: A cloth headband, worth 2 Sv.

MAGIC

Cypros carries his spellbook in the saddlebag. The following ones are all of the spells in his spellbook. The spell he memorized is marked with #.

Level 1 _____

Read magic

Magic missile #

FOLKS



APPEARANCE: Rich
MAGIC: Mundane

FIGHTER LV. 1

STR: 17 (+2) **INT:** 6 (-1)
WIS: 5 (-2) **DEX:** 16 (+2)
COS: 15 (+1) **CHA:** 14 (+1)

HP: 9 **AC:** 5
WR: 12 (14) **MA:** C

<u>WEAPONS</u>	<u>MASTERY</u>	<u>THAC0</u>
Dagger	Base	17
Off hand	None	21
Sword	Base	17

58 - FALKOR MESSAGOR

Falkor is an Alpathian guy that had no luck in the army and was expelled due to an accident. He turned to become a mercenary, and usually works for criminals to bring up their revenges and do the "dirty job". He is quite strong, and is able to kill a man bare-handed.

BELONGINGS

LEATHER COAT: This item is worth 120 Dc, is very well decorated and doubles up as a good leather armour.

LEATHER GAUNTLETS: Falkor knows well not to leave fingerprints behind. And he doesn't like blood on his own skin and on the wrists of his shirts. These big gloves are worth about 5 Dc.

LEATHER BELT: A common leather belt, worth 5 Dc. In the belt, Falkor stores 4 flasks of oil, a tinder box and a flask of lethal poison.

HIDDEN ITEMS: Under the leather coat, Falkor hides a sword and a dagger. He uses these weapons when he needs to do things fast, otherwise he prefers to take his time and strangle people. He dips the dagger in the poison and throws it if he needs to hit someone far away, to kill with one shot.

NOTE: Falkor has *muscles*, *brawl* and *fighter instinct* general skills.

MAGIC

Falkor does not use magic.

FOLKS



APPEARANCE: Noble
MAGIC: Arcane

MAGIC-USER LV. 21

STR: 12 **INT:** 17 (+2)
WIS: 11 **DEX:** 12
COS: 12 **CHA:** 8 (-1)
HP: 39 **AC:** 5
WR: 11 **MA:** C

WEAPONS	MASTERY	THAC0
Dagger	Master	8
Staff	Skilled	10

59 - LADY SINARIA VERLIEN

Lady Sinaria is the Countess of High Sonden. She is well known for being a powerful enchantress and a strong ruler. Sinaria is a woman in her early 50s and usually goes around the town with 1d4+1 bodyguards which are fighters level 1d4+4. One of them is in charge of carrying her coin purse, which is filled with 3d20 Cr and 3d20 Dc.

BELONGINGS

CLOAK: A cloak inscribed with magic symbols. Sinaria made it herself and is a *cloak of protection*. It can be used 3 times per day to produce a *protection from evil* spell and, if attacked with *magic missile* spells, this power activates automatically.

TIARA: The tiara of the Countess of Sonden Alta is a magnificent jewel made of silver, diamonds, yellow topaz and pink sapphire. On top of its market value (around 15.000 Dc), this is also a magical *amulet of protection against clairvoyance and ESP*.

PEARL PENDANT: Fixed with a hairpin to the hair, this pendant drops in front of the Countess's forehead. It is made of gold and pearls, and it's worth 2.300 Dc.

SIGNET RING: The Ring of Sonden Alta, with her coat of arms. It's made of bronze and it's worth 50 Dc for the metal.

RING WITH BLUE STONE: Sinaria's *ring of protection* +3. The ring and the lapislazuli are worth not more than 800 Dc. As a jewel.

BLACK RING: The ring is completely made of black obsidian, and it's a ring of spell storing with a limit of 5 spells. Sinaria always stores in it only *fireball* spells. Its gemstone value is just 50 Dc.

MAGIC

Sinaria does not carry her spellbook along, She has these spells always memorized. The DM may pick whatever low level spells he likes for her (7 first level and 6 second level). She has *quick cast* skill.

Level 3	Level 4	Level 5
Lightning bolt	Polymorph self	Conjure elem.
Weakness	Dimension door	Telekinesis
Fly	Polymorph other	Hold monster
Haste	Wall of fire	Teleport
Dispel magic	Charm monster	

Level 6	Level 7	Level 8
Anti magic shell	Lore	Explosive cloud
Weather control	Reverse gravity	Force field
Death spell	Sword	
Geas		

LEVEL 9
 Meteor swarm

FOLKS



APPEARANCE: Adventurer

MAGIC: Mundane

FIGHTER LV. 8

STR: 17 (+2) **INT:** 9

WIS: 7 (-1) **DEX:** 13 (+1)

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

HP: 48 **AC:** -2

WR: 16 **MA:** N

<u>WEAPONS</u>	<u>MASTERY</u>	<u>THAC0</u>
Warhammer	Expert	12
Thrown	Expert	13

60 - CORNELIO GALVEZ

Cornelio is a belcadiz human, a former adventurer that became a hunter, and precisely a monster hunter. When met, it is possible that he has a bag with 2d10x10 Dc worth of monster parts to be used as ingredients for spells, and he is willing to sell them. He may also know a few informations about monsters that live nearby, but as a guild member, he can give to non-members only if they pay for them.

BELONGINGS

ARMOUR: Cornelio is wearing a magic plate mail +2.

WARHAMMER: A magic warhammer +1+3 against dragons.

SHIELD: A magic shield +1.

BELT: A common belt. In it Cornelio stores 2 healing potions and a potion of invulnerability.

CLOVER PENDANT: This pendant has th power to save the owner's life only once, being destroyed in the process.

HIDDEN ITEMS: Cornelio has a pouch with coins under the armour. It contains 127 Dc, 12 Sv and 3 Py.

MAGIC

Cornelio can't use magic.

Arsenic and old Spellbooks

Folks Cards 41 - 60

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Ended on April 23rd 2020

Emanuele Betti

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59



60



41 - Human female
Apparently an adventurer

VISIBLE EQUIPMENT

Leather arm strings
Leather belt
Fur hood
Leather boots
Bones pendant

*Keep away from that girl. She's already
beaten up three guys, today.*

42 - Human female
Apparently a citizen

VISIBLE EQUIPMENT

Lace necklace
Lace gloves
Leather bustier

*You can always recognise girls
of good manners
that come from respectable families*

43 - Human male
Apparently an adventurer

VISIBLE EQUIPMENT

Sword
Shield
Necklace
Turban
Belt
Boots
Pouches (2)
Armour

*I heard that he's just come back from
an adventure in Ylaruam.*

44 - Human male
Apparently poor

VISIBLE EQUIPMENT

Green hat
Blue belt
Robe
Charcoal bag

*He's a good pal. He earns his living
making and selling charcoal.*

45 - Elf male
Apparently a noble

VISIBLE EQUIPMENT

Sword
Leather jacket
Belt
Pouches (2)
Mace
Silver circlet

*I've never met anyone as arrogant
as this guy.*

46 - Human male
Apparently a citizen

VISIBLE EQUIPMENT

White owl
Wizard hat
Wizard cape
Leather belt
Pouch
Book

*His pet owl is so cool!
I bet he is some kind of wizard...*

47 - Human male
Apparently an adventurer

VISIBLE EQUIPMENT

Staff
Pouches (2)
Belt

That creepy guy is back.

48 - Nagpa
Apparently a citizen

VISIBLE EQUIPMENT

Staff
Staff charm
Precious robe
Pouch
Golden pendant

*Allowing monsters like that in towns!
Where will we end up, if we keep up
like that?*

49 - Human male
Apparently rich

VISIBLE EQUIPMENT

Turban
Chain
Chain mail
Leather belt
Casket
Sword
Fingerless gloves

Oh, no, that guy turned out again! Is tax day already coming?

50 - Human male
Apparently a citizen

VISIBLE EQUIPMENT

Chef hat
Leather belt
Ripped towel
Leather arm strap
Leather apron

That's the chef at the inn. You should go there. His food is amazing.

51 - Human female
Apparently a citizen

VISIBLE EQUIPMENT

Fur shoulder harness
Leather overgown
Silver bracelet
Wooden ring

*She's the daughter of the alchemist.
You'd better stay away from her.
Her father is very jealous.*

52 - Human female
Apparently rich

VISIBLE EQUIPMENT

Snake
Hairpins (2)
Hair circlet
Fan
Cloth belt
Flasks (6)
Dagger

I heard that she is a rich widower. I wouldn't be surprised if she's the one who killed her husband.

53 - Half-Ogre male
Apparently an adventurer

VISIBLE EQUIPMENT

Leather belt
Leather coat
Dagger

*He's a mercenary, and a scary guy.
They say he knows the Broken Lands
quite well.*

54 - Human male
Apparently a monk

VISIBLE EQUIPMENT

Head band
Cloth belt

*He's a mystic healer from the hospice.
He comes to town begging for
donations.*

55 - Human male
Apparently poor

VISIBLE EQUIPMENT

Falcon
Staff
Sickle
Sandals
Belt
Pouches (2)
Armlets (3)

*Is the old herbalist still alive?
I bet he's past 100 years old, by now.*

56 - Human female
Apparently a priest

VISIBLE EQUIPMENT

Staff, choker
Necklace, Circlet
Saddlebag
Shawl, Belt
Cloak, Book
Daggers (2)
Pot, Pestel
Herbs (3), Potion

Praise be to Rad.

57 - Elf male

Apparently a traveller

VISIBLE EQUIPMENT

Cloak
Saddlebag
Flute
Belt
Sword
Headband

His music is not bad, after all.

58 - Human male

Apparently rich

VISIBLE EQUIPMENT

Leather coat
Leather gauntlets
Leather belt

I wish I had enough money to buy a nice coat like his one.

59 - Human female

Apparently a noble

VISIBLE EQUIPMENT

Tiara
Pearl drop pendant
Red and blue cloak
Black ring
Ring with a blue stone
Signet ring

*Look at her clothes and her crown...
Is she someone important?*

60 - Human male

Apparently an adventurer

VISIBLE EQUIPMENT

Armour
War hammer
Shield
Belt
Clover pendant

They say he's a quite famous monster hunter.