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The operation of a criminal underworld assumes an upper class that consists of no more than 5% of the total population of the state, though as little as 1% will do. The middle class of the state is best set at about 20%, so that the lower class comprises some 75% plus of the regular population. If a total population of 5,000,000 is assumed, those numbers translate to at most 250,000 aristocratic citizens, 1,000,000 of the genteel sort, 3,750,000 or more “commoners”. That’s 100%, so what about the underclass? They aren’t on the census rolls, of course! As a rule of thumb, figure that outcasts, criminals, and outlaws consist of about 10% of the known properly registered population, with half that number being actual criminals and outlaws. So in this case we have 250,000 members of the teeming criminal underclass! Note that this is the free criminal population, and those imprisoned do not count. (For the sake of keeping track, assume that at any given time a number equal to 10% of the total free criminal population is incarcerated.) In large communities the percentage of criminal underground is somewhat higher than it is in the countryside, save in desolate places where “masterless folk” and vagrants have settled in. There, in such ad-hoc communities, virtually all the population will be of underclass sort, with half or more being organized criminals. (Not accounted for are any slaves and bondsmen that are in the society. This number can vary dramatically depending on the culture. In a relatively free culture, it might be no more than 1%, while in an oppressive culture there might be 10% or more additional persons of this sort.)

To the citizenry of the state we now add foreigners—merchants, traders, hired workers, and even some aristocratic and genteel travelers come to sightsee or visit relatives. All being of the upper or middle class, such persons add perhaps 10,000 or so choice prospective victims to the target roster of the underclass. Also, in areas with seaports, we can double the number of foreign visitors to account for mariners, and add that to the tally of marks to be fleeced. The added number thus considerably increases the chances for “good pickings” by the rogues of the Canting Crew.

In a city with a population of 60,000, there is an additional underground population of the criminal sort numbering 10%, that is, around 6,000 persons. Any substantial (10,000 or more persons) urban community has an 8% concealed “underworld” population addition. Where there is a population of 1,000 or more persons, there will be an organized underground consisting of perhaps an additional 6% “hidden” population, which is the underclass. In communities of under 1,000, assume that there are no active gangs or the like, but that in and around such a location there is indeed some number (about 4%) of persons of the criminal sort.

As for the remainder, they are the outlaw communities noted and the itinerant underclass, the highwaymen, bandit gangs, vagabonds, and roving beggars. Assuming that 20% of the population, or 1,000,000 persons, live in larger communities, the active criminal underclass addition is 100,000 rogues and harlots! That leaves some 100,000 in smaller communities and another 50,000 “strolling” about.

Of course, the existence of so many folk of the criminal underworld sort implies that those “above” them are relatively well to do. Thus, the fantasy state must be relatively prosperous. There are many luxury goods for the aristocrats, some for the genteel, and consumer goods of all sorts that are being produced and sold. Class distinction is shown in many ways. Place of residence is foremost. Next comes mode of transportation, from coaches and carriages at the upper end, to carts and wagons, and at the low end mules and hand carts. Clothing and weapons are the most evident badges of station, however, as they are seen everywhere. Finery and dress mark the man or woman.
the wall will include such openings in their interior space.

Above these openings, 20 feet above the ground, are interior wall-walks with loopholes for archery. These interior wall-walks are accessed only from the wall towers.

City Wall Towers

At intervals of up to about 400 yards are set towers 40 to 50 feet in height. These massive fortifications will be typical for their general sort, allowing access to the interior wall-walks, the wall battlements, and to their own roof-top battlements. Solid from base to the 15 foot height, and with very thick walls, each tower can support one siege engine of average sort or two light ones.

Bridges: For interest’s sake we suggest two large, stone bridges cross the river with access to the city. The chief bridge should be downstream from any second such structure.

Use of bridges should likely have a toll, similar to that charged at the gate as noted above, but levied differently. Those entering the city must pay a bridge toll. Payment must be made each way, entering the bridge and leaving it. A standard bridge toll might look like this: per person or per head of walking herd/flock animal 1 copper coin, per draft animal and per wheel of a vehicle 5 silver.

The Bridge, Gatehouses and Chapel Fortress

The Main (Ludnum) Bridge, the larger of the two, will have not only a gatehouse on the municipality end, but it will also have two pairs of them, four bridge gatehouses, along the length of the span, and one at the south terminus as well. Each of the two pair of bridge gatehouses has a drawbridge that it raises, so that each pair together are able to create an opening of some 60 feet length in the span. This not only provides for protection but enables ships to pass through.

A look at the map and plans of the main bridge shows it has been presented symmetrically for ease of management in game play. It is a simple matter to alter the dimensions as desired.

Editors Note: The Ludnum bridge extends 1,230 feet. In order to maintain graphic accuracy the map of the bridge has been divided into halfs. The Chapel Fortress actually overlaps. The full map is available at www.trolllord.com as well as in the back of the Canting Crew.
1. **Venenators**

Skilled in insinuating themselves into the ranks of those around their intended victim, venenators then arrange for their lethal substances to infect the one marked for death, often through consumption or even absorption. Venenators are the elite of the Assassins’ Brotherhood. Discovering the cause of the victim’s death is usually difficult, and catching the wily poisoner is even more unlikely.

2. **Arrangers (of Calamity)**

This sort of assassin arranges that an “accident” or “mishap” befalls the victim. Working alone or with collaborators, the Arranger sees to it that a fall from a horse, a runaway team, a falling object, a tumble down a staircase, or some other “natural” misadventure kills the person marked for death.

3. **Insinuators**

Those who murder the victim by insertion of a long needle into the ear leave virtually no trace of the crime. As with several other forms of assassination, this one requires not merely proximity to, but some considerable trust by the victim with regard to the one intent on murder. Thus, assassins who are clever and comely, females or male, are often so engaged.

4. **Bladesmen**

From a stiletto or ice pick to any large edged weapon, these assassins are skilled at using such weapons to slay the marked victim. Bladescmen often seek to cause trouble with the victim. They feign insult, take umbrage and then instigate a fight so as to do murder in “fair combat.”

5. **Bowmen**

Those who use missile weapons such as the bow or cross to slay from a distance. Not as sure as close work, even when using poisoned missiles, these assassins rank lower than their fellow assassins who stand close to kill. The bowman must know the habits of the marked person, and then find a place to lay in wait to do his murderous work.

6. **Smotherers**

As the name implies, these murderers wait until they can come upon their victim whilst asleep, and then suffocate the marked one with a pillow or the like. Death comes relatively quickly and silently, and its cause is difficult to determine. The drawbacks to this means of assassination are infrequent opportunity and the need for considerable strength compared to the victim.
The following is a depiction and description of the meaning of the more commonly used Canting Crew signs, pictograms if you will. These markings are chalked, or sometimes actually carved, by Beggars, or Vagabonds, most commonly on trees, sign posts, fences, walls, and buildings. The marks are usually made in places where they do not catch the attention of a normal observer, such as low to the ground, in the rear portions of places, and so forth.

- **All Right, All Fair**
- **Aristocrat**
- **Assassins here**
- **Bad, dangerous**
- **Bandits camp here**
- **Barn/hayloft to sleep in**
- **Be prepared to defend yourself, fight.**
- **Be quite; don’t talk**
- **Be silent because of geese, babies, or sleeping persons**
- **Beggars here**
- **Boat or barge stop**
- **Camp here**
- **Care here for vagrants**
- **Castle nearby**
- **Cave or mine in which to shelter**

**The Canting Crew**

**CANTING CREW, CHIEFLY BEGGER, SIGNS**
The Canting Crew

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