

DRAGONQUEST

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Introduction

This essay is a set of guidelines for using Thieves' World characters with the DragonQuest rules. Herein are explanations of the reasoning which went into the character ratings, and suggestions on how to reconcile the differences between Thieves' World and DragonQuest. The gamesmaster and the players are bound to tinker with the instructions and perhaps even second-guess the character values: the design decisions are given as a basis for comparison, and for those who are initially reluctant to invest a large amount of time into the preparation of this scenario.

The laws of Thieves' World and of the DragonQuest universe have experienced a superficially similar development. The most striking correspondence between the two, at least for an outside observer, is the presence of magic. The technology closely resembles that of Europe during the High Middle Ages and, despite the presence of things supernatural, humanity is dominant. Of greatest importance, from the perspective of the player-characters, is that there is plenty of roaming room for wandering adventurers in either world.

The divergences between the two worlds are of more immediate concern to the reader. Magic is the foremost problem in adaptation, because it works quite differently in each world and its workings are described in more than one way in the Thieves' World anthologies. The apparent absence of the non-humanoid races (such as elves) and, to a lesser extent, most of the mythological monsters from Thieves' World can cause culture shock for the visitor from the DragonQuest universe. Lastly, the rigid power and social structures do not permit ready infiltration by outsiders, let alone outworlders.

Over There

When a DragonQuest character enters Thieves' World, the following adjustments are made to his capabilities:

1. His Aspect (see 7) has no effect whatsoever.
2. An Astrologer (see 52) cannot use his skill until he has spent at least one month studying the night sky of Thieves' World. His rank with the skill is halved (round fractions down) once he gains the use of it. Prognosticative magic (such as Reading the Stars [44.5; Q-1]) will never work for a character alien to Sanctuary.
3. Any capabilities unique to the DragonQuest universe do not function in Thieves' World. For example, a Black Magician could never Call his Master (46; T-14) while in Sanctuary. The named demons with which a Greater Summoner deals can gate into Thieves' World, but see below.
4. Any wholly magical beings (such as familiars) native to the DragonQuest universe sicken within an hour of entering Thieves' World. Halve any such being's Fatigue, Endurance, and success chances for all abilities (round all fractions down). Exception: Named demons do not suffer these effects. How-



ever, the chance of summoning is quartered (round fractions down), and there is no chance the justifiably annoyed demon will grant the summoner the services of a lesser spirit. Succubi, incubi, and heroes are not affected by this rule.

5. Thieves' World is considered a mana-poor area (see 27.1) only for characters who originated in a DragonQuest world.

6. A character's Magic Resistance (see 31) does not protect him from magic cast by a magician native to Thieves' World. However, counterspells do work and Magic Resistance still functions against a magician who has also journeyed from a DragonQuest world.

These effects cease to trouble the characters once they return to the DragonQuest universe.

Believed Missing In Action

Two major aspects of Thieves' World life are not defined in these pages, because both are beyond the current scope of the DragonQuest rules. Supplementary material will eventually encompass gods and religious orders, but I can hardly presume to formulate rigid rules which recreate their effects upon DragonQuest characters in Thieves' World.

Nevertheless, it is recommended that the Ilsig and Rankan gods be treated as ultrapowerful beings who can do just about anything in their respective spheres of influence—anything, that is, which does not bring them into conflict with another god. A god's influence sphere is defined as of what she or he is the god: Eshi, for example, is the goddess of love and virginity. Except in exceedingly unusual circumstances, no character can withstand a god's power without the protection of another god. (When in the bad graces of an Ilsig god, supplicate to a Rankan god, and vice-versa.) Every god should be assumed to have the power of Full Geas (see 83.2).

Religion is necessarily closely tied to the gods. If the gamesmaster constructs an adventure so that the player-characters encounter priests of one or more religions, it is suggested that these priests be granted quasi-clerical abilities (as in pagan and early Catholic legend). These rely heavily on ritual—in both senses of the word—and personal magic, which is intended to directly affect an individual (the Healer skill [55] and curses [84.3 *et seq.*] are good examples of this). Presumably, spells which are scaled-down versions of the liege god's special powers are part of the priest's repertoire.

Dwarves, elves, halflings, giants, orcs, and shapechangers, near-humans in general, are unknown to the folk of Sanctuary. Elves and dwarves can pass for humans with strange powers, like the Raggah. Shapechangers have no difficulties unless they change to were-form, or a magician divines their true nature. Orcs can, by a stretch of the imagination, pass for hideous or degenerated humans. Giants and halflings cannot conceal their alien nature; the safest explanation is that they are wizard's get. Such a claim may not be fully believed, but will encourage a disinclination to verify the statement. The gamesmaster can have visiting near-humans become the subject of local gossip, but he shouldn't subject them to overt racial prejudice. The people of Sanctuary have long ago adopted an attitude of leaving well-enough alone unless there is a profit to be made.

The mythological monsters of the DragonQuest universe also appear to be largely unknown in Sanctuary. Creatures which can fairly be described as fabulous are found exclusively in the company of the magical fraternity or far from town. The gamesmaster, when introducing a beastie in the scenario, may assume that an analog exists for almost any monster in DragonQuest but the dragons. (Sikkintairs, for instance, are very similar to gryphons.) Just assume that the creature goes

by a different name, has an altered appearance, and explain why a magician bothered to bring the player-characters into contact with it.

Sanctuary is currently suffering a depression. The purchasing power of silver and gold is much greater in that town than in the average DragonQuest world. Though research has failed to determine the shaboozh-to-silver-penny exchange rate, the gamesmaster is advised to depress prices by no more than an order of magnitude (ten times). Fees for services rendered (such as the use of a skill) are correspondingly lowered. Pay close attention to monetary matters: regardless of what Prince Kadakithis would like to think, they are first in the hearts of the Sanctuary population.

New Characters and Story Personalities

The player who generates a character born in Thieves' World is fortunate, because he has avoided the indubitably unpleasant experience of the character's formative years. Assuming that the character is part of the great unwashed (literally and figuratively) and not the offspring of a Rankan noble or local prosperous factor, he has learned to fend for himself at a very early age and probably has undergone severe emotional trauma.

The prototypical Sanctuary personality is shot through with animal cunning and duplicity. Men have no scruples about satisfying their sexual lusts, preying on unprotected women or children depending on circumstances and tastes. Women dispassionately trade their favors for goods and services. Everyone ruthlessly contends for status. A player-character is likely to be more virtuous than this vile composite (as are most of the protagonists of the stories), but proper role-play in Sanctuary usually requires putting one's worst foot forward or sideways.

The character generation procedure is modified as follows for a Thieves' World/DragonQuest character:

1. The Perception value begins at 8 (exception to 5.4).
2. If the character's Physical Beauty is 22 or greater, he or she has been sold or shanghai'd as a slave (the player has the option of generating another character) unless the character's heritage is Merchant Prince or Nobility.
3. A player does not have to successfully roll to have a character of the opposite gender.
4. A character may only be human. Near-human characters are prohibited.
5. A Thieves' World character does not have an Aspect per the DragonQuest rules. If the gamesmaster thinks he can figure out how the S'Danzo read people's futures, he can assign astrological signs accordingly.
6. Adjust the probabilities on the Social Status Table (8.1) as follows: Poor Trash 01-20, Impoverished Gentlefolk 21-35, Burgher or Farmer 36-43, Merchant 44-60, Merchant Prince 61-62, Craftsman or Adventurer 63-72, Bandit/Thief/Pirate 73-89, Lesser Nobility 90-99, and Greater Nobility 00.
7. All characters are automatically treated as bastards regardless of their actual legitimacy, unless they are born of merchant prince or noble parents. Additionally, increase the probability of a character actually being a bastard by 15% for all social classes. The chance of being a legitimate child is accordingly reduced.
8. Double the character's initial allotment of Experience Points, and divide the initial allotment of shaboozh (not silver pennies) by five.
9. It is strongly suggested that male characters take the Thief skill per 8.6, and that female characters take either Thief

or Courtesan (54).

10. A character who begins as an Adept has no experience points or shaboozh to start.

11. A female character may not gain Rank with a weapon which has a weight of greater than 1 pound (see 19.3) if her upbringing has been mostly confined to the civilized areas of the Rankan Empire.

12. No character born to Thieves' World may be of the College of Greater Summoning. The gamesmaster may wish to construct a College unique to Thieves' World which deals with the summoning of powerful beings, though this ability seems to be in the domain of the priesthood.

13. A character may not acquire the Astrologer skill unless he or she is full or half-S'Danzo.

14. A character begins play life at age 15. His characteristic values reflect potentials, rather than actual values. The value of each characteristic will reach its actual value by his 18th year. The gamesmaster decides the rate at which characteristic points are gained; if he does not want to leave himself open to constant argument, he should declare all point gains are strictly linear (so an Endurance point, for instance, would be realized once every 9 months). The characteristic values are initially reduced as follows:

PS-3 MD-2 EN-4 MA-2 WP-1

Agility is at full value. Physical Beauty is decreased by 3 if it is greater than 15, or increased by 1 if it is 15 or less.

The following character generation restrictions are optional. These restrictions are not in accord with the DragonQuest philosophy of starting all characters roughly equal, but do reflect the grim realities of Thieves' World life.

15. A character may not be an Adept unless his Magic Aptitude is greater than 15. Furthermore, a character has only a 30% chance of becoming an Adept. The player must assign his characteristics before he rolls to determine whether his character is an Adept.

16. An Adept begins play life at age 25, and so has reached his potential with his characteristic values (but see 18 below).

17. A Healer's Rank cannot exceed the highest Rank he has achieved with a spell or ritual not of the Colleges of Black Magics or Necromantic Conjurings. If the character is not an Adept, his Healer Rank ceiling is 1.

18. Because of the mind-set imposed on the girls of Sanctuary, female characters suffer in comparison to males. The effective characteristic values for a female are reduced by 2 for PS, EN, and MA. A female can achieve her potential in a stress situation (as did Masha) or by proper tutelage (as must have happened with Lythande). A female character who has yet to achieve her potential must pay double experience point costs for combat and all skills except Astrologer, Courtesan, Healer, and Languages. Once a woman achieves her potential, her capabilities are never again degraded because of her gender. (These handicaps are the result of indoctrination, and not of any sort of inferiority. The same effect could be recreated with boys in a female-dominated society.)

19. Every player must roll D10 at the conclusion of character generation. If the roll is 5 or less, the character suffered a grievous injury during his adolescence. Roll on the Grievous Injury Table (18.5). A character will not die except on a roll of 10, and all wounds which heal with the passage of time have done so. Other deleterious effects remain with the character. A roll of 43 (disfigurement) reduces PB by 2 in Thieves' World.

An Adept character generated in Thieves' World is, of course, constrained by the modifications to the magic system described in the next section of this text.

Each story personality of any importance is described to us from at least two perspectives, which disagree on minutiae more often than not. Poul Anderson's character with "cat-like tread" is not necessarily identical to Bob Asprin's character with "cat-like tread." Anderson's tread may indicate a character with an Agility of 21 and a Thief skill of Rank 2, while Asprin's metaphor could be a prosaic way of telling us a character has an Agility of 20. There is, obviously, no hard-and-fast conversion rate applied to personalities. I did not often have the luxury of even this confusion: Messrs. Anderson and Asprin are too proficient at their craft to constantly provide me with the same descriptions as a basis for comparison between characters.

The greater problem is, however, lack of description. The writers were not considerate enough to take us on a guided tour of each character's physical and mental potentials. We can, for instance, narrow Jamie the Red's Physical Strength to the 22-24 range, but his Willpower could be any one of a greater span of values.

Therefore, all values which link a Thieves' World personality to the DragonQuest rules are given as number ranges. (Thus Jamie's PS is given as 22-24, and his WP as 8-16.) This allows players to both second-guess my decisions and still end up with a value which is "official." For those who don't want the bother of constant reference to the books to choose one number from each range of values, simply average the high and the low values in each range. (Jamie's PS would be 23 and his WP would be 12.) This system leaves room for any new evidence about individual personalities which may come forth in the third Thieves' World volume.

Nor do the personalities all conform to the parameters given for characteristics in the character generation rules. These are not freshly-generated DragonQuest characters, but personalities who have the experience of several adventures and who operate in different living conditions. Accordingly, their characteristic values may have been modified due to any of the following circumstances.

Advancing Age. Even in a fantasy world, the elderly find that time has played havoc with their physical and mental well-being. Hakiem may be craftier than he was in the days of his youth, but he is not quite the man he once was.

Gender. The female personalities' importance in the scheme of things is reflected by the paucity of female protagonists. I do not approve of the sexist nature of Rankan society, but I still must show that Masha is not yet the equal of Cappen Varra.

Injury. Jarveena's unfortunate condition speaks for itself.

Experience. Those characters who have many accomplishments to their credit are assumed to have spent Experience Points to improve their characteristics.

Magic

Many variations on one magic theme—at least I think it is one theme—are described in the Thieves' World stories. The rules by which magic exists in Sanctuary are not the same as for the DragonQuest universe. The following modifications to the DragonQuest magic system represent a composite of the magics practiced by some of the story personalities.

1. An Adept may practice magic of more than one College. An Adept begins play knowing the magic of one College. To

gain use of another College's magic within the same Alignment (34.1), he must spend 6 months of study and 5000 Experience Points; for the first College (only) of a different Alignment, he must spend 1 year in study and 7500 Experience Points. The Adept may know up to his Magic Aptitude in spells and rituals of Rank 5 or less for each College of which he has knowledge.

2. An Adept may never practice the magics of all Colleges within an Alignment, though he may practice all but one. The following pairs of Colleges are mutually exclusive: Fire and Water, Illusions and Naming Incantations.

3. An Adept must undergo a Ritual of Purification (32.2) if he wants to switch from the magic of one College to that of another without hazard. If an Adept switches without benefit of the ritual, subtract 25 from his Cast Chance (for all magic) if he switches within an Alignment, and 50 if he switches between Alignments.

4. An Adept increases his Cast Chance by 15 for each Fatigue Point he spends. The Cast Chance must equal or exceed 100 by expenditure of Fatigue Points if possible.

5. If a spell or ritual has a Cast Chance of 100 or greater, it cannot backfire. If, however, the Cast Chance is less than 100, any failure roll causes backfire.

6. A character's Magic Resistance has no effect unless he has a focus. A focus may either be a counterspell, or an object into which a counterspell has been invested (32.3; Cappen Varra's amulet is such a focus). The normal effects of a counterspell are in addition to the focus.

7. A spell is always cast per the procedure described in 33 (as amended above). A full minute is not required.

8. Cold iron does not inhibit the casting of magic for an Adept native to Thieves' World.

9. If an Adept depends on a secret for his magical powers (as does Lythande), his powers may be usurped by someone who knows his secrets:

a. The usurper must state the secret to the Adept. As long as the Adept remains in sight or sound range of the usurper, the usurper may draw on his power.

b. Upon correctly stating the Adept's secret, usurper is granted temporary knowledge of all the Adept's magical lore. (Effectively, the usurper can read the Adept's mind.)

c. The Adept cannot cast a spell or ritual as long as the usurper is using his power.

d. When the usurper casts a spell or ritual with the Adept's power, the Adept is powerless to harm him. The regular spell or ritual procedure is used, except the usurper's Magic Aptitude is figured in the calculation (not the Adept's) and any Fatigue Point loss is first taken from the Adept and, when the Adept's Fatigue is exhausted, from the usurper. Backfire results apply to both usurper and Adept.

e. A spell may not be cast using both the usurper's and the Adept's Fatigue during the same round. The usurper may choose to switch the Fatigue drain to himself if he does not think the Adept has the necessary points remaining.

f. The usurper may drain the entirety of the Adept's Fatigue Points and then cause the Adept to fall comatose until the Fatigue is restored.

g. An Adept is free to cast spells or rituals while his secret is being pronounced or when his usurper is not using his powers and the Adept has Fatigue Points remaining.

10. A character may be granted talents by a god in return for personal service. A talent is a magical ability which automatically works whenever the god specified it could be used. A talent usually only affects the character's own capabilities; he could not, for instance, injure or control another being with most talents.

A character cannot resist a god's personal magic, unless he is directly protected by another god. A god is impervious to a character's magic.

Two quasi-magical skills also are changed for Thieves' World:

11. No Astrologer may attempt to change a prediction (52.4). A full S'Danzo—not a half-S'Danzo—may attempt to divine another being's intent towards a querent or in reaction to certain events. (Moonflower determined Bourne's and Lirain's plot against the Prince and Shadowspawn.) The success chance is figured as for a regular question (52.5), but the S'Danzo is able to give a clear answer if successful.

12. A Healer may not resurrect the dead (55.7). The gamesmaster can allow the gods to bring the dead to life, though I can't imagine why a deity would bother—one human votary is as good as any other.

Personality Format

The information for all personalities is organized in the following manner:

Name. Aliases, titles, and trade names are parenthesized.

Position. A phrase describes the personality's occupation or responsibility in Sanctuary.

Appearances. Each time a personality is present in the narrative, the page reference for when we first encounter him or her is given. Passing mentions of a name are ignored. I have left the physical descriptions of the personalities to the authors and to Ace's artists, as they are the official authorities on this. TW means Thieves' World; VU indicates Tales from the Vulgar Unicorn.

Characteristics. Characteristics are given in the same order for each character. Fatigue and Action Point Allowance, which depend on the Endurance and Agility selected, respectively, must be referenced from 5.2 and 5.3. Each characteristic is presented as a range: see the explanation near the end of **New Characters and Story Personalities**, above.

Combat. The gamesmaster is sometimes asked to choose secondary weapons for a personality. (Rank with bare hands counts as a weapon.) Any armor and/or shield is listed.

Magic. I have taken the liberty of adding three Colleges which will appear in the first DragonQuest magic supplement (shaping magics, lesser summoning, and rune magics). If you have not acquired that supplement, ignore references to it.

Talents and Occupation. This is self-explanatory.

Skills. Again, the gamesmaster may be asked to choose secondary skills for a personality.

Comments. Any special possessions or magical conditions (such as being cursed) is mentioned. If the personality might not be in town or alive during the player-characters' adventuring, the gamesmaster is warned of this.

A "???" at the end of any ability indicates that the gamesmaster may choose to ignore that ability.

If any player takes excessive advantage of his knowledge of the books or of the information in the next section, the gamesmaster should volunteer the offending character to further the cause of science as one of Kurd's subjects.

PRINCE, RETINUE, and OFFICIALS

ARMAN

Hell Hound; bodyguard of Prince Kadakithis.

First Mentioned: TW 12.

PS 19-23 AG 12-18 MA 12-18
MD 12-18 EN 18-22 WP 8-14
PC 8-12 PB 10-20

Sword weapon 5-9; 2 other weapons 3-7; dagger 4-8; chainmail; improved buckler.

No magic.

No talents.

Military scientist 2-4; 2 other skill 0-2.

Arman usually wears only the equivalent of leather armor and goes without shield while on patrol. He is reputed to be incorruptible.

AYE-GOPHLAN

Captain of a guardpost on Processional.

First Mentioned: TW 20.

PS 17-21 AG 15-21 MA 5-9
MD 11-19 EN 12-20 WP 10-16
PC 8-12 PB 8-18

Sword weapon 2-6; 2 other weapons 1-5; dagger 3-9; leather; plain buckler.

No magic.

No talents.

Thief 3-7; other skills 0-2.

BOURNE

Hell Hound; bodyguard of Prince Kadakithis.

First Mentioned: TW 12, 158.

PS 19-23 AG 13-19 MA 5-7
MD 12-18 EN 17-21 WP 10-16
PC 9-13 PB 9-19

Sword weapon 5-9; 2 other weapons 3-7; dagger 4-8; chainmail; improved buckler.

No magic.

No talents.

Military scientist 2-4; 2 other skill 0-2.

DANLIS

Ancilla to the Lady Rosanda.

First Mentioned: TW 101.

PS 9-17 AG 11-17 MA 7-13
MD 13-21 EN 10-14 WP 20-24
PC 11-15 PB 20-24

Small weapon 0-2; no armor.

No magic.

No talents.

Troubador 1-9; 2 other skills 0-4.

MOLIN TORCHHOLDER

Priest-Builder for the Rankan Gods.

First Mentioned: TW 84, VU 166.

PS 10-16 AG 9-17 MA 8-22
MD 11-19 EN 12-18 WP 14-22
PC 8-12 PB 10-20

Two colleges?; minor magic.

May have talents at gamesmaster's discretion.

PRINCE KADAKITHIS ("Kitty-Cat")

Military Governor of Sanctuary; step-brother of the Rankan Emperor.

First Mentioned: TW 10, 46, 174; VU 166.

PS 7-13 AG 13-17 MA 6-10
MD 12-18 EN 12-16 WP 14-20
PC 5-7 PB 14-22

Sword weapon 3-9; 1 other weapon 2-4; leather.*

No magic.

No talents.

Two skills 0-4?

Kadakithis wears this armor for protection against assassins and can don whatever armor he chooses.

QUAG

Hell Hound; bodyguard of Prince Kadakithis.

First Mention: TW 12, 179; VU 175.

PS 18-22 AG 11-17 MA 5-7
MD 12-18 EN 18-22 WP 10-16
PC 8-10 PB 9-19

Sword weapon 5-9; 2 other weapons 3-7; dagger 4-8; chainmail; improved buckler.

No magic.

No talents.

Military scientist 3-5; 2 other skills 0-2.

RAZKULI

Hell Hound; bodyguard of Prince Kadakithis.

First Mention: TW 12, VU 263.

PS 18-24 AG 11-17 MA 5-7
MD 12-18 EN 18-22 WP 10-16
PC 8-12 PB 10-20

Sword weapon 5-9; 2 other weapons 3-7; dagger 4-8; chainmail; improved buckler.

No magic.

No talents.

Military scientist 2-4; 2 other skills.

TEMPUS

Hell Hound; sell-sword and Vashanka's minion.

First Mention: VU 193, 229, 287.

PS 22-26 AG 16-20 MA 7-13
MD 17-21 EN 16-22 WP 15-23
PC 12-22 PB 11-17

Bastard sword 7-9; other sword weapon 5-7; 2 other weapons 2-6; chainmail?

Minor magic.

Regeneration: Tempus regenerates one Endurance Point per round in combat.

When not engaged in combat, his regeneration ability depends on how Vashanka is disposed towards him. Note that Tempus can regenerate grievous injuries.

Illusionary Visage: Tempus can alter his facial appearance at will.

Military scientist 3-9; Spy or Thief 3-5; 2 other skills 3-5?

Tempus' magical sword adds 20 to his Base Chance in combat, and dispells all defensive enchantments of Rank 15 or less. It glows with a pale pinkish light in the presence of enemies, especially Ilsgis.

WALEGRIN

Guard soldier from Sanctuary garrison.

First Mention: VU 126.

PS 17-23 AG 15-21 MA 7-11
MD 11-17 EN 14-20 WP 13-19
PC 9-11 PB 12-20

Sword weapon 3-7; 2 other weapons 2-8; leather; improved buckler?

No magic.

No talents.

Military scientist 2-6; other skills 1-7.

ZALBAR

Captain of the Hell Hounds.

First Mention: TW 10, 177, 204, 241; VU 263.

PS 21-25 AG 13-19 MA 5-7
MD 13-19 EN 19-23 WP 8-14
PC 13-17 PB 15-21

Sword weapon 6-10; 2 other weapons 4-8; dagger 4-8; chainmail; improved buckler.

No magic.

No talents.

Military scientist 4-6; 2 other skills 0-4.

RESIDENTS

ALTEN STULWIG

Apothecary.

First Mention: VU 151.

PS 18-20 AG 12-16 MA 5-13
MD 14-18 EN 14-22 WP 13-17
PC 5-9 PB 11-17

Quarterstaff 1-3; 1 small weapon 2-4; no armor.

Minor magic?

No talents.

Alchemist 3-7; Merchant 2-6; Thief 1.

As the first of his alchemical abilities (50.5), he can mix medicines.

AMOLI

Madam of the Lily Garden.

First Mention: TW 219, 254.

PS 6-12 AG 12-18 MA 8-12
MD 16-20 EN 8-16 WP 13-21
PC 8-16 PB 10-18

Two knives or small throwing weapons 0-2; no armor.

No magic.

No talents.

Courtesan 5-7; Merchant 2-6; Thief 1.

Amoli is classed as unsavory in Sanctuary—quite a feat of depravity.

DUBRO

Town smithy.

First Mention: TW 58; VU 124.

PS 21-25 AG 6-10 MA 5-9
MD 14-18 EN 15-23 WP 7-11
PC 6-10 PB 10-16

Mattock 1-5; 2 other large weapons 0-2; bare hands 4-8; cloth armor.

No magic.

Smith.

Merchant 0-6; 1 other skill 0-4.

ENAS YORL

Wizard.

First Mention: VU 37, 113; VU 172.

PS var AG var MA 24-36
MD var EN var WP 14-22
PC 12+var PB var

Small stabbing weapon 0-2*; var.

Colleges of Ensorcelments and Enchantments (Ensorceller), Sorceries of the Mind, Illusions, and Celestial Magics (Star Mage); minor magic.

Spy 1-3*; 2 other skills 0-2*; var.

var: variable; *only while humanoid in form.

Enas Yorl is the victim of an impressive major curse which may have been augmented by magical backfire. He is a most difficult personality to play. His form randomly changes during a 24-72 hour cycle. His forms divide in roughly this fashion: 50% human male, 25% exotic human or humanoid, and 25% bizarre enough to confine him to quarters. Enas Yorl's physical capabilities are determined by his current form, but his mental and magical facilities usually remain unchanged.

HAKIEM (The Storyteller)

Professional gossip.

First Mention: TW 4, 167; VU 1, 134, 199.

PS 6-14 AG 5-11 MA 6-12
MD 15-21 EN 7-13 WP 13-19
PC 15-25 PB 5-13

Dagger 0-4; bare hands 0-2; no armor.

No magic.

No talents.

Troubadour 4-8 (includes: amuse small children, compose and recite stories and legends); Spy 2-6; 1 other skill 0-2?

HAWKMASK

Tough and bodyguard in Jubal's employ.

First Mention: TW 73, 191; VU 194, 278.

PS 15-21 AG 12-18 MA 5-9
MD 11-91 EN 16-22 WP 7-17
PC 5-13 PB 7-23

Large weapon 0-4; medium weapon 2-6; small weapon 1-5; bow weapon 0-6?; leather; improved buckler?

Minor magic?

May have magical protection.

Thief 0-6; Assassin 0-4; 2 other skills 0-4?

ILLYRA (The Seeress)

Half-S'Danzo fortune-teller.

First Mention: TW 57, 93; VU 124, 153.

PS 6-12 AG 14-20 MA 12-24
MD 15-21 EN 7-13 WP 13-19
PC 12-20 PB 20-24

Small stabbing weapon 0-2?; no armor.

Minor magic?

No talents.

Astrologer 4-6; Merchant 1-3; Thief 1; 1 other skill 0-4?

Illyra is believed to be under a minor curse (84.30) which has rendered her barren.

JUBAL

Crime-lord of Sanctuary.

First Mention: TW 185; VU 160, 278.

PS 16-20 AG 14-18 MA 5-9
MD 14-18 EN 13-19 WP 15-23
PC 9-13 PB 7-15

2 sword weapons 3-7; knife 4-8; 2 other weapons 1-7; leather*.

No magic.

No talents.

Assassin 1-5; Thief 2-4; Merchant 4-10; 1 other skill 1-5.

**May wear any armor if he feels he needs it.*

MASHA ZIL-INEEL

Doctor's Assistant and Hairdresser turned Adventurer.

First Mention: VU 5.

PS 4-14 AG 13-21 MA 6-8
MD 14-18 EN 10-14 WP 19-25
PC 10-22 PB 13-21

Dagger 0-2; short sword 0-2; no armor.

No magic.

Limited berserker-gang: Masha can, in moments of crisis, perform feats of strength, coordination, and daring far beyond her apparent capabilities.

Healer 1; Thief 1-3; 1 other skill 1-3.

MELILOT (The Scribe)

Owens a translation firm.

First Mention: TW 17.

PS 6-12 AG 14-20 MA 7-13
MD 14-18 EN 7-15 WP 13-19
PC 12-16 PB 6-10

Small weapon 0-2?; no armor.

No magic.

No talents.

7-9 languages 8-10; Merchant 5-9; 2 other skills 1-5.

KURD (The Vivisectionist)

Medieval research scientist.

First Mention: VU 272.

PS 6-12 AG 8-12 MA 7-11
MD 14-22 EN 6-12 WP 17-23
PC 7-11 PB 6-10

Small weapon 0-2?; no armor.

Minor magic?

No talents.

Healer 1; 2 other skills 2-6.

MIZRAITH

Magician.

First Mention: TW 226.

PS 7-5 AG 8-16 MA 28-36
MD 10-18 EN 8-12 WP 15-21
PC 7-13 PB 7-13

Stabbing weapon 0-2?; no armor.

Colleges of Necromantic Conjurings, Enchantment and Ensorcelment (Enchanter), Sorceries of the Mind and Lesser Summoning; minor magic.

Has talents at gamesmaster's discretion.

Mechanician 1-7; 2 other skills 0-8.

MYRTIS

Madam of Aphrodisia House.

First Mention: TW 237, 284.

PS 5-13 AG 15-21 MA 10-14
MD 17-23 EN 8-16 WP 13-21
PC 12-16 PB 17-25

Small weapon 0-2?; no armor.

No magic.

Courtesan 8-10; Merchant 5-9; 1 other skill 1-7.

ONE-THUMB (LASTEL)

Owens the Vulgar Unicorn.

First Mention: TW 109, 209.

PS 13-19 AG 12-16 MA 6-10
MD 12-20 EN 14-18 WP 15-19
PC 7-17 PB 7-13

Rapier 3-7; dagger 3-7; 1 other weapon 1-3?; no armor.

No magic.

Bartender.

Merchant 3-7; Assassin 5-7; Thief 1-3; 1 other skill 0-2?

CAPPEN VARRA (The Minstrel)

"The only honest man in Sanctuary."

First Mention: TW 70, 91, 272.

PS 9-15 AG 20-22 MA 12-20
MD 16-22 EN 10-16 WP 14-16
PC 15-21 PB 15-21

Rapier 5-7; spear 1-3; small weapon 2-4; cloth armor.

Minor magic.

Knows geometry; understands basic principles of magic.

Troubador 7-9; Thief 4-8; 3 other skills 1-5; 2 other languages 6-10.

Cappen Varra possesses an amulet which acts as a focus for and adds 50 to his Magic Resistance after he speaks three truths about the Adept casting magic at him. He also composes a mean rondel.

CIME (The Witch Harlot)

Free-lance prostitute.

First Mention: VU 205.

PS 6-12 AG 12-20 MA 17-23
MD 14-22 EN 6-14 WP 13-19
PC 10-14 PB 13-21

Small weapon 0-2; no armor.

Black magician?; minor magic.

No talents.

Courtesan 3-7; 3 other skills 1-5? (but not Thief).

Cime is the victim of a major curse (84.4) which prevents her from sleeping with any man except as a client, and she has vowed to slay sorcerers.

HANSE or SHADOWSPAWN

Thief extraordinaire.

First Mention: TW 111, 156, 197; VU 202, 229.

PS 12-16 AG 20-24 MA 5-9
MD 19-25 EN 10-14 WP 16-20
PC 13-21 PB 20-24

Dagger 2-8; Knife 2-8; 1 other weapon 0-2?

No magic.

No talents.

Thief 8-10; Spy 4-8; Merchant 3-7.

JAMIE THE RED

Younger son of a mountain king.

First mention: TW 102.

PS 22-24 AG 15-19 MA 5-7
MD 10-18 EN 21-25 WP 8-16
PC 7-11 PB 11-19

Claidheamh-mor 4-6; 1 sword weapon 4-6; knife 6-8; battle axe 5-7; spear 2-4; chainmail; plain buckler?

No magic.

No talents.

Ranger 3-5; Thief 1; other skills 0-4?

JARVEENA

Translator in Melilot's employ.

First Mention: TW 19.

PS 5-9 AG 13-19 MA 6-8
MD 15-21 EN 7-15 WP 18-24
PC 6-12 PB 5-11

Dagger 02-?; no armor.

No magic.

No talents.

3 languages 8-10 (includes Yenized);

Thief 0-4; 1 other skill 0-2?

KEMREN, THE PURPLE MAGE

Renegade priest of Weda Krizhtawn.

First Mention: VU 80.

PS 5-11 AG 10-16 MA 25-31
MD 11-17 EN 7-13 WP 16-22
PC 6-12 PB 9-15

Stabbing weapon 1-3; 1 other weapon 0-2?; no armor.

Colleges of Sorceries of the Mind, Water Magics, Enchantments and Ensorcelments (Enchanter), Black Magics, Illusions and Shaping Magics; minor magic.

Has talents at gamesmaster's discretion.

Mechanician 4-10; Merchant 1-5; 2 other skills 1-3.

LYTHANDE (The Star-Browed)

Adept of the Blue Star.

First Mention: TW 71, 197, 248, 267.

PS 10-16 AG 11-17 MA 22-26
MD 12-16 EN 9-15 WP 14-20
PC 11-17 PB 9-17

Sword weapon 3-7; stabbing weapon 2-6; 1 other weapon 0-2; no armor.

Colleges of Illusions, Air Magics, Water Magics, Sorceries of the Mind, and Celestial Magics (Shadow Weaver); minor magic.

Teleport to the Place That Is Not.

Thief 1-5; Ranger 1-5; Alchemist 0-8; 2 other skills 0-6.

SAMLOR HIL SAMT

Caravan master.

First Mention: VU 91.

PS 15-21 AG 14-18 MA 8-20
MD 13-17 EN 14-18 WP 16-20
PC 12-18 PB 8-16

Dagger 5-9; 1 medium weapon 3-5; 1 bow weapon 3-5?; no armor.*

College of Ensorcelments and Enchantments (Enchanter); minor magic.

No talents.

Merchant 3-7; Ranger 3-7; Thief 1; other skill 2-4?

**Samlor probably wears armor in the desert or when on convoy.*

SMHEE

Priest of Weda Krizhtawn

First Mentioned: VU 30.

PS 15-21 AG 18-22 MA 15-17
MD 11-17 EN 12-16 WP 14-20
PC 9-15 PB 8-14

Dagger 3-9; 2 other weapons 1-3; cloth armor?

College of Water Magics?; minor magic.

No talents.

Spy 3-7; 2 other skills 1-5.

RACES

These are formatted as are the races of the DragonQuest universe (6). The "Chance" indicates the percentage chance of a new character being that race (6.3).

THE S'DANZO

The seers of Thieves' World, though they show surprising disinclination for other magics.

Special Ability: only a full or a half-S'Danzo may be an Astrologer. See also section "E" of note 11 prefacing these statistics.

EN -1; MA +1; PC +1.

(Full S'Danzo) Chance: 15%. Racial Multiplier 1.3.

(Half S'Danzo) Chance: 20%. Racial Multiplier 1.2.

The gamesmaster must choose which of the characteristic modifiers apply to half S'Danzos.

MONSTERS**BENGIL CRAB OF SHARRANPIP**

First Mention: VU 56.

Natural habitat: Beach and Shoals.

No talents, skills, or magic.

Movement rate: Crawling: 250.

PS 12-22 MD 3-9 AG 5-10
MA none EN 5-8 FT 6-9
WP 5-6 PC 7-11 PB 2-6
AP 4-6 NA 2 DP/strike

Attacks: a Bengil crab can attack with 2 claws each with a BC of 35% and +1 Damage.

SIKKINTAIR (Flying Knife)

First Mention: TW 124.

Natural habitat: Mountains and Plains.

No talents, skills, or magic.

Movement rates: Walking 100, Flying 850.

PS 32-40 MD 15-20 AG 10-16
MA 2-5 EN 20-25 FT 15-30
WP 0-5 PC 7-14 PB 0-5
AP 12-15 NA 4 DP/strike

Attacks: A sikkintair can attack with 2 talons, each with a BC of 30% and +5% Damage.