CADWALLON

# City of Thieves

## Rules of Play

REVISED EDITION

# The World of Cadwallon

In the dark of a moonless night, a lonely militiaman shuffles along a deserted alley. The sound of a small stone striking the pavers brings him about just in time to see a black-clad figure vanish around a corner. "Stop! Thief!" Kornak hollers. Cursing under his breath, he runs after the fleeing shadow. It's just another night in Cadwallon...

Welcome to Cadwallon! Here is a city of vagabonds, deserters, and outlaws of every stripe. Truly, a City of Thieves! The Duke and his brave militia struggle to maintain order, but it is the mighty guilds and wealthy merchants who rule the city. And the most feared of these is the shadowy Guild of Thieves. As a member of the Guild, you must respect their basic rules, lest the city descend into complete chaos!

Aarklash is a rough and dangerous world, steeped in magic, and scorched by an all-encompassing war as petty, jealous gods advance their agendas with little regard for the human cost. Cadwallon is the last free city here—a shelter for those who want nothing to do with the gods and their conflict. But there are powers who would use the city as a pawn in their struggles—powers who eagerly await a moment of weakness!

In the end, though, it is wealth that rules here, and even loyalty to the Guild is limited. In Cadwallon, you must remain alert for any opportunity and know when to take a risk. Oh, and always respect the unofficial city motto:

"My Kingdom for a Ducat!"

# The Goal

In *Cadwallon: City of Thieves*, each player leads a gang of thieves out to get rich or die trying.

The thieves need to loot as much treasure as they can before fencing their spoils to The Spiv. But they are short on time, because the militia is circling the neighborhood. Before long, the district will be completely cordoned off and any thieves who remain will be trapped!

Each turn, each player has seven action points with which to move his characters, open chests, and engage in combat. Players also receive Arcana cards, which are used to give their characters special abilities and thwart their opponents' plans.

At the end of the game, the player who has collected the most ducats wins!
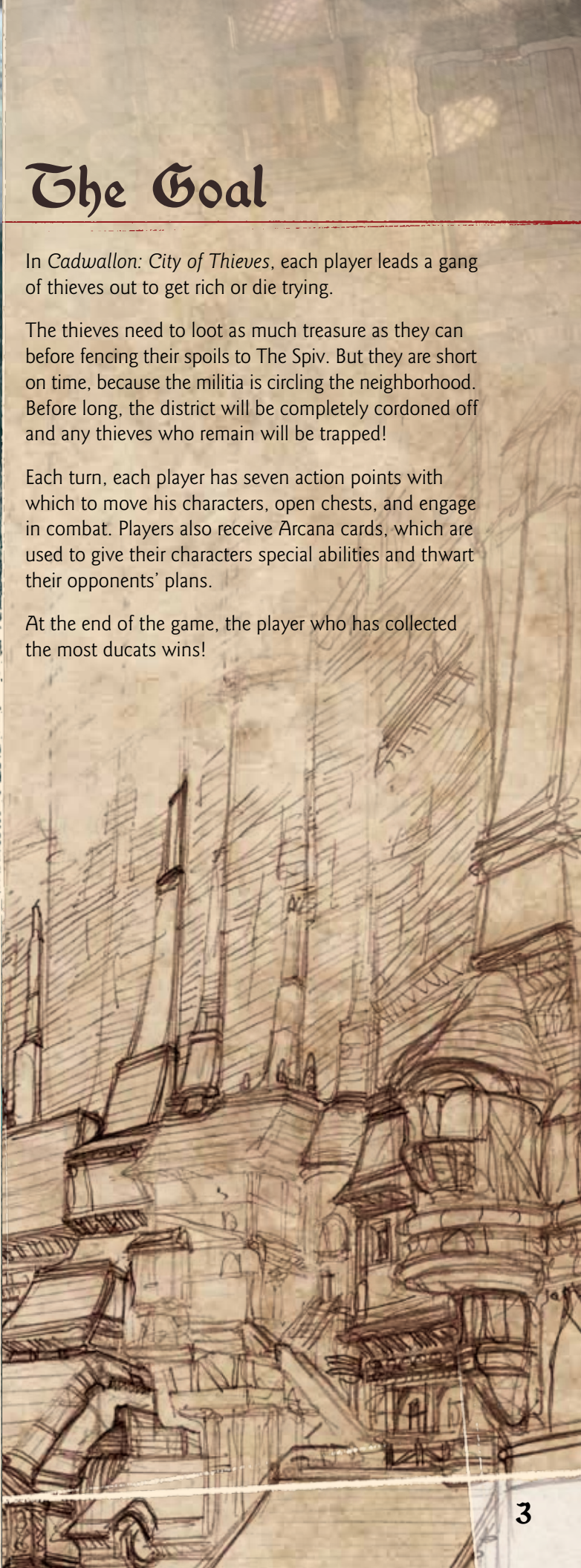
# Game Components

## 1 Game Board



The game board represents a district of Cadwallon. The district is divided into street spaces and room spaces. These spaces determine how characters can move about the board.

## 20 Character Cards

These cards list the abilities and skills of the characters in the game.



## 28 Action Point Tokens

These tokens represent action points and are spent whenever a character moves or takes an action.



## 20 Figures

Each character is represented by a figure. The characters are split into four gangs and each gang is identified by a different color:

- **The Executioners**
- **The Nocturnis Gang**
- **Kaldern's Gang**
- **The Cursed Ones**



There are also two militiaman figures and two hero figures: Isabeau and Sienna. These characters do not belong to a gang.



## 20 Colored Bases

These bases are used to identify which figure belongs to which gang. There is one base for each member of every gang, as well as two black bases for the militiamen and two grey bases for the heroes.



*To attach the figure to the base, gently press the figure into the base and it will snap into place. To remove the figure from the base, gently pull the figure and it will detach from the base.*

## 24 Chest Tokens

These tokens represent treasures that the thieves are hoping to loot. Gathering treasure is the main method for a gang to collect ducats.

## 60 Arcana Cards

Players can use these cards to give their characters an advantage or interfere with their opponents' plans.

## 15 Mission Cards

The Guild of Thieves directs the actions of the gangs through Mission cards. Completing missions earns players more ducats for their treasure.

## 8 Adventure Sheets

Each adventure sheet describes the background story for a scenario in the game and explains any special events that may occur.

## 9 Portcullis Tokens

These tokens are used to block certain routes out of the district after the guards have raised the alarm.

## Ducats

The goal of every gang is to collect as many ducats as possible. These are represented by plastic coins in three denominations:
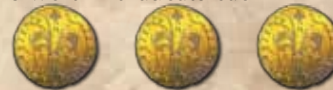
40 Bronze coins worth 1 ducat each
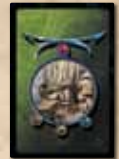
20 Silver coins worth 5 ducats each

20 Gold coins worth 10 ducats each

Ducats are placed next to the game board in a pile called the bank. Players may make change with the bank at any time.

## 1 Round Counter

The round counter is placed on the adventure sheet to track the rounds of the game.

## 25 Character Tokens

These tokens are used for some adventures as described on the adventure sheets. There are 10 zombie tokens and 15 civilian tokens.

## 6 Dice

## 1. The Treasure of the Duke



**5**
Alarm!

**SETUP:**

**SPECIAL RULES:**
THE TREASURE OF THE DUKE

**MISSION CARDS**

| Letter | Name |
|--------|------|
| A | Deployment Space |
| B | Guardroom |
| C | Treasury |
| D | Library |
| E | Magician's Chamber |
| F | Dormitory |
| G | Laboratory |

# Setup

Unfold the game board **1** and choose an adventure **2** (see "Adventure Sheets" on page 8). Place the corresponding adventure sheet next to the game board.

Each player chooses a gang and takes the four figures that belong to his gang **3** and attaches the four colored bases that match the gang's color.

Each player takes seven action point tokens **4**.

Each player takes the four character cards that correspond to the characters in his gang **5** and places them faceup in front of him.

Place the round counter **6** on space "1" of the round counter track on the adventure sheet.

Place one militiaman figure **7** in the Guardroom **B** and one in the Treasury **C**.

Mix the chest tokens [token] (treasure side facedown) and randomly place one in each room on the game board. Then flip the tokens faceup to reveal the treasures.

Shuffle the Mission cards **8**. Place three Mission cards faceup on the adventure sheet. Stack the rest of the Mission cards facedown next to the game board.

Shuffle the Arcana cards **9**. Each player draws five Arcana cards. Stack the rest of the Arcana cards facedown next to the game board.

The players each roll two dice; whoever rolls the highest total becomes the first player.

Starting with the first player and proceeding clockwise, each player places one of his figures on any deployment space **A**. Repeat this step until each player has placed all four of his figures. A figure may not be placed in a deployment space already occupied by another figure.

The first player now starts the first game round.

# Adventure Sheets

At the beginning of the game, the players must choose which adventure they want to play and find the corresponding adventure sheet. Alternately, players can randomly choose an adventure.

Place the chosen adventure sheet faceup next to the game board.

The adventure sheet shows a background story, setup instructions, game events, special rules, a round counter track, and spaces for three Mission cards.

## A THE ROUND COUNTER TRACK

At the beginning of the first round, place the round counter on space "1" of the round counter track. At the beginning of each new round, advance the round counter one space. Orange spaces with text represent events. When the round counter lands on an event that contains text, the event takes place immediately.

## B MISSIONS

Before the game begins, draw three Mission cards and place them faceup on the adventure sheet.

Mission cards offer gangs an opportunity to earn extra ducats.

When a Mission card is fulfilled, discard it and draw a new Mission card to replace the old one. There should always be three missions available (see "Mission Cards" on page 19).
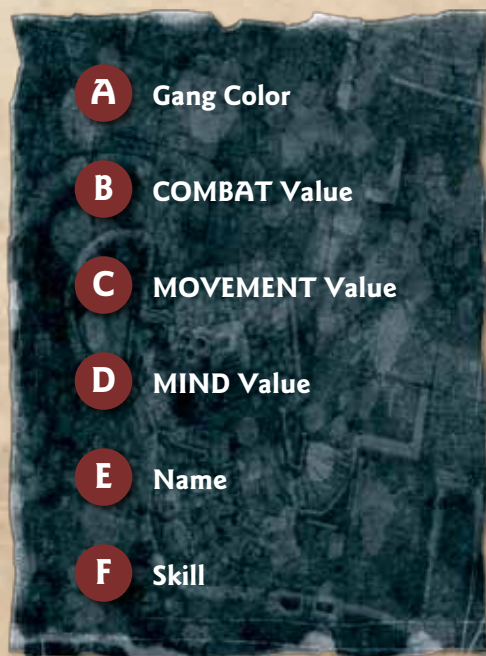
# Character Cards

Each character in the game is represented by a Character card. The card shows a portrait of the character and lists his or her abilities and skills:

**A**

**B**

**C**

**D**

**E** Iris

**F**

You can use this ability when attacking or defending.

**Charge:** You may discard 1 Arcana card to reroll Iris's Combat dice.

| | |
|---|---|
| **A** | Gang Color |
| **B** | COMBAT Value |
| **C** | MOVEMENT Value |
| **D** | MIND Value |
| **E** | Name |
| **F** | Skill |

**Characters have three ability values:**

The **combat value** is used when fighting.

The **movement value** is the maximum number of spaces the character can move each turn.

The **mind value** is used when attempting to lockpick a chest or perform certain special tasks.

**Each character has one unique skill:**

A skill is a special advantage or ability that a character can use to further his gang's agenda. Using a skill does not count as an action, but some skills require that the player spend action point to use them. A character can take an action, move, and use his skill all in the same turn (see "Activating Characters" on page 12).

**Active** skills can only be used when that character is activated. **Passive** skills are always in effect (such as skills that give a bonus in combat). Each Character card details that character's skill and when it can be used.

# The Game Round

*Cadwallon: City of Thieves* is played over a series of rounds. Each player takes one turn during each round. The first player takes the first turn during the round. The other players then take their turns in clockwise order.

Turns are divided into four phases, which must be played in order:

## 1. Draw One Arcana Card

The current player draws one Arcana card and adds it to his hand.
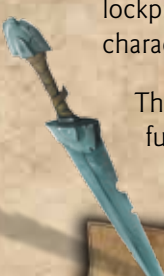
## 2. Move a Militiaman

The current player indicates which militiaman he wishes to move and rolls a die: If he rolls a ⚃, the militiaman is asleep or distracted and does not move. Any other result indicates the maximum number of spaces that the militiaman may move (see "Moving Militiamen" on page 11).

## 3. Activate Characters

The current player activates his characters one at a time. The characters spend action points to move, lockpick chests, bash open chests, attack other characters, and use skills.

The player may also play Arcana cards and/or fulfill a Mission card during this phase.

> ### Guild of Thieves Rule Number 1
>
> "Thieves never assist the militia."
>
> Arcana cards cannot be played to help a militiaman.

## 4. Announce the End of the Turn

When the current player has activated all of the characters he wants to, his turn is over and the player to his left can begin. Players are not required to activate all of their characters, nor must they spend all of their action points.

After all players have finished their turns, the first player advances the round counter one space and starts the next round. Players recover all action point tokens that they spent during the past round. If all characters in a player's gang have left the district, he can no longer participate in the game round (i.e., he does not draw Arcana cards or move militiamen).

# Moving Militiamen

Two militiamen have been assigned to maintain law and order in the district. During the game, they move around the board, trying to interfere with the characters' plans.

The two militiamen start the game in the Treasury **A** and the Guardroom **B**.



**Treasury**

**Guardroom**

Before a player can activate his characters, he must attempt to move one militiaman. First, he chooses which militiaman he wants to move and rolls one die. If he rolls a ⚁, the militiaman is asleep or distracted and does not move this turn. Any other result indicates the maximum number of spaces that the militiaman may move.

Moving and attacking with militiamen does not cost action points. Militiamen follow the same rules for movement as all characters (see "Movement" on page 14).

- The player is not required to use all of a militiaman's movement.

- Militiamen never leave the district.

- When a militiaman enters a space that is occupied by another character, combat takes place. The player who moved the militiaman controls him during combat. If combat ends in a draw, the militiaman wins (see "Attacking" on page 17). After combat is over, the militiaman can no longer move, even if he has movement points remaining.

- Players cannot use Arcana cards to aid militiamen in combat (see "Arcana Cards" on page 18).

- If a militiaman wins a combat, he takes two ducats from the losing player, returns them to the bank, and forces the losing character to retreat three spaces, chosen by the player who won the combat.

- If a militiaman loses combat, he retreats three spaces, chosen by the player who won the combat.

- A player **cannot** use a militiaman to attack a member of his own gang! Militiamen cannot attack each other.

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# Activating Characters

During the Activate Characters phase, the current player may move and perform one action with each of his characters. Each time he wishes to move or perform an action, the player must spend **one or more action points** (see "Action Point Costs" below). If a player spends all of his action points (and as a result uses all of his tokens) he may not activate any more characters during the round.

During a round, each character is limited to **one movement and one action**. These may be taken in any order. A character can move and then perform an action **or** perform an action and then move. Characters are not required to move or perform an action when they are activated. A player can choose to do one, or the other, or both, depending on the situation.

**Each player activates his characters one at a time,** spending any action points he wishes on that character before activating the next character. A player does not have to use all of his action points, but any action points that are not spent are lost. A player can activate his characters in any order he chooses, and that order can change from round to round.

In addition to moving and performing one action, a character can use an active skill during activation. Active skills cost a number of action points to use as described on the character cards.

If a character moves before performing his one action, he must complete the move **before** performing that action. A character **cannot** interrupt his movement to perform an action and then resume his movement (although some skills can be used during movement).

Each character can only be activated **once** per turn. When a player activates another character, he cannot go back to a previous character. So the order in which characters are activated is very important.

**During this phase of his turn, a player can also spend three action points to use a Mission card** (see "Mission Cards" on page 19).

**Spent action point tokens are recovered at the beginning of the next round.**

## ACTION POINT COSTS

| A CHARACTER MAY PERFORM: | | COST |
|---|---|---|
| **Movement** | Move spaces up to his Movement value | 1 Action point |
| **Action** | Attack another character | 1 Action point |
| | Lockpick a chest | 1 Action point |
| | Bash a chest open | 2 Action points |
| **Skill** | Perform the unique skill listed on the character card | See character card |

# ACTIVATING CHARACTERS EXAMPLE
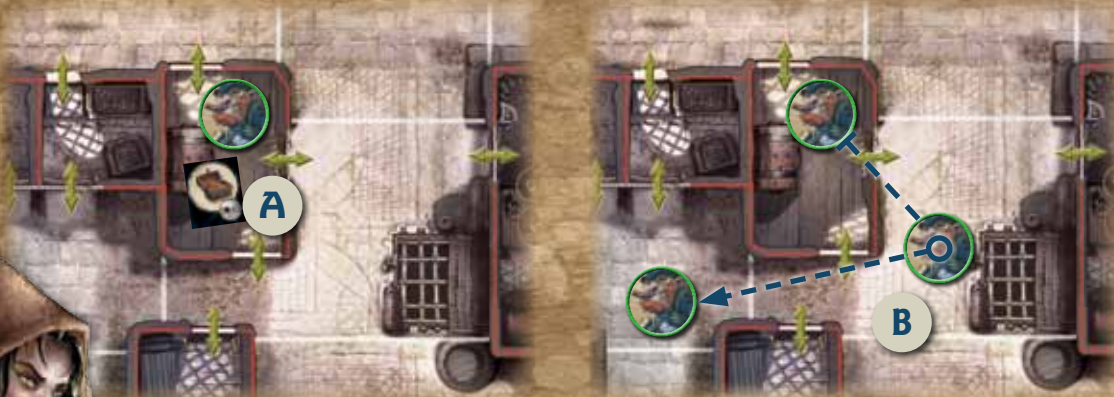
The player with The Executioners gang decides to activate Davitto first. Davitto spends two action points to bash open a chest **A** and then spends one action point to move two spaces **B**. He has performed one action and one movement, so he cannot do anything else this turn. The player has four action points remaining to activate his other characters.

Guild of Thieves
Rule Number 2

"Patience is
the first lesson
in thievery."

A player does not have
to activate all of his
characters.

# Movement

To move a character, a player must spend one action point. The character can then move any number of spaces up to his movement value. A character is not required to use his full Movement value.

To move from one space to the next, the target space must be **adjacent** and cannot be occupied by any other character, even another member of the character's own gang. Two spaces are considered adjacent if they are separated by a white line or a green arrow.

## Movement Limitations

- Red lines represent solid walls that block movement. Characters cannot cross red lines.

- White lines allow movement.

- Green arrows indicate doors or windows, which allow characters to enter and leave rooms.

- All characters block movement, including militiamen. No character may enter a space occupied by another character, even if that character belongs to the same gang.

- A character may only enter a space occupied by another character when attacking (see "Attacking" on page 17).

- After losing in combat, a retreating character may pass through a space that is occupied by another character, but he must end his retreat in an unoccupied space.

- Characters cannot move onto the roof of any building.

## Movement Example



Leona spends one action point to move three spaces.

## Leaving the District

- A character may only leave the district if the alarm has been sounded. Each adventure sheet will explain when and how the alarm is sounded.

- In order to leave the district, characters must be moved off the board through a deployment space that is **not** blocked by a portcullis. It costs one action point to move off the board from a deployment space.

- Characters cannot leave the district through a deployment space that is blocked by a portcullis.

- A character cannot leave the district when forced to retreat after losing a battle.

## Leaving the District Example



Valdur leaves the district by spending one action point to move three spaces. His third move takes him off the board.

# Opening a Chest

The treasures on the game board are carefully locked inside iron chests. To obtain the treasure within, characters must either pick the lock or bash the chest open.

## Lockpicking a Chest

To attempt to pick a lock on a chest, a character must be in the same space as the chest and spend one action point. Roll one die. If the result is less than or equal to the character's mind value, he has successfully picked the lock and the chest is open! If he fails, the chest remains locked.

### Lockpicking Example



Davitto ends his movement in a room with a chest. The player spends one action point to attempt to pick the lock. He rolls one die and gets a ⚅. Because the result is higher than his mind value of four, he has failed and he cannot take the treasure!

## Bashing Open a Chest

To bash open a chest, a character must be in the same space as the chest and spend two action points. There is no need to roll; the chest is automatically opened.

During the game, some treasures may be flipped over so that the chest side is faceup. These treasures are better protected and can only be robbed by bashing open the chest.

Once a chest is open, the character can collect the treasure. Place the treasure token faceup on his character card (see "Carrying Limits" on page 16).

The player also receives one ducat from the bank upon opening any chest.

## Treasures

There are seven different types of treasure:

**6 Red Gems**
Each red gem is worth two ducats.

**3 Green Gems**
The total value of the green gems is determined by the number collected by the gang. One green gem is worth two ducats, two are worth five, and three are worth eight ducats.

**3 Bunches of Keys**
The total value of the bunch of keys is determined by the number collected by the gang. One bunch of keys is worth two ducats, two are worth five ducats, and three are worth eight ducats.

**3 Scrolls**
The total value of the scrolls is determined by the number collected by the gang. One scroll is worth two ducats, two are worth five ducats, and three are worth eight ducats.

**3 Bracelets**
The total value of the bracelets is determined by the number collected by the gang. One bracelet is worth two ducats, two are worth five ducats, and three are worth eight ducats.

**3 Purses**
When a purse is found, the player rolls one die. The result indicates the number of ducats he immediately receives from the bank. The purse is then removed from the game.
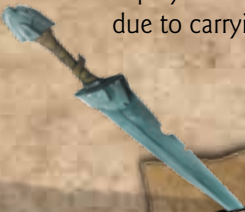
**3 Chests Full of Ducats**
A chest only earns ducats for the character if he manages to carry it out of the district (i.e. it is not used to fulfill any Mission cards). Once it is safe, the player rolls one die and adds three to the number rolled. The result indicates the number of ducats that he takes from the bank. The chest is then removed from the game.

## CARRYING LIMITS

When a character obtains a treasure, place the token on the character card to show that he is carrying it. A character can carry a maximum of three treasures at a time. Should he exceed this limit, he must immediately choose a treasure to drop. Place the dropped treasure in any room of the player's choice that does not currently house a treasure. This treasure then becomes a chest that must be opened again in the normal way.

A player can only drop a treasure when he is forced to due to carrying limits.

Guild of Thieves
Rule Number 3

"Wealth goes to he who keeps it."

A thief only drops a treasure when forced to.

# Combat

Attacking is an action that costs one action point.

In order to attack another character, the attacker must move into his victim's space during his normal movement for the turn. This action always ends his movement. Characters cannot attack militiamen.

Each character has a combat value. This is the number of dice that the player rolls when this character is involved in combat.

## RESOLVING COMBAT

1. The attacker announces his combat value. He may play one Arcana card.

2. The defender announces his combat value. He may play one Arcana card.

3. The attacker and the defender each roll their dice. Each player's single highest die result is the character's combat score.

4. Compare the two combat scores. The character with the highest score wins! If the scores are tied, the attacker wins.

**The winning character steals one treasure from the losing character**, or two ducats from the player if the losing character is not carrying any treasure. If the winner has more than three treasures after stealing one from his opponent, he must drop one (see "Carrying Limits" to the left).

**The losing character must retreat three spaces.** The winning player moves the losing character three spaces from the space where the combat occurred. If it is not possible to move three spaces, the loser must be moved as far as he can go. As he retreats, he may move through a space that is occupied by another character, but he must end his retreat in an unoccupied space. A retreating character cannot move through the same space more than once during his retreat. A character cannot leave the district when forced to retreat. This retreat does not cost action points.

# COMBAT EXAMPLE

Tortok rolls two dice and gets a ⚀ and a ⚄. His "Rage" skill allows him to reroll the ⚀, and this time he gets a ⚄ which is his highest roll and represents his combat score. Faras also rolls two dice and he gets a ⚀ and a ⚄. The "Powerful Blow" card adds one to his highest roll, giving him a combat score of six.

Tortok spent one action point to move and one action point to attack Faras.

Tortok announces that he will use his "Rage" skill. Faras responds by playing the Arcana card "Powerful Blow."
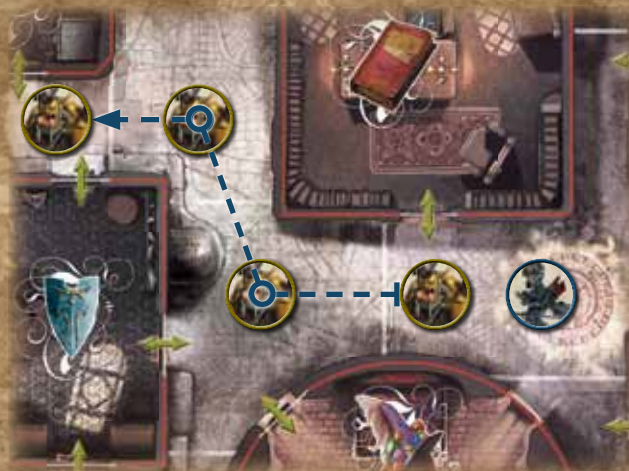
Faras has the highest combat score, so he wins this combat. He steals a red gem from Tortok and forces him to retreat three spaces.

Guild of Thieves
Rule Number 4

*"Fighting the law merely angers more lawmen."*

A thief can never attack a militiaman.

# Arcana Cards

Arcana cards are cheap tricks and clever actions a gang can use to further their goals.

Each player starts the game with five Arcana cards in hand. At the beginning of his turn, each player draws one Arcana card and adds it to his hand. There is no limit to the number of Arcana cards that a player can hold in his hand.

During combat, players may play one Arcana card. At any other time during their turn, players may play as many Arcana cards as they wish.

Guild of Thieves
Rule Number 5

"Rules are meant to be broken."

When a card contradicts the rules, it is the card that counts.

When an Arcana card is played, read the text aloud and follow the instructions on the card. The text on each Arcana card is executed only once and the card is discarded after use. In some cases, the instructions on a card may contradict the rules. In this case, follow the instructions on the card.

Arcana cards cannot be played when performing a special action that is unique to the adventure (such as "Stealing the Treasure of the Duke" in Adventure 1).

**A** Double Lock

**B** after an enemy character lly picks a lock on a chest. e chest does not open. He must roll the die again but does not spend another action point.

**A** Title

**B** Description

# Mission Cards

At the beginning of the game, three Mission cards are drawn and placed faceup on the adventure sheet.

Missions are assigned by the Guild of Thieves and give players an opportunity to earn bonus ducats. Each Mission card shows a certain type of treasure that the Guild of Thieves desires:

**A** Treasure

**B** Bonus
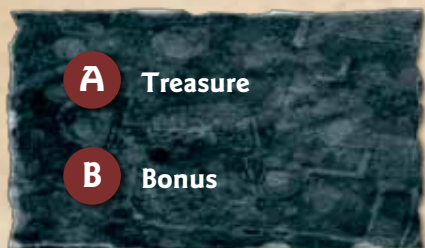
To fulfill a Mission card, a player's characters must be holding at least one treasure of the type indicated on the card. All treasures of the correct type held by the player's characters on the board count towards the total reward. Treasures carried by characters who have left the district do not count. The player must spend three action points to fulfill a Mission card. A player can only do so during his turn.
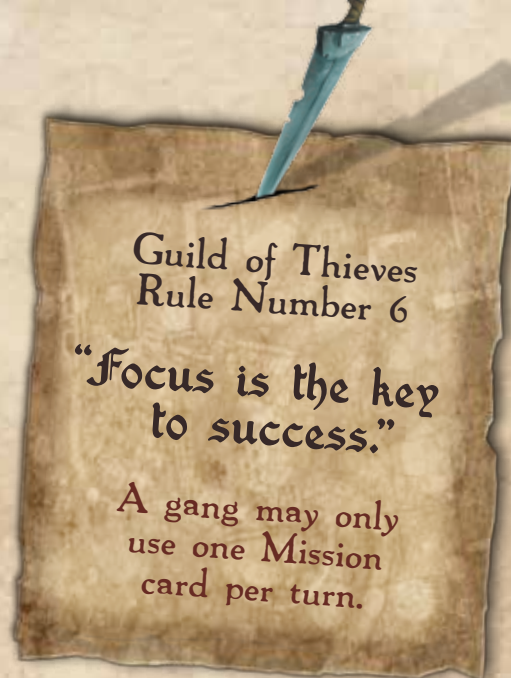
When a player fulfills a Mission card, he immediately receives ducats from the bank equal to the full value of the treasure shown, plus the indicated mission bonus:

A **+0 bonus** means that the player does not receive extra ducats.

A **+1 bonus** means that the player receives one extra ducat per treasure.

A **+2 bonus** means that the player receives two extra ducats per treasure.

The characters keep their treasures after fulfilling the mission. They may be able to earn ducats for these treasures again, either by fulfilling another Mission card or by leaving the district (see "End of the Game" on page 20).

## Guild of Thieves Rule Number 6

### "Focus is the key to success."

A gang may only use one Mission card per turn.

Once a Mission card is fulfilled, it is immediately discarded and a new card from the deck takes its place on the adventure sheet. If the deck of Mission cards runs out, there are no more missions. Do not reshuffle the Mission cards. Each player can only use one Mission card per turn. Mission cards cannot be held or saved to fulfill later.

## MISSION CARD EXAMPLE

Paul spends three action points and takes the "Scrolls +2" Mission card.

His characters are holding a total of two scrolls, which are collectively worth five ducats.

The Mission card adds a bonus of +2 ducats per scroll, so Paul takes four additional ducats from the bank for a total of nine ducats.

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# End of the Game

Eventually, even the slow-moving militia will react to the rash of thefts. They will cordon off the neighborhood, trapping all thieves who are still within the district.

Each adventure sheet describes when the game ends. This is usually when the Round Counter reaches the final space of the round counter track (i.e. the "End of the Game" space).

At this point, all players must convert the treasures that they managed to carry out of the district into ducats. Any treasures carried by characters who are still in the district are confiscated by the militia and cannot be converted into ducats.

Each player loses three ducats for each of his characters that failed to leave the district before the end of the game.

The player with the most ducats becomes the new guildmaster for the district and wins the game!

Guild of Thieves
Rule Number 7

"A wealthy gang will always be targeted by their enemies."

Keep your ducats hidden and ask for change often to confuse them.

# Welcome to Cadwallon!

The continent of Aarklash is the heart of a world steeped in magic. Created by jealous gods, it is a place where fantastic creatures and terrible monsters dwell together.

For ages, the populations of Aarklash coexisted rather peacefully, developing magic and technology while quietly worshipping their chosen gods. But the balance of Aarklash has been upset and the entire continent set aflame by a terrible war: the Rag'Narok!

One single city refuses to take part in this all-devouring war; a city founded by mercenaries, prospectors, and pioneers; a city that is proud of its freedom and its independence from the kingdoms of Aarklash – the city of Cadwallon.

Here, victims of the war seek shelter alongside deserters, pacifists, and outlaws of every kind. This open and accepting policy makes Cadwallon the most fascinating nest of rascals in all of Aarklash. It has also earned the city its nickname: the City of Thieves!

Despite its reputation, Cadwallon is not a lawless place. Thanks to its brave militia, the Duke of Cadwallon is able to provide security for his people and wealth for his city. Since the city's founding, the Duke has delegated a portion of his power to a dozen noble families, each charged with directing one of the fiefdoms of the city. Cosmopolitan and stubbornly neutral, Cadwallon is a wealthy trade hub and convoys travel from all over Aarklash to reach it.

Fabulously wealthy merchants do their business here, and they have created guilds to better organize their affairs and protect their interests. There are more than a dozen guilds in Cadwallon – each with its own small army and each seeking to secure more wealth and power. One of these is the Guild of Thieves, which ensures that the thieves of Cadwallon respect some basic rules that keep the city from plunging into total chaos.

In Cadwallon, you must always be alert and know when to take a risk if you intend to respect the city motto:

"My kingdom for a ducat!"

## The Executioners

Not all thieves can easily find their place within the Guild. One such group calls themselves The Executioners. It's their skills and experience that make them good thieves, not their attitude. They have reservations about thievery and are repulsed by the idea of stealing from the poor and common people. When they first met, they decided to make the best of a bad job. If they must steal, they'll steal – but only from the wealthy and those who are truly responsible for the great injustices committed daily in the City of Thieves!

**Leona:** Now the chief of her gang, this natural-born leader comes from Akkylannie – a country of religious fanatics. She was once a duelist and wields her sword with mortal precision. In the Akkylannian army, she learned to lead men and does so without flinching.

**Harid:** As a Cadwë (a citizen of Cadwallon), who was born within the city walls, Harid studies the traditional magic of the city – the tarot magic. With his magic cards, he can summon the spirit of Cadwallon itself. His skills have landed him in a heap of trouble and he seeks refuge in the Guild of Thieves.

**Iris:** This brave warrior does not wish to be a thief. Only a few months before joining The Executioners, Iris was a member of an order of holy warriors known as the Valkyries of Alahan. But she was the target of a conspiracy and was forced to flee her country and hide in Cadwallon. Now is the time for her vengeance!

**Davitto:** He may be a dwarf, but above all Davitto is a Cadwë. He's a brilliant inventor who willingly joined The Executioners to test his inventions. His incredible ideas have often saved his whole gang!

# THE NOCTURNIS GANG

Cruel, greedy, and violent, the members of The Nocturnis Gang have gathered together because no one else would have them! They are so brutal and lacking in discretion that other Guild members are reluctant to admit that they're thieves too. But they always accomplish their mission and return with the treasures, even if they leave some corpses in their wake. Some suspect that they trigger alarms on purpose, hoping to get into a fight.

**Sanaris:** Once a worshipper of Vile-Tis, a god of darkness, Sanaris grew tired of running through the forests with the other Wolfen of Aarklash – humanoid wolf men two meters tall. He desired the comforts of great cities and great wealth so he renounced his faith and chose to follow a new god – the Ducat of Cadwallon!

**Faras:** As a necromancer and tomb-robber, Faras met Sanaris in one of Cadwallon's prisons just a few moments before they made their escape. He was seduced by the prospect of becoming rich, so he abandoned his arcane research, but not before he learned enough magic to defend himself from the militia.

**Drokan:** Drokan was once a servant of the Ophidians – a race of intelligent snakes – but he broke free from their tight grasp to follow his own will. Not wanting to become a slave again, Drokan knows that to truly be free he must become rich!

**Valdur:** Shrouded in mystery, even the other members of his gang don't know where Valdur comes from. He appeared in their lives quite suddenly, slaying their adversaries in a street fight. Since that moment, he has been following The Nocturnis Gang. All members of this gang are hardened criminals, but there is something in Valdur that frightens even them...

# KALDERN'S GANG

Kaldern's Gang consists only of professionals. These men and women are veterans of the Guild of Thieves, who respect its rules and consider burglary to be just another job. They practice their skills with great seriousness and are true artists of stealing!

**Kaldern:** Kaldern came to Cadwallon in order to escape from the war and make his fortune. He was trained by an old thief in the Guild who gave him the chance to show his devotion and loyalty. He took the place of his former master when the old thief died peacefully of old age (a very rare occurrence among thieves!).

**Sarys:** Sarys speaks very little, and when she does she usually addresses either the dead or a demon. She comes from a clan of Drunes – barbarians who worship demons. The rest of the gang doesn't know why she's there, but the Guild asked Kaldern to keep an eye on her and add her to his gang. Despite her barbarian upbringing, the others do their best to treat her with respect, and they admire her tremendous skill!

**Elise:** Just like Kaldern, Elise is a perfect creation of the Guild of Thieves. In some ways even more so because she was born a Cadwë. Elise is an arcane thief, specializing in infiltration and the theft of magical objects.
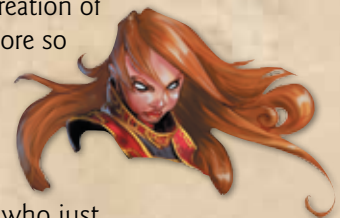
**Tortok:** Tortok is an Orc who just arrived in Cadwallon after narrowly escaping from attacks against his people. He was already a bandit among the Orcs and he practices his chosen "profession" with peculiar savagery in the City of Thieves.

## The Cursed Ones

Darkness crawls everywhere, even in Cadwallon, and The Cursed Ones are servants of these vile forces. They steal by the command of their dark masters, allowing them to finance their horrific plans. Each piece of gold brings them closer to their final victory – and the ultimate destruction of Cadwallon!

**Jehlan:** Originally from Syharhalna, Jehlan fought for his country in his native desert lands and in the lands of the Orcs. There, after the rest of his army was slaughtered, he had a mystical revelation and he travelled to Cadwallon to accomplish his dark plans.

**Anays:** Anays is a noblewoman from Acheron, the nation of necromancers. In order to prove herself among her people, she had to go to Cadwallon and increase her dark skills. She has learned how to summon the power of the grim trinity of Acheron.

**Dorak:** As a deserter and mercenary who fought for all the human armies in Aarklash before ending up in Cadwallon, Dorak is a broken, disappointed, and cynical man. From the moment he arrived in Cadwallon, he's been ready to join any fight, hoping to find death and oblivion. Jehlan knows that Dorak is crazy, but he can't afford to lose such a skilled crossbowman.

**Torham:** As a faithful follower of Mid-Nor, the Dwarf of Darkness, this altered and monstrous being dreams of destroying the people of the surface world and waking the nightmarish creatures who sleep in the depths of Cadwallon!

## Incarnates

Outside Cadwallon, throughout the continent of Aarklash, all races are fighting a terrible war, dubbed the Rag'Narok. This conflict was secretly begun by the selfish gods, but is fought by mortals. To help the people who worship them, each god of Aarklash has transformed their chosen warriors into powerful beings – the Incarnates.

Each Incarnate is a legendary hero who is immortal, and often invincible. When two Incarnates meet in battle, the sky itself trembles! But the fate of an Incarnate is often a tragic one. The incarnation is as much a curse as a blessing, as a part of the Incarnate's soul is stolen and he must spend the rest of his long life seeking it on the battlefields of Aarklash.

Cadwallon may be neutral in the Rag'Narok, but the gods have other plans. They incarnate even some Cadwë, perhaps hoping to push Cadwallon to enter the war. The two most famous Incarnates of Cadwallon are Isabeau and Sienne.

**Isabeau the Secret:** Isabeau is a member of the noble family of Cadwallon that rules over the Soma fiefdom. Her father and uncle were killed by the Guild of Usurers when she was still young and she swore to avenge them. She trained to become a formidable fighter and joined the Guild of Blades, which organizes the business of Cadwallon's mercenaries.

**Sienne, Arcanic Thief:** Sienne was born and raised in the Guild of Thieves, though in truth she is a member of the Soma family and a cousin of Isabeau. This peculiar status has brought her many troubles and trials, but she has always come out on top. That's why the gods took notice of her and she was incarnated. Now Sienne is one of the most famous thieves in Cadwallon and the finest arcane thief in the Guild.
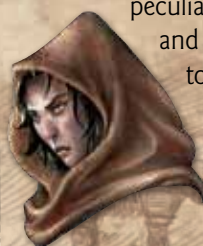
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