

Blade Venom

Blade venom is a poison that may be applied to weapons in order to make it more potent in battle. Applying venom to a blade takes a turn during which the Warrior may take no other action. One dose is enough to coat a single weapon's blade. It will then inflict +2 Wounds per successful hit until the poison wears off. At the end of each subsequent turn, roll 1D6. On a roll of 1, all blade venom in use wears off.

Your Warrior may buy any number of doses of Blade Venom, up to the number available.

Contraband

While at the Black Market, your Warrior may also buy "pawned" goods obtained through shady means. He may purchase any item normally available at any of the Traders, with the normal roll for availability, though at half the normal price.

The drawback is that there is a chance that the item will be spotted and recognized on the Thief's person, or else a snitch will turn him in. Each day in the Settlement after visiting the Black Market, roll a number of D6 equal to however many items the Thief purchased. (In the case of multiples of a single type of object, such as Bandages, etc., just count this as a single object.) If any of the dice come up as a 1, the Thief is in trouble, and is forced to leave the Settlement immediately!

Recovering Stolen Goods

The flip side of dealing in the Black Market is that you can find particular items that were stolen from someone you know. If any Events have resulted in an item of Treasure or Equipment being stolen from the Thief or any Warriors in his party, on a roll of 4+ he can locate the item and, with a bit of persuasion can recover the item at a quarter the normal value (round up) without any fear of being picked up by the town guards for having the previously-stolen item. (Of course, if he just keeps it for himself rather than dealing with the previous owner, his fellow Warriors may not think so highly of him.)

If the Warriors find their horse stolen upon leaving the Settlement, the Thief may immediately locate and buy back the animal for 25% the normal value, without having to roll for availability or having to visit the "Black Market" specifically.

The Alehouse

If the Thief should choose to visit the Alehouse, roll 2D6-3 for the results of his visit.