

A Horse Of A Different Colour

An introductory D&D LIVING GREYHAWK[®] Perrenland Regional Adventure

Version 1.1

Round 1

by Tiffany Chamberlain

Reviewed by Mark Somers. Edited by Bruce Paris.

It's almost time for Perrenland's most famous horserace – The Krestible Cup – however something has gone wrong. The Rosrijder entrant (and current favourite) has been stolen and it is up to the PCs to recover the stolen horse before the race turns into an inter-clan scandal.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of the author. To learn more about the Open Gaming License and the d20 system license, please visit www.wizards.com/d20

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender

at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to

know who played the “best” amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It’s a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

Living Greyhawk Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure’s challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin’s mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character’s animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL.

Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is an introductory 1-round Regional adventure, set in Perrenland. Characters native to Perrenland pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

This adventure is primarily designed for 4-6 1st Level Characters only. It may also be that the DM is judging Living Greyhawk for the first time as well. Therefore, this adventure aims to help first-time players (and DMs) get involved in Living Greyhawk for the first time.

This section, the Adventure Background, is where you (the DM) will find information which will help you make sense of what has happened *before* the adventure begins. You shouldn't normally tell the players much from this section (unless it tells you to do so in the main body of the adventure). It's like a *DM Secrets* section, and knowing this kind of background information is one of the rewards of being a DM.

First, if you haven't done so already, you should read as much as you can about the country of Perrenland. You can find information in the book called "The Living Greyhawk Gazetteer". It is available through most shops which sell role-playing games. You should also go to the Perrenland website at <http://perrenland.lythia.com/>. Here, you will find a plethora of information about Perrenland and her culture. You should, while you are there, download several copies of the different **Clan Certificates**. Each player in Perrenland has the opportunity to join a clan when they first create their character. They may opt not to join a clan (in which case they never can, and are forever referred to as "Ootlanders" or "Outlanders"). That's OK. It's not compulsory to join a clan.

At the website, you should also download and print off a copy of the Map Of Perrenland. This will let you show your players where they are in the land they live. It will help immerse your players in their new fantasy world.

Adventure Background

This adventure takes place just outside of the city of Krestible, just before the event of the big annual Perrenland horse race, the Krestible Cup. This event came about because the clans of

Perrenland have friendly rivalries with each other and occasionally they like to be able to prove just who is the best. With many of the clans being horse breeders, it was inevitable that someone would think of having an annual race. This not only means that the winning clan has bragging rights, but it also gives the other clans the chance to train harder and win next year's race. Overall it works out well for Perrenland as the rivalry between the clans has led to the breeding of some truly fine animals, as well as some excellent entertainment for the citizens. For the week around the race, the city of Krestible is packed with people from all over Perrenland, all gathered around to watch the race – and enjoy the celebrations afterwards. There is one other major reason that Perrenlander's care about the outcome of this race: there is a lot of money riding on it. Betting on the Krestible Cup is almost a Perrenland tradition with fortunes to be won or lost over the luck of the draw (or over clan pride). This has led to the tradition of the winner of the race receiving a prize, though this is seen as secondary to the proof of owning the fastest horse. In recent years a few horses from other regions have entered the race, presumably attracted by the prize money, however traditionally there are only 9 entrants – 1 from each clan (the Oostmeers and the Vestmeers enter separately due to in-clan fighting).

Just before the adventure begins, Cale Trazhan has stolen Unternull and hidden him in one of the Weispeer stables. He painted Unternull brown so that he would blend in with all the other horses. The story begins with the discovery that Unternull is missing.

Adventure Summary

The adventure begins with the PCs mingling with the crowd around the pavilion that has been set up for the big race. After getting to know each other a little and taking in a few sights, one of the characters is run in to by a stable boy who is in a big hurry. He tells the characters that something has gone wrong at the Rosrijder stables before running off to tell his superiors.

Upon arrival at the Rosrijder stables, the characters see that the clansmen are in panic. It appears that their champion horse, Unternull, has been stolen and the senior Rosrijder clansman asks the PCs to help him find their missing horse. However doing so will not be easy. The Auzugen have blocked off entrances and exits to the racing grounds meaning the horse must still be here somewhere, however entering clan stables will be

an entirely different matter. Due to clan honour – not to mention a great deal of money – that will be riding on this race, it is strictly forbidden for the PCs to enter/search any clan holdings without a warrant. To get a warrant, the PCs need to present the Auzugen with a) a witness who saw the suspect at the scene; b) physical evidence connecting the suspect with the crime and c) a motive for the suspect to have committed the crime. The characters then look around the fair grounds gathering the bits and pieces they need for the warrant. A guy at the tavern holds the evidence connecting Cale with the theft, but the PCs will probably have to fight him to get it. A gambler over by the Marquees saw Cale enter the Rosrijder stables, but the characters will have to deal with the debt collectors out to get him first. And finally a gnomish bookie knows the motive for Cale's crime: a large bet placed on the Weispeer horse. After finding all these things the characters receive their warrant and then trek off to the Weispeer stables where they locate the Trazhan stable. The door is trapped with a thunderstone to warn Cale if anyone should try to enter the stable. After dealing with the trap, it is simply a matter of dealing with Cale and figuring out which of the horses in the stable is actually Unternull with a nice, brown paint job. Upon return of his prize horse, the Rosrijder representative rewards the PCs well by giving them some expertly trained Rosrijder light warhorses.

Introduction

The sun shines down from a cloudless morning sky; another beautiful spring day in Perrenland. You're in the Krestible fair grounds one week before the Krestible Cup, which is the biggest horse race in Perrenland. Marquees are being erected around you and down further you can see trainers with their horses practicing on the track. There's a feeling of excitement in the air, and everyone seems to have the thrill of anticipation about them.

Hand the players Player Handout #1. Allow the characters a couple of minutes to meet each other and describe what they're doing at the fair grounds. Feel free to improvise stalls (most of which sell food) to give the place some atmosphere. After a few minutes, read the following:

While you are taking in the sights, a young boy runs headlong into the midst of your party. He

is dressed in the garb of a stable boy and he appears to be very worried about something ...

Give the players a Knowledge (local) check DC 5 to notice he is wearing Rosrijder clan colours before the boy has a chance to speak. The boy is Darik, a stable boy for the clan Rosrijder. He was told to inform the clan elders that their prize horse, Unternull, has gone missing! After running into the PCs, Darik will quickly apologise :

"It's just that something has gone terribly wrong over at the Rosrijder stables and I have to go tell Sven and the other clan elders," he says.

After saying this much, Darik will try to leave as quickly as possible, being convinced that the longer he stays, the more trouble his clan will be in.

Darik: Male human Com1, hp 2.

If persuaded to tell more (Diplomacy check DC 10), Darik knows the following things:

"Everyone at the Rosrijder stable is panicking!"

Darik heard someone say that Unternull had been stolen!

Unternull is a beautiful white horse of unknown origin that the Rosrijders trained from a foal. He is the fastest horse in Perrenland, and won last year's Krestible Cup.

Once the PCs have decided to investigate the Rosrijder stables, proceed to Encounter One.

Encounter One

The race grounds are full of happy, excited people but alas; the stable hands of clan Rosrijder are not among them. There are people running around their clan stables frantically, while others are searching the horse-stalls and shaking their heads in disbelief. In the corner of the Rosrijder stable, seated upon a milkmaid's stool, is a man with his face in his hands ... sobbing ...

The stable hands are panicking because their champion horse, 'Unternull', has been stolen. The theft was discovered 10 minutes ago, and no one knows anything about who did it or how they managed it with the clan guards wandering around. The man sitting in the corner crying is Jasper Rosrijder, head racehorse trainer for the Rosrijder clan and the man who reared Unternull

since he was found in the Yatil Mountains as a newborn foal. The loss of his pride and joy has deeply upset him. If asked, he will give the PCs a detailed description of the horse, as well as any other information he thinks could be helpful, and begs them to return his horse to him.

Unternull is taller than the average horse, with strong muscles and nimble legs, however the remarkable thing about him is his coat is the colour of the snow in the Yatil mountains where he was found: purest white. No other horse is that colour.

There is nothing much of interest around the stable except people to talk to and **one clue** :

If anyone is actively looking for tracks, they may make a Survival check DC 12 to notice that the horse that used this stable has been badly shod and one of the nail heads leaves a slight dent in the ground when the horse walks. This allows the character to follow the tracks of the horse out the back door and towards the fence. A search check DC 10 here will reveal that someone has recently removed and then replaced the boards in this section of fence. The ground is too well worn on the other side of the fence for tracking.

Once the characters have had a good look around, read the following:

The stable doors open once more and in steps a stately, middle-aged man accompanied by two Auzugen (town militia) and the stable boy who bumped into you earlier. The man looks around to survey the situation before approaching your group. "I am Sven Rosrijder, and I am in charge of the Rosrijder clan affairs related to this race. It appears you are already aware of our predicament, and you seem like ideal candidates to get my horse back! What say you?"

Sven is polite to the party, and will offer them 200 gp (each) upon the safe return of Unternull. If party members refuse or demand higher payment then Sven points out that the Auzugen are fully capable of recovering the lost horse – just they will draw far more attention to it than a bunch of people who blend in to the crowd.

Once the party have agreed to help recover the horse, the two Auzugen speak up. One introduces himself as Uberfahnlein Veers, and explains the full situation to the group. The Auzugen have got the entire fairgrounds blocked off, so no one is getting in or out until the horse is found. Due to the intense clan rivalry involved with this race,

breaking into any clan's stables will not only be seen as an insult to the clan, but also as a possible attempt to rig the race and will be met with harsh penalties. To avoid this, a warrant to search clan stables can be obtained from him if the party can provide sufficient evidence as to who stole the horse. Even if a PC is a Rechter (judge), the party still needs to present their evidence, as Veers is in charge here.

If asked, sufficient evidence is defined as having a) a witness who can put the subject at the scene, b) a piece of evidence connecting the suspect with the crime and c) a motive for committing the crime. When these things have been collected, the party can return and find him here. He will also stress that the PCs should not go around informing people of the disappearance of Unternull. This could cause panic as all the clans blame each other for sabotaging the race and the citizens will be in uproar as many have put good money on that horse.

DM's Note: if a player asks why the Auzugen don't just find the horse themselves, Veers explains that it is taking most of his men to seal the perimeter, not to mention that military uniforms tend to attract a lot of attention. Also, he doesn't want the ire of any clans for accusing them of having stolen a racehorse!

Yasper Rosrijder: Male human Exp 3, hp 6.

Sven Rosrijder: Male human Nbl 8, hp 16.

Uberfahnlein Veers: Male human Ftr 7, hp 38.

The fair grounds consist of four areas in which the characters can look for clues. These are: the **The Broken Horseshoe Tavern (Encounter 2)**, **The Marquees (Encounter 4)**, **The Racetrack (Encounter 5)**, and **the Clan Stables** (where the PCs are right now). There is also an Auszugen station next to the V.I.P. box by the track where the party can go if they need healing or law enforcement officials. The DM may wish to draw a basic map of the racetrack area on a battlemat and have it handy so that PCs can get their bearings.

Encounter Two

The Broken Horseshoe Tavern

At first glance, the Broken Horseshoe appears to be an old, abandoned building. But, upon approach, the sounds of people talking mixed with drunken singing can clearly be heard. It

seems that the weeks leading up to the Krestible Cup are probably the only time this tavern is ever open.

When the PCs enter the tavern:

Inside, the Broken Horseshoe looks like a pretty ordinary tavern, except that it is much older than most. The furniture appears ancient, with most of it looking as if the rope and supports from a century of poor repair could give way at any time. Despite this, the place seems to be doing a very good trade. The barmaid smiles at you and jerks her head in the direction of any empty table. Everyone here seems to be enjoying themselves.

Klara the barmaid is quite friendly to the PCs, but she doesn't know anything except that which concerns her bar. For instance, **Cale Trazhan** was in here last night raving about something or other. If the PCs want to learn more, they will have to either talk to people (make a Gather Information check DC 15) or shout the bar a few rounds of drinks (2gp per round). Give the players 1 clue for each round they shout. Roll a d6.

- 1. "Cale Trazhan was in here last night and had too much to drink. He started raving about how he was going to steal the Rosrijder horse!"***
- 2. "The Trazhan family is a wealthy family in the Weispeer clan, though not terribly well known. He should know better than to make a scene like he did!"***
- 3. "Everyone knows that Rosrijder horse 'Unternull' won last year's cup and is gonna win this year too!"***
- 4. "A horse that's bright white can't be natural. It's gotta be some kind of divine gift to the Rosrijders!"***
- 5. "Cale's a fine young lad. Tall, blonde, athletic and he handles his swords well."***
- 6. "There's gonna be a horse from the Land Of luz in the Krestible Cup!"***

Feel free to describe all kinds of interesting characters to present this information. Give the characters a Spot check DC 10 to notice a group of men in black, hunched over a table in the back corner. These are Cale's flunkies. They're here to make sure no one learns too much about what Cale has done. In fact, their leader has a letter explaining these orders in his pocket (Player Handout #2). The result is that the group will completely ignore the party unless someone says

the name 'Cale' or 'Trazhan' at which point the group will start paying very careful attention to the party.

If any PC asks them directly about Cale, they will ask if they can possibly discuss the matter outside, away from prying ears. Otherwise, they refuse to discuss the matter. If this happens, go to Encounter 3. If the party mentions the name Cale Trazhan at any point in the bar, but do not approach the group in the corner about it, then the group follow the characters outside (proceed to Encounter 3). The only way to avoid Encounter 3 is if the PCs never mention Cale, or if the group are incapable of following them outside.

Klara: Female Human Bard 4, hp 12.

Encounter Three

If the party mentions asks about Cale Trazhan at any point while inside the bar, then read:

As you leave the tavern, you feel that something isn't quite right. Behind you, the door creaks as the group of men, that had been sitting in the corner of the tavern, follow you outside. There is the glint of metal as one of the men draws a crowbar from under his coat. The other three men appear to be also drawing weapons. One of them has a rather nasty looking spiked chain – and he begins to take a swing at you!

Creatures:

APL 2 (EL 4) See Appendix 1 for statistics.

Goon Leader: Male human War1, hp 8

Chain goon: Male human War1, hp 4

Crowbar goon: Male human War1, hp 5

Pipe goon: Male human War1, hp 6

Tactics:

These men are merely hired thugs, and aren't terribly intelligent. Their aim is to take out the PCs. They will surrender if more than half of them are taken out, if the PCs ask them to surrender, or if the PCs offer them more money than Cale paid them (50 gp each).

Four Auszugen will show up in 3+1d4 rounds after the fight has started, and try to stop the fight if it is still going. Otherwise, they will clean up the mess.

Treasure:

4 x studded leather armor, 1 spiked chain, 1 longsword, 1 crowbar, 1 lead pipe, 4 x 50 gp.

The leader is also carrying a note from Cale (Player Handout #2).

APL 2-loot(15 gp), coin-(40 gp)

Encounter Four

The Marquees

Strolling through this area is a delight to the senses. Around you are vendors selling all kinds of delicious treats from warm apple pie to sugar lollies. This area seems crowded compared to the others with people no doubt being attracted to this fine display of Perrenese cuisine.

There are plenty of people here that the players may wish to talk to. Anyone who makes a Gather Information check (DC 12) hears one of the following things (Roll 1d6).

1. The recipe for Mater Bottleneck's recipe for apple pie is the most closely guarded secret in Perrenland.
2. The Vagabon brothers are opening up a P.U.B., whatever that is ...
3. Some people were walking over to the clan stables with brown paint yesterday. This is time for celebration, you know, bright colours! Why would someone buy buckets of brown paint?
4. The Vosser jockey for the race is an elf from the Kershane pass.
5. If you want to place bets on the race, see Tybles the bookie, down by the race track.
6. There was a commotion at the Broken Horseshoe Tavern last night. Wonder what happened...??

Give the PCs a Spot check DC 8 to notice the following:

You spot an anxious looking man duck quickly between two tents closely followed by three rough-looking half-orcs.

The anxious man is a half-elf gambler called Nymir. He's being chased by two debt-collectors working for Tybles the bookie. If the PCs move to investigate, read the following:

Up ahead of you, between the tents, it appears that the half-orcs have caught their quarry. The half-elf appears tiny next to their muscular frames. He attempts to ask his pursuers for mercy but the only response he receives is a fist firmly connecting with his stomach. The half-elf lets out a cry and doubles over in pain, while another half-orc lines up for an attack ...

Creatures:

APL 2 (EL 3) See Appendix 1 for statistics.

Debt Collectors (3), Male half-orcs, hp 6 each.

Tactics:

The half-orcs were paid to beat up Nymir, and that is what they will continue to do unless the PCs interfere.

DM's Note: All damage to Nymir is subdual. If the PCs attack them, the half-orcs will draw short swords and defend themselves. Nymir is not carrying any weapons.

Four Auszugen will show up 4+1d6 rounds after the fight starts to break up the fight or clean up the mess.

Treasure:

2 x leather armour, 2 x short swords, 200 gp

APL 2-loot(5 gp), coin-(40 gp)

Nymir's story

The PCs can talk to Nymir after either defeating the half-orcs; or wait for them to leave, and heal Nymir's unconscious body. Either way, Nymir is grateful and is helpful towards the PCs.

What Nymir knows :

>> The half-orcs were debt-collectors for Tybles the bookie.

>> Tybles is the main bookie in Krestible and he usually hangs around by the racetrack, watching the horses.

>> Nymir owes Tybles a great deal of money (50 gp) over a bet he made on a previous race.

>> To escape the debt collectors, Nymir has been hiding around the clan stables.

If asked a relevant question :

>> He remembers seeing one of the Weispeer clansmen sneaking around the Rosrijder stables.

>> He can't put a name to the face he saw sneaking into the stables. If someone suggests Cale, then it sparks his memory and he will confirm it was Cale he saw.

>> Once the PCs have realised that Nymir is the witness they need, they will probably ask him to go back with them to see Uberfahnlein Veers. Nymir is perfectly happy to do so as long as the PCs agree to protect him if more of Tybles' men show up. If any of the PCs actually pay off Nymir's debt, then he will happily join the party for the rest of the adventure and use his Bardic music ability during combat. (Otherwise Nymir will claim he is too weak to participate in combat).

Creatures:

Nymir: Male half-elf Bard1, hp 6. See appendix 1 for more information.

Encounter Five

The Racetrack

Before you lies the racetrack for the most famous race in Perrenland. In just a few short days, this track will be the most important place in the region; but, for the meantime, it is filled with people preparing for the big event. The stands are being decorated with clan banners, and the track itself is being used for practice by many trainers and their horses. A gnome with a notebook seems to be taking an unusual amount of notice of the performance of the horses, and occasionally mutters to himself ...

The trainers currently using the track are all from clan Weispeer, with the head trainer present being matriarch of the Trazhan household: Petula Trazhan. If spoken to politely, and asked appropriate questions, Petula will offer the following :

>> Cale Trazhan is her nephew

>> Cale is a bit of a dreamer – never really thinks about the implications of his actions

>> Cale would never steal anything, he's such a sweet boy

>> The Trazhan family uses one of the Weispeer clan stables, the one on the end in fact.

>> She is confident that the Weispeers can win the Cup this year, despite the fact that the Rosrijders won last year.

>> The Wiesspier horse is Souverane and is currently ranked a close third.

>> Victorie, the second favourite has been sick recently.

If accused/informed that her son has stolen Unternull, Petula will be indignant and accuse the PCs of insulting her family honour, and refuse to talk to them anymore.

The gnome watching the horses so intently is, of course, Tybles the bookie, the only notable bookie in Krestible. Tybles is watching the horses for any sign that would alter each horse's chance of winning. If the PCs try to put money on any horses, Tybles politely declines by saying he's already taken enough bets for the moment and to come back in a few days. If anyone asks him for any unusual information he has - or what he knows regarding Cale Trazhan - he says he doesn't know anything; but subtly rubs his thumb and forefinger together. It will take the sum of 20 gp or a Diplomacy or Intimidate check (DC 15) to get Tybles to spill the beans.

If the characters have already encountered Nymir, then the threat of revealing Tybles' method of debt collection to the authorities will immediately change his attitude to helpful - with him offering whatever he can to the PCs if they don't turn him in (including forgetting about the money Nymir owes him)!

What Tybles knows is that Cale Trazhan came up to him this morning and put a 2,000 gp bet on Souverane, the Weisspeer horse. This is unusual, because it is a very large sum of money to be betting and even more unusual in that Unternull is the favourite by a long shot. Made Tybles think that Cale knew something he didn't, so after accepting the bet, he closed up shop, waiting to see what would happen.

If asked, these were the rankings *before* Tybles closed shop :

1st : Unternull – Rosrijder

2nd: Victorie – Vuurward

3rd: Souverane – Weispeer

4th: Blauer Blitz – Hussen

5th: SwanSong – Oostmeer Meerijder

6th: Moontan Tanzer – Roodberg

7th: Wyvurn's Steng – Vestmeer Meerijder

8th: Licht der Morgen – Morgenrood

Wild Card: Anartial'on - Vossor

Petula Trazhan: Female human Rgr 4/ Nbl 4, hp 23.

Tybles the bookie: Male gnome Rog 4, hp15.

Nearby the racetrack is the Auszugen post and VIP box. If any PC investigates, read the following:

The building before you combines two functions that are necessary for the successful running of the Krestible Cup. During the race, the side of the structure that faces the racetrack is used as the V.I.P. box where the rich and famous of Perrenland can watch the race from a protected vantage point. The second function, and the one that it is currently being used for, is that it is the post where the Auszugen policing the area are based.

There is nothing much of interest here for the PCs. The V.I.P. box is locked up and well guarded with no possibility of the characters getting in without forcing their way and being arrested. However, if the PCs are badly injured and need healing then they are guaranteed to be able to find a member of the Aid-Auszug (the medical division of the Auszugen) who can help them.

For stats on generic Auszugen warriors, see Appendix.

Encounter Six

It is assumed that once the characters have found the note from Cale, convinced Nymir to agree to be a witness, and had Tybles explain about the huge bet that Cale placed this morning; then that will lead the party to get a search warrant from the Auszugen, Veers, for the arrest of Cale Trazhan and the search of the Weispeer stables without any problems. This means the party must return to the Rosrijder stables. Upon their return, read:

The stables are some of the few structures on the fair grounds that are permanent. Groups of wooden stables surrounded by wooden fences can be seen side by side, each one bearing a different clan flag. Each fence has one gate with two guards beside it, also proudly displaying clan colours.

As far as the characters can tell, all eight clans have identical stables except for the Meerijder who have their stables in two distinct groups. There are two ways PCs can get in to a clan's stables: a)

through their stable gate; or b) by jumping over the stable fence.

If the PCs attempt to enter a clan's stables through the gate then they will have to deal with the guards. The guards refuse to let anyone in without an official Auszugen search warrant. The guards have a +10 modifier or their spot checks verses forged warrants due to familiarity and the fact that it is asking them to do something that puts them at risk. There are no important clan members currently in any of the stables (besides Sven Rosrijder), and the guards are aware of this. A character belonging to a clan may use Bluff or Diplomacy DC 23 to get into their own clan's stable but no one else from the party can go with them unless they too are from the same clan and can make the DC. That said, the following applies:

The party has free access to the Rosrijder stables as often as they want. Besides the hoof print (See Encounter 1) there is nothing of interest there.

A character with the Track feat can make a Survival check DC 15 to notice that a horse has been through the Weispeer gate that had a crooked nail in one of its horseshoes.

If the official warrant is presented to the Weispeer guards, they will let the party in and tell them that the Trazhan stable is the one down the end. They will also give them a key to the Trazhan stable, (but not other stables.)

Any group that manages to get inside clan holdings without authorization must make hide plus move silently checks for 6 rounds DC 23 or be spotted by one of the guards.

Any PC who is found in a clan's stable without authorization receives the suspicion of that clan (see End Of Scenario). It is possible to receive the enmity of more than one clan.

If the PCs try to enter the stable area by going through/over the fence, they will have a few problems. The fences have been around for decades and the wood is rotting through. The fences cannot support the weight of anyone trying to climb them, a fact anyone can tell by looking at them. They look very easy to break, but the splintering of wood would surely alert the guards. The only way to get through the fence without alerting the guards is to make a Disable Device check (or knowledge – architecture and engineering or craft – woodworking) DC 15 to silently remove enough boards to make a hole. Once inside it will be up to them to avoid the roaming guard.

Old Wooden Fence: 1 in. thick; hardness 4; hp 8; AC 5; Break DC 15.

Once inside any clan holding read this:

Inside the [insert clan here] clan holding, there appear to be 6 large wooden buildings in a row (starting with one next to you and the 6th being at the opposite end of the area). Also, you notice there are quite a few guards wandering around in haphazard patrol patterns, presumably making sure the contents of the stables stay safe.

There is nothing of interest inside any of the stables besides the 6th Weispeer stable, and the guards will take any horses the PCs try to steal. Feel free to make up some stuff if you like.

Creatures:

Stable Guards (2): Male human, hp 12 each.

The Trazhan Stable

There is only one entrance to the Trazhan stable: it's big, wide double doors standing before you. There is a loft window above it, close to 30 ft. off the ground, but it is barely large enough for a halfling to climb through. The walls themselves look to be made of reinforced wood, explaining why they are in such better condition than the nearby fences. From inside the stables, the sound of horses can be heard ...

Players with the Track feat can make a Survival check DC 10 to notice the hoof print with the crooked nail outside the doors.

The front door of the stable is trapped with a thunderstone to alert Cale if anyone tries to enter. The door is also locked (Open lock DC 15).

A small character can make a DC 15 climb check to get to the window and climb inside. Characters with rope and grappling hook can use this to lower the climb DC to 8.

Stable door and walls: 2 in. thick; hardness 6; hp 12; AC 5; Break DC 20.

Stable Door Trap

The door has been rigged with a simple string and thunderstone trap designed to alarm Cale if anyone enters the stable. It will be set off by the first person to open the main door (unless it is successfully disabled beforehand).

Thunderstone Trap (EL 1): CR 1/2; Everyone in 10ft. radius is deafened for 1 hour; Fort save resists (DC 15); Search (DC 16); Disable Device (DC 15).

Development

How the PCs enter the building determines where Cale is for the final encounter. If he was **not aware** of the PCs arrival, then he is sitting in the corner at the far end of the stable and surprised. If the trap has been set off, however, or the party has been making a large amount of noise, then when they come inside they will see Cale at the ready with his weapons drawn!

Encounter Seven

Facing the Horse Thief

If the PCs triggered the thunderstone trap, read the following box text as they enter:

The light inside the stable is somewhat dimmer than outside. However, you can still see clearly. There are a number of horses in here but they all seem to be deep brown. Your attention is quickly drawn from the horses to the man in the middle of the room. He stands at the ready with a sword in each hand, and flicks his blonde hair with a smile. From the description you received, this could be no other than Cale Trazhan and he looks like he's been expecting you!

If the party managed to sneak up on Cale, then read the following:

The light inside the stable is somewhat dimmer than outside, however you can still see clearly. There are a number of horses in here but they all seem to be deep brown. Your attention is drawn from the horses to the man at the far end of the room. A young man with blonde hair and two swords hanging from his belt is sitting on a haystack in the far corner, tossing a small ball up in the air. He doesn't seem to have noticed you yet ...

Cale is looking for a fight (See Tactics). It will be difficult to find Unternull until he has been dealt with.

Creatures:

Cale Trazhan: Male human Rgr 4, hp 19.

Tactics:

Cale doesn't really want to negotiate. He's bet a lot of money on the Weispeer horse, so he stole Unternull to remove the competition! He also thinks he's doing the right thing by clan Weispeer by helping them win the race - therefore giving them honour. He will not surrender unless someone can make a convincing speech (Diplomacy or Intimidate DC 18) to convince him to surrender. This must be done during Round 1 before any real bloodshed takes place. Otherwise, he continues to fight until he can fight no more.

Six stable guards arrive 4d3 rounds after the thunderstone trap goes off; or (if disabled), 2+1d4 rounds after fighting starts.

Treasure:

Masterwork longsword, Masterwork chain shirt, short sword, 210 gp, small blue ball.

APL 2-loot(58 gp), coin-(42 gp)

Development:

Once Cale has been dealt with, give the players a Spot check DC 15 to notice that Unternull is one of the horses in the stalls, and has been painted brown. Also anyone who made the Survival check earlier to notice the hoof prints can identify Unternull by the crooked nail in his hoof. Failing that, throwing water over all of the horses will eventually reveal which one is Unternull. (Note: there are water throughs in here).

Conclusion

After rescuing Unternull from the clutches of Cale Trazhan, you return to the Rosrijder stables. Jasper cries at the sight of his beloved horse, and Sven smiles at you all. "My end of the bargain, as promised," he says, "and you will always be welcome in my house. If any of you wish to join the Rosrijder clan, we will be proud to have you." With that, you are escorted back to the Marquees where everyone is still every bit as excited as before. It's only 4 days until the big race, and no telling what surprises are in store before then!

The End

Experience Point Summary

Encounter Three

Defeating the goons/finding the note

APL2 60 xp;

Encounter Four

Saving Nymir/defeating the debt-collectors

APL2 60 xp;

Encounter Six

Encountering the trap

APL2 15 xp

Encounter Seven

Defeating Cale Trazhan:

APL2 90 xp;

Story Award

Correct Warrant collected:

APL2 50 xp

Not earning the enmity of any clans

APL2 50 xp

Finding Unternull

APL2 75 xp

Discretionary roleplaying award

APL2 50 xp;

Total possible experience:

APL2 450 xp.

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is

reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy; C = Coin, Gems, Jewellery, and other valuables; M = Magic Items.

L: Looted gear from enemy

C: Coin, Gems, Jewellery, and other valuables

M: Magic Items (sell value)

Encounter Three

APL 2-loot(15 gp), coin-(40 gp)

Encounter Four

APL 2-loot(5 gp), coin-(40 gp)

Encounter Seven

APL 2-loot(58 gp), coin-(42 gp)

Conclusion:

APL2-coin(200 gp)

Total Possible Treasure

APL A: L: 78 gp; C: 322 gp; - Total: 400 gp

Appendix 1: Creatures

ENCOUNTER THREE

Goon Leader: Male human War 1; CR 1/2; medium humanoid; HD 1d8 + 2, hp 8; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13) [+3 (studded leather) +1 Dex]; Atk +4 melee [longsword, 1d8 + 2 slashing 19-20/X2]; AL NE; SV Fort +4, Ref +2, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Listen +6, Sense Motive +4, Spot +6; Alertness, Weapon Focus: Longsword.

Possessions: longsword, studded leather, 50 gp, note from Cale Trazhan.

Chain goon: male human War 1; CR 1/2; medium humanoid; HD 1d8 + 2, hp 4; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13) [+3 (studded leather) +1 Dex]; Atk +3 melee [spiked chain, 2d4 +2 piercing / X2]; Face/Reach 5 ft. by 5 ft./10 ft.; AL NE; SV Fort +4, Ref +2, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Intimidate +3, Listen +6, Spot +6; Alertness, Exotic Weapon Proficiency: Spiked Chain.

Possessions: Spiked chain, studded leather, 50gp

Crowbar goon: male human War 1; CR 1/2; medium humanoid; HD 1d8 + 2, hp 5; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13) [+3 (studded leather) +1 Dex]; Atk +3 melee [crowbar, 1d6 + 2 bludgeoning / X2]; AL NE; SV Fort +4, Ref +2, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Intimidate +3, Listen +6, Spot +6; Alertness, Exotic Weapon Proficiency: Crowbar

Possessions: crowbar, studded leather, 50 gp

Pipe goon: male human War 1; CR 1/2; medium humanoid; HD 1d8 + 2, hp 6; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13) [+3 (studded leather) +1 Dex]; Atk +3 melee [lead pipe, 1d6 +2 bludgeoning /X2]; AL NE; SV Fort +4, Ref +2, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Intimidate +3, Listen +6, Spot +6; Alertness, Exotic Weapon Proficiency: Lead pipe.

Possessions: lead pipe, studded leather, 50 gp

ENCOUNTER FOUR

Debt collectors (3): Male Half-orc Rog 1; CR 1; Medium humanoid; 1d6 + 3; hp 6; Init +5; Spd 30 ft.; AC 14 (touch 12, flat-footed 12) [+2 leather armor, +2 Dex]; Atk +3 melee [short sword 1d6 +3, 19-20/X2 slashing]; SA sneak attack +1d6; AL CE; SV Fort +3, Ref +4, Will +0; Str 16, Dex 14, Con 16, Int 6, Wis 11, Cha 8.

Skills and Feats: Balance +6, Jump +7, Listen +4, Sleight of hand +6, Spot +4, Tumble +6; Improved Initiative

Possessions: short sword, leather armour, 100 gp

Nymir: male Half-elf Brd 1; CR 1; Medium humanoid; 1d6 + 1; hp 5; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13) [+3 (studded leather) +2 Dex]; Atk +0 melee [rapier, 1d6 piercing 18-20/x2]; SQ: Bardic Music, Bardic Knowledge, Spells; AL CG; SV Fort + 0 Ref +4 Will +2; Str 10, Dex 14, Con 12, Int 13, Wis 8, Cha 15.

Skills and Feats: Bluff +6, Diplomacy +8, Gather Info +8, Perform +6, Profession (Gambler) +3, Sleight of Hand +5 Tumble +5 Combat Reflexes

Bardic Knowledge: Bard's have the ability to recall unusual information they have learned during their travels. To make a Bardic knowledge check, roll a d20 and add bard levels plus intelligence modifier to the result. Compare this number to the DC of the knowledge.

Bardic Music: Once per day per bard level, a bard can sing to create different effects. A level one bard has countersong, inspire courage +1 And fascinate.

Spells:

2 per day

Knows: Detect Magic, Lullaby, Message, Prestidigitation.

Possessions: rapier, studded leather, fiddle

4. Auszugen Post

Auszugen: male human War 2; CR 1; Medium humanoid; 2d8 + 4; hp 12; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14) [+4 chain shirt, +1 Dex]; Atk +5 melee [longsword 1d8 +2, 19-20/X2 slashing]; AL N; SV Fort +5, Ref +1, Will +2; Str 14, Dex 13, Con 14, Int 10, Wis 14, Cha 8.

Skills and Feats: Listen +6, Spot +6, Sense Motive +4; Alertness, Weapon Focus (longsword)

Clan Stables

Stable Guard: male human War 2; CR 1; Medium humanoid; 2d8 + 4; hp 12; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14) [+4 chain shirt, +1 Dex]; Atk +5 melee [longsword 1d8 +2, 19-20/X2 slashing]; AL N; SV Fort +5, Ref +1, Will +2; Str 14, Dex 13, Con 14, Int 10, Wis 14, Cha 8.

Skills and Feats: Listen +6, Spot +6, Sense Motive +4; Alertness, Weapon Focus (longsword)

ENCOUNTER SEVEN

Cale Trazhan: male human Rgr 4; CR 4; medium humanoid; HD 4d8+6; hp 27; Init +6; Spd 30 ft.; AC 17 (touch 12, flat-footed 15) [+4 chain shirt, +2 Dex, +1 shield (Two Weapon Defence)]; Atk +7 melee [masterwork longsword 1d8 + 2, 19-20/X2], +6 melee [short sword 1d6 + 2, 19-20/X2 slashing], +5/+4 [longsword and short sword in same round]; SA favoured enemy (orc), wild empathy, combat style (two weapon combat); AL CN; SV Fort +5, Ref +5, Will +1; Str 15, Dex 15, Con 14, Int 8, Wis 10, Cha 12.

Skills and Feats:

Hide +8, Listen +7, Move Silently +7, Sense Motive +4, Spot +7, Survival +6; Combat Reflexes, Endurance, Improved Initiative, Track, Two Weapon Defence

Favoured Enemy: Cale receives a +2 bonus to bluff, listen, Sense Motive, Spot and survival checks made against orcs as well as +2 bonus to weapon damage rolls against orcs.

Wild Empathy: Cale can use wild empathy as a diplomacy check for influencing animals by rolling 1d20 and adding his level plus his charisma bonus.

Combat Style: While wearing light or no armour, Cale is treated as having the Two Weapon Fighting feat.

Possessions: masterwork chain shirt, masterwork longsword, short sword, 210 gp

Player Handout #1

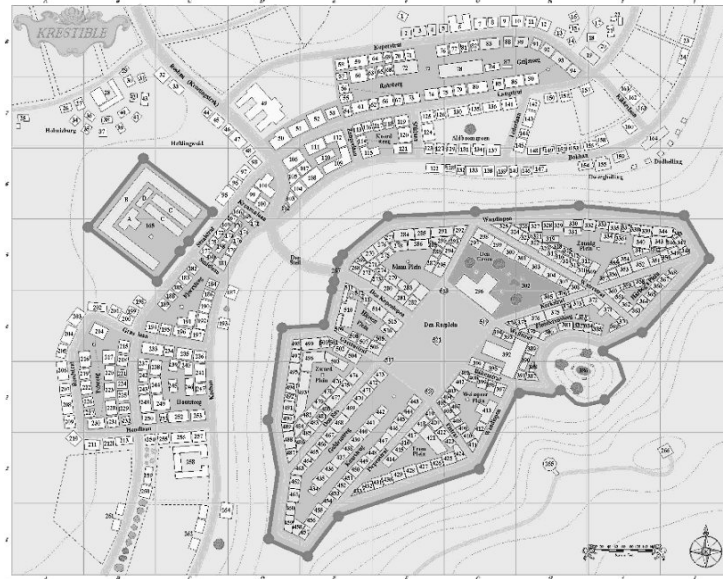
The Krestible Cup

This event came about because the clans of Perrenland have friendly rivalries with each other and occasionally they like to be able to prove just who is the best. With many of the clans being horse breeders, it was inevitable that someone would think of having an annual race. This not only means that the winning clan has bragging rights, but it also gives the other clans the chance to train harder and win next year's race. Overall it works out well for Perrenland as the rivalry between the clans has led to the breeding of some truly fine animals, as well as some excellent entertainment for the citizens. For the week around the race, the city of Krestible is packed with people from all over Perrenland, all gathered around to watch the race – and enjoy the celebrations afterwards. There is one other major reason that Perrenlander's care about the outcome of this race: there is a lot of money riding on it. Betting on the Krestible Cup is almost a Perrenland tradition with fortunes to be won or lost over the luck of the draw (or over clan pride). This has led to the tradition of the winner of the race receiving a prize, though this is seen as secondary to the proof of owning the fastest horse. In recent years a few horses from other regions have entered the race, presumably attracted by the prize money, however traditionally there are only 9 entrants – 1 from each clan (the Oostmeers and the Vestmeers enter separately due to in-clan fighting).

Player Handout #2

I am worried that my actions in the Broken Horseshoe last night may have ruined my plans regarding Rosrijder horse. To keep this from happening, I ask that you and your men keep an eye out in the tavern for anyone asking about me in regards to a certain missing horse and make sure they are not capable of asking any more questions if you catch my drift. I'll pay you the usual amount of 50 gp per man if you do this for me.

Cale Trazhan



KRESTIBLE

The city of Krestible was once a gathering place for local tribes to meet, coming to trade and deal upon a small plateau lying at the base of a line of craggy cliffs. Eventually a prominent clan leader came to make the place the home of his people and the area was named Krej's Table after him. In time the name evolved into Krestible, where a small town sprang up. Eventually the town became a city, and strong walls were put up to protect the residents. Then the population outgrew the walls and further expansion was made onto the lowlands below the plateau.

The city lies in three levels – the lowlands, the plateau and the Craggs. The upper city, built upon the plateau, is of predominantly quarried stone and slate construction and houses the older and richer citizens. The lower city, on the other hand, is mostly of baked brick construction. The lower city tends to be more boisterous and lively than the upper, though the folk upstairs know how to make a bit of noise when they want.

The typical Krestible house is a large building of two or more storeys, housing on average fifteen or so people. Often a single extended family lives in a residence, though some may house two unrelated groups on different levels. Residences almost always have a shop-front attached, as families tend to stick with their inherited trades.

The city's water come from a number of subterranean springs, the biggest of which is Beory's Well. A number of well shafts have been dug down into these springs, and the city is yet to experience a shortage of water.

Aldboomgroen (Old Tree Green): A single ancient tree, said to be planted centuries beforehand by a displaced elven emigré, stands proudly in this lawned square.

Beory's Well: A deep wide spring, said to be a gift of the goddess, lies in a depression at the base of the Craggs. A source of cold clear water, the well is known to be at least a hundred feet deep, though nobody has yet dared to plumb its depths. It would be considered an insult to Beory to do so.

Bokban (Goat Road): The north-eastern end of town is where goatherds may find yards to hold their flocks before taking them to sale in the markets. Many pens lie along this road, which soon loops to the south-east and heads into the nearby hills.

Den Báken (The Beacon): The city beacon, used as both a city monument and a navigation point. Its light can be seen for miles, even from the distant heights of the Yatils to the west.

Den Groen (The Green): Lying behind the stately Old Kerk building is the city green, an open garden popular with mothers with young children, as well as residents seeking a relatively peaceful open space within the city walls.

Den Kopenlopen (The Walk of Heads): The wide parade that leads from the gate to the main square is flanked by posts that display the heads of executed criminals and the like.

Den Ras (The Race): This wide flat road is so named because of the popular foot race that occurs here at the start of summer, when sprinters compete for a sizeable purse in a quick dash from the wall to Den Rosplein.

Den Steil (The Steep): The main path to the city gates slopes sharply upwards to the top of Krej's Table. Such is the incline that two large winches, each with a heavy rope, lie at the top of Den Steil to aid the hauling of particularly heavy wagons or carts. On rainy days the walk up Den Steil can be quite an arduous and risky task.

Dodhelling (Slope of the Dead): Lying north of the city walls, this eastern slope of Krej's Table houses the subterranean burial tunnels where the city's dead are interred.

Dwerghelling (Dwarf Slope): To the west of the Dodhelling, in the middle of the northern slope, is where a community of dwarfs have carved out an underground settlement – at once part of the city yet somehow also removed from it.

Eistrat (Egg Street): At the start of each spring the clergy of the Old Kerk give the children of the town brightly painted hard-boiled eggs, which are rolled along this street with great cheer – for one of the eggs is actually made of pure gold. This is a welcome gift to the lucky child and his or her family.

Fjoersteeg (Fire Alley): This portion of the city was burned to the ground in 523CY and subsequently rebuilt. It was renamed to Fire Alley soon after.

Fluisterensteeg (Whisper Alley): This part of the city is home to several wealthy and somewhat private families. The street takes its name from the residents' desire for their neighbourhood to remain quiet and as infrequently visited as possible.

Gastenstrat (Street of Guests): Not far from the Hüssen clan house, this street has a number of lodging houses where visitors to the city can stay in comfort.

Geelhuis (Yellow House): A sprawling building of interconnecting chambers housing some well-to-do urbanised halflings.

Graslaan (Gras Lane): Backed by open fields, this street is often covered by grass when the westerly winds blow. Folk with allergies are advised to be absent during these times.

Grijsteeg (Grey Alley): The westerly winds have taken the smoke from Roksteeg and blown it into this alley over the years, turning the walls of the houses a grim grey colour. This rough smelly area is the closest Krestible has to a slum quarter, with many poor families crammed into the buildings and suffering from the smoke of Roksteeg.

Guldensteeg (Golden Alley): Home to some of the wealthiest folk in the city as well as the offices of merchant companies. There is indeed much gold to be found in this alley.

Harbeg's Plein (Harbeg's Plaza): An impressive stone statue of the famous Weisspeer hero Harbeg is the most notable feature of this plaza of mostly private residences.

Helftlingweid (Halfling Meadow): Lying north of the Auszug garrison is a meadow where the caravans of travelling folk usually camp when visiting Krestible.

Hobnitzburg (Halfling Town): A village of more settled halflings who nevertheless enjoy visits from their travelling cousins who camp on the nearby meadow.

Hondlaan (Dog Lane): This street is so called because cattle dogs are often tethered here – sometimes in large numbers – when not helping their masters manage the herds of cattle kept in the nearby stockyards.

Hoogban (High Road): This road leads up to the heights of the Craggs and provides access to the watchtower that looks over the city and on to the lowlands. At the end of the road is the ever-lit great beacon that can be seen for miles.

Houtsteeg (Wood Alley): This alley is home to families who have for many generations made their living from wood crafts – carpenters, coopers, carvers and the like. In the middle of the alley stands a popular local tavern, the Hammer and Thumb.

Hüssen Plein (Hüssen Plaza): This enclosed plaza is where the dignitaries of the Hüssen clan like to go about their dealings and business, as it lies in the shadow of the main city clan house.

Kaarsteeg (Candle Alley): Running south of Guldensteeg is an alley where many folk of arcane talent have made their homes. The ‘candles’ that give the alley its name are actually numerous *continual flame* spells that make the alley at night a beautiful sight.

Kerkstrat (Church Street): This long street that runs by the Old Kerk and Den Groen is home to numerous clergy and the lay folk who attend them.

Kikkerlaan (Frog Lane): This narrow lane near the goat yards is fringed by grassy ditches that are often filled with water, and are home to many noisy little frogs.

Koeban (Cow Road): This long stretch of road is part of the Krestingstrek and eventually leads on to Yatilsskaad and the mountains.

Koordsteeg (Rope Alley): Once upon a time a number of rope makers made this area their home. Now they have all left or found alternate trades. Nary a rope is now sold in Rope Alley.

Koperstrat (Copper Street): Many folk who work in copper goods live and work on this road.

Kreunenlaan (Lane of Groans): This lane that leads from Staalstrat to Den Steil is so called because of the groans from folk about to make the walk up the steep incline, as well as those from the drunks who stagger from the pair of taverns on the north side of the road.

Langstrat (Long Street): The main street of lower Krestible is called such because it is, well, long.

Lederlaan (Leather Lane): This lane is home to a tannery, and thus its name.

Maan Plein (Moon Plaza): This pretty little plaza off the main square is covered with decorative marble tiles engraved with moon motifs.

Pelsteeg (Fur Alley): A popular destination with local hunters and trappers, who do good business with the folk of this alley, whose businesses predominantly deal with animal products in one way or another.

Piepenstrat (Whistle Street): This road has been intermittently popular with streetwalkers who advertise their trade by whistling to gain the attention of prospective clients.

Roksteeg (Smoke Alley): Much smelting of copper and other ores takes place in this alley, producing rather odorous smoke which is usually blown into neighbouring Grijsteeg.

Rosban (Horse Road): The northern portion of the Krestingstrek eventually takes a traveller to Schwardenbruin. Its local name comes from the many horse yards to be found clustered along this road north of the city.

Rosplein (Horse Plaza): The great city square, home to public gatherings and the site of civic addresses and executions is a popular spot to meet or just watch the day go by. In the centre of Den Rosplein is a grand statue of the supposed founder and namesake of the city, Krej. There are four other prominent monuments in each corner of the square – none of which have been detailed. (I’m leaving that honour on a first in first served basis – one each, don’t be greedy!)

Sliklaan (Mud Lane): This newer road is not yet properly paved and gets very muddy and churned up when it rains. Local gangs of children love to engage in messy fights here, to the despair of their mothers.

Smidlaan (Smith Lane): The large foundry on this road gives it its name.

Staalstrat (Steel Street): The nearby Auszug garrison regularly parades up and down this street. The steel of their weapons is the reason this street is so named.

Steilport (Steep Gate): The impressive gate, festooned with pennants and heads (of course) is a formidable barrier against enemy attacks. As there have been few such occurrences since the time of the Witch Queen, the great doors are almost always left open – though they are always guarded.

Torenstrat (Tower Street): Looking down this street from the square, a person may find an impressive view of the watchtower on the Crag above.

Wandlopen (Wall Walk): This looping road follows the inside of the walls and rings the upper city.

Weisspeer Plein (Weisspeer Plaza): The Weisspeer clan dignitaries tend to keep their business within walls and use their plaza for clan folk to sit and ruminate, or perhaps watch a spot of equine dressage.

Wellstrat (Well Street): This street leads to Beory's Well and affords a good vista of the beacon atop the Crag.

Zangerlaan (Singers Lane): A family of bards have long been resident in this lane and make their living entertaining and teaching the scions of wealthier families how to sing.

Zilverzál (Silver Saddle): A well kept inn run by members of the Weisspeer clan, a location from The Voormann's Daughter.

Zonnig Plein (Sun Plaza): This plaza is covered in yellow stone tiles that sparkle brilliantly in sunlight, particularly if it has recently rained.

Zward Plein (Sword Plaza): This enclosed plaza lies outside the walls of a fencing academy of some renown, and is often used by students to practise their art.