

10 ESCAPE

Realizing that in your current state you are the "weak link in the chain" as far as the party is concerned, you find an opening and disappear into the darkness until this matter has been settled.

Your Warrior may attempt once per turn to leave the battle entirely. Roll 1D6. On a 1, your Warrior tries to escape, but is blocked. He only succeeds in wasting any opportunity to act or move this turn. Otherwise, he may make a full move in any direction that would lead him out of the room, avoiding interposing models, as long as his movement takes him into an unoccupied space. (This may not be used to take him past models which are guarding a particular character or treasure, nor past obstacles which the Warriors have no means of quickly bypassing, such as a locked door.) If this is not feasible, another option is that he may simply slip into hiding for the remainder of the battle — Remove the model from the board. In either case where he disappears from the battle, he of course forfeits any chance at gaining any special treasure acquired at the end of the fight.

This same ability may be used in Settlements as well. If an Event should come up where the Warrior is in a dangerous situation (other than a Catastrophic Event), he may escape the Event entirely on a roll of 2 or greater on 1D6.

11 TRAPPER

You hold up your hand, halting the Barbarian before he blunders into the deadly trap. Examining the trigger, you pull out your tools and get to work. Perhaps this device could be used to your favor

When a trap is encountered, it may be detected in time now on a roll of 4 or more, regardless of which Warrior would have encountered the trap. Furthermore, your Warrior may attempt to jury-rig the trap in such a way so that it may present a problem to any Monsters who waylay the Warriors while in this room.

On a roll of 1 on 1D6, the attempt fails, and your Warrior sets off (and is targeted by) the trap. On a roll of 2 or 3, the trap is disabled harmlessly. On a roll of 4 or more (unless your Warrior wishes to simply disable the trap), the trap will go off whenever a Monster Event occurs in this room, targeting a random monster if applicable.

12 ASSASSINATE

Spying a gap in your enemy's armor, you mercilessly fill it with your stiletto.

The Thief may choose to use this special attack instead of a normal attack, foregoing any additional attacks he may be able to make per turn. The blow ignores the target's armor, and on a natural roll of 6 to hit, Toughness is ignored as well. Killing Blows are not possible while using an Assassination attempt, and it may only be used with a hand-to-hand weapon, not a ranged attack.

THIEVES AND SETTLEMENTS

Unfortunately, having a shady reputation means that somebody is likely to know about it. Any time a Thief enters a Settlement, roll on the following chart, subtracting 1 from the roll if the Settlement is a Village, or adding 1 to the roll if the Settlement is a City.

- 0-4 While you may draw a few suspicious looks, you are able to enter the Settlement normally.
- 5 Someone fingers you as a criminal, and the guards detain you for one day, during which you may not visit any Traders nor any Special Locations, while you must still pay Cost of Living expenses. However, no evidence is presented, and you are released without incident.
- 6-7 Your reputation preceeds you! You are barred entrance from the Settlement, and must wait outside until the other Warriors complete their business there.

THE BLACK MARKET

The seediest quarters of the Settlement provide a Thief with his home element. There are various shady places of business which only those with the proper hand signals and contacts can ever find. Hence, this is a special location only open to the Thief, where the tools of his trade can be found.

Payment and Black Market Goods

While at the "Black Market", the Thief may buy any of the following items if they are in stock.

Equipment	Cost	
	(Buy)	Stock
Lock Tools	200	7
1D6 Bags of Flash Powder	75	8
1D6 Vials of Blade Venom	100	8

Lock Tools

Lock tools allow the user to open any lock as long as it is not magical or the rules for the lock specifically state otherwise.

To see if your Warrior can open a lock, roll 1D6. On a score of 4, 5 or 6 the lock opens. On a score of 2 or 3 the lock refuses to open at the moment, though your Warrior may try again next turn. On a score of 1, the lock tools are snapped off in the lock and are now useless.

Remember: The Thief may re-roll any lock-picking attempt, so if a roll of 1 comes up on the first try, it may be re-rolled, but the second result must be kept even if it is another 1.

Only one set of lock tools will be available at the Black Market.

Flash Powder

Flash powder may be set off at any time to confuse the Warriors' enemies. After it has exploded, any Warriors who have not yet fought this turn get +1 Attacks.

Your Warrior may buy any number of Bags of Flash Powder, up to the number available.