

Folk Cards 02

DUNGEONS & DRAGONS®

Arsenic and old Spellbooks
Folks Cards 21 - 40



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

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

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INTRODUCTION

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

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

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

HOW TO GET STARTED

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

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

HOW TO USE THE FOLKS CARDS

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

DETERMINE THE FOLKS

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

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

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

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

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

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

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

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

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

HOW TO USE THE FOLKS CARDS

THE HANDBOOK

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

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

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

APPEARANCE AND MAGIC

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

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

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

THEFT VICTIMS

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

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

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

HOW TO USE THE FOLKS CARDS

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

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

FIGHTS

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

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

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

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

LEVEL AND RISK

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

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

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

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

FOLKS



APPEARANCE: Adventurer

MAGIC: Mundane

ARCANE KNIGHT LV. 9

STR: 18 (+3) **INT:** 14 (+1)

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

CON: 13 (+1) **CHA:** 13 (+1)

HP: 60 **AC:** 3

WR: 16 **MA:** L

WEAPONS	MASTERY	THACO
Sword	Expert	12
Dagger	Skilled	13

21 - THIBAUT GIRARDIN

Thibault is a young arcane knight of the Order of La Nouvelle Averoine. He doesn't want to be recognised, and that's why he doesn't wear his formal clothes and armor. He is looking for a thief he used to know, that may give him some informations. He needs to find proofs of the innocence of a soldier who has been sentenced to death for the murder of a merchant.

BELONGINGS

LONG SWORD: Thibault's weapon is a magic sword +1 of lighting. It is also an intelligent sword named René, Lawful, with Int 10, Ego 5 and a total force of will of 16. René speaks common, Averoine and Klantyrean and, if stolen, there's a 25% chance that he realizes that someone stole it. If it happens, he will start screaming "Help! They are stealing me!"

DAGGER: A silver dagger. Thibault uses it to attack enemies that he cannot engage in melee combat.

BOOK: This is Thibault's spellbook. It is closed with a lock, and he wears the key on a chain around his neck.

BELT: A common leather belt worth 5 Dc. In the belt, Thibault stores 2 potions of healing and one antidote.

LEATHER GLOVES: These are not common gloves: they are actually gauntlets of ogre power, raising Thibault's strength to 18. His natural Strength score is actually 14 (+1).

LEATHER JACKET: This jacket is worth 40 Dc and has a secret pocket inside.

HIDDEN ITEMS: Thibault is wearing a metal chain (2 Sv) around his neck. A small silvery key (5 Sv) is hanging from the chain: this is the key for his spellbook. Thibault also has a secret pocket in his jacket, where he keeps his money. He is storing here 4 Cr, 50 Dc and two lapislazulii gemstones worth 320 Dc each. Under the clothes, Thibault wears a magic chain mail +1.

MAGIC

Thibault is a 9th level arcane knight and he knows the following spells. The ones with a hashtag sign (#) are memorized for the day. All of these spells are on his spellbook.

Level 1	Level 2
Shield #	Detect invisible #
Read magic	Continual light
Hold portal	
Sleep #	
Light * #	

FOLKS



APPEARANCE: Soldier
MAGIC: Mundane

FIGHTER LV.3

STR: 15 (+1) **INT:** 10
WIS: 5 (-2) **DEX:** 8 (-1)
CON: 16 (+2) **CHA:** 9

HP: 27 **AC:** 2
WR: 11 **MA:** N

<u>WEAPONS</u>	<u>MASTERY</u>	<u>THACO</u>
Claymore	Skilled	18

22 - ARGO WINTEROS

Argo is a fighter of the guards of Eriadna. He is one of the most reliable guards in town and is often sent to other towns for investigations or diplomatic missions. His weakness is his vanity: he would like to be young and handsome like he used to be, but the best he could do was to buy a hair lotion from a street merchant that was supposed to give him long and shiny hair, but just turned his hair blonde. He is very sensitive on the topic, and is trying to find a way to reverse the magic.

BELONGINGS

SHIELD: Part of the uniform of the guards of Eriadna. This is a magic shield +1

CLAYMORE: A common claymore.

PLATE MAIL: a common plate mail, part of the uniform of the guards.

POUCH: Argo holds in his pouch 25 Dc, 7 Sv and 7 Py.

CLOAK: Royal blue silk cloak of the guards of Eriadna. It is worth 15 Dc and is embroidered with the coat of arms of the city.

LEATHER GLOVES: Also part of the uniform of the guards, these gloves are worth 5 Dc.

HIDDEN ITEMS: Nothing

MAGIC

Argo has no magic powers.

FOLKS



APPEARANCE: Citizen

MAGIC: Arcane

ELF LV. 1

STR: 13 (+1) **INT:** 15 (+1)

WIS: 10 **DEX:** 11

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

HP: 5 **AC:** 7

WR: 11 **MA:** L

<u>WEAPONS</u>	<u>MASTERY</u>	<u>THACO</u>
Dagger	Base	18

23 - ARCADIA RODRIGUEZ

Arcadia is an elf who never wanted to be an adventurer or a powerful enchantress. She is now 353 years old, and her main interest is herbalism. It is possible to meet her in the woods or on the hills harvesting herbs, or in town, selling flowers and potions.

BELONGINGS

SADDLEBAG: This bag is a healer's bag that Arcadia always keeps completely stocked of items.

DAGGER: This dagger is Arcadia's most treasured belonging: it is a dagger with a gold blade, that can be used to harvest any plant without wasting their magical properties. It's worth 250 Dc, but it's not magic.

GAUNTLETS: Just a protection for the arms. These leather and metal gauntlets help Arcadia not to get burned on her arms when brewing and stirring potions. They are worth 20 Dc.

LEATHER ARMOR: Arcadia wears a common leather armor.

BELT: Arcadia wears a normal leather belt (5Dc), where she keeps one antidote and a potion of fire breath.

POUCHES: One of her pouches contains 13 Dc and 2 Sv. The other one holds her spell ingredients, for a total of 50 Dc..

HIDDEN ITEMS: Arcadia wears a pendant under the clothes, in memory of her mother. The pendant is a silver medallion worth about 30 Dc. The medallion can only be opened by an elf, and inside there is a miniature flask with one shot of *panacea*.

MAGIC

Arcadia is a 1st level elf and she has the following spells memorized. She does not carry her spellbook along all day.

Level 1

Detect magic

Sleep

FOLKS



APPEARANCE: Noble
MAGIC: Arcane

NORMAL PERSON

STR: 13 (+1) **INT:** 7 (-1)
WIS: 10 **DEX:** 16 (+2)
CON: 11 **CHA:** 9

HP: 4 **AC:** 2
WR: 11 **MA:** L

WEAPONS **MASTERY** **THACO**

Avoids fights, no skills in combat.

24 - GILLANDERS QUAYLE

Gillanders is a member of the Magistrates court. He is quite respected and a very honest person. He suspects that the heads of the guild may be corrupted and would like to find proofs of his suspects. He can be seen in town trying to hire adventurers for this purpose. The scar on his face was left by an attack with acid he suffered during the trial against a noble's son, as a threat. He carries it proudly, as a mark of his honesty.

BELONGINGS

POUCH: Gillanders always carries around 10 Cr and 28 Dc in case he needs to pay someone for informations or for their services.

BELT: This is just a normal leather belt, worth 5 Dc.

ROBE: A nice robe, worth probably 6 Dc.

HIDDEN ITEMS: Gillanders is carrying some documents in an envelope hidden under his robe. The documents may be used to blackmail the person they are about, or may be sold back to the magistrates...

Pouch
Belt
Robe

MAGIC

Baldo has no magic powers

FOLKS



APPEARANCE: Citizen

MAGIC: Mundane

THIEF LV. 15

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

WIS: 11 **DEX:** 17 (+2)

CON: 13 (+1) **CHA:** 15 (+1)

HP: 45 **AC:** 3

WR: 19 **MA:** C

WEAPONS **MASTERY** **THACO**

Dagger Master 10

25 - RAIMUNDO CERVANTES

Raimundo is a thief and a barber. His barber shop is in Nuova Alvar, where he grew up, but he often travels to Glantri. He is a member of the Brotherhood of the Light Fingers, and the guildmaster of the local guild in Nuova Alvar. He is also skilled in shadow magic.

BELONGINGS

RAZOR KNIFE: Raimundo uses this to slit throats when he manages to sneak behind an enemy unseen. This can be considered as a dagger that may not be thrown.

LEATHER JACKET: This is a special leather armor, shaped for Raimundo so that he may always wear it. It is also an Ice elemental magic armor +2. This armor protects him completely from any ice or cold based attack, magic or natural. Moreover, if his HP are 5 or less, when hit by an ice attack, he is healed 1 HP for every 3 damage dealt by the attack, round down (minimum 1).

BELT: This is a normal leather belt, worth 5 Dc. Raimundo has in the belt a potion of gaseous form, two potions of healing, one acid flask, one explosive potion (fire) and a scroll with *invisibility* spell..

POUCH: Raimundo has 25 Dc and three gemstones in the pouch: they are one peridot (420 Dc), one ruby (1.200 Dc) and one yellow topaz (1.000 Dc)

HIDDEN ITEMS: Under the jacket Raimundo carries a scroll of equipment with a sword, a rope, a grappling hook, a diamond, a mirror and a water flask. In a pocket of the trousers he carries magic thieves tools +10%, and in the other one he carries a mask of the 1.000 faces.

MAGIC

Raimundo is a 3rd level shadow mage and he has the following spells memorized. He does not carry his spellbook along all day.

Level 1

Aura of silence
Knock

Level 2

Shadowform

THIEVES SECRET TECHNIQUES

Raimundo knows the following secret techniques:

Hit treacherously

Shadow magic lv. 1 & 2

Improved critic hit (dagger)

Killer attack

FOLKS



APPEARANCE: Adventurer

MAGIC: Arcane

ELF LV.3

STR: 14 (+1) **INT:** 11
WIS: 13 (+1) **DEX:** 14 (+1)
CON: 9 **CHA:** 13 (+1)

HP: 17 **AC:** 6
WR: 13 **MA:** N

<u>WEAPONS</u>	<u>MASTERY</u>	<u>THACO</u>
Longbow	Skilled	17

26 - DEANNA SILVERLEAF

Deanna is a 147 years old elf of the Erewan clan, and she is an adventurer and a student at the Great School of Magic. She is not rich, and she adventures to gain the money for the school. Deanna is a paid informer for the ELF as well.

BELONGINGS

LONGBOW: A normal longbow. Deanna's favourite weapon.

QUIVER WITH ARROWS: Deanna carries in this quiver 11 normal arrows, 2 silver arrows and 3 magic arrows +1.

LEATHER ARMOR: A normal leather armor.

BELT: This common leather belt (5 Dc) is packed with garlic, wolfsbane, 3 oil flasks and a tinderbox.

POUCH: In the pouch Deanna carries 110 Dc and 4 Sv.

SILVER RING: This is a ring of frost resistance and it is also the reason why Deanna always wears these clothes without feeling cold.

HIDDEN ITEMS: Nothing

MAGIC

Deanna has the following spells memorized. She is not carrying around her spellbook.

<u>Level 1</u>	<u>Level 2</u>
Magic missile	Web
Light	

FOLKS



APPEARANCE: Knight

MAGIC: Mundane

FIGHTER LV.7

STR: 16 (+2) **INT:** 9

WIS: 11 **DEX:** 13 (+1)

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

HP: 44 **AC:** 2

WR: 16 **MA:** N

<u>WEAPONS</u>	<u>MASTERY</u>	<u>THACO</u>
Mace	Skilled	11
Long sword	Skilled	12

27 - ROBERTA RIVA

Roberta is an adventurer, daughter of a knight, that aims to become a knight as well. She lost her mother and aunt in an orc ambush when they were travelling to Darokin, and since then she swore she would become strong and revenge them. She hates orcs and she becomes very savage when fighting them. She is just back from an adventure where she killed many orcs and, even if she is not really hurt, she is looking for healers for one of her party members that got almost killed by the monsters.

BELONGINGS

MACE: Also called the skull-smasher, this is Roberta's magic mace +1 +3 vs. ogres and orcs.

LONG SWORD: This one is just a normal sword.

BELT: Roberta's belt is leather (5 Dc) and only has one potion of speed inside.

GAUNTLETS: These leather gauntlets are worth 3 Dc..

CLOAK: The cloak Roberta is wearing is a very well embroidered cloak that her mother made for her dad, and that he gave her as a present. It is worth 25 Dc.

HIDDEN ITEMS: Roberta is wearing a magic chain mail +2 under her tunic. She also carries her money pouch in a boot. The pouch is now packed with 570 Dc, 110 Sv, 13 Cr and seven gemstones: one obsidian (2 Dc), one pink agate (10 Dc), one Carnelian (45 Dc), one Moon stone (150 Dc), one Tiger's eye (170 Dc), one Tourmaline (400 Dc) and one Aquamarine (500 Dc).

MAGIC

Roberta has no magic powers.

FOLKS



APPEARANCE: Adventurer

MAGIC: Mundane

THIEF LV.3

STR: 11 **INT:** 14 (+1)

WIS: 10 **DEX:** 17 (+2)

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

HP: 13 **AC:** 5

WR: 13 **MA:** N

<u>WEAPONS</u>	<u>MASTERY</u>	<u>THACO</u>
Short sword	Base	19

28 - CAMELIE BONNET

Camelie is a young thief that is adventuring alone. She is looking for a group to join, but only if they pay her enough. In the meantime, she lives of small jobs for the movers' guild, little thefts and whatever she may get from time to time. She may want to become a follower of a thief character, if she sees him or her in action.

BELONGINGS

SHORT SWORDS: Camelie uses two short swords to fight. However, they are both normal weapons.

QUILT JACKET: This warm and fancy jacket hides a hard leather layer and Camelie uses it as a leather armor.

POUCH: In her pouch Camelie has 24 Dc, 7 Sv and 8 Py.

BELT: Camelie's leather belt is worth 2 Dc, and she stores in it one flask of holy water that she received as a gift from a merchant coming from Darokin, two flasks of oil and a tinder box.

HIDDEN ITEMS: Nothing

MAGIC

Camelie has no magic powers

FOLKS



APPEARANCE: Street artist

MAGIC: Mundane

NORMAL PERSON

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

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

CON: 7 (-1) **CHA:** 16 (+2)

HP: 3 **AC:** 7

WR: 9 **MA:** L

WEAPONS **MASTERY** **THACO**

Dagger Base 20

29 - SEPTIMUS BI

Septimus is a travelling musician and it is easy to see him in the capital everytime there is a festival or festivity. He has a very peculiar and clean voice, and is becoming quite famous. His dream would be to sing at the wedding of some nobles, especially if of the House of Blackhill.

BELONGINGS

MANDOLIN: This old instrument is worth no more than 20 Dc, but to Septimus it means a lot, because it was a present that his dad did to him when he was still a kid.

CLOAK: Septimus wears a sky blue cloak made of wool, worth 8 Dc. It is nothing special.

DAGGER: Septimus carries a silver dagger to protect himself.

POUCH: This poor pouch has seen better times. Now it only holds 2 Dc and 11 Sv.

LEATHER ARMOR: Septimus wears a common leather armor.

HIDDEN ITEMS: In one of the pockets of his trousers, Septimus carries a small booklet with a leather cover: it is his diary, where he writes his compositions. In the other pocket, he carries a small wooden box with a flask of ink and three duck quills, and an apple.

MAGIC

Septimus has no magic powers.

FOLKS



APPEARANCE: Priest
MAGIC: Arcane

MAGIC - USER Lv. 5

STR: 11 **INT:** 11
WIS: 16 (+2) **DEX:** 6 (-1)
CON: 16 (+2) **CHA:** 13 (+1)

HP: 25 **AC:** 10
WR: 11 **MA:** L

<u>WEAPONS</u>	<u>MASTERY</u>	<u>THACO</u>
Staff	Skilled	16

30 - PÈRE LÉONARD ERNY

Père Léonard is a priest of Rad that comes from Yvonne. He is quite short and fat, but is always smiling and is always ready to help everyone.

BELONGINGS

STAFF: Léonard is always going around with this item. It is a magic staff +1 of stunning.

BELT: A cloth and leather belt (1 Dc), it holds two healing potions.

POUCH: Léonard has a pouch with two separate sections: one for the coins (he has 38 Dc) and one for the spell ingredients (there are about 60 Dc worth of ingredients).

RING WITH A YELLOW STONE: Léonard can't swim. Therefore, he always keeps this magic ring of water walking on himself. The ring itself is worth about 500 Dc.

HIDDEN ITEMS: Père Léonard has his spellbook under the big tunic.

MAGIC

Léonard is a 5th level Magic-User and he knows the following spells. The ones with a hashtag sign (#) are memorized for the day. All of these spells are on his spellbook.

<u>Level 1</u>	<u>Level 2</u>
Floating disc	Mirror image
Read magic	Invisibility
Hold portal	Locate object
Magic missile	
Charm person	

Level 3
Fly

FOLKS



APPEARANCE: Poor
MAGIC: Mundane

NORMAL PERSON

<u>STR:</u>	10	<u>INT:</u>	11
<u>WIS:</u>	10	<u>DEX:</u>	9
<u>CON:</u>	11	<u>CHA:</u>	12
<u>HP:</u>	4	<u>AC:</u>	9
<u>WR:</u>	9	<u>MA:</u>	N

WEAPONS **MASTERY** **THACO**

Avoids fights, no skills in combat.

31 - JETTE SCHNEIDER

Jette is a housewife and a seamstress. She spends her time growing children, cooking, sewing, washing, cleaning the house and attending her lazy husband. Today they had a big argument and she is very upset. If the DM wants, a suitable husband can be picked in the folks for her. Felix Del Toro (n. 32) may be an option.

BELONGINGS

QUILTED CLOAK: Worth 5 Sv only, this is just some rugs that Jette uses to keep warm.

LEATHER BELT: This belt is nothing special, and is worth 1 Dc.

SILVER RING: Jette's wedding ring is her only fancy belonging, and is worth 50 Dc.

HIDDEN ITEMS: Jette is hiding her money pouch under the apron. It contains 1 Dc, 4 Sv and 8 Py.

MAGIC

Jette has no magic powers.

FOLKS



APPEARANCE: Drunk
MAGIC: Mundane

FIGHTER LV.1

STR: 16 (+2) **INT:** 10
WIS: 6 (-1) **DEX:** 7 (-1)
CON: 18 (+3) **CHA:** 11

HP: 11 **AC:** 10
WR: 12 **MA:** N

<u>WEAPONS</u>	<u>MASTERY</u>	<u>THACO</u>
Dagger	Base	17
Knuckles	Base	17

32 - FELIX DEL TORO

Felix is the nice bloke that everyone always likes. He is huge, but good-hearted and the thing he likes the most is to get drunk with friends. It is very easy to deceive him when he is drunk, and he is like that most of the time. If a character offers him a drink, he will gladly spend some time with him making jokes and telling him about his life. Felix is a hunter.

BELONGINGS

CLOTH CAP: Worth 2 Sv, Felix wears this thing all day and it is very greasy. He never washes it.

FUR CLOAK: Felix wears a short cloak made of some of the furs of the animals he hunted. It is nothing special, but it's warm and nice looking. It is worth 10 Dc.

DAGGER: Felix carries a normal dagger that he uses to skin the animals he hunts.

FINGERLESS GLOVES: Felix always wears them. They are worth 2 Sv and are made of cloth.

POUCHES: The small pouch Felix carries around is his money pouch. It is almost empty, though, because he sends all of his money in the pub to get drunk. There is only 7 Py inside. The biggest pouch is a healer's bag, that he carries around in case he needs to perform some first aid when on the hills hunting. It has material inside for 3 uses.

KNUCKLES: It is not easy to upset Felix, but when he gets he uses these knuckles to attack the enemies with his fists. They are worth 5 Dc each.

HIDDEN ITEMS: Felix has a silver wedding ring under the left glove, that is worth 50 Dc.

MAGIC

Felix has no magic powers.

FOLKS



APPEARANCE: Adventurer

MAGIC: Mundane

FIGHTER LV. 2

STR: 13 (+1) **INT:** 9
WIS: 13 (+1) **DEX:** 16 (+2)
CON: 11 **CHA:** 6 (-1)

HP: 14 **AC:** 3
WR: 14 **MA:** C

<u>WEAPONS</u>	<u>MASTERY</u>	<u>THACO</u>
Short bow	Base	17
Dagger	Base	18

33 - DORATHEA STEENBERGEN

Dorathea has a terrible character, and she always wants to prove that she is better than anyone else. For this reason, she has just been dumped by her party, and now is looking for a job.

BELONGINGS

CHAIN MAIL: Dorathea wears a common chain mail as a protection.

HAT: This cloth hat is worth just 1 Dc.

SHORTBOW: Dorathea's weapon is a common shortbow.

QUIVER WITH ARROWS: In the quiver, Dorathea has 18 normal arrows and 3 *magic arrows* +1.

BELT: A normal leather belt, worth 2 Dc, where Dorathea stores a tinderbox, three vials of oil and one aconite distillation.

DAGGER: Dorathea's second weapon is a silver dagger.

GLOVES: Black leather gloves. Worth 6 Dc.

HIDDEN ITEMS: Dorathea hides her pouch under the armor. She carries around a garnet gemstone worth about 100 Dc and 47 Dc in coins.

MAGIC

Doratea has no magic powers.

FOLKS



APPEARANCE: Adventurer

MAGIC: Arcane

ELF LV. 9

STR: 14 (+1) **INT:** 17 (+2)

WIS: 6 (-1) **DEX:** 13 (+1)

CON: 10 **CHA:** 16 (+2)

HP: 39 **AC:** 3

WR: 16 **MA:** N

WEAPONS	MASTERY	THACO
Short bow	Expert	11
Dagger	Base	12

34 - FILLIAN EDRECORT

Fillian is a member of ELF and a secret agent of lady Esmeralda Erewan. He is well known as an adventurer, but it is mostly a cover-up. He often offers other adventurers missions for the ELF that look like innocent tasks, so that he can avoid suspects. He is a second circle dracologist (blue).

BELONGINGS

SHORTBOW: Fillian has a magic shortbow +1 as his favourite weapon.

QUIVER WITH ARROWS: The quiver holds a total of 15 arrows, and all of them are normal.

BELT: In his very common leather belt, Fillian holds a potion of greater healing, one antidote and one medusa tears.

POUCH: Fillian's pouch is stuffed with 350 Dc, 12 Cr, 34 Sv, three gemstones (1 amber worth 90 Dc, 1 tourmaline worth 400 Dc, 1 chalcedony worth 60 Dc) and a ring with an agate worth 600 Dc.

DAGGER: This is a magic dagger +2 of holding.

HAIRPIN: Fillian's hair is tied up with a silver hairpin decorated with small peridots. It is worth 500 Dc.

HIDDEN ITEMS: Fillian has his spellbook hidden in a secret pocket under his leather jacket. His armor is an elven silver mail +1, and is hidden under the clothes.

MAGIC

Fillian is a 9th level elf and he knows the following spells. The ones with a hashtag sign (#) are memorized for the day. All of these spells are on his spellbook. He knows spell combination skill.

Level 1	Level 2
Floating disc	Mirror image # #
Read magic	Invisibility #
Sleep #	Levitate
Magic missile # #	Knock #
Charm person #	Detect invisible
Light	
Level 3	Level 4
Fly #	Polymorph self #
Haste #	Confusion
Water breathing	Dimension door #
Lightning bolt # #	

FOLKS



APPEARANCE: Rich

MAGIC: Arcane

MAGIC - USER LV. 6

STR: 10 **INT:** 17 (+2)

WIS: 6 (-1) **DEX:** 13 (+1)

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

HP: 24 **AC:**

WR: 13 **MA:** C

WEAPONS **MASTERY** **THACO**

Acid flask Base 16

Doesn't carry other weapons.

He just uses magic to fight.

35 - IRA MC RAE

Ira is a man who married the daughter of a very rich man and, when this man died, inherited a big amount of money. He used this money to build a laboratory where he does his experiments. He is a second circle alchemist.

BELONGINGS

POTION: Ira is very proud of his last invention: it is a corrosive acid potion.

BOOK: The book is Ira's spellbook.

GLASSES: Ira needs them to read. They are worth 25 Dc.

COAT: This nice coat is worth about 10 Dc. However, it is stuffed with 5 more flasks of acid. Ira will use them to fight, if needed.

HIDDEN ITEMS: Ira has a wand of fireball hidden in a boot. The wand only has 4 charges left. Moreover, he has a small money pouch in his pocket, where he stores 12 Cr, 8 Dc and 3 Sv.

MAGIC

Ira is a 6th level Magic-User and he knows the following spells. The ones with a hashtag sign (#) are memorized for the day. All of these spells are on his spellbook.

Level 1 Level 2

Ventriloquism	Locate object
Read languages	Wizard lock #
Read magic #	Web #
Magic missile # #	Detect evil #
Hold portal	

Level 3

Fireball #
Hold person #
Infravision

FOLKS



APPEARANCE: Adventurer

MAGIC: Mundane

FIGHTER LV. 28

STR: 16 (+2) **INT:** 10
WIS: 11 **DEX:** 16 (+2)
CON: 12 **CHA:** 14 (+1)

HP: 86 **AC:** 0
WR: 28 **MA:** N

<u>WEAPONS</u>	<u>MASTERY</u>	<u>THACO</u>
Axe	Grand Master	0 (+3)
	(off-hand, used as Master)	
Long Sword	Master	0 (+4)
	Vs. elementals	0 (+8)

36 - DAMIANO DELLE SPINE

Damiano is an adventurer from the Principality of Caurenze. He is often out of the Principalities adventuring with his followers, but sometimes he comes back here to spend his money and see his relatives. He used to be a knight of Caurenze, but left the Order to start his search for Immortality.

BELONGINGS

AXE: Damiano's off-hand weapon is a returning axe +3 of light.

LONG SWORD: This is a magic sword +4 +8 vs. elementals that may detect magic 3 times per day.

POUCH: Very full of everything: there are one diamond necklace worth 15.000 Dc, one ruby bracelet worth 4.000 Dc, 120 Cr, 200 Dc and three sky blue topaz stones worth 800 Dc each.

BELT: A normal leather belt, worth 2 Dc.

LEATHER ARMOR: Damiano's favourite armor is a leather armor +5 of Invisibility.

HIDDEN ITEMS: In his belt, Damiano has three potions of greater healing (they heal 3d6+3 each), a ring of Haste, an antidote, and a potion of dragon's breathe: acid.

MAGIC

Damiano has no magic powers.

FOLKS



37 - MOTHER SAVANNAH ETENSOLIDAR

An Alphatian Priestess of Rad, Savannah is often preaching around towns to collect offers and gather new followers for her Shrine.

BELONGINGS

CLOAK: A nice white cloak, it is worth 10 Dc.

GOLDEN BROOCH: Made of bronze and covered in gold leaf, it is worth much less than it seems: just 150 Dc.

BOOK: Savannah's spellbook (see below).

BELT: A belt of carrying, a magic item that allows 8 items in it, instead of only 6.

BRACELET: A nice silver bracelet with green peridot stones, it is worth 1.000 Dc.

HIDDEN ITEMS: Under her cloak, Savannah has a pouch with 10 Cr, 71 Dc and 32 Sv, which she collected from the people around. In her belt, Savannah has three flasks of oil, a tinderbox, two healing potions, a potion of gaseous form, a scroll with the spells *Lightning bolt* and *Haste* and a clockwork bomb.

APPEARANCE: Priestess

MAGIC: Arcane

MAGIC - USER LV. 8

STR: 11 **INT:** 14 (+1)

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

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

HP: 33 **AC:** 7

WR: 14 **MA:** L

WEAPONS MASTERY THACO

Savannah doesn't carry weapons. In case o need she fights with her magic, or she runs away.

MAGIC

Savannah is an 8th level Magic-User and she knows the following spells. The ones with a hashtag sign (#) are memorized for the day. All of these spells are on her spellbook. Savannah is an air elementalist of the II circle.

<u>Level 1</u> _____	<u>Level 2</u> _____
Read magic #	Mirror image #
Light * #	Detect invisible #
Ventriloquism	Continual light *
Charm person	ESP * #
Sleep #	Levitate
Protection from Evil #	Knock
Read languages	

<u>Level 3</u> _____	<u>Level 4</u> _____
Fly #	Charm monster #
Dispel magic #	Dimension door
Clavoyance	Polymorph self
Haste	Remove curse* #
Lightning bolt	

FOLKS



APPEARANCE: Noble

MAGIC: Arcane

MAGIC - USER Lv. 10

STR: 12 **INT:** 17 (+2)

WIS: 11 **DEX:** 13 (+1)

CON: 12 **CHA:** 17 (+2)

HP: 29 **AC:** 2

WR: 11 **MA:** N

WEAPONS MASTERY THACO

Lady Rowena doesn't carry weapons. In case of need, she uses her magic to fight. Anyway, being a noble, guards will surely come to protect her, in case a fight starts.

38 - LADY ROWENA KROLLNAR

Lady Rowena is one of the most beautiful women in the Principalities, and the Viscountess of Bergen. She is also a powerful enchantress. She wears a veil over her face, to hide a scar that a monster left on it.

BELONGINGS

SILK CLOAK: This is a displacer cloak. Owena wears it also to protect herself from thieves. Any thief trying to rob her has a 50% chance of actually failing automatically and a high chance of being noticed while doing so.

HAIR CHARM: It is just a jewel made from a drop-shaped red beryl, mounted on a platinum chain. It is worth not less than 3.000 Dc.

PENDANT: This pendant is an amulet of the Enchanter, and allows the wearer to cast spells as if she had one more level. Moreover, it adds 5% to the chance of researching new spells and crafting magic items.

VEIL: It's just a blue veil to cover the scar that she has on her face. It's worth about 5 Dc.

HIDDEN ITEMS: Her dress, even if not hidden, is a magic Alpathian silk robe +3. In the robe, she hides a wand of fireballs with 10 charges left.

MAGIC

Lady Rowena is a 10th level Magic-User and she memorized the following spells for the day. She is not carrying her spellbook around. Lady Rowena is a fire elemental of the III circle.

Level 1 _____ Level 2 _____

Detect magic	Mirror image
Charm person	Levitate
Read magic	Phantasmal force
Sleep	ESP *

Level 3 _____ Level 4 _____

Fireball	Wall of fire
Dispel magic	Polymorph other
Fly	Dimension door

Level 5 _____

Feeblemind
Conjure elemental

FOLKS



APPEARANCE: Adventurer

MAGIC: Mundane

FIGHTER LV. 4

STR: 16 (+2) **INT:** 7 (-1)

WIS: 8 (-1) **DEX:** 10

CON: 18 (+3) **CHA:** 10

HP: 35 **AC:** 5

WR: 14 **MA:** C

<u>WEAPONS</u>	<u>MASTERY</u>	<u>THACO</u>
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Axe	Skilled	13
Off hand:	Base	14

39 - LEWIS MC KINVEN

Lewis is a lonely adventurer from the Republic of Darokin. He was indicted with the murder of a merchant, and ran to Glantri to escape justice. He doesn't trust people, and tries to keep far from cities and towns, preferring to hunt down goblins and kobolds for a living. He is a member of the Monster hunters' union.

BELONGINGS

AXES (2): Lewis uses 2 magic axes +1 to fight. They look exactly the same and make up a pair.

DAGGER: A silver dagger.

POUCHES (3): One pouch contains Lewis' money. It is in total 2 Cr, 24 Dc, 18 Sv and 3 Py. A second pouch is a healer's bag with 3 uses left. The third one contains Lewis' licence wallet.

SADDLEBAG: In his bag Lewis stores a rope, a grappling hook, 3 torches, 3 preservable food rations, a flask of water and a bunch of wolfsbane.

CLOAK: a normal wool cloak, worth about 6 Dc.

CHAINMAIL: a common chainmail

GAUNTLETS: These are the armlets of stamina, which give Lewis a Constitution score of 18.

HIDDEN ITEMS: Lewis has no hidden items

MAGIC

Lewis has no magic powers.

FOLKS



APPEARANCE: Traveller

MAGIC: Mundane

NORMAL PERSON

STR: 13 (+1) **INT:** 9
WIS: 13 (+1) **DEX:** 10
CON: 13 (+1) **CHA:** 11

HP: 6 **AC:** 9
WR: 10 **MA:** N

<u>WEAPONS</u>	<u>MASTERY</u>	<u>THACO</u>
Short sword	Base	19

40 - DIDIER BANDEMER

Didier is an Averoignese guy that is travelling with his family. He is a serious, honest and reliable man. He may be happy to help the characters if they search for informations that he may know, especially informations about the Principality of La Nouvelle Averoigne or its nobles.

BELONGINGS

SHORT SWORD: It is a normal short sword.

WATER FLASK: Didier likes to drink, his flask is full of Cognac.

BELT: A leather belt, worth 2 Dc.

CLOAK: An old travel cloak, made of wool and somehow ruined. It's worth 2 Dc

FINGERLESS GLOVES: Worth 1 Dc

HAT: A hat to protect eyes from the sun and from the rain. Its worth about 2 Dc.

HIDDEN ITEMS: Didier hides his money pouch under his jacket. In it he stores 57 Dc, 18 Sv and 2 Py.

MAGIC

Didier has no magic powers.

Arsenic and old Spellbooks

Folks Cards 21 - 40

Is a non-official product for



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and the book itself is not to be commercialized.

Ended on April 23rd 2020

Emanuele Betti

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21 - Human male
Apparently an adventurer

VISIBLE EQUIPMENT

Long sword
Dagger
Book
Belt
Leather Gloves
Leather jacket

*Who is this guy looking for? Looks like
there's something serious going on...*

22 - Human male
Apparently a soldier

VISIBLE EQUIPMENT

Shield
Claymore
Plate mail
Pouch
Cloak
Leather gloves

*Why is his hair platinum blonde?
Did he put on a wig?*

23 - Elf female
Apparently an average citizen

VISIBLE EQUIPMENT

Saddlebag
Dagger
Gauntlets
Leather armor
Belt
Pouches (2)

Must be a herbalist...

24 - Human male
Apparently a noble

VISIBLE EQUIPMENT

Pouch
Belt
Robe

*Must be a respected man... but what
about that big scar on his face?*

25 - Human male

Apparently an average citizen

VISIBLE EQUIPMENT

Razor knife
Leather jacket
Belt
Pouch

*Is that guy a barber or just
some ne'er-do-well?*

26 - Elf female

Apparently an adventurer

VISIBLE EQUIPMENT

Longbow
Quiver with arrows
Leather armor
Belt
Pouch
Silver ring

Doesn't she feel cold?

27 - Human female

Apparently a knight

VISIBLE EQUIPMENT

Mace
Long sword
Belt
Gauntlets
Cloak

*Look at the blood on her face, clothes
and weapons...*

28 - Human female

Apparently an adventurer

VISIBLE EQUIPMENT

Short swords (2)
Quilt jacket
Pouch
Belt

*The girl looks far too young to use
those weapons.*

29 - Human male
Apparently a street artist

VISIBLE EQUIPMENT

Mandolin
Cloak
Dagger
Pouch
Leather armor

Listen... What a nice voice!

30 - Human male
Apparently a priest

VISIBLE EQUIPMENT

Staff
Belt
Pouch
Ring with a yellow stone

Wow, that guy is short!

31 - Human female
Apparently poor

VISIBLE EQUIPMENT

Quilted cloak
Leather belt
Silver ring

*Wow, I wouldn't want to be her
husband. Hear how much she is
screaming at him!*

32 - Human male
Apparently drunk

VISIBLE EQUIPMENT

Cloth cap
Fur cloak
Dagger
Fingerless gloves
Pouches (2)
Knuckles (2)

*That's one of the biggest men
I've ever seen...*

33 - Human female

Apparently an adventurer

VISIBLE EQUIPMENT

Chain mail
Hat
Shortbow
Quiver with arrows
Belt
Dagger
Gloves

What a grumpy face.

34 - Elf male

Apparently an adventurer

VISIBLE EQUIPMENT

Shortbow
Quiver with arrows
Belt
Pouch
Dagger
Hairpin

*All the girls turn around to look at this
guy and giggle.*

35 - Human male

Apparently rich

VISIBLE EQUIPMENT

Potion
Book
Glasses
Coat

*He must be rich if he can wear that kind
of clothes...*

36 - Human male

Apparently an adventurer

VISIBLE EQUIPMENT

Axe
Long sword
Pouch
Belt
Leather armor

*That guy was once a knight, but he left
the Order to become an adventurer...*

37 - Human female
Apparently a priestess

VISIBLE EQUIPMENT

Cloak
Golden brooch
Book
Belt
Bracelet

That priestess is preaching to the crowd. She is also asking for offerings.

38 - Human female
Apparently a noble

VISIBLE EQUIPMENT

Silk cloak
Hair charm
Pendant
Veil

*How beautiful...
And what a Noble Attitude!*

39 - Human male
Apparently an adventurer

VISIBLE EQUIPMENT

Axes (2)
Dagger
Pouches (3)
Saddlebag
Cloak
Chainmail
Gauntlets

I heard he killed a man in his home country, and he came here to hide...

40 - Human male
Apparently a traveller

VISIBLE EQUIPMENT

Short sword
Water flask
Belt
Cloak
Fingerless gloves
Hat

Looks like it's the first time he has a sword in his hands.