

Another Knight Like This

A Difficult Solo Adventure

By Thom Wilson



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Another Knight Like This

A difficult adventure for one GM and one adventurer (PR 30-40).

Introduction

Another Knight Like This is the second Throwigames adventure released for the **TSRS Core Guidelines**. It is designed for one adventurer of PR 30-40 – the encounters found herein should be very challenging to a single player.

The contents of this book are broken into four sections: *Prepare*, *Play*, *Wrap Up* and *Appendix*. The *Prepare* section provides all the necessary details and background for the GM to get ready to run the adventure. The *Play* section details individual encounters, puzzles and challenges that the player will likely face. In the *Wrap Up* section, the GM can find concluding details for the adventure or additional hooks for upcoming adventures. The *Appendix* provides information such as player handouts, encounter sheets, new monsters and guidelines (specific to this adventure), and special magical items and treasures.

Enjoy!

Thom Wilson

Prepare

This section provides background information for the GM. If you plan on playing an adventurer in *Another Knight Like This*, **stop reading now**. If you are the GM, keep reading.

Important Notes

This adventure is designed for a single adventurer of PR 30-40. The adventurer should have the Stealth specialization or at least be trained in Thievery. This scenario requires quiet infiltration rather than outright brawn.

An adventurer that has gained a second specialization within Combat or Arcane Magic will likely have an easier chance in the last encounter; there is a significant chance for some type of combat with an assassin and the main villain, Sir Jaand'Vontur.

Materials Needed

As the GM, you will want to be familiar with the **TSRS Core Guidelines** and **Lusus Naturae I**; both books should be at the table with you when you play. Knowing how to run this game is important! Although not necessary, having read the **TSRS Advanced Guide** will benefit you as a GM.

The player should have a **TSRS Adventurer Sheet** to make game-play easier. You should also have the **TSRS GM Experience Sheet** single player version and **TSRS GM Encounter Sheets** (if desired). All of these materials can be found at the throwigames.com website free of charge.

Both you and the player should have three or four d6s, preferably different colors. You and player can use table top miniatures and other visual game aids if desired.

Recommended Miniatures

All encounter areas in *Another Knight Like This* have human foes. The player may face several guards, an assassin, and Sir Jaand'Vontur. Nearly every miniature company makes human combatant figures; we will not recommend any particular company for these simple minis. [Note: other adventures have rare creatures – recommended companies and figures will be found in those books.]

Special Guidelines Needed

This adventure requires only the **TSRS Core Guidelines**. No additional user-developed or special guidelines are needed to run this adventure.

Adventure Background

Sir Jaan d'Vontur is the stodgy old owner of Castle d'Vontur, a three story tower that has been family owned for generations. The old knight's cruel rule over the surrounding lands has both angered local merchants and villagers as well as left him unmarried and without offspring.

Several wealthy merchants have hired the adventurer to kill the old knight. The adventurer must carefully infiltrate the tower, avoid the servants and guards and get to Jaan.

Unfortunately, the merchants are unaware that their plan has been discovered. Jaan d'Vontur has hired his own assassin to counter the plot. When the adventurer arrives to kill Jaan in the last encounter, a powerful assassin of equal PR will be waiting...

Facts

Sir Jaan rules the surrounding countryside with a firm and somewhat harsh hand. He has been known to mete out severe punishment for the most insignificant crimes. His guards follow his style and will likely be equally unforgiving. Villagers and merchants who deal with Sir Jaan or his minions are frustrated with their unfair treatment and lack of protection.

Sir Jaan is truly a ruthless and cruel old tyrant. If the adventurer is caught, it is likely he or she will be brought to the cellar prison and tortured over several days until revealing the assassination plot and finally, death.

Hooks

There are several ways for a player to begin this adventure. The list below offers a few suggestions for GMs.

- The adventurer is passing through town and gets recruited to eliminate Sir Jaan for a hefty sum of coin.
- Rumor has it that Sir Jaan holds an item of powerful magic that the adventurer wants or needs.
- The adventurer returns to this town after many years away and finds the situation to be unjust.

Of course, the GM can add this adventure as a side excursion or quest as part of a larger campaign.

Encounter Areas

The following table lists the main encounter areas:

Area	Total PR	Foe(s)
15	28	Captain Luk Remall (night only)
20	Adj. PR	Cituk Amaz (PR equal to adventurer) and Sir Jaan d'Vontur (PR 30)
others	various	Roaming guards; see Appendix for possible locations - shift rosters

During daylight hours, check once every few minutes for a guard or servant passing through the adventurer's current area (1 on a d6 indicates occurrence). Check once every hour during night hours.

d6 Dice Roll	Event
1	1 scurrying servant, likely to avoid unknown persons.
2	2 scurrying servants, likely to avoid unknown persons.
3	1 man-at-arms, will run for support rather than engage adventurer.
4	1 man-at-arms, will engage adventurer.
5	2 man-at-arms, will either engage or split up (1 to run for support).
6 (daytime)	Captain of the Guard encountered.
6 (nighttime)	Dozing/sleeping man-at-arms.

Note: Servants do not reside in the keep.

Men-at-arms are all trained in Combat and are of starting PR (24). They carry standard weapons and armor. There are a total of 12 men-at-arms in the castle (see the worksheets in the back of the book for statistics).

All exterior and interior doors are locked unless indicated otherwise. Most windows are open but barred. Interior doors can be broken down by passing a check [DR: Difficult, 5 - Physical Strength] or unlocked [DR: Moderate, 4 - Lock]. All windows are 2.5' wide except for the smaller windows in areas 21c and 17 (north and south only) which are 1.5' wide.

Interior rooms and hallways are made of granite with the exception of areas 18 and 20; those areas have marble floors. Common hallways are five feet wide with the occasional exotic rug or carpet.

Opportunities for DR Checks

The following table highlights some of the key areas where the adventurer may have an opportunity for a DR check. Each encounter area will list possible checks; the tables below provide only important or challenging DR checks.

Ground Floor		
Area	Event	Detail
1	Daytime - Unlock doors (Lock check)	[DR: Very Difficult, 7] opens the lock
1	Nighttime - Break down barred door (Physical Strength check)	[DR: Very Difficult, 8] breaks the barred door(s) down
4	Find valuable book on Melee Combat (Intellect check)	[DR: Moderate, 4] finds the book on a high shelf

Second Floor		
Area	Event	Detail
11b	Find magical longsword of pain (Intellect checks)	[DR: Difficult, 6] finds the sword, [DR: Very Difficult, 8] discovers the magical properties
14	Find one way secret door (Intellect check)	[DR: Difficult, 6] finds the secret door - cannot be opened from this side however
15	Find one way secret door (Intellect check)	[DR: Difficult, 5] finds the secret door, a second equal check to use

Third Floor		
Area	Event	Detail
19	Find two way secret door (Intellect check)	[DR: Near Impossible, 9] finds the door, [DR: Very Difficult, 8] to use
20	Resist poison (Health checks)	[DR: Difficult, 5] resists weakness poison
21a	Unlock trunks (Locks check or Intellect check)	[DR: Moderate, 4 - Locks] unlocks locks
21a	Detect gas traps (Traps check or Intellect check)	[DR: Moderate, 4 - Traps] or [DR: Very Difficult, 8 - Intellect]
21a	Disable gas traps (Traps check or Coordination check)	[DR: Moderate, 4 - Traps] or [DR: Difficult, 6 - Coordination]
21a	Identify magical items (Intellect checks)	[DR: Very Difficult, 8] successfully identifies each item
21b	Unlock chests (Locks check)	[DR: Very Difficult, 7] unlocks each chest
21b	Find secret door (Intellect check)	[DR: Very Difficult, 7] to find and use
21c	Identify magical items (Intellect checks)	[DR: Very Difficult, 8] successfully identifies each item
21c	Find secret door (Intellect check)	[DR: Difficult, 5] finds the well-hidden secret door.

Hints to Playing the Main Villain(s)

Sir Jaan is old and weak; his PR has reduced with age. He will likely attempt to flee from the encounter area (20) if the assassin is neutralized. If cornered, he will bargain for his life by offering the money in area 21b. Even to his death, he will not disclose area 21c. Jaan keeps the keys to areas 21a and 21b around his neck. Jaan's statistics are found in the worksheets in the back of this book.

Jaan will stay on high alert for 2-3 weeks after the start of this adventure. After that, he will believe that the plan to eliminate him was never real. His hired assassin will return to parts unknown and the keep will return to the normal day to day activity. He may choose to question important townsfolk to confirm the plot.

Luk Remall is a dedicated friend of Jaan. He will do everything in his power to defend Jaan and the keep. He cannot be bribed or persuaded to help eliminate Jaan. Luk is a fierce combatant and alone, is match for most adventurers.

Cituk Amaz, the hired counter-assassin, is a treacherous fellow. Trained in melee combat and poison use, he is a dangerous foe. He should make this scenario extremely difficult.

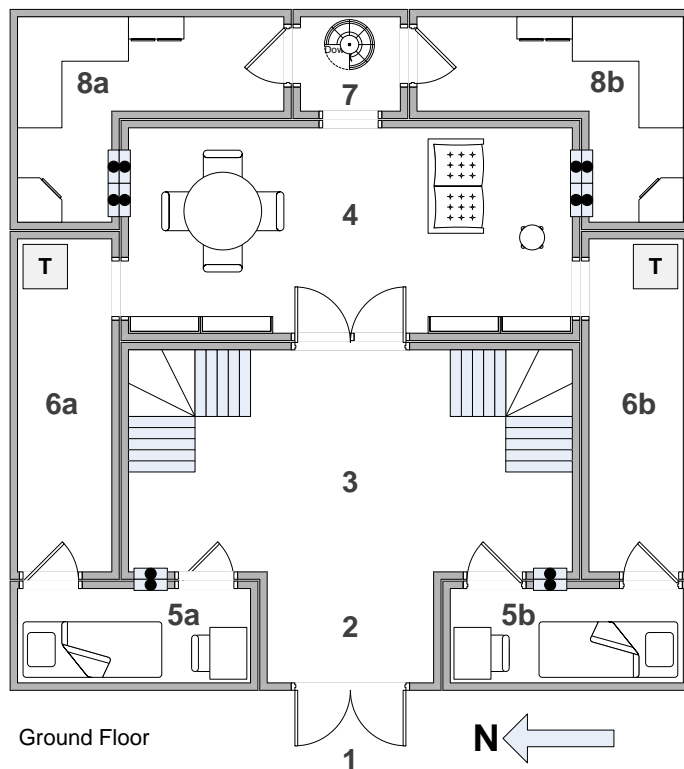
Play

The adventure begins near Sir Jaan's keep. As the GM you will have to guide the player to the keep to begin the detailed encounters listed below.

The encounter areas are listed below in an organized order - the adventurer will likely choose to enter the keep a different way than the main doors or in a manner to escape detection (e.g. as a servant).

Exterior of the Keep

The large three story keep is made of smooth stone and has an interesting shape. The ground floor is smaller than the 2nd and 3rd stories, making it difficult to scale the walls (the climber would have to invert from ground floor to the 2nd story - the next floor has a five foot overhang). The first floor measures 35' x 40', and the 2nd and 3rd stories measure 45' x 50'. The cellar has the same dimensions as the ground floor. The entrance to the ground floor is on the west side of the keep. There is no other known entrance or exit.



Ground Floor

Area 1: Double Door Entrance. The entrance to Castle d'Vontur is made up of two large wooden doors. These doors are unlocked by day and securely locked and barred by nightfall. By day, one lone man-at-arms monitors traffic in and out of the keep from the outside. At night, the guard moves in to area 2.

Area 2: Foyer. This simple entryway serves as passage to and from areas 1 and 3. Guests to the tower are asked to wait here until their business is known and the person they are to see arrives. At least one

man-at-arms will be present here at all times (a roll of 6 on a d6 indicates a pair of guards instead).

Area 3: Entrance Hall. This large (nearly 20'x25') hall is the central room of the ground floor. The hall is nearly empty besides a few plants and paintings of little value. Two sets of stairs ascend to the second story of the keep.

Area 4: Receiving Lounge. This room is used for discussing business with staff or regular guests. More important or personal guests of the knight will likely be allowed access to areas 17 or 20. Four large bookcases have several fine tomes on geography, politics and knighthood. One hour of focused searching [DR: moderate, 4 - Intellect] will produce a valuable book on Melee tactics; it will be found tucked away on a high shelf.

Area 5a: Northwest Guard Chamber: This is a simple room for two guards (bunk beds). It is likely to be empty during the day (a roll of 1-5 on a d6) and possibly occupied at night (a roll of 1-3 on a d6). A careful search may possibly reveal a few silver coins in one of the guard lockers [DR: Easy, 2 - Intellect]. A simple search of the desk may produce a copy of the current shift roster (1 on a d6).

Area 5b: Southwest Guard Chamber. This room is exactly like 5a.

Area 6a: North Hallway. This hallway allows guard access from 5a, the cellar (through the trapdoor) and the Receiving Lounge. An unlocked trapdoor and ladder leads to the cellars.

Area 6b: South Hallway. This hallway is exactly like 6a.

Area 7: Stairwell. This small room allows access to both kitchen areas (8a, 8b), the Receiving Lounge and the cellar through a spiral staircase down. These stairs do not go up to the 2nd floor.

Area 8a: Northeast Kitchen. This kitchen is used primarily for servant staff and guards. All types of food, primarily mutton, bread and vegetables, will be found here in various states of preparation.

Area 8b: Southeast Kitchen. This area is much like the Northeast Kitchen, except that the servants here prepare food for the captain of the guard and Jaand'Vontur. Better choice meats, wines and desserts are prepared here and delivered to area 20 for breakfast, and area 4 for lunch and dinner.

Second Floor

Area 9: Second Floor Hall. This large area is used primarily by the guards in the keep. By day, one to two guards could be found lingering here (a roll of 1-2 on a d6) and by night, a lone sleepless guard might be getting warm sitting next to one of the two fireplaces (a roll of 1 on a d6). A small table with three chairs is used by off shift guards to play cards or dice. Two staircases descend to area 3.

Area 10: West Guard Chamber. Off duty guards can be found resting here at night (a roll of 1-5 on a d6). During the day, this room is almost always unoccupied. The room can sleep a total of four guards on two sets of bunk beds. A careful search may produce a few silver coins [DR: Easy, 2 - Intellect]. Shift orders are posted on the desk.

Area 11a: Northwest Storage Room. Supplies for the men-at-arms can be found in this small area. There are 1-3 short swords, short bows and pole arms to be found. Digging in to the piles of used and broken arrows and quivers will produce 3d6 good arrows or bolts. The door to this area is always locked; the Captain of the Guard and Sir Jaan have the only keys.

Area 11b: Southwest Storage Room. High quality weapons and armor for the Captain of the guard and men-at-arms in leadership position are found here. Two leather shirts, one steel vest and three small shields, all of decent quality are piled up on a small table. Two long swords are also tucked away in the corner; unbeknownst to the guards, one of them is actually a **long sword of pain (+1 to damage)**. A successful check [DR: Difficult, 6 - Intellect] discovers the magic weapon, but a harder check [DR: Very Difficult, 8 - Intellect] determines the sword's properties. Like area 11a, the door to this room is locked.

Area 12a: North Hallway. This hallway is frequently travelled by guards during their shifts; this area connects the second floor hall to the eastern side of the tower. Guards will likely be found patrolling these halls (this area as well as areas 12b and 14) in their nightly travels. It is unlikely to find guards lingering here during the day (a roll of 2 on 2d6).

Area 12b: South Hallway. This hallway is exactly like 12a.

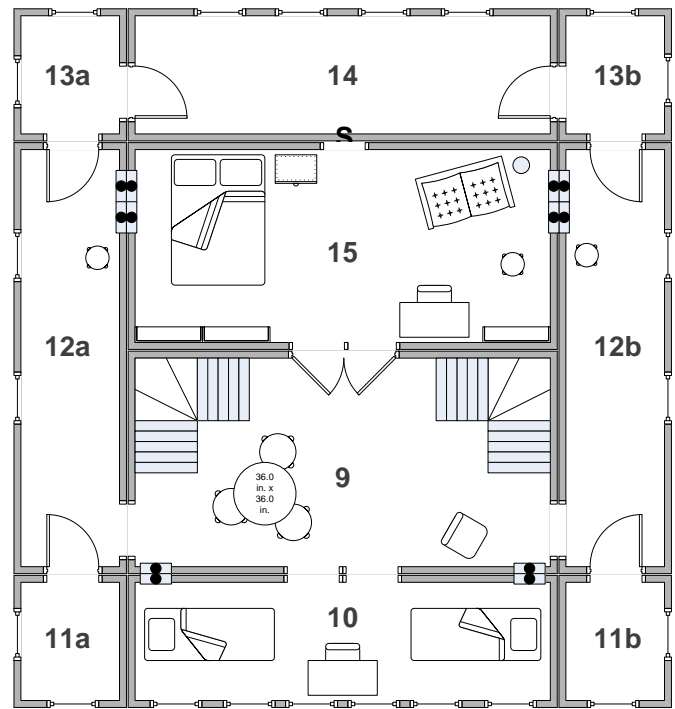
Area 13a: Northeast Observation Area. Patrolling guards will likely stop here during their shifts to look to the north and east (a roll of 1 on a d6 finds a man-at-arms looking out the small windows).

Area 13b: Southeast Observation Area. This area is exactly like 13a.

Area 14: East Hallway. This hallway is part of the nightly patrol route of the guards. There are several windows facing the east to view the countryside. A careful search [DR: Difficult, 7 - Intellect] will reveal the one way secret door from area 15 into this room but there is no way to open it from this side.

Area 15: Captain of the Guard Bedchamber. The Captain of the Guard, Luk Remall, resides in these chambers. The only trusted friend of Jaand'Vontur, Captain Remall has many privileges including this plush room. Luk can almost always be found here in the night hours but with the current situation, will be sleeping lightly. He can grab sword and shield and be up to Jaan's quarters (area 20) approximately 60 seconds after any alarm has been raised. During the day, he can be found roaming the castle, watching over operations. He uses a finely crafted **longsword of precision** (+1 to hit rolls), a stout wooden **shield of blocking** (adds +1 to parry defense rolls) and can don an ornate suit of steel armor if given enough time. His bookcases are filled with books on military tactics, leadership and fighting styles. One tome, *Running a Castle Garrison*, can fetch up to 100 sp. Within the locked chest near his bed, Luk has several years of wages stockpiled. 50d6 sp and 5d6 gp can be found underneath several layers of common clothing. Passing a check [DR: Difficult, 6 - Locks] unlocks the chest. It cannot be broken (the lock is internal to the heavy, steel chest).

A one way (leading east) **secret door** allows Luk quick access to area 14. This secret door can be found by passing a check [DR: Difficult, 5 - Intellect]. A second equal check discovers how to use the door.



2nd Floor

Third Floor

Area 16: Jaan's Entrance Hall. This finely crafted room is the entrance hall to Sir Jaan's floor and personal chambers. Several fine tapestries and paintings adorn the walls here. The rest of the area is mostly empty.

Area 17: d'Vontur Lounge. This very long room (40') is an excellent observation lounge of the western countryside and provides spectacular sunset views. Jaan will take close friends here to relax and converse. The two bookcases contain hundreds of books on geography, science and mathematics. Several plush chairs surround fireplaces that provide warmth for guests and Jaan. Beautiful rugs cover the stone floors.

Area 18: Hall of Knights. Several small statues line the south side of this hallway. Each one is a bust of a previous d'Vontur. They are not particularly valuable but are the prized possessions of Jaan. At the east end of the hallway, Jaan has set up a small shrine to his god (a small statue on the table). Jaan can be found here in prayer early mornings and late evenings. The floors of this area are made of exotic marble and are perfectly polished. During the day, a servant may be found here polishing and cleaning. No servants or guards will be here during prayers or at night.

Area 19: Library Hall. This short hallway contains several bookcases which hold hundreds of books on the lineage and deeds of the d'Vontur family. No references to any unflattering actions can be

found within the pages; those books are now long gone. A two way **secret door** can be found behind the east bookcase. It is finely crafted and hard to detect, [DR: Near Impossible, 9 - Intellect]. Once found, it requires a slightly easier check to operate [DR: Very Difficult, 8 - Intellect].

Area 20: Sir Jaan d'Vontur's Quarters. Most nights, Jaan can be found here, resting quietly. With the assassination plot known, he will found sleeping lightly in the loveseat near the northern fireplace. An assassin, Cituk Amaz (equal PR of player character, wields two **poisoned scimitars**) will be waiting in Jaan's bed. Very careful observation by the character may reveal the change in sleeping position. If the character approaches the bed, the assassin will wait until the last moment and spring upon the character. Jaan will confidently watch the battle between the adventurer and assassin until the Cituk Amaz is slain (or close to losing) or the adventurer engages him. If the counter-assassin is slain, Jaan will attempt to raise the alarm by fleeing west through the double doors or through area 21b (and then through the secret door there). If forced to engage, Jaan will try to use his personal dagger if he cannot get to his primary weaponry (21a). He is old and weak and fights rather poorly. If outmatched, he will try to bargain for his life with the money in area 21b. Even to his death, he will not disclose area 21c. Jaan keeps the keys to areas 21a and 21b around his neck.

Cituk Amaz uses deadly viper venom on his curved blades that causes weakness with enough contact. There is enough poison on his scimitars for 2 strikes each. If hit by the poison blades, the adventurer has to pass a resistance check [DR: Difficult, 5 - Health]. If failed, the adventurer operates at a -1 to all actions for each failed check (up to -4 total, for all four possible venom strikes). This weakness lasts one hour per failed check.

Area 21a: Jaan's Armory. Jaan keeps his family armor, shield and weapons in this area. The two large trunks contain his **shield of absolute absorption** (+1 additional DP, +1 to parry defense rolls) and **broad sword of incredible mastery** (+1 to hit rolls, +1 to parry defense rolls). The small trunk holds his **silver armor** (armor suit, made of silvered steel). A successful check [DR: very Difficult, 8 - Intellect] will identify each item. The door to this room is always locked when Jaan is not present.

The two trunks are secured with very sophisticated locking mechanisms. A check [DR: Near Impossible, 9 - Locks] opens the lock without Jaan's keys. Passing the Lock check does not avoid the poison gas trap that activates when the lock is opened. A check [DR: Moderate, 4 - Traps] or [DR: Very Difficult, 8 - Intellect] detects the trap before it activates. A Trap check [DR: Moderate, 4] or Coordination check [DR: Difficult, 6] disables the trap. All three chests have the similar lock-trap mechanism. After the first chest, discovering and disabling the traps on the other trunks are at one less DR value. For example, disabling the next trap would be a [DR: Moderate, 3 - Traps] or [DR: Difficult, 5 - Corrdination] check.

Area 21b: Castle d'Vontur Treasury. Two large locked chests nearly fill this room. The eastern chest contains all the monetary treasure that the d'Vontur family has acquired over the last few generations. Over 5,000 silver coins fill the chest, with a handful of gold coins on top

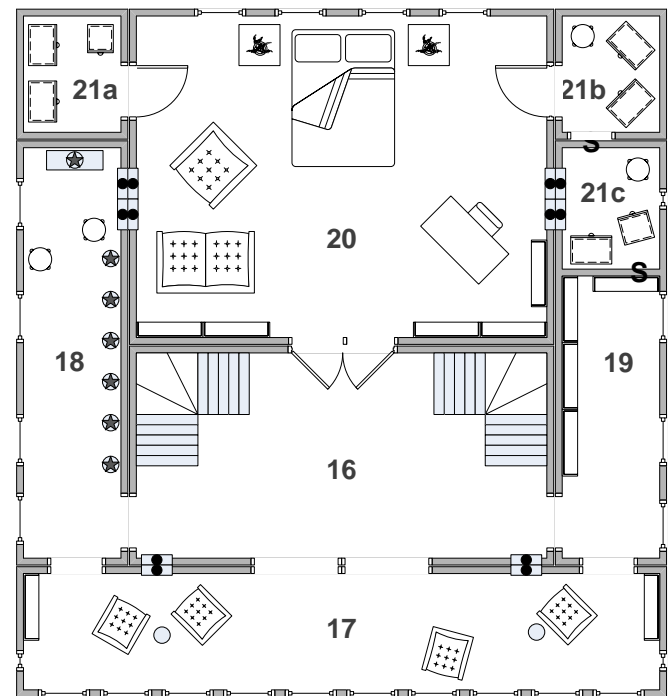
(5d6). The western chest contains several heirloom jewels including one bracelet (2,500 sp value), a ruby necklace (2,000 sp value) and several family rings (500 sp value each). There are 2d6 other pieces of jewelry within (value ranges 50-100 sp each).

The chests are well locked but not trapped (as in area 21a). Passing a check [DR: Very Difficult, 7 - Locks] successfully opens the lock on each chest. Jaan also has the keys to these coffers.

A two way **secret door** allows entrance to and from area 21c. This secret access door is difficult to find [DR: Difficult, 7 - Intellect]. Jaan uses this door to enter area 21c or to pass unnoticed from his personal quarters to area 19.

Area 21c: Secret Chamber. Jaan has stashed his magical possessions and most precious family heirlooms here. The large chest contains 100 silver bars and 10 gold bars, six vials of **Elixir of Healing** (heals 1 DP), three vials of **Poison Antidote** (cures venoms from insects or reptiles), and a bandolier holding five **Darts of Pinpoint Accuracy** (+1 to hit rolls, +2 to body location rolls). The smaller chest contains a belt that holds three ornate family daggers (one is missing, Jaan will have it in area 20) and the d'Vontur family crown (10,000 sp value). These chests are unlocked. A successful check [DR: very Difficult, 8 - Intellect] will identify each magic item.

A well-hidden two way secret door opens in to area 19 for quick escapes. Passing a check [DR: Difficult, 5 - Intellect] finds the door, an equal check discovers how to operate the portal.



3rd Floor

Cellar

Area A: Stairwell. A circular stairwell leads up to area 7. Several barrels containing mead and ale line the west wall. A careful inventorying of the barrels will reveal one cask of high quality mead (“Miggles Mead”) from a nearby brewery worth 100 sp.

Area B: North Kitchen. This area is one of two additional kitchens in the cellar area used to prepare food for large banquets or feasts. This area is usually empty of servants and food.

Area C: South Kitchen. This area is the smaller of the two cellar kitchens used for extra preparation and storage. Barrels and food chests line the east wall.

Area D: North Cellar Hallway. This hallway provides guard access to areas B and F. A ladder leads to an unlocked ceiling trapdoor for access to the ground floor area 6a.

Area E: South Cellar Hallway. This hallway is much like area D except the trapdoor leads to area 6b.

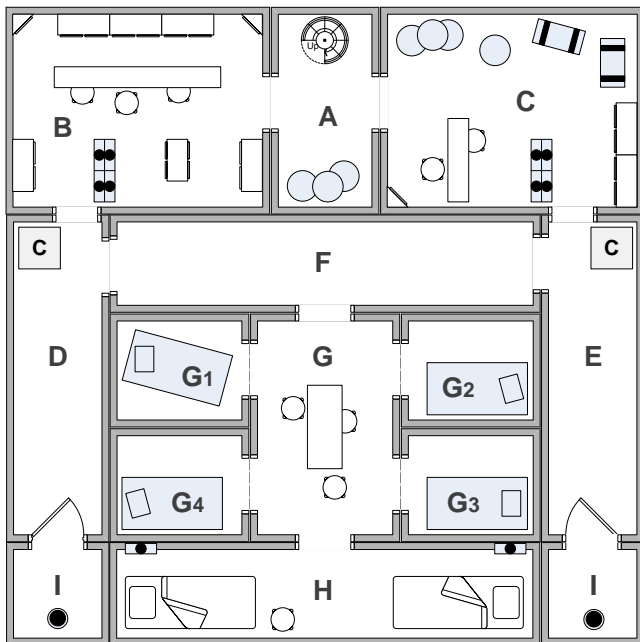
Area F: Prison Hallway. This hallway provides access to the prison chambers and kitchens.

Area G: Prison Guardroom. One to two guards will be here if any prisoners are being held. There are no prisoners at the moment.

Areas G1-G4: Prison Cells. These four small cells hold prisoners. The cell is empty except for a bed and chamber pot.

Area H: Guard Room (or Fancy Cell). This room is used by guards needing rest or for prisoners who may require special treatment.

Area I: Latrine. Both areas are guard and servant latrines.



Cellar

Wrap Up

If Cituk Amaz and Jaan are neutralized, the adventurer will have to escape the keep and the patrolling men-at-arms. If Luk Remall is alive and alerted to the infiltration, he will rally the guard and attempt to hunt down the adventurer. Escaping a keep on high alert will be a significant challenge.

There is quite a bit of treasure in Jaan’s personal quarters. If encumbrance rules are in play, and the adventurer wants to grab all he or she can, remind them that it will be hard to sneak out while overloaded (especially if the adventurer has used a window as access).

Possible Next Steps

With Jaan d’Vontur eliminated, the main adventure is concluded. If you are looking for ideas to continue this scenario further, here are a few options.

- Luk Remall (if alive) offers a bounty on the adventurer’s head and starts a manhunt.
- The townsfolk turn the adventurer in to Luk Remall (or relative).
- A distant relative of Jaan’s takes over the keep – and he or she is even worse than Jaan! What will the town do?
- The adventurer returns for more loot. Greedy, greedy.

Appendix

This section is reserved for handouts, new monsters and special magical items, and encounter sheets. In this adventure, this section lists Sir Jaan’s and Luk Remall’s daily schedules, and guard shift rosters. GM Encounter sheets complete the book.

Sir Jaan’s Daily Schedule

Sir Jaan follows a very rigid daily schedule. The chart below highlights his normal regimen. Occasionally, Jaan receives special guests or travels abroad, throwing this schedule off completely.

Timeframe	Area	Detail
Sunrise	18	Morning Prayers (30 minutes).
After prayers	20	Bathing, dressing (1 hour).
After dressing	20	Takes breakfast in personal quarters, (30-45 minutes).
After breakfast	20	Reads reports, reviews schedule, prepares for afternoon (until noon).
Noon	4	Lunch (30-45 minutes).
Following lunch	4	Business with area merchants and important villagers (until dinner).
Dinner (5-6pm)	4	Dinner w/ Captain Luk, review operations, etc. (1 hour).
Following dinner	17	Entertaining guests (if any), until sunset.
Sunset	18	Evening prayers (30 minutes).
After prayers	20	Prepares for bed, reads, catches up on reports, etc. (1-2 hours).
Late evening	20	Goes to sleep (until sunrise).

Luk Remall's Daily Schedule

Luk has a less rigorous schedule and is more likely to be found in places unexpectedly. A sample of his daily whereabouts is listed in the table below.

Timeframe	Area	Detail
Sunrise	15	Awakes, dresses for day (30 minutes).
After dressing	2	Checks in with door guards (5-10 minutes).
After check in	4	Breakfast, reviews daily schedule (30 minutes)
After breakfast	various	Checks in with all shift staff leads (guards and servants), walks the exterior keep (until noon)
Noon	G	Takes Lunch with guards (30-45 minutes).
Following lunch	various	Walks through keep, inspections, checks security.
Dinner (5-6pm)	4	Dinner w/ Jaan, review operations, etc. (1 hour).
Following dinner	17 or 4	May entertain Jaan's guests here or lesser guests in area 4 (until sunset).
Sunset	various	Last walk through of keep, interior and exterior.
After keep walkthrough	15	Prepares for bed, reads, catches up on reports, etc. (1-2 hours).
Late evening	15	Goes to sleep (until next day).

Sample Shift Roster for Men-at-Arms

The shift roster changes week to week (guards and times). The following table is a sample roster; modify as necessary.

Shift	Area	d6 Roll	Detail
Day	1	1-6	1 man-at-arms at front doors
Day	2	1-5	1 man-at-arms in entrance
Day	2	6	2 men-at-arms in entrance
Day	5a, 5b	6	1 man-at-arms resting
Day	9	1	1 man-at-arms lounging
Day	9	2	2 men-at-arms lounging
Day	12a, 12b	2 (2d6)	1 man-at-arms patrolling
Day	13a, 13b	1	1 man-at-arms at window
Day	G	1-5	Noon , 3-4 guards and Luk
Day	H	1-3	1 man-at-arms resting
Day	Exterior	Auto	2-4 guards patrolling
<i>4 men-at-arms on duty during day, 4 at night, 4 double duty (both)</i>			
Night	2	1	1 man-at-arms in entrance
Night	2	2-6	2 men-at-arms in entrance
Night	5a, 5b	1	1 man-at-arms resting
Night	5a, 5b	2-3	2 men-at-arms resting
Night	9	1	1 man-at-arms dozing
Night	10	1-3	1 man-at-arms resting
Night	10	4-5	2 men-at-arms resting
Night	12a, 12b	1-2	1 man-at-arms patrolling
Night	13a, 13b	1	1 man-at-arms at window
Night	16	1	1 man-at-arms patrolling
Night	19	1	1 man-at-arms patrolling
Night	Exterior	1-3	1 man-at-arms patrolling

Throwgames Simple Roleplaying System
 DS1 - Another Knight Like This
 Version 1.02
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 TSR52003

Statistics and Worksheets for Villains

The following section provides details for Jaan, Luk and Cituk.

Foe: Jaan d' Vontur	PR: 30	DR: 5 (parry: 6)
Initiative: 5	To Hit: +1 (+2)	MP: 7
Specializations: Melee (Co), Missile (Co)		
MS: 6 (+2)	IN: 6 (+2)	QU: 4
CO: 5 (+1)	HE: 6 (+2)	PS: 3
<i>Damage Points:</i>		
Roll: 2	Roll: 3	Roll: 4
Area: Left Hand	Area: Right Hand	Area: Left Arm
DP: 2 (5)	DP: 2 (5)	DP: 2 (5)
Roll: 5	Roll: 6	Roll: 7
Area: Right Arm	Area: Head	Area: Chest
DP: 2 (5)	DP: 3 (6)	DP: 4 (7)
Roll: 8	Roll: 9	Roll: 10
Area: Stomach	Area: Right Leg	Area: Left Leg
DP: 3 (6)	DP: 2 (5)	DP: 2 (5)
Roll: 11	Roll: 12	Weapons: magical broadsword, dagger
Area: Right Foot	Area: Left Foot	
DP: 2 (5)	DP: 2 (5)	
Armor: steel armor suit, magical shield (+4 DP total)		

Foe: Luk Remall	PR: 28	DR: 5 (parry: 6)
Initiative: 6	To Hit: +1 (+2)	MP: 6
Specializations: Melee (Co), Missile (Co)		
MS: 4	IN: 3	QU: 5 (+1)
CO: 5 (+1)	HE: 6 (+2)	PS: 5 (+1)
<i>Damage Points:</i>		
Roll: 2	Roll: 3	Roll: 4
Area: Left Hand	Area: Right Hand	Area: Left Arm
DP: 2 (3)	DP: 2 (3)	DP: 2 (5)
Roll: 5	Roll: 6	Roll: 7
Area: Right Arm	Area: Head	Area: Chest
DP: 2 (5)	DP: 3 (4)	DP: 4 (7)
Roll: 8	Roll: 9	Roll: 10
Area: Stomach	Area: Right Leg	Area: Left Leg
DP: 3 (6)	DP: 2 (3)	DP: 2 (3)
Roll: 11	Roll: 12	Weapons: magical long sword, dagger
Area: Right Foot	Area: Left Foot	
DP: 2 (3)	DP: 2 (3)	
Armor: steel shirt; leather pants, gloves, boots, helm; shield (+3 DP)		

Foe: Cituk Amaz	PR: 36 (adjust)	DR: 6
Initiative: 11	To Hit: +3	MP: 7
Specializations: Stealth (Th), Traps (Th), Melee (Co)		
MS: 5 (+1)	IN: 4	QU: 8 (+3)
CO: 7 (+3)	HE: 6 (+2)	PS: 6 (+2)
<i>Damage Points:</i>		
Roll: 2	Roll: 3	Roll: 4
Area: Left Hand	Area: Right Hand	Area: Left Arm
DP: 3	DP: 3	DP: 2
Roll: 5	Roll: 6	Roll: 7
Area: Right Arm	Area: Head	Area: Chest
DP: 2	DP: 4	DP: 2
Roll: 8	Roll: 9	Roll: 10
Area: Stomach	Area: Right Leg	Area: Left Leg
DP: 2	DP: 2	DP: 2
Roll: 11	Roll: 12	Weapons: 2 poisoned scimitars, 2 daggers
Area: Right Foot	Area: Left Foot	
DP: 2	DP: 2	
Armor: none		

Encounter Worksheet for Another Knight Like This

Man-at-arms (12)

Foe: Joffrey Gule	PR: 24	DR: 4
Initiative: 4	To Hit: +/-	MP: 5
Specializations: Melee (Co)		
MS: 4	IN: 3	QU: 4
CO: 4	HE: 5 (+1)	PS: 4
Damage Points:		
Roll: 2	Roll: 3	Roll: 4
Area: Left Hand	Area: Right Hand	Area: Left Arm
DP: 2	DP: 2	DP: 2 (3)
Roll: 5	Roll: 6	Roll: 7
Area: Right Arm	Area: Head	Area: Chest
DP: 2 (3)	DP: 3 (4)	DP: 3 (4)
Roll: 8	Roll: 9	Roll: 10
Area: Stomach	Area: Right Leg	Area: Left Leg
DP: 3 (4)	DP: 2 (3)	DP: 2 (3)
Roll: 11	Roll: 12	Weapons: short sword, dagger
Area: Right Foot	Area: Left Foot	
DP: 2	DP: 2	
Armor: leather shirt, pants, helm		
Typical Duty: Day: exterior patrol; Night: exterior patrol		

Foe: Kibbel Chuuff	PR: 24	DR: 4
Initiative: 4	To Hit: +/-	MP: 5
Specializations: Missile (Co)		
MS: 5 (+1)	IN: 3	QU: 4
CO: 4	HE: 4	PS: 4
Damage Points:		
Roll: 2	Roll: 3	Roll: 4
Area: Left Hand	Area: Right Hand	Area: Left Arm
DP: 2	DP: 2	DP: 2 (3)
Roll: 5	Roll: 6	Roll: 7
Area: Right Arm	Area: Head	Area: Chest
DP: 2 (3)	DP: 2 (3)	DP: 3 (4)
Roll: 8	Roll: 9	Roll: 10
Area: Stomach	Area: Right Leg	Area: Left Leg
DP: 3 (4)	DP: 2 (3)	DP: 2 (3)
Roll: 11	Roll: 12	Weapons: short bow, dagger, 12 arrows
Area: Right Foot	Area: Left Foot	
DP: 2	DP: 2	
Armor: leather shirt, pants, helm		
Typical Duty: Day: exterior patrol; Night: area 2		

Foe: Jork 'the Bull'	PR: 24	DR: 4
Initiative: 6	To Hit: +1	MP: 2
Specializations: Melee (Co)		
MS: 2 (-1)	IN: 2 (-1)	QU: 5 (+1)
CO: 5 (+1)	HE: 5 (+1)	PS: 5 (+1)
Damage Points:		
Roll: 2	Roll: 3	Roll: 4
Area: Left Hand	Area: Right Hand	Area: Left Arm
DP: 2	DP: 2	DP: 2 (3)
Roll: 5	Roll: 6	Roll: 7
Area: Right Arm	Area: Head	Area: Chest
DP: 2 (3)	DP: 3 (4)	DP: 3 (4)
Roll: 8	Roll: 9	Roll: 10
Area: Stomach	Area: Right Leg	Area: Left Leg
DP: 3 (4)	DP: 2 (3)	DP: 2 (3)
Roll: 11	Roll: 12	Weapons: halberd
Area: Right Foot	Area: Left Foot	
DP: 2	DP: 2	
Armor: leather shirt, pants, helm		
Typical Duty: Day: exterior patrol; Night: resting or 12a/12b		

Foe: Frupp Sontum	PR: 24	DR: 4
Initiative: 6	To Hit: +2	MP: 4
Specializations: Missile (Co)		
MS: 4	IN: 3	QU: 4
CO: 6 (+2)	HE: 4	PS: 3
Damage Points:		
Roll: 2	Roll: 3	Roll: 4
Area: Left Hand	Area: Right Hand	Area: Left Arm
DP: 2	DP: 2	DP: 2 (3)
Roll: 5	Roll: 6	Roll: 7
Area: Right Arm	Area: Head	Area: Chest
DP: 2 (3)	DP: 2 (3)	DP: 3 (4)
Roll: 8	Roll: 9	Roll: 10
Area: Stomach	Area: Right Leg	Area: Left Leg
DP: 3 (4)	DP: 2 (3)	DP: 2 (3)
Roll: 11	Roll: 12	Weapons: crossbow, 24 bolts
Area: Right Foot	Area: Left Foot	
DP: 2	DP: 2	
Armor: leather shirt, pants, helm		
Typical Duty: Day: exterior patrol; Night: resting or 13a, 13b		

Foe: Gundumm	PR: 24	DR: 4
Initiative: 4	To Hit: +/-	MP: 4
Specializations: Missile (Co), Melee (Co)		
MS: 4	IN: 4	QU: 4
CO: 4	HE: 4	PS: 4
Damage Points:		
Roll: 2	Roll: 3	Roll: 4
Area: Left Hand	Area: Right Hand	Area: Left Arm
DP: 2	DP: 2	DP: 2 (3)
Roll: 5	Roll: 6	Roll: 7
Area: Right Arm	Area: Head	Area: Chest
DP: 2 (3)	DP: 2 (3)	DP: 3 (4)
Roll: 8	Roll: 9	Roll: 10
Area: Stomach	Area: Right Leg	Area: Left Leg
DP: 3 (4)	DP: 2 (3)	DP: 2 (3)
Roll: 11	Roll: 12	Weapons: short sword, short bow, 12 arrows
Area: Right Foot	Area: Left Foot	
DP: 2	DP: 2	
Armor: leather shirt, pants, helm		
Typical Duty: Day: area 1; Night: area 2		

Foe: Finchukel	PR: 24	DR: 4
Initiative: 6	To Hit: +2	MP: 1
Specializations: Melee (Co)		
MS: 3	IN: 1 (-2)	QU: 4
CO: 6 (+2)	HE: 4	PS: 6 (+2)
Damage Points:		
Roll: 2	Roll: 3	Roll: 4
Area: Left Hand	Area: Right Hand	Area: Left Arm
DP: 2	DP: 2	DP: 2 (3)
Roll: 5	Roll: 6	Roll: 7
Area: Right Arm	Area: Head	Area: Chest
DP: 2 (3)	DP: 3 (4)	DP: 3 (4)
Roll: 8	Roll: 9	Roll: 10
Area: Stomach	Area: Right Leg	Area: Left Leg
DP: 2 (3)	DP: 2 (3)	DP: 2 (3)
Roll: 11	Roll: 12	Weapons: mace, dagger
Area: Right Foot	Area: Left Foot	
DP: 2	DP: 2	
Armor: leather shirt, pants, helm; small shield (+3 DP)		
Typical Duty: Day: resting; Night: area 16		

Foe: "Night Owl"	PR: 24	DR: 4
Initiative: 8	To Hit: +2	MP: 4
Specializations: Stealth (Th), Missile (Co)		
MS: 5 (+1)	IN: 3	QU: 6 (+2)
CO: 6 (+2)	HE: 2 (-1)	PS: 2 (-1)
<i>Damage Points:</i>		
Roll: 2	Roll: 3	Roll: 4
Area: Left Hand	Area: Right Hand	Area: Left Arm
DP: 2	DP: 2	DP: 2 (3)
Roll: 5	Roll: 6	Roll: 7
Area: Right Arm	Area: Head	Area: Chest
DP: 2 (3)	DP: 2 (3)	DP: 3 (4)
Roll: 8	Roll: 9	Roll: 10
Area: Stomach	Area: Right Leg	Area: Left Leg
DP: 2 (3)	DP: 2 (3)	DP: 2 (3)
Roll: 11	Roll: 12	Weapons: 4 daggers
Area: Right Foot	Area: Left Foot	
DP: 2	DP: 2	
Armor: leather shirt, pants, helm		
Typical Duty: Day: resting; Night: area 19		

Foe: Bumble Bill	PR: 24	DR: 4
Initiative: 1	To Hit: -1	MP: 6
Specializations: None - training Ba currently		
MS: 3	IN: 4	QU: 2 (-1)
CO: 2 (-1)	HE: 7 (+3)	PS: 6 (+2)
<i>Damage Points:</i>		
Roll: 2	Roll: 3	Roll: 4
Area: Left Hand	Area: Right Hand	Area: Left Arm
DP: 2	DP: 2	DP: 2 (3)
Roll: 5	Roll: 6	Roll: 7
Area: Right Arm	Area: Head	Area: Chest
DP: 2 (3)	DP: 4 (5)	DP: 4 (5)
Roll: 8	Roll: 9	Roll: 10
Area: Stomach	Area: Right Leg	Area: Left Leg
DP: 3 (4)	DP: 2 (3)	DP: 2 (3)
Roll: 11	Roll: 12	Weapons: club
Area: Right Foot	Area: Left Foot	
DP: 2	DP: 2	
Armor: leather shirt, pants, helm		
Typical Duty: Day: errands for Luk; Night: resting		

Foe: Wallren Opol	PR: 24	DR: 4
Initiative: 4	To Hit: +/-	MP: 4
Specializations: Melee (Co)		
MS: 3	IN: 3	QU: 4
CO: 4	HE: 5 (+1)	PS: 5 (+1)
<i>Damage Points:</i>		
Roll: 2	Roll: 3	Roll: 4
Area: Left Hand	Area: Right Hand	Area: Left Arm
DP: 2	DP: 2	DP: 2 (3)
Roll: 5	Roll: 6	Roll: 7
Area: Right Arm	Area: Head	Area: Chest
DP: 2 (3)	DP: 3 (4)	DP: 3 (4)
Roll: 8	Roll: 9	Roll: 10
Area: Stomach	Area: Right Leg	Area: Left Leg
DP: 3 (4)	DP: 2 (3)	DP: 2 (3)
Roll: 11	Roll: 12	Weapons: short sword, dagger
Area: Right Foot	Area: Left Foot	
DP: 2	DP: 2	
Armor: leather shirt, pants, helm		
Typical Duty: Day: resting; Night: area 13a, 13b		

Foe: Ung	PR: 24	DR: 4
Initiative: 4	To Hit: +/-	MP: 2
Specializations: Melee (Co)		
MS: 2 (-1)	IN: 1 (-2)	QU: 4
CO: 4	HE: 6 (+2)	PS: 7 (+3)
<i>Damage Points:</i>		
Roll: 2	Roll: 3	Roll: 4
Area: Left Hand	Area: Right Hand	Area: Left Arm
DP: 2	DP: 2	DP: 2 (3)
Roll: 5	Roll: 6	Roll: 7
Area: Right Arm	Area: Head	Area: Chest
DP: 2 (3)	DP: 4 (5)	DP: 3 (4)
Roll: 8	Roll: 9	Roll: 10
Area: Stomach	Area: Right Leg	Area: Left Leg
DP: 3 (4)	DP: 2 (3)	DP: 2 (3)
Roll: 11	Roll: 12	Weapons: two handed sword
Area: Right Foot	Area: Left Foot	
DP: 2	DP: 2	
Armor: leather shirt, pants, helm		
Typical Duty: Day: as needed; Night: as needed		

Foe: Slicky Gicky	PR: 24	DR: 4
Initiative: 5	To Hit: +/-	MP: 5
Specializations: Melee (Co)		
MS: 5 (+1)	IN: 5 (+1)	QU: 5 (+1)
CO: 3	HE: 3	PS: 3
<i>Damage Points:</i>		
Roll: 2	Roll: 3	Roll: 4
Area: Left Hand	Area: Right Hand	Area: Left Arm
DP: 2	DP: 2	DP: 2 (3)
Roll: 5	Roll: 6	Roll: 7
Area: Right Arm	Area: Head	Area: Chest
DP: 2 (3)	DP: 2	DP: 3 (4)
Roll: 8	Roll: 9	Roll: 10
Area: Stomach	Area: Right Leg	Area: Left Leg
DP: 3 (4)	DP: 2 (3)	DP: 2 (3)
Roll: 11	Roll: 12	Weapons: short sword, dagger
Area: Right Foot	Area: Left Foot	
DP: 2	DP: 2	
Armor: leather shirt, pants		
Typical Duty: Day: area 9 (gambling); Night: exterior or area 2		

Foe: Ithlentor Kap	PR: 24	DR: 4
Initiative: 4	To Hit: +1	MP: 6
Specializations: Melee (Co), Locks (Th)		
MS: 5 (+1)	IN: 5 (+1)	QU: 3
CO: 5 (+1)	HE: 3	PS: 3
<i>Damage Points:</i>		
Roll: 2	Roll: 3	Roll: 4
Area: Left Hand	Area: Right Hand	Area: Left Arm
DP: 2	DP: 2	DP: 2 (3)
Roll: 5	Roll: 6	Roll: 7
Area: Right Arm	Area: Head	Area: Chest
DP: 2 (3)	DP: 2 (3)	DP: 3 (4)
Roll: 8	Roll: 9	Roll: 10
Area: Stomach	Area: Right Leg	Area: Left Leg
DP: 3 (4)	DP: 2 (3)	DP: 2 (3)
Roll: 11	Roll: 12	Weapons: halberd
Area: Right Foot	Area: Left Foot	
DP: 2	DP: 2	
Armor: leather shirt, pants, helm		
Typical Duty: Day: as needed; Night: as needed		



Bringing Your Brain Back to the Game

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