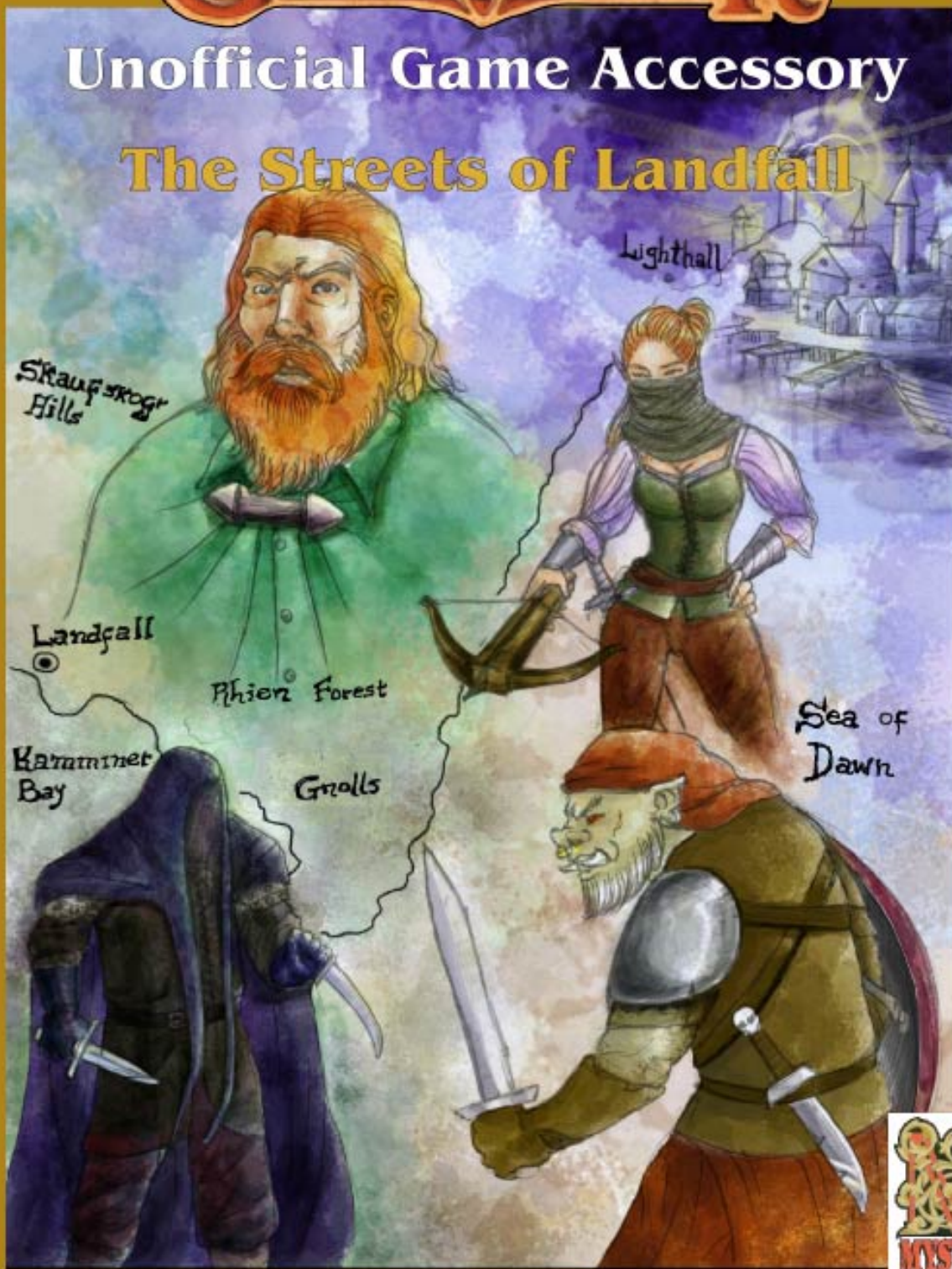


## GAZETTEER

Unofficial Game Accessory

### The Streets of Landfall



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## The Streets of Landfall

Editor J. T. R.

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#### Credits:

Design: JTR

Editing: JTR

Content Contributors: Agathokles, Havard,  
Yellowdingo, Twin Campaigns,  
Gazza555, gawain\_viii, Scott Moore,  
JTR, Geoff Gander, Bruce Heard

Cover Illustrator: Rafael "Fox" Ramos

Cover Painter: Isabela Farias

Interior Artists: Rafael "Fox" Ramos

Cartography: JTR

Typography: JTR

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## INTRODUCTION

Young Aleksandr peered through the ship's railing as the vessel pulled into the harbor. Dock workers scurried upon the approaching wharf, while a chill wind touched all aboard ship.

"Mama, it's cold, and I don't like it here," complained the boy.

"Oh hush, child," admonished his mother. "This will be a grand adventure. A new world to explore, just you see."

"Your mother's right, lad."

Aleksandr and his mother startled at the voice and turned to face one of the countless other passengers who had booked fare to Landfall. The man was tall and gaunt, and his mouth stretched into a half-grin that did little to put the boy at ease.

"Beri Antonovich, at your service. I have visited Landfall many times before, and I would be happy to show you what the town has to offer."

The mother was charmed by the offer. "Oh why that's quite kind of you, Mr. Antonovich. See, Alek. I told you this would work out, and here we've already met our first friend in Landfall."

### Foreword

Welcome to *The Streets of Landfall*, the eighth entry in the popular fan-made line of gazetteers describing the world of Mystara – the only game world designed for the classic box-set series of Dungeons & Dragons™ by TSR/Wizards of the Coast™.

*The Streets of Landfall* continues the Norwold-cycle of gazetteers, and apropos to the town's character, this gazetteer focuses on the thief class and the criminal underworld. Included among the highlighted rogue-topics are rules for running a guild that harmonize with the existing rules for dominion rulership.

For ease of use, this product has been divided into manuals for both the referee and the player. After reading through the Introduction on this page, it is advisable to skip to the Player's Manual before continuing with the remainder of this booklet, the Referee's Manual.

I hope you enjoy reading *The Streets of Landfall* and using its numerous adventuring opportunities in your own campaigns.

### Landfall and the Kamminer Bay Area

Landfall is a squalid, crime-ridden town on the Kamminer Bay of southern Norwold. For many, the town is a gateway to the "New World," but for others, it is a refuge from discovery. The population is a riotous mix of people from the most distant reaches of the Known World and the great Empires. Landfall is technically a fief of the Kingdom of Norwold, but its governor, Lernal the Swill, is owned by the criminal guilds.

The lawless character of the town has transformed it into an important nexus of geopolitical maneuvering and smuggling. Agents wage private wars on Landfall's streets, while local syndicates and more base thugs conduct their own bloody contests. Bounty hunters and assassins pass through with great frequency, as do accomplished thieves and adventurers.

Beyond Landfall's incomplete walls, aggression from humanoids had been an accepted fact, but now a new threat has emerged. The Heldannic Order, a group of Hattian ex-patriates, conquered much of the old Freeholds to the south. Resistance is faltering, and it's a peculiarly Landfall game to bet upon when the Order will claim the entire area.

### The Final Goal of the Campaign

There are three suggested directions for extended campaigns based around Landfall and the Bay.

In a guild campaign, the characters operate within the criminal organizations of the town. The PCs are on a path to become the top bosses of Landfall – if they can survive the turf wars and hit-men.

A vigilante or thief-hunter campaign takes the reverse approach. The party stands outside the guilds and secretly works to establish order and eliminate crime.

Finally, in a spy-hunter campaign, the characters are secret agents working for one of the regional or global powers. They undertake missions to advance their backer's interests and thwart those of rivals.

Alternatively, Landfall can serve simply as the characters' base or transit station as they hire out as smugglers, bounty hunters and thieving adventurers who recover items and people and transport them across enemy lines. And a traditional goblins-and-gold campaign can be had in the mountainous wilds.

### Who Should Play in Landfall?

While all classes and races can find fruitful adventure in Landfall, thieves and their ilk will finally encounter a zone where their talents are in constant demand.

Native and foreign demihumans, plus the occasional humanoid, coexist in the town with their fellow humans. The individual races do not establish ghettos, but certain areas do favor one group over another. Outside of Landfall, Foresthome elves inhabit the Rhienwald. Rumors of dog-head humanoids called the Fox Folk have come out of this forest, but most assume these are simply gnolls.

### Kudos and Corrections

Landfall was introduced in *CMI Test of the Warlords* by Niles Douglas along with the gluttonous Lernal the Swill, governor of Landfall and half-brother to King Ericall. Additional NPCs were derived from *AC1 Shady Dragon Inn* by Carl Smith, and *Saffir and Lighthall* originated in *AC10 Bestiary of Dragons and Giants* (Deborah Christian, editor) and *M4 Five Coins for a Kingdom* (Allen Varney) respectively.

Faldron and Erise come from *Rogues to Riches*, a First Quest novel, but the book was not available for in-depth consultation during production of this gazetteer. Garald the Blue (*Companion Set* by Frank Mentzer) and Olev the Black (*X13 Crown of Ancient Glory* by Stephen Bourne) were hidden-gem pirates.

The precise cartographic relationship of Norwold and the Known World has been a problem since *CMI*, and the GazF integration is but one possible solution. The editor is indebted to the Italian MMB for topographic details of the region.

## HISTORY AS THE IMMORTALS KNOW IT

Fear and horror gripped young Aleksandr. He lay bruised and limp in the alley-way, having been beaten and thrown against the walls, and in his feigned unconsciousness, he saw Beri Antonovich's "friendship" in all its malevolence.

The body of Alek's mother crumpled on the pavement. Pools of her blood were silently disturbed by the gentle raindrops of a gathering storm. His position spared Aleksandr from looking into her lifeless, glassy eyes.

Beri finished adjusting his attire and doffed his cap before walking out of the alley. He had almost forgotten about the boy, but Alek shifted his weight and alerted the monster to his present.

The drizzling rain slowly swelled as Beri turned to consider Alek for a moment.

"A pity about your mother, lad," he said, and with a tip of his hat, Beri disappeared into the crowds.

And Aleksandr Illyich, born in Halag to a Traladaran tanner, was left alone with his mother's body upon the soaked streets of Landfall.

The site of modern Landfall was settled less than a century ago, so its sordid, general history is fairly well known by the residents. The history of the larger Kamminer Bay region and the southern Norwold coast, however, extends back to nearly 4,000 years.

### The New World

Thousands of years ago, the ancient civilizations of man and elf had risen to a pinnacle of achievement tied to the merger of magic with alien technology.

This all ended with the Great Rain of Fire, a global cataclysm that altered the planetary axis and destroyed the human civilization of Blackmoor. Bereft of their technomancy, humanity was returned to a stone age existence. The elven decline was less abrupt, but no less effective in stripping away vestiges of the old world.

At the time of the Rain, the Kamminer Bay region had been rimward on the northern polar icecap. The planetary shift now placed the area at a more temperate latitude, and the ice sheets over the Bay

gradually cracked. Floes and icebergs drifted into the Western Sea of Dawn, slowly feeding rising sea levels.

A similar pattern could be seen inland as the glaciers of the old polar cap migrated along the mountains' eastern lowlands enroute to the new north. Some years saw the ice reaching back to the sea, while in others the upper mountain valleys were accessible.

Migrations continued unabated for centuries, and many ethnic groups used the landbridge at Helskir to reach the virginal coast of Norwold. The Carnuilh, Lower Antalians (also called Thantalians), and Old World dwarves were among the first to arrive. They were soon followed or replaced by other Neathar tribes and the Valoin people, as well as tribes of mixed-ethnicity.

### The Antalian Age

Among the many Neathar clans and tribes that populated Norwold's northern coast were the True Antalians. These fair-complected warriors first appeared in the vicinity of modern Oceansend in BC 2550. Within a century and a half, the Antalians had conquered the coast as far south as the Helskan Landbridge.

The first great test of the Antalian civilization arrived circa BC 2300 in the guise of giants. The ancient giant-folk had lived a semi-polar existence before the Great Rain of Fire, and they had been forced to follow the migrating ice during its aftermath. It was unavoidable that the giants and the Antalians would crash into one another. The epic war between the two nations played out from the Kamminer Bay to the northern mountains, and in the end, the Antalians were proven victorious.

Vanitar Antalians crossed the Skaufskogr Hills and the Forton River in the wake of the war. This tribe would go on to influence the histories of both Heldann and Wendar, but it never abandoned the Bay area. What distinguished the Vanitar from their northern peers was that the former preserved a heavy emphasis on magic and fertility rituals over strictly martial prowess.

The cultural division continued for several centuries before the Antalian

nation was plunged into a brief but bloody civil war that was generally restricted to the Skaufskogr Hills and the Rhien Forest.

The Treaty of Kasavir finally ended the war and reunited the Antalian peoples. This facilitated cross-over migrations between the two groups as their cultures slowly reconnected.

In hindsight, the dilution of the northern Antalians' warlike tendencies proved fatal for the civilization. Near the close of the 18<sup>th</sup> Century Before the Crowning, previously unknown humanoids – orcs, goblins, trolls, and the like – stormed out of the continental interior. They crossed into Norwold and pushed directly for the coastline. They then proceeded to ravage settlements as the hordes of King Loark migrated south to the Known World.

The Antalian culture was destroyed in an instant. Only a few families or isolated mountain tribes survived Rag-Loark and the counter migrations that prevailed two decades later. Giants, both true and hill, ultimately claimed the vacated areas west of the Bay.

The twilight era of the Antalian civilization also witnessed episodes of the Denagothian War of the Dark and Light Elves and the collapse and submergence of the Helskir Landbridge. All of these events became entwined in the oral traditions of the survivors.

### The Age of Empires

The Kamminer Bay had languished as an underpopulated region for several centuries after the collapse of the Antalian civilization. In BC 1000, a blazing star fell through the eastern sky – a portent of things to come.

The star was in fact a visible product of the arrival of the magic-wielding Alphatians near modern Sundsvall. The star was witnessed not only by residents of Norwold, but also Nithian priests who augured the event as a signal for greater expansion for their own empire.

The Nithian Empire had flourished along the River Nithia in what is now the Emirates of Ylaruam in the Known World. The Nithian culture centered upon a sophisticated clerical tradition that included the erection of great monuments

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such as pyramids and obelisks. There were no contemporary peers powerful enough to check Nithian efforts, and the empire by this point could be seen in many far-flung locations.

The Nithians conquered what is today the Northern Reaches and Heldann and enslaved many local tribes. The Nordurlandic tribes fled to the Bay, but the Nithians would only follow them. The resident giants did not appreciate these incursions, and conflict soon arose between all three factions. The Nithians finally imported stone giants from the Isle of Dawn to cement their control.

The Nithian presence had already begun to fade from the Bay when the Empire's corrupted Late Kingdom Era commenced. Many monstrosities – from gnolls to manscorpions – filtered out of the Empire and into the northern lands. This continued for many years past the Immortal obliteration of Nithia.

In the intervening 500 years, the Alphatians had secured control over much of the island continent that bears their name. With the Nithian counterweight removed, the wizards and their armies quickly assumed control of the Isle of Dawn and other previously inaccessible lands. Similarly, humanoids and Thyatian pirates terrorized the coast with impunity.

In due course, Alphatia made its first attempt at colonizing Norwold, but that effort ended in catastrophe. The fortunes of the Alphatian Empire ebbed and flowed, mirroring the popularity of a particular fruit-drug, zzonga. In BC 200 (AY 800), then-Emperor Kerothar IV finally legalized zzonga and set about to tax it. The Emperor also grew weary of Thyatian piracy, and imperial forces conquered the Thyatians and other nearby tribes a decade later.

In a scenario reminiscent of the collapse of the Antalian civilization, two centuries of zzonga legalization worsened Alphatian culture to a point where a Thyatian revolt blossomed into a global rebellion that nearly saw the Alphatian mainland overrun. Hostilities were ended by the Treaty of Edairo, with Alphatia relinquishing half of its possessions. As part of this landmark agreement, the Norwold region was declared off-limits

to Thyatians and Alphatians alike. Kerothar was eventually deposed by the Alphatian Council of Wizards, while a military coup in Thyatis led to the crowning of that nation's first emperor.

### The Forgotten Generations

Norwold was largely ignored by the two rival empires for centuries. Dwarven colonists passed through the Bay area before continuing north, and ships flying the Minrothad colors could be seen with increasing regularity off of the coast. Shiye elves unhappy with life in Alfleigh and Alphatia sailed to Norwold and settled in seclusion amidst the abundant forests. Bay area and coastal communities dealt with raids from mountain humanoids and even Ethengarian horsemen, but little changed for the residents of southern Norwold.

At the close of the 3<sup>rd</sup> Century After Crowning (or the Alphatian 13<sup>th</sup> Century), the Cult of Darga gained a following here as well as in Heldann and Vestland. Evil at its core, the Cult comforted many during the later raids by Ostlandic pirates. The Cult remained active for nearly four centuries before more traditional Northman godar expelled them. The last practitioners disappeared into the Skaufskogr Hills, just as the burgeoning troll nation gathered in the west.

Five hundred years ago, in the middle of the Darganitic Age, dragons filled the skies and hammered the mountains to the southwest and the north. The natives of southern Norwold largely went unmolested, but terrible dragon stories peppered folklore from that point forward.

Essurian explorers, from the Denagothian Plateau to the west, made their way through the Hettafjall/Mengul Mountains to reach the source waters of the Forton River. The Essurians continued down the river, but they encountered no large settlements and withdrew to the Plateau. They returned 80 years later, having met Thyatians elsewhere in Norwold, and established a keep on the river in a failed attempt to facilitate trade.

In AC 863, the adventuress Lokena came up from the Heldann Freeholds. Just the year prior, she had been expelled from the Principalities of Glantri along with dozens of other illegal nobles. Her travels led her to the Essurian Keep and then points beyond. As a partial consequence of her journeys, the Cult of the Mountain Bull (or Gylgarid) was drawn to the Bay and Heldann.

### A Century of Modernity

In AC 900, a rejuvenated Thyatian Empire undertook an aggressive colonization plan. In violation of the Treaty of Edairo, the Empire founded Oceansend as well as several minor posts in Norwold.

As Thyatian influence grew, several families from the Skaufskogr left their homes for the Bay. They established the fishing village of Niður beside an undisturbed sound along the Bay's northern stretch. This was the first settlement on what would become modern Landfall.

After thirty years of peaceful solitude, Minrothad sailors discovered the small harbor community. Though it was off of the traditional shipping lanes of the time, Niður proved an excellent, hidden layover for Minrothad's traders. Within a few years, the Guilds instituted a primitive governance under the leadership of Eloch Blanceer, and Niður was renamed New Minrothad.

Minrothad's control of the port continued for two decades, during which former Thyatian soldiers and Ostlandic clansmen added to the population. Frictions arose among the different groups, and crime-levels swelled.

The level of violence escalated to the point where the more affluent residents employed armed protectors around the clock. The gang wars evaporated Guild control, and the Thyatians, who had begun berthing their vessels at New Minrothad, stepped in and claimed the town as a protectorate. The switch in leadership did little to improve the lives of the residents. Their troubles only worsened when famine-stricken Redstoners joined the melting pot.

Thyatian control of New Minrothad was short-lived. In a two-year war



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known as the Alpathian Spike, Alpathian forces rolled over Thyatian positions on the Isle of Dawn and in Norwold. The Spike was eventually blunted during an invasion of Thyatis City, but the Norwold holdings could not be regained. Ultimately, the emperors of both nations became casualties of the conflict: one literally; the other politically.

Forgotten in the confusion of empires at war, Heldannic refugees were fleeing another military power, the Heldannic Order, for the relative safety of Landfall. The Syndicate, a global criminal enterprise, took the opportunity to establish a position in Landfall, while La Familia Nostra consolidated local power.

Other organizations, such as the terror-anarchists of GHOST, quickly sprouted in the war's aftermath, and Minrothad shipping interests spurred the formation of the local Stevedores' Union.

The new Alpathian controllers changed the town's name once again, this time to Landfall, which is still in use. Landfall was settling into its Time of Four Quarters (La Familia Nostra, the Syndicate, the Stevedores' Union, and the defunct Calibairne) when it became infamous as a source of assassins and bounty hunters. This niche developed from the growing antagonism between the Alpathian Empire and the upstart Heldannic Order. Helskir, fearful of invasion, also began to ship aid through Landfall to those resisting the Heldannic Knights. Freelance activities became so prevalent, that savvy entrepreneurs created the Bonding Guild as a neutral, double-blind hiring agency.

Crime continued unabated in most sections of town. "Prince" Joffa, a sorcerous devil swine, wrested control of the Syndicate away from his predecessor in a bloody coup.

Landfall's violence and depravity reached a zenith in AC 981 during the infamous Milfroy Murders in which over three dozen brutal murders occurred in the span of a little over a year. Most, but not all, victims were women from various stations of life. There was little commonality to the crimes save for strange relics left upon the victims' mutilated corpses. The first publically linked victim was found at the Milfroy

Tobacco and Tea Emporium. The publicity ruined the business, and the building is now dilapidated and empty.

The identity of the killer was never revealed, but the murders sparked several developments. La Familia Nostra stepped up protection measures in its better neighborhoods, while the Protectors' Guild and the Association for Antiquities and Acquisitions opened for business. Even the constabulary strove to improve their vigilance. The Town Guard destroyed the Calibairne faction with the aid of La Familia Nostra. In the end, crime was brought down to tolerable levels.

During the calm period, Landfall and the Skaufskogr continued to be a refuge for important fugitives, such as Princess Stefania Torion of Thyatis and Halvard of Heldann.

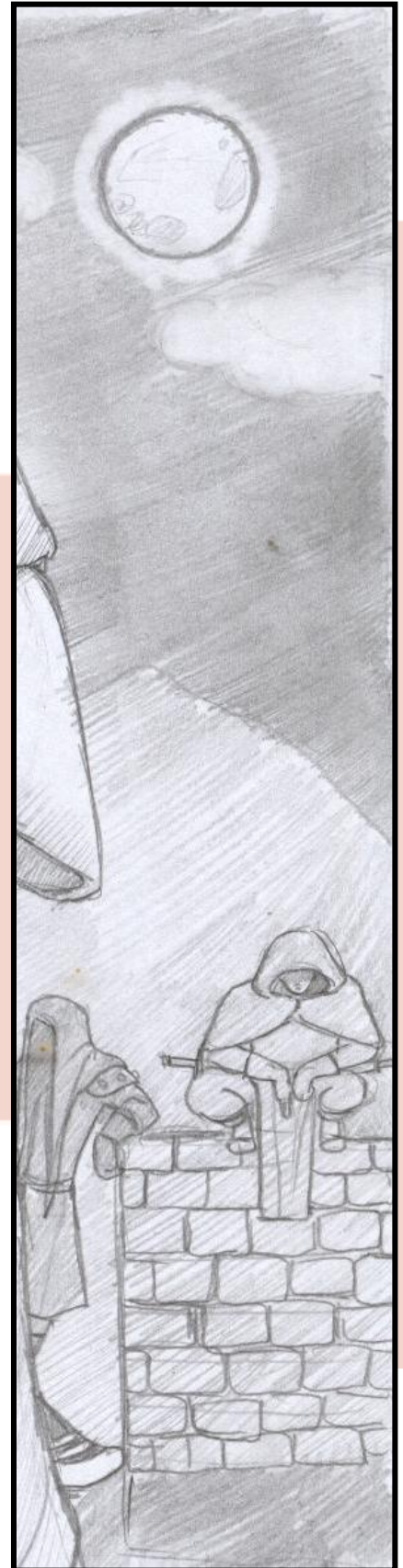
Knights of the Heldannic Order raided the Skaufskogr to catch Halvard, but they miscalculated Alpathian resolve. Theobold Redbeard, a veteran of Isle of Dawn fighting, stymied the Knights at every turn. The Order's forces withdrew, and Alpathia demanded reparations.

### The Kingdom of Norwold

Eight years ago, Empress Eriadna acceded to the wishes of her non-magical son, Ericall, for a dominion of his own. His fief included all of Norwold, including Landfall and independent Oceansend, as well as Helskir.

Within a year of taking the throne at Alpha, King Ericall was faced with stories of dragon raids among many mountain communities, while his southern territories were mired in Alpathia's shadow war with the Heldannic Order. To honor those who had given great individual service to the Kingdom – and insure their continued allegiance – the monarch established the League of Extraordinary Adventurers, foremost among its members Theobold Redbeard.

Ericall's reign has proven ineffective, occasionally bordering on disastrous. One of his half-brothers, Farian, was killed in Landfall during a botched kidnapping attempt by Thyatian agents. In response, Ericall appointed another half-brother, Lernal, to oversee the harbor



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town. The Swill was spectacularly unsuited to the position, however, and the young man soon fell under the influence of the various criminal enterprises in the town.

Ericall had little better luck with other areas of his realm. Oceansend, Littonia, and Leeha all refused to acknowledge his authority, and Eruul Zaar of Helskir declared his nation independent. This loss was a major strategic setback for shipping and invasion routes, so the King charged Theobold with establishing a new port authority, Lighthall.

Ericall's most recent embarrassment was the capture of his full brother, Tredorian, while the latter was visiting the capital, Alpha.

### Today

This last decade also witnessed changes in Landfall. The Bowery Rats emerged in the slums of Landfall, while the Ladies of Fallen Alley broke away from La Familia Nostra. Some developments, though, have favored businesses and commoners – namely the Friends in Mead and the Justice Association.

Crime is again on the rise in Landfall, with gangland battles hitting some of the slum areas. Though Ericall has criminalized the fruit, zzonga-dens are prominent in the less-posh sections. Smugglers race against royal interceptors in the open waters, bearing the fruit and much else.

Finally, the Heldannic Order and the Empires of Thyatis and Alphatia continue a war of spies and agents. Some of the lesser powers of the world also dabble, confusing an already uncertain environment.

### Landfall Regional Timeline

**BC 3000:** The Great Rain of Fire. At this time, the peninsular region was devoid of higher life. Ice covered the Bay while the Strait of Helskir sat above sea level.

**BC 2800-2700:** Migrations traversed the Norwold Coast as different groups struggled for usable land.

**BC 2600:** Glaciers withdrew from the coast. The Bay surface was free of ice, though icebergs filled the Sea of Dawn. Neathar tribes held the Kamminer region.

**BC 2400:** True Antalians controlled the coast from the Helskan Bridge north. True giants inhabited the rocky territory around the Kamminer Bay.

**BC 2300:** Antalian-Giant War.

**BC 2200:** The Vanitar Antalians had reached the Altenwald. Giants dispersed from the Bay area.

**BC 2000:** Glaciers blocked access to many upper mountain valleys. Treaty of Kasavir ended intra-Antalian war.

**BC 1800:** Giants were entirely north of the Kamminer Bay. Northern Antalians added to the Bay area.

**BC 1722-18:** Rag-Loark. Humanoids destroyed the Antalian civilization. Many humanoids remained.

**BC 1700:** Large numbers of humanoids fled the Glantrian Cataclysm into the bay area. The added pressures caused hill gnolls, trolls, and eventually giants to return to the south.

**BC 1500:** Primitive giantish clans held sway over the western bay. Humans existed east of the Skaufskogr Hills.

**BC 1300-1200:** War of the Dark and Light Elves spilled over into the bay area.

**BC 1200:** Rising sea waters finally claimed the Helskan Landbridge.

**BC 1000:** Spurred by Nithians, Nordurlander tribes escaped into the Bay area. To the east, Alphatians arrived near modern Sundsvall.

**BC 900:** Nithians imported stone giants to remove the last of the Kamminer giants.

**BC 700:** Gnolls entered the Final Range as Nithian regional control faded.

**BC 500:** Obliteration of the Nithian Empire. Alphatia rapidly expanded in the power vacuum. Humanoids and Thyatian pirates terrorized coastal residents.

**BC 400:** Loosed Nithian monstrosities filtered into the north.

**BC 345-260:** Alphatians' first attempt at Norwold colonization ended in catastrophe.

**BC 200:** Emperor Kerothar IV legalized zzonga.

**BC 2:** The Treaty of Eдайro.

**AC 0:** Crowning of first Thyatian Emperor. Foresthome elves settled Norwold.

**AC 100:** Muhuli Khan's Ethengar hordes reached the Skaufskogr Hills.

**AC 200:** Dwarven colonies well underway.

**AC 250:** Alphatia began to recolonize Brun.

**AC 300:** The Darganite cult appeared in the Bay area.

**AC 400:** Ostland raiders threatened the coast and bay.

**AC 495:** Dragons destroyed many settlements near the mountains.

**AC 645:** Another Great Khan threatened Nordurlanders and Vestlanders.

**AC 700:** Last of the Darganites retreated to Skaufskogr. The western troll nation posed a grave threat.

**AC 720:** Essurian explorers travelled down the Forton River.

**AC 859:** Illegal nobles were expelled from Glantri. The polymathic Lokena returned to Heldann.

## HISTORY AS THE IMMORTALS KNOW IT

- AC 875:** The Cult of Gylgarid appeared.
- AC 900:** Aggressive Thyatian colonization attempts included Oceansend.
- AC 905:** Beginning of the Fisher Era. Nordurlandic tribesmen returned from the hills and settled the harbor of modern Landfall.
- AC 935:** Minrothad discovered the small harbor community and began to use it as a shipping layover. Eloch Blanceer instituted primitive governance over the people.
- AC 944:** Cashiered Thyatian legionnaires swelled the population and crime level of Landfall.
- 950 AC:** Survivors of the Second Ostman Rebellion added to the frictions in Landfall.
- AC 952:** Armed protectors escorted the more affluent residents of Landfall.
- AC 955:** Thyatian military and commercial ships frequently berthed at Landfall. They supplanted the Minrothadders as the latter's control dissipated amid gangland wars.
- AC 958:** Refugees that had fled a terrible famine in the Redstone Province settled Landfall. Wererat lycanthropy followed.
- AC 959-960:** The Alphatian Spike. Alphatia nearly conquered Thyatis. Thyatian outposts in Norwold were either proclaimed independent or fell into the Alphatian Sphere. Heldannic refugees fled to the bay. Alphatia took military possession of Landfall, but the empire was unable to tame the town.
- AC 961:** The Syndicate arrived in Landfall. La Familia Nostra consolidated local power.
- AC 962:** Eriadna became Empress of Alphatia.
- AC 963:** Creation of GHOST.
- AC 964:** Formation of the Stevedores' Union.
- AC 965:** Diplomatic problems arose between Alphatia and the Heldannic Order.
- AC 966:** Landfall assassins killed a Heldannic military hero.
- AC 967:** Landfall entered its Time of Four Quarters.
- AC 968:** Sea raders pillaged the coast.
- AC 969:** Bounty hunters captured the Eindecker assassins.
- AC 970-971:** Helskir accused the Order of plotting invasion and began to ship aid through Landfall to rebellious groups.
- AC 973:** The Bonding Guild became a neutral hiring agency in Landfall.
- AC 978:** Alphatian and Helskan adventurers used Landfall as a base of operations against Heldann.
- AC 980:** Prince Joffa took control of the Syndicate in Landfall.
- AC 981:** The Milfroy Murders.
- AC 982:** Creation of the Protectors' Guild and the Association for Antiquities and Acquisitions.
- AC 983:** Destruction of the Calibairne.
- AC 987:** Stefania Torion murdered her Ostland husband and fled to Landfall. She adopted the identity of Demetria.
- AC 988:** The Heldannic rebel Halvard retreated into the Skoufskogr Hills to find new allies.
- AC 990:** The Heldannic Order launched an unsuccessful pre-emptive raid into the Skaufskogr. Theobold Redbeard coordinated defensive measures. Alphatia demanded reparations.
- AC 991:** The Bowery Rats emerged as the dominant Redstone gang.
- AC 992:** Empress Eriadna granted her son, Ericall, dominion over Norwold, including Landfall and Helskir.
- AC 993:** Dragons destroyed many mountain communities. Alphatians wrecked havoc in Freiburg. Ericall established the League of Extraordinary Adventurers to honor those who have performed great service to Norwold.
- AC 994:** Ericall's half-brother, Farian, was killed by Thyatian kidnappers in Landfall.
- AC 995:** King Ericall granted his half-brother, Lernal, governorship of Landfall. Eruul Zaar declared Helskan independence.
- AC 997:** Theobold Redbeard granted dominion over Lighthall. Friends in Mead organized.
- AC 998:** Thyatians captured Prince Tredorian of Alphatia at Alpha. The Ladies of Fallen Alley broke away from La Familia Nostra.
- AC 999:** The Stevedores' Union and Protectors' Guild both attempted to take over the Fallen Ladies.
- AC 1000:** Time of the Gazetteers. Ostland becomes increasingly aggressive, as do other pirate groups. King Ericall sends survey teams into the Norwold interior. The Justice Association combats crime in Landfall.
- AC 1001-1013:** The Wrath and Almanac Era. Global war erupts, pitting Alphatia against Glantri, Heldann, and Thyatis. Landfall is a frequent go-between for agents on all sides. Alphatia is ultimately destroyed, and the Heldannic Order assumes nominal control of the town. See the Adventures section for possible details.



## THE TOWN OF LANDFALL

Aleksandr had walked the unfamiliar streets of Landfall for days. The boy had tried to get help from a local guard, but whether it was indifference or the inability to understand the child, the man offered no assistance and shooed him away.

His first night, Alek had slept in a make-shift shelter on the edge of the Bowery. The Rats were out in full force that night, meeting the Sons of the Dawn for a rumble to determine control of two or three blocks.

The clamor of a gang war kept Aleksandr awake for the better part of the night, but sleep finally set upon the child.

The next four days were nowhere as eventful as his first, but neither did they improve his situation. He scampered through the different quarters only to be ignored by people both high and low.

Now, dishevelled and starved, Aleksandr had come upon a dockside foodstand. His base needs for sustenance were too great, and the boy grabbed a piece of fruit and instantly bit into it.

"Thief!" exclaimed the vendor, and he snagged the emaciated boy before Alek could escape.

"Dirty little rag-a-muffin! Steal from me will you? Well the Guard, they'll string you up a-fore its all said and done."

Panic set in, and Alek kicked and screamed but to no avail. Despair soon sapped the energy from the boy, and he went limp in the hands of the merchant.

Suddenly a loud crash distracted the man. He spun around to find boxes of his wares scattered and broken on the pavement. Two laughing boys grabbed what they could and taunted the merchant as they ran away.

Alek was jerked up by the shoulder, and he saw that it was yet another boy, this one a little older than he. Though he did not understand the words spoken by the boy, Aleksandr comprehended well enough and absconded with his new-found friend.

### Wretched Landfall

The town of Landfall is little more than a collection of dilapidated buildings, squalid huts, and sleazy dives, with a few well-kept neighborhoods that can give a visitor the false sense of hope. 10,000 desperate souls survive in these filthy surroundings. This figure includes humans of every sort, demi-humans, and even humanoids. Old sailors and soldiers and those hiding from justice fill the streets and shops of Landfall. If you are looking for someone or something of an unsavory nature, chances are you will find it here.

The various semi-legal and underworld organizations control the streets. There is a 10% chance per turn that a stranger to Landfall is robbed. This pilfering continues until the victim is cleaned out or has demonstrated enough awareness of his or her surroundings to foil three attempts.

There are few stone buildings or fortifications anywhere in Landfall. If the town came under attack, most people would run to the hills or take to the sea, while those who remain would stay in bolt holes or ignore things all together.

On the accompanying town map, several designations are common throughout the town: Copper Stations, Fire Brigades, and Vice-Merchants or Fences. Those shown on the map are only representative, not exclusive.

**C Copper Station:** A police box or station from where one or more guardsmen base a patrol.

**F Fire Brigade:** A station for paid fire fighters. Most are located near a sewer drain to draw (septic) water in the event of fire.

**V Private Vice-Merchant or Fence:** These individuals provide one or more illegal services and are typically independent of the major guilds.

### Dockside (140)

The Dockside gives most visitors their first impression of Landfall. Warehouses, taverns and cantinas separate the Boardwalk from Bayside Road. Also sprinkled into the mix are several shack homes in the south and market vendor kiosks. Although it

bustles with traffic during the day, the Dockside is the least populated section of Landfall in terms of residents. Upturned ship hulls provide a unique roof structure to several taverns and other businesses along the Boardwalk.

The Boardwalk is a 7-10 foot tall, wooden plank pathway directly over and beyond the shore line. All of the piers connect directly to the walk.

There are several irregularly placed piers along the Boardwalk. These wooden structures are comprised of over two hundred and fifty segments resting atop deep water pylons. Some of the segments are drawbridges thereby permitting traffic to reach the smaller docks. Merid's Pier is the most import of the piers. It extends far into the sound and is capable of handling the largest sea-going vessels currently in existence (one at a time). Merid's is over 20 feet wide. Other piers have various hull capacities, with some of the smallest holding only personal ships. A third of all Dockside residents live aboard ships tied to these lesser docks.

Parallel to the Boardwalk, Bayside Road runs from Merid's Pier to the Palace of Prince Joffa. It maintains an approximate distance from shore of 50 feet everywhere save within Joffa's territory. Several access roads connect the Boardwalk and Bayside, while the latter intersects each of Landfall's major road spurs.

Beyond the corner of Bayside and Capital, screams and cries for help pierce the air erratically, but they draw little notice from Landfall's jaded residents.

**D1 Customs Clearance:** All items brought in via Merid's Pier pass through here. Trap doors in the floor allow for quick stashing of items stolen by the Stevedores.

**D2 Anastasia's Cantina:** Altan Annie owns this business as part of her legitimate expansions.

**D3 Rega's Fruit and Vegetables:** Rega is one of several kiosk vendors along the Boardwalk.

**D4 The Helskan Liquor and Whiskey Dispensary:** Most the alcohol on sale is imported from the Isle of Dawn, but domestic fare can be had. Joffa is part owner.

## THE TOWN OF LANDFALL

**D5 Bayside Restaurant:** This is a moderately upscale dining venue partially owned by a capo with La Familia.

**D6 The Down and Out:** This is the first tavern people run into along the Boardwalk. During the day it prepares crab and lobster from the daily catch, while in the evening drunkards litter planks and bother patrons of other establishments.

**D7 The Rat's Tail:** Many freelance vice-workers double as serving wenches at the Rat's Tail, a common Stevedores hang-out.

**D8 Market Square Holdings:** This is a real estate, accounting, and notary office. Each employee is on the take with a different group.

**D9 Office of the Stevedores' Union:** The buildings immediately around the Office are protected by the Stevedores.

**D10 Saltwater Taffy and Confections:** This shop pays protection to the Stevedores.

**D11 The Snaggle-toothed Cantina:** Joffa is the silent partner of this, the most rough and dangerous watering hole of Landfall. Bounty hunters and assassins gather here.

**D12 Timor's Fresh Fish:** Timor is an open kiosk vendor, but he lives in a neighboring shack.

**D13 Daily Works:** This is another vendor, but the wares differ daily.

**D14 Madam Neriath's Visions:** Neriath is an unaffiliated elven fortune teller.

**D15 The Silverton House of Liesure and Relaxation:** The Silverton House is a zsonga-den protected by the Stevedores.

**D16 Vaeron and Son:** Vaeron is a charlatan that claims to be a Flaemish Fire Wizard.

**D17 Spear and Bow:** Spearmen, harpooners, and shooters can obtain their needs here.

**D18 Bodyparts by Jake:** Jake performs tattoos and piercings. He pays La Familia protection money.

**D19 The Corner Stop:** This is a vice-shack whose sole worker pays the Stevedores.

**D20 Duty-free Liquor:** The liquor is not duty free, but unsuspecting visitors leaving Landfall don't realize this. A La

Familia/Stevedores joint operation.

**D21 Drydock Marina:** Small vessels can be drydocked in this warehouse, but it often rents out as a fight club or for ballum raucums. Stevedores.

### Capital Boulevard (406)

Capital Boulevard is a large, double laned street that begins near Merid's Pier and ends at the gatehouse to the Governor's Mansion. The entrance at the intersection with Bayside is framed by a stone gate arch. Several small (20-30 foot tall) trees run the along the center of the Boulevard, and storefronts directly facing the street are kept clean.

The condition of buildings off of the main drag decline somewhat, but the entire Capital Boulevard region is "nice" by the standards of the day. Visitors to the area easily find themselves bewildered when they stumble into the Old Tenaments or other neighboring sections.

The offshoot streets (from Bayside to the Governor's Mansion) are: Heyland Alley, leading into the Old Tenaments; Imperial Road, which circumscribes the Old Tenaments; Eloch Blanceer Avenue, which runs west through much of the Capital District; and the Business League Lane, a gated lane leading to Rinaldi Point. These roads are all paved. The remaining roads or alleyways are dirt.

**C1 The Governor's Mansion:** The home of Lernal the Swill and many full time servants and guards. The mansion dwarfs everything else in Landfall. It is two stories tall, and several feasting halls are in constant use for the Swill's parties. To the back of the Mansion, a well kept garden is maintained with trees, shrubs, and flowers from many areas. The entire compound is ringed with a 15-foot wall (some parts wooden, other parts stone). Access is limited through the gatehouse at the end of the Boulevard. The fountain at the entrance is fed by a subterranean aquaduct that is independent of the sewer system.

**C2 The Chevron Play House:** a three-story theater for the more affluent residents and visitors. The Chevron also houses St. Julius's Conservatory, a school of music instruction for gifted bards, the Landfall Public Library, and

the Landfall World Gallery, an art and cultural exhibit center that rotates objects from various nations.

**C3 Minroth Arms:** This is a hotel at the end of the Boulevard. The Minrothad Mission is housed in the building to the left, while in the building to the right, the 'Thadders run By the Numbers, an accounting firm used by several factions.

**C4 Tyche's Trust:** a gambling house favoring card, dice, and roulette. It is partially owned by La Familia, and it owns the neighboring Everyday Liquor.

**C5 Landfall Jail and Courthouse:** several town guards live in this three-story, two-basement structure. The ground floor is occupied by the courthouse and processing station. General holding is on the second floor, while convicted criminals are held in the two basements. The top floor is reserved for resident guards. The structure next door is the Heldannic Mission.

**C6 Git'er Clean:** a laundry service for much of this part of town. La Familia owns this and the upstairs linen store, Sheets and Things.

**C7 Meredith House:** a boarding house. Other stores along Blanceer include the bakery, Sweet Smells, and the Carriage/Taxi Service.

**C8 Wang Chung's Dance Hall:** a minor ballroom. A small music store, Fine Instruments, is owned and operated next door by a retired assassin.

**C9 Clerical Counseling Services:** a legitimate Asterius temple and counseling center. Next door, Antiques is a specialty shop allied to the Friends in Mead.

**C10 The Iceman:** the Iceman maintains a freezing cellar and provides ice for use by other businesses. Next door the weaver-store Fashionable Fabrics is located downstairs, while Bowling for Bowlers, a habadasher, is upstairs. Law Familia protects Fashionable Fabrics and is leaning on Bowlers.

**C11 Dr. Svenson:** a house physician, and Capital Pharmacy, a druggist, partially owned by Joffa. Between this building and the Brewery is the Puppy in the Window Pet Store.

**C12 Landfall Pilsner Brewery**

**C13 Darokin Embassy:** Darokin does

## THE TOWN OF LANDFALL

not yet have personnel at Alpha and has its embassy here. Further south on Capital are Renaldi's Liquor and Rum (La Familia owned) and Gino's Gelateria.

**C14 Donnie's Legal Service:** bail bondsman. Next door: Embroidery (La Familia controlled).

**C15 Sterling Bank:** one of the main banking operations in Landfall. Partially owned by La Familia. A Good Read is a book store whose own doubles as an information agent. The own typically passes notes through the fence in front of the store.

**C16 Above the Boulevard:** a second-story, ritzy restaurant. The basement is used by the tavern, Hello!.

**C17 Doriath House:** a boarding house, allied with the Friends in Mead and commonly housing Darokinian ex-pats.

**C18 The Shoe Fits:** a cobbler. Other businesses: Home Security (keymaker and locksmith), Arcana Arcanum (a legitimate wizard), Smell by Jacqueline (a perfume store, in with Joffa), and Ready Insurance (insurance agency, under La Familia).

**C19 Deerborn Tavern:** a bar that serves a special venison meal.

**C20 Franklin and Associates:** a tailor that secretly fronts for Thyatian agents. Next door: Martha's Needle (seamstress).

**C21 The Dashing Gent:** a barber shop. The New Tabacoo and Tea Imporium replaced Milfroy's operation but relocated to the corner of Capital and Imperial. It also imports coffee and similar products. The pawnshop, Felix's Exchange, sits between the two. Dr. McGreeth performs dentistry next door.

**C22 The Courier Service:** a private postal service that only partially covers the town but does deliver outside of Landfall. To the left: Gumshoes, a troubleshooter and investigator service.

**C23 The Full Belly:** a middle-class restaurant. To the right are Emily's Post (a part-time teacher and dominating vice-worker) and Mister Misterio (a fortune teller).

**C24 The Copper Line:** a pub frequented by town guards.

**C25 The World is Not Enough:** a cartography store and freelance informant. To the south are Locksmith Services and Millennial Woman

(dressmaker, La Familia).

**C26 Town Crier:** The news agency for Landfall

**C27 First Landfall:** an ecumenical church whose rotating clerics fleece the parishners. Between First Landfall and the Town Crier is Landfall Jewelers, a jewelry shop that fronts for smuggling. It is independent but works with both La Familia and Joffa.

**C28 Capital Fire Brigade**

**C29 The Office of Authentication:** a notary agency and deed holder. Partially owned by Joffa. Next Door: Reginald's Pawnshop (La Familia).

**C30 In Fero Veritas:** a weapons shop, independent. Upstairs is a La Familia business, the Outdoor Outfitters, which provides most adventurer gear.

**C31 Capital Foods:** a general grocer. Part of the backstore is taken up by Butter Me Up, a La Familia butter churn operation.

**C32 Quick Cuts:** a butcher shop.

**C3: Figurines from Freiburg:** porcelain shop and front for the Heldannic Order.

**C34 Makistani Rugs Imporium:** independent import business.

**C35 Eriadna's Companions:** an escort service, La Familia owned.

### The Regency (412)

The Regency is a middle-class area west of Capital Boulevard along Eloch Blanceer Avenue. With a few exceptions, Regency businesses and residents are housed within a single expansive building. One of the municipal drain points is located in the center of the Regency's courtyard. The Regency is relatively new and intended (however naively) to protect important customers from the unsightliness and crime elsewhere in the city. Several of the businesses are legitimate fronts for La Familia and the Syndicate.

**R1 Regency Arms:** a two-story hotel. Regency Arms also operates a massage and spa business (Stress Relief) and a book store (Rare Books) on its ground floor.

**R2 Madam Reva:** spiritualist and informant. Her downstairs is used by La Familia's Regency Notary Service.

**R3 Stovepipes for Gentlemen:** habadasher. Mercury poisoning is slowly affecting the hat maker. Upstairs, locally produced art is on display in the High Mark Gallery.

**R4 Belly Up:** independent tavern.

**R5 Ameson:** cobbler, Syndicate.

**R6 Stress Relief, Too:** sensual, illicit massage. Silk Stockings, a fine garment seller, uses the second floor.

**R7 Deliah's:** vice-workers.

**R8 Regency Laundry Service:** La Familia owned.

**R9 Regency Trust Bank:** La Familia owned.

**R10 Antiques and Collectibles:** Syndicate owned. In a side office is the La Familia sponsored Regency Protection Service. This business discourages use of the rival Protectors' Guild's services.

**R11 Regency Linens:** Syndicate owned. This the Regency Garment District, with side businesses Quality Quilts and Alina's Patterns share the second floor.

**R12 Regency 2:** A secondary building housing: Mort's Delicatessen, Alpathian Wizardly Studies (magecraft consulting), Regency Liquor, Tea, and Fine Substances (Syndicate), Governor's Own (gelateria, unaffiliated with Lernal), and Glass Figurines (La Familia).

**R13 Fresh Choice Grocer and Sal's Restaurant:** both La Familia.

**R14 Ecumenical Church of Alpathia**

**R15 Regency Barber:** La Familia

**R16 Regency Candles and Wax**

**R17 An Evening Affair:** escort service

### Fisherman's Strip (230)

West of Landfall proper, Fisherman's Strip runs from the town to the Haridá River. Most of the structures are shanties supporting a single person or family, but a few large homes represent future real estate opportunities. Stilts are frequently used to level structures and/or raise homes above extreme storm flood levels. Those who fish use personal rowboats to bring in their catch. When they are not in use, the boats are dragged onto shore and tied to the home.

**F1 West End Produce**

**F2 Fishmonger**

**F3 We Were Here First Tavern:** non-natives are unwelcome here.



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### F4 Seaboard Boarding House

**F5 The Witch Woman:** a Northman wise woman lives here, but it is not a business.

**F6 Korliss the Canvasmaker:** the only place in Landfall to get sails made or repaired.

**F7 Thorir's Boatwright:** rowboats and small, personal sailboats are the only vessels produced.

### Fallen Alley (501)

Fallen Alley is infamous as a den of prostitution, but not every business along the road caters to that business. The name predates the profession to the time of Minrothad control when gate arches were being built at the start of all the major streets of the time. Fallen Alley's entrance collapsed in during a mild earthquake, and it was never restored. Remnants of the structure are still visible today. More recently, several parts of the Old Tenaments and other neighborhoods have joined with the original alley's businesses. One store was torn down to improve traffic between the new and old areas, while a brick wall was erected to deny back entry to areas strong with La Familia. The small alley running north not far from the area's entrance is Traders' Alley.

Most businesses also double as residents either in the back rooms, upstairs, or in the basements. Some business owners or workers infrequently will work the vice trade between shifts on an as needed/desired basis.

#### A1 Fallen Alley Bakery

#### A2 Reb's Butcher Shop

#### A3 Be Seen Escort Service

#### A4 Scent of a Woman: perfume, Joffa

**A5 Mei Li:** acupuncture and massage. Upstairs: Dr. Pfeffer's pharmacy.

#### A6 Barrie Brothers Seamsters

#### A7 Penny's: pub and good-time bar.

**A8 Six Block Pub:** This used to be a common hang-out for those who worked Market Square, but construction on Neyland reduced foot traffic.

#### A9 Sure Steal Protection: weapons.

**A10 Fallen Alley Grocer:** A back room operates Lena's Model Service. Lena is on the payroll of La Familia and keeps tabs on the Fallen Ladies.

### A11 Chatterly's Book Store and Novelties

#### A12 The North Ender: pub

#### A13 Ricardo's Own: pub

**A14 Special Care Embroidery:** Other local stores include Nikos, Supernatural (spiritualist) and Alchemy and Such (alchemist and wizard investigator).

#### A15 Ginnie's: private vice-worker.

**A16 Redemption Ministries:** a clerical order tending to the needs of those on the Alley.

**A17 Fallen Alley Milk and Egg Service:** The building next door houses the vice-oriented Gentle Touch Massage.

**A18 Hairworks/Dr. Linora** (dentist and doctor)

**A19 Sarabeth's Boarding House:** half boarding house, half service shop. The small store next door is Ladies' Hats.

**A20 Dianarah's Apartments:** vice-business is prohibited on the premises.

**A21 The Mid-Court:** Stores include, The Butter Churner, Emeralds Green (jeweler), Horace's Tanner Service, By the Bolt (weaver), and Lost Memories (antiques).

### A22 High Times Distillery and Brewery

**A23 Amber's:** zsonga-den and vice-house.

#### A24 Mid-court Pawnshop

**A25 Life is a Gamble:** gambling hall. Altan Annie is part-owner of this establishment, and it serves as the headquarters for the Fallen Ladies. Rooms upstairs allow visitors to stay for extended periods, and the rates are cheaper than that charged by Regency or Minroth Arms.

**A26 Trader's Alley Stores:** Belinda's (restaurant), By the Stars (astrologer and pickpocket), Working out the Kinks Massage (non-vice), and Audrey's Flowershop.

**A27 Wiren Building:** The Wiren Building, once an important general store during the Minrothad Era, has been converted over for use by the Fallen Alley Laundry Service, Alley Linens, and the Mattress Maker. Many of the sheets and linens are stolen from the hotels and hostels in the area. The workers spend most of their time stripping out embroidery that could identify the place of origin.

## Old Tenaments (586)

This part of town is a warren of multi-story buildings that lean over the narrow, filth-strewn streets and alleys to the point of merging. Disease carrying rodents and lice are common. It is the first of the high crime areas that people are likely to encounter because of its proximity to Capital Boulevard and the Dockside. These buildings are among the oldest in Landfall, having been built during the Minrothad Era. The broken-stone Residential Street connects Bayside with Heyland Alley.

### O1 Jameson Boarding House

### O2 The Tenaments Apartments

### O3 Cellar-Dweller: zsonga-den

### O4 Thenora and Quilters

### O5 Open Produce

**O6 Dark House:** The Filchers reside in the upper parts of Dark House.

### O7 The Old Graveyard

## The Bowery (850)

The Bowery was once farmland, but as expansion of the town continued, the Bowery was bought up and turned into an extension of the Tenaments. This is a particularly rough, violent part of town, and the ethnic Redstone gang, the Bowery Rats, control much – but not all – of the blocks in this area.

Sunderland Row runs from the end of Market Street through the Bowery and Tenaments before ending at Fallen Alley. The Old Farm Road also begins at the end of Market, but it loops around the Bowery before giving way to Rinaldi Drive.

**B1 Patrick Block:** Patrick Block is the oldest of the Redstone encampments. Shops include: Antony's Tailor Shop, The Shores of Redstone pub, Patrick's Footware (cobbler), the Hoot and Holler Play House, and the Sterling Bank (Patrick Branch).

**B2 Daerdoen and Donovan:** gambling house featuring ring fights and cockfighting.

**B3 The Old Farm Stables:** The original stable was torn down after a suspicious fire, and this replacement hold only 8 steeds. A Furrier works out of the loft.

**B4 The Old Farm:** Parts of the Old

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Farm remain are still used for some businesses: the Old Farm Mill, the Old Farm Cheese Maker, and the Old Farm Soap Maker.

**B5 Picard Block:** Includes Siobhan's Boarding House, By the Pint Brewery, Himmelhaus (blacksmith), and Egnin and Son (weaponsmith).

**B6 Chapworth Block:** Chapworth is more Thyatian than the other Blocks, but Redstoners are still common. Includes: Blades (weaponseller), O'Malley Boarding House, Giulini's Glass Art, and the Bryce and Blythe Mortuary.

**B7 Miradona Block:** This area is firmly in the control of the Bowery Rats. Shops: the Grinning Leprachaun, Dr. O'leary (physician), Emerald Escorts, the Bowery Pest Control Experts/Taxidermy, the Bowery Locksmith and Bowery Bail Services and Gallows, and the Old Farm Oil and Candle Maker.

**B8 Torescu Block:** This Block is primarily composed of Traladarans and demihumans. Shops include: Boris Inarov (tanner), Old Farm Butter Churner, Old Farm Milk and Egg.

**B9 Donalen Block:** This Block is the heart of the Bowery. It includes: the Bakery of Finnigan, Aithan's Meat and Sausage, Abdul ibn Fahd Barber Shop, Dr. Underview's Office (dentist), and the Dirge and Drink pub.

### The Slums (3000)

From a poverty standpoint, the southern Slums are the worst that Landfall has to offer. Over 3000 people are crammed into a mixture of large run-down apartments and shanties or hovels arranged without any clear sense of purpose. Many homeless individuals sleep on building stoops or by barrel fires during winter. Unemployment is at staggering levels, and unscrupulous landlords take advantage of their residents.

**S1 South Side Barber:** The barber has a penchant for slashing the ears or throats of those who annoy him during a cut.

**S2 The Rat Killer:** tavern

**S3 Dead Drunk:** tavern

**S4 Skeletons in the Closet:** tavern

**S5 All Boarded Up:** tavern and bawd house, increasingly popular with the Market Square crowd.

**S6 Laramie Hall:** Headquarters for the second Guard. Most patrol stations in the Slums are close to Laramie.

**S7 South Side Iron Works:** large blacksmith operations. Intended for full-scale military supply in the inevitable global conflicts between the empires.

**S8 Used Bakery:** The Used Bakery steals left-over bread and other food items from around town and sells them until they are so bad even the people in the Slums will not buy them.

**S9 Easy Sleeper:** zonga-den

**S10 Arcana Asylum:** Landfall's criminally insane are held here rather than at the Courthouse and Jail. It is overseen by wizards who occasionally sell their charges for experimentation to the Alphatian sorcerers. Once their nefarious work is done, the poor patients that survive are returned to the asylum.

**S11 The Landfall Brick Foundry:** Only a few bricks are churned out of the Foundry due to embezzlement and theft.

**S12 Expert Masonry:** The Expert Masons will seal away anything that you do not want found.

**S13 Landfall Pest Control**

**S14 No-Name Hostel:** Visitors to this Hostel are often slain in a mad sport.

**S15 Landfall Mortuary and Gravediggers**

**S16 Jerod's Pawn Shop**

**S17 Cheap Liquor**

### Renaldi Point (372)

Renaldi Point is a mix of wealthy and middle-class structures, most of which are homes in the northeast. This is the base for La Familia Nostra. Pedestrian traffic is technically permitted, but guards with La Familia are situated at the major choke points to deter trouble makers. Even Town Guards receive a once-over when entering Renaldi Point.

Renaldi Drive begins at the intersection of The Old Farm Road and Shayler Street. The former runs south through the Bowery, while the latter goes west to Imperial Road and the Old Tenaments. Those parts of the Bowery and Tenaments under La Familia control are also listed here

**P1 Michaelangelo's:** butcher shop

**P2: That's a Fine Looking Hat:** habadasher

**P3 Landfall Furniture Maker:** Next door is The Redstone Reader, a book store.

**P4 All Night Pharmacy**

**P5 Best Produce and Dairy:** grocer

**P6 Cynthia:** dressmaker

**P7 Mischka's Clothier:** tailor

**P8 Darts and Tarts:** pub

**P9 The Cardinal Rule:** pub

**P10 Free Church of Landfall:** Thyatian Church

**P11 Relaxations Massage Parlor**

**P12 Welcome Inn and Tavern:** This establishment is owned and operated by Gunnar Mauritaniopolos, leader of the Friends in Mead. Neighboring businesses include: Top of the Line Gems (jeweler), Forgotten Objects (antiques), and the Mad Capper habadasher.

**P13 Rinaldi Burlesque Theater**

**P14 Wayland Block:** Most Wayland businesses deal with food: Old World Gelateria, Wild Chimera Liquor, and Cured Meats Delicatessen.

**P15 The Eagle's Roost:** This block sits between Business League Lane and Wayland's Alley. Most of the units are residential in nature, with a few physicians and La Familia controlled vice workers running businesses. Businesses: Dr. Marcus Octavius (dentist), Touch of Kerendas (restaurant), and Sylvia's Special Service.

**P16 Cornitelloni Home:** home to the second-most powerful family in La Familia Nostra. To the southwest is Rounders, a gambling house, and Never Alone Escort Service, both owned by the Cornitellonis.

**P17 Dona Mici's:** gambling and vice house

**P18 Gold and Silver:** precious metal smithing

**P19 Renaldi Barershop and Shave**

**P20 Wilona:** wizardess on the Business League Block. Other offices: Giamani Consulting (accountants and lawyers), Glantrian Perfume (run by an agent and assassin of the Principalities),

**P21 Dr. Penali:** physician and surgeon for La Familia.

**P22 Surano's Home:** The Suranos are the third strongest family in La Familia.

**P23 Amello House:** This minor palace is home to Dona Clementine Amello, head of La Familia Nostra.

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### The Tenaments (2000)

The Tenaments were part of the expansion that came after the arrival of former Thyatian legionnaires. The area is cramped, but some semblance of design is discernable. The area consists of housing structures for those employed elsewhere, but local businesses can be found. The main road is Sunderland Row.

#### T1 The Tenaments

**T2 The Grand Business Center:** constructed during the Thyatian Era. Includes: Landfall General Store, The Battery (pub), Kandan (cobbler), New Block Restaurant

#### T3 Halavum: Traladaran pub

#### T4 New Minrothad Loan Office

#### T5 Demi-What?: non-human tavern

#### T6 Platinum Host: Darokinian tavern

#### T7 New District Bakery

#### T8 Traveler's Hostel

**T9 Sunderland Row Suites:** The Suites are controlled by the Bowery Rats. Includes: Fiddler Mortuary, Open and Shut (keymaker and locksmith), Yolanda's Hammer (cart-maker), and The Sunderland Row Ladies' Social and Athletic Club (a gather place for ladies associated with the Rats).

### Market Square (610)

The original Market Square has been converted into a warehouse, but the larger district that bears its name continues to be a vibrant economic center. Some of the businesses are indoors, while others are open-air vendors. Gambling halls are popular, and a new form of economic trading (Futures and Options) has taken root.

The main drag is Market Street, which runs from Bayside to Sunderland Row. It is crossed by three roads: Branch Street, Tin Pan Alley, and Neyland Drive.

**M1 Association for Antiquities and Acquisitions:** The AAA provides offices and space for the AAA Museum of Knowledge, Landfall Surveyor Services, and World Traveller (map maker).

**M2 Guild Hall:** Both the Protector's Guild and the Bonding Guild have their main offices here.

**M3 Open Cathedral:** This is an open-air temple between The Market Square

and Fallen Alley districts and run by the nefarious Bishop Valenz. It is lined with gargoyles (constructs).

**M4 The Open Market:** The central open area is reserved for the Flea Market and traveling vendors. Surrounding businesses include: Market Square Butcher, Newport Barber, and the Bull and Bear Restaurant (featuring game).

**M5 Book House:** a gambling site. The Third floor has been taken over as the Speculative Trading Floor.

#### M6 Sterling Bank (Market Branch)

#### M7 The Arms of Vanya Hospice

**M8 Milfroy Tobacco and Tea Importium:** This place, site of a grisly murder, is no longer in business.

**M9 Freight Services:** a special packaging service run by the Stevedores to "fast-track" outbound packages.

**M10 Pomera Block:** a suite of businesses at the corner of Branch and Skid Row. Includes: Reinhard's Flowershop, Market Locks, Market Square Insurance, Trader Gelateria, Legal Contingencies (bail bondsman), General Kitchenware Production, Spectacles are Us, Deep Reader Book Store, Norman's (jeweler), Actuarial Services, Jerome Halen (wizard services), Movers Services, Hamlin Detective Agency, and Dirty Deeds (revenge service).

#### M11 Market Square Auction House

#### M12 Market Square General Grocer

#### M13 Market Conservatory

#### M14 Imperial Apothecary

#### M15 Neyland Drive Liquor

#### M16 After Hours Tavern

#### M17 Quigly's Tavern

**M18 He Who Watches Mission House**

### Evergreen Terraces (520)

Evergreen Terraces were intended to be another middle-class or affluent neighborhood, but the properties quickly ran down. The houses and shops are reasonably spaced, but dilapidation and weed overgrowth mar what was once an attractive area.

#### E1 Evergreen Grocer

#### E2 The Forgotten: tavern

#### E3 Wheaton's: card and dice gambling

#### E4 The Old Bookery

### Fort Farian (500)

Fort Farian is a construction project ordered by King Ericall of Norwold. The Fort is named after the King's slain half-brother. Construction continues but some of the money and material is skimmed by one of the overseers. The residents currently include builders, their families, town guards, and a small contingent of royal soldiers plus an innkeeper and some supporting businessmen.

#### FF1 Corinna's Laundry

#### FF2 Pietro's General Store

#### FF3 Farian Weapons Shop

#### FF4 Keiller: blacksmith

#### FF5 Sawmill

#### FF6 New Day Boarding House

#### FF7 Sally and Reddick's Field

#### Cookery

#### FF8 Farian Bawd House

### The Ridge (85)

The Ridge is the personal estate of Prince Joffa, and his palace overlooks rock-filled waters from a high perch. The currents are particular treacherous in this part of the sound, and ships risk having their hulls breached. The Ridge is reached via Bayside Road, but guards block anyone not on Joffa's approved list. Scuffles are common on the docks near the guard post when smugglers try to by-pass the Stevedores' monopoly on unloading ships. A spiked palisade separates the Ridge from the westernmost slums.

**J1 Joffa's Palace:** Joffa maintains an in-house weaponsmith, fletcher, and exotic animal trainer.

#### J2 Warehouses

#### J3 Dusky Blakde: weapons dealer

**J4 Alchemist and Hazardous Substances**

### The Sewers

A primitive sewer system exists under Landfall. It is accessible from large drainage points throughout the town. Vermin, recluses, and those in deep hiding have tried to make a home by digging out large wallows. This has had the unintended consequence of weakening the the structural stability of several buildings, though none have yet collapsed.



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Sandy had been running with the Filchers for years, ever since Rube had saved him from an angry fruit merchant. During that time he developed into quite a pickpocket and could fleece a golden goose while chatting her up, but Sandy was getting older – too old to keep this up much longer.

That was why, tonight, he was at the Snaggle-toothed Cantina.

Sandy had seen almost ever part of Landfall – from the alleys to the sewers and even the roof tops of Fallen Alley, but this was a place he had never before dared to enter. The Snaggle-toothed was a hang-out for the hardcore actors – bounty hunters, smugglers, assassins – and was decidedly unsuitable for the scamps who made up the Filchers.

Sandy was now 16 or so – he had lost track – and he was going to have to grow up or get legit. Rube had already signed on with a crew working for “Prince” Joffa, and he was well on his way to being a made man. Rube had in fact arranged this little job to help his old pal get a leg up in the world.

The young man steeled himself and entered the Cantina. Whatever colorful mishmash of humanity you encountered elsewhere in Landfall, it paled in comparison to the collection on display here.

You had your imps, and ochies, and reddies for sure, but also your gold-biters, your half-pints, and hairy-faced stouts. The special ticklers drank with the damn uglies while the oar-beaters played cards. One of the card players was rumored a snake-in-the-grass as well as a cheat.

When Sandy entered, the patrons paused to assess this newcomer and, finding him lacking as a threat, returned to their previous activities.

Rube flagged him over to a booth on the far side of the bar. Sandy carefully negotiated the floor and took a seat.

“So, you’s ready firdis?”

“Yeah, I think so.”

“Ain’t no thinking ‘bout it, Sandy. These guys’re serious. So, you in or not?”

“Yeah, I’m in.”

“Good. Now listen, there’s this boat ...”

## Races

Every major race of Mystara is represented in the town of Landfall. Even gnomes, orcs, goblins and other, less common races can be spotted in the numerous taverns and hiring halls. Beyond the town, humans and elves hold the coastal territories and regions further inland, but they surrender control of the foothills to various humanoid tribes on or near the mountains.

## Humans

Southern Norwold has two native, human ethnic groups: Nordurlanders and Norwolders. The two people are closely related descendants of the ancient Antalian tribes. Despite the kinship, inter-mingling is limited to the Kasverian Peninsula and the Rhien Forest.

**Nordurlanders and Norwolders:** The Nordurlanders inhabit the Skaufskogr Hills and Heldland. This is the same general ethnic stock found in Heldann. Its people are fair-skinned and predominately fair-haired, but redheads and brunettes are not unknown. Both men and women wear their hair long, typically in braids.

Nordurlanders of both sexes normally stand between 5’10” and 6’1”. Men weigh 160 lbs, while women are 140 lbs. Nordurlandic women are expected to be able to wield a sword or axe when necessary, but soldiering is frowned upon as a routine vocation.

Garments for both sexes are a mixture of furs, leather, wool, and other fibers. In colder periods, an ankle-length cloak drapes down from the shoulders, but during the heat of summer, everything but a light jerkin and breeches is omitted.

The Norwold Coastal Plain is the province of the Norwolders. The men stand two to three inches taller and ten pounds heavier than their Nordurlander counterparts. Also, the men allow their hair to fall loose. The criterion for manhood among the Norwolders is the ability to grow a beard. Finally, vocational fighting among women is more tolerated. In all other respects, the two groups are similar.

**Vanatics:** The Vanatics are a native tribal nation inhabiting the interior

valleys and slopes of the Final Range and Wyrksteeth Mountains. They have a worse reputation among the coastal dwellers than even the orcs.

**Other Ethnicities:** Every conceivable Known World group has a representative in the town of Landfall, including Thyatians, Kerendans, Hattians, Traladarans, Ierendians, Minrothaddans, Darokinian traders, Alphatians, Helskans, Thothians, and Ethengarians. Some are here looking for the promise of a New World, but many are outcasts unable to return home and hiding from their pasts. Pseudonyms are *de rigor* in Landfall, and it is “impolite” to inquire too deeply into people’s identities – at least not without a fee.

Ethnic rivalries flare in a few quarters, but newcomers quickly discover that there are more pressing allegiances.

## Demihumans and Humanoids

**Elves:** The Foresthome elves of the Rhienwald are Shiye. They stick to themselves, not venturing beyond the confines of the Forest. The elves encountered in Landfall are similar to their human compatriots – alone and unlikely to reintegrate into their native societies.

**Dwarves:** Dwarves are hidebound in their traditions, but even they have brushed the Landfall underbelly. Some are native to Norwold, hailing from the mountains near Oceansend or another, minor settlement. Others are Syrklist traders or clanless individuals.

**Halflings:** Most halflings in Landfall are clanless individuals from the Known World or born to the streets. Leehan halflings have not yet ventured to Landfall, but their current inn-and-trade operations should reach this seedy port in the near future.

**Gnomes:** Over the centuries, the gnomes that eventually found their way to Landfall had discarded their clan identities. They work as they can, serving in several capacities for the ruling guilds. The gnomish tongue has been all but forgotten. A general dislike of dragons is characteristic of these gnomes, but they do not possess the heightened

## SOCIETY

phobia seen in nearby areas (see Gaz F1-5).

**Humanoids:** The standard humanoid races, save kobolds, live both in the wild and in town. Those in town hire out their services just as the humans do, and it is not uncommon to see human-humanoid partnerships.

The wilderness humanoids include: Rhien-kaph gnolls, Suth-vlack bugbears, Gnomstal goblins, Lepic and Gnass-dol orcs, and Utbaerd hobgoblins. With the exception of the gnolls, all of the local humanoids are descendants of Loark's Great Horde.

### Language

A number of languages can be heard in Landfall, but region-wide four are the most important. They are Nordurlandic, Norwoldensian, Thyatian, and Alphatian.

**Alphatian:** Alphatian is the official language of Landfall and all imperial holdings Norwold. In truth, it is limited to the military garrisons, the village of Gameth, and the isolated wizard towers on the coast and in the woods.

**Thyatian:** Thyatian is the unofficial lingua franca for Landfall. Most people of Known World heritage speak some dialect or other of Thyatian. It is even used in most administrative dealings. This latter practice created one of Lernal's first public image problems with visiting Alphatian noblemen.

**Norwoldensian** and **Nordurlandic:** These two languages are 90% compatible with one another. Inattentive Almanac scribes have erroneously called these languages Antalian. While it is true that they are close in form to the ancestral tongue of the north, they are distinct enough to be recognized separately. The Northman tongue of Ostland, Vestland, and Soderfjord is 85% and 90% similar, respectively.

**Traladaran:** Saffir is a small community of Traladarans who migrated to Norwold around the time Stephen Karamaikos took possession of the city of Specularum.

**Hymsprach:** Commonly known to other races as Giantish, Hymsprach is the

language for all true giant-folk in the north (fire and larger).

**Surgathic:** This is the common language spoken by the humanoids living in the foothills and mountains.

**Kaphic:** Kaphic is spoken by the Rhien-kaph gnolls. It is related to the gnollish tongue of the Menguls.

**Trollhak:** Trolls in Heldland speak their own mangled language, which has only a passing familiarity to neighboring humanoid languages.

### Religion

Ask the average man on the streets of Landfall wherein he places his faith, he is liable to say his dagger. Religion is a private affair in this harbor town. A few small chapels are located here and there, but most are fraudulent enterprises scamming passers-by.

The trader-thief patron, Asterius, has the largest following, with Loki a distant second. Most practitioners follow traditions familiar to the Known World, but even Idrisians and Watchers make an appearance.

A few honest clergy toil away at redeeming Landfall's citizens, but it would be an epic task to turn Landfall into an upright town.

Outside of the town, the Norwolders and Nordurlanders keep to the traditions and beliefs common to the north. In terms of Immortals, Norwolders favor the Aesir (Odin, Thor, Loki) and the Jotun (Spuming Nooga/Protius, Hel), while the Nordurlanders emphasize the Vanir (Frey, Freyja, Frigg/Ordana) and the Jotun (Hymir, Spuming Nooga/Protius).

### Economics and Governance

Landfall officially uses the Alphatian Standard system of coins, but Thyatian, Minrothaddan, Darokinian, and other currencies freely pass hands. Ordinary transactions – such as buying ale – rarely incur an exchange fee. Coins are given their “fair” value, and any change due will be a mix of various currencies. A 10 to 15% fee is charged for large exchanges.

The coins of the Alphatian Standard are the 1 gp Crown, the 1 sp Mirror, and the

1cp Judge. The price of goods is volatile.

Another form of currency popular among Landfall's residents is markers, or number slips. These slips of paper function as IOUs, using an alpha-numeric code to identify the person who owes money and the amount owed. The cipher to the codes is maintained in ledgers or books, which are kept up to date by a person known as a bookie.

When someone pays of the books, their entry is cleared (often physically destroyed to prevent double charging). Ownership of markers is a traded commodity in the underworld, and anyone who accepted a loan or placed a bet can find themselves owing some very unpleasant individuals.

The town of Landfall has little economic industry. There are still fishermen in residence, but there is no exportable production. Landfall relies on the “service” industries to keep it operating. Thieves, vice merchants, spies, and smugglers fill the coffers of the various guilds and important families.

Taxes are steep at 5gp per month per adult. Business operating licenses run another 10gp per month. Collectors routinely take a fifth of this amount, with treasurers taking another fifth.

Another 20% pays for the town guard, some of whom are also collectors. Yet another 20% is paid to several guilds, principally Prince Joffa's and La Familia Nostra. The final 20% is Lernal the Swill's personal income. Lernal under-reports this amount to King Ericall by 25%, but pays 40% of his reported income in taxes.

Those who cannot afford to pay their taxes are beaten and thrown in jail, but individuals and businesses allied with select groups are exempt. Instead, they provide favors and protection fees to their guild, which then runs interference with the tax collectors.

Lernal has no real authority beyond Landfall, and most of the settlements shown on the map contribute nothing to either the kingdom's or the empire's treasury. Gameth pays directly to the empire, while Saffir and Lighthall pay taxes to King Ericall.



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### Crime and Punishment

As might be expected, the rule of law has a perverse sense of humor in Landfall. Those most likely to be charged are ordinary citizens for minor infractions. The true criminals who steal, murder, and rape escape notice or receive laughably small fines. The guard does not want to inadvertently cross into guild territory and must receive permission to pursue low or mid-level guild members.

For justice, the wronged must plead with their controlling guild. As this is a favor, the plaintiff becomes indebted to the guild or boss. The people know the risks this entails, and trivial offenses are generally accepted as a part of life.

Occasionally, public outcry is sufficiently strong that the guard will round up a few patsies of no great consequence (often provided by the guilds themselves) for a hanging. These events gather large crowds in many areas of the town.

### Guilds, Societies, and Groups

There are numerous organizations that control the town of Landfall. Relations among these groups vary from neutral, hierarchal, to hostile. Not every faction or group is a criminal enterprise, and a few have no particular turf.

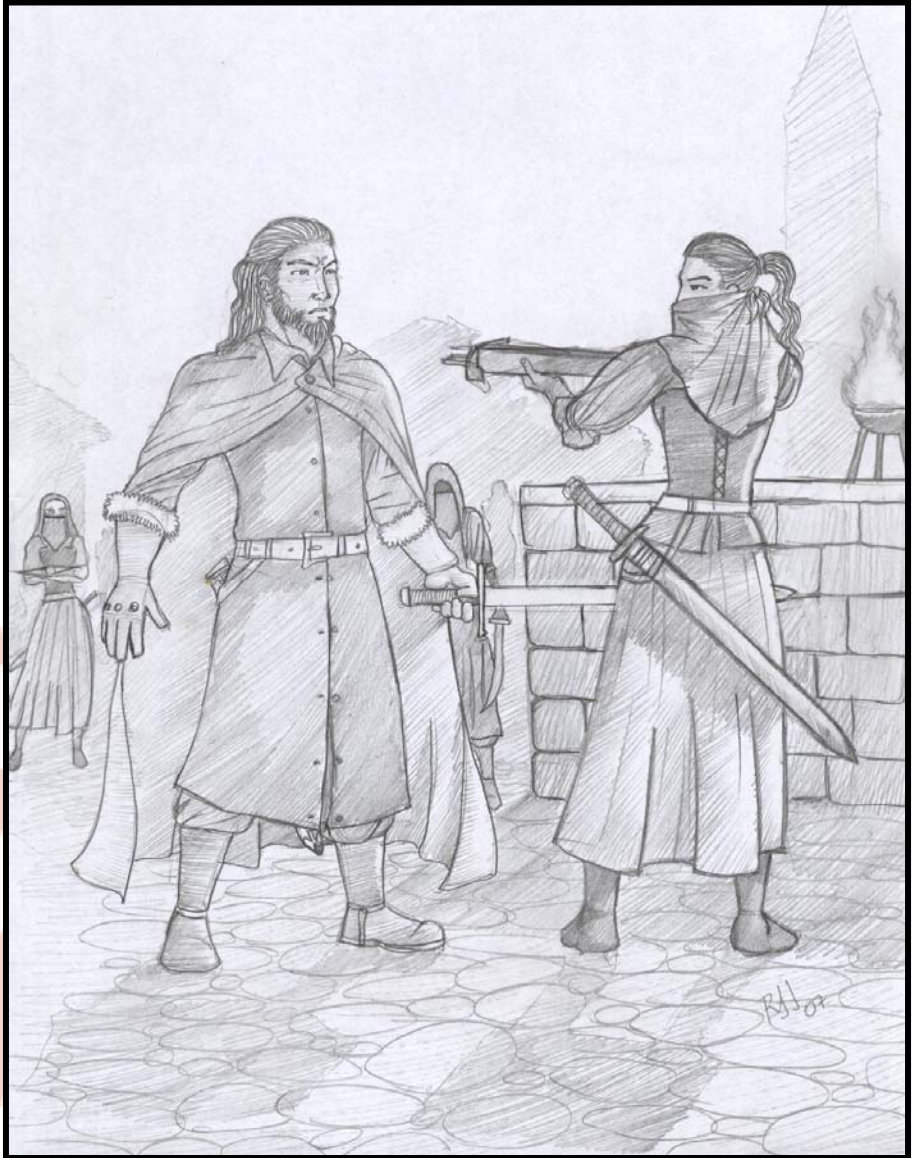
**Ladies of Fallen Alley:** The Ladies of Fallen Alley fulfill certain companionship needs for Landfall's residents. These activities can range from mere conversation and dancing to more iniquitous activities. The Ladies broke away from La Familia Nostra a few years ago, and they have aggressively fended off take-overs by the Protectors' Guild and the Stevedores' Union.

The Fallen Ladies also perform a small amount of petty and grand larceny, smuggling, and blackmail. Murder-for-hire is not allowed, but anyone who abuses a Fallen Lady is in serious trouble. They do not have a monopoly on their primary specialty, and many of the other associations maintain in-house girls.

*Requirements:* female only

*Costs:* None/ 15% (monthly)

*Privileges:* discounted housing and food,



weapons training, protection  
*Obligations:* morally questionable activities, out-call assignments  
*Hindrances:* poor reputation with common citizens  
*Enemies:* Stevedores' Union, Protectors' Guild, La Familia Nostra  
*Allies:* Town Guard, the Filchers  
*Arrangments:* Fallen Ladies do not pay town taxes. 2gp per lady is paid directly to the Guard from group funds. Local Guards also receive 5gp redemption tokens.  
*Leader:* Altan Annie

**Bowery Rats:** The Bowery Rats are a pack of Redstone roughnecks that control the most dilapidated areas of Landfall.

The Bowery Rats engage in the more brutal activities: mugging, extortion, and rape, but their favorite pastime is drunken rioting. More often than not, it is their own area that suffers. Exhortations of "freakin' wicked!" and "you suck!" punctuate their conversations.

The Bowery Rats have annoyed nearly every organization in Landfall, but they haven't been eradicated because none wants their turf.

*Requirments:* be of Redstone heritage or by marriage

*Costs:* None (3gp/mo bail)

*Privileges:* mindless mayhem

*Obligations:* mindless mayhem

*Hindrances:* poor reaction from everyone

*Enemies:* Friends in Mead



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*Allies:* None

*Leader:* Colm "Meanie" O'Brian

**Prince Joffa:** Prince Joffa runs the largest international criminal operation in Landfall, also known as the Syndicate. Piracy, extortion, gambling, smuggling, and bounty hunting are its main operations. Foreign operations are run by his fellow devil swine. Joffa has little need for standard robbers or pickpockets, but he does indulge in many vice services. Most people in Joffa's employ are actually freelancers who take assignments on an as needed basis.

*Requirements:* none

*Costs:* None/100% of all assignment-generated loot

*Privileges:* Steady pay (15+ gp/mo, retainers only), assignment fees (freelancers only), clout with many individuals

*Obligations:* those who are freelancers need only fulfill their contracts. Regular retainers must perform all tasks during their period of employment.

*Hindrances:* Heavy financial penalties or bounties for those failing their contracts, erratic boss, and retainers must buy out (100gp) if they wish to leave.

*Enemies:* Stevedores' Union, Dark Masters, Protectors Guild

*Allies:* Town Guard

*Leader:* "Prince" Joffa

**Stevedores' Union:** The Stevedores control the docks of Landfall. In true Minrothad tradition, they have a legal monopoly for all loading and unloading of ships, during which they skim off a portion of the goods. Self-reliant adventurers often engender conflict when they unload their wares without paying the Stevedores a "supervisor's fee."

Smugglers are another source of friction, one that has brought Joffa's organization to the wharf. The Union also engages in some minor extortion and racketeering, and it unsuccessfully tried to bring the Ladies of Fallen Alley under their control.

*Requirements:* Str 15, Con 16, drayer or endurance skill

*Costs:* 20 gp/mo

*Privileges:* 1gp/ton moved plus skim

*Hindrances:* Severe beatings for over-skimming and compelling the Town Guard to look into the theft. Regular work hours.

*Enemies:* Prince Joffa, Ladies of Fallen Alley, Bowery Rats, Protectors Guild

*Allies:* Town Guard, Filchers

*Arrangements:* For their monopoly on loading and unloading ships, the Union pays the Town Guard 500gp per month.

*Leader:* Jack Ridley

**La Familia Nostra:** La Familia Nostra is a criminal organization run by Thyatian ex-patriots who came to Landfall after the debacle of the Alpathian Spike. It has a strong feel for both local and international affairs, but it prefers the former. Extortion, racketeering, loan-sharking, gambling, kidnapping, and murder-for-hire (or "whacking") are the major activities, but La Familia also dabbles in prostitution, forgery, and currency laundering. The organization prefers to use in-house talent, but occasionally free-lancers are hired.

The areas under this group's control are relatively peaceful. People make their payments, and La Familia keeps encroaching interests out.

*Requirements:* Test of Loyalty

*Costs:* none

*Privileges:* wages commensurate with skills

*Hindrances:* the risk of vendetta within La Familia or without. Death penalty (entire family) for betrayal. Unsanctioned actions are frowned upon.

*Enemies:* Town Guard, Prince Joffa, Ladies of Fallen Alley, Filchers, Protectors Guild

*Allies:* none (Faldron)

*Arrangements:* La Familia directly deposits the business and personal taxes for those under its protection, thereby bypassing the Town Guard. Most town accountants are on the payroll of La Familia Nostra, and a portion of revenue returns to the group.

*Leader:* Dona Clementine Amello

**Protectors Guild:** The Protectors Guild provides bodyguard services to

important visitors and gives "protection" to one of Landfall's neighborhoods. This Guild engages in few other activities aside from visible muscle. Ill-will still lingers between the Guild and the Fallen Ladies after the former tried to extend its protection to the newly independent Ladies.

*Requirements:* Str16, Wis 13

*Costs:* none

*Privileges:* free food from locals, gainful employment, opportunity to meet visitors

*Hindrances:* on-going turf wars with Bowery Rats, La Familia Nostra, and the Stevedores' Union.

*Enemies:* Ladies of Fallen Alley, La Familia Nostra, the Stevedores' Union, Bowery Rats

*Allies:* Filchers, Prince Joffa, Friends in Mead, the Bonding Guild, The Association for Antiquities and Acquisitions

*Arrangements:* None. Those under the Protectors must pay their full tax to the town in addition to their protection fee, but the money is deposited directly via the Protectors. The Guild must pay a business fee.

*Leader:* Sven Bardisen

**The Filchers:** The portfolio of the Filchers begins and ends with petty larceny. Most of the Filchers are kids who scurry the streets and the docks looking for pockets to pick and purses to cut. Older Filchers serve as organizers and deal with Landfall's other guilds. They are generally considered a nuisance by the others, but they report to the Stevedores' Union and the younger ones are well treated by the Fallen Ladies (some of the former being children of the latter).

*Requirements:* Thief only

*Cost:* all goods taken (communal)

*Privileges:* share of the communal take

*Hindrances:* pushed around by many

*Arrangements:* 100 gp/mo goes to the Stevedores.

*Leader:* Molly "Ma" Stavro

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**The Town Guard:** The Town Guard is the constabulary and defensive force for Landfall. Its members also double as tax collectors. Though technically overseen by the Governor, Lernal, its two captains exercise the real authority. The standard overcoat garb of the Guard is fastened with large brass or copper buttons – the former signifying officers, the latter sergeants and flatfoots.

Each Guardsman has a particular patrol route – called a beat – for which he is supposedly responsible for crime. Attentiveness to one's duty varies, as does the propensity for politeness or surliness. Some patrols are too dangerous for a single Guardsman, and a few spots are too dangerous for anything short of a company.

The First Guard is responsible for Capital Boulevard and much of the northern half of town, while the Second Guard patrols the seedier southside. Despite their higher profile, the First Guard is unreliable, and should war or disaster ever reach Landfall, there is a significant chance that the majority of its members will desert.

At the behest of King Ericall, plans are slowly underway to organize a full Militia headquartered at Fort Farian. Ideally, members would be pulled from both the town and the surrounding countryside.

A few guards moonlight with the Protectors Guild.

*Requirements:* none, but connections help

*Costs:* 25 gp up front for uniform and basic equipment (dagger, billy club, and blackjack). Pikes, swords, and crossbows are issued during times of war or need.

*Privileges:* 5gp/mo salary, plus skim; graft;

*Hindrances:* you represent law in a land of crime

*Enemies:* La Familia Nostra, Justice Association

*Allies:* Fallen Ladies, Prince Joffa, Stevedores' Union, Bonding Guild

*Arrangements:* 2gp direct payment from Fallen Alley, plus 5gp redemption tokens (local beats only), per individual. 800 gp/mo from Stevedores for monopoly rights.

*Leader:* Lernal the Swill, Captains Reenalias and Caspan

### Landfall Guard (1<sup>st</sup>-2<sup>nd</sup>)

Commander: F6 Captain, F4 Lieutenant

Personnel: 265

Troop Class: Fair

BR 83

*Company 1:* 100 heavy infantry (F1, chain mail, pike, short sword), 4 F3 Sgt., F4 Lt.

*Company 2:* 50 light infantry (F1, leather, shield, spear, normal sword), 2 F3 Sgt., F4 Lt.

*Company 3:* 100 light infantry (F1, leather, crossbow, short sword), 4 F3 Sgt., F4 Lt.

### Landfall Militia

Commander: Lernal the Swill (F6)

Personnel: 1500 swordsmen, 500 longbow

Troop Class: Fair

BR 48 (CM1) or 79

### The Association for Antiquities and Acquisitions:

This is guild of treasure-hunters, traditional thieves, and smugglers. The Association has little stomach or use for the more sinister activities of its fellow organizations, although many members employ the services of the Protectors Guild. The Association also runs a private school (non-thieving) where students learn of history, languages, mathematics, and trading.

*Requirements:* thieves only

*Costs:* 100 gp/year membership

*Privileges:* Fencing of stolen goods, trading of information, heist recruitment

*Hindrances:* none

*Enemies:* None

*Allies:* Protectors Guild

*Arrangements:* The Association is taxed as a regular business, and its members must pay as ordinary citizens. Members often freelance for the other guilds.

*Leader:* Doctor Heinrich "Darokin" Stohn

### The Bonding Guild:

The Bonding Guild is a neutral agency in Landfall. It serves as a courier service between groups, performs small matters of diplomacy, and coordinates many freelance contracts. The Guild does not insure against incomplete contracts, but should an employer fail to pay out a successful bonded contract, it will use every means at its disposal to destroy the reneging party's activities before delivering a coup de grace. The Bonding Guild has done this in the past, which is why it is viewed as a worthy intermediary today.

*Requirements:* Lawful only, 5<sup>th</sup> level, any class

*Costs:* None

*Privileges:* 15% guarantee on any contract, untouchable status in Landfall

*Hindrances:* must never break confidence of hiring parties or contracted freelancers.

*Enemies:* GHOST, Dark Masters

*Allies:* La Familia Nostra, Prince Joffa, Town Guard, the Association for Antiquities and Acquisitions, Protectors Guild, Stevedores' Union.

*Arrangements:* Officially, the Guild's taxes are waived, but it conspicuously pays the full amount. Guild members pay their individual taxes in full but are left alone by other organizations.

*Leader:* Kesinar of Stonewall

**Dark Masters:** The Dark Masters are the truly vile criminals of Landfall, possessing not even a twisted form of honor. They engage in human trafficking, macabre activities, murder, torture and other sadistic endeavors. The Dark Masters are often after the same high valued targets as the Association for Antiquities and Acquisitions, and care not a wit for the sanctity of the Bonding Guild. Within the town of Landfall, the Justice Association battles the Masters and their minions. Beyond, they often run afoul of the League of Extraordinary Adventurers.

They have no allies, though GHOST finds them useful, and independent smugglers value their coin. They do not openly control territory and hide their identities. Dark Masters belong in every guild, which makes rooting them out all the more difficult.

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*Requirements:* Evil

*Costs:* 25% of all loot

*Privileges:* salary, outlet for evil drives

*Hindrances:* actively hunted by the Justice Association, mildly hunted by the Town Guard.

*Enemies:* the Bonding Guild, the Protectors Guild, the Association for Antiquities and Acquisitions, the Justice Association, La Familia Nostra, League of Extraordinary Adventurers, Friends in Mead

*Leader:* Bishop Valenz

**Friends in Mead:** The Friends in Mead are a consortium of bars, restaurants, and other establishments tired of being extorted. Their organization efforts have peeved La Familia Nostra and other territory holders. Fear of retaliation has prevented the group from gaining much ground.

*Requirement:* business owner

*Costs:* none

*Privileges:* none

*Hindrances:* increased risk of extortion, arson, injury or death

*Enemies:* La Familia Nostra, Stevedores' Union, Bowery Rats, Dark Masters

*Allies:* Justice Association

*Leader:* Gunnar Mauritanipolos

**Justice Association:** The Justice Association is a response to the continued victimization of the people of Landfall. Disguised vigilantes, they are wanted by the both the underworld and the Town Guard. The members of the Justice Association keep their identities secret even to one another.

*Requirements:* recruitment among independent vigilantes

*Costs:* none

*Privileges:* a network of similar do-gooders to aid and assist in taking down crime.

*Hindrances:* need for a secret identity to protect self and loved-ones.

*Enemies:* La Familia Nostra, Dark Masters, Town Guard, the Bowery Rats

*Allies:* Friends in Mead

*Arrangements:* None.

*Leader:* none

### League of Extraordinary

**Adventurers:** Created by King Ericall, the League is a group of seasoned adventurers that have agreed to work together in the defense of Norwold and the Alphatian Empire when the situation warrants. These missions often find them against the Dark Masters, Prince Joffa, or GHOST's interests, but they also deal with menaces outside of Landfall.

Most LEA members do not reside at Landfall.

*Requirements:* 6<sup>th</sup> level, demonstrated loyalty to Norwold or the Alphatian Empire

*Costs:* None

*Privileges:* Discounted special equipment

*Hindrances:* targeted by many groups

*Enemies:* Dark Masters, GHOST, Thyatis

*Allies:* King Ericall

*Leader:* Sir Theobold Redbeard, Lord of Lighthall

**GHOST:** The Society for General Havoc, Oppression, Sedition, and Terrorism is a global criminal enterprise. Without any tangible holdings, GHOST's ephemeral network passes through the great nations of Mystara without detection. The group has a chimeric disposition with many seemingly contradictory operations, but everything works towards bringing nations to war and ruin or, even better, to heel.

GHOST works almost entirely through intermediaries who have no clue as to the nature of their employers. Actual GHOST teams are based in various safehouses around the world. To date, they have been most active on the Isle of Dawn and the Alatian Isles.

*Requirements:* recruitment only

*Costs:* None

*Privileges:* Enriching employment, support apparatus

*Obligations:* Lifetime loyalty, accept missions without hesitation

*Hindrances:* hostile reaction from Imperial agents

*Enemies:* none, but GHOST often leaves trails pointing to Prince Joffa and La Familia Nostra

*Allies:* none

*Leader:* Faldron (Number 3)

### Thieves' Guilds from around the World

Crime is a universal feature of life on Mystara, and Landfall's underworld occasionally bumps into its counterparts elsewhere. Below is a sampling of some of these other criminal organizations.

#### Dahnakriss's Thieves' Guild

Location: Hill and Dale (Gaz F4-5)

Expanding into: Leeha, Denagoth, Icereach Barbarian lands

Operations: Grand Larceny, Smuggling, Counterfeiting, Kidnapping, Espionage

#### The Strands

Location: Denagoth, Wendar (GazF1-2)

Expanding into: Grauenberg, Landfall, Darokin

Operations: Espionage, Smuggling, Insurgency, Blackmail, Murder, Proselytizing

#### The Kingdom of Thieves

Location: Specularum (Gaz1)

Operations: Burglary, Pickpocketing

#### The Veiled Society

Location: coastal Karamaikos (Gaz1)

Operations: Extortion, Blackmail, Murder, Fencing

#### The Iron Ring

Location: Karamaikos (Gaz1)

Expanding into: Darokin, Five Shires

Operations: Espionage, Slavery, Assassination, Smuggling

#### The Shadow-Hand

Location: Thyatis (DotE)

Expanding into: Minrothad, Isle of Dawn

Operations: Piracy, Smuggling, Larceny, Slavery

#### The Grand Order of the Grey Mouse Lodge

Location: Alfheim Town (Gaz5)

Operations: Burglary, Pickpocketing

#### The Underside

Location: Dengar (Gaz6)

Operations: Vandalism



## SOCIETY

### Grey Front

Location: Serraine (PC2)  
Operations: Anarcho-nihilist  
Revolution  
Notes: Nagpa only

### ELF and FAERY

Location: Erewan and Belcadiz, Glantri (Gaz3)  
Operations: opposing guerrilla fighters  
Notes: elves only

### Storm Soldiers

Location: Hattias, Thyatian Empire (DotE)  
Expanding into: Heldann (Fist of Hattias, Gaz F7)  
Operations: Assault, Arson, Extortion, Rebellion  
Notes: Hattian ethnic pride group

### Ten Thousand Fists of Khan

Location: Ethengar and Glantri (Gaz3)  
Operations: Proselytizing, Agitation

### The Thorns (in the Side of Those Blasted Elves)

Location: Rockhome, Alfheim (Gaz6)  
Operations: Mischief

### The Hammer

Location: Rockhome (Gaz6)  
Operations: Suppression of Wyrwarvs and other farmers

### Brothers of the Bolt

Location: Rockhome, Ethengar, Glantri (Gaz12)  
Operations: Anti-Glantrian Mercenaries

### Eyes of Krondahar

Location: Ethengar, Glantri (Gaz3)  
Operations: Espionage

### Heldann League

Location: Heldann, Ethengar (Gaz12)  
Operations: Assassination of Golden Khan

### Taijit Tigers

Location: Ethengar (Gaz12)  
Operations: Smuggling, Espionage with Glantri

### Bloodseekers

Location: Ethengar (Gaz12)  
Operations: Hunting Taijits

### Inheritors

Location: Savage Coast (Red Steel)  
Operations: Controlling the flow of cinnabryl

### Silver and Gold Dragons

Location: Ethengar (Gaz12)  
Expanding into: Heldann, Glantri, Darokin, Rockhome, Vestland, Soderfjord  
Operations: Espionage, Diplomacy

### LB Trading Company

Location: City States, Savage Coast (Red Steel)  
Operations: Shipping (legitimate), Smuggling, Mining

### Darokin Diplomatic Corps

Location: Darokin (Gaz11)  
Expanding into: everywhere  
Operations: Diplomacy, Arbitration and Mediation, Espionage  
Notes: Intensive application and schooling period.

### Darokinian Thieves' Guild

Location: Darokin (Gaz11), Glantri (as Fellowship of the Pouch, Gaz3)  
Expanding into: Landfall, Sind, Five Shires  
Operations: Burglary, Pickpocketing, Smuggling

### Second Shadow (and Eyes of the Serpent)

Location: Shadow Elf Territories (Gaz13)  
Expanding into: Alfheim, Wendar, Glantri, Broken Lands, Darokin  
Operations: Exploration, Espionage, Sabotage, Assassination

### Magian Fire Worshippers

Location: Ylaruam (Gaz2), Thothia (M5)  
Operations: Excavation, Assassination, Larceny, Proselytizing  
Notes: The Emirates ruthlessly hunt the Magians. Thothian Magians remain followers of Rathanos, not elementals.

### Network of Barimoor

Location: Ylaruam (Gaz2)  
Operation: Excavation, Ursupation  
Notes: Barimoor is a long-term player for Immortality.

### Black Market Guide

Below are a few of the commodities sold through the various black market operations in the world. Where items are obtained or sold does not necessarily confer legality to the transaction.

#### Slaves

Obtained: Isle of Dawn, Karameikos, Five Shires, Ierendi, Atruaghin, Pearl Islands, Hinterlands, Norwold  
Sold: Thyatian and Alpathian Empires, Ostland, Thothia, Jennite Holdings, Hule

#### Relics of Al-Kalim

Obtained: Ylaruam, Soderfjord, other locales  
Sold: Landfall, Ylaruam, Thyatis, Alpathia, Darokin

#### Relics of Nithia

Obtained: Ylaruam, Thothia, Known World, Minrothad, Menguls, eastern Savage Coast, Hinterlands, western Sind Desert, other locales  
Sold: Barimoor, other locales

#### Relics of Taymor

Obtained: Karemeikos, Five Shires, Ierendi, Minrothad, Sunlit Sea  
Sold: Ierendi, Darokin, Thyatis

#### Military Secrets

Including: Troop sizes and dispositions, strategies, warbirds, blight belchers, airships  
Obtained and Sold: Heldann, Glantri, Alpathia, Norwold, Thyatis, Isle of Dawn

#### Specialty Products and Contraband

Including: zzonga, Alpathian spider silk and the spiders, sands of the World Mountain, Idris paraphernalia, shadow elf soul gems, Ghyrian prismatic stones

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“Are you sure you read that map right.”

“Wuddamy, some kind of idiot? Roit here, the tree stand and the boulder by the stream just like the map.”

“In case you hadn’t noticed, trees and rocks are all over the whole goldurn place! What makes you think this is the right one, Rube?”

“It is, just trust me.”

Ericall’s interdictors were really clamping down on ships trying to make the Kamminer Run, and Prince Joffa wanted to test overland routes as a means of bypassing them. Sandy and Rube had scoured the coast along the Rhien Forest trying to find the ruins of Gleddinghur, and their deadline was running out. A cutter was making a risky zzonga run off the Annisvall for a rendezvous point with which neither party was familiar, and tensions were rising high.

“I got a bad feeling about this one, Rube. We’re way out of our element here. Hizzoner shudda hired some boy scouts and been done with it.”

“Shssh. Youse gonna wake every ghost and banshee in a hunnert miles.”

The plan was that once the handoff was made, Sandy and Rube would have to hump it across land back to Landfall. It was agreed upon beforehand that they wouldn’t try to cut through the Rhien. People going through there had a bad habit of dying, and they didn’t want to add to the forest’s legend.

Instead, they would stay on the northern bank of the Nordheim River until they came to Thynivar where they would pick up the overland trail that crossed the Skaufskogr. With any luck, the damn uglies wouldn’t be causing any problem.

All the two had to do was just get the package.

The amount of zzonga involved was not even that large – two pack-fulls. Joffa was keen to test the viability of the route, but he wasn’t about to waste a real shipment. Nevertheless, neither man wanted to risk failure, especially not after what had happened to Captain Solomay.

Out in the distance, a signaling light flashed a message.

“See? Whaday say? Have I ever let you down?”

### The Land

The Landfall environs are a mixture of coastal lowlands and forested hilltops that separate the waters of the Western Sea of Dawn from the great mountains of the Final Range. The deep-water Kamminer Bay accounts for much of the coastal outline, and Landfall itself is on the Niður Sound. Bayside communities endure a wet and cold climate for most of the year, but it is not as severe as that endured along the main coast.

Heldland is a term that is heard more and more frequently to describe the coastal plain west of the Bay. Smugglers in Landfall place bets on whether this convention portends aggressive action by the Heldannic Knights. In more learned circles, the region is also known as either the Low Coastal Plain or the Heldannic Littoral Plain.

Numerous small villages dot the bay and further inland, but there are fewer settlements near the foothills, where various humanoids hold sway. Several irregular hills rise to the east and west of the Forton River. The soil of Heldland is fertile, with many large forest systems.

Equally rich is the Norwold Coastal Plain. This Plain officially begins east of the Skaufskogr Hills. It continues northwest until the mouth of Norwold’s Great Bay. Because storms strike the Plain unimpeded, the land has a perpetual dampness. The Plain’s southernmost extension ends the hook-shaped Kasverian Peninsula. Together with Heldann’s Altar of Vanya, the Kasverian Peninsula pinches the outlet of the Kamminer Bay.

Trees cover both plains. Pines and jack spruce dominate the canopy, but hardwoods – including fruit bearing trees like the black apple – can be found. Even areas unmarked on the accompanying map boast plentiful stands intermixed with the meadows and fields.

### Nordheim River Valley:

Tanystropheus, giant locust, robber fly, fyrsnaca, red worm, caecilia, rhagodessa, insect swarm, roc (small), giant bat, green dragon (small), wyvern, goblin, hobgoblin, bugbear

**Northern Heldland:** giant locust, giant racer, mountain lion, herd animals, swan, wild turkey, bat (normal), rat (normal and giant), crone of chaos, lesser phantom, white, black and red dragon (small), wyvern, hill giant, nixie, pixie, sprite, troll, orc, bugbear, brigand, trader, barbarian, berserker, bandit

**Norwold Coastal Plain:** fallow deer, giant locust, insect swarm, black bear, herd animals, wild dog, normal rat, crone of chaos, werewolf, lesser phantom, shadow, sphinx (traveling), dragon (all colors, small or large), wyvern, pegataur, barbarian, berserker, skeleton, spectral hound, snow geese, drake, nixie

**Kasverian Peninsula:** robber fly, giant racer, insect swarm, herd animals, wild dog, swan, normal rat, lesser banshee, lesser phantom, shadow, sphinx (passing through), pegataur, nixie, ghostly horde, gnoll, buccaneer, pirate, trader, brigand, ghost, gargoyle, iron gargoyle, spectral hound, Hsiao, wyvern, apparition

### Hills and Valleys

The Skaufskogr Hills are the most important formation in the lowlands, and they separate the two lowland plains. Despite the physical connection, the Skaufskogr is geologically distinct from the Hettafjall Foothills. The highest point is 1,250 feet, and its entire length is thinly covered in white pine and spruce. Oaks, ash, and elm sporadically appear.

The foothills of the Final Range are a virtually non-existent narrow strip of rock. Rising quickly from 400 feet to over 1000 feet, the foothills give way to the mountainous terrain with little notice. Tree coverage averages less than a hectare per square mile.

The Wolkenbergen is an exception to Norwold’s general foothills. They are extensive, spreading out for dozens of miles under the shadow of Lirovka’s Alps. Red firs carpet the area, and ponds are very common. The twin peaks of Mounts Gethbreid and Ilescu form a picturesque gateway to coast.

At over 3,000 feet in elevation, the Gnomstal is a large upland valley in the

## REGIONAL GEOGRAPHY

Final Range. Foreigners mistake the nature of the valley residents at their own peril. Gnomes are nowhere to be seen – rather goblins fill these wooded hills.

Finally, the Gunaald-Vinisk-Ransarn Valley is a large inter-ridge area within the Final Range that is often used to delineate the beginning of the Wurmsteeth. In the south of the Vinisk half of the valley, a narrow, winding pass leads around the Hettafjall subrange and provides limited access to both the Denagothian Plateau and the Forton River. The Ransarn Valley is accessible near the town of Saffir. The easiest entry point is via the Gnomstal, but its goblinoid residents deter all but the most foolhardy.

**Skaufskogr Hills:** carrion crawler, giant locust, robber fly, fire beetle, oil beetle, herex, slime worm, timber rattler, herd animals, normal wolf, bat (normal, giant, vampire), grouse, quail, stirge, normal skunk, crone of chaos, werewolf, werebat, owlbear, lesser phantom, black and red dragon (small), amber dragon (Mithax), wyvern, hobgoblin, bugbear, orc, gnoll (east only), brigand, trader, bandit, barbarian, berserker

**Gnomstal:** goat, carrion crawler, robber fly, fire beetle, tiger beetle, rhagodessa, black bear, mountain lion, herd animals, normal wolf, stirge, bat (normal, giant, vampire), rat (normal, giant), gargantuan carrion crawler, wererat, werebat, shadow, green, red, and black dragon (small and large), dragon soul, wyvern, goblin, orc, hobgoblin, death leech

**Wolkenberg:** giant elk, robber fly, tiger beetle, rock rattler, black bear, mountain lion, herd animals, normal and dire wolf, normal bat, normal rat, normal skunk, carrion crawler, crone of chaos, wererat, werewolf, werebear, werebat, owlbear, blue and green dragon (small), red dragon (small, large), mountain giant, cloud giant, stone giant, goblin, orc, brigand, bandit, barbarian, berserker, ghost, poltergeist, possession, spectre, skeleton, zombie

### Mountain Ranges

The mountains of the Final Range establish the western limits of this region. There are three major subdivisions to the local Range: the Menguls, the Hettafjalls, and Lirovka's Alps.

The Menguls – also called the Westbergen by the Heldannic Knights – border Heldland south of the Forton River. The traditional limit of the Menguls is a high mountain pass near the Forton's sourcewaters. These mountains produce a well-defined ridge line that varies between 9 and 18,000 feet. Numerous groups of giants, trolls, gnolls, and thouls make their homes in the peaks and valleys.

Proceeding eastward, the Hettafjalls are a double ridge formation that rises over 18,000 feet and constitutes an impregnable barrier between surrounding regions.

Nestled between these lines is the largest glacial expanse of Norwold outside of the Ice reach. Some of it is Old-World ice that never completed its northward migration, but a majority of its mass is of more recent vintage. Beyond the second ridge line is the Vinisk Valley and Denagoth's Essurian Arm.

Orcs are the most common mountain-folk, but the lower reaches also house large populations of bugbears and hobgoblins. Frost, fire, mountain, and the rare cloud giant also inhabit the upper limits of the Hettafjalls. Further, the anomalous stone giant family has been spotted here and there.

Lirovka's Alps are the last major mountain chain. There is little pattern evident in the southwest, but the northeastern Alps create a high, sharp wall hiding the Ransarn Valley. The singular Lirovka's Alp is this ridge's highest peak, and it was named in honor of the original settler of the nearby town of Saffir.

**Lirovka's Alps:** carrion crawler, fire beetle, gray ooze, fyrsnaca, red worm, mountain lion, werebat, normal bat, crone of chaos, owlbear, white or red dragon (small), wyvern, drake, cloud giant, frost giant, mountain giant, goblin, orc, barbarian

**Hettafjall Mountains:** carrion crawler, fire beetle, oil beetle, herex, gray ooze, white pudding, gelatinous cube, green slime, ochre jelly, boneless, slime worm, fyrsnaca, red worm, rock rattler, rhagodessa, giant black widow spider, mountain lion, dire wolf, roc (small), stirge, bat (giant), gargantuan troll, gargantuan carrion crawler, owlbear, white and blue dragon (small and large), manscorpion, frost giant (inter-ridge glacier), cloud giant, stone giant (lower passes), frost giant, fire giant, mountain giant, thoul, orc, bugbear, hobgoblin, zombie minotaur (far north), skeleton, death leech, nightwing (far north), beholder

### Forests

Southern Norwold is blessed with ample forest tracts. Trees cover both coastal plains and progress up the mountain slopes. Even areas unmarked on the accompanying map boast plentiful stands intermixed with the meadows and fields.

That said, there are few areas of either thick growth or ancient areas with a towering canopy. The Rhien Forest stands alone in this regard. The Rhien occupies an historic flood plain at the base of the Skaufskogr. A multitude of tributaries to the Nordheim River criss-crosses the forest floor. The Rhienwald is home to a Foresthome elf clan as well as gnolls and an extended family of Heldannic lupin.

At the opposite end of the region, Heldland's Altenwald is a dark wooded section of hills falling away from the Menguls. For many decades, it was the base of operations for rebels fighting the Heldannic Knights. Today it is Heldann's northern limit (*Gaz F7*).

**Rhien Forest:** giant centipede, robber fly, tiger beetle, caecilia, giant racer, rhagodessa, black bear, normal wolf, wild turkey, stirge, normal bat, normal rat, normal and giant skunk, giant ferret, Hsiao, shadow, green and gold dragon (small), nixie, gnoll, elf, whipweed, moonflower, wolfsbane, spectral hound, wyrd (normal)



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### The Sea

The waters off of southern Norwold's coast are the Western Sea of Dawn. Its sea floor is far from uniform. It more closely resembles a long narrow valley. At several locations in the open waters, reefs seemingly rise up from nowhere. These structures are built upon brittle deep-water hydro-thermal vents or older reefs that pre-dated the Great Rain of Fire and the rising sea level.

The life in this part of the Sea includes sea dragons, great white and blue tip sharks, sperm whales and other large cetaceans migrating between the southern Sea of Dread and northern Alphatian Sea, and even more exotic fare. For underwater adventures, the kna is the only PC3 race of any significant number, but wereseals, weresharks, and devilfish can be found here.

The Kamminer Bay is a deep-water inlet for the Western Sea of Dawn. Its waters extend to a depth of over 2,000 feet, and shoals and reefs line segments of the coast. Landfall and other communities dot the shoreline, where coves and sounds are plentiful.

Most sea vessels traveling to and from Landfall follow the coastline, but those wishing to avoid any Imperial or Heldannic entanglements risk the Bay's open waters for the Kamminer Run. The Run leads to both a route favored by Ostland raiders and further traffic lanes in the Sea of Dawn. The major hazard is navigating without the aid of land references.

After clearing the Kasverian Peninsula, the Run parallels the coast until its users can merge into the Lighthall-Helskir lane. Ships must be lined up properly as they approach the Annisvall Cut to avoid the reef hazards.

The Annisvall Cut is used for unofficial travel between Landfall and the Thyatian portions of the Isle of Dawn. A Thyatian interdiction point has recently been established near the Cut's end.

Smugglers desperate to reach southern Helskir without any Imperial notice might risk the Dead Man's Route. The Route splits north from the Annisvall Cut and crosses the Western Sea of Dawn's deepest stretch.

The smugglers who have made this run

swear the waters have a mind of their own, pushing vessels where they will. Dead Man's Route is not straight; one must navigate correctly certain eddies and currents to safely rejoin the shipping lane.

Adding to the difficulty of a successful run, pirates, ghost ships, and strange sea monsters plague those foolish enough to try Dead Man's Route.

**Kamminer Bay:** salt water termite, masher, giant blue crab, giant octopus, weed eel, bottle-nose dolphin, thrasher shark, aquatic beholder, devilfish, sea hag, wereshark, wereseal, seal, sea lion, wyvern, white dragon, nixie, kna, buccaneer, pirate, mesmer, sea dragon (small), sea giant

**Western Sea of Dawn:** Ichthyosaurus, pliosaur (Tylosaurus), masher, jellyfish (normal), giant rock crab, giant octopus, giant squid (6HD), bottle-nose dolphin, sperm whale, great white shark, aquatic beholder, devilfish, sea serpent (greater), kna, sea dragon (lesser and greater), buccaneer, pirate, trader, sea giant

**Strait of Helskir:** ichthyosaurus, masher, giant octopus, weed eel, vamora shark, great white shark, aquatic beholder, sea hag, wereseal, wereshark, red and black dragon (small), nixie, kna, buccaneer, pirate, trader

### Rivers and Streams

There are a number of shallow rivers, streams and creeks in southern Norwold. They are fed by a combination of natural springs, seasonal runoff, and glacial melts.

The Forton River is the unofficial southern border for Alphatian holdings in Norwold, but the local residents pay little heed to the claims of foreign powers. It cuts a deeper channel than other regional rivers, but that measure still pales next to Heldann's Elber or the Known World's major waterways. A trading post was established near the sourcewaters long ago during the heyday of the Kingdom of Essuria on the Denagothian Plateau. The post still stands, but those who dwell

within care little for braving the dangers of the mountains.

The Nordheim River is the longest river of the region, and its basin includes the Hettafjall Mountains, portions of the Skaufskogr Hills and Lirovka's Alps, the Gnomstal Valley, and most of the Rhien Forest. This river has historic significance, as it was the dividing line between the Vanitar and Aesinar Antalian tribes. Today it serves much the same purpose in distinguishing Nordlanders and Norwolders.

### Climate and Environmental Notes

The area around Landfall experiences distinct seasons. Winter days are shorter (7:05-4:35) and cold (-5° to 25° F) with a strong sea breeze in the air. Summers are mild (45-55° F) except during the dog-days when it reaches over 90° in humid heat.

### Settlements

**Landfall:** Landfall is the most populous urbanized area in southern Norwold. It is a chaotic mess of wooden structures – many dilapidated – with few defensive fortifications. It was originally a fishing community that was overtaken as a piratical lair and later as a place for cashiered soldiers unable to return home.

Landfall is now part of the Alphatian Empire, but this has done little to alter the scoundrel nature of the town, and it has become a major hub of international smuggling and criminality. Landfall was discussed in greater detail in an earlier section of this booklet.

**Landfall:** carrion crawler, robber fly, fire beetle, oil beetle, giant racer, weed eel, herd animals, wild dog, stirge, bat (normal, giant, vampire), rat (normal, giant), giant shrew, wererat, devil swine, shadow, amber dragon (Mithax), doppelganger, drake, goblin, hobgoblin, orc, bugbear, orc, gnoll, dwarf, elf, gnome, Halfling, brigand, buccaneer, pirate, trader, barbarian, berserker, thug, bandit, ghost, poltergeist, possession, vampire, spectre, apparition, skeleton, zombie, gargoyle, iron gargoyle

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**Lighthall:** Lighthall is a coastal settlement (1,750) that lies halfway between Landfall and Oceansend. With the recent independence declared by Helskir, it was important to have a clear naval base from which to correct the Helskans (and keep the Landfallers in line). The village was granted as a fief to Theobold Redbeard, a distinguished Alphatian officer and confidante of King Ericall's father. The community takes its name from the many lighthouses that line the coastline to warn of rocky outcroppings at the shore. Lighthall has a 180 HP docking capacity.

**Lighthall:** robber fly, giant bat, lycan (all types but bear), sphinx, white, blue, and gold dragon (small), pegataur, doppelganger, drake, dwarf, elf, gnome, Halfling, trader, spectre, vampire, wyrd, gargoyle

**Saffir:** Saffir is a small town (700) controlling the pass into the Ransarn Valley within the Final Range. Saffir was founded by a Traladaran conscript named Lirovka who deserted from Oceansend. In time, Lirovka's kin and other Traladarans migrated to Norwold aboard Minrothaddan vessels. Claransa the Seer was recently recognized as a Baroness of Norwold after pledging Saffir's loyalty to King Ericall.

**Tormannvik, Strondborg, Eikervik, Theriður, and Isoður** are Nordulander villages in southern Heldland. They are described in *Gaz F7 The Heldannic Order*.

**Bukstaður:** Bukstaður is a fishing village on the Kamminer Bay. A small amount of overland trade passes through this community of 300, but it has yet to prove consistent enough to establish a permanent trading station. The locals, like most other Heldlanders, have little concern for the empires and prefer to be left alone, but Bukstaðurs are not impolite.

**Gameth:** Following the kidnapping of Prince Tredorian, Alphatia established a naval station on the Kasverian Peninsula. Gameth (860) is the domestic support for this operation, which includes two field commands. Though Ericall's

interdictors also supply out of Gameth (100 HP capacity), the site remains imperial – not royal – property.

**Berdholm:** This was once a thriving settlement that was destroyed by Ostland Raiders. Pirates have used Berdholm on occasion as a layover, but the increasing naval patrols have made do so a risky venture. Longships and vessels that sit high in the water can continue upriver from Berdholm to Alfhavn.

**Alfhavn:** Alfhavn is a Nordurlandic-Norwoldensian village (360). Despite its inland position, the village has suffered Ostland raids from both river and coastal directions. There are no elves residing here, and Alfhavn is nearly as ignorant about the presence of Foresthome elves as the Alphatians are. Alfhavn's greatest daily concern comes from the Rhen-kaph gnolls and forest spirits.

**Forton Post (Narill):** This keep is at the confluence of the Forton's headwaters. Its original name was the unimaginative "Fort-on-the-River," the simplification of which came to represent the river. [Note: This is a translation of the Essurian "Narill sa Retayinn." Should the Heldannic Order conquer Heldland, as per the Almanacs, they will similarly create a community at the mouth of the river. This "Forton" will be Hattio-Thyatian "Das Fort um den Fluss." – Ed.] A hundred or so individuals – none Essurian – now make do at the Forton Post. Trolls and orcs are the most common problem.

**Thykkskált:** Thykkskált is an isolated village in the middle of northern Heldland. Orcs and bugbears occasionally trouble the 215 residents, but overall this is a peaceful place. Thykkskált receives few visitors, but it welcomes them with warmth rivaled only by the short-folk of Leeha.

**Regjaður:** This is one many small human communities in the eastern Skaufskogr. The people (165) are removed from the corruption of Landfall, and they intend to keep it that way. Strangers will find that the hospitality of the north is absent at this village.

**More-Skeпти:** 135 Norwolders call More-Skeпти home. The village is a resting stop on the overland route between Landfall and Lighthall. This

traffic promises increased growth in the near-future, unless the Gnomes or Vanatics ruin things with raids.

**Thynivar:** Thynivar is another caravan stop-over in the Skaufskogr. It controls a small ferry that traverses the Nordheim River, and it also outfits rafting vessels for those wishing to go up or down river. In times past, Ostland raiders traveled upriver to Thynivar, but such incursions have not occurred in nearly a century.

**Holgbrekkur:** This was once a Norwoldensian village similar to More-Skeпти, but after an Ostland raiding party stripped the settlement of its defenses, the Vanatics came down from the mountains and completed its destruction. Its site is still used as a layover for caravans, but the Norwold natives seem unwilling to repopulate the village.

**Moruvellir:** Moruvellir (230) is a river community south of the Wolkenberg. Historically, this village has had to fend off Ostland pirates, Vanatic hordes, and goblins. Its people are fishermen and hunters of game.

**Gleddinghur:** This ruin lies among the trees at the mouth of the Nordheim River. Centuries ago Gleddinghur was the most prosperous town in all of Norwold, but it was laid waste by the Sons of Cnute. One still encounters homesteads and hamlets nearby, but no one has sought to rebuild the town. Smugglers are looking to use Gleddinghur as an option to bypass naval interdictors that patrol the peninsula to the south.

**Lothiye-baum:** 500 Lothiye Foresthome elves maintain their Tree of Life at this location. Their Tree is a granddaughter of the Shiye Tree in Alphatia, and daughter of the the one at Elfswood near Oceansend. The Treekeepers are diligently working to sever the ancestral links and transform theirs into an independent Mother Tree. The Lothiye do not grow homes out trees, as is the practice in Alfheim. Instead, homes here are built with muscle, sweat, and carpentry skills. Homes are constructed around and in sturdy hardwoods. [See the *Expert Set* artwork for ideas – Ed.]

**Terragur:** Terragur is an imposing

## REGIONAL GEOGRAPHY

battlement at the entrance to the Gnomstal Valley. 400 hobgoblins and 700 goblins live in or near Terragur. The fortress does not fully block travel through the pass, but its image is enough to deter all but the bravest or most foolish. Most conflicts are with other humanoids, such as the orcs of Lepa Krak, but on occasion, the Terragans hit communities in the Nordheim River Valley, the Skaufskogr, or even the Norwold Coastal Plain.

**Lepa Krak:** The orcs of Lepa Krak are a threat to the scattered human settlements of the Vinski-Gunaald-Ransarn Valley and to the goblins of the Gnomstal. This fortress (1,200) is tucked away in a secluded, high altitude valley beyond the transitional mountains of the Final Range. Two to three times a decade, the orcs cross the mountains to attack Terragur, the nearby hobgoblins and the settlements of the Skaufskogr.

**Hegkogur:** Hegkogur is a goblin village near the pass between the Gnomstal and the Ransarn Valley. Like other Gnoms, they both war and trade with their neighbors. The Hegkogans suffer the routine brunt of Lepa Krak orc attacks. There are 320 goblins here.

**Hrísey:** Hrísey is a goblin village on the northwestern slopes of Lirovka's Alps. These goblins (420) are light raiders, snatching what they can but not producing large amounts of damage. Of the humanoids in this region, the Hríseyites are the best mountaineers and rangers.

**Luho:** Luho is a small province and personal estate of the Archmage Tormaq. 60 servants tend to the wizard's moat-ringed keep and supporting lands. Luho takes its name from a similar local on the Alphatian mainland.

**Felspel's Hold:** About two miles from the coast, a minor cavern system opens up in the Skaufskogr. The Archmage Felspel has claimed a few of these caves, and one houses the basement for his personal keep.

**Haldis Town:** Haldis Town is not actually a town but a collection of fortified houses and shacks. For a time the Heldann rebel and heir to the Haldis Throne, Halvard Gudmundson, was headquartered at this site following

defeats in the Altenwald. The compound and surrounding countryside still bear the scars of the battle with the Heldannic Knights and the Alphatian counterstrike. Haldis Town is mostly empty today. Two families oversee its upkeep and wait for the day when another Freehold hero appears to fight the Knights.

### Norwold Dominions

The general presentation of Norwold in the GazF line is in line with the landrush opportunities found in *CMI Test of the Warlords*. Landfall is presently a governorship, but when King Ericall switches to a truly feudal system of government, Lernal and the Guilds will do everything possible to fast-track Landfall to a duchy.

Lighthall, too, is a duchy in the waiting. As Ericall's most competent and loyal governor, Theobold Redbeard will always be elevated at the same rate as the king's half-brother, Lernal.

The fief of Claransa the Seer, originally introduced in *CMI*, has been set as the town of Saffir. This ties together Claransa's Karameikan heritage, her abdication of power to return to adventuring in 1004 (as per the Almanacs), and Saffir's leaderless state before the warlord/dragon Krasniy the Red arrives (*AC10*).

The Barony of Two-Lakes Vale under Maltus Fharo has been previously set by *Gaz F2* (courtesy of Geoff Gander and the Mystaran Almanac Team) although the fief has not been awarded at the start of AC 1000. This siting is fixed for the GazF line because of the connection of the Death Stone and Altar of Stars (see *CM2*) to the Idrisian Sphere.

The presence or absence of all other dominions is entirely up to the referee. For ease of comparison and integration with other fan-produced material, here are the regional dominions according to the Mystaran Almanac Team and the Italian Mystaran Message Board.

### Mystaran Almanac Dominions

These dominion descriptions are in effect by AC 1015 and take into account the destruction of Alphatia and the invasion of Norwold by the Heldannic Territories.

**Heldannic Territories:** The Heldannic Order has direct control over the entire Bay area beginning AC 1011. This includes the peninsula and all of Heldland up to 48 miles from the Hettafjalls up to the major Nordheim confluence. It holds land south of the river, but detours around the Lothiye forest. Two Pronvinzes – one for Landfall and another for Heldland – will be carved out of the area.

**Wolkenberg:** The people of the Wolkenberg put up a resistance that the Heldannic Knights were never able to break. The resistance was led by the one-time commander of the region, Helmut Jaschke. The Wolkenberg is now an independent county.

### Italian MMB Dominions

The Italian MMB Dominions are considered to be in existence by some point in AC 1000.

**Landfall:** A Duchy under Lernal the Swill. The duchy extends up to, but does not include, Bukstaður and Felspel's Hold on the coast. Similarly, the northern borders follow the overland trail to the midpoint of the Skaufskogr. This does not include Regjaður.

**Nyslott:** A barony under Shebb Woolsey (*M5*), Nyslott occupies the zone north of Regjaður between the Nordheim River and its main northern tributary.

**Lausthorp:** A barony under Geoffrey of Heldann (*CMI*), Lausthorp controls the lowland plains northwest of More-Skepti.

**Sonnenfeld:** A large barony under Fergus the Justifier (*CMI*), Sonnenfeld has revitalized Holgebrekkur.

**Lighthall:** Theobold's dominion is a duchy controlling everything in a 48 mile radius. Its naval authority extends to the imperial border with Helskir.

**Blakyst:** Baron Bardeen Longstrider (*M2*) has taken over the peninsular coast from Berdholm to the eastern field camp.



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"... and then she just stood there, buck-naked, and says 'who's next?' Poor Benny cud'n stop switching from laughing his two-bits off and crying from his broken nose."

Sandy and Rube were doubled over in laughter as the spinning of this old yarn finished. It was a tale worth telling, and Rube's embellishments were priceless.

"I still can't believe Old Lady Mineva had such a backhand," said Sandy.

"Yeah, neither cud Benny and Jib."

"You know," Rube continued, "I think that wuzzabout two or three weeks a-fore we picked your scawny hide up."

Sandy's mind faded back to that day years ago at the dockside market when he had been nabbed stealing fruit. There was no denying Rube and the Filchers saved him from a good stretching.

"So what made you do it, Rube?"

"I don't know. A conscience, maybe?"

The moon was bright and full over the shoreline tonight. Everything could be seen with such clarity and contrast against the blackness of the sky that night.

Meanwhile, the waves had been crashing along the shore since the two men arrived, but an irregular splash broke the calming rhythm. Rube spun and looked out to see what it was.

"Ah, just a damn bird gone fishing."

Before Rube had completed his last word, Sandy had rushed up behind him, locked his arm around his throat, and driven a dagger up into his rib cage. It was a clean kill, and Rube trembled for only a moment.

Sandy cradled his best friend until it was finally done. He then gently lowered Rube's body on to the dune sand. A few things still had to be done.

Everyone knew that Joffa's bounties were very rewarding, but for Sandy, a man who had just killed his best friend, this was nothing but a loss.

Landfall is filled with numerous characters from the seedier side of life. Some seek fame, others merely money, but their disparate motivations drive them to deeds both noble and foul.



### Authority Figures

**Lernal the Swill:** F6, N, Cha7. Lernal is the boorish, younger half-brother to King Ericall and governor of Landfall. Lernal was only 19 at the time of his appointment, but Ericall ignored warnings that his brother was not ready for such a position. As a child, Lernal spent little time with his father, General Torenal, and he acquired none of his sire's character or strength. There was nothing within his make-up capable of resisting the pitfalls of Landfall.

The governor is now totally unscrupulous and rotten, and he allows his appetites to get the better of him. This gluttony and drunkenness have left him a puppet of the Guilds. His ear is open to Prince Joffa and Dona Amello and will enact whatever they last suggested, but day-to-day governance is now in the hands of his Magist, Faldron.

Last year, Lernal unknowingly sired a child of his own, Erise. She is being raised by her mother, Holly, on Fallen Alley, but she is destined to become a beautiful and beloved young woman that might reform the Swill if he lives long enough.

Lernal was born in late 975 AC, stands 5'10", and on good days is clean-shaven with a page-boy haircut and Darokinian hosery. While on a bender, he forgoes shaving. Lernal is slowly developing a resistance to healing spells. He is always accompanied by 8 personal guards drawn from several guilds.

*Equipment:* sword+2, plate+2

**Faldron:** MU4/T6, N, Wis18, Int9.

Faldron is Lernal's court magist. No self-respecting Alpathian wizard would deign to serve the crude and untalented governor, so the Bonding Guild had to scrounge to find Faldron. No one really knows who he is, but most assume Faldron directly answers to one of the bosses, an impression that the magist does nothing to dispel. In fact, Faldron is GHOST's Number 3. He works to bring about conflict between the Guilds and the national powers by giving the guilds enough free rein to become a total catastrophe.

While not possessed of a genius intellect, Faldron has a photographic memory and speaks several languages fluently. He succeeds in his dealings through his ability to size up individuals and discover their weaknesses.

Should the Heldannic Order ever attack Landfall, Faldron will be the first to evacuate.

*Equipment:* Faldron has a large collection of magical rings for protection, flying, and other needs.

**Reenalias, Captain:** F6, Cha16,

Str 7. Captain Reenalias is the smooth-talking captain of the First Guard. Reenalias is a button polisher, more concerned with looking good on Capital Boulevard and the Mansion. The First Guard reflects its leader, and neither should be counted upon if crises dictated it. For the right lady, Reenalias could be the perfect inside man within the force.

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**Caspan, Captain:** F6, Str 17, Con 7, Wis 17, Cha 8. Caspan is the surly, unkempt Captain of the Second Guard. He and his boys work the seedier side of town, and they know how to rumble with the best of them. Caspan is a native of Landfall, and he would never think of abandoning it to foreigners or the guilds. That doesn't mean he doesn't do his own part to keep the economy working, but for Caspan, it's just part of what makes Landfall worth fighting for.

### The Dons and Capos

**Altan Annie:** T8, Cha 16. Annie is the leader of the ladies who work the Fallen Alley. She herself no longer works the trade and merely tends to the group's business affairs. Annie wears a long veil that drapes from the bridge of her nose to the top of her corset. The veil conceals hideous scarring she suffered from a made-man with La Familia Nostra. Dona Clementine had the man dealt with, but restitution was insufficient and Annie led the revolt for the Alley's independence.

**"Prince" Joffa:** MU13/DS17, Str17, Con17, Int17, Wis8. Joffa is a sorcerous devil swine completely open about his lycanthropy. Joffa adopted his "title" following a violent dispute with an Alphatian nobleman over the social standing of nouveau riche merchants relative to the established aristocracy. Now wanted for murder, he escaped first to Limn and then to East Portage. There he joined the Syndicate.

After working several years as an enforcer for the local Syndicate boss, Joffa orchestrated a violent overthrow and took control – a typical means of promotion within the Syndicate. The Prince has grown complacent over the years, and is now a victim of numerous vices, particularly a special zonga water-vapor which he inhales through a hooka. The drug has affected his instincts and judgement. Joffa is now more prone to rash treatment of those who fail in tasks, even individuals of long, competent service. Upon the wall of his audience chamber is visible proof of this treatment – the crystalline remains of the smuggler Captain Solomay.

**Colm "Meanie" O'Brian:** F7, Str18, Con18, Cha 17. Colm runs the Bowery Rats, and is the toughest, drunkest of the bunch. He fancies himself a proper gentleman – and the man does have a charming style when calm – but Colm's rages are legendary across the town. When a man joked that a hat made his ears stand out, "Meanie" O'Brian tore the guy's ears off and threw them into a pickle jar.

**Jack Ridley:** F8/T3, Str17, Con18. Jack is the head of the Stevedores' Union. He was born in Helskir to a Minrothad shipper, and a deep love of guild-style monopolies was instilled in Jack from a very early age. Jack runs a tight operation and does not tolerate his men breaking the rule of limited skimming. He is even less tolerant of those trying to load or unload vessels on their own.

Despite being 53 years of age, Jack Ridley is as fit as a horse and the spitting image of what a stevedore should look like. A neat, gray beard lines his jaw and around his mouth. Jack's right eye has a permanent squint from years of working out in the open.

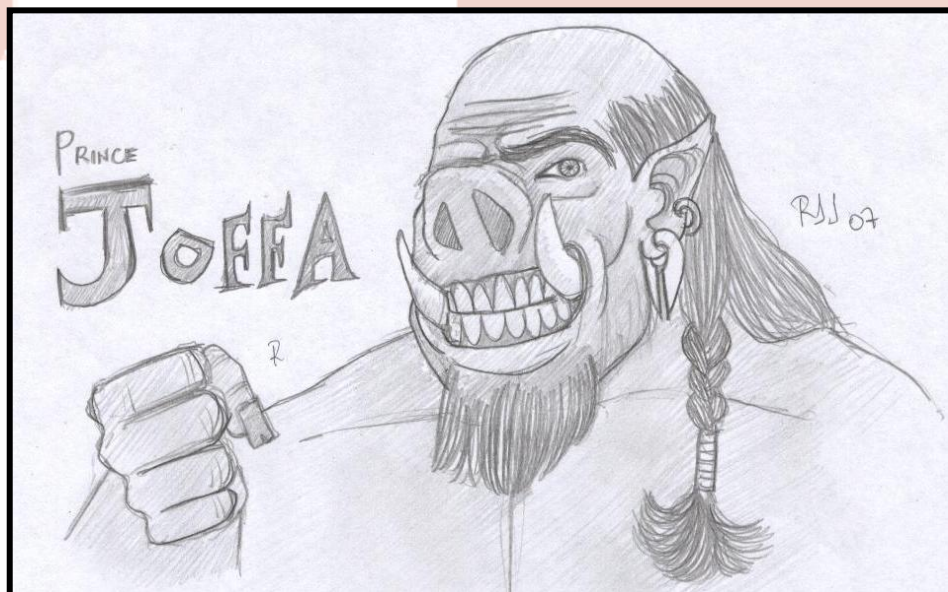
**Dona Clementine Amello:** T8, Str5, Dex7, Int 17, Wis 16, Con7. Dona Amello is the elderly but iron-willed head of La Familia Nostra. She has been in the position of Dona since her husband passed away six years ago. Her own health has drastically swooned since last

year, but her mind and senses remain razor sharp. Rumors fly about a takedown, with much discussion about the relative ease with which the Ladies of Fallen Alley became independent. Dona Clementine has "arranged" matters with the most likely fonts of trouble, but she cannot deal with everyone in this manner.

**Sven Bardisen:** F15, Str17, Con 18, Dex 15. Sven is the large, intimidating head of the Protectors Guild. Sven brings his Nordurlandic sense of loyalty and honor to the job of protector. Sven personally works as a guard for Dr. Stohn of the Association for Antiquities and Acquisitions. In his youth, Sven was a bouncer for several bars on the wharf. He still bears the scars of a poor stitch job that he received after breaking up a knife fight.

**Molly "Ma" Stavro:** T5. Molly is the current house mother for the Filchers. Molly is only 16 years old, and her older sister, Holly, is a Fallen Lady. In addition to the numerous, dirty-faced scamps she looks after among the Filchers, she tends to her own child and her niece, Erise. Molly is a good-hearted den mother who works well with the younger kids but is increasingly ignored by the eldest.

**Doctor Heinrich "Darokin" Stohn:** T24, Int18, Cha 16. Dr. Stohn is an archeologist – or tomb robber – who now heads the Association for Antiquities and Acquisitions. As a lad,





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Heinrich ran away from Hattias and worked tramp vessels in the Sea of Dread before settling in Athenos, Darokin. He explored much of the Cruth, and recovered several artifacts from the eastern Atruaghin Clans (for which he is still marked for death by the Tiger Clan).

After those exploits, Heinrich travelled to Sind and foiled a thuggee plot to kill a local raj. Dr. Stohn initially came to Landfall after someone showed him a relic from the Milfroy Murders. Now he spends his time trying to unravel the meaning of the relics, while also delving into the Cults of Darga and Gylgarid and the Saga of Lokena.

The good professor is learned in a number of modern and ancient languages. On digs and adventures he can be recognized by his trademark wide-brimmed hat.

**Kesinar of Stonewall:** C12 of Asterius. Kesinar is a common Alphatian from Stonewall who arrived at Landfall with dreams of a New World of opportunity. He soon sized up to the situation, and formed the Bonding Guild (aka Guild of Agents). Business has been good ever since. Kesinar is fastidious about contract details, and he expects employers to honor in full completed contracts.

**Bishop Valenz:** C11, C, Cha18. Valenz is the self-style bishop of Landfall who runs the Open Cathedral. It is unclear if Valenz's gargoyle-lined Cathedral has any particular patron or philosophy in mind, and the Bishop himself says contradictory things about the matter. Those who give it any serious thought conclude the man is just one more hard-working charlatan who has made something of himself. What no one realizes, though, is that he is the guiding force behind the Dark Masters, the bizarre super-criminals that occasionally terrorize Landfall's residents.

**Gunnar Mauritanipolos:** F2/Businessman10 (see the upcoming Gaz F11 for details). Gunnar owns the Welcome Inn and Tavern on Shayler Street. Tired of the rowdies and the racketeers, he declared his business a mob-free zone. A few other shopowners joined with Gunnar to form the Friends in Mead. He has received one arson and

two assassination attempts for his troubles, but Gunnar is undeterred.

Gunnar is of average weight and height, and it is difficult to determine his heritage. As he laughingly describes it, "my family's a little bit of everything. Including Ierendian, but we don't talk about that". Among his many relatives is a young woman named Renia (see *Gaz F1*).

### League of Extraordinary Adventurers

**Sir Theobold Redbeard:** Kn25 (Kn30 in M4), Str18. Theobold Redbeard is Lord of Lighthall and the preeminent member of the League of Extraordinary Adventurers. Theobold began his military career with the Legion of Alphatia and saw action around the Dunadale Boglands and Thothia. General Torenal fast-tracked the soldier and freelanced him on several missions around the Alphatian Empire. Theobold was instrumental in blunting Heldannic encroachments in the Skaufskogr. When Helskir declared its independence from Norwold, King Ericall (Torenal's son) appointed Redbeard to his lordship and awarded him the first LEA induction.

Theobold is a fair ruler, but he has had to learn to accept foppish nobles and courtiers in his presence. He has a mild interest in a fellow LEAer named Theona, but her recent transformation into a vocal temperance advocate grates on the man. He has red hair and sports a full beard beneath blue eyes. Theobold is 46 and stands 6'2". Since retiring from active adventuring, the Lord of Lighthall has put on a few pounds (200 lbs).

*Equipment:* sword+3 (Trollbane), dagger+3 (Fang), returning spear+2, plate mail+3, shield+3, pouch of security.

**Laralyn Athiliar:** E10D (E10K in M4), N, Str16, Int17. Laralyn is a willowy and light elf originally from the minor Alfheim Clan Rethiliyim. Her clanmates disdained her un-elven drive and thrill-seeking, and so Laralyn left the forest for the life of an adventurer. Over the course of his journeys, she joined Theobold Redbeard and aided Alphatia and Norwold.

Laralyn sports a mischievous grin and

smells of sandalwood, but her haughty attitude grates on many. She pities humans and their short time of life.

Laralyn is only 140 years of age. At 6' and 150 lbs, she is large for an elf, but she still maintains a sleek outline. Streaming white hair falls across her face, hiding green eyes.

*Speaks:* Dragon and Fey

*Equipment:* staff+2, longbow+3, arrow of refilling, banded+4, ring+1, elven cloak, elven boots

**Prosper:** T25 (T30 in M4), N, Int16, Dex17. Prosper was once known as Pyotr Kalikov, a capo within La Familia Nostra. He worked for the Cinsini Family – then head of La Familia. When Don Frederico and his family were killed, Pyotr took over running both the Cinsinis and La Familia. As an outsider, Pyotr's advancement should have been limited to consiglie, and his elevation did not sit well with others. He was ousted and barely survived an assassination attempt.

Since that time, Pyotr has traveled under the name of Prosper, but he still bears his trademark lucky-ferret's foot. He worked with the cleric Theona for a time before joining with Theobold. His induction into the LEA was only this past year at the insistence of the Lord of Lighthall. Prosper no longer travels with Theona and works as a merchant and adventurer everywhere but Landfall.

*Appearance:* 48, 5'9", 165 lbs, with thinning brown hair and gray eyes

*Speaks:* Shiye Elvish, Dragon

*Equipment:* shortword+2, dagger+3, blowgun, blackjack+2, 8 flying carpets

**Quentin the Aggressive:** MU 26 (MU30 in M4), Int17. Quentin is a bald, middle-aged wizard (55) with the reputation as a battle-charging wizard. The Alphatian equally amuses himself by journeying to the darkest corners of the world and hitting rowdy taverns. In his youth, he spent a great deal of time with the Shiye and the newly arrived Denwarf-Hurgon dwarves.

Quentin is not physically impressive. He stands only 5'6" and weighs 130 lbs. A dirty-robe hides his skinny frame. The wizard's smile is pleasant but his gaze pierces a man, as if Quentin was trying to read his past and future. Quentin fell in with Theobold during the Heldannic



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incident.

*Equipment:* staff of wizardry, dagger+4, returning dagger+2, ring+4, ring of memory, amuletAC4, gauntlets of ogre power

### The Adventurers and Would-Be Lords

**Claransa the Seer:** MU15, Int17. Claransa is a 34 year-old wizardess born in Threshold. As a teenager, she studied in Specularum before boarding a Minrothad vessel bound for the New World. Claransa reconnected with her Saffir kinsmen in the last few years and has convinced them to join with the Kingdom of Norwold. Claransa will be awarded her baroness this spring. Claransa has struck up a friendship with Geoffrey of Heldann, and adventurer common to southern Norwold.

While Claransa is certainly capable of running a dominion, she has a bad streak of losing focus on tasks and walking away for something new [PWA suggests she abandons her post in 1004 to return to adventuring.]

Claransa is willowy and stands only 5'4". She has blond hair and green eyes, and she wears bright gown with a simple design.

*Equipment:* 2 daggers+4, staff of wizardry, ring of protection+1, displacer cloak

[Editor's Note: Claransa has appeared in numerous CM/M modules and Almanacs. Her CMI statistics are used here as a baseline for 1000 AC.]

**Shebb Woolsey:** N, T20 (T30 in M5), Dex18, Wis17. Shebb was born in the Traladaran town of Kelven over 160 years ago. As a young man, he left for the coast and eventually made his way to Thyatis City, where his life of adventure and crime began. After surviving the Alphantian Spike, Shebb left for the Isle of Dawn and Helskir. He has made several contacts with King Ericall's court since then. Despite his moderate success in business, any dominion awarded to Shebb will be fated to poverty and he will be forced to dip into other countries' treasuries.

Shebb has maintained himself all of these years through a stash of potions of

longevity. These have done little to remedy his thinning brown hair and light bear, however. His eyesight has suffered some, and he requires a pair of spectacles for most of life's activities.

*Equipment:* leather+3, ring+3, rod of weaponry+5, dagger+2, ring of life protection, boots of speed

**Geoffrey of Heldann:** C15 of Frey, Con17. During his youth, Geoffrey adventured in the vicinity of his home near Grunturm and helped the poor and sick but found most of his efforts running afoul of the Heldannic Knights. Caught between the Eridian Cult and Knightly overbearing without any support from other Freeholders, the cleric retired to Norwold.

Geoffrey fortifies the faith of Frey in his adopted home and warns those who will listen about the danger of Vanya's Knights. His adventuring also has led him on to a path that may yield the mystery of the Eridians and the dragons west of Oceansend. Word of Geoffrey's works has reached the courts of Alpha, and King Ericall of Norwold is likely to offer the Heldanner a fief.

Geoffrey is a serious, intense man, ferocious in combat, but capable of great kindness. He is 38, with long and disheveled brown hair that is showing touches of grey. Currently clean shaven, he has considered sporting a generous beard and moustache. Geoffrey is a tall (6'1"), well-built, imposing man with blue eyes.

While he opposes the Order, Geoffrey is not a Haldis partisan and would not support the heir, Fredek.

*Equipment:* mace +3, +5 vs undead, plate +3, shield +3, (scarab of protection).

[Editor's Note: Geoffrey has appeared in numerous CM/M modules and Almanacs. His CMI statistics are used here as a baseline for 1000 AC.]

**Fergus the Justifier:** F15, Int7, Dex 17. Fergus was a fighting champion in Norrvik, the capital of Vestland, who has now made a name for himself in taverns from Landfall to Oceansend. While in Lighthall, he became aware of Ericall's upcoming landrush and is seriously contemplating answering the call. However rough around the edges,

Fergus is a good and noble man – a stark contrast to the general patron of Landfall's tavern.

*Equipment:* sword+3, longbow +2, plate+3, shield+2

[Editor's Note: Fergus has appeared in numerous products, and his CMI statistics are used here for 1000 AC. MI lists him as a paladin.]

**Bardeen Longwalker:** F/Kn16 (Kn28 in M2), N, St18, Con17. For a man born to Ostland reavers, Bardeen Longwalker is a remarkable civilized and refined man. By happenstance, a voyage to Norrvik introduced Bardeen to members of the Darokinian Diplomatic Corps. The Ostlander tagged along with them and came to visit every nation of the Known World. He later continued his travels through the towns of the Isle of Dawn and southwestern Alphantia. Rumors of the upcoming landrush have brought Bardeen to Landfall, which has thus far failed to impress.

Bardeen is most comfortable wielding an axe, crossbow, spear, or pike, but he strives to master the lance and longsword.

*Equipment:* (defending sword+4), (heavy crossbow+3), plate+3, shield+3

**Brogahn of the Steppes:** F15, Con16, Cha7. Broghan was once a member of the Bortaks on the Ethengar Steppes. Jealousy among the Khan's circle led to Brogahn's exile. He joined the Ethengar community in Rhooona for a time but had little stomach for the Cretians. Now in Landfall, he freelances for the Protectors Guild and the Bonding Guild. Through his Bonding Guild contacts, Brogahn has learned of the upcoming Norwold landrush and is weighing the possibility. He sports a huge black beard.

*Equipment:* warhammer+3, short bow+1, plate+4, shield+2

[Editor's Note: Brogahn's CMI statistics have been used here.]

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### The Rogue's Gallery

**Astrid Ragnisdottir:** T2 (Bard/Skald). Astrid is a young woman from the Soderfjord Jarldoms who has undertaken a journey of the northern lands. She collects stories and histories, and her work has afforded her the chance to study at the AAA's school.

[Astrid appears as a correspondent in *Joshuan's Almanac* – Ed.]

**Celeste the Swift:** T3, N, Str7, Int7. Celeste used to run with the Filchers, but since turning 18 she's been on her own. Celeste is a crack shot with her sling. The young woman is swift in neither mind nor body, but earned her name by surviving a fall from a chimney swift when she was 12. Celeste has seen how the underworld works in Landfall, and she does not trust other thieves.

**Coiger de Mory:** C27 (C34 in M2), C, Con 16, Wis 16, Cha 16. Coiger is an evil, selfish man with a passion to collect rare items. He carefully hides away artifacts without record, relying on his photographic memory should he ever need to retrieve an object. This sometimes puts him in conflict with the AAA, particularly with Dr. Stohn. More recently, Coiger has been seeking an item known as the Girdle of De'Rah.

*Equipment:* mace+4, hammer of flying+3, suit armor +4, shield+3

**Cordate:** Rake7. Cordate is an agent of the Bonding Guild. He is one of the faces that goes out to hire talent once a job has been authorized.

**Crispin Callowtoe:** H3, C, Wis6, Cha8. Crispin is a sulking Halfling with straight dark hair. When in town, he often frequents taverns and quietly, carefully listens to the merriment of others. Crispin is convinced that wealth will let him be as happy as those other people, so he constantly searches for a big payoff. He has worked for both Prince Joffa and the AAA, but he is strictly a freelancer. Crispin has been visiting the Open Cathedral for several weeks now, and the Bishop has his ear. Crispin's weapon of choice is the javelin.

**Dathi Dawntreader:** E5, N, Wis6. Dathi has blond hair streaked with silver. His moustache hangs below his mouth. Dathi is a loner from the Isle of Dawn

who works as a tracker and bounty-hunter in Lighthall. On his down time, he enjoys songs and music.

**Deidre Hroifsdottir:** MU3, C, Str7. Deidre is a rail-thin wise-woman – or witch – run out of her village in the Skaufskogr. She is an aloof, unpredictable woman with dark brown hair and eyes, and she wears dark purple robes over her 5'11", 103 lbs body. Personally survival is of paramount importance, and she distrusts other magic-users. Deidre is primarily a malcontent. She takes the odd assignment, but most of her income comes from her fortune-telling business and nighttime robbery.

*Equipment:* dagger+1, wand of fear

**Dolan Black-Hair:** T4, C, Str8, Int7. Dolan is a young capo with La Familia Nostra. His gang prefers the burglary and forgery over the extortion racket. Dolan stands 5'6" and weighs 149 lbs. His long, dark hair is either tied up or in braids, and Dolan is always immaculately shaven. He dresses in fineries include suede jerkins, and his weapons have gilded hilts. He pulls off the gentleman act very well, and even were he not a capo, Dolan would be a hit with the tavern wenches. Dolan understands his world and does not make friends easily. Those who do him a great favor are friends for life. Despite his refined exterior, Dolan is not above slitting a throat.

**Eric the Bold:** T8, N, Dex16. Eric is an adventurer from Oceansend who now resides in Landfall off of Capital Boulevard. He is a freelance agent who works only through the Bonding Guild.

**Felspel:** MU21 (MU14 in O1), C. Felspel is an Archmage of Alphatia. Despite this rank, he is still only in the middle of the social strata of the Empire. He and his rival, Tormaq, have left the Old World for the New, and they have instantly become the top wizards of the region. Felspel ignores the rule of Ericall, but he does visit Lernal's court from time to time – mostly for amusement. Felspel is aided in his work by his apprentice, Cigam (MU5, C), and a team of ogres. Felspel is the owner of the Staff of Fuzzlewood, a 3' cherrywood staff whose ivory handle is carved in the

sape of a skull.

**Fenris the Filch:** T5, L, Con7. Fenris is an unhandsome man, tall and lanky (6'3", 161 lbs) with ash-blond hair and pale gray eyes. His leather armor is worn and faded. Fenris began as a guard on an Alphatian merchant ship, but turned to tomb-robbing after breaking into a crypt at Eairo. Fenris is a member of the AAA, and he takes small jobs from the Bonding Guild.

*Equipment:* dagger+1

**Fiona:** F6, Wis5, Cha8. Fiona is a tiny (5'3", 103 lbs.), red-headed spit-fire. Her strong sense of right and wrong – and complete inability to hold her tongue – has left her wanted by the Town Guard and La Familia for the murder of a connected robber. Fiona is only 24 years of age, but she has already worked as a Darokinian caravan guard, a thief-catcher, and a bodyguard. With her current, high-profile fugitive status, Fiona has had to go underground and into the countryside. In the early evenings, she sits upon hilltops or roof tops playing a flute with her pet, Wulf, by her side. Fiona's convinced that Landfall needs to be cleaned up, and she's just the woman to do it.

*Equipment:* longbow, sword+1

**Garald the Blue:** F30, C. Garald the Blue is an infamous pirate and kidnapper whose lair is an uncharted rocky isle due west of Heldann or north-northwest of Vestland. Much of his activity is along the vulnerable stretches of the Heldannic coast, but he also raids the Kasverian Peninsula and the Isle of Dawn. Garald occasionally visits Landfall where he has dealings with La Familia, Lernal, and Prince Joffa.

**Jerome the Holy:** C8, N, Int7, Cha17. Jerome is the last good man in Landfall, or at least it seems that way at times. He understands the necessities of the world, but is a devout preacher against ignoring one's spiritual growth. He is regarded as a nuisance to the factions, but not enough of one to silence. Jerome is in his mid-40's and is 5'11", 165 lbs. His hair and beard have gone iron-gray. His robes are white robes.

*Equipment:* warhammer+1

**Karolek Two Fist:** F7. Karolek is an Alphatian sailor with patrols between

## PERSONALITIES

Landfall and Lighthall. He is a brutal first officer but he loves his homeland dearly. Should the events of the Wrath of the Immortals come to pass, Karolek will turn into a murderous pirate on the New Alpathian Sea.

**Katie Cruell:** T9, L, Con8, Cha6. Katie is a consummate professional thief who only works through the Binding Guild. She is tall (5'10", 145 lbs) with raven hair and brown eyes, but her stunning appearance is spoiled by a bitter wit. Katie is highly competitive. Her dark red and navy garments do not show blood easily. She straps her magic dagger to her left forearm, and keeps a normal one in the right boot, and a third in her waist.

*Equipment:* dagger+1

**Kimball Black:** F10, N, Wis8, Dex8, 5'10", 175lbs. Kimball is a brooding fixture of the cantinas in his dark grey clothes and dark cloak. Kimball is loyal to those who hire him out, but he does not seem to fit with any particular faction. He still bears the scars of old slaver chains, and he is the only man to have survived Garald the Blue's wrestling pits long enough to escape. He unfortunately has no way of knowing how to get back to the rock.

**Lambert Bohn:** C25 (C30 in M2), L, Wis16. Lambert is a fast rising Templar of He Who Watches (see Gaz F4). He is on a long spiritual journey to find his patron, and the next phase of his quest requires that he find the Girdle of De'Rah.

*Equipment:* mace of flaming+3, hammer+4, plate mail of healing +3, shield +2, cape of protection +2

**Modoc Moneywalker:** H7, N, Str8, Wis7, Cha8. Halflings are often thought of as pictures of sloth and gluttony, but Modoc's vice is avarice. He is a money hungry adventurer from Leeha. He has a peculiar way of showing his wealth – he adorns his armor with silver coins collected from his travels. The hilt-gem of his sword, though, is a fake. Shortly after coming to the Bay, he ventured into the lands of the Rhien-Kaph gnolls. He has never said how it happened exactly, but Modoc was adopted into the group for two years and now speaks Kaphic fluently. Modoc has short, curly brown

hair.

*Equipment:* dagger+2

**Olev the Black:** F5. Olev is the captain of the *Black Pariah*, a 75', 30 kcn capacity longship. His crew numbers 79, and they thrive on piracy in the open waters of the Sea of Dawn. Olev himself prefers the bow to the sword, but those who confuse this with cowardice will be sorely disappointed.

**Red Eye:** F5. Red Eye is a Northman and the pirate captain of *The Thorgrim*. He is a frequent smuggler for Joffa.

**Rhys the Quick:** MU10, N, Str7. Rhys is a commn Alpathian from Helskir. Rhys has as sharp an intellect as you are likely to find in Landfall. He dresses in warm colors that complement his auburn hair. He has the well-waxed mustache currently in vogue with the Dawn magic-nobility. His parents were non-magical, so he does not have the inherent disdain of non-spellcasters that so many of his fellow magic-users possess. He was a thief along the East-West Portage trail before barely escaping disasterous raid. While in East Portage recovering, he came across an Alpathian wizard who sensed potential in the man. His apprenticeship lasted for a few years and included time in Limn. During his post apprenticeship, Rhys became friends with Joffa, and even now the wizard works on special projects for Prince Joffa. Rhys is slender and short (5'4").

*Speaks:* Ogre (Limn dialect)

*Equipment:* dagger+1, ring+1, wand of lightning bolts

**Sara of the Slight Touch:** T13, C, Str18, Int7, Dex18, Cha7, 5'6", 130 lbs. Sara has long, braided brown hair and sparkling brown eyes, but her harsh sense of humor spoils her appeal to others. She came up in the world with the Filchers before a stint with the house-girls of La Familia Nostra. She bought out her position and then worked as an independent bludger and turtledove. Today she is at home in the crowds, cheerfully picking pockets in her non-descript brown and tan apparel between jobs with the Bonding Guild. Sara is a loner among her fellow thieves, though, and she rarely joins combat or reveals her true strength.

*Equipment:* dagger+2

**Tormaq:** MU21 (MU14 in O1), C.

Tormaq is an Archmage of Alpathia, and like his rival, Felspel, settled in Norwold to become a big fish. He ignores Ericall's authority and has little patience with non-magic-users. Tormaq uses stone giants for heavy lifting inside the castle, but outside he employs serfs to tend the land of Luho. Merchant runners come up from Gameth to supply his holding. Tormaq has been researching the Lord of Gosky, and corresponds with Sakara the Sorceress on this and other matters. Tormaq's personal servant is a troll, D'Tan who wears a medallion that permits its wearer to see invisible objects.

**Wat Watershed:** H8, C, Str7. Wat is a moody creature, laughing and singing one moment and depressed or hateful the next. The tavern folk say his mood swings started after a dragon bit his head. Wat is unreliable and tends to slip away from problems like water off a duck's back. With his reputation, the clanless Shireman has difficulty swinging a contract and has to contend with open jobs.

*Equipment:* spear+2, rope of climbing

**Blind Wooster:** C23 (C31 in M5), L, Dex18, Int16, Wis18, Cha17. Wooster is a smiling, chubby man and has balding red hair which he tonsures, but his eyes are what is most noticeable. His natural eyes have been replaced by strange pink glassy orbs with no iris or pupil. He lost his original eyes on an adventure around his native Ierendi. The blind man undertook a great pilgrimage, at the end of which he was granted his new eyes. Today, Wooster works for Lord Theobold as a magistrate.

*Equipment:* plate+3 of flying, shield+2, ring+2, warhammer+3, +5 vs spell-immune creatures, magic eyes

*Eyes:* The eyes grant him normal sight, clairvoyance, and infravision. He can be blinded by anti-magic (save vs wands). People and objects are seen better than they are. Further, the eyes can shoot magic missiles (as1/3 lvl, costs 1 Con/use, regenerated 1pt/3 rds).



## TO CATCH A THIEF

It wasn't supposed to be easy.

If it were easy, the posted reward wouldn't have been so great.

If it were easy, some other schlub would have worked the lay.

But Sandy couldn't imagine that stealing the Corded Tapestry of Myraneia was going to be this tough.

Sandy had found the tripwire after a careful search of the nobleman's castle and took care of disabling its purported trap. Whoever heard of disabling one trap to active another? It just wasn't done.

So now he was in a sealed shaft beneath the hallway where he was previously working on the first trap. Darkness greeted him in every direction. He was about to light a torch, but he detected a whiff of something that stopped him cold – oil. The walls were slick with the substance, and there was no chance of climbing out.

Sandy spat on the ground as he pondered his predicament: no reward was worth this!

A thief demands a certain level of attention and respect from the referee in whose game he or she appears. If an adventure does not have sufficient activities for the character's particular skill set, the player might abandon the character or even the game all together. On the other hand, the referee cannot load down a dungeon crawl with traps without risking the alienation of the other players or preventing party advancement after unfortunate circumstances remove the thief from play.

On the other other hand (and all good thieves should have one) is the player him- or herself, who will think up off the wall applications of their basic skills just to keep amused (and the Player's Manual provided several ideas).

A general rule of unlikely but not impossible is a good approach to non-standard applications of skills, but you, the referee, are the ultimate arbiter of these difficulties.

## Compounding and Confounding Skills

The success rates listed in the Thief Skill Progression Tables assume ideal conditions with appropriate, if minimal, tools (OL, FT/RT). Conditions are not always ideal, however. Below are suggestions for aspects that can reduce one's chance of success.

**Climbing Walls:** the wall covered in loose dirt (-10%), rain (-20%), oil (-35%), ice or other seamless surface (-55%), or jagged edges (-5-10% with 5%/rd chance of cutting any climbing ropes). The characters can be harrassed by falling pebbles (-5%) or rocks (-20%), birds (-20%), slings and arrows (-20%), and burning oil (-55%). Other complications include moving walls (-25%), inverted climbs (-65%), or heated stone (-15%).

Remember that this check is made for every 10 feet. The character falls twice the distance from his last anchor point.

Things that can work in the characters' favor include various tools listed in the Player's Manual, natural or artificial grips and holds [includes sills] (+15%), a belay rig holding some of the character's weight (+15%), and a non-vertical incline (+5-20%). Optionally, for every skill slot spent on mountaineering, the character has a +10% chance of overcoming the difficulties of inverted wall faces, and a climber's pick grants +15% on ice walls.

**Optional Rule (Grappling Hooks):** Grappling hooks can be used to anchor a rope allowing all characters of sufficient strength to climb up on their own accord. In this rule (adapted from TCTH), there is a chance of missing or slipping.

Target	Miss	Slip	Catch
Stone Parapet	01-72	73-78	79-00
Stone Wall	01-83	84-89	90-00
Tree Branch	01-66	67-70	71-00
Rocky Ledge	01-88	89-93	94-00
Wooden Wall	01-70	71-74	75-00

Unlike with TCTH, Slipping (loss of the anchoring point) here means that the rope slips if 1d6 human-sized objects are on the line for 1d4 rds. Tugging only

confirms strength for a single climber, so the first person up should consider attaching anchor points during ascent.

**Open Locks:** the lock is rusted (-5-40%), the character must improvise his picks (-5-40%, Int+2 x level % chance of creating picks), critical failures (99/96-99 standard/improvised pick snaps but can be removed on an OL, 00/00 snapped off inside lock), sequencing locks (-10-50%),

A thief can open the lock more readily if he has familiarity with the locksmith's work (+10%) or has design plans for the device (+15% or negation of the sequencing penalty).

For an optional sense of realism, opening a lock takes 1d10 rds (1d20 with improvised picks).

**Hear Noise:** the character is deafened (-50-100%), the area is silenced (-100%) or crowded (-25-50%). If the the character tries to use Hear Noise to facilitate other activities, use these adjustments as guides: to navigate (-25-50%), fight blind (-50% to reduce penalty to -1), or identify a person (-20%).

There are a few listening devices that can assist the character. If the character is trying to overhear a conversation in a crowd, Hear Noise can be used in conjunction with the Lip Reading Skill (+12%/slot) if line of sight is possible.

**Find Traps:** dust or cobwebs cover the trap (-25%), the trap is in a low-light environment (-15%) or darkness (-25%) or underwater (-25%). Secondary traps are discovered on the *same* roll with an additional -35% penalty. If the player specifically asks to look for other traps, he or she gets a new roll without this penalty. Traps within locks are -10% to discover, but trip lines are +10% to find.

The tried and true method of finding traps is to send someone forward, but trap sweeping techniques can be used to trigger traps (different types of traps require different sweeps). This is a tedious process, and the sweeper could still be caught up in the trap.

**Remove Traps:** traps within a lock (-10%), poor lighting conditions (-15%) or darkness (-25%), silence on traps with

## TO CATCH A THIEF

audible parts (-15-30%), or aged parts (-15%).

As an optional bonus, you can allow the character to spend time studying the nature of the trap for a bonus of +5%/turn of successful study (FT each turn, +25% max). Also, specific traps can be shorted or destroyed.

Traps vary considerably in how they operate. Below is but a sampling of the possibilities, not all of which are directly harmful to the character.

*Trap on Lock:* pin strike, gas, electricity, blade, saw, acid, mold, slime, scent, destruction of contents, public or private alarm, the character is grabbed, or a secondary lock or barrier is put in place.

*Trap lines:* either natural vines, spider strands, or artificial lines; can entangle, trigger and effect above, spring darts, release creatures, boulders, flooding, or trap door.

*Trapped Doors:* flipping walls, suction tubes, flooding, spikes in floor, crushing walls or ceiling, door seals, darts, mold, slime, or semi-frozen black puddings molded as doors.

*Other Types of Traps:* covered pit, crumbling floor with specific pillars, light detection triggers (a la *Raiders of the Lost Ark* or modern laser systems), environmental sequencers (dials), invisibility detectors that spray paint.

*Other Possibilities:* traps can have a time-delayed effect, a remote effect (another room), or come in a binary pair (both must be triggered for the effect to happen).

To help your players have a shot at the devious traps you have planned, be sure to give vivid sense-oriented descriptions so they have a chance to make intelligent decisions.

**Hide in Shadows:** true sight will reveal the character, but infravision and the light spell can be mitigated by covering obstacles such as boxes.

Characters can aid their efforts magically with dispel magic or darkness spells, but mundane detection can be thwarted by using bright lights elsewhere to destroy viewers' low-light sensitivity.

**Move Silently:** paper on the floor (-10%), rocks (-5%), marbles (-10%),

leaves (-10-25%), water (-15%), and proximity alarms (shriekers).

The silence spell is the best way to secure success, but as with Hide in Shadows, the character improves the odds of Moving Silently by using loud noises to interfere with others' hearing.

**Pick Pockets:** pouch tied to victim (-15%), thief grabs holstered weapon (-10%), drawn weapon (-25%), throat (-10%), arrow or bolt (-80%), thief steals a ring (-5%), a necklace (-15%), or under garment (-25%).

A switch out or snatch of a stationary object should be allowed without modification, however some trap triggers (like strands, lasers, or pressure plates) could worsen the likelihood of success. Planting an item on someone has no change in success. A distraction should add +5% to +25%, depending on the nature of the ruse.

**Read Languages:** multi-spectrum viewing (-45%), cryptographic reassignment (-5-35%), mirror script (+0%), correspondence code (-15%), word correspondence code (-25%), cant (-5%), neo- or paleographic writing (unfamiliar writing characters or letters) (-35%).

Special viewing glasses or ciphers can eliminate most of these penalties.

**Optional Rule (Languages):** Languages play an important role in Mystaran campaigns (there is no "Common" per se). To reflect this pseudo-linguistic diversity, the chance of decipherment can be reduced based on how far removed the language is: the 80% (60+20%) standard percentage covers every language with a 60% compatibility to one already spoken by the character. If a language is utterly unfamiliar, the base 20% is used to pick out individual elements. [For a real-world example, consider the multiple attempts to make sense of Egyptian hieroglyphics after the discovery of the Rosetta Stone—Ed.]

**Suggested Skill Combinations:** stealing from a sleeping person (MS/PP), overhearing a conversation over a wall

(CW/HN), climbing without detection (CW/HinS or CW/MS), dealing with traps on walls (CW/FT, CW/RT), to go "angling" or steal while along a wall (CW/PP), read an inscription on a wall or mountain face (CW/RL), get the "drop" on someone to backstab (CW+backstab), locked windows (CW/OL), open locks or traps that utilize tumblers (HN/OL).

## Poisons, Drugs, and other Agents

Even for thieves, poison and similar items are difficult to come by or to handle properly. Poisons can be biological (e.g. cobra or spider venom) or chemical (cyanide) in nature, and they can have effects as varied as death to personality altering.

These substances are categorized by three main aspects: type of effect, strength of effect, and means of delivery. Feel free to use any combination of features to create a tailored poison or drug.

**Effect:** death (instant), death (lingering), catatonia or paralysis, damage, sleep, induced hemophilia (blows inflict additional damage), blindness, ability score loss, susceptibility to disease, susceptibility to suggestion or truth telling, mood alteration.

**Strength:** saves range from +5 to -10, but generally reflect the source of the agent. Strength can also vary the level or duration of effect.

**Delivery:** topical, ingestion, inhalation, injected (includes coated weapons). Some delivery methods have a limited time in which exposure is potent.

Two campaign-world examples of drugs and poisons are the fruit-based narcotic zonga and the topically administered cinnabryl metal from the Savage Coast. Other substances include: hemlock bush (lethal to taste), black poppy (leat to smell), white lotus (sleep after smelling), and belladonna (confused after tasting). Also remember that individuals might have potentially-lethal allergies not shared by the common population.

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A bell rang as Sandy opened the door to the tailor's shop. An older man with graying temples and a measuring cord draped around his neck came stumbling out of the back room.

"Oh hello, sir, hello. How may I be of service to you this fine day? A suit perhaps, or a vest to match your jacket?"

"A suit, please. A gentleman moving up in the world must look the part."

"Oh quite right sir, quite right. Pardon my asking, but my suits are the best in all of Landfall, and well, you can afford it, can't you?"

Sandy produced a purse of coins and dropped it on the store counter. "I think you'll find this more than adequate for your skills."

The tailor gave the purse contents a quick glance and weight check. Satisfied with what it held, the man placed the purse behind the counter, and turned to appraise his new client.

"Please step up on the stool over there and I'll get your measurements."

Sandy dutifully stepped up and stood still while the tailor did his work.

"You know," the tailor absent-mindedly conversed as he went about his work, "I'm familiar with most of the up and comers in this part of town, but I can't say as I recall you."

"No, I spend most of my time elsewhere in the city."

"Ah, I see sir." The tailor jotted down some notes as he continued his work.

"What color were you thinking of?"

"Dark blue if that's possible, otherwise brown. Mischka's Clothier was recommended by several people, so I decided to stop in. I came by a few days ago, but you were busy with another client."

"It's good to know the business reputation is out there. Hold still for a moment .... there. Mischka was actually my aunt. I took over the business quite a few years ago, after she died."

Sandy looked down at the tailor. "About 12 years ago, wasn't it."

"Yeah, that sounds right. How did you know that?"

"It's around the time I came to Landfall, my mother and me. When we were 'helped' by a man named Beri Antonovich.

The pit of the tailor's stomach cramped, but he was unable to recall just what incident from his past this was all about.

Sandy walked over to the wall rack to retrieve a stovepipe hat. He placed it upon his head, and admired it for a moment in the store window.

"You know, this does have a good style." Sandy tipped the hat in the tailor's direction.

"Know this, Antonovich, that I am Aleksandr Illyich, the orphan of Magda Stemenov, a woman you defiled and killed 26 years ago."

Approaching his prey, Sandy paid no heed that onlookers saw his savagery through the storefront window.

With Landfall, adventure is truly around the corner. To help you organize the possibilities, three complete campaign arcs are provided in this section: one for those living on the other side of the law, another for those trying to turn the tide against crime, and a final arc for those interested in more regional affairs. As always, feel free to mix and match scenarios or to substitute your own to tailor the game for your particular group.

### The Crooked Path

This adventure path is for those characters who embrace the wrong side of the law. Beginning with what looks like a simple job, the characters fall into high thievery, bounty hunting and smuggling. In the end, one (or more) could end up as godfather of the entire town.

### The Big Score (Levels 1-4)

Turmis is the greatest thief in the world, and he is about to prove it in a way that will be remembered for all time (this is part of his test for Immortality by Korotiku). Turmis plans to steal several guarded artifacts around the Known World simultaneously, while under arrest, and then escape with a parting message for whoever wants to find the stolen items.

Part of the trick is that he assembles teams for each heist (this conceit can thus be used anywhere). In Landfall, the

operation is headed up by Eric the Bold who is to steal the Royal Scarab from the Governor's Mansion. Either Eric or Turmis (T36) can be used as a *deus ex machina* if necessary.

### Pennies For Your Thoughts:

The characters begin as unaffiliated thieves and ne-er-do-wells. In the course of their normal quick jobs and pocket-picking, they pick up flyers for the showing of the Royal Scarab, and maps of a house west of Capital. There, an elaborate set of tests leads them to Eric and the offer of a lifetime.

### The Spider's Web:

Eric has several seemingly independent tasks that need to be done by the characters (others may be added). Here, the party must make their way through the vermin-filled sewer system before infiltrating a building overlooking the Governor's Mansion.

### Three Wooden Crosses:

In another task, the party must trail several individuals. This leads through many sections of town, and ends at a graveyard. Thieves, the undead, and other obstacles must be overcome before the assignment is complete.

### Where Eagles Dare:

Show time. Eric, the characters, and any other NPCs desired must plan and execute the theft of the Royal Scarab. The greater the feat (robbing in broad daylight, no killings) the greater the reward. The characters will be handsomely rewarded if they succeed, but neither they nor their accomplices will be able to keep the Scarab – Turmis has seen to it that they are left literally holding the bag.

### I Am ... the Bounty Hunter (Levels 5-11)

Flush from their success (or despondent over their failure), the characters go into business bounty hunting and taking special jobs through the Bonding Guild.

### Bail Jumpers:

It seems like a simple enough case – collect the bounty on a pair of bail jumpers - but the jumpers have connections and powers of their own.

### Lady's Complaint:

A woman hires the party to put a beat-down on her abusive ex and retrieve some of her private effects. What she neglects to



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mention is that the ex-boyfriend is a member of the Town Guard. As everything unravels, a possible gang war between the Fallen Ladies and the Guard could provide La Familia Nostra enough leverage to bring the Ladies back into the fold.

**Catch Me if You Can:** An identity thief is in town – a doppelganger. He is wanted by the Governor as well as powerful businessmen and a don, but the creature always seems one step ahead of the game.

**The Gem (O1):** You have been hired to steal a large gem from the Archmage Tormaq – otherwise your role in the theft of the Royal Scarab will be revealed.

**The Staff (O1):** In revenge for the theft of his gem, Tormaq hires/orders the party to steal Felspel's Staff of the Fazzelwood.

**Midnight Run:** A large bounty is out for a criminal to be returned to Lighthall for trial. The catch – a rival bountry hunter group wants him for themselves, while one of the factions wants him silenced for good.

**Alleys of Fire:** The characters are hired to rescue a comely bard who has been taken by the Bowery Rats during one of their riotous outbreaks. This adventure could have a lasting impact on Landfall by removing or weakening one of the main factions.

### Smugglers' Blues (Levels 12-18)

The characters' profiles have risen, and unseen enemies have had enough and frame the characters for a series of crimes. This sets the party down a path which leads to working as a smuggler for Prince Joffa.

**Framed!:** The characters are implicated in the murder of several famous townfolk and are thrown in jail to await execution. They must escape before it is too late. Their enemies are not taking chances though, and several dangerous creatures are loosed inside the prison.

**The Kamminer Run:** You have found momentary refuge in the halls of Prince Joffa's Palace. In return for his magnanimous protection, he needs the

party to steal an impounded cargo ship, sail it past the Royal Interdictors, and take it to a cove off of the Isle of Dawn before returning with a new ship and a load of zzonga.

**The Agents:** In a change of business, Joffa has agreed to smuggle arms and men from Heldann (or Thyatis) into the Skaufskogr. The party is responsible getting everything past the Interdictors and the garrison patrols at For Farian.

**Fort Farian:** Construction of Fort Farian continues apace, but one of the overseers has been funneling money away from the project. A portion of the earnings were to go to Joffa (or another don) in a blackmail/loan scheme, but now someone has killed the oversser and stolen. Joffa wants his money back, wants the killer found and dealt with, and wants another corruptible overseer.

**Pirates:** While on a smuggling run, the party is hit by pirates. Can the party save their ship and cargo? Or will they have to bide their time and steal it back?

**Interdictor:** Smuggling operations have been successful, but now the naval forces are poised to catch the characters, and they are forced to dump the zzonga. Joffa is enraged and demands repayment. The party must scrounge up enough jobs to pay off Joffa before its too late.

**A New Syndicate:** Regardless of the outcome of the last scenario, Joffa is increasingly off-balanced and orders the capture of the party. In a test against bounty hunters, the beasts of Joffa's prison, and the Prince himself, the characters that survive could find themselves head of a new Syndicate.

### The Gangs of Landfall (Levels 19-26)

The characters fall deep into the inter-factional hostilities of Landfall. Depending on how the last arc ended, the characters might be in control of a much weakened Syndicate. They could also join one of the groups as a capo or try to establish a new organization entirely.

**Lean on Me:** The characters' first priority is to shore up control over existing areas and expand into new ventures. This brings the party into

conflict with the Friends in Mead, foreign merchants, and the other factions.

**A Horse with No Name:** A bard needs a favor from the PCs – he needs to be accepted as the lead of a new play at the conservatory. They must find a way to encourage the director to do them this favor.

**Requiem for a Street Fighter:** Street fights are a common entertainment, but someone is trying to rig a series of matches (or frustrate the PCs' rigging).

**Ladies and Gentlemen:** It's a gathering of the criminal elements in a grand ballum rancum, but someone has other plans for the festivities.

**Rumble in the Bowery:** The street gangs of the Bowery or another area need to be crushed and shown who the real power is.

**Where the Bodies are Buried:** The PCs need to get the dirt on their rival capos or dons. A new construction site is going to unearth numerous body dumps. It's a race against the clock to collect your enemies' remains while hiding your own.

**Honor Among Thieves:** Someone in the organization has been skimming the books. Role-playing and sleuthing are needed to uncover the truth.

**Assassins:** Rivals send assassins to finish the party. Can the party survive and see to it that justice is done?

**Gangland War:** The episode over assassinations has sparked a full out gang-war. This can play out between factions or as a civil war within a single group. Damage to the streets and businesses should be great.

**Formal Crackdown:** Higher authorities (Ericall, Alphatia, or Heldann) have had enough with the lawlessness in Landfall. They've launched a comprehensive sweep of the area to disperse all gang activities.

**The Great Escape:** Large numbers of underlings were captured during the last dust-up with the law. If the PCs have any loyalty to their men, they'll set up the greatest jail break in history and get their boys to safe harbors elsewhere.

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### Married to the Mob (Levels 30-36)

It is time to show the world who really runs Landfall. The crackdown has come and gone, and the powers of the old factions were shaken, but the nucleus for a new, united Thieves' Guild remains. To seal the deal, however, it will take a marriage between the largest powers – not one of convenience but of genuine love.

**House of Cards:** It is time to rebuild the old connections, beginning with a gambling hall. But the PCs' partners have other things in mind.

**New Bloods:** The Ochaleans, the Traladarans, and other groups are trying to fill in the power vacuum that was left. It is important to teach them that the old lions can still roar.

**Slim Pickings:** The opportunities from traditional ventures are small, so the characters must think out of the box and perhaps go legit.

**Steal it with a Kiss:** To supplement their income, the party takes up grand larceny. They are after a famous jewel for a collector, but so is another burglar – the daughter of a rival don.

**Courtship of Eddie's Daughter:** One the PC's has developed a forbidden romance with the daughter of his rival. She likes the finer things in life, so it is an adventure just to keep up with that. Her father, though, wants to put an end to this permanently.

**The Untouchables:** Ericall's free-handed crime-busters have been set loose on Landfall. The party must put them down if they want to survive.

**Wedding Crashers:** Permission was finally granted by her father, but the impending marriage between the PC and the daughter is drawing in vendetta-minded assassins. If the survive the wedding (and honeymoon), the characters could be left in control of a unified Thieves' Guild of Landfall that has cowed the legal authorities.

### The Thief-Hunter Road

The characters work on the side of justice – and occasionally the law. Their early brushes with the underworld reveal the stark troubles that Landfall faces. As the party grows, they tackle petty criminals, mobsters and smugglers, and the criminally insane Dark Masters. Many of the Crooked Path adventures can be recast from the perspective of heroes as well.

### The Copper's Files (Levels 1-9)

The characters begin as honest town guards or private investigators/protectors. What begins as a sweep of petty crime turns into a war with the very rot that makes Landfall run. Most adventures presented here are premised as murder mysteries, but that can be replaced with other angles.

**The Attic:** Newly minted as town guards or as investigators, the party's first job is to look into the strange-goings in a building between Capital and Fallen Alley. Portions of the building have been claimed by a rogue thieves' gang, while various vermin have nested in the cellar and walls. Worse, the place is haunted by the remains of its previous occupants.

**Friends in Mead:** A shopowner is considering whether to break with La Familia and join the Friends in Mead, but his shop is ransacked and his daughter is kidnapped. He begs the party to find and rescue her (perhaps off the books) before the ransom deadline passes. Handicapping the party's progress is a snitch for La Familia.

**Death of a Darokinian Salesman:** Silas Manteau, a member of the DDC, has been murdered in the Market district. The hunt for the truth takes the party through the underbelly of the town, with smugglers, Minrothad rivals, and jilted Fallen ladies suspected. Worse, secret DDC documents were stolen at the time of the killing.

**It's a Mad, Mad, Mad, Mad Hollow World:** a large heist from years ago left a substantial stash just waiting to be found. Now clues as to its whereabouts surface, and the craziest chase ever begins. If the party finds to

money first, will they turn it in, or keep it for themselves?

**Wine, Women, and Song:** The waves that the characters have been making have finally garnered attention. Beginning with a party at the Governor's Mansion, every attempt to bribe or comprise the characters is made. As the shenanigans proceed, someone with a grudge tries to kill Lernal. The party must save themselves and the governor.

**Witness:** a young child, newly arrived, has just witnessed a murder committed by corrupt town guards. The party must protect the child before he or she testifies to the magistrate and capture the villainous guards.

**Copper Road:** By now, the party has made deep enemies within the Guards. Those formally affiliated get shipped to dingy service inspecting boats in the sound, but the murder of a fellow good Guard and his family leads to a heavily roleplayed hunt for a killer hiding behind the thin copper line.

**Dirty Jobs:** Something is wrong in the sewer system. It seems that wererats employed by Prince Joffa and other agents have been passing zzonga through the network. The characters must shut the operation down, but is this a trap set by enemies within the Guard?

**The Rock:** The characters are again invited to a reception with Lernal, but he is far more clear-headed than usual. Angered by the loss of guild revenue, he throws the characters into the dungeon and arranges to ship them to the Rock of Garald the Blue. The characters must either escape enroute or survive Garald's wrestling pits.

### Leaving Landfall (Levels 10-17)

As a result of their last campaign, the party finds itself on the outs with Landfall authority. They know Lernal is corrupt and in the hip pocket of the Guilds, but they'll need proof if King Ericall is to be convinced. Better still, they need to drive a wedge between Lernal and his paymasters. If the Heldannic Knights capture Landfall in your campaign, this arc can be recast with the party harassing the Order. In

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this case, the smugglers and other guilders might aid the party rather than oppose them.

**Breach of the Trust:** The characters are known to many people, so they first will have to find stoolies within the Guard and the factions. Covert surveillance, cash, and hard pressure will be needed to turn agents. The characters will constantly risk exposure as they ready their network.

**Smugglers' Blues:** Prince Joffa is expecting a zsonga-shipment, of which a portion is to be sent to Lernal. The party needs to capture the vessel while it is still out to sea and replace the cargo with non-narcotic substitutes, before delivering the goods to Docksider.

**Alleys of Fire:** While plotting their next step against Lernal and the major dons, the characters are beseeched to rescue a comely bard who has been taken by the Bowery Rats during one of their riotous outbreaks.

**The Incident at Rock Ridge:** Rock Ridge is a spot in the Skaufskogr along the overland trail. A small village sits there and it refuses to give into the governor's demands to become part of his personal holdings. The party is all that stands in the way of a horde of reavers, highwaymen, outlaws, humanoids, and desperadoes.

**War Wagon:** Lernal has arranged outside highwaymen to ambush his tax tribute to King Ericall before it reaches Lighthall. Can the party ambush the ambushers? And can they find proof of Lernal's complicity?

**A Treasure Trove:** The best hope of trapping Lernal is through his personal documents. With the aid of a Fallen Lady, turned Guardsmen, and Lernal's own appetite, the party must break into the mansion. Meanwhile, Faldron has plans of his own that could complicate matters.

**The Last Good Man:** The characters' network of informants has been compromised, and the factions are targeting them and their families. The party must save who they can before taking the war to the dons in a deadly game of cat-and-mouse.

**The Post Man:** Landfall is alit with fire and chaos with the challenge to the dons' powers. Before this chapter is closed, however, the party must still get their evidence to Ericall – by land or by sea – and convince him to revoke Lernal's authority. It is unlikely that the Swill will survive to trial.

If the characters are successful in bringing down Lernal, one of them may be appointed the new Governor or Baron. Lernal himself was only a prop for the guilds, however, and whatever leadership vacuum that was left in the wake of this campaign will be refilled by other personalities in due course.

### Rise of the Dark Masters (Levels 18-27)

Crime had been held in reasonable check for some time now, but several super-charged criminals are ready to hit Landfall with a glee and malevolence that was never there under the dons. These adventures are all one-off episodes reminiscent of detective and superhero comics. They can be inserted easily during the course of other arcs.

One thing to keep in mind is the possibility of a recurring foe for the party or a particular character to deal with later on. None of the villains are specifically identified, so any NPC could be used as the alter ego of the Dark Master.

**The Killing Rhyme:** A killer and thief leaves scrawling riddles and rhymes upon the town walls. The messages are clues to future plans and motivation.

**Twisted Oliver:** How do you respond when the person responsible for a string of star-gazer and dockhand murders is a manipulative, vengeful 14 year old Filcher?

**Catch Me if You Can:** A doppelganger or other shape-shifter is running through the town, stealing identities and creating all kinds of confusion.

**Typhoid Sally:** A star-gazer has developed the ability to spread a disease to which she herself is immune. Her ultimate goal: Lernal, a mob-boss, or other high profile target.

**The Red Goblin:** One of the short folk has gone mad, donning a red

costume and terrorizing those who he or she sees as the problems of the world.

**The Sharpshooter:** A sniper terrorizes Capital Boulevard and the Docksider.

**Mithax:** Mithaxemines, a large, sickly amber dragon with the Onyx Ring (see *Gaz F2*), is up to his own attempts to bring the town into the Idrisian Sphere. Among his targets are the relics housed at the AAA.

**The Grim Reaper:** A scythe wielding, undead-controlling menace is hitting the the southern and western sections of town. It is all a part of his plan to turn the town into an entropic paradise.

**The Green Torchwood:** Mad at the pollutants of the town, a druid has come to end the menace of the despoilers – even if it means killing the people.

**The Puppeteer:** The party is faced with a foe capable of controlling both people and inanimate objects. Golems and other constructs are common foes.

**The Iron Skull:** A crazed Heldannic Knight has taken it upon himself to impose Order upon Landfall. Protected by impenetrable armor and legions of supporters, his only obstacle is the party.

### An Apple Rotten to its Core (Levels 28-36)

Cleansing Landfall of all of its crime is an epic, if not impossible, task – one worthy of Immortality. As the town's natural character resurfaces, a figure from the heroes' past returns. Among the obstacles facing the characters: new factions (such as Ochalean tongs and the Strands), new sources of zsonga, slavers, Heldannic rabble rousers, and new Dark Masters (The Eridian Bull and The Fury of Darga) who seek to revive the former Masters while Bishop Valenz seeks to open Pandora's Box and consign Landfall to an eternity of infamy and plague. The party's Nemesis counter's their efforts at every step.



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### Heroes of Norwold

The characters are adventures working directly or indirectly on behalf of the King Ericall and the Kingdom of Norwold. This adventure path moves around the region, and it is very easy to divert the party elsewhere while maintaining the conceptual identity of the path. The major villains are GHOST and Thyatian agents.

### In the Service (Level 1-9)

The characters have answered the call for a few brave adventurers on Norwold's behalf, but no one has any concrete details.

**Low Down, Dirty Shame:** Somewhere in the Old Tenaments is a safehouse for Thyatian agents. The characters' first assignment is to clear it out, but will they be able to handle additional problems generated by the agents' tunneling operations?

**Death of a Darokinian Salesman:** as in the Thief-Hunter path, the murder of a Darokinian with DDC prompts an investigation. For this path, GHOST and Thyatian agents using the DDC to give cover for smuggling are appropriate actors.

**Bright Lights, Big City:** Words have been heating up between Alpathia and Glantri. Assassins and provocateurs snipe at one another in Landfall, but GHOST has cooked up an even greater altercation for the two parties at Lighthall. The characters must bring down the Glantrians before the damage they do is too great.

**High Road to Denagoth:** The party has been tasked to locate a route from Landfall to the new Barony of Two-Lakes Vale. Along the way they encounter the residents of Forton Keep, the regional humanoid populations, and possibly residents of the Denagothian Plateau.

**The Ugliers:** King Ericall sent surveyors into the Wyrksteeth, but they failed to return. The party is needed to rescue or recover the surveyors and to determine the strengths and locations of the humanoid populations. In the process, the PCs stumble upon an ancient

cave and temple complex dedicated to Darga, the Winged Fury, as well as relics of Lokena.

**Trouble at Stone Pass (AC10):** Traffic between some of the new settlements has been hampered by toll-collecting stone giants. The merchants want them removed, but is their another solution?

**The Ghosts of Holgbrekkur:** A potential dominion lord wants to develop the ruins at Holgbrekkur, but first, it must be checked out. Unfortunately, it is haunted by the living and the dead.

**A Mutual Friend:** One of the characters develops an affair with someone who is also secretly involved with an agent of a foreign power. Blackmail, murder, and intrigue risk the ruination over all.

**The Secret of Aegos:** Far away from Landfall on the other side of the Isle of Dawn is the Alatian island of Aegos. The Alpathians have constructed a secret tunnel in an attempt to connect the Outer and Hollow Worlds. Detailed knowledge has come into the hands of some of the Guild Factions, and they intend to auction off this information to the highest bidder. The characters must infiltrate the underworld and see to it that the information never sees the light day.

### Imperial Entanglements (Levels 10-18)

The characters have several missions that overlap with the run-up to the Great War from *Wrath of the Immortals*.

**The Lirovka Sanction:** A Thyatian assassin and saboteur is believed to be part of a mountain climbing expedition intended to scale Lirovka's Alp. The party must identify the agent and terminate him, while dodging the native dangers of the mountains. But could the agent really be Alpathian?

**Saffir and Krasniy (AC10):** Recovering from the Lirovka Sanction, the party visits Saffir. Baroness Claransa has abdicated her post and a warlord from the mountains has claimed power. For king and country, the party must investigate this new dominion ruler.

**Hard Knight Out:** Heldannic Knights have been seen increasingly

frequenting Docksider taverns in Landfall. This might be the opportunity to determine what the Order is planning, by using a drunken Knight to get into the Heldannic Diplomatic Mission. The King will disavow this mission, and should anyone be captured, they will be on their own. If the party accepts, they could also have a chance to sneak aboard a warbird or into Heldann itself.

**Renia Regina:** Agents of the Thyatian Emperor have been scouring Landfall and other parts of Norwold looking for a former Knight of White Drakes, a flying military unit disbanded after the Alpathian Spike. This Knight holds the secret to a rival claim on the Thyatian throne. Can Ericall's agents find him first?

**Geoffrey of Heldann:** Geoffrey's new dominion has had the expected result of riling the Heldannic Knights. Knights and their mercenaries are passing through Landfall for an undeclared border war with Geoffrey.

**Money Changes Everything:** A ship bound for Lighthall crashed along the rocky shore. There were no survivors, but debris recovered from the wreckage included payment notes from Thyatian agents. To whom is unknown, but the party must find out who among Ericall's staff or lords is an ancient of Thyatis.

**Broken Belcher:** A Heldannic Warbird was reportedly downed somewhere in the Heldland/Skaufskog region. Its lone survivor is an Alpathian agent trying to get the blight belcher, a weapon, into Alpathian hands. The party must catch up to him before the Knights do and use Landfall's smuggling apparatus to get the weapon out.

**Draft Riots:** As the conflict between Alpathia and other nations widens, the Empire institutes a draft of Norwold's citizens against Ericall's objections. The party is caught in the middle of draft riots and an impending imperial naval bombardment meant to quell the unrest.

**War of the Crown (CM1):** Thyatis and/or the Heldannic Order invade Norwold. Sleeper agents, including some dominion lords, are activated. Landfall and the peninsula are crucial prizes in this WOTI compatible war. [Note: if used in

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conjunction with the Alamanacs, the War of the Crown would continue for several additional years beyond AC 1010 with Heldann as the primary invader – Ed.]

### **The Armistice Era (Levels 19-27)**

The War of the Crown and WOTT's Great War have drawn to a conclusion. No particular outcome is assumed beyond the surviving kingship of Ericall. If southern Norwold is held by one or more foreign powers, a few scenarios will require some tweaking but otherwise remain viable.

**Death's Ride (CM2):** Contact with the Barony of Two-Lakes Vale has stopped. This is one of the more remote holdings loyal to Ericall, and he needs the party to see what is wrong. There they find a dominion beset by the forces of undeath (with ties to Denagoth and Ghyr, see *Gaz F2* and *F4*).

**Rock Ridge and War Wagon:** These adventures are similar to what transpired under The Thief-Hunter Path. If Heldann controls the region, it is they who are the principal villains.

**Fireball:** GHOST has acquired two strange, unique magical items capable of leveling a town or small city in a single explosion. From Landfall and Lighthall to foreign ports and beneath the waters of the Sea of Dawn, the characters must recover the devices or destroy them before they can be brought to bear.

**Zzonga Nights:** The Syndicate and La Familia have successfully introduced Landfall zzonga in a number of ports, including Lighthall. With the aid of Lord Redbeard and Blind Wooster, the party must coordinate a sea and shore campaign to dry up the smuggling routes.

**Trollraker:** Deep in the heart of troll country, GHOST has made plans to steal a Heldannic Warbird to disperse a mutagenic agent that will turn everyone into ravenous trolls (some gargantuan). Can the agents of Norwold work with the Knights to prevent this? Or will the distrust prove too great?

**The Living Day of Dread:** A Heldannic (or Thyatian) military defector is nearly assassinated and then apparently kidnapped by agents of his former side.

The party must track him down (perhaps into Denagoth or even the Black Mountains near Hule), only to discover that the defector has been playing all sides as part of a drug and weapons smuggling operation.

**Amberfinger:** A well-to-do trader is seeking to corner the world trade in gold, but what he ultimately wants is enchanted Littonian amber. The amber is key to rendering gold inaccessible, and his victims are transformed into golems and living statues.

**The Untouchables:** King Ericall has asked for volunteers among the LEA to clean out the worst of the smugglers and mobsters. They have complete freedom in handling these matters, but the Town Guard won't take kindly to these newly empowered K-Men.

### **Norwold's New Opportunity (Levels 28-36)**

The characters are now senior representatives of King Ericall and likely control dominions of their own in the south. Retirement beckons, but the affairs of the world pull you back into the game one final time. The original modules M2 and M5 are used as a background for this mini-campaign arc. It begins on the eve of another war for control of Landfall, followed by preparations for a great peace conference to take place in Helskir.

**The Girdle of De'Rah (M2):** The Girdle is an artifact once worn by a devout follower of He Who Watches, a mysterious figure known to the Icereach Barbarians and nearby cultures. It is a prize sought by both Bohn and Coiger de Mory, and their running battle pulls the characters into a tomb raider quest. GHOST, Mithax or Bishop Valenz is also interested in acquiring the item.

**Liars and Lords:** Problems are arising between neighboring dominions. The troubles cannot be laid at the feet of the enemies of Norwold – this is a natural progression. Diplomacy and espionage will be keys to resolving the incident.

**Lothiyoth:** Something dark is plaguing the elves of the Lothiye. Are the Rhien-kaph gnolls responsible, or are they another victim? In a mystery

delving into the lost mysteries of Nithia, the cults of Darga and Gylgarid, and the polymath Lokena, the characters' only ally is the haughty Alfheimer, Laralyn Athliar.

**Return to the Rock:** The Isle of Garald the Blue has been transformed into a prison complex, but someone with outside influence has led a revolt. Heirs have been kidnapped, and a dangerous device will be deployed against various shipping interests. Heldann has declared it will destroy the island rather than let it again serve as a pirate hold. The party must rescue the heirs before the warbirds strike.

**The Fallen:** Someone or something is targeting the agents of Norwold, Alphatia, and Heldann. As a new *casus belli* emerges, the characters must put an end to this spy-hunter.

**Veengeance of Alphaks (M2):** War hits Norwold again, this time with some nudging from Alphaks, an Entropic Immortal dedicated to the destruction of Alphatians and their descendants. It is far more chaotic than the War of the Crown, for every sub-area seeks independence from its controlling authority.

**The Eaters:** With all sides weakened in the conflict, a new menace awaits the survivors. The Vanatics and the non-human populations have been whipped into a frenzy. Giant, orc, and barbarian alike spill outward looking for loot, slaves, and a fresh food source.

**Legend of Lokena:** A peace conference has been proposed to resolve lingering hostilities among the great powers. In preparation for the conference, King Ericall needs the party to recover several ancient documents and treaties. Among those items important for the settlement of southern Norwold are tribal relics and Alphatian markers that were collected by the adventuress Lokena and stashed away in the distant mountain valleys and in Heldann. The AAA and Coiger de Mory could prove valuable allies in the search.

**The Night Spider (M5):** On the eve of the Helskan Peace Conference, GHOST, Alphaks, or another interest arranges for the Imperial lords and other dignitaries to be kidnapped to an Entropic Outer Plane. All sides accuse one

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another of duplicity. It's up to the party: save the regents, save the world.

### Other Adventures

As if three different, complete paths were not enough, here are other ideas for adventures in the area. As with the previous scenarios, several are inspired by famous films or television shows.

**Earthshaker! (CM4):** The giant mechanical man makes an appearance in domain in southern Norwold.

**Where Chaos Reigns (CM6):** The characters are whisked away to the Nexus where they battle the time-altering Oards.

**Five Coins for a Kingdom (M4):** Lighthall disappears during a strange, magical meteor storm. The party must locate five special coins and venture to another world to save a lost Kingdom and the dominion of Lighthall.

**Vendetta:** The Heldanners have taken control and instituted an oppressive regime opposed only by an arson-minded vigilante.

**Pennies from Pandius:** The character has to convince people to buy products they cannot afford, while falling for another man's woman and ignoring the one at home.

**The Black Raven:** A holy assassin has taken to the streets on a macabre mission of redemption.

**Big Trouble in Little Ochalea:** The new Tong has come to town, supporting itself on the vice-slave trade. But the leader needs a jade-eyed victim to achieve great mystical power.

**The Downtown Massacre:** Someone has decided that Landfall has too many undesirables infesting the run down parts of town and sends in killers to wipe the population out.

**The Protector:** A famous celebrity is being stalked and needs constant supervision.

**Damocles Rising:** An autistic child holds the key to an international intelligence/magical research project. A double agent will do anything to silence the child.

**The Hunt for Haldemar:** Heldannic Officials hire the party to find

the legendary sky-pirate, Haldemar of Haaken.

**Gantrian-Alphatian Spy War:** The PCs shuttle (or stop) agents between the two nations in the run-up to the Great War.

**The Treasure of Essuria:** A trove of lost Essurian wealth awaits a party strong enough not to kill one another for it.

**The Boatlift at Landfall:** The Heldannic Knights are invading Landfall. The PCs must aid in the evacuation or defense of the city.

**The Cleaner:** The party must remove all evidence of a crime before the authorities catch the perpetrator.

**Escort the Missus:** Look, but don't touch. In fact, don't even look. Just make sure the wild party girl gets home safe before the night is through.

**Collect on a Debt:** Somebody owes, and it is the characters' job to see that he pays.

**Stealing for Food:** Destitute and hungry, this is how many thieves first begin their career.

**The Courier:** It is a dangerous job delivering special packages: swimming, running, crossbow shooting, sword-play, and horse-riding (Note: this is the origin of the Modern Pentathlon – Ed.)

**Theobold's League:** Redbeard needs the best (and worst) that Norwold has to offer to stop a madman from producing an army of iron golems.

**Scouting:** Ericall needs eyes on the ground to track Heldannic or Thyatian invaders.

**The Unusual Suspects:** The party is roped into a plan to steal a large shipment of zzonga or other contraband, but the job is really a set-up to cover the murder of the only man who can identify a secret criminal.

**Elemaiedai is Angry:** Elemaiedai is an Alphatian sorceress (MU8) that coordinates zzonga-shipments into Thyatis City. Her pipeline with Joffa is broken, and she wants it fixed.

### Common Scoundrel Activities

In closing, any adventure whose premise begins with the following words is perfect for Landfall: Rescue/Retrieve, Transport, Locate, Switch, Protect, Woo or Woo on Behalf of Someone Else, Swindle, Con, Shakedown, Solicit Vice, Forge, Frame, Uncover, Lure, and Revenge

### Timing the Adventures

If your campaign operates under the meta-story in the Wrath of the Immortals and the Almanacs, then Norwold was officially ignored during the great conflict, but the War of the Crown can be reasonably incorporated without harming the flow of things. The Heldannic Order invades southern Norwold in 1010 AC, but Landfall was shown capable of corrupting its new Landsmeister.

Most of the adventure mini-campaigns can be held pre-, intra-, or post-Wrath. Despite the Order's efforts, crime is just as prevalent under the Knights' rulership. The Heroes of Norwold path assumes at least some elements of WOTI are occurring, beginning with "The Secret of Aegos" and moving through *Imperial Entanglements*. The Armistice Era is assumed to take place during the Almanacs or M-Almanacs period.

### Possible Future Events (Wrath/ Almanac Timeline)

**AC 1001-1003:** The Heldannic Knights encroach into the lands south of the Forton.

**AC 1004:** Thyatian warships are accused of piracy against Norwold and Alphatian allied ships. Alphatian wizard duelers travel the Known World. Troikithus Spy scandal in Glantri. Kidnapping and murder of General Torenal. Assassination of Glantri nobles. Erewan elves sentenced for burning Temples of Asterius. Firebombing of Aasla.

**AC 1005:** Declaration of war.



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**AC 1006:** Glantrian Guerilla campaign in Alphatia.

**AC 1007:** Freiburg plague.

**AC 1008:** Alphatia overruns Helskir. Marriage of Zaar and Asteriela Torion.

**AC 1009:** Alphatian naval campaign against Heldann and Thyatis. Numerous Alphatians and Shiye-Lawr elves accept exile from the Empire. Alphatia sinks.

**AC 1010:** Heldannic Knights and Ethengarian mercenaries conquer Heldland and Landfall. Lernal the Swill dies in prison. *Rogues to Riches* takes place.

**AC 1012:** The Heldannic Knights erect the port of Neuhafen over the village of Strondborg.

**AC 1013:** The Heldannic Knights construct the town of Forton.

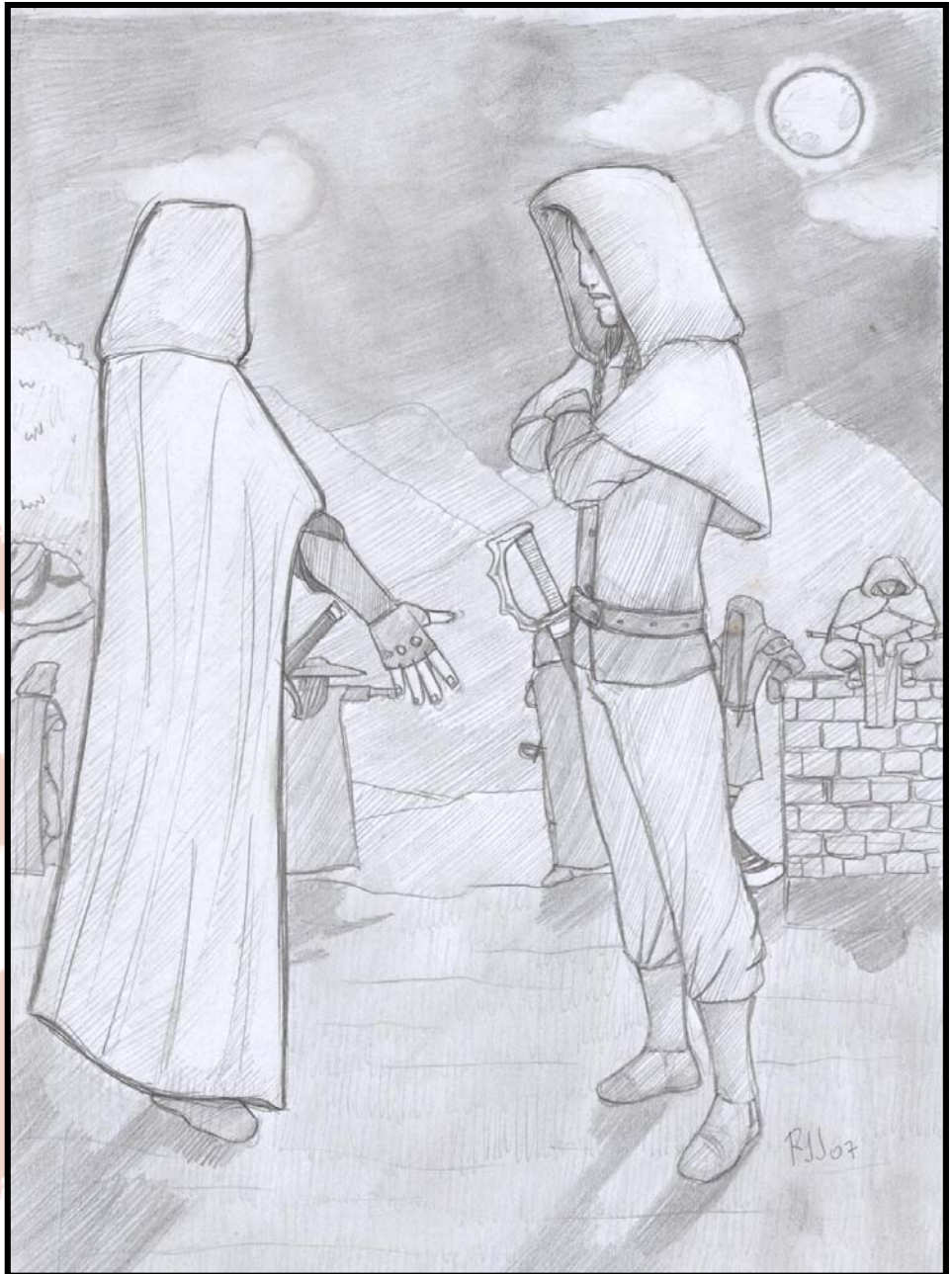
## The Pandora's Box

This device features in the conclusion of *An Apple Rotten to Its Core*, and it is adapted from a write-up by Yellowdingo.

**Description:** Pandora's Box is a greater Entropic artifact that is easy to open but costly to seal. When activated it unleashes the most terrible of plagues and civilizational afflictions (like ghoulish hunger, wanton excess). It appears as a small jewelry box, somewhat worn around the edges but otherwise in perfect condition.

**Power:** 100 PP

**Activation:** The box itself is locked and trapped with multi-staged parts. During its latency period, an anti-magic shell (actually a 4<sup>th</sup> Dimension singularity) prevents the trap and lock from being opened by a *knock* spell. Once open, any item placed within the box will be consumed over-night. If a single item of value 10,000gp or greater is consumed, then the Box is activated.



**Powers:** Pandora's Box can produce several randomly selected effects.

**Insanity:** this randomly affects 10 people in a 1 mile radius. The form of insanity is up to the referee (e.g. cannibalism, paranoia)

**Insect Plague:** draws in fleas within a 1 mile radius. Similar plagues of rats, crows, or jellyfish are possible.

**Plague upon Plague:** The summoned creatures become virulent and unleash a magical plague. The Box can also release diseases without the aid of a carrier.

**Urban Sprawl:** With a special form of woodform, each night the box steals a thousand gold coins and then builds a 20'x20'x30' wooden structure in a tight-fitting location.

**Handicaps:** The person who opens the Box develops a need to store all his or her possessions within in it.

**Penalties:** The Madness. The character suffers the effects of Insanity.

**To stop the Box:** the Devise must be fed valuables totaling 10,000,000gp within 24 hours (dawn to dawn).

# THIEVES' GUILD WORKSHEET

<b>Guild Name</b>	<b>No. Members</b>	<b>Member CL</b>
<b>Leader</b>	<b>No. Clients</b>	<b>Client CL</b>
<b>Status</b>	<b>No. Bus.</b>	<b>Coffers</b>

<b>Allies</b>	<b>Enemies</b>
<b>Notes and Arrangements</b>	

<b>Income Activities</b>	<b>No. Members</b>	<b>TML</b>	<b>Base Rate</b>	<b>Net Rate</b>	<b>Monthly Earnings</b>
<b>Picking Pockets</b>			1d10sp		
<b>Begging</b>			2d12cp		
<b>Mugging</b>			2d4sp		
<b>Robbery</b>			1d20gp		
<b>Smuggling</b>			2d12gp		
<b>Fencing</b>			2d10sp		
<b>Extortion or Protection</b>					
<b>Bounty Hunting or Transportation</b>			1d20gp		
<b>Murder</b>			1d20gp		
<b>Rioting</b>			2d12sp		
<b>Gambling (Cheating)</b>			3d6gp		
<b>Embezzlement</b>			1d10sp		
<b>Fraud/Forgery</b>			2d10gp		
<b>Coin Flipping</b>			1d00cp		
<b>Security Testing</b>			1d20gp		
<b>Contraband Selling</b>			2d8gp		
<b>Vice Services</b>			2d8gp		
<b>Other</b>					
<b>Legitimate Businesses</b>	N/A	N/A	N/A	N/A	
				<b>Total</b>	

<b>Expenses</b>	<b>No. Individuals</b>	<b>TL</b>	<b>Base Rate</b>	<b>Net Rate</b>	<b>Monthly Expenses</b>
<b>Dues</b>	N/A	N/A	N/A		
<b>Salaries (full time members or as shares)</b>			2gp		
<b>Contracts (freelancers)</b>			10gp		
<b>Payoffs (non-member bribes)</b>			5gp		
<b>Weapons</b>					
<b>Goods</b>					
<b>Other</b>					
				<b>Total</b>	

## OVERVIEW

You stand near the ship's railing as the *Mourning Star* berths along Merid's Pier. The people scurry from vessel to vessel in a bewildering chaos of motion. This does not resemble anything you have ever trained for. No monsters, no Caves of Destiny, or mountain keeps, just the press of humanity.

"Alo, gov'ner," calls a man on the pier. He takes off his stovepipe hat and gives a crude but sincere bow.

"Welcome to Landfall, Town of Opportunity. Permit me to introduce myself. I am Thaddeus Lucius Boulder, official guide and welcoming committee for this fair town."

"Would you perhaps be in need of my meager services, gov'ner? I know this town like my own father – well at least my own mother. Whatever it is yer seeking, roit as wrong I can find it for ya."

"Ah, thank you, but I think I can manage on my own."

You grab your gear and walk down the plank to the pier. There two very large, imposing figures block the way. One of them seizes the large bag containing your armor and weapons, while the other interposes himself between his partner and you. Before you can object, Thaddeus grabs your arm.

"Easy there, gov'ner. Them boyz are legit as it gets. If it ain't nailed across your back, the stevedores load and unload everything that comes in by port.

"They'll drop it off at the customs clearance at the end of the pier and you can get yours there."

"Now, hows about that guide offer."

You haven't been in town for five minutes, and you've already had a brush with official trouble. Hiring a guide is making a lot more sense now.

"How much for your services, Thaddeus?"

"Ah, normally I charge one gold a day but for a sensible bloke like yourself, 6 silvers. Don't worry about exchange. Whether it's stamped with king, queen, or my uncle Aunt Lucy, as long as the metal's real so is the coin.

"Yessiree, gov'ner. We're gonna get along famously. Now what kind of trouble are you looking for?"

Welcome to Landfall, hearty adventurer. You and your companions are about to enter an environment unlike anything you normally encounter. Everyone has a different impression of the Town of Opportunity, but the truth lies somewhere between and beyond the tales told in other ports.

Before you set foot onto the Boardwalk, listen to what others have to say.

### On Landfall and Lernal

"It has only been a few years since I appointed Lernal to oversee the Landfall port, but I think it has been a good move. By the reports I have read, his authority seems to be respected and his tax contributions have been outstanding. That all of my dominion lords were so generous!

"And despite this, he still has enough held over in the treasury to treat his king to a fine banquet during visitations. He did seem somewhat distracted during the festivities, but I must assume it concerned the affairs of town management.

"Why Father counseled against appointing Lernal I do not know.

"Still, the zzonga smuggling seems to continue unabated, and it has to be coming from somewhere in Landfall. The runners are like ghosts upon the water, as if they knew where the interdictors would be.

"I will have to increase coordination with Lernal."

*From the Diary of King Ericall of Norwold, 1997 AY*

### On Landfall's Infamy

"Harlots, addicts, and abominable swill! That is what Landfall is. The blue-blooded Alphatians should thank us to go in and burn down that rat-infested hole in the wall.

"Vanya's will be done, one day the Order shall cleanse the place.

"Still, the town has its uses."

*Heldannic Order Chaplain Karl Krieger, to his Chapterhouse, 998 AC*

### On Disappearing in Landfall

"People come here for all sorts of reasons. Some seek fortune, others opportunity, and still others escape from a haunted past. Whatever the cause, Landfall is a chance to start over in life, and people take it.

"So when you hear someone disappeared in Landfall, likely as not, they just adopted a new identity and cut all ties to their former existence. It's best to be circumspect when asking about for old acquaintances, though. The folk in Landfall don't want old troubles following them here.

"Now, not everyone 'disappears' so nicely. Quite a few people wind up as nameless corpses littering the sound and streets. Worse are the ones kidnapped and shipped off to Odin-knows-where.

"But that's the way of things everywhere I suppose."

*Hrothgar Vinisen, to a newly arrived bounty hunter*

### On Southern Norwold

"As you can see clearly, General, Norwold's southern coastal region presents some serious military concerns.

"Much of the shoreline along the Sea of Dawn is ill-suited for major naval uses. The water is far too shallow for most of our vessels. Ostland reavers can take their longships in, but we are limited to places like Landfall and the newer settlements, Gameth and Lighthall.

"The Bay is both easily defended and easily isolated. The main problem lies in the fact that the Knights hold one of the seals while the Alphatians hold the other.

"The indigenous populations are indifferent to everyone, which was much the case when we held Oceansend. Apparently the mountain humanoid populations are very high, but they seem satisfied with only occasional raids into the coastal lowlands. There should be some routes into the heart of Norwold through their lands"

*Frederico Polikantakenos, Aide-de-camp to the Thyatian Norwold Taskforce*



## CREATING CHARACTERS FOR LANDFALL

“Look, I told you, guv’ner, it’s just the way things are done here. What’s one little dagger? It probably just fell out during customs, and no one knew where to put it back anyway.”

“But since you brought up equipment, what you’ve got just isn’t gonna cut it around here. You see any dragons around here?”

“No of course you don’t. (Well maybe that one I pointed out, but we aren’t really sure.) You need to arm yourself for what you’ll face in the here and now, not some damn fool quest into the mountains.

“Now take your standard issue fighter plate mail or suit armor. There you are briskly walking down the dock, when BAM, some clod pushes you into the drink.

“Happy swimming, pal.

“No, you need to think light and quick. Keep the heavy stuff in the locker.

“Trust me, I know what I’m talking about, or my name isn’t Thaddeus Lucius Bollinger.”

### Available Character Classes

All of the standard human classes and demihuman racial classes are available in Landfall. If permitted by the referee, most optional classes from previous Gazetteers – both fan-made and official – have a reasonable chance of being found in Landfall. Humanoid, gnome, and rake characters are particularly suited to this seedy town.

*The Streets of Landfall* also provides several new twists on the basic thief class, as well as rules for adding a touch of the rogue to the other classes. These are covered in the next two sections.

### Demographic Options

Landfall may be a seedy, crime-ridden town, but its population is a cosmopolitan mosaic drawn from every nation in the Known World. Nordurlanders, Thyatians, Alphatians, and Norwolders make up the greater majority, in declining order.

There is no correlation between ethnic heritage and class preference. Most individuals, regardless of background, are

fighters and thieves. Demihumans are likely outcasts or at least have strained relations with their home clans.

Beyond the confines of Landfall, the diversity disappears rapidly in favor of Nordurlanders and Norwolders. Alphatians have strong presences at Gameth and Lighthall, while Traladarans populated Saffir.

You may begin as a native character or a newcomer. If you opt for the former (with the referee’s permission), the referee will provide additional information about the society and town of Landfall.

### Language and Names

Landfall’s official language is Alphatian, but its common tongue is Thyatian. A player may choose either one as his or her character’s primary language. Alternatively, the character’s native tongue could be ethnically determined. There are no restrictions on bonus or skill languages – if it occurs in the Known World, Norwold, on the Isle of Dawn or Alphatia, then someone, somewhere likely speaks it. Even the local humanoid and giantish languages are accessible.

Residents of Gameth or Lighthall should have Alphatian as their first language, while those at Saffir should start with Traladaran, Alphatian, or Norwolder.

Some characters in Landfall also use one or more aliases to avoid trouble tracking them down.

### Starting Skills

In keeping with the colorful nature of Landfall, a starting character can have any combination of skills that the player desires. Be sure to consult the list of recommended skills in the next section for ideas.

### Armor and Equipment

Leather-based armors are ubiquitous, but heavier forms – often incomplete or mixed – can be found in many parts of the town. Weapons range from the mundane to the exotic, and everyone carries a dagger.

### Other Game Systems

The Streets of Landfall is useable for game systems other than OD&D. Here are guidelines for translation.

For First Edition, thieves, thief-acrobats, fighters, and illusionists are the classes in highest demand. The indigenous population supports barbarians and rangers, but urban equivalents do exist in Landfall. Many Alphatian magic-users have taken to setting up isolated keeps in the area of the southern Skaufskogr. Cavaliers and paladins are nominally absent in Landfall but can be found at Lighthall. There are few monks, a decent number of bards, and a sizeable number of assassins present.

Under Second Edition AD&D, the following kits: academician, acrobat, adventurer, adviser, animal master, archer, assassin, astrologer, avenger, axe for hire, bandit, barbarian, berserker, battlerager, beggar, bilker, blade, bounty hunter, buccaneer, buffoon, burglar, cartographer, charlatan, collector, cutpurse, diplomat, entertainer, envoy, errant, expatriate, explorer, fence, gallant, gentleman adventurer, ghetto fighter, gnome professor, gypsy bard, hedge wizard, herbalist, holy slayer, infiltrator, investigator, jester, jongleur, locksmith, loremaster, mercenary, merchant, mouseburglar, outcast, outlaw, pardoner, peasant hero, pirate, pit fighter, preacher, pugilist, riddlemaster, savage, scavenger, scholar, scout, seadog, seeker, sellsowrd, shadow, sharpshooter, skald, smuggler, spellfilcher, spy, stalker, streetfighter, swashbuckler, swindler, thug, trader, tramp, traveler, troubleshooter, tumbler, tunnelrat, urchin, vagabond, vanisher, vermin slayer, wayfinder, wilderness warrior, and witch.

Good choices for a specialist wizard are Enchantment/Charm, Divination and Illusion.

For campaigns under 3.x, *The Complete Adventurer* and *The Complete Scoundrel* are invaluable resources. The sorcerer and barbarian are perfect character choices among the native populations. Monks and the lone psionicist are acceptable here. It is recommended that dwarven characters not be permitted to cast arcane magic.

## SCOUNDRELS FOR EVERY CLASS

“Don’t give me that look. You said you wanted a job, didn’t ya?”

“Look I know you couldn’t pick the pocket of a dead man, but I’m not asking you to. There’s more to the fine arts of ... ‘acquisition’ ... than whatever it is you’ve been reading. (And what have you been reading? It’s time to think outside the box, fella).

“Why one of the greatest thieving pairs I’ve ever had the good fortune to meet was some Hagogmerian barbarian bloke and his Ethengarian hakoman buddy. But that’s another story.

“Look, gov’ner, you just need to realize how to whatchemacallit, capitalize on what you can do.

“I know what I’m talking about here, or my name isn’t Thaddeus Lucius Bierstadt”

A life of crime or daring-do is the stock in trade for thieves and their ilk, but other character classes can have a little of the rogue in them as well. This effect can be achieved easily without any alteration to the basic character class.

### Fighters

Fighters who work outside the reach of the law, or enjoy the life of a tomb raider, look far different from the heavily armored knights that are seen elsewhere. Mobility is essential, as is the case with concealed weapons, too. The equipment configurations displayed show a variety greater than that exhibited by gladiators.

**Armor:** The fighter should ditch the plate mail and shield. In fact, leather or scale mail is the only thing light and flexible enough to work.

**Weapons:** Every weapon is available, but the scoundrel fighter tends to limit himself to short sword, dagger, lasso, net, bola, club, mace, blowgun, crossbow, blackjack, and cestus.

**Skill Suggestions:** Boxing, Brawling, Heave, Intimidate, Muscle, Porter, Sprinting, Wrestling, Know Terrain, Set Trap, Signaling, Tracking, Empathy, Trainer, Detect Deception, Detect Ambush, Hear Noise, Orientation, Alertness, Climbing, Ledge Hopping, Riding, Endurance, Fighting Frenzy, Lookout, Sleeping, Swimming

**Working the Job:** Fighters are perfect enforcers, bounty hunters, and assassins. They also make excellent muggers. In parties, the fighter is the expert at the smash and grab as well as knocking down doors, bending bars, and other feats of strain.

### Clerics

Like the fighter, the roguish cleric is distinct from the common stereotype of crusaders and mace-wielding priests, with an emphasis on mobility and concealment of arms. What separates the two base classes, however, is that the cleric must rationalize his or her activities in the context of their alignment or belief system to maintain the traditional clerical abilities.

**Armor:** Leather and scale mail are most suited.

**Weapons:** The cleric’s normal suite of weapons are all acceptable, but the blackjack, club, staff, cestus, bola, net, and sling are best.

**Recommended Skills:** Intimidate, Know Terrain, Language, Organization, Lip Reading, Legend Lore, Set Trap, Negotiating, Empathy, Trainer/Handling, Executioner, Detect Deception, Detect Danger, Etiquette, Guidance, Hear Noise, Orientation, Find Traps, Netmaking, Riding, Scribe, Forgery, Sewing, Advocate, Deceive, Persuasion

**Working the Job:** Criminal groups (and their anti-crime counterparts) need mob clerics to administer aid. Clerics also make good consiglies, but others use their vestments to scam parishners. Clerical assassins are exceedingly rare but can serve otherwise beneficent orders – they accept unto themselves the duty and burden to do what must be done, or they grow out of control and become a feverish version of their former selves. Tomb raiding is a more noble pursuit for the clerical scoundrel, as is bounty hunting.

#### Recommended Clerical Spells

**1<sup>st</sup> level:** Detect Evil, Detect Magic, Light, Darkness, Resist Cold

**2<sup>nd</sup>:** Find Traps, Hold Person, Free Person, Know Alignment, Confuse

Alignment, Resist Fire, Remove Fear, Silence 15’ Radius, Speak with Animal

**3<sup>rd</sup>:** Continual Light, Continual Darkness, Locate Object

**4<sup>th</sup>:** Dispel Magic, Neutralize Poison, Create Poison

**5<sup>th</sup>:** Dispel Evil, Truesight

**6<sup>th</sup>:** Aerial Servant, Animate Objects, Remove Barrier, Find the Path, Word of Recall, Babble

**7<sup>th</sup>:** Survival, Travel, Wish, Wizardry

### Magic-Users

Of all the other base classes, the magic-user is a perfect template for a roguish character. All that is required is some creative uses of the standard spells (Floating Disc is particularly rich in this regard).

**Armor:** none.

**Weapons:** dagger only, or the optional expanded list.

**Recommended Skills:** Appraisal, Banking/Finance, Gambling, Gemcutting, Herbalist, Jeweler, Know Terrain, Language, Cryptography, Legend Lore, Mimicry, Cheating, Juggling, Scribe, Slow Respiration, Allure

**Working the Job:** Magic-users are often used as counselors or in-house magists, but their skill sets make them excellent cat-burglars, bounty hunters, assassins, spies, and pennyweights.

#### Recommended Magical Spells

**1<sup>st</sup>:** Analyze, Charm Person, Detect Magic, Floating Disc, Hold Portal, Light, Darkness, Read Languages, Read Magic, Sleep, Ventriloquism

**2<sup>nd</sup>:** Continual Light, Continual Darkness, Detect Invisible, Entangle, ESP, Mindmask, Invisibility, Knock, Levitate, Locate Object, Web, Wizard Lock

**3<sup>rd</sup>:** Clairvoyance, Dispel Magic, Fly, Haste, Slow, Hold Person, Free Person, Infravision, Invisibility 10’ Radius, Protection from Normal Missiles, Water Breathing

**4<sup>th</sup>:** Charm Monster, Confusion, Dimension Door, Shrink Plants, Hallucinatory Terrain, Polymorph Self, Wizard Eye

## SCOUNDRELS FOR EVERY CLASS

**5<sup>th</sup>:** Dissolve, Feeblemind, Hold Monster, Free Monster, Passwall, Telekinesis, Teleport

**6<sup>th</sup>:** Anti-magic Shell, Disintegrate, Invisible Stalker, Lower Water, Move Earth

**7<sup>th</sup>:** Lore, Magic Door, Magic Lock, Mass Invisibility, Appear, Statue, Teleport Any Object

**8<sup>th</sup>:** Mass Charm, Mind Barrier, Open Mind, Travel

**9<sup>th</sup>:** Immunity, Shapechange, Survival, Timestop, Wish

### Demihumans

Elves, halflings, and dwarves should be treated in a manner similar to Fighters. The shortbow, sling, and hand axe or throwing hammer are culturally specific weapons, respectively, that would likely still be used by demihuman thieves.

**Recommended Skills (Elves):** Sprinting, Herbalist, Hiding, Know Terrain, Signaling, Tracking, Trailing, Empathy, Detect Danger, Hear Noise, Orientation, Acrobatics, Tightrope Walking, Alertness, Blind Shooting, Treewalking, Ledge Hopping, Rapid Fire, Riding, Long-sight, Lookout

**Recommended Skills (Halflings):** Appraisal, Banking/Finance, Barkeeping, Brewing, Disguise, Gambling, Hiding, Language, Lawyer, Lip Reading, Organization, Profession, Cooking, Guidance, Cheating, Escape Artist, Evade, Juggling, Scribe, Acting, Ambassador, Storytelling, Fence Goods

**Recommended Skills (Dwarves):** Brawling, Heave, Intimidate, Muscle, Smithing, Wrestling, Appraisal, Gem-cutter, Gambling, Jeweler, Know Terrain, Signaling, Set Trap, Orientation in Caves, Tracking, Mountaineering, Drinking, Drumbeat, Endurance, Fighting Frenzy, Resist

**Working the Job:** With their naturally keen senses, elves make excellent scouts, spies, and bounty hunters. Their developed agility and sense of balance are also useful as cat-burglars. Halflings can work the scene as a storefront operator for fencing or smuggling operations, but their small size makes them ideal spies. During heists,

the halfling is best at being a mouse-burglar. Dwarves work as enforcers and bouncers but rarely as bounty hunters. Tomb raiding is lucrative for the adventure-minded, but an underworld dwarf will find his talents needed for setting traps, or as a locksmith or box-man.

### Druids

Despite the seeming incongruity, a druid can be a thieving or roguish character. Like the cleric, the druid needs to place his or her activities in the context of some version of natural balance – perhaps as an urban ecologist.

**Armor:** leather only.

**Weapons:** blackjack, club, torch, staff, bola, cestus, net, sling, thrown rock

**Recommended Skills:** Heave, High Jump, Intimidate, Jumping, Lumberjack, Sprinting, Brewing, Drover, Herbalist, Hiding, Know Terrain, Animal Lore, Signaling, Tracking, Set Trap, Empathy, Training/Handling, Detect Danger, Hear Noise, Orientation, Alertness, Climbing, Evade, Ledge Hopping, Move Silently, Netmaking, Potter, Rider, Sewing, Endurance, Distance Running, Sleeping, Slow Respiration, Swimming, Sound Imitation

**Working the Job:** Druids are useful as scouts and couriers, but their abilities are very useful in dealing with animal or plant guardians. Pickpocketing with the aid of furry companions is another common approach.

### Recommended Druidic Spells

**1<sup>st</sup>:** Detect Danger, Locate

**2<sup>nd</sup>:** Obscure

**3<sup>rd</sup>:** Hold Animal, Protection from Poison, Water Breathing

**4<sup>th</sup>:** Plant Door, Protection from Lightning, Summon Animals

**5<sup>th</sup>:** Dissolve, Pass Plant

**6<sup>th</sup>:** Transport Through Plants, Turn Wood

**7<sup>th</sup>:** none

### Knights

Knights (and the AD&D equivalent cavalier) are the class option least suited to a life of skullduggery. Their options are nominally limited to serving as an enforcer or white-collar crimes such as forgery and embezzlement.

**Recommended Skills:** Intimidate, Appraisal, Banking/Finance, Gambling, Cheating, Lawyer, Literature, Organization, Vessel Identification, Etiquette, Guidance, Bargaining, Leadership, Escort, Bluff

### Paladins

Clearly, no self-respecting paladin would find himself working for the criminal elements of society, but his drive for justice and righteousness still might lead him into the underworld. Beyond the scope of a corrupt authority, the paladin fights to turn society into a better community. Armor and Weapon restrictions are similar as per a fighter, but chain mail is also worn.

**Recommended Skills:** Intimidate, Smithing, Know Terrain, Language, Tracking, Detect Danger, Orientation, Acrobatics, Alertness, Climbing, Evade, Riding, Endurance, Persuasion, Allure, Escort

**Working the Job:** The roguish paladin is either a crime-fighter or a tomb-raiding adventurer undertaking holy quests.

### Avenger

As interpreted in *Gaz F4*, the avenger is not merely an anti-paladin. He or she is dedicated to tearing down and destroying a target such as a society. The avenger is a perfect class option for the worst, most anti-social elements of the criminal underworld. Their weapon selection is the most varied and includes the heavier weapons not typical of the roguish fighter.

**Recommended Skills:** Heave, Intimidate, Know Terrain, Tracking, Monster Empathy, Monster Training, Executioner, Orientation, Cheating, Climbing, Riding, Bargaining, Deceive

**Working the Job:** An avenger would never stoop to serving as an enforcer or bodyguard. He or she



## SCOUNDRELS FOR EVERY CLASS

contracts out for bounties and assassinations. Their approach to crime is smash and grab, mugging, and extortion.

### Mystic

The mystic (monk in AD&D) is easily adaptable to a roguish existence. Many orders are dedicated to the practice of a particular form of crime (such as cat-burglarly). The class armor and weapon restrictions apply normally. The class skill of Acrobatics covers multiple general skills.

**Recommended Skills:** Intimidate, Herbalist, Know Terrain, Mimicry, Watercraft, Signaling, Tracking, Animal Empathy, Animal Handling, Escape Artist, Juggling, Endurance, Slow Respiration, Swimming, Disguise, Sound Imitation

**Working the Job:** Mystics are employed as enforcers, cat-burglars, and assassins.

### Thief Skills for Non-Thieves

Under the RC skills system, there is one skill, Stealth, that mimics a thief ability (Move Silently). Stealth is limited to a particular terrain type, but its success rate is much higher than what a first level thief can hope for. Below are optional rules that permit non-thieves to pick up thief skills without unbalancing the relative chances of success.

**Optional Rule 1:** Any of the basic percentile-based thief skills may be purchased individually at the rate of 1 thief level per skill slot.

**Optional Rule 2:** Stealth (specialized) offers Move Silently at the rate of 3 thief levels per skill slot. (e.g. a first level forester could Move Silently in woodlands at 30% but not anywhere else.)

**Optional Rule 3:** The Read Languages skill can be purchased under Linguistics at 20% success per slot (Maximum chance of success 80%).

**Optional Rule 4:** Backstabbing requires two weapon mastery levels and cannot be taken with first level slots. This is weapon specific for non-thieves.

**Optional Rule 5:** Other classes may have an advanced class option (a prestige class in 3.x parlance) such as the paladin. In the class option, the character gains some or all thief abilities at the level rate of 1/3. (See the Experten in *Gaz F7 The Heldannic Order* for an example).

**Optional Rule 6:** Demihumans may be single-class thieves rather than fighters. Each race retains its standard detection and special abilities suite, including the advanced bonuses against certain attacks. Hit points do not accumulate beyond the traditional racial limit, but levels may extend up to 36<sup>th</sup> level. Multiple attacks are not received.

**Elven Scouts and Adventurers:** d6 hit die, cleric's XP progression.

**Halfling Thief:** d4 hit die, thief's progression; may use either racial or class hiding abilities.

**Dwarven Mechanic:** d6 hit die, cleric's XP progression; may use either racial or class trap finding ability.

**Elf and Dwarf Alternative:** use d4 hit die and the thief's progression with a 5% increase in XP.

Racial modifications to rolls are not included here. The normal racial detection skills give an early edge to the demihuman thief that ultimately disappears as characters advance.

Other game systems already have in place rules for demihuman thieves, which should supercede these OD&D options. Also, your referee may have alternative rules or adjustments for these race-class combinations.

### New Skills

**Banking/Finance [Int]:** The character can manage money and investments and audit another's records. The amount (gp) that can be managed is equal to 1000 times the square of the skill level. All characters are assumed to be able to handle their personal finances, unless the referee deems otherwise.

**Barkeeping [Int]:** The character has knowledge of a repertoire of different drinks. To prepare a specific drink, the character must first make a check to know the drink (automatic to -10) and then make a second check to produce the

drink.

**Boxing [Str]:** specialized unarmed combat that allows the use of sharp thongs (1d3). The character can perform knockouts as if his hands were saps.

**Brewing [Wis]:** The character can create flavored beers.

**Brawling [Str]:** specialized form of fighting in crowds using furniture, swinging from chandeliers, etc. It is primarily a non-lethal (d4) form of combat. Characters reduced to 0 hit points are knocked unconscious, waking in 5-10 minutes with half their hit points recovered. On a successful brawl skill check, the damage may be spread among up to 10 individuals. A failure indicates that the damage is spread among the character's allies.

**Drayer [Int]:** Cargomasters use this skill to properly balance, pack and unpack freight in wagons or ships (choice must be made initially). The skill check is penalized for every 100/1000 pounds of weight. A drayer can also estimate cargo capacity and current load. A failure of more than 10 causes the carrier to tip or list. Lesser failures modify driver or pilot checks.

**Escape Artist [Dex]:** The character can contort all or part of his body to escape from being tied up or chained, through narrow shafts, etc.

**Evade [Dex]:** The character can move an additional 10'/rd for 10 rounds in terrain that provides obstructions (i.e. not open). The character must change direction each round. The character then makes a check, and if successful, the pursuer has (momentarily) lost sight of his quarry and must search for clues to begin again.

**Executioner (Interrogate) [Wis, Cha]:** This persuasion is useful in the interrogation of prisoners. A successful skill check will also allow the character to deliver a relatively painless coup de grace strike against a restrained target.

**Fighting Frenzy [Con]:** With a successful round (each round) a character can continue to fight after reaching 0 hp.

## SCOUNDRELS FOR EVERY CLASS

**Fighting Instinct [Wis]:** The character gains a +1 to initiative. A single roll is made at the beginning of an encounter.

**Forgery [Int, Dex]:** The character is able to reproduce another's handwriting and produce false documents. Art forgery requires the Artisan skill. Currency forgery requires Metalworking (coins), Gemcutting (gems), or Printing (paper).

**Guidance/Counsel [Cha, Cha]:** The character can provide recommendations, or just listen, to the problems of another. A check can calm someone. For recommendations, begin at -5 and improve by +1 for every 15 minutes of success listening.

**Heave [Str]:** This skill applies to any situation that requires an explosive burst. This includes caber tosses, ripping flooring off, and throwing large rocks. The amount of weight that can be heaved is determined by adding one quarter of the skill level (rounded up) to the strength score. Distance tossed is equal to  $(25 + \text{strength bonus} + \text{skill level}) / \text{weight (pounds)}$ . Heave may be used in combat with the targeting AC equal to  $15 - \text{the distance in feet} + \text{dexterity or magic bonus}$ , but distance may not exceed the limit above.

**Herbalist [Int]:** The character can locate, harvest, and identify various herbs and plants and make minor curatives (1d3 points, aids to coughing, fever).

**Hiding [Wis]:** With this skill, the character can conceal himself or objects for prolonged times.

**Jeweler [Int]:** The character can appraise the value of a gem or piece of jewelry, identify the creator of the item, and package the item for transport.

**Jumping, High [Str]:** This skill covers vertical leaping. The character can jump a height (in inches) equal to their height  $- 36 + 3x$  (strength bonus + skill slots) + 1d12.

**Jumping, Long [Str]:** This skill allows the character to perform the long jump ( $2d6 \text{ feet} + (\text{strength bonus} + \text{skill slot})/2$ ) and the broad jump ( $1d6 \text{ feet} + (\text{bonus} + \text{skill})/4$ ). Halteres, a weight dropped in flight, can be used to increase distance by another 1d4 feet.

**Language [Int]:** The character can speak, read, write or listen to a particular language. To speak without an accent is checked at -5.

**Ledge Hopping [Dex]:** The character can navigate from ledge to ledge and continue to move (at half to three-quarter speed). The gap that can be traversed is equal to the character's height plus 1" per skill level. For leaps of greater distances, the character must use the Jumping skill to cover the distance and the Ledge Hopping skill to land or grasp (movement is not continued). This skill can also be used in an urban environment.

**Linguistics [Int]:** This academic study covers sound production, language structure, writing systems, and historical linguistic change. It is checked against d00, starting at 20%, +/-5% per Intelligence bonus. A successful check allows the PC a quick grasp of the rudiments of a language and the ability to "fake" having a skill equal to 1+ one third of the beat score. The base chance of success assumes 1 week exposure. Penalize -10% for only one hour, or -25% at the time of first exposure. After a month, the character gains +5% per month, up to +50%. Used against the writings of ancient languages, penalize the score by -5% per 300 years. A Rosetta stone implement grants a +25% bonus, assuming one language is known.

**Long-sight [Con]:** The character's eyesight is superb, and he or she has 20% greater range of vision.

**Lookout [Con]:** The PC can maintain attention on sentry or stakeout.

**Mountaineering [Dex]:** This skill combines the climbing skill and Know Terrain skill for mountains.

**Muscle [Str]:** Muscle applies to sustained strain lifting such as holding up a ceiling. The weight that can be lifted is determined by adding one third of the skill level (rounded up) to the strength of the character. This strain may be maintained for a number of rounds equal to the skill check plus twice the strength level difference (see Heave).

**Negotiating [Int, Wis, Cha]:** This is the ability to work out a deal between opposing parties. If used by a

mediator, a skill check will reveal whether a compromise may be reached and what that compromise is. Used by one of the parties, a successful skill can improve the deal reached.

**Organization [Int]:** This skill permits a character to organize the affairs and effects of himself or another. This is important for consiglios, majordomos, valets, chamberlains, and maids.

**Pole Vaulting [Str, Dex]:** With a sufficiently supple pole, the character can launch herself into the air. The height achieved is equal (in inches) to the pole height  $- 48 + 6x$  (strength bonus + skill level) + 2d12. The pole cannot exceed 10 feet + 1 foot per skill level. Used to cover distance, a vaulter can travel up to twice the pole length. Both styles of vaulting require a planting site, and the character is subject to falling damage.

**Rapid Fire [Dex]:** The character gains an extra shot with the bow. Each shot is at -3 three to hit. Failure means only one wasted shot and loss of initiative in the next round.

**Resist [Var]:** The PC gains +1 to one save, permanently. If taken against a specific agent (such wolfsbane) the save is +2.

**Running, Distance [Con]:** The character's limits of activity are in turns not rounds.

**Scribe [Dex]:** The character is skilled at writing legible documents for either utilitarian or artistic purposes.

**Set Trap [Int, Dex]:** The character can trap an item such as a door or chest. It does not cover snares.

**Sewing [Dex]:** The character can sew clothes and other fabric items, including the rigging for sails. The character can also sew up wounds.

**Slow Respiration [Con]:** This is used to breathe in confined space (-1 per day).

**Sprinting [Str]:** The character increases his running by 1 foot per round per level for up to 10 rounds. The speed may be maintained after 10 rounds by making a successful endurance check -3 times the number rounds sprinting. This check must be performed each round.

## TOOLS AND TRICKS OF THE TRADE

“Now you look the part, gov’ner.”

You feel ridiculous wearing a harness over leather armor so thin that the original cow must have been invisible. Festooned on the numerous hooks and rings were daggers, vials of acid, a pair of wire cutters, and a crowbar.

“There’s nothing you couldn’t get into now, my boy.”

Thaddeus unfolds a bit of paper, glances it over for a minute, then refolds the paper and replaces it in his shirt pocket.

“Okay, you didn’t want to do anything ‘heavy’ your first go out – and hey I don’t blame, you gotta walk before you crawl or something.

“Now, according to my sources, there is a gentleman in need of the retrieval of one his lost wares. Offering a good 10 gold for the lay.

“Yep, old Thaddeus Lucius Beauregard has done right by you, gov’ner, and when we’re a-done, I’ll show you how we can spend our – I mean your – earnings.”

Those who go into the thieving professions have need for items beyond a set of lockpicks. The following weapons and items are common to the underworld. [Some items have been adapted from *The Complete Thief’s Handbook* for 2<sup>nd</sup> Edition – Ed.]

### Weapons

**Pin:** A 1-2 inch pin does only 1 point of damage, and strength modifiers do not apply. It is used most often to deliver a poison or other chemical agent. Pins are easily concealed in other devices, such as rings. With the Backstab, a pin can be driven into an opponent’s eye.

**Razor:** A razor is another easily concealed weapon. It consists of an extremely sharp, 1-inch blade that may or may not be attached to a handle. A razor only inflicts 1d2 points of damage (no strength modifier), but when used with the Backstab, it can wound (double damage), gash (1d2 for 1d10 rounds afterwards), or cause to bleed out (1d4/rd indefinitely until healed by a cleric or surgeon). Use the standard Weapon Special Effects to apply these effects. Gashes and bleeding outs can be reduced

to 1 and 1d2 points/rd respectively by applying pressure to the wound.

**Garotte:** a garotte is a knotted or bladed cord used to choke an opponent. A garotte (or similar, improvised weapon) can only be used from behind the victim. The victim can hold out a number of rounds equal to one third their constitution score before succumbing to unconsciousness (treat as knockout). If the garotte is applied for another three rounds, the victim is choked to death.

Before lapsing into unconsciousness, the victim is able to strike his attacker at -4 to hit. The attacker must save against Death Ray for each hit he suffers or lose his grip on the hold. A freed victim is subject to the effects of Stun.

**Lariat:** Also known as a lasso, the lariat is a rope (up to 40’) which has a large, slip-knot loop tied at one end. Treat the lariat as a net for purposes of entanglement. Lassos can also capture parts of a creature (i.e. horns or arms) as a called shot. For mastery options, see Gaz12. Used 1/3 rounds, 10/20/30, 12cn.

**Folding Bow:** The folding bow is an assassin’s tool that permits inconspicuous transport. Range: 40/80/120, -1 damage.

**Sword Stick:** a stick that contains a short sword blade, -1 damage.

### Equipment

**Acid (1 vial):** a simple metal corrosive that can eat through a lock. The lock removed on a failed save (13). An unremoved lock is ruined unless it succeeds in a second save. Acid takes 3d6 rds to complete its activity.

**Arm Sling:** a cloth arm restraint; -5% PP, but chance of discovery are halved.

**Charcoal/Plant Dye:** used to discolor appearance at night or in the outdoors, respectively; +5% HinS

**Chisel:** used to break open a lock; chance of success is 33%+1/5 OL. Requires a hammer and 3d20 rds.

**Climbing Dagger:** a stiff, flat 6-8” blade that is more easily inserted into wood or brick (useless with smooth surfaces); +10CW, 1d2 damage

**Crowbar:** a 4 pound wrought iron bar, +10% bend bars, treat as a club in combat

**Darksuit:** blackened attire, +10% HinS

**Woodland Camouflage Suit:** attire colored and decorated to aid hiding in the outdoors, +10% HinS

**Footpads:** foot covers designed to reduce noise, +5%MS, -5%CW

**Grappling Hook:** a multi-pronged hook used to anchor a tossed rope.

**Hacksaw:** a saw useful in cutting metal and wood; it takes 2d6 turns to cut around a lock and 3d6 turns to cut through it, if the blade can be brought to bear.

**Harness:** a vest that fits over leather armor with rings and hooks to attach other equipment.

**Iron Spike:** standard adventuring spikes. Hammering in a spike takes 1d4 rds. If used to anchor a climbing rope, there is a 10% chance per 150 pounds held held that the spike comes loose (15% if in ice).

**Keymaking Set:** a kit designed to produce soft-metal replicas of keys. Requires 1d4 hrs to make, and checks are at -2 if duplicate is taken from a simple wax impression.

**Powder:** requires a -6 penalty to be delivered correctly, but negates armor and shield benefits. Powders last 2d4 +2 rds before dissipating. Example powders include blinding, sneezing, coughing, and sleeping.

**Oil:** Oil lubrication negates any penalties for rusty locks or traps. It takes 1 rd to apply, and d6+4 rds to take effect. Consider a flask of oil holds 10 applications. Particularly rusty devices may need multiple treatments (referee’s decision)

**Listening Cone:** a cone applied to a wall for listening; +10% HN

**Clawed Gloves and Shoes:** pronged coverings; +5%CW each for smoothed/cracked surfaces, +10% for other surfaces. -5/15% MS, +1 to damage with fist.

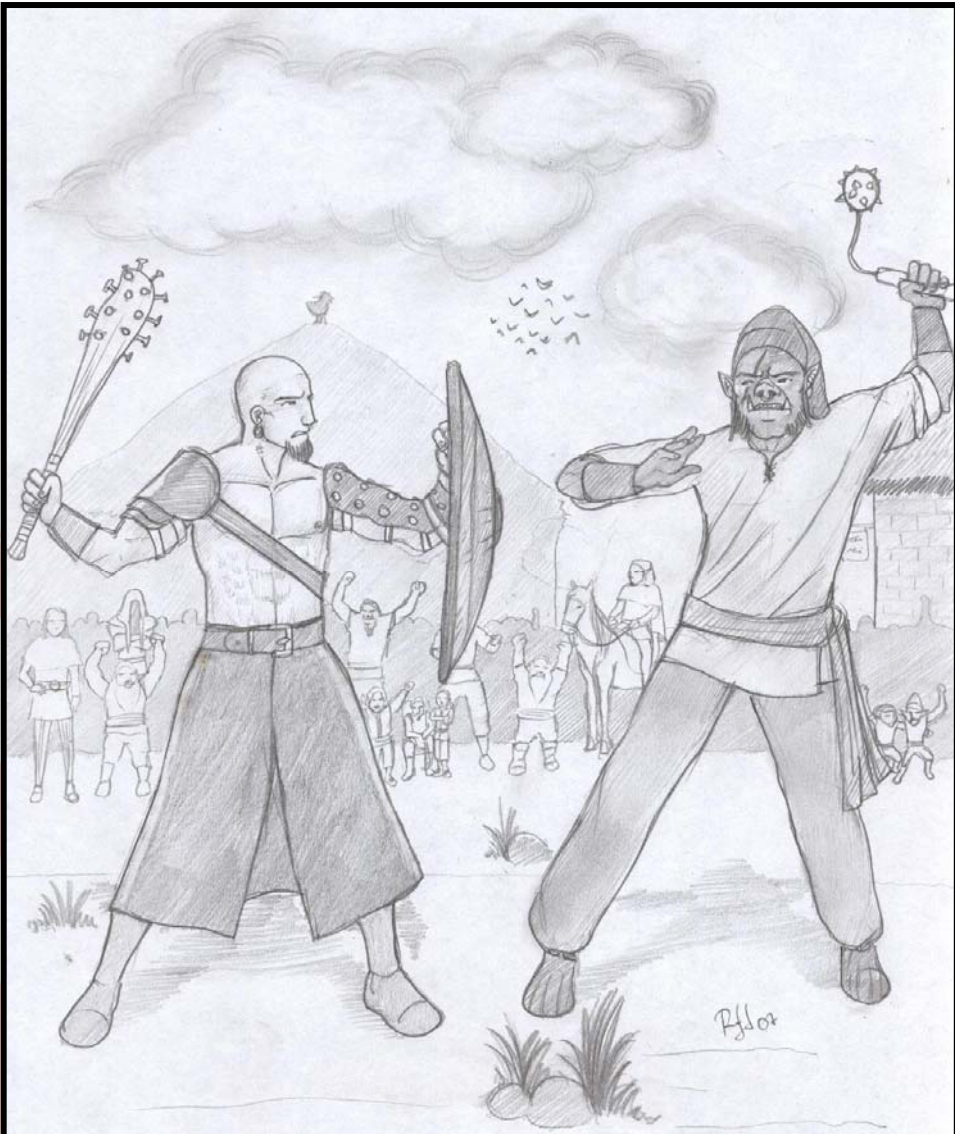
**Odor Sprays:** used to distract animals or to repel sentients; examples: dog pepper, catstink, tabi stink, aniseed, skunk odor, shark repellent

**Poison:** used to harm or induce a state in a victim. Examples: animal venom, allergens, creature poisons, sleeping agents, mood altering drugs (zzonga)



## TOOLS AND TRICKS OF THE TRADE

Acid (1 vial) .....	50gp (1cn)
Chisel (3).....	2gp (1cn)
Hacksaw .....	3gp (10cn)
Hacksaw, Blade.....	6sp
File, Metal .....	5sp
Wire Cutters .....	5gp
Funnel, Small .....	3cp
Footpad's Boots: .....	8gp (30cn)
Darksuit/Camo Suit .....	30/35gp (50cn)
Charcoal/Plant Dye .....	2cp
Listening Cone .....	2gp
Clawed Gloves .....	25gp (1cn)
Clawed Shoes .....	15gp (1cn)
Climbing Dagger .....	5gp (1cn)
Crowbar.....	6sp (40cn)
Glasscutter.....	120gp (1cn)
Harness.....	25gp (2cn)
Keymaking Set.....	60gp (60cn)
Wax, block .....	3cp
Aniseed.....	2sp
Caltrops (10).....	3gp (1cn)
Catstink .....	40gp
Dog Pepper.....	1sp
Marbles (30).....	2sp
Hollow Boots .....	15gp (30cn)
Hand Lamp.....	10gp (5cn)
Folding Bow.....	45gp (20cn)
Pin Ring (Iron/Silver).....	2/10gp
Sword Stick .....	25gp (40cn)
Wrist Sheath .....	3sp
Blade Boots .....	15gp (30cn)
False Scabbard .....	12gp (1-20cn)
Hand Warming Lamp.....	2sp
Marked Cards .....	5gp
Biased Dice (4, bone/ivory).....	5/20gp
Razor Ring (Iron/Silver).....	2/10gp
Arm Sling .....	3cp
String (100 feet) .....	3sp



### Have you ever ...

Below are examples of different, and occasionally bizarre, applications of the basic thieving skills as well as tactical suggestions. The ultimate chances for success are at the discretion of the individual referee.

**Open Locks:** undo chastity garments, improvise picks, reset a lock, rethread a waist drawstring, undo a Gordian Knot

**Find Traps:** search a person for concealed items, locate hidden compartments and secret doors, give a massage

**Remove Traps:** reset a trap, rig a remote trigger, pull a dragon's tooth

**Climb Walls:** climb the back of a giant creature to strike a blow against an exposed spot

**Move Silently:** blend in among zombies, move noisily to distract attention away from others, slip out of a lover's bed

**Hide in Shadows:** hide in a crowd, hide among statuary with makeup, hide in the snow

**Pick Pockets:** switch out objects on a pressure plate; grab the head of a serpent, slip an item into another's pocket, grab an opponent's weapon, control the outcome of a die roll, use a buddy to distract the mark

**Hear Noise:** listen for tumblers in a lock, pick out a signal in a crowd, listen for an accent on a mark, overhear a conversation, predict the arrival of rain

**Backstab:** double the chance of a knock-out with a blackjack, work as a sniper

**Read Languages:** read the impressions on a note pad, identify a signature, read body language

**Poles:** attach mirrors, hooks, and small cutting blades to use as tool extensions; notch a stiff pole to easily climb a wall.

**Escape:** throw marbles, oil or caltrops, use odorous scents or run through water to impair animal tracking, use a grappling hook and rope to safely leap off a building

## SPECIAL RULES FOR THIEVES AND THIEVES' GUILDS

"I told you Fallen Alley would be fun, guv'ner. Now did Thaddeus Lucius Barimoor speak true or woi?"

Flushed from your first successful venture, and the dubious rewards that followed, you and Thaddeus had come to a watering hole a few blocks off of Capital to refresh and regroup.

On the way to your table you brushed the back of bar patron, who spun around to face you.

"So sorry, so sorry, sir," interjected Thaddeus. "It was all my fault, really. I pushed this poor fellow into you. Please, a drink for both of you on me?"

The stranger nodded his head in ascent and returned to contemplate his beer. Thaddeus hurriedly channeled you into the back of the bar.

"You best be careful. He's got the death sentence in twelve ports.

"Listen well, guv'ner. Not every thief is thief. Some are down right mean as spit, and if you want to stay around here for long, you're gonna hafta recognize what's what."

### Existing Thief Variants

The standard OD&D thief is constructed around an archetypal, well-rounded scoundrel-adventurer. As the system and the Mystara game world developed, alternate views of the thief and other roguish characters emerged. Examples include:

**Bard, Robrennian (Dragon 177):** A non-magical entertainer with a special blend of music, singing, and storytelling. The bard trades in Backstab and Pick Pockets for a daily charm. This charm affects a person (3<sup>rd</sup>), intelligent monster (9<sup>th</sup>), or plant (15<sup>th</sup>) (HD up to 1/3 bard level) after three rounds of reciting poetry. A failed skill check against the weakest skill grants the victim a +3 bonus to the save. Alternatively the charm can affect morale +/-2 or eagerness to fight (+/-1 to hit).

**Bratak (Gaz12):** A bratak is a scout, spy, and emissary of the Golden Khan of Ethengar that is skilled in disguise. A bratak can use the lance, is adept at horse archery, and at 9<sup>th</sup> can head a bratak school with 1d3 pupils.

**Drake (PC1):** Mandrakes, wooddrakes, and colddrakes are fairy-kin with a penchant for thieving activities.

**Experten (Gaz F7):** The Experten are a name-level roguish option for clerics (or other classes) that fight vampires, lycanthropes or other spawns of chaos. Thief-level advancement occurs at the rate of 1/3. The Experten are also extremely versed in researching a problem, and they tend to attract the attention of powerful adversaries.

**Guardian (HW2):** The guardian designs pyramid traps for pyramids. For a -1 penalty to attack, the guardian gains +10 F/RT, can avoid the effects of a sprung trap (% level), and can set traps (as RT).

**Headman (Masters Set):** The Headman or Thug work as executioners and assassins. In BECMI/RC, the Headman is treated as a monster, not a PC class. See below for variants.

**Lockmaster (HW2):** The Lockmaster is a type of locksmith in tune with pyramid energy. The Lockmaster (-1 to hit) can gain a bonus to OL via knowledge of make's style and can appraise gems. At 5<sup>th</sup>, the character can use pyramid power in a flowkey to defeat – but not destroy – magical locks (15%+5/lvl).

**Magician (Gaz F5):** The magician is a street entertainer with poor combat progression but capable of picking pockets and performing two other skills as athief. At 9<sup>th</sup>, the magician can wield true magic within particular magic schools.

**Rake (DDA1):** The gentlemanly rogue, the rake forfeits the ability to backstab and pickpockets but gains the ability to dodge (DDA1 version). With initiative, the dodge (rolled on HS) is taken against 1 melee attack. If the rake declares no attacks, he or shee can dodge each melee attack. The rake also receives +1 Cha. As an optional rule, the character can receive a +2 reaction from members of the opposite sex. Used against opponents, it can cause them to speak on about their plans.

**Royal Seal Bearers (HW2):** Royal Seal Bearers are messengers and ambassadors of Nithia specializing in makeup disguise, eidetic memory (memorize any conversation 10% + 10/2 lvl). The Seal Bearer gains skill advantages within man-made structures but has to spend 100gp/lvl/circle in order to maintain the trappings of their high social standing. At 5<sup>th</sup> they can create magical disguises, and at 10<sup>th</sup> polymorph.

**Second Shadow and Eyes of the Serpent (Gaz13):** The Second Shadow is a spy network for the shadowelves. The legitimate branch of service must take several skills that mimic thief-adventuring activities in a cave environment. They train in the use of crossbows with paralytic bolts and forgo armor. Second Shadow members must be E5, Int13, and Dex13, with no notable devotion to Rafiel. The Eyes are specialists in disguise and infiltration. They are drawn from the ranks of the Second Shadow and must have Cha13.

### New Thief Variants

This section covers new thief variants and options that are suited to a town or city landscape. The options are presented as split-classes (Fence and Bawd), advanced thief options (Assassin, Thief-Acrobat, Consiglie), or as new classes (Troubleshooter).

#### Fence and Bawd

The Fence is a contact in the underworld who knows how to buy or sell items on the blackmarket, while the Bawd is tour-guide of sorts that shuttles people through the seedier parts of towns. Both classes depend on a high charisma and wisdom to get through the day, and in a world of criminals, these are the truly trustworthy. The Fence and Bawd are treated as either a split-class Merchant (Gaz11) or a single class Magician (Gaz F5).

#### Split-Class Fence or Bawd

**Requirements:** Dex9, Cha13, Wis 11,

Appraisal, Bargaining/Negotiating.

**HD:** N/A

**Armor and Weapons:** as other class

**XP Beginning Scale:** 2000

**Attack Progression:** N/A



## SPECIAL RULES FOR THIEVES AND THIEVES' GUILDS

**Save Progression:** N/A

### Special Abilities

**Read Languages (Body Language):** gained at 1<sup>st</sup> at 25% +10% per additional level, up to a maximum 95%.

**Put at Ease (1<sup>st</sup>):** +2 reaction dealing with customers or the underworld.

**Size Up (2<sup>nd</sup>):** can estimate the level and class of someone once per day. Chance of success is 5% x level. Subjects in disguise or attempting to conceal their nature reduce the chance by half.

**Count coins (3<sup>rd</sup>):** touch, 1 turn, 1/day. Tell exact amount (up to 2000 coins/level) in a specific location or bag, provided all coins are of the same type.

**Ignore Streets (4<sup>th</sup>):** self, 2hr, 1/day. Run through the streets in a seemingly random fashion to reach final destination. Another can be dragged along.

**Detect Lie (5<sup>th</sup>):** 10', 1 rd/lvl, 1/day. Detect dishonesty from anyone in range, including lies by omission.

**Crowd Summoning (6<sup>th</sup>):** 25'/lvl, 1 turn/lvl, 1/day. Make the character or another person the center of attention.

**Smuggling (7<sup>th</sup>):** 30', 1 turn/lvl, 1/day. Insure hidden items stay hidden.

**Inventory (8<sup>th</sup>):** 10', 3 turns, 1/day. After 1 turn, tell exact contents of a wagon, ship, or section of a warehouse, cannot determine items in crates or otherwise obscured.

**Detect Ambush (9<sup>th</sup>):** 1 mi/lvl, 1 turn, 1/day. Realize that a particular meeting site can be blocked off and identify the likely assailants.

**Resist Magic (15<sup>th</sup>):** 0, 1 turn/lvl, 1/day. 50% Anti-Magic during business dealings.

**Skill Progression (Fence):** The Fence gains one skill level in Appraisal, Bargaining, Street Lore, or Hiding Object each level.

**Skill Progression (Bawd):** The Bawd gains one skill level in Bargaining, Street Lore, Linguistics, or History each level.

**Reputation:** The Fence and Bawd depend upon their reputations to stay in business. While they need not be truly honest, they must maintain the public perception of this fact. The character must rectify any situation that might

otherwise reduce their trustworthiness.

**Notes:** XP progression is generally made on the profit of a transaction, 1gp = 1XP. Bonus XP can be awarded for off-loading very hot items (stolen and sought after) or showing customers an exceptionally good time (100-1000XP is a good range for both).

### Single-Class Option

As above with the following changes:

**HD:** 1d4 every other level (up to 5d4), with +1 on omitted levels and levels after 9<sup>th</sup>.

**Armor and Weapons:** as a thief

**XP Beginning Scale:** 750

**Attack Progression:** 1/5, starting as NM at 1<sup>st</sup>.

**Save Progression:** as Thief.

**Thieves Abilities:** The single-class Fence or Bawd gains levels in any four skills. Bawds must take Hear Noise, and Fences must take Hide in Shadows. Neither may cast from a scroll or backstab.

**Notes:** The XP scale is smaller for a single-classed Fence or Bawd than a split class. This reflects that the single-class character is focused exclusively in this role – a role with very poor combat abilities.

### Assassin

At 9<sup>th</sup> level, a thief may specialize in the use of poisons and the art of the backstab. Such a character is known as an Assassin. Assassins are not mere killers but consummate professionals. Some may even regard themselves as artists. The Assassin forgoes any further progress in Finding or Removing Traps or Opening Locks. The thief also cannot create a thieves' guild, but he or she may belong to an existing one.

**Requirements:** two skill slots in each of two of the following: Poisons, Herbalism, Disguise, Executioner, and Stalking.

**Ambush:** The Assassin surprises on 1-3/6.

**Backstab:** the damage caused by the backstab increases to x3 at 10<sup>th</sup>, x4 at 15<sup>th</sup>, x5 at 21<sup>st</sup>, x6 at 28<sup>th</sup>, and x7 at 36<sup>th</sup>.

**Sniper:** Alternatively, the assassin may specialize in using crossbows or bows to deliver the vital strike. The choice

must be made when the character becomes an Assassin.

**Snapped Neck:** If the conditions are met for a backstab, the Assassin may strike with his or her bare hands. First apply the multiplier to the damage of a fist strike. If the victim survives, he must save vs. death ray or be placed in a deadly position. Under a deadly position, the victim must win initiative in the next round and either escape or damage the Assassin (see rules for garotte). Failing to do so, the Assassin can break the victim's neck, killing instantly (5% x difference in level). If the break fails, the victim is again in a deadly position for the next round. If the save is made or the hold broken, the assassin cannot reinstitute the neck break. Note: the neck must be exposed for this attack to work. Field plate and suit armor prevent this, while plate, banded, and chain mail are at the discretion of the referee.

**Poisons:** the Assassin can prepare 1 dosage of poison per day with the proper ingredients. This poison can have any effect desired, although lethality is most common. The Assassin can also identify poisons at 5% x level.

**Rates:** an Assassin normally charges 200gp times the sum of the Assassin's and victim's level, although social factors can inflate the victim's level.

**Shunned:** Assassins are respected for their usefulness, but even members of the underworld do not like to regularly associate with them. Friendly reactions are reduced to a more standoff-ish level.

**Hunted:** Murderers are hunted by both legal and criminal authorities. Even professional Assassins must bear this in mind.

### Thief-Acrobat

At 9<sup>th</sup> level, a thief may specialize in the performance of various acrobatic feats. Such characters are the perfect cat-burglars and tomb raiders. The Thief-Acrobat does not continue to gain in Hide in Shadows or Pick Pockets and does not gain the ability to cast scrolls.

**Requirements:** Dex16, Str10, Con10, two skill slots in each of two of the



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following: Acrobatics, Ledge Hopping, Pole Vaulting, Tightrope Walking, High Jumping, or Long Jumping.

**Acrobatics:** The character either: 1) is treated as having the mystic's acrobatic abilities, or 2) advances one skill per level in two of the aforementioned skills.

**Superb Orientation:** The Thief-Acrobat can use items and weapons while hanging upside down without penalty. He or she can also climb walls upside down.

**City-Scaping:** The Thief-Acrobat can climb the intersection of walls or fences by bouncing between them. Movement is made at half walking speed, but checks need only be made every 20 feet.

**Restrictions:** The Thief Acrobat has an encumbrance limit of 75% normal.

### Consiglie

Consiglie are the voices of reason and deep thought within a guild. The most important consiglie are the second-in-command members of the guild, but those who take this path often advise capos and sub-guildmasters before moving upward in the ranks. Normally, consiglie do not become guildmasters in their own right, but it is not impossible.

**Requirements:** 9<sup>th</sup> level, Existing membership in a guild, Int10, Wis13, and two skills in two of the following: Banking, Executioner, Guidance/Counsel, Organization, Negotiating.

**Skill Progression:** Each level, the character gains one skill slot in the aforementioned list.

**Respect:** Consiglie are respected by those within and without the organization, receiving a +2 reaction bonus.

**Count Coins (9<sup>th</sup>):** as the Fence Skill

**Detect Lie (9<sup>th</sup>):** as the Fence Skill

**Inventory (9<sup>th</sup>):** as the Fence Skill

**Detect Ambush (15<sup>th</sup>):** as the Fence Skill

**Restrictions:** Consiglie do not advance in Remove Traps, Open Locks, Climb Walls, or Pick Pockets. They do not cast spells from scrolls. Consiglie are high profile targets during inter-guild conflicts.

### Super Thief

At 9<sup>th</sup> level, a wandering thief may begin to attain levels of ability that border on the supernatural. Such thieves can never be part of a guild system. To become a Super Thief, the character must find and petition a Master Super Thief (21<sup>st</sup>) to teach them. The apprenticeship lasts for 3 levels, after which the character's development is on his or her own.

Beginning at 12<sup>th</sup> level and every 4 levels after, the character earns one new ability, useable three times per day, from the list below. Items listed as Gr can only be taken at 24<sup>th</sup> level or higher.

#### Find Magical Traps

**Remove Magical Traps (Gr):** If multiple effects or spells are in place (like a prismatic wall), the removal operates only at the individual level.

**Bypass Magical Traps:** The traps are ignored but still activated.

**Passwall:** as the spell.

**Invisibility:** as the spell

**Null-Presence (Gr):** the character is immune from all spells and vision but Truesight.

**Teleportation (Gr):** as the spell.

**Spider Climb:** the character can move at  $\frac{3}{4}$  normal speed up and down and across walls without trouble (ice 80%). The character can hang upside down.

**Wall Running (Gr):** The character can run along walls at full running speed in any direction.

**Blink of an Eye:** The character can steal anything in view, including the weapon of his opponent.

**Detect Invisible:** as the spell.

**Ephemeral (Gr):** The character becomes ghostlike and can steal another's life.

**Arrow Catch (Gr):** The character can detect and pickout arrows, bolts, and bullets.

**Levitate:** as the spell.

### Troubleshooter

The Troubleshooter has a tendency to be in the wrong place at the wrong time without the right weapons or equipment. As such, he or she has to improvise and take matters into their own hands. Troubleshooters are equal parts fighter and thief.

**Prime Requisites:** Str and Dex.

**Requirements:** Str9, Dex9, Con9

**HD:** 1d6, +2 after 9<sup>th</sup> level

**Armor:** leather or scale mail. No shield.

**Weapons:** any

**XP Progression:** Cleric

**Attack Progression:** Cleric

**Save Progression:** worse of Thief or Fighter

**Thieves' Abilities:** Troubleshooters progress normally with all abilities except Pick Pockets. Troubleshooters cannot backstab, read languages, or cast spells from scrolls.

**Taunt:** (OD&D adaptation of the 3.x skill) The Troubleshooter can drive his opponents crazy. 1x/day/3 levels, the character can cause an enemy to be -3 to hit, +2 damage, and -1 to skill checks. The enemy may resist as a save against spells.

**Survival:** Once per *adventure*, if any blow or accident would kill the Trouble-shooter, he or she can save vs spells to avoid death. The character is knocked unconscious and left for dead, thrown out of the blast radius, etc. The particular means of eluding death are up to the referee.

**Bad Luck:** Once every season, something bad happens to the character or his or her loved ones. The % chance is equal to 15+level. This primarily is used to start an adventure, but it can also be manifested as a preset failed attack or skill roll [referee's decision at the start of an adventure].

### Specialist Thief

If you're referee permits, the character can be a Specialist with control over the distribution of percentage points. In this case all scores begin at 0% (except CW at 60%). At first level, the character has 110 discretionary points, no more than half given to any one skill. At each level beyond first, the thief earns another 20 points, again with the stipulation that no more than half may go to a single skill. Read Languages must be purchased in this way, but it is accessible at 1<sup>st</sup> level. Read Scrolls and Backstab occur normally.

## SPECIAL RULES FOR THIEVES AND THIEVES' GUILDS

### Guild Operations

Running a Thieves' Guild is not that dissimilar to what is involved while overseeing a dominion. The Guildmaster must see to it that those under his command remain confident in his authority while dealing with the law, chance events, and encroachments by other factions.

The basic rules for dominion rulership have been adopted for the Guilds. What distinguishes a Guild from a dominion, however, is that a Guild must track two Confidence Levels – one for its members and another for the inhabitants of controlled areas (if applicable). With sub-units, changes to CL are halved.

The Confidence Level (CL) is updated each month (it does not “reset annually” as stated in the RC) to reflect campaign events. [Also: the Changing Ruler Effects Table should be flipped, e.g. CL 1-99 is always favorable to changing rulership.]

A new guild begins with a base CL = d% +150. This score is then increased or decreased based upon events and the guildmaster's responses. The CL can range from 1 (worst) up to 500 (best). Depending on the CL, certain effects will occur that benefit or hinder the guild.

Category	CL	Effects
Ideal	450-500	1, 2, 3, 4, 5, 18
Thriving	400-449	1, 2, 3, 18
Prosperous	350-399	1, 2*, 3
Healthy	300-349	1, 2*
Steady	270-299	2*
Average	230-269	None
Unsteady	200-229	6, 15
Defiant	150-199	7, 8, 9, 16
Rebellious	100-149	7, 8, 9*, 10, 17
Belligerent	50-99	8, 9**, 10*, 11, 17
Turbulent	1-49	Double effects above, 12, 13, 14

- 1) Member: +10% cash income  
Resident: +10% non-cash income
- 2) Both: 75% chance that an agent for constables or a rival faction is revealed  
2\*) As above, but at 25%
- 3) Both: 25% that a randomly rolled disaster does not occur

- 4) Both: next month's CL cannot drop below 400
- 5) Both: add +25 to next month's CL
- 6) Both: 1/6 chance that CL will suddenly drop 10%
- 7) Members: a quarter of the membership breaks away  
Residents: a quarter of the population forms a community watch (militia) or hires outside protection  
7\*) as above, but half
- 8) Members: cash income drops 50%, 100% in areas directly controlled by the breakaway group  
Residents: cash income drops 50%, 66% in areas controlled by watch
- 8\*) Members: 66%/100%  
Residents: 66/75%
- 8\*\*) Members: 75%/100%  
Residents: 75%/100%
- 9) Members: no effect  
Residents: non-cash income drops 50%, 66% in areas controlled by watch
- 9\*) as above, but 66% / 75%
- 9\*\*) as above, but 75% / 100%
- 10) Both: -5 CL each month CL is below 200.  
10\*) as above, but -10 CL
- 11) Members: outside factions or town guards attack/arrest public members  
Residents: The community watch attacks faction representatives
- 12) Members: guild in open rebellion against Guildmaster  
Residents: 95% of community bands together to fight the guild
- 13) No income is obtained except through force
- 14) Members: CL will never exceed 100 until the Guildmaster is removed.  
Residents: CL will never exceed 100 until the guild is removed.
- 15) Members: Resident CL drops -10.
- 16) Members: Resident CL drops -15.  
Residents: Member CL drops -5.
- 17) Members: Resident CL drops -15.  
Residents: Member CL drops -10.
- 18) Both: CL of other group adds +10.

### CL and Income Adjustments

Numbers separated by slash are meant for Members and Resident CL, respectively.

Increased Activity: +20% cash income, +10/-10CL (unless vice services); after three months, -20/0 CL.

Desperate Activity: +50% cash income, +25/-25 (unless vice services); after one month, -40/-20 CL.

Rival Guild Defection: +10/+3CL x level (max. 50)

Loss of Defector: -10/+3CL x level (max 50).

Initiated Action: +15/-4CL. Includes hits against other factions, territory encroachment, new ventures, and kidnapping.

Action, Unanswered: -20/-6CL.

Reprisal, Unsuccessfully: -30/-15CL.

Reprisal, Successful: +5/0CL.

Elimination of a Rival Group: +40/+10CL

Market Glut: =10/+10 CL.

Fire, Minor: 0/ -10CL.

Fire, Major: 0/-15 CL.

Security: +5/+15 CL

Capture of Members: -5/-1 CL x total levels.

Death of Members: -10/-1 CL x total levels.

Successful Contracts: +15/0 CL. Includes smuggling and things that do not involve the general population.

Operations Intercepted: -25/-5 CL.

Law Enforcement Stepping Up: -15/0 CL.

Illness or Injury of Leader: -20/-5 CL.

Good/Bad String of Business: +(-) 15/0 CL per month after three.

### Economics

Guilds receive income from membership dues (if members are not paid), their illegal activities, legal and semi-legal operations (protection, gifts), and payoffs from other groups. Some income is in the form of goods and services (like free beer at particular tavern). Assume a 1gp/1gp split in cash and non-cash revenue. Expenses include salaries, bribes and supplies for informants, freelancer contracts, and supplies.

Suggested per level monthly earnings are given on the Guild Worksheet. To calculate the monthly income role the dice listed and multiply by the Total Level. Note an individual cannot be listed in more than one activity.

10% of the net income goes to the guildmaster, and another 5% to his consiglio.

## THE WORD ON THE STREET

Passing through the Market you noticed a body lying in a cart, stripped naked with multiple stab wounds evident.

“What happened to him, Thaddeus?”

“Well off-hand I’d say he was killed. Oh you want more than that.” Utterly disinterested in the matter, Thaddeus waved over a homely man standing on the street corner. The man was tall, thin with bad patches of hair here and there over his body. His eyes bulged above a toothy maw.

“Well, well, well, if it ain’t Thad the Bawd, come to share some fine bit of gold with his friend, Buggy Bear.”

“Ah not today, but soon I promise. Another week is all I need.”

“A week, Thad, and you better have my money – not half, not some, but all my cash, a-fore I bust you upside your head.” Thad looked a great deal more pale than you remembered, but your guide continued.

“My friend wants to know the deal with the dead guy. Any say?”

“Man, I don’t know nothing about nothing, but word on the street is Solomay’s buddy there went off the books and whacked some sew-boy with the Nosties. Nearly kicked off a war between them and Joffa.

“The hit went out, and no one’s sure which side actually bagged him, but now it’s all queen dick as can be.”

It took a while for Thad to translate, but you soon understood.

This was definitely not what you had trained for.

Before entering into the world of Landfall, it is helpful to know some of the local lingo. The glossary provided below is based in part on *The Secret Language of Crime: The Rogue’s Lexicon* by George Matsell (1859), but modern mafia slang and several “Mystara-isms” have also been added.

**Angler:** thief who uses a rod-like contraption to steal

**Autumn Diver:** pickpocket in church

**Badger:** a thief who gets a mark in bed with a girl and then robs his pockets

**Ballum Rancum:** a ball where all the dancers are thieves and prostitutes

**Bawd:** tour-guide for slummers

**Bludger:** female robber who lures victims into dark alleys

**Boarding School:** penitentiary

**Bookie:** record-keeper

**Box-Man:** safe-cracker or lock-picker

**Burn:** to underreport the take; to betray

**Cannon:** pickpocket, cutpurse

**Capo:** the person in charge of a criminal sub-unit; equiv. to sub-guild master.

**Cat-burglar:** second-story man, thief specializing in climbing walls

**Chisler:** a cheat

**Chloral Hydrating:** public urination

**Clipper:** one who shaves coins

**Copper:** town guard

**Damn Ugly:** generically, a humanoid; specifically, a hobgoblin

**Dancing:** sneaking upstairs to steal

**Dead:** very

**Don:** fem. Dona; head of a criminal organization; equiv. to guild master

**Fencing:** selling stolen goods

**Fiddeling Bends:** a thief who would steal anything dead or alive because he is too lazy to work up a lay

**Fix:** to rig or make pre-determined the outcome of a normally random event; to have officials drop criminal charges

**Gander:** married man not living at home with his wife

**General Subscription:** bribe money collected to free a fellow thief

**Ghoul:** body snatcher or grave robber

**Gold-biter:** a Darokinian

**Golden Goose:** a rich woman

**Goon:** an enforcer

**Grassville:** the country

**Groaner:** thief who attends charity sermons and then robs the congregation

**Grow Up:** perform more serious crimes

**Guv’ner:** equivalent to “sir” or “mister”

**Hairy-faced Stout:** a dwarf

**Half-pint:** a halfling

**High Tide:** a lot of money

**Hit Man:** assassin

**Hizzoner:** one’s paymaster or boss

**Imp, Red/Blue:** a Thyatian/Alphatian

**Introduce to Captain Solomay:** to kill with public or common awareness

**Jump:** to leave town while owing a debt

**Kitty:** the night’s take, aka swag, score

**Laced mutton:** a common woman

**Lay:** a criminal occupation

**Lone Wolf:** solitary, independent thief

**Made-Guy:** burglar in good standing with the Guild

**Mark:** target of a confidence game

**Mob:** group of thieves

**Morning drop:** hanging

**Mort:** a woman

**Oar-beater:** a Northman raider

**Ochie:** an Ochalean

**Off Someone:** to kill someone, aka whacking

**Partial:** pocket picking

**Pennyweighter:** thief who replaces valuable items with worthless ones

**Piece Man:** trader of knowledge on where stolen merchandize can be sold

**Pigeon:** victim of swindle

**Pigeon Plucker:** swindler

**Piker:** cheap person; two-bit lout

**Polisher:** a man in prison

**Quackery:** mountebank, selling useless medical cures

**Queen Dick:** It never happened

**Rabbit:** hooligan

**Racket:** larceny, burglary, embezzlement

**Rag-a-muffin:** a dirty urchin

**Reddie:** someone from Redstone

**Rootin’:** committing crimes

**Roper:** someone who pulls in a mark for a con

**Rough:** man ready to fight in any way

**Rounder:** good, professional burglar

**Sand:** nerve, guts; aka stones

**Snake-in-the-Grass:** generally, a shapeshifter; specifically, a drake or polymorphed dragon

**Special Tickler:** a gnome

**Spider:** a cat-burglar who uses high wire harnesses

**Sprat:** a child

**Squeal:** identify crimes or criminals to the authorities

**Star-gazer:** prostitute or streetwalker

**Stepping ken:** a dancing house

**Strapping:** armed with concealed weapons

**Stretching, Good:** a hanging; one that results in decapitation is right good

**Turtledove:** female thief who poses as the hired help

**Wooden coat:** coffin



# VAULTS OF PANDIUS

## The Streets of Landfall

An Unofficial Game Accessory

**“Bloodie Hie! By the Laws of the Street, we, the Sons of the Dawn, challenge the Bowery Boys for control of Patrick Block and the Bakery of Finnigan!”**

**The two sides, disheveled and rank, glared at one another. A town guard stood to the side under a building eave. He watched but made no move to break up the impending rumble. Candles lit the second-story windows, and as the evening sun finally set, a green-striped Son hurled the gutted remains of rabbit at the Boys.**

**The Boys stared at the object for a moment, then, with a shout, the battle was joined.**

**This is the eighth entry among the unofficial Gazetteer-F gaming aids for enthusiasts of the world of Mystara. This work covers the town of Landfall, a place of opportunity – both good and bad. The Empires and Thieves’ Guilds carry out their private wars in the streets, while the population hopes to escape the more violent criminals who lurk in the shadows.**

**“The Streets of Landfall” describes the history, society, and controlling factions of a town where everyone owes, and everyone pays ... eventually. This product covers options for thieves and running guilds. It also provides guidelines for scoundreling the non-thief classes.**