



DRAGONSFOT

L5A

The Kroten Campaign Guide by Lenard Lakofka



L5A

The Kroten Campaign Guide

by Lenard Lakofka

Lead Editor/Layout:

Bryan Fazekas
<http://www.bkfazekas.com/add/>

Editors:

Andrew Hamilton

Gary Francisco

Maps:

Andreas Claren
<http://www.andreasclaren.de/>

Cover Art:

Chris Letzelter
<http://www.letzdesign.net/>

Interior Artwork:

Chris Fitzpatrick
<http://wantedforwargaming.blogspot.com/>

Andy "Atom" Taylor
<http://atomtaylor.webs.com/>

*Advanced Dungeons & Dragons and AD&D are registered trademarks
owned by Wizards of the Coast.*

Dragonsfoot UK
Free & Original RPG Materials



Visit our website
for more AD&D resources

<http://www.dragonsfoot.org/>

Table of Contents

Introductory Notes 6

Background	6
L5A: The Kroten Campaign Guide	6
L5B: The Kroten Adventures	6
L5C: The Kroten Campaign Companion	6
Parental Note	6
DM's Note.....	6
Armor Class (AC)	6
Maps	6

Campaign Background 7

Town of Kroten History	7
Local Features.....	9
Architecture	9
The River.....	9
Time Keeping	10
Economy	10
Calendar Reminder	10
Formal Worship	10
Hobgoblins	11
Personal Names.....	12
Purses, Stashes, & Caches.....	12
Produce.....	12
Birds.....	12
Thieves Guild	12

Town of Kroten 13

Building Descriptions	13
Gates & Walls of the Town	13
Districts & Affiliations	13
(#1) East Gate House.....	14
(#2) South-East Gate House	15
(#3) South-West Gate House	16
(#4) North-East Gate House.....	17
Craftsman District.....	18
(101) Kroten Tavern & Ale House	18
(102) Zodo's Armory.....	19
(103) Laundry	20
(104) Bowyer & Fletcher.....	20
(105) Jeweler	21
(106) Cobbler	21
(107) Fishmonger	22
(108) Livery Stable	23
(109) Lumber Jacks and Mill	23

(110) Smelter.....	24
(111) Teamster	25
(112) Guard House, North East Corner	26
Kroten Highway	27
(113) Wind Mill.....	27
(114) Butcher.....	28
(115) Barber	28
(116) Chandler (Candle Maker)	29
(117) Cobbler.....	29
(118) Fletcher & Bowyer	30
(119) Leather Smith	30
(120) Tailor	31
(121) Foundry	31
The Path of Light	32
(122) Mason	32
(123) Locksmith	33
(124) Mason	34
(125) Trader Kelican	35
(126) Weaver & Dyers	35
(127) Winery	36
Cross Street.....	37
(128) Teamster	37
(129) Livery Stable.....	38
(130) Tinker	39
(131) Armorer	39
(132) Fletcher	40
(133) Butcher	40
Dove Way	41
(134) General Goods	41
(135) Barber	41
(136) Blacksmith	42
(137) Carpenter	42
Mark Alley	43
(138) Glassblower & Potter.....	43
(139) New Moons Inn	44
(140) Scribe & Ink Maker	45
(141) Weapon Smith.....	46
Ogger Street	46
(142) Home.....	46
(143) Home.....	46
(144) Home & School	47
(145) Home.....	47
(146) Home.....	48
(147) "Belltower" Home & Timekeeper	48
(148) Home.....	49
(149) Stone Circle.....	50
(150) Home.....	50
(151) Home.....	51
(152) Home.....	51

(153) Home	51
(154) Home	51
Celestian's Rise	52
(155) Fane of Syrul.....	52
(156) Outside Barracks	52
(157) Artist.....	53
(158) Toy Maker (Baker)	54
(159) Guard House.....	55
(160) Weaver	56
Commercial District	56
(201) Jegibar's Ale House	56
(202) Artist (Oil Paintings)	58
(203) Toy Maker	60
(204) Fresh Food.....	60
(205) Cooper	61
(206) Kroten River Inn	61
(207) Trader & Market	63
(208) Dome Shrine of Phyton.....	64
(209) Estate.....	65
(210) Porter & Bearer	67
(211) Groom & Pack Handler	67
(212) Money Changer	68
Gate Street	70
Gate Well & Square.....	70
(213) Crossbow Maker	70
(214) Baker	70
(215) Barrister & Scribe	71
(216) Bathhouse & House of Ill Repute	71
(217) Magistrate	71
(218) Cloth Merchant.....	72
Wall Street.....	73
(219) Cobbler	73
(220) "The Pole" Inn & Tavern	73
(221) Livery & Farrier	74
(222) Jeweler & Appraiser.....	75
(223) Clothing.....	78
(224) Limner.....	79
(225) Crier, Herald, & Messenger.....	79
(226) Potter	80
Fire Way	80
(227) Knife Sharpener	80
(228) Cartographer & Scribe	81
(229) Home	82
(230) Home	82
(231) Home	83
(232) Home	83
(233) Home	84
Larch Way	84
(234) Estate.....	84
(235) Estate.....	85
(236) Estate.....	88

(237) Home.....	89
(238) Home.....	89
(239) Fane of Pyremius	90
(240) Stone Floor.....	90
(241) Wooden Floor	90
South Village.....	90
(301) Guard House on South Main Road	90
(302) Baker of Meat Pies	91
(303) Barber	92
(304) Entertainer	92
(305) Carpenter	93
(306) Cobbler.....	94
(307) Bath House.....	95
(308) Entertainer.....	96
(309) Obella's Public House	97
Back Alley	98
(310) Mercenary Training	98
(311) Shrine of Norebo	98
(312) Gaming House	99
(313) Wind Mill (broken)	101
Straight Way	102
(314) Guild House, Masons & Builders.....	102
(315) Hay, Grain, & Flower Merchant	103
(316) House of Ill Repute.....	104
(317) Entertainer.....	105
(318) Home.....	106
(319) Leather Smith	106
(320) Leather Smith	106
(321) Linkboy (Torch Bearer).....	107
Lumber Alley	107
(322) Lumber Jack Home	107
(323) Lumber Jack Home	107
(324) Lumber Jack Home	108
(325) Lumber Mill & Cattle Pens	109
Kroten Road Square	109
(326) Market Tent / Tinker	110
(327) Market Tent	110
(328) Market Tent	111
(329) Market Wagon.....	111
(330) Market Wagon	112
(331) Market Cart & Lean-To	113
(332) Market Cart & Lean-To	113
Farm Way	113
(333) Hall of Darkness	113
(334) Entertainer.....	114
(335) Poulterer.....	115
(336) Shrine of Kord	115
(337) Tavern of the Green Light	116
(338) Tavern of Mountains & Valleys.....	117
(339) Teamster	118
(340) Teamster	119

(341) Weaver & Dress Maker	120
(342) Shack	120
(343) Shack	120
(344) Shack	121
(345) Home	121
(346) Home	122
(347) Home	122

Outside Of Kroten 122

North of the Kroten River	122
Kroten Hill	122
(401) Castle Kroten	122
(402) Wizard's Tower	122
Animal Farms/Ranches	125
(403) Sheep Ranch	125
(404) Sheep Ranch & Hen House	127
Thorp Hill	127
(405) Poultry Farm	127
(406) Pig Farm	128
Northwest Bend of Kroten River	128
(407) Guard House and Sluice	128
"Mudding"	129
South Edge of Northern Phytal Woods	129
West of the Kroten River Loop	130
(408) Sheep Ranch	130
(409) Pig Farm	130
(410) Cattle Ranch	131
(411) Cattle Ranch	131
South of the Kroten River	132
(412) Farm	132
(413) Home, Farm Hands	133
(414) Home, Farm Hands	134
(415) Wind Mill	134
(416) Farm	134
(417) Farm	135
(418) Cattle Ranch	135
North Edge of the Kroten Forest	136
(419) Logging Camp	136
(420) Guard House	136
Road to Pel Reltarma / Lo Reltarma	137

The Kroten Forest 137

Random Encounters	139
East of the Kroten River Loop	140
(421) The "Old Graveyard"	140
(422) The Graveyard "Extension"	140
(423) The "New Graveyard"	140
(424) Shrine of Weejas	140

(425) Guard Complex & Jail	141
(426) Toll station and Guard House	144
Story of the South Branch of the River	145
(427) Chief Guard House	146

Appendix..... 148

Encounter Tables by District	148
Craftsman District	148
Commercial District	150
South Village	151
Inns & Taverns and Night Life	153

Copyright & Distribution..... 156

Art Credits:

Andy "Atom" Taylor

"Council"	6
"Bar Keep"	18
"Party & Treasure"	156

Chris Fitzpatrick

"Hobgoblins"	11
--------------------	----

Other art is public domain obtained from various sources.

Introductory Notes

Background

This manual is part of a three book set:

- L5A: The Kroten Campaign Guide
- L5B: The Kroten Adventures
- L5C: The Kroten Campaign Companion

L5A: The Kroten Campaign Guide

This manual describes the Town of Kroten and the nearby area, which is located on Lendore Isle in the World of Greyhawk. Details include nomenclature used by the author, world background, and local features. Also included is a detailed description of the Town of Kroten, excepting three key areas: The Fane of Syrul, the Fane of Pyremius, and the Castle Kroten itself. These areas are described in L5B: The Kroten Adventures.

L5B: The Kroten Adventures

This manual details five adventures set in and around Kroten:

- Crypt Adventure
- Fane of Syrul
- Fane of Pyremius
- Castle Kroten
- Hell

Note that the *Hell* adventure is a follow-on to the *Castle Kroten* adventure, and takes place in the Nine Hells, as the name indicates.

L5C: The Kroten Campaign Companion

This manual provides a wide variety of optional new material for the game. The new items include:

- Rules specific to artisans, magic items, alignment, thief, and races.
- Gambling games.
- New weapons and armor.
- New gods and cleric abilities.
- New spells.
- new magic items.
- new monsters.

Parental Note

Parental notice: This is an adult module and has some references to sex and violence. Devils are mentioned. If that is not suitable for your child or for you please stop reading.

DM's Note

Some items in this manuscript, including new magic items, new spells, and new cleric abilities, are described in **L5C, The Kroten Campaign Companion**. These items will be denoted with the following symbol:

§

Armor Class (AC)

Format, 5/6/7, first number with shield and dexterity applied forward, second number with shield but no dexterity bonus (if any), and the third is with no shield or dexterity applied. Those striking from behind are +2 to hit of course. Many are listed: Chain and Shield and they work in some business. The DM has to decide if the shield is at hand during an encounter and if it is reasonable to assume that their armor is on. People do not sleep in chain armor, wear it to the outhouse, or make love while wearing it (well usually).

Maps

Maps for the city of Kroten and the surrounding are found in the L5 Kroten Map Pack.

Campaign Background



Town of Kroten History

DM only:

(443CY) Oerid adventurers Kroten (a 12th level lord), Ellisabor (a High Priest of Celestian), and Delcartis (a Wizard 14th level) scout Lendore Isle for places to relocate should the unrest in the Great Kingdom continue.

(446CY) The Iron League came into being in 446CY (130 years ago, it is 576CY now). His Worship, Lord Kroten, High Priest Ellisabar and Delcartis take ship to Lendore Isle to establish a place for themselves and later their families. The ship sets sail and navigates to the mouth of the Restin River on Lendore Isle. They disembark on Planting the 4th in the hamlet of Restenford. The band find that the area west of the Trollheim Mountains and

nestled between the Phytal Woods and South Forest (later to be named the Kroten Forest) to be ideal. They decide to build and set up shop here. The area was already home to a few dozen sheep and grain farmers who worshiped Llerg, Phaulkon and Phyton (Suel gods.) The occupants did not object to the newcomers.

The morning of the 4th of Richfest shocked the farmers and ranchers when they saw an 80 foot tall tower sitting on the side of the hill north of the river! It just appeared overnight, out of thin air. A few packed up their belongings and animals and left before the Festival even ended. No explanation of this miracle was ever given.

Goodmonth arrived and Ellisabor said that he wanted to build a small temple on Rocky Hill south of the river. He had a band of twenty dwarven stone workers set to arrive during the month. The hill was called Rocky Hill

due its many outcroppings, but Ellisabor renamed it Celestian's Rise and planned to construct a temple and observatory at its peak. Ellisabor did not try to convert those already there nor did he preach any doctrine contrary to Suel beliefs. On the back (south) side of the hill, Ellisabor had an open air place of worship constructed. Small altars of stone dedicated to Phaulkon, Phyton, Llerg and Bralm were built by the dwarves. Worshipers could sit or stand on the grass down the slope from the altar and pray and sing. After the shock of the tower appearing overnight earlier in the year, this was a good and necessary placation of the local people.

(449CY) Delcartis sends word back to Irongate and has their families and associates take ship for Lendore Isle. A small flotilla of three ships leaves Irongate bound for the Spindrift Islands. Their henchmen, associates, families and some of their prize animals, move inland to seek a new start far away from the conflicts in the Great Kingdom and the strife in the new Iron League.

(450CY) An Inn was built on the second hill, called Sheep Hill, near the river. Upon that rise the Kroten Tavern and Ale House was constructed and opened its doors on first of Planting 450.

(451CY) Dwarves begin to construct the temple to Celestian. Commerce began to flow and the Kroten Tavern was the stop over point on many journeys through the center of the island. Soon island travelers began to call the way stop and small village Kroten, after the tavern. The name Kroten also became attached to both the river that ran alongside of the community as well as the forest to the south.

Business and trade brought prosperity, and a 2nd and 3rd inn were built. Soon there was a brisk trade in wool and in blankets and garments made of wool. With the trade came looms, dyers, weavers and crochet experts. Also the grain trade begins to grow. Small ear corn, wheat, rye and barley flour was sold in sacks from the granaries of Kroten, and the foodstuffs traveled north, south east and west. Twenty years of growth and prosperity followed.

Of course someone soon thought it was time for government. The son of Kroten, Febartus, asked the town folk for a small contribution of 3% of their earnings to build a modest guard house and hire professional guards to protect their community from humanoid bands and a troublesome hill giant family living on the hill north of town. The construction of the guard house took two years (that guard house is now part of the walls of Kroten).

(453CY) A Shrine to Wee Jas is constructed and a graveyard marked my large stones is laid out next to it. A few people had already been buried there in prior years. The Temple of Celestian is finished.

(456CY) Hill giants raided two convoys traveling to Kroten. The town elders selected an experienced fighter, his sergeant, a few troops, a priest of Celestian, and a ranger of Phaulkon to seek peace with the hill giants or force their departure. Those kinds of negotiations were not well received by hill giants and the subsequent melee killed the giant, his wife, and their eldest son, with two other sons fleeing toward the Trollheims. Many of the party of negotiators were sorely wounded in the melee, with three dying at once and another dying a few days later.

(482CY) Febartus and Chestella give birth to a son, Nebub. The child is NOT fathered by Febartus.

(490CY) Years passed and the Celestians realized that the town now had almost five hundred people and their quiet hill has often the site of not only worship but tom foolery as well. Their old High Priest, Ellisabar, thought that it might be time to abandon this place and seek a new, more private and peaceful location. Celestians tend to be private and they seek their study away from hordes of people. Ellisabar was seeking to sell the temple to a cleric of the Suel faith.

An expansion of the graveyard was begun at the end of this year.

(491CY) Kroten dies on the last day of Brewfest.

(492CY) Ellisabar had barely begun to negotiate the sale of the temple when he was struck down in by a massive heart attack. He was not able to tell his subordinate, Father Obeggel, all of the information and secrets that he wanted to convey to him. As a result, one of the major treasures of this temple went out of sight and mind when Obeggel finally signed a deal with the followers of Syrul. He did not much like some of their espoused philosophy but he was eager to leave and the price was very good (12,000 GP).

(493CY) Obeggel and his followers left and headed to the east. It is not known where they settled or even if they remained on Lendore Isle. A few Oerdians went with them. The Syrulians occupied the temple and were content there as the town grew and grew.

(499CY) Febartus dies on the first day of Coldeven and on the last day of the same month Delcartis dies as well. The Syrulians begin to expand their property by added additional buildings and walls. They finish their additions in 501.

(503CY) Nebub becomes The Mayor of Kroten. He had acquired a great deal of personal wealth. He worshiped at the temple of Syrul and became fast friends with the high priest.

(513CY) With some goading, Nebub (who is really a half devil, see the castle for details of that!) went to the Great Kingdom and BOUGHT a title for 22,000GP and a +3 sword. Nebub was declared duke of Kroten. (The title is really rather meaningless on the rest of the island but Nebub likes to think he is royalty.) A few people did laugh at Nebub calling himself a Duke. Those individuals now occupy a rather poor portion of the graveyard east of town.

(523CY) Nebub gave the Inn to his brother Kestel.

(518CY-524CY) Kroten Castle was constructed for a handsome price by a small army of human laborers assisted by a few gnomes and dwarves.

(524CY) As soon as the castle was finished Nebub embarked on the digging of the south branch of the Kroten River. Nebub imported a group of hobgoblins who, assisted by some ogres and stone giants, dig out an almost 3000 feet long river channel. The dwarves and gnomes working on Kroten Castle saw the hobgoblins arrive and left town that very night under the cover of darkness. At the end of the three year dig, the river dam was torn down and the Kroten River flowed around the town of Kroten instead of just north and west of it.

(527CY) Nebub began a third building project, the construction of city walls. He began on the northwest side of the town around an area known as the Commercial District. Gate Towers and walls were built by the same band of hobgoblins, although two more stone giants were called in. It took two full years to circle the Commercial District. Nebub built another gate tower at the east entrance to the city and was preparing another four to five year project to add walls around the Craftsman District.

(530CY) A large number of prominent merchants approached Nebub and told him in no uncertain terms that if the Stone Giants and Ogres stayed, then they were leaving. Their businesses were in near ruins since no one wanted to travel into a town occupied by Giants and Ogres! Nebub was furious, but being a lawful being he finally decided that if he lost the best of the town merchants he would have walls around a large ghost town. Reluctantly he abandoned the project. Needing taxes and businesses to thrive, Nebub dismissed the Stone Giants and Ogres, but retained the Hobgoblins who had learned long ago not to bully townsfolk and

travelers, especially demi-humans, when Nebub flayed a few of them alive for the crime in early 528 CY.

(536CY) The Bell Tower (#147) is built with money provided by the Duke through a tax on all businesses. Most citizens agreed with the tax and the merchants set great stock by its accuracy. Llendar and his family have run the Bell Tower from that day forward.

(546CY) Kestel dies and leaves the Inn to his son Ebbilius, who was then 20 years old. (Ebbilius runs the Inn today.)

(576CY)[Current] Through all of this construction, Nebub did not show any signs of aging. He went on as the same robust man he was back in 503CY when he became Mayor.

Note: Nebub periodically dyes more grey into his hair and increases his facial hair to obscure his apparent lack of aging. It is said that he is robust and while some suspect "something" there is an undercurrent of fear regarding his so none raise the issue publicly.

Local Features

Architecture

Most windows in town are of the dimensions X width and 2X height. They do NOT slide up and down but the glass for upper and lower panes (if there are two panes) are in one frame not two frames. Some windows do swing in or swing out on hinges. So and 'open window' is usually one that swings not two frames one or both of which slide up and down.

The River

Kroten is surrounded by water. When this area was first settled the river flowed from east to west, and was north of what is now the town. The river turned south and entered the sea where Pel Reltarma and Lo Reltarma are located. The east and south branches of the river (that encircle the town) were dug by a mixed group of hobgoblins, ogres and stone giants 52 years ago. There are elves and dwarves and older humans still living here who remember the digs. Of course the story of the digs is also well known, although a recently arrived party may not know this detail.

Gems can be dug up along the river. Most are found at the dig at the northwest curve of the river.

The river has a number of types of fish and supports a population of frogs and toads. With them there are flies,

mosquitoes and even dragon flies. The bugs are not terribly abundant, the frogs and toads see to that. But the buildings near the river occasionally have bugs and frogs as unwelcome visitors.

Time Keeping

Kroten has four bells that ring periodically throughout the day. It is wise for the DM to have that pattern down pat so that he or she can relate the bell ringing to the party as they arrive here. See building 147 for details about the Bell Tower.

- The first and smallest bell is rung once at midnight. It can be heard through the entire town but it is not so loud as to actually wake people up who are sound asleep.
- The second bell in size is rung once at 6AM. The second bell is louder and wakes up a number of people.
- The second bell is rung twice at 8AM.
- The second bell is rung three times at 10AM.
- The second bell is louder and wakes up a number of people at 6AM.
- The third bell is rung once at noon. The 3rd bell is loud enough to wake most anyone. On many days it can be heard 3 or 4 miles away.
- The third bell is rung twice at 2PM.
- The third bell is rung three times at 4PM.
- The fourth and largest bell tolls once at 6PM.
- The fourth bell is rung twice at 8PM.
- No bell is rung at 10PM.
- Special rings occur during festivals.

Economy

A BP is a brass piece which is round and may have a hole in the center of the coin. There is also the BT or Brass Triangle (about 3/4 inch on each side) which is worth a BP. Sometimes they are called "Brass Bits". Other coins (copper pieces [CP], silver pieces [SP], gold pieces [GP], and platinum pieces [PP]) are as defined in the AD&D manuals. Their relative value is:

- 2BP (or 2BT) = 1CP
- 10CP = 1SP
- 20SP = 1GP
- 5GP = 1PP

A shorthand is used in this manual to denote prices. For example:

- 1:2 SP or 1SP:2 = 1 SP and 2 CP

- 3:4 GP or 3GP:4 = 3 GP and 4 SP
- 1:1 CP or 1CP:1 = 1 CP and 1 BP (or BT).

Notation 3 -18 BP/T means 3d6 of mixed Brass Pieces and/or Triangles

There is no price for anything that is fixed in stone. Offer and counter offer (bartering) are common in all business dealings. Some prices like a beer at a tavern are as close to fixed as it may get. Either you have the required number of coins or you don't drink.

Hobgoblins also use Iron Cubes as currency (see #333) which, to them, are worth 5BP. Iron cubes are not accepted as currency by other residents of Kroten.

Calendar Reminder

Each week has the following days. Starday, Sunday, Moonday, **Godsday**, Waterday, Earthday & **Freeday**. Godsday and Freeday are half or off work days for some in town. Godsday is for worship and Freeday breaks 10-12 hour continuous days

A year:

- Needfest, Fireseek (winter), Readyng & Coldeven (spring)
- Growfest, Planting, Flocktime & Wealsun (low summer)
- Richfest, Reaping, Goodmonth, Harvester (high summer)
- Brewfest, Patchwall, Ready'reat (Autumn), Sunsebb (winter)
- Festivals are seven days long and months twenty eight days.
- Luna is full every 28 days or 13 times a year
- Celene is full on the first day of each festival

Formal Worship

There are seven specific places of worship in Kroten. Most people know the location of all seven since they are not hidden. Each of the major locations is devoted to a Suel Deity. The level of the priest in charge is based on his/her ability to cure disease or perform other more powerful magic. The exact level of the chief priest may not be exactly known.

* Note: High Priests are 9th + level, Exorcists are 7th or 8th level and Priests are 5th or 6th level.

These are not the only clerics in the town, nor are these the only deities worshiped. Other informal places of worship might exist and may be known only to a select few.

There is no formal ban on the worship of any Suel Deity since the LAW calls for acknowledgment of all seventeen of the gods and goddesses. Most places of worship have a place for a worshiper of any Suel God to stand and pray, but the names of all of the gods or statues to them are seldom seen except in very large cities.

The average town occupant may strongly favor worship of a particular god or goddess and that name will be listed in brackets [Phyton], for example. However, most

people also commonly pray to and attend more than one place of worship. The most common groupings are: (nature: Llerg, Phyton and Bralm), (fighter good: Kord, Phaulkon, Jascar and Fortubo), (fighter evil: Syrul, Pyremius, Beltar), (musicians, spell casters, sages: Lydia, Weejas, Lendore), (sailors: Osprem, Xerbo and Akwamon) and (thieves: Norebo and Syrul). So a person who worships Llerg is very likely to honor Phyton and Bralm as well.

Type	Deity	Clergy *	Service Day (S)
Fane	Syrul	3 High Priests	Moon Day, Full Moon Nights
Fane	Pyremius	High Priest	Mood Day
Shrine	Phyton	Priest	Earthday, Festival Sunday
Shrine	Kord	Exorcist	Godsday
Shrine	Norebo	Priest	Freeday
Shrine	Weejas	2 Priests	Godsday, Festival Starday
Circle	Llerg	2 Priests	Last Freeday of the month

Deities and Worship Kroten

Hobgoblins

There are nearly one hundred hobgoblins in Kroten. Most are guards, but some have other professions. Many have lived here for twenty or more years, some even having been born here! This makes many of them Le or El in alignment instead of the traditional LE. They have mellowed or do not have all of the traits of a hobgoblin from elsewhere in the world.



There have been incidents over the years of hobgoblins attacking females of another race or of humans picking a fight with hobgoblin just because he is a hobgoblin. Neither of those kinds of incidents are dealt with kindly

by the Duke. He will have LAW & ORDER and no one will disrupt the peace. Hobgoblins and human adventurers alike have been flogged and flayed for serious or repeat breaches of the peace. A party who comes into town and picks a fight with hobgoblin will be dealt with in a most severe manner especially if he or she is a town guard!

Note: Hobgoblins typically live up to sixty years though some survive to be eighty. A young hobgoblin is called a Hob. They are non-combatants until their 4th birthday when they can do 1d2 points with a bite and 1 per claw or can wield a weapon (1d4HP). By 6 or 7 years of age they are 1-1 HD and use weapons almost exclusively. By 9 or 10 years of age they have 1HD and by 12 they have their full 1+1 typical Hit Dice.

An ancient hobgoblin (65+ years of age) is often a Shaman, skilled craftsman (engineer for example) or a wise man. Most hobgoblins worship Maglubiyet, but three other gods are Kesgar (Lord of tunneling and mining), Peglibiyet (Weapon and Armor Craftmaster) and Zebbelub (Goddess of Birth). Hobgoblins have skills at making clothing and stone works but are most at home below ground. They do raise a form of cattle they make into dried and/or salted meats that are quite nutritious. Hobgoblins do have a lawful (though ruthless) society. They do not pick fights within a tribe or clan as it diminishes the strength of the whole of their band.

Personal Names

An unusual method of naming the first or second child is to use the first syllable or two of the father's name and last syllable or two of the mother's name to come up with the child's name. Many children in Kroten are named using this tradition.

Purses, Stashes, & Caches

Many people carry their coin wealth on their person in a pocket, several pockets, a purse tied or tucked to a belt. Others carry valuables but also had something 'socked away' (in an old sock was quite common) in a chest, under a mattress, hidden in a piece of furniture or under a loose stone or board. The module will list Purse and sometimes Cache or Stash without further details. Specific locations for additional coins, gems, jewelry, potions, scrolls or even magic items could be listed as well. The subtle difference between a Stash and a Cache is that the Stash is always behind what would rank as a "hidden door". A Cache is often not hidden. However both caches and stashes may have one or more layers of protection. Protection can in the form of hiding or disguising the treasure, putting it behind bar, lock & key, putting it under or inside of some hole, container, opening, false bottom etc. Items might have magic protection like Wizard Locks, Glyphs or magical Runes. Of course there is also intelligent or protection, like an animal or monster who warns or attacks if the treasure is threatened. As DM you can devise any layer(s) of protection over and above what the module might offer.

Produce

Apples sell for 1CP. Peaches for 2CP. Cherries are 4 for 1CP. Mandarin Oranges sell for 3CP. Apricots are 2 for 3CP. Potatoes are 1SP for a pound (6 medium).

Apple tree(s) at: 129, 136, 225, 234, 403, 406, 410, 414 and 418, Cherry tree(s) at: 116, 119, 136, 159, 234, 403 and 406, Apricot tree(s) at: 127, 129 and 412, Peach tree(s) at: 116, 225, 403 and 414, and Mandarin Orange tree(s) at 127 and 412. Cherry trees have fruit in spring with apple and peach trees later in the summer, oranges and apricots in the late summer. Strawberries are early fall and blueberries late summer. Pumpkins and other gourds are late fall.

Note: sometimes a druid can make a tree yield twice a year and/or move the harvest time for an individual tree by one or even two months.

Birds

A number of bird types are in the town seeking seeds and morsels. The common four types are (1-50) 3d6 sparrows, (51-80) 2d6 pigeons, (81-95) 1d6 crows and the occasional (96-100) 1d4 sea gulls. (The ocean is about ten miles away to the west over the South Phytal Woods and nearly the same distance north over the North Phytal Woods.

At any place in town during the day there is a 30% chance to see some number of birds. There are a few other types like robins and caws but they are rare. Wild geese did come to the river but they usually got caught and eaten and they have more or less stopped coming. A hawk or even an eagle might be seen aloft. Owls remain in the forests. Supposedly there are parrots in the Kroten Forest.

Thieves Guild

There is a thieves' guild in Kroten; the names of all thieves who belong to that guild are underlined and there is an asterisk in front of their name. Their boss is Kornpone the Locksmith (see #123 for details). The guild members are not assassins and seek to rob by stealth, not force of arms. They do seek to protect one another during a heist, so a team will go along with the actual robber(s) to act as look outs and guards.

The guild will frown severely upon outside thieves working their profession, especially if strong arm tactics are used. "Frowning" may involve removal of an offender's finger or toe. The choice of not using strong tactics is a professional decision – it does not indicate squeamishness.

DM Note: Be sure to read the locksmith and to locate the thieves in the guild. They may seek to rob the party (the percent chances are listed in the text of the locksmith). The thieves' guild is NOT associated with the castle or either of the major temples ('Fanes'). Thieves in the guild can be found at the following locations 108, 119, 121 (2), 129, 139, 211 (2), 218, 220 (2), 307 (4), 317 (3). The head of the guild is at 123 (4). There are a total of 22 member thieves. Others may be affiliated as guards, spell casters and advisors.

Locks may have different difficulty or complexity values. See L5C for a more detailed description of locks.

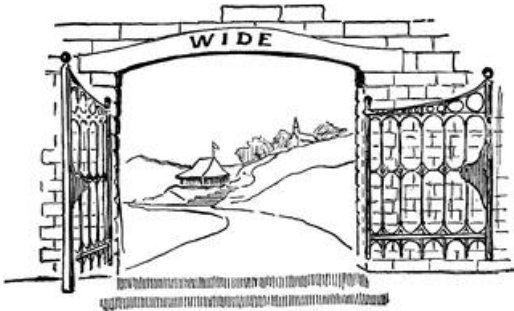
Town of Kroten

Building Descriptions

This section describes all buildings in the town of Kroten, along with their inhabitants.

Gates & Walls of the Town

The town of Kroten has one ring of walls around the Commercial District. There were plans to extend the wall around the Craftsman District as well, but the cost was too high, and the people in town were too afraid of the stone giants, ogres and large number of Hobgoblin laborers used to build the wall. The expansion has been put off indefinitely.



Each Major Gate has a garrison which is responsible for patrolling sections of the town wall and portions of the various districts. Which gate provides guards to each patrol is listed with the gate information. Generally the wall patrol is composed of three figures, two of the lowest rank and one command figure, but not necessarily the Gate Lieutenant or Sergeant.

The walls are all ten feet from the ground to the top of the wall's top. The crenelated top and walkway rise another six feet for a total height from the ground of sixteen feet. The Gate Towers themselves have two floors and a crenellated top. The second floor is at a height of ten feet so that a guard can walk from the 2nd floor Gate Tower directly on to the wall. The top of the tower (from ground to floor) is twenty feet and the crenels around the top add four more feet from ground to the top of the crenel which is one or two feet in height depending on the stone shape used. The walls are all six feet thick.

The wall crenels are two feet high and two feet deep. So a man who is 5'0 tall can just see over the top of the

indentation between the crenels. For him to see over and down he would have climb up into the opening and hang over. Every twenty feet for so there is a one foot stepping stone that lets someone get one more foot of height making looking over the wall a bit easier. From ground level near the wall it is virtually impossible to see a guard walking the tower unless he is quite tall (6' or taller) or carrying a spear, javelin or pole arm which can be seen. If a person gets farther from the wall it is easier to spot someone walking along the wall.

Guards typically walk along, stopping at the one foot tall stepping stones, and one of them gets up and looks over to see what he can see. The width of the walkway between two crenelated walls is three feet. The wall, therefore, is five feet thick at the bottom. (There are two more runs of foundation bricks below ground that descend ten more feet.)

Next to gates 1 to 4 on the inside of the Commercial District there is a small two story barracks house. These barracks vary slightly in size but they hug the wall and have no outside door at ground level. Each barrack is connected directly to one of the two towers and has a second exit directly on to the wall. The 2nd floor then is ten feet from ground level. The barrack houses have small three four inch square windows high on the barrack wall (at the 8 and 18 foot marks – one on each face except for the face opening to the walkway) to allow daylight to come into respective room. The windows are filled with a three inch thick glass that makes them translucent.

Districts & Affiliations

The city is divided into three major areas. The Craftsman District covers the most area. The Commercial District is the northwestern part of the city and has complete city walls. Much of the city's wealth lies here. The South Village is on the southwest and is outside of the city walls. It is home to the poorer people of the town and some of the more seedy businesses.

Numbering the locations:

- The Craftsman District locations will begin with 1, 101 to 158

- The Commercial District will begin with 2, 201 to 239
- The South Village will begin with 3, 301 to 347
- Locations outside of the Ring of the Kroten River will begin with 4, 401 to 426

This system should help to locate each place. Named streets will also be listed in the text as the name of the road, highway or street and then the notation End of that street. The Gate Houses are numbered Gate 1 to Gate 4 and appear one after the other in the text.

Gate Houses and Towers

The Gate itself is between two towers and is a pair of large solid wooden doors that can be barred from the Commercial District side of the doors. The gates remain open from dawn to midnight and are closed from midnight till dawn. The arch between the two towers is eleven feet tall and twelve feet wide. Some figures on horseback and on wagons have to duck their heads to get through. Each tower has two floors, the second floor opening directly to the wall (gate houses #1 to #4) and a crenelated top. Guards are as likely to be on top of one of the towers as at the gate itself. There are small doors leading to the arch so that troops can move between towers using that walkway.

Each gate house has two floors. The 2nd floor opens to the wall and to the arch between the towers.

There is a ladder from the 2nd floor to the roof of each tower. The commander(s) often occupies one lower tower with the troops being housed in the barracks that is built right up to the wall. There are stairs from the first floor to the second floor of each tower and their supporting barracks. The first floor rooms have trap doors to the 2nd that can be barred and locked from above. Both towers have outside doors leading into the Commercial District, but lack doors leading to the outside of the District. The doors have locks and can be

barred. The barracks has no door at ground level except for the narrow one leading directly into one of the towers. The towers are sixteen by sixteen feet and twenty four feet to the highest crenel. The first and second floor room is twelve by twelve feet with a ten foot ceiling, the tower walls being two feet thick. There is a small iron bar cell (3x3x8) on the first floor tower of each gate. It can hold one or two prisoners temporarily until they are moved to the castle dungeon. The locks on the cell doors are mediocre at best.

The small barracks do not have a lot of privacy, especially for the lower level troops. Double bunk beds with two small locked chests under the lower bed is most common. The two floor barracks are also sixteen by sixteen with two foot thick walls. The ceiling of each is ten feet high. There is a door from the 2nd floor of the barracks directly onto the wall.

(#1) East Gate House

This gate patrols the walls up to gate 2 and up to gate 4. The patrol uses two of the 1st and 2nd level fighters and one of the 3rd level fighters. There are eight evenly spaced patrols per day from this gate house. They salute gate tower #2 and #4 when they arrive, but they do not enter those towers.



A tower modeled with Legos

The captain and 2nd in command occupy the 1st floor of the north tower. The first floor of the other tower is used as a guard station. It has a small temporary cell in the corner large enough to hold one person standing up.

Not General Knowledge in town. Gate #1 has a direct link inside of the wall to Gate #4. The tunnel inside of the wall is two feet wide and five feet high so that most figures would have to hunch over to walk down the passage. There is a door at both ends of the 250 foot long tunnel. There are three small holes (2 inch diameter) along the inner side of the wall at the six foot level outside and at the five foot level into the tunnel. The hole is filled with translucent glass at the wall end. This allows a tiny amount of day light to enter the tunnel, especially on a bright day and after noon when the sun would actually shine on this wall. All of the guards know this tunnel exists. They are to use the tunnel only in an extreme emergency.

Gate Lieutenant

First floor of the North Tower:

Fighter Zeeka, Ne, Lv 5 [Syrul] s16 i13 w 12 d14 cn15 ch 8, HP: 31, chain mail & shield AC 4/4/5, Purse 21GP, 33SP, broad sword, spear, dagger, **Medallion of ESP**, Cache: 31GP.

Fighter Tempay, En, Lv 5 female [Syrul] s15 i13 w14 d13 cn15 ch15, HP: 32, **Chain Mail +1 & Shield +1** AC 2/2/4, Purse 18GP, 18SP, gem 10 10 5 5 5, **Short Sword +1**, light crossbow (18 quarrels), dagger.

Barracks against the wall itself:

Fighter Osk, En, Lv 4 ½ Orc, [Gruumsh] s17 i12 w10 d13 cn17 ch8, HP: 44, 1st Floor, plate mail AC 3/3/3, Purse 14GP, 81SP, gem 50 50 20 20 10 10, **+2 Two Handed Sword +2**, dagger

No one had best get too close to Osk when he begins swinging the two handed sword. No one is safe including his own allies within 8 feet. On a roll of 1 or 2 to hit he may hit someone else within range by accident. Roll another "to hit" @ -4 but adjusted for the +2 quality of the sword. He won't care if he hits the wrong person, not while he is in full battle lust.

Fighter Pentarum, Ec, Lv 3 [Beltar] s16 i14 w9 d16 cn13 ch 10, HP: 24 1st floor, chain mail & shield AC 2/4/5, Purse 20GP, 4SP, 3CP, 4BP, gem 100, broad sword, spear, dagger, Cache: 17GP.

Fighter Lug, Ec, Lv 3 ½ Orc, [Gruumsh] s16 i10 w7 1d12 cn16 ch6, HP: 25 1st floor, splinted mail AC 6/6/6, two handed sword, dagger.

Lug looks up to his 'brother' Osk as a personal hero (the humans laugh about this, but never to the face of either ½ orc). Lug will blindly follow Osk into any battle and go as wild as Osk does (see rules for a bad hit on Osk). If Osk does go down Lug will go berserk. +2 to hit but -2 to armor class.

Fighter Pellimak, Ne, Lv 2 [Pyremius] s15 i12 w13 d13 cn15 ch12, HP: 17 2nd Floor, chain mail & shield AC 4/4/5, Purse: 27GP, broad sword, spear, dagger

Fighter Quegg, NE, Lv 2 [Pyremius] s16 i10 w14 d14 cn10 ch10, HP: 15 2nd Floor, chain mail & shield AC 4/4/5, Purse 104SP, 30CP, 4BP, broad sword, spear, dagger

Fighter Zobo, Ne, Lv 1 [Syrul] s15 i10 w11 d15 cn15 ch11, HP: 9 2nd Floor 2nd Floor, studded leather armor & shield AC 5/6/7, Broad Sword, Spear, Dagger, Cache: 54SP

Fighter Bork, Ne, Lv 1 female [Pyremius] s13 i14 w13 d17 cn15 ch17, HP: 8 2nd Floor, studded leather armor & shield AC 3/6/7, Purse 84GP, 37SP, 64CP gem 50 50 20 20, broad sword, **Spear +1, +1 Dagger +1**

This group is trained to operate as a group with spears set behind shields to defend the gate or to attack or defend from multiple attackers. If four or more of them combine in formation they are two full armor classes better but they lose personal dexterity bonuses if any and cannot move as quickly as they could as individuals. Of course if they can be attacked from the flanks or behind they do not get the armor class adjustment for the group formation.

(#2) South-East Gate House

This gate patrols the wall between #2 and Gate #3.

This gate sends out 5 to 8 patrols a day composed of 2 to 5 Men@Arms and one command figure. They go slowly and look on both sides of the wall. There are rope ladders at towers along the wall if the patrol feels it needs to descend to investigate something they see while they are patrolling.

First Floor of the East tower:

Lieutenant, Fighter Benbo, NE, Lv 5 [Pyremius] s18 i14 w13 d15 cn16 ch17, HP: 47, **Plate Mail +2** & shield AC - 1/0/1, Purse: 35GP, gem 100 100, **+2 Broad Sword +2**, spear, **Dagger +1**, **Necklace of Missiles** (3d6)(3d6)(3d6), Cache: 55GP, Silver ring 50GPV, Silver Earring 20GPV.

Fighter Pestus, NE, Lv 2 female [Pyremius] s13 i12 w12 c14 cn12 ch15, HP: 8, studded leather armor & shield AC 6/6/7, broad sword, spear, dagger

Pestus is Benbo's concubine.

The towers each have a solid reinforced door on the Commercial District side or the gate. There is a tall arrow slit (4 x24) on the 2nd floor of the east tower, one facing east and one facing south. The 2nd floor of the west tower has an arrow slit facing to the south.

Neither tower has any 1st floor arrow slits but there are 3x3 inch small windows high on the wall (9 feet from the floor) that are filled with thick translucent glass. They provide a bit of light. Under normal conditions during the day the doors are often open wide.

The first floor west tower has a table and four chairs and a spear rack holding 12 spears. There is a small (3x3x8 feet) cell in the corner of the room that can hold one person standing up.

The first floor east tower has a large bed, table and two chairs, pegs on the wall for clothing, two chests.

Barracks against the wall itself:

The barracks is actually in the South Village but there is no door to the Village. Instead entrance is either from the walkway (locked door there) or a door that goes into the west tower.

Fighter Harmus, Ne, Lv 3 [Pyremius] s15 i14 w13 d13 cn16 ch13, HP: 29 1st Floor, chain mail & shield AC 4/4/5, Purse 34SP, 43CP, 4BP, Black Pearls 10 10 10 5 5 5, broad sword, spear, dagger, Cache: 34SP, 40CP, 4BP

Cleric Deveeco, NE, Lv 3 [Pyremius] s12 i13 w15 d15 cn9 ch15, HP: 19 1st Floor, chain mail & shield AC 3/4/5, Purse 11GP, Rubies: 100 100 50 50 20 20, **Flail +1**, hammer, gold pin with rubies worn (100GPV)

Spells: Bless, Light, Cure Light Wounds, Fear Touch, Hold Person, Spiritual Hammer

Fighter Egglar, Ne, Lv 1 [Pyremius] S 16 I 11 W 13 D 14 Cn 15 Ch 12, HP: 11 1st floor, studded leather armor & shield AC 6/6/7, Purse 13SP, 22CP, 4BP, Silver earring (worn) 20GPV, broad sword, spear, dagger, Cache: 7GP

Man@Arms Telgin, NE, Lv 1-1 [Pyremius] S 15 I 12 W 12 D 16 Cn 14 Ch 10, HP: 6 2nd floor, studded leather armor & shield AC 6/6/7, Purse 11SP, broad sword, spear, dagger

Man@Arms Iggus, Ne, Lv 1-1 [Pyremius] S 15 I 9 W 9 D 13 Cn 18 Ch 11, HP: 7 2nd floor, studded leather armor & shield AC 6/6/7, Purse 15SP, broad sword, spear, dagger

Man@Arms Wemm, El, Lv 1-1 [Pyremius] S 17 I 15 W8 D 15 Cn 15, Ch 7, HP: 6 2nd floor, studded leather armor & shield AC 6/6/7, Purse 20SP, 13CP, 4BP, broad sword, spear, dagger

Man@Arms Parkie, EN, Lv 1-1 [Pyremius] S 14 I 14 W 13 D 16 Cn 16 Ch 9, HP: 7 2nd floor, studded leather armor & shield AC 6/6/7, Purse 18SP, Silver Earring (worn) 10GPV, broad sword, spear, dagger

Man@Arms Omus, El, Lv 1-1 [Pyremius] S16 I 11 W 10 D 14 Cn 17 Ch 11, HP: 8 2nd floor, studded leather armor & shield AC 6/6/7, Purse 15SP, broad sword, spear, dagger

Man@Arms Pomogin, EN, Lv 1-1 [Pyremius] S 15 I 10 W 10 D 14 Cn 14 Ch 10, HP: 5 2nd floor, studded leather armor & shield AC 6/6/7, Purse 1GP, 18SP, broad sword, spear, dagger

This group is trained to operate as a group with spears set behind shields to defend the gate or to attack or defend from multiple attackers. If four or more of them combine in formation they are two full armor classes better but they lose personal dexterity bonuses if any and cannot move as quickly as they could as individuals. Of course if they can be attacked from the flanks or behind they do not get the armor class adjustment for the group formation.

The members of this garrison all wear red capes and have a sense of unity that none of the other gate garrisons have managed to develop.

(#3) South-West Gate House

This gate patrols the wall between #3 and #4. Next to the main gate there is a small door in the wall next to the river. From the South Village side of this door there is a 75% for one or two of the men from the Gate House.

This gate sends out twelve patrols composed of three hobgoblins and 25% of the time one of the 3rd level fighters will go along as well. They salute gate #4 but do not wait for a reply.

There are two towers along the walkway, both are on Sheep Hill which also includes Gate #4 and Gate #1. The tower closest to gate 4 is the old Guard House constructed from CY 451 to 453. As such it is slightly different in color and form. The walls had to be secured to this old tower by removing some bricks where the 2nd floor doors through the tower would go. This tower has a door on both sides of the wall since that is how it was constructed when it was a free standing guard house. It has a basement with two small 5x5 cells. It was the only small prison that town had in those days. The holy symbol of Celestian can be seen over both doorways.

First Floor of the West Tower:

Lieutenant, Knight Fighter Worth Sir Polevimar, NE, Lv 8 [Pyremius], s17 i13 w12 d15 cn16 ch18 HP: 64 1st floor

east tower, **Plate Mail +2 & Shield +2** AC -3/-2/1, Purse 6PP, 22GP, 33CP, Gem 50, Gold ring with large Ruby 800GPV, Gold holy Symbol with eight small rubies (800GPV – looks like a burning torch where the gold is the torch itself and the rubies are the flames.), **+3 Long Sword +3, Long Bow +1**, 24 arrows, **+2 Hand Axe +2, Boots of Levitation, Ring of Fire Resistance** (gold with large ruby)

Fighter Esquire Egalitin, Ne, Lv 5 [Pyremius], s15 i12 w12 d16 cn11 ch13 HP: 32 2nd floor east tower, chain mail & shield AC 2/4/5, Purse 13GP, 22SP, 11BP, **Flail +1**, dagger, hand axe

Barracks against the wall itself:

First floor:

Fighter Kerman, Ne, Lv 3 [Pyremius] s13 i10 w9 1d12 cn11 ch5: HP: 15, studded leather armor & shield AC 6/6/7, Purse 4GP, 13SP, short sword, spear, dagger

Fighter Tresta, CE, Lv 3 female [Beltar] s14 i11 w10 d14 cn13 ch13 HP: 16, studded leather armor & shield AC 6/6/7, Purse 13GP, Silver Earrings (worn) 35GPV, short sword, spear, dagger

Fighter Devanda, Ne, Lv 3 female [Syrul] s13 i13 w9 d15 cn15 ch11 HP: 17, leather armor & shield AC 6/7/8, Purse 3GP, 2SP, 20CP, 22BT, Cache: 11GP, short sword, spear, dagger

Second floor:

Hobgoblins 1+1 HD (8) (2 females) scale mail & shield AC 5/5/6, HP: 8 8 8 7 7 6 6 5, pole arm (base 1d10), dagger, 0 to 9 GP, 2-16 SP, 15% for a gem (10*d6GP)

(#4) North-East Gate House

This gate patrols inside of the Commercial District, down the Cobble Highway to Gate 3, then down Wall Street to Gate Street and back to Gate House #4. This gate does four patrols a day. The patrol will contain 2 to 5 1st and 2nd level fighters with a 20% chance of a command figure going along as well.

Note that this gate has three towers since there are two gates involved.

There is a tunnel in the wall between the South tower of Gate #4 and the north tower of gate #1 (see gate #1).

First Floor of the South Tower:

Lieutenant, Fighter Pergitesus, Ne, Lv 7 [Norebo] s16 i12 w13 d13 cn16 ch7 HP: 41, chain mail & shield +2 AC 2/2/5, Purse 18GP, **Long Sword +1, Dagger +1, +1 Hand Axe +1** (throwing) & 3 throwing hand axes, **Dust of Disappearance** (4 applications), Cache: 107GP

First Floor of the Middle tower:

Fighter Queveda, Ne Lv 4 female [Norebo] s13 i12 w13 d16 cn16 ch12 HP: 27, chain mail & shield AC 2/4/5, Purse 1PP, 7GP, Black Pearls 25 25 25 25 10 10 10, short sword, short bow and 24 arrows, dagger, Cache: **Potion of Invisibility**, 20GP, 40SP

Fighter Reshelda, N, Lv 4 female [Norebo] s15 i13 w12 d15 cn13 ch15 HP: 20, chain mail & shield AC 3/4/5, Purse 2GP, 4 SP, Necklace of Pearls (80GPV), Silver Ring with small Ruby (100GPV), **Short Sword +1**, short bow and 24 arrows, dagger, Cache: 12GP

Barracks against the East West wall:

First Floor

Fighter Oblat, NE, Lv 2 [Syrul] s14 i10 w11 1d12 cn15 ch10 HP: 12, studded leather armor & shield AC 6/6/7, Purse 2GP, 18SP, short sword, dagger, light cross bow & 12 quarrels

Fighter Chemart, NE, Lv 2 [Norebo] s16 i12 w10 d15 cn15 ch12, HP: 14, studded leather armor & shield AC 5/6/7, Purse 3GP, 13CP, 5 BT, Gem 50, Short sword, light cross bow & 24 quarrels, dagger, Cache 15SP, 20CP, 5 BT

Fighter Pestesus, Ne, Lv 2 [Kord] s13 i10 w10 d14 cn17 ch13 HP: 17, studded leather armor & shield AC 6/6/7, Purse 14GP, 13SP, short sword, light cross bow & 18 quarrels, hand ax

Fighter Ralifesh, EN, Lv 2 [Kord] s16 i10 w10 d15 cn16 ch8, HP: 16, studded leather armor & shield AC 5/6/7, Purse 8GP, 33SP, 8CP, Black Pearl 50, short sword, light cross bow & 16 quarrels, dagger, Cache: 11SP, 4CP, 5 BT, Ruby 25GPV

Second Floor

Cleric Gobus, EN, Lv 3 [Syrul] s9 i11 w17 d15 cn15 ch8 HP: 16, chain mail & shield AC 3/4/5, Purse 7GP, Gems 100 100, four throwing hammers

Spells: Detect Magic, Sanctuary, Command *2, Augury, Know Alignment, Spiritual Hammer

Cleric Hegnar, EN, Lv 3 [Syrul] s10 i13 w16 d12 cn16 ch12 HP: 16, studded leather armor & shield AC 6/6/7, Purse 22GP, flail, throwing hammer

Spells: Cure Light Wounds*2, Darkness *2, Silence, Hold Person *2

Fighter Kesvan, Ec, Lv 1 [Beltar] s16 i10 w10 d13 cn15 ch4, HP: 8, leather armor & shield AC 7/7/8, Purse 15SP, 22CP, gem 50, **Scimitar +1**, dagger

Fighter Weggel, En, Lv 1 [Syrul] s13 i15 w12 d18 cn15 ch12, HP: 9, leather armor & **Shield +1** AC 2/6/8, Purse

4PP, 13GP, 18SP, 6CP, 7BT, short sword, four throwing daggers

Fighter Fardingle, EN, Lv 1 [Kord] s16 i10 w8 d12 cn8 ch13, HP: 8, leather armor & shield AC 7/7/8, Purse 22GP, short sword, short bow and 24 arrows

Thief Ogalda, En, Lv 7 [Norebo] s10 i16 w10 d16 cn13 ch7, HP: 30, **Leather Armor +1, Ring of Protection +2** AC 5/7/7, **Dagger of Bleeding** § (consider it a +1 weapon for purpose of to hit), sling & 18 bullets.

Note: Recall that a **Ring of Protection** does NOT augment armor class with magic armor.

This gate house garrison is quite diverse in its membership. Philosophically they do not all get along well, and they bicker and fight with one another often. They do not melee well together and would rather save a friend (identical god and alignment) than save the person who might be right next to them.

Note: there are other guard houses (#159, #301 and #420) that add to the guards of this town.

Craftsman District

Cobble Highway from Gate 4 to Guard house 112

(101) Kroten Tavern & Ale House

90 by 30 feet, with two wings and a center second floor



The Kroten Tavern & Ale House was built on the eastern tip of Sheep Hill back in 450CY and opened for business late that year. The corner stone shows that year.

The house is built of stone and has an exceptionally thick wall and deep foundation. (It was to act as a defensible building and minor fortress.) The second floor above the

central portion of the building is made of wood but the boards used are three inches thick.

The building has two heavy solid doors with good locks. One door is in the front center and one door at the end of the east wing. They can be double-barred from inside. All windows (twenty four total - 18 on the main floor and six on the second) are six inches wide and have three vertical bars for added strength. Each has inside shutters than can be double barred. The shutters have two small one inch diameter peek holes. (There was a barn that burned down twice. The shell of the last barn is still out back)

The west wing has four guest rooms costing 5SP/night and two costing 8SP/night. Weekly accommodations can be arranged. Horses are kept down the street at the stable (#108).

The center room is both common room and kitchen. There are eight round tables with four chairs around each and a dozen stools along the walls where there are shelves for a drink or food. On a shelf there are two Games of Eighty One (see L5C for details).

Meals cost from 1 to 8SP for common but hearty fair. Beef and mutton are available at times for 15 to 25SP. A pint of Ale is 14 CP, a pint of Beer is 9 CP, a pint of Mead is 6SP and good wine is 12SP to 20SP a pint. These prices are little high but the food quality is good and portions are fair.

Ebbilius and Oswego have an ample pair of rooms on the 2nd floor. Their son Kebbar has a room next to them. The appointments in Ebbilus's rooms are excellent quality. Collected for over one hundred years they are top of the line. A padded leather sofa and two large padded chairs, a carved large table with eight matching chairs, one with arms and a high back, a large bed with posts and canopy plus a down mattress and pillows, four side tables and two large wardrobe chests. (If all this furniture could be moved and sold it would be worth 5000GP). Their clothing is also of excellent quality and provides mundane clothing for daily wear and garments sufficient to for court. (The clothing collection is worth 2500GP for the best seven items.)

The east wing has two storage rooms, one for liquids (water, wine, ale, beer and mead all in 24 gallon barrels) and one for supplies like spices, flour, spare linens, pillows, beds, chairs, stools and two tables. There is a trap door in the 'wet room' to a small (10x15) wine cellar. It has room for 200 bottles and houses 80. They range in value from 4 to 20GP the whole being worth 650GP. On one wall there is a hidden secret door. It is behind a wine rack that has been attached to it. Reduce chance to

observe a secret door by 12% because of the superior concealment. The secret room has a large 4 x 8 work table against the far wall. There is a drawing on the wall of a large box that is 7x3 ½ feet by 2 ½ feet high. It has two rope handles, one at each end. About one foot from one end there is a small circle with an 'X' in it. The corner of this drawing is labeled 4th Planting 473 and is signed by Delcartus. There is old sawdust on the floor. [This drawing is a clue to something they might find in graveyard #1 (if they go there or if they have already been there).] A rusty saw, a carpenter's hammer and a piece of pottery with 30 rusty nails are on a shelf nearby. There is a string with a series of knots at one foot intervals.

The east wing is also home to Kebbek and his wife Alanda. Their three children have a room next to them. Oswester's room is next to the other door leading into the House.

Bar tender/Fighter Ebbilius, Ne, aLv 4/Lv 6 [Syrul] s16 i13 w16 d13 cn16 ch11, HP: 34, **Bracers of Defense & Shielding AC6 AC 6/6/6**, Purse: 34GP, **+1 Long Sword +1**, three throwing daggers, three spears behind bar.

Cook/Fighter Oswego, Ne aLv 7/Lv 5 (wife) [Syrul] s11 i13 w13 d14 cn8 ch12 HP: 30, chain mail & shield AC 4/4/5, Purse 22GP, 13SP, Silver Ring with large Ruby 400GPV, **Mace +1**, dagger, hand axe.

Waiter/Bartender/Fighter Kebbar, N aLv2/Lv 3 (son 18yo), [Syrul] s14 i12 w13 d14 cn12 ch13 HP: 17, leather armor & shield AC 7/8/8, Purse 1PP, 2GP, 14SP, short sword, dagger, sling.

Waiter/Fighter Oswester, Ne Lv1 (son 16yo) [Syrul] s15 i12 w10 d13 cn14 ch 7 HP: 7, leather armor & shield AC 8/8/8, Purse 2GP, 3SP, 3CP, 11BT, Short Sword, Dagger, Sling.

Clean up/Man@Arms Kenbek, N Lv 1-1 [Phyton] s14 i10 w10 d12 cn15 ch10 HP: 6, leather armor AC 8/8/8, Purse 14SP, 13CP, 17BT, short sword, dagger, spear.

Clean up/Woman@Arms Alanda, Ne Lv 1-1 [Phyton] s13 i13 w13 d12 cn11 ch14 HP: 5, leather armor AC 8/8/8, Purse 2GP, 11 SP, 22BP, scimitar, three throwing daggers.

Children boy 9, 7, girl 5 (these young children belong to Kenbek and Alanda). The boys have daggers, HP: 3, 3, the girl HP: 2

Huge War Dog Rabbal, 3+2HD AC 6 (iron cap and wide leather collar), bite 2-7, HP: 20 [Rabbal is Oswester's dog and obeys his commands.]

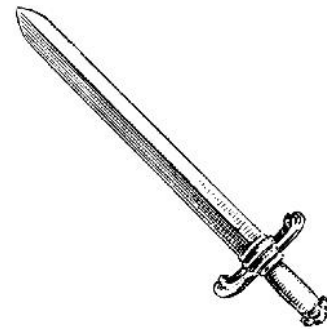
Ebbilius is the nephew of the "Duke". He has a minor relationship with his uncle but they are on good terms. Ebbilius will go the castle occasionally to report on

interesting happenings in the town. Ebbilius has friends among the thieves guild. DM only: Ebbilius does not know that his uncle is a half devil.

This is the only Tavern in town that accepts the hobgoblins though they are strict about brawling and 'human baiting'.

(102) Zodo's Armory

35x25 single floor, Front room is the work shop. Hearth, Anvil, hammers, tongs, files large open cask of water and bellows. (The whole valued at 400GP). The work shop has three large shuttered windows which stay open during working hours to reduce the heat.



The back room is their bedroom and living area. Large well-made table and four sturdy chairs. He crafted and made the plates and mugs that they use along with the pots of pans. He has crafted pans and pots for others in town and will special order these items in between making shields, helms and splint mail. He has the skills to make plate and chain but both are very time consuming and require multiple fittings and intensity.

He sells pots and pans of iron for 2 to 8SP and those of steel for 6 to 20SP. A shield is 12 GP and a large shield 18GP. A helm sells for 10 to 20GP depending on complexity and accessories. Splinted mail sells for 90GP, Plate mail for 450GP and Chain mail for 85GP. Bank: 45GP, 80SP

Zodo works with Amalam the leather smith who attaches straps and belts to the various pieces of armor that Zodo crafts. They visit each other's shops often during the week. Zodo pays Amalam directly for the leather craft and materials.

Master Armorer/Ranger (poses as fighter) Zodo, NG aLv 9/Lv 8 human male, {Phyton}/[Phaulkon] s16 i15 w15 d16 cn15 ch13 HP: 47, **Chain Mail +3 & Shield +1 AC -2/0/2**, Purse 14 GP, 13SP, **+2/+4 Long Sword +2/+4 vs goblins & hobgoblins, +1 Long Bow +1**, 20 arrows and 4 **+1 Arrows +1**, dagger, **Ring of Free Action**.

Cleric Albama, Gc Lv 3 half elf female (Zodo's wife)[Phyton]/[Phaulkon], s12 i12 w17 d15 cn15 ch13 HP: 20, mace, three throwing hammers, Cache: 20GP

Spells: Cure Light Wounds *2, Bless, Light, Detect Magic, Hold Person *2, Silence, Augury, Know Alignment, Dispel Magic, Create Food & Water

Apprentice Armor/Fighter Prunettia, Ng Lv 2 ¼ elf female (daughter) [Phyton] s13 i10 w11 d12 cn14 ch11 HP 14, leather armor AC 8/8/8, Purse 7SP, 15CP, 5 BT, hammer, hand axe, dagger.

Apprentice Armor/Fighter Prunettia, Ng aLv1/Lv 2 [Phyton] s13 i10 w11 d12 cn14 ch11 HP 5, leather armor AC 8/8/8, Purse 7SP, 15CP, 5 BT, hand axe, dagger

Man@Arms Zadal, NG Lv 1-1 [Phyton] s13 i12 w10 d14 cn15 ch15 HP: 6, leather armor AC 8/8/8, Purse 15 SP, 11CP, 11BP, 2BT, short sword, dagger

Children, boy 1/4 elf 8, girl 1/4 elf 5

Zodo and Albama have been here for ten years now. He is a skilled armor and they have no trouble existing on his skill and a few extra coins for small duties she performs as a cleric. They both hide the fact that they really worship Phaulkon and not Phyton. She does not perform any service or ritual in Phyton's name in any case. A few people in town know that she is really a cleric of Phaulkon. They are here to keep an eye on goings on in Kroten, making reports to their superiors in the Church of Faulkin. They are not quite spies but it is a fine line distinction. They fell in love and were married a year after they arrived here and their daughter arrives soon thereafter. They do not hide the fact that she is a half elf. The girl is not obviously a quarter elf but their son Zobama had deep purple eyes that are impossible to disguise.

Prunettia and Zadal are people they have hired and do not know their real reason for being here or that he is a ranger and not just a fighter. Zadal however suspects as much but Prunettia is oblivious.

(103) Laundry

28x18 single floor. A small workroom is in the front of the building. People come here for soap and cleaners which Peskey has for sale. Zeepa and Amala will clean items for some people in town. A servant or child often brings the garment(s) to be cleaned and picks it up again the next day. If they do the cleaning the cost is 5 to 10CP depending on the garment. Washing soap is 2CP a bar. Peskey makes the soap himself. He also makes scented soaps that he sells for those people who clean themselves on some regular basis. Scented soaps sell for 4 to 7CP.

There are two back living rooms/bedrooms. Peskey and Zeepa occupy one bedroom along with a small crib for the new baby. Amala watches over the five younger children in the other bedroom.

Peskey has 88SP socked away. His family keeps their own clothing and themselves clean and repaired. Amala does some sewing and mending work that fetches a few copper pieces every now and then.

Fighter Peskey, N Lv 1 [Phyton] s14 i12 w10 d13 cn16 ch13 HP: 8, leather armor AC 8/8/8, Purse 17SP, 22CP, 15BP, 3BT, dagger, hand axe.

Fighter Zeepa, Nc Lv 1 female (Peskey's wife) [Llerg] s13 i11 w13 d15 cn15 ch14 HP: 9, leather armor AC 7/8/8, Purse 18SP, 15CP, 7 BT, 3BP, black pearl on a silver ring (35GPV), short sword, throwing dagger.

Cleric Amala, Ng, Lv 1 female (daughter 17yo) [Llerg] s16 i10 w16 d16 cn15 ch12 HP: 7, bear skin armor AC 6/8/8, Purse 22SP, 15CP Wooden bracelet decorated with snake shin and some alligator teeth (15GPV) – acts as a Holy Symbol for Llerg, **Flail +1**, hammer.

Spells: Cure Light Wounds, Command, Bless

Children boy 9, 5, 3 baby; girl 11, 6

(104) Bowyer & Fletcher

60x25 single floor

Howall and Ungal work most of each day making new bows and arrows. He concentrates on bows and she makes arrows. Each time he completes a new bow he will stop and make forty arrows. Long bows sell for 70GP. He has a few short bows in stock for 20GP each. Arrows are 25CP each or a dozen for 1GP:6. He does not make composite bows or crossbows nor do they make quarrels. The children have learned to help attack the feathers to the arrows. They live in three rooms of the house and use one for a work room. Inventory of bows and arrows are worth 1100GP. There is a practice target 100 feet from where the archer stands. The target is in the open area behind the shop. Loose arrows would fly as far as the cobbler's shop if they miss the 7 foot target and additional 3 feet of hay behind the target.

They have a good income and live reasonably well, as shown by their good furnishings and furniture. Both have one set of clothing that can be worn to court (his 35GP hers 55GP) where they are welcome on open court day. Howall has a stash of 35GP and Ungal has put away another 60GP in a separate hidden location.

Bowyer aLv 7/ Fletcher aLv 4 /Fighter Howall, Nc Lv 5 [Phyton], s17 i13 w12 d16 cn8 ch10 HP:28, leather armor

AC 6/8/8, Purse 8GP 22SP 8CP, 7 BT, 3BP, **+1 Long Bow +1** & 24 arrows, long sword, dagger.

Howall is +1 to hit due to practice and skill with a long bow. He takes two or three hours to practice during the week.

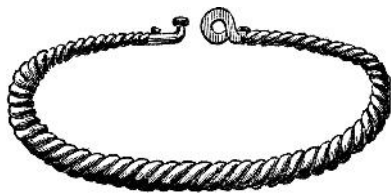
Fletcher aLv 3 / Fighter Ungal, N Lv 3 female (Howall's wife) [Phyton], s13 i15 w10 d15 cn12 ch12 HP: 17, leather armor AC 7/8/8, Purse 3GP, 15SP, 18BT, short sword, dagger, hand axe.

Children boy 11, girl 8

(105) Jeweler

L shape, 40x30, single floor

Thengal built his home himself from stones he had quarried from nearby hills. It took him two years to build his home which boasts stone floors and foot thick walls. He placed ten windows but they are small seven inches wide by one foot tall. They have an interior shutter that can be barred. The home has one solid wooden door with a double bar. The door is Wizard Locked. Thengal has a special key that opens the manual lock and bypasses the Wizard Lock. Merely picking the lock will not remove the Wizard Lock. The door from the work room to the living quarters in also Wizard Locked and uses the same key.



The jewelry stock is kept in two one x two x one foot solid iron boxes that are cemented into the floor itself. Their locks are complex and there is an Explosive Rune on the top of each box. Examining the lock is the equivalent of 'reading' the rune and will deliver 6d4 + 6 points of explosive damage. Of course Thengal and Peristalsis know the name of the runes and can bypass them. These lock boxes are in a second room behind the work-sales area. The first box contains gem stones of various sizes from 200GPV to 2GPV. There are a few diamonds but most are sapphires and rubies. The whole of these cut and polished stones are worth 3000GP. The second box contains silver and gold rings with some brooches, necklaces and pins. Some have attached gems. This collection of eighty pieces has a total value of 7000GP.

The work room is lit by continual light and is quite dazzling because there are also silver mirrors on the ceiling to magnify the light. They sell gems as well as

silver and gold jewelry that they craft themselves. They have a grind stone, polishing equipment and cutting tools. The front door is always locked and only one or two clients are allowed entry at the same time (a peep hole in the door).

The interior living rooms contain works of art on the walls and top quality tapestries and rugs. The furniture and fittings are all top quality as well. The contents of the living rooms are easily worth 2000GP. Thengal and Peristalsis adventured together and are fast friends and business partners.

Fighter/Thief Thengal, N, Lv 6/6 dwarf [Dumathoin] s16 i13 w12 d12 cn19 ch12 HP: 54, **Chainmail +2 & Shield +1** AC 1/1/3, Purse 8PP, 7GP 33SP, **+1 Hammer +1**, three throwing hammers.

Magic User Peristalsis, Ng, Lv 7 3/4 elf [Aerdrie Faenya] s10 i17 w12 d16 cn12 ch15 HP: 22, **Bracers of Defense AC5 & Cloak of Protection +1** AC 2/4/4, Purse 3PP, 22GP, Gold ring with six rubies 800GPV, **Wand of Cold** (11 charges), **+2 Dagger +2, Elven Boots.**

Spells: Identify, Shield, Magic Missile, Shrink, Invisibility, Stinking Cloud, Mirror Image, Lightning Bolt, Clairvoyance, Polymorph Other

Book: All of the above plus: Charm Person, Read Magic, Write, Mending, Spider Climb, Sleep, Burning Hands, Unseen servant, Darkness, Knock, Wizard Lock, Ray of Enfeeblement, Fools Gold, Magic Mouth, Forget, Web, Levitate. Fly, Clairaudience, Blink, Hold Person, Protection from Normal Missiles, Slow, Explosive Runes, Tongues, Dimension Door, Fire Trap, Polymorph Self, Wall of Ice, Wizard Eye. The book has a Magic Mouth that yells "You are not the person who should read me!"

(106) Cobbler

25 square, single floor. The cobbler has a front work room and a small back room with a hammock, a well-made table and large leather chair. She has a multicolored vestment that has the colors of the rainbow that repeat and criss-cross (85GPV).

She has leather knives, large needles, thick thread, scrap leather and various other tools used to make books, shoes and sandals. Boots sell for 1 to 4GP, Shoes for 15 to 45SP and sandals for 12 to 36SP. She does die the footwear but always various shades of brown. She has dye and polish and buffing cloths. She has some footwear available for sale to people of average size. She can make footwear in 1 to 6 days depending on the specific pair desired.

Reggel has four different flutes all of which she plays quite well. She is not high enough level to perform any complex ceremonies but does bless those who come of age (12) and people who decide to have a wedding. (A contribution for such a blessing is common – 3 to 18SP).

She will play her flute at services in the stone circle (#149) and at the altars of Phyton, Bralm and Llerg also on Celestian's Rise.

The small building has a tall slanted roof with a dormer. Regar and his family live in the loft that has an outside back stair and door. It is a bit cramped up there of course but they manage. The room is clean and neat and they are very grateful to Reggel for giving them both work and a place to stay.

Cobbler aLv5 / Flutist aLv 5 /Cleric Reggel, Ng, Lv 1 female [Lydia], s10 i14 w15 d13 cn13 ch17 HP: 6, leather armor AC 8/8/8, Purse 11GP, 22SP, 8CP, silver pin shaped like a lute (holy symbol), quarter staff, cudgel, cache: 14GP, 73SP, 18BT.

Spells: Cure Light Wounds, Light, Purify Food & Drink, <Detect Magic>

Woman @Arms Ammela, N, Lv 1-1 (Regar's Wife) [Phyton] s15 i12 w13 d12 cn13 ch13 HP: 5, leather armor AC 8/8/8, purse 31SP, 4BP, 18BT, four throwing daggers, spear.

Man@Arms Regar, Ng Lv 1-1 [Lydia] s16 i12 w12 d16 cn15 ch13 HP: 6, leather armor AC 6/8/8, purse 2GP, 12SP, short sword, spear, dagger.

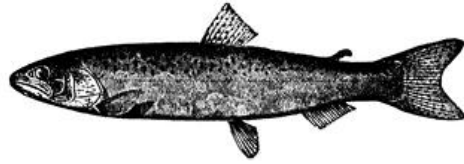
Children girl 7, 4, 1 (Regar's Children)

Regar was in the town guard at Bralmtion. He met Ammela at Brewfest during a trip to Kroten as part of a guard for a wagons traveling between towns. His stay was long enough for him to fall in love with Ammela who he promised to return to and marry. He did this by the time of the next festival. Reggel employed Ammela before hand and was happy to have Regar move in. The children followed over the next eight years. Regar and Ammela are fiercely loyal to Reggel and, except to save their own children, would fight for her. Regar could become first level with another adventure or two and some training but he does not have the money for training. He has put aside 18GP.

(107) Fishmonger

20 x 18, single floor. There is a large table out front where the fish can be cleaned and sold. They are kept in a large wooden tub. The building is their home. There are three rooms, two small bedrooms for the couples and the boys

have pallets near the hearth in the main room. They have a good table and six chairs and two wall tapestries showing ships at sea (20 & 30GPV). Their home is kept clean and neat. The women have planted flowers in the back of the house and a small garden of radishes, peas and beans. They use the crop for themselves.



Aggreg and Perrigor were both sailors some years before and after a near death experience with some Sahuagin off the coast just south of Ekul (next to the Spine Ridge north of the Scarlet Brotherhood) they decided to become land lovers again. They both had girlfriends in Dullstrand so they moved there and courted and married them. Then they set sail for a new start and chose Lendore Isle which both had visited while being sailors. They had a special treasure that they acquired on an adventure near the Pelisso Swamp that functioned best in fresh instead of salt water. From the Swamp Dwellers they took two magic items, a **Net of Fishing** and a **Line of Attraction**. Using these two magic items they catch a good supply of fish to sell. A fish sells for 10 to 20CP a pound (sizes are 1 to 4 lbs from the Kroten River). These two fish early in the morning favoring both branches of the river near the north east split. They stop by 9AM and bring their catches back to sell. Aggreg has put away 11GP and Perrigor still has two black pearls (worth 25GP each) put away from their days of sailing.

Sailor/Fighter Aggreg, NL, aLv 4/Lv 5 [Osprey] s16 i12 w10 d15 cn14 ch11 HP: 31, studded leather armor & shield AC 5/6/7, Purse 2GP, 3SP, short sword, spear, dagger, **Net of Fishing**.

Sailor/Fighter Perrigor, N, aLv 3/Lv 3 [Xerbo] s15 i11 w13 d16 cn15 ch13 HP: 17, studded leather armor & shield AC 4/5/7, Purse 3GP, 18SP, 3CP, 7 BT, 3BP, short sword, spear, dagger, **Line of Attraction**.

Woman@Arms Begga, N, Lv 1-1 Aggreg's wife [Phyton] s13 i12 w10 d12 cn11 ch14 HP: 4, leather armor AC 8/8/8 Purse 15SP, 14CP, 13BT, 11BP, dagger, 6 darts.

Woman@Arms Celestiar, NL, Lv 1-1 Perrigor's wife [Xerbo] s14 i13 w12 d12 cn16 ch14 HP: 6, leather armor AC 8/8/8, Purse 2GP, 18SP.

Children boys 5, 5 (one from each family)

(108) Livery Stable

60x35, single floor and loft, with a small corral. There are two buildings against one another, a barn where the horses are kept and cared for in front and a home in back. The four boys sleep in the stable with Pemmus, Agentara and the girls staying in the house. Agentara is not a very good housekeeper and not much of a disciplinarian so the kids run amuck most of the time. They do manage to run a good business but Greva will try to rob a client from time to time, or steal minor items if she can get her hands on them. She is not interesting in fighting anyone so she steals from saddlebags or packs a client is foolish enough to leave unguarded.

Pemmus, Agentara and Greva were part of a gang who robbed people on the roads (Three Island of the Lordship of the Isles are quite developed and have a number of ports and a few interior towns.) After a number of bold robberies the trio gained the attention of Prince Latmac Ranold. He sent some troops to find them and the subsequent melee was followed by a public flogging and hanging in Duxchan. Pemmus, Agentara and Greva managed to escape this punishment and ran for their lives. They left the Lordship as soon as they could take ship to the Spindriffs and ultimately settled here in Kroten on Lendore Isle. They used some ill-gotten gains they had to buy this business. They are still a bit unhappy with their fate and really can't be trusted. In spite of their evil tendencies the younger kids are turning out reasonably well – considering.

Fighter Pemmus, Ne Lv 4 [Norebo] s14 i12 w12 d13 cn15 ch9 HP: 27, **Studded Leather Armor +1** & wooden shield AC 5/5/6, Purse 66SP, 11CP, 13 BT, 7 BP, short sword, dagger, sling, Cache: 20GP, 30SP.

Fighter Agentara, Ne Lv 4 female (Pennus' wife) [Norebo] s13 i15 w11 d15 cn12 ch11 HP: 23, leather armor & wooden shield AC 6/7/8, Purse 3GP, 11CP, 13 BT, 7 BP, long sword, dagger, Cache 15SP.

Thief *Greva, Ne, Lv 5 female (daughter 23yo) [Norebo] s11 i14 w13 d16 cn15 ch11, HP: 18, leather armor AC 6/8/8, Purse 4GP, 30SP, 22BT, 6 pink pearls 20GPB each, dagger, two throwing daggers.

Woman@Arms Pemmara, N Lv 1-1 (daughter 18yo), [Phyton] s14 i12 w10 d14 cn15 ch15 HP: 6, leather armor AC 8/8/8, Purse 3SP, 13CP, 13 BT, 7 BP, short sword, dagger, sling with 16 bullets.

Pemmara is named in the local tradition using the first syllable of her father's name and the last two of her mother's name.

Woman@Arms Pemmcola, Ne Lv 1-1 (daughter 16yo), [Phyton] s13 i13 w12 d16 cn12 ch17 HP: 5, leather armor AC 6/8/8, Purse 7GP, 8SP, 8CP, Silver Ring 25GPV, short sword, dagger, sling with 12 bullets.

Man@Arms Iglar, N Lv 1-1 (son 19yo) [Phyton] s16 i13 w12 d16 cn15 ch16, HP: 7, leather armor & wooden shield AC 5/7/8, Purse 14SP, 22CP, 11BP, 4BT, short sword, short bow and 12 arrows, dagger.

Stable Boy Zobus, N Lv 0 (son 14yo) [Norebo] s13 i15 w16 d12 cn13 ch14, HP: 4, no armor, 18SP 3CP, 33 BT, 24 BP, dagger.

Children boy 7, 4

Iglar occasionally will travel with one of the teamsters when they want an extra guard or hand for the journey. He has had a few close scrapes on the road with bandits and once with orcs. He has enough experience to be trained to become a first level fighter but he has no cash to accomplish it. He could use a mentor and would like to a permanent hireling to get away from his family. While he is close to Zobus his 12yo brother he is not very fond of his older siblings. His parents can be cruel and nasty at times and not seeing them again would be just fine as far as he is concerned. He would like to take Zobus along is that were possible. Zobus is the only one in the whole family who attends ceremonies and public rituals of the various deities worshiped on Celestian's Rise. He knows a bit about the Suel pantheon and has learned to read and write while working for Ellegandar and Imidar (#149). Zobus would like to enter the clergy but his parents want him to be either a fighter or a thief when gets a year or two older.

(109) Lumber Jacks and Mill

Mill 35x22, Curing Barn 44x15

The water powered mill has a reverse wheel. The current of the river flowing under the wheel causes the wheel to turn "backward" from the normal movement caused by water flowing over the top of water wheel. This still produces torque that powers a circular saw that cuts normally. Logs are rolled on wheels into the teeth of the saw which cuts it into boards or small logs for fires. The process of cutting up a medium sized tree could easily take 12 to 24 hours of actual cutting. The boards are allowed to dry in a sheltered curing barn for at least three months. Excess lumber is stored here and gets additional aging.

Above the barn's storage floor is a second floor that is one large common room. It has eight beds, each with a storage chest, on the northern end of the room and two

tables with four chairs each on the southern end of the room. A ladder goes from first floor to second. The first floor is windowless and has a pair of large doors that can be swung wide. A small wagon can fit inside of the doorway so the lumber can be loaded and unloaded. Pieces of wood have a degree of variation in dimensions so there are not uniform 3x3 or 2x4 or 6x6 pieces. The second floor has eight 12x24 windows, four facing east and four facing west.



The job foreman has a small 12 x 10 room at the mill itself. There is a hearth in the mill where meals are made and eaten. Pot and pans and utensils are stored near the hearth. The single table seats eight, using two benches, one on either side of the table.

There is a small grindstone which can be engaged instead of the circular saw. Small amounts of grain are ground to flour when there are no trees to be cut up. The grindstone is engaged, on an average of 2 to 5 days per month. The men of the mill carry their personal treasures. They do not possess exceptional clothing or boots so there really is nothing of great value here.

Mill Bedroom

Foreman/Fighter Gesterck, NL, aLv 7/Lv 6 [Phyton] s1897 i15 w13 d16 cn16 ch11, HP: 49, studded leather armor & shield AC 4/6/7, Purse 8GP, 45SP, **+2 Battle Axe +2**, four hand axes (throwing).

Barracks above the 'board room'

Cutter aLv 4 / Fighter Abboma, Ng, Lv 5 female (Gesterck's wife), [Lydia] s14 i12 w13 d13 cn16 ch12 HP: 27, studded leather armor & shield AC 6/6/7, Purse 11GP, 22SP, long sword, dagger, lute.

Cutter aLv 3 / Fighter Kebbeck, Nc, Lv 4 [Kord] s17 i12 w10 d16 cn15 ch12 HP: 27, studded leather armor &

shield AC 4/6/7, Purse 2PP, 8GP, 11SP, battle axe, hand axe, dagger.

Grind man aLv 3 / Fighter Zobe, NI, Lv 2 (son) [Lydia] s15 i12 w9 d14 cn16 ch10 HP: 14, studded leather armor & shield AC 6/7/7, Purse 11SP, 33CP, 13BP, 8BT, battle axe, hand axe, dagger.

Cutter aLv 2 / Grind man aLv 2 / Man@Arms Gestomack, NI Lv 1-1 (son 16yo), [Phyton] s13 i12 w10 d14 cn9 ch9 HP: 6, leather armor AC 8/8/8, Purse 15SP, battle axe, hand axe, dagger.

Cutter aLv 1 / Grind man aLv 2 / Man@Arms Abberack, N, Lv 1-1 (son 14yo), [Phyton] s14 i11 w12 d13 cn16 ch10 HP: 5, leather armor AC 8/8/8, Purse 2GP, 3SP, battle axe, hand axe, dagger.

(110) Smelter

30x40, L shape, single floor, stone foundation

There are two rooms, one with a hearth and table for eating that has benches on either side. One of the hobgoblins is a decent cook (aLv4). The other room has eight beds and small locked chests. The hobgoblins have few possessions other than what they can carry. Kekekakuck's bed is larger and set apart from the others.

Hobgoblin Kekekakuck, NE, 2+2HD, **Splinted Mail +1** & shield AC 2/3/4, **+1 Broad Sword +1**, great bow and 18 arrows, Purse 44GP.

Hobgoblins, NE, 1+1HD (5 males and 2 females) AC 5, spear & broad sword, HP: 9 8 8 6 6 5 4, Purses: 0 to 9 GP, 2-40SP, 3-60CP, 6-60 BP/T.

Three young 'Hobs' all females, 1-1 HD AC 8, bite 1, claws 1 /1 HP: 6 4 4, (claws, but if both hit then try for bite attack 1d4 segments later).

Observant people have noticed that ore goes into the smelter and that copper ingots do come out. But no coal goes in! How do they melt the ore? Kekekakuck knows that flame is 'alive'. His workers have been told it is an "eternal flame" and they do not question this.

Fire Elemental {unnamed} 8HD AC 2 (hit only by +2 or better weapons), 3d8 damage HP: 50.

The Fire Elemental is bound here by a large ruby [1000GPV] placed there by the high priest of Pyremius. The elemental is obligated to remain for 1001 days of which he has spent 843 days. He will return to the elemental plane of fire at the end of his indenture. Note further that the Fire Elemental is under the command of the 'Boss' at the Fane of Pyremius. While Kekekakuck cannot command the Fire Elemental he has a Gold Ring with a large Ruby that allows him to convey basic

suggestions like 'attack', 'defend', 'come forth' and become 'warmer' or 'colder'. The elemental may do what is asked 70% and may not 30%. If the hobgoblins are attacked the elemental certainly does not 'care' but if someone other than a hobgoblin comes within 5 feet of the elemental it will most certainly try to burn that person.

The hobgoblins from here and from the Ovacular's (next door) mingle freely and when not working are found together, often at the Kroten Ale House. They are not very welcome at any other tavern in town.

Mount Wiest (the tip of which shows in the area map of L4) is rich in copper deposits. There are hobgoblin mines on the south west face of the hill. Ore comes down the road through Cobblethorp and comes here to be melted down.

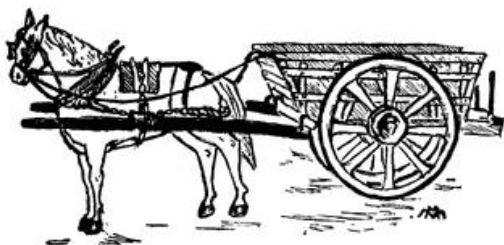
Zinc deposits occur along the eastern leading edge of the Barrier Mountains (14 miles east of Kroten). Hobgoblins also mine zinc which is gathered every few weeks and brought to the smelter to make brass.

The copper goes to the Jeweler (#222). Brass goes to the foundry. (#121)

(111) Teamster

30x40 single floor barracks. barn 35x30 with attached bedroom.

The bedroom attached to the barn has two beds, a hearth, table and two chairs, two locked chests, pegs for clothing and a large rug (30GPV). The bedroom has a door with a good lock and two 15x30 windows with three vertical iron bars. A second locked door leads directly into the bar itself. The two human commanders sleep here. Ovacular's chest has a false bottom with 84GP and two 100GPV rubies. Quisped has a bag inside of his chest that holds 174SP.



A single solid door with a lock and eight 10 x20 windows in the barracks building. It has a common room with hearth, table and benches, and cooking equipment and a barracks with six beds and locked chests. The hobgoblins sleep in the barracks. They have what they carry and

some additional clothing. Chests may contain 0-19SP and 0-40CP.

Eight Draft Horses, 3HD AC 7, bite 1d3 HP: 18 17 17 16 14 14 13 12

Wagon with a capacity of 3 tons 250GPV, Wagon with a capacity of 1 ½ tons 150GPV.

Fighter Ovacular, NE, Lv 7 [Pyremius] s17 i15 w10 d15 cn15 ch17 HP: 44, **Chainmail +2 & Shield +1** AC 0/1/3, Purse 14GP, 11SP, **+1 Long Sword +1**, long bow and 24 arrows, dagger.

Fighter Quisped, NE, Lv 4 (brother)[Pyremius] s16 i12 w11 d14 cn15 ch13 HP: 27, chain mail & shield AC 4/5/5, long sword, longbow & 24 arrows, dagger. Purse 15GP.

Barracks:

Hobgoblins, NE, 1+1HD (6 males and 2 females) AC 5, Spear & Broad Sword, HP: 9 9 8 6 6 5 5 4, 1d8 GP, 2d10SP, 3-30CP, 5-50 BP/T.

Ovacular and Quisped are brothers who settled in Kroten a number of years ago. Ovacular wanted to be in a town with a temple of Pyremius and his brother followed along blindly. Ovacular transports goods for the temple at a reduced rate and even makes the trip to Asmogorgon twice a year. His business has some success but there are people in town would not hire him if he were the only teamster in town.

Ovacular's Business

Ovacular or Quisped go on every trip taking along 2 to 5 of the hobgoblins as helpers and guards. They pay no tolls or taxes on the goods they transport to and from the direction of Asmogorgon (west).

Ovacular brings ore from the hobgoblin mines on Mount Wiest and from the Barrier Mountains to the smelter (#110, next door).

A trip to the secret coal mine on the east face of the Barrier Mountains occurs about once every three to four weeks. Ovacular brings in about 3 tons of coal. He takes a ½ ton to each Fane and another ½ ton to the castle for their use. Another ½ ton is spread around to places like the smelter that are friendly to the Duke and the Fanes. That leaves about 3/4 to a full ton of coal to be sold to people in town.

A coal scuttle will hold about 15 pounds of coal and cost 8 to 12CP a pound. So a scuttle full would average about 15 Silver pieces.

The coal is dumped in a large pile behind the main house. There is a four foot fence around it but they make a poor effort at really guarding it. Of course a person who

wants to steal some coal (not necessarily a professional thief) might try to take some, usually working with a companion or two. If caught the thief and his accomplice(s) might lose a finger, a thumb or be flogged for theft. (The Duke does not encourage stealing – unless he gets a percentage.)

Nonetheless coal is stolen a few times a year and it is highly likely that the theft will not even be noticed unless the thief is terribly obvious – like trying to take 100 pounds of coal in one night.

Ovacular does not mix a coal shipment with a copper, iron or silver shipment from trips along the west road. If he is carrying silver ore both Ovacular and Quisped go on the trip and a cleric or two from either Fane will go along as well as additional support.

(112) Guard House, North East Corner

This Guard House is free standing, stone, 45 x65 with a reinforced solid wood door (with a good lock and double inside bar) facing the Cobble Highway. It has two floors. The lower windows are arrow slits (24 inches tall by 3 wide). There are five arrow slits windows on the east and west side of the building, four on the north side facing Thorp Hill, and one on either side of the front door. All 12 of these arrow slit windows can be shuttered and barred from inside, the other four are in jail cells (see below). There are duplicate windows directly above the arrow slits that are 16 inches high and 8 wide. Those windows have inside shutters but no glass or frame. The shutters fit well into the windows and almost all air movement is stopped by the shutter. All of these windows do have a 2x2 inch peek hole in the center of each shutter. The peek hole is often left open even if the shutter is closed.

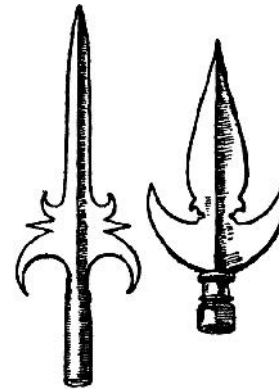
Patrols (of three guards) from this guard house go down the Kroten Highway to the Path of Light and then down the Cobble Highway back to the guard house. The eight patrols from this gate are randomly spaced during the day and night. They have a long patrol stopping for a few minutes at the Fane of Syrul and at the Kroten Ale House. The six lowest level fighters go on the patrols, the cleric and commanders rarely go but if they do (15%) they go in addition to the basic patrol of three fighters.

2nd Floor

The 2nd floor is divided into two 22x20 foot rooms (along the north wall). The north west bedroom and the north east sitting room. The furnishings are decent in both rooms and Omala has added personal touches to both rooms. She actually has draped a heavy red canvas curtain over each of the windows in the two rooms. The

curtain is lifted so the shutter can close. There is a rug on both floors (20GPV each). The large bed is comfortable and has a good quilt and pillows. In one of the head posts there is a hole drilled and a 400GPV diamond is held in place by some wax. (The bed frame had to be turned over to do this.) These both have a chest holding various pieces of clothing. She has a Vestment (55GPV) hung on a peg next to the bed.

The sitting room has two large comfortable arm chairs, a table and with two more chairs, a shelf with two candle sticks (Brass) and a supply of 6 hour candles (12). There is an oil lamp on the table. Both rooms have a locked solid door.



Lieutenant:

Fighter Logus, NE, Lv 7 [Syrul] s16 i12 w12 d13 cn15 ch17 HP: 43, Plate & shield AC 2/2/3, Purse 22GP, 11SP, 4BP, **+1 Battle Axe +2**, four throwing hand axes, dagger, **Potion Extra Healing 3d8+3, Rope of Entanglement**, Cache: 18GP, 23SP.

Fighter Omala, Ne, Lv 5 female (Logus' wife) [Syrul] s14 i12 w10 d15 cn15 ch15 HP: 30, chain mail & shield AC 3/4/5, Purse 8GP, 23SP, Gems 100 100 50 50, long sword, dagger, Cache: 15GP, 11SP, Gem: 50 * 3.

The rest of the 2nd floor is a large barracks room with five beds, a large table with eight chairs and a chest at the foot of each bed. A coal burning brazier is in the southwest corner. There is a stair here to the first floor in the south east corner of the barracks room.

Fighter Piggllacar, N, Lv 3 [Norebo] s16 i10 w11 d13 cn11 ch12 HP: 17, chain mail & shield AC 4/4/5, Purse 18GP, **Broad Sword +1**, dagger, light crossbow and 18 bolts.

Fighter Gorf, Ec, Lv 3 ½Orc [Grummish] s17 i8 w9 d13 cn18 ch7 HP: 33, chain mail AC 5/5/5, Purse 3GP, 18SP, 6CP, 8BT, **Two Handed Sword +1**, spear, Cache: two black pearls 20 + 10GPV.

Fighter Lemmo, Ec, Lv 3 [Beltar] s15 i14 w12 d11 cn15 ch8 HP: 17, **Studded Leather Armor +1** & shield AC 5/5/6,

Purse 84SP, broad sword, dagger, short bow and 18 arrows.

Fighter Pentis, Nc, Lv 2 [Norebo] s13 i12 w10 d16 cn11 ch15 HP: 13, leather armor & shield AC 5/7/8, Purse 24GP, gem 50, short sword, four throwing daggers, sling and 20 bullets, Cache: 12GP.

Pentis was going to learn to be a thief. His mentor was caught robbing a prominent person in Bralmtown and was beheaded. Pentis escaped out the back door and made the journey inland all by himself. A remarkable feat, which he will bore you with if you encourage him. He has a 20% chance to pick a lock and 15% chance to find and then remove a trap. That is as far as his training went. When he got to Kroten he decided to become a fighter instead.

DM Note: I would allow Pentis to return to being a thief. Not all dungeon masters would agree with that. I'd make him start at first level but allow him his 13 hit points until such time as he got to be a 3rd level thief and maybe he might get beyond the 13 points. I'd make him give up the shield of course. He would have to also decide to drop use of one of the weapons until such time as he gained another proficiency slot as a thief.

Fighter Mobus, Nc, Lv 1 [Norebo] s15 i11 w12 d13 cn13 ch10 HP: 7, leather armor & shield AC 7/7/8, Purse 12GP, 13SP, Short Sword, two throwing daggers.

First floor

The north side of the building is divided into four cells with iron doors. The walls between the cells are stone (10x12 – cot, bucket, pan, table small chair). Each cell has an arrow slit window but there three evenly spaced vertical bars in each and no shutter. These cells are temporary holding only. There is a stock just outside of the building used for meting out 'justice' when the crime is minor. Two whips are kept inside the barracks for administering such punishments.

Two small bedrooms are on the west wall. The rest of the room is a common room with a large table, 12 chairs, a hearth, cooking utensils and some food stuffs.

Fighter Porcay, Cn, Lv 1 [Norebo] s12 i10 w11 d15 cn15 ch10, HP: 8, leather armor & shield AC 6/7/8, Purse 34CP, 5 BT, gem 25 25 25, short sword, two throwing hand axes.

Cleric Begola, Ec, Lv 3 [Norebo] s10 i12 w16 d15 cn12 ch15 HP: 15, leather armor & **Shield +1** AC 5/6/8, Purse 11GP, 22SP, 4CP, gem 25, **+1 Mace +1**, two throwing hammers, Gold brooch showing two eight sided dice (Norebo's Holy Symbol) gives +2 to all situations were luck is involved, not including to-hit rolls but including

saves from all attack forms. The wearer must be chaotic for the Symbol to function. The Symbol will work even on a cleric of another deity as long as that cleric is chaotic. (10,000GPV)

Spells: Cure Light Wounds *4, Hold Person *3

This guard house, though diverse, is held together from the top but a firm hand from Logus and Omala. They will flog members of their command who disobey a direct order! They have both slain grievous offenders and everyone in this group is aware of it. They are not unreasonable but they demand obedience.

Kroten Highway

Kroten Highway from #113 to #121.

(113) Wind Mill

Hexagon 38 feet with lean to, tapers upward, three floors

Grinds and processes grain to flour. Cost for this service is 1/8th of the end product. Therefore the Mill also sells flour within a day or two of doing a crop. They often barter the flour instead of receiving coins in return.



Fighter Postos, N, Lv 5 [Xerbo] s16 i12 w10 d8 cn14 ch11 HP: 31, leather armor AC 8/8/8, Purse 14SP, 11CP, 33 BT, 24 BP, short sword, long bow and 15 arrows, dagger, Cache 15GP.

Fighter Soobee, N, Lv 4 (wife) [Bralm] s13 i12 w10 d15 cn13 ch13 HP: 22, studded leather armor & shield AC 5/6/7, Purse 12SP, 3CP, 15BP, 3BT, short sword, javelin (3), dagger.

Fighter Quem, N, Lv 1 (son 19yo) [Bralm] s15 i10 w11 d13 cn14 ch12 HP: 7, shield AC 9/9/10, Purse 11SP, 3CP, 7BT, dagger, javelin.

Fighter Galdar, N, Lv 1 (son 16yo) [Bralm] s16 i10 w9 d15 cn15 ch13 HP: 9, leather & shield AC 6/7/8, Purse 14SP, 18CP, 7BP, 4BT, dagger, javelin.

Postos was a sailor some 16 years ago. He lost his left leg below the knee and uses a peg leg (which gives him some distress so he tries to stay off of it for long periods of time). He met Soobee in Bralm when he sailed from the port. They fell madly in love and she cared for him after the loss of his leg and through the fitting of the peg. He left the sea when her father died. She knew enough about running a wind mill to return to Kroten and make a go of the mill. The boys have come of age (Quem is 16 and Galdar has just turned 14) and diminished their father's work load significantly. He did get them trained to fight so they could defend themselves. Both boys take odd jobs in town to augment the hard times at the mill. They also are available to help tend the graveyard and they even dig a grave on occasion. They receive 2SP for digging a grave and the clerics of Weejas (#159) will give them a few silver coins for a day spent caring for the graves of the two old graveyards during the day. The boys know that something haunts the old graveyards at night.

Postos & Soobee live in the small lean to next to the mill in the shadow of the main gate. The boys sleep on the 2nd floor of the mill itself.

The rumor was that the Duke was going to extend his wall around the Craftsman District. Any such wall would likely go right through their mill. This family knows all of the guards by sight of course since they live and work right next door to them. The boys spar with Pentis, Porcay and Pigglacar (gate guards) and are friendly with them.

(114) Butcher

L shape, 30 x30 single floor

There are three small pens out back, one for pigs, one for cattle and one for sheep. They are used to hold live stock prior to slaughter. The cattle in the area are raised to the south and west of town. When a small herd is delivered to the cattle pens (#325) a few will be sent to both town butchers (#133 is the other). The object is not to flood the market with beef all at once so Masculicar will hold the cattle sometimes for 2 to 5 weeks before slaughtering them all.

The home is in reasonable repair. The interior is well worn and a little threadbare but it is kept clean. Fedalla

has a small garden of herbs and flowers behind the house.

Masculicar butchers sheep and cattle. There is always an animal or two to butcher right before a festival but other jobs come along during the year. He is paid in meat from the carcass though some simply pay him and keep all of the meat. Butchering a sheep is worth 10SP and a full cow 1GP. He can keep the liver and kidneys of any animal he slaughters and his family often have kidney pie or fried liver for dinner. Masculicar will take out excess fat and sell it to make candles to the chandler (#116). A pound of fat is a CP. They have a strong box where they have saved 16GP and 88SP.

He sells the cow and pig hides to the various leather smiths (#119 +319) and cobblers (#106, 117, 219 and 306) in the town. A pig hide is 1GP, a Cow hide 2GP:8.

Butcher aLv 5 / Fighter Masculicar, NL, Lv 4 [Llery] s16 i10 w9 d13 cn15 ch10 HP: 30, leather armor AC 8/8/8 Purse 4GP, 7SP, 22CP, 14BP, 13BT.

Woman@Arms Fedalla, NL, Lv 1-1 (wife) [Llery] s13 i12 w11 d14 cn14 ch 12 HP: 6, leather armor AC 8/8/8 Purse 17SP, 8 CP, 14BT.

Assistant aLv 2 / Greggo, N, Lv 0 (son 16yo) [Llery] s13 i16 w15 d15 cn10 ch9 HP: 4, leather armor AC 7/8/8, Purse 3SP, 22Cp, 8BP, 4BT, dagger.

Children girl 5, 3

Greggo is being taught to read and write by Elano (#116). Greggo can cast two cantrips (**Bluelight** and **Hide**) and is learning others. He is a long way from 1st level (two or three years) but he is a good pupil and Elano is a patient teacher. He has made friends with Grisgargagikag the hobgoblin barber and is learning to speak hobgoblin.

(115) Barber

16x18 single floor

His single room home is his bedroom, kitchen and work place. There is a large chair with arms and a small foot stool where customers sit to be shorn. He carries his gold with him at all times and sleeps with it as well.

His home has nothing of real importance save for an elaborate bronze statue of a manticores with ruby eyes. It is worth 200GP. It is also cursed. If a human so much as touches it the curse will pass to that human and remain with him or her for 3 to 18 days. (While the curse is 'away' the manticores cannot curse anyone else.) The curse will make the person -2 to hit and -2 to damage for seven blows in melee (practice sparing will not count – it must be potentially mortal combat). At the end of the seven

blows or when the time limit runs out the curse returns to the manticore. If Remove Curse is cast on the manticore or upon the cursed human successfully then the Curse is gone forever.

Hobgoblin Grisgargagikag, Ne 2+2HD, s16 i14 w12 d15 cn15 ch8 HP 18, studded leather armor & shield AC 5/6/7 Purse 11GP, 8SP, 33CP, 15BP, 8BT, broad sword, dagger

Grisgargagikag is one of very few Hobgoblins of exceptional intelligence (for a hobgoblin) and he speaks hobgoblin, goblin, common and orc. His ability to speak to people (he acted as a translator for many of the hobgoblins who worked in the town) has moderated his evil nature. He not only shears the hair of other hobgoblins but he has some human customers as well. Grisgargagikag knows that the Duke is part Devil.

Surprisingly Grisgargagikag has also taken Greggo (#115) under his wing and has taught him how to fight with a knife and is teaching him to speak Hobgoblin.

(116) Chandler (Candle Maker)

30x20 single floor

The front of the home is where candles are display for sale. A one hour tallow is 1CP but 1SP for a dozen. Two hour tallow candles are three for 7CP. Four hour tallow candles are 6CP each. Fancy candles where the tallow has been dyed with food coloring are 20% more.

Elano has some honey bee wax candles that burn 2 hours and sell for 1SP each. They have both aroma and burn a bit warmer. The Fanes and Shrines use the Bee's Wax candles. She has 40 + 3d20 tallow candles of each size and 20 + d20 wax candles.

The boys sleep in the loft above the home and she has a hammock slung in a corner of the main room. She is a good cook and makes an elvish bread (akin to a scone) that is flavored with honey and/or raisins. She keeps them for herself and gives some to friends but during festivals she makes an extra four dozen that she sells by walking through town with a basket full. They sell for 5CP each and in the early morning they are still warm.

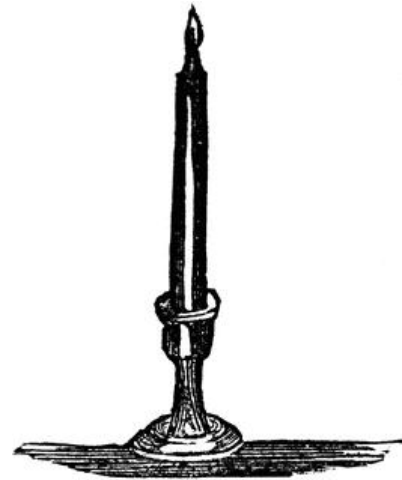
There are two peach trees behind the house and a single cherry tree.

Magic-User/Thief Elano, Cg, Lv 2/2 ½ elf [Aerdrie Faenya] s10 i17 w12 d16 cn12 ch16 HP 11, **Ring of Protection +2** AC 6/6/8, HP: 9 Purse 2GP, 11SP, dagger, darts (6), Cache: 11GP, 14SP.

Spells: Snatch, Smokepuff, Bee, Color; Sleep.

Book: Clean, Dry, Color, Gather, Polish, Tie, Knot, Mute, Hide, Smokepuff, Bee, Unlock, Whistle, Read

Magic, Sleep, Affect Normal Fires, Magic Missile, Spider Climb, Write



Children boy Elargin 11yo, Esello 9yo 1/4 elf (husband is deceased)

Elargin Nc, Lv 0 [Aerdrie Faenya] s12 i16 w10 d15 cn10 ch15 HP: 4, no armor AC 9/10/10, Purse 3SP, 4CP, 7BT, 8BP, 3 darts, knife.

Esello N, Lv0 [Aerdrie Faenya] s10 i14 w9 d17 cn16 ch11 HP: 4, no armor AC 7/10/10, Purse 4SP, 2CP, 11BP, two throwing daggers.

Elargin is training to become a magic user some day while Esello would like to be a thief.

She is teaching her boys elfish as well as the abilities to Hide in Shadows and Move Silently, which they can both do well about 10% of the time they attempt it. They both can read and write. She has taught Elargin the cantrips **Hide**, **Whistle** and **Smokepuff**. He can memorize one of these per day.

(117) Cobbler

28x18 single floor with porch

The home has a single front door with an imperfect lock (sometimes it works and sometimes it does not) than can be barred. There are two large windows in the work room and three more in the living room. There is a front work room with items for sale and a large backroom that has a bed for Belibarkin and his wife and double decker bed for his children. There is a hearth, large table, two big comfortable leather padded chairs and four stools. The home is clean and neat, the items ordinary. He has hidden 11GP under a floorboard.

The sign in front of his shop says "Buy new shoes after you leave the graveyard". He is situated on 'the last road' leading to 'the bridge of death' (named by the clergy of

Weejas). While this is not a problem for some customers others fear his shop is cursed and would never enter it.

Belibarkin gets a good laugh out of the superstitious among his neighbors seeing that he has been "to HELL" once. Now he will even tell about it to those who wish to listen about the party of twelve who went to Hell to save a magical weapon just taken there by a devil. While the party did find the devil and slay it and retrieved the sword, nine of the adventurers died. He can boast he made it out, but he does wince and twinge a bit if someone asks about the details of his friends' deaths.

"Each small bit of Hell seems to have one sure way in and one sure way out. Finding the exit is not an easy manner due to all of the sink holes, molten lava and the terrible stench of the sulfur cesspools. Our clerics found that some of their spells did not work right and that the good among us actually had a blue glow the whole time we were there. Our 2nd in command, a high priest of Phaulkon, foolishly protected himself from evil. His blue aura grew to a bright light and it summoned some devil that attacked him personally. The protection had no effect whatsoever in Hell." (This might be valuable information if the party travels to Hell too.

Belibarkin has an array of boots and light footwear that he has already crafted in a variety of sizes. Low cut soft boots sell for 9 to 15SP, low cut hard boots for 1GP:1d10SP, high soft boots are 1GP:1d10SP and high hard boots are 2GP:1-12SP. He has four hard pairs with swivel heels that could hold five coins or a few small gems. Those boots add a full 2GP to their price.

Belibarkin also has a few belts for 3 to 6SP and leather caps for 12 to 24CP.

Cobbler aLv 6 / Thief Belibarkin, Nl, Lv 3 [Norebo] s12 i13 w12 d16 cn12 ch10 HP: 14, Leather with extra thick breast AC 5/7/8, Purse 15GP, 22SP, six throwing daggers (also hand to hand).

Note: The extra leather thickness helps frontally only so from behind AC = 8.

Woman@Arms Jestival, N, Lv 1-1 (wife) [Phyton] s12 i10 w14 1d12 cn13 ch10 HP: 6, leather armor AC 8/8/8, Purse 12GP, 18SP, short sword, light crossbow and 18 bolts, dagger.

Children boy 11, girl 7

(118) Fletcher & Bowyer

50x25 with entrance, single floor, stone with basement

The work room has saplings cut from the edge of the forest that Jestigal uses to make bows and long slender

branches he uses to make arrows. The family all work on their trade, removing bark, inspecting for knot holes, polishing finished bows, knotting and preparing bow strings etc. They use feathers for their arrows which have to be carefully cut in half and then glued to the arrow.

Their efforts are acceptable, some might say mediocre. While his bows will not fail or his arrows are not poor, they are certainly not exceptional. Jestigal's first husband was a Master Bowyer but he died unexpectedly 13 years ago. He was teaching her the trade and she did achieve the rank of Bowyer. Her new husband, Fenkin, comes from Garroten (aka Lake Farmin). They met at a fletcher's convention ... (kidding).

The three children are Fenkin's the older children belong to Amargo, Jestigal's first husband.

Arrows are 2SP each, Short Bows 15GP and Long Bows 60GP. Jestigal does not like to haggle about price. This it is. Take it or leave it. Her 'deal' is that if you buy a bow she will give you six arrows. She has a few leather quivers with a twelve arrow capacity that she sells for 11SP.

Fletcher aLv 5/ Bowyer aLv 4 / Fighter Jestigal, Lg, Lv 3 female (Fenkin's wife), [Phaulkon] s16 i12 w12 d16 cn12 ch14 HP: 19, leather armor AC 6/8/8, Purse 15GP, 12SP, 13CP, 33 BT, 24 BP, **+1 Long Bow +1** and 24 arrows, long sword and dagger, Cache: 44GP.

Fletcher aLv 4/ Fighter Fenkin, Nl, Lv 2 [Phyton] s15 i12 w12 d15 cn12 ch15 HP: 12, leather armor AC 7/8/8, Purse 4GP, 8SP, 12CP, 3 BT, 34 BP, long sword, long bow and 18 arrows, dagger, Cache: 31GP.

Apprentice Bowyer aLv 2 / Fighter Pella, N, Lv 1 (son 19yo), [Phaulkon] s15 i12 w10 d14 cn13 ch11 HP: 8, leather armor AC 8/8/8, Purse 14SP, 12 CP, long bow and 18 arrows, short sword, dagger.

Woman@Arms Jestella, N Lv 1-1 (eldest daughter 23yo), [Phyton] s12 i11 w13 d13 cn12 ch11 HP: 4, leather armor AC 8/8/8, Purse 15SP, long bow & 12 arrows, short sword.

Woman@Arms, Peligala, N Lv 1-1 (daughter 16yo), [Phyton] s13 i13 w12 d15 cn10 ch15 HP: 5, leather armor AC 8/8/8, Purse 2 GP, 18SP, 14CP, 24BP, 18BT, long bow & 12 arrows, short sword.

Children boy 7, 4, girl 12

(119) Leather Smith

L shape 50x70, single floor, stone floor

He has a shop for crafting items and a show room for selling finished goods. He takes orders and also shows

ready made goods. His personal quarters are behind a locked door. He has socked away 85GP that is hidden in a floor board under the bed post.

There is a side to the house that opens from the outside with no door into the rest of the house. Those two rooms are for Cosmark, his wife Jedo and their four children. Zelda and Cosmark help in the shop by doing polishing and tooling. Jedo has her hands full with the children who are supposed to stay out of the workshop. Jedo has put away 8GP in her chest of clothing.

Amalam does a great deal of work for Zodo the armorer (#102). Easily 30% of Amalam's income is from doing work on the various straps and belts that go on various pieces of armor.

Of course Amalam makes leather items for sale directly. Belts (3 to 12SP – the buckle will raise the price if complex), Caps 1 to 3SP, Leather armor for 6 to 9GP (with fitting from scratch 11 to 15GP). Belt pouches are 15 to 25SP for small and 20 to 35SP for large. A quiver holding 8 arrows is 10SP, 16 arrows 15SP and 24 arrows 25SP. Crossbow bolt quiver holding 20 is 18SP. Saddle bags are 3GP for small and 5SP for large. Amalam does not make boots or saddles, they are beyond his skill level. He has many items already; the total value of his goods is well over 500GP. The shop has a strong box with mixed coins equal to 50GP.

A large cherry tree is next to the house.

Leather Smith aLv 5 / Fighter Amalam, Nc, Lv 5 [Kord] s16 i14 w10 d13 cn12 ch7 HP: 24, Double Leather armor with iron forearm band used as shield AC 6/6/7, Purse 11GP, 3SP, **Scimitar +1**, four throwing daggers

Thief *Zelda, Nc, Lv 2 (Amalam's wife) [Norebo] s10 i14 w8 d15 cn12 ch10 HP: 10, leather armor AC 7/8/8, Purse 3GP 22SP, short sword and sling with 12 bullets, Cache: 47GP, 33SP, 34CP, 3 BT, 34 BP

Man@Arms Cosmark, N, Lv 1-1 [Norebo] s13 i10 w10 d13 cn16 ch13 HP: 7, leather armor & shield AC 7/7/8, Purse 3GP, 30CP, spear, short sword, dagger

Woman@Arms Jedo, Nc, Lv 1-1 (Amalam's daughter 31 yo and Cosmark's wife) [Kord], s14 i10 w9 d15 cn15 ch15, HP: 7, leather armor & shield AC 6/7/8, Purse 2GP, 18SP, gem 50, spear, short sword, dagger

Children boy 8, 6 daughter 4, 4 (twins), all Jedo's children

(120) Tailor

38x34 single floor

Shop in front and two back rooms. The front door has a good lock and is barred at night. The six windows have

open shutters (18 inches x 36 inches tall) that can be closed and barred from inside.

Craftsman Tailor aLv 7 / Fighter Hestall, N, Lv 2 [Norebo] s14 i13 w13 d15 cn10 ch 9 HP: 11, leather armor & shield AC 6/7/8, Purse 15GP, 30SP, 14CP, 22BP, 8BT, Yellow Sapphire on Silver ring (150GPV), dagger, three hand axes (throwing)

Tailor aLv 5 / Cleric Uvela, CG, Lv 3 elf (Hestall's wife) [Labelas Enoreth], s10 i12 w16 d13 cn13 ch16 HP: 17, **Cloak of Elvenkind** AC 8/10/10, + 1 **Long Sword +1** & long bow with 24 arrows, Cache: 24GP

Spells: Bless, Cure Light Wounds, Fear by Touch, Feather Fall

Uvela's **Cloak of Elvenkind** has near invisibility properties, especially outdoors and more so in wooded areas when the hood is up. Otherwise it appears to be an ordinary grey cloak.

Hestall and Uvela work with local wool but also cotton and imported silk. They make wool blankets, vests, scarves, jackets, pillow coverings and socks that sell for 15 to 100SP depending on the item. As the item becomes more decorated or elaborate the price goes up. A patchwork wool blanket of six different colors would sell for 25GP. Cotton items include tunics, twill pants, socks, scarves, blouses and dresses. These could sell for 12SP all the way up to 15GP for decorated dresses of multiple colors with embroidery.

Uvela is pregnant with their first child (3 months). She knows it will be a boy.

Hestall and Uvela have a good business and the quality and upkeep of their home and its furnishing reflect this. They easily have 500GPV worth of furniture and furnishings.

(121) Foundry

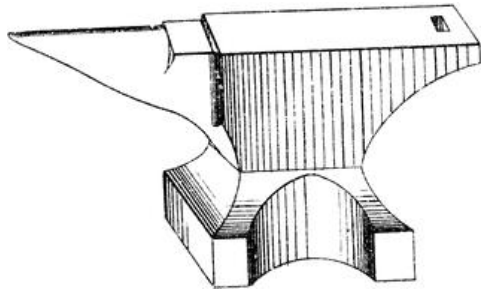
83x48, single floor, stone floor

The Keggeli family sleeps in a back room. They are fanatical in their devotion of Pyremius to the point of being unreasonable. They wear red capes at all times and have the Flame Holy Symbol of Pyremius cast in a Brass Pin to which the jeweler has added a few small rubies (120GPV per pin). While they do swagger a great deal they are aware of the fact that the Duke prized law above all else and that the Duke does not pray to Pyremius. This moderates their behavior ... a little.

They have put aside 44GP, 120SP and have a dozen rubies (200, 100, 50, 9x20GPV). This treasure is in a metal

strong box in a secret compartment under one of the ovens.

The foundry has a large oven that operates continuously because it is occupied by a Fire Elemental. 8HC AC 2, hit by +2 or better, 3-24 damage HP: 64. The Fire Elemental is bound here by a large ruby [1000GPV] placed there by the high priest of Pyremius. The elemental is obligated to remain for 1001 days of which he has spent 718 days. He will return to the elemental plane of fire at the end of his indenture. Note further that the Fire Elemental is under the command of the 'Boss' at the Fame of Pyremius.



Craftsman aLv 4 / Fighter Keggeli, Ne, Lv 5 [Pyremius] s16 i11 w12 d13 cn15 ch11, HP: 37, Chain AC 5/5/5, Purse 11GP, 20SP, **Broad Sword +1**, short bow and 18 arrows, dagger, Cache: 33GP

Founder aLv 3 / Fighter Amellea, NE, Lv 3 (Keggeli's wife) [Pyremius], s14 i10 w12 d15 cn13 ch13 HP: 19, Studded leather armor AC 6/7/7, Purse 3GP, 22SP, 11CP, 8BP, 7BT, scimitar, dagger, spear

Thief *Kwell, Ne, Lv 2 (son 22yo) [Pyremius] s11 i16 w12 d16 cn15 ch 13 HP 13, Studded leather armor AC 5/7/7, Purse 14GP, Silver ring with three small diamonds 150GPV, scimitar, dagger, spear

Thief *Snell, NE, Lv 2 (son - identical twins 22yo), [Pyremius] s12 i16 w12 d16 cn15 ch12 HP 11, Studded leather armor AC 5/7/7, Purse 11GP, 34SP, scimitar, dagger, spear

The foundry makes molds of sand and pours molten metal into those molds. The foundry produces cast iron as well as copper and brass items. Much of what they do manufacture has a Fire Mark for Pyremius (a relief of a large flame). While they sell their items not everyone is interested in having a Fire Mark on their plates and mugs etc. The Temple of Pyremius buys many Fire Mark goods and some goods travel to Asmogorgon for sale.

The Path of Light

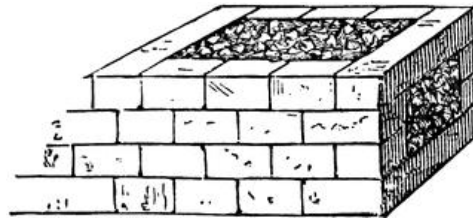
The Path of Light from #122 to #127.

(122) Mason

60x35, single floor, all stone/brick, L shaped

The masons have built their own home. It is solid stone with a small basement. Its five interior rooms can all be entered from a central corridor that opens from the front door. The solid front door is iron reinforced and has two bars and a double complex lock. The windows are narrow and long (6 inches by 36 inches) and have interior shutters. All of the furniture inside is solid wood, sturdy but not always comfortable. The tables, chairs and beds are easily worth 400GP.

This group designed and laid the foundation for the Fane of Pyremius! To them it was a job no matter what their personal feelings about Pyremius might have been. They had to demolish the old church first. Then when the foundation for the 5th pyramid was to be laid the barracks had to be demolished as well, leaving the clergy of Pyremius to sleep in the Inn and take up all of the rooms there for over six months. While the High Priest did like their work he felt they were too slow and precise. He enlisted a group of hobgoblins to help. This caused the dwarves to leave immediately. The humans remained to supervise the work on one pyramid until the master hobgoblin builder could learn what the rest of the construction plan was. His hobgoblins also put up the stone wall that connected the various pyramids to each other. The humans then left the work and the hobgoblins finished the work six months later. The humans were not there for the placement of the rubies in the chimneys or in the central altar and they were not there for the summoning of the Fire Elementals and Flames. The job still brought them over a thousand gold pieces. The high priest resented that they did not finish their work but he did appreciate the solid foundations. However, this means that they have the floor plans to the pyramids.



Mason aLv 6 / Fighter Temius, NL, Lv 6 [Fortubo] s16 i12 w15 1d12 cn13 ch14 HP: 37, **Chain Mail +1 & Shield +1** AC 2/4/4, Purse 42GP, 11SP, **Flail +1**, spear, dagger, Cache: 87GP, Ruby 50GPV

Apprentice aLv 3 / Fighter Ogobal, NI, Lv 4 [Fortubo] s116 i11 w12 d13 cn14 ch13 HP: 27, chain mail & shield AC 4/4/5, Purse 11GP, 18SP, mace, short bow and 12 arrows, dagger

Fighter Legar, N, Lv 2 [Fortubo] s15 i10 w9 d13 cn16 ch13 HP: 15, leather armor & shield AC 7/8/8, Purse 30SP, 20CP, 15BP, 8BT, mace, short bow and 12 arrows, hand ax

Master Mason aLv 8 /Fighter/Cleric Gemgar, NG, Lv 3/3 Dwarf [Vergadain], s16 i12 w16 d13 cn17 ch13 HP: 29, **Chain Mail +1** & shield AC 4/4/5, Purse 4PP, 8GP, 20SP, 11CP, 31 BT, 4 BP, **+2 Hammer +2**, four throwing hammers, Cache: 7PP.

Spells: Cure Light Wounds, Bless, Light, Protection from Evil, Resist Fire, Spiritual Hammer, Silence

Mason aLv 5/Cleric Gefendical, Ng, Lv 3 Dwarf [Vergadain] s15 i10 w16 d12 cn15 ch15 HP:20, chain mail & shield AC 4/4/5, Purse 11GP,30CP, 31 BT, 4 BP, four throwing hammers, Cache: Blue Sapphires: 100, 50, 50, 25 GPV

Spells: Cure Light Wounds, Protection from Evil, Sanctuary, Fear by Touch, Spiritual Hammer, Hold Person, Know Alignment

Stone cutter aLv 4 /Fighter Garlos, Ng Lv 1 Dwarf [Vergadain], s16 i12 w12 d13 cn15 ch12 HP: 8, studded leather armor & shield AC 6/6/7, Purse 15SP, 20CP, mace, three throwing hammers, Cache: 11GP

Stone cutter aLv 4 /Fighter Bosma, Ng Lv 1 Dwarf [Vergadain], s15 i10 w12 d14 cn13 ch10 HP: 9, studded leather armor & shield AC 6/6/7, Purse 2GP, 18SP, mace, three throwing hammers, Cache: 15GP

This group is very popular in the town for building solid stone foundations for new structures. They will add basements, half walls and full walls for additional cost. A foundation laid by them is at 1GP per square foot. A basement adds 50% to that cost. A ½ upper wall is 3SP per running foot and a full wall with window openings is 5SP:5 per running foot.

The dwarves especially hate working in a town with so many hobgoblins. They are tolerant only because of the laws. Otherwise there would be open melees.

(123) Locksmith

54x27, single floor, all stone including floor

The building has five rooms each of which is behind a locked door. There is one door facing The Path of Light. An underground tunnel with a stone floor and wooden shoring goes all the way to the barn of the Livery Stable (#129). It is more of a crawl way since it is only four and half feet all and two feet wide. Yet with practice a person who is 5'2 or shorter can shuffle through on his feet. Very large individuals hampered by packs and armor could

get stuck. The Livery Stable end is treated as a secret door.

The building has eight windows but they are all very high on the walls (seven feet up the eight foot wall) and almost touch the ceiling. The windows are horizontal (2 feet wide and eight inches high. They let in light but would be difficult to look into. There is a wooden portable set of two stairs which can be moved from room to room and used to look out of the window. There is a peek hole in the door.

Master Locksmith aLv 8 /Thief, *Kornpone N, Lv 14 [Norebo], s12 i18 w13 d18 cn15 ch12 HP: 52, **Bracers of Defense AC 4, Ring of Protection +2** AC -2/2/2, Purse none but 5 PP in separate small pockets so they do not touch each other and make noise., **+2 Short Sword +2, Dagger +1**, three throwing daggers, **Ring of Free Action, Gauntlets of Dexterity, Amulet of Proof Against Detection and Location**, Cache: strong box, trapped poison needed (save vs poison Death / 3d4+4 damage) 174GP, 350SP, 460SP, Jewelry: necklace 350gpv, gold ring with green star sapphire (500GPV)

Locksmith aLv 5 /Thief *Ofestal, Ne, Lv 8, (Korpone's wife) [Norebo], s12 i14 w13 d17 cn12 ch14, HP:20, **Leather +1, Ring of Protection +1** AC 4/7/7, Purse 31GP, 18CP, 43 BP, **+1 short sword +1, Sling of Seeking** and 12 bullets, **Boots of Levitation**, Cache: 43GP

Apprentice aLv 2 /Thief *Willtal, Ne, Lv 3 (son 18yo), [Norebo] s10 i14 w13 d16 cn10 ch 8 HP: 11, leather armor AC 6/6/8, Purse 12GP, 11SP, short sword, three throwing daggers

Apprentice aLv 2 /Thief *Obenemen, N, Lv 2 (son 16yo), [Norebo] s11 i15 w12 d15 cn16 ch12 HP: 14, leather armor AC 7/7/8, Purse 11GP, 33SP, 6CP, 9 BP, short sword, three throwing daggers

Magic User Rellabin, N, Lv 5 (Willtal's wife) [Weejas] s9 i15 w12 d15 cn15 ch13 HP: 16, **Cloak of Protection +2** AC 7/8/8, Purse 14PP, 22SP, dagger, **Wand of Magic Missiles** (14 charges), Cache: 105GP

Spells: Sleep, Light, Identify, Detect Magic, Invisibility, Knock, Dispel Magic

Book: Burning Hands, Comprehend Languages, Erase, Find Familiar, Identify, Light, Magic Missile, Protection from Evil, Sleep, Read Magic, Continual Light, Fools Gold, Invisibility, Knock, Locate Object, Shatter, Stinking Cloud, Strength, Wizard Lock, Clairaudience, Dispel Magic, Hold Person, Leomund's Tiny Hut, Monster Summoning I, Tongues

Note: Rellabin can 'reload' the wand herself by memorizing **Magic Missile** and then throwing the spell into the wand. She does not know the upper capacity limit of the wand (it is 22) so she allows the wand to charge down to 5 and then she recharges up to 18.

Kornpone is the guild master of the town's thieves' guild. The guild is not affiliated with the castle or either of the major temples. They operate for profit only and seek to rob and pilfer from visitors far more often than they would from others who reside and do business in Kroten. They are not killers and do not seek open melee but they do their jobs in small clusters so the lookouts can help if some catches the robber in the act and the robber needs some protection.



Their skills as locksmiths gives this family of four a bonus on picking locks. Kornpone is +6%, Ofestal is +3% and Willtal and Obenemen are +1%. Locks that Kornpone has installed himself do not need picking because he has keys to those locations. None of them are in the castle, wizard tower or either fane. Rellabin acts with them selecting spells to aid in robbery and neutralizing opposition.

The thieves are not evil people. One or more of the thieves makes the rounds of the taverns and inns in town every other day to see who is new in town. They are always on the look for an easy mark. Other members of the guild (have their names marked (*) in the text) are also constantly watching for newcomers.

If a newcomer(s) is spotted staying in an inn or frequenting a tavern (40% likely in 24 hours, 80% likely in 48 hours, 95% likely in 72 hours and certain after four full days) that information will get back to Kornpone. He will assign a thief or two to shadow the newcomer(s) and see if a robbery can occur. The most likely robbery would be of the room in which they are staying. There might be a pick pocket attempt in a crowded area like the market or a common room. It is unlikely that they would try a 'back stab'. Kornpone is capable of using a garrote as well as a coshing a victim (knocking out with a blackjack). He would garrote to choke unconscious not to kill. This would be done vs a lone victim at night only.

(124) Mason

L shape 30x40, stone floor and 1/2 of first floor

The building is solid and well-made and maintained. It has two solid doors, one front and one side. Six shuttered standard size windows. The interior is clean and well ordered. There are small statues of Phaulkon, Moradin and Lydia on the mantel in plain sight.

Like the other masons of the town they are less than happy that major projects, the walls and gate towers most of all, were done by hobgoblins. They acknowledge that a hobgoblin can work with stone, but note the hobgoblins' work can, at best, be rated 'almost good'. Of course the masons and the hobgoblins do not work together on anything.

Master Mason aLv 7 / Fighter Rellem, Ng Lv 5
[Phaulkon] s14 i13 w13 d16 cn14 ch15 HP: 37, chain mail & shield AC 2/4/5, Purse 15GP, long sword, heavy crossbow and 10 quarrels, dagger

Mason aLv 4 / Fighter Herral, Ng Lv 3 [Lydia] s15 i10 w13 d14 cn15 ch11 HP: 20, chain mail & shield AC 4/4/5, Purse 20GP, 13SP, long sword, light crossbow, hand axe, Cache: 13GP

Cleric Elligar, NG, Lv 2 (Herral's wife) [Lydia] s11 i12 w16 d13 cn13 ch16 HP: 11, chain mail & shield AC 4/4/5, Purse 3GP, 18SP, **Mace +1**, throwing hammer, Cache: 44GP, 18SP, 33CP

Spells: Light Wounds *2, Bless, Light

Wellabin took Beakel and Leggal on an expedition to the town of Norabu on the northwestern coast. They left six weeks ago and have not returned.

Master Mason aLv 6 / Fighter/Cleric Wellabin, Ng, Lv 4/4 dwarf [Fortubo], s17 i12 w 14 d13 cn17 ch11 HP: 27, chain mail & shield AC 4/4/5, Purse 3PP, 11GP, 44SP, 36CP, **+2 Hammer +2**, four throwing hammers, Cache: 40GP, yellow sapphires 100 + 50GPV

Spells: CLW, Bless, Command, Light, Create Water, Hold Person, Augury

Man@Arms Beakel, N, Lv 1-1 Herral's son 19 yo [Phyton] s15 i10 w10 d9 cn11 ch10 HP: 5, leather armor AC 8/8/8, Purse 2GP, 18SP, short sword, dagger

Man@Arms Leggal, N, Lv 1-1 Herral's son 17 yo [Llerrg] s15 i10 w9 d13 cn17 ch11 HP: 7, leather armor AC 8/8/8, Purse 44SP, 3CP, 9 BP, short sword, dagger

Children boy 10, 8, 5, 3 (Herral's children)

(125) Trader Kelican

40x60 L shape, two floors, ½ of first floor is stone including floor, full basement

The main room, 40x40 has a double door and four barred windows. There is a solid door to the living quarters. The back rooms are for Kelican and his wife, Obesto and Labbem, and the four children. They close the doors promptly at 7PM each day and then use the large fire place in the main room for eating and cooking. The strongbox goes into the Kelican's bedroom each night. It will contain 20 + 4d20 GP, 40 + 1d100SP, 40 + 2d100CP. There is a further strong box in a separate secret location in the room that has 420GP, 330SP and Gems: 200, 200, 6*100 and 5*50.

Trader aLv 7 /Fighter Kelican II, N, Lv 4 [Norebo] s15 i16 w15 d14 cn16 ch10 HP: 27, chain mail & **Shield +2** AC 2/2/5, Purse 15GP, 13SP, **+2 Short Sword +2**, dagger, hand axe

Fighter Greba, N, Lv 2 female (Kelican's wife) [Norebo] s13 i12 w13 d15 cn10 ch14 HP: 12, leather armor & shield AC 6/7/8, Purse 14GP, 20SP, 30CP

Druid Obesto, N, Lv 3 (son 27yo) [Phyton] s11 i12 w15 d15 cn10 ch16 HP: 15, leather armor & wooden shield AC 6/7/8, Purse 15GP, scimitar, 6 darts, Cache: 57GP

Spells: Detect Magic, Faerie Fire, Predict Weather, Entangle, Purify Water, Cure Light Wounds, Charm Person, Heat Metal, Neutralize Poison

Magic User Labbem (Obesto's wife 24yo), Nl, Lv5 [Weejas] s10 i16 w12 d15 cn15 ch15, HP: 16, no armor AC 9/10/10, purse 15GP, dagger

Spells: Shield, Magic Missile, Sleep, Light, Strength, Mirror Images, Slow

Labbem's Book: Read Magic, Write, Unseen servant, Spider climb, Shield, Magic Missile, Sleep, Light, Enlarge, Protection from Evil, Shocking grasp, Charm Person, Invisibility, Strength, Mirror Images, Web, Wizard Lock, Knock, Darkness, Magic Mouth, Slow, Protection from Normal Missiles, Hold Person, Haste, Clairvoyance

Gegga, at the winery is copying this book so the 2nd book is here as well

Gegga's Book: (has copied so far), Read Magic, Write, Magic Missile, Sleep, Light, Enlarge, Shocking Grasp, Invisibility, Knock, Wizard Lock, Magic Mouth

Gegga 'paid' for the copy rights by giving Labbem **Magic Mouth** and **Shocking Grasp** which Gegga copied into Labbem's book.

Children boy 8, 6, 2, girl 5 (the older boys are Kelican's, the girl and youngest boy are Obesto's)

Kelican's has been here for eighty two years. Kelican Esquire has been dead these 30 years but his son now carries the name and business forward. Kelican Jr's best friend is Lucas Clarendon II (Shepherd #403). Obesto is a close friend of Ugueeda (#403) and Labben is Lucas III's (#403) mentor and teacher. The occupants from these two locations (125 and 403) are often together and visit each other every week, often more than once.

Kelican sells a wide variety of goods, some of them imported from the mainland. He stocks local goods for sale and gets 30% of each sale he makes. He has various types of cloth, buttons, needles, thimbles, butter churns, spinning wheels, chests, leather armor, basic weapons, arrows, etc. He stocks quality merchandise that he sells at a hefty mark up. His inventory is very likely worth more than 3000GP. He will barter but he barter hard and will not go below standard established prices elsewhere on the island and mainland for typical goods.

The player can walk in here and buy most anything valued at 60GP or less. Exotic items are not in his stocks nor does he stock any magical item(s) for sale. He does not claim to sell art so no statues or paintings. He uses all of the teamsters in town at one time or the other during the year. He does not import goods through Asmogorgon.

(126) Weaver & Dyers

38 square, single floor

This group takes raw wool from shearing, cleans it and processes it. They then produce yarn that they then dye in various colors. From this they produce cloth that is 1 yard wide and 6 to 10 yards long. Such a bolt of cloth would sell for from 1 to 6GP. They do the same with picked cotton and produce bolts worth about the same amount. The front work room has a strongbox that holds 3 to 18GP, 20 + 3 to 60 SP and 20 + 5 to 100CP at any one time. The box has a sturdy chain attached to it and the lock on the box is well made.

They sell some locally and export some to Restenford, Bralmtown, Lake Farmin and Lo Reltarma. The production varies by season of course.

The house is divided into three back bedrooms and large front workroom and a small kitchen. They have a bricked area next to the building where they have a two large tables and benches. They eat most of their meals outside, weather permitting.

Weaver aLv 4 /Fighter Bedo, N, Lv 1 [Phyton] s13 i12 w10 d13 cn11 ch 15 HP: 9, leather armor AC 8/8/8, Purse 7GP, 23 SP, 44 CP, ruby 50, short sword, dagger

Dyer aLv 4/Fighter Queggo, N, Lv 1 [Phyton] s13 i10 w9 d14 cn13 ch10 HP: 8, leather armor AC 8/8/8, Purse 4GP, 20SP, short sword, short bow & 12 arrows, dagger, Cache: 15GP

Weaver aLv 4/ Dyer aLv 2/ Man@Arms Iggla, N, Lv 1-1, [Norebo] s16 i10 w10 d14 cn11 ch 14 HP: 5, leather armor AC 8/8/8, Purse 2PP, 7GP, 44SP, spear, dagger

Weaver aLv 3 / Man@Arms Sergal, N, Lv 1-1 [Phyton] s12 i10 w11 d16 cn15 ch10 HP: 7, leather armor AC 6/8/8, Purse 4GP, 20SP, 18CP, 9 BP, four daggers (throwing/hth), hand axe, Cache: 14GP

Dyer aLv 3/ Man@Arms Savel, Nc, Lv 1-1 [Phyton] s13 i10 w11 d10 cn14 ch 11 HP: 5, leather armor AC 8/8/8, Purse 3GP, 30SP, 2 CP, 19 BT, hand axe, sling (8 bullets)

Apprentice aLv 2/ Man@Arms Weldem, N, Lv 1-1 [Phyton] s14 i12 w13 d15 cn14 ch11 HP: 5, leather armor AC 7/8/8, Purse 5GP, 22SP, 18CP, Hand ax, three throwing daggers

Apprentice aLv 2/ Man@Arms Ister, Nc, Lv 1-1 [Norebo] s14 i9 w9 d12 cn16 ch11 HP: 8, leather armor AC 8/8/8, Purse 3GP, 18SP, 2CP, 19 BT, short sword, dagger

Dyer aLv 3 / Woman@Arms Talkimir, N, Lv 1-1 [Phyton] s12 i13 w10 d15 cn14 ch16 HP 7, leather armor AC 7/8/8, Purse 15GP, 33SP, 5CP, Ruby: 10 10 10 5 5, short sword, dagger, Cache: 5GP, Ruby: 100GPV

Talkimir supports her boys with a little extra business on the side (ahem). She will go to the Fane of Pyremius and not return till the following morning. She often takes Sequesto with her.

Weaver aLv 3/ Woman@Arms Sequesto, Nc, Lv 1-1 [Phyton] s13 i12 w13 d10 cn14 ch15 HP: 5, leather armor AC 8/8/8, Purse 11GP, 18SP, Ruby 25, 5, 5, 5, 5, 5, four throwing daggers, spear

Children boy 10, 7 (Talkimir's) (both boys help clean up the place and do odd jobs)

Bedroom 1 is Bedo, Queggo and Iggla, Bedroom 2 is Sergal, Savel, Weldem and Ister. Talkimir (whose husband died four years ago on a trip to Pel Tarma where a wyvern attacked their wagon of goods) and Sequesto share a bedroom. The boys sleep in the work room. All of the adults are unmarried. Any coins they possess are in their purses. No one owns this business but Bedo and Sergal make business arrangements involving sales, imports of dyes and exports of tread and cloth. They then divide up the proceeds fairly.

(127) Winery

L shape 30x40, work room 30x45 both single floor, 40x40 Barrel storage

There are vines west of the Path of Light all the way up to the city wall. They produce a crop once a year. There are two varieties which usually mature at two separate times about 2 or 3 weeks apart. The grapes yield about five 24 gallon barrels of average (50%), good (30%) or very good wine (20%), selling for 60 to 100GP a barrel.



The home has a front room with a kitchen stove, utensils and equipment along with two large tables with places to sit for a total of sixteen. Behind this room are three bedrooms for Ammeo & his wife Chell, Ebbo & Fellus and Gegg. They have comfortable beds, chests by their beds, upright garment chests and a chest of drawers. There are rugs on the floors and tapestries on the walls. The furniture and furnishings of these rooms are easily worth 500GP.

Ammeo and Ebbo are welcome at court with their wives on Godsdays during each Festival. They own appropriate clothing to those occasions.

The wing of the house is occupied by the seven young children and their governess. They have one large room with seven beds and she has a small bedroom next to that room. Hersa sleeps in the loft above the children's room and Uggie and Holigo have room over the main room. Hersa has a large hammock that she finds quite comfortable. There are two small dormers with a single window each in the lofts.

A large mandarin orange tree is behind the main building along with two apricot trees.

Vintner aLv 6 / Fighter Ammeo, Nc, Lv7 [Phyton] s16 i12 w13 d15 cn15 ch13 HP: 47, **Chain Mail +2 & shield** AC 1/2/5, Purse 15GP, 20SP, silver ring with star sapphire (200GPV), **Long Sword +1, +1 Long Bow +1** 20 arrows and 4 **+1 Arrows +1**, dagger, Cache: 240SP, 340CP

Fighter Chell, Nc, Lv 4 (Ammeo's wife) [Phyton] s14 i13 w12 d15 cn16 ch14 HP: 27, chain mail & **Shield +1** AC

2/3/5, Purse 11GP, 3SP, 12CP, 19 BP, Short Sword, Short Bow and 12 arrows, Dagger

Vintner aLv 5/ Druid Ebbo, N, Lv 5 [Phyton] s13 i12 w16 d15 cn14 ch16 HP: 20, Leather + **Cloak of Protection +1** AC 6/7/7, Purse 15GP, scimitar, 12 darts, Cache: 81GP

Spells: Animal Friendship, Entangle, Predict Weather, Speak with Animals, Faerie Fire, Crop Care§, Charm Person, Cure Light Wounds *2, Heat Metal, Obscurement, Tree, Cure Disease



Vintner aLv 5/ Druid Fellus, N, Lv 3 female (Ebbo's wife), [Phyton] s12 i13 w15 d12 cn11 ch16 HP: 16, leather armor AC 8/8/8, Purse 15GP, 22SP, 13 CP, 19 BP, scimitar, six darts, Cache: 15GP

Spells: Crop care *2, Pass without Trace, Detect Snares and Pits, Purify Water, Produce Flame, Create Water, Cure Light Wounds, Hold Animal

Vintner aLv 3/ Magic User Gegga, Nl, Lv 3 [Weejas] s12 i16 w12 d15 cn13 ch15 HP: 8, Cloak AC 9/10/10, Purse 4GP, 3SP, 22 CP, Cache: 54GP

Spells: Magic Missile, Sleep, Invisibility

Gegga's book is at Lebbem's (the Trader #125) where Gegga is copying spells from one book to the other. Gegga and Lebbem are both pupils of Quagenar (#212).

Sheep dog Olus, 2+1 HD AC 6, bite 2d4+1, HP: 16

Obus is a trained watchdog and loyal to the druids. He will guard the vineyard or the home if directed to do so. He is quite attentive and will bark if anyone is on the threshold. The dog sleeps in the storage room. He has a small door large enough for him to get in and out of.

Cleaning Lady Hersta, Nc, Lv 0 [Phyton] s13 i10 w10 d13 cn15 ch11 HP: 3, no armor AC 10/10/10 Purse 4SP 13CP, knife

Man@Arms Uggle, N, Lv 1-1 (Ammeo's son 14yo) [Norebo] s14 i9 w11 d15 cn15 ch12 HP: 7, leather armor & shield AC 6/7/8, Purse 33GP, short sword, short bow (12 arrows)

Woman@Arms Holigo, Nc, Lv 1-1 (Uggle's wife) [Norebo] s14 i10 w10 d15 cn12 ch15 HP: 6, leather armor AC 7/8/8, Purse 3GP, 22 SP, short sword, short bow (12 arrows)

Governess aLv 6 Sralla, N, Lv 0 [Norebo] s11

Ebbo's Children: boy 9, 7, girl 12, 5

Uggle's Children: twin boys 3/3, baby girl

Cross Street

Cross Street from #128 to #133.

(128) Teamster

52x33 barn and 38x22 home

12 Draft Horses, 3HD AC 6 (barding on lead team horses) or 7. Bite 1d3. HP by team of four 22 20 18 16; 23 20 17 15; 20 19 18 14

Three wagons that each hold 2 ½ tons of cargo and seat three. There are six large pieces of sail cloth (tarps) to put across goods to keep them dry in each wagon. Each wagon has a water barrel under the seat as well as unlocked box that holds six throwing hand axes.

The hobgoblins sleep in the barn loft on pallets. Each has an iron box with a lock for his personal goods. The hobgoblins carry any item of real value with them.

The home has a solid wooden front door and side door that leads to the barn side door. The main room has a hearth, large table and four solid chairs, a tapestry showing the church on Celestian's Rise as it was before the second wall and other building were added to the Fane of Syrul starting in the year 499CY and finishing in 501CY. While the current barn was new 15 years ago the home was built in 449CY and was one of the first structures in the area beside the Kroten Ale House.

There are three small bedrooms, one for each teamster. The beds are solid, covered with good blankets and have good pillows with silk covers. There is a wardrobe and chest in each room along with a 12x12 silvered mirror on each room door. All three men have good clothing including leather trousers that they wear while traveling. Each bedroom has a south facing small window (12x12 inches) that is cross barred from corner to corner forming an "X" shape. The windows have shutters. Their room furnishings are worth (1) 220, (2) 200 and (3) 170GP and their clothing is worth 180, 140 and 100GP.

Fighter Obego, NE, Lv 4 [Pyremius] s16 i12 w13 d14 cn15 ch12 HP: 30, bedroom 1, chain mail & shield AC 4/4/5,

Purse 44GP, 22 SP, long sword, long bow and 18 arrows, hand axe

Fighter Pellius, NE, Lv 2 [Pyremius] s15 i10 w12 d16 cn12 ch9 HP: 20, bedroom 2, chain mail & shield AC 2/4/5, Purse 15GP, 12SP, ruby on gold chain (85GPV), long sword, long bow and 12 arrows, hand axe

Fighter Omesto, Ne, Lv 2 [Pyremius] s14 i12 w10 d15 cn17 ch11 HP: 25, bedroom 3, **Chain Mail +1** & shield AC 2/3/4, Purse 34 GP, 18SP, 20 CP, 19 BP,, gold pin with small ruby (45GPV), **Long Sword +1**, long bow and 18 arrows, hand axe, Cache: 14GP

Hobgoblins 1+1HD (6), broad swords, great bow and 18 arrows, daggers, 0 - 19 GP, 3- 24 SP, 6 - 60 CP, 30% for a gem worth 10x 1d10GPV

Obego very much likes to team up with another teamster on a trip to the coast as he feels the defenses for his wagons are a bit light. The three humans drive the wagon with one hobgoblin in the seat and one hobgoblin on the back of the wagon or riding with the merchandise. Of course he cannot always get another teamster or other travelers to go along for added protection.

(129) Livery Stable

55x35 large barn, 22x16 home and small side building

The barn has a capacity of 18 horses. Yemmo owns one and four others board their horses here. The other 13 stalls are filled by people staying at inns or visiting the town who need a place to put up their horses. The long term care of the four horses including grooming, feeding and exercise costs 30SP a month. Day to day care is 2SP a day but a full week is 10SP. Apples or extra feed, when available add 1 to 20CP per day.

There are two apple and two apricot trees next to the house.

Fighter Yemmo, NL, Lv 6 [Phyton] s15 i13 w13 1d10 cn12 ch15 HP: 31, Studded leather armor AC 7/7/7, Purse

12GP, 13SP, 14CP, 19 BP, Silver wolf pin with diamond eye 100GPV, **Long Sword +1**, short bow and 15 arrows, **+1 Hand Axe** (throwing)

Thief *Ralla, LN, Lv 7 female (Yemmo's wife) [Norebo] s10 i15 w12 d15 cn13 ch15 HP: 22, **Leather Armor +1** AC 6/7/7, Purse 15GP, Ruby 50, Star Sapphire 100GP, **+1 Short Sword +1**, dagger, **Ebony Fly** (4+4HD AC 4, with Ralla as rider can fly 720 feet per round. Useable 3 times per week up to a total of 12 hours for all three rides), Cache: 34GP

Ralla NEVER robs a client of the stable. Paying for care of an animal is a lawful bond in her eyes and that person is 'safe' from any pilfering.

Rider & Laborer Regelim, Nc, Lv 0 [Phyton] s11 i10 w11 d13 cn10 ch8 HP: 4, no armor AC 10/10/10, Knife, Purse 15SP

Have a room in the barn:

Rider & Groom Mavark , N, Lv 0 [Phyton] s11 i10 w10 1d10 cn13 ch12 HP: 4, no armor AC 10/10/10, Knife, Purse 1GP 18SP

Rider & Stable Boy Vegoban, N, Lv 0 [Phyton] s16 i13 w10 d15 cn16 ch14 HP: 5, leather armor AC 7/8/8, Purse 5GP, 11SP, 8CP, three hand axes (throwing)

The three 'riders' exercise the various horses in their care by riding them usually down Cross Street to the Kroten Highway to Cobble Highway and then ending on Mark Alley back to Cross street. At best they will trot the animal on one of the two highways. They ride each animal in their care once a day. Some horses are trained to not accept a new rider. It is up to the owner to exercise his /her own mount in that case.

Vegoban would like to attach himself to a leveled fighter and become his hireling. He would like to get some real weapon training and become a fighter (but he could also become a good thief.) He is hireable but you would have to pay Yemmo 2 GP to release him from service.

Horses	Type	HD	AC	Attacks	HP
Yemmo's	Light War Horse	2	7	1d4, 1d4	13
Temius #122	Riding Horse	2	7	1d3	12
Kornpone #123	Med War Horse	2+2	7	1d3, 1d6, 1d6	16
Kelican #125	Med War Horse	2+2	7	1d3, 1d6, 1d6	15
Ammeo #127	Light War Horse	2	7	1d4, 1d4	13

Horse Statistics

(130) Tinker

square 34 x 34

The front work room has two large windows which are shuttered and barred at night. The front entrance is also barred after 6PM daily. A door leads to the living quarters which are composed of a single large room with a bed, table, chairs, hearth and shelves with supplies, cooking utensils and tin plates and cups. There is a loft with a pull down ladder where Cargess sleeps. There is a small dormer in the loft with a 12x12 window.

Furnishings are in good repair with the bed and mattress being less than a year old. Kella has a number of well-made dresses two of them imported from Keoland (45 and 35GPV). Elendish's clothing is of excellent quality. His surcoat and trousers have embroidered trims and some gold thread along the edges (55 for the surcoat and the trousers are 20GPV). The furnishings and furniture are easily worth 500GP. Elendish's book is hidden in the loft ceiling behind a secret door.

Book: Read Magic, Write, Unseen Servant, Shield, Nystul's Magic Aura, Magic Missile, Identify, Mending, Find Familiar, Dancing Lights, Charm Person, Darkness, Forget, Invisibility, Locate Object, Knock, Pyrotechnics, Shatter, Wizard Lock, Blink, Feign Death, Fireball, Fly, Monster Summoning I, Phantasmal Force, Suggestion, Tongues, Minor Globe of Invulnerability, Polymorph Self, Wall of Ice, Fire Charm, Dig, Dimension Door, Monster Summoning II, Enchanted Weapon

Great Tinker aLv 7 / Magic User Elendish, Ng, Lv 7 [Weejas] s9 i17 w14 d15 cn15 ch18 HP: 23, **Robe of AC4** AC 4/4/4 (dexterity is negated by the heavy robe). Purse 22GP, 18SP, **Staff of Striking** (as if a +2 weapon) 2d4 damage but expend a charge and 4-16, The staff has 14 charges and can hold 25. (Enchanted Weapon will put back a charge into the staff.), Cache: locked box, Magic Mouth: "You're not me. Get out of here!", **Wand of Repair**, 340GP

Spells: Mending, Magic Missile, Identify, Unseen Servant, Forget, Darkness, Locate Object, Phantasmal Force, Fireball, Minor Globe of Invulnerability

Scroll: Polymorph Self, Wall of Ice.

Wife Kella, Ng, Lv 0 [Phyton] s10 i12 w13 d13 cn13 ch17 HP: 4, no armor AC 10/10/10, knife, Purse 15GP, 20SP

Man@Arms, Cargess, NL Lv 1-1 (son 21yo) [Phyton] s16 i12 w12 d15 cn16 ch11 HP: 8, leather armor & shield AC 6/7/8, Purse 5GP, 22SP, long sword, dagger

Elendish has taught Kella to read and write and is teaching Cargess. His son just is not interested in being a magic user and does not seem to have the acumen for it anyway. Reluctantly Elendish is going to have Cargess trained as a fighter.

Elendish tries to fix items brought to him via magic when he can. However he is also good with his hands and has excellent skills at fixing something that is broken.

(131) Armorer

20x16

The building has one room used for all purposes including sleeping, cooking and making armor. Kkeggleget and Cukkikaglick fully understand the hobgoblin body and make excellent armor for them. 'Keg' and 'Cuk' can make scale and banded mail, shields of all sizes, leggings, knee and elbow covers, and "Keshvars" a type of Hobgoblin dagger that has a fish hook tip on the end of nine inch blade. It does 1d4 damage but on a "4" add two more points as the dagger is pulled back out of the wound. He has sold Keshvars and shields to non-hobgoblins.

Keg is one of the hobgoblins who has moderated his views on humans and actually has a few human acquaintances (friends might not be accurate). His wife still views humans as inferiors but she is not so foolish as to say this outside of hobgoblin society. Keg and Cuk are highly respected in the hobgoblin community (note their charisma score to hobgoblins is given below) as keepers of one of the great 'secrets' (metal crafting).

Their 'hob' (son) is a regular 'little monster' and Keg and Cuk both laugh when they see a human turn red when they say this.

They both speak common as well as hobgoblin and can read and write the basics of both languages.

Hobgoblins

Armorer aLv 6 / Kkeggleget, Le, 3+3HD [Gorkask]\$, s17 i13 w10 d12 cn16 ch4(15) HP: 24, **Scale Mail +1 & Shield +1** AC 2/2/5, Purse: 88GP, 17SP, **+2 Hammer +2, +1 Battle axe +1**

Armorer aLv 4 / Cukkikaglick LE 2+2 HD female [Gorkask], s16 i12 w10 d11 cn15 ch5 (16) HP: 15, scale mail & shield AC 5/5/6, Purse 11GP, 18SP

Hob: male 4yo 1-1HD, Scale AC 5/5/5, bite 1d2 claws 1/1, dagger HP: 5

(132) Fletcher

24x17

Xelka makes arrows in her living room (there is also a bedroom and loft for the children). If someone wishes to buy some arrows she will come to the door and bring the number of arrows to be purchased to the door. She has a clean and neat home but things are a little worn and threadbare. She is one of the town artisans who lost their husband (Ollando) some years ago. He was in the Kroten Forest obtaining arrow shaft quality branches when he was attacked (most likely by a wyvern). He and another were killed by the attack (6 years ago). She has struggled to make ends meet but she is a good craftswoman and is the equal of her deceased husband.

"Feather Smith" aLv 7 / Fighter Xelka, Ng, Lv 2 female [Phaulkon], s15 i13 w10 d15 cn12 ch13 HP: 14, leather armor AC 7/8/8, Purse 1GP, 22SP, dagger, long bow and 24 arrows, Cache: 13GP

Apprentice aLv 3 / Man@Arms Pesto, N, Lv 1-1 [Phyton] s15 i12 w9 d14 cn13 ch15 HP: 6, leather armor AC 8/8/8, Purse 1GP, 11SP, 22CP, dagger, long bow and 24 arrows

Pesto is madly in love with Xelka but she has not given in to him [he has been here, learning his craft, for four years]. She is fond of him and she may say 'yes' to him soon.

Children boy 11, 9, 7, 6 (all of the children are Ollando's, the youngest was born after he was already dead). The boys like Pesto and the two older boys want their mother to marry Pesto.

Ollka and Barkin (the oldest boys) help with some arrow making basics.



Arrows are six for 10SP. She has the skills to make silver arrows but these must be ordered and paid for in advance (so she can buy the silver). Silver arrows are 1GP:3 each. She makes light crossbow quarrels for 1SP:3 each and heavy for 2SP:3 each. (She will barter a bit.)

Pesto has the experience to become first level but he does not have the money (300GP) to get his training.

(133) Butcher

27x20 with small pig pen out back

A make shift cattle pen is also there and used just a few times a year (see below).

The building has five rooms. The animals are slaughtered, cleaned and cut into pieces outside of the building. There is one large common room with the front door and two large windows. All of the occupants take their meals here with all three women sharing the cooking duties. Astal and Ogesa have two rooms and Bemmo & Helta and other two. Egalo sleeps in the loft above the common room. There are no expensive items here but they live reasonably well and usually have a few coins to spare.

Butcher aLv 5 / Fighter Astal, Nc, Lv 2 [Llerg] s15 i12 w10 d13 cn15 ch12 HP: 13, leather armor AC 8/8/8, Purse 13GP, 21SP, 18CP, 23 BT, four hand axes (throwing), dagger, Cache: 5GP, 18SP

"Cleaver" aLv 4 / Fighter Bemmo, N, Lv 1 [Llerg] s13 i11 w12 d15 cn13 ch10 HP: 9, leather armor AC 7/8/8, Purse 7GP, 18SP, 13CP, 33 BT, short sword, hand axe, dagger (throwing)

Apprentice aLv 3 / Cook aLv 3/ Fighter Ogesa, N, Lv 1 [Llerg] female (Astal's wife), s14 i10 w11 d14 cn11 ch13 HP: 8, leather armor AC 8/8/8, Purse 5GP, 3SP, 44CP, short sword, hand axe, dagger

Cook aLv 4 / Woman@Arms Helta, Nc, Lv 1-1 (Bemmo's wife) [Llerg], s13 i15 w12 d14 cn10 ch13 HP: 6, leather armor AC 8/8/8 Purse 2GP, 30SP, short sword, hand axe, dagger

Cook aLv 3 / Woman@Arms Egalo, N, Lv 1-1 (Astal's daughter 17yo) [Llerg], s14 i11 w9 d13 cn13 ch10 HP: 5, leather armor AC 8/8/8, Purse 39SP, short sword, hand axe (throwing)

Children boy 4, 1, girl 11 (Bemmo's children)

14 pigs (3 male and 11 female) and 11 piglets.

Astal might sell a pig for 4GP and a piglet for 1GP:5. He will not sell the males until a male piglet has matured to take its place. A slaughtered pig (all of the meat) would sell for 7GP:10. Astal makes a point of slaughtering a pig on Earthday, early in the morning. He does not have enough pigs to do this weekly of course. He will herald the upcoming slaughter (so people know that pork will be available for sale) by hoisting a white flag that has a pig on it. He hoists the flag on Starday and it will fly that entire week. The flag pole is twenty feet tall and can be seen from a substantial distance. The Duke may send a servant to buy the entire pig or he may order a pig to be

slaughter for a particular feast. Astal would not dream of saying no to the Duke's request.

Astal can slaughter a sheep or a cow but wants the person to give him some warning that the animal is to be slaughtered. The cost to cut up a sheep into mutton is 2GP, a lamb into veal 1GP. Cows cost 3GP:10, calves 1GP:10. Astal is willing to accept a share of the carcass in lieu of coins. He will run up a Sheep or Cow flag if he has that meat to sell.

The cattle in the area are raised to the south and west of town. When a small herd is delivered to the cattle pens (#325) a few will be sent to both town butchers (#114 is the other).

He sells the cow and pig hides to the various leather smiths (#119 +319) and cobblers (#106, 117, 219 and 306) in the town. A pig hide is 1GP:2, a Cow hide 2GP:11.

Astal may hold the cattle for 1 to 4 weeks before slaughtering them all since he and Mastical (the other town butcher) do not want to flood the market with beef.

Dove Way

Dove Way from #134 to #137.

(134) General Goods

24x16

The selling room occupies the front of the building. There are a pair of double doors that are usually swung open. At night they are closed and barred from inside. A back door opens onto the Cobble Highway. They have a large kitchen with a table and two chairs and two long benches. There are two narrow bedrooms that are extensions of the original building, one for each sister. Gelbid and Weggobar sleep in the basement. The children have small beds in the common room.

The ladies specialize in clothing; dresses, undergarments ('small clothes'), stockings, socks, slippers, robes to worn outside and robes to be warm in the home for warmth. They have a group of capes and cloaks. The ladies import and buy good quality merchandise of silk, cotton, wool and velvet. They have some crocheted items, woven rugs, and a few tapestries. Their inventory is easily worth 3500GP. The ladies like to dress well and both have an assortment of good dresses that never got offered for sale. Their wardrobes are valued at 800 to 1000GP each. The girls are dressed well but the garments are passed down from oldest to youngest. Even the youngest girl has a new dress for Festivals and other occasions.

Their assortment of colors, sizes and fabrics has some depth. There are some items for men and boys but those assortments are more utilitarian and do not have the wide assortment of sizes and colors seen in female clothing. The male garments have a total value of about 700GP.

The ladies are willing 'to dicker' over prices and are reasonable when a decent offer is made.

Fighter Pemika, Ng, Lv 3 female [Lydia] s13 i12 w12 d13 cn13 ch15, HP: 18, no armor, **Ring of Protection +2** AC 8/8/8, Purse 3GP, 22SP, 8CP, 33 BT, no carried weapon but a hand axe is available, Cache: 15GP, 140SP, 310CP, 7 BP

Magic User Obesa, Ng, Lv 1 female (sisters) [Lydia] s12 i13 w12 d14 cn15 ch16, HP: 10, no armor AC 10/10/10, Purse 5GP, 11SP, 3CP, pearl necklace (100GPV), dagger and three darts, Cache: 54GP

Spells: Sleep

Book: Read Magic, Sleep, Enlarge, Shocking Grasp

Man@Arms Gelbid, N, Lv 1-1 [Phyton] s14 i12 w10 d14 cn13 ch8 HP: 4, leather armor AC 8/8/8, Purse 4GP, short sword, dagger

Man@Arms Weggobar, Nc, Lv 1-1 [Phyton] s16 i10 w9 d15 cn15 ch9 HP: 7, leather armor AC 7/8/8, Purse 5GP, 3SP, 2CP, 7 BP, short sword, hand ax, dagger

Children girl 8, 5, 2

Gelbid and Weggobar are hired hands and are there to defend the merchandise if necessary. The oldest girl, Elebba, helps arrange goods and keep things neat. All three girls are Pemika's. Her husband has been dead for almost ten years.

(135) Barber

square 14x14

The small cottage has a single door and a large window on the other three sides. The customer is seated either on the front porch in reasonable weather or in the front room. The room is divided by curtain so Hennri and Kelli can have some privacy from the boys. A Haircut is 7BP. Hennri sees 6 to 12 customers per work day (closes on Godsdag). Kelli augments their income by raising herbs in a small fenced (16 x14) yard behind the house. She dries out some of the herbs and stores them in small glass bottles with cork tops. She might make 4 to 16 SP a week selling herbs and dried spices.

The family has very little wealth, but is popular with various customers. They have a clean home though it is

rather spartan. Kelli has put away 4GP. The chair Hennri uses has two compartments; one holds a few silver coins and the other a few copper. He uses both a razor and scissors in his work.

Fighter Hennri, NL, Lv 1 [Phyton] s13 i12 w10 d16 cn14 ch16 HP: 6, leather armor AC 6/8/8, Purse 11SP, 32CP, 7 BP, dagger, straight razor (damage 1d3+1)

Wife Kelli, N, Lv 0 [Phyton] s10 i13 w12 d13 cn12 ch15 HP: 4, no armor, no weapon, Purse 1GP, 7SP, 3CP

Children boy 8, 6, 3

(136) Blacksmith

28x16 and outdoor oven

Gorilliak does most of his work outdoors. His anvil is kept inside at night. He carries it back and forth. His tools, hammers, tongs, files and other utensils are left inside as well. He keeps the fire in his forge as no less than embers at all times, preferring not to let it go out. Gorilliak will repair metal items, shoe horses, take dents out of armor or shields and other odd jobs involving metal work. Gorilliak has the skill to make large and small axes as well as solid iron chains that he forges link by link. He charges by the job. Both stables refer people here for horseshoes.

There is an apple and a cherry tree behind the house.

Blacksmith aLv 5 / Fighter Gorilliak, N, Lv6, [Kord] s1854 i13 w13 d15 cn17 ch15, HP: 57, Chain (Shield nearby) AC 3/4/5, Purse 3GP, 22SP, 3CP, 15 BP, hammer, battle axe, two handed sword, Cache: 15GP

Black smith aLv 3 / Ranger Gorbus, NG, Lv3 (brother), [Phaulkon], s16 i15 w15 d16 cn15 ch16, HP: 37, leather armor & shield (but own chain that he has hidden) AC 6/8/8, Purse 3GP, 8SP, short sword, hammer, long bow, Cache: 54GP

Gorbus does not tell anyone that he is trained as a ranger. If anyone does ask he will admit he is a fighter.

Gorilliak's wife Jesmine, Ng, Lv 0 [Phyton] HP 4, no armor, no weapon

Children boy 8, 3, girl 11, 5

(137) Carpenter

41x13

Kellev constructed his beautiful wooden home over the course of two full years. It has a large round door with a door knob in the center. Its eight windows are all round (18 inch diameter) and have beautiful carved shutters

that close to perfectly cover each widow. Kellev has good tools carried in a large wooden chest with a handle on top (tool value 150GP). He has made most of the interior furniture including all of the tables, chairs and bed frames. He often walks a client through the house to show his wood working skills much to the annoyance of his wife.

Master Carpenter aLv 7 / Kellev, N, Lv 0 [Phyton] HP 5, leather armor AC 8/8/8, Purse 14GP, 22SP, 18CP, hammer, dagger, Cache: 15GP

Helper aLv 2 / Eddie, Nc, Lv 0 [Norebo] HP 4, leather armor AC 8/8/8, Purse 43SP, 4CP, 15 BP, hammer, dagger

Kelley's Wife Welladin, Ng, Lv 0 [Lydia] HP: 4, no armor AC 10/10/10, Purse 4SP, 3CP, 15 BP, no weapon

Carpenter aLv 4 / Thief Geldo, N, Lv 4 halfling, [Brandobaris] s10 i15 w10 d17 cn15 ch11 HP: 21, **Leather Armor +1** AC 4/7/7, Purse 3PP, 4GP, 8SP, gems 100, 100, 50, 50, 20, 20, 10, 10, **+2 Short Sword +2**, dagger, **Ring of Invisibility**, Cache: 15GP, Ruby 100GPV

Children boy 6, 3, baby

Guest of Geldo staying for a week or two.



Thief Fariba Falberburg, Ng Lv 6, halfling female, [Brandobaris] s14 i12 w9 d18 cn16 ch7, HP: 40, **Leather Armor +2 & Cape +1** AC 2/6/6 Purse 14GP, 13SP, gem 50, 50, 25, 25, **+1 Short Sword +1/+2 vs Hobgoblins, +1 Stiletto +1**, 2 throwing daggers, **Stone of Good Luck**, **Vial of Poison** (paralysis – 3 applications, save vs poison or paralyzed 3d8 rounds), **Vial of Poison** (cramping – 3 applications, save vs poison or intense pains and cramps for 6d6 turns that does 3d4 incidental damage and effectively reduces dexterity by 4 + d6 points (which could result in unconsciousness of those with a low dexterity), save and 1d4 damage and mild nausea for 1d8 rounds.)

Note: Recall that plus protection item does NOT aid armor class if magical armor is worn.

Fariba is visiting her cousin Geldo. She is part of an adventuring party is currently camped about a mile south of town in the edge of the Kroten Forest. She is in town for a few days to get a hint of where to adventure next. She is here with a companion who is staying at the Kroten Ale House but spends much of her time her with Fariba. The two them travel the town at dusk looking for ... well it is unclear what they are searching for.

Druid, Janabe, N, Lv 6, half elf female [Ehlonna] s 11 i15 w18 d14 cn16 ch15 HP: 34, **Leather Armor +3** & wooden shield AC 7/7/8, Purse 15GP, 27SP, Gem 250, **Scimitar +1**, 6 darts, **Ring of Woodland Favor** §, **Brooch of Shielding**, **Boots of Elvenkind**, **Ring of Invisibility** (3 times per day)

Spells: Animal Friendship, Detect Snares & Pits, Detect Magic *2, Predict Weather, Faerie Fire, Charm Person, Cure Light Wounds *2, Obscurement, Feign Death, Neutralize Poison, Summon Insects, Pyrotechnics, Dispel Magic, Animal Summoning I

Janabe's husband resides in Restenford. He is Amos son of Almax and Felwin. Janabe's companion, Keikolah the eagle is staying in the forest at the camp site. He would be far too visible in a small town and make her too conspicuous.

Mark Alley

Mark Alley from #138 to #141.

(138) Glassblower & Potter

33x24

The shop is at the south end of the building. It contains a large oven, work tables, tools, clay, sand, potter's wheel and other items needed to craft clay and glass items. The wall facing the street has a huge window (50x30 inches) that has a shutter that folds outward and downward, hinged at the bottom, and is supported outside by two folding 'legs'. Low end pottery for sale is displayed on this shutter (shelf) during business hours. There is another large window at the south end of the building to create a cross ventilation so the room is not too hot. There are two holes in the ceiling above the oven (12x12) that also hinge open to let excess heat out. The front door is in this workroom. It is locked and barred at night. The other half of the building is the residence for:

Senior Apprentice alv 4 /Magic User Ebesta, Ng, Lv 3 [Weejas], s11 i16 w15 d15 cn13 ch12 HP: 10, cloak AC 9/10/10, six darts, Cache: 154GP

Spells: Shield, Charm Person, Invisibility

Book: Read Magic, Detect Magic, Shield, Charm Person, Burning Hands, Write, Shocking Grasp, Jump, Wizard Lock, Invisibility, Knock, Darkness 15'r, Magic Mouth

Wife Rebba, N, Lv 0

Children boy 4, baby boy

Ebesta would like to become an Alchemist someday. He is being taught by Beselda in Grest. Since he is not following the traditional path to the profession he is really just a novice as an alchemist. However he has learned glassblowing and now runs the shop of his mentor who passed away two years ago of old age. Ebesta learned both glassblowing and magic use since his mentor, Obellifar, was also a magic user. Obellifar's book was left in his will to a cousin in Pel Reltarma but Ebesta was granted the shop if he would keep it open and work there for five years. He has two years and ten months to go and the shop will become his outright. It is for this reason than he must remain and only visit Beselda on a limited basis.

He travels to Grest each month on or about the 8th. He will go along with one of the teamsters and help guard the wagon(s). He does this for 1GP.

He can make ordinary glass objects with 100% accuracy. As complexity increases his percent chance of success is either 90% for difficult pieces to 80% for very complex pieces. He does well with colored glass and gets excellent results when he uses multiple colors. His works sell for 3 to 60SP and his finest pieces have gone for 15 to 20GP. His inventory of objects of both art and practical use is easily 200GP.

His son Smerga seems destined to follow in his footsteps. Ebesta is teaching Smerga what he can about magic and glassblowing. Smerga can cast some minor spells (cantrips)

Novice aLv 1 Smerga, LN, Lv 0 (son 11yo [Weejas] s10 i15 w12 d16 cn15 ch13 HP: 4, clothing AC 8/10/10, four darts

Spells: Bluelight, Hide, Color

Book: Color, Warm, Palm, Present, Hide, Sneeze, Bluelight, Smokepuff, Moan, Mute, Exterminate, Tie, Sweeten, Salt

Rebba has some minor pottery skills (aLv 2) and can make simple small pots which she fires and glazes. Nothing too fancy since her skills are limited. However,

she sells these small items for 3 to 20CP and has pieces in many kitchens in Kroten. Her baby has just turned one.

This family is welcome at the Shrine of Weejas. They always attend the First Day of every Festival's Service (The first day of each festival is a high holy day for Weejas).

(139) New Moons Inn

60x28 (use stable 129 for guest's horses)

The New Moons was built in 449CY. Its 2nd floor was added in 502CY as it became more successful. It is a dwarf built edifice, including its second floor.

The New Moons has a new paint job and is a garish shade of green with red shutters that sort of make one's eyes flash when they see this color combination in bright daylight. There is a large sign hanging above the door that shows two full moons, a few stars, a tankard and a bed. The inn has twelve 16 x18 windows facing Mark Alley and smaller 11 x 11 windows around the rest of the building (just small enough that a guest can't quite squeeze in or out). There is a staircase to the 2nd floor at the north end of Inn (opening on the Cobble Highway). The door is barred from the inside but a guest could lift the bar and use the door.

The New Moons has two floors. It has a stone foundation and small cellar. Its front door is iron reinforced, double locked and can be barred. The main floor has central common room, a large kitchen and pantry, the inn keeper's room and bedrooms for Deggel and another for his two brothers Caltin and Hermin.

Upstairs are a room shared by Legga and Peligan, and another shared by Destrem and his wife Pardin. The remaining rooms on the 2nd floor are for rent at 4SP for the six rooms with two small beds, and 6SP:4 for the four rooms with two larger beds. The accommodations are reasonably clean and the doors are reasonably solid. Each room has a chest, bed, small table and two chairs and an 11x11 window that can be opened and closed.

Helgobin and Kevus have a large bed, two comfortable padded leather chairs, two footstools, a large rug, tapestry and two 16 x 18 windows that can be opened and closed. They have an oil lamp, a small 2 gallon keg with more oil in it, a statue of Phyton on the mantel and a small fireplace. Deggel's room and the one shared by Caltin & Hermin are ordinary; two beds, two chests (locked) table and two chairs, small rug and each has a wall hanging. Their doors are solid, have good locks, and a 16 x18 window that can be opened and closed.

The kitchen has a large hearth and a stove next to it. Utensils, tin plates, tin mugs and cooking items are stored here along with basics like salt, flour, lard etc. The store room has two barrels of ale (7GP each), one of beer (3GP:10 each) and one of mead (32GP). Each barrel is 16 gallons.

The common room has a bar, the staircase to the upper rooms, a door to the kitchen, a door to the hall where the other bedrooms are, and a door to the outside in the rear. There are two booths that seat six people and five round tables that have six chairs around each. A few stools are along the wall where there is a shelf for a drink. Six stools are in front of the bar.

A small meal is available between 7am and about 9am for 6 to 9CP depending on if it is oatmeal, eggs and /or some meat (sausage or bacon). At dinner time meals are 1 to 8SP depending on what is available that night. The inn does not sell a midday meal.

Innkeeper Fighter Helgobin, Ng Lv 5 [Phyton] s17 i16 w15 1d12 cn15 ch14 HP: 48, **Studded Leather Armor +1** AC 6/6/6, Purse 3GP, 18SP, **Short Sword +1**, three daggers (throwing), hand axe, **Ring of Truth**§, Cache: 157GP

Bartender / Fighter Deggel, N, lv 3 [Phyton] s15 i15 w12 1d10 cn13 ch16 HP: 22, Studded Leather (shield behind bar) AC 7/7/7, Purse 15GP, short sword, three javelins (hanging above the bar where he can reach them), three daggers (throwing), Cache: 23GP

Cook aLv 7 /Fighter Kevus, N, Lv 1 female (Helgobin's wife), [Lydia] s14 i12 w10 d13 cn10 ch15 HP: 8, leather armor AC 8/8/8, Purse 3GP, 8 SP, Gold pin with large ruby (100GPV), (The pin has a **Magic Mouth** spell upon it so that if someone other than her touches it the mouth yells "Get your bloody hand off of me! Thief! Robber! Thief!" (Repeats once) More than one thief has tried to take it thinking it is fair game), hand axe, three daggers (throwing)

Cook aLv 4 /Fighter Legga, Ng, Lv 1 [Llery] s16 i12 w12 d16 cn13 ch8 HP: 11, leather armor AC 6/8/8, Purse 15SP, 20CP, **Short Sword +1**, dagger, hand axe, Cache: Necklace Silver and six small diamonds 250GPV

Thief Peligan, N, Lv 4 [Norebo] s13 i16 w10 d16 cn12 ch9 HP: 23, **Leather +1** AC 5/7/7, Purse 3GP, 8SP, short sword, dagger, Cache: 34GP

Thief *Destrem, Nc, Lv 3 [Norebo] s10 i16 w12 d15 cn10 ch10 HP: 17, leather armor AC 7/8/8, Purse 4GP, 3SP, short sword, dagger, Cache: 61GP

Thief Caltin, Nc, Lv 2 [Norebo] s9 i14 w10 d15 cn13 ch9 HP: 10, leather armor AC 7/8/8, Purse 2GP, 13SP, short sword, dagger, Cache: 15GP

The three thieves are known by the regulars as employees of the inn. But travelers are not aware of that since they drift in and out of the common room during the evening tending to be alone and in a corner where they can see most of the room. Peligan might start a game of chance using dice or perhaps "Cards" (see Games section).

Cleaning Lady Pardin, N, Lv 0 [Phyton] HP: 3, no armor, no weapon, 8SP

Errand Boy Hermin, Nl, Lv 0 [Norebo] HP: 4, no armor, dagger, 3SP

The three thieves are all trying to corrupt, er ... teach, Hermin to be like them. He is a fumbleklutz however and does not quite get anything right. They are amused by trying to teach him however. They won't let him try to actually steal from someone since the boy would most certainly bungle it.

Destrem is a member of the thieves Guild. The other two thieves suspect this but are not sure. Neither of them has taken the time to shadow Destrem to see where he goes. They do not know the location of guild house.

(140) Scribe & Ink Maker

27x25

Kessler's home has a large front porch where Kessler does some of his work. He prefers sunlight to copy and write by. He has a workroom with two large windows 30x45 that are shuttered and on either side of solid front door. There is a table in the workroom next to the window so he can reach through the window from outside to get more ink or another quill or brush. The back rooms are bedrooms for he and his wife, and a separate one for Kesta and his 2nd daughter. The boys sleep in a loft atop a steep thin staircase. The loft has two small 4 x 6 inch windows that let in minimal light.

Kessler's bedroom has a large comfortable bed with a good blanket and pillows. Esta has a wardrobe of good dresses that are basic and plain in design. She has the symbol of Phyton (a scimitar gold pin – 50GPV) that she pins to the dress she is wearing. There is a false bottom to the wardrobe that holds 50GP and 30SP

The workroom has the ingredients for making four basic inks two black, one blue and one red (the sell for 1GP for a small vial (about 1oz). Esta and Kesta raise some of

plants they use to make the various inks and import others.

Kessler charges 2SP a page for a good quality document that takes him about 40 minutes. The person dictates what is to be written. Copying from another printed form takes 60 minutes and would cost 3SP per page. (Kessler cannot copy magical text in any case). Kessler can read and write common and Keolandish.

Scribe aLv 5 / Fighter Kessler, N, Lv 2 [Lendor] s13 i15 w10 d13 cn13 ch12 HP: 13, leather armor AC 8/8/8, Purse 15GP, 22CP, 15 BP, **Dagger +1**, hand axe, spear

Inker aLv 5 / Druid Esta, N, Lv 4 female (Kessler's wife), [Phyton] s12 i11 w16 d15 cn12 ch16 HP: 26, leather armor AC 7/8/8, Purse 12GP, scimitar, 6 darts

Spells: Entangle, Purify Water, Locate Animals, Faerie Fire, Animal Friendship, Speak with Animals, Cure Light wounds, Heat Metal, Create Water, Charm Person, Neutralize Poison, Pyrotechnics



Scribe aLv 3 / Inker aLv 3 / Druid Kesta, N, Lv 3 (daughter 23yo), [Phyton] s10 i12 w15 d17 cn12 ch15 HP: 18, leather armor AC 5/8/8, Purse 3GP, 22SP, 11CP, 15 BT, 7 BP, scimitar, 6 darts, Cache: 14GP

Spells: Detect Magic, Entangle, Speak with Animals, Predict Weather, Faerie Fire, Charm Person, Obscurement, Cure Light Wounds, Cure Disease

Children boy 8, 5, 4, 2, Girl 10, infant

There is a 20x20 garden behind the house where a few herbs and spices are raised in addition to components for ink making.

Dog, Lleggus, 1+2HD, AC7, Bite 1d4. Lleggus is a medium sized dog who is well trained by the druids. They speak to him and send him on missions occasionally. He is an excellent guard dog. They have

taught him to bark but not attack so he won't be harmed trying to bite an intruder.

(141) Weapon Smith

43x17 and back shed

Jeggo's home has a stone floor and half of the first floor is stone. There are a dozen 24x12 windows and two doors, front and back. The south work room is about 1/3 of the building. The north part of building has a well equipped kitchen and three bedrooms. Jeggo has good business and makes good money. His furniture and furnishings are of good quality. The rooms have rugs and there are two oil painting and four tapestries all of which have a 1000GPV. Jeggo has a strong box hidden in workroom under a tool chest. The strong box contains 214GP, 150SP and 318 CP, 85 BT, 67 BP.

Jeggo specializes in hafted weapons, like battle axes, hand axes, maces and hammers. He also makes Quarter Staves (shod and unshod), spears and javelins.

Master Weapons Smith aLv 9 / Fighter Jeggo, NL, Lv 8, [Weejas] s1884 i13 w10 d15 cn16 ch12 HP: 71, **Chain +2 & Shield +1** AC 0/1/3, Purse 64GP, 38SP, **+2 Battle Axe +2, +1 Hand axe +1**, three javelins, **Ring of Fire Resistance**

Weapon Smith aLv 6 / Fighter Tweldin, NL, Lv 6 [Phyton] s16 i12 w10 d12 cn16 ch12 HP: 60, chain mail & shield +3 AC 1/1/5, Purse 15GP, 18SP, 30CP, Silver Ring with Ruby 100GPV, **+2 Mace +2, +1 Hand Axe +1** and three throwing hand axes, **Brooch of Shielding, Silver Horn of Valhalla**, (Summons 2d4+2 Fighters Lv 2 AC 4/4/5, battle axe and spear. They are here to fight and no other purpose. Duration 6 turns or until they of all opponents selected by the horn blower are slain.)

Apprentice aLv 3 / Fighter Oggoss, NL, Lv 2 (son Jeggo 18yo), [Phyton] s16 i10 w10 d15 cn12 ch13 HP: 16, battle axe, two hand axes (throwing)

Jeggo's Wife Yemme, N, Lv 0 [Phyton] HP: 4, no armor and no weapon

Children boy 8, 3, girl 5 (all Jeggo's children)

Prices:

- battle axes 7GP
- hand axes 1GP:10
- spear 1GP:10
- javelin 15sp
- maces 9GP
- hammers 1GP:10
- quarter staves 2GP (shod 3GP)

Ogger Street

A dirt road which runs from #112 to Gate 1, including #142 to #154.

(142) Home

18x18

Gevarak has a small two room home. Helevara keeps the home clean and neat but items inside are old, dented, scraped and threadbare. Gevarak gets a few Copper pieces for sweeping out workrooms along Mark Alley one location each work day. He cleans the Trader's (125) for 6CP, Teamster (128) for 1SP, Livery Stable (1SP), Scribe (140) 3CP and Weapon Smith (141) 5CP. The two businesses with horses are the most work. He uses the manure to fertilize a small field 20x60 behind his home. He raises radishes and strawberries.

Gevarak, N, Lv 0 [Phyton] HP: 3 no armor, knife, purse 13SP, 13CP, 5 BT, 7 BP

Helevara, N, Lv 0 (Gevark's wife) [Phyton] HP: 3, no armor, knife, purse 11SP

children boy 10, 4 girl 7

(143) Home

16 x 28

Obag's home needs a white wash and a bit of repair. His wife and daughter keep it clean but he does not own much of any value. His wife will get some actual money from casting spells for the local poor in the district. Sometimes she is paid with a chicken or some food but other times she will get silver and copper (even a gold piece now and then if she saves someone who has gone to negative hit points). She will administer spells to the poor who normally are expected to fend for themselves or die. She is, therefore, loved by many in the district.

Obag works at New Moons Inn in the early morning to help make meals and cleans up the common room. For this work he gets a meal for his family in midmorning and again that night. Evarda and Obarda help in the kitchen of the Inn as well. They both carry food to people and fetch drinks, which often gets them a few copper pieces. Evarda will also do Ceremonies for the poor (Weddings, Coming of Age rites, Burial Blessing). A cleric can be expected to get coins for officiating a ritual. This amount can be specific or left up to the donor and can vary from a few copper pieces to a few hundred gold pieces.

Obag, N, Lv 0 [Phyton] HP: 4 no armor, knife, 0-5 SP, 0-9CP

Cleric Evarda, Gn, Lv 3 (Obag's wife) [Lydia] s10 i11 w16 d11 cn14 ch15 HP: 15, leather armor AC 8/8/8, Purse 1d20SP, 1d20CP, quarter staff (used only to defend herself)

Spells: Cure Light Wounds *2, Bless, Purify Food & Drink, Augury, Silence, Hold Person

Cleric Obarda, Gn, Lv 1 (daughter 17yo) [Lydia] s9 i12 w15 d13 cn15 ch16 HP: 7 AC 10/10/10, Purse 1-12SP, 1d8CP, quarter staff

Spells: Cure Light Wounds, Bless, Light

children boy 7, girl 3

(144) Home & School

16x16

Small well maintained home with a front room and 2 small bedrooms. Feastal's family is literate, reading and writing common and Nyrondeuse. (In addition, Feastal having coming from Nyronde by way of the Iron League, Feastal can speak and knows some written signs in Ferral.)

Feastal moved here 12 years ago after being blinded in one eye in a battle vs the Great Kingdom – it is not common knowledge what battle was involved. He was a sergeant in a mercenary unit but his injury prevents such action these days. He learned to read and write in that army.

Feastal and family run a small school for children in the district. It is not against the law to teach children to read and write (thought there are many places where that practice is frowned on). They receive a few silver or copper pieces for both teaching and for reading to the children. Peggala is quite good with numbers and teaches basic math (+ - * /). Payment is erratic and small but there is enough to keep going. While Feastal is not a scribe he can write a parchment for someone such as a minor document or a letter. He is not in competition with Kessler the scribe.

Fighter Feastal, Nl, Lv 2 [Fharlanghn] s15 i15 w12 d13 cn12 ch14 HP: 11, leather armor AC 8/8/8, Purse 1 to 20SP, 1 to 20CP, short sword, **+1 Dagger +1**

Feastal could sell the dagger if he ever really needs money.

Fighter Wogar, Nl, Lv 1 (son 15yo) [Fharlanghn] s13 i14 w10 d10 cn13 ch13 HP: 7, leather armor AC 8/8/8, Purse 0 to 9SP, 0 -12 CP, short sword, dagger

Peggala, N, Lv 0 (Feastal's wife) [Fharlanghn] HP 4, no armor, no weapon

(145) Home

32x30

This new cottage has a stone floor and was built by Kemo three years ago. He hired masons and a carpenter and paid over 350GP. He bought some good furniture, kitchen utensils, pots and pans and even a fancy rug and a wall hanging for another 400GP. Kemo and his wife dress in good quality clothing. They could not read or write when they got here but have paid Festal to teach them and paid 20GP up front. More than one merchant has had a pleasant experience with Kemo. This made the local thieves guild sit up and take notice. They searched his home while he and his wife were in the Commercial District but found no valuable item(s) or coins.

Kemo is free with his money but is not spending as much as he did in 573 and 574 when he arrived and built and furnished his home. He has no visible means of support but he goes to most of the entertainments in town and always gives an acceptable amount with the hat is passed.

Fighter Kemo, Nl, Lv 2 [Osprem] s15 i13 w12 d15 cn12 ch11 HP: 14, leather armor AC 7/8/8, Purse 3GP, 7SP, 14CP, 5 BT, 7 BP, **Short Sword +1**, dagger, **Buknard's Everfull Purse** (see below)

Cleric Hester, Ng, Lv 1 Kemo's wife [Osprem] s10 i14 w14 d13 cn15 ch13 HP: 5, leather armor AC 8/8/8, Purse 2GP, 8SP, 3CP, 5 BT, 7 BP, Mace

Spells: Cure Light Wounds, Bless, Detect Magic

Kemo and Hester arrived in Garrotten (aka Lake Farmin) from Ountsy. He had met her in town of prior visits and was quite taken with her. Kemo was aboard a man of war as a sailor. The year was 572 when his ship and another attacked a pirate ship off the coast of Hestmark Highlands just south of Dullstrand. The battle lasted a solid hour before it came to sword to sword on the decks of the pirate ship. Kemo's sister warship had been sunk, but missile fire and spells had weakened the pirate vessel as well. A major melee occurred below decks where the captains of the two vessels fought it out in the hold. Kemo was nearby (fearful and certain that he was going to die in his first sea battle) hiding behind a large crate. The two captains hacked and slammed at each other and in one of those dreadful coincidences they stabbed each other simultaneously and both fell to the deck badly wounded. Kemo stepped out, and taking his captain's sword, stabbed the dying pirate one more time to be sure

he was dead. He quickly robbed the pirate and then bound his captain's wounds and called for help. Kemo saved Captain Ebbcar's life, and of course there were no questions asked as to who did what in the battle. Ebbcar told his men to leave Kemo alone and that was that.

When they returned to Ountsy two weeks later Kemo sought out Hester at the local tavern where she worked and told the truth, only to her. It seems that Kemo found not only a **Dagger +1** but also a purse of green leather (green dragon hide actually). He spent almost all of the 26GP and 26SP in the purse to buy Hester a dress, a silver ring and a large dinner. When he went back the next morning to get the last gold and two silver pieces in the purse he found instead 26 silver pieces and 26 gold pieces! He was rich! Best of all when he gave the coins to Hester to hold, leaving one coin of each type in the purse, another 26 coins of each type was there again in the morning, and again, and again and again!

Kemo was lucky in three regards. He had no place to spend his coins on the ship so he had no reason to remove coins and start the magic cycle. When the purse changed hands coins had to be removed before the purse would fill itself again for the new user. Next, he had the insight to realize that he had to keep at least one coin of each type in the purse for the magic to work again. Third, he actually told someone who was trustworthy and in love with him. Hester told no one else nor made any effort to steal the purse and run away. At one time the purse also produced another type of coin, but that stopped when that coin was removed completely from the purse.

They build up just over a hundred and fifty gold pieces and took ship. Garrotten looked a little too unsafe for them so they went inland arriving at Kroten. Kemo might decide differently if he had to do it all over again but his home is now built and Hester is pregnant.

(146) Home

14x14

This small cottage has seen better days. It has hanging shutters on two dirty windows. A white wash is years overdue. The door closes but the lock is broken. The inside of the place smells rather bad. There are no chairs just discarded barrels used for both chairs and a larger one for a table. There are two pallets where Jevinago and his wife sleep.

This is truly a pair that no one wants to know. Jevinago has no ambition and his wife just clings to him out of habit.

Jevinago, NI, Lv 0, HP 3, no armor, no weapon 0-5SP, 0-11CP

Ibodo, NI, Lv 0 Jevinago's wife, HP 2, no armor, no weapon 0-5SP, 0-11CP

(147) "Belltower" Home & Timekeeper

L-shape 28x26 and thirty foot tall 16x16 stone bell tower.

The home is freshly painted in jet black paint and has patterns of stars on the surfaces that depict the twelve constellations as seen from Lendore Isle. Three Constellations appear on each major face of the building. There are six 15 x 30 barred and shuttered windows. The front door is solid and can be barred and locked. It is Wizard Locked but the family can bypass the enchantment. Furnishings and furniture are of good quality, well maintained and clean. All four rooms have large rugs and there are oil paintings in each room (the rugs and art are worth 400GP).

The bell tower has three levels with narrow staircases connecting them. There are arrow slits on the all three floors that are 4 x 20 with the top level having a total of 12 slits (both for viewing and so the bells can be heard more clearly).

The 1st floor has two small beds, some dried meat, nuts and dried fruit in a tight strong box, and a 16 gallon barrel of water. There are replaced quarterly. On a small table there are two Sand Glasses (see below). There are also four rope pulls on this level that go through the floor to the bell tower (top level).

The 2nd floor has a large table and two chairs plus a large padded chair. Llendar's book is on the 2nd floor under two removable stones along with 40GP. There is bunk bed for Llendar and his wife. (Perhaps he is a little too paranoid.) Llendar can Dimension Door with Osello up to 210 feet. He is 5'6 125lbs and she is 5'2 105lbs so they can just make it together with 40 more lbs of non-living material. His book weighs 20lbs. It will be tight.



The 3rd floor is the bell tower. There are four bells of varying size, and anyone with a good ear can hear the difference between them. Trivella and Ebbel often sleep

in the tower together or alone from about 11:50PM till just after 6AM the next morning.

Note the bell ringing schedule in the Time Keeping section on page 8.

On Festivals there is a pealing of bells for about a minute at midnight on the first day of the festival. Each festival has its own "tune" to differentiate among the four festivals. This pealing is repeated at 6AM, Noon and again at 6PM. All other bell ringing is on the usual schedule. On subsequent Festival days the pealing is repeated at 6AM only.

On the last day of the festival at midnight the pealing occurs again to close the Festival. (There is some grumbling about all the damn bells ringing during festivals but anyone tampering with the bells will regret it and die soon after the regret sets in. The Duke himself wants the time to be accurate and correct.)

There can, of course, be errors or short falls of up to five minutes since things do happen and the ringer is not always in the bell tower at the precise minute required.

For this service of keeping the time accurately the Commercial District pays Lendar 50GP a month. At the end of the year the Duke pays him an additional 100GP.

Lendar's daily job, which Osello helps him with, is ringing the bells to denote the time of day. He get's accuracy checks via the spell TIME (see below) at Midnight, 6am, Noon and 6PM. He has two Sand glasses, one measuring an hour and one measuring two hours. When he gets his accuracy reading he turns one of them as soon as he can get to the tower. He tries to be there when the spell tells him to be there but there is a margin for error and sometimes he is doing something else. He will either rush himself or get Osello or one of the boys to go. The tower has a complex lock and all four members of the family have keys to it. It is Wizard Locked as well. The boys wear special silver rings that allow them to touch the door and negate the Wizard Lock for one full minute. The rings are worth 100GPV for the silver alone. The bypass magic works on this door and the front door of the house and on no other wizard lock. The rings had to be present when the wizard lock was cast in the first place and they had to be touching the door.

Magic User Lendar, NL, Lv 7 [Lendore] s13 i17 w10 1d12 cn11 ch17 HP: 20, **Cloak of Displacement** AC 8/8/8 (but special on first blow. See DMG), Purse 15GP, 22SP, 13CP, 7 BT, 12 BP, **Ring of Shocking Grasp** (d8+7) (usable seven time per day), **+2 Dagger +2**, Cache: 15GP, Gem 100 100 50 50

Spells: Charm Person, Detect Magic, Shield, Sleep, Continual Light, Invisibility, Stinking Cloud, Lightning Bolt, Dispel Magic, Dimension Door

Book: Read Magic, Write, Charm Person, Comprehend Languages, Detect Magic, Enlarge, Feather Fall, Identify, Light, Magic Missile, Protection From Evil, Shield, Shocking Grasp, Sleep, Continual Light, ESP, Forget, Invisibility, Knock, Magic Mouth, Mirror Image, Ray of Enfeeblement, Stinking Cloud, Web, Wizard Lock, Clairaudience, Clairvoyance, Dispel Magic, Fly, Hold Person, Lightning Bolt, Monster Summoning I, Protection from Normal Missiles, Time§, Dimension Door, Fear, Ice Storm, Polymorph Self, Wall of Fire, Wizard Eye

Fighter/Thief Osello, NL, Lv 5/5 ½ elf (wife) [Norebo] s15 i14 w12 d16 cn15 ch14 HP: 24, leather armor AC 6/8/8, Purse 15GP, 18SP, 3CP, 7 BT, 12 BP, **Short Sword +1**, dagger, hand axe, **Ring of Free Action**

Man@Arms Treliva, N, Lv 1-1 (son 21yo) 1/4 elf [Norebo] s15 i13 w10 d15 cn12 ch12 HP: 7, leather armor & shield AC 6/7/8, Purse 3GP, 3SP 2CP, short sword, dagger, hand axe

Man@Arms Ebbel, N, Lv 1-1 (son 18yo) 1/4 elf [Lendore] s14 i13 w9 d11 cn15 ch13 HP: 6, leather armor & shield AC 7/7/8, Purse 4GP, 5SP, 3CP, 12 BT, 22 BP, short sword, dagger, hand axe

(148) Home

14x18

The home has a fresh white wash and is in decent repair. There are three large windows with shutters. The front door is painted bright red. It can be barred but has no lock. Inside the furnishings are meager but kept clean. There are two small bedrooms, a kitchen/common room and a loft. The three boys sleep in the loft. Weeledar and the children share a bedroom and Igargus sleeps alone. His wife died giving birth to their youngest daughter just over 3 years ago. He goes on living for the children but he is a rather depressed individual. The boys try to help out and keep things going. They are eager to find work and do not shirk hard labor. They occasionally find spare jobs in the commercial district.

Fighter Igargus, N, Lv 1 [Phyton] s13 i12 w10 d13 cn12 ch 8 HP: 7, leather armor AC 8/8/8, Purse 1GP, 3SP, 6CP, 12 BT, 22 BP, dagger, six darts

Man@Arms Bemal, N, Lv 1-1 (son 17yo) [Phyton] s15 i13 w12 1d12 cn15 ch8 HP: 5, no armor, Purse 4SP, 3CP, short sword, dagger

Men@Arms Pevus, Nc, Lv 1-1 (son 15yo) [Phyton] s16 i14 w15 d12 cn16 ch14 HP: 5, leather armor AC 8/8/8, purse 14SP, 20CP, 12 BT, 22 BP, short sword, short bow and 12 arrows, dagger

Weeledar, N, Lv 0 (daughter19yo) [Phyton] s10 i13 w13 d13 cn12 ch 16 HP: 3, no armor, no weapon, 3-18CP

She is looking for a husband.

Iggel, N, Lv 0 (son 13yo) [Phyton] s17 i15 w12 d16 cn16 ch13 HP: 4, no armor, dagger, 4-24CP

Children boy 8 girl 3

The boys need a mentor and teacher but they have not caught anyone's eye. They all would like to become hirelings. The brothers dream of finding the same mentor and staying together as a family of young adventurers.

(149) Stone Circle

Cleric Ellegandar, Ng, Lv 5 [Llery] s13 i13 w17 d16 cn13 ch12 HP: 22, **Studded Leather Armor +1** & shield AC 4/6/7, Purse 15GP, 20CP, 22 BT, 12 BP, mace, hammer

Spells: Cure Light Wounds *2, Bless, Detect evil, Detect magic, Hold person, Silence, Speak with Animals, Chant, Spiritual Hammer, Continual Light, Remove Curse

Cleric Imidar, NG, Lv 3 [Llery] s16 i13 w16 d15 cn15 ch12 HP: 19, studded leather armor AC 6/7/7, Purse 15GP, 8SP, 3CP, **+1 Quarter Staff +2**, hammer

Spells: Cure Light Wounds *4, Augury, Speak with Animals, Spiritual Hammer

Ellegandar and Imidar's spend much of their time in the ring of five large stones surrounded by nine other stones that they have arranged and placed over the last ten years. These two circles are surrounded by thirteen poplar trees which rise to an average height of 25 feet. A service to Llery, as a God of Nature, is performed here on Sundays of the week from sunset until dusk. The service is more elaborate and includes a small parade in the district on the Sundays that fall during Festivals. Planting and harvest months see decorations of wild flowers and berries on the stones of the circles.

Ellegandar and Imidar will perform a Cure Light Wounds for a small donation. Unlike many clerics they ask for pay based on results. So they charge 10GP to cast the spell and then expect 2 more GP per Hit Point of damage cured. For worshipers of Llery they charge half of that price. Many clerics charge up to a 100GP for a Cure Light Wounds regardless of hit points restored.

The stones are also used for a brief service to Llery performed on the last day of month. The service is more elaborate during calving/foaling/lamb bearing seasons.

Many nights they sleep inside of the circle under the stars. On cold or rainy nights they are welcome at Ursusdire's (#150). They keep their clothing and possessions at Ursusdire's. They have a key to his back door and a small room he lets them have in exchange for use of the stone circle for his worship services.

One or more of the dogs from the watch tower (#159) will come into the circle at night (55% likely – roll d4 1 =1, 2 =2, 3 or 4 = all three dogs.) They are friendly with the two clerics and will defend them if they someone tried to attack them at night. The dogs do not travel to the stone circle during day time.

(150) Home

24x18

This building is painted in a dull dark brown with a solid door painted dark green. The window shutters and door jamb are decorated with pine cones and carvings of oak leaves. In the center of the door there is a carving of a large brown bear standing on its back legs. The building has six windows, two in front, two in back, and one on each end. The back door has a stone path leading to the stone circle on the hill. Inside is divided into two rooms. The larger northwest room is used by Ursusdire and Iggilvie. Their beds are on either side of the large hearth and solid table with two chairs. A tapestry showing many wild animals in a woods by a brook adorns the ceiling and can be seen from both beds. Ursusdire and Iggilvie sometimes sleep outdoors in the stone circle. Otherwise they retire on the stroke of the 8pm bell each night and sleep soundly until the next morning. Ursusdire wears one bear claw to bed in doors and both claws when outdoors. A strong box is under Iggilvie's bed (44GP, 88SP, 31CP, 82 BT, 19 BP). The box is locked but in plain sight since they feel they will not be robbed.

A number of small creatures move back and forth between the trees of the circle and this building. There are four raccoons and eight squirrels. They will alert Ursusdire and Iggilvie if anyone attempts to enter the house except for Ellegandar and Imidar

Ellegandar and Imidar have the other room. There are two more beds, a table and chairs and a separate smaller hearth. They sometimes sleep here when the weather outside is too chilly or wet. They have clothing and other possession here. The animals protect them as well from unwanted intruders by warning them.

Ursussdire and Iggilvie are close friends of Ellegandar and Imidar. They share the stone circle for their rituals and support each other.

Cleric Ursussdire, Ng, Lv 6 [Llerg] s18 i12 w14 d15 cn16 ch13 HP: 42, Bear Hide AC 7/8/8, Purse 15GP, 8CP, 8 BT, 14 BP, Bear claws (there are gauntlets with steel claws on the middle three fingers. They rake a target with deep scratches and can also rip clothing. Both claws can be used in the same round) damage d6+2 plus Ursussdire's strength (+2 more), He wears the claws on his belt but can put them on in a round. Cache: 15GP, 18SP, 33CP, 8 BT, 4 BP

Spells: Cure Light Wounds, Bless, Fear touch, Protection From Evil, Command, Speak with Animals, Silence, Hold Person, Dispel Magic, Speak with Dead

Ursussdire could certainly have been a better fighter but he felt that this was his calling. The claws were a gift from his mentor.

Cleric Iggilvie, Ng, Lv 4 [Llerg] s16 i10 w15 d13 cn15 ch12 HP: 27, Double Layer Deer Hide AC 8/8/8, Purse 13GP, 16CP, 8 BT, 4 BP, large hammer (wielded 2 handed, 1d10+1 damage +1 for strength), four hand axes (throwing)

Spells: Cure Light Wounds*2, Light, Fear by Touch, Create Water, Speak with Animals, Silence, Augury

Clerics of Llerg will not be attacked by normal or summoned animals of any time. This is personal protection for the cleric and does not extend to anyone accompanying him or her.

(151) Home

18x18 with a front porch and side shed.

This building has a single door and four windows. The door can be barred but has no lock. The occupants do not own anything worth taking in any case.

They do odd jobs in town including sweeping up, cleaning, digging holes for outhouses and covering the old open ones. The job of moving an outhouse is not a very honored one and carries with an aroma that is seldom sensed as welcome. But the two of them and now their son Pecius bathe often in the river near the "Last Bridge" (over the river to the cemeteries).

Peccla, N, Lv 0 [Llerg] HP: 4, no amor, knife, 0-19SP, 0-19CP.

Ebbius, N, Lv 0 (Peccla's wife) [Llerg] HP: 3, no armor, knife, a bronze necklace of pendants shaped like bear claws (10GPV)

Pecius, N, Lv 0 (son 12yo), s12 i13 w16 d16 cn15 ch13, HP: 4, Buckskins AC 7/9/9, Purse 4-16CP, throwing hand axe

Pecius is being taught to read and write by Iggilvie. It is likely that Pecius will become a novice cleric when he becomes 13 eight months from now.

(152) Home

11x12

Single room shack with a door and two small windows, with no lock and no bar; however there is nothing worth taking.

Heggebble is a grave digger. He will wait till the last open grave is used and then come to the new graveyard and dig a new one. Sometimes he is commissioned to dig one or more graves in the better part of the yard. He digs only in full sunlight if he can and never stays past 4PM. His fee is 3SP.

Heggebble, N Lv 0 [Llerg] s13 i14 w10 d10 cn11 ch7 HP: 3, no armor, shovel (d4 damage), 2-24CP

(153) Home

12 x14

Single room small cottage. The door is painted light green and the outside walls whitewashed. Inside there are two beds separated by a large tapestry. They have some decent mugs and plates made of brass (4GPV).

Kemmibal lost his wife to a sudden heart attack three years ago and his grief is still palpable. He exists for his daughter Dorsis, otherwise he would have wandered into the forest and died a long time ago.

Kemmibal, Nc, Lv 0 [Llerg] s13 i10 w12 d13 cn16 ch10 HP: 4, no armor, knife. 3d4CP

Novice cook aLv 2 /Dorsis, Nc Lv 0 (daughter 17yo) [Llerg] s12 i15 w12 d14 cn15 ch 13 HP: 5, no armor, knife. 3-24CP

Kemmibal does odd jobs for Nicolous (next door 154) and his daughter is learning to cook and help out there. Nicolous has informally adopted Dorsis for which Kemmibal is very grateful. Nicodar and Dorsis are secret lovers. Well they think it is a secret but all three parents know and consent. When they marry Kemmibal will build them a cottage.

(154) Home

L shape 30x40

Nicolous has built a good solid home with two doors and eight windows and five rooms. He and his wife have a bedroom, so to both children, a large kitchen - common room, and he has study and reading room. Appointments and furniture are of good quality easily being worth over a 1000GP. The family dresses well in good clothing.

When Nicolous decided to settle down and have a wife and family he sold a magic sword for considerable gold. He used it to establish himself, build his home and outfit his family. He still has 450GP hidden in his bedroom in the stones of the hearth in the main room. Nicolous still makes some money and he has gone on an adventure or two locally since the children both became 13.

Fighter Nicolous, N, Lv 4 [Phyton] s16 i13 w13 d15 cn16 ch12 HP: 30, **Chain Mail +1 & Shield +1**, Purse 11GP, 8SP, 3CP, 8 BT, 4 BP, long sword, long bow and 24 arrows, dagger, Cache: Strong box under floor board 15GP, 33SP, Under that box (secret door) is another Strong box: 785GP, Ruby 300, 200, 50, 50

Cook aLv 5 / Fighter, Ubeedar, Nl, Lv 2 Nicolous' (wife), [Phyton] s11 i12 w13 d12 cn10 ch11 HP: 14, leather armor & shield AC 7/8/8, Purse 12GP 13 SP, short sword, dagger, short bow & 12 arrows

Nicodar, Nl, Lv 0 (son 15yo) [Phyton] s12 i16 w11 d16 cn12 ch12 HP: 4, no armor, dagger, Purse 15SP, 3CP, 8 BT, 4 BP

Ubeel, N, Lv 0 (daughter 17yo) [Phyton] s10 i12 w13 d13 cn10 ch9 HP: 3, no armor, dagger, Purse 13SP, 4CP

Nicodar has been approached by two magic users to come with them and apprentice. Both required that he change his patron deity to Weejas, the Goddess of Magic and Death. While Nicodar would like to learn magic, he is stubborn about changing his allegiance to another god. Nicolous has said that he would not think less of him but the boy remains adamant.

Both of the children have learned to read and write though Nicodar is far faster on the uptake than his sister.

Nicolous occasionally goes with Jorber and Korpus (#339 + #340 teamsters) when they take four or more wagons on a trip to Pel Reltarma, Restenford or Bralmtun. Trips to Pel Reltarma or Restenford usually also go through Lake Farmin and then come back via full circle route. Nicolous will get 2GP for each leg of the journey. These roads have some level of safety but there are bandits, orcs and occasional 'monsters' to contend with.

Celestian's Rise

The Contour lines on the Kroten Map are 20 feet apart.

The south side of Celestian's Rise is occupied by four stone altars. They were built over a hundred years ago at the time the small temple of Celestian (now Syrul) was constructed. Three of those altars remain intact and are used to this day. They are the altars of Phyton, Llerg and Bralm. There is also a double stone circle (#149) on this hill's north side, just off of Dove Way. Most services of Llerg and Phyton are now done in the circle.

The 4th altar to Phaulkon was destroyed many years ago. It is said that an attempt may have been made to destroy one or more of the other altars but that a divine intervention occurred (manifest by the bodies of a few fried individuals). No further attempt to destroy them ever occurred.

Festivals are celebrated at these altars with clerics from all three deities at once.

Pantheon tradition calls for clerics of the pantheon to join on the first day of each Festival to cause the celebration to begin. Therefore a priest of Syrul, Pyremius, Kord and Norebo also make an appearance at dawn of the first day of each Festival. A cleric of Weejas and one of Beltar has attended in years gone by but clerics who worship those two deities are not as consistent in coming. The water deities of Osprem, Xerbo and Akwamon have no clergy in Kroten. Clerics of Lendore, Jascar, Phaulkon, Lydia and Fortubo only attend if there is a visiting cleric on the day of the Festival. That being the case, those eight gods are almost never represented. Any cleric who does attend the 1st day of the Festival is under the protection of ALL of the gods for that full day. No one breaks that law. No one.

(155) Fane of Syrul

See **The Fane of Syrul** in **L5B, The Kroten Adventures** for details of this area.

(156) Outside Barracks

This barracks supports the Fane of Syrul.

Roster

Hobgoblins LE, 1+1HD (18 males, 6 females), studded leather armor & shield AC 6/7/7 Purse 4d12SP, 20% will have 4d4GP as well, broad swords and bows (range 540 feet), HP 9, 9, 9, 9, 9, 9, 9, 8, 8, 8, 8, 8, 7, 7, 7, 7, 7, 6, 6, 6, 6

Command

Hobgoblin Greshek LE, 3+3HD, **Splinted Mail +1 & Shield +1** AC 0/0/2 Purse 2PP 7GP 22SP, **+1 Scimitar +2**, four daggers all throwing or hand to hand, HP: 26

Hobgoblin Gekkojack LE, 2+2HD (Shaman 3rd level), Splint and shield AC 3/4/4 Purse 3GP, 18SP, six black pearls worth 20GP each, **Rod of Hobgoblin Command** § HP: 17

Spells: Cure Light Wounds, Bless, Silence 15' Radius

Note: Gekkojack is in command of this group, Greshek is his lieutenant. Both obey the Horned Devil without question ... or else.

The simple Barracks is directly across from the Fane of Syrul. It has a nine foot stone wall around it (30 feet by 45 feet) that is crenellated and has a walkway around the full perimeter.

The gates are wooden and solid and are barred unless someone is going in or out.

On rare occasion Greshek or Gekkojack are called into the Fane to receive orders but usually if orders are to be given the Horned Devil will do it. Both Greshek and Gekkojack are in mortal fear of the Devil. The other Hobgoblins are never called into the Fane.

The barrack itself is 20 by 25 feet with two doors. The front leads to a common room and a sleeping chamber behind it. There is a stone stair on the east side of the building leading to the second floor. The second floor has a solid wooden door with a lock that can be barred from inside. There is a small hall with two doors. The Shaman has the front room and the sergeant has the back one. The two rooms fill the entire 2nd floor.

Another Hobgoblin Shaman is at the Castle (#401)

(157) Artist

24x36

This stone and wood building has a work room in front and living quarters above. There is an inside and outside staircase to the 2nd floor rooms. There are two solid wooden locked doors on the first level and a stout door at the top of both of the staircases to the 2nd level. The kitchen is on the first floor behind the work shop. The building has four windows facing the road and four more on the back side.

Cruthine is an excellent artist dabbling in oil painting and sculpture. He has seven canvases for sale and a dozen sculptures (valued at 60 to 200GP each – price is negotiable of course). Also in the work room are blank canvases, many pigments in thirty small jars (3 to 7GP each) and a number of brushes.

One of these brushes is made of Ki-Rin hair (willingly given). This brush can be commanded to fill in an area with color or draw many simple shapes. The brush will do this work until finished then clean itself and be ready for the next command. More importantly the person holding the brush can take on gaseous form for a period not to exceed thirty minutes in one twenty four hour day. The thirty minutes do not have to be continuous but must always be at least one full minute before returning to solid form. While in gaseous form the figure can move at a rate of three hundred feet per minute but winds of twenty or more miles per hour will prevent movement into that wind. Stronger winds will blow the gaseous form about but will not harm the person. The person can carry up to one hundred pounds of non-living material with him/herself. Gaseous form takes only one segment. While in gaseous form magical weapons of +3 or better will do full damage but lesser weapons do no harm. Energy spells like Fire Ball do 1/4 damage and there is no save allowed. (2500GPV).



The second floor contains good quality furniture and furnishings (200GPV). Cruthine has not only a vestment of his rank (Blue-Gray) but also vestments of Light Blue (1st and 2nd level), Light Gray (3rd and 4th level) and Violent (5th and 6th level) (100GPV each).

He has a good supply of clothing of good quality. Twelve of the star charts of the shrine are here, Cruthine drew some of them. (They would only have value to an astronomer but they have some artistic value as well 20GP each would be a fair price.)

Cleric Cruthine, NLg, Lv 7, male Half-Elf (164yo)[Celestian] s13 i11 w17 d8 cn16 ch 16 HP 42, **Bracers of Defense AC6, Ring of Protection +2** AC 4/4/4, Purse 48GP, 36CP, quarter staff, **+2 Spear +2**, (5[1]/5[1]/3[1]/1[1])

Spells: CLW *2, Bless, Detect Magic, Light, [Feather Fall], Augury, Hold Person *2, Silence, Speak w Animals, [Jump], Dispel Magic, Locate Object, Create Food & Water, [Levitate], Sticks to Snakes, [Spider Climb]

Note: Denoted spells are bonus spells granted by Celestian to his clerics.

Blink Dogs, Shine & Radiate, GN, 4HD AC 5, move 360 run 720, 1 attack 1d6 special defenses/attacks: can do a limited teleport of about a dozen feet. They have an intelligence score of nine. Cruthine has used speak with animals many times and has learned their language. He can yap, bark, whine and growl in tones they fully understand. This vocabulary is about one hundred and fifty mostly action verbs. HP: 22 male and 23 female.

They are fiercely loyal to Cruthine and each other. They will blink out if seriously wounded (down to 7 or fewer points) but will attempt to return later to aid Cruthine if they can. **Cure Light Wounds** will work on them. With limited access to the ethereal they can often detect out of phase or invisible beings nearby (twenty feet or less) with 30% accuracy. Of course they possess excellent senses of hearing and smell like all canines. Most people do not know of their magical ability to blink since Cruthine has asked them not to blink in sight of other people unless there is an ongoing melee.

Cruthine can wear a blue-grey robe (85GPV) and has an emerald and silver brooch (125GPV) but that is only while functioning as a priest, which he seldom does openly. Instead he wears a simple smock over a tunic and trousers around his shop.

He was badly wounded some years ago and walks with the help of a staff. He can stand in place and fight but he can't run or walk rapidly (moves at 6" rate). Some of the people in the immediate area know he is a cleric but most do not.

Cruthine has done paintings and sculptures for many patrons in the town.

DM only: Cruthine is now 164 years old. He was among the clergy of the Shrine of Celestian, now the Fane of Syrul. At the time of the Shrine's construction he was a thirty three year old third level cleric. He followed up the small party that scouted Lendore Isle for a suitable place to construct the shrine and build a sky observation tower. The party discovered Rocky Hill upon which the shrine would be built. It allowed for both a building and an open slope for outdoor worship of Celestian.

All was well until prosperity caused the surrounding area to fill with more and more people. The Shrine was

no longer a peaceful place or worship and study of the heavens. People kept coming to the Shrine seeking spell casting of all types. They wanted the clergy of the Shrine to aid and assist them. The Shrine had no druids and of course they did not worship a Suel deity so the match up was doomed to failure.

Finally the High Priest realized it was time to move on and find a new location for a new shrine. Cruthine decided not to travel with Obeggel and the rest of the clergy as they left Kroten. Cruthine more or less retired to his home but occasionally visits the far side of the hill for worship. The Syrulians do not see him as a threat and do not oppose his visits.

Cruthine was there during the construction for the shrine and knew the stone giant and dwarves hired to build it. He knows that there is a very deep room under the temple that was buried below the shrine before the foundation was built. The only other person in Kroten who knows these details is Kulok the Toy Maker (dwarf - #158)

(158) Toy Maker (Baker)

20x30

The one story building is made of perfectly laid dark grey stones (of the same type used on the Temple of Syrul inner works). The walls are nine inches thick. Its front door is solid double thick hard wood and the intricate lock (-12% from the chance to pick) can thwart most bandits. It can be bared by a four inch by four inch beam that will withstand very heavy pounding before breaking. There are nine openings in the stones that are three inches by five inches and filled with a translucent heavy glass. This allows light to come in during daytime but no one can clearly see inside. There are two more openings of this size near ground level on the backside of the building to allow air flow. A chimney is on the back side of the building.

The building has a front work room and a back sleeping and common room. The fireplace is in the back room and is large enough to heat both rooms. Kulok has a stack of neatly piled wood nest to the fireplace.

All of the furniture was built by him many years ago and is of solid construction. There are three work tables in the front workshop and six shelves along one wall. This front room has many tools to shape, trim, polish and smooth wood. (The tools as a whole are valued at 350GP). There are over a hundred wooden toys on the shelves of his workroom. Some have wheels and some have moving parts. Some are carvings of intricate design and craftsmanship. His toys are valued at between 8SP and

20GP (but he sells them to poor families for their children for a few copper pieces).

The back room has a large low bed with a rope mattress (he finds it very comfortable – other might not). He has a large bright red wool blanket (85 GPV) and a wool pillow. There is a cabinet of tunics, trousers, small clothing and wool socks. At the bottom of the cabinet are four pairs of hard leather boots (75 GPV each) which many would find uncomfortable but do not bother him at all. Below this chest is a puzzle floorboard. Two other boards must be shifted in the correct sequence to allow the last board to lift out. (Roll vs intelligence score at -3 to open this panel if a 'secret door' is properly located.). Below the board is a small wooden chest containing 920GP and a single large cut diamond worth 3000GP.

Toy Craftsman aLv 8maker / Engineer aLv 7 / Carpenter aLv 6, Fighter/Thief Kulok, LN, Lv 5/5, male dwarf [Ulaa] s17 i16 w15 d10 cn15 ch11 HP: 29, leather armor & **Shield+2** AC 5/5/8 Purse 94GP, 31SP, 17CP gems 300 300 200 200 200 100 100 100, **+1/+3 Hammer +1/+3 vs Humanoids**, four throwing hammers

Note: As a thief Kulok can't employ the shield and leaves it behind when thieving. But it is near his work area at all times. He is thought to be a fighter by most people. He also has a suit of **Plate +2** which takes him fifteen minutes to put on – he does not wear this armor except to very special occasions.

Toy maker aLv 5 / carpenter aLv 4 / Chef aLv8 (baking specialist), Fighter Kebba, Nc, Lv 4 female dwarf [Bleredd] s16 i12 w12 d13 cn16 ch13 HP: 30, chain mail & shield AC 4/4/5, purse 31GP, 18SP, **+1 Hammer +1**, two throwing hammers

Kulok is 204 years old and arrived by ship with the other Oerdians. He has some mining and building skills (he covers much of his real knowledge by making toys) and was the engineer for the Temple of Celestian. He knows of the deep room and that there is a magical means of entry. He was asked to do the construction but the magic of the Teleporter is not known by him. Of course he does not divulge this information readily.

Kebba is 193 years old. She arrived twelve years later after he sent a "bride payment" to Kebba's father back in Irongate. They are deeply in love and are always together, you see one you see the other. She has some craftsman skills but not to the level of her husband. The temple was already built when she arrived. The Celestian high priest made Kulok swear not to tell anyone about the temple construction.

Kebba bakes breads and cookies on Freeday and sells the excess (and they both like to eat the cookies) beginning at

9AM that same day. Children clutching their copper pieces are in line as early as 5AM on Freeday. They are usually sold out by Noon. Cookies are two for 3CP and bread is 3CP. (She generally sells 30+ 4*d20 cookies and 4+d8 loaves of bread).

More than one child would gladly run errands or tell about local people for a few of her cookies!

(159) Guard House

20x20 stone

This small single tower situated on the eastern incline of Celestian's Rise is located where the Kroten Highway meets the Cross Street. It has three floors. The first is a common room with stairs to the second level and stairs to a three basement holding cells. The 2nd floor houses the Men@Arms and the 3rd is for Questus and Ogivar. The top of the tower rises forty two feet plus an additional 45 feet for the Rise. It provides a good view of the district, the nearby Woods, the graveyards and the forest edges. Only Ogivar and Questus go to the 3rd floor.

There is a large dog house next to the tower for the dogs. There is an entrance at the back of the dog house directly in the tower's first floor. The dogs can roam at night but they are very well trained and stay with a hundred feet or so of the tower. They sometimes will wander into the stone circle to sleep next to the clerics there.

All of the five guards here can command the dogs to stay or to attack. Ogivar and Questus have a bit more control over them. The dogs will fight to the death to save Ogivar, their master.

This tower has no patrol duty and just acts as a small force that be deployed as needed. There are times they might all leave (dogs included) if there is a disturbance south of the river.

Sergeant:

Fighter Ogivar, NI, Lv 4 [Fortubo] s16 i14 w12 d12 cn11 ch16 HP: 23, chain mail & shield AC 4/4/5, Purse 3GP, 8 SP, long sword, dagger, long bow & 24 arrows

Fighter Questus, N, Lv 2 [Phyton] s15 i13 w14 d17 cn16 ch12 HP: 16, studded leather armor & shield AC 3/6/7, Purse 4GP, gem 50, long sword, dagger, long bow & 24 arrows

The Men@Arms sleeps on the 2nd level. The floor is rather sparsely furnished only having three pallets and a chest next to each. They have some clothing and extra shoes and nothing else of any value. On the wall there two extra quivers of 16 arrows each.

Man@Arms Povo, Nc, Lv 1-1 [Phyton] s14 i12 w10 d13
cn15 ch9 HP: 7, leather armor & shield AC 7/7/8, Purse
34SP, 8CP, 3 BP, long sword, dagger, long bow & 24
arrows

Man@Arms Ogust, N, Lv 1-1 [Phyton] s15 i10 w16 d14
cn13 ch12 HP: 5, leather armor & shield AC 7/7/8, Purse
14SP, 18CP, Black Pearl 25GPV, long sword, dagger, long
bow & 24 arrows

Man@Arms Reggla, Nc, Lv 1-1 [Llery] s16 i13 w12 d15
cn18 ch14 HP: 9, leather armor AC 7/7/8, Purse 4GP,
30SP, **Quarter Staff +1**, sling and 24 bullets

3 War Dogs (Spike, Fang & Claw) 2+2HD AC 6, bite 2d4,
HP: 15, 14, 13

(160) Weaver

30x18 single floor

The front room contains two looms, many sewing needles, bobbins of thread, crochet needles, embroidery needles etc. for making thread from wool, and fabric from that thread. There are dyeing vats and small wooden kegs filled with various pigments used to dye thread. The whole lot of equipment is worth 400GP. They do not make any garment or object from the cloth they do produce but sell thread, cloth and sewing implements. Some of the equipment is imported from the continent with shipments coming from Roland, Ountsy, Rel Astra, Pontulver, Dulstrand, Duxchan and Sulward. Bolts of their cloth go back on ships to these same ports. The majority of this shipping occurs through Restenford but some goes through the port at Pel Relarma.



The back room is clean and tidy and contains good quality furnishings and furniture (550GPV). Respina is close friends with Ellegandar and Imidar (#149) and is about to become 2nd level as soon as she gains a bit more experience.

Cleric Respina, Gc, Lv 1 female [Phyton] s11 i13 w15 d15
cn15 ch14, HP: 7, leather armor AC 7/8/8, Purse 11GP,
quarter staff, hammer

Spells: Cure Light Wounds *2, Bless, Light

Magic User Bomar, Ng, Lv 2 [Weejas] s10 i16 w12 d15
cn14 ch13, HP: 5, No protection AC 9/10/10, dagger,
Cache: 31GP

Spells: Sleep, Charm Person

Book: Read Magic, Detect Magic, Enlarge, Identify,
Light, Sleep, Charm Person, Chill, Stitch, Color,
Clean, Distract, Belch, Bluelight, Tweak, Moan

Commercial District

The Commercial District lies along Cobble Highway between Gate 3 and Gate 4, including #201 to #212.

(201) Jegibar's Ale House

L shape 42x33 two longest edges then 20x9x22x24

Jegibar's greets the traveler coming up the south road as the first building inside of the town gate. A 15 foot flag pole has a 6x8 blue flag fluttering in the breeze. A large mug of foaming ale is emblazoned on the flag and the name Jegibar is embroidered below it.

The large front door is oversized and solid (double locked and barred after midnight). Two small 8x18 windows are on either side of the door. This door opens into the 32 x 30 common room. The bar is at the back with doors leading to a kitchen and storage room. The common room has two more 8x18 windows on the north west side of the room and four on the south east side. They have colored translucent glass in various geometric shapes and held in place by lead filling between the different color pieces of glass. They cast interesting shadows and patterns of light in bright sunlight. (The windows cost 80 GP each to install.) There are eight scattered round tables that can seat eight around them. Opening time sees five chairs at each table and the rest stacked in a corner. There are sixteen stools around the edges of the room and at the bar. The hearth is on the south east face of the room.

North West wing:

Each side room has a single 8x18 window which can be opened (swings out). The end room has three windows, one on each face. There is also a locked door on the innkeeper's room (end one) to the outside. It is double locked and barred at all times.

Living quarters are on the north west wing (22x32) along with two small 10x12 rooms along the south west side of the wing that can be rented for 3SP a night for one and 5SP for two guests. Jegibar and Issbeilla have the 12 x22 room at the end of the 4 foot wide corridor. Two 8x10 rooms are across from the guest rooms.

One 8x10 room, next to mom and dad, is for Jegieill and Issbar. Issbar often climbs the ladder in their room and sleeps in large loft above the wing. The loft has old storage, mostly spare chairs and small square tables which used to be in the common room. Issbar has a pallet there in front of the small 12x12 window at the northwest end of the wing.

Parkal and Emmela have the last 8x10 room with their baby boy.



The innkeeper and his wife have good clothing, furnishings and furniture. They have two sets of clothes wearable at court which they attend once a month (his 80GP, her dress 70GP). The other furnishings, furniture and room decorations are easily worth 300GP. A strong box under the floor boards hold 270GP and 300SP (rate as hidden door). The room is locked at all times and Jegibar bars it when he closes the ale house at midnight. There is a Magic Mouth at their doorway which says "This is not your room." in a firm and loud voice if someone comes within one foot of the door. The other doors are six feet down the corridor so ordinary traffic of guests or sons should not set it off. Jegibar tells guests not to go down the corridor to HIS room. He is quite specific about it. It costs him 10GP to have another Magic Mouth put on the door once it is triggered. [The spell caster has to have Jegibar and Issbeilla present when the spell is cast so that they do not trigger the spell.]

The 10x12 guest rooms each have two beds that are roomy for one person but tight for two. Each guest room has a table and two chairs, a brass candle holder and a six hour candle.

Fighter Jegibar, Nc, Lv 7 [Llery] s17 i12 w13 1d12 cn16 ch15 HP: 56, bear hide vest (which he does wash often enough) over leather armor AC 7/7/7, Purse 22GP, 18SP,

34CP, 3 BP, +1 Mace +1, dagger, **Figurine of Wondrous Power (Brown Bear)**

The small four inch tall bear is beautifully carved and detailed having two garnet eyes and diamond under its chin (the gems are worth 25 25 and 100GP). When tossed to the floor the bear will grow to eight feet tall (standing on back legs). It attacks as 6+6 HD monster AC 2, claw claw for 2d4+2 / 2d4+2 and if both claws hit hug for 4d4 more damage. The bear does not bite. 54HP. The bear is under the command of the person who casts it to the floor/ground. So it can be stolen and used by someone else. The bear comes to full size once each seven days maximum. If slain the figurine has a 75% to reform unharmed but 25% of the time it will be permanently destroyed. (7000GPV). The bear has no alignment. It understands "attack" and "guard" (which it will do for 1 hour). If there is a melee and bear is not killed it will remain whole until one full hour has passed or the owner commands "shrink". 7th and higher level Druids can heal the wounded bear with Cure Light Wounds and other cure spells! At the end of the full week the bear is back to 54 hit points.

Cache: 14GP, 88SP, Blue Sapphire 200GPV

Cook aLv 5 / Magic User Issbeilla, N, Lv 2 (Jegibar's wife), [Weejas] s9 i16 w12 d15 cn12 ch15 HP: 7, no armor AC 9/10/10, purse 23 GP, 18SP, Four throwing/hand to hand daggers

Spells: Sleep, Charm Person

Book: Read Magic, Write, Sleep, Charm Person, Shield, Magic Missile, Light, Enlarge, Magic Mouth

Issbeilla's teacher is Lebbem, Obesto the druid's wife (#125). Lebbem has put Magic Mouth in Issbeilla's book as a gift so that when Issbeilla becomes 3rd level (about 300XP away) she will have the spell (if she can learn it of course). Her chance is 60% + 10% bonus for seeing Magic Mouth cast on her door 50 or more times in last five years. See the L5 Companion for an optional rule on spell learning bonus.

Son Jegieill, N Lv 0 (son 17yo) [Llery] s16 i10 w10 1d12 cn14 ch11 HP: 4, leather armor AC; 8/8/8 Purse 3GP 11SP, short sword (not proficient)

Son Issbar, Nc Lv 0 (son 13yo) [Llery] s15 i13 w13 d15 cn15 ch16 HP 4, leather armor AC 7/8/8 Purse 15SP, 18CP, 21 BP

Issbar has become friends with Obesto and is learning from him. His father would be proud to have Issbar become an Aspirant. Issbar can memorize and cast Faerie Fire. (He knows the prayers for Predict Weather and Entangle. He is learning the prayer for Detect magic)

Issbar is about three months away from being a 1st level druid, an "Aspirant".

Man@Arms Parkal, N, Lv 1-1 [Llerrg] s16 i12 w14 1d10
cn14 ch10 HP: 6, leather armor & shield AC 7/8/8, short sword, dagger

Parkal is teaching Jegeill how to use a short sword. The two of them spar behind the tavern sometimes.

Woman@Arms Emmela (Parkal's wife), Nl, Lv 1-1 [Llerrg]
s14 i13 w10 d16 cn12 ch11 HP: 6, leather armor & shield
AC 5/7/8, Purse 15SP, 30CP, 21 BP, hammer, short bow
and 18 arrows

Male infant (Emmela's)

Jegibar, Parkal and Emmela handle the day to day work of the alehouse. Jegibar's sons do late night cleanup of the common room and kitchen, with Issbeilla cooking the evening meal which she sells by the plate full at 1SP to 5SP depending on what is available. She cooks one main course, with bread and butter and maybe some potatoes.

Jegibar's tradition is to ask a traveler to stay at his ale house only if he feels the person(s) is 'savory'. He considers himself a judge of good character (he's often wrong). Otherwise he will say his rooms are rented. This vexes his wife who does not much care who sleeps there, as long as he/she pays up front. She does put her foot down if someone wants to rent the room for a few hours (Wink wink, nudge nudge – none of THAT in her houses!)

She had a small 13 x15 garden out back where she grows potatoes year round.

Ale is 1SP:4 a pint and Beer 6CP. Mead is available sometimes at 6SP:6.

Note: Occupants of 202, 203 and 204 occasionally see and hear a person leaving the road and walking to the west outer wall of the Fane of Pyremius, tossing a twig(s) over the wall and yelling "Burn in Hades". They realize this has some religious significance (see Fane of Pyremius courtyard #9).

(202) Artist (Oil Paintings)

32x32 and porch 12x32, pen for Geese 12x12

This is one of the original buildings built here over 120 years ago. "Emell" and his wife arrived two years after Lord Kroten.

"Emell" does most of his painting outdoors or on his front porch. The porch has an open top allowing daylight and sunlight to stream in. He takes a canvas and he is

working on, along with his supplies, into his home at the end of any work day.

His home has a large front room with large contour chairs that he designed himself and had Wendello the dwarf carpenter build them for him four years ago. Any guest who tries the chairs, which has large stuffed cushions, is stunned at how comfortable they are. (Some even fall asleep.)

His other furniture is older but solid and in good repair. The hearth is here where meals are prepared.

He has six of his paintings in the room. All are for sale (Running horse 100GP, Castle on the Hill 200GP, Sunlight on Stream 150GP, The Forest 100GP, A Common Room 100GP and Clouds over the Mountain 200GP). He does portraits as well but has none for sale as they are commissions. He can show his own portrait or that of his wife which hangs in their bedroom. As you stare it many people see slight movements of the hand, a finger, a blink, a smile appear and vanish, the head turn ever so slightly or some other small quick minor movement. "It is a trick of the light I'm sure." he says, but other portraits in town have the same quirk.

Emell makes his own paints from pigments and other ingredients, many of which are imported. (His 'secret' is in a spell he casts on the finished paint. It not only makes the color vibrant, rich and enduring it seems to allow for some visual tricks that the painting can make. The painted person or object does not do anything radical but the stream seems to flow for a moment or the cloud changes shape for a second. Everything returns to 'normal' a moment later. A person has to stare at the painting or portrait for a least a full minute for any of these 'quirks' to manifest themselves. The unusual properties of his paintings have made their sale quite easy. People travel to Kroten to have their Portrait done (about 20 to 40 hours of real time with 2 to 4 of it involved in posing the person. His Portraits can fetch 500 or more GP.

The back two rooms are for him and his wife "Elli" and his son "Ellem". Emell has a Leomund's Secret Chest on the ethereal plane with his spare spell book. It also contains 3440GP, a **Wand of Magic Missiles** (34 charges) and a paint brush of Ki-Rin hair. The small chest is in Emell's pocket.

He has a copy of his book on an 'empty' shelf in this bedroom. His book is invisible until it is opened. Of course someone could feel it on the shelf. The book does radiate magic but very dimly. Just a quick scan for magic will not find the book. The detection caster has to really

be concentrating and be within ten feet or less of the book to find it.

Artist aLv 5 /Druid Ellidrin N, Lv 5 ½ elf (Emell's wife 174yo), [Fharlanghn] s16 i12 w16 1d12 cn14 ch 16 HP: 33, **Leather Armor +2 & Wooden Shield +1** AC 4/4/6 Purse 15GP, 22SP, scimitar, 6 darts, Cache: 33GP

Spells: Entangle, Detect Magic, Animal Friendship, Pass Without Trace, Predict Weather, Purify Water, Charm Person, Cure Light Wounds, Heat Metal, Obscurement, Fire Trap, Neutralize Poison, Stone Shape



Ellidrin likes to work with stone to make statues, busts and other objects. She uses Stone Shape freely to massage the work into better detail. Her works sell for 20 to 200GP. Her husband has added paint to some of her sculptures.

Geese (2 male & 5 female) 1-1HD AC 8, bite 1, HP: 7 7 6 5 5 4 4

The Geese are in a pen next to the house. They are quite attentive and loud if someone approaches the home's porch, side facing the Fane of Pyremius and south side. They are not aware of the main entrance to the west. But they honk when virtually anyone approaches including those who might be invisible since they sense smell and sound. They are excellent guardians.

Of course they have a goose to eat on occasion and the geese do lay eggs. A goose can be sold for 1SP:4 and eggs for 1CP each. They try to keep 2 males and 2 females at all times. Either druid will take the geese 3 or 4 times a week to the river to swim. They are controlled via Animal Friendship and Speak with Animals. Their wing feathers are clipped to keep them from flying off.

Artist aLv 9 /Magic User Emelladantrin, Ng, Lv 9 ½ elf (204yo), [Fharlanghn] s12 i17 w14 d15 cn15 ch15 HP: 28, **Bracers of Defense AC5** AC 4/5/5 Purse 17PP 18GP 22SP, **+2 Dagger +2, Wand of Magic Missiles** (18 charges), **Ring of Fire Resistance**, Cache: 55GP, 88SP, gold pin with ruby 200GPV

Spells: Charm Person, Sleep, Light *2, Invisibility, Levitate, Ray of Enfeeblement, Hold Person, Protection from Normal Missiles, Clairaudience, Polymorph Self, Dimension Door, Polymorph Other, Wall of Force

Two Books: (the one in the secret chest is a duplicate)

Book: Charm Person, Comprehend Languages, Detect Magic, Enlarge, Find Familiar, Magic Missile, Read Magic, Shield, Write, Sleep, Light, Mending, Continual Light, Detect Evil, Detect Invisible, ESP, Forget, Invisible, Knock, Levitate, Magic Mouth, Mirror Image, Levitate, Ray of Enfeeblement, Wizard Lock, Web, Clairvoyance, Clairaudience, Dispel Magic, Explosive Runes, Fireball, Fly, Hold Person, Leomund's Tiny Hut, Lighting Bolt, Protection from Normal Missiles, Ray of Enfeeblement, Dig, Dimension Door, Fear, Fire Shield, Ice Storm, Minor Globe of Invulnerability, Polymorph Self, Polymorph Other, Dimension Door, Cone of Cold, Leomund's Secret Chest, Passwall, Wall of Force, Wall of Iron, Wall of Stone, Cloud Kill, Magic Pigments §.

Black Cat Midnight, 1-1 HD AC 7, bite 1, scratch 1/1 HP: 5

This is Emell's familiar. He uses the cat's eyes at night to keep him informed. The cat travels up to the wall of the Fane and crosses the road to the wall. It goes as far as the tavern and up to the food dealer. Emell wants no damage to come to Midnight so he does not want the cat to put itself in peril. The cat is not to go into the tavern. But sometimes Midnight stays a bit farther than Emell wants him to (especially during mating season).

Artist aLv 4 /Magic User/Druid Ellemdanrin, N, Lv 5/5 part-Elf § (37yo), [Fharlanghn] s12 i16 w16 d15 cn13 ch15 HP: 20, **Bracers of Defense AC7, Ring of Protection +1** AC 5/6/7, Purse 15GP, 22CP, quarter staff, 6 darts, Cache: 22GP

MU Spells: Sleep, Enlarge, Light, Magic Missile, Invisibility, Web, Fly

Druid Spells: Detect Magic, Entangle, Predict Weather, Speak w Animals, Faerie Fire, Cure Light Wounds, Charm Person, Heat Metal, Warp Wood, Obscurement, Stone Shape

Ellemdanrin is 25 % resistant to sleep and charm. He has no bonus with any weapon due to race. He has 40 foot infravision. He can however spot a concealed door 10% of the time and a secret door 20% of the time. Ellemdanrin moves quite silently in an outdoor setting even over dry leaves and dead branches making noise only 1% of the time if he is concentrating any moving silently. This silence does not convert to more urban settings. Ellemdanrin has one brown eye and one deep purple eye but his ears are not pointed.

Ellem dabbles with sculpture and carving. He uses Warp Wood to and Stone Shape to mold those two mediums into works of art. His creations can sell for 10GP to 80GP,

but he sold two pieces of 400GP that were a blend of molded stone and crafted wood.

People who can afford art for art's sake have traveled from every city on the island, including Asmogorgon, to commission and buy works of art from a member(s) of this family. While Ellem might go on an adventure his parents are content to support from the safety of home.

(203) Toy Maker

L shape 33x42. The family lives in the two rooms and loft along the south side of the building and the north wing they use for a toy shop and workplace. The door to the shop goes to the outside and a separate door exits to the south. The furniture and furnishings are of good quality and well maintained.

Frallow and Ollena make Kites (4 to 16CP), Tops (2 to 12CP), Hobby Horses (2 to 8SP), Rocking Horses (3 to 12SP) and Puppets (8 to 64SP). Kites and tops can be bought by the children themselves, while the larger toys are bought by parents. Frallow knows basic puppet handling but his puppets are quite good, beyond his ability to manipulate them. Frallow can do many types of carving and carpentry of course and sometimes he will build a child's chair, rocking chair, chest or table if there is a special request.

They make a comfortable living since Kroten has a large number of children and travelers and the town is doing well and growing. Strong box chained to floor and locked with Magic Mouth ("You don't belong in here. Get out!"): 120GP, 94SP, 120CP

Master Toy Craftsman aLv 6 / Fighter Frallow, Nc, Lv 4, [Kord] s15 i12 w12 d14 cn12 ch14 HP: 30, leather armor & shield AC 7/8/8 Purse 14GP, 22SP, short sword, dagger

Craftsman aLv 4 / Magic User Ollena, Nl, Lv 6 (Frallow's wife) [Weejas], s10 i15 w15 1d12 cn15 ch14 HP: 17, No armor AC 10/10/10, Purse 9GP, 17SP, dagger, 4 darts

Spells: Color, Smokepuff, Present, Tie, Unseen Servant, Comprehend Languages, Ventriloquism, Strength, Mirror Image, Phantasmal Force, Suggestion

Book: Clean, Color, Polish, Tie, Warp, Hide, Present, Distract, Smokepuff, Fire finger, Footfall, Mending, Unseen Servant, Read Magic, Comprehend Languages, Feather Fall, Light, Magic Missile, Shield, Ventriloquism, ESP, Forget, Knock, Locate Object, Shatter, Strength, Web, Wizard Lock, Explosive Runes, Infravision, Phantasmal Force, Suggestion, Water Breathing, Dispel Magic, Protection from Normal Missiles

Ollena memorizes her spells or cantrips based on what the day's project is. She likes to do a little show for perspective buyers by combining Ventriloquism, Phantasmal Force, Present and Smokepuff for example. She memorizes strength to place upon her husband in case there is any trouble (she is rather pessimistic and paranoid).

Man@Arms Fraenar, N, Lv 1-1 (son) [Kord] s15 i9 w9 d13 cn15 ch10 HP: 7, leather armor & shield AC 7/7/8 Purse 2GP, 18SP, short sword & dagger

Fraenar has tried to learn the family profession but he is all thumbs as a craftsman. He is good at painting toys however and enjoys doing it.

Child boy 8

(204) Fresh Food

24x32. Half of the building can be opened and propped up on long sticks to reveal an open market. The goods vary by day and food can be sparse or abundant. There might be ears of corn, fresh beans, various herbs or spices, barley both ground and whole, wheat flour or whole grain, tomatoes, beets, potatoes, turnips, apples, cherries, etc. Emmicar has a crude scale and small burlap bags to hold goods. Prices are fair to moderate. Emmicar often has to barter with the farmer or grower first and then sell the goods at some profit. Since he is one of the very few who sell fresh items to the public his stand is often empty by the end of the day. He has a small bank of silver and copper coins under the counter typically 8 to 80 +10SP and 10 to 100 +20CP. He rarely sees any gold.

The rest of the small home is little more than a place to sleep. With seven in the family it is a bit crowded. Emmicar and his wife and the small children sleep in the main room with the hearth. There is a table and seven stools and one chair. His two sons sleep beneath the food trays. It is their job to keep the food area clear, as best they can, of sundry bugs which would eat or infest the food. They have a few pieces of pottery with lids that help to store unsold goods.

Emmicar is stashed a small treasure of 3GP, 84SP and a gem worth 20GP behind a stone in the outer hearth.

Fighter Emmicar, N, Lv 2 [Norebo] s13 i12 w14 1d10 cn17 ch14 HP: 14, leather armor AC 8/8/8, Purse 13SP, 22CP, 7 BP, short sword, dagger

Wife Ollea, N, Lv 0 [Norebo] no armor, knife, HP: 3 purse 11SP, 18CP, Cache: 54SP, 124CP

Yestal, N, Lv 0 (son 14) [Norebo] s12 i13 w12 d15 cn10 ch11 HP: 5, leather armor AC 7/8/8 Purse 3SP, 18CP, 7 BP, short sword

Prokus, N, Lv 0 (son 12) [Norebo/Phyton] s15 i12 w15 1d12 cn15 ch13 HP: 4, no armor, knife, scimitar, Purse 3SP 18CP

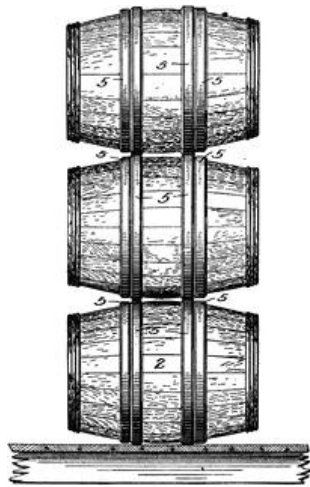
He has been taught to read and write by Belkin at the Shrine of Phyton (#208) over the last six months. It is likely that Prokus will be invited to join the clergy in a year or two. Belkin is also showing Prokus how to fight with a scimitar.

Children boy 8, 2, girl 5

(205) Cooper

23x56 and porch

Westalig and Westbeeg make barrels in three sizes (8 gallon 2SP, 16 gallons 4SP:5 and 24 gallons 7SP) and tubs (52 16SP and 90gallons 2GP). The 24 gallon size is popular for wine and 16 gallon size for beer, ale and mead. The tubs are used for both clothing washing and for people bathing. They do all of the work including cutting and shaping the panels which are finally banded together. They test each barrel by filling it with water from the river and letting it sit for a full day to see if there are any leaks. Empty barrels go to various wineries and breweries on the island.



The work shop takes up the east side of the building. The west side is their home. They all enjoy their front porch for meals and relaxing. Four chairs with foot stools are on the porch with two child size chairs. The common room of the house boasts a well laid stone floor. There is a hearth and cooking equipment is next to the porch. The home has two bedrooms (Westalig & Obbee and Obbali). Westbeeg sleeps in the loft and children sleep in the common room in pallets near the hearth. The building

has two doors and six small 12x12 windows with shutters.

Westalig is, of course, a carpenter as well and has made most of the interior furniture. He will make chairs and benches if he is asked and it is not near wine harvest when he has to produce and ship a number of empty barrels. They are not rich but there is always food and a few silver pieces in the family. They wear decent clean clothing. Westalig has put aside 33GP

This home has been here since 411CY! It has had a few face lifts and repairs over the years but the stone floor is original is the hearth. Hidden in the side of the hearth (a stone that can be pulled out) is a gold signet ring with the stars of Celestian upon it. The ring is worth 150GP but its magical properties boost that value to 5,500. It is a ring of Fire Resistance. Westalig and family no hint that it is here.

Fighter Westalig, NL, Lv 4 [Phyton] s16 i12 w10 d13 cn15 ch10 HP: 28, leather armor & shield AC 7/7/8, Purse 3GP, 18SP, short sword & dagger, Cache: 15GP

Fighter Obbee, NL, Lv 2 (wife) [Phyton] s13 i11 w13 d13 cn11 ch10 HP: 16, leather armor AC 8/8/8, Purse 15GP, 17SP, short sword & dagger

Fighter Westbeeg, NL, Lv 1 (son) [Phyton] s16 i12 w12 d13 cn15 ch 11 HP: 9, leather armor & shield AC 7/7/8, Purse 4GP, 3SP, short sword & dagger, Cache 11GP, 30SP

Cleric Obbali, Ng, Lv 1 (daughter) [Phyton] s11 i12 w16 d13 cn15 ch15 HP: 8, chain mail AC 5/5/5, Purse 5GP, 6SP, 30CP, 9 BT, **Mace +1**, four throwing hammers, Cache: 34GP (when she gets to 50GP she brings it to the Shrine of Phyton)

Spells: Cure Light Wounds, Bless, Light

Children boy 8, girl 3

(206) Kroten River Inn

52x75 with a 24x28 wing and two floors

The large central building has a 40x25 main floor common room where meals can be ordered with wine or ale. There is a kitchen and storage room behind the common room. The rest of the main floor has eight rentable rooms all about 13x 20 with two large beds, a table and four chairs and a chest in front of each bed. A brass candle holder with a six hour candle is beside each bed. The second floor of the main building has twelve rentable rooms that are 13 x 20, and a large linen closet. The rooms are kept clean but only after a guest leaves. Most guests prefer no one else in their room while they are away. Rooms rent for 4SP:5 a night, 20 SP for a full

week (in advance). Meals are separate. Breakfast is usually two eggs, some meat or gruel, raisins, an apple or some nuts, bread and butter and tea (3SP for all of that). At night meals can range from 4SP to 16SP depending on the fair that night. Chicken is most common. Wine is 7 to 20SP a pint. Locals come in to eat here occasionally and there are some regular customers. There is no formal noon meal but something can be brought to a person for 2SP plus any drink.

The Kroten River Inn is quite popular with merchants and richer travelers. Gollegima realizes that robbing guests is unprofitable. A guest who pays for Ebenella or Sendical to join them over night (1GP) deserves what he gets. They are not opposed to lifting a few silver pieces but know better than to try to take something tangible or valuable. Uggel, Kolbeck or Ebbius will 'stand guard' over a room where one of the girls is a guest that night. Just as a 'precaution' (to be sure no one else goes in the room with out paying the 1GP).

Pobank and Vemius work in the common room and do not interface with the guests. Zotun is there to bless the girls before they do their night vigil. Obaka, Hestola, Quep and Errep are then to do chores and not much else. Any of the help might get a tip of a few copper pieces to a silver piece of services and errands.

All staff live in the wing of the Inn. Gollegima, Kolbeck, Ebbius and Uggel have their own rooms on the main floor. Each of them has clothing and a few oddments that add up to a few gold pieces of value but nothing sizable. Gollegima has a key to a locked trap door in his room (under a rug). In the small basement room he has a **+1 Dagger**, a bag of 120GP and a bag of 200SP.

Pobank and Zotun, Ebenella and Sendical have shared 2nd floor rooms. The cleanup crew of four share a single room. Possessions are few and inexpensive. If you have any wealth these people carry around with them. Zotun has a few religious items which Pobank does not touch.

Innkeeper / Fighter Gollegima, Ne, Lv 8 [Pyremius] s15 i15 w12 1d12 cn15 ch13 HP: 60, **Chain Mail +2** AC 3/3/3 (see Staff of Speed to augment armor class in a selected way), Purse 4PP, 7GP, 18SP, 20CP, Gem: 100 100 100 50 50 50, **+2 Quarter Staff of Speed +2S**, six darts, **Dagger +1**. Gollegima has an 80% chance for a 2nd blow every round with a proficient weapon plus one extra blow with the quarter staff of speed, making him a force to be reckoned with in combat.

Fighter Kolbeck, Ne, Lv 4 [Pyremius] s15 i12 w12 d15 cn13 ch11 HP: 32, chain mail & **Shield +1** AC 2/3/5, Purse 17GP, 88SP, Gem: 200 200 50 50, **Long Sword +1**, dagger, **+1 Hand Axe**

Fighter Ebbius, NE, Lv 4 [Pyremius] s16 i11 w12 d17 cn15 ch12 HP: 29, **Chain Mail +1** AC 2/4/4, Purse 3PP, 18GP Gem 500, **+1 Short Sword +1**, **+1 Hand Axe +1** which he uses together. His dexterity allows the short sword at the normal to hit chance but the hand axe blows are at -2.

Fighter Pobank, Ec, Lv 2 [Beltar] s15 i12 w10 d14 cn15 ch10 HP: 14, leather armor & shield AC 7/7/8 Purse 15GP 20SP, short sword, dagger

Cook aLv 6 /Cleric Zotun, EN, Lv 2 [Pyremius] s12 i12 w17 1d12 cn13 ch11 HP: 15, **Pyremius Chain Mail §** & shield AC 4/4/5, Purse 31GP, 8SP, gems 6*100GPV, **Mace +1**, hammer

Spells: Cure Light wounds, Detect Magic, Protection from Good, Darkness

"Pimp" / Thief Uggel, En, Lv 5 ½ elf [Pyremius] s13 i15 w12 d17 cn12 ch11 HP: 20, Leather +1 AC 4/7/7 Purse 3PP 18GP 22SP Gems: 6*100 7*50 6*25, **Dagger +1**.

The dagger is in a sheath filled with gooey poison that transfers to the blade when pulled. There is enough poison in the sheath to replenish the blade seven times. Each hit with the blade removes 50% of the poison so the blade has to sheathed again for a full round to coat it again. This is not magical. Poison: Successful save 2d4 damage, Failed save 6d4+6 damage), four throwing daggers

The packing of the sheath takes about twenty minutes and must be done with care so that Uggel does not poison himself. He has enough goo to refill the sheath twice. It is in a jar in his room. The jar needs to remain sealed at all times or the poison will go bad. In any case this goo has a 'shelf life' of a year and then it potency drops by 50% and worthless in two years.

Uggel also has a relationship with the High Priest Baldor at the Fane of Pyremius. See corridor 42-43 at the Fane.

"Saucy tart" / Thief Ebenella, En, Lv 4 female [Norebo] s10 i15 w11 d16 cn12 ch17 HP: 18, **Ring of Protection +2**, leather armor (sometimes –ahem!) AC 4/6/6, Purse 23GP, 18SP, Gems: 8*100GPV, 12*50GPV, **Dagger +1**, **Ring of Shocking Grasp** (2d4+2 useable three times each day). Other things may come off but not the rings. She does not carry her purse when visiting a client.

"Wanton Wench" /Thief Sendical, Ne, Lv 4 female [Norebo] s12 i14 w16 d15 cn12 ch16 HP: 22, **Bracers of Defense AC5** AC 4/5/5, Purse 19PP, 3GP, 3SP, four daggers (throwing or hand to hand), **Ring of Illness §**.

Cook aLv 4 / Thief Vemius, Ne, Lv 2 [Norebo] s10 i13 w12 d15 cn12 ch10 HP: 9, leather armor AC 7/8/8 Purse 28SP, 18CP, Gem 100, short sword, dagger

Clean up Obaka, N, Lv 0 female [Phyton] no armor, no weapon HP: 3 8SP, 20CP, 9 BT

Clean up Hestola, N, Lv 0 female [Phyton] no armor, no weapon HP: 2 3SP, 8CP, 24 BT

Errand boy (14yo) Quep, N, Lv 0 [Norebo] s10 i16 w13 1d12 cn16 ch11 HP: 5, no armor, dagger, Purse 15SP 8CP

Quep would like to learn magic but he has not found a mentor.

Bucket boy (13yo) Errep, Nc, Lv 0 [Norebo] no armor, knife, HP 3, Purse 15SP 3CP, 24 BT

(207) Trader & Market

30 x48 and goat pen.

The entire main floor is filled with goods to be sold and traded. The array of goods is very wide but it is mundane and not exceptional. There are used items that have been traded in. Basic components include cloth, thread, needles, flour, salt, dried meats, figs, fresh fruit (if available – apples, cherries & strawberries), tunics, pants, dresses, shoes of all sizes, small clothing, cloaks, boots etc. Prices are about 15% over standard and bartering is expected.

There is a staircase that leads down to a full basement. The ground floor is eight inches above ground level so eight small 4 inch by 12 inch windows let in some daylight to the basement. There are eight 13x12 rooms with a central hall way. The first two rooms are stores of goods. Then there are four occupied bedrooms, a work room and one open room that can be rented. They rent to traveling dwarves and gnome and the occasional halfling. This is not general knowledge.

The goat pen outside has two adult males and females at all times. There is an overhang that protects them from direct rainfall. There may be one or two males for sale and one to six females. A goat sells for 1GP:6. Sometimes there are kids.

Trader aLv 5 /Fighter/Thief Grellur, N, Lv 5/5 dwarf, [Clangedin Silverbeard] s16 i12 w10 d15 cn15 ch11 HP: 29, **Chain Mail +1 & Shield +1** AC 1/ 2/ 4 Purse 57GP, 88SP, 26CP, **+1 War Hammer +1** (used two handed 1d6+1 base damage), hammer, **Hand Axe +1**, **Earring of Tongues** §, Cache: 33GP, Ruby: 8 * 10

Grellur is an excellent straight face when it comes to listening to a foreign language and not letting on that he understands what has been just been said. He travels around the town and purposefully plants himself near strangers in unusual garb to see if he can learn anything useful.

Fighter Comoben, Ng, Lv 4 gnome [Garl Glittergold] s16 i12 w10 d15 cn14 ch8 HP: 25, chain mail & **Shield +1** AC 2/3/5, Purse 54SP, hammer, hand ax, Cache: 5PP

Master Trader aLv 8 /Thief Hestendegga, Nl, Lv 9, gnome [Baervan Wildwanderer], s10 i15 w12 d17 cn15 ch11 HP: 40, **Bracers of Defense AC4**, **Ring of Protection +2** AC - 1/2/2, Purse 4PP, 8SP, 6CP, 24 BT, **+2 Short Sword +2 / +4 vs True Giants**, **Slink of Seeking** and 24 bullets, Cache: 11GP, 20SP

Fighter Bellusda, Ng, Lv 2 gnome female [Garl Glittergold] (Comoben's wife), s15 i12 w12 d14 cn15 ch11 HP: 13, studded leather armor & shield AC 6/7/7, Purse 15GP, mace, hand axe, cache: 24GP

Fighter Pergomal, Ng, Lv 2 gnome female [Garl Glittergold] (Hestendegga's wife), s14 i12 w13 d16 cn11 ch14 HP: 12, studded leather armor & shield AC 4/6/7 Purse 15GP, 88SP, hammer, hand axe, Cache: 18GP, 33SP

Magic User Gebbalandra, Ng, Lv 9 elf [Labelas Enoreth] s13 i17 w12 d16 cn11 ch16 HP: 26, **Ring of Etherealness** §, **Ring of Protection +3** AC 2/4/7 and special, Hit only by magic weapons if partially ethereal, **Staff of Impact** §, **+1 Dagger +1**, Cache 45GP, 80SP

Spells: Magic Missile, Enlarge, Light, Sleep, Forget, Stinking Cloud, Web, Lightning Bolt, Suggestion, Dispel Magic, Polymorph Other, Wall of Ice, Wall of Force

Book: , Magic Missile, Enlarge, Light, Sleep, Write, Read Magic, Detect Magic, Find Familiar, Protection from Evil, Dancing Lights, Comprehend Languages, Forget, Stinking Cloud, Web, Wizard Lock, Knock, Pyrotechnics, Darkness, Lightning Bolt, Suggestion, Dispel Magic, Protection from Normal Missiles, Tongues, Water Breathing, Clairvoyance, Polymorph Other, Polymorph Self, Wall of Ice, Place Curse, Remove Curse, Fire Shield, Fire Charm, Wizard Eye, Wall of Force, Cloudkill, Conjure Elemental, Magic Jar, Leomund's Secret Chest, Teleport, Stone Shape, Wall of Stone

Gebbalandra has another book stashed somewhere on the Ethereal Plane

'Geb' spends most of his time in study and research. He avoids going out on sunny days and generally avoids people in noisy rooms (his reduced hearing). He has a library of 74 books. They are not magical but have many interesting facts on the planes touching the Prime Material in a direct way (Positive and Negative Material as well as the Ethereal). This library of well bound leather books is valued at over 4000GP. Not everyone would find

the readings very interesting as the knowledge is quite esoteric and overly specific.

Gebb dabbles in ink making (aLv5) and in the manufacture of three specific potions: Diminution, Gaseous Form, and Climbing. He has stock of these potions (3 of each) and is willing to sell them for 550GP each.

This unusual mixture of individuals is explained by the fact that the four males adventured together over 30 years ago in the Vast Swamp and the Spine Ridge. The dwarf and gnomes all come from the Hollow Highlands originally. Gebbalandra was born in the Menowood and spent many years in Naerie.

(208) Dome Shrine of Phyton

56 foot diameter stone building

A large 12 foot wide small step staircase leads from the Cobble Highway up twelve feet to the open altar of shrine of Phyton. This 2nd level floor has a central circular altar of twelve foot diameter. Then there are nearly full circles of benches facing the altar. Easily enough room to seat 40 to 50 adults with comfort. The benches, floor and altar are all made of white marble flecked with blue and green veins of color. The statue of Phyton is eight feet tall. He is dressed in brown shirt, pants and boots that are trimmed along the edges in gold and silver. He has scimitar on his right side and a dagger his left. He appears to be a handsome younger man (30s) with a full head of brown wavy hair but no facial hair. A cape that is colored Red, Yellow, Orange, Green and Brown flutters behind him if there is a stiff breeze. On the altar at his feet is a golden goblet bearing a rare Orange Sapphire, a Blue Sapphire and a large Red Ruby (worth 6000GP).

If someone other than a priest of Phyton touches the goblet Phyton's statue animates with amazing speed and on segment 2 swings the scimitar it has just drawn at the thief. An unsurprised thief with a reaction roll of ONE can escape the blow by stepping backwards. Otherwise suffer a blow as if a 16+HD monster is swinging the blade. Damage is 4d6+7. Only the one blow occurs and statue resets itself and becoming a statue again. If the goblet is still on the altar the statue will reanimate if another person takes it in hand. At the same time the blade swings the statue yells "Thief" at very resonating pitch. As the thief tries to flee he/she realizes that a Wall of Force has extended from the twelve pillars that support the semispherical dome. The dome is painted with a shiny blue paint then ends in a single upturned long spike on the very top. Dispel Magic does not bring

down the wall nor will inside or outside energy spells. Disintegrate will drop the Wall immediately. The Wall remains for 4d4 rounds and then comes down by itself. The Wall, once it goes up, cannot go up again for a full week. The clergy, if they still have the goblet, will now take it inside the first floor.

The Shrine is surrounded by twelve poplar trees and Red and Yellow rose bushes between them.

The clergy live in the large first floor below the altar and stature above them. The entrance is on the west side and has a form of Wizard Lock which the clergy of Phyton can bypass by just touching the door. All new acolytes are brought to the door and they touch as the ranking priest touches it at the same time. One round later the door is 'locked' again. The door is solid steel so battering it sounds like a bell being rung for the entire town to hear. A thin corridor leads to a center circular room with eight other doors.

There is an immediate corridor leading to the center twelve foot diameter room with eight other doors leaving the room. Each, of up to seven clerics, has his/her own room which has a 42 degree arc from the center (leaving room for the door to the corridor leading to the outside). The rooms have a small six inch diameter circular window ten feet up the wall to let in some daylight. Otherwise the rooms are rather dark most of the time. They each have a bed, table and four chairs, wardrobe, rug and coal brazier. One bedroom is currently unoccupied. All of the bedrooms are locked and can be barred. The 8th room has no lock.

On each of the six occupied rooms there is a table with a silver goblet and silver plate on it. If a person touches the goblet or plate with his /her finger the goblet will fill with water or red wine and the plate will fill with a simple meal of fresh vegetables, fruit, warm bread smeared in butter and small flower. The cleric knows to kiss the flower and set it aside. Otherwise the food and drink will be deadly poison (save vs poison or die – successful save and the food will taste terrible and give no nutrition whatsoever. However if the flower is kissed the food and drink will set aside fatigue and cure 8 points of damage (the whole plate of food must be eaten for that to happen) over the course of the meal. The liquid will neutralize mild poisons in the person's system and cure minor diseases. It cannot cure fatal diseases, strong poison or set aside curses. Each plate and cup combination is worth 4000GP each. The 7th set, not currently in use, is in Ememotole's room.

Ememotole's room has a secret trap door near the door. It has a Glyph of Warding for Electric Damage (10 hp damage, no save). The hole contains a locked box with

the silver plate and cup from the 7th room as well as 480GP, 1340SP and Green Sapphires 50 50 25 25 25 10

A thief who takes any of these plates or goblets had best not enter a forest or glade for the next six months! To do so will set all manner of natural disaster to befall the thief. Lightning Strokes from a clear sky, a bear or a wild boar attack, infestations of lice, ants, spiders or mice or attacks by pixies and sprites are but a few things that might occur. The certainty of attack(s) is 100%. The number of things that will go wrong during the six months will be one to twelve! Returning the plate(s) or cup(s) will stop the attacks.

The 8th room in the circle is a gathering place or used for reading and contemplation. There are four large comfortable chairs. A book shelf has 200 books which are stories, or talks about nature, ordinary care for animals and plants etc. They are worth 10GP each. The room is lit by Continual Light.

Cleric Ememotole, NG, Lv 6 [Phyton] s12 i12 w17 d16 cn15 ch12 HP: 37 or 49*, **Chain Mail +1 & Shield +1** AC 0/2/4, Purse 17GP, 18CP, Gems: 4*100, **+1 Scimitar +1**, four throwing hammers

Spells: Cure Light Wounds *3, Detect Magic, Light, Spiritual Hammer *2, Know Alignment, Augury, Hold Person, Prayer, Dispel Magic, Cause Blindness

* While in the temple (1st or 2nd floor) or within forty feet of the shrine the head cleric has a bonus 12 hit points which will be taken first by any hit(s) from melee or spells. This raises his normal hit points from 37 to 49.

Cleric Belkin, NG, Lv 4 [Phyton] s13 i11 w16 d15 cn13 ch13 HP: 26, chain mail & shield AC 3/4/5, Purse 4GP, 3SP, 16CP, gem 100, **Scimitar +1**, four throwing hammers, Cache: 23GP

Spells: Protection from Evil, Detect Evil, Detect Magic, Fear Touch, Cure Light Wounds, Find Traps, Hold Person *2, Silence

Cleric Keegal, NG, Lv 2 [Phyton] s10 i12 w15 d13 cn11 ch14 HP: 13, leather armor & shield AC 7/7/8, Purse 3GP, 22SP, 8CP, scimitar, three throwing hammers

Spells: Cure Light Wounds *2, Light, Sanctuary

Cleric Pogobal, NG, Lv 2 (Ememotole's wife) [Phyton] s12 i12 w15 d12 cn16 ch13 HP: 18, leather armor & shield AC 7/7/8, Purse 7GP, 33CP, 24 BT, scimitar, mace, Cache 13GP

Spells: Light, Command, Cure Light Wounds *2

Druid Geodesa, N, Lv 4 (Belkin's wife) [Phyton] s11 i12 w15 d13 cn12 ch16 HP: 23, leather armor & **Wooden**

Shield +1 AC 6/6/8, Purse 15GP, scimitar, six darts, Cache: 14GP, 18SP

Spells: Detect Magic, Pass without Trace, Speak w Animals, Animal Friendship, Locate Animals, Entangle, Cure Light Wounds, Obscurement, Charm Person, Call Lightning, Pyrotechnics

Geodesa and Pogobal are good friends with the ladies who reside in the Estate (#235) behind the Shrine. There is a gate in the 5 foot wall directly behind the shrine that leads into the Estate. Geodesa has a key to that gate. She has trained and speaks with the war dogs of the estate owner.

Druid Carabara, N, Lv 3 (Keegal's wife) [Phyton] s12 i11 w16 d15 cn11 Ch15 HP: 17, leather armor & Wooden shield AC 6/7/8, Purse 15GP, scimitar, six darts, Cache: 15GP

Spells: Entangle, Detect Magic, Pass without Trace, Locate Animals, Speak w Animals, Charm Person, Cure Light Wounds, Heat Metal, Chill Metal, Cure Disease

Many clergy in the service of Phyton (Llerg too for that matter) often serve as husband and wife and may be either a cleric or a druid

There is another Shine to Phyton north of Kroten, in the Northern Phytal Woods.

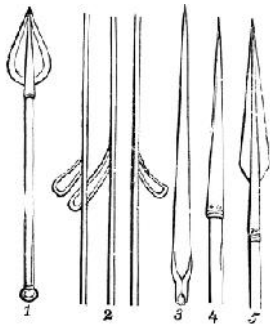
(209) Estate

52 x 96.

This huge estate belongs to a Knight Companion of some fame and reputation. It is he, so the bards sing, who is the man that slew the Cloud Giant Hurricanius while on a quest of find a huge gem, the Ruby "Heart of the Furnace". The Heart, said to be worth a small fortune, was stolen by the evil giant and taken to his cloud castle. Herokus followed him to that castle and after defeating two manticores and two wyverns slew the giant himself in single combat. Well that is the story Herokus is more than willing to tell you. Yet 22 years ago Herokus arrived in Kroten, sequestered himself at the Fame of Pyremius, and emerged a week later with 'bags and bags of gold and silver'.

He had more than enough money to commission the building of this vast home with six bedrooms, two kitchens, a ball room, feasting hall, a chapel, library and a grand entry hall. It took three years to build and incorporated fine imported marble as well as furniture brought in by ship from Marner (Ratik). The fine furniture made from the trees of the Timberway is

known from the Bandit Kingdoms to the Lordship of the Isles for quality and craftsmanship. His furnishings alone must have cost over 8000GP. The home has a stone foundation with marble incorporated in key rooms (the Dining Room, Chapel, Feasting Hall and Grand Entry Hall). Herokus and his wife dress 'like peacocks' when they travel in town. Herokus is welcome at court and at both Fanes. Both have suits of clothing (dresses) that are valued between 80 and 300GP (with the whole being worth 5000GP).



Herokus has not been on an adventure in twenty years. He was a professional Sell Sword. He seems content to end his days (he's 51 years old) in retirement. He does have an ongoing function. He teaches weapon skills to worshipers of Pyremius associated with the Fane of Pyremius. If Herokus is aware of an attack on the Fane he will gird himself and come to the aid of the Fane. He might arrive in three to eight rounds of becoming aware of an attack.

Herokus is rather pompous and his wife is rather vane but they are not cruel. Elegant and a bit effete might be closer to the mark. However they can be ruthless if offended or attacked. Herokus is still a force to be reckoned with if someone would be foolish enough to attack him directly. Herigalt has his evil moments but he is not as much of a snob as his parents are.

Herokus has a personal carriage at the livery stable (#221). The groom Levan is a companion of Herigalt. The two go drinking once or twice a week.

Fighter Most Worthy Sir Herokus Greggeus, NE, Lv 8, [Pyremius] s15 i13 w12 d15 cn15 ch12 HP: 64, **Chain Mail +3 & Shield +2** AC -2/-1 /2, Purse 7PP, 33GP, 40SP Gold ring with huge ruby 3000GPV, **+2 Long Sword +2**, long bow +24 arrows, **Ring of Free Action**.

Herokus is now nearsighted so suffers -1 to hit for every 100 feet the target is away over and above the usual -2 medium and -5 long range

Cleric Hornigala, NE, Lv 3 (Herokus' wife) [Pyremius] s12 i12 w15 d15 cn12 ch14 HP: 20, **Pyremius Chain Mail**

§ & shield AC 3/4/5, Purse 18PP, Ruby Necklace (2000GPV), **+1 Long Sword +1**, hammer

Spells: Cure Light Wounds *4, Hold Person, Silence, Know Alignment

Fighter Herigalt, NE, Lv 3 (son 24yo) [Pyremius] s16 i12 w14 d14 cn12 ch 15 HP: 23, Pyremius chain mail & shield AC 4/4/5, Purse 7GP, 3SP, Rubies 8*25GP, **Long Sword +1**, **+1 Dagger +1**, three throwing daggers, **Potion of Invulnerability**, Cache: 154GP

Cleric Kellikara, NE, Lv 1 (Herigalt's wife 19yo) [Pyremius] s11 i13 w15 d14 cn15 ch12 HP: 7, **Pyremius Chain Mail** § AC 5/5/5 Purse 3PP, 4GP, Gold ring with Ruby (1000GPV), hammer, Cache: 38GP, necklace silver and rubies (250GPV) Silver ring with Ruby (150GPV)

Spells: Cure Light Wounds *3

Kellikara is both a nag and a social climber. She sucks up to anyone of higher social station and has nothing but disdain for anyone else. Herigalt does not do enough based on his rank as the son of Knight Companion (at least that is her opinion). Herigalt would much rather go drinking with his friends than listen to her bitch and moan.

Body Guard Fighter Pegaster, NE, Lv 3 [Syrul] s16 i13 w12 d15 cn15 ch11 HP: 22, chain mail & shield AC 3/4/5, Purse 15GP, long sword, spear, dagger, Cache: 34GP

Body Guard Fighter Gendesta, NE, Lv 2 [Syrul] s16 i12 w10 d16 cn16 ch10 HP: 20, chain mail & shield AC 2/4/5, Purse 17GP, 11SP, long sword, spear, dagger, Cache: 3GP, 80SP

Pegaster and Gendesta accompany Hornigala and Kellidara when they go out shopping or when they visit their (pompous) friends. They are bored senseless with this duty but both Herokus and Herigalt give them an extra gold piece to get rid of the women for a few hours.

Maid Opesta, N, Lv 0 [Phyton] s10 i16 w15 d12 cn11 ch11 HP: 4, no armor, knife, Purse 31SP

Opesta has two important skills. 1) She can listen to Hornigala and Kellikara, follow and remember what they say, and not let a word of the drivel affect her. 2) She can keep her mouth shut while attending to duty.

Butler Eggalitan, N, Lv 0 [Phyton] s13 i15 w15 d10 cn10 ch16 HP: 4, no armor, no weapon, Purse 7GP, 18SP

Eggalitan is Herokus' personal servant. He helps him bathe, dress, lays out his clothing, keeps his calendar. Hornigala can't stand him. But Herokus has made it clear that no 'accidents' should befall him and he has made it clear that he will flay someone alive if Eggalitan is

harmed. He has said this directly to everyone in his household so there is NO misunderstanding.

Kellikara said at one dinner party. "You would not flay me alive would you?" (fluttering her eyelids). "Not publically my dear!" She realized exactly what he meant.

Servant Peweherm, NL, Lv 0 [Phyton] no armor, no weapon HP: 3, 3-18SP

Servant Chairesta, NL Lv 0 female (Peweherm's wife) no armor, no weapon HP 2, 3-18SP, Cache: 27GP

Peweherm and his wife keep the place clean and neat and do not directly interface with His Most Worthy Sir directly at all. They are paid well and are loyal. Herokus has said that he will take care of the child she is carrying (7 months pregnant) and that sealed their devotion to him.

(210) Porter & Bearer

32.x32.

The home is good sized and has four interior rooms each with a 12x24 window facing in a different direction. The furniture is solid enough and not too beaten up. The beds are a bit rough but firm enough to sleep on. Pillows are stuffed with chicken feathers and have a very slight odor to them. Everyone's clothing is clean at least if a little thread bare here and there.

Youltar has based his livelihood on what can be back breaking work. To help in transporting things Youltar has a wheelbarrow and also a small wagon with four solid wooden wheels. He has a number of well-worn leather back packs for carrying most things. Youltar and from 1 to 4 of his family will wait at Gate Well (in front of #213) for various jobs. Merchants and business men know that they can be found there from just after 8AM till late afternoon. Depending on the load transporting goods, which might just be something small like a scroll or map, to delivering a table or chair, the price will vary significantly. As little as a copper piece but large heavy jobs will call for a few silver pieces even a full gold piece for multiple trips or great weight. Youltar and his three sons are all in good health and are willing and robust. They can also be talked to about specific people in the town since they travel the Commercial and Craftsman Districts all the time. They do make some trips into the South Village.

Porter / Fighter Youltar, NL, Lv 2 [Xerbo] s17 i10 w11 d13 cn16 ch11 HP: 15, leather armor AC 8/8/8, Purse 3GP, 15SP, 22CP, 4 BP, 8BT, short sword, dagger

Cook aLv 5 / Bearer / Man@Arms Regola, NL, Lv 1-1 (wife), [Phyton] s15 i12 w11 d12 cn15 ch13 HP: 6, leather armor AC 8/8/8, Purse 31SP, 18CP, dagger and three darts

Bearer / Fighter Westin, NL, Lv 1 (son 19yo) [Xerbo] s1814 i12 w12 d15 cn16 ch 7 HP: 9, leather armor AC 7/8/8, Purse 15SP, 12CP, 4 BP, 8BT, short sword, three throwing hand axes

Bearer / Man At Arms Omus, NL, Lv 1-1 (son 16yo) [Xerbo] s16 i12 w12 d10 cn17 ch 9 HP: 10, leather armor AC 8/8/8, Purse 15SP, 30CP, short sword

Bearer / Man At Arms Eggent, Ng, Lv 1-1 (son 14yo) [Xerbo] s15 i10 w17 d13 cn15 ch13 HP: 7, leather armor AC 8/8/8, Purse 22SP, 18CP, Mace

Eggent is learning to read and write from Perry the Barrister (#215). He will make him a first level cleric in not too long. Eggent knows the prayer for Light which he has just learned a few short weeks ago.

(211) Groom & Pack Handler

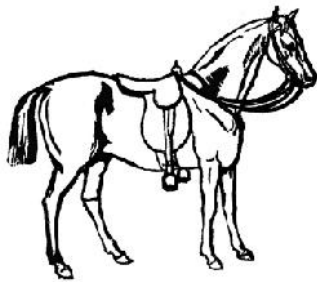
44x44 and wing 20x20

This building had long been a workshop for a leather smith who specialized in leather items for horses. The tattered old sign showing a saddle is still out front but someone painted a red circle and diagonal line over it meaning "no longer in business". The old workshop took much of the main floor. Metal forms and specialty tools are still here in large wooden chests with drawers. There are two large 30x40 windows facing east and two more facing south. They allow a great deal of daylight to flood the workshop from early morning to late afternoon. The workroom has many cobwebs and much of it is not too clean. Had the current occupants searched it better they would have found the false bottom in a large chest that still holds 440GP.

The living quarters are in the 20x20 side wing where is a large bedroom and hearth with kitchen utensils, pot and pans, and serving platters, plates and mugs. Those items are in good shape and would be worth 150 to 200GP if sold in auction. Cegenda& Remabella have the bedroom and Cegebell has made himself a pallet in the old workroom. Hidden there is the balance of both old and recent endeavors (330GP in a locked chest hidden in the floorboards – rate as a hidden door).

Cegenda is the 2nd cousin of Ozebba the former Master Saddle Maker. He came to help Ozebba as the older man became unsteady and weak. But Ozebba only lasted another month and then died (of natural causes – they did not kill him). So Cegenda did what he had to. He

buried Ozebba outside of the Shrine of Norebo in the new cemetery. Then he returned to the workshop and had a sale. He sold saddles, barding, harness, saddle bags of various sizes and bit & bridles. He managed to sell 2800 GP worth of merchandise for 620GP and a few trades of food and clothing. Still it was 620 GP that Cegenda did not have before so he let people mock him and think he was rather stupid. Then he opened a small business as a pack handler and groom for horses. There was an oversized back door in the workroom that allows a horse to come in. There is even a horse stall. Ozebba would fit the horse for saddle and gear and would have the animal there for a day or two during the measurement and fitting.



Cegenda does know how to handle and groom a horse so it provided the perfect "cover" for an ongoing illicit business.

Groom aLv 4/ Thief Cegenda, Nc, Lv 3 [Norebo] s10 i15 w16 d15 cn12 ch11 HP: 14, leather armor AC 7/8/8, Purse 15GP, 22SP, Six throwing daggers, **+1 Dagger +1**, Cache: 7 GP, 23SP, two Silver candle sticks (distinctive) 50GPV (but he has not been able to sell them), Pearl necklace 150GPV

Thief *Remabella, Nc Lv 2 (wife) [Norebo] s12 i13 w12 d16 cn13 ch16 HP: 9, leather armor AC 6/8/8, Purse 15GP, 3SP, 4CP, 4 BP, 8BT, **Short Sword +1**, three throwing daggers, Cache: 44GP

Apprentice Groom aLv 2 / Thief *Cegebell, NC, Lv 1 (son 17yo), [Norebo] s12 i14 w9 d16 cn10 ch12 HP: 4, leather armor AC 6/8/8, Purse 41SP, 32CP, 4 BP, 8BT, four throwing daggers, dagger, Cache: 11GP, 70SP, 33CP

Cegenda and family will not make money if they rob the people they work for, at least if they were to rob them openly.

Their method is to develop a few regular clients in the town. Then when people become accustomed to seeing them now and then they will seek to rob the next door neighbor(s) who they have been casing right along. They work as a team if they sneak into a building, one or two on watch. They caw like crows if there is some information they need pass. They operate at dusk and

early evening while a crow or two might still be in town. So far they have done three minor robberies in four months. They have needed to become more active as the gold for the horse gear ran out.

(212) Money Changer

64 x 22

The home

Quagenar's home and business were designed by him and built by two town carpenters. There is a solid main door that is metal reinforced. It has two complex locks (-7% to pick) and is barred with an iron bar at night. The room has four elongated 4 x 30 inch windows and three 12 x 12 "X" crossed barred windows. There is plenty of light but a person could not get through the windows due to the bars or size.

There is a very narrow door leading down a narrow corridor to the living quarters (only 16 inches wide). The corridor is constructed to be difficult to navigate especially for large individuals. Only an elf, gnome, halfling, small woman or a child can walk down the corridor in a more or less normal manner.

The living area has a large well equipped kitchen and dining room. The huge table is solid and well-made and will seat six very comfortably. It has six chairs the end one have high backs and arms. There are three large bedrooms. Appointments in the rooms are very good and are easily worth 200GP for each room. Quagenar and his wife wear very good clothing at all times in public. His wardrobe of beautiful robes and cloaks is worth 650GP and her dress collection is likely worth as much if not more. She has three silver and gem necklaces (200, 300 & 450GPV). There is a trap door in Quagenar's bedroom to the basement.

Conducting Business

He conducts his business there five work days of the week from 10AM to 4PM. Hemin and either Besott or Pemental are always armed and present. He will allow one or two clients in at a time. If he has a regular client he may allow a body guard as well. The large solid chest that is here is bolted to the floor. Its lock is complex. Inside are working cash of 300GP, 300SP and 300CP. Later in the day those amounts might be different.

Quagenar has been known to buy a magic item. He will not handle weapons other than staves and daggers. He will only buy after Detect Magic, Detect Evil and then Identify have been cast. Those are at the expense of the buyer (150GP). However, if he agrees to buy the item he will credit that 150GP toward the final price. He is a

cautious person. If he does not have the proper spells you will have to come back the next day when he does have the proper spells. With someone he knows the dealings will be a bit more rapid. He knows enough never to handle or examine a book, tome, manual or libram. He will not dabble in items worth more than 10,000GP. The final exchange of money for item is done with the seller only accompanied by one person.

Of course this means that Quagenar also sells magic items. Generally he will not buy if he does not have two or more buyers already in mind. Quagenar will deal with the Thieves Guild while in the company of his wife.

Magic User Quagenar, NL, Lv 7 [Weejas] s9 i17 w15 d13 cn14 ch10 HP: 20, **Cloak of Protection +2** AC 8/8/8, Purse 5GP, 20SP, 3CP, **Wand of Magic Missiles** (14 charges), **+2 Dagger +2, Ring of Warmth**

Spells: Charm Person, Shield, Shocking Grasp, Light, Forget, Detect Invisibility, Strength, Hold Person, Protection from Normal Missiles, Charm Monster

Book: Charm Person, Shield, Shocking Grasp, Light, Read Magic, Write, Identify, Dancing Lights, Nystul's Magic Aura, Unseen Servant, Detect Magic, Forget, Detect Invisibility, Strength, Wizard Lock, Magic Mouth, Knock, Shatter, Scare, Detect Evil, Hold Person, Protection from Normal Missiles, Clairvoyance, Clairaudience, Suggestion, Monster Summoning I, Feign Death, Dispel Magic, Charm Monster, Enchanted Weapon, Ice Storm, Wall of Ice, Minor Globe of Invulnerability, Fear

Fighter Hemin, NL, Lv 4 (son 22yo) [Xerbo] s16 i12 w13 d14 cn16 ch11 HP: 23, chain mail & shield AC 4/4/5, Purse 12GP, 22 SP, **Long Sword +1**, dagger

Fighter Besott, NL, Lv 3 (son 19yo) [Weejas] s15 i16 w10 d15 cn9 ch12 HP: 17, chain mail & shield AC 3/4/5, Purse 3GP, 13SP, cutlass (scimitar), three throwing daggers

Hemin and Besott spent two years as hands and guards upon trading ships that traveled to and from Lendore Isle. They have been to the ports of Marner, Johnsport, Atirr, Winetha, Asperdi, Oakenhart, Ountsy, Pontylver and Sulward. Quagenar paid their way so that they would learn fighting skills away from Kroten and its influences. Besott understands the business and even though he is smart shows no desire to learn magic. Both are loyal to their father. Hemin likes to gamble for small stakes and Besott drinks a bit too much.

Thief Pemental, NL, Lv 5 (wife) [Norebo] s10 i16 w13 d16 cn12 ch15 HP: 20, leather armor & **Ring of Protection +1** AC 5/7/7, Purse 4GP, 18SP, 20CP ruby 200, four throwing daggers, **Ring of Invisibility**

Pemental belonged to a thieves' guild in Ountsy. They made a daring attempt at robbing a knight in Rel Astra and two thieves were killed and two captured. Pemental was on a ship leaving the harbor six hours later. She knows when to run. Fate brought her to Restenford (the ship's destination). There she met Quagenar who was having dinner with Pelltar in the Tavern of the West Wind. She fancied Quagenar, then a 6th level magic user at first sight. The attraction was mutual. Pelltar excused himself when he saw they pretty much were ignoring him anyway. Quagenar was leaving for an adventure near the Pelisso Swamp with a team of six others other. He had a treasure map there were going to follow up on. During that adventure they managed to defeat a basilisk and capture it still alive! One of the ship's crew knew how to heal the beast and also how to properly blindfold it so it could not use its gaze weapon. Upon returning to Restenford Quagenar trained with Pelltar who taught him the 4th level spell Charm Monster. That is how "Petri" came into Quagenar's possession. What a perfect guard for a treasure he thought.

Monster, Basilisk, 6+1HD AC 4, Bite 1d10, SA: gaze, save or turn to stone

"Petri" is fed and trained by Quagenar who is the only one who dares enter the large room where it is kept. Quagenar has cast Charm Monster on Petri many times and always keeps that spell in his memory if he needs to enter the guard chamber just in case he needs it. The chamber is underground and has a natural flow of water from a pipe that comes directly from the river. Besott goes to the river once week and gets in the water to be sure the pipe is free of debris. The excess water flows to a deep hole that drains down into the earth. The flow of water is slow but constant and Petri finds it very cooling and pleasant. Petri is normally found in the eight inch deep large pool in this room. He is fed once per day from a chute just above the door.

Quagenar has two active pupils in town - Gegga at the winery (#127) and Lebbem at the trader (#125). They both pay him a small fee per month to tutor them in various aspects of casting magic.

Beyond Petri's room is the Wizard Locked and manual locked treasure chamber. There is a Magic Mouth on the door if someone other than Quagenar comes to the door ("Who the hell are you?") It contains 770 GP, 920 SP and 740CP. Some of those coins are from Keoland and the Iron League. A collection of small gems is there as well in a strongbox (10x50GPV, 12x25GPV and 30x10GPV). Of course Quagenar has his spell book here.

Gate Street

Gate Street includes #214 to #218.

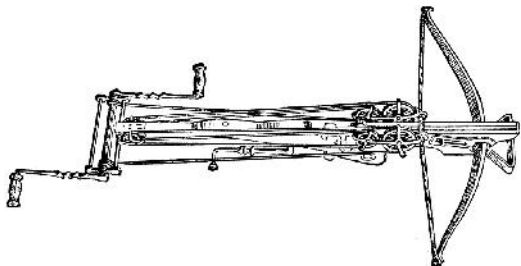
Gate Well & Square

There is a large cobbled clearing just inside of the two northeast gates to the Commercial District. The paved area is about 50 x 50 and has a large public well near its center. It is bustling with traffic from the gates, town guards and commerce from Gate Street and the Cobble Highway. The well has a large bucket attached to a winch. There is a broad seating area around the well and four stone benches along the edge of the square.

(213) Crossbow Maker

22x36.

Accurell has his shingle in front of his doorway showing a cocked crossbow and some quarrels. His workshop is on the northwest side of the building and his quarters and bedroom to the south east. Resadine has a pallet in the workroom but stores his clothing and goods in a chest in the kitchen/dining room. The furniture and furnishings are well made, solid and in good repair. Peskal keeps a clean and tidy home and strives to keep the children out from under foot.



With the knowledge and acceptance of his neighbors, Accurell has put up a target behind his home about 100 feet away (on a line from 213 to 232). He makes sure that no one is close at hand before he or a buyer tests a crossbow for accuracy. There are six large hay bales behind the large circular target. Accurell will teach someone how to fire his weapons for a fee of 10GP. His training will take three days and involve fifty quarrels fired per day.

His two children will fetch the fired quarrels often getting a few copper pieces from buyers and pupils. Accurell is a good and patient teacher.

He has at least two heavy and two light crossbows for sale at all times (24 and 16GP each) and least 20 quarrels (heavy are 1GP:4 for ten, light are 14SP for ten).

Accurell has a stash of 244GP hidden in the bedroom in a box build into the bed headboard.

"Master Bow" aLv 8 /Fighter Accurell, NI,, [Phaulkon] Lv 6, s1821 i14 w13 d15 cn11 ch10 HP 42, **Leather Armor +1** AC 6/7/7, Purse 15GP, **+1 Heavy Crossbow +1, +2 Long Sword +2**, dagger, Cache: 144GP

"Cross" aLv 5 /Fighter Resadine, NI, Lv 3 [Kord] s16 i13 w12 d14 cn15 ch12 HP: 22, leather armor AC 8/8/8, Purse 4GP, long sword, heavy crossbow, dagger

Resadine is almost ready to strike out on his own. He has been a good a faithful apprentice and likely will leave in few months to open his own shop. He has talked about Lake Farmin where he has a few friends and relatives.

Woman@Arms Peskal, NI Lv 1-1 (Accurell's wife), [Phaulkon] s15 i13 w12 d13 cn12 ch13 HP: 6, leather armor AC 8/8/8, Purse 4GP, 13SP, 12CP, short sword, light crossbow, Cache: 15GP

Children boy 11, 9

(214) Baker

32x32 with porch and hen house

The front room has three ovens which are maintained and stoked at all times. Tools and equipment are neatly shelved for use along with flour, spices and other ingredients. A large scrub barrel and utensils are on the west wall for the complex clean up after 3PM. The back of the building supports two bedrooms and there is a large loft for the small children.

A rooster and a dozen laying hens occupy a hen house next to the house where 8 to 16 eggs are gathered daily.

Master Baker aLv 7 / Cleric Julids, Gn, Lv 2 female [Phyton] s10 i9 w16 d15 cn16 ch11 HP: 11, leather armor & shield AC 6/7/8, Purse 14GP, mace, Cash: 11GP

Spells: Cure Light Wounds, Light, Create Water*2

Baker aLv 4 /Druid Kesko (husband), N, Lv 2 [Phyton] s10 i11 w15 1d12 cn13 ch16 HP: 11, leather armor & Wooden shield AC 7/7/8, Purse 7GP, 11SP, quarter staff (tossing shield aside), 6 darts

Spells: Animal Friendship, Shillelagh, Faerie Fire, Detect Magic, Heat Metal

Helper aLv 2/ Pegivar, Gn, Lv 0 (son) [Phyton] HP: 3 AC 10/10/10, quarter staff

She has been taught to read and write and will be a novice soon.

Helper aLv 2/ Kediee, N, Lv 0 (daughter) [Phyton] HP: 3 AC 9/10/10, mace

Has been taught some woodland lore and animal handling and will likely become a druid in a year or so.

Children boy 4, girl 8, 6

Dog Kindi 1+2HD AC 7, bite 1d6, HP: 9. Well trained and attentive. Will not take food from strangers without permission from someone in the family.

They have a real pet peeve if you call the dog by the daughter's name or vice versa.

Julids and Kelso make bread, crackers (with sea salt and unsalted), tarts, muffins (raisin or bran –barley), and cookies. (Bread 7 CP, muffins 3CP, crackers 1CP for two, tarts 5CP, cookies (3CP medium and 5CP large). Her baked goods are excellent and bought (without haggle) from both Fanes and the castle.

On Godsdav they are closed for business. On Freeday they take a cart to the Gate Square and sell goods there for a few hours. There are no loaves of bread that day. (The cart will be muffins, tarts and cookies only.) Julids never has enough eggs to sell unless someone gets there right at 4:30am to buy one to three eggs before she makes plans for them in her baking that morning.

The cock crows at dawn ignoring the bell ringing system altogether. (The cock has gotten a few off hand death threats.)

(215) Barrister & Scribe

34x34

The common room of the home is a work room, with a wall of books, scrolls and manuscripts. These are of little value to anyone since they involve some written laws and rules and rulings in the various nearby towns on this Island. There are two back bedrooms for Perry and his wife and the two kids. They are not rich but Perry makes additional funds as a scribe.

They know the laws as best as anyone might know them since the Duke can, of course, overrule anything. The Duke will hear major grievances between prominent people in town, but he does not care to hear about the little stuff. His seneschal handles trivial matters and there is a Magistrate as well.

Barrister aLv 5 / Cleric Perry, GL, Lv 5 [Xerbo] s10 i14 w16 1d12 cn8 ch9 HP: 16, no armor, Purse 15SP, 22CP, 44 BP, 23BT, hammer, Cache: 144GP

Spells: Cure Light Wounds, Detect Magic, Light, Sanctuary, Create water, Hold Person, Silence, Spiritual Hammer, Augury, Know Alignment, Remove Curse

Wife Eldiga, Gn, Lv 0 [Phyton] no armor, no weapon, 13SP, 18CP

Children boy 7, girl 5

A level 5 barrister knows local law and can speak and author pleas on Lendore Isle knowing the applicable laws with some accuracy. They would be a bit off in a foreign country. Of course anywhere there is a king or even a boss, laws may not matter all that much.

Perry has a pupil at #210 the porter & bearer.

(216) Bathhouse & House of Ill Repute

40x40 wing 23x23, small well

The details of this building are best left to others. Many who enter would be shocked by what is inside but they would come out cleaned from head to toe!

A bath is 7CP and 'complete' bath is 1 to 4GP. There are a few humans who actually go there for a bath once a week or so.

Hobgoblins, 1+1HD (4) females no armor, daggers, HP: 8, 7, 5, 5, claws 1d2/1d2 bite 1

Four young 'Hobs' two males and two **females**, 1-1 HD AC 8, bite 1, claws 1/1 HP: 7 4 4 3, (claws, but if both hit then try for bite attack 1d4 segments later)

They will take non-hobgoblin 'clients' but that seldom happens. Virtually every male hobgoblin can be seen going in for a 'bath' at least once a week. Some are so clean one can tell that they go three or more times a week! These 'ladies' are quite civilized, living around humans too long most likely.

(217) Magistrate

33x33

The hearing room is in the front of the stone building. There are six small 10x18 windows two of which are in the hearing room.

The rear two rooms are the Magistrate's living/dining room and bedroom.

Obemo's furniture and furnishings are of decent quality and well maintained, but nothing really worth stealing. Obemo has one good set of clothing that he will put on before traveling to the castle to report on what is occurred in his jurisdiction over the past two weeks. This formal attire is worth 65GP. His wife has one good dress that she wears when she appears with him at court once a month (Dress 85GP). Obemo has a hidden amount of

113GP. Obemo can be bribed, a fact known by a few people in Kroten.

Obemo sits behind a large table and has his wife occasionally write down proceedings and give rulings to petitioners. The Magisterial fee is always 56SP (no haggling – the price is set by the Duke). Obemo can rule on small disputes involving property like animals, non-magical items, gear, clothing and the like. Land as property is always handled at the castle.

Obemo has a horn on the judging table that he can use to summon help from the nearby gate houses.

Magistrate aLv 7 / Fighter Obemo, Le, Lv 3 [Syrul] s16 i14 w14 d12 cn12 ch15 HP: 23, **Chain Mail +1** & shield AC 3/3/4, Purse 3GP, 22SP, 18CP, 44 BP, 23BT, battle axe, four throwing hand axes, Cache: 184GP, 95SP, 320CP (much of it he has skimmed)

Oswelus, Ne, Lv 0 (Obemo's wife) [Syrul] s10 i13 w13 d12 cn11 ch14 HP: 4, no armor, knife, Purse 15SP

Cornas, Ne, Lv 0 (son 14yo) s11 i14 w14 d15 cn15 ch13 HP: 4, no armor, knife, Purse 22SP

Cornas tries the ruse of taking a few silver pieces to "speak to his father" about the case. If it is something really minor he will go to dad and split the silver (60/40) and dad will sometimes even rule in favor of the person making the bribe. It is not wise to accuse Cornas of taking money under false pretenses. That would not make Obemo happy at all.

The entire family can read and write. Cornas wants to become a cleric or a magic user and Obemo says he will sponsor him on his 15th birthday. Cornas learned to read and write at the Fane of Syrul.

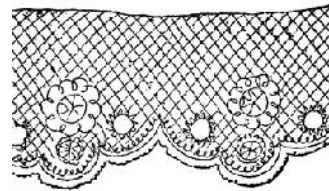
Obemo has some minor tax collecting duties as well. Anyone who wants to set up shop at the Kroten Road Square must come to him with 3SP by the 27th of the month. The person is paying for the upcoming month. Partial payment is possible rounded to the nearest silver piece. No refunds if the merchant leaves early. Obemo travels to The Square on the first of each month and sees if anyone there has not paid. If there is someone he will insist on the 5SP instead, then and there. Those who foolishly refuse will witness Obemo coming back with 3 to 8 guards from Gate 1 and / or Gate 2. It will now cost 1 GP for the month. If the person does not cough it up immediately his possessions will be confiscated forthwith and put up for auction! Surprise! The poor slob will beg for mercy most likely but the fee is now 5GP. If he/she does not pay that at once the auction begins. There is no more wiggle room, this is FINAL. Pity the merchant who casts a spell or draws a weapon at this point. Guards will

start showing up from nowhere and being captured and tossed in the castle dungeon will be one of the merchant's better results.

(218) Cloth Merchant

L 42x22 wing 16x24

The display room has many bolts of fabric in 1 to 12 yard pieces that are a yard wide. Fabrics vary from heavy wool, to tailor wool, to cotton and silk. The majority are a single color with some colors being more expensive than others. While a few bolts are from Lenore Isle others are imported. The over 200 bolts of cloth would sell for 1100GP or more. Thread and needles and sewing, knitting, embroidery and crocheting implements are there as well adding another 100GP to the overall value. All of this is in the 16 x24 wing facing Gate Street. There is a single front door and two large 18x36 windows (shuttered) to let in the morning light.



The main building has a bedroom, common room with hearth and utensils and a large table and four chairs (100GPV) and a work room with a loom, stretcher and two dyeing vats. Kemma is skilled on a loom and a spinning wheel and can produce treat and basic fabric. She deals with cotton only in various shades of green and blue (but not purple) since those are the reliable dyes that are available to her. There is a back door and eight more 12x16 windows in the main building. Nelivarn has put aside 154GP.

Nelivarn is missing his left hand, due to an unfortunate occurrence involving a lost piece of jewelry. He was lucky to survive the incident and to find a wife who cares for him. He is a bit bitter about it of course, despite it occurring in the Lordship of the Isles over eight years ago.

Thief *Nelivarn, N, Lv 2 [Norebo] s11 i14 w12 d14 cn11 ch9 HP: 8, leather armor AC 8/8/8, Purse 4GP, 18SP, four throwing daggers

Wife Kemma, Nl, Lv 0 [Phyton] no armor, no weapon, HP: 3, Purse 5GP

Nelivarn has not tried to steal anything since he's been in Kroten. That spark seems to have gone out with loss of his hand. He knows the people who live up and down

Gate and Wall streets and may have some useful information if he is met in the local tavern (#220).

Wall Street

Wall Street includes #219 to #226.

(219) Cobbler

18x30

The building has a single door facing Wall Street. There are six windows, 3 north and 3 south, that are 16x24 and shuttered. The three rooms are about the same size, from east to west, work room, common room and bed room. The children sleep in the common room with Ghalt and Lindalla having the bedroom. They have a meager existence so furnishing and furniture are old and hand me downs though still serviceable.



The work room has various tools and implements for making shoes. Ghalt cuts and shapes soles and heels and adds to them by sewing with heavy thread and large needles. He makes shoes, sandals and low rise hard boots. Each pair is custom made to the person's foot and each job is unique. He has a few pairs of shoes to show what he can do giving the client a feel for the look of the final product. Boots are 18 to 36SP, shoes 12 to 24SP and sandals 9 to 18 SP. He needs a work day to produce product but something ordered very early might be ready by the late afternoon. He also sells leather dyes and polishes.

Ghalt can make belts and leather armor upon request. (Belts 2 to 5SP, leather armor 4 to 7GP) He has some small belt pouches for 12 to 20SP each.

Cobbler aLv 4 / Fighter Ghalt, N, Lv 2 [Phyton] s15 i12 w10 d14 cn14 ch11 HP: 14, leather armor AC 8/8/8, Purse 3GP, 22SP, 18CP, leather knife (2d4+1 damage), dagger, Cache: 33GP, 81SP, 64CP

Cobbler aLv 3 /Woman@Arms Lindalla, N, Lv 1-1 [Phyton] s13 i12 w10 d13 cn13 ch14 HP: 6, leather armor AC 8/8/8, Purse 12SP, 4CP, 44 BP, 23BT

Children boy 11, girl 8, 3

(220) "The Pole" Inn & Tavern

64x42, wing 40x24

The sign out front says "Polegar's House" but everyone just calls it The Pole.

The tavern is in the west wing. There is a bar, six round tables with four chairs around each and a dozen stools that move all over the tavern. There is a double door into the room with a series of eight small 10x12 windows (4 north and 4 south) to let in light. Unless it is raining or cold the doors are wide open at all times the tavern is open (from noon till midnight).

Ale is 1SP:2 a pint, Beer 6CP, Mead 6SP and Wine from 6 to 12SP. Polegar has better wine for 1GP a pint upon request.

The main building has two floors with Polegar and staff occupying the 2nd floor and the first floor having 12 large rooms (10 x 18) that rent for 4SP a night of a week for 1GP (in advance). The rooms do have locks are fair quality. Each room has a 12 x18 shuttered window. The staircase to the 2nd floor and door to the first floor rooms are both in the tavern. There is a door to the rear small porch from one of the rentable rooms.

The 2nd floor is divided into ten rooms, 8 are for sleeping and two near the tavern for storage. Polegar and Xevax have the front two rooms overlooking Wall Street. The children are next to them. Vendell has one room. Kemma and Restinvart share a room as do Lesta and Welk. Pemm has his own room. This leaves a room that Polegar rents out in a pinch.

Polegar does reasonably well and keeps his place clean and orderly. He has put aside 220GP that is in his bedroom in a locked strong box. The box has a poison needle trap (save for 1d6 damage, fail the save and 3d8 damage)

Polegar and Xevax attend court a few times a year and have appropriate clothing. Xevax and Rebella have both lifted a few coins from drunken patrons and thus far have not been caught at it. They make sure the mark is quite drunk before they attempt anything. Xevax has taught Rebella only to take a few coins, never the entire purse (which the mark might miss) but he usually will attribute loss of a few coins to being drunk. Vendell is a

bit bolder and will try to lift not only a purse but even a small item or two. He has almost been caught twice.

Fighter Polegar, NL, Lv 5 [Phyton] s15 i13 w12 d15 cn15 ch16 HP: 33, studded leather armor AC 6/7/7, Purse 15GP, 22SP, short sword and four throwing daggers, **Ring of Fire Resistance**, Cache: 120GP

Thief Xevax, N, Lv 7 female (Polegar's wife) [Norebo] s11 i14 w14 d17 cn12 ch13 HP: 30, **Bracers of Defense AC6**. AC 3/6/6, Purse 15GP, 12SP, **+2 Short Sword +2** (detects magic range 10 feet), four darts with a poison coating, Cache: 15GP, 88SP

Poison: Victims must save vs poison or suffer 2d6 damage and dizziness for 3d4 turns, dizzy is -4 from dexterity and blurred vision (-2 to hit), 15% per round to fall due to disorientation. Those making their save suffer 1d6 damage and a slight wave of nausea for a round. The poison must be reapplied if thrown.

Thief *Rebella, Nc, Lv 4 female (daughter 22yo) [Norebo] s10 i13 w12 d16 cn14 ch13 HP: 19, leather armor AC 6/8/8, Purse 4GP, 8SP, four throwing daggers

Rebella has been known to seduce a guest for a small "favor" (that means 1GP).

Thief *Vendell, NL, Lv 4 male (son 18yo) [Norebo] s13 i13 w12 d17 cn14 ch16 HP: 16, leather armor AC 5/8/8, Purse 5GP, 9SP, short sword, dagger

Vendell has been known to seduce a guest as well. He does play with 'favors', he costs 2GP. Then he might try to rob the guest once the guest falls asleep.

Man@Arms Kemma, N, Lv 1-1 [Kord] s15 i12 w10 d14 cn15 ch8 HP 6, leather armor AC 8/8/8, Purse 15SP, short sword & dagger

Man@Arms Restinvart, N, Lv 1-1 [Kord] s16 i11 w10 d13 cn14 ch9 HP: 5, leather armor AC 8/8/8, Purse 22SP, 3CP, 4 BP, 3BT

Kemma and Restinvart are there to back up Rebella and Vendell if something were to go wrong. They have other duties around the inn but at night in the tavern they are to drink watered beer only and keep their eyes open.

Maid Lesta, N, Lv 0 [Phyton], no armor, no weapon HP: 3 11SP

Clean Up, Welk, N, Lv 0 [Phyton], no armor, no weapon, HP: 2 14SP, 8CP, 4 BP, 3BT

Bartender Pemm, NL, Lv 0 [Syrul] leather, dagger, HP: 5 22SP, 18CP

Children boy 11, 11 (twins), girl 4

(221) Livery & Farrier

76x32 and 42x62 barn

The house is large and spacious with 6 northern and 4 southern 15x30 shuttered windows. There is a front and back door as well as a entrance directly into the barn. Keval and Ebba's bedroom is on the east end. It has a large solid bed with a chest of drawers and two wardrobe chests. There is a large floor run and a tapestry as well as a small hearth. The house is almost as good as one of the large estates. The furnishing of that bedroom is worth over 900GP and the clothing in the various chests would double that number. Keval has 640GP in the false bottom of the chest of drawers.

Yell is their employee and has a room next to the barn. Valba and Needa share a bedroom. Ammela has her own room. Tesma has a room in the barn and so does Levan.

The large barn has twelve 8x12 stalls. There is a room in front (12x12) for Levan and one at the rear next to the main house (10x12). An oven, tools and anvil are behind the barn and covered with a canvas awning.

The Knight Herokus (#209) stores his carriage here (250GPV). The carriage has room for four in the compartment, with a driver on top and one or two footmen (guards) riding on the back. There is a long sword under the seat of the compartment.

Horses that are permanent residents:

(Saddles are 10 to 20GPV, Bit & Bridle plus Harness and blankets)

Herokus' two carriage horses, 2HD AC 6, bite 1d3, HP: 14, 13, these horses have their own leather barding (150GPV each)

Gellus' (#234) Heavy War Horse, 3+3HD AC 4 (7), 1d8/1d8 1d3, HP: 24, this horse has chain barding (250GPV), saddle, saddle bags

Eglar's (#234) Medium War Horse, 2+2HD AC 6 (7), 1d6/1d6 1d3, HP: 18, this horse has leather barding (150GPV), Saddle, Saddle Bags

Gressel's (#235) Medium War Horse, 2+2HD AC 6 (7), 1d6/1d6 1d3, HP: 16, this horse has Leather Barding (150GPV), saddle, saddle bags

Yeonna's (#235) Riding Horse, 1+1 HD AC 7, 1d2, HP: 7, Saddle

Farrier aLv 6 / Fighter Keval, Ng, Lv 4 [Jascar] s17 i13 w12 d15 cn15 ch13 HP: 32, **Chain Mail +1 & Shield +1** AC 1/ 2/ 4, Purse 7PP, 54GP, 18SP, **Long Sword +1**, long bow and 24 arrows, spear, Cache: 175GP

Fighter Ebba, Ng, Lv 4 female (Keval's wife) [Lydia] s15 i13 w12 d13 cn16 ch15 HP: 37, chain mail & shield AC 4/4/5, Purse 15GP, short sword, short bow and 18 arrows, Cache: 33GP, 80SP, 20CP

Farrier aLv 3 / Thief Yell, Nl, Lv 3 [Norebo] s11 i12 w10 d17 cn13 ch8 HP: 17, leather armor AC 5/8/8, Purse 18GP, short sword, three throwing daggers, Cache: 22GP

Thief Valba, N, Lv 2 (son 16yo) [Norebo] s12 i12 w13 d16 cn15 ch11 HP: 11, leather armor AC 6/8/8, Purse 5GP, short sword, six darts, Cache: 20GP

Thief Needa, N, Lv 1 (son 14yo) [Norebo] s10 i11 w10 d15 cn13 ch9 HP: 5, leather armor AC 7/8/8, Purse 4GP, 11SP, 22CP, short sword, two throwing daggers

Cleric Ammela, Gn, Lv 3 (daughter 22yo) [Jascar] s10 i12 w18 d16 cn16 ch15 HP: 21, chain mail & **Shield +2** AC 0/2/5, Purse 37GP, **Mace +1**, hammer, Cache: 51GP, 88SP, 33CP, 4 BP, 3BT

Spells: Cure Light Wounds, Bless, Light, Detect Magic, Augury, Spiritual Hammer, Hold Person

During festivals she will give silver and copper pieces to the poor urchins of the town. They all see her coming and make a best effort to look more decrepit.

In Barn:

Stable boy Tesma, N, Lv 0 (son 12yo) Leather, Knife, HP: 4, Purse 33SP, 18CP, 4 BP, 3BT

Thief (groom) Levan, Nl, Lv 5 (son 19yo) [Norebo] s14 i14 w11 d16 cn15 ch13 HP: 18, leather armor AC 6/8/8, Purse: 3GP, 18SP, 20CP, 13 BP, **Short Sword +1**, **Dagger +1**, 3 darts, Cache: 27GP, 14SP, Gems 8x25

Levan spends some of this time grooming and exercising the horses and is directly paid by each fighter for this service.

(222) Jeweler & Appraiser

40x40 (wall outer dimensions 80x80 (a square within a square))

The building is surrounded by an eight foot stone wall on the west, north and east sides. The south side has a four foot tall stone fence and in the center of that wall there is a stone arch with a wrought iron gate. The gate has a mechanical lock and a spring that pulls it closed again after it swung open. A five foot wide paving stone path leads to the front door.

On the gate is a sign that says:

Warning!
Stay on the path!
Only one client will be
admitted at a time!
(Exceptions arranged in advance)

The garden is full of sixteen inch tall green grass. However, inspecting will note that the 'grass' sways slightly from left to right even though there is no wind.

Eel Grass §, 6+12HD AC 7, attack: to tangle, special attack poison and acid, HP does not apply. See L5C for details.

You can't really 'fight' eel grass but it most certainly can attack a person or animal crossing into it. It will seek to tangle the legs of a victim as soon as the creature enters the 'grassy' area. It will wrap around legs and seek to touch bare skin. If there is a hit in melee (by a 6+12HD monster, dexterity adjustments do not apply) the person is tangled. While very large creatures or strong ones might pull the grass out of the ground it still takes some effort. The creature would rip the offending tendrils out of the earth. However, ripping them out of the ground does not 'kill' those tendrils for four full rounds. If torn at, cut, burned etc. the tendrils will 'die' more quickly. If the person keeps moving more tendrils will 'attack.' A held person moves at a rate of only five feet per minute. Those of 15 or lower strength cannot pull loose. 16 strength has a 25% to rip free (per round), 17 strength 50%, 18 to 18/50 strength 75% and 18/51+ strength 95%. Each round is a new attack if more grass is waded through.

The grass attempts to touch bare skin (pant legs and socks/stockings are NO protection but high boots (to the knee) will foil the touch.) If a touch occurs (it does not matter how many tendrils), the individual struck must save vs poison or paralysis sets in immediately, and the victim will fall over. On subsequent rounds many more tendrils will attack but no new "to hit" is required. While in contact with the tendrils the paralysis will not go away. The tendrils now begin to digest the victim. A powerful acid touches the exposed flesh and begins to eat it away at the rate of 3-8 HP of damage per round. Those who go to -20 or lower are eaten and only clothing and bones and mess no one wants to clean up will remain.

Behind the building, if one were to look closely with good light, from atop the fence, one might observe the skeletal remains of a human sized creature and a dog shaped one as well.

The jeweler does not try to retrieve anything from the feasting 'grass.' It just rots there. Flame like a fire ball, a cone of cold or a lightning bolt will instantly kill any

'grass' that the energy spell touches. Magic Missiles are not effective against the 'grass.'

Surprisingly the grass is docile (dormant) if there is a heavy rain or if it can be soaked with a large amount of water. Water from a bucket only temporarily keeps the grass at bay (2 to 5 rounds and only the tendrils it hits).

People need to stay on the path and not stray. The grass will attack the jeweler and his wife just as quickly as any client. It is mindless and cannot be subdued by Charm Monster but Hold Monster will effectively 'freeze' it for a substantial period of time.

The Square stone building is a small fortress. The front door is made of iron. It has a double lock and is barred from inside at night. The eight double barred windows are six feet up on the walls and 6 inches high and 20 inches wide. They let in the light but no one can fit through one. There is a double small stair in front of each window so someone inside can stand on the top stair and look outside. Both windows in each room are open to the outside. The Fire Elemental (see below) keeps all four rooms quite warm at all times (it does go below 75 degrees in any of these rooms.) During high summer the rooms can be sweltering. Sendovar has a Ring of Fire Resistance so the heat does not bother him. The door also has a small peek hole.

The inside is divided into four triangular rooms with a hearth in the very center of the building that heats all four rooms. If there were no fire in the hearth a small person still cannot crawl though the hearth because of four vertical iron bars in each hearth. Of course there are doors from room to room. They are locked and can be barred from the inside. The rooms form a line of four rooms. A person would go from the Entry & Greeting room, to the Workshop, to the Kitchen/Common Room and finally into the Bedroom.

The hearth contains a Fire Elemental. The elemental is not bothered by the iron bars in the hearth, it can move between them and even split and reform around them.

Fire Flame §, 6+6HD AC 3 Hit only by +1 or better weapons, Two attacks for 2d4+2 points of fire damage, plus, if there is a single hit that does 9 or more points of damage, setting combustibles aflame. Save vs magic applies. HP: 54, Intelligence ranges 4 to 7. The Flame is not very bright and is held here by both magic and the order of his "Boss" (who is located at the Fane of Pyremius.

It will leave the heath and attack any life form larger than a house cat within forty feet unless the figure is carrying an open flame like a torch or is in the company of Sendovar or Bella. The Flame can recognize Sendovar

and Bella because they wear a ruby Ring of Fire Resistance enchanted at the same time as the large ruby in the center of the hearth (that ruby is worth 5000GP). A very observant visitor (client) might notice the fire in the hearth edge into the room a bit until it realizes Sedodvar/Bella/or the carried flame is present. (If the jewelers did not have their rings or carry an open flame they would be attacked too!) The flame will attack mindlessly till the victim goes down. It will then sit on the body and consume it in flame leaving just ashes. If there is another opponent it will go to the opponent before cremating the person it just reduced to negative numbers. This process is at the rate of 2d4+2 points of fire damage to the body each round. If the damage gets to -30 then the body is consumed and Raise Dead is impossible since now the body is nothing but ashes.

Flames take damage from ordinary water in pint or larger size doses. (2d4+1 damage). Cold based weapons inflict double cold damage. (A weapon with Freeze Metal applied to it is "+1" vs the Fire Flame.) Flames take no damage from magical fire or Magic Missiles. Lighting does normal damage.

Sendovar and Bella have been very careful to no leave easily combustible materials near the hearth in any of the four rooms. Chairs and tables have no covering or padding, there are no rugs or wall hangings. Chests are made of ironwood and always closed. (Ironwood is highly resistant to fire and require continuous very hot exposure for three full rounds before starting to burn.)

Entry Room

At the front door there is a pull cord that, when released, causes a hammer to hit a brass gong suspended on the western wall. The gong can easily be heard in all four rooms since the hearth is open in all four rooms. Sendovar or Bella will come to the door and look through the peek hole. If they open the door the client will see a large ironwood table and two chairs. Sendovar or Bella will sit down with a client and find out what the person is shopping for. Only one client is allowed into the room at any one time. The door is Wizard Locked, double locked (-4% to pick) and barred. Breaking it down would take a number of rounds of hammer hits by a very strong man or men. Of course if anyone does try to muscle in the Fire Elemental will attack (unless the person coming in has an open flame like a torch, as a candle or a lantern is not sufficient).

Once there is an agreement on the right merchandise the client will be asked to remain seated and Sendovar or Bella will go to the interior door and unlock it. It has a lock and is Wizard Locked as well. There is a peek hole in

the middle of the wall from the bedroom and from the workshop. The other person can be watching through the peek hole to see how the negotiation is going. If client even gets up the deal is OFF and the person will immediately be asked to leave. There is no exception except for the High Priest of Pyremius, the High Priest of Syrul and of course the Duke. Those three clients may bring in one other person. They are the only exception to the one person in the room rule.

Sendovar and Bella will get some gems or jewelry from the workroom and bring them to the client. They will accept Platinum, Gold, an identified magic item or another piece of jewelry. They both spurn copper and brass and will not touch such coins.

East Workshop Room

DM Note: if this room is being robbed or if there is a presentation of gems or jewelry for sale take the time to value the tables of gems before that play occurs.

This room is lit by **Continual Light**. The ruby on which the **Continual Light** has been cast is high on the mantel of the room so that most of the light does not spread to adjacent rooms through the hearth.

Raw gems from the dig at the northwest curve of the river can be found here, as well as stones that are being cleaned and polished. Of course there are gems that are cut, polished and sellable. Finally there are jewelry pieces that have been crafted. The value of a piece of jewelry takes artistic flair into account. The simple gold and gem value of a piece of jewelry may well be less than the ring, necklace, bracelet, pin or amulet into which it has been crafted.

There are three large work tables. One is used for sorting and initial cleaning. The second table is for cutting and polishing. The third is where a piece of jewelry is created. The two strong boxes containing finished work are built into the wall between the workshop and the kitchen. This anchoring is designed to prevent taking the strong box and running off with it.

The sorting table has 3d8 crude gems. They might be blue, yellow or green sapphires, or rubies. 90% of the time they will be valued at 5, 10 or 20GP. 10% of the crude gems will ultimately be worth more. Roll d% 1-50 = 25GPV, 51-75 = 50GPV, 76-94 = 100GPV, 95-00 = 250GPV.

The clean and polish table will have 2d8 gems being worked on. They will clean up with the same percent chances just given.

The crafting table will have 1 to 4 gems and may have a piece of jewelry ready to receive the gem(s). D% 1 to 50 = a gold ring, 51-75 = a gold necklace, 76-90 = a gold chain

holding the gem as tear drop, 91-95 = a gold pin or medallion, 96-00 = a gold bracelet. The gems being used for jewelry will be 1d60 50GPV, 61d80 100GPV, 81-98 250GPV, 99 500GPV and 100 1000GPV.

The stone will be: 1-70 a ruby, 71-96 a sapphire (yellow, green or blue) and 97=100 a star sapphire.

The cleaned gems box has the following:

Yellow sapphires: 14 * 10GPV, 11* 25GPV, 8 *50GPV, 3*100GPV

Green sapphires: 6 *10GPV, 6 * 25GPV, 3*50GPV, 1 100GPV

Blue sapphires 11*10GPV, 7* 25GPV, 4*50GPV, 4* 100GPV, 1 250GPV

Star Sapphires 4*250GPV, 2 * 500GPV, 1 1000GPV

Rubies: 34 * 10GPV, 26 * 25GPV, 18* 50GPV, 14 *100GPV, 6*250GPV

One of a kind: 1000GPV, 2500GPV, 4000GPV

The Jewelry already made and ready for sale.

North Kitchen and Common Room

Surprisingly there is a stove on the north wall. This is due to the fact that the fire elemental most certainly will not cook food for someone! There is a large Ironwood table with stout chairs. The plates and mugs here (six of each) are silver and well-polished (35GP value for each plate and each mug). There is a large chest with spices and basic supplies. Bella seldom cooks anything. She prefers to use Create Food and Water for most of their meals.

West Bedroom

Their bedroom can be reached only after going through the other three rooms. The bed does have a mattress and pillows but they are covered in Red Dragon Hide (the hide over the mattress is worth 200GP and hides over the pillows are worth 75GP each. During very hot days or warm nights Sendovar will put up a Wall of Ice on the outside wall (away from the fire elemental) to help cool the room. The ice lasts for 90 minutes which is enough time to significantly reduce the room's temperature.

Their clothing is in this room in two ironwood chests of drawers. They both have two elaborate cloaks of red, orange and yellow (that look like a bon fire from a distance). The ceremonial cloaks of Pyremius are worth 100GPV and each is adorned with a gold and ruby pin designed to look an open flame. (The gold/ruby pins are worth 400GP each). They have more ordinary clothing for tasks around the house. Outside the always wear one of the flame cloaks.

Sendovar's book is in this room in an iron wood chest and covered with red dragon hide.

Book: Charm Person, Identify, Unseen Servant, Shocking Grasp, Read Magic, Write, Shield, Enlarge, Spider Climb, Invisibility, Strength, ESP, Continual Light, Knock, Wizard Lock, Rope Trick, Web, Darkness, Dispel Magic, Protection from Normal Missiles, Suggestion, Tongues, Clairvoyance, Clairaudience, Explosive Runes, Fire Ball, Dimension Door, Wall of Ice, Fire Charm, Fire Shield, Fire Trap, Wall of Fire, Enchanted Weapon, Cloudkill, Conjure Elemental (always fire), Passwall, Wall of Iron, Feeblemind.

Sendovar's summoning of a Fire Elemental will get a 12HD elemental which will not bear the magic user any ill will. The 'Boss' at the Fane of Pyremius has made special arrangements. Sendovar's agreement with the Boss is never to summon any other elemental type.

Master Jeweler aLv 9 / Magic User Sendovar, NE, Lv 9, [Pyremius] s14 i17 w12 d16 cn12 ch11 HP: 27, **Bracers of Defense AC6, Ring of Protection +2 AC 2/4/4, Purse 7PP, 22GP** (He throws away copper or brass if offered to him), **Ring of Fire Resistance** (it is worth 7500GP because of the large ruby attached)

Spells: Charm Person, Identify, Unseen Servant, Shocking Grasp, Invisibility, Strength, ESP, Dispel Magic, Protection from Normal Missiles, Suggestion, Dimension Door, Wall of Ice, Cloudkill

If his home is attacked he will take Bella and Dimension Door inside the wall of Sir Eglar Egardan's Estate (#234). Sir Eglar is aware that Sandorvar might do this at some point in time if the jeweler's business is attacked.

Jeweler aLv 5 / Cleric Bella, NE, Lv 5 female (wife) [Pyremius], s16 i12 w16 d12 cn13 ch15 HP: 27, **Bracers of Defense AC5 AC 5/5/5, Purse 7PP, 22GP, +1 Mace +1, hammer, Cache: 37GP**

Spells: Cure Light Wounds *2, Bless, Detect Magic, Create Water, Resist Fire, Silence, Hold Person, Spiritual Hammer, Know Alignment, Create Food & Water

Stones of promise (potential rubies and sapphires from the mud of the river, see North West Branch of the Kroten River) are brought to Sendoval and Bella for complete cleaning, sizing, cutting and polishing. Cutting around flaws in the stones (about 35% of the stones have sizable flaws) will reduce their value.

The Fane of Pyremius has agreed that the Duke gets his pick of all Sapphires after they are cleaned, cut and

polished. Most of the Rubies go to the Fane. The Jeweler keeps all of the 10GPV rubies as his payment. 25% of all 5GPV rubies are kept by the diggers and sluice operators. The Duke allows Sendovar to keep some large rubies as long as Sendovar asks him for the gem personally.

If the Duke ever caught Sendovar or Bella stealing gems he would have one or both of them flogged within an inch of his or her life without a moment's hesitation.

Some medium to large gems go into gold jewelry. Sendovar has a strong preference for gold jewelry but will make something out of silver if he has a commission. He does not work in other minor metals like copper or brass.

(223) Clothing

22x42

The home has a workroom on the west side of the building. There is a kitchen / dining room where the two children have pallets near the hearth. Breza and Kebask have a bedroom. The furnishing and furniture are of good quality are well maintained. Breza and Kebask have good quality clothing themselves. Most of what they wear has embroidery, or some decoration. Their better clothing is worth 20 to 40GP. Breza has wizard locked his bedroom. His book is there as well as a small bank of 17GP, 22SP and 40CP.

Book: Sleep, Mending, Tensor's Floating Disk, Unseen Servant, Read Magic, Find Familiar, Charm Person, Enlarge, Identify, Message, Spider Climb, Ray of Enfeeblement, Darkness, Locate Object, Levitate, ESP, Pyrotechnics, Strength, Wizard Lock, Knock, Fly, Suggestion, Clairvoyance, Explosive Runes, Phantasmal Force, Water Breathing, Invisibility 10'r, Polymorph Other, Extension I, Minor Globe of Invulnerability, Wall of Ice, Polymorph Self

The building has a front and back door that can be barred from inside. The back door is Wizard Locked and only Breza can open it. The front door has a good lock. The building has four 15x25 inch shuttered windows, one on each side.

Kebask makes tunics and socks and occasionally a dress. Most of the clothing they sell is from other sources including things from the continent.

Magic User Breza, N, Lv 7 [Weejas] s13 i16 w13 d14 cn12 ch13 HP: 23, Cape of Protection +2 AC 8/8/8, Purse 15GP, 11SP, **Dagger +1, Potion of Healing, Potion of Gaseous Form, Wand of Fear** (11 charges), Cache: 93GP

Spells: Sleep, Mending, Tenser's Floating Disk,
Unseen Servant, Ray of Enfeeblement, Darkness,
Locate Object, Fly, Suggestion, Polymorph Other

Tailor Kebask, N, aLv 3 (husband), HP 5

Children boy 5, girl 11

(224) Limner

20x20

The single room building has a front door and four 16x24 inch windows, two on the west wall and two on the east. A work table is in front of the east window. The large comfortable bed is on the north wall along with a small table. The hearth is between the west wall windows. There are two good sized chairs and small table with two chairs.

The shelves by the work table contain jars of black and red ink, quills, pens and a dozen brushes. Levela will paint on boards, canvas and parchment. She does signs, small paintings, some fancy lettering and other decorative designs. A sign is 2 to 8 silver pieces for most small to medium sizes signs. Levela has a very steady hand and the scribe comes to her to help illuminate books and maps that he is copying. Her living is modest and is supplemented by doing small paintings that people can hang on a wall for decoration and ornamentation. Her small paintings are 8 to 12 inches by 8 to 16 inches and sell for 10 to 60 SP. Larger paintings can sell for 3 to 18GP. Levela is not an excellent portrait painter. Living creature form and shading are something she has just dabbled with. She has done a few portraits but they are mediocre. (People want 'realism' in a portrait. Her work would be more 'abstract' in nature.)

She has set aside 8GP and 30SP.

Limner aLv 4 Woman@Arms Levela, Lv NL, 1-1 [Phyton] s10 i13 w12 d15 cn13 ch12 HP: 5, no armor, knife AC 9/10/10, Purse 32SP, 22CP

Fighter Horace, N, Lv 3 (husband) [Phyton] s16 i12 w17 d16 cn12 ch16 HP: 17, leather armor AC 6/8/8, Purse 2GP, 20SP, short sword, Cache: 18GP

Psionic (44/44): Psionic Blast / Thought Shield, Cell Adjustment, Clairvoyance

Horace's mental abilities manifested themselves when he turned 13. (He is now 22). At first he was confused and afraid of his powers but he has gradually learned to hone them.

(225) Crier, Herald, & Messenger

40x22

The building is made of wood with a wooden floor, and has two doors and six 14x20 windows (two north, two south and one each east and west). There are two rooms. All three sleep in one room with three average size beds with rope mattresses covered with wool and chicken feather stuffed pillows (which have a bit of an odor). The other room has hearth, table and four chairs, three larger chairs with leather pillows. The table has a brass candle stick and 6 hour candle. They have two of Levela's (#224) paintings and a there is a rich red rug on the floor.

Gostel, Ogel and Igesta are brothers. They were born here 28, 25 and 20 years ago. Their father was a scribe and made a living copying documents and writing letters for business men and officials. (80% of the town's people cannot read and write). They taught Gostel to read and write but he suffers from terrible penmanship and while he can write and spell well his documents just did not look very good. Their father passed away when Igesta was ten, and their mother passed the year after.

One other thing that all three boys inherited from their father was a rich and mellow baritone voice. The brothers were not destined to be scribes (though Igesta's hand is quite good), although they could do well walking the streets and crying out the news of the day and proclaiming various announcements and edicts. The Duke has used them for this purpose as have other business men. They are summoned to the castle on occasion to hear what news or laws the Duke wishes proclaimed (they virtually never meet with the Duke himself of course.)

When the Duke does proclaim something people may not like he will send a guard or two with the Crier. All three boys have attended court as Herald for petitioners. They wait outside of the castle on Earthday (The Duke holds court that day) to see if any person would like a Herald to announce them or even to speak for them in front of the duke. They are paid in silver by petitioners and by gold from the Duke, and they earn a modest living.

To augment their income, in season, they sell apples (three trees) and peaches (three trees)

Fighter Gostel, NL, Lv 3 [Xerbo] s13 i15 w13 d14 cn12 ch15 HP: 20, leather armor AC 8/8/8, Purse 3GP, 18SP, short sword, dagger, sling and 9 bullets

Man@Arms Ogel, N, Lv 1-1 [Xerbo] s12 i14 w13 d12 cn14 ch14 HP: 6, leather armor AC 8/8/8, Purse 1GP, 27SP, 18CP, short sword, dagger

Man@Arms Igesta, N, Lv 1-1 [Xerbo] s16 i16 w12 d15
cn12 ch15 HP: 5, leather armor AC 7/8/8, Purse 5GP, 8SP,
4CP, 13 BP

The boys also sing quite well and are occasionally hired
to sing at Festivals. They also perform with some of the
town entertainers from the South Village (#307, 308 &
309).

(226) Potter

42x24 wing 24x18, shed 7x20

The central building has a large front room with hearth,
table with two chairs and two benches. There are two
large chairs two oil lamps on small tables. The wall next
to the hearth has plates, cups and mugs along with
cooking utensils, pots and pans and supplies. There is a
small double thick chest in which items are kept on ice
(see below). There are two bedrooms, one for Leggal &
Emessa, and one for Legess and Ivers. The bedroom
appointments are of good quality as are the furniture and
furnishings of the home. A few small pieces of art are in
the main room (a glass vase (15GPV), two paintings (80 &
90GPV), a large tapestry (100GPV) and an imported rug
from Keoland (85GPV).



Leggal & Emessa share the same Book:

Book: Read Magic, Write, Shield, Sleep, Comprehend
Languages, Erase, Detect magic, Shocking Grasp,
Light, Identify, Darkness, Forget, Invisibility, Knock,
Web, Wizard Lock, Ice §

Iber sleeps in the workroom on the back side of the
hearth (usually quite warm).

Emessa serves as cook and makes a large breakfast and
supper.

The work room has two kilns that can fire a number of
pieces at once. There are two pottery wheels and two
large barrels of water.

Potter aLv 3 /Magic User Leggal, Ng, Lv 4 [Weejas] s10
i17 w12 d15 cn11 ch12 HP: 14, no armor AC 9/10/10,
Purse 15GP, dagger, Cache: 27GP

Spells: Shield, Light, Invisibility (or Ice)

Potter aLv 3 (Cook aLv 4) / Magic User Emessa, Ng, Lv 2
(wife), [Weejas] s8 i16 w10 d14 cn15 ch10 HP: 6, no armor
AC 10/10/10, Purse 7GP, 18SP, dagger, Cache: 11GP

Spells: Shield, Sleep

Assistant aLv 2 Legess, Ng, Lv 0 (son 16yo) [Weejas] s10
i13 w12 d14 cn13 ch11 HP: 3, no armor AC 10/10/10,
knife, Purse 1GP, 18SP

Assistant aLv 2 Iber, N, Lv 0 [Osprem] no armor AC
10/10/10, HP: 3, knife, 33SP

Child boy 8 Ivers

Leggal & Emessa have moved here from Sulward some
10 years ago. They were working for an alchemist as
apprentices. A close friend of the alchemist taught Leggal
the spell "Ice". The alchemist passed away and his family
sold everything leaving Leggal & Emessa without means.
Instead of staying in Sulward they packed up and
moved. Upon arriving in Lendore Isle they traveled to
Krotan where they found a potter who wanted to give up
his business (he was quite old). They had that skill (as
part of learning to be an alchemist an apprentice learns to
make pottery) so they paid him a few gold pieces and
took over his business. He remained in the house with
them for two more years until he died of natural causes.

Iber does not seem inclined to learning magic but they
have taught him to read and write. He is quite good on
the pottery wheel however and helps glaze and put the
finished pieces in the kiln.

The family, with their helper Iber, makes everyday pots
and covered containers as well as glazed and painted
pieces. They sell for a few coppers up to 1 or 2GP for the
better pieces.

Fire Way

Fire Way includes #227 to #233.

(227) Knife Sharpener

22x22

This is a small clean freshly painted building with two
front windows and a single door (all facing Fire Road).
Bodebo sleeps in the loft (ladder) and Cortus and Igglar
have their bed on the first floor (single room). There is a
small hearth on the west wall. An observant visitor might
wonder why they live as well as they do, good furniture,
rug, tapestry and furnishings, considering that a knife
sharpening does not bring in a large amount of money.

There is a room below the bed (secret trap door). It is 10 x 10 and 8 feet high. The ladder is trapped on the lowest rung. A spring will fire a small dart into the leg of the climber who steps on the rung (like a 5th level fighter attacking the Armor Class of the climber's leg [DM will have to rule on the appropriate Armor Class – most likely it will be a bare leg (AC 10 or covered with cloth (AC 9 or 8)]. The dart has a potentially lethal poison (fail save 3d8+8 pts of damage, successful save 1d6+4 damage). There is a table and two chairs, a brass candle holder and a 6 hour candle. The locked strongbox on the table (trap, poison needed with the same poison) has 175GP, 84 SP and gems 8x100, 4x50.

The real treasure is in the secret panel on the west wall. A +2 Short Sword +2, a small gold crown with seven diamonds (4000GPV), 97PP, gems 8x250.

Master Sharpener aLv 7/ Thief Cortus, Ne, Lv 7 [Norebo] s12 i13 w13 d17 cn16 ch12 HP: 30, Leather and **Ring of Protection +3** AC 2/5/5, Purse 1GP 24SP 18CP, **+2 Short Sword +2, +2 Dagger+2** (throwing and hand to hand) plus four throwing daggers, **Boots of Silence** §

Cortus will sharpen knives, daggers, swords (except two handed swords), axes, spears and other small to medium sharp size weapons. He charges 1 to 6CP per blade. He has a cart with two large wheels. The cart has oil and sharpening stones plus a wheel operated by pumping with his foot. The cart travels up and down the roads of the district and also makes a pass into the Craftsman area (every Waterday) and the South Village (every Earthday) at least once a week. His cart has a small set of four bells that ring as he moves the cart along.

Cortus does not make much money plying this trade, but he is a person who breaks into the homes that he gets to examine as he stands there waiting for people to come to his cart or even while he sharpens a few knives. Cortus is an expert dagger thrower gaining and extra +1 due to skill over and above his normal dexterity bonus of +2. His daggers are superbly balanced which another knife /dagger thrower would notice as soon as that person would handle the weapon.

Cortus wants to rob locations that are empty. He is not looking to get into a melee or back stab anyone but will do what he has to. His lock picking skill is set at 78%. Cortus brings Bodebo along as his lookout. His favorite hour is about 2AM.

Cook aLv 4/ Igglar, N, Lv 0 (Cortus' wife) no armor, knife, HP: 4 Purse 14SP, 18 CP

Thief Bodebo, Ne, Lv 3 (son 16yo)[Norebo] s12 i15 w12 d15 cn13 ch14 HP: 13, leather armor AC 7/8/8, Purse 14SP, 11CP, 13 BP, four throwing daggers

Bodebo goes with his father on places Cortus has looked over and is ready to rob. Bodebo can hoot like an own and does so if someone approaches. One hoot = lay low (Cortus makes his way to a window or door), Two hoots = get out of there (Cortus seeks the fastest way out), Three hoots = you are in danger, defend yourself

Cortus is not in the Thieves Guild but he pays a 10% "fee" to Kornpone for looking the other way. Kornpone knows what Cortus is doing and has actually gone with Cortus on more difficult jobs if Cortus says the thinks it might be too difficult to do alone. Of course Kornpone can't let the Guild know he is freelancing like this so he is very careful to keep it under wraps. Kornpone will approach Cortus in the South Village to get his dagger sharpened. Money might change hands and conversations occur at that meeting. They aim for about 2PM on the 2nd Earthday of each month along the Back Alley. Otherwise they purposefully avoid one another. Bodebo does know this relationship exists, Igglar does not.

(228) Cartographer & Scribe

33x33

The building has one north facing door. There are three rooms; a common room where Kendra has a pallet, a bedroom for Melmo and Yebesta, and the workroom where Regele sleeps. The common room has the door to the outside and has two other 14x20 windows. The bedroom has a 24 x38 window. Furniture and Furnishings are acceptable quality and kept in good repair.

The east transcribing room has six large 24 x38 inch windows (shuttered) which are open wide during the day. The three work desks in the room face the windows.

Cartographer aLv 8, "Steady Hand " Scribe aLv 11 Magic User Melmo, NL, Lv 4, [Lydia] s11 i17 w12 d15 cn13 ch9, HP: 13, Cloak AC 9/10/10, Purse 3GP, 11SP, 8CP, 13 BP, Dagger, **Wand of Magic Detection** (17 charges), Cache 33GP

Scribe aLv 7 /Wife Yebesta, NL, Lv 0 [Weejas] no armor AC 10/10/10, HP: 3, knife

Apprentice Scribe aLv 3 /Son Regele, NL, Lv 0 [Lydia] no armor AC 9/10/10, HP: 4, dagger

Novice Cartographer aLv 2 /Daughter Kendra, NL, Lv 0, [Weejas] no armor AC 8/10/10, HP: 4, knife

The family is all involved in the business of making and copying maps, scrolls, books and other documents. (They cannot copy magic writings of course.) Transcription costs 1SP per page for most projects. A map is usually 1

or 2GP. They employ black, blue, red and green inks. They do minor illuminations with gold foil (which adds to the cost of that page.). Melmo has beautiful handwriting and excellent accuracy. He has an excellent knowledge of common with a spelling accuracy of his large vocabulary of 99.5%. He speaks, reads and writes Keolandish. He knows about 80% of all dwarfish runes and can translate a dwarfish document with a high level of correctness. His wife is fluent in common as are both children. Yebesta has a working knowledge of Velondi and can speak Lendorian.

(229) Home

20x20

The building is large single room with a loft where Lerta sleeps. The main room has a single door with an inside bar and a poor lock (+7% to be picked). A 20x20 shuttered window faces in each direction. There is a small shed out back where they keep their two wheelbarrows.

Lergon and now Lerta have the somewhat thankless job of walking the three main roads in the district (Cobble Highway, Gate Street and Wall Street) and picking up trash and pulling large weeds and plants growing up in between the cobbles. They also have to pick up and dispose of the road apples (horse manure) that got dropped on the various roads. They have two wheelbarrows for this dirty job. They drop all of the junk they find west of the river and south of the west road. They can manage to do about half of the job (up and down the streets) each day starting at 7AM and heading to the dump about 4PM. They get back home by 6PM or so. Freeday is their only day off. They are dispensed 7SP a week for this work from the merchant's league and another 7SP from The South Gate (gate 3, the commander there pays them once a week on their return from the dump on Earthday. They do this job come rain or shine. They often stink rather badly by the end of the day. They do know the district main roads very well.

Lergon, Nc, Lv 0 [Llerg] leather armor AC 8/8/8 HP: 3, Knife, Purse 3GP, 18SP

Yesta, N, Lv 0 (Lergon's wife) [Xerbo] no armor AC 10/10/10 HP: 2, Knife, Purse 2GP, 8SP

Lerta, Nc, Lv 0 (son 13yo) [Llerg] leather armor AC 8/8/8, HP: 3, Dagger, Purse 38SP

(230) Home

21x32

The building has two two doors (east and west) and six shuttered windows 14x28 (3 north and 3 south). A small corridor runs along the south wall with three internal doors to the three rooms. The three small bedrooms have no hearth in any of them. Each bedroom has a small bed, table and chair, a rug and a locked chest for clothing and personal property. There are pegs and shelves in each room for clothing and small properties. The small home is a decent enough living quarters if a person is taking meals elsewhere. Pestogon, Ellevo and Pargan had the home built three years ago for very little money; they even helped in its construction to minimize cost. Their purpose was to have a place to live in, do a few robberies, and then take off. The building is just a shelter and little more. Anyone visiting would be struck by its lack of long term usefulness.

Thief Pestogon, Ne, Lv 4 [Norebo] s11 i12 w11 d16 cn13 ch11 HP: 14, leather armor AC 6/8/8, Purse 5GP, 20SP, short sword, dagger

Thief Ellevo, Ne, Lv 3 [Syrul] s10 i15 w12 d15 cn12 ch9 HP: 15, leather armor AC 7/8/8, Purse 3GP, 18SP, 22CP, short sword, dagger

Thief Pargan, Ne, Lv 2 [Syrul] s9 i15 w10 d16 cn16 ch13 HP: 11, leather armor AC 6/8/8, Purse 2GP, 3SP, 22CP, Gem ruby 25, short sword, **+2 Ghoulish Dagger +2 §**

The three thieves are cutthroat bandits. They will attempt a back stab on a single individual, overpower him or her (usually killing the victim) and steal his/her purse or goods. Two years ago, during such a robbery, Pargan obtained the Ghoulish Dagger. Pestogon and Ellevo had both been paralyzed and Pargan was just lucky enough to survive the dagger wielded against him. He saved twice and defeated the original owner. Pargan took the man's life and his dagger. Pestogon and Ellevo both would like the dagger themselves but since Pargan saved their lives they have let him keep it. Possession of the dagger has greatly increased their ability to rob a traveler on a dark street.

They have robbed four people so far in sixteen months. The one 'quality' they have is patience. They can live off the spoils of a robbery for quite some time before finding another victim. While they will kill an opponent, especially if the victim can identify one of them, they have only killed only one of the four. They have some problem with magic items but have managed to sell merchandise successfully so far.

Pestogon or Ellevo will try to backstab. Then melee will begin, at which point Pargan tries to engage and paralyze the victim. Then they quickly rob the person and run away.

A party member traveling alone at night on dark streets might meet these three. They are ready to rob someone else. Money is getting low.

(231) Home

32x60

This home is made of stone having one foot thick walls. The eight windows are long and narrow (8 x 24) and have two vertical iron bars. Each window has a shutter. The front and back door are both reinforced and barred at night. Each door has two good locks (-3% to pick). Inside there is a common room with a large hearth, a study room and two bedrooms.

Magic User Omaribartal, N, Lv 7, [Weejas], s9 i16 w14 d15 cn12 ch 10 HP: 23, **Bracers of Defense AC8** AC 7/8/8, dagger, **Ring of Space §**

Spells: Sleep, Identify, Detect Magic, Charm Person, Forget, Mirror Images, Stinking Cloud, Fly, Lightning Bolt, Wall of Fire

His book is in a ethereal space created by the Ring: Read Magic, Identify, Friends, Charm Person, Protection from Evil, Sleep, Shocking Grasp, Detect Magic, Knock, Wizard Lock, Stinking Cloud, Invisibility, Web, Mirror Images, Forget, Fly, Tongues, Feign Death, Lightning Bolt, Blink, Wall of Fire, Ice Storm, Polymorph Self

In the ethereal space with his spell book is 1,387 GP, a gold necklace worth 1,800 GPV, and a **+1 Dagger +1**.

Fighter Pelliga, N, Lv 4 (Omaribartal's wife) [Phyton] s16 i12 w13 d15 cn16 ch 13 HP: 32, chain mail & **Shield +1** AC 2/3/5, long sword, long bow (24 arrows), and three throwing daggers

Thief Norvo, N, Lv 5 halfling s10 i15 w12 d17 cn15 ch12 HP: 22, leather armor AC 5/8/8, Sling (20 iron bullets), three throwing daggers

Cache: 157GP, 88SP (Norvo does not believe in ethereal anything and he is not putting his gold into "nowhere". He has to admit it goes someplace but he most certainly does not see why it might be safe – wherever it goes. Norvo would like his share of the rubies but he has to acknowledge that the place has been broken into and searched more than once. His treasure is in a hidden pit with a secret chamber and another secret chamber below that. He puts a few silver and copper in the first secret chamber so the thief actually thinks he has found something. So far the searcher(s) has not found his real treasure.

These three adventured together on Lutsyn Isle (one of the middle Spindrift Islands). They were lucky to escape with their lives and some in their party of seven did not. They discovered a hoard of uncut rubies which they have hidden in a trans-dimensional space above their home. The space can be entered via a portal in the bedroom. The space does touch on the positive material but does not touch upon the ethereal. A ring worn by Omaribartal causes the space to come into being and is the trigger for entry into it. The bedroom is just the place where Omaribartal must stand to enter the specific space he has already created. The ring is made of gold and has 500GP ruby (gpv = 10,000). The space created should be open air and forms an egg shaped space that is ten feet in diameter and thirteen feet from tip to tip. Inside are 200 uncut rubies; 100 @ 50GPV, 50 @ 100GPV, 25 @ 200GPV, 20 @ 500GPV and 5 @ 1000GPV. If they are cut and polished their value will easily double.

Omaribartal is quite well off but does not flaunt his wealth. He and his wife and companion try to avoid any action that calls attention to themselves. He occasionally sells one or two rubies to the temple of Pyremius for gold. The temple has had has home searched twice but of course they find nothing. Pelliga dislikes the home searches and is urging him to take their wealth and go. To move, however, he would have to bring the treasure to the prime material where it would be vulnerable until placed in another trans-dimensional space created by the ring.

(232) Home

20x20

The building is in poor repair. It needs two shutters fixed, the door opens and closes with great difficulty and it needs a white wash. The building is a single room. The bed reeks and the whole home is an unpleasant smell. It is truly filled with worthless junk.

Pomol has no ambition since his wife died in child birth three years ago. He did odd jobs in town but now just mopes about most of the time. What money does come in is through the efforts of Horace his son. If Horace leaves any coins lying around Pomol will go to the local tavern and drink himself into oblivion. Horace is on the verge of leaving since he sees his father's future as hopeless. Pomol is no match for Horace who could easily best him if the older man were to resort to violence. Pomol is little more than a broken man. He has not lifted his hand to Horace and deep down still loves his son.

Pomol, Nc, Lv 0, [Llerrg] no armor AC 10/10/10, HP 3, Purse 17CP, 13 BP

Man@Arms Horace (son 16yo), Nc, Lv 1-1, [Llery] s1807 i14 w12 d16 cn16 ch13, HP: 8, leather armor AC 6/8/8, Purse 3SP, 22CP, 18 BP, flail, dagger

Horace sleeps in the loft and pulls the ladder up after himself each night to prevent his father from taking his weapons or leather armor and selling them. It is a thin line that both father and son are walking. Pomol has become little more than a beggar. Most days he is just despondent. Now and then he will beg at Kroten Road Square.

Horace would like to become a hireling for a band of adventurers. He has some experience and is almost 1st level – 174 more XP will do it.

(233) Home

28x28

The home is well made and still maintained. It has a bright green door (with a lock and bar) and the walls are freshly whitewashed. Each of the three interior rooms has two 12x16 shuttered windows. The house has two bedrooms, one for Zelma and one for the three girls. Nevis sleeps in the loft. Their kitchen has a well-made hearth, utensils and cookware. The table is solid and is surrounded by six chairs.

The family has clean good clothing but a number of garments are a bit thread bare. They make a little money so they are not starving. Zelma's husband died two years ago and she has been just making ends meet, with the first year being the hardest. Now as the children grow they are finally getting ahead a little. Zelma recovered from her husband's loss for the sake of the children so that they could keep their home. She has some skills as a cook and hires out for that purpose a few times each month.

Cook aLv 4 / Zelma, N, Lv 0 female [Phyton] no armor AC 10/10/10, HP: 3, no weapon, Purse 3SP, 22CP, 18 BP

Cook aLv 2 / Obellvarda, N, Lv 0 (daughter 19yo), [Phyton] no armor AC 9/10/10, HP: 4, Dagger, Purse 7SP, Cache 5GP, 18SP

Cook aLv 2 / Charmis, N, Lv 0 (daughter 17yo) [Phyton] s12 i13 w17 d13 cn15 ch15 HP: 4, leather armor AC 8/8/8, Purse 15SP, Hammer

Charmis visits the shrine of Phyton (#208) twice each week. Pogobal, a cleric there, is teaching her to read and write. Charmis is not sure if she wants to become a novice since that would mean leaving her family. She has learned the prayer for Light and can cast that spell.

Novice seamstress aLv 1 / Yolga, N, Lv 0 (daughter 14yo) no armor AC 10/10/10 HP: 3, knife. Purse 4SP, 3CP

Nevis, N, Lv 0 (son 17yo – Charmis' twin) [Phyton] s13 i12 w17 d13 cn16 ch14 HP: 4, leather armor AC 8/8/8, Purse 15SP, 20CP, Hammer

Nevis is currently working as a carpenter helper on the building being constructed right across the street. The head carpenter gives Zelma money to buy food for her family and his work crew each week. She has a few coins left over from his payment to her.

Zelma's family does odd jobs in town. While none have been taken as apprentice they are all trying to gain permanent positions. Obellvarda and Charmis want to be bakers, Yolga a seamstress and Nevis a carpenter. They have some small skills in those areas aLv =1

Note: #240 and #241 are in numerical order but represent new construction on Fire Road. 240 is across the street from 232 and 241 is across the street from 233.

Larch Way

Larch Way runs from roughly Gate 1 to the Fane of Pyremius and Fire Road. It has three estates (234, 235 & 236).

Maps of the interiors of these locations are not included since it is unlikely that they will be adventure sites and that would add ten more pages to this module. There is enough information if you want to draw them and populate them various objects. All three estate owners have some significant money so furniture and furnishings will be good to excellent in quality. The overall value of non-magical items of each estate is given. Magic is listed.

(234) Estate

64x82 main building and 40x36 wing.

The grounds are about a half-acre of grass. When the boys at the estate across the street cut the grass with a scythe they come here and do the same with Gressel's grass. They have started a mulch pile in the south east corner. There are two large apple trees on the eastern side of the property and two cherry trees on the western side.

The main building has a front and back locked door. Sixteen 11x30 shuttered windows go around the main building and west wing. The windows have two vertical bars making it impossible for a person to crawl through them. A very small gnome, halfling or young child could squeeze through with a little effort.

The main building has entry hall, large dining room, kitchen, pantry, den, and visitor bedroom. The dining room can seat 14 around a long table with six chairs along each side and one armed high back chair at each end. There is a side board and chest containing silver cups, plates and utensils. There are two large five candle candelabras made of silver.

(All of the silver items are worth over 1200GP.) There is a large hearth with a mantel on the south wall of the dining room. Two glass vases (often filled with fresh flowers) are on the mantel along with a three glasses for measuring the passage of one hour, two hours and four hours (traditional sand filled 'hour glasses').

There are four bedrooms in the wing. The largest is for Gressel and Yeconna, another for Partamin, one for Westar and one for a servant(s). Currently Yeconna is looking for a live in maid. The last maid was caught stealing to silver candle sticks

Gressel and Yeconna are welcome at court. They have good quality clothing to wear (3 changes for him (valued at 450GP) and five dresses for her (valued at 750GP). Yeconna has a silver and diamond necklace (350GPV) and a silver ring with a large ruby (300GPV)..

Fighter Gressel, N, Lv 6 [Xerbo] s15 i12 w12 d15 cn13 ch14 HP: 30, chain mail & **Shield +1** AC 3/4/5, Purse 15GP, 20SP, **Long Sword +1**, **Dagger +1**, Cache: strong box with lock that is bolted to the bedroom floor: 440GP

Fighter Yeconna, N, Lv 3 (Gressel's wife) [Phyton] s10 i13 w13 1d12 cn10 ch13 HP: 15, chain mail & shield AC 4/4/5 (she does not wear armor but has it available), Purse 3GP, 18SP, short sword & dagger, Cache: 12 PP sewn into the hem of three dresses.

Partamin, N, Lv 0 (son 16yo) [Xerbo] s11 i15 w15 1d12 cn12 ch9 HP: 4, leather armor AC 8/8/8, Purse 4GP, 8SP, 22CP, 18 BP, short sword

Westar, N Lv 0 (son 12yo) [Phyton] s10 i12 w16 d13 cn16 ch15 HP: 5, leather armor AC 8/8/8, Purse 4GP, quarter staff

Westar is planning on joining the Shrine of Phyton as an Aspirant on his 13th birthday (2nd of Fireseek next year). He goes to shrine regularly and is known there by clerics and druids alike. He forays into the Kroten Forest occasionally acting as a water boy and porter. They are teaching him to identify plants and animal tracks. Carabara the druid has taken him under her wing.

Gressel's father Zelg gained considerable wealth and treasure while an adventurer. Gressel sold a very valuable sword gained by his father. The Duke bought the sword 11 years ago and gave him both gold and a

parcel of land as well labor for a year to build a home. Gressel does not know all of the details of the weapons other than it 'dances', whatever that might mean. Gressel's father, Zelg, died twelve years ago. The family fortune is now becoming a bit thin. Gressel is down to his last 1300GP and hocking the silver might be required in another year or two (that or sell his wife's jewelry – a prospect Gressel is loath to contemplate since Yeconna can be quite vindictive given a reason). They still pass themselves off as very well to do but that guise cannot last forever. Gressel might have to get off his ass and actually do something bold to get some money!

(235) Estate

36x64 main two floors and two wings 24x54 that are single story, approximately one half acre of grounds

Mundane furniture, furnishing and clothing are worth over 13000GP. This is the value of tables, chairs, wall hangings, rugs, table ware, clothing etc. No single item is worth over 300GP.

Grounds

The estate is surrounded by a five foot stone fence. It is not a barrier as much as it is a delineation of property. Against the back wall of the house next to the back door (door is in the west corner of the main building) is a small shed. Inside are a scythe and cycle for cutting grass as well as two shovels, a hoe, rake and small digging tools. The west corner of the grounds is full of flowers and a small garden (potatoes, carrots and squash.) The ladies tend the gardens and the boys keep the grass in check. They have mulch pile in the along the east wall.



Yebbema & Eglar give flowers and other produce to Pogobal and Geodesa (208 Shrine of Phyton). In exchange the two women from the shrine help with the garden (especially Geodesa who is a druid). There is a gate in the back wall leading directly to the shrine. It is locked but Geodesa has a key and can come in whenever she wishes.

Eglar's war dogs know Geodesa well since Geodesa has both trained them and speaks to them!

The dog house is in the south east corner. It houses two war dogs.

Cycle and Scythe, 2+2HD AC 6, bite 2d4, HP: 16, 14

Scythe is very pregnant and is about to drop her puppies

The dogs have the run of the grounds. They know not to dig in the gardens (they have been asked very nicely). They are quite aware of goings on and bark at strangers who enter the property. They will challenge and wait for a command to attack. Scythe is staying near the dog house the last few days since Geodesa has told her that her pups will come very soon. The dogs accept commands from Eglar, Yebbema and their two children. They will not attack the other seven people who live there since they know them but they will not take commands from them.

Building

The main building first floor contains a entrance hall, audience chamber, kitchen, dining room and two small bedrooms for Weggel and his daughter Kessa. The 2nd floor has two rooms for Sir Eglar and his wife, a bedroom for Eglar Jr and two bedrooms for Obello and Essimo (Eglar's advisors). There is a front and back door; both are locked and both can be barred. The south and north faces of the building has two 1st floor and three 2nd floor 20x30 shuttered windows. The 2nd floor to the east and west overlook the roof of the wings and each side has four 20x30 windows

The east and west wing have mirror image windows. Four 20x30 shuttered windows facing east and west and the north and south wall of each wing has one 20x30 shuttered window.

The west wing has a small chapel to Lendor, Sir Gellus room and a bedroom for Gellus and Garvin.

The east wing has a bedroom for Festar a library and a spare bedroom.

Items of Note

The library has 100 books. They are leather bound and some are have gold gilt. They are stories, tales and poems. They are worth 2000GP as a collection.

The two hangings in the great hall are vibrant and depict the coat of arms of Eglar and Gellus. They are worth 250GP each.

Eglar has a strong box in his room in a secret compartment under a chair (chair must be moved to

locate and open it) in his bedroom. Inside are 67PP, 380GP, Necklaces: 250, 200 & 150GPV, Rings 200 & 100GPV (the Jewelry belongs to Eglar's wife). The box has a Magic Mouth that lets out a loud scream for a full minute if anyone but Eglar touches the box.

Gellus has a **+1 Dagger +1** in his room as well as four **+1 Arrows +1**. He has stashed 450GP.

Obello has a **scroll: Raise Dead, Cure Critical Wounds & Flame strike** (Remember that Obello has 15% chance to misread these 5th level spells from a scroll)

Essimo has a **Crystal Ball** in his room

DM: feel free to give anyone up to 150GP stashed away in their rooms.

Fighter Knight Companion, Most Worthy Sir Eglar Egardan, NL, Lv 9 [Lendor], s17 i16 w16 d9 cn16 ch14, HP: 71, **Chain Mail +2 & Shield +2** AC 0/0/3, Purse 17PP, 22GP, **+3 Long Sword +3, +2 Long Bow +2**, 20 arrows, 4 **+1 Arrows +1, +1/ +3 Fear Dagger +1/ +3 §** (hand to hand or throwing)

Eglar has certainly met the Duke and he and his wife are welcome at court. But Eglar cannot stand the man and those he surrounds himself with. Grudgingly Eglar does admire Nebub's sense of the law though he does not applaud Nebub's methods. Yet Eglar is now 61 years old and he does not want to make waves. However, he might support someone who does want to actively oppose the "liars" at the Fane of Syrul, the "unholy ruby worshipers" at the Fane of Pyremius and the "pompous blow hard" Nebub. Eglar uses these terms in the presence of Gellus, Obello, Essimo and his wife Yebbema. He has enough control to not blurt out his opinion in front of the kids and servants. Festar is no fool and knows his master's opinion of these people.

Fighter Knight, Sir Gellus d' Arcus, NL, Lv 7 [Osprem] s16 i12 w16 d13 cn17 ch13 HP: 54, **Chain Mail +1 & Shield +1** AC 0/2/4, Purse 54GP, Gems 4x100, **+2 Javelin of Long Throwing +2 §, Long Sword +1, dagger, Ring of Spell Storing** (Cure Light Wounds *3) [note: only Cure Light Wounds can be loaded into this ring and no other spell]

Gellus is Eglar's closest friend. They adventured together extensively and both received their rank from Kimbertos Skotti, the King of Keoland. They retired to Lendore six years ago right after Gellus' wife passed away. Gellus Sr is 57 yo himself and understands why Eglar is not willing to openly oppose the Duke and his minions.

Fighter Squire Festar Longshankes, NL, Lv 4 [Lendor] s16 i15 w14 d13 cn14 ch12 HP: 24, chain & shield, **Ring of**

Protection +1 AC 3/3/4, Purse 77GP, 18SP, 84CP*, **Long Sword +1, Dagger +1**, long bow and 24 arrows

When Festar travels with Sir Egardan he often tosses copper pieces to poor children that they happen to pass on the road or street. This has endeared them to many waifs in the town.

Festar has been Eglar's squire for over fifteen years going on adventures in the Dreadwood, the Dim Forest and even the Pomarj. Festar is fiercely loyal to Eglar and Gellus.

Cleric Obello, NG, Lv 6 [Lendor] s12 i13 w17 d16 cn13 ch17 HP: 23, **Chain Mail of Displacement** § & **Shield +2** AC 0/2/5 and see foot note, **+1 Flail +1**, hammer

Spells: Cure Light Wounds, Light, Remove Fear, Create water, Command, Hold Person *2, Augury, Spiritual Hammer, Know Alignment, Prayer, Dispel Magic, Cause Blindness

If anyone approaches either knight and that person is unknown to them Obello will insist on casting Know Alignment on the person. Most consider casting this spell a personal insult and an invasion of privacy and some will turn away instead of being 'known' while others will attempt to stop the spell casting – perhaps by any means.

Yebbema, N, Lv 0, (Eglar's wife) [Phyton] no armor AC 10/10/10, HP: 4, dagger Purse 15GP

Yebbema is 42yo but madly in love with her powerful husband. She has raised the children, often during his absence. She directs much of her energy toward her children.

Egema, NL, Lv 0, (Eglar's daughter 23yo) [Phyton] no armor AC 10/10/10, HP: 3, dagger 20GP

Fighter Eglar the 2nd, NL, Lv 2 (son 19yo) [Lendor] s16 i13 w13 d12 cn15 ch11 HP: 14, chain mail & shield AC 4/4/5, Purse 15GP, 21SP, 16CP, gems 5x25GP

Egema has no great ambitions or direction. Eglar Jr. has been on two adventures and just became 2nd level earlier this year. Junior is eager to go out again. He has promised to take Gellus and Garvin with him, if they want to go.

Magic User Essimo, NL, Lv 6 (advisor) [Weejas] s10 i17 w16 d8 cn8 ch15 HP: 16, **Ring of Protection +2** AC 8/8/8, Purse 4PP, 33SP, **Wand of Negation** (4 charges)

Spells: Sleep, Detect Magic, Magic Missile, Enlarge, Strength, Mirror Image, Phantasmal Force, Suggestion

Book: Sleep, Detect Magic, Magic Missile, Enlarge, Identify, Read magic, Write, Hold Portal, Unseen

Servant, Charm Person, Strength, Mirror Image, Darkness, Stinking Cloud, Web, Wizard Lock, Levitate, Pyrotechnics, Knock, Continual Light, Phantasmal Force, Clairvoyance, Clairaudience, Protection from Normal Missiles, Suggestion, Lightning Bolt, Explosive Runes

Essimo and Obello were hirelings of Eglar during his forays near Keoland. They have come to henchmen over the years and have tied their fortunes to him. They understand Eglar's distaste for Nebub and the two Fanes. They would like to more actively oppose Nebub but they would not involve themselves without his permission. Their help against Nebub could compromise Eglar and Gellus and they are not willing to do that.

Butler Weggel, NL, Lv 0 [Phyton] s9 i16 w16 d12 cn10 ch15 HP: 3, no armor AC 10/10/10, dagger Purse 11SP

Maid Kessa, N, Lv 0 (Weggel's daughter 17yo) [Phyton] s10 i15 w15 d13 cn11 ch15 HP: 3, no armor AC 10/10/10, knife Purse 13SP

Weggel has been with Eglar since he moved to Lendore Isle. He is an honest man and has found Eglar and his wife to be a good master. He has no ill will against Eglar or his family, friends and advisors. If someone bribes him he will run right to Eglar and tell him.

Kessa has become more than just a maid over the last six years to both Yebbema and Egema. The three are often in each other's company. Kessa knows her place and is always subservient if anyone else is around. But alone the three women laugh and joke together. Kessa is in love with Gellus Jr. He is beginning to become interested as well.

Eglar's and Gellus' war horses are at Keval's Livery.

Groom Gellus the 2nd, NL, Lv 0 (Gellus' oldest son 18yo), [Osprey] s13 i12 w13 d10 cn12 ch9 HP: 3, leather armor AC 8/8/8, Purse 2GP, 3SP, short sword, dagger

Stable boy Garvin, NL, Lv 0 (Gellus's youngest son 14yo), [Osprey] s15 i13 w13 d16 cn16 ch14 HP: 5, leather armor & shield AC 5/7/8, Purse 33SP, long sword, javelin, dagger

Sir Gellus has great hopes for his children. He believes that they must earn their way and learn by doing so his boys are a groom and a stable boy. As Garvin becomes older Sir Gellus realizes that it is Garvin who has more potential. Garvin has turned into a healthy lad who likely will become physically stronger in the next year or two. He will let Garvin become an adventurer, or perhaps a hireling, but not quite yet.

(236) Estate

48x78 with 46x36 wing

The grounds are about 1/3 of an acre. They are surrounded by a five foot tall one foot thick stone fence that has another two feet of iron trim that has many sharp upturned spikes on top. There is a eight foot tall six foot wide stone arch with a solid iron gate that has a lock.

The building has a large double door locked entrance with a window above and to each side of the doorway. The one storey building has tall ceilings and sixteen 20 by 40 windows that have clear glass in the power pane and colored glass in the upper pane, in a few places there is a stained glass decoration in the upper pane. (The windows cost 1200GP to put in.)

The former owner was a well to do merchant who enjoyed a level of opulence in his life. The entry hall has a black marble floor and with eight tan marble pillars holding up the sixteen foot tall ceiling. The lacquered red side tables and four red leather covered chairs alone would sell for over a 1000GP. A large dining and audience room can be found through a pair of bronze wood double doors. The handles to the doors are covered in gold. The audience room has a U shaped table that seats a dozen people as well as two larger high back arm chairs on a small dais at the head of the "U". This furniture is worth another 2000GP.

There is a large well equipped kitchen and pantry. Next to the kitchen are three small bedrooms for Omella, Pecclar and Parmall. Finally there is a sitting room with four large padded chairs, a hearth, a large table and four chairs and forty books on two large shelves. The books are historical records of battle and campaigns involving worshipers of Kord.

The wing of the house has two rooms for Oppreel & Abreedee, another room for their daughter Oppreedee and a final room for their cook, Chef Julia. The master bedroom is quite elegant and has a black marble floor and two full length wall hangings on two of the walls. The bed has four tall posts, a dome top and curtains that can be pulled closed. There is a desk and chair, table and four chairs, a large mirror and a gold water pitcher with a large gold bowl (pitcher and bowl 400GPV, hangings 300GPV each, curtains 200GPV, mirror 200GPV and furniture 600GPV. The second room has two large wardrobes containing clothing worth 1800GP, another large mirror, a table and two chairs and a large chest.

Cleric (Fighter) Oppreel, Gc LV 7 (5)[Kord] s16 i12 w16 d13 cn18 ch15 HP: 64, chain mail with a plate breast plate & **Shield +3** AC 0/4/4, Purse 76GP, **+1/+3 Long Sword**

+1/+3 vs Trolls, +1 Long Bow +1 and 24 arrows, **+2 Dagger +2, Potion of Super Heroism**

Spells: Bless, Detect Magic, Light, Fear Touch, Cure Light Wounds, Hold Person*2, Know Alignment, Augury, Slow Poison, Dispel Magic, Prayer, Divination

Sword Abilities: Detect Magic @20 feet, Detect Evil @20 feet, Cure Serious Wounds (once per day on the wielder only); Levitate. The special power is to hinder any regenerating living creature by adding three full rounds to the beginning of the regeneration process. The word's alignment is GN.

Cleric Abreedee, Gc, Lv 5 female (Oppreel's wife) [Kord] s15 i13 w15 d15 cn15 ch16 HP 30, chain mail & shield AC 3/4/5, Purse 11GP, 22SP, 18CP, Gems (Yellow Sapphires) 4x50GPV, **+1 Mace +1**, Hammer. Abreedee receives +2 on saves vs. fear as she's a cleric of Kord.

Spells: Cure Light Wounds *2, Bless *2, Light, Augury, Spiritual Hammer, Resist Fire, Slow Poison, [Protection from Lawful – a bonus spell for clerics of Kord], Dispel Magic

True to her Deity she wears robes of white and dark blue, signifying a rank of 4th to 6th level among clerics of Kord. She will not pray for Sanctuary or Feign Death, nor spells that detect or protect from Good. She will lead the way into battle.

Cleric Oppreedee, Gc, LV 3 (daughter) [Kord] s13 i12 w15 d12 cn14 ch11, HP: 17, chain mail & shield AC 4/4/5, Purse 11GP, 13SP, mace, hammer

Spells: Purify Food & Drink, Command, Remove Fear, Light, Hold Person, Spiritual Hammer

Servant Omella, Gn, lv 0 female, no armor AC 10/10/10 HP: 4, Knife, Purse 34SP

Servant Pecclar, Ng, LV 0, no armor AC 9/10/10, HP: 4, Dagger, Purse 54SP

Maid Parmall, N, LV 0, no armor AC 10/10/10, HP: 5, Knife, Purse 3GP, 8SP

Chef aLv 8 / Thief Julia, N, Lv 3 female [Norebo] s10 i16 w13 d16 cn15 ch12 HP: 15, leather armor AC 6/8/8, Purse 15GP, 22SP, short sword, dagger

Strangely Julia is more than just a cook. She is by far the smartest one in the house and the master and wife will call her to council with them of occasion.

Oppreel began his adventuring as a fighter back in Old Red (Prelacy of Almor). He went on expeditions into the Abbor Alz and the Bright Desert as well as missions into the Celadon Forest, where he met his true love, later to be

his wife. She was a cleric to her people and convinced Oppreel to take up the clergy himself. They came to worship Kord together. Two years ago they moved to Lendore Isle to find her uncle who went there some five years before. They arrived and tried to find him or word of his passing. The trail seemed to end in Kroten. He set up a wagon to sell his wares, two people told that same story, and then one morning the wagon was found looted on the edge of town. No sign of uncle Shamous.

They bought this rather large home and established themselves. They found worshipers of Kord were numerous and also that there was a Shrine here that had fallen into disrepair. They used their own money to repair the shrine and serve as its chief clergy today.

Oppreel still has 2,420GP hidden away in his bedroom under a slab of marble that will lift to reveal a hole with a strong box. The hidden compartment ranks as a secret door.

(237) Home

42x42 and L shape Barn and work shop

The home has a stone floor and wooden upper works. It has eight 13x26 windows, four facing south and four facing east. There are two smaller windows 10x20 one facing north and one facing west. The front door is solid, has a lock and can be barred. Inside are three rooms; a bedroom for Jarkus & Greva, one for Jarsel and a large common room with a large hearth. Furnishing and furniture are of good quality. The walls against the barn have wall hangings of a knight in full armor and of Phaulkon (150GPV each).

Both bedrooms have large beds with good mattresses and good pillows and blankets. There are tables and chairs in all three rooms and ten leather-bound books in the common room (30GPV each). Above the mantel there is a two handed sword and a suit of plate armor stands beside it on a solid wooden block. (The armor is worn by Jarkus at certain formal functions. It is a little tight on him and dislikes putting it on. His son fits into it with room to spare. In either case the armor would be one armor class less protection due to tightness in one case and looseness in the other. The block on which the armor sits has a false bottom that holds 940GP and gems 8x50, 4x100.

The cook has a good room in the wing of the barn as does her son who cares for the three horses. She has set aside 84GP. She has a pearl necklace that is worth 120GP. She has written down many of her best recipes and has them on small squares of parchment. Many cooks would pay significant gold for them.

Medium War Horses, 2+2 HD AC 7, 1d6/1d6/1d3, HP: 18, 16 15

Ranger Knight; Sir Jarkus Abenda, GN, Lv 9[Phaulkon], s16 i13 w16 1d12 cn16 ch16 HP: 74, chain mail & **Ring of Protection +2** AC 3/3/5, + 2 **Long Sword +2**, long bow 20 arrows, 4 +1 **Arrows +1**, Cache: 205GP, 80SP

Spells: detect magic, entangle

Cleric Lady Greva Kessel Abenda, Gn, Lv 7 [Phaulkon], s12 i13 w17 d13 cn13 ch17 HP: 37, chain mail & shield AC 4/4/5, Purse 15GP, Silver and onyx bracelet (150GPV), **Mace +1**, hammer, Cache: 7GP, Silver Ring with large diamond (600GPV), Ivory ornamental combs for her hair with small ruby and sapphire chips (200 GPV for the pair)

Spells: Cure Light Wounds *2, Bless, Light, Detect Evil, Detect Magic, Augury, Silence, Speak w Animals, Spiritual Hammer, Hold Person, Create Food & Water, Prayer, Continual Light, Protection from Evil 10'r

Ranger Jarsel Abenda, Gn, Lv 3 [Phaulkon] (son 19yo), s14 i14 w15 d14 cn14 ch 15 HP 24, chain mail & **Shield +1** AC 3/3/5, Purse 15GP, 20SP, long sword, +1 long bow & 24 arrows, **Dagger +1**, Cache: 58GP

Cook aLv 6 / Kellivarcas, Ng, Lv 0 female [Phaulkon]

Groom / Fighter Regiskar, Ng, Lv 3 (Kellivarcas's son 20yo), [Phaulkon] s16 i13 w12 d15 cn15 ch9 HP: 20, studded leather armor & shield AC 5/6/7, Purse 2GP, 18SP, **Long Sword +1**, long bow & 18 arrows, dagger, Cache 58GP (he is saving up to buy a suit of chain – almost there)

Jarsel and Regiskar are good friends and have gone on hunting trips into the Kroten Forest that have turned into adventures. They travel with their friend the druid Pesignar (next door).

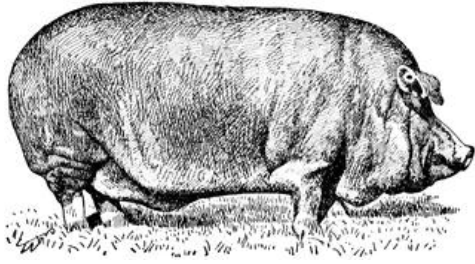
Jarkus adventured with Greva and Pestal (next door). He married Greva and settled down. When Jarsel turned 17 they adventured as a family in the Trollheim Mountains as well as a trip into the Skull Peaks. Jarsel is eager to battle evil again.

(238) Home

18x28 and pig pen

The building has a single door painted a bright green. The lintels of the doorway are decorated with carved grape vines. The six windows (two east, south and west) are 20x40 and have shutters. Inside there are two rooms. Pestal and his wife have a bedroom while Pesignar sleeps in the common front room. Furniture and

furnishings are of good quality, clean and repaired. All of their outer clothing is various shades of green, brown and grey.



Pestal has an herb garden behind the house. There are flowers along the path leading to the front door. The pen on the side of the house holds three pigs.

Druid, Initiate of the 5th Circle Pestal, N, Lv 7
[Phaulkon], s12 i13 w16 d16 cn12 ch 16 HP 33, leather armor & **Ring of Protection +2** AC 4/6/6, Purse 22GP, +2 **Scimitar +2**, Sling and 18 bullets, Cache: 89GP

Spells: Animal Friendship, Pass without Trace, Entangle, Locate Animals, Detect Magic, Predict Weather, Cure Light Wounds *2, Charm Person *2, Obscurement, Heat Metal, Neutralize Poison, Tree, Call Lightning, Dispel Magic, <polymorph into a bird, reptile or mammal, one each per day>

Pestal has secretly gone along with the three young adventurers as a silent partner and guarding by taking animal form and watching over them. At the time he did not tell them he was doing this but now that all three have become 3rd level he has told them what he did and promised to let nature take its course if they go adventuring again. Only Jarsel was a little bit insulted initially.

Pestal is Jarkus' (237) druidic teacher as well as a former adventuring partner.

Parmegina, NI, lv 0, Pestal's wife, Druid, Initiate of the 1st Circle

Pesginar, N, Lv 3 [Phaulkon]

(239) Fane of Pyremius

See **The Fane of Pyremius in L5B, The Kroten Adventures** for details of this area.

Construction Projects

There are two new buildings being built here.

(240) Stone Floor

Stone floor 34x24 being laid on Fire Road across from 232.

The mason laying the floor is Temius, assisted by Ogobal his pupil and two dwarf stone cutters, Garlos and Bosma. (All from #122) They have just cleared and leveled the area, tamped it down (by walking on it over and over) and have brought about two tons of stone to begin laying the floor.

(241) Wooden Floor

Wooden Floor going in 24x18 on Fire Road across from 233.

The Carpenter for the project is Kellev assisted by Geldo the halfling. He has his helper Eddie (all from #137) and Kellev has asked Nevis (#233) to do odd jobs and to watch and learn some basics.

South Village

Kroten Highway from the "Y" to Farm Way, including #301 to #309.

(301) Guard House on South Main Road

35x28

The stone structure has two floors and a solid wooden front door with a double lock and it can be barred. The rear door is iron and has a lock.

First Floor

The 14x28 common room has two long tables with two long benches on each side (seating 8 at each table). There is a head table with four chairs around it. The hearth has tools, pots and pans next to it along with a spice shelf of spices and basic ingredients (flour, yeast, etc.) There is a pile of wood next to the hearth. The second half of the first floor is a barracks 14x28 for the veterans (1st and 2nd level fighters). There are eight beds, six of which are in use. A locked chest is at the foot of each bed. The chests are attached via a chain to one leg of the bed. The chests contain clothing and small possessions. There is a 7x28 hall between the two main rooms and a stairway up to the 2nd floor as well as stair to the basement. The front and back doors are at the ends of the long hall.

The common room has four 10 x 20 windows, two facing north east and two facing south west. The barracks have six 10 x20 windows, two in each outside wall. The windows each have three horizontal bars.

Second Floor

There is a long central corridor that extends about 13 feet in both directions. Each corridor has three doors leading to three bedrooms. The commanders are on this floor including the cleric and thief. Each bedroom door has a lock (all of which the thief has tried to pick with mediocre success).

Basement

The basement is under the common room only. It has a torture chamber and three cells with solid iron doors. The doors have locks. There is an opening at the bottom of the door that is six inches high and eight inches wide. If the prisoner gets bread and water, it is passed through the opening. Inside the cell is a dirty cot, a bucket for waste and a small three legged stool.

The cells are meant for temporary holding only. Prisoners are transferred to the castle if the offense is noteworthy. Petty violations are dealt with by flogging. After an appropriate beating the person is let go again. He or she will have a much lighter purse and some possessions are very likely to vanish. The cleric will always Detect Magic on a prisoner's goods and you can be sure that magic will be confiscated. While Ekkel is in charge when it comes to most situations Obeka is consulted on her opinion. The reality is that she makes the decision but Ekkel pretends he is the boss. Zemma is not smart enough to even realize what is going on.

This group randomly travels up and down the streets of the South Village, usually going down the Kroten Highway to the Market (Kroten Road Square). From there they may might go either way and turn down the other roads of the District at random.

Roll d4+1 for the number of patrols that day. Roll d6 for the time of the first patrol (5AM to 10AM). Then d6 for the second patrol. Rarely this will go past 24 hours. If this happens make the last patrol at 1AM. This street patrol will contain Ekkel, Zemma or Obeka and d4+1 of the 1st level fighters. Oplarg and Egmargin rarely go with the patrol (10% chance). At night the patrol carries a bullseye lantern on the end of an eight foot pole. A round trip back to the guard house usually takes ten to thirty minutes. It is not uncommon for them to stop at the market and look around more closely.

The patrol's purpose is to keep the peace. The average drunk only bothers them if he (she) is making a lot of noise. Street fights are dealt with rather savagely. A spear jab into both fighters is the common reaction. The patrol rarely enters a building, but it is not unheard of.

Lieutenant:

Fighter Ekkel, Ne, Lv 6 [Syrul] s15 i13 w12 d13 cn11 ch9 HP: 37, chain mail & shield AC 4/4/5, Purse 15GP, 22SP, 18CP, 18 BP, long sword, light crossbow with 18 quarrels, dagger, Cache: 18GP

Fighter Zemma, N, Lv 5 [Llerg] s16 i10 w10 d13 cn16 ch8 HP: 37, chain mail AC 5/5/5, Purse 3GP, 2SP, 14CP, 14 BP, battle axe wielded two handed, hand ax, dagger

Fighter Obeka, Ne, Lv 4 female [Syrul] s14 i15 w10 d13 cn13 ch16 HP: 27, chain mail & shield AC 4/4/5, Purse 20GP, 30SP, Silver ring with Star Sapphire 250GPV, short sword, dagger, Cache: 93GP

Obeka should be in a house of ill repute instead of a town guard. But as a guard she gets to 'meet' more people and take more bribes.

Fighter Lom, Ne, Lv 1 [Syrul] s14 i13 w10 d9 cn15 ch8 HP: 7, leather armor & shield AC 7/7/8, Purse 33SP, 18CP, spear, short sword, dagger

Fighter Degga, N, Lv 1 [Llerg] s15 i12 w12 d14 cn15 ch7 HP: 8, leather armor & shield AC 7/7/8, Purse 35SP, 8CP, 14 BP, spear, short sword, dagger

Fighter Palvin, N, Lv 1 [Kord] s14 i12 w10 d15 cn10 ch 11 HP: 8, leather armor & shield AC 7/7/8, Purse 2GP, 3SP, 28CP, spear, short sword, dagger, Cache: 13GP, 18SP

Fighter Pokkal, Ne, Lv 1 female [Syrul] s15 i13 w8 d15 cn13 ch9 HP: 9, leather armor & shield AC 7/7/8, Purse 43SP, 28CP, 34 BP, spear, short sword, dagger

Fighter Semal, Ne, Lv 1 [Syrul] s14 i11 w14 d13 cn15 ch11 HP: 10, leather armor & shield AC 7/7/8, Purse 3GP, 23SP, 15CP, spear, short sword, dagger

Fighter Belicar, NE, Lv 1 [Syrul] s16 i10 w10 d16 cn15 ch11 HP: 9, leather armor & shield AC 7/7/8, Purse 5GP, 22SP, 47CP, 34 BP, spear, short sword, dagger, Cache 11GP

Cleric Oplarg, Ne, Lv 3 [Syrul] s11 i11 w15 d13 cn13 ch11 HP: 17, chain mail & shield AC 4/4/5, Purse 3PP, 8 GP, 32SP, mace, hammer

Spells: Cure Light Wounds, Light, Command, Detect Magic, Hold Person, Silence

Thief Egmargin, Ne, Lv 3 [Syrul] s10 i13 w10 d16 cn12 ch11 HP: 15, leather armor AC 6/8/8, Purse 4GP, 21SP, 33CP, 34 BP, dagger, sling and 14 bullets, **Ring of Infravision** §, Cache: 37GP, 18SP, Green Sapphire 50GPV

(302) Baker of Meat Pies

22x30

The building has a kitchen and a bedroom. There is a loft over the center of the house where Obisrik and his younger brother have pallets. The home has four 15x30 windows with shutters that are usually wide open during the day. The front and back doors have no locks but can be barred. The center of activity is the kitchen where Kendirkal and Opispo are up at dawn to make shells, fill them, top them and bake them. Typically they will produce 18 to 36 small pies with lamb, mutton, beef or chicken added to potatoes, onions, carrots and various herbs and spices. Obispo has a small garden behind the house that extends to within twenty feet of the river. She grows beets, turnips, potatoes, carrots and onions there.

Obisrik and Jelcova have a small hand cart that they fill with pies twice, once about 9AM and again at Noon. They travel to Kroten Road Square and sell for an hour. The pies are 1SP:3 but many sell for just 1SP. Here and there someone will give a few extra coppers because the boys look sad and needy (a ploy which sells more pies for more money – in reality they are quite happy children.) If they do not sell everything they will go Obella's Public House where he will buy what they have left at 8CP each.



During the summer and fall festivals they will make apple pies and cherry pies if they can get the appropriate fruit. These sell for 2SP each.

Cook aLv 5 / Magic User Kendrikal, NL, Lv 1 [Weejas] s11 i15 w12 d15 cn13 ch13 HP: 3, no armor AC 9/10/10, Purse 34SP, 18CP, dagger, Cache: 11GP

Spells: Spice, Sweeten, Warm, Flavor

Book: Dampen, Chill, Clean, Untie, Sour, Palm, Yawn, Firefinger, Unlock, Moan, Spice, Sweeten, Warm, Flavor, Detect Magic, Read Magic, Light, Affect Normal Fires, Dancing Lights, Burning Hands

Cook aLv 4 / Wife Obispo, NL, Lv 0 [Phyton] s10 i13 w14 d13 cn11 ch14 HP: 3, no armor AC 10/10/10 knife, Purse 13SP, 22CP

Helper aLv 2 / Druid Obisrik (son 17yo), N, Lv 2 [Phyton] s12 i13 w16 d16 cn15 ch15 HP: 14, leather armor AC 6/8/8, Purse 44SP, 33CP, 34 BP, quarter staff, Cache: 13GP

Spells: Predict Weather, Purify Water, Speak w Animals, Shillelagh, Charm Person, Cure Light Wounds, Produce Flame.

DM Note: Shillelagh may be cast upon a quarter staff.

Helper aLv 1 / Jelcova (son 12), NL, Lv 0 [Phyton] s14 i13 w12 d17 cn14 ch13 HP: 4, Leather Apron AC 6/9/9, Purse 13SP, 54CP, 13 BP, dagger

(303) Barber

20x20

The home is one large room with a dirt floor. It has two windows 10x15 facing north and west and then two very large windows 25x30 that face east and south. There is a small hearth a big bed and two small pallets for the kids. Furnishings include a table and four chairs.

In the south east corner there is a separate door way for clients to come and go. There are no north and west walls but cloth hangs from the ceiling to the client some privacy. Yeggan has a large chair that swivels. Yeggan has an array of combs, razors and scissors. Yeggan does a good job and many merchants come to him for a good haircut. Cost is 5CP and he often is given a SP instead.

Yeggan keeps his eyes open to lift a coin or two but he is not confident enough to pick a pocket and get caught. Now and then a client will fall asleep in the chair and then the client will surely lose a SP or two. Yeggan is smart enough to not lift a gold piece. He has managed to put away 140SP which he hides inside of the base of the swivel chair.

Thief Yeggan, NL, Lv 1 [Norebo] s12 i16 w12 d16 cn13 ch9 HP: 5, leather armor AC 6/8/8, Purse 15SP, 18CP, 13 BP, dagger, razor, Cache: 83SP, 54CP

Wife Obena, NL, Lv 0 [Norebo] no armor, HP: 3, knife, Purse 17SP, 33CP

Children boy 7, 3

(304) Entertainer

48x25 and open stage. Performance, Sing, Orate, Act.

The building is made of wood and in good repair. The north side of the building is actually an open 9x48 stage that is two feet above the ground. There are wooden pillars that hold up that end of the building and a single tree trunk that runs the full 48 feet from east to west. Two doors with steps allow entry to the stage from inside of the building. The rest of the building is their home; kitchen and three bedrooms. There is a three foot corridor that is 28 feet long that has the two stage entrances and doors to the bedrooms and common room/kitchen. On the north wall there are twenty pegs that hold capes and cloaks for the stage.

Costumes and a few props are in chests inside of the bedrooms along the north wall. Four 8x25 windows face the Kroten Highway. The front door leads into the common room. It is rather flimsy and the lock is poor (+4% bonus to pick it).

The bedroom doors, on the other hand, are solid with top quality locks (-3% to pick). The bedroom windows open just a few inches and then will not go up higher. The very narrowness of the windows makes it nearly impossible for anyone but a halfling or a child to crawl through. The beds are well made and comfortable. Each bedroom has a padded large chair with a table, brass candle stick and a six hour candle next to it. Some of the costumes have lace, gold buttons, embroidery etc. and most are aggressively colored.

The parents have one bedroom, the boys a 2nd and the girls the 3rd.

Performer aLv 10 Skald (Bard) Lustar, NL Lv 4 half elf,, [Labelas Enoreth] s17 i16 w16 d16 cn12 ch16 HP 57, **Bracers of Defense AC 4, Cloak of Protection +3 AC - 1/1/1, +2 /+4 vs Hobgoblins Long Sword +2/+4**, Cache: 38GP. Sings, plays lute and flute, and dances. Speaks common, elvish, dwarfish, hobgoblin, goblin.

Spells: (3)(1) entangle, pass without trace, animal friendship: cure light wounds

Sword Abilities: detect magic, detect evil, detect good in goblins & hobgoblins only, 24% to charm while singing those who understand his language.

Actor aLv 5 / chef aLv 7 / Cleric Lemmavardalbenka (aka Vard), NG, Lv 3 female elf (wife), [Erean Ilesere] s11 i16 w15 d13 cn13 ch17, HP: 20, Studded leather armor & Shield (nearby) AC 6/6/7, Purse 20GP, 13SP, quarter staff, hammer, Cache: 19GP, Sings, plays harp

Spells: Cure Light Wounds, Light, Sanctuary, Command, Hold Person, Spiritual Hammer

Actor aLv 3 /Thief Lusdal, NL, Lv 7 (son 31yo) 3/4 elf, [Labelas] s16 i15 w10 d15 cn12 ch14 HP: 35, Leather, **Ring of Protection +2** (5' radius) AC 5/6/6, Purse 74SP, 18CP. Plays drum, sings.

Actor aLv 2 / Thief Lusvar, N, Lv 4 (son 25yo) 3/4 elf, [Labelas] s13 i16 w12 d16 cn12 ch13, HP: 19, chain mail & shield AC 2/4/5, Purse 5GP, 13SP, 20CP, 13 BP. Sings, plays whistle.

Magic-User / Thief Lemmstar, Lv 3/3 (daughter 20yo) 3/4 elf, [Erean] s12 i17 w10 d16 cn11 ch15 HP: 13, No armor AC 8/10/10, Purse 55SP, 22CP, 13 BP, dagger, six darts, Cache: 124GP. Sings, plays lute.

Spells: Smokepuff, Bluelight, Footfall, Present, Light, Pyrotechnics

Book: Smokepuff, Bluelight, Footfall, Present, Giggle, Thump, Palm, Freshen, Color, Tie, Groan, Hide, Read Magic, Feather Fall, Magic Missile, Light, Spider Climb, Burning Hands, Unseen Servant, Continual Light, Forget, Knock, Wizard Lock, Web

Actor aLv 3 /Thief Lusbenka, N, Lv 5 (daughter 28yo) 3/4 elf, [Erean] s11 i16 w9 d13 cn16 ch10 HP: 24, leather armor AC 8/8/8 Purse 4GP, 8SP, 22CP, dagger, sling and 12 bullets, Cache: 54GP. Sings, dances.

The family knows a number of short plays and stores along with many songs, dances and poems. They have more than enough material to not repeat anything for three months. They are always interested in good stories, news and songs.

(305) Carpenter

27x42 with a 16x24 workshop wing

The stone, brick and wooden structure is covered with carved decorations and embellishments. The windows have fancy sills, intricately cut shutters and grape vine-like lintels. The door has a raised carving of an upright bear standing in front of tree. The whole is then beautifully painted in subtle shades of brown and green accented with red, orange and purple. New comers to Kroten often stop in their tracks to admire this home.

There is a sturdy front door with a good lock (-2% from a thief's chance to pick) that can be barred from the inside. The bear's eyes on the door carving both open to allow two peek holes to the outside. The twelve decorated windows are each 2 feet by 3 feet. They have transparent glass in the lower frame and translucent glass in the upper one. The windows slide upward about eight inches. The fit is tight and does not use a counter weight.

"Wendello, Master Carpenter" is carved in the door jamb in intricate letters.

The inside of the home has a polished wood walls and ceilings, a beautifully laid stone floor and a large beautifully constructed hearth in the common room / kitchen as well as another fire place in each of the two bedrooms. There is a walk in pantry and both bedrooms have small closets! The tables, chairs, beds and cabinets are all made by Wendello. Various pieces of furniture are quite valuable fetching from 30 to 400GP depending on the piece.

The workroom is located in its own 16x24 'wing' of the building. There is a solid door from the workroom to the

outside and another door leading into the house. Both doors have good locks (-3% from a thief's chance to pick the lock) and both can be barred from inside. There are three small six inch by six inch 'skylights' in the workroom.

Wendello has numerous tools including hammers of various sizes, a plane, drills and bits, carving knives of various sized, steel nails of various sizes and five saws with various sized teeth. There is a knife sharpening wheel operated by pedals. The value of these fine tools is at least 300GP. There are two piles of cut pieces of wood and two large logs that are yet to be cut and shaped.

Wendello can be hired to repair or build a home, refurbish, fix or build furniture and to carve decorations from windows and doors. His asking price is at least 4SP an hour plus 1SP for 'son' (helper).

Wendello has built three homes in town (341, 410, and 411).

Master Carpenter aLv 8 Fighter Wendello, Ng, Lv 4 dwarf [Clangedin Silverbeard]¹, 304 yo, s14 i15 w12 d13 cn16 ch13 HP: 33, **Chain Mail +1** & shield AC 2/3/4, Purse 8GP, 11SP, **Hammer +1**, three throwing hammers, Cache 97GP in the workroom.

Wendello is missing his left leg from the knee down. He has made an intricately carved wooden peg leg that has a adamantine tip. (The tip is valued at 80GP). The leg hampers Wendello's movements to some degree so his movement rate is rather slow.

Cleric Uveen, Ng, Lv 3 female dwarf [Vergadain], wife of Wendello, 274 yo, s12 i10 w16 d12 cn15 ch11 HP: 17, chain mail & shield AC 4/5/5, hammer, three throwing hammers. Cache: 89GP, 54SP, 120CP (and she knows every coin almost by heart) in a hidden compartment in the floor of their bedroom.

Spells: Cure Light Wounds *3, Light, Know Alignment, Spiritual Hammer, Silence.

Carpenter aLV 2, Thief Oborg, N, Lv 2 dwarf [Vergadain], "son" 27 yo, s10 i12 w9 d16 cn15 ch12 HP: 13, leather armor AC: 6/8/8, Purse 15GP, dagger and three throwing daggers.

The family has been in Kroten for six years now (see below). He has built furniture for a number of people in the town. Wendello has seen a few places in the nearby hills and the Jascar Peaks that he would like to investigate. But those opportunities have not presented

themselves. The area is just too hostile for three dwarves of their levels to travel alone to say nothing of Wendello's movement rate because of his peg leg. He is shunned by the hobgoblins in the guard but they are respectful of his station since the Duke and both Fanes have hired him to build custom furniture. (Wendello does not know the Duke's real ancestry.)

DM information: Reason the family is here: Oborg practiced some of his thieving skills against the wrong dwarf; none other than Veggar the Mighty, chief of the Ferris clan in the Iron Hills. Veggar realized the Oborg was only a boy and thus he only banished the family instead of a punishment that would have been more severe. Touching the "Hammer of Silver" is supposed to be a major offense. His family, while unhappy with the punishment, were also thankful that their son was not killed or maimed. The reason they are here is not generally known. Wendello does not associate with most of the other dwarves in town. }

Oborg does not let anyone know that she is a female except for her dear friend Lentila, who lives next door. It is 30% likely that a dwarf with an intelligence or wisdom score of 14 or higher will realize that Oborg is a female. Oborg is NOT a member of the thief's guild.

Historical detail: Wendello was a prominent member of the Orgo Clan. The Orgo Clan produced the Over Chief that resided in the Iron Hills. The clan's position changed dramatically in the Common Year of 394 when the Over Chief and his only son were killed in battle with humanoids that raided the Iron Hills. Their position of power was never regained after this loss. When Wendello, who was clan chief, left the Iron Hills six years ago, his brother Oborgello became clan chief.

Sign across the street from the cobbler shop facing west:

Attention Peddler:

Kroten Road Square is for Carts and Tents and Dealers who pay 3SP each month as a fee to His Royal Highness Nebub Duke of Kroten. Hie thee unto his Magistrate The Honorable Master Obemo on Gate Street to pay his modest requirement.

(306) Cobbler

27x17

The building has a weak front and back door and six 20x40 windows with shutters. The house has three rooms while the children sleep in the small attack where they have pallets. Egalitin has a workroom and there is a common room with a small hearth.

¹ The Best of the Dragon Vol. III, "The Father of Battle" Note: Silverbeard is a LV 17 Ranger, LV 12 Druid! and LV 10 Magic User!! *The Best of the Dragon Vol III* contains gods for the Elves, Gnomes, Halflings, Dwarves and Orcs. Many gods in this module are in that work

Egalitin has to cure his own leather from cow hide he gets when an animal is slaughtered for food by the butcher.

Cobbler aLv 6 /Magic-User/Thief Egalitin, Nc, Lv 3/3 half elf, [Weejas] s10 i15 w9 d15 cn12 ch12 HP: 12, leather armor AC 7/8/8 Purse 2GP, 17SP, 33CP, 13 BP, Cache: 5GP, 22SP

Spells: Sleep, Detect Magic, Invisibility

Book: Read Magic, Write, Sleep, Detect Magic, Detect Evil, Find Familiar, Shield, Enlarge, Magic Missile Invisibility, Stinking Cloud, Audible Glammer, Web, Rope Trick, Darkness, Forget

Woman@Arms Lentila, N, Lv 1-1 (wife) [Phyton] s14 i12 w10 d13 cn15 ch12 HP: 7, leather armor AC 8/8/8 Purse 29SP, 44CP, short sword, dagger

Children boy 8 1/4 elf, girl 3 1/4 elf

(307) Bath House

52x27

Most of the first floor of the building is devoted to the public bath house. The floor is raised four feet above ground level and has six steps leading to the front and back doorways. There is an oven at the far west side of the main room where large stones are heated and then dropped into one of the four 85 gallon circular tubs. The tub's side is three feet high. It can hold two adults at a time.

The next person who comes into the bathing room can use the tub that has already been used or ask for a new tub to be filled.

Bath in a clean tub: 9CP	Bath in a used tub: 6CP
Soap: 6CP	Towel use: 3CP

A customer who frequents the bath house will either tell Caliden that he /she wishes to use a tub or send someone to tell him. This gives his sons time to fill and heat the water before the client arrives.

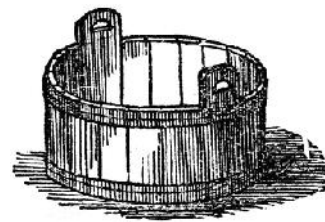
Some regular customers – mostly merchants – will give Pobus and Yokus one to six copper pieces as a 'tip' for filling a fresh tub.

The wood floor is covered with clay tiles that are slightly slanted toward the center of the room. Spilled water runs off into the long drain in the center of the room. Beneath the drain there is a large barrel that has many holes in it in are in the direction of the river. The used and spilled water goes into the barrel, out through the holes, and into a channel that empties into the river.

There is another channel coming from the river to the east side of the bath house that delivers fresh water to a five foot deep pool. The tubs have a spigot at the very base for draining the tub at the end of the day. Then the tub is refilled again from water from the outside pool.

Filling a tub is long labor intensive job. A two gallon bucket is filled from the pool, lifted 4 feet to the back doorway of the bathing room and a second person carries the pail to the tub.

Caliden has one tub filled and ready each morning, and a second can be made ready in about forty minutes (time to fill the tub and put in the hot stones to warm the water) The stones are very hot, to touch one with bare hands would cause a nasty burn (2-7 pts of damage). A stone in the water will lose that heat quickly in cold water but will transfer the heat more slowly as the water begins to heat up. It takes about a dozen stones to get the water to about 90 degrees. Pobus and Yokus do a great deal of back breaking work especially on days when the 3rd and 4th tubs are in use!



The bath room has four secret doors in the floor near the place where the bather puts his possessions. There are pegs for hanging goods and a long bench that can be used for items and also to sit while the person dresses or undresses. The secret doors are small (16x16), just large enough for a small to medium sized figure to get through. One of thieves, having observed the person from above, might attempt a minor robbery. They will certainly not take items that will be missed right way like a weapon or piece of armor. Their most common attempt is to see if the person's purse is on bench. The boys are told to give the thief five minutes (there is an hour glass that measures exactly five minutes) near the door to the bathing room. One of the boys will come in and offer to add a hot rock or add more water. This is an attempt to divert the attention of the bather so that the thief has a chance to open the purse, take out a coin or two, and replace the purse where it was. They do NOT rob regular patrons unless the person comes in drunk or is not terribly smart. Overt robbery would not be Caliden's best interests.

The rest of the main floor has a small common room with hearth, table and chairs, utensils and supplies. In the Common room there is a trap door that allows Caliden or

Omeal to go under the house and come up upon one of the secret doors in the bathing room.

The loft above the bathing room is where Caliden and his family sleep. They have pallets for the boys and a bed for Caliden & Omeal. There are a number of peek holes in the bath room floor so that Caliden and Omeal can observe the bather for a few minutes before deciding if they want to take any action. The ceiling has a secret compartment that holds 17GP, 33SP and 44CP, plus 4 gems worth 100, 50, 25 and 10GP.

Thief *Caliden, N, Lv 4 [Norebo] s14 i14 w11 d16 cn13 ch11 HP: 18, leather armor AC 6/8/8, Purse 15GP, 22SP, three throwing daggers, hand axe

Thief *Omeal, N, Lv 3 (wife) [Norebo] s13 i13 w12 d15 cn12 ch16 HP: 15, leather armor AC 7/8/8, Purse 3GP, 9SP, Silver rings (50, 40, 30, 25 GPV), three throwing daggers, cosh

Thief Pobus, N, Lv 1 (son 19yo) [Norebo] s16 i12 w10 d14 cn15 ch11 HP: 5, leather armor AC 8/8/8, Purse 2GP, 3SP, 16CP, dagger, cosh

Thief Yokus, N, Lv 1 (son 17yo) [Norebo] s17 i13 w8 d14 cn15 ch12 HP: 6, leather armor AC 8/8/8, Purse 41SP, 18CP, 13 BP, dagger, cosh

Both boys would do much better as fighters and both have considered leaving their back breaking work for a patron who will teach them to fight and with whom they might achieve henchman status. They are being corrupted by their parents' lives as petty thieves. They work very hard, earn very little and run the risk of being caught in the act of lifting a few coins. The boys do not belong to the Thieves' Guild but their parents do.

(308) Entertainer

26x35 with 18x24 wing. Instruments, see Obella's Public House below.

The well maintained and freshly painted home has twenty 12x24 windows and two solid locked doors. The windows have glass in the lower pane and stained glass in the upper pane. The window lintels are carved and look like pine branches. The front door has a relief of a standing brown bear whose paw is where the door latch is located. There are two steps up to the door as the building is one foot off of the ground.

Inside there is a large common room with a well-made hearth with mantel. Furniture and furnishings are of good quality, well maintained and comfortable. There are two wall hangings, a good rug, two paintings and a small

statue of Lydia. The art pieces are easily worth 700GP and the furniture and furnishings another 1000GP.

There are four bedrooms, Kendar & Abellamara, Kenamara & Katella, Kreda & Bendal and the twins. All have good beds, upright chests with drawers, tables and chairs and rugs on the floor. Their clothing is good, clean and well maintained.

Everyone has two to five tunics (dresses) of fancy dress. High quality formal garments suitable for court or usable when entertaining. These garments are worth 21 to 40GP each.

The entire family can read and write and furthermore can read and write music! They are not singers of great quality but they can hold a tune and do not sing off key. They practice daily from 1PM to 3PM. Often times a few people will stop in the street to listen to their music coming from the open windows. The catalog of songs numbers over three hundred fifty pieces. They train to play together as a small orchestra.

Fighter Kendar, N, Lv 3 [Lydia] s15 i12 w12 d16 cn13 ch15 HP: 22, Leather +1 AC 5/7/7, Purse 54GP, three throwing daggers, six darts, (Lute, Drum) aLv 8/5, Cache: 11PP

Cleric Abellamara, NG, L4 female (wife) [Lydia] s11 i12 w16 d14 cn11 ch14 HP: 17, **Ring of Protection +4 on AC +2 on Saves** AC 4/6/6,, Purse 15GP, Gold Ring with Yellow Star Sapphire (200GPV), **+1 Mace +1**, hammer, (Flute, Cymbal, Drum) aLv 7/na/5, Cache: 11GP, 84SP

Spells: Command, Light, Remove Fear, Sanctuary, Cure light Wounds [Detect Magic], Hold Person, Spiritual Hammer, Slow Poison, Silence [Augury].

Note: Detect Magic and Augury are bonus spells for clerics of Lydia.

Magic-User Kenamara, Ng, Lv 2 (son 22yo) [Lydia] s9 i17 w11 d14 cn12 ch14 HP: 7, **Ring of Protection +1** AC 9/9/9, Purse 15SP, 33CP, dagger, Cache: 53GP, (Harp, Flute) aLv 8/5

Spells: Shield, Ventriloquism

Book: Read Magic, Charm Person, Detect Magic, Find Familiar, Identify, Light, Shield, Shocking Grasp, Spider Climb, Ventriloquism, Locate Object, Mirror Image, Wizard Lock

Man@Arms Katella, N, Lv 1-1 (son 19yo) [Phaulkon] s15 i12 w10 d16 cn14 ch11 HP: 6, leather armor AC 6/8/8, Purse 4GP, 3SP, short sword, dagger, (Harp) aLv 6

Woman@Arms Kreda, NI, Lv 1-1 (daughter 17yo) [Lydia] s14 i11 w11 d14 cn9 ch16 HP: 4, leather armor AC 8/8/8, Purse 15GP, short sword, dagger, (Lute, Flute) aLv 5/5

Woman@Arms Bendal, N, Lv 1-1 (daughter 14yo), [Phaulkon] s13 i11 w12 d13 cn16 ch 11 HP: 5, leather armor AC 8/8/8, Purse 15SP, 22CP, 13 BP, dagger, hand axe, (Drum, Bells) aLv 5/5

Children boy 12, 12 (identical twins)

Kelivan [Lydia] s14 i13 w12 d16 cn13 ch15 HP: 4, leather armor AC 6/8/8, Purse 14SP, Dagger, (Lute, Drum, Flute) aLv 3/4/4

Kelivar [Lydia] s14 i13 w13 d16 cn13 ch14 HP: 4, leather armor AC 6/8/8, Purse 3GP, 18SP, Dagger, (Lute, Cymbal, Drum) aLv 4/na/3

Kreda is betrothed to Jensen at Obella's across the street.

Sign across the street from Obella's Public House facing east:

**Attention Peddler:
Kroten Road Square is for Carts and Tents
and Dealers who pay 3SP each month as a
fee to His Royal Highness Nebub Duke of Kroten.
Hie thee unto his Magistrate The Honorable
Master Obemo on Gate Street to pay his
modest requirement.**

(309) Obella's Public House

27x60

Posted on the door:

**Open 6PM to 9PM for pleasant conversation,
storytelling, singing, dancing and the playing
of music. Shows 6:30 and 8PM five nights
a week(closed Godsdays and Stardays, except
during Festivals)**

Half of the building is living quarters and the other half the common room that is open to the public. The public room has eight tables that each has four chairs around them. There are shelves on two walls with six three legged stools where can be pulled down for further seating. There is a small 6x20 stage with a side roped off area of eight chairs for the musicians. The stage is two feet higher than the floor. Entry and exit to the stage is from a back door and a stair case from the common room. A hearth is along one wall for heat and light.

The rest of the building has a room next to stage for costumes, changing and storage of stage props. Some of the costumes have real value and would sell for 20 to 40GP.

There are two bedrooms, one for Obella and Regis and the other for Jensen & Meadowlark. The beds are large and comfortable and have down pillows with wool blankets. Furniture is of good quality and well repaired.

There is a butter churn in Obella's bedroom. They use the common room to cook their own meals.

Obella has set aside 275GP in a locked box in the prop room. It is locked to the floor with a heavy chain.

Entertainers (Singers)

Cook alv 6 / Cleric Obella, Ng, Lv 3 female [Lydia] s13 i12 w15 d13 cn12 ch14 HP: 15, leather armor AC 8/8/8, Purse 3GP, 20SP, quarter staff, (Sings soprano aLv 7), Cache: 31GP

Spells: Light*2, Command, Cure Light Wounds, Silence, Chant

Druid Regis, N, Lv 3 (husband) [Phyton] s12 i14 w16 d13 cn11 ch16 HP: 17, leather armor AC 8/8/8, Purse 15GP, quarter staff, (Sings tenor aLv 5)

Spells: Faerie Fire *2, Shillelagh, Predict Weather, Detect Magic, Charm Person, Barkskin, Heat Metal, Freeze Metal, Summon Insects

Cleric Jensen, Gn, Lv 2 (son 19yo) [Lydia] s13 i13 w14 d13 cn10 ch11 HP: 11, leather armor AC 8/8/8, Purse 21SP, 15CP, quarter staff, (Sings base aLv 4)

Spells: Cure Light Wounds, Light *2, Sanctuary

Druid Meadowlark, N, Lv 3 (son 16yo) [Phyton] s16 i14 w15 d16 cn11 ch15 HP: 16, leather armor AC 6/8/8, 2GP, 12SP, quarter staff, (Sings alto, bird whistles aLv 4/4), Cache 13GP

Spells: Entangle, Shillelagh, Speak with Animals, Animal Friendship, Locate Animals, Charm Person, Cure Light Wounds, Obscurement, Pyrotechnics

Obella or Jensen will begin each performance by casting *Light* on the stage area which will last over an hour. Usually a second *Light* spell is cast just over an hour later.

Obella and troupe sing to music played by Kendar little orchestra in Obella's public house. Sometimes someone will rise to tell a tale or recite a poem. Other entertainers come here to sing, play and orate. The family opens the common room to the public from. Sometimes entertainers from the South Village gather here on Starday to have a private show not open to the general public. During Festivals Obella's is open nightly and also at Noon on Godsdays when a tribute to all of the gods is recited and sung.

A tankard of good wine sells for 10SP. There are two barrels of Tellar's Finest tapped and two more barrels are in the small cellar (the two sealed 24 gallon barrels were bought for 45GP each and yield 192 pints @ 10SP each for 1920/20 = 96GP!) Goat cheese and cow cheese (Colby) are sold with unleavened crackers for 1SP for 1/4 pound of

cheese and 1CP for two crackers. Patrons are expected to reward the entertainers when the hat is passed at the end of the evening. Typical donations are 2 to 40CP from about 40 to 80% of the patrons. Some few will drop Silver and on rare occasion a Gold piece will show up.

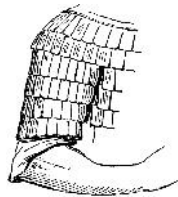
Back Alley

Back Alley includes #310 to #313.

(310) Mercenary Training

L shape 40x52

The stone floor structure has six courses of bricks followed by wood upper framing. The two doors are solid, locked and can be barred. The eleven windows are 10x25 and have bright green shutters. The house has an ample common room with three bedrooms and a dining room, though they do not use it as a dining room. There is an attic (loft) with two 12x12 windows.



Greco has a bedroom, as do Krestar & Levsra (married), and Regeltus. Endvar beds down in the former dining room and Levartis sleeps in the loft. (He can get out of the windows) Furniture and Furnishing are from the former owners who left on an adventure four years ago and never came back. All six dress in good clothing and occasionally will wear a tunic that is not typical of "The Islands".

DM Note: "The Islands" is a loose term for the occupants of Aerdi Sea (Lordship of the Isles and the Spindrifts).

Fighter Greco, NI, Lv 7 [Bralm] s1817 i13 w12 d16 cn15 ch9 HP: 74, **Chain Mail +2 & Shield +2** AC -2/0/3, Purse 7GP, 8SP, 12CP, 7 BP, **+2 Long Sword +2**, hammer, dagger, hand to hand weapon specialist, Cache 45GP

Archer Krestar, NI, Lv 4 [Atroa] s16 i13 w11 d17 cn15 ch11 HP: 34, Studded Leather Armor +1 AC 3/6/6, Purse 11SP, 22CP, **+1 Long Bow +1**, 20 arrows and 4 **+1 Arrows +1**, long sword, dagger, archer, Cache: 34GP, 4 **+1 Arrows +1**

DM Note: The Archer is a class published in Dragon #45 or Best of the Dragon Vol. III. A 4th level Archer is an EXTRA +2 to hit and damage at Point Blank

Range (ten to fifty feet) and +1 to hit and damage at short range.

A revised version of the Archer is published in Issue 7 of *& Magazine*.

Fighter Levesra, NI, Lv 3 (female) [Olidammara] s14 i11 w13 d17 cn14 ch11 HP: 20, Studded leather armor AC 4/7/7, Purse 12GP, spear, (carries four javelins when adventuring), short sword, (spear and javelin throwing)

Fighter Regeltus, N, Lv 3 [Wenta] s16 i11 w10 d16 cn13 ch10 HP: 19, Studded leather armor AC 5/7/7, Purse 3GP, 14SP, four hand axes, three daggers, (hand ax and dagger throwing), Cache: 37GP

Thief Levartis, NL, Lv 5 [Pelor] s12 i11 w12 d18 cn11 ch9 HP: 23, leather armor & **Ring of Protection +2** AC 2/6/6, Purse 5GP, 3SP, Gem 100, short sword, sling +12 bullets, (sling specialist)

Cleric Endvar, NG, Lv 4 [Ehlonna] s16 i10 w16 d12 cn11 ch10 HP: 22, chain mail & shield AC 4/5/5, Purse 8GP, 21SP, 8CP, Gem 50, four hammers, tracks as he were a 4th level ranger, (war hammer toss), Cache: 94GP

Spells: Bless, Light, Cure Light Wounds, Protection from Evil, Fear Touch, Hold Person, Augury, Spiritual Hammer *2

The six expert weapon users will train others in various weapon skills for a fee of not less than 1GP per day (may be significantly higher for leveled figures, especially if the person is seeking "weapon proficiency"). To teach someone a new weapon will always take 4 + d8 days. (Time can be mitigated by high strength or dexterity scores as applied to the specific weapon.) All training is done outdoors in the open areas west of their home including areas west of the road.

These six people adventured together extensively in Ahlissa and left by ship three years ago just ahead an armed a force sent directly after them by the Herzog himself. They have set up a training school in various weapons and also dispose themselves to train fighters of 1st and 2nd level and 1st and 2nd level thieves. The names they go by are NOT their real names since the Herzog of the South Province is still seeking them.

(311) Shrine of Norebo

L shape 27x27

The building has a common room with an oven and small wood burning stove. There is a hexagonal table with six chairs around it. At each place at the table there is a dice cup with two ten sided dice inside. The sets of dice are all different colors. Before any meal each person

at the table puts 1SP in the center. Everyone rolls simultaneously to see who gets the highest roll. If there is a clear winner he or she takes the 6SP and dinner is served. If there is a tie then all losers ante up one more SP. The two who tied put in 2SP. If they tie again all the losers have to toss in another SP and the two (or more) who tied put in 3SP each. This continues till someone wins. Then dinner is served. This is equivalent to a prayer to Norebo.

Iggilus & Regilax share a bedroom, as do Iggilax & Regilus and Gilligg & Pemma. The kids have single beds and the parents share a large bed. They have down pillows and good quilts. Each room has a chest of drawers for clothing and foot wear. There is a rug on the floor of each of the family's rooms.

The wing of the house (18x10) has a door that leads directly to the Back Alley. There is a door from the common room into the Shrine room. That door is locked and always barred from the common room side. Inside of the Shrine there is a 5' 8 statue of Norebo carved out of a single piece of wood. He has been painted in subdued brown and dark green colors. His hood is up covering his black wavy hair and clean shaven face. The statue has a real value of 500GP as piece of art but add in the six rubies and two blue star sapphires will send the value up to 5000GP. Stealing the statue of the God of Luck and Gambling, or any of its gems, however, will NOT bring you luck. A curse will fall upon such a thief. The curse is that of clumsiness (loss of finger ability will produce a 15% chance of dropping anything that the person might be holding (check every ten minutes). All thrown or fired missiles (slings shots, thrown daggers, thrown hand axes, javelins even ordinary stones) will be at -3 to hit and -3 to damage (which could mean Zero damage if the damage die is 1, 2 or 3). This curse will last for 888 hours (37 days). Remove Curse has a 50% to remove it. If the curse is NOT removed then the subtraction becomes 25% and the adjustment -4 to hit and -4 to damage. Trying to remove it again will cause physical damage of 4d4 damage instead with no hope of removing the Curse.

The room has a nine sided table with nice chairs. The same 'game' that the family plays in their common room is played here but with two eight-sided dice instead of ten-sided dice. Stealing the dice puts a minor curse on the thief. 333 hours (almost 14 days) of -10% and -2 to hit and damage.

It is considered a bigger gamble to bet a Gold Piece or, better yet, multiple Gold Pieces at the table. There is a 17% chance that a person who gambles at the nine sided table against at least six opponents and wins three times in a row will win a full point of dexterity permanently

given. The maximum dexterity score for a human, gnome, half elf or halfling is 19 in any case and for an elf it is 20. The gambler must be betting the equivalent of ten or more Gold Pieces on all three bets.

See L5C for the special abilities of clerics of Norebo.

Cleric Iggilus, GC Lv 5 [Norebo] s9 i14 w15 d15 cn12 ch11, HP: 28, **Leather Amor +1 & Shield +1** AC 4/5/7, Purse 17GP, 33SP, **+1 Dagger +1, Sling & 24 bullets.** Wears dark green robe with embroidered 8-sided dice along the hem.

Spells: Command, Cure Light Wounds, Sanctuary, Fear Touch, Bless, Hold Person, Silence, Heat Metal, Speak w Animals, Cure Disease

Thief Regilax, Nc Lv 3 (wife) [Norebo] s9 i13 w10 d17 cn11 ch9, hp: 15, leather AC 5/8/8, purse 11gp, 34sp, sling & 20 bullets, **Dagger +1**, Cache: 15GP, Blue Star Sapphire (400GPV)

Cleric Iggilax, Ng, Lv 1 (son 13yo-twin) [Norebo] s12 i12 w16 d14 cn13 ch11 HP: 7, leather armor & shield AC 7/8/8, Purse 3GP, 22SP, Hammer, **+1 Dagger**. Wears dark grey robe with dark green trim.

Spells: Cure Light Wounds *3

Thief Regilus, N, Lv 2 (son 17yo) [Norebo] s11 i12 w8 d15 cn17 ch16 HP: 5, leather armor AC 7/8/8, Purse 3PP, 4GP, 8SP, sling & 20 bullets, dagger, Cache: 157SP

Druid Gilligg, N, Lv 2 (daughter 15yo) [Norebo] s10 i13 w15 d13 cn16 ch17 HP: 11, leather armor AC 8/8/8, Purse 3GP, 15SP, quarter staff, 6 darts. Wears dark brown robe with a gold wolf head pin (150GPV).

Spells: Animal Friendship, Speak w Animals, Predict Weather, Faerie Fire, Freeze Metal, Charm Person

Thief Pemma, Nc, Lv 1 (daughter 13yo-twin) [Norebo] s12 i13 w15 d15 cn13 ch12 HP: 4, leather armor AC 7/8/8, Purse 15SP, 34CP, 7 BP, dagger, short sword

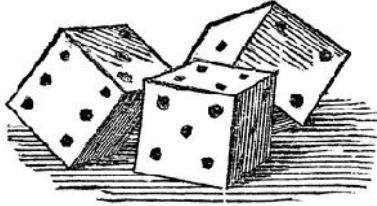
War Dogs, Wilt & Gnarl, 2+2 HD AC 6 (leather cap and studded collar), Bite 2d4+1 and 15% for 2nd Bite, HP: 15 and 13

(312) Gaming House

50x35

The building has two floors. The first floor is devoted to games & gambling. It has a large hearth with mantel along the east wall. Leather dice cups sit on the mantel for customer use. They contain pairs of six, eight and ten sided dice in various colors. The room has ten 13x26 windows that have two horizontal bars in them. The front door facing the Back Alley is reinforced with iron

and double locked. It is barred during the night. The room has a area for throwing balls at a target, rolling slightly off shape balls along the floor to a circular target painted on the floor and of course three dart boards. Eight octagonal tables with eight chairs complete the basic floor plan. Wine can be bought from Noon to Midnight (pint: 6, 9, 13 and 18SP depending on quality). Drunks that pass out are thrown out (often minus a possession or two). A staircase in the north east corner behind the bar leads to the 2nd floor.



The 2nd floor has ten windows the mirror the ones on the 1st floor (three face east and west and two face north and south). There is a back staircase leading to a reinforced double locked door. The upper floor has a hall that goes down the center and has doors to four bedrooms.

Thief Hemigar, Nc, Lv 7 [Olidammara] s11 i14 w12 d16 cn9 ch 8, HP: 23, **Leather Armor +1** AC 5/7/7, Purse 13GP, 11SP, **+2 Short Sword +2**, dagger, Cache: 111GP

Thief Wart, N, Lv 5 [Norebo] s10 i13 w10 d15 cn12 ch9, HP: 17, leather armor AC 7/8/8, Purse 3gp, 33SP, **Dagger +1**, **+1 Dagger**, sling & 10 bullets, Cache: 37GP

Fighter Ogella, Nc, Lv 5 [Kord] s15 i10 w10 d13 cn17 ch11 HP: 53, chain mail & **Shield +1** AC 3/3/5, Purse 30SP, 60CP, broad sword, hand axe, hammer, Cache: 19GP

Fighter Yeggo, Nc, Lv 3 Ogella's wife [Kord] s14 i11 w9 d12 cn16 ch13 HP: 28, studded leather armor & shield AC 6/6/7, Purse 3GP, 22SP, Short Sword, Hand Axe, Hammer, Cache: 11GP

Fighter Uggus, NC, Lv 1 [Llerg] s16 i12 w7 d12 cn11 ch13 HP: 8, leather armor & shield AC 7/7/8, Purse 23SP, cudgel, dagger, hand axe

Druid Erresto, N, Lv 7 [Olidammara] s13 i13 w16 d12 cn11 ch16 HP: 33, leather armor & wooden shield AC 7/7/8, Purse 2GP, 13SP, **+1 Scimitar +1**, six darts, **Flute of Displacement** §, Cache: in the Tiger den of course), 175GP, 88SP, **Potion of Hill Giant Control**

Spells: Faerie Fire, Entangle, Speak with Animals, Animal Friendship, Predict Weather, Pass without Trace, Cure Light Wounds *2, Heat Metal, Barkskin, Obscurement, Feign Death, Poison Touch, Stone Shape, Call Lightning, Cure Serious Wounds

Powers: Polymorph self to mammal, reptile and bird once each per day. Pass through overgrowth

Tiger Stripes, N, 5+5HD AC 6, male claw/claw/bite 2d4+1/2d4+1/1d10. rear claws 2d4/2d4 HP 34

Tiger Lella, N, 5+5HD AC 6, female claw/claw/bite 2d4+1/2d4+1/1d10. rear claws 2d4/2d4 HP 34

Stripes and Lella have the run of the house. They are under the complete control (as friends) of Erresto. He is always present if the tigers are free. There is a large 35x35 pit (six feet deep) right behind the gaming house. There is a cave like opening in the pit that goes under the house. Inside of that opening there is a large 20x20 natural 'cave' where the tigers can sleep and where the cubs spends much of their time. A ramp goes from the cave to a large trap door in the game room. When the trap door is open the cats can run up into the game room or go back down to their den. The pit is landscaped and has a small hill in the center. There is a large tree for shade. The pit is surrounded by a four foot stone wall that make the total distance from bottom to top of the wall just over ten feet. The tigers cannot jump that. People can come up to the wall and look over.

A sign says:

Danger!
Do not sit on the wall

A number of people stop and look at the tigers when they are out. The town children especially enjoy them. Anyone foolish enough to taunted them or throw things at them will be subject to attack from a number of quarters, not just from the owners of the gaming house.

Strangely the hobgoblin population reveres the tigers as beasts of great power worthy of respect and near worship. Many hobgoblins gather around the pit on nights when Luna is full. They chant a song that they sing slowly and softly with great reverence. This chant lasts for three minutes and then the hobgoblins disperse. Equally as strange is the fact that when they begin to sing, Stripes and Lella will come out of their den, sit on their haunches, and listen intently. Then they roar once at the end of the song and return to what they were doing. The hobgoblins take this roar a Blessing as if Magulubyet had blessed them.

Lella has two cubs which she dropped about four months ago. They remain in the den most of the time but show themselves outside during the day as well. A tiger cub is easily worth 150GP on the open market. If one or both are ever stolen every hobgoblin in the town will be looking for the thief. The thief will not survive their quest if the hobgoblins find him. They will feed him/her/them to the tigers after some rather bloody preparation. Cubs Kebba

& Rebba, N, 2+2HD AC 7, claw/claw/bite 1d2/1d2/1d6 real claws 1d4/1d4 HP 11,14 The family does not oppose the hobgoblin's attention. On nights of the full moon a prominent hobgoblin will knock on the door at 10PM and give the person who opens the door treasure worth at least 100GP, gold, silver, gems and jewelry.

Erresto is beginning to befriend and know the cubs and they are responding well to him. The other occupants of the gaming house are known to the adults who would not be attacked by them if a fight occurred in the gaming house. However, they are not in a good position to call upon the adult tigers to attack by command (50% likely they will obey an attack command from other than Erresto). The tigers will take ½ damage and then withdraw but if their mate is under attack the other tiger will attack at +2 but at -2 to armor class in attacks to save its mate. The cubs come into the house but only when it is closed to the public. The cubs sometimes sleep in the beds on the second floor. The tigers some will come to the 2nd floor to sleep in Erresto's room only or to look for their cubs.

Most of this band adventured in Ratik and the Bone March until 571CY. Two of their comrades were killed by ogres which caused the group to lose interest in more forays into the Bone March.

They met Uggus on the ship from Marner. He was pivotal in a bar fight in Atirr during a layover in that port. He saved Wart's life and Wart pledged to be his mentor. Uggus is grateful for any position and is now fiercely loyal to the group.

Erresto bought the two tigers as cubs in Ountsy during the same sea voyage.

(313) Wind Mill (broken)

30x30 and home 15x20

The frame wind mill had four large wind vanes but one broke off four years ago and no effort was made to replace it. The building is in terrible repair and has holes here and there in its structure. The spiral stair case leading to the gear box at the top is weak and if 110 or more lbs are placed on stair 47 (of 60) it will surely give way sending the person crashing down for 3d6+12 damage. There is nothing to grab to save yourself so there is no saving throw.

The abandoned grain that was here is infested with small bugs of various sorts. The large mill stone has not moved of course. Since the town has a second mill and since the town is not a big grain producer the mill was left to rot.

Under the infested grain there is a hidden trap door. It is locked but the trap door is in poor repair and one good pull by strength 16 or higher will just break the lock. Down the ladder there is a 20x20 hexagonal room (the foundation for the mill).

Shadow, 3+3 HD AC 7 (+1 or better to hit, some immunities), damage 2d4+1 and drain 1 point of strength per hit HP: 23

The room has old storage of unimportant and old goods, but in an old crate there is a small wooden box 14x6x3. Inside is an **Iron Dagger**. The Dagger is magical and cursed. (It is evil and will detect as such). Anyone who picks it up must save vs intelligence on d20 (roll intelligence score or less). Make the save and have the ability to cast the dagger away or destroy it. Fail and the dagger will become the person's primary weapon, proficient or not. In the victim's hands it will be -2 to hit but it will cause the person to attack when even a minor threat presents itself. The person will draw the dagger and seek melee. If the dagger does kill someone the dagger wielder must save vs death or die him/herself! If the save is made the dagger will fall into rusty shards and disintegrate.

Save vs death 1000XP, destroy the dagger 3000XP, kill an innocent with the dagger minus 10,000XP, kill someone evil with the dagger no penalty.

Next to the mill was the home of the mill keeper. He moved out but was replaced by two ruffians that beg in town.

Fighter Pemeus, NCe, Lv 2 [Beltar] s15 i10 w10 d13 cn9 ch7 HP: 11, leather armor AC 8/8/8, Pocket: 4SP, 17CP, 7 BP, dagger

Fighter Greelee, Ne, Lv 1 [Beltar] s14 i9 w11 d10 cn13 ch8 HP: 7, leather armor AC 8/8/8, Pocket 3SP, 40CP, short sword, dagger

Pemeus and Greelee live in near squalor inside the two-room broken down home. The bedroom has both windows broken and the roof leaks. The furniture, an old bed, a chest and table, are water logged and/or rotting. The building common room is where the two beggars sleep. They scrounge for food and the occasional beer now and then, when the hunger finally motivates them to take hat in hand and beg for copper. They are both scruffy and dirty and being downwind from either is quite unpleasant. They have few if any scruples and would not be beyond attacking a lone figure that they think they could kill and rob. They are so immoral that if they did fall upon someone they would not settle for robbery they would certainly kill the person. Two victims have fallen to them in last year.

Straight Way

Straight Way includes #314 to #321.

(314) Guild House, Masons & Builders

47x64 with 24x24 wing.

The building has a beautifully laid stone floor with twelve courses of stones rising forth inches from the floor. The balance of the floor is frame. There are a six windows on the south side (including the wing), two on the east side (one on the wing) four on the north side and three on the west. All windows are 13x26 with translucent lower panes and clear upper panes of glass. Someone 5'9 or taller can just see out of the upper pane without standing on tip toes. Each window is shuttered and has a diamond shaped 3x3 hole to see though if the shutter is closed. Some windows have an eight inch stone step for someone to stand on to see out over the translucent glass. The windows slide up and down in the track (a very modern innovation) which is usually not found in a window.

There is a front door, a door on the north side of the wing and another on the north side near the wing. The doors have fancy beveled trim around them and the door itself has a relief raised off of the surface. The front door is a relief of a snow capped mountain, the back door of a three cascade water fall and the wing door of a hearth. The doors have double locks of exceptional quality (-5% to pick) and can be double barred from inside.

The guild hall and office are on the east side of the building and use the entire wing. The west 2/3 of the building is a kitchen/common room and four bedrooms. A staircase in the guild hall leads to the attack which has two large rooms under the slanted roof. There are two dormers facing south and two more facing north with 9x12 stained glass windows. Those windows swing into the building. There are two horizontal bars on each window.

The wing is the guild 'office'. It dispatches architects, masons, bricklayers and carpenters for new work, for repair work and for supplemental work. There is a large wooden desk, twenty four books (boring records of jobs, items used, times taken and cost to the owner). The desk has ink and quills, blank books (two), parchment and blank scrolls (worth 120GP). There are measuring sticks (rulers), dividers, a protractor and other drawing tools (worth 50GP).

Two chairs face the desk. There is a drawing table in front of the window.

The Guild hall is 23x46. There is a lectern on a dais of three stairs where there are three large chairs facing an audience of ten benches that could seat three people each. Four foot tall statues of Fortubo, Xerbo, Bralm, Lendor, Weejas, Boccob, Bleredd and Lydia are in niches on 16x16x36 pedestals, four on each side of the room. They are common gods for builders, architects, masons, carpenters and cabinet makers. These gods are acknowledged here in song and in an occasional informal prayer before a meeting.

The common room has an inlaid four pointed star in the floor stones that points true north, east, south and west. The mantel is oversized and made of four types of stone. There is a large table with ten chairs around it. Utensils, pots & pans, spices and basic ingredients can be found here.

The five bedrooms with solid locked doors are for Kestaltvardus, Webbus, Opemel, Pello (door Wizard Locked) and Ogemo. Kemmus has a room in the loft while the apprentices and bricklayers share the rest of the attic. The beds are all oversized, comfortable and warm. All rooms have one or more chests or chests of drawers along with a table and one or two chairs. All rooms have one or more candlesticks with six hour candles. The six artisans (classed figures) who are 6th or higher level have one or two changes of expensive clothing that are court worthy. (20 to 50GPV).

First Floor Individual Bedrooms:

Grand Master Mason (aLv 11)/ Fighter, Kestaltvardus, [Fortubo] NL, Lv 3 [s14 i16 w15 1d12 cn13 ch9 HP:20, chain mail AC 5/5/5 Purse 17GP, 22SP, 18CP, large war hammer which he bears two handed (base damage 1d6+1), dagger, Cache: 14GP. Kestaltvardus speaks dwarfish and gnomish.

Guild Master Carpenter (aLv 9)/Fighter, Webbus, [Fortubo] NL, Lv 3 [s16 i13 w12 d16 cn13 ch10 HP: 19, chain mail & shield AC 2/4/5, Purse 11GP, 18SP, **+1 War Hammer +1, +2 Hand Axe +2 of Throwing** §, Cache: 107GP

Guild Master Mason (aLv 9)/Thief, Opemel, NL, Lv 11, [Norebo] [s10 i15 w12 d17 cn16 ch9 HP: 54, **Bracers of Defense AC 5, Ring of Protection +2 AC 0/3/3**, Purse 11GP, **+2 Short Sword +2, +1 Dagger +1, Boots of Speed**, Cache: Gems: (Rubies: 100, 50, 50, 50), (Yellow Sapphires 150, 50)

Engineer (aLv 7)/ Magic User, Pello, NL, Lv 7, [Lydia] s9 i16 w10 d16 cn10 ch12 HP: 20, **Cloak of Protection +3 AC 5/7/7**, Purse 11GP, 3SP, Gems 8x10, **+ 1 Quarter Staff +1** (casts Detect Magic by touch, casts Shield 3/day 30

minutes total duration, cast Light 3/day as the spell),
Ring of Feather Falling, Cache: 30GP, 80SP, Ruby 100,
Ivory ornamental dagger 80GPV

Spells: Enlarge, Sleep, Tenser's Floating Disk, Charm Person, Darkness, Strength, Stinking Cloud, Fireball, Slow, Dimension Door

Book: (hidden in the pedestal of Lydia) Erase, Read Magic, Spider Climb, Mending, Ventriloquism, Enlarge, Sleep, Tenser's Floating Disk, Magic Missile, Charm Person, Audible Glammer, ESP, Knock, Darkness, Magic Mouth, Mirror Image, Strength, Stinking Cloud, Wizard Lock, Explosive Runes, Dispel Magic, Lightning Bolt, Fire Ball, Tongues, Slow, Infravision, Clairaudience, Dimension Door, Minor Globe of Invulnerability, Wall of Ice

Cleric Ogemo, LG, Lv 7, [Lydia] s13 i13 w17 1d12 cn12 ch16 HP: 43, **Chain Mail +1 & Shield +1** AC 2/2/4, Purse 3PP, 18GP, 13CP, **+2 Hammer +2**, three war hammers (throwing).

Spells: Cure Light Wounds *2, Bless *2, Sanctuary (Detect Magic–bonus spell), Chant, Hold Person, Silence, Slow Poison (Augury – bonus spell), Cure Disease, Create Food & Water, Remove Curse, Cure Serious wounds (Divination – bonus spell)

Omego plays a lyre and sings wells.

Second Floor

Bedroom

Architect (aLv 6)/Magic User, Kemmus, NL, Lv 3, [Weejas] s8 i17 w8 d13 cn16 ch17 HP: 13, cloak AC 10/10/10, Purse 3GP, 18CP, dagger, Cache: 44GP, 18SP

Spells: Sleep, Shield, Invisibility

Book (hidden under his bed): Read Magic, Write, Magic Missile, Identify, Sleep, Shield, Wizard Lock, Knock, Invisibility, Detect Evil, Locate Object

Dorm room

Apprentice carpenter (aLv 2)/Fighter Omarbin, N, Lv 1, [Fortubo] s16 i11 w12 d13 cn13 ch8 HP: 8, leather armor AC 8/8/8, Purse 54SP, 22CP, 7 BP, hammer, dagger, hand axe

Apprentice mason (aLv 2)/Fighter Iggaratti, N, Lv 1, [Fortubo] s15 i12 w13 d13 cn15 ch8 HP: 9, leather armor AC 8/8/8, Purse 31SP, 80CP, 12 BP, short sword, dagger, hand axe, Cache: 4GP

Bricklayer (aLv 1)/ Reggo, N, Lv 0, [Fortubo] s12 i13 w13 d14 cn10 ch15 HP: 4, leather armor AC 8/8/8, Purse 15GP, dagger

Bricklayer (aLv 1)/ Stark, N, Lv 0, [Fortubo] s15 i10 w11 d15 cn15 ch9 HP: 3, leather armor AC 7/8/8, Purse 3SP, 18CP, 12 BT, dagger

Members of the guild are at 122, 124, 137, 158, 205

(315) Hay, Grain, & Flower Merchant

L shape, 37x18, wing 18x6

The main building holds burlap bags of wheat and barley flour and bales of hay. The front double door is barred unless a wagon pulls in or out. The regular entrance has a poor lock. There are four small windows that have shutters only.

The back wing is a bedroom for Legar and Partal. They have a small hearth where they do limited cooking. There are two windows (24x12) with shutters. The windows have poor quality glass and swing into the room to open. There is a table and two chairs across from the hearth. The room is quite cramped.



A bale of hay sells for 16 to 32CP. He buys it from the farmer for 10 to 16CP. This bale is enough hay to feed 4 horses for 4 days. Barley flour sells for 2SP for a pound and wheat flour for a little less. The flour comes from the mill where Legar and Partal act as brokers for the sales. There are times when they are sold out of product. Their small side business is selling flowers. They raise roses, daisies and mums in gardens between the building and the town wall. Flowers sell for 1 to 4CP. When flowers are available for sale they put out a folding sign with the drawing of a large rose on it.

Fighter Legar, Nc, Lv 3 [Phyton] s14 i12 w11 d13 cn11 ch9, HP: 15, leather armor AC 8/8/8, Purse 15SP, 34CP, dagger, short sword

Fighter Partal, Nc, Lv 2 [Phyton] s13 i12 w9 d13 cn13 ch10, HP: 11, leather armor AC 8/8/8, Purse 11SP, 13CP, 12 BT, hammer, dagger

Legar's parents ran this business until they both died with a short time of each other about two years ago. Legar and his friend Partal were mercenaries who were just tired of the near death experience they both had.

They moved back to the island when Legar heard his parents both sick, the message brought to him by a common friend. While this is not a profitable business it keeps them alive. Both men are in their 40s and just don't want to fight for someone else any more.

Erresto the druid from the gaming house is a benefactor to the men. He helps them care for the flower gardens including casting of spells to aid their growth and endurance. They are grateful for this but Erresto just does it for the pleasure of working with some plants.

Note: Druids have minor spells that protect plants from extremes of temperature and moisture. They also have spells to aid plants grow, remain hardy and produce abundance. These spells, like ones to help animals, are not 'adventuring' spells and would only be selected by a druid with contact to plants and animals in some controlled situation. A druid can also gain a few silver pieces at need by helping farmers and ranchers with crops and animals.

(316) House of Ill Repute

38x38 with a 36x14 wing

The building has a large red door with brass trim. The frame and lintel are trimmed with brass flowers as well. The door opens at dawn and closes about midnight. There are no "sleep overs" – well almost none. The main building has two floors. There are six bedrooms on the 2nd floor that house Uzella, Greef, the guards Ibellta and Kellel and house cleric each have one and one is an office of sorts. Those six rooms are down a corridor that is protected by a red door that is double locked and reinforced. That door can be barred from inside. Just inside of that door is Glyph of Warding for Electrical damage (10pts) with no save. Of course the occupants know the name of the Glyph and say it aloud as the door is opened. They do NOT bring customers to the 2nd floor for any reason.

The 'girls' have one of the ten smaller rooms on the first floor. There is a hall behind the red door entrance that leads to a corridor with five rooms on each side of the corridor. The first floor has no windows in the small rooms but there are two small windows in the hall. There are peek holes into all ten rooms from the 2nd floor. Different 2nd floor bedrooms 'peek' on two different rooms below.

The wing has a common room with a hearth and couches and chairs. The girls who are 'available' usually reside there with a guard of one of the two fighters or the cleric. Madam or Pimp will be behind a desk in the entry hall. The two guards off duty are at the top of the stairs and

there are pull cords behind the desks that ring bells in all three of those bedrooms in case there is unruly customer and they need help.

The girls perform various functions the price of which is determined in conversations with the madam or the pimp. Prices are always at least 1GP and go higher for various reasons. Details of those reasons are best left to the judgment of the DM.

The Stair

"Madam" / thief Uzella NE Lv 9 female [Syrul] s9 i15 w14 d16 cn13 ch14 HP: 43, **Cloak of Protection +3** over leather armor AC 3/5/5, Purse 13GP, 34SP, **+1 Short Sword +1**, four daggers, **Ring of Spell Storing** (Hold Person, Charm Person, Shocking Grasp; those specific spells and no others. Cast as if the spell caster were 8th level), Cache: 1,370GP in Strong Box in her bedroom. It is guarded by an Explosive Rune that does 18 points of exploding damage no save unless extraordinary precautions are taken.



Pimp / Fighter Greef, NE Lv 8 [Pyremius] s1884 i11 w15 d13 cn16 ch5 HP: 70, **Chain Mail +2 & Shield +2** AC 0/0/3, Purse 15GP, **+2 Long Sword +2**, javelin (4), dagger, **Ring of Free Action**, **Green IOUN Stone** that orbits Greef's head.

He puts the **IOUN Stone** into play during the business day and sleeps with it under his pillow at night. The stone is Evil and Cursed. An Evil person can touch it without consequence. However, if a good or neutral figure grabs for it (have then grab and HIT armor class - 2) the Curse will come into play. The figure gets no save since he/she has grabbed the stone out of midair. The figure will be wracked with pain reducing dexterity immediately by 5 points. Additionally the person will take 1d6+3 points of damage and his hand will become paralyzed around it. He can pry open his hand with his other hand of course (taking a full round) if his/her physical strength is 16 or higher. Lower strength individuals will hold the stone in their fist taking 1d6+3 points of damage per round until dead! The hand can be

cut off of course (that is a bit extreme though). If a person specifically says they plan to knock the stone away instead of grabbing it then it simply goes flying off and bounces off a wall or something. Naturally if they pick it up later the curse is still there! The IOUN stone as no benefit to the owner save for its effect on good and neutral people. Only an evil person can put the stone in orbit around his/her head. (4000GPV)

Cache: 320GP

Fighter Ibellta, Ne, Lv 4 [Kord] s16 i12 w12 d16 cn15 ch7, HP: 33, Chain AC 3/5/5, Purse 15GP, **Halberd +1**, short sword, dagger, wears a dark red cape.

Fighter Kellel, Ne, Lv 3 [Syrul] s16 i10 w10 d15 cn13 ch6, HP: 27, chain mail AC 4/5/5, Purse 22GP, 13SP, halberd, short sword, hand axe, wears a dark red cape.

Cleric Oggemo, NE, Lv 5 female [Syrul] s12 i10 w16 d12 cn15 ch11 HP: 24, chain mail & **Ring of Protection +1** AC 4/4/4, Purse 17GP, 30SP, **+1 Flail +1**, hammer

Spells: Cure Light Wounds, Command, Fear Touch, Darkness, Detect Good, Hold Person *2, Silence, Spiritual Hammer, Silence, Cure Disease

"Working girls" Hobgoblins 1+1HD (3 females)
[Maglubiyet] leather armor AC 7, daggers, HP: 7, 7, 6 3-24GP

Thief Premius, Ne, Lv 4 [Syrul] s10 i11 w10 d15 cn11 ch15, HP: 14, leather armor AC 7/8/8, Purse 13GP, four daggers

Thief Illa, N, Lv 3 [Syrul] s9 i12 w10 d16 cn11 ch16, HP: 13, leather armor AC 6/8/8, Purse 12GP, 33SP, three daggers

Thief Rellabin, N, Lv 3 [Syrul] s8 i11 w9 d14 cn13 ch14, HP: 11, leather armor AC 8/8/8, Purse 5GP, 3SP, four darts, dagger

Woman@Arms, Pemma, Ne, Lv 1-1 [Syrul] s11 i9 w10 d14 cn11 ch16, leather armor AC 8/8/8, dagger, HP: 6, 3GP

Two young 'Hobs' both males, 1-1 HD AC 8, bite 1, claws 1 /1 HP: 5, 4. If both claws hit then try for bite attack 1d4 segments later.

The 'girls' certainly don't mind some petty theft if they feel they can get away with it. They like to get the subject drunk so they have a better chance to steal from him. There have been instances of one of the girls getting caught in the act. The Madam and Pimp will make a judgement then and there on how important the client is. If the decision goes against the working girl, she can hope to ONLY be thrown out of the house. The Madam and Pimp also realize that they cannot have bodies of clients show up in town which have been either beaten up or

worse. The girls are very often on their own if they get caught. The women there now are careful and nothing has gone wrong recently.

(317) Entertainer

Square 35x35. Juggle and Rope Walking.

The brightly colored building is painted in bright blue and yellow colors! The building has a dirt floor and only two rooms. The front common room has a hearth, table & benches, cooking utensils, pots & pans and woven mats on the floor. The children and Elard sleep in the front room in pallets near the hearth. Ibema and Pecculus occupy the next room. It has a large bed and three locked chests (Eglard keeps his chest in this room too.) Inside the chests are changes of clothing.



The entertainers wear bright yellow and blue tunics and tight pants while performing. These garments are kept in a three drawer upright chest. They have fancy slippers and shoes that go with the clothing. They all own fancy hats with points, bells, decorated emblems and/or tassels or fancy fringe.

Pecullus walks rope barefoot while the others wear slippers. There is a 30 foot tight rope that is strung from the Straight Way towards Farm Way. It is twenty feet off of the ground and attached to two braced and anchored 30 foot all poles.

They juggle various things but hand axes, daggers and balls are most common. They have an act where they toss to each other while juggling or they form a triangle and move balls to one another while juggling.

Their method of making money is to pass the hat right after an act composed of juggling and rope walking. Their son Pecema passes the hat. He is learning the arts from this parents and uncle Eglard.

Juggler aLv 9 / Rope Walker aLv 6 / Thief *Ibema, N, Lv 8 female, [Norebo] s14 i12 w13 d17 cn15 ch15 HP: 37, leather armor & **Ring of Protection +1** AC 4/7/7, Purse 18GP, 31SP, four daggers (throwing), four darts, **Ring of Invisibility**, Cache: 134 GP in poison needle trapped locked iron box,, save vs poison (8d4 or 3d4 damage)

Juggler aLv 7 / Rope Walker aLv 4 / Thief *Pecullus, Nc, Lv 5 (Ibema's husband), [Norebo] s11 i13 w12 d16 cn12 ch11 HP: 23, leather armor AC 6/8/8, Purse 4GP, 31SP, scimitar, dagger, sling and 12 bullets

Juggler aLv 6 / Rope Walker aLv 3 / Thief *Eglard, N, Lv4, [Norebo] s14 i11 w12 d15 cn13 ch11, HP: 14, leather armor AC 7/8/8, Purse 11GP, **Dagger +1, +1 Short Sword**

Juggler aLv 2 / Rope Walker aLv 1 / Thief Pecema, Nl, Lv 1 (son 13yo), [Norebo] s13 i13 w10 d17 cn16 ch13, HP: 8, leather armor AC 5/8/8, Purse 11GP, dagger, short sword

Pecema has not been introduced to the Thieves Guild. They are a little troubled by his lawful tendencies and want him to mature a bit more. They acknowledge that he has a great deal of potential, only Ibema is a dexterous and nimble as he is. For his part he likes the juggling and rope walking but has a few problems with stealing from people. With a little moral direction he might change profession. They have just begun teaching him some thieving skills.

(318) Home

24x24

A small neat home with fresh whitewash. There is a porch with a bench. The building has one door with a latch but no lock (can be barred). There is one 14x18 poor quality glass window on each side of the home. Only the south window opens to allow cross ventilation. There is a single room on a dirt floor. There are mats next to the bed, the hearth and the girls' pallets. They have a table with two chairs and two benches. They seldom burn a candle at night. Their furniture is inexpensive but in reasonable shape.

Reggel, N, Lv 0 [Phyton] s15 i10 w12 d11 cn15 ch11, HP: 4, leather armor AC 8/8/8, Purse 4SP, 22SP, dagger

Pesko, N, Lv 0 (Reggel's wife) [Phyton] no armor AC 10/10/10, Purse 3SP, 18CP, 12 BT, knife

Children girl 9, 6, 3

Reggel is a day laborer. He goes to the Kroten Road Square each morning looking for jobs to do. He is likeable enough and works hard so people hire him. He will work for bread and it would nice if there were cheese or butter

to go with it. Of course he will take coins. The girls wear hand me downs.

(319) Leather Smith

32x32

The home has two large north facing 20x40 windows that open by swinging out. There are shutters on both windows. These windows open into the main workshop room. The back two rooms are both bedrooms. The bedrooms have two 10x10 windows in each. They swing in to open and have a single horizontal and vertical iron bar. The furnishings of the bedroom are well made and include two chests in each room, a rug, table & two chairs and an oil painting in Kelvin's room (150GPV). They have good quality clothing.

Behind the house there is a brick oven with a canvas awning over it. They cook their meals there and eat in the workshop or at a table and benched behind the house. There is a secret compartment in the base of the oven that holds 110GP.

Kelvin makes belts (3 to 6SP), caps (2SP), Belt pouches (15SP small, 1GP:5 large), backpacks (2 to 4GP), saddle bags (3GP small to 6GP large), dagger sheath (1GP), sword sheath (2 to 4GP) and custom made items at request. His inventory is worth about 400GP. He does not make armor but will make a vest for someone. Both Kelvin and Lemma know how to measure a person for a leather garment.

Leather smith aLv 6 / Fighter Kelvin, Nl, Lv 2 [Llerg] s13 i11 w13 d10 cn11 ch8 HP: 14, leather armor with an extra thick breast plate of double hide AC 7/7/8, Purse 31SP, dagger, three darts, short sword

Leather smith aLv 5 / Lemma (wife), N, Lv 0 [Llerg] HP: 3, No armor AC 10/10/10, Purse 17SP, 33CP, knife

Leather smith aLv 3 / Obesta, N, Lv 0 daughter [Llerg] HP: 4, No armor AC 10/10/10, Purse 4SP, 13CP, 12 BT

Children boy 9, 4

(320) Leather Smith

30x34, wing 16x22

The building could use a little work but Wegglar keeps telling his students not to bother. They would like to surprise him some day but they would have to get him out of the house. There is a large comfortable common room with two large padded leather chairs with ottomans. The hearth has a supply of wood next to it (he does allow his pupils to chop wood and bring water).

The table can seat six and Wegglar and Emma may have pupils in the house to show them some technique or trick of leather work.

The house has a back bedroom with a very large bed, soft mattress and four down pillows. They have two chests of drawers for clothing.

The wing of the house has a bedroom that has not been used since their 2nd son left on an adventure eleven years ago and has never returned. They do not know if he is alive or dead. Their eldest son, Wegmea, lives in Irongate and occasionally will send them a letter or present from the mainland. He has not seen them in four years. He sends his letter or present to Restenford to the tavern there. The tavern keeper will dispatch someone trustworthy to bring them their son's greeting and /or gift.

Guild Master Lv10 / Fighter Wegglar, NL, Lv 3 [Phyton] s13 i15 w15 d16 cn12 ch13 HP: 20, **Leather Armor +1** AC 5/7/7, Purse 14GP, 33SP, short sword, dagger, hand axe

Master Lv 8 / Cleric Emmea, GN, Lv 3 (Wegglar's wife), [Phyton] s10 i12 w16 d13 cn12 ch14 HP: 17, leather armor & shield AC 7/7/8, Purse 5GP, 22SP, mace, hammer

Spells: Cure Light Wounds, Command, Light, Sanctuary, Bless, Hold Person, Spiritual Hammer

Wegglar teaches the complexities of leather crafting, shoe and boot making, tanning, embossing, etc. Wegglar and Emmea no longer practice their profession but teach the cobblers (117, 219, 306) and leather smiths (119, 319) in town what they know. The leather craftsmen, for their part, give Wegglar a percentage of sales varying from about 4 to 10%. The divvy is not an exact science or formula but they take care of the elderly couple and are eager to learn from them and please them. Wegglar and Emmea are both over 60 years old but both are still vigorous and still get around.

(321) Linkboy (Torch Bearer)

28x18

The small home has two rooms, two doors and four 12x16 windows that swing inward. The door is a poor fit, has no lock and cannot be barred. One room has a large table and four benches, shelves with pottery holding various spices and herbs and a cabinet that has plates and cups. There is no hearth. The other room has a large pallet with a good blanket. The bedroom has two small chests for clothing and small items. There is nothing really worth taking here.

Esenda, N, Lv 0 [Phyton] no armor AC 10/10/10, HP: 4, knife, 3SP 11CP, 12 BT

Oglus, N, Lv 0 (Esenda's wife) no armor AC 10/10/10 HP: 3, knife, 5SP

Esenda and Oglus make the rounds of the various inns and taverns carrying a few torches and a small lantern that supports a small flame. The linkboy (or girl in this case) will accompany the night time traveler providing good light by lighting the torch. A torch will burn about 60 to 90 minutes. Once the destination is reached the torch is doused to be used again. Both Esenda and Oglus know the town quite well. Their service cost 4CP. They will sell someone a lit torch for 2CP. Sometimes they get a tip for being a guide.

Lumber Alley

Lumber Alley includes #322 to #.325.

(322) Lumber Jack Home

22x22

The two room home is in poor shape, needs paint, has a broken window, creaking door, and leaking roof. There are two rooms inside and only the hearth room is being used at all. Bed is in the common room. The bedroom suffers from leaking roofs and furniture has been moved out of it. The floor is dirt, more commonly mud in that room. There is nothing of real value here.

Zobieus' son Zobart left him about 3 years ago to chop trees in the far southern Kroten Forest. He lives in a home at the foothills of the Farmin Mountains with a crew of other lumber jacks.

Jack aLv 4 / Fighter Zobieus, N, Lv 3 [Llery] s17 i8 w9 d14 cn15 ch11 HP: 27, Chain AC 5/5/5, Purse 3GP, 22 SP, large battle axe wielded two handed (base 1d10/1d10), hand axe

Zobieus is a good lumber jack but he is drinking himself to death. While he is not an angry or troublesome drunk he is a constant one. He has just enough wits about himself to stagger home and pass out there instead of in the street. Well, at least he tries to make it home. He sometimes is found passed out along Straight Way, Lumber Alley or somewhere along the Kroten Highway.

(323) Lumber Jack Home

31x21

The two room home is freshly whitewashed and kept in repair. The common room has a table and three chairs, kitchen equipment, a dice cup on the table and brass candle stick with 6 hours candles. The bedroom has two beds two chests a table and chair by the window. They have nothing of great value.

Jack aLv 4 / Fighter Grevo, N, Lv 4 [Phyton] s15 i10 w11 d13 cn14 ch9 HP: 20, leather armor & shield AC 7/7/8, Purse 23SP, 88CP

Jack aLv 4 / Fighter Ivart, N, Lv 3 [Llerg] s14 i11 w10 d12 cn12 ch15 HP: 18, leather armor & shield AC 7/7/8, Purse 11SP, 54CP

Novice aLv 1 / Fighter Peggla, N, Lv 1 [Llerg] s14 i10 w9 d16 cn11 ch9 HP: 7, leather armor & shield AC 7/7/8, Purse 17SP, 39CP

They play a silly dice game called Over and Under (see L5C).

These three nincompoops gamble every night and move the same 200 CP from one to the other over and over. No one ever really wins big which is why most gambling houses don't touch the game. In the short term, if played for silver or gold, the person with three dice can get a winning streak going, win a few coins and get up and leave. People frown on that of course especially if it breaks the game [takes the number of players down to two].

(324) Lumber Jack Home

30x30

The four room house has a stone floor and frame construction. It has two good doors with locks, ten 13x26 windows and tool shed out back. There are two bedrooms, a common room and a small office. The bedrooms and common room are not remarkable, beds, chests, hearth, table and chairs, candles, shelves, clothing – nothing unusual. The office is used to organize a weak league of Lumber Jacks and Mill Workers.

The League office serves to coordinate tree felling, dressing, hauling and boarding than anything else. Tree felling is a labor intensive slow process since the tools of the axe and saw are all that is available. Felling a large tree (30 feet tall+) can take one to four days and often needs a crew of two to five jacks. The tree has to be dressed and cut into manageable lengths to be transported to a mill. Many days are consumed doing these things. The League tries to muster the crews to the goals of keeping the process moving along. As a crew finishes at night one member comes to the office to report what is happening. Obester can then make a good guess

as to when that crew might be able to do the next tree. He often goes along personally to select trees so he accurately knows their size. He uses a knotted rope tied around the tree to tell its circumference. He eyeballs the height and taper and guesses the board feet the tree might produce. He comes within 30% up or down 95% of the time. He will determine the cut location and the place where the tree will fall. He gets that right within 10% 95% of the time.

Jacks sometimes are hampered by high strong winds occurring on a day when the adverse wind just might cause the tree to fall wrong. Then who can predict the wind the next day?

Foreman aLv 7 / Fighter Obester, N, Lv 5 [Llerg] s1889 i16 w12 d15 cn15 ch16 HP: 47, **Leather Armor +1 & Shield +2** AC 3/4/7, Purse 51GP, 18SP, 22CP, Gems 8x25GPV, **+1 Battle Axe +1**, three hand axes (throwing), two dagger (throwing), **Boot of Levitation**

Jack aLv 3 / Fighter Cresus, N, Lv 2 [Llerg] s17 i13 w13 d12 cn14 ch8 HP: 17, leather armor & shield AC 7/7/8, Purse 15GP, 22SP, battle axe, hand axe, dagger

Cresus is 'missing', see below.

Jack aLv 3 / Man@Arms Xella, N, Lv 1-1 [Llerg] s16 i12 w13 d10 cn14 ch9, HP: 7, leather armor AC 8/8/8, Purse 3GP, 2SP, 11CP, 12 BT, battle axe, hand axe, dagger

The *Lumber Jack and Mill Workers League* is composed of Jacks from 322, 323 and 324 plus the lumber men at the mill (325). The second mill in the Craftsman District (109) plus the men at the Logging camp (419) are associated with the League. They fell most of the trees in the logging camp but some do come from the Phytal Woods. The small trees from the Phytal Woods are more of a transportation problem than anything else since a good road is not available from the forest to the Mill.

Obester and Cresus went on a trip to Norabu, a fishing village on the north-west coast, where Obester's son lives. On the trail through the Phytal Woods they were beset by six hobgoblins. Obester's boots allowed him to escape but Cresus was taken. The hobgoblins made no serious effort to kill Cresus, even though he wounded two of them. They took him somewhere to the west. Obester, who was also wounded, descended and realized he could not follow on his own. He reported the incident at the castle when he returned and got a "We'll look into it." from Dirtbagg. Obester wondered if the news was a surprise to Dirtbagg or not. This occurred three months ago.

(325) Lumber Mill & Cattle Pens

The cattle pens of Kroten are just inside the river and to the west of the Kroten Highway as it leaves town and heads south. Small herds of 12 to 24 cattle come up the road from the three cattle ranches south of town (#410, 411 & 418). When the herd is 15 or more 1 to 4 cattle go to each town Butcher (#114 and 133). Bunnigoz will buy most of the cattle at 6 to 9GP a head. Slaughtering of the cattle will take a few weeks because flooding the town market with beef simply will not work economically and meat would go to waste. Herds are generally delivered prior to a Festival. This also allows the lumberjacks of town a break of almost a month where their production slows by half. The attention of the mill is partially turned to butchering the cattle.

The mill operates powered by a water wheel. There is a small waterfall in the river here (5 ½ feet) which is just high enough to divert water to the large wheel that is partially dug into the earth. The water cascades over the top of the wheel and powers a single circular saw inside of the mill. Even with the circular saw cutting up a log into lumber is a long process involving moving the stock back and forth into the saw to make each cut. The log is on wheels of course.

There is a 40x20 bunkhouse with a private bedroom for Bunnigoz. There are 8 beds and hearth, a table and eight chairs, and cooking and eating utensils. Remara makes a lot of flap jacks and sausage for the crew. Each bed has a locked chest where the crew can keep clothing and personal belongings.

The crew has two major jobs. Sawing up logs into lumber and usable firewood for hearths and ovens and butchering cattle from the three ranches south of town. All of the men know something about each other's work and assist each other depending on the work load. When cattle come in the emphasis turns to slaughter.

Butchering a cow into parts, and saving all useful things from hide to intestines cleaned out for sausages casings takes two men a full day and half. The left over carcass, head, hooves etc are taken by wagon and dumped west of town past the cattle ranches. The bones and waste bring a number of scavengers to the dump which thrives on the remains.

Foreman aLv 6 / Fighter Bunnigoz, Nl, Lv 5 [Llger] s17 i15 w13 1d12 cn14 ch15 HP: 22, chain mail & shield AC 4/4/5, Purse 15GP, long sword, dagger, spear

Strawboss aLv 4 / Fighter Kesselag, N, Lv 4 [Phyton] s16 i14 w11 d13 cn12 ch9 HP: 22, chain mail & shield AC 4/4/5, Purse 5GP, 3SP, 22CP, battle axe, hand axe, dagger

Wood Cutter aLv 3 / Fighter Lestar, N, Lv 3 [Phyton] s16 i10 w9 d13 cn14 ch8 HP: 17, leather armor AC 8/8/8, Purse 2GP, 3SP, battle axe, hand axe, dagger

Wood Cutter aLv 3 / Fighter Levendacal, Nl, Lv 2 [Phyton] s16 i12 w10 d16 cn11 ch5 HP: 11, leather armor AC 6/8/8, Purse 15GP, battle axe, hand axe, dagger

Butcher aLv 4 / Druid Porcus, N, Lv 3, [Phyton] s15 i11 w16 d13 cn13 ch16 HP: 19, leather armor & **Wooden Shield +1** AC 4/6/8, Purse 11GP, 18SP, scimitar, dagger

Spells: Animal Friendship, Detect Snares & Pits, Predict Weather, Speak w Animals, Entangle, Charm Person or Mammal, Cure Light Wounds, Create Water, Warp Wood, Tree

Butcher aLv 5 / Fighter Keggall, N, Lv2 [Llger] s15 i11 w10 d14 cn13 ch8 HP: 12, leather armor AC 8/8/8, Purse 7GP, three hand axes (throwing), two daggers (throwing)

Butcher aLv 3 / Fighter Rovarus, N, Lv 1 [Llger] s14 i12 w11 d15 cn15 ch11 HP: 9, leather armor AC 7/8/8, Purse 3GP, 4SP, two hand axes (throwing), three daggers (throwing)

Cook aLv 5 / Remara, N, Lv 0 (wife Kesselag) [Phyton], Leather apron AC 9/9/10 HP: 3, meat cleaver (1d4+1 damage)

Children boy 8, 4 (Bunnigoz boys)

Horse, 2HD AC 7, bite 1d3 HP: 15

Wagon capacity 1 ½ tons, hold driver and helper.

The wagon is used to lug the waste carcasses to the dump. The wagon is always full of bugs and flies and is kept about 150 feet up north of the camp site due to the vermin and the stench. Carrying the remains away is not the most pleasant job but it does have to be done.

Kroten Road Square

The Kroten Road Square is a cobbled area in the middle of Kroten Highway used by traveling peddlers and craftsmen. Those with tents, wagons, carts and the like set up shop here. To use a place the prospective traveler must pay **3SP each month**. Obemo at #217 is the person to pay. A guard on patrol will tell new merchants what they have to do and will send that person to Obemo at once. Setting up shop without paying first sends the fee up to 5SP.

For those who read there is a sign next to Egalitin's cobbler shop (306) and another next to Obella's Public House (309) announcing the 3SP fee for setting up shop

on The Square. Most merchants arrive from the east or west along the Kroten Highway.

(326) Market Tent / Tinker

Repairs, tinsmith

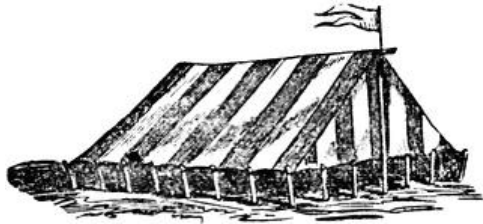
We try to fix anything you have

Master Tinker aLv 7 / Fighter Geel, NL, Lv 5 [Xerbo] s17 i15 w13 d15 cn15 ch16 HP: 40, **Studded Leather Armor +1** & shield (nearby) AC 4/5/6, Purse 44GP, 37SP, 82CP, 12 BT, long sword, dagger, hand ax (throwing)

Tinker aLv 5 / Fighter Hesko, N, Lv 4 [Bralm] s15 i15 w12 d13 cn14 ch13 HP: 32, studded leather armor & shield (nearby) AC 6/6/7, Purse 15GP, 80SP, 23CP, 12 BT., long sword, **Dagger +1**, long bow & 20 arrows.

Mule Stinker 3HD AC 7, bite 1d2, kick 1d6, HP: 23

Stinker is quite smart (for a donkey) and watches over the tent at night. He will bray at the top of his lungs if someone approaches the tent from the back side. He is tied to a ten foot rope and grazes around the back of the tent. He is friendly with women and children but avoids men in general save for Geel and Hesko of course.



Geel and Hesko travel with back packs and Stinker. They have their tent and their sleeping bags on Stinker's back, they carry their tools. They are wanderers in the true sense and are working their way from place to place to see what they can see. They got here from Pel Reltarma, and will travel to Bralmtown or Restendford next. They will pack up at 6PM and head out of town a mile or two and make camp for the night.) Geel and Hesko have been attacked on the roads before but they are sturdy fighters and Stinker will help them fight. They will try to protect Stinker and can release his burden with one yank of a rope so that they can escape. They don't want to lose their tent and other items but they will protect all three lives first (and that is why their tools are on their back).

Usually they get a few customers as soon as they set up their tent and a few more as word of mouth gives them business. This does taper off after 30 to 90 days, which is when they choose to wander again. While they are not bards they are both smart and observant so they can provide news and information to others. They will carry

small items to the next town. They will advertise their departure and offer to carry something (for a fee of course) and deliver it in the next town.

(327) Market Tent

Costume Jewelry, Charms & Polished Stones

Jeweler aLv 5 / Master Appraiser aLv 7 / Cleric Iggeeb, Gn, Lv 5 [Norebo], s10 i15 w16 d9 cn13 ch12 HP 17, chain mail AC 5/5/5 Purse 8GP, 12SP, 33CP, **+2 Mace +2**

Spells: Sanctuary *2, Cure Light Wounds *2, Command, Light, Hold Person, Know Alignment, Silence, Speak w Animals, Cause Blindness

War dog Fang, 2+2HD AC 6 bite 2d4+1 HP 13

War dog Scraps, 2+2HD AC 6 bite 2d4+1 HP 12

Fang and Scraps are well fed and well trained. If something even brushes against the tent they will growl. They lay next to Iggeeb as he shows jewelry to perspective customers.

There is a carpet on the ground of the tent (20GPV), small cloth covered table with a heavy (80lbs) solid iron case with a complex lock (-3% to pick). A Glyph of Warding for 10 points of electrical damage is on the first drawer of the six in the case.

Contents: Polished stones of various colors 85 @ 2SP each, 30 @ 3SP each, 8 @ 5SP each, Silver charms in various shapes 40 pieces valued from 1 to 4GP total value 120GPV, Gold charms in various shapes 20 pieces valued from 5 to 12GP total value 200GPV.

Under the rug an iron box has been buried under a flagstone that he took the time and trouble to remove. It contains seven larger gold jewellery pieces which Iggeeb shows only to special clients by appointment only. Usually wealthy ladies some of whom travel with guards are the buyers of his better merchandise. Gold Jewelry pieces, Necklaces with gems 400, 500, 700 and 1000 GPV, Gold Bracelets with gems 500, 700 and 2000GPV. The iron box is protected by a good lock and inside there is a Glyph of Warding for ten points of electrical damage. If someone does ask for better merchandise he will tell them to come back in an hour, he has to travel to where the merchandise is under guard lock and key. (Of course that is a lie. He just needs to get them out of the tent so he gets the flagstone up and pull the box out. The dogs will guard the front of the tent while he is getting the box. This takes him about five minutes.)

DM Note: 328, 329 and 330 are RELATED. Read all three locations before playing any one of them.

(328) Market Tent

Tobacco, Pipe Maker

Tobacconist aLv 6 / Thief Jeggel, NL, Lv 6, halfling [Brandobaris] s12 i16 w10 d17 cn9 ch12 HP 24, leather armor AC 5/8/8, Purse 54GP, 18SP, 33CP, **+1 Dagger +1**, four poisoned darts, **Ring of Spell Storing** (Mirror Images).

Poison: Dart tips are coated in a paralysis poison. If save vs paralysis is made the victim suffers -2 dexterity for 3d4 rounds, otherwise is held in place for 3d4+3 rounds. Elves add +3 to their save.

Ring: The ring can only be filled with Mirror Images and no other spell but any mage knowing the spell can put it into the ring. The spell will produce 1 image, 19% of the time, 2 or 3 images 50% of the time, and 4 images 31% of the time. The ring has a value of 2500GP.

Jeggel has 23 wooden humidors, 11 for sale and 12 with various leaf and ground tobaccos. He has them imported from the mainland; a few even come from the Amedo Jungle! They are valued at between 3GP and 12GP with the whole inventory being worth about 150GP. The humidors would sell for between 4 and 7GP. Jeggel has 18 pipes, 6 are personal (7 to 12GPV) and not for sale, but a dozen can be bought for 3 to 8GP each.

Jeggel is also a master carver (aLv 8) and he makes not only pipes and humidors but also small figurines and small toys that sell for 8 to 40SP each. He has an inventory of sixty small wooden items that have a value of 60GP.

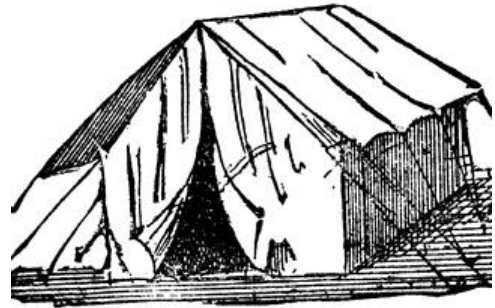
At the bottom of one humidor, with a false bottom, there are seven small gems packed in wool (so they do not make any noise if the humidor is shaken). The gems are worth 50, 50, 75, 75, 100, 100 and 200GP.

Jeggel likes to set up with other peddles and traveling merchants. He will quickly go around to other peddlers and assess who he thinks he can trust. He will try to set up next to such a person(s) if he possibly can. He knows Omarga and Keviles from a long stay in Sulward (Lordship of the Isles) and they are on very good terms. They trust one another to watch their goods. Usually one of them goes to an inn or tavern, buys food and brings it back while the other two watch. The one who goes buys for all three. They have all been here at least one full month.

Jeggel has a pony and small cart. The cart carries the humidors and tobacco, tent, a rug and his clothing. Jeggel's possessions have more bulk than weight, the whole weighing around a hundred pounds. The cart is

4x4 with two wheels. Jeggel often walks next to the pony and rarely rides the cart himself. If he does travel he prefers to be part of a group. He will not travel from town to town by himself. He traveled here from Restenford with Omarga and Keviles. Jeggel will seek out and kill, if he possibly can, anyone who harms his pony Jest.

Pony, 1+1HD AC 7, bite 1d2, HP: 8



(329) Market Wagon

Spice Dealer & Perfume Merchant

Spice Merchant aLv 7 / Thief Keviles, [Istus] NL, Lv 9 s10 i17 w15 d12 cn12 ch18 HP 27, **Leather Armor +2 & Cloak Of Protection +3** AC 3/3/3, **Dagger Of Venom, +2 scimitar +2**, (he will not pull the dagger unless seriously threatened), **Ring of Spell Storing** (Dimension Door / Lightning Bolt (6d6) / Polymorph Other)

Dagger: The dagger is coated with wyvern venom with enough poison for 3 hits in combat. Save vs. poison and suffer 2d8+3 hp damage, otherwise die.

Ring: The ring of spell storing is specific to these three spells only. They can be loaded one by one or all at once by a magic-user who knows the appropriate spell.

Keviles was born and raised in the Caliphate of Ekbir and is Bakluni. He speaks Bakluni, Keolandish, Furondese, Elvish, Goblin and Orcish. He is a true 'world' traveler having been to virtually every 'civilized' capital and large city on the Flanness.

He can tell stories of many lands and tell about what he has seen in his travels. He can be coaxed into playing his lute, telling tales and reciting poetry (in six different languages). He frequents Obella's Public House when he feels a desire to 'perform'.

His spice collection is quite diverse and expensive being valued at about 3000GP. He has a few bottles of perfume to sell to the ladies (and those who wish to impress a lady). He has fourteen one ounce bottles that sell for 4 to 16GP (the collection is worth about 150GP).

His best spices are in small locked drawers in an iron chest built into and attached to his wagon. Two of the drawers are trapped with poison needles that have wyvern venom on them (save vs poison or die – otherwise 2d8+3 damage from the strong poison).

Keviles has a sing-song voice and a 'strange' accent but he is an engaging personality and an excellent negotiator. He is also a master chef (aLv 10) and can cook an amazing feast of well prepared and spiced meats, pies, breads and cakes. He has a small brick oven that he can take apart and store when he moves from place to place.

Keviles is on excellent terms with Omarga the silk merchant and they have their wagon and cart back to back for mutual protection. They sleep in the same large tent.

Omarga introduced Keviles to Jeggel (328) back in Sulward over a year ago, and they have become friends. Keviles is eager to learn about a new race and questions Jeggel at length. Being a halfling Jeggel is more than willing to ramble on for twenty minutes per answer. Omarga takes these opportunities to sleep.

Horse Gevil, 2HD AC 7, bite 1d3, HP: 13 (Gevil is Bakluni for fart.)

(330) Market Wagon

Silk, Linen, Lace & Cotton Goods

Magic User Omarga, NL, LV 9, [Pelor] female s9 i17 w13 d15 cn12 ch17 HP 27, **Bracers of Defense AC 5, Brooch of Shielding AC 4/5/5**, Purse 43GP, **+1 Dagger +1**, 9 darts

Spells: Charm person, Enlarge, Magic Missile, Light, Mirror Image, Invisibility, Darkness 15'r, Lightning bolt, Phantasmal force, Dispel Magic, Fear, Dimension Door, Polymorph Self, Monster Summoning III

Book: Her book also has Read Magic, Mending, Write Unseen, Servant, Dancing Lights, Comprehend Languages / ESP, Pyrotechnics, Wizard Lock, Knock, Stinking Cloud / Explosive Runes, Clairvoyance, Infravision, Tongues / Fire trap, Fire Charm, Wall of Fire, Wizard Eye, Minor Globe of Invulnerability, Remove Curse / Passwall, Cone of Cold, Wall of Force and Teleport – GPV to a magic user 8000

Omarga's inventory includes bolts of fine silk cloth in color and patterns valued at 1200GP, a number of lace shawls, and decorative pieces that have a value of 600GP. The other bolts of linen and cotton cloth are valued at 300GP. She also sells needles, threads, buttons and thimbles (40GPV)

Her cart has a false bottom that contains items obtained on various adventures. Two Necklaces of gold and gems valued at 2000 and 3000GP, a Gold ring with a huge diamond valued at 2000GP, a black pearl necklace valued at 1000GP, 34PP, 345GP. The cart bottom is protected by a Magic Mouth and an Explosive Rune.

Omarga and Keviles are lovers and mutual guardians. They met some ten years ago in Keoland, fell in love and have traveled from place to place seeking adventure ever since. They share a tent which is up against their cart and wagon. It is heavy blue dragon hide inside and ordinary canvas outside. The tent saves at +2 to saves vs energy spells and diminishes lighting and electricity attacks by 2 points per die (value 1500GP). They have many expensive pillows and rugs (2000GPV).

Criosphinx Yeyeyega, 10HD AC 0, claw/claw/ram 2d4/2d4/3-18, HP: 64 (fly 24)

Yeyeyega's life was saved by Omarga and Keviles seven years ago and he has pledged to guard and protect them for eleven years. It takes two pounds of fresh meat a day to feed him. Very late at night one of them may take him out to hunt in the forest or just go out for a flight.

Omarga casts invisibility on him and after many speak with animal spells it is now calm and content to remain invisible for weeks on end. Both of them can now speak limited criosphinx so they can communicate with him directly. Yeyeyega has personal treasure which they keep in the tent under a rug on which he sleeps. 72GP, 330 SP, +2 Hammer +2, +2 Shield +2, Ring of Warmth.

Yeyeyega is large enough and powerful enough of a flyer to take Omarga or Keviles upon his back and still fly. With both of them on his back he could not fly for more than ten minutes but they could escape to the forest this way.

They pose as simple merchants but they are much more. They have already performed two burglaries of other merchants in Kroten and are looking for one or two more good jobs before moving on. They have met the Duke and both suspect he is sinister and dangerous, and part of them would love to see him deposed. While they might not do so directly, they would support efforts to attack the Duke or either of the Fanes! Of course they have to be approached with great care before such information could be found. They know Kroten quite well but have not entered the Fanes or the Castle (yet). Jeggel is not quite as adventurous as the two of them but if his goods were guarded he might go along for a romp in one of the Fanes.

(331) Market Cart & Lean-To

Hardtack, Salt Pork, & Cured Bacon

Butcher aLv 6 / Fighter Leggivar, GN, Lv 1 [Llerg] s13 i15 w12 d13 cn14 ch11 HP: 8, leather armor AC 8/8/8, Purse 4GP, 18SP, three hand axes (throwing), two daggers (throwing)

Leggivar will buy half of a single cow or a full pig. He will dry and cure the meat over the course of three days and produce a quantity of sausage, hardtack, cured bacon and salt pork. Preserved meat is placed in small wax sealed pots (which he buys locally). He can take his 4 to 6GP ½ a cow investment and turn it into about 12 to 16GP of product. A pig costing 2 to 4 GP can produce 5 to 8GP of product. He sells most of what he produces. If a large herd (20 or more head arrive at the pens) comes to town he will help butcher a few cows and will get to keep about 20% of the meat. That can be quite profitable (in a small way) since he does not have to buy the animal. He does regret having to pay 3SP a month for his spot in the square but he has been doing so for over a year.

Leggivar simply can't afford a business in town. He has managed to buy a cart which he sleeps under most nights. There is room in the cart on a wet night but it is quite cramped and he wakes up in the morning with terrible cramps and pains – but at least it's warmer and he's dry.

Leggivar is brother to Roggel, the blacksmith (#332).

(332) Market Cart & Lean-To

Blacksmith, Horses Shod, Armor & Shield Repair

Craftsman aLv 6 / Fighter Roggel, NL, Lv 3 (Leggivar's brother –Butcher), [Llerg] s1851 i13 w16 d13 cn16 ch13 HP: 43, chain mail with breast plate & shield AC 3/3/5, +2 **hammer** +2, heavy crossbow (16 bolts)

Roggel has a similar problem to that of his brother Leggivar (331), he can't afford a place of his own and so he works out of a cart. His cart is bit larger than his brother so he can sleep in it each night. Leggivar is quite a good blacksmith and he can make and repair a number of metal objects. He also can shoe a horse. He has a small oven as well as good anvil. His brother will help him with the bellows on occasion and he will return the favor when Leggivar has a cow or pig to slaughter and preserve.

Roggel has had his cart here for just over two years. The two brothers are trying to save their coins so that they could buy a building of their own. They have a stash or 105GP with Ursussdire (150) a priest of their faith.

Farm Way

(333) Hall of Darkness

32x40 with pen

Sign on the door, written in Hobgoblin:

**Pointed Ears, Long Beards,
and Hairy Feet enter at your peril**

The building is made of stones that somehow fit together but don't "look quite right". The nine windows are irregular in shape and have iron bars build into them that for the letter "X". A piece of hide is above and can drop to cover each window but usually the windows are open to the outside light. The inside of the main room has two hearths also of strangely laid stones. The floor is irregular in height but serviceable and solid. There are no tables per se' just nine large boulders with roughly flat tops. Around these boulders are smaller rocks and/or some rough benches. The main room has a few glass chimney protected six hour candles (one of the few things from "the shaved faces" (humans) that is in the building. Five or six candles are lit at night and sometimes the room has only the hearths as a source of light. On Godsdays all light is out in the room and only infravision will allow patrons to see one another.

Mugs used for drinking ale and beer are made of iron and most have some rust (which adds to the flavor). Ale is 1SP and Beer 5CP. Hobgoblins also use Iron Cubes as money. No one else accepts these "coins". An Iron Cube is ¾ of an inch per side and usually well made. The die has pips on it One, Three, Nine, Thirteen, Seventeen and None. They are used in a game the hobgoblins play. One die is rolled by two hobgoblins and the most pips win the pot. The exceptional hobgoblins use two dice (but not all of them can add together the two quantities of pips so they usually avoid the problem by playing with only one die. An Iron Cube, to them, is worth 2CP and a BP, so 2 CUBES would buy a beer.

Hobgoblins from around the town gather here to drink and carouse. The hobgoblin "ladies of the evening" are here to "entertain" guests with CUBES. Their baritone singing can be heard till midnight many nights. At midnight however they fall silent and observe a full turn (ten minutes) of silence in reverence to Maglubiyet.

Sometimes there is meat to eat but not always. Hobgoblins prefer a fresh kill which they eat raw. The animal is brought into the common room and slaughtered there. The bones and waste is tossed into a large barrel which is driven toward Asmogorgon once a

week and dumped about a mile out of town. Scavengers await the delivery!

There are two other rooms where the keepers of this place reside. Those rooms have pallets covered in hide and a stone is used as a pillow. Each pallet has a strong box next to it that is chained to the wall. The boxes have remarkably good locks on them.

Keeper Kesmeshikak, Hobgoblin, 3+3 HD, s17 i9 w11 d13 cn17 ch4, HP: 29, **Splinted Mail +1 & Shield +1** AC 1/1/3, Purse 6GP, 20SP, 13 Cubes, **+1 Flail +1**, dagger

Shaman Lv 5 / Kevmubegget, Hobgoblin, 3+3 HD, s16 i10 w15 d11 cn13 ch 2, HP: 27, splinted mail & shield AC 3/3/4, Purse 7GP, 3SP, 17 Cubes, **+1/+3 Mace +1 /+3 vs demi-humans** §

Spells: Cure Light Wounds, Darkness *2, Curse, Cause Light Wounds, Augury, Silence, Know Alignment, Chant, Cause Disease

On the night of the full moon (either moon) Kevmubegget will hold a brief service here honoring their god. If they can sacrifice a demi-human for such a service so much the better. The body of the victim would be deposited outside of town with the animal waste.

Kezzmabarkak, Hobgoblin leader 2+2 HD, HP: 17, splinted mail & shield AC 3/3/4, Purse 5GP, 20SP, 11 Cubes, halberd, mace

Mule, 3HD AC 7, bite 1d2, kick 1d6, HP: 22

Hobgoblins do not like mule meat which keeps the mule alive. If a hobgoblin commits some offense (by hobgoblin standards) common punishments are being kicked by the mule. More extreme punishments are a bit grotesque and there is always beheading for extreme cases.

There is a cart that can hold two large barrels. The barrels are sealed as they leave town or the stench would cause people passing by to faint.

(334) Entertainer

Harpist & Singer

28x28

The building is well made and well maintained. It has a door facing Farm Way and another on the north side. Two large 15x35 windows with stained glass are on the south side and two 10x14 windows on the east and west side. The side windows open by swinging into the room while the front windows do not open. There are two rooms, a common room with a hearth, table and chairs, comfortable large chair and side table and two book cases (all furniture in the common room is worth 200GP). The

book case has 50 books that discuss spells, gestures, spell research and material components in great detail. To a magic user this is interesting material, to anyone else it is drivel. A magic user would pay 30 to 70GP per book, someone else would not buy them except for show (they are all leather bound).

The bedroom has a chest of four drawers that is of master cabinet quality (250GPV). The bed has four posts and a decorative dome (200GPV). Willenlamerarantir's book is on an open lectern. A gem hangs over the book by a thread (250GPV). Willen casts Light or Continual Light on the gem when he's ready to read his book.

Book: Affect Normal Fires, Charm Person, Dancing Lights, Detect Magic, Feather Fall, Find Familiar, Identify, Light, Magic Missile, Read Magic, Shield, Ventriloquism, Sleep, Continual Light, Forget, Invisibility, Knock, Magic Mouth, Stinking Cloud, Strength, Wizard Lock, Clairvoyance, Clairaudience, Explosive Runes, Fireball, Fly, Leomund's Tiny Hut, Protection from Evil 10'r, Tongues, Confusion, Fear, Ice Storm, Monster Summoning II, Polymorph Self

There are two well-crafted and painted statues of Weejas and Lydia on a shrine along the north wall of the common room. They are worth 100GPV each and weight 80lbs each.

Master Harpist aLv 10/ Magic user Willenlamerarantir, NL ½ elf Lv 7, [Weejas/Lydia] s11 i17 w12 d16 cn11 ch16 HP: 20, **Bracers of Defense AC5** AC 3/5/5, Purse 17GP, 27SP, **+1 Quarter Staff of Flying +1** §(15 charges), **Potion of Healing** (usually not carried), Cache (in secret compartment in chest of drawers) 45PP, Rubies: 500, 300, 100 100GPV

Spells: Charm Person, Light, Magic Missile, Ventriloquism, Invisibility, Stinking Cloud, Continual Light, Fireball, Clairvoyance, Polymorph Self.

Vocalist aLv 8/ Magic user Jellimara, NL, Lv 4 (Willenlamerarantir's wife), [Lydia] s8 i16 w13 d15 cn11 ch14 HP: 11, no armor AC 9/10/10, Purse 5GP, 31SP, 13 CP, 22 BT, 3BP, dagger

Spells: Light, Shield, Magic Missile, Invisibility, Stinking Cloud

Singer aLv 5 / Harpist aLv 4 / Magic user Willimara, Lv 2 (daughter) 1/4 elf, [Lydia] s11 i15 w11 d15 cn14 ch12, HP: 7, No Armor AC 9/10/10, Purse 12GP, 13SP, 8CP, 20 BT, 7BP, dagger

Spells: Shield, Sleep

They perform at Obella's Public House, at festivals and during some religious services. They tried to perform at a

few of the taverns in the South Village but the comments on their music were well beyond vulgar and defaming. Some of the comments caused poor Willimara to turn blue and actually faint! The clamor and swearing and comparison to a "broad with a broom up her ass" was just too much! Willenlamerarantir was on the verge of casting Fire Ball on the audience and that would have been most unfortunate since the resulting conflagration would have burned Willimara up as well! "It's bad enough having a whore house down the block you have to take us one where the men are getting drunk!" was Jellimara's comment. Willenlamerarantir has to stifle a smile as he realized how prim his wife and daughter had become. "Yes dear. We'll never set foot in this place again."

(335) Poulterer

30x18 wing 16x16 and Pen

The house is awash in chicken feathers and the sound at some hours is quite intense. There are three doors all of which don't lock and creak loudly. The four small windows have outside shutters and nothing else. The furniture has seen better days. All three rooms are cramped, smelly and dirty. The kind of place where you might not even be willing to take a piss inside.



Kemarkal has 4 roosters, 80 +/- 40 egg laying chickens. Sells eggs and the chickens. He will slaughter and clean a chicken for an extra CP. Chickens sell for 3 or 4CP. Eggs 3CP a dozen. His clothing is caked with dried blood and he wreaks something awful. Peggla is a step above the family and turns tricks at the House of Ill Repute down the street.

Fighter Kemarkal N, Lv 1 [Llery] s14 i10 w10 d13 cn12 ch8 HP: 7, leather armor AC 8/8/8, Purse 34SP, 82CP, short sword, meat cleaver (2d4+1 base damage)

Olliba, N, Lv 0 (wife) [Llery] s9 i11 w10 d11 cn11 ch13 HP: 4, no armor AC 10/10/10, Purse 4SP, 77CP, knife

Woman at Arms Bobolockima, N, Lv 1-1 [Phyton] (daughter), s12 i13 w16 d15 cn11 ch18 HP: 4, leather armor AC 7/8/8, Quarter Staff, 3 darts

Peggla, Nc, Lv 0 [Phyton] s10 i11 w12 d11 cn13 ch14 HP: 3, no armor, Purse 22SP, 18CP, 2 BT, 7BP, knife

Kemarkal has witnessed things at the shrine of Kord more than once, when some fool tries to rob the poor fund in the copper pot. He will tell someone about it for 2CP.

(336) Shrine of Kord

36x36 & shed

See Oppreel and Abreedee Estate (236) for details on the chief clergy.

Cleric (Fighter) Oppreel, Gc LV 7 (5)[Kord] see estate

Oppreel and / or Abreedee might come at any time during the day on any day (10% chance).

They will ALWAYS be there for Kord's service at Noon on Godsdag. The service is quite brief and amounts to little more than "Hail Kord" chanted a few times and shouting some vocal prayers said by the congregation all at once! The din and clamor is loud for about five minutes. (Excessive praying is NEVER responded to except by a few jabs from fellow worshipers who usually just want to go back to eating, sleeping, drinking or carousing.)

One of Kord's chief minions is 7% likely to pick someone from the crowd and actually listen to what the person is saying. Then depending, on how heroic it is, the minion might appear in front of the petitioner! If that happens he will touch the petitioner and both will vanish to Gladsheim where the minion, usually a Movanic Deva will listen in great detail often questioning the person. If the person reappears from a cloudless sky and drops from a height of 20 feet or more it did not go too well. Otherwise the person will reappear at feet of the Kord statue. He/she will be surrounded by a sphere of light that turns from red to blue to pure white and then vanishes. He/she got what they wanted.

Cleric Abreedee, Gc, Lv 5 female (Oppreel's wife) [Kord] see estate 236

Cleric Keppus, GC, Lv 2 [Kord] s15 i11 w15 d14 cn15 ch 5, HP: 11, leather armor AC 8/8/8, Purse 7GP, 8SP, flail

Spells: Cure Light Wounds, Light, Bless, Detect Magic, Create Water

Cleric Oggus, Gc, Lv 2 [Kord] s16 i10 w15 d11 cn14 ch9, HP: 10, leather armor AC 8/8/8, Two handed battle axe (base damage 1d8+1)

Spells: Fear Touch, Cure Light Wounds, Detect Magic, Command, Light

Keppus and Oggus live two bedrooms under the shrine.

The Shrine

A series of large marble slabs form an irregular ziggurat on top of which there is a marble altar. Four 20 stair staircases lead to the altar from the four corners of the ziggurat. On the altar is a statue of Kord carved out of marble. He bears a large two handed war hammer and wears a girdle of animal hide. The top of the ziggurat is 10 feet off the ground with the round altar rising 4 more feet. His statue is seven feet tall and faces west.

There are 8 randomly spaced stone benches (that can seat three comfortably and up to five with some tightness) facing the altar.

A staircase (on the north face) leads down under the shrine. At the base of the stair there is a short corridor that has two doors at the end of it. There are two rooms in the basement where the two clerics who reside there sleep and work. The first layer of the Ziggurat has four 10x10 windows filled with thick solid red glass. The windows allow red daylight to enter the lower rooms. The light comes in through the ceilings of the two bedrooms. The rooms contain beds, a table and two chairs, a chest for possessions and little else. There are three war hammers hung near the door of each room.

One of the two minor clerics is always at hand if one of the chief clergy is not present.

A copper collection pot is on a small iron stand just to the left of the feet of Kord. A person who offers a prayer to Kord (which is done by coming up to the altar and looking directly up at the god) is expected to leave a token payment in the pot (from 1 to 40CP as appropriate).

As a person approaches the altar (whether he uses the one of the four stair cases or climbs up the ziggurat) a transparent animation of a fighter in chain and tunic appears. His sword is in his sheath. He opens his purse, places coins in the pot, then walks to the altar, looks up at the god, and holding his hands wide speaks something. After a minute the animation appears again. If the real person approaches the altar without putting coins in the pot the figure will appear again and block his/her approach. The animation has no powers whatsoever and can be walked through without any problem. The clergy of Kord can walk up without the animation appearing.

While the pot appears unguarded there is a 45% chance that a guardian will appear if the pot is robbed.

Guardian: Giant Gorilla, 6+6HD AC 0, Strength 19, claw /claw/bite 6-12/6-12/1d8, Rend (if both hands grab) 12 -24 additional damage. This magical gorilla is not affected by

charms or holds or mind influencing spells including Fear. HP: 54. Xp value: 2400. If the gorilla wins it will take the person's purse, dump it into the copper pot, and then vanish.

If the Gorilla is killed there is a 50% chance two more will appear to avenge the first one! If both are killed there is a 30% chance that Kord will send a Deva to make things right because by then he might have noticed himself (7% likely)!

(337) Tavern of the Green Light

L shape 50x60

Note: Green Light is a vague reference to colors preferred by Olidammara's clergy

The tavern's central great room is 30x30 and facing west. There is a large door painted green which has a laughing mask painted in gold in its center. The door is solid, locked and barred at night. The great room has six small 8x8 windows high up on the wall (6 feet) where they do provide some daylight. The large hearth on the west wall provides most of the light accompanied by six small lamps, one each at the six large rectangular tables that seat twelve people on either side. The bar is on the east side of the room and doors to the kitchen and south wing are behind it. The ceiling is high and vaulted. A small stage is on the north wall for those brave enough to sing or play for the highly rowdy crowd of drunks.

There are three game boards and cubes for Eighty One on a shelf along the wall.



The south wing has six bedrooms, one for each worker-owner of the tavern. Kessengarla sleeps with Nebuckus. The rooms are small but the beds comfortable. There is just room for a chest, table and two chairs and an upright wardrobe. The clothing they possess is of good quality and each has at least one garment suitable for court (45 to 85GPV). While not always in attendance at court one or more of them will show up occasionally. They are usually welcome.

Fighter ZrLeekus, Nc, Lv 3 [Olidammara] s17 i16 w7 d7 cn16 ch17 HP: 20, leather armor & shield AC 7/7/8, Purse

15GP, broad sword & dagger, Stash: 54GP hidden in the wardrobe's false bottom.

Cleric Kevel, Nc, Lv 2 [Olidammara] s13 i8 w16 d12 cn12 ch8 HP: 11, leather armor & shield AC 7/7/8, Purse 13GP, broad sword & dagger. Dresses in a brown robe over leather armor.

Spells: Cure Light Wounds, Light, Command, Darkness, Bless

His room also has a small statue of Olidammara. The correct obeisance when passing the statue is to laugh at it. (Some people have no sense of how to worship a god.)

Fighter Ojagal, N Lv 1 [Istus] s15 i9 w12 d15 cn16 ch12 HP: 8, leather armor & shield AC 6/7/8 Purse 3GP, 22SP, broad sword and throwing dagger, Stash: Ruby 25GPV in his boot heel

Thief Ebbusskai, Nc, Lv 6 [Olidammara] s10 i16 w6 d17 cn8 ch9 HP: 23, leather armor & **Ring of Protection +2** AC 3/6/6, Purse 44GP, Broad Sword and three throwing daggers, Stash: 3PP, 44GP in the bed's headboard there is a small compartment, which is now full.

Thief Kessengarla, N, Lv 4 [Istus] female s11 i15 w13 d16 cn13 ch17 HP: 17, leather armor AC 6/8/8, Purse 3PP, 4GP, 22SP, Gem 10 10 10, four throwing daggers that can be used well hand to hand, Stash: Necklace of yellow sapphires (200GPV) which she wears under her tunic. She does not trust any of her 'comrades' enough to hide it somewhere.

Thief Leggavardi, N, Lv 2 [Istus] s10 i15 w13 d16 cn12 ch4 HP: 13, leather armor AC 6/8/8, Purse 14GP, 8SP, dagger, sling and 18 bullets

Fighter/Magic User/Thief Nebuckus, Nc, Lv 4/4/4 [Olidammara] half elf, s16 i16 w9 d15 cn10 ch 8, HP: 16, leather armor & **Ring of Protection +1** AC 6/7/7, Purse 3GP, 22SP, His door is Wizard Locked. Stash: 37GP, Rubies: 100, 100, 50

Spells: Sleep, Magic Missile, Light, Invisible, Web

Book: Read Magic, Identify, Detect Magic, Sleep, Feather Fall, Magic Missile, Light, Tensor's Floating Disk, Invisibility, Web, Stinking Cloud, Strength, Wizard Lock

This is an odd combination of travelers who arrived by ship in Bralmtan four years ago and moved directly to Kroten. They had the gold to buy this tavern outright. They seemed a bit jittery at first but after a year they settled into the community. They all have a slight accent that no one can quite place. As a group they function well but alone they make mistakes due to impulsiveness,

stupidity or clumsiness. ZrLeekus is forever dropping glasses for example.

They have a major stash of gold hidden in the rafters of the main room. One of the rafters has been fortified with an iron bar so that it could be hollowed out and covered with a secret opening. Inside are 79PP, Diamonds: 1000, 750, 500, 500, 500, 8x 200.

That stash is owned equally by all of them.

(338) Tavern of Mountains & Valleys

23x52

The building is not quite as tall as the others in town. There are two front doors, one is 5'3 inches tall and next to it is an oval one that is 4 x 3 feet and swings into the building on long complex iron hinges. Both have good locks and can be barred from inside. There are ten oval windows that are 2 ½ x 1 ½ feet. They have iron bars in the frame that form an "X" to prevent anyone from going in or out that way. The oval windows have shutters on the inside. The windows themselves hinge on the side and have a large hook to keep them closed.

On the front door is the sign

Most Are Welcome

The main room is 23 x 30 and has the kitchen break off as an 18 x18 wing on the north side. The room has four pillars down the center of the room and low hanging beams that are only 5'4 off from the stone floor. There is a 45 degree slanted ceiling and that is where the three lamps are suspended by chains that tie off to the south wall. They burn scented oil that has a mild lilac aroma. The room is rather dark as the hearth is small and only burns one log at a time. Eight circular rooms are present with six chairs around each. The chairs are made for people who are 5'2 or shorter.

There is a game of Eighty One on the circular tables.

The bar serves pints of beer for 6CP and ale for 1:2 SP. No wine is sold. They have mead at 6SP a pint. The tavern sells fresh bread and butter for 1SP a loaf with 1/4 pound of butter, but no meat or cheese. Bringing in food is acceptable.

The tavern caters to dwarves, gnomes and halflings and elves are admitted – usually. Humans will not be refused entry but they will find it hard to get any one's attention unless they are with a demi-human. A humanoid is not allowed to enter.

The building has six bedrooms, Opooli has one, Peglar and Osdar share one and Ottuss and Postellawego a third. The other three rooms are available for demi-

humans only. Too bad if you don't like it. Prices are 3SP a night but 16SP a week, in advance. All bedrooms have an oval window with Iron X cross bars and inside shutters.

The beds are comfortable if you are 5'6 or shorter. Taller will be cramped. There is a chest and a chest of drawers in each room. Of course they all have rugs on the floor; any civilized bedroom has a rug on the floor.

Fighter Opooli, Ng, Lv 4 dwarf [Vergadain] s16 i15 w12 d11 cn17 ch14 HP: 41, **Chain Mail +2** & shield AC2/2/3, Purse 44GP, 33SP, **+1 Battle Axe, Hand Ax +1** (throwing), Stash: 170GP, hidden under loose floor board

Thief Peglar, NL, Lv 5 dwarf [Vergadain] s13 i13 w12 d16 cn14 ch9 HP: 20, leather armor AC 6/8/8, Purse 14GP, four throwing daggers, **Magical Lock Picks** (+7% to pick a lock but even with the magic 00 or 'higher' on d% is still failure to pick the lock), **Boots of Levitation**, Stash: 13GP

Thief Osdar, NL, Lv 4 dwarf [Vergadain] s10 i13 w11 d15 cn13 ch9 HP: 14, leather armor AC 7/8/8, Purse 4GP, 22SP, three Throwing Daggers, Hand axe, Stash: 34GP, 38SP, 120CP

Fighter Ottuss, Ng, Lv 2 gnome [Segojan Earthcaller] s16 i10 w10 d15 cn12 ch11 HP: 14, chain mail AC 4/5/5, Purse 13GP, full size battle axe that he uses two handed, three daggers (throwing), Stash: 20GP

Illusionist Postellawego, NL(g), Lv 3 [Segojan Earthcaller] s11 i16 w9 d16 cn12 ch8, HP: 9, **Ring of Protection +1** AC 7/9/9, Purse 5GP, 20SP, **Ring of Shocking Grasp** (1d8+2 damage per touch, no save)(the Ring can be used for a total of seven hits in one day.) If it uses all seven hits in one day the wearer must go outside during a thunder and lightning storm or have a magic user put at least one Shocking Grasp spell into ring. If that is done the ring will recharge itself in 24 hours. If all seven hits do not happen in one 24 hour period then the ring will recharge at one 'hit' every four hours. 4500GPV, dagger

Spells: Change Self, Phantasmal Force, Blindness

Book: Light, Wall of fog, Detect Invisibility, Change Self, Darkness, Phantasmal Force, Detect Magic, Hypnotic Pattern, Magic Mouth, Misdirection, Blindness

(339) Teamster

60x40 and barn

The building is in good repair. New 20x40 sliding pane windows have just been installed by Wendello the Dwarf carpenter (#305) along the south side of the house. The north side's four windows are being replaced soon, so activity will start any day. They will be one of the first in

town with this kind of window. Jorber didn't care but his wife wanted then and nagged him for over a year to get the job done.

The front door is solid and has a good lock. The back door is barred from inside. There is a 40x25 front common room with a large hearth, two tables and six chairs around each. Two large padded chairs with a table between them on a Keoland red rug occupy the middle of the room. The south side of the room has a book shelf with 20 beautiful books with leather bindings and gold trim. (They are for show, only Orbus reads and writes but he is teaching Jorber and Kevv. The books describe travels up and down the roads of Lendore Island as well as incidents along those roads. Two are just accounts of the costs and rewards of moving things back and forth. They cover years 573-574 and 575-576. The 577 journal is on a desk in front of the south window. The whole of all of these furnishings and furniture is easily worth 1800GP.

The rest of the house has four bedrooms: Jorber and Olivegma, Kevv, Orbus and Iglvarkel each have one. Pezzka and Eggla (Kevv's sons) live in the barn

Jorber and Korpus (across the street) usually seek jobs where they can travel together providing more security for both wagons. They have regular runs to the towns of Restenford and Bralmtun. Sometimes they go to Phaulkonville and Jarla

Fighter Jorber, NL, Lv 6 [Norebo] s14 i16 w15 1d12 cn13 ch 15 HP: 40, chain mail & shield AC 4/4/5, Purse 11GP, 18SP, 20CP, **+1 Long Sword +1 / +3 vs orcs**, long bow (24 arrows)

Fighter Kevv, N, Lv 5 [Llery] s17 i12 w13 d16 cn12 ch11 HP: 34, chain mail & shield AC 2/4/5, Purse 15GP, 22SP, **+2 War Hammer +2**, four hand axes (throwing), **Boots of Elvenkind**

Cleric Orbus, Ng, Lv 5 [Phaulkon] s10 i13 w16 1d12 cn14 ch12 HP: 27, **Chain Mail +1 & Shield +1** AC 2/2/4, Purse 15GP, 18SP, **+1 Mace +1**, two hammers, Stash: 347GP

Spells: Bless, Command, Cure Light Wounds *2, Light, Hold Person *2, Spiritual Hammer, Silence, Augury, Prayer

Thief Iglvarkel, NL, Lv 7 [Norebo], s10 i16 w10 d16 cn16 ch 9 HP: 27, leather armor AC 6/8/8, **Short Sword +1**, sling with 24 sling bullets, **Cloak of Elvenkind**

Olivegma, N, Lv 0 (Jorber's wife)

Jorber, Kevv, Orbus and Iglvarkel adventured together for sixteen years in the Suss Forest, Welkwood and Kron Hills. They are all from Safeton originally. Kevv had married and had two sons during their adventuring and she convinced him that the Wild Coast was no place to

raise young boys. Also they lost some interest when their 5th companion, Gellevan their magic user, was stoned to death by a Hill Giant.

They took ship six years ago through the Woolly Bay, down to Irongate and then to Lendore Isle. They have had some adventures in the Phytal Woods and Barrier Mountains and survived them all. For the last four years they have stayed with their teamster business since all of them are pushing 45 and that is the beginning of the downside for adventuring.

Pezzka has come with them on travels this year and Eggla is eager to begin. Olivegma would like them to say home. She can't seem to accept the fact that their business is about traveling from place to place with merchandise, with its obvious risks. While they make good money from their travels, they have been ambushed more than once.

Barn

The boys sleep in the loft of the barn where two rooms have been made for them. They groom and feed the horses and exercise them a couple of times a week. They earn some extra silver by doing the same functions for Korpus' horses.

Man@Arms Pezzka, N, Lv 1-1 (Kevv's son 17yo) s15 i12 w9 d13 cn15 ch12 HP: 6, leather armor & shield AC 7/7/8, Purse 3GP, 22CP, 2 BT, 7BP, long sword, long bow and 18 arrows

Man@Arms Eggla, N, Lv 1-1 (Kevv's son 14yo) s16 i13 w10 d15 cn11 ch13 HP: 7, leather armor AC 7/8/8, Purse 31SP, 22CP, 8 BT, 16BP, long sword, long bow and 18 arrows

Team of four Draft Horses, 3HD AC 7, bite 1d2, HP: 22, 21, 19, 17

Medium War Horse, 2+2HD, Leather partial barding AC 6, bite 3, hoof/hoof 1d6/1d6 HP 16

Wagon Large (Two Ton Capacity 180GPV)

Wagon Medium (One ½ Ton Capacity 120GPV)

Wagon Small (One Ton Capacity 90GPV)

The large wagon needs all four horses fully loaded, the medium can go with a team of two but can hitch all four horses. The small wagon can be pulled by one or two horses.

Jorber or Kevv may ride the war horse as a guard for the journey. Igvarkel usually travels by foot during some parts of the journey and on the back of the wagon otherwise.

(340) Teamster

38x60 and barn 20x40

The building has a main room and four bedrooms quite similar to Jorber's home across the street (8 16x20 windows with shutters and two solid doors with decent locks). Both were built in the same year and are only eight years old. Korpus does not have quite the quantity or quality of furnishings as his neighbor but he has invested over 800GP in furnishing the place.

Fighter Korpus, Cg, Lv 7 [Kord] s1814 i10 w10 d15 cn15 ch8 HP: 57, chain mail & **Shield +1** AC 2/3/5, battle axe, four throwing hand axes, three javelins, **Brooch of Shielding**

Fighter Levin, N, Lv 4 [Kord] s15 i11 w9 1d12 cn13 ch10 HP: 30, chain mail & shield AC 4/4/5, long sword and light crossbow (20 quarrels), **Potion of Healing** (two doses that cure d4+1 per quaff). The potion is to be used only if someone is knocked unconscious.

Fighter Meggla, Nc, Lv 2 [Kord] s16 i10 w10 d16 cn16 ch7 HP: 17, studded leather armor & shield AC 4/6/7, long sword, four javelins, three throwing daggers

Barn

Pezzka and Eggla (#339) help groom the horses and care for them for 2SP a week.

Team of four Draft Horses, 3HD AC 7, bite 1d2, HP: 24, 19, 18, 12

Medium War Horse, 2+2HD, Leather partial barding AC 6, bite 3, hoof/hoof 1d6/1d6 HP 17

Wagon Large (3 Ton capacity 210GPV)

Wagon Medium (1 ¾ Ton capacity 105GPV)

The large wagon needs all four horses fully loaded, the medium can go with a team of two but can hitch all four horses. Korpus or Levin ride the war horse near the wagon. Korpus is more willing to take a trip alone than his fellow teamster Jorber (#339). He will seek a trip that they can both go on, since two guarded wagons make them both more secure, but if has to he will go alone. He has had some very narrow scrapes and only his fighting ability has saved his crew, his wagon and his horses.

While Levin and Meggla are typical brave and foolhardy worshipers of Kord they would like to have a cleric along on every journey, but once Korpus makes up his mind he refuses to change it.

(341) Weaver & Dress Maker

40x60

A Wendello Home

The building has a stone floor and half of the building's walls are made of stone. The windows are 15x30 and have sliding panes of glass that both go up and down! The upper pane has stained glass and lower clear glass. The shutters on each window are beautifully decorated and painted. The oversized front door has a curved top, an excellent lock (-4% to pick) and can be barred from inside. The center section of the building is the work and show room. There is a loom, work tables, many needles of various types, skeins of bright colored wool and cotton and many bobbins of thread. Vats for dying and various dyes are on shelves along one wall.



A kitchen and dining room are on the south side of the building and two bedrooms on the north side. The hearth is in the workroom where they make their meals during non-business hours.

The building was commissioned by Obus' (now deceased) husband, Claudar, two years ago. It took most of their savings to do it. Strangely she would have been content with their old home and business but he wanted something better. He was a master tailor. Together they dressed almost all of the important people in town. They even made garments for the Duke himself.

Obus makes items of lamb's wool that are very soft and fine. They fetch very good prices (long scarves in rich colors 4 to 7GP, tunics in a variety of colors 3 to 8GP, blankets for 5 to 12GP and quilts for 10 to 30GP) She will make custom made items as well.

Master Weaver aLv 8/ Master dyer aLv 7 / Seamstress aLv 7 Cleric *Obus* Lv 5, Gn, female [Lydia] s12 i13 w17 d13 cn13 ch16 HP: 30, leather armor & shield AC 7/7/8, Purse 54GP, +1 **Mace, Hammer** +1

Spells: Cure Light Wounds *3, Light, Darkness, Hold Person, Augury, Silence, Know Alignment, Spiritual Hammer, Create Food & Water

Weaver aLv 5/ dyer aLv 5/ Woman@Arms, Gn, Okell (daughter 17yo), [Lydia] s12 i12 w13 d14 cn12 ch18 HP: 6, leather armor AC 8/8/8, Purse 15GP, 22SP, 18CP, short sword, dagger

(342) Shack

12x12

Beggar aLv 7 / Thief Kebbar, Ne, Lv 8 [Norebo] s8 i17 w13 d16* cn13 ch 13 HP: 27, Leather under tatters AC 6/8/8, pocket 3CP, 8 BT, 16BP, three throwing daggers, +3 **Dagger of Wounding** +3 §

Note: Beggars do have a hierarchy, though it may not be as formal as other traditions.

*Kebbar is missing his left arm, an unfortunate incident with a black dragon. He is still agile with his right hand but some abilities are clearly no longer possible, like climbing a wall.

Kebbar's shack is in dreadful outer repair but the inside is quite nice. His goods are not the best except for a few deals here and there (his feather pillows, 5GPV each, wool hand made blanket 12GPV, inlaid table of seven varieties of wood, 120GPV, for examples). Kebbar keeps his ear to the ground and knows a great deal about the District and the people in it.

Kebbar has become lazy and overweight in the years since the loss of his arm. If he gets 10 to 20CP in a day he is content to buy some bread and cheese and call it a day.

Occasionally he will attempt a robbery late at night if he spots someone staggering alone. He will go out about midnight and lie in wait in deep shadows or in the cover of trees or bushes. He will strike quickly from behind using the pommel of a dagger. He only employs the **Dagger of Wounding** if the initial attack is a failure and he needs to end the fight quickly before guards show up. While he regrets leaving someone laying in the street bleeding to death, he manages to get over the remorse in a day or two. He is the one who killed Claudar (#341) two years ago, leaving him in the street to bleed out. When he learned who he had killed his remorse lasted two days instead of the usual one.

(343) Shack

14x14

Istarbin's shack is a wreck. There is not much point in locking the door even if it could be locked. There is nothing of value. He sleeps on the floor huddled in a threadbare blanket. There is a table and one chair that creaks under his weight. He does have an old military

tunic from Keoland where he was a leader of 200 men. He has almost sold it a few times (2SPV) but it is one memory he can't part with. Istarbin is honest and loyal if you can keep him sober.

Army Captain aLv 9 /Fighter Istarbin , NL, Lv 7 [Osprem] s17 i15 w7 d14 cn15 ch10 HP 33, leather armor AC 8/8/8 Purse 3-24CP, short sword, dagger

Istarbin has fallen on bitter and hard times due mainly to his excessive drinking. He can't seem to stay away from grog, ale, beer or porter. While a bright articulate man when he's sober he is often found drunk and passed out alongside of the road. He does odd jobs far below his station to get copper. He is not a thief or a beggar, however. He cannot sink to that level, at least not yet. He has a tattoo on his left forearm that says "Fidelity, Loyalty and Honor" in Keolandish. This tattoo is traditionally given to Lieutenants and higher rank in Army of Keoland. It will mark him as a "hero – 4th level" or higher.

If someone finds him and gets him sober they will find an ally. But they can't let him drink. Neutralize Poison followed by a Cure Light Wounds (for good measure), a bath and some clean clothing will help snap him out of it. He is 40% likely to try to get booze again. He will not become violent but he will try to sneak away for a beer or ale. If he has one he will keep drinking till he passes out or runs out of money. He has enough pride and brains to not sell his weapons and leather – but he has been tempted.

If he stays clean and sober for a full week and is treated with some dignity he will stay clean. He can then become a henchman as he will be grateful for the help and will pledge his sword to his benefactor(s). All you have to do is feed him.

He is proficient with a long bow, long sword, flail and heavy crossbow.

(344) Shack

14x14

Their home, such as it is, is in poor repair though they did whitewash it recently. Inside the furnishing is cheap and damaged, but it is clean. They have a few copper pieces at all times and there is always something to eat.

Keindex, N, Lv0 [Norebo] s10 i9 w9 1d12 cn11 ch8 HP 3, No armor, Purse 3-30 CP, 2-24 BP, Knife

Obema, N, Lv 0 wife [Norebo] s9 i10 w8 d11 cn10 ch9 HP 3, No armor, Purse 2-12 CP, 2-24 BP, Knife

Korvin, N, Lv 0 (son 17yo) [Norebo] s11 i10 w10 1d12 cn11 ch10 HP 4, No armor, Purse 2d10CP, 3d4BP, dagger

Lester, N, Lv 0 (son 15yo) [Norebo] s15 i12 w16 d13 cn16 ch13 HP 6, No armor, Purse 3-36CP, 4-16BP, Knife

This is just a poor family that can't seem to make ends meet. They are honest but woebegone. To hear them talk about it, the world is most certainly out to get them and oppresses them at every opportunity. All four of them beg for copper, they can't seem to raise themselves up to really work at something.

Lester could be saved if he could be pulled away from their downtrodden tales of despair and woe. He would be willing to become a hireling and has the talent, if taught, to be either a fighter or a cleric. The key would be to get him away from his hopeless family.

He saved up for leather armor and a good dagger but when he woke one morning he found that his father sold it for food. While he was angry he did not become violent. His desire to get out of this terrible situation grows day by day. No one in town has taken notice of him and he just can't seem to find the wherewithal to make good contacts. He needs to be "discovered".

(345) Home

26x15

Their home is not quite a shack but it is close. It has a green painted door and there are flowers planted along both sides. Inside the furnishings are inexpensive but maintained and cleaned.

Jigsaw was almost killed on an adventure into the Trollheims four years ago and the horror of seeing a friend torn in two by a giant two headed troll was too much for him. He still wakes up screaming now and then. Jigsaw's bravery has dissipated but fundamentally he just needs some encouragement and a few pep talks and he might make a good hireling. He is honest and loyal, but needs help and direction. He is devoted to his wife and loves her dearly.

He works at both of the taverns in the district in the early morning hours to clean up both places. He is let in at Midnight to one or the other, works, then is let out again at dawn.

Fighter Jigsaw, N, Lv 3 [Norebo] s14 i14 w10 d15 cn15 ch12 HP: 19, leather armor (has a shield) AC 6/7/8, Purse 2SP, 17CP, short sword, dagger

Wife Julie, NL, lv 0 [Norebo] no armor, Purse 7CP, 8 BT, 16BP, knife. She is pregnant (7 months) with their first child.

(346) Home

20x20

The small home is in need of paint but otherwise it is solid. The door is locked and also solid. Furnishings are poor but maintained. The house is jumbled but clean.

Under a pile of dirty clothing there is a small chest containing a 50GPV ruby and 31GP.

Thief Briscoe, Ne, Lv 4 [Syrul] s10 i15 w10 d16 cn10 ch8 HP: 17, leather armor, **Cape of the Night** § AC 6/8/8, four daggers

Briscoe is a cut purse and pickpocket. He plies his trade at night counting on his cape to allow him to hide once he has run away from the person he robs. He is not afraid to backstab someone to get a purse or treasure. He only will attack a lone figure and he wants to be fairly sure that person is not 'important' – that means 2nd or higher level.

(347) Home

His small home is need of paint and repair. The single door, however, is solid and locked. Inside his goods are cheap and of mediocre quality. He has a small chest buried under his bed that holds 84GP, 76SP.

Parko was sent here by the temple of Syrul to spy and keep an eye on the South Village. He has failed rather badly at this due to his obsessive desire to gamble and womanize. Now and then he discovers some tidbit of news but it is by accident and no longer by design. He is not very welcome at the Fane of Syrul.

Thief Parko, Ne, Lv 3 [Syrul] s8 i16 w7 d17 cn12 ch10 HP: 17, leather armor & **Ring of Protection +1** AC 4/7/7, long dagger (13 inch blade, d4+1 base damage)

Outside Of Kroten

North of the Kroten River

The north side of the River is dominated by Dearn's Peak and Kroten Castle at a height of 107 feet above the river level.

Kroten Hill

On the north face of the hill, about midway down the rise 150 feet from the castle and the tower there is a cluster of eight one ton boulders arranged in an Octagon. This is the arrival site of a teleportation device in the Fane of Pyremius (see Corridor 31d32). The wizard, and only the wizard, with the spell teleport memorized, can stand in this octagon and teleport to the Fane. He will arrive without error.

(401) Castle Kroten

See **The Castle Kroten** in L5B, **The Kroten Adventures** for details of this area.

(402) Wizard's Tower

This odd shaped tower looks like a large cube with another smaller cube on its roof held there by a thin tower which doubles as an exterior staircase. It has been here for over a century and dates back to the first Oeridan settlers in 446CY

The base is 32 feet by 32 feet, has three floors and is 32 feet tall to the top of the roof. There is a crenellated wall around the edge of the roof. The front and back doors are solid reinforced wood that can be barred from inside. Two small arrow slit windows are on the first floor facing north and the mirror image of this pattern is on the north side.

The 2nd floor has a barred window in the center of the floor on all four sides that is 40x40. The 3rd floor has two windows on the north and south sides as well as small round towers in each corner.

On the roof there is a 8x8 pillar that is 36 feet tall. It opens in the interior allowing someone to levitate from the roof to the observation cube on top of the pillar.

The observation cube on top is 16x16 and is ten feet tall. Its roof is crenellated and has two arrow slit windows on each face. The outside of the pillar has stairs that extend out from the pillar itself allowing some to very carefully walk down (or up). Each step is two feet higher than the one before so climbing the steps is not an easy process. If a person loses his/her balance they could plummet to the roof below.

The wizard Xanithobe resides here alone. His private rooms are on the 3rd floor. The second floor is occupied by his work rooms and library. The first floor has a hall and two side rooms but Xanithobe has filled the floor with four ghouls and eight ghouls. The perfect guards, he does not have to pay them or feed them.

He does go to the roof and levitates to the upper tower room. He walks out of the pillar's upper door or goes to the observation cube and simply jumps off and Feather Falls to the roof below. The upper room has four comfortable chairs, one in front of a north, south, east and west arrow slit. He spends some time looking out at the surrounding area, doing this mostly for personal pleasure as opposed to watching for something.

The following scenario may be used as the DM sees fit:

All of this academic as an amazing event occurs on at 7:15AM. Xanithobe is using a new spell, **Monster Summoning IV**, for the first time. He plans to cast it on the roof of the large cube and let whatever monster(s) arrives appear there. He will give the monster(s) a few simple commands and let the spell duration run out (in 17 minutes). Three figures arrive: Cleric Orwar Ascoban, Ranger Yechwa, and Magic user Roodin Bokassad. They are listed in the Kroten Forest section of this module below.

Cleric Orwar Ascoban, LG, Lv 6 [Pelor] s14 i14 w16 d13 cn11 ch11 HP: 29, **Ring of Protection +1** AC 9/9/9, Purse 15GP, sling and 8 bullets

Spells: Command, Cure Light Wounds *3, Sanctuary, Hold Person, Spiritual Hammer, Silence, Find Traps, Augury, Glyph of Warding, Prayer

Ranger Yechwa, CG, Lv 5 female [Phaulkon] s15 i14 w13 1d10 cn18 ch9 HP: 52, **Ring of Protection +3**, **Cape of Protection +1** AC 6/6/6, Purse 11GP, 88SP, dagger

Magic user Roodin Bokassad, CG, Lv 7 [Delleb] s15 i17 w16 d13 cn12 ch9 HP: 17, **Bracers of Defense AC8**, **Ring of Protection +1**, **Cloak of Protection +2** AC 5/5/5 Purse 51GP, Gem 100, **+1 Dagger +1**, **Wand of Wonder** (14 charges), **Ring of Feather Fall**

Spells: Identify, Magic Missile, Light, Sleep, Detect Invisibility, Web, Stinking Cloud, Fireball, Dispel Magic, Polymorph Self

These three are under the sway and power of the Monster Summoning Spell! They may NOT talk among themselves. Their non-hostile attention is on the magic user standing in front of them!!

Xanithobe is quite pleased to see three diverse characters appear before him. He also eyeballs the equipment noting with glee the rings on people's fingers. He would love to rob them but if he casts a spell against them his own personal protection from them will vanish! They will be free to attack him. He is not ready to take on three figures who must be at least 4th level and could be as high as 7th level. Drat!!

At 7:18 all of this glee turns to shambles!

The following things begin to happen in the order given. There is nothing that Xanithobe can do to stop the events that are about to unfold!

7:18 There is a cracking noise like a rock splitting open. The entire structure shudders for a moment.

7:18:06 A table appears about twenty feet off of the eastern side of the tower at an altitude of about 50 feet. A moment later, just as Xanithobe recognizes it as the table from the observation cube, it plummets to the ground below and breaks into a number of large pieces!

7:18: 12 Two padded leather chairs appear about 25 feet away on the western side of the tower at an altitude of 65 feet. Just as Xanithobe realizes these are two of chairs from the observation room, they plummet. On the west side of the tower there is a twenty eight foot cliff it a boulder field directly below. The chairs shatter into bits of lumber.

7:18: 18 Xanithobe prepares to cast a **Fly** spell and get out of here. Two more chairs appear from the observation room and plummet to the ground below.

7:18: 24 Xanithobe is casting. The party of three is waiting for orders but it is sinking into their heads that something is dreadfully wrong. A silver platter, two goblets, a bottle of 20 year old wine and a large book appear south of the tower and plummet to the ground below. The Tower shakes violently causing all four figures to lose their balance and fall. (**Fly** spell ruined)

7:18: 30 Xanithobe picks himself up. He looks wildly at his summoned thralls. "Can any of you help me?" The stairs on the pillar start to retract in to the stone of the pillar itself! The flag pole goes flying off and the four decorative round towers on the 3rd floor just breaks off and falls away! A Bed appears to the north and

plummet's, sheets and pillows included, to the ground below. Splatter!

7:18: 36 Having asked them a question partially releases them from their imposed silence.

Roodin says "I have a **Ring of Feather Falling**, let's jump for it!" A large table and two benches from the 2nd floor appear in midair and crash below soon thereafter.

7:18: 42 Xanithobe yells "Give me the Ring!" (Mistake). He may NOT take items from them or command them to give up things. Roodin is allowed a saving throw to break the **Monster Summoning IV** suggestion power! An iron stove with a pan and two pots appear and plummet with great racket to the boulder field below. A d20 rolls somewhere – 17! Roodin is free of the Monster Summoning's Suggestion power!

7:18: 48 Xanithobe watches as the observation cube begins to shrink down. The arrow slits in the observation cube "heal" and vanish into the stone! The pillar shrinks another 2 feet in length and width and six feet in height! Roodin turns and grabs Yechwa (the closest person to him) and both go over the edge of the crenellated stones (Yechwa takes 5 points of damage from hitting the stone and Roodin takes two points of incidental damage). A large table filled with glass beakers, tubes, distillation equipment, a scale and eight jars appear north of the building and dive 30 feet to the ground below in a crash of broken glass. Xanithobe shrieks "I worked the last two weeks on that Potion!"

7:18: 54 The observation cube is half its size as is the pillar that held it aloft. No stairs or doors or arrow slits appear on their surfaces any more. The decorative 3rd floor towers are almost gone, melding into the straight wall of each corner of the main building. Roodin clutching Yechwa feather falls to the ground below. A rug with a small table on it appears and drops.

7:19:00 There are quakes in the earth radiating out from the Tower. So those in town who have not heard the general clatter coming from the hill most certainly have felt the ground shake and rattle their homes and businesses. Animals for miles around are running and braying, honking, and sundry other noises. People are coming out of their homes and looking toward Kroten Hill.

Xanithobe is screaming like a mad man as his tower begins to behave in a manner that totally befuddles him. His possessions are appearing and falling from heights to the ground below. What is going on?

7:20:06 to 7:20:24 More things appear at various places in the air around the tower and then fall straight down to

the ground below. Rugs, small tables, goblets, chairs and an ornamental suit of armor crash to the ground.

7:20:30 Ascoban **Dimension Doors** out about 50 feet and drops like a stone from a height of 30 feet to the hard ground north of the tower. He takes 24 points of damage. A beautiful bed complete with blanket and pillows materializes and crashes over the cliff to the boulder field below.

7:20:36 Xanithobe is trying to gather his wits when a hobgoblin appears. The hobgoblin is bound in chain shackles. He screams loudly and then falls to the Oerth, arms flailing helplessly. He does not seem to survive the fall.

7:20:42 No matter how much Xanithobe rants and raves, items keep falling from the skies around him. A very large book with a lectern appears in the air. "NOT MY BOOK!"

7:20:48 However, yes it is his book and its spine breaks as it hits the ground and an Explosive Rune detonates! Within moments the book begins to burn and a second Explosive Rune goes off!

7:20:54 The pillar is now smooth stone and a quarter of it's height, breath and depth. The observation room has no more arrow slits and also has shrunk to almost nothing. A wood burning stove appears and falls starting a small fire in the some bushes near the tower.

7:21:00 to 7:21:30. The castle gate is raised and two fighters with four hobgoblins stagger out of it. The Duke himself has finished putting on his armor and is rushing though the courtyard. Objects from inside of the tower are showering down from the skies clattering and banging and smashes to the ground below. Clothing, a large chest of coins which smashes on a rock and sends coins flying through the air in many directions.

Guards from The north town gate are rushing to the bridge to Kroten Hill and holding the general populace back who have run in that direction. Three people have waded the river and are heading toward the hill.

7:21:36 The pillar and observation tower have vanished altogether. The crenels on the roof where Xanithobe is standing melt down into the base of the tower. The windows and doors in the building have shrunk to small openings in the outer surfaces and are on the verge of vanishing altogether.

7:21:42 Xanithobe finally clears his head enough to realize that he has a Feather Fall spell memorized. He turns and runs to the nearest edge and jumps off. His second mistake. The edge he jumps off of has the cliff and boulder field below.

7:21:48 The tower now starts to rain out ghouls and ghastrs. They appear a few feet off of the ground and while they take some damage from the fall they land mostly intact.

7:22:06. Xanithobe lands in the boulder field safely. He looks up at his tower not noticing the book case with 20 books that has just materialized above him. At the last moment he sees it but by then it is too late! His skull, arms and chest are crushed as his own library lands on top of him! Poor Xanithobe, dead forever!

7:22:30 The fighters and hobgoblins begin to fight the ghouls and ghastrs. Ascoban cures himself while Yechwa and Roodin rush over to him. Items keep raining down as the Duke emerges from the castle gate.

7:22:42 People from town approach the top of the hill but they see not only the shrinking tower but also the rage on Nebub's face. Prudently most rush back down the hill as quickly as they ran up the hill – faster perhaps.

7:22:48 A ghoul is hit by a large sofa which causes a hobgoblin to actually laugh until a barrel of beer smashes dangerously close to him.

7:23:00 Roodin gathers up Asoban and Yechwa and starts to head down the north face of the hill. He stops to pick up a sheathed dagger with a belt and buckle as they begin to run.

7:24:00 The tower is now half of its size and fewer objects are being spewed out to come crashing to the ground below.

7:24:42 The Duke enters the ghoul and ghast melee striking one down with his opening attack. Two more fighters and four hobgoblins emerge from the castle.

7:25:18 Roodin and company reach the north edge of the Phytal Woods and follow a path that is inside and runs along the edge. They want to get as far away from the disaster as they can. Ascoban needs another cure or two but it is too soon. With the death of Xanithobe the spell that brought them and held their will is broken but so is their teleport back to where they came from.

7:26:18. The tower vanishes altogether. Two men from town are rummaging in the rubble as the Duke spots them. The ghoul - ghast melee continues with a number of the hobgoblins paralyzed. No one knows that Xanithobe is dead at this point.

7:26:30. A shepherd from Lucas Hill has rushed up the hill seeking some fortune from this chaos. He finds a one inch cube that he grabs along with six gold pieces. The Duke sees someone stoop to take something but then a ghast and two ghouls attack him.

7:29:00 The shepherd Yebba runs back down the hill while the Duke loses track of him. The duke did not get a good look at him.

7:32:00 the melee finally ends. The ground has stopped shaking and the duke stands near where the tower stood just 15 minutes ago! The wizard's property, his books, furniture, clothing, and sundry other possessions are strewn all over the landscape.

7:36:00 Leggar one of his lieutenants runs up to the duke with news about the Wizard being found crushed to death in the boulder field below. The duke orders that the area be picked up of useful items and he turns back to the castle.

8:30:00 The troops have recovered 370GP, 620SP and two large rubies 500 and 300. But a few rubies have slipped into pockets as well as other small unbroken oddments. The broken debris will litter the ground for days to come.

Midnight: Anything worthwhile will disappear tonight as the scavengers from the town come looking. Nebub forgets to set guards upon the rubble until the light of the next day.

Animal Farms/Ranches

Sheep, pigs and cattle numbers all vary by the number of lambs, piglets and calves and by the number of adult animals sold to market at various times. So a typical herd is listed here but the quantities can vary significantly.

A sheep sells for about 2GP. Its wool will bring about a GP or more for a shearing. Shearing by an experienced worker with hand shears takes from 3 to 8 minutes per sheep. There is a pause between sheep of 3 to 10 minutes based on how many people are helping move the sheep to and from the shearing. An adult sheep will yield about 6 pounds of wool give or take a bit if shorn once a year. Sheep that are shorn in spring and may again be shorn in the fall (six months later) will yield around 3 ½ pounds of wool give or take a bit.

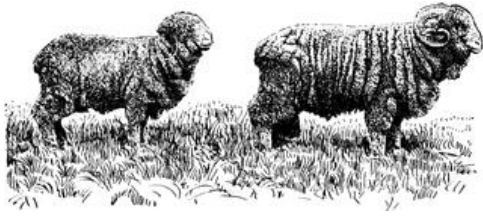
Lambs sell for 12 to 20SP usually. A ram will fetch 4 or 5GP. Chickens 3 to 5CP, eggs are usually 3 for a CP, a dozen 3 or 4CP. Pigs generally sell for around 3GP.

(403) Sheep Ranch

Barn with shed, home 35x28, 17 acres, 6 rams, 35 to 110 females, in season 60 to 100 lambs

The Ranch extends around Lucas Hill with access to the river and some grazing on the Kroten Hill. An irregular four foot tall, one foot thick stone fence encompasses the

ranch north of the river. The fence is enough of a barrier or the sheep but the dog and people can get over it with ease.



Lucas occasionally takes a tree or two either from Lucas Hill or from the edge of the Phytal Woods. The tree is felled, trimmed and slowly cut up for fire wood both on the ranch in some is sold in town.

The home has a stone floor, basement and loft. There is both a front and rear door that can be barred but do not have locks. The building has a dozen various sized windows what open by swinging out. All have shutters. The common room has a large hearth, a well-made table and eight chairs, a separate kitchen area with an iron stove, pots & pans and utensils. There are two bedrooms on the first floor for Lucas & his wife and Lucas Jr. The brothers sleep in the loft though Ugueeda often sleeps in the barn. The house is well furnished and has rugs, two paintings and wall hangings (all with a value of 2000GP).

There is an apple, peach and cherry tree next to the barn.

Fighter Lucas Clarendon II, NL, Lv 6 [Weejas] s16 i16 w12 d15 cn15 ch14 HP: 47, **Chainmail & Shield +2 AC 1/2/5**, Purse 11GP, 8SP, 40CP, Silver Signet ring 250GPV, long sword, **+1 Long Bow +1** & 24 arrows, dagger, Stash: 204GP, 302SP

Cook aLv 5 /Fighter Wella, N, Lv 4 (Clarendon's wife), [Phyton] s15 i12 w12 d13 cn17 ch15 HP: 40, chain mail & shield AC 4/4/5, Purse 13GP, 27SP, long sword, long bow & 24 arrows, **Potion of Healing**

Shepherd / Fighter Yebba, N, Lv 3 [Llerg] s16 i10 w9 d14 cn13 ch9 HP: 17, leather armor AC 8/8/8, Purse 54SP, 22CP, 8 BT, 16BP, shepherd's crook staff (hooked end), dagger, sling & 20 stones

Shepherd / Druid Ugueeda, N, Lv 4 [Llerg] s11 i10 w16 d10 cn15 ch16 HP: 27, leather armor AC 8/8/8, Purse 15SP, 33CP, shepherd's staff, sling & 24 stones, dagger, **Ring of the Shepherd** §

Spells: Animal Friendship, Invisibility to Animals, Speak w Animals, Faerie Fire, Locate Animals, Predict Weather, Charm Person, Barkskin, Cure Light Wounds, Obscurement, Summon Insects, Hold Animal

Sheep Dogs, Classy and Dandy, 2+3 HD AC 6, Bite 2d4+1, HP: 16 14

Ugueeda has trained both dogs. He speaks with them often and has cast Animal Friendship on them many times. They are excellent at policing the sheep in their care.

Shepherd / Fighter Levodus, N, Lv 3 [Llerg] s12 i10 w13 d13 cn15 ch 11 HP: 20, leather armor AC 8/8/8, Purse 2GP, 13SP, 21CP, Silver ring with a ram's head (100GPV), shepherd staff, sling & 16 stones, dagger

Yebba, Ugueeda and Levodus are brothers ages 27, 24 and 20. Their father, Yeleveeda, was a compatriot of Lucas the 2nd. He and his wife moved in with Clarendon over 30 years ago. Both Yeleveeda and his wife Carmenta died a few years ago but the boys have stayed on. They have been in the Phytal Woods many times and know its dangers. They are friends with many of the people who reside at Kelican's (#125).

Shepherd / Magic User Lucas Clarendon III (son 12yo), NL, Lv 2, [Weejas] s 9 i15 w12 d15 cn15 ch13 HP: 9 (+3 when familiar within 360 feet), no armor AC 9/10/10, Purse: 22SP, 18CP, 8 BT, 16BP, shepherd's crook staff, **Ring of Spell Storing** (Darkness 15'r, Knock, Levitate)

Spells: Sleep, Shield

Book: Read Magic, Identify, Sleep, Magic Missile, Shield, Find Familiar, Write, Feather Fall, Burning Hands

Familiar, Nevermore, a large Raven (crow) ½ HD AC 6, beak 1d2, HP: 3, Intelligence 4 (which is brilliant for a bird). Can speak and understand about three dozen basic words.

Young Lucas' mentor is Labben, Obesto's wife (#125). The two families (Clarendon and Kelican) have deep and long roots of friendship and trust. When Lucas III showed interest in magic and demonstrated his acumen for 'the craft' at an early age.

The "boys" (Yebba Ugueeda and Levodus) took Lucas with them (without permission) a year ago on a hunting trip into the Phytal Woods. It was fortuitous since it was his magic that saved the day. The boys were attacked by a band of thieves. They were about to lose the melee (two of them were down) when Lucas, who had slipped into the bushes at the beginning of the attack, cast sleep and three of the thieves decided that slumber was very important. Next Lucas cast Magic Missile which was just enough to take the wounded leader of the band down. The leader had the ring of spell storing which he was awarded to Lucas for his action.

Lucas Hill has acquired the name from Lucas Clarend Senior, who died seven years ago at age 84. He had the audacity to cross the river in 502CY and build a farm on the top of a small hill near the Phytal Woods. Wolves and other things came out of the woods so that the first few years just trying to keep his sheep herd alive was quite difficult. But he managed it and soon people in town called it Lucas' Hill (they did not want to call it Clarend Hill as there as a Claren Hill in the town of Grest.).

(404) Sheep Ranch & Hen House

Home 46 x 30, barn and hen house, 20 acres, 8 rams, 50 to 120 females, 60 to 110 lambs in season, 3 roosters, 30 to 80 hens, chicks seasonal

The Ranch extends north from the river and east from Kroten Hill.

An irregular stone fence that is about four feet tall and six inches wide encompasses the ranch. It has two gates, one just south of Kroten Hill and another leading toward the Thorp Hill ranches.

The ranch house is well made, all wood, with two doors that can be barred and a Dozen 8x20 windows with three horizontal bars and shutters. The windows swing inward to open. A common room for cooking, dining and relaxing has a table and six chairs, plus five large comfortable chairs. Light is provided by overhead wrought iron chandeliers with three six hour candles in each with glass chimneys to prevent flicking and to shelter from drafts. The chandeliers are on ropes so they can be lowered to light or put out. There is also an oil lamp on the table.

Fighter Komms, N, Lv 4 [Llerg] s15 i11 w10 d13 cn14 ch9 HP: 20, leather armor AC 8/8/8, Purse 3GP, 13SP, quarter staff, dagger, sling, Stash: 74GP

Fighter Leggum, N, Lv 2 (wife) [Llerg] s14 i12 w9 d13 cn15 ch11 HP: 13, leather armor AC 8/8/8, Purse 4GP, 3SP, 22CP, 18 BT, 36BP, Silver Ring with small diamond 75GPV, short sword, short bow, dagger

Shepherd / Druid Omus, N, Lv 3 (son 19yo) [Llerg] s12 i13 w16 d13 cn14 ch16 HP: 17, leather armor AC 8/8/8, Purse 15SP, 18CP, Silver Signet Ring Llerg 100GPV, +1 Quarter Staff +1, sling & 10 stones

Spells: Animal Friendship, Invisibility to Animals, Speak With Animals, Entangle, Predict Weather, Cure Light Wounds, Heat Metal, Charm Person, Obscurement, Hold Animal

Both Omus and his fellow druid Uguedda from Lucas Hill help each other during most of the sheep raising

season. They both are interested in the trees on the north side of Kroten Hill where there a number of doves, sparrows and some crows.

Shepherd / Fighter Ebo, Nl, Lv 2 (son 17yo) [Llerg] s14 i11 w10 d11 cn13 ch9 HP: 11, leather armor AC 8/8/8, Purse 3GP, 14SP, short sword, short bow, dagger

Shepherd / Fighter Kessman, N, Lv 1 (son 14yo) [Llerg] s15 i13 w12 d16 cn15 ch 10 HP: 9, leather armor AC 6/8/8, Purse 11SP, 40CP, quarter staff, short sword, sling & 20 bullets

Sheep Dog, Spot, 2+3HP AC 7, Bite 2d4+1 HP: 17

Spot is well trained by Omus. He will respond to simple commands from the entire family. He will respond to more complex commands from Omus and from Kessman.

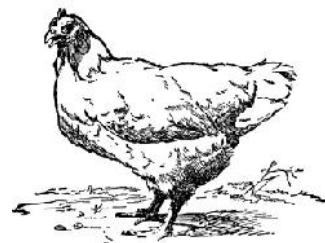
Thorp Hill

These two farms share the east side of Thorp Hill. The two families are close friends and visit each other often. They climb to the top of the hill for a meal on each Godsday with someone staying behind to watch the animals.

(405) Poultry Farm

4 acres, 8 roosters, 40 to 120 hens, chicks in season

The 30 x 22 farm house is on the west side of Thorpe Hill along with hen house. The house has a wooden floor, eight 20x12 windows and two solid doors than can be barred. The front door has a mediocre lock (-4% to pick it). There is a kitchen with a wood burning stove, a small common room with a hearth and a small bedroom. Hovena has a small room in the barn. Ibbila sleeps in the loft. The children sleep in the common room.



Ubena has used spare money, when there is some, to buy rugs and wall hangings of which they own seven each costing about 15GP.

Cleric Hovus, NG, Lv 3 [Llerg] s13 i14 w16 d13 cn12 ch12 HP: 17, leather armor AC 8/8/8, Purse 3GP, 18SP, quarter staff, hammer

Spells: Bless, Command, Light, Cure Light Wounds,
Hold Person, Speak with Animals, Spiritual Hammer

Ubená, Ng, Lv 0 (wife) [Phyton] no armor AC 10/10/10,
Purse 11SP, knife

Fighter Hovena, Ng, Lv 1 (son 20yo) [Phyton] s17 i11 w9
d13 cn15 ch11 HP: 9, leather armor & shield AC 7/7/8,
Purse 3GP, Silver ring 20GPV

Ibbila, N, Lv 0 (daughter) [Phyton] no armor AC 9/10/10,
Purse 31SP, knife

children boy 10, 4

(406) Pig Farm

6 acres, 30 to 80 pigs, 40 to 100 piglets in season, they
raise turnips to feed the pigs. Behind the house by the
stream are six large cherry trees and two apple trees.

The farmhouse is 40x22 with a 30x25 barn.

The house has one door opening into a common
room/kitchen that has an iron stove. The door is solid and
has a lock. It can be barred. The building has ten 20x11
windows. The three bedrooms are small but comfortable.
There is room for a bed, small table and chair(s) and a
chest. The whole family can read and write.

Fighter Destin, N, Lv 2 [Phyton/Llery] s15 i12 w12 d13
cn14 ch11 HP: 14, leather armor & shield AC 7/7/8, Purse
3GP, short sword, sling, dagger

Cook aLv 4 / Obbee, N, Lv 0 wife [Phyton] no armor AC
10/10/10, Purse 3SP, HP: 3

Fighter Reeflexx, N, Lv 1 (son 17yo) s16 i13 w11 d10
cn13 ch13 HP: 9, leather armor & shield AC 7/7/8, Purse
34SP, 22CP, 18 BT, 36BP, short sword, sling, dagger

Fighter Cresstem, Nc, Lv 1 (son 15yo) [Llery] s15 i13 w10
d16 cn13 ch9, HP: 9, leather armor & shield AC 5/7/8,
Purse 27SP, 11CP, short sword, sling, dagger

Northwest Bend of Kroten River

There is a small stone guard house at the bend of the
river. It is manned by guards of the river bend. They
have a minor job of guarding the river bend but more
importantly they work in the mud of that bend to find
treasure.

(407) Guard House and Sluice

The small building is made of solid stone and has an iron
door with a good lock (-3% to pick it). The door has a
Glyph of Warding (explosive 10pts) on it. The building
contains a barracks room with five beds and a single
small room for Egglo. Egglo's small bedroom has an iron
door and no window.

The potential stones found in the dig are stored in Egglo's
bedroom under his personal guardianship. He will take
them into town once a week on Moonday.

Guards / "Mudders"

Sergeant:

Fighter Krschendo, NE, Lv 4 [Pyremius] s1857 i13 w10
1d10 cn14 ch5 HP: 34, Pyremius chain mail & shield AC
4/4/5, Purse 11GP, 23SP, 18CP. Rubies 8*5, long sword,
javelin (3), dagger

Fighter Lergoven, NE, Lv 4 [Pyremius] s14 i13 w14 1d12
cn13 ch13 HP: 21, chain mail & shield AC 4/4/5, Purse
15GP, 13SP, Rubies 6*5, 10, long sword, spear (3), dagger

Cleric Obecka, El, Lv 5 [Pyremius] s11 i13 w15 d13 cn14
ch8 HP: 22, **Pyremius Chain Mail** § & shield AC 4/4/5,
Purse 3GP 20SP, Rubies 12*5, 2*10, **Mace +1**, hammer

Spells: Command, Light, Detect Magic, Detect Good,
Cure Light Wounds, Augury, Silence, Spiritual
Hammer, Hold Person, Dispel Magic

Cleric Ibbavar, EL, Lv 3 [Pyremius] s14 i11 w14 d13 cn12
ch 5 HP: 14, leather armor AC 8/8/8, Purse 3GP, Rubies
6*5, 4 hammers (throwing)

Bless, Cure Light Wounds, Light, Fear Touch, Hold
Person

Cleric Omessa, NE, Lv 3 [Pyremius] s13 i10 w15 d13 cn12
ch 7 HP: 20, leather armor AC 8/8/8, Purse 3GP, 24SP,
Rubies 3*5, 2*10, 50, 4 hammers (throwing)

Protection from Good, Bless, Cure Light Wounds *2,
Silence, Hold Person

Commander

Jewel Appraiser aLv 8 / Assassin Egglo, LE, Lv 9 [Syrul*]
s1884 i14 w14 d17 cn15 ch 4 HP: 60, leather armor &
bracers AC -4, **+2 Broad Sword +2, +3 Dagger +3**

*Egglo really worships Bune (Duke of Hell) but gives
lip service to Syrul.

Egglo appears to be human but is in fact an ice devil. He
can access some of his powers in 'human' form. His
human form is due to his ability to Polymorph himself.
Because he must maintain his concentration on this
human form he is cut off from many of his powers unless

he stops the polymorph and becomes himself. The powers he has in human form are UNDERLINED below.

Egglo is Nebub's right hand man and ally. He spends much of his time here at this guard house being sure that the Duke gets his share of the gems found in the Kroten River mud. He can be called by Nebub once per week. To reply he must remove the polymorph and then teleport to Nebub's location. He will take a round or two to seek privacy before he removes the polymorph if feasible.

Obecka now knows who and what Egglo really is. He saw Egglo transform into a devil and vanish about two months ago. Obecka has not disclosed this information to his fellow guards but has told the High Priest at the Fane.

Egglo is the commander here and all five guards have discovered this the hard way. He does not get his hands in the mud unless an exceptional prospect is found in the mud. During one incident one of the clergy threw a *hold person* on Egglo, who watched patiently as the cleric cast it then laughed at him when it failed to hold him. He then walked up to the cleric and beat him senseless using only his fists. The others learned to leave Egglo alone after that.

11HD AC -4, hit only by +2 or greater magic weapons, Magic Resistance 55%, claws, bite, tail 1d4/1d4/2d4/3d4, 10 ½ feet tall. At will by round: Fly, Detect Magic, Detect Invisible in 20 foot sphere, Polymorph self, Charm Person, Suggestion, Infravision, Know Alignment 20 foot range, Fear 10 foot radius, Animate Dead 60 foot range (skeletons and zombies 1d4 of each per round if available skeletons or intact corpses are available). At will but 9 per day: Wall of Ice, Teleport. At will once per day: Ice Storm
Egglo has been commanded by Bune to not Gate in other Devils

Hell Hounds, 5HD AC 4, bite 1d10, breath 5 damage (save vs breath for 2), HP: 27, 23, (See invisible 50% of the time. They have exceptional hearing and are seldom surprised.)

Each of the five figures at this gate has a special ruby (100GPV) that was enspelled at the same time as ruby on the collar of each Hell Hound. This ruby, worn on a brass chain, allows them to give commands to the Hell Hounds and makes the guards immune from attack by the Hell Hounds. The Hell Hounds are kept close to the river or the guard house at all times. Sheep from the nearby ranches do not venture anywhere near the river where the Hell Hounds are located.

"Mudding"

The guards are here to dig in the mud of the river for stones that, when washed and cleaned, may contain rubies and sometimes sapphires. All five of the guards take turns at the buckets of mud from the river. They sluice mud through wooden boxes with screens at the bottom of the boxes to pull stones out of the mud. At first glance a person might wonder why a leveled figure would willingly dig in the mud. It is a religious experience for the clergy and the two fighters to find a ruby in the muck and mire. Getting filthy each day is of no moment. They are often rewarded for turning in a large ruby (100GPV) immediately to Egglo. Egglo will then usually give that day's minor stones to the 'mudder' as a reward.

On rare occasion a stone that cleans up to become a gem stone is found elsewhere along the east branch of the river but the highest concentration of stones is in the river bend. Sapphires are usually blue but some are yellow and green A few **Star Sapphires** have been found. The rubies are the largest of the stones found and can range from 5GPV all the way up to 1000GPV.

Roll d% for the mud of the river bend. There is a 2% chance that a bucket of mud will have a stone of value after washed in the sluice. On an average day one person will pull out and clean six to nine buckets of mud.

The stone will be a sapphire 15% of the time (1d8 for blue, 9-12 for yellow and 13-14 for green and 15 for star sapphire) the other 85% it will be a ruby.

Sapphires will be worth 1d10*5 GPV. Stars will be worth 1d100*10GPV. Rubies will be 1 to 50 5GPV, 51 to 80 10GPV, 81-90 20GPV, 91-96 50GPV, 97 or 98 100GPV, 99 250GPV, 100 (d10*100GPV).

Rubies are sacred items to the Clergy of Pyremius. Any magical item that can bear a gem stone will always bear a red ruby over all other possible stones.

South Edge of Northern Phytal Woods

The Northern Phytal woods are full of game and life. There are abundant rabbits, many deer and many raccoons. Twenty or more types of birds flock there. The woods are oblong about nine miles north to south and between five to seven miles wide covering about 35 square miles. (The Southern Phytal Woods, not even partially shown on this map, are vaguely trapezoidal in shape and cover about 25 square miles)

The Norabu Trail starts at the road to Kroten Castle at the southern base of Kroten Hill and leads all the way through the woods to the north edge to the small fishing village of Norabu. The trail is marked with cobble stones placed every twenty feet.

West of the Kroten River Loop

The road leaves Kroten to the south. Just south of the river loop is the west road that leads into the Phytal Woods, to the Barrier Mountains beyond, the Skull Peaks and finally the city of Asmogorgon.

The south branch of the road travels between the Phytal Woods and the Kroten Forest, past Lone Peak and down to the coast and Pel Reltarma and Lo Reltarma.

(408) Sheep Ranch

22 acres up to the edge of the Northern Phytal Woods, 4 rams, 35 to 120 sheep, 40 to 110 Lambs in season

A stone fence separates the ranch from the sluice area. It is four feet high and a foot wide except on the north and west edges where it is seven feet tall (to keep wolves from jumping it.) The fence goes around the entire 22 acres of the ranch.

The road to the ranch crosses the river due west of the Mercenary Trainer (#310). That small road bifurcates and heads north and south to the ranch and the pig farm.

L shape 35x20 small wing

The ranch house houses the whole family. It has a dirt floor in the main room which is covered with rushes. The three bedrooms have stone floors. Ubbe wants to lay a stone floor in the main room but he never gets around to it. (He would not know where to begin anyway.). Ubbe and Omesta have one bedroom, Yesta and Ubesta share the 2nd and Gorbo has one to himself. Their furniture is a bit nicked and scared but it is clean and solid. They all have decent clothing to wear.

Fighter Ubbe, N, Lv 1 [Llery / Phytan] s15 i11 w10 d13 cn16 ch 9 HP: 11, leather armor AC 8/8/8, Purse 15SP, 27CP, short sword, dagger, sling & 20 stones, Stash: 44GP

cook aLv 4 / Omesta, N, Lv 0 (wife), no armor AC 10/10/10, Purse 3SP, 22CP, knife

Cleric Gorbo, N Lv 1 (son 17yo) [Llery] s16 i13 w14 d12 cn16 ch10 HP: 7, leather armor AC 8/8/8, Purse 13SP, 18CP, 18 BT, 36BP, quarter staff, sling

Spells: Cure Light Wounds, Bless, Light

Yesta, N, Lv 0 (daughter 15yo) [Phytan], No armor AC 9/10/10, Purse 36CP, knife

Fighter Ubesta, N, Lv 2 (daughter 21yo)[Phytan] s13 i14 w12 d17 cn16 ch15 HP: 15, leather armor & shield AC 4/7/8,, Purse 3GP, 32SP, 18SP, Silver Brooch with yellow sapphire (50GPV), short sword, short bow and 16 arrows, dagger

(409) Pig Farm

18 acres, 30 to 75 pigs, 20 to 120 piglets depending on season, corn raised to feed the pigs only

There is a solid stone fence in place both to keep the pigs from wandering away but also to keep them out of the corn fields. The fence is four feet high and a foot thick.

L shape 20x18 and barn (just off the edge of the map)

The small farmhouse has a kitchen with hearth and single bedroom for Iggnuts and Omeomy. The furniture is hand me down or repaired and is in terrible shape. The bed is infested by bugs but "they don't eat that much" so they don't seem to mind them too much.

The family is more piggish than the pigs they keep. They do a far better job of raising the pigs than they do taking care of themselves. You do not want to be downwind of any of them.

Fighter Iggnuts, N, Lv 3 [Llery] s16 i9 w10 d12 cn15 ch7 HP: 22, leather armor AC 8/8/8, Purse 34SP, 84CP, battle axe, hand axe, dagger

Fighter Omeomy, N, Lv 2 (wife) [Llery] s14 i9 w11 d10 cn14 ch8 HP: 16, leather armor AC 8/8/8, Purse 14SP, 20 CP, 18 BT, 36BP, hand axe, dagger, Stash: 784SP, 630CP, 418 BT, 316BP (they are 'frugal' read as "cheap" and don't spend a brass bit if they don't have to)

Man@Arms Iggommy, N, Lv 1-1 (son 20yo) [Llery] s17 i8 w10 d13 cn16 ch6 HP: 6, leather armor AC 8/8/8, Purse 14SP, 13CP, battle axe, hand axe

They are hapless and stupid, and Omeomy constantly complains about everything except perhaps the filth that they live their lives in.

Strangely the pigs are well raised, healthy and vital. They sell for 3GP each and Iggnuts converts it all to silver and copper because they way 'I have more coins'. Those who buy from these dolts are constantly amazed by the next idiotic thing that they say or do. Oh, and Iggnuts is a drunk who loses much of the sale price of his pigs to beer and the underhandedness of those he has business dealings with. On one hand people hate to see any of

them but on the other the merchant knows he is about to make money on any deal that they might make.

Draft Horses, 2, 3HD, AC7, run @ 360ft/min, 1 attack 1d3 HP: 20, 17

Wagon capacity: 700 pounds with two riders.

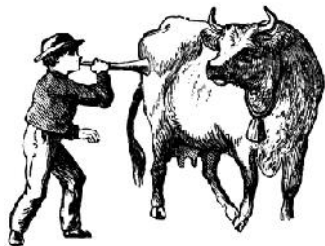
They keep the horses well fed and even groomed to a degree. Just the three of them are a mess.

The three ranches (410, 411 & 418) freely interchange people to manage the cattle (410 and 411 are owned by two brothers). They also agree on when cattle should be sold at market so as not to flood the market by too many cattle going at the same time. Usually 8 to 24 cattle are sent at once and cattle might come from one two or three of the ranches.

(410) Cattle Ranch

18 acres, 4 Bulls, 80 cows based on season, 18 calves. Cattle sell for about 8GP. Bulls are 25GP or more. Most of the ranch land is off the map, but the Ranch house is shown.

A Wendello home (#305), 28x20 and barn



The home has two floors and a dozen elaborately shaped windows. The windows frames have gently curved side frames that meet at a point on top have a sill at the bottom. The triangular shape has a height of forty inches and a base of eighteen inches. There is glass in the lower portion of the window only. The upper part of the triangle is open but has a shutter that swing into the room allowing for fresh air exchange. The front door also has a curved side frame that meets in a point. The door is trapezoid shape and swings inward.

There is a common room with a gorgeous triangular shaped hearth. The floor is made of intricately laid stones of two shades of dark grey and light grey stones that form a pattern of a tree on the floor! The staircase in the middle of the room leads to the two bedrooms upstairs. The home itself has a value of 800GP forgetting the ranch land. Opecco & Pessta share one bedroom and Ugusto has the other. Wendello also designed and built the beds, tables and chairs of the house (which luckily are being occupied by short people since anyone one over 5'5

would be terribly cramped in the small beds). They have elaborately carved chests for their clothing and personal possessions. The furniture is worth another 500GP.

Two apple trees are next to the house.

While it is an architectural marvel the occupants have cursed the impractical design more than once! Pessta does like the look of the hearth and even Opecco has to admit that it is a work of art in stone. The building was meant as a free standing home not as a ranch house, but that changed when the former owner dropped dead and the place was auctioned off. Opecco got a bargain for the building and built the ranch from the surrounding land since it was clear there was a need for cattle.

Fighter Opecco, N, Lv 4 [Llery] s16 i12 w10 d14 cn15 ch10 HP: 21, chain mail & shield AC 4/4/5, Purse 34GP, 18SP, short sword, light crossbow & 12 quarrels, dagger

Fighter Pessta, N, Lv 1 (wife) [Llery] s15 i10 w12 d13 cn11 ch14 HP: 9, leather armor & shield AC 7/7/8, Purse 5GP, 20SP, short sword, hand ax

Wrangler aLv 3 Ugusto, N, Lv 1 [Llery] s15 i10 w10 d13 ch13 ch9 HP: 4, leather armor AC 8/8/8, Purse 55SP, short sword & dagger

Dog (Ruby), 2+2 HD AC 7, Bite 1d4+1 (shepherd)

Horses 2HD AC 7, bite 1d3, HP: 14, 12, 11

Opecco & family eat all their meals across the street with his brother Leggume's family.

(411) Cattle Ranch

15 acres, 3 bulls, 66 cows, 22 calves, Cattle sell for about 8GP and Bull for 25GP or more. Most of the ranch land is off the map, but the Ranch house is shown.

A Wendello home (#305), L shaped 22x20.

This home is not as extravagant as its partner across the street. It is also moderated by the barn built next to it that does share the same architecture. The home has two floors. It has an elaborate stone floor that was laid in five shades of grey stone and forms the picture of a crossed hammer and battle axe. The hearth is large and beautifully constructed. The mantel is one solid piece of polished rose colored marble. There are twelve 18x30 windows decorated with finely carved leaves in the lintel. The door is solid wood, has a complex lock (-3% to pick), and its frame are two solid tree trunks while the lintel is full of carved leaves like the windows.

There is separate kitchen with an actual wood burning stove and many pots and pans and utensils. Ilan has been given total charge of the kitchen. There is just room for a

large dining table and eight arm chairs with padded leather seats. The side wing of the first floor is Ilan's bedroom.

A staircase leads to the two bedrooms of the 2nd floor. The bedrooms have large beds, wardrobes and chests. Each has a brightly colored woven rug made by Kellavarmandir herself (100GPV each).

Kellavarmandir does like the architecture though she finds it a little excessive but she really does not care for the hammer and battle axe floor and has tried to twice to cover it with a large rug. Leggume, on the other hand, does like the art work so she compromises by having the rug there only half of the year.

Both families take their meals here since they all want Ilan's cooking.

Fighter Leggume, NG, Lv 5 [Phaulkon] s16 i13 w12 d16 cn15 ch15 HP: 33, **Studded Leather Armor +1 & Ring of Protection +1** AC 6/6/6 Purse 15GP, 18SP, **+1 Short Sword**, light cross bow and 12 quarrels, six daggers. Leggume is an expert knife thrower gaining +1 to hit for dexterity and expertise. He can throw three knives a round if he is prepared the round before, holding three knives in his left hand to throw with his right.

Fighter Kellavarmandir, Ng, Lv 4 elf female [Hanali Celanil], s12 i13 w15 d17 cn10 ch15 HP 30, **Bracers of Defense AC 6, Cape of Protection +1** AC 2/5/5, Purse 15GP

Fighter Legguman, Ng Lv 3 ½ elf (son27) [Phaulkon] s14 i14 w13 d17 cn15 ch14 HP: 22, studded leather armor & shield AC 3/6/7, Purse 3GP, 33SP, 8CP, 1 BT, 3BP, short sword, light crossbow and 12 quarrels, six daggers. Legguman is an expert knife thrower like his father casting 3 daggers per round if prepared. He is +1 to hit due to expertise and +2 to hit due to dexterity.

Top Chef aLv 11/ Magic User Ilan, Ng ½ elf Lv 2 (son 24yo), [Labelas Enoreth] s13 i16 w13 d16 cn13 ch16 HP: 14, **Ring of Protection +1** AC 7/9/9, Purse 6PP, 8GP, 2SP, 6 daggers. Like his father Ilan can throw three knives per round if prepared and is +1 to hit due to dexterity. At his next level of advancement he will also gain +1 to hit due to expertise.

Spells: Salt, Spice, Freshen, Color, Sweeten, Chill, Flavor, Warm, Stir §

Book: Salt, Spice, Freshen, Color, Sweeten, Chill, Flavor, Warm, Stir, Curdle, Spill, Sour, Hide, Bluelight, Spider, Thump, Whistle, Read Magic, Write, Sleep, Light, Detect Magic, Enlarge, Shield

Ilan won his title of 'top chef' in the tri annual cooking competition in Lo Reltarma at the Temple of Phaulkon.

Cooks from all over island arrive for the competition that runs for the seven days of Brewfest every 3rd year (Ilan won for 575CY). The prize, beside the title, is "100,000" Copper Pieces (500GP)! This title is the social equivalent of a Knight Companion and demands the social title of Most Worthy Chef).

Legguman and Ilan are loyal brothers and occasionally they take short adventures together into the nearby woods and forests. Naturally on an adventure Ilan would not memorize any cantrips that he uses in the kitchen.

Four Light War Horses 2HD AC 7, 1d4 / 1d4 for 2 hoofs, HP: 14, 13, 12, 10

All four are expert riders and gain +1 on any save involving falling off or being thrown by a horse.

South of the Kroten River

(412) Farm

"Poku's" home looks like a small thatched hut with a roof of overlaid branches. This is an illusion. When invited inside the home will be seen to contain four large rooms. All furnishings are made of wood, clay and stone the only metal being three large cauldrons for cooking. There is a hearth when dead wood only is burnt for cooking. There is a basement hollowed out of the earth that has clay walls and stone floor. This home will not be harmed by ground moisture, seepage, mold or mildew. There are many creeping and crawling insects in the home, none of which will trouble or even walk upon an invited guest. There are four giant warrior ants which follow Poku's simple commands. He 'speaks' to them via a series of audible clicks that vary in pitch and intensity to form a 'language'. The rooms are open to one another with no interior doors.

The Shield of Nature (see below) attaches to the ceiling of the 'hut' and melds into it. It takes a full round to make it disappear and reform again. The shield can only be removed from the ceiling by a person who is truly Neutral in alignment.

The door of the house is not locked but anyone who enters will find that the creepy crawlies are totally hostile to an uninvited person. They will attack immediately as in a summon insects spells inflicting 2 points of bite and sting damage per round. The four giant ants will attack as well. Giant warrior ants, 3HD AC 3, bite 2d4, if a hit then a sting for 3d4 or 1d4 if a save vs poison is made. The onslaught of the small insects is so intense that battling the giant ants is at -3 to hit and -3 to damage as

well. Spell casting while being bitten and stung is impossible. The small insects can be slapped with open hands far more effectively than attempting a weapon of any kind. There are enough insects to sting and bite for twenty rounds after one person slaps him/herself with both hands to kill them. Finally after that period of time, damage will diminish to 1 point of damage per round and only ten more rounds of slapping will finally eliminate enough of them so that spell casting is possible. Occasional stings and bites will still occur until the person(s) leave the house altogether. More insects will enter the home by the next day but to fully fill the home again with insects will take three days.

Anyone taking 7 or more points of damage from stings and bites must save vs poison or be physically sick, throwing up and sweating from accumulated poison. They will be -1 to hit and -1 to damage for three full days. This illness will go to -2 to hit and -2 to damage if 14 or more points of damage was taken and -3 to hit and -3 to damage if 21 or more points of damage was sustained from insect bites and stings. Cure Light Wounds will do one point of curing only and will not dissipate the excess insect poison in their systems. Cure Serious Wounds will cure only two points of damage. A Neutralize Poison will remove the poison.

Hidden in the basement under a floor stone is a box containing 342GP, 720SP and 840CP. Also present are a Potion of Gaseous Form, a Potion of Invisibility and a Potion of Longevity. Beneath that box is another stone which, if removed, reveals a second box containing a Manual of Bodily Health.

There are twenty five bee hives behind the home. Poku wears no protective clothing when caring for the hives or taking honey from them. A jar of Poku's honey sells for 2GP (5 ounces)

Also behind the house is a well with a bucket and winch. There is a small outhouse crawling with insects (who never bother Poku or anyone he gives a small Brass Charm to. The Charm prevents insect attack if given freely by Poku to another person. If stolen or not properly given it will summon insects instead. Poku gives honey comb to the chandler (#116) to make wax candles. For this favor Elano is indebted to Poku.

Many types of flowers exist next to the fields and near the 'hut'. They bloom year round forming a small sea of yellow, red, blue, green and orange. Poku's flowers sell for 2CP a bunch but he, and he alone, must cull them or they will wither and become insect laden in one day.

The fields directly north of his 'hut' (south of the graveyard) are his. He raises strawberries, radishes,

tomatoes and pumpkins. There are three apricot and three mandarin orange trees are behind his 'hut'.

Druid Pokusarlavant (aka Poku), N, Lv 11 1/4 elf, [Bralm] s13 i14 w18 d15 cn15 ch17 HP: 47, leather armor & **Shield of Nature +5** § AC 1 / 2 / 2, +3 **Scimitar +3**, +2 **Sling of Seeking +2**, 24 sling bullet

Spells: Animal Friendship*2, Detect Magic, Entangle, Locate Animals, Faerie Fire, Speak w Animals, Cure Light Wounds *3, Heat Metal, Charm Person, Create Water, Obscurement, Hold Animal, Tree, Summon Insects*, Stone Shape, Call Woodland Beings, Repel Insects*, Speak with Plants, Cure Serious Wounds, Insect Plague*, Wall of Fire, Conjure Fire Elemental

*All insect spells are at maximum capability and will include giant insects of all kinds

Druid Initiate of the 3rd Circle Gellivardenovas (aka Gellivar), N, Lv 3 [Bralm], (Poku's daughter 23yo), s12 i13 w16 d13 cn15 ch17, HP: 22, leather armor & wooden shield AC 7/7/8, scimitar, sling & 16 stones, dagger

Spells: Detect Snares & Pits, Locate Animals, Animal Friendship, Entangle, Faerie Fire *2, Charm Person, Cure Light Wounds *2, Obscurement, Heat Metal, Summon Insects

Gellivar will not be attacked by any of the insects but she cannot speak to them nor can she invite anyone to enter the home. She does know where the Shield of Nature is hidden and can employ it.

(413) Home, Farm Hands

Thief Oseca, Nc, Lv 2 [Norebo] s12 i9 w9 d14 cn12 ch5 HP: 10, leather armor AC 8/8/8, Purse 21SP, 37CP, 1 BT, 3BP, short sword and dagger

The small shack he lives in is dirty and in disrepair. It is falling apart and one more wind storm will likely bring it down around his shoulders.

Oseca is just ugly enough and stupid enough so that most people remember him when he tries to deal with them. He was caught more than once attempting to steal something. (The scars on his back from public flogging are testimony to his terrible skills.) He is under warning that if he is caught again he will lose a hand. Lucky for him that warning is from Pel Reltarma and not Kroten. Kroten Law would already have removed his left hand for theft two robberies ago. So Oseca has made the one wise decision of his life and has become a farm worker. He is still tempted but he can't steal much in an open field. He just avoids going into town unless he absolutely has to.

(414) Home, Farm Hands

Two large apple trees and a peach tree are next to the house.

The small home has two rooms and a loft. Peckla and Ivenda have the bedroom, Pekenda sleeps in the loft and Ivela sleeps next to the hearth in the main room. They have a good bed, table and four well-made chairs. They save for items till they can afford a good quality piece.

The family's major clients are the two druids at the nearby farms.

Fighter Peckla, N, Lv 1 [Phyton] s15 i12 w10 d14 cn13 ch11 HP: 8, leather armor AC 8/8/8, Purse 2GP, 15SP, Short Sword, Dagger, Cache: 20GP

Ivenda, N, Lv 0 (wife) [Norebo] no armor AC 10/10/10, Purse 4SP 22CP, knife

Peckenda, Nc, Lv 0 (son 16yo) [Norebo] s12 i11 w9 d14 cn12 ch10 HP: 3

Ivela, Nc, Lv 0 (daughter 13yo) [Phyton] s12 i13 w15 d15 cn13 ch13 HP 4

Ivela just needs a patron to get here out of the oppressive back breaking job of tending fields. If the right person spots her potential she might be able to get out of here.

(415) Wind Mill

The mill can grind wheat and rye into flour at the rate of one 5 pound sack of flour in two hours when there is a good breeze of 15 or more mph. (Kroten has a prevailing western wind that is usually 10 to 20 mph just before dusk for about two hours. It is not uncommon (1 day in 4) to have a brisk wind during the day as well.)

Attached to the mill is a two room house with two doors to the outside and one inside door directly into the mill. All three doors have a lock and can be barred. The two 15 x13 windows per room can be shuttered and barred from inside though they are often open even at night unless it is chilly. Furnishings are of good quality. Hidden in the mill under a stone in the floor is a pouch holding 33GP and 84 SP.

There is a silo that holds enough grain to fill 80 five pound sacks. The grain is payment for grinding wheat and rye brought here.

Fighter Eggivar, Nl, Lv 3 [Osprem] s16 i12 w9 d15 cn15 ch11 HP: 27, studded leather armor & shield AC 5/6/7, Purse 3GP, 44SP, short sword, spear (2)

Cleric Wheyem, NG, Lv 3 (wife) [Fortubo] s12 i12 w15 d13 cn15 ch11 HP: 21, leather armor & shield AC 7/7/8, Purse 3GP, 2SP, 30CP, **+1 Mace +1**, hammer

Spells: Cure Light Wounds, Light, Purify Food & Drink, Bless, Hold Person, Spiritual Hammer

Leggus, Ng, Lv 0 (son 14yo) [Fortubo] s13 i12 w13 d14 cn16 ch11 HP: 5, leather armor AC 8/8/8, Purse 5GP, 3SP, hammer, dagger (4 throwing)

Wheyem's uncle occupied and ran the mill until his death two years ago. Eggivar's home was in Pel Reltarma but he gave it up for the opportunity of opening his own business. He does miss the sea (he was a sailor for three years) and likes to travel to Pel Reltarma a few times a year to visit.

(416) Farm

12 Acres. Wheat and Rye

They raise geese and usually have 3 to 8 of them in a pen next to the house. They trim their wings so they cannot fly off but these are large geese raised for food so they don't fly far or fast in any case. A goose sells for 6 to 9CP.

The farmhouse has two bedrooms and a common room. It has a stone floor. There are two doors without locks but they can be barred. The six 30x16 windows are fairly large. They have shutters. The lower portion of the window swings out to let in air. They have good furniture kept in good repair. The house is clean and neat. There are rugs on the floors and a wall hanging of running wolves in the common room.

Stash: 54GP, 130SP (under a stone near the hearth – secret door)

Druid Initiate of the First Circle Debbelus, N, Lv 3 [Phyton] s12 i12 w16 d13 cn13 ch15 HP: 13, leather armor & wooden shield AC 7/7/8, quarter staff, six darts

Spells: Faerie Fire, Pass without Trace, Shillelagh*, Speak with Animals, Entangle, Charm Person, Cure Light Wounds, Heat Metal, Create water, Snare

Kemma N, Lv 0 wife

Druid Aspirant Zebbal, N, Lv 1 (son 14 yo)[Phyton] s13 i13 w16 d15 cn12 ch16, HP: 6, leather armor AC 7/8/8, quarter staff, six darts

Spells: Detect Magic, Shillelagh, Entangle, Faerie fire

Children girl 5, 2, baby

Debbelus and Poku interact with each other being neighbors and druids. They worship different gods, but Phyton and Bralm have similar interests.

(417) Farm

14 Acres, 1 bull, 30 to 50 Milk Cows

The farmhouse has a wooden floor, two doors (no locks but can be barred) and six 15x30 windows with shutters. There is a common room and a bedroom. Pengella has a few good dresses which she likes to wear into town.

Fighter Legival, Ng, Lv 2 [Phyton] s14 i12 w8 d14 cn12 ch13 HP: 14, leather armor & shield AC 7/7/8, Purse 15SP, 22CP, hand axe, dagger, sling and 10 stones

Fighter Pengella, N, Lv 2 (wife)[Bralm] s15 i13 w13 d15 cn11 ch 15, HP: 11, leather armor & shield AC 6/7/8, Purse 13SP, 18CP, 1 BT, 3BP, short sword, short bow and 16 arrows, dagger

2 dogs Snip and Patches, 2HD AC 7, bite 1d4, HP 11, 9

They are trained by Pengalla who can give them a number of one word commands: Heel, Attack, Defend, Help, Guard, Run, Roll, Sit up, Fetch.

Barn

Farm Hand aLv 3 / Fighter Krespal, N, Lv 1 [Llery] s15 i10 w9 d13 cn16 ch12 HP: 10, leather armor AC 8/8/8, Purse 13SP, 13CP, 7 BT, 13 BP, short sword, dagger, sling & 10 stones

The cows are free to graze in either of two fenced areas that run from the edge of the Kroten Forest to the river. The cows can reach through the fence to drink from the river. The field south of the road has a lot of clover in it and they do not let them graze there all the time. A cow sells for about 10GP.

Pengella makes about half of the milk into cheese (Colby) which they sell in town for 5 or 6SP a pound. The whole milk goes into gallon bottles which are sealed with wax and sold for 1SP. Milk buyers come to the ranch in the morning between 7 and 10am. She will have 6 to 12 gallons to sell at a table along the road. She and Legival take the cheese in to town on Moonday and Earthday. Her regular customers bring back their gallon bottles washed and ready to refill.

(418) Cattle Ranch

13 Acres, herd of 25 to 75 head, Cattle for sale are about 8GP. Next to the main house are a dozen mature apple trees.

Fighter Benwright, NLg, Lv 6 [Phaulkon] s16 i15 w16 d13 cn13 ch17 HP: 41, **Chain Mail +2** AC 3/3/3, Purse 11GP, 24SP, 13CP, long sword, **+1 Dagger +1 /+3 vs hobgoblins** (when the dagger – drawn or not – comes within 20 feet of a hobgoblin(s) it 'reports' aloud with a count. If more

hobgoblins come in range on the next round it will report again. It reports three times and then is silent for at least one full hour.)

Benwright usually does not carry the dagger into town because it would certainly be 'reporting' a number of times.

Fighter Hossal, Gc, Lv 5 [Phaulkon] s1834 i8 w9 d14 cn18 ch 13, HP: 52, studded leather armor AC 7/7/7, Purse 5GP, 18SP, Silver Ring with Wolf Head (75GPV), **+1 Two Handed Sword +1**, dagger

Fighter Joesepha, Gc, Lv 3 [Phaulkon] s14 i13 w13 d18 cn16 ch15 HP: 29, **Leather Armor +1 & Shield +1** AC 1/5/7, Purse 11GP, 33SP, short bow and 20 arrows and **+1 arrows +1**, short sword, dagger

Ranger Adaamalta, Gc, Lv 6 [Phaulkon] s16 i15 w10 d13 cn16 ch16 HP: 44, **Bracers of Defense AC6 & Ring of Protection +1** AC 5/5/5, Purse 3GP, **+2 Long Sword +2**, long bow & 18 arrows, **Javelin & Ring of Return §**

Cook aLv 7 / Monk Disciple Hopp Singg, N, Lv 4 [Beory] s16 i12 w16 d15 cn13 ch12 HP: 17 AC 8/8/8, dagger (+2 damage due to skill), open hand 1d6

Spells: speak with animals at will and partial masking of ESP

Work Hands House

Blacksmith aLv 5 / Fighter Kevson, NI, Lv 3 [Bralm] s17 i12 w10 d13 cn15 ch11 HP: 23, leather armor AC 8/8/8, Purse 3GP, 21SP, hammer, hand axe, dagger

Farrier aLv 4 / Fighter Reggal, Nc, Lv 2 [Llery] s16 i10 w10 d12 cn15 ch12 HP: 17, leather armor AC 8/8/8, Purse 1GP, 14SP, 8CP, 7 BT, 13 BP, hammer, dagger, sling & 12 stones

Kevson and Reggal shoe the horses at 410 & 411 as well.

Fighter Pemesta, N, Lv 2 [Phyton] s15 i12 w11 d15 cn13 ch14 HP: 14, leather armor & shield AC 6/7/8, Purse 13 SP, 34CP, short sword, short bow and 18 arrows, dagger

Fighter Woggle, N, Lv 2 [Phyton] s14 i15 w9 d14 cn12 ch13 HP: 17, studded leather armor & shield AC 6/6/7, Purse 1GP, 33SP, flail, **Hand Axe +1**, dagger

Barn

Medium War Horses (family), 2+2HD AC 7, 1d6/1d6/1d3 for hooves & bite HP: 14, 13, 13, 12

Light War Horses (hands), 2HD AC 7 1d4/1d4 for hooves: HP: 13, 11, 11, 10

Stable boy - Groom aLv 6 / Thief Heggla, N, Lv 3 [Norebo] s11 i16 w13 d17 cn14 ch7 HP: 17, leather armor AC 5/8/8, Purse 4GP, 31SP, 17CP, **+1 / +3 Dagger +1 / +3**

vs ogres (ogres must save vs magic or be held as the spell *hold monster* for 3d4 rounds) 3400GPV, short sword

Heggla would be very happy to trade the dagger he has for something more useful to a thief. He does not want to attack ogres, needless to say.

North Edge of the Kroten Forest

(419) Logging Camp

16x24 home, 18x24 barracks

A number of Lumber Jacks live in town. Only two reside here. Bunyanarkahas his own home and Levesta has a separate room in the Barracks.

Straw Boss' Home

The rectangular one room home is made of logs and has a single solid wooden door with interior iron bands to reinforce it. The door's lock is exceptional (-6% from thief's chance to pick). It can be barred from inside and would withstand simple shouldering even from a very strong figure. Axes or exceptional strength (1850+) are needed to bash it down with hammer hits. The furnishings inside are solidly made of logs. There is a large stone hearth and iron cooking pots and utensils plus iron plates and utensils. The rug on the floor is well made and new (100 GPV). The tables and chairs with cushions are valuable but difficult to move and few would buy them. There is a iron chest bolted to the floor. It has a large pad lock that is protected from direct hits from a hammer by an iron ring that circles the lock. Inside the chest are three bags of 100GP each, and four bags of 100SP each and loose coins (22GP and 37SP). The money is used to pay for daily work by the lumber jacks from town. (3SP per aLv is the going rate for a day of work.)

The barracks is one single room with a hearth at one end and door at the other. It has three 12x12 windows along each long side. There are five beds on each side of the room with chests and small tables next to the bed. The floor is wood and elevated two feet so there are three steps to the front door. The door does not have a locked but can be barred from inside at night.

Oxen, 3+3HD AC 7, Horns d6+3, HP: 27, 24 (in a 36x36 pen with a water trough)

Large wagon that will hold 4000 lbs of logs and /or lumber plus a driver. (320GPV)

There are two large 40 gallon water barrels with a small pail. Levesta goes to the river once a week and fills up the large barrels. All of one barrel goes to fill the oxen's trough. Bunyanarka goes along to help with the lifting of the barrel to the wagon once it is full of water. The barracks is used when the men stay overnight while working a tree. They might remain there for 1 to 4 days to finish felling and dressing a medium sized tree.

Lumber Jack - Straw Boss aLv 5 / Fighter

Bunyanarka, Nlg, Lv 4 [Phyton], s1811 i13 w13 d14
cn16 ch 8 HP: 34, chain mail & shield AC 4/4/5 Purse
5GP, 18SP, **+2 Battle Axe of Ever Sharpness +2 §, +1 Long Bow +1**, 24 arrows, dagger, **Ring of Heavy Lifting§**.

Barracks

The barracks has six two level solid bunk beds. There is a separate locked room for Levesta. Each bunk has two small chests with locks on them. The keys are kept by Levesta unless a lumber jack is staying the night and working the next day. Usually during a tree falling and dressing the jacks remain for the days it needs to fall, dress and turn the trunk and major branches into both tinder and lumber.

Lumber Jack aLv 5 / Fighter Levesta, Nl, Lv 3 [Phyton]
s1805 i13 w13 d15 cn15 ch11 HP: 23, chain mail & shield
AC 3/4/5, Battle axe, four throwing hand axes, two throwing daggers

(420) Guard House

This guard house watches people coming in and out of Kroten via the South and West Roads. There is a toll of 1CP for wheeled vehicles coming into or leaving Kroten, although there is no toll for foot traffic. A wagon crossing from the west and going directly south is not taxed. It is not uncommon to waive the toll from wagons coming from or going to the west. The captain or his lieutenant makes that decision.

This guard house also patrols south of the river to the edge of the Kroten Forest. They will occasionally travel down the east road as far as the Farm Way. Patrols are at roughly dawn, mid-morning, noon, midafternoon, dusk and one late night. The exact time can vary by as much as a thirty minutes.

Roll a d10 to decide actions:

1-5) patrol to Kroten Forest Edge and two to eight hundred yards down the west road passing between the two halves of the Phytal Woods.

6-8) Travel to the East road and check on the Logging Camp and the immediate farms down the road ending at the Wind Mill.

9) Travel to the Logging Camp and then go down the road into the Kroten Forest for a about a mile.

10) Travel to the Wind Mill and then go into the Kroten Forest for about half a mile.

The patrol contains four hobgoblins and one leader. The ogre is 50% likely to go along.

Captain

Fighter Peskargelgo, EL, Lv 7 [Pyremius] s17 i16 w13 d15 cn13 ch11 HP: 60, chain mail & **Shield +2** AC 1 / 2 / 5, Purse 44GP, 20SP, **+1 Long Sword +2**, four throwing daggers, long bow and 24 arrows

Sergeant:

Hobgoblin Keskegilgag, 4+4HD [Maglubiyet], s17 i11 w12 d13 cn15 ch4 HP: 28, splinted mail & shield AC 3/3/4, Purse 13GP, **+1 Halberd +1**, dagger. Keskegilgag is fluent in common and dwarfish! All of these Hobgoblins worship Maglubiyet.

Hobgoblin Zekkig, 2+2HD, Shaman Lv 5 [Maglubiyet] HP: 16, splinted mail & shield AC 3/3/4, Purse 23GP, 17SP, broad sword, dagger

Spells: Command, Bless, Cause Light Wounds, Darkness, Protection from Good, Hold Person, Silence, Know Alignment, Cause Disease

A hobgoblin shaman uses **Cause Light Wounds** as a judgment and punishment for a hobgoblin who disobeys some order. If the hobgoblin survives the **Cause Light Wounds** he goes on living, if he goes into negative points he will be allowed to die if he does not recover by himself.

Different Dungeon Master's use different negative numbers as a point of no return and some keep charging damage points unless wounds are bound or cured while

some will let the wounds to stop bleeding at some point which might be dice related. I like bleeding till bound rules and 0 to -3 is unconscious and -4 or lower might die with -10 be dead for sure.

Hobgoblin Ckeck, 2+2HD, HP: 16, splinted mail & shield AC 3/3/4, Purse 15GP, broad sword, dagger

Hobgoblin 1+1HD (9) HP: 9 9 9 8 8 7 7 6 6, Scale & shield AC 5/5/6, Purse 0-9GP, 2-24SP, 3-36CP, broad sword, dagger

Ogre Grepulk, 4+1HD, HP: 27, Skins AC 5, oversized hammer (d6+2 base damage, +6 damage bonus due to strength)

Road to Pel Reltarma / Lo Reltarma

The road from Kroten to Pel Reltarma is twenty miles long. The east side of the road has the Kroten Forest paralleling the road for about eleven miles. Then the Farmin Mountains come into view, the foothills of which are four miles off the road. Pel Reltarma is a sea port of 200 or so individuals. Across from Pel Reltarma is Reltarma Island which is 12 square miles (six miles long and two and half to three and half miles wide. Lo Reltarma, the city of 4000 people, faces north and east.

On the east side of the road is the Kroten River which is from 300 to 1800 feet away all the way down to Pel Reltarma. Just after leaving Kroten the Southern Phytal Woods are close to the road and river for about nine miles. The edge of the Phytal Woods is between 1200 and 2000 feet from the river for most of that distance widening to a mile and half away at the southern tip of the woods.

Lone Peak comes right after the Woods. It is a small mountain between the river and the ocean. It is just over 1500 feet at its summit.

The Kroten Forest

A mile down the road from the break off of the road to Asmogorgon there is an old trail leading into the forest. Most will miss the signs of the path which is marked by a few flat stones thirty feet apart. The first stone is near the

road. There has been plant growth over the years so the trail is mostly obscured. The path is marked in the forest as well by these same flat stones except they are now

fifteen feet apart. The trail overgrown but the stones are clear and visible.

The trail leads to a small clearing after traveling about fifteen hundred feet into the forest. This trail crosses another more used trail that comes out of Kroten and travels south. The clearing is about thirty feet in diameter and dominated by seven large boulders that are arranged in a rough circle. The boulders each weigh about four hundred and fifty pounds and are partially set into the earth. If a boulder is uprooted and turned over a large gem will be found embedded in it. Each boulder has one large gem which is worth 1,000GPV. There are seven varieties of gems; a diamond, amethyst, sapphire, emerald, topaz, jacinth and a ruby.

The seven gems in the stone circle form a Teleporter. The sending end of the Teleporter is deep under the Fane of Syrul (see #155). The gems have not been found in all these years (over a hundred) and the teleporter remains intact.

If a good cleric, ranger or paladin (regardless of deity) prays in the center of this boulder ring for ten or more minutes he/she will be Teleported to location B6 in the basement of the Fane of Syrul (originally the church of Celestian – hence the seven specific gems). This was the secret way in and out of the church and it's Holy Room. Note: the stone circle does radiate magic if a **Detect Magic** is used. It will also radiate good. A good cleric, paladin or ranger will get a feeling of comfort if he/she steps into this ring but he/she will not understand why that feeling rushes over him/her.

If a gem is discovered and pried out of the rock there will be an explosion shattering the gem and delivering 6d6 +3 damage with no saving throw. The item used to pry the gem out is must save vs Crushing Blow at -2 to the die roll.

Camping there (but they have not discovered the use of the stone circle) is a party of five adventurers.

Note!

At a specific time on a specific day three of the five will be grabbed by **Monster Summoning IV** and be teleported away. Therefore if you are reading this text due to travel by the party from this module understand that these five may not be here!

Cleric Orwar Ascoban, LG, Lv 6 [Pelor] s14 i14 w16 d13 cn11 ch11 HP: 29, gilded plate mail & **Shield +1, Ring of Protection +1** AC 1/1/3, Purse 15GP, hammer, mace, sling and 8 bullets, **Scroll**: Commune

Spells: Command, Cure Light Wounds *3, Sanctuary, Hold Person, Spiritual Hammer, Silence, Find Traps, Augury, Glyph of Warding, Prayer

Ranger Yechwa, CG, Lv 5 female [Phaulkon] s15 i14 w13 1d10 cn18 ch9 HP: 52, chain mail, **Ring of Protection +3, Cape of Protection +1** AC 1/1/1 Purse 11GP, 88SP, two handed sword, **+1 Long Sword +1/+3 vs regenerating creatures**, composite long bow and 24 arrows, dagger, wears helm when not tracking

Magic user Roodin Bokassad, CG, Lv 7 [Delleb] s15 i17 w16 d13 cn12 ch9 HP: 17, **Bracers of Defense AC8, Ring of Protection +1, Cloak of Protection +2** AC 5/5/5 Purse 51GP, Gem 100, **+1 Dagger +1, Wand of Wonder** (14 charges), **Wand of Magic Detection** (11 charges), **Ring of Feather Fall, Crystal Ball with Clairvoyance, Potion of Growth, Scroll**: Fireball, Scroll: Stone to Flesh.

Spells: Identify, Magic Missile, Light, Sleep, Detect Invisibility, Web, Stinking Cloud, Fireball, Dispel Magic, Polymorph Self

Book: Identify, Read Magic, Magic Missile, Erase, Sleep, Write, Shield, Comprehend Languages, Detect Magic, Find Familiar, Detect Invisibility, Web, Stinking Cloud, Mirror Image, Knock, Invisibility, Shatter, Strength, Fireball, Dispel Magic, Hold Person, Tongues, Protection From Normal Missiles, Fly, Fire Charm, Polymorph Self, Wall of Fire, Dimension Door

Roodin's primary book is in the hands of Peltar of Restenford. Peltar is copying four spells from his book to Roodin's and three from Roodin's. During this process Peltar has given Roodin this book to use. Should it be lost or destroyed Roodin will own Peltar 8700GP or the equivalent in spells, money and other treasures. Of course Peltar has pledged to keep Roodin's book safe. Were it to be lost Roodin would get this book to keep plus another 1,400GP.

Paladin Pamina, LG, Lv 4 female [Pelor] s15 i11 w12 d14 cn14 ch17 HP: 27, gilded plate mail & **Shield +1, Ring of Protection +1** AC 1/1/2 Purse 3PP 18GP, **+1 Long Sword +1**, long bow and 20 arrows plus 4 **+1 arrows +1, Potion of Climbing**. Note: +1 shield does not allow ring of protection to augment armor class but from the rear the shield is not a factor and the ring will help the armor class of non-magical armor

Illusionist / Thief Ayla, N [Garl Glittergold] s16 i15 w13 d16 cn15 ch16 HP: 28, leather armor AC 6/8/8, Purse 54GP, 22SP, **+1 Short Sword +1**, sling with 28 bullets, **Ring of Feather Falling, Scroll**: Continual Light, Rope Trick, Suggestion.

Spells: Darkness, Phantasmal Force, Change Self, Wall of Fog, Blur, Invisibility, Paralyzation

Book: Darkness, Phantasmal Force, Change Self, Wall of Fog, Light, Dancing Lights, Detect Illusion, Detect Invisibility, Blur, Invisibility, Detect Magic, Mirror Image, Ventriloquism, Magic Mouth, Paralyzation, Dispel Illusion, Hallucinatory Terrain, Spectral Force, Rope Trick

Random Encounters

The full Kroten forest covers about forty square miles. The area near the town of Kroten is rather devoid of game and encounters other than small animals and birds. The area around the logging operation are especially free of any wild life due to all of the day time noise and activity by armed men with axes.

Someone just traveling in a mile can roll d% and have a 7% for an encounter using d6 to determine that encounter on the table below. Going in deeper the % chance of an encounter goes to 16% per 2-12 turns of movement (20% if a camp is made). Use d20 to determine that encounter.

1. 2d20 pigeons or 3d20 sparrows or 1d4 robins or 1d2 blue birds or 1d6 crows.
2. 1d2 hares
3. Single deer 95% doe, 5% buck (it will run upon getting a scent or hearing noise)
4. A raccoon
5. An owl high up on a tree branch
6. A lone hungry wolf without a pack to back him
7. A ram. Will bolt into the forest upon seeing anyone.
8. 1d6+2 stirges, 1+1HD (initial attacks at +3 to hit) AC 8, Proboscis 1d3 and if a hit drain blood at the rate of 1d4 points per round until 12 points are drained. Once satiated it will fly away slowly to digest the blood.
9. Party of two figures traveling in the opposite direction.

Fighter Pesivar, CG, Lv 4 [Labelas Enoreth] s14 i13 w14 d17 cn13 ch18 HP: 23, Silver Steel Chain Mail & Silver Steel Shield §AC -1/2/4, Long Bow (+1 due to skill and +2 due to dexterity), 24 arrows, long sword (+1 to hit due to skill), four throwing daggers

Thief Ovarindal, CN, Lv 5 [Erevan Ilesere] s10 i13 w12 d17 cn 12 ch 16 HP: 23, Leather Armor +1 AC 4/7/7, long sword, six throwing daggers

Once met these two will not be seen again. DM can roll two similar figures or ignore the encounter.

10. Brown bear, 5+5HD AC 6, 1d6/1d6/1d8 for claws and bite, if both claws hit hug for 2d6. HP: 44, Cub, 2+2 HD AC 8, 1d2/1d2/1d3. No hug. HP: 15. The mother will defend the cub and go into a rage if the cub is attacked. +3 to hit but -3 to armor class single mindedly against the attacker(s) of her cub. If mother and cub are ignored and allowed to pass she will vanish into the forest.
11. Wild boar, 3+3 HD AC 7, 3d4 tusks and bite, HP: 23, 70% likely to attack regardless of party size.
12. Troll 6+6 HD AC 4, 1d4+4/1d4+4/2d6 for claws and bite, regeneration, fearless. HP: 40. d20 GP, d% SP, d% CP. 40% for 1d4 gems with 10*d10 each.
13. 1d6+2 Sprites, 1HD AC 6, move 270 on foot/ 540 flying, small sword (1d4 damage), small bow (range 90/180/270) damage 1 but save vs poison or sleep 1d6 hours. Invisible at will, detect good/evil @ 180 feet, move silently.
14. Feral Cat, 1+2HD AC 6, bite 1d2. Will not engage. The cat if encountered will freeze in place unless approached. It will then break and run to escape.
15. 2d4+1 Bugbears, 3+1HD AC 5, pole arm 2-7 damage, Purse 1d20 gold, 1d20 silver, 1d20 copper. If they have as many or more figures as the group they encounter they will always attack. If they have fewer figures than the group they encounter they will toss a few coins on the ground and run away.
16. Grey squirrel, 1d6+1 HP AC 4, bite 1d2. Will freeze if seen but run if approached unless the person has what looks like food. 50% chance to then move forward in 2 to 5 short bursts of movement to get the food. If followed there is a 20% chance that single gem of d20*5GPV might be found.
17. Hill Giant, 8+1HD AC 4, Club 1d12+7, Hurling rocks 1d10+7, Purse 2d% GP, 3d% SP, 5d% CP, 20% for 1d6 gems d20*10GPV, 15% for 1 magic

Once met roll d20 again. If another roll of 17 then there is another Hill Giant.

18. 1d4 Giant Lizards, 3+1HD AC 5, bite 1d8 (20 on d20 2d8), treasure incidental 15%
19. Giant Owl, 4HD AC 6, claws 2d4/2d4 beak 2d4+1 surprise on 1 to 5 (d6). Would attack a lone figure only 80%, pair of figures 40%. Treasure incidental 20%, 40% for a mate. Lair within 500 feet 40% with an Egg 70% (egg 1,000GPV)

20. 2d4+1 Ghouls, 2HD AC 6, claws 1d3/1d3 (save vs paralysis or 3d8 rounds held) / bite 1d6 (no paralysis from a bite) (immune sleep, charm, fear)[protection from evil holds at bay] Per Ghoul: 80% 3d12GP, 100% 4d12 SP, 15% 1 magic (if 1 magic then 8% for a 2nd magic)

East of the Kroten River Loop

There are three graveyards east of the town.

6 Shadows 3+3HD AC 7 (hit only by magic weapons), touch 2d4+1 and drain 1 point of physical strength for 2d4 turns. Non-corporeal. HP: 22, 20, 18, 15, 12

The shadows will not appear until night has fallen and will vanish again at the first hint of false dawn. They do not cross the river nor leave the immediate confines of the graveyards and immediate surroundings (few hundred feet).

(421) The "Old Graveyard"

See **Krypt Adventure** in **L5B, The Kroten Adventures** for details of this area.

(422) The Graveyard "Extension"

See **Krypt Adventure** in **L5B, The Kroten Adventures** for details of this area.

(423) The "New Graveyard"

521CY a larger area was set aside that could accommodate one thousand graves. By 576CY (now) is already 3/4 full.

When the south branch of the river was built Nebub would not allow the building of a bridge to the graveyards. There was a bridge into the small guard post called Cobblethorp and another bridge in the middle of the south branch leading to the established farms and ranches that were already there. Once it was clear that a wall was not going to be built around this side of town Nebub relented and allowed a bridge to be constructed to the graveyards in 531 one year after the stone giants and ogres who dug this river branch and build the first town wall left.

(424) Shrine of Weejas

The shrine of Weejas almost touches the east branch of the Kroten River. The shrine is quite old dating back to 463CY. A few graves were already there so the clerics placed a number of large stones loosely in a oval around those graves and made a graveyard.

The building is made of stone and has a shingle roof. The statue of Weejas is outside of the shrine but covered by a substantial overhang supported by the building and two large pillars. On either side of the statue are two well-made iron doors that can be barred from inside. There are three rooms in the building all of which either house or provide for the needs of the clergy who reside there. Business is conducted outside in front of the statue of Weejas.

Barracks room

There is a large barracks room that runs the length of one side. It has four beds which are separated from one another by a heavy curtain that hangs from the ceiling. At the foot of each bed there is a large chest with an internal lock. The chests are each protected by a Glyph of Warding for Paralysis. The names of the four Glyphs are known only to the appropriate occupant. When not wearing their magical armor or cloaks those items are next to the appropriate bed and at the ready.

Note on paralysis: Paralysis lasts as long as the figure is touching the chest itself (initial save vs paralysis allowed). Once physical contact is broken the figure will remain paralyzed for 4d4 turns.

Each chest has small clothes, ordinary tunics and trousers for daily wear and at least three pairs of boots. Formal vestments for the three clerics are neatly folded and go in a removable drawer on top of the chest. White is the color of an Evil cleric and black is the color of a Good cleric. The vestments have the Skull and Fireball holy symbol embroidered on the back of the garment. The two chief clerics have vestments worth 150GP and the lesser cleric's vestment is worth 40GP.

The beds are well made with good mattresses and pillows and well-made wool blankets. The bed linens, pillows and beds would sell for 80GP each.

Common Room

This room occupies the back half of the other side of the building. There is a door to it only from the barracks room. There is no door to the outside. Light comes in via two narrow (five inches wide but three feet high) shuttered windows. There is a large hearth, wood pile, utensils, a trestle table and two large benches. Various

condiments and spices are on a shelf. Six sets of brass well-polished plates and cups are on the shelf below the spices. (Spices 30GPV, Dishes and cups 70GPV)

Copy Room

The other front door leads to the copy room which also has a door into the barracks. There are two vertical windows (two feet wide but only eight inches high) that allow a good amount of daylight to enter and shine upon two tilted copying tables. On the far wall there is a book shelf with twenty volumes. The books deal with death, embalming, rituals and the casting of clerical spells. They are all written in Keolandish which is obviously known by all three clerics. Omargovian is learning Keolandish from Zeefas and Keeras but he has an unsteady hand and certainly does not copy any of the texts. Once a year a cleric or two arrive from Lo Reltarma to pick up finished books and take them back to the temple. (Usual production is two to five books. The clerics are paid for each book in gold [75GP]).

There is an assortment of inks and quills plus books in transition (being copied) and from thee to eight blank books (blanks worth 15GP each).

Cleric Zeefas, LNe, Lv 6 female [Weejas] s12 i15 w17 d15 cn14 ch8 HP: 23, **White Cloak of Protection +2** and **Ring of Protection +2** AC 5/6/6, Purse 18 SP, 40CP, **+2 Quarter Staff +2**, six darts

Spells: Command, Bless, Detect Magic, Fear Touch, Cure Light Wounds, Silence, Augury, Hold Person, Slow Poison, Resist Fire, Continual Light, Dispel Magic

Cleric Keeras, LG, Lv 6 [Weejas] s13 i13 w18 d16 cn13 ch13 HP: 28, **Black Cloak of Protection +1**, chain mail & shield AC 1/3/4 Purse 16GP, 17SP, **+1 Mace +1**, four throwing hammers

Spells: Detect Magic, Cure Light Wounds *2, Light *2, Hold Person *2, Augury, Spiritual Hammer *2, Dispel Magic, Speak with Dead

Cleric Beelas, GL, Lv 2 [Weejas] s16 i13 w15 d12 cn16 ch10 HP: 17, chain mail & shield AC 4/4/5, Purse 17SP, 22GP, six throwing hammers

Spells: Cure Light Wounds *2, Light, Bless

Fighter Omargovian, LN, Lv 4 [Weejas] s1854 i14 w13 d12 cn16 ch14 HP: 35, **Plate Mail+1** & **Shield +1** AC 0/2/2, Purse 31GP, 14SP, **Long Sword +1**, long bow (24 arrows), dagger

Note: These figures normally do not wear their full armor or magical cloaks. They do not wish to soil them and they are too cumbersome for work around the graveyard.

Normal dress is simple leather armor but a weapon is always at hand. If an attack were to come in daylight hours Omargovian will hold back the attackers while the clerics go back in to get their better weapons and armor if time permits. Attacking any religious institution in Kroten will usually bring the clergy of the nearest shrine/fane to help.

The occupants of the building are the caretakers of the three graveyards of Kroten. They can be seen during the day pulling weeds, cutting grass (with a scythe), upending a fall head stone etc. Keeras and Beelas will dig a grave for a lawful person at a cost of 2GP. They will not forbid non lawful interments but they will not dig the grave (for any amount of money) either. Many people hire workmen to go and dig the grave but the family is expected to make arrangements first and not just walk in and start digging.

At night they hole up in the Shrine. They do seldom interact with the town except to get food or buy supplies. It is customary to pay them 2GP before any body is laid to rest in the yard. While not required most realize that offending a cleric of the Goddess of Magic and Death cannot be a wise move.

All three clerics are aware of the Shadows that haunt these graveyards. They do nothing to clear them away but in like manner (since the shadows are chaotic) they will do nothing to protect them either.

Entry into Kroten from the east road (Links to Cobblethorp, Teller, Grest, Restenford, Phalkonville and Bralmtan are all this way).

The purpose of the guard house lies in the stone bridge crossing into Kroten. The Toll is 1SP per cart or wagon, 7CP per person. Some people march right up to the bridge and expect to cross.

(425) Guard Complex & Jail

Encounter matrix at the end of this entry for this building complex. Roll if anyone approaches the island or if the location of anyone on the island complex needs to be determined.

*A. Barn

3 Light War Horses in Stable, but room for five. 2+1HD, AC7, HP: 15, 14, 12. Feed. Bucket. Pitchfork (Damage 3d2). Tack Room. Locked 3 feet x 4 feet x 7 feet tall. Harness, tack and Saddles for four horses (40 GPV each set)

Small room 6 feet x 8 feet x 7 feet tall. Can be barred from inside. Small Bed, table and chair. Chest with clothing,

belt, boots, pouches. Under chest, loose floor board, small leather pouch 11GP

Fighter Barkus N, Lv 1 [Norebo], s15 i8 w8 d13 cn13 ch 9 HP 10, leather armor & wooden shield AC 7/7/8, short sword, sling, purse 23SP, 51CP

Barkus has both guard duty and stable duty. He is an excellent rider and has trained all three horses

*B. 30' diameter Tower

Has four stories and a crenellated top. Inside diameter 24, 23, 22, 21 and 20 as the tower tapers upward. Each floor to ceiling height is 10 feet and the floor/ceiling one foot thick

There is no ladder but there are indented bricks which allow for climbing up from level to level. Hand holds are good but care must be taken. Trap door at each level hinges to the right of the climber. Can be barred shut from the level above. The indented bricks (ladder) are just right of the first floor door as you enter. It is just shoulder width about 24 inches wide. Rapid climbing has an 8% chance for slip and fall.

Ground level:

Locked iron door. Can be barred from within. Wall divides the lower level into entrance area and room.

Sergeant:

Cleric Diabol EN, Lv 5 [Weejas], s16 i12 w16 d13 cn9 ch13 HP 24, studded leather armor & **Shield +1** AC 3/5/7, **Mace +1**, Purse 3PP, 4CP, **Potion Gaseous Form**, **Potion Levitation**

Spells: CLW, CLW, Light, Detect Magic, Bless, Know Alignment, Spiritual Ham, Hold Person, Hold Person, Silence, Cause Blindness

One foot square window next to the door and eight feet up the wall, used for light. There is a three stair stone step to allow looking out. Table and four chairs, two braziers, large water and wine barrels.

Dried meat in a tightly closed cask. Apples. There is a rack with four throwing daggers next to the 'ladder'. Two candle holders (bronze worth 3 GP each) and two dozen tallow candles. Coal for the brazier. Tinder and flint. Trap door going down is under a small cot easily movable.

2nd floor:

Two barred one foot square windows at five foot height. One facing due east and one due west.

Magic Mouth on the underside of trap door to level three. The mage can pass it freely but all others within one foot would trigger it. A loud female scream for eight seconds

and in same voice "Call the town Guard!" Repeats this one more time.

Note: Scream can cause Surprise roll on the climber. If surprised there is a 30% chance the climber will break concentration and fall backwards (2d4 damage).

Bed with mattress and down pillows. Brazier and Coal. Iron Candle sticks and 24 tallow candles. Work table, bench. Parchment, Ink and quills (18GP total value). Clothing. Boots. Slippers.

Scroll: Tongues, Fly, Magic Missile, Sleep, Knock, Leomund's Tiny Hut.

3rd floor:

Izbicki (the magic-user – see directly below) locks the trap door and bars it from his side when he's in this room or higher up. No windows. Room has a *Continual Light* spell on a small ten GP gem in the center of the ceiling (held with sealing wax).

Work room. Two tables for copying spells. Quills, Ink and Parchment (GPV of all is 50GP). Hidden behind loose rock is a bottle of ink made with red dragon blood. Value 450GP

Book: Charm Person, Magic Missile, Shocking Grasp, Write, Message, Spider Climb, Read Magic, Sleep, Feather Fall, Jump, Mirror Image, Darkness, ESP, Knock, Wizard Lock, Pyrotechnics, Lightning Bolt, Dispel Magic,

Magic User, Izbicki, LE, Lv 5 [Weejas], s11 i16 w14 d15 cn10 ch8, HP 17, **Cloak of Protection +2** AC 7/8/8, quarter staff, **Potion Healing**, **Wand Paralysis** (4 charges), Key to front door

Spells: Charm Person, Magic Missile, Spider Climb, Sleep, Mirror I, Darkness, Lightning Bolt

Note: if the tower is attacked or broken into. Izbicki will go to the top and *Spider Climb* down the far side to escape.

4th floor:

Eight equally spaced one foot square windows at a height of 3 feet. Each has a stool in front of it where Izbicki can look and see a fair distance down the out of town roads and he can see the Wizard's tower and Castle in Kroten. There is a bull's eye lantern here with oil, candle holder and 18 candles. A cot. Extra Staff. Scroll of Feather Fall.

Note: Izbicki regularly sits in this room to observe what is going on around the area. The angle is such that he can't see the island edges at all but can just glimpse all three bridges over the river. At night he lights a small candle and put it in the center of the room. It's light is

minor and does not harm his natural human night vision as long as he does not look directly into the flame.

Attached to the leg of each stool is a throwing dagger.

Barrel of water. Dried fruit. Dried meat.

Top:

Nothing of value. The wall is three feet thick so a person who wants to see the base of the tower has to climb into a crenellation. There is a large loose rock in each of the sixteen openings that a person can drop or throw on a person/rider below. Damage 2d8 +6 on a hit. The trap door to the level four below is barred from the other side.

Lower: Storage

Two barrels of water, two of Good Wine. Four flagons of oil (2GPV). Dried fruit and meat. Two chairs (stored). Robe. Trap door can be locked from this side. There is no way out but the trap door.

*C. Central Guard House

With wall and two small guard towers

A. NW tower

No entry from Jail level to upper NW tower. Ground level is the jail. Narrow doorway entry. Locked. Barred from outside if prison inside. Two cots and a bucket

2nd floor:

Five spears. Cot. Small Table and chair. Ladder to upper level. Entry door is wooden and locked. No one resides here, it's just a guard location and access to the top observation area.

Top:

A sheltered supply of torches in a large wooden box. Tinder and flint. Wooden Chair. A guard from room D or F below 35% at night, 75% day.

B. SE tower.

Ground level:

Entry Narrow, no door at all. Ladder up, Trap door down. Spear. Six torches

2nd floor

Leads to walk way that goes to 2nd floor NW tower. Door to walkway can be locked. It is reinforced with iron bands. Table and two chairs. Cot. Candle holder and 6 candles. Five Torches. Pouch and eight cross bow bolts.

Light Crossbow, must be loaded Strength 13+ to load. Strength 9 to 12 has 60%, 70%, 80% and 90% to load. Strength 8 or lower cannot cock the crossbow

Top:

Two large blocks of stone that are makeshift chairs, 400lbs each. Eight 20 lb rocks that can be dropped or thrown a short distance.

Lower:

Storage: Water barrel and bucket. Barrel of cheap beer. Secret door south wall that leads to passage under the river and to a toll building. (*Unknown to current occupants*). Just beyond the secret door is another iron barred and locked iron reinforced door. See separate map for that passage and dungeon.

The north walkway is accessed from wooden stairs in the grounds area. That walkway does not connect to the NW tower.

The west and south walkways connect the two towers. The walkway is entered from the South East tower.

Note: On the south wall there is a secret door that can be opened from either side. Izbicki and Carter know of it and use it. Leads to island and to the dock and boat.

C. West room:

Bed. Table and chair. Brazier. Coals. Locked door (trapped – see below). Clothing on pegs on wall. Coat. Chest of small clothing, socks, belt, two small belt pouches. Silver chain (2GP value). Dagger under table. Also under table are 15GP held to underside with sealing wax.

Above the bed is a heavy crossbow aimed at the door (trap). Poison on bolt. 4d6 +3 save for half. Fire to hit as if held by a 4th level fighter and person setting off the trap walks directly into room. Carter opens the door an inch or so and slips a loop of string off of the trigger wire. Can reset trap the same way.

Fighter Carter EN, Lv 4 [Kord], s16 i10 w12 d15 cn15 ch 14 HP 27, chain mail & shield AC 3/4/5, long sword, long bow (Sergeant) purse 14GP

D. Middle room:

Bed, table, two chairs. Candle holder and candle. Chest of clothing. Soft boots. Two bottles fair wine and cups. Dice two pair of 8 sided. Deck of cards

Fighter Frexoe Ne [Llerrg], Lv 2, s14 i12 w13 d11 cn14 ch 8 HP 13, studded leather armor & shield AC 6/6/7, broad sword, long bow, purse 17sp. He likes to drink and play card games or roll dice

E. East room:

Bed. Table and chair. Candle and holder. Chest: clothing, boots, hat and leather gloves.

Fighter Armigon Ne [Kord], Lv 1, s17 i13 w9 d15 cn15 ch15 HP 10, studded leather armor & shield AC 5/6/7, short sword, sling Purse 1GP, 14SP

F. Corridor

Note there is a rack with seven spears rack in the corridor.

G. Grounds around small keep:

Hitching rail and trough along south edge of building. Brazier next to SE tower burns till about midnight or 1AM then is not relit till the next night.

Encounter Matrix (roll d6 and place all six at once based on that roll.

d6	Izbicki	Carter	Frexoe	Barkus	Armigon	Diabol
1	His tower	C	D	A top	F	Kroten
2	His tower	in town	D	in town	A top	30' tower room
3	His tower	Grounds	A top	barn	F	North walk
4	Kroten	Kroten	D	barn	F	A top
5	His tower	B top	B top	North walk	F	30' tower room
6	Toll House	Toll House	Kroten	A top	Kroten	A top

(426) Toll station and Guard House

Stone solid structure, with iron bar windows in cells, common room and bedroom, Bedroom for guards, common room serves as dining-day room, four cells along back wall to hold those who refuse to pay toll.

- 40% for 1 to 4 from site 1 during daylight hours and early evening.
- 25% for 1 from site 1 night till midnight
- 10% for 1 from site 1 midnight to dawn

Fighter, Rugger EN, LV 4 [Kord], s17 i14 w 13 1d12 cn15 ch 11, HP 27, **Chain Mail+1** & shield AC 3/3/4, light crossbow (carried and loaded to toll gate 100%), four spears (by doorway), **Broad Sword +1**, Purse: 2GP, 11CP, Hidden under bed frame, hot wax seals large gem 100GPV

Fighter, Beatel EL, LV 3 [Syrul], s15, i14, w13, d16, cn15 ch 5, HP 18, studded leather armor & shield AC 4/6/7, light crossbow (carried and loaded to toll gate 60%), four spears (by toll gate), broad sword, Purse: 18SP, 44CP, Hidden in floorboard below leg of bed, Small stash held back: 9GP, 18SP, Gems: 10, 10 + 20 GVP, **Potion of Healing**

Toll is 1SP per cart or wagon, 7CP per person. If you try to wade you get a spear for your trouble. This is a jailable offense subject to loss of victim's entire purse!

Note: both guard house keepers are trained with a spear and there are two supplies of four each as noted above. They are in on the central town scam and often accompany one of the principals from the island.

One cell door is broken, hopelessly bent out of shape. The cell is not used for prisoners but contains a two chairs and a broken table. Secret door in this cell floor leads to down ladder and passage beneath. The guards do NOT know that it is here.

The ladder leads to a large barred and locked iron reinforced door. Once opened it immediately leads to the triangular shaped passage south's end. See the end of the module for the description of that corridor and its guards.

Passage from SE tower to Guard House. There is a large room off of the passage. It is under the river channel and was dug when the river channel was dug. The rooms were then stoned up, sealed and forgotten. The roofs of all of the rooms and the passage are damp and cool. There is a fair sized puddle in the corridor fed by a drip from above. If either secret door is opened that leak will become strained and a countdown will begin.

The water will immediately go from a drop or two a minute to twenty drops per minute. There will then be a countdown of 87 minutes. The dripping will increase and become quite rapid. On minute 88 the ceiling will come down in a roar of water and rock. The room doors must save (11 on d20) or burst at once. If they hold they must save every ten minutes. Some water will flow under the door though at a limited rate.

The passage is triangular eight feet wide and seven feet tall. There are major beams in the passage every eight feet on both sides.

DM: See the drawing and be familiar with it before melee begins. Tall and large figures or those with long weapons will be hindered by the passage configuration and

dimensions. Subtraction for those over 6 feet tall would be -1 for general tightness. Weapons that must be swung for effect will be at -3 to hit and on a 1 on d20 will hit a support beam by mistake. Dexterity advantages are also diminished unless the figure is 5' 6" or shorter.

Inside of the passages and room are six guardians. A Ghastoid, two ghouloids and three skeletons (see enclosed write up and read thoroughly before any possible melee)

There is a side passage behind an open secret door leading to a single small room. The door is open since the ghastoid can open it. However, he could not exit via either stair since those doors were barred from the other side.

They appear to be skeletons except they have eyes (not easily noticed) and brains (obviously hidden from sight). Note: this ghastoid, ghouloids and skeletons are all of hobgoblins. They are the bodies of the hobgoblin chief, four of his bodyguards and the straw boss (engineer of the construction and dig). **See Footprints #8 for Ghoulid and Ghastoid.**

Ghastoid, 5+3HD AC 4, THAC0 14, 3 attacks 1d4+1, 1d4+1, 2d4 (chief), Claw hits, save vs paralysis or 8d8 of paralysis, Bite hit, save vs paralysis or rotting disease, d4 extra damage per round until Cure Disease (see effect of other Cures on those who catch this disease before engaging in any melee) and special effects (read monster description)

HP: 37, XP for this Ghastoid 1,147

Ghoulid, 3+3HD AC 6, THAC0 16, 3 attacks 1d4+1, 1d4+1, 2d4 (straw boss and bodyguard), Claw hits, save vs paralysis or 8d8 of paralysis, Bite hit, save vs paralysis or rotten disease, d4 extra damage per round until Cure Disease and special effects.

HP: 21 and 24, XP 459, 471

Skeletons, 1+1HD AC 8, THAC0 14, 1 attack 1d8 (bodyguards), Edged weapons half damage, HP: 7, 6, 4. They have no personal treasure. No XPV??

The guardians will be spread out in the complex as follows: one Ghastoid at each entrance with a skeleton, and the ghastoid and final skeleton at the mid point of the long corridor. All will go to the site of figures breaking into the complex from either side. So the melee may be joined in subsequent rounds by reinforcements.

DM only: This particular Ghastoid was created by a Wizard and an Evil High Priest who were henchmen of the Duke of Kroten at the time the river channel was dug 52 years ago. The corpses were that of the chief and key hobgoblins, including the engineer who not only

designed and help build the river channel but also some secret rooms and passages in buildings in Kroten. The chief was killed here so that he would never talk. One of his bodyguard and the engineer were left here alive but weaponless. When the Ghastoid rose 24 hours later it attacked the foreman and head bodyguard and changed them into ghouloids. The other hobgoblins were simply killed and animated. With time the flesh rotted off and they became skeletons. Yes you can choose to raise a skeleton from a body instead of obtaining a zombie if the caster desires it.

Once they are disposed of the group can investigate the passages and room.

The Room: 6 feet tall, 13 feet wide and 11 feet deep.

The ghouloid and ghastoids have trashed the room over the decades in a futile show of rage in being unable to escape. Their long undead life would go on and on and on. The wreckage of the room contains a broken chest, overturned table and a single chair. There are some rotten pick axes and hammers along with spikes and a two dried out pails of pitch that are now rock solid.

The broken chest contained a now fragile leather pouch that has 71 PP in it. Picking it up will cause it to disintegrate and the coins will roll all over the dirty floor.

If magic is detected for one of the pails will radiate magic. The dried pitch needs to be hammered out or chiseled out with a dagger or sword. In a small black wooden three inch cube there can be found a medallion made of tarnished brass and bearing the likeness of an imp. There is a leather thong (which is dried out considerably and will break easily if stressed).

The Medallion does not radiate evil. If worn it will make the wearer undetectable as to alignment. (More importantly and NOT subject to an *identify* is the fact that this is the Talisman (DM note, don't CALL IT a Talisman to the players to tip them off) of the Duke of Kroten himself). The uses of the Talisman are not part of this module.

Story of the South Branch of the River

Fifty two years ago the occupants of Kroten were shocked to see an unlikely array of travelers arrive at the Duke's castle. They were met at the westerner road by guards and the Wizard Zidar (second in command to The Duke of Kroten), Nebubenub the First and Peltizar, the Evil High Priest of Asmodeus. Included in the travelers

were two stone giants, four ogres and a tribe of hobgoblins numbering fifty four. The most unusual thing about the visitors was that they carried large picks and shovels in addition to their arms.

They wore no heavy armor nor carried shields, with the exception of the hobgoblin chief and his personal bodyguard of six. The seven of them wore splint and carried shields. All of the bodyguards had evil looking pole arms as well as broadswords, bows and arrows and daggers. The chief, however, wore only copper bracers on his wrists and a bright red tunic of some fabric that played with the light that fell upon it. With them was an old hobgoblin that used a cane to support itself. Yet it was this lame hobgoblin who took command of the workers when it came time to begin their work.

The next day they went with the Duke to the Kroten River on the eastern edge of town. There they began to dig pits south of the river. One of the hobgoblins, a particularly large brute, was given a long digging tool by the Duke. With it the powerful hobgoblin was capable of out excavating ten of his fellows in almost half of the time. He dug alone, frequently directed by the enfeebled hobgoblin task master. The ogres and giants went to the river itself and began to place large boulders in the river along the southern border.

The pattern of their work finally became clear after the first fortnight when observers, who snuck close enough to look, saw they were digging a channel twenty feet wide and about five feet deep going south from the river and staying about one hundred feet from the easternmost of the Kroten buildings. The channel progressed south for many feet until, after four months of digging, it arrived at a point where the digging turned to the west. The people of the town who went to watch the progress of the dig were forcibly turned back and if they persisted or returned they were pilloried and flogged in the town square for all to see. This virtually ended direct observation of the work. All that could be seen were spoil piles growing on both sides of the dig and obscuring the line of sight to even a higher degree. More hobgoblins were brought in at this time to replace those that had been injured or were too exhausted to continue. The weaker hobgoblins were, of course, put to the sword for their weakness.

The job continued for a full year until the digging approached the southern path of the river where it left the town of Kroten and headed toward the ocean. The giants made, what was later seen to be a second dam, along the southern portion of the river. Its purpose was to hold the river at bay so it would not flood the excavation with water from the river.

Kelima the thief later said that he also observed the digging of a cross channel near the island created by the excavation at the juncture of the dig with the eastern river branch. He said that he saw an unusual wooden structure built in the new channel. The triangular shaped long wooden structure was sealed with pitch and then was systematically buried again using excavated earth. The triangular structure went from one side of the new river channel to the other and ended in stone stairs that climbed up both sides of the channel. These stairs were later similarly covered by a triangular covering and buried. One stair led to a new fortification that was being built and the other end to a guard house that bordered the excavation. Essentially, this was a tunnel of some kind from one side of the new channel to the other. Kelima told a number of people what he had seen and would have told more had he not been found nailed to his own front door. He was found about a week after the dams were blown asunder by a spell cast by Zidar that caused the new channel to flood with water and drain again as the river flowed to the south. Thus Kroten was surrounded by the river that used to only border it on the north and west.

The work parties finished the small fortification and guard house and then built three stone bridges crossing the new channel. A toll booth was constructed at each of the two main bridges into Kroten and the Duke began collecting immediately. One morning the odd visitors left on the western road the way they come just over two years before.

There are three people in Cobblethorp (the leather smith and his family) and ten more in Kroten who know of this story's details. They are all rather closed lipped about it unless plied with money and alcohol in one of the taverns or inns in the area.

(427) Chief Guard House

The north road out of town leads directly to Castle Kroten and the nearby Wizard tower. The guard house serves three purposes.

- To protect the road to the castle and to examine travelers to the castle.
- To watch over the road to Norabu and the Northern Phytal Woods.
- To oversee the guard houses in and around Kroten including the wall towers.

One of the Duke's chief henchmen is in charge of all town guards and all of those guards report directly to him. That would be Sir Dirtbragg, Captain of the Castle and Town Guard. He resides in the castle but visits this guard

house from three to six times each week. His visits are usually in the late morning about 10:30 to 11:30AM. (roll d%, he will be at the Chief Guard House between those hours on a roll of 01 to 79.) On Sunday he will always be there because there is a guard meeting beginning at Noon. All Lieutenants and Sergeants are expected to be prompt. The Lieutenants who attend this meeting are listed below.

This list is provided for reference. The full details of these ten figures can be found at their home locations.

Captain of the Guard, **Krotan Castle**

Fighter, Knight Commander, Most Honorable Sir Dirtbragg,, NE, Lv 9, [Syrul], s15 (1800) i14 w14 d15 cn15 ch 6 HP: 62 (See Castle)

From various Gate Houses and Guard Stations

Lieutenants

GH 1 Fighter Zeeka, Ne, Lv 5 [Syrul] s16 i13 w 12 d14 cn15 ch 8, HP: 31

GH 2 Fighter Benbo, NE, Lv 5 [Pyremius] s1814 i13 w13 d15 cn16 ch17, HP: 47

GH 3 Fighter Sir Polevimar, NE, Lv 8 [Pyremius] s17 i13 w12 d15 cn16 ch18 HP: 64

GH 4 Fighter Pergitesus, Ne, Lv 7 [Norebo] s16 i12 w13 d13 cn16 ch7 HP: 41

#112 Fighter Logus, NE, Lv 7 [Syrul] s16 i12 w12 d13 cn15 ch17 HP: 43

Sergeants:

#301 Fighter Ogivar, NL, Lv 4 [Fortubo] s16 i14 w12 1d12 cn11 ch16 HP: 23

#407 Fighter Krschendo, NE, Lv 4 [Pyremius] s1857 i13 w10 1d10 cn14 ch5 HP: 34

#420 Hobgoblin Keskegilgag, 4+4HD [Maglubiyet], s17 i11 w12 d13 cn15 ch4 HP: 28

#425 Cleric Diabol EN, Lv 5 [Weejas], s16 i12 w16 d13 cn9 ch13 HP 24

Sir Polevimar is second in command to all guards outside the castle itself. There are five guards on permanent assignment to this guard house. Their roster is:

Fighter Zeppus, NE, Lv 4 [Pyremius] s16 i13 w14 1d12 cn13 ch11, HP: 29, chain mail & **Shield +1** AC 3/3/5, Purse 11GP, 22SP, 18CP, 2BT, **Long Sword +1, +1 Dagger** (throwing), long bow and 15 arrows

Cleric Omarkus, NE, Lv 5 [Pyremius] s11 i12 w16 d16 cn12 ch18, HP: 30, chain mail & shield AC2/4/5, Purse

4GP, 20SP, Rubies (100, 100, 50), mace, throwing hammers (2), **Potion of Polymorph Self**

Spells: CLW *2, Bless, Command, Fear Touch, Hold Person *2, Spiritual Hammer, Know Alignment*2, Dispel Magic

Thief Oppugla, Ne, Lv 5 female [Norebo] s10 i15 w12 d17 cn13 ch15 HP: 21, **Bracers of Defense AC6** AC 3/6/6, Purse 17GP, 20SP, 8CP, five daggers (throwing), sling (15 bullets)

Fighter Musker, Ne, Lv 3 [Syrul] s17 i12 w13 d15 cn15 ch11, HP: 24, **Studded Leather Armor +1** & shield AC 4/5/6, Purse 44GP, long sword, dagger, long bow and 20 arrows

Fighter Ubendes, Ce, Lv 3 ½ elf [Syrul] s16 i13 w11 d16 cn10 ch7, HP: 17, chain mail & shield AC2/4/5, Purse 11GP, 14SP, 6BT, **+1 Scimitar +1**, 3 daggers (throwing), sling & 15 bullets

Guard house, Stone, 33 x 36 feet

The guard house has one large iron front door. It has a good lock (-3% to be picked). There are ten 30 x 50 windows with crosshatched bars. There is an internal pair of shutters for each window. Along the back wall are two horizontal 72 x 14 windows with crosshatched bars and a leather drape that can cover the window from the inside. A back outside stair leads up to the stone roof. People on that roof are protected from missile fire by 3 ¾ feet of stone (which provides X% cover).

The front door leads to a long central corridor that is six feet wide. On the right side of corridor are five locked doors that lead to five six by thirteen foot small cell like bedrooms. On the other side of the corridor there are two doors. One door goes to an 18 x13 common room and the second door to a 16 x13 kitchen. There is a door between the common room and kitchen next to a fire place in each room that has a chimney on the roof.

Each of the guards has a small bedroom, four of them have a 30x50 window and the last one at the end of the corridor has one of the 72x14 windows. There is nothing of real value in any of the bedrooms just clothing, extra boots and a spare weapon or two. There might be 2 to 12GP hidden in each bedroom (30% chance per room).

The kitchen is well stocked with a decent array of utensils pots and pans. The 72x14 window here is usually open (not covered by the leather drape). There is a hearth on the wall between the kitchen and common room. All five of the guards take turns preparing meals.

On Sunday the common room is used for the Captain of the Guard's meeting and the resident guards must vacate the room for 3 to 6 hours.

The roof is used as a lookout location. At the front of the roof above the door are two storage drawers build into the protective wall around the roof top. One drawer has an extra 60 arrows, the other drawer has 6 throwing daggers, 20 medium crossbow bolts and 18 darts.

The guard house is made of polished stone (which has a penalty of -X% to thieves' Climb Walls rolls). It has decorative buttresses along each side wall and the door is

surrounded by a number of polished stones in various ornate colors and shapes. It is a strangely attractive design for a guard house.

The resident guards work a six day week. Their duty shifts are 6am to 2pm, 2pm to 8pm, 8pm to 6am and 8am to 4pm. The fifth guard is off once a week. On Sunday and Starday all five are on duty the extra guard working from 11am to 7pm that day.

Appendix

Encounter Tables by District

Craftsman District

Time: Day = 8:01AM to 5PM. Evening = 5:01 PM to Midnight. Night = 12:01 to 8:00AM

Roll D%, during the Day add 25 to the die roll, Evening add 10. Night Subtract 10.

Notation: 1d4 101 would be 1d4 people who work at, or might be staying at, location #101. Children will be in that mix during the Day only. If a range is given, like 118 to 130 that means one person from a building in the range from 118 to 130, that would be 13 possible places.

Die Roll	Day	Evening	Night
01-41	No encounter	No encounter	No encounter
41-42	d4 101	101 to 106	2 to 5 401
43	102	107	2d4 102
44	103	2d4+1 112	3 to 7 159
45	104 or 105	2d4+1 Gate 1	2 to 5 239
46	106 or 107	108 to 117	327 to 330
47-48	2d4+1 Guards from 112	428	408 to 411
49	1d4 Guards from Gate 1, 2 or 4	118 to 130	234
50	108	131 to 140	235
51	109	141 to 150	236
52	d4 110	151 to 157	T 116
53	d4 111	2 to 5 158	T 117
54	160 or 113	2 to 7 159	T 119
55	114	129	T 123
56	115	128	T 147
57	116	101	T 206
58	117	424	T 207
59	424	408 to 411	T 220
60	118	413 to 418	T 227
61	119	201	T 230
62	120	206	T 303
63	121	209	T 304
64	342-347	208	T 306
65	122-123	234	T 307

Die Roll	Day	Evening	Night
66	124	235	T 312
67	125	236	T 328
68	126	237	No encounter
69	d4 127	312	No encounter
70	d4 128	1d2 326 to 330	No encounter
71	d4 129	401	No encounter
72	130 or 131	403	No encounter
73	1 or 2 132 or 133	404 to 406	No encounter
74	134 or 135	No encounter	No encounter
75	1d4 201 to 210	No encounter	No encounter
76	1d4 211 to 221	No encounter	No encounter
77	1d4 222 to 233	No encounter	No encounter
78	2d4+1 234 to 237	No encounter	No encounter
79	238	No encounter	No encounter
80	2d4+1 239	Traveler	No encounter
81	136-137	No encounter	No encounter
82	138-139	401	No encounter
83	140-141	No encounter	No encounter
84	142-144	No encounter	No encounter
85	145-148	2 to 5 239	No encounter
86	1 or 2 149-150	No encounter	401
87	151 to 154	No encounter	403
88	155	No encounter	412
89	156	No encounter	149 to 150
90	157 or 158	No encounter	No encounter
91 – 92	2 to 7 159	312	No encounter
93	301 to 315	312	
94	316 to 330	339 to 340	
95	331 to 340	No encounter	
96	2d4+1 401	No encounter	
97	403	No encounter	
98	404 to 406	2 to 5 239	
99	408 to 411	No encounter	
100	413	159	
101	414	No encounter	
102	415 to 418	No encounter	
103	419	No encounter	
104	traveler	2 to 5 159	
105 - 120	no encounter	No encounter	

Day Time Notes

d100	Result
1 - 60	The chief person in the building will be the traveler in the district with others as noted.
61 - 90	A married couple, if there is one, from that location. If it is a married couple they may have along a child or two.
91 - 99	Pick one or more other people from the location
100	add a compatible neighbor

When a person travels he or she will be armed, but a shield is not commonly carried, nor are all of the weapons known to the character.

Evening Notes

d100	Result
1 to 70	The chief person in the building will be the traveler with others as noted.

d100	Result
71 to 98	A married couple but the kids will not be along
99-00	Someone else from the building

When a person travels in the evening, unless he or she is not too bright and/or drunk, they will be more cautious; turning from side to side occasionally. A shield may be carried at night. Missile weapons like bows are more likely at night.

Night Time

People out at this hour are rarely up to something good. They will be fully armed. T 116 means the Thief from 116. In the early morning, false dawn to 8AM do take into account that the person could be a merchant or business person going to or from his place of employment or getting ready for the day so he/she/they will carry moderate weaponry.

Commercial District

Time: Day = 8:01AM to 5PM. Evening = 5:01 PM to Midnight. Night = 12:01 to 8:00AM

Roll D%, during the DAY add 35 to the die roll, Evening add 20. Night Subtract 16.

Notation: d4 101. Would be 1d4 people who work at or might be staying at location #101. Children will be in that mix during the day only. T 116 means a thief from 116. (M) = could be mixed group from the buildings listed.

Roll	Day	Evening	Night
-19 - 35	No encounter	No encounter	No encounter
36-38	2d4+1 Gate 4	3-6 Gate 4	2d4+1 Gate 4
39	2d4+1 401	1d4 401	T 116
40-41	1d4 234	1d3 234	T 117
42	1d4 235	1d2 235	T 119
43	1d4 236	1d2 236	T 123
44-47	2d4+1 239	2d4+1 239	2 239
48	201	201	T 147
49	202d104	202d104	T 206
50	205	205	424
51 -52	1d4 206	1d3 206	T 207
53	207	207	2d4+1 159
54	2d4+1 Gate 3	2d4+1 Gate 3	2d4+1 Gate 3
55-57	227-233	1d4 227-233	T 220
58	1d4 209	1d3 209	T 227
59	1d4 210 - 214 (M)	1d3 210	T 230
60	215	215 or 216	T 303
61	216	217-219	T 306
62	412	413 to 415	T 307
63	217	220	T 312
64	218	221	T 328
65	219 or 220	223 or 224	No encounter
66	221	225	No encounter
67	222	226	No encounter
68	223	227	No encounter
69	No encounter	228	No encounter
70	Stray dog	229	No encounter
71	224	230	No encounter
72	225 or 226	231	2 or 3 Gate 2
73	227	232	No encounter
74	228	233	No encounter
75	229	234	No encounter
76	230	235	No encounter

Roll	Day	Evening	Night
77	231 to 233	236	No encounter
78	234	237	No encounter
79	235	238	No encounter
80 - 84	239	239	No encounter
85	236	1d4 408 - 411 (M)	No encounter
87	237	403	
88	238	404 to 406	
89	1d4 418	1d4 416 to 418 (M)	
90	2 or 3 407	325	
91	301 to 310	314	
92	311 to 320	312	
93	321 to 327	127	
94	328 to 332	339 or 340	
95	101 to 107	139	
96	111 to 120	131 to 134	
97	121 to 127	2d4+1 Gate 1	
98	132 to 137	424	
99	138 to 144	209	
100	147	213	
101	149 or 150	312	
102 - 114	No Encounter	No encounter	
115	221	2d4+1 401	
116	418	309	
117	1d2 308 or 309	149 or 150	
118 119	2d4+1 239	No encounter	
120	1d4 408 to 411 (M)	424	
121 - 127	No Encounter		
128	310		
129	401		
130	403		
131 - 134	No Encounter		
135	412		

South Village

Time: Day = 8:01AM to 5PM. Evening = 5:01 PM to Midnight. Night = 12:01 to 8:00AM

Roll D%, during the DAY add 45 to the die roll, Evening add 25. Night Subtract 30.

Notation: d4 101. Would be 1d4 people who work at or might be staying at location #101. Children will be in that mix during the DAY only.

T 116 means a thief from 116. (M) = could be mixed group from the buildings listed

Roll	Day	Evening	Night
-29 to 35	No encounter	No encounter	No encounter
36 - 37	2d4+1 301	2d4+1 301	2d4+1 301
38	302 or 303	302 or 303	304
39	304	304	1d4 307
40	1 or 2 305	305	1d2 307
41	306	306	309
42	1d3 307	2d4+1 307	312
43	308	309	313
44	309	312	316

Roll	Day	Evening	Night
45	310	311	316
46	311	311	316
47	312	312	321
48	313	313	424
49	1d4 314	1d2 314	2d4+1 401
50	315	315	1d4 408-411 (M)
51	2d4+1 316	2d4+1 316	2d4+1 316
52	317	317	2d4+1 157
53	318 or 319	318 or 319	1d2 149 or 150
54	320	320	2d4+1 239
55	321	321	330
56-57	No encounter	No Encounter	347
58 -60	1d6 322 to 324 (M)	1d6 322 to 324 (M)	346
61	325	1d4 25	2-3 338
62	326	334	No encounter
63	327	335	No encounter
64	328 or 329	332	2 or 3 234 to 236 (M)
65	330	330	No encounter
66	331	331	341
67	332	332	No encounter
68	334	334	2d4+1 Gate 2
69	335	335	346
70	1d4 336	2d4+1 336	No encounter
71	337	1d4 337	
72	338	1d3 338	
73	1d3 339	339	
74	1d3 340	340	
75	341	341	
76	342	342	
77	343	343	
78	344	343	
79	345	345	
80	346	346	
81	347	346	
82	403	347	
83	404 to 406	1 to 4 404 to 406 (M)	
84-93	No encounter	No encounter	
94-95	1d4 408 to 411 (M)	No encounter	
96	418	1 or 2 418	
97	413	414	
98	414	No encounter	
99	416 or 417	1d4 416 417 (M)	
100	424	128 or 129	
101 - 103	201 to 207	1d4 201 to 207 (M)	
104 - 107	209 to 211	No encounter	
108 - 111	214 or 215	214 or 215	
160 - 125	102 to 125	102 to 125	
126 - 127	1d4 401		
128	128		
129	129		
130	149 or 150		
131	234		
132	235		
133	236		
134	237		

Roll	Day	Evening	Night
135	2d4+1 239		
136	221		
137	2d4+1 gate 3		
138	1d3 gate 2		
139	1d3 gate 1		
140 - 144	No encounter		
145	traveler		

Inns & Taverns and Night Life

Before the party goes out from tavern to ale house to inn it might be wise to dice up a crowd for each location. Of course the number of a building does not limit the number of persons from that location that might there. The DM can place 1 to 4 from a location. If the common room is 80% capacity then it would be wise to stop there.

Roll d% and put in 2d6 + 4 patrons in each Location.

The Hall of Darkness is a hobgoblin hang out and only they go there. Roll 1d10 2 to 5 times for the Hall of Darkness patrons.

Obella's has a select audience roll 2d20 2 to 5 times. If there is a repeat add more people from the same location if available.

*he is there to be hired, ** as time permits (he is the time keeper in town

Good aligned will not go to the Kroten River Inn (206). The Tavern of Mountains & Valleys is occupied by demi humans and their friends and allies. The Pole Tavern (220) is a thieves' hang out.

Die Roll	101 - Kroten Tavern & Ale House	139 - Full Moons Inn	201 - Jegibar's Ale House	206 - Kroten River Inn	220 - Pole Inn & Tavern	337 - Tavern of the Green Light	338 - Tavern of Mountains & Valleys	309 - Obella's Public House	333 - Hall of Darkness
1	102	102	202	203	204	302	303	102	2d4+1 110
2	104	103	203	205	207	304	305	104	2d4+1 111
3	105	106	208	208	209	308	310	105	115
4	107	108	208	209	210	311	313	160	1d4 128
5	109	109	211	212	213	314	314	116	131
6	109	123	212	215	217	315	317	118	116
7	105	160	218	219	221	316	318	120	1d4 Gate 3
8	113	114	219	221	223	319	320	125	1d4 156
9	115	115	222	224	225	321*	322	403	1d4 216
10	117	119	225	227	228	323	323	412	1d4 401
11	118	120	228	228	229	323	324	132	
12	121	122	229	230	230	324	325	134	
12	123	124	230	231	232	327	326	137	
13	126	125	233	234	234	327	328	147**	
14	127	128	234	233	235	328	329	157	
15	129	129	234	233	233	330	331	158	
16	130	131	235	236	236	332	332	202	
17	132	133	237	238	238	335	336	203	
18	134	135	239	239	105	339	339	207	
19	136	136	302	322	323	340	340	212	
20	137	138	306	308	311	343	347	214	
21	140	142	314	317	319	339	341	222	
22	143	145	322	323	324	342	403	223	

Die Roll	101 - Kroten Tavern & Ale House	139 - Full Moons Inn	201 - Jegibar's Ale House	206 - Kroten River Inn	220 - Pole Inn & Tavern	337 - Tavern of the Green Light	338 - Tavern of Mountains & Valleys	309 - Obella's Public House	333 - Hall of Darkness
23	147**	148	102	106	109	404	405	227	
24	151	152	153	154	155	406	408	228	
25	156	157	158	159	159	409	410	234	
26	403	404	405	406	407	414	415	235	
27	408	409	410	411	413	416	412	236	
28	203	207	310	314	315	339	412	305	
29	209	212	213	215	218	219	221	308	
30	228	234	235	236	304	306	305	311	
31	125	120	131	132	304	317	325	312	
32	108	133	137	135	159	401	424	317	
33	228	228	312	332	334	336	334	320	
34	136	140	127	113	116	125	131	321*	
35	312	330	328	309	441	336	308	328	
36	401	401	401	401	401	401	403	332	
37	Gate1	Gate2	Gate2	Gate3	Gate4	112	418	334	
38	Gate2	Gate1	401	Gate4	Gate3	Gate3	313	343	
39	155	155	141	138	137	147**	149	405	
40	305	223	222	221*	332	136	150	418	

Die Roll	101 - Kroten Tavern & Ale House	139 - Full Moons Inn	201 - Jegibar's Ale House	206 - Kroten River Inn	220 - Pole Inn & Tavern	337 - Tavern of the Green Light	338 - Tavern of Mountains & Valleys
41	124	212	228	233	229	236	228
42	107	160	114	116	119	126	132
43	143	144	143	228	344	343	306
44	336	340	207	213	218	221	222
45	102	102	202	203	204	302	303
46	104	103	203	205	207	304	305
47	105	106	208	208	209	308	310
48	107	108	208	209	210	311	313
49	109	109	211	212	213	314	314
50	109	123	212	215	217	315	317
51	105	160	218	219	221	316	318
52	113	114	219	221	223	319	320
53	115	115	222	224	225	221*	322
54	117	119	225	227	228	323	323
55	118	120	228	228	229	323	324
56	121	122	229	230	230	324	325
57	123	124	230	231	232	327	326
58	126	125	233	234	234	327	328
59	127	128	234	233	235	328	329
60	129	129	234	233	233	330	331
61	130	131	235	237	236	332	332
62	132	133	237	238	238	335	343
63	134	135	239	239	105	339	339
64	136	136	302	322	323	340	340
65	137	138	306	308	311	343	347
66	140	142	314	317	319	339	341
67	143	145	322	323	324	342	403
68	147**	138	102	106	109	404	405
69	151	152	153	154	155	406	408
70	156	157	158	159	159	409	410

Die Roll	101 - Kroten Tavern & Ale House	139 - Full Moons Inn	201 - Jegibar's Ale House	206 - Kroten River Inn	220 - Pole Inn & Tavern	337 - Tavern of the Green Light	338 - Tavern of Mountains & Valleys
71	403	414	405	406	407	414	415
72	408	409	410	411	413	416	412
73	203	207	310	314	315	339	412
74	209	212	213	215	218	219	221
75	228	234	235	236	304	306	305
76	125	120	131	132	304	317	325
77	108	133	137	135	159	401	424
78	228	228	312	332	334	336	334
79	136	140	127	113	116	125	131
80	312	330	328	309	441	336	308
81	401	401	401	401	401	401	403
82	Gate1	Gate2	Gate2	Gate3	Gate4	112	418
83	Gate2	Gate1	401	Gate4	Gate3	Gate3	313
84	155	155	141	138	137	147**	149
85	305	223	222	221*	332	136	150
86	124	212	228	233	229	236	228
87	107	160	114	116	119	126	132
88	143	144	143	228	344	343	306
89	336	340	207	213	218	221	222
90	403	404	407	408	409	410	412
91	401	401	403	404	405	408	409
92	413	414	416	416	417	411	411
93	Gate1	Gate2	Gate3	Gate4	112	Gate1	420
94	Trav	Trav	Trav	Trav	Trav	Trav	Trav
95	Trav	Trav	Trav	Trav	Trav	Trav	Trav
96	155	239	407	237	220	117	116
97	319	322	323	324	334	313	335
98	138	140	148	150	151	207	210
99	224	225	226	228	227	124	102
100	206	101	337	316	220	212	126

Travelers

#1 Fighter Reestar, NL, Lv 5 [Phyton] s16 i13 w12 d15 cn16 ch16 HP: 33, **Chain Mail +1 & Shield +1** AC 1/ 2/4, Purse 17GP, 33SP, boot heel (gem 100GPV), **+1 Long Sword +1**, dagger, long bow & 15 arrows

Cleric Zebbel, Gn, Lv 3 [Kord] s16 i11 w14 d13 cn16 ch11 HP: 23, chain mail & shield AC 4/4/5, Purse 11GP, 20SP, **Mace +1**, hammer (3)

Spells: Cure Light Wounds *3, Bless, Light, Hold Person

#2 (Druid) Ranger Omangalivar, GN, Lv 12 [Phaulkon], s15 (1800) i14 w15 d16 cn12 ch14 HP: 81, **Bracers of Defense AC2, Ring of Protection +3** AC -3/-1/-1, Purse: 7PP, 74GP, 18SP, Gems: 400, 200, 100, 100, **+2 Scimitar +2, +3 Spear +3, Dagger +1, Gauntlets of Ogre Power, Ring of Hold Breaking §, Potion of Healing**

Druid Spells: Entangle, Faerie Fire, Cure Light Wounds

MU Spells: Magic Missile, Sleep

Book: Read Magic, Sleep, Charm Person, Magic Missile, Identify

Omangalivar (aka Oman) poses as a druid. He is looking for spells for his magic user book but will only reveal that he can cast magic if he finds a cleric or ranger of Phaulkon who he comes to trust. (A worshipper of Jascar is acceptable as well)

He landed in Restenford 17 days ago. He traveled to Lake Farmin and then Lo Reltarma to meet with the High Priest of Jascar who resides there. He is passing through Kroten on his way to Phaulkonville. His mission will not be disclosed to any one he meets.

Copyright & Distribution

The material within this AD&D game resource is Copyright © 2009-2013 Lenard Lakofka and is used under exclusive permission. You may download, store, redistribute or generally circulate this material within this publication; but you must keep all copyright information intact and distribute the files as is. No modification is permitted without express written permission from Dragonsfoot UK. You may not claim this work as your own unless you are the original author. Enquiries may be sent to: material@dragonsfoot.org

Dragonsfoot UK recognises the intellectual rights of the author(s) of this document and promotes the legal protection of said material.

Dragonsfoot UK acknowledges all copyrights, trademarks and registered trademarks detailed in this work that do not belong to Dragonsfoot UK and in no way make any challenges to the ownership of said property rights.

Dragonsfoot UK is a non-profit organisation that is committed to bringing you the best in free, original roleplay resources. We are not affiliated with any roleplay game manufacturer or distributor. Work such as this is supplied free of charge by RPG gamers to share with the roleplaying community as a whole. Contribute your material to Dragonsfoot and help keep this free supply of material updated.

