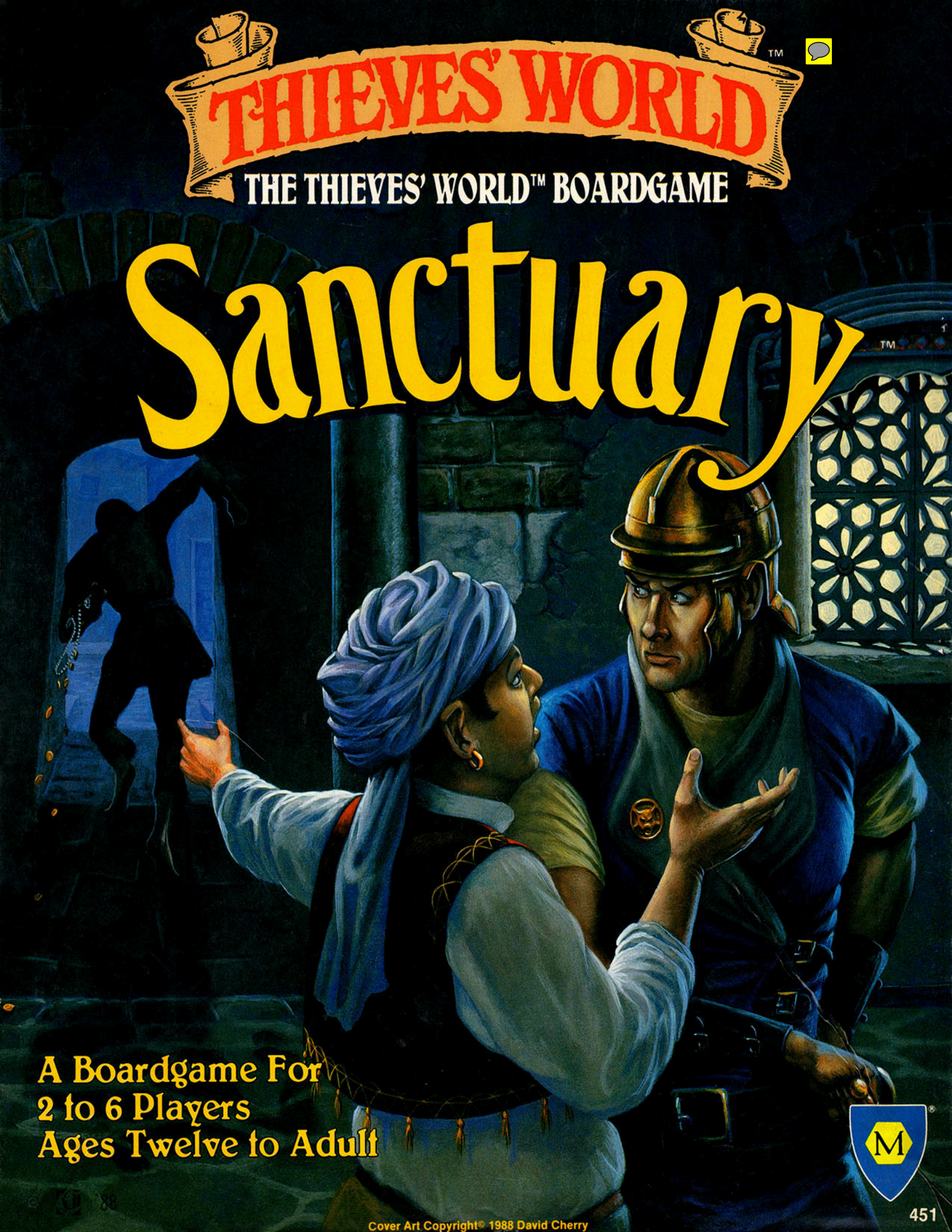
THIEVES' WORLD™

THE THIEVES' WORLD™ BOARDGAME

Sanctuary™



A Boardgame For
2 to 6 Players
Ages Twelve to Adult

Cover Art Copyright© 1988 David Cherry

Sanctuary

Rule Book

Box Contents
Basic Game
Advanced Game
Solitaire Game
Charts & Index

Sanctuary

Box Contents

1 playing board

54 plastic chips

54 stickers (attach to one side of plastic chips)

- 48 silver denominations
- 4 thugs (for advanced game only)
- 2 amulets (for advanced game only)

112 cards

- Event Cards (1-50)
- Rumor Cards (51-102)
- Weapon Cards (103-106) (for advanced game only)
- Thief Cards (107-112) (for advanced game only)

2 six-sided dice and 1 ten-sided die

Rules Book

Rumor Charts Book (for advanced game only)

The most important character of the **Thieves' World** stories is the city of Sanctuary itself! The town's dark squalor and desperation are tempered by a curious pride which can laugh at the Empire, the gods, and even itself. Its casual viciousness strikes a chord in our innermost being and has seduced author and reader alike into a love-hate relationship. Once you've visited Sanctuary, you'll never forget it.

Basic Game

How To Win

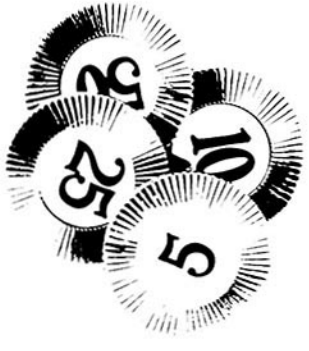
Two to five players compete for the most silver pieces. The first player to hide 300 silver pieces in his cache wins the game. Players obtain silver pieces by traveling the streets of Sanctuary to steal them where rumor says silver can be had. Players must survive the hazards of life in the most dangerous city in fantasy, particularly the Hell Hounds (law enforcers) and the unusual residents of Sanctuary they confront via Event Cards.

Stealing & Hiding Silver Pieces

Whenever a player's pawn enters a location named on a Rumor Card, he commits the theft stated. The player discards the card and receives from the bank the amount of silver stated on the card (denoted by SP). A player may make only one theft in a turn. He may not commit two thefts in one location even if he has a second Rumor Card for that location. The player must move away from the location and later return if he wants to steal from there a second time.

Five bags are located around the board, these represent the players' secret caches in the Maze. Whenever a player is in the Maze (including at the beginning of the game), he can put in or take from his cache any number of silver pieces. Once put in a cache, this silver cannot be lost due to Event Cards or being sent to the Dungeon, and are vulnerable only to the two "Burgle Any Opponent's Cache" Event Cards.

CAUTION: If a card calls for the player to pay the bank a required sum, this amount must be paid or the player loses his turn, goes to the Dungeon, and suffers a penalty. Silver hidden in the cache cannot be removed to pay these penalties. It is wise to keep some silver with you while traveling through Sanctuary.



Using Rumor Cards

Rumor Cards represent street gossip. They tell of locations where valuables vulnerable to theft abound. Each player receives 3 Rumor Cards at the beginning of the game. A player must have one of these cards identifying a theft location before he may enter and steal silver.

A player may keep up to 3 Rumor Cards in his hand. If he gets an additional Rumor Card, one must be immediately discarded. The player uses a Rumor Card to steal when his pawn enters the location given. The player's pawn enters a location by moving 1 'space' from the dark-colored space in the street into the white building (or Maze, Downwind, etc.). He then discards the Rumor Card and receives from the bank the amount of silver stated on the card (see diagram).

There are 3 ways to receive additional Rumor Cards:

1. Enter the Maze and receive 1 free.
2. While in the Maze, forfeit a turn and receive 2 free.
3. Purchase 1 for 20 silver pieces in the Bazaar.

Event Cards — Rumor Cards



Using Event Cards

These cards describe the seedy events which take place in the city of Sanctuary. Each player draws an Event Card at the beginning of his turn, unless his pawn is in the Dungeon, the Sewers, or the Maze. Upon drawing an Event Card, the player must do what it says. Some cards must be played immediately and others can be saved for future use. After the card is played, it is discarded immediately.

Like the Rumor Cards, each player may accumulate up to 3 Event Cards in his hand. If the player draws yet another Event Card to be saved, one of these cards must be played or discarded. A "Boots of Speed" card does not count toward the limit of 3 Event Cards.

There are some Event Cards which deserve special note. Refer to this section when encountering them:

Go To requires the player to immediately pick up his pawn and place it on the location stated on the card. This does not require a corresponding Rumor Card. Unless the card also calls for the player to lose a turn, the player then continues his turn from that location. If the player does have a Rumor Card corresponding to that location, he may use it, but cannot continue his pawn movement afterward.

Lose Turn requires a player to lose his turn immediately. The player does not roll for his pawn or Hell Hound pawn movement.

Play Next Hell Hound Meeting must be played during the player's next meeting with a Hell Hound pawn. If the player has more than one such card, only one need be played. The rest may continue to be saved until the next meeting.

Play In Dungeon must be played the next time the player's pawn is sent to the Dungeon. Play it immediately after going to the Dungeon. If the player has more than one such card, only one need be played. The rest may continue to be saved.

Get Out Of Dungeon allows the player to leave the Dungeon at the beginning of his next turn and take a complete turn, including drawing an Event Card. The player must pay the regular penalty for going to the Dun geon, but does not roll on the Dungeon Sentence Chart.

Collect One Half Of SP is computed by dividing the silver pieces in half and rounding down to the nearest 5 silver pieces. Remember, only silver carried by a player (and not in his cache) is counted.

Boots Of Speed add 1 or 2 (according to card) to the movement of the player's pawn. The bonus must be added and used every turn. The card is placed in front of the player when drawn, and not counted towards the maximum limit of 3 Event Cards.



Moving the Pawns

To move, a player rolls all three dice included in the game (1 ten-sided and 2 six-sided). The player moves his pawn the number of spaces equal to the total of any two of the three dice, and moves any Hell Hound pawn the number of spaces equal to the third die. The player must move his pawn the entire total of two dice (plus any movement added by a "Boots of Speed" card). A pawn cannot be moved back and forth between spaces in one turn.

The player's pawn stops moving and ignores any remaining part of his die roll upon entering any location. The player's pawn can only enter a location by moving one 'space' from the dark-colored space in the street into the white building (or Maze, Downwind, etc.). A player's pawn may not enter any location without a Rumor Card for that location, except for the Bazaar and the Maze. A player may move his pawn through a space containing a Hell Hound with no effect.

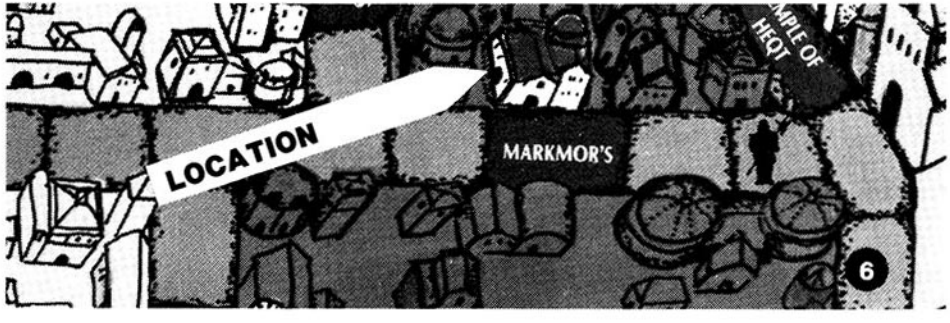
Sewer Movement

Sanctuary is honeycombed with a tangle of sewers and tunnels. Players can move through the Sewers, but it is hard to find the entrances and harder still to get out.

A player may move through the Sewers if his pawn is on a Sewer entrance at the beginning of his turn (including the entrance in the Maze). Sewer entrances are indicated on the board by numbers surrounded by black circles located on ten of the spaces.

A player moving through the Sewers, does not draw an Event Card, or roll normally for himself or for a Hell Hound. The player moves through the Sewers by stating that he is moving through the Sewers and rolling the ten-sided die. If he rolls a 1 to 6, the player's pawn is immediately placed on the Sewer entrance corresponding to the die roll (possibly the Sewer entrance from whence he started) and his turn ends. If he rolls a 7 to 10, the player is lost in the Sewers; the player removes his pawn from the board entirely. Once on each of his next turns, he rolls the ten-sided die until 1 to 6 is rolled, when the player emerges at the appropriate location as above. A "lost" player does not draw any Event Cards or move Hell Hounds.

Once the player has successfully emerged from the Sewer, he must move normally his next turn and not use Sewer movement.



Moving the Hell Hounds

The Hell Hound pawns move the same way as the player's pawns, except that Hell Hound pawns may not enter any location and may not use Sewer movement. A Hell Hound pawn moves the full number of spaces shown on its die or until it enters a space containing a player's pawn (a "meeting" with a player's pawn).

The Hell Hound pawn's movement must end when it meets with a player's pawn. The player moving the Hell Hound pawn then rolls on the Hell Hound Chart with one six-sided die to see whether the Hell Hound sends the player's pawn to the Dungeon. If two player's pawns are in a space with a Hell Hound pawn, the player moving the Hell Hound pawn chooses which of the two players' pawns the Hell Hound is meeting.

The Dungeon

When a player's pawn goes to the Dungeon, half of the silver he carries is paid to the bank (rounded down to the nearest 5 silver pieces), and any Boots of Speed held by the player are discarded. A player's silver pieces in his cache are not counted in figuring his losses when going to the Dungeon.

Immediately upon placing the pawn in the Dungeon, any Event Cards the player may have in his hand concerning the Dungeon can be played. If none can be used to get out of the Dungeon, the player rolls a six-sided die at the beginning of his next turn to determine his Dungeon sentence on the Dungeon Sentence Chart and follows its direction immediately. A player does not draw an Event Card in the turn he gets out of the Dungeon. His turn begins with the roll of the dice and proceeds normally from there (see Order of Play).

Hell Hound Chart

1-2 YOU GOT AWAY
The meeting has no effect on the player's pawn.

3-4 DETAINED FOR QUESTIONING
The player's pawn loses his next turn. No other Hell Hound may be moved into the space while the player's pawn is detained there, nor may the player's pocket be picked, nor may he be mugged. The Hell Hound pawn may not be moved until after the player's pawn moves from the space.

5-6 CAUGHT IN THE ACT
The player's pawn is sent immediately to the Dungeon. The Hell Hound's player picks up the player's pawn and places it in the Dungeon.

Dungeon Sentence Chart

1. Get out this turn.
2. Get out this turn.
3. Get out this turn.
4. Lose one turn and then get out.
5. Lose one turn and then get out.
6. Lose two turns and then get out.

Beginning Play

Open the board, shuffle the Event Card and Rumor Card decks, and put them on the designated places on the board. If the Event Card or Rumor Card decks are used up during play, reshuffle that deck and continue play. Create silver pieces by attaching a sticker to one side of each plastic chip.

NOTE: There are 4 Thug and 2 Amulet stickers to be placed on chips. These, along with the Weapon and Thief cards are used only in the Advanced Game.

At the start of the game, each player receives 50 silver pieces, draws 3 Rumor Cards, and selects a colored pawn. Each player place his pawn in the Maze to start the game. The 5 black Hell Hound pawns are then put on their starting spaces designated by the soldier emblem on 5 spaces scattered throughout the board. The silver not given to the players at the beginning of the game forms the "Bank". A player may be chosen to be "Banker" to handle the Bank.

Order of Play

Beginning with the first player, each player takes his turn by doing the following things in order:

FIRST: The player draws an Event Card (unless he is in the Dungeon, the Sewers or the Maze). The player must follow the instructions on the Event Card (including moving, and making and receiving payments) before continuing his turn. If the card requires the player to lose a turn, the player's turn is immediately over. (see Using Event Cards)

SECOND: The player rolls all 3 dice and moves his pawn the total of any two dice and a Hell Hound pawn the amount of the remaining die.

A player gets silver pieces by moving his pawn into the locations listed on Rumor Cards in his hand. The player moves the Hell Hound pawn to try to capture his opponent's pawn and to send it to the Dungeon, forfeiting silver and risking a prison sentence (refer to the appropriate section for complete information).

Deals And Courtesy

If two players' pawns are in the same space or location, they may trade or sell Rumor Cards and/or Event Cards to each other. Players may only use silver pieces carried by them and not those from their cache. Credit may be granted but only at a player's risk.

While there is no honor among thieves in Sanctuary, a few basic courtesies are necessary to play the game:

1. All coins (whether carried or in a player's cache) must be kept on the table. A player may not conceal the number of coins he has in his possession, but he may place them face down to conceal their value.
2. Players do not have the right to look into another player's cache.
3. Rumor Cards must be shown when cashed, and Event Cards must be shown when played.
4. These rules must be observed, but players may otherwise threaten, lie to, or bribe each other at any time, in the true tradition of Sanctuary.

Optional Rule: Playing the Prince

In any game, one player can play Prince Kadakithis and control the five Hell Hounds. All rules remain the same except for movement.

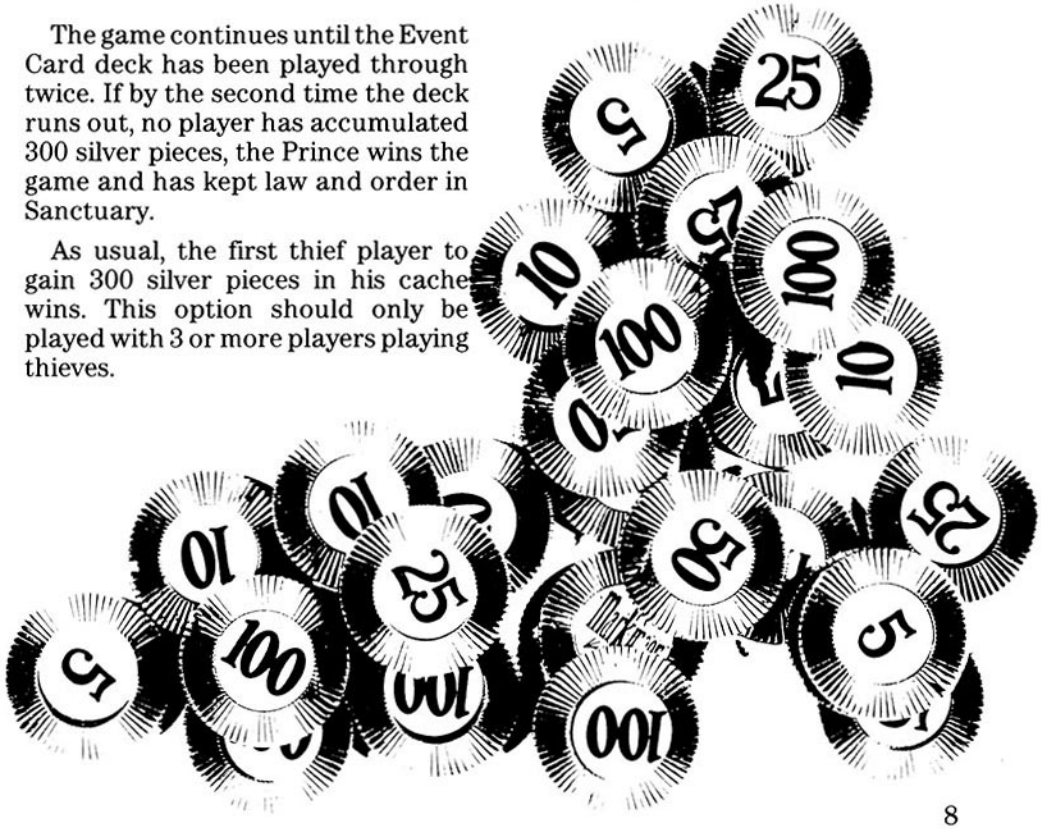
Players roll dice and move their pawns normally. However, the third die is ignored and no player moves a Hell Hound pawn except the player who is the Prince. The Prince always takes his turn last. He does not draw any Event Cards, but rolls the three dice and moves any two Hell Hounds, each moving the value of one of the three dice. The value of the third die is ignored.

When a Hell Hound pawn enters the same space as a player's pawn, a Hell Hound meeting is handled in the same way. Hell Hound pawns still cannot enter any location.



The game continues until the Event Card deck has been played through twice. If by the second time the deck runs out, no player has accumulated 300 silver pieces, the Prince wins the game and has kept law and order in Sanctuary.

As usual, the first thief player to gain 300 silver pieces in his cache wins. This option should only be played with 3 or more players playing thieves.



Advanced Game

The Advanced Game of **Sanctuary** gives players these additional options: hiring thugs, using magical amulets and special weapons, bribing Dungeon guards, and mugging players. Above all, the player can play the role of a thief living in Sanctuary, with goals and abilities unique to himself, and with an entirely different procedure for committing crimes from the Basic Game.

Basic Rules Apply

Unless these Advanced Game rules expressly state otherwise, the Basic Game Rules apply unchanged in the play of the Advanced Game. By player agreement, individual rules from the Advanced Game may be played with the Basic Game without using all the Advanced Game Rules.

The game is changed in 3 ways:

1. The Dungon rules are changed to include bribing the guards (see Bribing Dungeon Guards).
2. When meeting another player's pawn, muggings can take place (see Mugging Players).
3. Rumor Cards are used in conjunction with the Rumor Tables booklet to add more intrigue to the play (see Committing a Crime).

Beginning Play

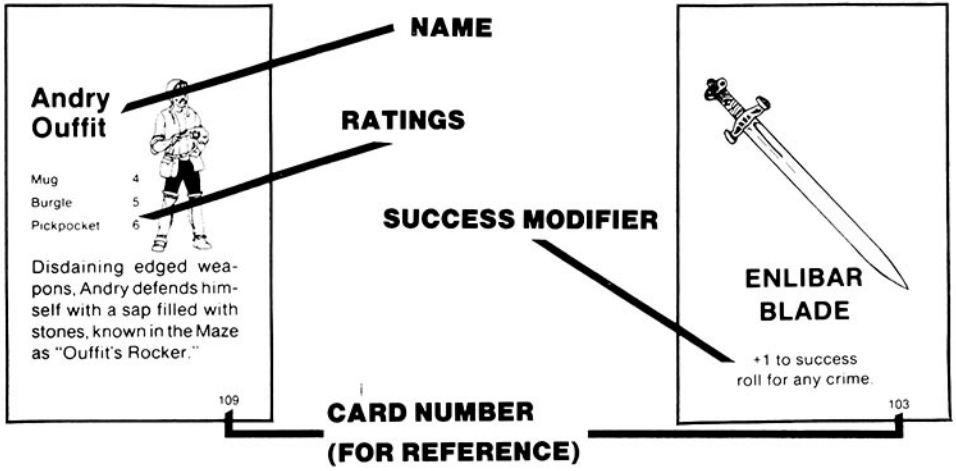
In addition to the parts used in the Basic Game, the Advanced Game uses the Thug and Amulet Counters, the Weapon and Thief Cards, and the Rumor Tables Booklet. Remember that the rules for the parts used in the Advanced Game are the same as in the Basic Game, unless otherwise stated herein.

In addition to the Basic Game preparation, the Amulet Counters are placed on the respective Wizard's locations, (Mizraith's Amulet is placed on Mizraith's location and Markmor's Amulet is placed on Markmor's location), and the 4 Thug counters are placed on the Vulgar Unicorn in the Maze. Each player choses a Thief Card to play during the game; if the players cannot decide, shuffle the Thief Cards and deal one to each player.

THIEF CARDS: The 6 Thief Cards represent the 6 thieves that players can play in the Advanced Game. Each Thief Card has the name of the thief and his or her rating to Mug, Burgle, and Pickpocket. The use of the ratings is explained in the Mugging Players and Committing a Crime sections.

WEAPON CARDS: The 4 Weapon Cards represent special, Enlibar blades that the players can use in committing crimes, mugging players, and defending themselves.

Players can purchase a Weapon for 25 silver pieces by moving into the Bazaar (like that required for purchasing a Rumor Card). Weapons can be used as often as the player wishes, and are only lost if the player goes to the Dungeon. The player adds 1 to a Hell Hound's roll on the Hell Hound Chart for a weapon in his possession, since he is considered more suspicious when well-armed. A player may not have more than one Weapon Card at a time and such cards may not be placed in a player's cache. (see Committing a Crime and Mugging Players sections).



THIEF CARDS **WEAPON CARDS**

THUG COUNTERS: The Thugs help players commit crimes, mug other players, and defend against muggings. Thugs have no effect in meeting Hell Hounds, since Thugs tend to run from them on sight (see corresponding sections for specifics). The 4 Thug Counters each represent an armed thug who is available in the Maze to help a player.

A player may hire a Thug by passing his turn in the Maze (the same as required for getting 2 Rumor Cards), and paying 10 silver pieces to the Bank. If more than one player is in the Maze, they may bid against each other for a Thug, beginning the bidding with 10 silver pieces (paid to the bank). The Thug goes to the highest bidder. A player may hire only one Thug in each player's turn. The hired Thug Counter is placed in front of the player, and the Thug travels with the player's pawn until lost.

A player loses the Thug if:

1. The Theft Failure Table so states, or the Thug loses his nerve before a crime (see Committing a Crime).
2. The player uses Sewer Movement.
3. The player is "Detained for Questioning" by a Hell Hound or is sent to the Dungeon.

A Thug lost by a player is put back in the Vulgar Unicorn (in the Maze) and is immediately available for hire.

AMULET COUNTERS: Two powerful wizards, Mizraith and Markmor, will sell magic amulets to the players. The players may enter the Wizards' locations without a Rumor Card to purchase an Amulet. An Amulet is only available for purchase if it is on the location and not in another player's possession (no more amulets may be added to the game). The costs and effects of each Amulet are:

Mizraith's Amulet costs 50 silver pieces. The player can use it to subtract 2 from a Hell Hound's roll on the Hell Hound Chart or to add 2 to his die roll for mugging or crime success.

Markmor's Amulet costs 25 silver pieces. The player can use it to subtract 1 from a Hell Hound's roll on the Hell Hound Chart or to bribe the Dungeon guards (instead of rolling and paying silver as provided under the section Bribing Dungeon Guards).

The player may use an Amulet only once. After use, it is immediately placed at its Wizard's location and is available for repurchase. Amulets are not lost if the player is sent to the Dungeon. Amulets may be placed in a player's cache but have no value there.





Bribing Dungeon Guards

Instead of rolling on the Dungeon Sentence Chart, a player in the Dungeon may choose to bribe the Dungeon guards. The player rolls a six-sided die, multiplies the result by 5, and pays the bank that sum in silver. If the player has the Markmor Amulet, it is a sufficient bribe by itself. After paying the bribe, the player gets out of the Dungeon normallly (and does not draw an Event Card).

If a player cannot pay the bribe in full from the silver he is carrying, he is automaticallly sentenced to lose two turns in the Dungeon and will then get out on his third turn.

Mugging Players

Whenever a player's pawn ends its movement on the same space or location as another player's pawn, the players may make deals as in the Basic Game. However, if two pawns are in the same space but not on a location, either player may choose to

mug the other. The moving player has the first option to mug the player in the space, but must state that he is mugging immediately upon entering the space; if the moving player does not choose to mug, the stationary player may do so by stating that he is mugging the other player.

A player who successfully mugs another player takes one half of the silver carried by the other player, (rounded down to the nearest 5 silver pieces). If he is unsuccessful, he must pay his victim half of the silver he is carrying (rounded down to the nearest 5 silver pieces). To find out if he succeeds, the mugger:

1. Rolls the ten-sided die.
2. Adds to the roll 1 for each Thug with him, 1 for any Weapon Card he is carrying, and 2 if he uses Mizraith's Amulet.
3. Subtracts 1 from the roll for each Thug with the other player and 1 for any Weapon Card carried by the other player.

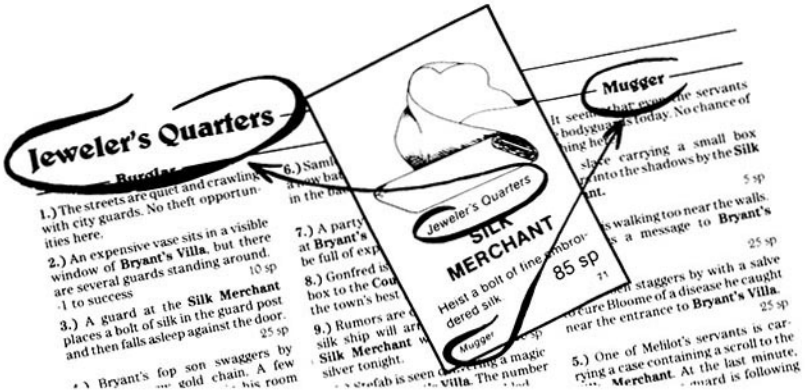
If the result is equal to or greater than the rating to Mug (located on the mugger's Thief Card), the mugger is successful.

Committing a Crime

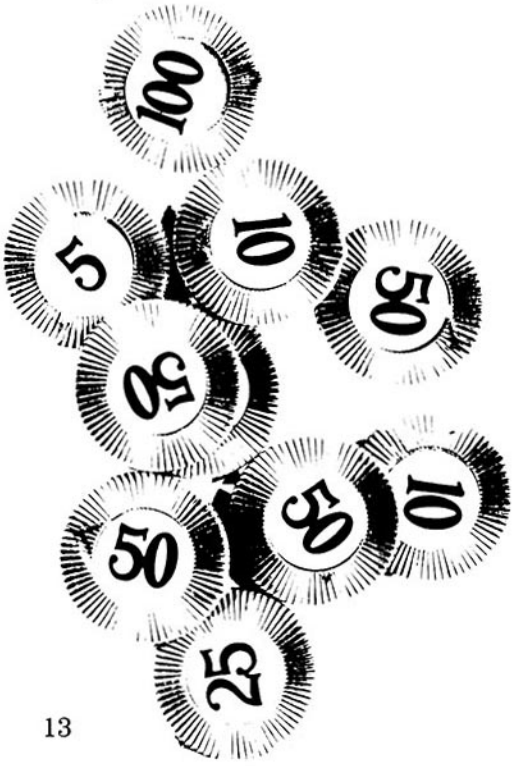
As in the Basic Game, a player gets silver (needed to win the game) by committing crimes. However, in the Advanced Game, the use of the Rumor Cards and the way crimes are committed are different. For purposes of the Advanced Game, the Area and the type of crime stated on a Rumor Card are used in conjunction with the Rumor Tables Booklet, to commit a crime.

The City of Sanctuary is divided into eight Areas: Avenue of Temples, Jeweler's Quarters, Processional, Palace, Fisherman's Row/Wharf, Westside, Street of Red Lanterns, and Downwind. These can be identified on the map at the end of the Rumor Tables Booklet. They are distinguished on the actual board by differing shades of brown.

The type of crime (listed on the Rumor Cards) helps players reference the Rumor Tables Booklet. It is first divided by Area, then by type of crime. There are rumors listed beneath each type of crime section, numbered 1-10.



The Rumor Tables Booklet and the Rumor Cards are used together to commit a crime. The player accomplishes this by doing the following things in the order listed:



1. Get a Rumor Card, in the same way as in the Basic Game.
2. Go to the Area stated on the Rumor Card. To be in the Area, the pawn may be in any space touching the color of the Area. The player may then interrupt his movement and proceed to steps 3-5. He can then continue movement during step 6.
3. Display the Rumor Card. The Rumor Card must remain face up on the table until the crime is attempted.
4. Look up in the Rumor Tables the column corresponding to the Area and type of crime stated on the Rumor Card.
5. Roll a ten-sided die and read the description of the crime corresponding to the die roll on the column. The player should note the location of the crime, any crime success modifier (used in step 9), and the silver stated on a separate sheet of paper. The location and the silver pieces listed on the Rumor Card are ignored in the Advanced Game.
6. Move to the location stated in the Rumor Tables. The player may take as long as he wishes to get to the location (he need not move directly to the location). Before going to the location, the player may meet Hell Hounds, go to the Dungeon, be mugged, commit other crimes, and otherwise continue the game. Crimes in Downwind are rolled for immediately. The player is required to abandon the crime only if the Rumor Card for the crime is discarded or taken by another player (by the play of an Event Card). A player who takes a Rumor Card from another player must start this process over from step 2.
7. End the player's move in the locaion stated in the Rumor Table. The player discards the Rumor Card upon entering the location and completes steps 8-10 before ending his turn. As in the Basic Game, a player may not enter a location without a Rumor Card, except for the Maze, Bazaar, Mizraith's, and Markmor's.

8. Roll a six-sided die for each Thug with the player's pawn. On a roll of 1, the Thug has lost his nerve, leaves the player, and returns to the Vulgar Unicorn in the Maze.
9. Determine whether the player is successful at his crime, by:
   a. Rolling the ten-sided die.
   b. Adding to or subtracting from the roll any crime success modifier (stated for that crime in the Rumor Tables).
   c. Adding to the roll 1 for each Thug still with him, 1 for any Weapon Card he is carrying if the crime is to mug or to burgle, and 2 if he uses Mizraith's Amulet. If the result is equal to or greater than the player's Rating for the type of crime committed (from his Thief Card), the crime is successful.
10. Collect the silver for the crime if it is successful. If it is a failure, roll a ten-sided die on the Theft Failure Table and follow its instructions.

Theft Failure Result Table

1.) Frustrated, you make a smooth getaway; Move normally next turn.

2.) A guard saw you; lose next turn.

3.) Pursued by guards; lose any weapons, magic boots, and amulets carried; move normally next turn.

4.) City Guards nearly trap you and you need to hide; Lose next two turns.

5.) Zalbar directs the search, and when youhide, your thugs desert; lose next two turns.

6.) You fight your way out; lose all SP you are carrying, and lose any Thugs.

7.) You never knew you could run that fast, but your Thugs could'nt keep up; move ten spaces in any direction. Do not enter any locations or mug any players.

8.) You are wounded in a quick fight; GO TO **Stulwig's Apothecary** and lose next turn.

9.) You've been captured by the guards! GO TO the **Dungeon** for normal sentencing.

10.) You are caught in the Act! GO TO the **Dungeon** and you are sentenced to lose two turns and then get out on the third turn.

In applying these Theft Failure Table results, all losses are taken immediately. If a player loses his turn, the player's pawn remains in the location unless otherwise stated.

Solitaire Game

In the Solitaire Game, a single player controls the force of law and order by playing Prince Kadakithis ("Kitty Cat"). The Prince is charged with stopping, or at least limiting, the rampant crime in Sanctuary. As the Prince, you control the five Hell Hound pawns. With them you "apprehend" the thieves as they appear in the various locations to try to commit the crimes.

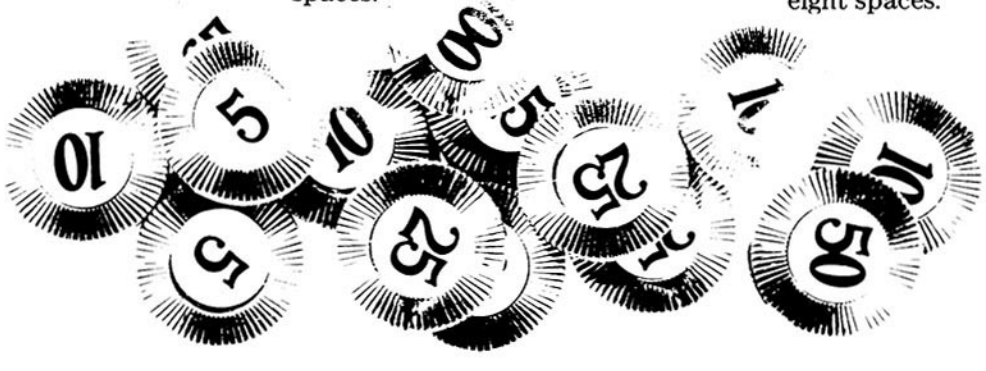
Beginning Play

The Solitaire Game uses the Board, the Rumor Cards, the 10 pawns, and the 3 dice; the Event Cards, the coins, and the counters are not used. To set up the game, assemble the board, shuffle the Rumor Card Deck and place it on the board. Place the 5 colored pawns in the Maze and the 5 Hell Hound pawns on their starting spaces.

How To Play

Draw the top card from the Rumor Card deck. Take one thief pawn from the Maze and place it at the location listed on the Rumor Card.

Roll all three dice, and move three of the five Hell Hound pawns the number on each of the dice. For example, if a 2, 5, and 8 are rolled, one Hell Hound pawn can move two spaces, the second five and the third eight spaces.



After moving the Hell Hound pawns, if no Hell Hound has been able to enter the thief's location, the theft is successful. Place that Rumor Card aside as a successful theft. The Rumor Cards from each successful theft are totalled at the end of the game to determine victory. If a Hell Hound moves into the thief's location he may have caught the thief. Roll on the following table using a six-sided die to determine whether or not the thief is captured.

1-2 Crime Prevented.
The thief escapes to the Maze.

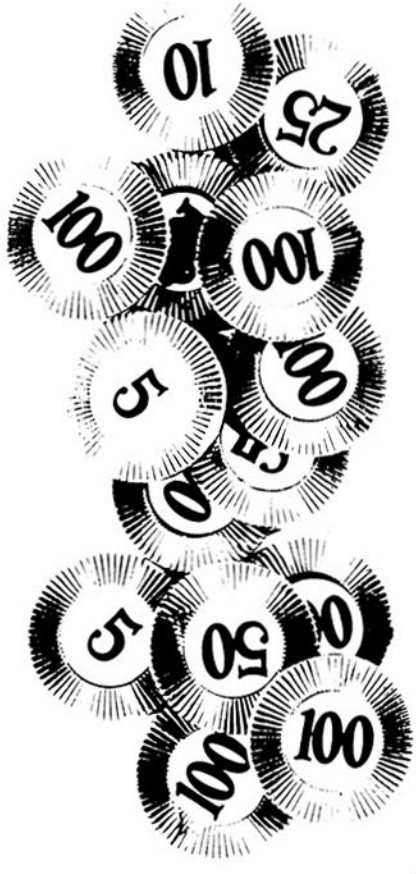
3-6 Thief Captured.
The thief is removed from play.

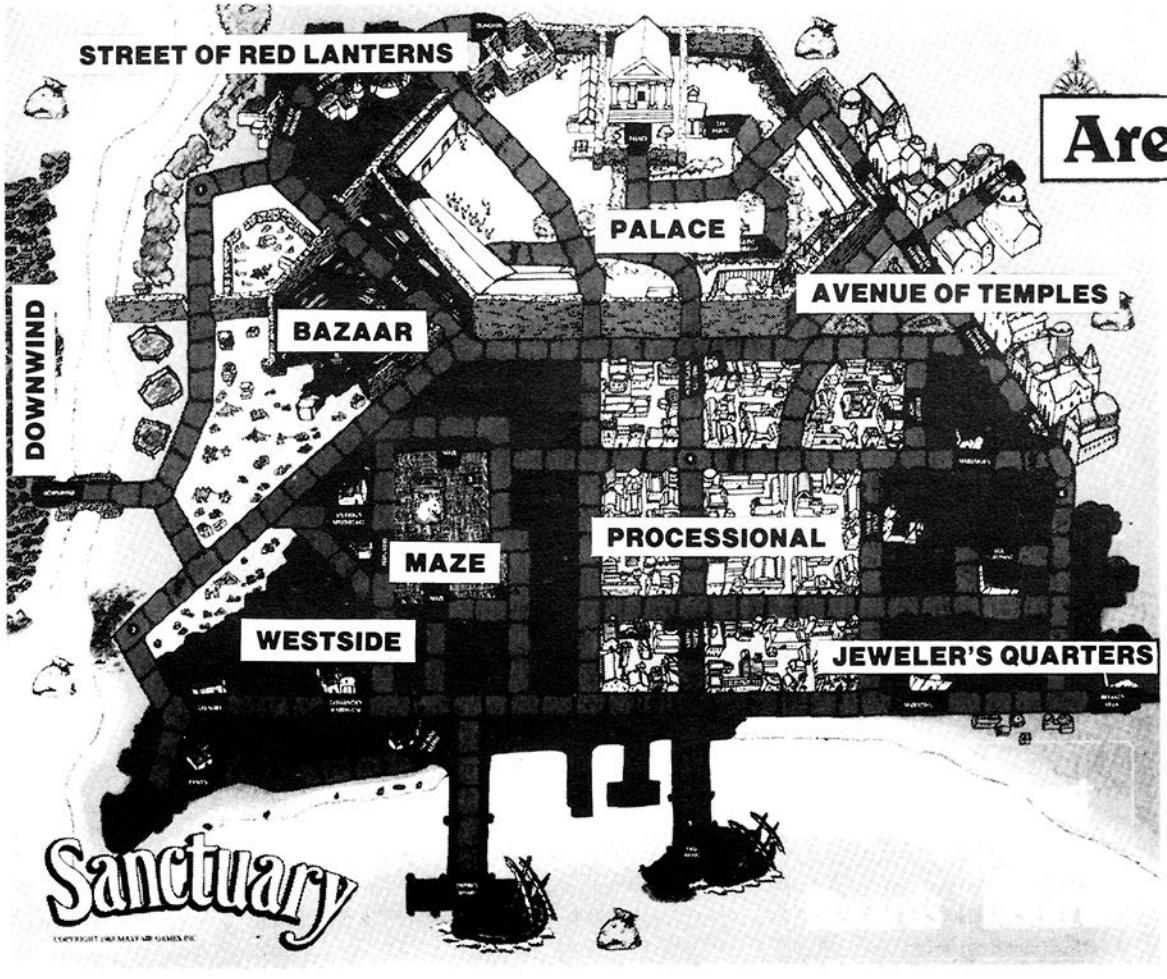
If the crime is prevented, the Rumor Card is placed on the discard pile and the thief pawn is returned to the Maze. If the thief is captured, the Rumor Card is placed on the discard pile and the thief's pawn is put in the Dungeon. The discard pile does not count toward the total SP's stolen in determining victory.

The Crime Wave Continues

After completing play with the first Rumor Card, draw a second Rumor Card from the deck. If the thief wasn't caught last turn, move the same pawn to the location on the new Rumor Card. Only one thief pawn can be in play at any one time. If he was caught, a new pawn from the Maze is placed on the location. The game ends when all five thieves have been caught and sent to the Dungeon. When the fifth thief has been sent to the Dungeon, total the silver pieces that were stolen in successful thefts. Do not count the value of any undrawn cards or those placed on the discard pile. Determine victory on the following table based on the total silver pieces stolen by the thieves.

0-300 .....A triumph for Law and Order
301-500 .....Kept the lid on
501-700 .....Crime Paid
701-up .....Crime Rampant




Areas
STREET OF RED LANTERNS
PALACE
AVENUE OF TEMPLES
BAZAAR
DOWNWIND
MAZE
PROCESSIONAL
WESTSIDE
JEWELER'S QUARTERS
Sanctuary

Index

Box Contents 1
How To Win 2
Stealing & Hiding Silver Pieces 2
Using Rumor Cards 3
Using Event Cards 4
Moving the Pawns 5
Sewer Movement 5
Moving the Hell Hounds 6
Hell Hound Chart 6
The Dungeon 6
Dungeon Sentence Chart 6
Beginning Play 7
Order of Play 7
Deals & Courtesy 7
Optional Rule: Playing the Prince 8
Advanced Game 9
Basic Rules Apply 9
Beginning Play 9
Bribing Dungeon Guards 11
Mugging Players 11
Committing a Crime 12
Theft Failure Table 14
Solitaire Rules 15
Easy Reference Charts ..... Back Cover

Hell Hound Chart

1-2 YOU GOT AWAY
The meeting has no effect on the player's pawn.

3-4 DETAINED FOR QUESTIONING
The player's pawn loses his next turn. No other Hell Hound may be moved into the space while the player's pawn is detained there, nor may the player's pocket be picked, nor may he be mugged. The Hell Hound pawn may not be moved until after the player's pawn moves from the space.

5-6 CAUGHT IN THE ACT
The player's pawn is sent immediately to the Dungeon. The Hell Hound's player picks up the player's pawn and places it in the Dungeon.

Dungeon Sentence Chart—

1. Get out this turn.
2. Get out this turn.
3. Get out this turn.
4. Lose one turn and then get out.
5. Lose one turn and then get out.
6. Lose two turns and then get out.

Charts

Theft Failure Result Table

1.) Frustrated, you make a smooth getaway; Move normally next turn.

2.) A guard saw you; lose next turn.

3.) Pursued by guards; lose any weapons, magic boots, and amulets carried; move normally next turn.

4.) City Guards nearly trap you and you need to hide; Lose next two turns.

5.) Zalbar directs the search, and when youhide, your thugs desert; lose next two turns.

6.) You fight your way out; lose all SP you are carrying, and lose any Thugs.

7.) You never knew you could run that fast, but your Thugs could'nt keep up; move ten spaces in any direction. Do not enter any locations or mug any players.

8.) You are wounded in a quick fight; GO TO **Stulwig's Apothecary** and lose next turn.

9.) You've been captured by the guards! GO TO the **Dungeon** for normal sentencing.

10.) You are caught in the Act! GO TO the **Dungeon** and you are sentenced to lose two turns and then get out on the third turn.

In applying these Theft Failure Table results, all losses are taken immediately. If a player loses his turn, the player's pawn remains in the location unless otherwise stated.

Sanctuary

Area Tables Booklet

Avenue of Temples
Downwind
Fisherman's Row/Warf
Jeweler's Quarters
Palace
Processional
Street of Red Lanterns
Westside
Area Map

Avenue of Temples

Burglar

1.) You forgot today is a State day of worship. Every Temple is filled and active. No chance of sneaking anywhere unobserved here.

2.) You notice a window is ajar on an acolyte's room at the **Temple of Sabellia.** His regular breathing tells you he's asleep. 15 sp

3.) The guards appear concerned only with their dice game at the construction site of the **Temple of Savankala.** Tools bring a good price in the Maze. 20 sp

4.) Mikon appears to have forgotten to lock the door to his quarters in the **Temple of Heqt**. Inside you find a silver holy symbol. 25 sp

5.) An acolyte in the **Temple of Shipri** has fallen asleep while watching the donations bowl, but a priest could enter anytime. -1 to success 50 sp

6.) Samlor hil Samt has just made a large donation to the **Temple of Heqt**. They keep it in their counting room, but the window opens easily. 60 sp

7.) Crellia has taken a brooch from one fo her subjects of inquisition. She's still busy with the interrogation, but her quarters are in the back of the **Temple of Savankala**. 75 sp

8.) Gordonesh delivered a sword with a golden handle to the **Temple of Vashanka**. It is on display on the altar.
-2 to success 100 sp

9.) Molin Torchholder, the Prince's advisor, has just been to the Palace to receive a donation from Kitty Cat for the **Temple of Savankala**. It will still be in his quarters while he leads the service. 90 sp

10.) A golden chalice has just arrived for use at the **Temple of Vashanka**. It's worth a fortune, but sometimes Tempus guards it.
-3 to success 120 sp

Mugger

1.) Just as you arrive, so does a company of city guards to prepare for a visit by the Prince. No hope of a mugging around here.

2.) A servant of Samlor hil Samt is scurrying down the side of the **Temple of Heqt**. The bag he's clutching is probably a donation from his master. 10 sp

3.) Smhee is winding his smelly way along the shadows of the **Temple of Shipri**. His mind appears elsewhere as he stumbles along.
-1 to success 15 sp

4.) It's payday for the guards of the **Temple of Sabillia**. Each will still be carrying a month's pay as they patrol the shadowy temple walls.
-1 to success 15 sp

5.) Medes, the Inquisitor, is surreptitiously counting a small bag of coins he probably extorted from a "heretic" in the shadows beside the **Temple of Savankala.** 20 sp

6.) The foppish Regli is strutting down the darkened street by the **Temple of Heqt** knowing he is too important to be mugged.
+1 to success 35 sp

7.) Two hawkmasks are guarding an old man who is carrying a heavy wooden box into the **Temple of Vashanka.**
-2 to success 60 sp

8.) Molin Torchholder, the Prince's advisor, is reading a scroll in the failing light of dusk as he meanders from the **Temple of Savankala.** 70 sp

9.) Mernorad the doctor is on his way to make his annual donation to ensure the health of his clients at the **Temple of Shipri**. 80 sp

10.) A tall Hell-Hound is carrying an enormous sack of silver towards the **Temple of Vashanka**. Now, if it's only Zalbar and not Tempus....
-3 to success 100 sp

1.) A drizzle starts and all you find on the Avenue are poor priests and burly guards. No chance for gain here.

2.) A poor peasant is preparing to make his yearly donation to the **Temple of Sabellia**. Deep in prayer, he stumbles by. 10 sp

3.) Smhee wanders by, reeking. The coins in his purse clink as he walks into the **Temple of Shipri**.
-1 to success 20 sp

4.) The Lady Rosanda is returning to the **Temple of Savankala** from the Bazaar. Her purse is empty, but she's wearing a pearl pendant.
+1 to success 30 sp

5.) Dyon is leaving the **Temple of Heqt** with a pocket full of silver to give to the needy. 40 sp

6.) Samlor hil Samt is lost in prayer as he prepares to enter the **Temple of Heqt.** He just closed a big deal and has a large donation in his purse.
-1 to success 60 sp

7.) A mercenary Captain has left his farewell celebration and sits drunkenly in the back of the **Temple of Vashanka.**
+1 to success 75 sp

8.) Amoli hurries by on a late night visit to the **Temple of Sabellia.** She is still decked out in the jewelry and robes of her trade. 80 sp

9.) Masha is entering the **Temple of Shipri** to give a donation promised by a rich Rankan Client during the birth of his new son. A guard accompanies herher to make sure the money reaches the temple.
-2 to success 90 sp

10.) Tempus is swaggering into the **Temple of Vashanka** with an armload of loot he took from three hawkmasks.
-3 to success 120 sp

Burglar

1.) The locals are all gathering and they sound ominous. This is not the place to be thieving tonight.

2.) It appeared to be a hiding place for smugglers, but it was just a smelly peasant's hut. No treasure here.

3.) The mercenary looks rich, but the dice game he attended depleted his wealth. 5 sp

4.) It appears to be the drop point for something, but it is only a note, scribbled in code. 5 sp

5.) The hut is more than it appears, judging by the piece of Krrf you found there. 25 sp

6.) The scabrous peasant is carrying a small bolt of silk into the dirty hut. 25 sp

7.) The seeming hovel is really a storeroom for weapon smugglers. 50 sp

8.) The box the dark stranger left buried here contains two small bars of Krrf. 60 sp

9.) The peasant's shanty is more than it appears. Inside, you find a strange altar, and a silver chalice. The place smells of rancid butter.
-1 to success 75 sp

10.) You discover Shive's secret storehouse. Half the loot in the city must be here.
-2 to success 90 sp

Mugger

1.) The Downwinders are roaming through the streets in mobs. Not enough time to bash some local over the head.

2.) With all those hawkmasks and Stepsons wandering around, be discreet. Wait for another day.

3.) The seaman may still have some of his pay. 25 sp

4.) The mercenary leaning on the shack smells of cheap wine, but his money jingles nicely. 10 sp

5.) The tipsy Cleean sailor must be really lost in Downwind. 10 sp

6.) Thrusher, out looking for Runo, is poking into some very dark alleys.
-1 to success 25 sp

7.) The man rushing from Jubal's is too well dressed to belong here. Perhaps he just sold some information to the Crime Lord. 35 sp

Pickpocket

8.) Mikkun, the meat merchant, seems nervous after delivering a big load to Jubal's. He must be carrying his pay.

9.) The sailor coming down the dark street looks like a successful smuggler.
-1 to success 75 sp

10.) The armored man sitting quietly in the shadows couldn't be Tempus. What would Tempus want in Downwind?
-2 to success 100 sp

1.) Everyone here is even poorer than you are.

2.) You wonder why Hakiem is returning from Jubal's. The crime lord doesn't normally pay for that sort of entertainment. 5 sp

3.) The peasants have just returned from selling dung. They smell dreadful, but they must have been paid. 5 sp

4.) The Downwinder must be nearly as dishonest as you are to have this much silver at one time.
-1 to success 10 sp

5.) The drunken sailor looks like an easy mark as he staggers by. 10 sp

6.) The approaching stranger is wearing nice clothes. He must be a noble's son out "slumming". 25 sp

7.) It seems strange for Nestaph to be wandering through Downwind at dusk, but money is where you find it.
-1 to success 35 sp

8.) The guardsmen are all armed, but they are carrying bales of silk that they have confiscated from a smuggler.
-1 to success 60 sp

9.) The smuggler captain's purse is bulging. In this light, his sword doesn't look too threatening.
-1 to success 75 sp

10.) Shive seems nervous. It must be the four small boxes he is trying to hide, as he rushes along. If you relieve him of one of them, he will have less to worry about.

Fisherman's Row/ Wharf

Burglar

1.) You forgot that today is a feast of the Sea Fates and that the shore will be full of revelers until the wee hours. No chance to sneak in anywhere unobserved.

2.) Panit sold his entire catch at a premium price to the Prince's Chef and promptly went out to celebrate. The money is still at **Panit's** house, though. 10 sp

3.) A small trader has docked at the **Old Wharf**, and the lone seaman on board has fallen asleep. 15 sp

4.) The two seamen who were left to guard the silk ship at the **Empire's Wharf** are getting merrily drunk in the prow.
+1 to success 25 sp

5.) All the fishermen are gathering their taxes for Terryle at **Panit's** house this year. 25 sp

6.) The merchant galley hasn't unloaded yet. Only one officer stands guard over the ship's contents, while the crew is drinking and wenching at the **Empire's Wharf.** 35 sp

7.) The guards at the **Old Wharf** are all throwing dice, while a small merchant ship is resting in the harbor, unwatched. 50 sp

8.) Enas Yorl is rumored to be interested in the cargo of the newly arrived merchant ship from Caronne. The ship is at the **Empire's Wharf**, but there's bound to be a guard.
-1 to success 50 sp

9.) Smugglers have hidden some silks beneath a pile of rough cotton on the deck of their ship. They are in **The Wine Barrel**, laughing because the City Guards are watching their loot for them. 60 sp

10.) All the fishermen have amassed a fund to start Omat's son out with his own ship. The money is being kept at **Panit's** house. 75 sp

Mugger

1.) Guards are stationed all along the waterfront as a result of a tip that pirates are landing their loot near the city. No chance of an unobserved bash tonight.

2.) Terci, the fisherman, has been paid and he is going to **Panit's** house to pay back a loan. 5 sp

3.) Cusharlain is just leaving **The Wine Barrel** with a bribe he took from a small merchant captain. 10 sp

4.) Terryle wasn't satisfied with the day's take and he is snooping around near **Panit's** house for new fishermen to tax. 15 sp

5.) A silk vessel has landed at the **Empire's Wharf**. Its Captain has lagged behind to gather the silver service for a party. 20 sp

6.) Shkreedure sho-Mizel, the gentleman farmer, just sold some provisions at the **Old Wharf**.
-1 to success 25 sp

Pickpocket

7.) Taya, the Prince's concubine, is wandering in the moon light on the **Empire's Wharf**.
+1 to success 35 sp

8.) Mizraith, the wizard, is meeting a ship at **The Wine Barrel**. The ship's captain has brought him an exotic plant.
-1 to success 50 sp

9.) The Prince has awarded Panit for the service he did the city by capturing the crab. The award is at **Panit's** home. 50 sp

10.) Lastel is sneaking to the **Old Wharf**, where a dark ship just landed.
-1 to success 60 sp

1.) You arrive at the same time as a ship bearing a high-ranking Rankan noble. Guards and armed Rankans are all around, and this is definitely the wrong crowd to work. Better luck elsewhere.

2.) Panit is returning home from his stall. 5 sp

3.) Terci, Omat, and Varies have pooled their silver to buy a new net on the **Old Wharf.** 10 sp

4.) Mikkun, the meat merchant, has just been paid for loading three barrels of salt beef on a Rankan galley at the **Empire's Wharf.** 25 sp

5.) The Kurd is on his way to the **Old Wharf** to buy slaves before they reach the auction area. 35 sp

6.) A hawkmask has been hired to guard the captain of a large merchant vessel which just arrived at the **Empire's Wharf.** 50 sp

7.) Hazroah is on his way to the **Empire's Wharf** to bless a new ship as it goes on its first voyage.
-1 to success 50 sp

8.) Regli has decided on a seafood party and he is buying the fish and generally throwing his weight around, near **The Wine Barrel.** 60 sp

9.) Nemis seems terribly nervous. He is rushing to meet a trader ship that just landed at the **Old Wharf**. 60 sp

10.) Stilcho is on his way to the **Empire's Wharf**. He is going to supervise the unloading of three prime horses for the Prince's stables. His purse jingles merrily.
-1 to success 75 sp

Jeweler's Quarters

Burglar

1.) The streets are quiet and crawling with city guards. No theft opportunities here.

2.) An expensive vase sits in a visible window of **Bryant's Villa**, but there are several guards standing around.
-1 to success 10 sp

3.) A guard at the **Silk Merchant** places a bolt of silk in the guard post and then falls asleep against the door.
25 sp

4.) Bryant's fop son swaggers by wearing a new gold chain. A few seconds later, the light in his room goes out.
30 sp

5.) Samlor hil Samt is spending the night at **Bryant's Villa**. He is known to carry plenty of cash, but he is a minor magician.
-1 to success 50 sp

6.) Samlor hil Samt has just delivered a new batch of silks to the warehouse in the back of the **Silk Merchant.**
50 sp

7.) A party for Regli is being thrown at **Bryant's Villa**. The back room will be full of expensive cloaks. 60 sp

8.) Gonfred is seen delivering a large box to the **Court of Arms**. Gonfred is the town's best gold-smith. 80 sp

9.) Rumors are circulating that a big silk ship will arrive tomorrow. The **Silk Merchant** will have plenty of silver tonight. 90 sp

10.) Stefab is seen delivering a magic charm to **Bryant's Villa**. The number of guards is immediately doubled.
-2 to success 100 sp

Mugger

1.) It seems that even the servants have bodyguards today. No chance of anything here.

2.) A slave carrying a small box wanders into the shadows by the **Silk Merchant.**
5 sp

3.) Dyon is walking too near the walls. He carries a message to **Bryant's Villa**.
25 sp

4.) Eevroen staggers by with a salve to cure Bloome of a disease he caught near the entrance to **Bryant's Villa**.
25 sp

5.) One of Melilot's servants is carrying a case containing a scroll to the **Silk Merchant**. At the last minute, you notice that a guard is following him.
-1 to success 50 sp

Pickpocket

6.) Smhee wanders out of the **Court of Arms**. He is easily recognized by his smell. He appears to be concentrating on a small gem.
-2 to success 50 sp

7.) Gage, the Eunuch, is resting against the wall of the **Silk Merchant**. He is unlikely to cry out, since he has no tongue. 50 sp

8.) Terryle the tax collector appears to have been drowning his loneliness with too much wine. He stumbles out of **Bryant's Villa.** 60 sp

9.) Mignureal, the daughter of Moonflower, is carrying a bolt of silk from the **Silk Merchant.**
+1 to success *(lose next 2 turns due to a S'Danzo curse if you do.)* 75 sp

10.) Athavul has attracted the guards with a bungled theft, just as Corlas emerges from the **Court of Arms** holding a jangling purse.
-2 to success 100 sp

1.) The crowd is thin, and the guards are too many. No chance for profit here.

2.) Lady Rosanda is walking to the **Silk Merchant**. She's wearing several silver baubles, but there is a temple adept guarding her.
-1 to success 10 sp

3.) Mikkun is delivering some fresh meat to **Bryant's Villa**. His hands are full of meat...and meat cleaver. 25 sp

4.) Bloome staggers drunkenly out of a party at his father **Bryant's Villa**. His purse dangles enticingly. 35 sp

5.) Kalem walks away from the **Silk Merchant**, but his purse is still filled. Now he must pay for purchases that the ladies made at the Lily Garden. Kalard, the bouncer, waits nearby.
-1 to success 50 sp

6.) Gordonesh is leaving **Bryant's Villa**, on a rare trip through the city. Under his cloak, Gordonesh carries Bryant's donation, to ensure luck. 50 sp

7.) Terryle, the tax collector, emerges from levying the Prince's share from the **Silk Merchant.** 60 sp

8.) Lady Rosanda struts through the crowd in front of the **Court of Arms** with her nose held high. A little lower, you notice a pearl necklace. 80 sp

9.) Three "ladies", each wearing several pounds of jewelry, emerge from Gelicia's House of Mermaids, and sneak, tittering, through the gate to **Bryant's Villa.** 90 sp

10.) Razkuli, the Hell-Hound, is pushing his way through the crowded street to the **Court of Arms**. A ruby twinkles on the pommel of his dagger.
-2 to success 100 sp

Palace

Burglar

1.) A visiting Rankan VIP means double the number of guards and extra patrols. There is no hope of breaking in anywhere tonight.

2.) Quag, the Hell-Hound, has left a bridle with silver studs in the **Guest Embassy** by the West gate. 10 sp

3.) There are two bolts of confiscated fabric in the **Tax House**. 15 sp

4.) Terryle returned to the **Tax House** late tonight. It is likely that he left the day's collections in the counting room.
-1 to success 25 sp

5.) Stilcho is hosting a party for visiting merchants at the **Guest Embassy**. There are lots of lovely cloaks and furs lying around.
-1 to success 35 sp

6.) Honald the Gatekeeper has hidden his pay in the entrance to the **Guest Embassy**.
-1 to success 40 sp

7.) Lirain was burdened with a silver and pearl necklace today at the Bazaar. She always sleeps in the **Palace** with all of the windows open.
-2 to success 75 sp

8.) Coricidius, the Vizier, thinks that he left his Jade Seal in the **Tax House**. He says that he'll pick it up in the morning.
-1 to success 80 sp

9.) A merchant leaving the **Palace** comments on the size of the bribe he just gave Lu Broca, the Major Domo.
-2 to success 90 sp

10.) In a big ceremony, the grateful people of Sanctuary have given Prince Kadakithis a gold-handled sword. The sword is displayed just inside the **Palace** doors.
-3 to success 100 sp

Mugger

1.) Guards everywhere...a prisoner has escaped...they're poking in every alley and corner tonight. Maybe you should call it a night.

2.) Frax, the guard, has sneaked too much wine while guarding the storage area near the **Palace**.
+1 to success 5 sp

3.) Honald is resting near the **Guest Embassy** enjoying the cool evening breeze.
-1 to success 10 sp

4.) Taya, the concubine, hopes that no one will see her slipping out of the **Palace**. Her mind is occupied with thoughts of the young guardsman she's meeting.
-2 to success 40 sp

5.) Stilcho is alone in the **Guest Embassy**, deep in thought about the crime problem in Sanctuary.
-2 to success 40 sp

Pickpocket

6.) Markmor is leaving the **Guest Embassy** where he just received a handsome fee to cast a new protection spell.
-2 to success 40 sp

7.) Terryle, the tax collector, was working late, and now he's slipping out of the **Tax House** with part of the day's collections "for safe keeping."
-1 to success 60 sp

8.) Razkuli is strutting around, checking the dark corners of the **Palace** for sleeping guards he can chastise.
-2 to success 60 sp

9.) Melilot is moving cautiously toward the **Palace**, clutching a scroll. 75 sp

10.) A tall Hell-Hound is sitting quietly in a dark corner near the **Guest Embassy**. He may be asleep, or he may be Tempus.
-3 to success 100 sp

1.) With guards all over the grounds, discretion is the better part of valor. Better luck elsewhere.

2.) The **Palace** guardsmen, Punter and Frax, are laughing about the silver they won earlier.
-1 to success 10 sp

3.) One of Lirain's servants is rushing through the crowd gathered at the **Palace** to watch a hanging. There is a small box tucked into her belt. 15 sp

4.) Honald the Gatekeeper pockets his silver just before he assumes his post at the entrance to the **Palace**.
-1 to success 25 sp

5.) Three rich sea captains are staying at the **Guest Embassy**. Each of them wears exotic silver jewelry from Caronne.
-1 to success. 40 sp

6.) Terryle the tax collector is sitting in front of the **Tax House** admiring the bag of silvers he has collected.
-1 to success 50 sp

7.) Silcho, the Master of the Equerry, has just returned to the **Palace** with three small rubies in his pocket.
-1 to success 75 sp

8.) The concubine, Taya, is having a wonderful time at a party at the **Guest Embassy** following the hangings.
-1 to success 80 sp

9.) Tempus is storming out of the **Palace**. His pockets are filled with the "donations" to Vashanka he has just extorted from the Prince's guests at a dull party.
-2 to success 90 sp

10.) The Prince has decided to "mingle" with the common people. He greets them personally as they pay their taxes at the **Tax House**.
-2 to success 20 sp

Processional

Burglar

1.) A battle between hawkmasks and a mounted warrior has the area stirred up. No thefts here tonight.

2.) Samlor hil Samt will pay if a paper being prepared at **Melilot's** is burned. 10 sp

3.) Samlor hil Samt has left his cloak and purse in his room over the **Griffin Tavern**.
-1 to success 25 sp

4.) The **Jeweler** didn't have time to lock away the gold earrings Gonfred delivered last night. 30 sp

5.) Terryle appears to have left the day's tax collections in a room at the **Griffin Tavern** while eating. 35 sp

6.) The day's receipts were hidden under the **Jeweler's** counter this evening. 50 sp

7.) The window was left unlocked to the chief translator's bedroom at **Melilot's**.
-1 to success 50 sp

8.) Concerned about his shop, the **Jeweler** forgot to lock the window of his home upstairs. 50 sp

9.) The wine payment is hidden under a board in the storeroom at the **Griffin Tavern**. 60 sp

10.) Markmor brought **Melilot** a scroll to translate. Now there is a guard at the door.
-1 to success 75 sp

Mugger

1.) Athuval stole Arman's purse, and now guards are searching every alley. Not a chance of a quick silver piece here.

2.) Ambutta is carrying a payment for Myrtis to **Melilot's**. 10 sp

3.) Corlas just outfitted a caravan and is getting drunk at the **Griffin Tavern** to celebrate. 15 sp

4.) A seaman is picking up a small silver anchor for Jarveena at the **Jewelers**. 15 sp

5.) There's a fat drunk singing to himself and smelling of rancid butter behind the **Griffin Tavern**.
-1 to success 25 sp

6.) Corlas just picked up a silver, camel-shaped broach at the **Jewelers**. 35 sp

7.) Stefab is carrying an old book to be translated at **Melilot's**.
-1 to success 50 sp

Pickpocket

8.) Cusharlain is hurrying to **Melilot's** with a payment for a stolen Scroll of Seduction. 50 sp

9.) Gelicia is leaving the **Jewelers** with a bodyguard. She is clutching a small box. 60 sp

10.) Runo, Malm, and Thrusher are weaving drunkenly, as they leave Walengren's party at the **Griffin Tavern**.
-1 to success 70 sp

1.) The Prince is touring the shops. Guards are everywhere. No chance of a theft here.

2.) Enior is hurrying to **Melilot's Scriptorium** with a message from Lastel to be recopied. 10 sp

3.) Corlas is staggering aromatically as he leaves the **Griffin Tavern**.
+1 to success 15 sp

4.) Cusharlain is on his way to the **Jewelers** to spend his latest bribe. 25 sp

5.) Corellia is carrying payment to **Melilot's** for getting a message coded.
-1 to success 50 sp

6.) Ahloo, the merchant, is buying a bauble for his lady at the **Jewelers**. 50 sp

7.) Masha just got paid and is going to the **Griffin Tavern** to drag Eevroen home. 50 sp

8.) Doctor Nadesha is taking a potion to the **Jeweler** to cure his gout. 50 sp

9.) Alten Stulwig is going to **Melilot's** to get a Caronne formula for a new drug translated. 60 sp

10). Lu Broca is getting drunk on the week's bribes at the **Griffin Tavern**. 70 sp

Street of Red Lanterns

Burglar

1.) Some drunk patrons of the House of Whips have the street in a turmoil and there are guardsmen all about. No thefts here tonight.

2.) Jiro left a valuable cloak with silver threads hanging by his window at the **Aphrodisia House.** 10 sp

3.) Bourne's servant is gawking at the girls, leaving his cloak and leather coat unwatched in a front room at **Amoli's Lily Garden**. 15 sp

4.) Lycansha has a small piece of Krrf hidden in her room at the **House of Mermaids**. 20 sp

5.) The new girl at the Aphrodisia House was just given a small golden brooch by Bloome, the merchant's son. 35 sp

6.) Gage, the Eunuch at **Amoli's Lily Garden**, just made a killing playing dice with some mercenaries.
-1 to success 50 sp

7.) Myrtis has a vial of qualis berry potion in her room at the **Aphrodisia House**, but there may be a bouncer guarding it.
-1 to success 50 sp

8.) A sailor is complaining loudly that someone stole his entire year's pay while he enjoyed the pleasures of the **House of Mermaids**. They keep stolen treasure in a basement room, and one of the bars is loose. 60 sp

9.) Someone is taking a large block of Krrf to **Amoli's Lily Garden** from Jubal. There will likely be a guard, but he will probably be asleep.
-1 to success 75 sp

10.) Shive the changer has paid Myrtis a fee to watch a package. She hid it in the back room of the **Aphrodisia House** for the house.
-2 to success 90 sp

Mugger

1.) They just found the body of a girl in an alley by the House of Whips. Torches and guards everywhere. No luck here.

2.) Irda, the young servant girl at the **Aphrodisia House**, was just given a silver bracelet by a customer. She is walking around showing it off outside the entrance.
+1 to success 10 sp

3.) The garrison was paid today. A drunken guard in uniform is sleeping it off in the alley by the **House of Mermaids**. 15 sp

4.) A sailor has just been thrown out by the bouncers at **Amoli's Lily Garden**. He is wearing a gold ring and appears to be dazed.
+1 to success 25 sp

5.) A hawkmask is carrying a small box of Krrf to **Amoli's Lily Garden** from Jubal.
-1 to success 25 sp

Pickpocket

6.) Gelicia has just given one of the bouncers from the **House of Mermaids** the week's taxes to take to Zalbar.
-1 to success 50 sp

7.) Nestaph, son of Mizraith, is staggering by the **Aphrodisia House**, high on Krrf. He is known to wear an Amulet of Protection.
-2 to success 60 sp

8.) Kalem, a bouncer from **Amoli's Lily Garden**, is just sneaking an unconscious patron out the back door.
-1 to success 60 sp

9.) Lycansha is returning to the **House of Mermaids** with a large fee received from a noble she visited. 55 sp

10.) Zalbar is just getting to the **Aphrodisia House** with an expensive trinket he bought for Myrtis.
-2 to success 75 sp

1.) An urchin just grabbed a purse and ran. With the old man screaming after the child, all of the likely marks are clutching their purses, and the guardsmen are looking cranky. No silver to be made here.

2.) A half drunk customer leaving **Amoli's Lily Garden** will be an easy mark.
+1 to success 10 sp

3.) A group of seamen is just entering the **House of Mermaids** to spend their pay. 15 sp

4.) Cylene from the **Aphrodisia House** is strutting around the porch to attract business. Two bouncers are watching.
-1 to success 25 sp

5.) Irda, the young servant girl, is carrying a package into the **Aphrodisia House**. 25 sp

6.) One of Amoli's girls is just entering **Amoli's Lily Garden** with a small package of Krrf. 50 sp

7.) Jiro, the Eunuch at the **Aphrodisia House**, is proudly showing off the gold brooch he was given as a tip.
-1 to success 50 sp

8.) Mikkum, the butcher, collected for a big party today and is entering the **House of Mermaids** with his profits. 60 sp

9.) Amoli has sent one of her bouncers with a large purse to get Krrf from Jubal for **Amoli's Lily Garden**.
-1 to success 75 sp

10.) Lythande has given a valuable charm to Myrtis who is wearing it around the **Aphrodisia House**.
-2 to success 75 sp

Westside

Burglar

1.) Someone tried to assassinate Regli and every corner is lit up in the furor. No place for an honest burglar to make a living.

2.) Frax the guardsman has left several valuable cloaks at the **Laundry** for his officers. 10 sp

3.) The perfume Cylene ordered from Caronne is at the **Perfumers**. 15 sp

4.) An urchin shows you a note to Gage. The note says that the potion Murtis ordered is ready at **Stulwig's**. 20 sp

5.) A shipment of silks is being held at the **Governor's Warehouse** until Cusharlain can assess its duty.
-1 to success 30 sp

6.) There are three silver plates with Kitty Cat's crest in the office of the **Governor's Warehouse**. 40 sp

7.) Doctor Menorad complains about the price of drugs **Stulwig** has prepared for tomorrow. 50 sp

8.) The arrival of a Caronne ship means new stock and silver at the **Perfumers**. 50 sp

9.) The entire pay for the **Laundry** workers is hidden in the office tonight. 75 sp

10.) Three chests of silver vessels for the Temple of Savankala are being kept under guard in the **Governor's Warehouse**.
-1 to success 75 sp

Mugger

1.) The Prince has announced he will be touring the area later tonight. Guards are looking everywhere for assassins. After you are stopped, it's obvious that there's no work here for you.

2.) A worker from the **Laundry** is working late and she got paid today. 5 sp

3.) Ambutta is carrying a small purse to pay Myrtis' bill at the **Perfumers**.
+1 to success 10 sp

4.) Corlas is on his way to the **Governor's Warehouse** with silver pieces to pay for an imported camel saddle. 15 sp

5.) Moria is going to **Stulwig's** to buy a dose of healing potion.
-1 to success 25 sp

6.) Medes is going to **Stulwig's** to pay for a potion which makes men tell the truth. 25 sp

Pickpocket

7.) Molin Torchholder is purchasing a special scent for the altar from the **Perfumers today.** 35 sp

8.) Rost Revenant, the Governor's Adjudicator, and a guard have just confiscated the purse of a merchant selling pirated goods at the **Governor's Warehouse**.
-1 to success 50 sp

9.) Mikkun, the meat merchant, will be passing by the **Laundry** to drop off his aprons. He was paid by the Prince today. 50 sp

10.) Lady Rosanda and a guard are bound for the **Perfumers** to buy perfumes for a long sea voyage.
-1 to success 60 sp

1.) An old man is chasing urchins and yelling "thief". Everyone is clutching their purses. There is not a silver piece anywhere to steal.

2.) Corlas, the camel seller, has a few coins jingling in his purse, as he leaves his cloak at the **Laundry**. 10 sp

3.) Mor-Am, the sword seller, just collected a bet at the **Perfumers**.
-1 to success 20 sp

4.) Haakon is stopping by **Stulwig's** after selling his fruit.
+1 to success 20 sp

5.) Mignureal, the daughter of Moonflower, is passing the **Laundry** on her way home. She has a big fee in her pocket for her mother. 25 sp

6.) Enior has the results of Lastel's last deal in his pouch as he leaves the **Governor's Warehouse**. 40 sp

7.) Dyon hobbles by the **Perfumers** with silver to buy the incense for his temple. 50 sp

8.) Shive has just sold some exotic herbs at **Stulwig's**.
-1 to success 50 sp

9.) Regli is leaving the **Governor's Warehouse** with a big bribe to sign the export papers. 60 sp

10.) Nemis, the Herbalist, has a rich client and he is going to **Stulwig's** with a big advance. 75 sp

CREDITS

Design: Bill Fawcett
Design Consultants: Robert L. Asprin & Lynn Abbey
Development: James D. Griffin, David B. Bromley, Jaqueline Leeper, Drake Mallard, & Loretta Wilson-Kost
Cover Art: David Cherry
Map Art & Illustrations: Jerry O'Malley
Rules Editor: Darwin P. Bromley

©Mayfair Games, Inc 1982, 1984, 1988
Cover Art: © David Cherry 1988
All Rights Reserved
ISBN: 0-912771-97-6

All characters in this work are fictitious. Any resemblance to actual persons, living or dead, is purely coincidental.

Hell Hound Chart

1-2 YOU GOT AWAY
The meeting has no effect on the player's pawn.

3-4 DETAINED FOR QUESTIONING
The player's pawn loses his next turn. No other Hell Hound may be moved into the space while the player's pawn is detained there, nor may the player's pocket be picked, nor may he be mugged. The Hell Hound pawn may not be moved until after the player's pawn moves from the space.

5-6 CAUGHT IN THE ACT
The player's pawn is sent immediately to the Dungeon. The Hell Hound's player picks up the player's pawn and places it in the Dungeon.

Dungeon Sentence Chart

1. Get out this turn.
2. Get out this turn.
3. Get out this turn.
4. Lose one turn and then get out.
5. Lose one turn and then get out.
6. Lose two turns and then get out.

Charts

Theft Failure Result Table

1.) Frustrated, you make a smooth getaway; Move normally next turn.

2.) A guard saw you; lose next turn.

3.) Pursued by guards; lose any weapons, magic boots, and amulets carried; move normally next turn.

4.) City Guards nearly trap you and you need to hide; Lose next two turns.

5.) Zalbar directs the search, and when youhide, your thugs desert; lose next two turns.

6.) You fight your way out; lose all SP you are carrying, and lose any Thugs.

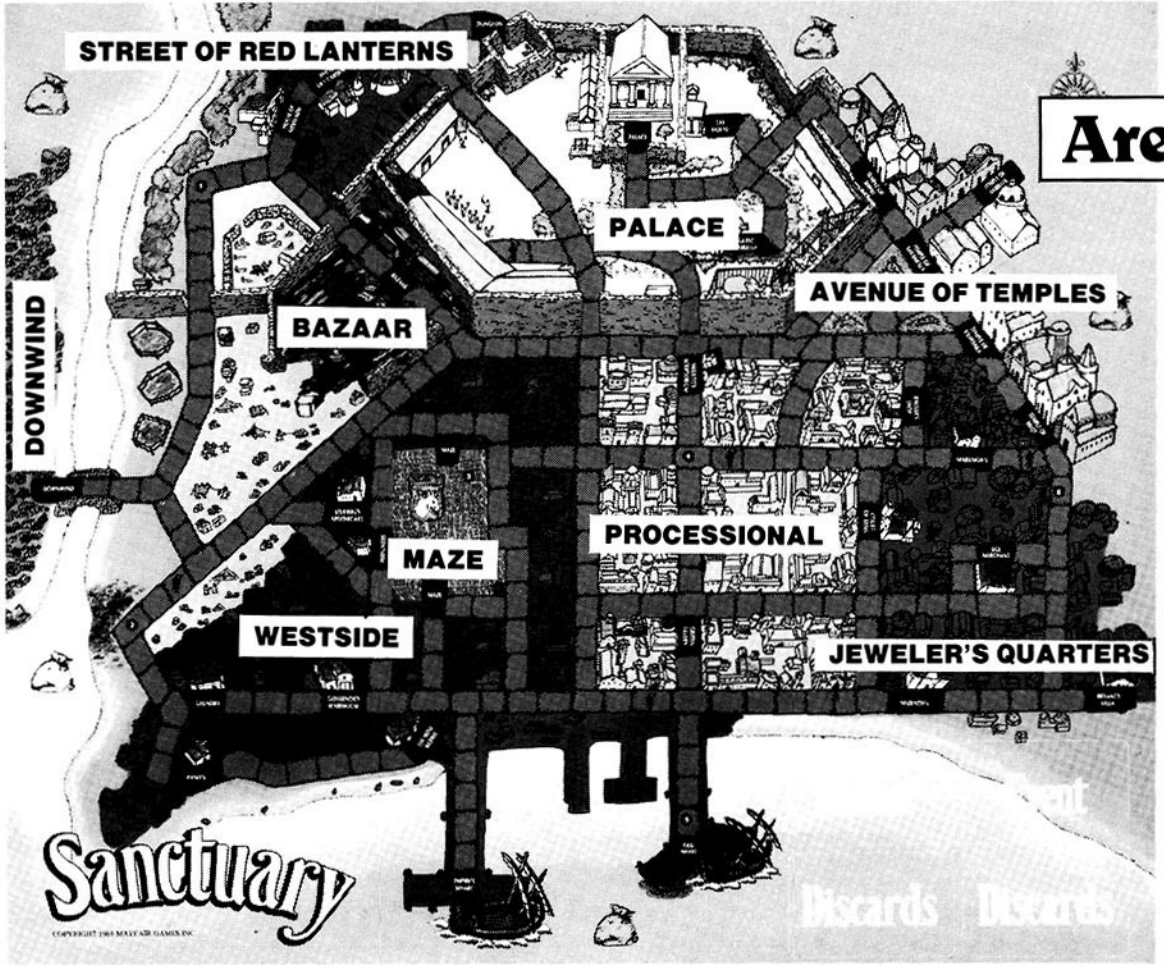
7.) You never knew you could run that fast, but your Thugs could'nt keep up; move ten spaces in any direction. Do not enter any locations or mug any players.

8.) You are wounded in a quick fight; GO TO **Stulwig's Apothecary** and lose next turn.

9.) You've been captured by the guards! GO TO the **Dungeon** for normal sentencing.

10.) You are caught in the Act! GO TO the **Dungeon** and you are sentenced to lose two turns and then get out on the third turn.

In applying these Theft Failure Table results, all losses are taken immediately. If a player loses his turn, the player's pawn remains in the location unless otherwise stated.


Areas
STREET OF RED LANTERNS
PALACE
AVENUE OF TEMPLES
DOWNWIND
BAZAAR
PROCESSIONAL
MAZE
WESTSIDE
JEWELER'S QUARTERS
Sanctuary
Discards


Sanctuary
Event
™



MEET HAKIEM

Draw 1 Rumor Card.

Play Immediately 1



SEWER MAP

If in Sewers, exit sewer entrance of your choice.

Save/Play During Movement 2



PROTECTION SPELL FROM MIZRAITH

The next time you are stopped by a Hell Hound, the mover suffers the penalty.

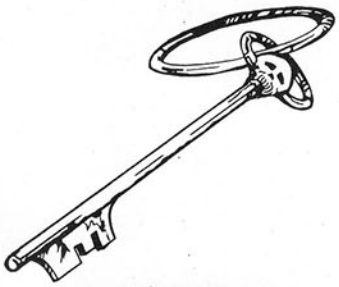
Save/Play Next Hell Hound Meeting 3



PROTECTION SPELL FROM MARKMOR

Play this card instead of paying any silver pieces lost due to Events or being sent to the Dungeon.

Save/Play Anytime 4



SKELETON KEY FOR DUNGEON

Get out of Dungeon.

Save/Play In Dungeon 5



SELL RUMOR TO JUBAL

Discard 1 Rumor Card and collect 30 sp from Bank.

Play Immediately 6



SEWER MAP

If in Sewers, exit sewer entrance of your choice.

Save/Play During Movement 7



SELL INFORMATION TO SALIMAN

Collect 5 sp from Bank.

Play Immediately 8



MAP OF SEWER ENTRANCES

You may end your movement on a sewer entrance and ignore remainder of roll.

Save/Play During Movement 9



"BORROW" HORSE

Add 7 to your movement this turn only.

Play Immediately 10



PICKPOCKET OPPONENT

Collect one half of opponent's silver pieces if you end turn in the same space.

Save/Play During Movement 11



ILLYRA SELLS YOU A S'DANZO CHARM

Charm gives you good luck. Subtract 1 from any die you have rolled.

Save/Play Anytime 12


Sanctuary
Event
™



DEVELOP A TASTE FOR CRABMEAT

GO TO Panit's House.

Play Immediately 13



ARGUE WITH RASHAN

Donate 10 sp to Bank to get the temple off your back, or lose turn.

Play Immediately 14



PICKPOCKET OPPONENT

Collect one half of opponent's silver pieces if you end turn in the same space.

Save/Play During Movement 15



SAVE LADY ROSANDA FROM MUGGER

She tips you. Collect 20 sp from Bank.

Play Immediately 16



URCHINS ACT AS LOOKOUTS

Subtract 1 from next Hell Hound roll.

Save/Play Next Hell Hound Meeting 17



BE AN INFORMER

Add 1 to any player's Hell Hound roll.

Save/Play Anytime 18



PICK OPPONENT'S POCKET

Collect 10 sp from player as you move through the space he occupies.

Save/Play During Movement 19



PICK OPPONENT'S POCKET

Collect 10 sp from player as you move through the space he occupies..

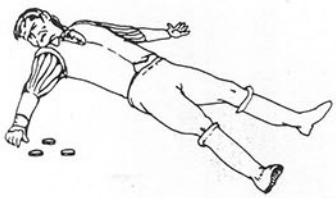
Save/Play During Movement 20



BURGLE ANY OPPONENT'S CACHE

Collect 25 sp from any one opponent's cache when you are in the Maze.

Save/Play Anytime 21



MUG OPPONENT

Collect one half of opponent's silver pieces if you end turn in the same space.

Save/Play During Movement 22



CORLAS THE CAMEL DEALER REPAYS YOU

Collect 10 sp from Bank.

Play Immediately 23



YOU TRIED TO PICK THIS MAN'S POCKET

He was Enas Yorl. GO TO Stulwig's for a healing potion for your burned hands.

Play Immediately 24


Sanctuary
Event
™



BOOTS OF SPEED

Add 1 to your movement each turn.

Save/Multiple Use 25



GET OUT OF DUNGEON FREE

Get out of Dungeon.

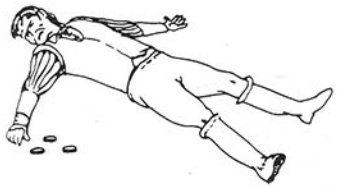
Save/Play In Dungeon 26



TEMPUS LIKES YOU

GO TO Amoli's Lily Garden and lose turn, or GO TO Stulwig's and pay 25 sp for salve for his bruised feelings and your bruised body.

Play Immediately 27



MUG OPPONENT

Collect one half of opponent's silver pieces if you end turn in the same space.

Save/Play During Movement 28



FIND IMPERIAL SCROLL IN STREET

GO TO Palace and collect 30 sp from Bank.

Play Immediately 29



YOU TRY TO MUG MOLIN TORCHBEARER

You must appease the god. GO TO Temple of Savanka-la and lose turn.

Play Immediately 30



SHALPA GOD OF THIEVES SMILES

GO TO any location.

Play Immediately 31



A BOLT OF SILK "FALLS" OFF A CART

You find it. Collect 10 sp from Bank.

Play Immediately 32



MEET LIRAIN

GO TO Perfumers for a gift for her.

Play Immediately 33



GUARDSMAN DEMANDS BRIBE

Pay Bank 5 sp or lose turn.

Play Immediately 34



YOU TRY TO ROB THIS WOMAN

She has a white staff. Lose turn as she hits you with the Wand of Fear.

Play Immediately 35



MEET STREET URCHIN

Draw 1 Rumor Card.

Play Immediately 36


Sanctuary
Event
™



BURGLE ANY OPPONENT'S CACHE

Collect 25 sp from any one opponent's cache when you are in the Maze.

Save/Play Anytime 37



BET ON HANSE

He wins the knife throwing contest. Collect 20 sp from Bank.

Play Immediately 38



SHALPA HELPS YOU

Steal 1 Rumor from any player by drawing card from the player's hand.

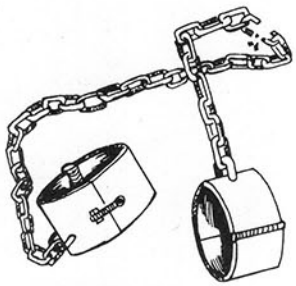
Play Immediately 39



TRIP OVER DRUNKEN MERCENARY

Collect 10 sp from bank.

Play Immediately 40



GET OUT OF DUNGEON FREE

Get out of Dungeon.

Save/Play in Dungeon 41



BET STEFAB HE CAN'T DO A SLEEP SPELL

Lose turn.

Play Immediately 42



HOLD TEMPUS' HORSE

He tips you after he finishes drinking. Collect 15 sp from Bank and lose turn.

Play Immediately 43



ATHAVUL SPREADS FALSE RUMORS

Discard 1 Rumor Card from your hand.

Play Immediately 44



S'DANZO SAYS YOUR SHIP HAS COME IN

GO TO Empire's Wharf.

Play Immediately 45



BOOTS OF SPEED

Add 2 to movement each turn.

Save/Multiple Use 46



PICK DUBRO'S POCKET

Illyra curses you. Lose turn.

Play Immediately 47



MUNGO PICKS YOUR POCKET

Pay Bank 5 sp or lose turn chasing him down.

Play Immediately 48


Sanctuary
Event
Sanctuary
Rumor
Sanctuary
Rumor
Sanctuary
Event
Sanctuary
Rumor
Sanctuary
Rumor
Sanctuary
Rumor
Sanctuary
Rumor
Sanctuary
Rumor
Sanctuary
Rumor
Sanctuary
Rumor
Sanctuary
Rumor



LISTEN TO HAKIEM'S STORY

Pay 5 sp to Bank for story and lose turn.

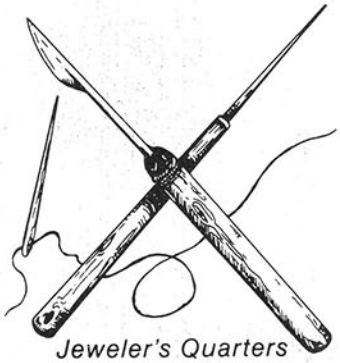
Play Immediately 49



SAVANKALA SAVES

For a 20 sp donation paid to Bank, pick up any piece and place it in the Temple of Savankala.

Play Immediately 50



Jeweler's Quarters

COURT OF ARMS

Snatch surgeons tools from the Kurd. 50 sp

Mugger 51



Street of Red Lanterns

HOUSE OF MERMAIDS

Steal a jug of Aurvesh wine. 40 sp

Burglar 52



Street of Red Lanterns

AMOLI'S LILY GARDEN

Make off with a bar of krff. 90 sp

Burglar 53

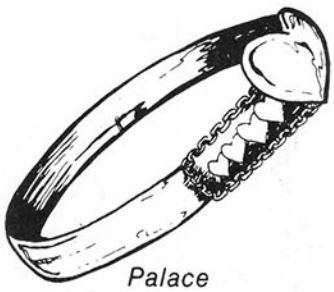


Jeweler's Quarters

BRYANT'S VILLA

Lift the purse of a tax agent. 55 sp

Pickpocket 54



Palace

PALACE

Lift the ring of a concubine. 60 sp

Pickpocket 55

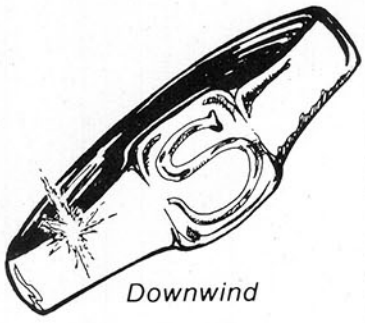


Avenue of Temples

TEMPLE OF HEQT

Palm the holy symbol off a priest. 50 sp

Pickpocket 56



Downwind

DOWNWIND

Steal a smuggler's gold ring. 60 sp

Mugger 57

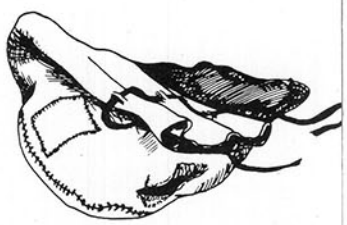


West Side

PERFUMER

Grab a bottle of perfume from a concubine. 40 sp

Mugger 58



Downwind

DOWNWIND

Steal the purse from a drunk. 20 sp

Pickpocket 59



Palace

PALACE

Purloin the Seal of Ranke. 100 sp

Pickpocket 60


Sanctuary
Rumor
TM



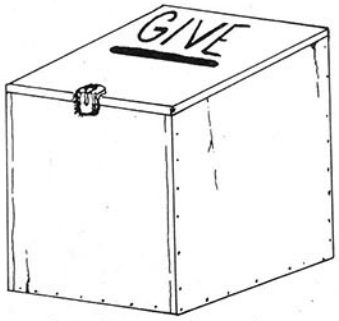
Street of Red Lanterns

AMOLI'S LILY GARDEN

Steal the bouncer's pay.

50 sp

Pickpocket 61



Avenue of Temples

TEMPLE OF SABELLIA

Grab the poor box.

60 sp

Burglar 62



Processional

JEWELER'S SHOP

Steal a bar of silver from the jeweler.

80 sp

Mugger 63



West Side

LAUNDRY

Heist the day's receipts.

35 sp

Pickpocket 64



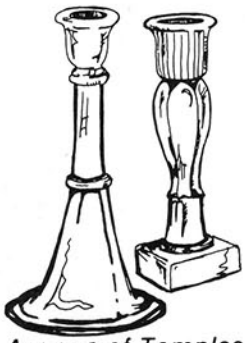
Downwind

DOWNWIND

Steal a mercenary's boots from a flop house.

25 sp

Mugger 65



Avenue of Temples

TEMPLE OF SAVANKALA

Grab the gold candlesticks from the altar.

100 sp

Burglar 66



Street of Red Lanterns

APHRODISIA HOUSE

Steal a pearl necklace from one of the girls.

50 sp

Burglar 67



Fisherman's Row - Wharf

OLD WHARF

Steal Vuksibah from a smuggler's ship.

40 sp

Burglar 68



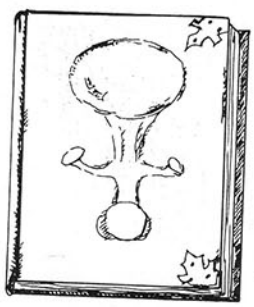
Jeweler's Quarters

COURT OF ARMS

Swipe a silver dagger.

50 sp

Pickpocket 69



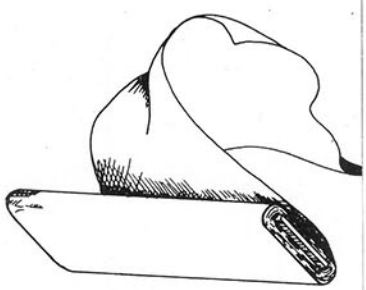
Processional

MELILOT'S

Steal a rare book.

80 sp

Burglar 70



Jeweler's Quarters

SILK MERCHANT

Heist a bolt of fine embroidered silk.

85 sp

Mugger 71



Street of Red Lanterns

APHRODISIA HOUSE

Grab a vial of Qualis Love Potion.

60 sp

Mugger 72


Sanctuary
Rumor
TM

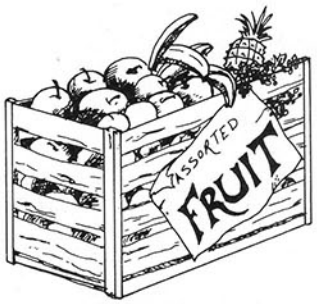


Fisherman's Row - Wharf

OLD WHARF

Heist from the shipmaster spices from Tyrisis. 60 sp

Mugger 73

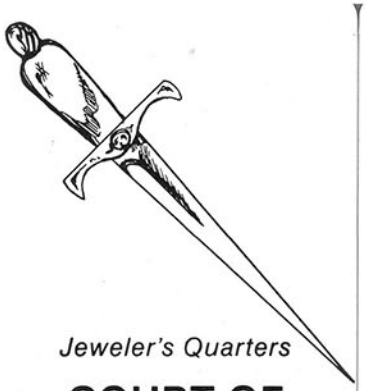


West Side

GOVERNOR'S WAREHOUSE

Steal a box of Enlibar fruit. 90 sp

Burglar 74



Jeweler's Quarters

COURT OF ARMS

Steal a pearl-handled dagger. 70 sp

Burglar 75

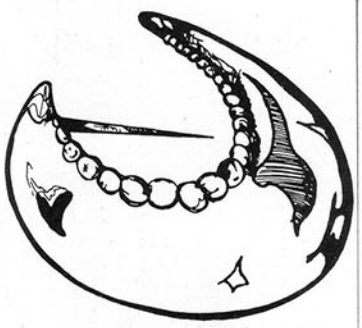


Street of Red Lanterns

APHRODISIA HOUSE

Lift a diamond hair pin from Cime. 100 sp

Pickpocket 76



Downwind

DOWNWIND

Steal an old silver pin. 15 sp

Burglar 77



Fisherman's Row - Wharf

EMPIRE'S WHARF

Heist a ships cook's cache. 25 sp

Burglar 78



Street of Red Lanterns

AMOLI'S LILY GARDEN

Swipe a whore's jewelry. 80 sp

Mugger 79



Avenue of Temples

TEMPLE OF SAVANKALA

Heist a gold embroidered robe. 80 sp

Mugger 80

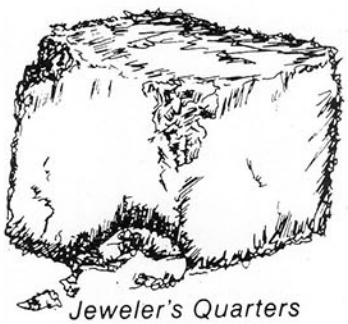


Processional

GRIFFIN TAVERN

Purloin a cask of Qualis wine. 30 sp

Burglar 81



Jeweler's Quarters

BRYANT'S VILLA

Steal a block of Bryant's best krff. 80 sp

Burglar 82



Jeweler's Quarters

BRYANT'S VILLA

Filch an emerald ring. 90 sp

Pickpocket 83



West Side

GOVERNOR'S WAREHOUSE

Steal cask of Aurvesh wine. 45 sp

Burglar 84


Sanctuary
Rumor
TM



Processional

JEWELER'S SHOP

Steal a merchant's gold ring. 35 sp

Pickpocket 85



Avenue of Temples

TEMPLE OF VASHANKA

Steal a chain of silver symbols. 95 sp

Mugger 86



Processional

MELILOT'S

Steal a customer's fee. 50 sp

Mugger 87



Downwind

DOWNWIND

Grab a peasant's purse. 5 sp

Pickpocket 88



Fisherman's Row - Wharf

PANIT'S

Filch 3 weeks take from a fisherman's pocket. 25 sp

Pickpocket 89



Palace

GUEST EMBASSY

Purloin a secret document. 90 sp

Mugger 90



Jeweler's Quarters

COURT OF ARMS

Steal a slaver's purse. 75 sp

Mugger 91



Palace

GUEST EMBASSY

Lift a retainer's purse. 50 sp

Mugger 92



Palace

GUEST EMBASSY

Steal the jewelry of a guest. 70 sp

Burglar 93

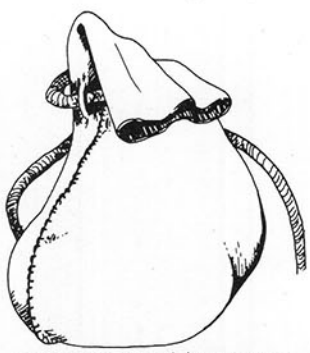


Avenue of Temples

TEMPLE OF SHIPRI

Swipe a jeweled offering. 75 sp

Pickpocket 94



Street of Red Lanterns

HOUSE OF MERMAIDS

Grab a patron's purse. 35 sp

Pickpocket 95



West Side

PERFUMERS

Swipe a customer's purse. 50 sp

Pickpocket 96


Sanctuary
Rumor
TM

Sanctuary
Rumor
TM

Sanctuary
Rumor
TM

Sanctuary
Rumor
TM

Sanctuary
Rumor
TM

Sanctuary
Rumor
TM



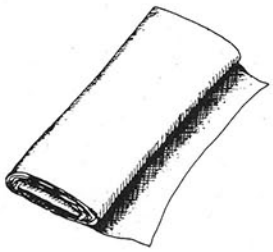
Processional

GRIFFIN TAVERN

Grab a drunk's purse.

55 sp

Pickpocket 97



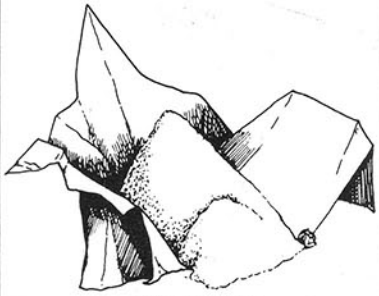
Jeweler's Quarters

SILK MERCHANT

Heist a bolt of silk.

60 sp

Burglar 98



West Side

STULWIG'S

Steal a packet of drugs.

50 sp

Burglar 99



Palace

TAX HOUSE

Steal a chest of tax monies.

90 sp

Burglar 100



Fisherman's Row - Wharf

EMPIRE'S WHARF

Steal the week's duties.

55 sp

Mugger 101



Fisherman's Row - Wharf

EMPIRE'S WHARF

Lift the customs collector's purse.

40 sp

Pickpocket 102


Sanctuary
Weapon
TM


Sanctuary
Thief
TM


Sanctuary
Thief
TM


Sanctuary
Weapon
TM


Sanctuary
Thief
TM

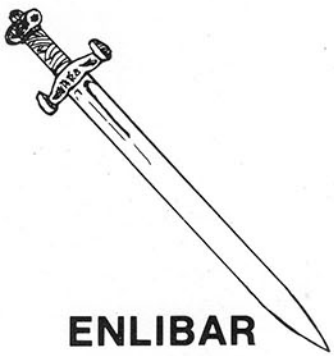

Sanctuary
Thief
TM


Sanctuary
Weapon
TM


Sanctuary
Thief
TM


Sanctuary
Weapon
TM


Sanctuary
Thief
TM



ENLIBAR BLADE

+1 to success roll for any crime.

103



ENLIBAR BLADE

+1 to success roll for any crime.

104



ENLIBAR BLADE

+1 to success roll for any crime.

105



ENLIBAR BLADE

+1 to success roll for any crime.

106

Ceeg Grapeh



Pickpocket	4
Mug	5
Burgle	6

A deft cutpurse, Ceeg limps slightly from the bite of one of the Purple Mage's spiders.

107

Ter Windsing



Pickpocket	4
Mug	5
Burgle	6

This silently moving thief is a part time competitor of Hakiem in gathering fantasy tales.

108

Andry Ouffit



Mug	4
Burgle	5
Pickpocket	6

Disdaining edged weapons, Andry defends himself with a sap filled with stones, known in the Maze as "Ouffit's Rocker."

109

Yang



Mug	4
Burgle	5
Pickpocket	6

Merciless where silver or a fair maid are involved, Yang carries more blades on him than he has pockets. He is the son of a Southern Sea Pirate leader.

110

San Alleyson



Burgle	4
Pickpocket	5
Mug	6

Blonde and descended from Eastern nobles, Alleyson always dominates with charisma or force. He is the son of a noted horsethief.

111

Bet the Meech



Burgle	4
Pickpocket	5
Mug	6

Short and energetic, Bet is noted for her unusual sense of humor and madly conceived crimes.

112


5
10
25
50
100
Thug
Markmoor
Mizraith



Sanctuary

COPYRIGHT 1988 MAYFAIR GAMES INC.

Rumor

Event

Discards

Discards

THIEVES' WORLD

THE THIEVES' WORLD™ BOARDGAME

Mayfair Games Inc.

Sanctuary™

Sanctuary, "the meanest, seediest city in all of fantasy" is waiting for you! Based on the Thieves' World series of Robert Lynn Asprin and Lynn Abbey, Sanctuary challenges you to match your wits against the hard-core, streetwise criminals who stalk its dark alleys. Follow the trail of clues that leads to riches. To survive in Sanctuary you must be cunning, alert, and clever...just don't count your silver too soon; in Sanctuary there's always someone waiting to snatch it away! Sanctuary is an exciting game for 2 to 6 players ages 12 to adult.


Sanctuary
Rumor
Sanctuary
Sanctuary
Rumor
Sanctuary
Rumor
Sanctuary
Sanctuary
Sanctuary