

COLNMARK RIDGE

# Castle ZAGYG™

Blkwood

ENSTADT

Nord

ESLEDGE

The Cumb

Simplake  
ASPE

GRAND

Egglake

Omsdew

VPAGN

The M

Osestra

Am

Port Tiber



Yggsburgh  
Campaign Setting  
Gary Gygax

TIBER SEA

# Castle Zagyg, Volume 1 Yggsburgh

by  
Gary Gygax

The author wishes to give special thanks to Darlene not only for her excellent artistic contributions to this work but also for her efforts to make sense of his text information in locating various places in and around the Town of Yggsburgh.

So thank you Darlene!

Gary Gygax

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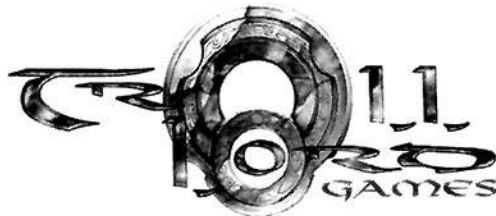
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The Table of Contents will likely become your best friend in this book, so familiarize yourself with it in order to more easily and quickly access those portions of the material you need or want.

## Foreword



ONCE UPON A TIME there was a Mad Archmage whose castle and dungeons became synonymous with adventuring. That place remains today. Only the names have changed to protect the concerned parties for this publication. You are holding this product now, as it is a part of the changes necessary. In order to present the “abandoned” castle and its many dungeon levels, an area surrounding the place needs to be detailed. You have it! Note though that this base area is completely new, in order to facilitate the later addition of the old castle and dungeon material in revised form. Do not wonder why you never read or heard about Yggsburgh, and the other persons, places, and things in and around it. They are recent creations of mine and done with all of the spirit of the original work.

As you peruse the contents of this work, you will find all manner of adventure areas, even the location of Castle Zagyg. Unlike other places, though, that one locale, the castle and its dungeon levels, has no special encounters or details. Why? Because that part is massive. There are many floors of the fortification and even more underground maze levels yet to be done. What? Aren't those places already completed?! After all, scores, hundreds in fact, of players had their characters adventure in them in the past. Well, that assumption is correct, but as any Castle Keeper knows, material created that is ample for his own purposes is not at all suitable for commercial presentation in a module. A careful revision of the existing level maps and their brief notes is necessary. That is, of course, a monumental undertaking considering the projected size of the whole work. There are details of all encounters, cross-connections between many dungeon levels, and overall text descriptions to explain everything presented. So that's for later. A series of modules are also planned for the expansion of this base.

Right now what you have in hand is the environs of the Castle Zagyg complex. It is a complete playing module, a campaign setting unto itself. The area is large, so that characters can adventure in it sans the castle proper. To ensure this, the descriptions of many places are loaded with adventure hooks. The walled town for which the module is named, Yggsburgh, provides not only current playing opportunities, but it and its suburban area too, are meant to later serve as the base from which characters can operate in their dungeon delving. You will note that the greater community has all that is needed to supply and assist the adventuring team. It is developed with a history, economy, political structure, socio-economic information, and a detailed monetary system. There are also, as previously stated, many other areas on the map likewise ripe for derring-do, many detailed, some others purposefully left mainly for the able hands of the Castle Keeper to develop. A module wouldn't be complete, though, without a few dungeon-like areas, and this is a complete work. So you will find several herein. Check out the subterranean area maps!

Enough preliminary exposition. Let us move on to that which is here and now, Yggsburgh and environs. Enjoy the story and the action that follows and be sure to pick up the next installment of Castle Zagyg, The Dark Chateau, by Rob Kuntz.

Gary Gygax

## Notes for the Castle Keeper



This setting is recommended for two sets of characters per person. The ones initially adventuring in this module should begin at low mid-level, 4th to 6th. These characters can be created on the spot or else drawn from the players' existing ones of that level spread. The adventures in and around the town call for such advanced ability...and more! Several levels should be gained in the action presented herein. When play moves to the actual castle and its many dungeon levels, each player should then generate a new character of 1st level. These characters can be relatives, friends, or henchmen of the higher-level ones used initially. With new characters of beginning level, the proper spirit of the original dungeons will be captured and enjoyed. When they delve to the depths of the Castle Zagyg dungeons, they will be adventurers of considerable power.

When dealing with encounters (whether random or those set forth herein), feel free to adjust the difficulty level for the party. If the characters are relatively low-level, reduce the number and strength of their opposition to make the match more even. Where the adventurers are of high level, add more power to their opponents and increase their number without hesitation. For example, if the foes are 1 hit dice humanoids, add a stronger “associate” monster, make some of the humanoids tougher, perhaps 2 or more hit dice. Do just the same with humans and demi-humans by adding levels. Put as many additional opponents, hit dice or levels to create as much force as is needed to give the party a severe test. Make it a real challenge to them.

Be sure to familiarize yourself with the layout and contents of this book, though not necessarily the details. The Castle Keeper should know where to go to get the information they are after. Part I of Yggsburgh is a historical and cultural overview of the setting. Part II details many of the places within the free town of Yggsburgh while Part III details the environs about Yggsburgh. The appendices are a wealth of information for the Castle Keeper so be sure to examine them as they contain the Orders of Battle, encounter charts and new monsters, to mention a few things.

Within, some encounter areas have non-player character stat blocks that are missing. These are located in Appendix I, Orders of Battle, as these non-player characters have a tendency to crop up in many places and in order to offer easy access to the stats they were placed together in one appendix. Further, within the stat blocks, HD is hit dice, AC is armor class, PA is prime attribute, SK is secondary skill and EQ is equipment. The remainder should be self-explanatory.

There is also a “Zagy Adventure Reference” entry located with many area descriptions. This simply lists associated adventures, peoples and places and supplies a ready reference for Castle Keepers to allow them to make associations between places, peoples, and even events. There are varying levels of detail here reflecting the importance or significance of the encounter.

Finally, there are no rogues in Yggsburgh. There are just thieves. For all intents and purposes, the thief in this volume is like the rogue for Castles & Crusades, only more nefarious and not a tad bit evil.

# Part 1 : Yggsburgh

## Setting, History and Culture

### Introduction



This section contains much information, that may or may not be common knowledge, about Yggsburgh. It is up to the Castle Keeper to decide what the characters know and how they came to know it. Should they be from a place far away from Yggsburgh, they may know little of its history and culture. Should the characters actually be from Yggsburgh, it is likely they will know a lot.

For those undertaking the task of running adventures in Yggsburgh, do not attempt to memorize all the remainder of the work. It is recommended, though, that you become familiar with the material in this section. Details of the town are needed when describing things to the players. Have the main map of the city handy as you scan the encounter information, and make a point of learning the general details of the city and its major features. There is also much room left for developing Yggsburgh to fit your needs as a Castle Keeper. Please examine Appendix A, Developing Yggsburgh for more details.

### Background and Overview



The Free Town of Yggsburgh is a heavily fortified community of some 22,000 residents, with another 10,000 or so persons dwelling on the lands it claims as its own. The town is constructed on the rock bluff where the River Nemo is joined by the Urt River. The area encompassed by the community's walls is about one square mile. Because of the bluff Yggsburgh is built upon, its buildings climb from a street level of about 10 feet above the surrounding plain on the east edge to fully 40 feet above that plain at the western end of the town where its great citadel stands. Thus, one approaching from the east can see the place well, the incline of the bluff seeming to tilt the western end of Yggsburgh upwards for the viewer's inspection. The walls are built atop the solid rock of the bluff, the sides of the natural formation shelved at the waters' edges, then splayed to an upwards distance of about 10 feet, thereafter rising precipitously in near perpendicular face to the top. The town walls are set back an average of 20 feet from the edge of the bluff, but the many towers and bastions between them along its length are very near the rim, and have only a narrow path of some three to four feet around their verge.

As one comes nearer to the fortifications, it can be seen that there are war engines, scorpions and catapults on the gatehouse and tower roofs. A careful survey reveals a massive citadel at the west end of the town, it having two regular towers and a great one looming above the confluence of the Nemo and Urt Rivers. The thick town walls sprout 36 defensive towers by your count,

not including the pair that flanks each of the three gatehouses by which the place might be entered. The wall towers are set with about 500 feet distance between each. At the intervals between them are semi-circular wall bastions that thrust outwards from the walls, as do the towers. On each of these 36 bastions you can see a pair of scorpions and a catapult. One thing is certain: if Yggsburgh has a strong military garrison, this town can be defended against a massive attacking force.

Townbridge, the main approach to the walled community, is at its southeastern side. The bridge is something of a remarkable architectural achievement, as is the canal that serves as a moat on its eastern side. The town is well-known as an active trading center. In addition to the salt, gold, gems and jewelry, Yggsburgh's industries export quantities of flour, dried and salt fish, fine wood, furs, cloth, metal ware such as tools and cooking ware, and much good pottery. Its most famous buildings are the Grand Temple, its Citadel, the college complex, and the Mayor's Palace.

The town is particularly proud of its water and sewer systems, and its relatively straight, wide, and very clean streets. In the better districts, buildings have indoor plumbing and central heat, the streets lighted after dark. Yggsburgh also boasts two modest little parks, as well as two large and three small plazas, the latter just inside the three town gates. Most visitors remark on the fact that all of the buildings in the town are constructed of stone block, bricks, or a combination of the two. The newer structures in the eastern half of the town are mostly of brick and not particularly lovely, but not prone to fire even in crowded lower-class sections.

The town is ruled by a Lord Mayor and a council of eight important men. The Lord Mayor appoints officials to see to the administration of the community. A fair number of knights are vassal to the Lord Mayor, and with the regular military force employed by Yggsburgh, it is considered a strong and safe haven for honest folks. Thus the territory immediately around the town is prosperous, relatively quiet and free of raiders and bandits, so river and road commerce is active. That said, not a lot of questions are asked of strangers, and as long as local law is obeyed, "foreigners" are welcome in Yggsburgh. It has a large suburban area to the east, across the Yggsburgh Canal, this being called "The Outs." The population is modest, 4,000 or so, but all there are quite without the strictures of the town. The place isn't lawless, for the town law applies, but most of the time there is no town authority there to see to it that the law is obeyed.

The region is by no means idyllic, as there are three palatine nobles within three or four day's march of Yggsburgh, each of whom covets the town and its rich lands and would like to add them to his own demesne. Spies and agents provocateur are not uncommon in Yggsburgh, and thick in The Outs. The outlying areas are generally wild frontier, with bandits and humanoid raiders a menace, and dangerous creatures prowling.

## History



The walled town of Yggsburgh is about 300 years old, but up until around 100 years ago it was no more than a large trading village with low walls and a lot of river traffic stopping at it to gain its salt and agricultural produce. When gold and valuable garnet and quartz gems were discovered in what is now known as the Glittering Knobs a century ago, there was an immediate dispute amongst three nobles whose lands were adjacent to the area—Huon (Baron Redfort), Delkart (Count Easmoor), and Edmund (Marquis Talworth). As there was no strong monarch ruling them, the dispute between the nobles soon broke into open warfare.

When Marquis Talworth managed to capture the area, he set his architect and engineers to work immediately. Soon Yggsburgh was aswarm with masons, other craftsmen, and laborers intent on building walls and towers around the burgeoning village. With the aid of various mages, the whole construction (including a considerable canal between the Urt and Nemo Rivers, serving as both a transport artery and vast moat for the new town) was accomplished in a mere five years. Costs were financed by the salt mine in the Serpent Ridge, and with ore and gems being mined from the Glittering Knobs.

Neither of Talworth's rivals was satisfied with the outcome, so Baron Redfort and Count Easmoor made common cause. Thus allied, their forces met and defeated those of the Marquis in what is known locally as the Battle of the Westfields. However, their victory did not bring the desired result. A local petty noble, Edward, Lord Yggs (to whom the village and salt mine had belonged), with a handful of knights, cut down the foreign garrison, closed the gates and defied the would-be conquerors. Because the local populace were heartily fed up with heavy-

handed rule and ruinous taxes, those in the community as well as those from the lands around flocked to the town in arms and swore vassalage to Lord Yggs, promising to defend it, him and his lands. Even so, there were scarcely enough warriors to man all the walls and towers properly. The massed forces of Baron Redfort and Count Easmoor laid siege to Yggsburgh.

Things looked grim for Lord Yggs, as the investing army managed to get across the canal and the Urt River, establish bridgeheads near the town walls, and attack both the Moatgate and the Rivergate by siege engine and magical spell. Although no spell-casters of note were within the walls, the attackers were driven back by great dweomers. Some unknown wizard had come to Yggsburgh, used his power to counter the assailants' magic, and used his own spells to rain destruction on the enemy. Having suffered great losses thus, the two nobles abandoned the field.

So it came to pass that the town was ruled by Lord Yggs for some 20 years, and under his guiding hand it grew and became wealthy from trade and manufacture, as well as exploitation of nearby mineral resources. As it prospered, he caused a great temple to be built in thanks for the deliverance, and the flourishing condition of town and lands around. When Lord Yggs died childless, his officers and knights were astonished at the contents of his will. Lewis Garmonde (Lord Yggs) commanded that his estates be kept as their own by those holding the lands, and that the town become a free one, the nobles owing vassalage to the community at large and its Lord Mayor. His will decreed that a council of eight great men of the community serve to make laws, and elect for a period of 10 years one other like man (who was not a council member) to serve as Lord Mayor and administer the town. At least six council members had to agree to the one to be chosen as Lord Mayor. The Lord Mayor was to see to the maintenance, policing and security of Yggsburgh, enforce the council's laws, and levy taxes approved by the council.



The eight members of the council had been named by the dying lord as: the chief priest of the grand temple to serve as president, the masters of the two largest town guilds, its wealthiest banker as its treasurer, the most able mage in the town, the president of Yggsburgh College as its secretary, and two knights who dwelled in the town and held the largest estates adjacent to town-held land.

Of course the citizens of the town and its surrounding lands were overjoyed at this bequest. Not all of the officers and knights of the deceased lord were so pleased, though. There was much muttering and clandestine meetings amongst the two dozen or so highly influential persons in Yggsburgh, but all came to naught in regards to declaration of Lord Lewis Garmonde's Last Will & Testament as invalid. The most powerful figures decided that being a permanent council member

was better than risking a many-sided fight for rulership of the town, for surely those who elected its Lord Mayor held the real reins of power. So the will of the last Lord Yggs was carried out, and Yggsburgh and its adjacent lands are free, ruled by an elected Lord Mayor, this condition existing for over 90 years.

It need not be stressed that the council is so divided amongst power and interest groups that it rarely acts in unity, so the Lord Mayor is quite secure in his 10-year office tenure as long as he performs reasonably well and avoids open graft and corruption.

It is disturbing to the ruling elite of the town that the property owning burghers have recently proposed an elected Assembly to assist the Lord Mayor and Council through advice and consent, for matters pertaining to the common folk. All property owners would vote, and the 25 candidates for the Assembly receiving the most votes would be seated therein. Neither the Lord Mayor nor any Councilor has espoused the suggestion, and the property owners are becoming insistent. There is talk of withholding taxes and forming a Citizen's League with serjeants at arms to keep order.

## Yggsburgh and the World at Large



Yggsburgh and its environs are large in content, but the area of land it covers is relatively small, a bit less than 1,700 square miles (or an area of some 50 miles east-to-west, 34 north-to-south). With some inclusion of areas "off the map," that size is sufficient for much adventuring but should be small enough, at most perhaps 3,000 or so square miles, if all the border areas described in the adventure text are included, to fit into any campaign world, whatever one is used by the Castle Keeper. The area is likewise suitable to serve as the core for building a complete campaign world around it should that be desired, a major undertaking to be sure and not a subject for further discussion here.

The society of Yggsburgh is assumed to be basically Western European, rather English in culture, and generally feudal in political structure. Feudalism is defined as lordship and vassalage, the vassal owing the lord fealty, service, and taxes from the fief granted. As in later medieval times, a fief of land is hereditary, as is the title that goes with it. Only treason or a like crime empowers the lord to reclaim the fief and title. Knighthood is non-hereditary,

### Lords Mayor of Yggsburgh

- 1st Lord Mayor: Lewis Garmonde, Lord Yggs, two terms, died in office
- 2nd Lord Mayor: Sir Frederick Arleigh, one term
- 3rd Lord Mayor: The Supernal Harold Strong, two terms
- 4th Lord Mayor: Raymond Wright, Master of the Merchants' Guild, one term
- 5th Lord Mayor: Sir Hugh Burdock, one term
- 6th Lord Mayor: Brandon Proctor, President of Yggsburgh College, one term
- 7th Lord Mayor: Sir Maxwell Green, one term
- 8th Lord Mayor: Druid Lochinvar Beachwood, currently serving his 6th year in office

but lands granted to a knight pass on entire to his eldest male heir (primogeniture and entail). Feudalism is decentralized government, with vassals governing their fiefs, not the lord, and meting out even high justice (capital punishment included) in regards to villeins. Here the feudalism is a mix of the agrarian manorial fiefs and a kind of pension fief. That is, some of the vassals receive business enterprises in return for their vassalage instead of land. Such enterprise yields them an income for which they owe fealty, service, and taxes. In any case, both sorts of fiefs must be managed properly to support the vassals and generate a tax return.

The manorial fief includes villeins bound to the land and dwelling in villages, receiving all law and justice from their lord. The manorial fief also encompasses yeomen, freemen who own their land by having paid over money to the vassal for it, socmen, freemen who pay rent to the vassal for their land, and communities of such free folk. Freemen are entitled to high justice, that dispensed by the overlord, for major crimes, but they are subject to local (low) justice for ordinary misdemeanors.

Note that many places in this setting are independent of the Town of Yggsburgh, have an independent lord, or are free of any vassalage. Garham, for example, is just such a place. For purposes of this setting, the communities of free folk are classed as "thorps," settlements of some 100 persons, and "hamlets," communities of 200 or more persons, but under 1,000 (where "town" becomes proper name). The Castle Keeper can assume one craft or trade business for every 50 inhabitants over 100 persons in a community. So, a thorp of 150 persons might well have a blacksmith or an ale house, while a hamlet of 250 population would have both and perhaps a general store as well. The business fief does not include all of that, but the workers are employed at the whim of the vassal and he dispenses low justice to them, including life and death, and might have the power of taxation.

The cultural level is that of the High Middle Ages, and early Renaissance in developed states. Technology is at least on a par with that general period, more advanced in areas of agriculture, transportation and engineering, but lacking chemical explosives as is usual in a fantasy world setting. As the Romans of our real world built fine roads, bridges, and aqueducts, used concrete and had central heating, indoor plumbing, and underground sewers, including such amenities in the larger communities of civilized states is not a stretch, especially in a fantasy milieu that does not assume a total collapse of a former advanced civilization, the loss of virtually all of its important books and records, and a vast decline in knowledge that only time and great effort can regain. This was, of course, what happened to Europe when the Roman Empire fell to the invading Teutonic peoples.

Keep that in mind as you place this module in your campaign world, and there should be no problems. Further guidance as to the best locale for Yggsburgh and environs can be gained from the history section below. Of course the Castle Keeper is free to alter such information so as to suit his campaign.

## Local Palatine Nobles



The lands near Yggsburgh are controlled by local Palatine Nobles. They are: to the West, Lyle Baron of Redfort, to the Northeast Bertram Count of Easmoor, to the East Edgar Marquis of Talworth, and Talworth's vassal, the Wizard Lord Uvoll Darktarn.

The Castle Keeper is left to develop the majority of chief henchmen of these competing nobles if they are to play a significant role in the campaign. The Wizard Uvoll Darktarn, the main agent of Marquis Talworth, is described further on in the text and repeated in the Orders of Battle appendix. Each of the noblemen will have a wizard, cleric, and several lesser lords and/or knights as liegemen. They might well have a thief spymaster and an assassin serving them as well.

Using the information supplied in the Appendix I, Orders of Battle, the troops available to Yggsburgh and to Lord Uvoll, one can develop extensive orders of battle for the three rival nobles, or simply have such details as amorphous and inconsequential to play because no large-scale invasion will be dealt with in the campaign. If military details are undertaken, make sure that the forces fielded by the three are considerably larger than those available to Yggsburgh, as an attacker confronting a foe in a fortified city needs to have a superior force to have a chance of prevailing. Of course, the basic forces of the three might be only slightly superior to those the Lord Mayor can muster, with the attacking noble or nobles using mercenaries and humanoid troop additions as the means for one or the other to attempt conquest.

## The Culture of Yggsburgh



The Castle Keeper should not consider this frivolous information. Where more than hack & slash play is involved, social custom and dress are important for setting the stage for role-play activity. One's character is judged initially by apparel and manners. Of course, informing players of fashion and customs means they should have their characters be concerned about such things as hygiene and grooming, proper costume and accessories, and the right sort of weapon to have when appearing in the town's better areas. Even if they do not become involved in "bettering" their social standing, the players will be likely to want their characters accepted by those in power so as to at least not be hunted as criminals. Having connections in high places pays off.

On the plus side from the Castle Keeper's standpoint, this not only encourages a lot of interaction with the business establishments of the town (costing the characters considerable sums of money), but in the process makes them a target for cutpurses, pickpockets, and all manner of other thieves and swindlers.

The exception to the following is the military man who wears his uniform sans heavy armor and weapons when socializing. See Appendix I, Orders of Battle, The Citadel, and Yggsburgh Encounter, 7. The Citadel hereafter for uniform descriptions.

## Population

The following lists the approximate population of Yggsburgh and the racial identity of its inhabitants.

- Humans: 22,000 (plus underclass of 2,000)
- Demi-humans: 1,100 (about 5% of total population)
- Dwarves: 260
- Elves: 90
- Gnomes: 350
- Half-Elves: 120
- Halflings: 200
- Half-Orcs: 30

## Social Classes

There are four socioeconomic classes or standings described herein, each class having tiers within it: underclass, lower class, middle class, upper class. The incomes are high, the society is well-to-do, and that makes plenty of opportunity for underclass theft, as well as for covetousness in neighboring nobles. (For a thorough exposition of this subject the reader is referred to the book *Living Fantasy*, also published by Troll Lord Games.)

**Underclass** This includes non-free persons such as slaves, villeins, free persons without property and unemployed (beggars, masterless men and vagabonds), and all known criminals, even those who practice an approved or licensed wrongful activity such as theft, prostitution, or begging. There are three standard tiers—lower, middle, and upper. The upper class is comprised of the most successful criminal element. Most in this class are not numerate or literate. Average annual income is indeterminate, but the members of the uppermost tier of the criminal underclass are wealthy.

**Lower Class** Free folk of little economic means who range from common laborers in the lower tier, through peddlers in the middle, to servants of the upper class at the top tier. The least clerics, friars, monks, and nuns are in this class, but in the upper tier of it. Because of ecclesiastic educators, assume some of the persons here are numerate, barely so in the lowest tier, in the middle barely literate, and in the upper tier most persons numerate and literate as would be provided by a fourth grade education. Average annual income for this strata, from lowest tier to highest, excluding the clergy, is: 500-800gp, 1,000-1,700gp, 2,000-3,000gp.

**Middle Class** Free folk of moderate economic means who range from small tradesmen in the lower tier, through craftsmen in the middle, to wealthy merchants at the top tier. The average local cleric is in this class. The middle and upper tiers of this class are fully numerate and generally literate, as would be provided by an eighth grade or higher education. Average annual income for this area, from lowest tier to highest, is: 1,500-3,000gp, 3,700-6,200gp, 700-25,000gp.

**Upper Class** The very wealthy freemen and aristocrats who range from great landowners and bankers and gentle folk in the lower tier, knights and petty nobles in the middle, to the great nobility of the town and its Lord Mayor in the top tier. The high clerics are in this class. The average education of this class is greater in the lower tier than in much of those above, with an average educational level equal to completion of high school. Average annual income for this area, from lowest tier to highest: 23,000-45,000gp, 37,000-100,000gp, 63,000-140,000gp.

### Dress, Style, Appearance and Manners

Both males and females in Yggsburgh wear particular styles of clothing and have precise manners of dressing their hair. These are discussed below. It is suggested the Castle Keeper be at least nominally aware of this and describe those encounters in some detail to impart this upon those playing in the game. This heightens the detail and adds depth to any game. Most players appreciate this, and it would be a shame not to capitalize on the information provided to create a better game.

#### Males

**Hair** Wigs of blonde and red-blond color at shoulder length, with curls before the ears, are the fashion for all aristocrats and well-to-do citizens of the town, so men's hair beneath them is close-cropped. This includes demi-humans, as well as humans. The less-affluent of the lower middle and upper lower class, that are unable to afford a proper wig, wear their natural hair in like style. The commoners of the middle lower and lower lower class, and the underclass, of course, wear their hair in bowl-like cuts that have been the style for a decade or more now.

**Beard** No proper gentleman has more facial hair than perhaps a small moustache and short beard on chin. The majority of the aristocrats and well-to-do citizens are clean-shaven. Only dwarf citizens now wear beards, and those dwarves wishing to retain social status trim their moustache and beard to but a few inches length.

**Hat** The latest mode is a square-crowned hat, one corner forward, with a moderately broad up-curved brim all round save for the forepart where a long, pointed visor protrudes. The color of the hat must either match or contrast in complimentary manner with the cloak, or in warmer weather the coat, of the wearer. The usual hat colors are brown red, dark orange red, dark amber, sage green, brown ranging from the darkest to a very light hue, sand yellow, and dove gray.

A band at the base of the crown holds feathers or plumes. Sedate nobles and gentlemen wear tall upstanding feathers of a suitable color at the back of the hat, the more thus sported the higher the station proclaimed. The Lord Mayor has five in a fan, but even the wealthiest commoner would not dare to wear more than one.

Knights, esquires, and bravos wear plumes, usually one or two on the right side of the hat if titled, on the left otherwise (by

gentlemen and rich young gallants, or one to the forepart of the band if a bravo spoiling for a duel or other sort of armed combat).

**Outer Garment** Now in vogue for when the weather is cooler is a three-quarter length velvet cloak worn in toga-like manner, with the left side of the body covered and the right open. This cloak is fastened at the right shoulder by a large, broach-like pin.

Gold is the sign of wealth, and the nobles and very wealthy have precious stones set into the gold. The less affluent have silver set with ornamental stones such as agate. Only the least affluent have plain silver or brass cloak pins with glass "stones." To be proper the color of the cloak must be an earth tone regardless of the hue of other garments beneath it, so terra cotta, red and yellow ochre, gray green, various browns from very dark to near tan, sand color, and medium gray are typical.

**Other Clothing** The man of means wears a fine satin or silk frock coat under his cloak. This garment has a buttock-length skirt, and is cut away in front. The most fashionable models have lace at the collar and cuff, the sleeves being rather large so as to accommodate a lace-frilled handkerchief in one, a nosegay in the other. Most models have both outside and inside pockets, but inner bulges are a sign of baseness, as if the wearer has his coat's pockets filled with papers and the like that imply common work.

A tight, long sleeved cuirass-like doublet covering the body from neck to waist is worn under the frock coat. Note that while appearing to be expensive clothing, this garment might well be actual body armor of padded cloth or cloth-covered oil-boiled and hardened leather. A baldric for a sword is usually worn over the shoulder of the doublet, although the most recent fad amongst young bravos is to omit this sword hanger and sword in favor of a walking staff, as explained hereafter under Weapons.

Around the waist is wrapped a sash held in place by a leather belt that is narrower than the sash, and from which the wearer depends such things as purse and dagger.

Knee-length britches, tied tightly at the knee and matching the color of the doublet, are worn with hose and low, slipper-like shoes by some, but the more dashing have boots that reach the top of the britches.

Completing the outfit are a pair of tight-fitting fine gloves of the thinnest sort of leather—kidskin or the like. These must be of light color such as cream or buff and unsoiled, of course.

A fashionable young gentleman might be arrayed in matching cloak and hat of dark orange red, the hat with a black plume in front. His frock coat beneath the cloak might also be of black with a pattern of embroidered lions in a dark orange red, with black leather belt and knee-length boots. With doublet and britches of golden yellow, a scarlet sash separating the

## Castles Zagyg: Yggsburgh

two matching garments, this fellow presents a dashing image that all will recognize as someone of high station and some considerable means.

**Jewelry** In addition to a cloak pin as already detailed, the most important piece of men's jewelry is a neck chain that should be worn atop the doublet. This chain should be of gold (both red and white gold are acceptable) and set with gemstones. To indicate highest status, the center medallion is one's badge of knighthood or symbol of town, college, or guild office. Otherwise, a larger stone will do. The less affluent have fewer gems, or none at all, but only the least of the middle class would dream of wearing a silver neck chain. Next comes a jewel-studded watch kept in the pocket, with a gold chain pinned to the frock coat's front, depending from this chain a bejeweled fob of gold and gems to show that the unseen timepiece is also of the most expensive sort. As with the neck chain, the metal and jewels of watch, chain, and fob indicate class and social status. Lastly, the proper aristocrat should wear a ring with a large precious stone on the forefinger of the left hand, this fitting over the glove.

**Weapons** A dagger depending from the belt is *de rigueur*. No heavy sword is proper. The only fashionably acceptable weapon of this sort is a small sword with an overall length of no more than two and a half feet. The scabbard for it must be fancy, and the weapon's quillions and pommel must display inset stones of at least semi-precious sort if status is to be maintained.

Many young bravos have abandoned the baldric and small sword in favor of a walking stick called a feather staff. It is of about four feet length with a metal head portion, thus suitable for use in offense and defense. The wielder can at will depress a catch near the end knob, and with a firm rap of the butt of the feather staff release three blades that fan out from the upper portion. These blades are slender, sharp-edged, and thinly pointed; the central one is of 18 or more inches in length, the two angling side blades of five or six inches in length meant to catch an opponent's weapon, or deliver slashing damage if a thrust with the main blade misses its mark.

### Females

**Hair** Following masculine fashion, women of quality in Yggsburgh have also adopted the wig. These wigs are curled, long and attractive, generally of either palest platinum blonde or blue-black in color. Natural hair is worn relatively long and pinned up under the wig. Those women that are socially conscious but unable to afford an expensive wig wear their tresses in a manner meant to come as close to looking like a wig as possible. Those commoners not concerned with fashion continue to braid their hair, either in a long queue of broad plaits worn down the back or as two tightly braided strands worn in front.

**Cosmetics** A lady's complexion is meant to show her status, and as it is now fashionable for women of quality to engage in the chase, and play at outdoor games such as croquet and badminton, a light tan is the correct thing. Those socially

conscious females who do not have one use powder to convey this effect. The usual range of other beauty enhancing cosmetics are also employed—eyeliner and eyelid pigments (blue if a white wig is worn, green or rose if the wig is black), mascara, and rouge for lips and to add color to the cheek. However, as red is considered *passé*, the colors in vogue are scarlet orange and mauve for the lips.

**Hat** When engaging in outdoor activities such as sports, no wig is worn, and the head is covered by a cap with a low, pointed crown and a short, likewise pointed visor. When at home or out and in town the lady of fashion wears a velvet or silk cap sewn with metallic threads of gold and or silver, set with seed pearls of small figures such as butterflies or flowers of bright, tiny beadwork. This is fastened with long, bejeweled pins atop her wig. When at a more formal activity or occasion, she wears a silk or satin hat of the same color as her dress or gown. Such hats are broad-brimmed with a large, puffy crown to accommodate the wig beneath it. These are removed when indoors at a banquet or other sort of party, so that the wig and its adornment can be properly displayed. Common females wear linen caps that are flounced and unfastened, or plain and tie beneath the chin.

**Outer Garment** Velvet cloaks of near floor-length and generally of a pastel color are worn when the weather is inclement or colder. The cloak is held closed below the throat by a gold chain that clasps to either side of the material, all three of the fastening parts set with gems and pearls, of course. As with men's cloak pins, only the lower income folks don't have gold and gems, the less affluent having plain gold or silver set with ornamental stones such as turquoise, and the least moneyed having only ordinary wrought silver. The inside of such cloaks is lined with a bright silk cloth of the same color as the outer velvet, but of strong hue; thus, for example, a pale yellow one will be lined with saffron-colored silk. The ordinary women make due with ordinary cloaks that tie shut, these garments usually worn with a cowl in cooler weather.

**Other Garments** Dress fashion dictates that a daytime garment cover the throat and the arms to the elbows or the wrist, the top rather like a doublet, while evening ones have a low, square bodice, a back that leaves the lower neck exposed, and nearly no sleeves. All such dresses worn by ladies of quality have a considerable indrawn waist to accommodate a broad belt in daytime, and gowns with no waistline in the evening. Dresses have skirts that fall well below the knee, the leg being covered by hose and calf-high boots; gowns fall to the top of the slippers worn for evening. In the daytime a mantle or shawl is generally worn over the shoulders. The lady's hands are free to clasp a goblet, small bouquet, fan, or the like, as her broad leather belt holds purse and chatelaine by day, while at night a small bag for lace handkerchief, cosmetics, and perfume vial is attached to left wrist by a slender strap. Fabric materials for daytime wear are of more ordinary sort cotton or linen, finest wool in winter. Daytime wear is usually patterned or embroidered, while evening wear of silk, satin, or finest velvet is plain or brocaded. In warm

seasons colors are pale and cool, blues, greens, and lavenders. In cooler seasons colors are bright and warm, the yellows, oranges, reds to deep red-purples.

When sporting, ladies don light leather gloves, typically of suede, otherwise when outside short white ones cover their hands in the daytime. In the evenings high fashion demands elbow-length gloves that match the color of the gown be worn at grand soirées, otherwise hands are leather gloved outside, bare indoors.

All that said, the female common folk usually wear blouses and belted skirts, an apron or smock over them if working. These are of linen or wool, the colors plain—unbleached, white, or pale blue blouse, skirts of dark blue or black. When needed, they might have a plain cloak to don, otherwise make do with a heavy shawl or folded blanket as an outer garment. Their feet are bare and sandal-clad in warm weather, or covered by stockings over which ankle-high shoes are worn in winter. If working on a boat or other place where a skirt would be a hindrance to them, it is replaced by wide-legged knee britches known as locally as “skirt-breeks.” This sort of garment is frequently seen in the countryside where women are working outdoors.

**Jewelry** In addition to the cloak clasp and hat pins already mentioned, women of fashion wear small earrings and some sort of necklace in the daytime. All of the jewels come out at night—possibly a tiara set upon the wig, a choker of diamonds or pearls, or a many-gemmed necklace with matching earrings and bracelet, complimentary rings if no gloves are to be worn, and if the gown is plain, a broach or pin set with some exceptional stone.

Women of ordinary sort wear ivory or silver necklaces, rings, and bangles when showing off their jewelry. Those of more means might have such items set with ornamental stones such as amethysts and red garnets. Commoners of little means have glass beads, copper bangles, jewelry of shells and the like.

**Weapons** Only when at the chase or traveling does a lady of quality don a sheath and poniard on her belt. Some few might also include a small sword at that time. Women of less social status generally have on their person a dagger or knife.

As should be obvious from the above, it is unusual for a female to be engaged in warrior-like activities in this region. If one is actually an able fighter or the like, this fact is generally concealed except when actually practicing such occupation.

### Common Names in Yggsburgh

The following table contains lists of names for use in and around Yggsburgh. The players are encouraged to use this or similar sounding names to better mesh with the culture and setting.

#### Human Male Names

Alan	Ernest	Kenneth	Robert
Albert	Everett	Kirby	Ronald
Alfred	Frank	Lester	Roy
Archibald	Garth	Martin	Stanley
Arthur	George	Marvin	Steven
Bradley	Gerald	Morris	Theodore
Byron	Gilbert	Norbert	Thomas
Charles	Glavin	Oliver	Victor
Clarence	Harold	Oswald	Walter
Donald	Herbert	Owen	William
Edgar	Howard	Philip	
Edward	Jasper	Ralph	
Edwin	Jerome	Richard	

#### Human Female Names

Alice	Emma	Laura	Roberta
Amy	Florence	Lily	Rose
Annabel	Helen	Lois	Sally
Anne	Hermione	Louise	Vanessa
Catherine	Iris	Marion	Velma
Daisy	Ivy	Marva	Victoria
Dorothy	Jane	Nelda	Violet
Emily	Joan	Nellie	Wilma

#### Demi-human Names

<b>Dwarf</b>	<b>Gnome</b>	<b>Elf</b>	<b>Halfling</b>
Bearkin	Agater	Archer	Banks
Bigaxe	Badger	Ashgrove	Bantam
Burley	Burrows	Boles	Cockerel
Clefter	Chalkley	Bowers	Cutbank
Craigs	Claywell	Brooks	Dunley
Deepmine	Curt	Burdock	Glen
Driller	Dellheim	Catswalk	Hillside
Flinthand	Diggs	Chancy	Holman
Goodarm	Foxglove	Deepwood	Little
Goodcrystal	Gneisskin	Glade	Peregrine
Goldeye	Grotto	Greenup	Pondside
Greatbeard	Limestone	Ferret	Neargrove
Graniteseat	Marlpile	Jackdaw	Safehollow
Hewer	Moles	Kestral	Short
Inburgh	Mosstone	Mead	Small
Ironforge	Onyx	Meadow	Snugden
Mounthold	Ravine	Oaks	Thicketter
Oldhammer	Rockpool	Owlsing	Trout
Olivine	Sandstone	Pebblespring	
Orseeker	Schister	Ravensly	
Shaftly	Seamfinder	Robin	
Silverpick	Shalehand	Rookwood	
Stonehall	Sharp	Shadebough	
Stoutback	Slate	Shrike	
	Surenose	Thistleleaf	
	Tunneler	Thornhedge	
	Warren	Underwood	
		Wilder	

# Castles Zagyg: Yggsburgh

## Coin of the Realm

In Yggsburgh no foreign coins can be legally accepted, as the town mints its own coins of all metals and denominations, and the possessor of such money will be directed to a bank or money changer. The rate of exchange is 90% of actual metal value. Foreign coins are melted down at the Mint and recast as Yggsburgh models. Yggsburgh possesses distinctive coins, meaning that foreign coin is easily recognized. The coins come in various denominations, weights and values.

1gp = 1 ounce gold  
1sp = 1 ounce silver  
1cp = 1 ounce copper

**Gold Coins** The “heads” portion of the gold coin is a portrait of Lewis Garmonde, last Lord Yggs. The “tails” has the armorial bearings of the town. Gold coins come in the following denominations.

1gp coin, .5gp coin, .2gp coin and .1gp coin

**Silver Coins** The “heads” portion of the silver coin is a frontal erection picture of the town’s Grand Temple, and the “tails” has the armorial bearings of the town. Silver coins come in the following denominations.

1sp coin, .5sp coin, .2sp coin and .1sp coin

**Copper Coins** The “heads” portion of the copper coin is a yeoman standing with an axe held slanting across his body, while the “tails” has the armorial bearings of the town. Copper coins come in the following denominations.

1cp coin, .5cp coin, .2cp coin and .1cp coin

This system converts readily to any coin name, with 1gp being whatever coin name the Castle Keeper wishes—bezant, crown, ducat, florin, etc. If you like a more complex system, call gold pieces “crowns” and “half-crowns,” etc. Silver might be called “florins,” and copper coins “thalers,” for example. If gold is not as valuable in your game system, simply reduce the amount of it found in that system, substitute silver in place of some of gold to fit the more realistic value used (gold being assumed as 50 times more valuable than silver, and silver with an exchange basis equal to 10 times its weight in pure copper), and the generally accurate relationship of metal values.

## Town Revenues

The following sources bring in, average net after salaries and wages, monthly revenues of 25,000gp to the Yggsburgh town treasury. Note that these revenues do not include a special levy on citizens for military protection and upkeep of fortifications. This amounts to an average tax addition of 0.5% of property value and 5gp per person.

The net of regular revenues is sufficient to accumulate about 15,000gp a month in excess of all expenditures, and this excess is currently being divided equally into banking loans and investments, as the treasury has a reserve of 3,500,000gp in cash, precious metals, and gems. The accumulation of liquid

capital, and its being put back into circulation through loans and investments, is aimed at building a war chest for use in expanding the land controlled by the town, so that the reserve funds will not be heavily drawn upon. When added to income from loans and investments, the total annual profit for the town is in the area of 450,000gp. Subtracting 45,000gp for the Lord Mayor’s bonus, and 22,500gp for each Councilor (a total of 225,000gp), this leaves an average annual net gain to the treasury reserve of 225,000gp.

**Agriculture** Livestock and farm produce (butter, cheese, fruit, whole grain, nuts, seeds and vegetables) generate about 5% of the total revenue of Yggsburgh. This agricultural produce is from payments due for land tenure and rents and some export downriver.

**Banking** The town’s treasury is ample, so as much as half of its value is loaned out at interest, this enterprise yielding a return equal to 15% of total revenue.

**Fishing** The town owns and operates a pickled and dried, salted, preserved fish operation that exports some reasonable amount of product downriver to Dunfalcon. Returns from this enterprise equal 1% of revenue.

**Investments** Other than it’s directly owned preserved fish and flour milling businesses, the town has invested in various enterprises, such as shipping, locally and in Dunfalcon. The yield from this is a return equal to 18% of gross revenues.

**Milling** The milling of grain into flour, most of which is shipped downriver to Dunfalcon, yields 1% of town revenue.

**Mining** Barges coming from the area of the Glittering Knobs carry minerals to Yggsburgh for refining, casting into ingots, coins, and other working, such as cutting and setting for gem minerals. The direct revenue this brings town’s coffers averages 5,000gp at 5% of value. This equals 5% of total revenue. The revenue this brings to the refiners and gemmers and jewelers is in the neighborhood of 50,000gp monthly, a tithe of which enters the town’s coffers. Of course the trade supplying the mines, the refineries, and other operations centered on this mining produce, sale of precious metal ingots, and the use of the metals and gems in finished exports, go far towards toward making the townsfolk wealthy.

**Licenses, Permits & Fines** Payments for the issuance of licenses and permits, and fines levied for breaking laws, bring in 1% of the town’s total revenue.

**Salt** The salt mines in the Serpent Ridge generate no less than 8% of the town revenue.

**Tariffs** Levying of tariffs on various goods brings in an average of 1% of town revenue.

**Taxes & Tolls** Land, property, and sales taxes and tolls for bridge use, gate entry by non-citizens, generate 44% of the gross revenue of Yggsburgh.

**Wood** Select harvesting of large hardwood trees from the Deerwood brings in 1% of Yggsburgh’s revenue.

## **The Suburbs of Yggsburgh**

### **The Brick Works**

The Brick Works are located on Mills Road between the Marvel Playhouse to the South and The Mills to the north. This brick works and the cottages are owned in fief by Sir Morgan Nalbord.

The Brick Works has nearby dwellings housing some 200 persons, again about 50 of them being employed making bricks and transporting them. Surrounding the buildings—works proper, kilns, and storage sheds—to the south are vast mounds of clay. These are from the digging of the canal. As that waterway was constructed, it was discovered that the clay being removed for the channel was perfect for making firebricks.

### **The Insiders**

This area is located to the east of Inside Street and north of Bankside Lane, but excluding the buildings along the west side of Nemo Street and the south side of East Road, all of which are businesses. This central section of about four square blocks extent is filled with tenements and penny-rent buildings, in which the many lower class laborers dwell.

The inhabitants are mostly casual laborers working the canal or seeking employment in town. They number around 2,500, and of that number some 500 are members of the underclass, unable to enter Yggsburgh, about half of them criminals. The homeless beggars here are not included in any population figures. Their likely number is 100 or more.

### **The Mills**

This area is located at the north end of Mills Road after it turns northeast and becomes Shanty Track. This is the location of a large Grist Mill (Yggsburgh Encounter, 87. The Grist Mill). This is a large mill house with a water wheel being driven by a flume diverting water from the Urt River to fall and power the great device. That in turn drives the gears that turn the millstone to powder grain—wheat, oats, or barley. There are some 50 persons working in the town-owned mill, loading whole grain from the four adjacent granaries, bagging flour, carrying it to the storehouse, or loading it into vehicles for transport. Across from the Grist Mill along Mills road are cottages in which dwell some 200 persons, the workers and their families.

### **Nemo River Fishers' Thorp**

This area is located at the east end of Shanty Track. It is a collection of 20 or so small cottages and shanties occupied by fisherfolk and their ilk. They have an unimpressive alehouse. The ale brewed on site is passable and inexpensive at 7cp per pint. The only food available in the alehouse is dried sausage at 5cp per small stick, or smoked river perch at 5cp per small whole fish.

### **The Outs**

The suburban area called The Outs is large, extending from the Yggsburgh Canal westwards over a mile, with a north-south distance of nearly two miles. Assuming an area of two square miles is not incorrect.

The population is roughly 4,000 total. The eastern population of this area consists of five farm families, totaling 60 persons when hired hands are included. Two of the farms are diary operations with orchards and apiaries, the other three being mainly truck farms that also raise hogs and small livestock. All their produce, and a lot more, is consumed by the town, of course, but the truck farms supply a large percentage of the vegetables eaten in Yggsburgh, and a fair amount of the eggs, poultry, and pork.

The northern and southern river-fishers' thorps each have about 120 inhabitants in a score or so small buildings. Their catches likewise help to feed the townsfolk.

The Mills have associated laborers' cottages that house some 400 persons, 100 of them being mill workers, the remainder family members.

The Brick Works also has nearby dwellings owned by the factory and housing some 200 persons, again about 50 of them being employed making bricks and transporting them.

From the playhouse south along Mills Street to the boat works there are no houses, and any population found here is homeless and transient.

South of East Road and west of Nemo Street is the community called The Outs, so it is Outs proper. This place was settled by those who didn't want town restrictions and taxation, or couldn't afford to live in Yggsburgh. The Outs proper covers some 10 square blocks and has a population of around 3,000 persons, as many of the buildings in the area are storage and warehouse facilities, or else low-class entertainment places such as rat-baiting and cock-fighting pits, ale and bawdy houses, or cheap cooking and eating establishments. Note that the underclass, including criminal underclass, comprises about 20% (600) of the population here. Its size is nearly that of a town, but it has no such formal organization for its government.

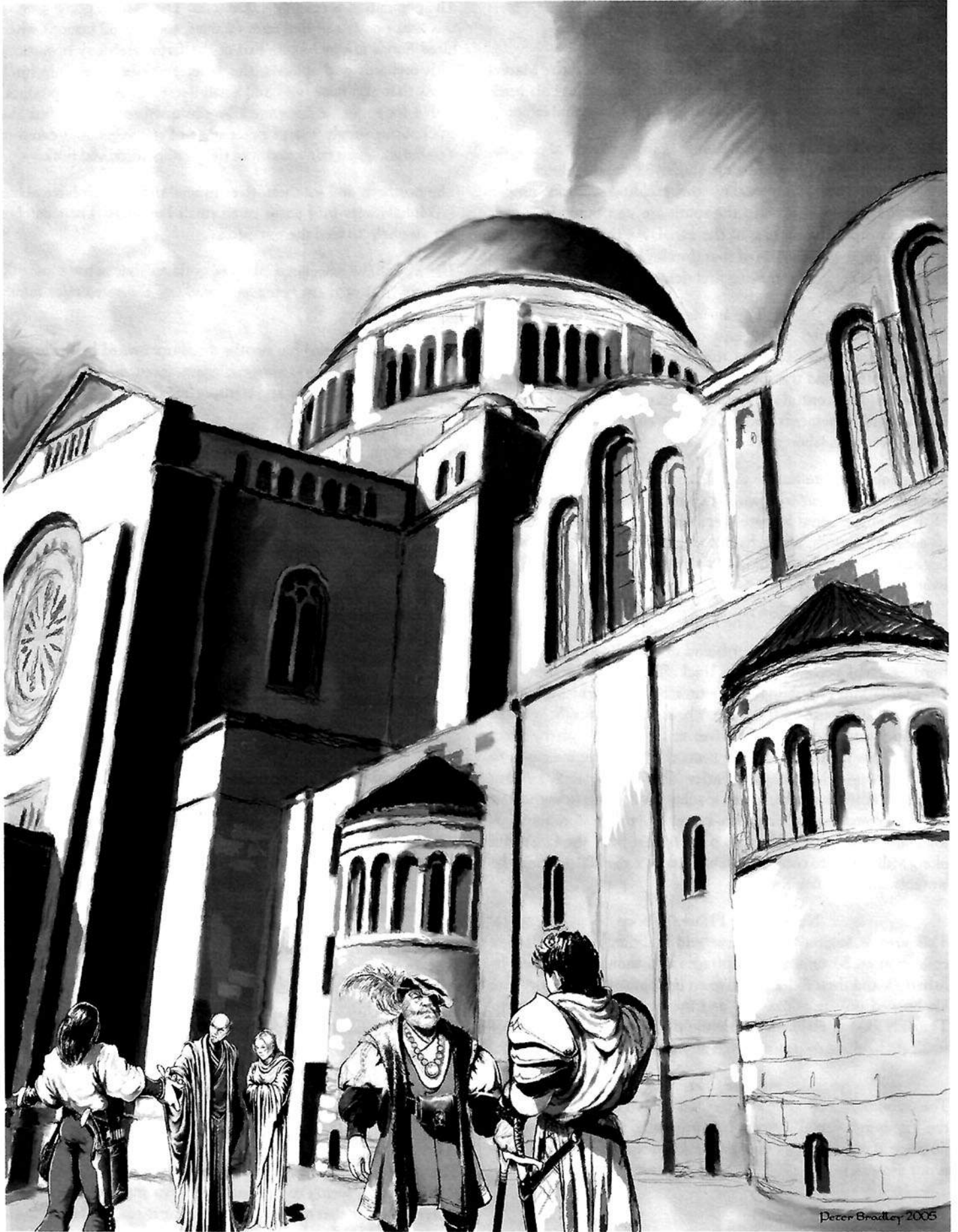
### **Rivermen's Town**

This area is located between the Yggsburgh Canal from Nearmoat Lane to Inside Street (west side only) and along the south side of Bankside Lane to Nemo Street. This oddly-shaped area, equaling about three square blocks in extent, contains many low dives and seamy entertainment establishments, storage buildings and warehouses, in addition to some number of normal trade stores and craft shops, and a few private residents along Bankside Lane. The population numbers about 500 individuals, most of whom are lower class or underclass persons.

### **The Sawmill**

This is the second large mill house on the Urt River. It also has a very large water wheel driven by a flume that diverts river water to fall and turn the great device. The wheel's shaft and gears operate saws that cut logs into timbers and planks, the lumber used in building structures, boats, ships, and land vehicles as well as all manner of furniture.

There are some 50 persons working in the sawmill, bringing in logs to be squared, seeing to the cutting of logs into posts or boards, carrying that lumber to the adjacent drying sheds, or loading ready



lumber into vehicles for transport. Across from the Sawmill along Mills Road are cottages in which dwell some 200 persons, the workers and families. This sawmill and the cottages are owned in fief by Sir Eberhardt Beemish.

### Urt River Fishers' Thorp

This thorp is located along Bankside Lane east of Nemo Street. It is a collection of 20 or so small cottages and shanties occupied by fisherfolk and their ilk.

## General Architectural Style

First and foremost, all major construction in the walled community is of stone, brick, or a combination of the two. Only on back alleys, and in a slum-like areas, will there be found any buildings of timber and plaster, or frame ones of planks. The building codes of the town are strict so as to minimize the threat of fire.

Further and importantly, the armorial bearings of the free town are found on many public buildings above their entries. This is an escutcheon of gold with a blue chevron separating two blue pikes (or luce, fish) above and a blue mailed fist at the base. Above the escutcheon is a crest of a city gate in gray stone crowned by a coronet of gold with five acorn-topped points. To either side of the escutcheon, supporting it, are giant lynxes standing on their hind legs with paws touching the shield. The motto below the escutcheon reads: None can deny us independence.

The town's grand temple stands out because of its size and unique architecture. The exact architectural style of the structure is left to the Castle Keeper, for it is a function of the pantheon of deities established by him as that honored by the majority of the community. The less-imposing temples and other religious buildings must likewise be determined by the Castle Keeper. It is suggested that such places of worship for the population be very ornate or exotic so as to clearly indicate they are special. For example, if a Greco-Roman type of pantheon is assumed, the grand temple would be a vast rectangular structure with tall columns set around it, behind them a walkway, and then the actual walls of the building. To differentiate it from this world's historical models, it might have tall square towers at the mid-part of each side wall. These towers would be considerably higher than the grand temple's roof, and have protecting from their own roof peaks spires topped by the main symbol of their pantheon. A pylon-shaped structure, domes, or stepped upper stories are also viable. Use your imagination, but don't stray too far from a basically European model so as to retain continuity.

Other large and formal buildings, such as town government, college, and major commercial ones are constructed in something like the Gothic style, but Roman arches are as commonly seen as the pointed ones of that architectural style. The same is true of the pillars and pediments of such buildings.

The majority of the structures in the community are not so grand and impressive, of course. These buildings are typical of European medieval and Renaissance construction, built with walls abutting each other and often with narrow street frontage, of several stories height, with the upper floors projecting over the

sidewalk to add space. To allow natural light into the mid-portions of crowded buildings, most common ones have light wells, and mansions are built around a central atrium. A few blocks of the town have buildings constructed in square around a central close. Otherwise, the usual form is a walled yard stretching from the rear of the main structure to the alley behind it, occasionally with some outbuildings standing at the edge of the alley rather than a rear wall.

Only the mansions and other buildings of the aristocrats do not stand abutting their fellows, even though land inside the walls is limited, and all space valuable. The houses of the wealthy also have rear lawn and garden areas. In style such places look rather like Roman villas, or Georgian if made of firebrick.

As this area has a warm temperate climate, the roofs of buildings do not have a steep pitch, for no great accumulation of snow ever piles onto them. They look more like those seen in Italian and French Renaissance architecture than those of the same period in England or Germany, for example, and many are flat and used in warm weather as a part of the dwelling.

## Buildings

You will note that while there is extensive information pertaining to the Free Town of Yggsburgh, here and in the Appendix, most of the buildings in a community of this size are not detailed. The main reason for this is lack of space. It would take a work three or more times this size to provide the Castle Keeper with such comprehensive treatment. Secondly, and actually of equal import, the exhaustive detailing would be of little use, as the players are quite unlikely to be interested in investigating every business and residence in a town of over 20,000 population. What is given herein will allow the ambitious Castle Keeper to actually create complete blocks of the town, fill each with buildings, note the sort of commercial activity that takes place in business structures, and decide who lives in residential buildings. A perusal of the Appendix will suffice to supply the Castle Keeper with the number of buildings on a given block, and there is a list of nearly 200 different commercial undertakings for use in having various businesses in appropriate blocks.

The sheer size of the town prevents a large-scale map that details the many buildings and all the traffic arteries that exist in the place. There are effectively 92 square-block areas in the town, this area housing all the citizens and so forth. The Castle Keeper will be called upon to supply fine details, so the following information is important.

**Square Blocks and Plazas** Regardless of what sorts of arteries surround them, each regular square block is 460 feet per side, that measurement excluding sidewalks.

**Depth of Lots** A main-side lot not on a corner extends 225 feet from the sidewalk to the alley. A corner lot might extend that far, but if there are alley-side buildings on the block the corner lot will extend only 10 feet beyond the structure proper.

**Number of Buildings on the Sides of a Block** The main sides of a block are the two without an alleyway piercing their length.

## Castles Zagyg: Yggsburgh

The alley sides are self-explanatory, and these buildings do not usually have any extensive rear yard area, so their back portions are accessed by the alley or gangways only. Note that such paths might be dead ends. The distance from corner to corner of a building's fronting is 460 feet. The average number of separate structures depends on the neighborhood, and alley-side building count does not include the corner structures.

### Lower Lower Class

Main side 16 buildings, alley side 12, along alley 20 total, average front 25 feet, average total per square block 76.

Lower lower class blocks: 8

Average population per block: 800

Total population per type: 6,400 (plus underclass 600)

### Middle & Upper Lower Class

12 buildings, alley side 8, along alley 10, average front 35 feet, average total per square block 50.

Middle & upper lower class blocks 12

Average population per block: 500

Total population per type: 6,000 (plus underclass 200)

### Middle Class

9 Buildings, alley side 4, along alley 4, average front 50 feet, average total per square block 30.

Middle class blocks 14

Average population per block: 200

Total population per type: 2,800 (2,000 of the middle class)

### College & Schools

4 buildings, alley side 0, along alley 8 (college only), average front 125 feet with side lawn areas averaging 30 feet due to long blocks, average total per square block 16 and 8.

College & schools blocks area 4 (plus)

Average population per block: 300

Total population per type: 1,200 (1,000 of the middle & upper class)

### Religious (where applicable)

4 buildings, alley side 0, along alley 2, average front 90 feet, average total per square block 10;

Religious blocks 5

Average population per block: 150

Total population per type: 650 average (ordained clergy 90)

### Wealthy

5 main buildings, alley side 0, along alley 12, average front 100 feet, average total per square block 20;

Wealthy blocks: 12

Average population per block: 250

Total population per type: 3,000 (600 of the upper class)

### Town Government

8 buildings, with 3 along alley, average front of main buildings 120 feet, average total per square block 11;

Town government blocks: 1 (plus a small portion of another for the work house)

Average population per block: 50 + (gaolers & prisoners)

Total population per type: 250 (200 guards & inmates in work house)

### Entertainment, Industrial & Warehouse

4 buildings, alley side 1, along alley 0, average front 110 feet, average total per square block 10; entertainment,

Industrial & warehouse blocks: 28; 8 entertainment (including auditoriums, public baths, dance halls, gymnasiums, play houses, etc., 12 industrial and 8 warehouse.

Average population per block: 50 (average dwelling in buildings)

Total population per type: 1,400 (plus underclass 1,000)

### Park Areas

Park area blocks: 5

Average population per block: 0

Total population per type: 0

### Plazas

Plaza blocks: 2

Average population per block: 0

Total population per type: 0

### The Citadel

Citadel blocks: 1

Average population per block: 400 (soldiers & staff)

Total population per type: 400

**Proximity of Buildings** In some parts of the town, buildings will be constructed to that their side walls are in contact with those of the adjoining structures. Most will have gangways, and most industrial and warehouse structures will have gated driveways at the side or through the middle of the building to an inner courtyard.

**Gated Driveways** These are usually central openings to an inner courtyard surrounded by the building, although a few might be at one side of the building with the driveway leading past and behind the structure to a rear courtyard and alley access. Note that there might be an alley access from an inner courtyard.

**Gangways** These are typically openings between buildings that are narrow paths for foot traffic only, being on average no more than five feet in width. They often pass under extended first and other upper floors, possibly having steps going down to basement level to allow traffic to get past the main floor of structures with a ground floor raised above street level. Such gangways serve both to allow foot traffic to pass to the rear of the building and to enable building sides to have window openings for light and air.

### Town Arteries

The Castle Keeper can assume the following facts regarding to the town of Yggsburgh.

**Arteries** All the ways in the town are paved with cobblestones or firebrick, the latter being used for smaller paths such as lanes.

**Sidewalks** Sidewalks are of limestone or slate slabs, or else firebricks. They are raised above the artery they parallel by at least six inches. Immediately beside the walkway is a gutter depression leading to periodically-spaced sewer drains.

**Wall Paralleling Ways** All the arteries paralleling the wall are 40 feet across, with an inner walk of 10 feet in width and an outer margin of 50-foot width, a parkway (in grass) between their pavement and the wall proper, save where the wall towers project inwards and at town gates. The parkway around town gates is paved over to form small, plaza-like areas.

**Avenues and Thoroughfares** These arteries are 40 feet in width and have sidewalks of 10 feet in width.

**Streets** These are ways that are 30 feet in width and have sidewalks of 10 feet in width.

**Parkway** Two 12-foot width lanes with a six-foot wide strip of lawn/small trees between them.

**Lanes and Other Ways** Lanes and most Ways are 20 feet in width and have sidewalks of five feet in width.

**Alleys** Although not shown on the map, any block of normal size or larger has an alleyway running through its center, this way being 10 feet in width and hedged by building walls or fences in most places.

**Street Lighting** The town has no system of street lights. All alleyways will be generally very dark.

Parks are not illuminated. City gates are fairly well-illuminated on their interior side by large lanterns that hang from the walls on either side of the inner gates. Warehouses and factories are generally lit only with small lanterns beside or above entry doors. Lower and lower middle class streets will be generally dark, save for ambient illumination from doors and windows that are open or glassed and the interiors behind them lighted. Shuttered windows are typical at night where no business is being solicited. Scholastic area streets will have building-front lights for school buildings and commercial establishments.

Upper middle and upper class streets will have some fair amount of illumination from building-front lights. Many of such lights will be of magical sort. When an aristocrat is hosting a party the residence will usually be illuminated with fanciful colored lights that move and/or are in exotic shapes, these being created by means of dweomer.

Commercial buildings that are open for business after dark will have illumination such as lanterns or magical lights near their sign and entry. Affluent commercial buildings will likewise have lights near their entry to discourage criminals from breaking in.

**Street Cleaning** As a part of its services the town has a force of 30 street sanitation personnel, 24 of which are street sweepers who make their rounds daily. They have a wheeled cart, large broom and shovel, and either collect the refuse they sweep up or else push it into a gutter drain to be carried off into the sewers. Accumulated waste is taken back to their main building, loaded into horse-drawn wagons, and dumped off the Townbridge at first light before anyone is allowed into the community. The swift-flowing River Nemo moves this waste downstream in short order.

**Water & Sewer** As with street cleaning, Yggsburgh has a water and a sewer department. Each has some 20 employees, including plumbers and laborers who maintain these services.

The town has an artesian well springing from its western end. This water is piped into an underground reservoir there, the latter supplying water mains laid under the streets. All the buildings owned by those well-off are connected to a water main, so there is running water in most buildings. Those buildings not supplied with plumbing for indoor water and sewer must to rely on rooftop or basement cisterns and city fountains in the two plazas (Market Plaza and Citadel Square) and gates (Bridgegate, Moatgate, Rivergate), or park-sited wells.

There are hydrants connected to the water mains on the corners of about every-other of the town's blocks. Once a week these are opened for a short period of time to flush the gutters clean.

There is an extensive underground sewer system running from west to east and emptying into the River Nemo at the southeast corner near the tower there. Most of the buildings in the town are connected to the sewer lines, and only some few of the "East End" blocks where the lowest tier of the lower class dwell rely on outhouses and cesspools for waste storage. Very little human waste is dumped into the gutter to be flushed down into the sewers by released water or rain. Waste from outhouses is collected from them by hired waste removal contractors called Honey Dippers or Tom Turd Men.

## The Elites and Administration



### Ranks

The rankings below are setting-specific but based on the principles of actual medieval feudal society.

**Lord Mayor** In this case the Lord Mayor of Yggsburgh is a sovereign prince and in his city and on its lands, he is equal to any other sovereign, a king included. This is because he has not sworn vassalage to any greater noble. Even if he had so pledged to one, in his city and on his lands, he would be the peer of that monarch, coming second after him. In overall terms his precedence generally is akin to that of a sovereign prince of a small state (below a duke but above a marquis).

**Councilor** A Councilor of Yggsburgh is as a nobleman when in the city and on its lands. Elsewhere, such status would place one in the lower tier of the upper class. In this area, each Councilor is equal to the following in order of precedence in town functions:

The Lord Mayor, the Sovereign Prince  
The Steward of Yggsburgh, if one is appointed, a Duke  
President of the Council (also a grand priest): Marquis  
Secretary: Prince  
Treasurer: Prince  
Counselor and Knight: Count (2)  
Counselor: Viscount (3)

## Castles Zagyg: Yggsburgh

**Royal titles** Emperor, king, sovereign prince (including archduke, grand duke, prince, etc. on down the noble titles' ranks), crown prince, prince royal.

### Forms of Address

Emperor/Empress	Imperial Majesty
King/Queen	Majesty
Sovereign Princ	Sovereign Highness/Serene
Sovereign Princess	Sovereign Highness/Serene
Crown Prince/Crown Princess	Imperial/Royal Highness
Prince Royal/ Princess Royal	Highness

**Noble (non-royal) titles** Duke, marquis, prince, count (earl), viscount, baron, lord, baronet, knight, gentleman. The wife of a knight is addressed formally as "madam."

### Forms of Address

Duke/Duchess	Grace
Marquis/Marquise, Prince/Princess,	Lord/Lady
Earl/Countess, Viscount/Viscountess,	Lord/Lady
Baron/Baroness, (Berggraf/Berggraffin,	Lord/Lady
Waldgraf/Waldgraffin) Lord/Lady	Lord/Lady
(no other formal title)	Lord/Lady
Baronet/Baronetess	Honorable Sir/Mdm
Knight (male/female)	Sir/Dame (wife Madam)
Gentleman/Gentlewoman	Master/Mistress

A gentleman (or gentlewoman, not styled "lady," that being reserved for the wife of a lord) is a noble without title. As a nobleman born, or elevated, a gentleman is entitled to have armorial bearings. For this work gentle-born persons are styled "master" and "mistress," while commoners of substance are "goodman" or "goodwoman."

**Clerics** A grand priest ranks just below a duke, a high priest ranks just below a count (earl), a chief priest or abbot ranks just below a baron, a prior just below a lord, an officiant priest in charge of a fane, chantry, chapel, or grand shrine ranks just below a knight, an ordinary priest just below a gentleman (in the middle class).

### Form of Address

Grand Priest/Priestess	Grace
High Priest/Priestess	(the) Supernal
Chief Priest/Priestess	(the) Venerable
Abbot/Abbess	(the) Venerable
Prior	(the) Venerable
Officiant Priest/Priestess	(the) Pious
Priest/Priestess	(the) Pious
Assistant Priest/Priestess	(the) Dutiful
Dedicated Friar or Monk	Dutiful Brother
Dedicated Nun	Dutiful Sister
Lay Friar or Monk	Brother
Lay Nun	Sister

### Notes on Heraldry

It is expected that the Castle Keeper will have at least a rudimentary knowledge of heraldry. As the armorial bearings of places, organizations, and people are signatures, they are important in a fantasy campaign. Only one aspect of heraldry will be addressed here, that is the tinctures used in blazon.

**The standard colors used** blue (azure, light blue), green (vert), red (gules), and purple (purpure). To this list we add for this fantasy milieu: maroon, navy (dark blue, not indigo) and pink.

**The standard metals used** yellow (or gold) and white (argent, or silver). To this list we add for the fantasy milieu: gray (steel) and orange (copper).

**The standard furs used** ermine (white with black tail marks), ermines (black with white tail marks), sable (black), and vair (alternating rows of pale blue and white bell-shapes resembling squirrel skins). To this list we add for the fantasy milieu: seal (brown).

Most of the escutcheons described do not include the noted additions, but the Castle Keeper is free to use them to create a greater variety in armorial bearings. Remember colors go on metals, metals on colors. Generally speaking, furs also serve as the fields for colors. However, with the addition of gray and orange to the metals, one can be more free in creating escutcheon of metal on metal, copper on silver (orange on white), steel on gold (gray on yellow).

## The Lord mayor of Yggsburgh

The current Lord Mayor of Yggsburgh, in his fifth year in office, is His Lordship Lochinvar Beechwood. His escutcheon is a border of green with gold mistletoe leaves on it, surrounding a gold field with a beech tree. He is originally from the Ashwood.

He is accompanied at all times by eight City Guards, and his palace is guarded by eight City Guards when he is away, 16 when in residence (see Appendix I, Orders of Battle, Council of Eight).

During his tenure in office, the Lord Mayor is provided with his palatial residence and paid an annual salary of 15,000gp. Additionally, if the town's revenues show a profit for the year, the Lord Mayor receives a bonus of 10% of that profit in cash.

The Lord Mayor has the power to make any knight or noble a member of the Knights of the Order of the Citadel, and to grant ordinary knighthood to any gentleman. He is also able to elevate a commoner to the rank of gentleman, but this act must be approved by a majority of the Council.

Beside his normal duties, the Lord Mayor appoints and/or oversees the activities of the following town officers, listed in order of their precedence after the Lord Mayor, the eight Councilors, and any visiting nobles or, as indicated below, other knights of Yggsburgh:

- Steward of Yggsburgh, Prince, if one is ever appointed, a peer of the Councilors
- Marshall of Yggsburgh, Baron, in charge of defense, a peer of the Councilors
- Constable of Yggsburgh, Lord, second in military command, commander of mounted troops
- Justicier (Chief Judge), Lord, appoints 2 Magistrates who in turn appoint two beadles each

Chancellor of Yggsburgh, Lord, master of the mint and chief revenue officer in charge of the collection of taxes, tariffs, and tolls; also the accounting for all income and expense

Knight of the Order of the Citadel (Baronet)

Knight of Yggsburgh (currently nine in number)

Judge of Yggsburgh (2 in addition to the Justicier) who each appoint 2 Justices of the Peace, for a total of 2, 5 of whom ride outside the town to see to low justice in the lands around—Knight)

Chaplain of the Guards of Yggsburgh, Knight

Mage of the Guards of Yggsburgh, Knight

Chief Clerk of Yggsburgh, Knight, in charge of city administration and records

Town Inspector, Knight in charge of building inspections, licenses, and permits

Sheriff of Yggsburgh, Knight, law enforcement in town and surrounding lands

Herald of Yggsburgh (also in charge of all records of noble genealogy and heraldry and the assignment of armorial bearings—Knight)

Porter of Yggsburgh, Knight

Magistrate of Yggsburgh, Gentleman

Master of Commerce, Gentleman, in charge of weights & measures and quality standards

City Attorney for the Free Town of Yggsburgh, Gentleman

Chief Archivist of Yggsburgh, Gentleman, in charge of the city library

Chief Curator of Yggsburgh, Gentleman, in charge of the city museum

Officer of the Guards of Yggsburgh, Gentleman

Warden of Debtors (in charge of the Work House), Gentleman

Sexton of the Guards of Yggsburgh, Gentleman

Junior Mage of the Guards of Yggsburgh, Gentleman

Vergers of the Guards of Yggsburgh, Gentleman

Keeper of Streets, Gentleman, in charge of street cleaning and maintenance

Keeper of Community Water, Gentleman, in charge of water plumbing, wells, and fountains

Keeper of Sanitation, Gentleman, in charge of waste plumbing, sewer cleaning and maintenance

Justice of the Peace of Yggsburgh, Gentleman

Sub-officer of the Guards of Yggsburgh, Freeman

Deputy Sheriff, Freeman

Serjeant of the Guards of Yggsburgh, Freeman

Bailiff Serjeant, Freeman

First Class Soldier of the Guards of Yggsburgh, Freeman

Deputy Bailiff, Freeman

Soldier of the Guards of Yggsburgh, Freeman

Beadle, Freeman

### The Council of Eight

Council members are each paid an annual salary of 240,000gp, and if the town's revenues show a profit for the year, each counselor receives a bonus of 5% of that profit in cash. For stats on the members of the Council of Eight see Appendix I, Orders of Battle, The Council of Eight.

**The Right Honorable President Counselor of Yggsburgh** His Supernal Devotion, Victor Oldham, High Priest of the Grand Temple. His escutcheon is a white field a blue pile charged with a gold lightning bolt. See (Yggsburgh Encounter, 30. Residence).

**The Right Honorable Secretary Counselor of Yggsburgh** Hector Markle, President of the College of Yggsburgh. His escutcheon is a black field semy of ancient gold lamps burning with orange flames an open book proper (white pages with tan leather binding visible) with the inscription thereon reading "Mark words of wisdom." (Yggsburgh Encounter, 31. Residence).

**The Right Honorable Treasurer Counselor of Yggsburgh** Oswald Striker. His escutcheon is a green field nine bezants (gold circles in four rows of 3, 3, 2, and 1). (Yggsburgh Encounter, 32. Residence).

**The Right Honorable Counselor of Yggsburgh** Sir Donald Kark, KOC. His escutcheon is a field of seven silver (white) and blue pàles. (Yggsburgh Encounter, 33. Residence).

**The Right Honorable Counselor of Yggsburgh** Sir Charles Thornly, KOC. His escutcheon is a field of blue and gold parted per bend with a mullet (five pointed star) in fess countercharged (gold on the blue part of the shield, blue on the gold part). (Yggsburgh Encounter, 34. Residence).

**The Right Honorable Counselor of Yggsburgh** Stanton Aldwark. His escutcheon is a field parted per fess, gold above with a red griffon sergeant (rearing up facing left), below four gyrons of black and white. (Yggsburgh Encounter, 35. Residence).

**The Right Honorable Counselor of Yggsburgh** Gib Allworth, Guild Master of the Masons' Guild. His escutcheon is a field checked black and white a canton of red with a gold mason's hammer therein. (Yggsburgh Encounter, 36. Residence).

**The Right Honorable Counselor of Yggsburgh** Horace Linnfield, Guild Master of the Merchants' Guild. His escutcheon is a purple field, a gold balance, a chief green with three grain sheaves of gold. (Yggsburgh Encounter, 37. Residence).

### Order of the Knights of the Citadel

This is the highest order of knighthood conferred by the Free Town of Yggsburgh, this being the right of the Lord Mayor to bestow upon any person of gentle-born status he chooses to thus honor. The emblems of the Order of Knights of the Citadel (abbreviated OC) are described below. For stats on the members of the Order of the Knights of the Citadel see the Orders of Battle Appendix, order of the Knights of the Citadel (Encounter 7. The Citadel).

**Knight Commander of the Knights of the Order of the Citadel** Depending from an iron neck chain an iron tower upon which is set a silver shield, the escutcheon of which is bordered black and set with nine rubies, the remainder emblazoned with a red bear rampant, this being enameled upon the silver. This is abbreviated KCOC.

## Castles Zagyg: Yggsburgh

**Knight of the Order of the Citadel, Grand Master** Depending from an iron neck chain an iron tower upon which is set a silver shield, the escutcheon of which is bordered black and set with nine diamonds, the remainder emblazoned with a red bear rampant, this being enameled upon the silver. This is abbreviated KGMOC.

**Knight of the Order of the Citadel** Depending from an iron neck chain an iron tower upon which is set a silver shield the escutcheon of which is emblazoned with a red bear rampant, this being enameled upon the silver. This is abbreviated KOC. When depicted on a banner, surcoats, shield, etc. the blazon is: Argent (white) a bear gules (red) rampant armed sable (black).

The eight current members of the Order of the Citadel are listed below. Their stats can be found in Appendix I, Orders of Battle, Knights of Yggsburgh.

Sir Reginald Dunstone KCOC, Right Honorable Marshal of Yggsburgh, Commander of the Military (Yggsburgh Encounter, 38. Residence).

The Right Honorable Councilor of Yggsburgh, Sir Donald Kark, KOC (Yggsburgh Encounter, 33. Residence).

The Right Honorable Councilor of Yggsburgh, Sir Charles Thornly, KOC (Yggsburgh Encounter, 34. Residence).

Sir Reynard Montjoy, KOC

Sir Anthony Belvoir KOC

Sir Macronald Weyforth KOC, Honorable Constable of Yggsburgh, Lieutenant Commander of the Military and Captain of the Horse (Yggsburgh Encounter, 39. Residence).

Sir Patrick Wainwright KOC, Worthy Porter of Yggsburgh, Captain of the Gate Guards of the Town (Yggsburgh Encounter, 43. Residence).

Sir Sylvester Prinzholm, KOC, Adjutant Captain of the Horse (Yggsburgh Encounter, 44. Residence).

### Knights of Yggsburgh

Sir Reynard Montjoy, KOC. His escutcheon is a red field with a border of gold, and three gold balls (bezants) in fess (middle position) in the field.

Sir Bertram Trillingby. His escutcheon is on a field of black a white saltier (X-shape) dividing four gold martlets (birds).

Sir Anthony Belvoir, KOC. His escutcheon is a blue field with the head of a white bull with gold chief in three blue flowers (cinquefoils).

Sir Wade Fulgent. His escutcheon is on a field of purple and gold divided diagonally left to right (party per bend) a blazing sun counter colored (gold on the purple side, purple on the gold side).

Sir Richard Albright, a knight lacking estates, but owning the Marvel Playhouse, dwelling in town. His escutcheon is a field parted per chevron blue and black, two suns in their splendor above, three silver crescents (moons) below.

Sir Eberhardt Beemish, a knight lacking estates, enfeoffed with the saw mill, dwelling in town. His escutcheon is on a white field a red heart from which come eight blue rays touching the edge of the shield.

Sir Ulrich Hawkes. Hawkes is lacking in estates and enfeoffed with the rope walk, dwelling in town. His escutcheon is a blue field bordered indented in gold a hawk proper (natural colors) displayed.

Sir Morgan Nalbord. Nalbord is lacking in estates and enfeoffed with the brick works, dwelling in town. His escutcheon is a field of six bars of alternating red and gold, each bar bearing three black pellets (black dots).

Sir Alec of Gaxhill. Gaxhill might be convinced by the characters to swear vassalage to the Lord Mayor of Yggsburgh. If that occurs, he will be made a Grand Master of the Order of the Knights of the Citadel. His escutcheon is a field quartered green and gold, a white goose passant on the green quarters, and a green tower on the gold ones.

### Levy of Yggsburgh

The town authorities make a point of calling out the able-bodied citizens and training them one day a month with soldiers overseeing the drilling and practice. The militia levy is called forth weekly in groups of approximately 225 individuals. Town fighting population in time of war is 1,400 troops.

The Knights of the Order of the Citadel that are not members of the town's regular military will be placed in command of troops as captains responsible for the defense of a wall section. Also, in a time of crisis, the four town knights and their henchmen will each be given military command of a wall section. The various clerics willing to engage in warfare, as well as the guards and staff from the Gaol and Workhouse (about 60 fighters) will be mustered to aid in defense, and there will be another 1,000 or more unarmed citizens assisting the armed troops in defending the wall. These people will serve to bring up various things to their fellows—rocks, pots of liquid, missiles, food and water—carry off dead and wounded men, and in desperation hurl down missiles, or even pick up a dropped weapon or grab a tool to use in keeping invaders from the walls and towers. See Appendix I, Levy of Yggsburgh for more information.

### Levy of Outlying Areas

The Lord Mayor calls all knights with their forces, plus the free population from the Westfields (c.350), Broadview Valley's western end (30 men), and the South Pastures (c.150) (qq.v.) when an attack is known to be coming or the town put under siege. If the adventurers have managed to convince Sir Alec of Gaxhill, his considerable force (c.245) will be on hand also. See Appendix I, Levy of Westfields, Levy of Broadview Valley, Levy of Gaxhill and Levy of the South Pastures.

**Military & Law Officer Monthly Pay**

Should the characters ever become members of the militia or within the ruling elite of Yggsburgh, the following pay scales list profession and commiserate pay.

**Military Personnel**

Marshal	500gp plus 100gp living expense allowance
Constable	450gp plus 75gp living expense allowance
Porter	370gp plus 50gp living expense allowance
Lieutenant Porter	300gp plus lodging and meals
Chaplain	425gp plus 50gp living expense allowance, lodging and meals
Sexton	325gp plus lodging and meals
Verger	250gp plus lodging and meals
Mage	400gp plus 50gp living expense allowance, lodging and meals
Junior Mage	300gp plus lodging and meals
Adjutant Captain	350gp plus 25gp living expense allowance
Captain	300gp plus lodging and meals
Sub-captain	250gp plus lodging and meals
Lieutenant	200gp plus lodging and meals
Subaltern	175gp plus lodging and meals
Sub-lieutenant	150gp plus lodging and meals
Serjeant	125gp plus uniform, lodging, and meals
First Class	100gp plus uniform, lodging, and meals
Soldier	75gp plus uniform, lodging, and meals

**Law Officers**

Sheriff	300gp plus uniform
Warden of the Work House	275gp plus uniform
Captain of Guards of the Work House	225gp plus uniform
Deputy sheriff	200gp plus uniform
Bailiff Serjeant	170gp plus uniform
Guard Serjeant of the Work House	150gp plus uniform
Bailiff Deputy	125gp plus uniform
Guard of the Work House	100gp plus uniform
Beadles	100gp plus uniform

**Military Uniforms**

Enlisted men wear tabards quartered yellow and blue, blue stockings, and have blue cloaks for wear in colder weather.

Non-commissioned officers wear a tabard of yellow with a blue chevron on it, their stockings are blue, their blue cloak edged in gold.

Officers wear a surcoat of golden hue with a blue chevron, two blue luce above it and a mailed fist also of blue color below, these charges being those of the town. Their stockings are of golden color. In colder weather they wear a gold cloak with a blue chevron front and back. Their rank is determined by the charges on the red badge they wear on the left breast of their surcoats and cloak, as well as chain of office and knightly one.

Marshal: three gold lynxes

Constable: two gold lynxes

Porter: one gold lynx

Lieutenant Porter: one silver lynx

Chaplain: three silver luce

Sexton: two silver luce

Verger: one silver luce

Mage: one gold mailed fist

Junior Mage: one silver mailed fist

Captain: three gold chevrons (with arrow, or sword for unit type)

Adjutant Captain: two gold chevrons (with horse-head)

Sub-captain: one gold chevron (with arrow, or sword for unit type)

Lieutenant: two silver chevrons (with arrow, or sword for unit type)

Subaltern: one silver chevron (with horse-head)

Sub-lieutenant: one silver chevron

**Crime & Punishment****Thievery**

Thieves caught in the act are arrested and punished as criminals so as to placate the honest populace of the town. However, if they manage to enact their nefarious activities without being apprehended, no punishable offense has occurred. The perpetrators are not wanted criminals and are free to roam about at will. This leaves cheats, frauds, and swindlers completely in the clear if they aren't caught red-handed.

However, if stolen goods are discovered, they are seized by authorities and returned to their rightful owner if he pays a recovery fee of 25% of their value. Failure to pay this sum results in the auctioning of the recovered goods, with 25% of the sum received going to the town treasury, 25% to the auction service, and the balance to the former owner of the goods sold thus. Of course, the Thieves' Guild does its best to hide all purloined items from the law, and a brisk business in return of goods lost by their theft at a "finder's fee" of 20% is carried on in Yggsburgh. Otherwise, much of the stolen goods trade is carried on by means of downriver "export," the goods smuggled out of town and sent west to Dunfalcon, often in trade for like goods sent back upriver

## Castles Zagyg: Yggsburgh

from the Thieves' Guild there. Jewelry and like items brought in from elsewhere are sold to local gemmers and jewelers at 50% of retail value. The same is true for most other new goods received thus, they being "wholesaled" to various town merchants and shops. The thievery thus returns some fair proportion of what it takes to the local economy. The Thieves' Guild also assists in smuggling slaves from town to other destinations where slavery is not illegal.

The Thieves' Guild is described in Yggsburgh Encounter 52, value Second Hand Market or The Thieves Guild. Crimes and their punishments are described in Appendix B, Crime and Punishment.

## Geographical Features



This section contains a description of those geographic features located around the town of Yggsburgh. All are also located on the map. Each geographic description has a list of associated encounter charts (see Appendix D, Environs Encounters) for use in that local, any persons of import associated with the region being described and any communities of note (see Part III, Communities of Yggsburgh). These references are not exhaustive but should serve to remind the Castle Keeper of that regions relation to the rest of the setting.

### Ashwood

**Encounter Table:** Wooded Hills

**Adventures:** 7. The Hunt

**Zagyg Adventure Reference:** Wynchwood Forest, Ashwood, Meadow Creek, Menhir Hills Road, Yggsburgh College, Lord Mayor of Yggsburgh

**Communities of Note:** Villages of the Bald Hills

The Ashwood is about 36 square miles in area, nine miles long from northeast to southwest and some four miles wide northward. A great portion of it lies on the inaptly named Bald Hills. It consists of old growth hardwood trees in a great variety—ash, beech, chestnut, elm, hickory, maple, various oaks, and walnut predominating. Because of the nut trees, the forest is teeming with game, from large squirrels to deer and large wild swine. With plenty of food available, animals such as bears, big cats, and wolves hunt over the general region, hills and woods alike. Of note, the Ashwood is formerly the home of the current Lord Mayor of Yggsburgh, Druid Lochinvar.

### Bald Hills

**Encounter Table:** Wooded Hills

**Adventures:** 7. The Hunt

**Zagyg Adventure Reference:** Wynchwood Forest, Ashwood, Meadow Creek, Menhir Hills Road, Yggsburgh College, Lord Mayor of Yggsburgh

**Communities of Note:** Villages of the Bald Hills

This is a hilly area of some nine miles in breadth in their southern part, while the northern end runs for four miles. This latter portion is a ridge-like spine ending only about a mile below the beginning of the Menhir Hills. The Bald Hills cover about 36 square miles of the territory and are under the rule of Yggsburgh. The southern portion of the hills are around 18 square miles in extent and are covered by the Ashwood. So the Bald Hills are really not aptly named, save for the northern portion. However, as a ridgeline of treeless hills do separate the Wynchwood Forest northwards from the Ashwood, one can understand why they are distinguished in this way. The hills are generally wilderness, with grass and low brush covering them where trees do not. The hills are fairly steep, average elevation being from 100 to 150 feet, so there are many small dales, dingles, and glens amongst them. As they have no known mineral wealth, and being off the beaten path, the Bald Hills see few besides occasional hunting parties.

### Big Fish Lake

**Encounter Table:** Lake

**Adventures:** 18. Giant Fish and Savage Reptiles, 4. Mound Island

**Zagyg Adventure Reference:** Bigfish Lake, Mound Island, North Eel River, South Eel River, Menhir Hills, Great Leech Marsh, Broadview Valley, Lakepens Hills, Lake Woods

**Communities of Note:** Garham

This is a considerable body of water that is 16 miles long from the northeast to southwest. It is nine miles across at its greatest width, and narrows at its upper end to five miles across from shore to shore. It is some 110 square miles in surface area. Bigfish lake is quite deep. Its eastern end is shallower than the part southwest of its narrow portion. Above that narrowing the water is 40 feet depth on average and 150 feet at its deepest part. Below there, the average depth of the lake is 60 feet, and its bottom goes to 500 feet a mile southwest of the lower end of Mound Island.

The lake is cold and teems with all manner of eels and fish. Eels of incredible size, some over 12 feet long, are found herein and in both the river inlet and outlet of the lake, thus the name "Eel River." The notable sorts of fish for which the lake is named include sturgeon and garfish of 20-foot and more length, catfish of near that size, monstrous pike of 10 or more feet length, huge bass and pickerel of five-foot and more length, and "panfish" such as the red sunfish, platter crappie, and golden perch of two-foot and more length that weigh six or more pounds. Lampreys as big as the eels in the lake are a menace, as are the huge leeches that inhabit its shallow portions where the bottom is of mud. Other lake inhabitants include snapping turtles of four-foot and more length, crawfish that are three-foot and more length, huge clams the size of wash tubs that produce fine freshwater pearls, and monstrous bullfrogs. The reedy margins of Bigfish Lake are home to many aquatic birds and very large muskrats. Its higher banks are the habitat of giant otters, creatures capable of taking all but the largest of the fish in the lake.



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### Broadview Valley

**Encounter Table:** Open Grasslands

**Adventures:** 32. Gypsies and Enfeoffment

**Zagyg Adventure Reference:** River Nemo, River High Road, Menhir Hills, Norvale, Buckswood Hills

**Communities of Note:** Villages of the Broadview Valley, Garham

This valley begins about eight miles upstream where the Cold Springs Run joins the River Nemo. Broadview Valley varies from a bit under three to over six miles width, a part of which is bisected by the River Nemo. It is bordered by various woods and hills, and the River High Road runs its entire length. The total area of the vale is approximately 130 square miles.

On the western quarter there are two thorps. Further east there are a few isolated fields, some plowed, and cowherds and shepherds with herds and flocks along the north side of the River High Road where the valley's western end is nearest to the town. The majority of it is wild, however, with game animals enjoying its pasturage, carnivores hunting them and benefitting from this natural plenty. That suits the local farmers well, as predation of their livestock is slight, and they hunt down and kill those animals that think domestic prey is easier to take than the wild sort.

### Bowbridge

**Encounter Table:** Main Road

**Adventures:** 44. Tolls and Trolls

**Zagyg Adventure Reference:** River Nemo, Lakepens Hills, Richwood Forest

**Communities of Note:** Bowbridge

The bowbridge is located on the River High Road. It is a single great arch, supported by three columns that allow passage of the River Nemo. It is a very old but solidly constructed bridge that has no toll, because it is on the frontier between the petty states of the region. There is an old tollkeeper's cottage on the east side of the bridge.

### Buckswood Hills

**Encounter Table:** Wooded Hills

**Adventures:** 8. Ransoms and Bludgeonings

**Zagyg Adventure Reference:** Lakepens Hills, Deerwood, Lake Woods, Greypools Mire, Greenridge, Longwood Forest

**Communities of Note:** None

The Buckswood Hills lie east of the confluence of the Urt and Nemo rivers, about two miles east of Yggsburgh. Thence it runs northeast for 16 miles to where the hills become known as the Lakepens Hills and the Lake Woods cover them. From here, the Buckswood Hills extend nine miles north to the verge of the Greypools Mire. Further east, they merge into the Greenridge where it is covered with the trees of the Longwood Forest. In all, the Buckswood Hills proper cover an area of nearly 66 square miles, close to 60 of which are covered by the Deerwood. The

hills are not steep, and rise gently to tops ranging from 70 to 100 feet elevation above the lands about. These elevations are not particularly rocky, so flora grows verdantly upon all. The surrounding meadows make for excellent grazing, so the fauna of this area are plentiful and diverse.

### Cold Springs Run

**Encounter Table:** Stream

**Adventures:** 22. The Nereid's Warning

**Zagyg Adventure Reference:** River Nemo, Serpent Ridge, Glittering Knobs, South Pastures

**Communities of Note:** None

This is a stream of 25 feet width where it joins the River Nemo. Cold Springs Run is navigable by small watercraft only about two miles eastward from that junction. Not shown on the map is the tributary of this stream, Salamander Creek. The latter waterway winds south-southwestward through the Glittering Knobs, and as it goes it is fed by many small brooks. The Salamander broadens to about 20-foot width a mile or so before it joins the Cold Springs Run. Nowhere is it of any depth, though, four feet being the average at its mouth. There is a fair amount of boat traffic on the short stretch of navigable water offered, however, these vessels bringing in supplies and carrying out gold, silver, copper, lead, and gem crystals from mining camps in the hills to the north.

Mining has eliminated most sorts of aquatic life in both of these waterways, but bullheads, carp, and dogfish remain, and all but the latter are caught and eaten by hungry miners. The banks of the Cold Springs Run and Salamander Creek are moderate (3-6 feet) near its mouth, becoming steeper as one goes upstream into the hills. There the sides are 5 to 10 feet above the water surface. Most areas of the banks not being worked by miners are a tangle of bushy plants and shrubs, and willows of various sorts. Many trees grow in copses and groves near the water.

### Cress Brook

**Encounter Table:** Stream

**Adventures:** 21. The Cursed Blessing

**Zagyg Adventure Reference:** East Uplands, River Nemo

**Communities of Note:** None

This is a small and lovely little stream that flows down from the heart of the East Uplands to join the River Nemo about seven miles from the spring that is its headwater. The brook is renowned for its watercress and for the trout that are caught there. Wood elves are drawn to it, and there is said to be a small band of such folk dwelling in the surrounding hills.

The banks of this little streamlet are generally no more than a foot or two above the water's surface. Because it flows through woodlands, plant growth is not heavy along the brook, with moss, low grasses, and trees being the most notable foliage, other than low-growing herbs such as mint and thyme, and flowering plants such as marsh marigold and shooting stars.

## Deerwood

**Encounter Table:** Wooded Hills  
**Adventures:** 8. Ransoms and Bludgeonings  
**Zagyg Adventure Reference:** Buckswood Hills  
**Communities of Note:** None

The Deerwood is aptly named, as the small forest is the habitat for two species of deer, fallow and red. All of the usual small animals native to such woodland are found within it, as are large creatures, including wild swine, bears, large cats, and wolves. Its trees are mainly of the deciduous kind and include ash, beech, chestnut, elm, hickory, locust, maple, oak of various sorts, sycamore, and walnut. Hunting parties, aristocratic and common, come here from the Yggsburgh area to hunt game but, despite that, the animal population flourishes, for the hunters mainly winnow out the less fit specimens. There are very few woodsmen and wild elves that dwell within this place, though they can be found if one searches for them.

## Dire Forest

**Encounter Table:** Dire Forest  
**Adventures:** 12. Shunned by Preference  
**Zagyg Adventure Reference:** South East Uplands, Richwood Forest, North East Uplands, Marquis Talworth, Waldgraf Horst Reindmann  
**Communities of Note:** None

The Dire Forest, often called the Direwood, covers a bit more than 80% of the northern East Uplands. The wood edge progressively retreats to the southeast as one goes east to the end of the hills. Thus the forest is of some 960 square miles in extent. The many great old hardwoods have made the interior of the woodland a dark place even in full daylight, for their interlaced canopy keeps sunlight from penetrating to the forest floor. Because of this, not many normal plants and animals are to be found in the place. The eastern half of the Dire Forest is within the fief of Waldgraf Horst Reindmann, a liegeman of the Marquis of Talworth.

## Dunfalcon Pike

**Encounter Table:** Main Road  
**Adventures:** 36. Bandits, Thieves and Highwaymen  
**Zagyg Adventure Reference:** River Nemo  
**Communities of Note:** Yggsburgh, Villages of Dunfalcon Pike

The Dunfalcon Pike is a reasonably well-maintained and patrolled highway leading west some 300 miles to the city it is named for. It generally stays within sight of the River Nemo, save for a few places where terrain dictates the road's course be more distant. Travelers, pilgrims, and all sorts of merchants use it as an artery. The pike passes through the lands of four independent nobles. From east to west they are the Barony of Redfort, County of Kallent, County of Herdley, and thence into the territory of the Free City of Dunfalcon. The aristocrats depend on it sufficiently so as to not merely refrain from molesting travelers using it, or charging them toll, but to actually maintain the roadway and to send out occasional patrols to see that robbers do not make it too hazardous for commercial traffic.

The countryside it passes through is rather wild, with a mixture of grasslands and forests crossing plains and hills. However, there are sufficient settlements along the road to make travel through its considerable length possible without great hardship. There are five hamlets with coaching inns between Yggsburgh and Dunfalcon. The journey from Yggsburgh to Dunfalcon takes six days by coach. These coaching inns are also used by water travelers coming upriver. On average, there are only four farm thorps in the 50-mile distance between the hamlets, and these are near the former because of the uninhabited and wild nature of the land between town and city.

## East Hillway

**Encounter Table:** Track  
**Adventures:** 42. Hurling Boulders  
**Zagyg Adventure Reference:** Menhir Hills, Bigfish Lake, Greenridge, Garham Scragwick, Falsford, North Eel River  
**Communities of Note:** Scragwick, Castle Gaxhill

The East Hillway runs from the fork with Quarry Track for about 12 miles before it crosses the North Eel River, about two miles above Bigfish Lake at a place called Falsford. Here the water passes over bedrock and is thus very broad, no less than 350 feet wide but only two feet deep. There is a hamlet named Scragwick here.

## East Uplands, North

**Encounter Table:** Wooded Hills  
**Adventures:** 11. Invasion  
**Zagyg Adventure Reference:** Richwood Forest, Dire Forest, Edgar the Marquis of Talworth  
**Communities of Note:** None

The North East Uplands is a hilly area east of Yggsburgh. Only 16 miles of their western end are shown on the map, but they extend another 26 miles eastward and 12 miles south. The northern portion is that area generally covered by the Richwood Forest. The southern portion is covered by the Dire Wood. The area considered as the northern East Uplands is some 500 square miles in extent. The hills are rolling, some steep, others rising gradually to summits ranging from 100 to 250 feet, with an occasional great hill of three to four times the usual height—nearly a mountain. Numerous small hollows, dingles, dales, and glens lie within this area. Many of the steeper hills are rocky, and these often have caves in them. Other than onyx stone, no valuable mineral has been found in these hills.

## East Uplands, South

**Encounter Table:** Direwood  
**Adventures:** 12. Shunned by Preference  
**Zagyg Adventure Reference:** Dire Forest, Richwood Forest, North East Uplands, Marquis Talworth, Waldgraf Horst Reindmann  
**Communities of Note:** None

The southern portion of the East Uplands extends some 26 miles eastwards; only 16 miles of its western end, projecting out to the

## Castles Zagyg: Yggsburgh

Serpent Ridge, are shown on the map. The southern portion is generally covered by the Dire Forest. The East uplands hills run from north to south on the map for some 10 miles and onwards to the south for another 13. The area considered the southern East Uplands is some 1,200 square miles in extent. As is the case with the northern portion, the southern hills are rolling, with a few having steep rises while others rise gradually to summits ranging from 100 to 250 feet. An occasional 'near mountain' of some three to four times that height can also be found. Numerous small hollows, dingles, dales, and glens lie within this area. Many of the steeper hills are rocky, and these often have caves in them. Other than marble, mica, and onyx, no valuable mineral has been found in these hills. The eastern half of the hills lies within the fief of Waldgraf Horst Reindmann, a liegeman of Marquis Talworth (see Orders of Battle Appendix and Environs Encounter 8).

### Eelford

**Encounter Table:** Main Road

**Adventures:** 46. River Rats

**Zagyg Adventure Reference:** South Eel River, Lake Wood, Broadview Valley

**Communities of Note:** Two Pikes Tavern

The Eelford is not a proper ford at all, but rather a ferrying place. The barge that serves to convey persons, animals, and goods across the South Eel River is located at this point.

### Falls Ford

**Encounter Table:** Track

**Adventures:** 47. Slaves or Good Eating

**Zagyg Adventure Reference:** East Hillway, North Eel River, Bigfish Lake

**Communities of Note:** Hillmen Hamlet of Fallsford

Falls Ford is that place where the East Hillway crosses the North Eel River. It is about two miles north of Bigfish Lake at a place where the water passes over bedrock and is thus very broad, being no less than 350 feet wide but only two feet in depth. There is a hamlet of rather unfriendly hillmen a bit more than five miles east of the ford.

### False Urt River

**Encounter Table:** River

**Adventures:** 17. Witches and Waterways

**Zagyg Adventure Reference:** Greypools Mire, Urt River, Menhir Hills, Little Hillwood

**Communities of Note:** Garham

This waterway, quite substantial in breadth but shallow and sluggish in flow, can be mistaken rather easily for the Urt River from north of the Greypools Mire—hence, its name. Its channel is no more than two miles distant from that of the Urt in this region, and no more than five miles further north. At one time the two streams were thought to be one, but careful mapping has made the difference between them distinct.

Although the upper reaches of the river are wild and dangerous, boats and barges can navigate the False Urt, from some 75 miles northwards all the way downriver to the marsh. In the mire, only very shallow-draft watercraft can pass through to gain the actual Urt River.

As is the case with the Urt, the banks of the False Urt River are generally more thickly grown than those of the Nemo, long stretches of willow bushes and other shrubs thickly clustered along its shores. Many copses and groves of large willows, or trees of other kinds, will be found on or near the waterway's banks. These are generally seven to 10 feet high, though greater where the river cuts through hills that are more rocky and precipitous.

### The Four Tors

**Encounter Table:** Hills

**Adventures:** 6. The Hidden Message

**Zagyg Adventure Reference:** Westfields, Urt River, Yggsburgh, Yggsburgh College, Town Library, The Hidden Portal Nexus

**Communities of Note:** None

This is a very visible geographical feature just north of Yggsburgh, about two miles from the west bank of the Urt River. It is comprised of a quartet of bald, rocky hills that rise abruptly to stand by themselves in an otherwise level area. The northernmost of the Four Tors is the highest, being about 600 feet above the surrounding plain. Each of the other three hills is successively lower, their upper elevation being 555 feet, 510 feet, and 465 feet, respectively, as one progresses southwards.

### Greypools Mire

**Encounter Table:** Marsh

**Adventures:** 23. Services and Rewards

**Zagyg Adventure Reference:** False Urt River, Menhir Hills, Urt River, Menhir Hills Road, Long Forest, Little Hillwood, Buckwood Hills

**Communities of Note:** None

This great bog is a marsh of some 42 square miles in area. Fed by the False Urt River, the area is never anything but a morass during even the driest of summers. There are scores of pools in the marsh, these being anywhere from 10 feet in diameter to great ones of near 100 feet. All are deep and have bottoms of soft mud, so that anyone unfortunate enough to fall in and sink to the bottom will be drawn down into that ooze and never be seen again. The smaller pools are the most dangerous, because detecting their presence in one's path is difficult due to surrounding grasses, reeds, and like vegetation. A step on the bank of such a pool is certain to result in precipitation into the water.

There are many winding streams of water that crisscross the Greypools Mire, so that it contains many islands of boggy sort. In this morass are found eels, fish of usual sort, and the great leeches common to the region. Many aquatic birds make the place their home, and mammals such as the giant otter and black bear are found within it.

The fringes of the marsh are a thicket of weeds, such as thistle and burdock, and beyond that lower growth are many sorts of thorn trees.

### Great Hillwood

**Encounter Table:** Wooded Hills

**Adventures:** 27. Assignations and Assassinations

**Zagyg Adventure Reference:** Menhir Hills, Little Hillwood, Hiddendale, Menhir Hills Road

**Communities of Note:** Thorps General

The forest called the Great Hillwood stretches northwards 50 miles to the upper end of the Menhir Hills. It is, on average, 45 miles broad east and west as it spreads widely to the north, so the total area of the Great Hillwood is 2,250 square miles. It is mighty forest indeed, filled with great old hardwood trees and home to all manner of small and large animals. Game is plentiful because of frequent breaks in the tree canopy, due to windstorm and fire, as well as bedrock being close to the topsoil so as to prevent deep-rooted growth.

In meadow clearings there is fodder for herbivores, the prey of the woodland's carnivores. All species of regional hardwoods, and some conifers, grow in the Great Hillwood. Ash and beech through yew, walnut, and willow are found here. Large animals living in this habitat include aurochs, deer, elk, and wild swine, as well as bears, large cats, gluttons, and wolves. There are within it some few communities of hardy woodsmen, demi-humans, and humanoids, the two former kinds often joining together to fight off the incursions of the latter.

The sole route through it is the Menhir Hills Road, and where it passes through this forest there are frequent patrols of armed men, so as to check banditry by humans and humanoids alike.

### Great Leech Marsh

**Encounter Table:** Marsh

**Adventures:** 24. Hauntings and Hillocks

**Zagyg Adventure Reference:** Bigfish Lake, Mound Island, Broadview Valley, Lakepens Hills

**Communities of Note:** Garham

Only the western verge of this wetland is shown on the area map. It widens in its north-south dimension to the east, extends another 15 miles in that direction, and is over eight miles wide at its greatest extent. In all, the Great Leech Marsh spreads over an area in excess of 75 square miles, including the three or so square miles shown on the map.

In addition to the huge leeches for which it is named, the fauna found in it include the typical small sorts as well as deer, black bears, and giant marsh lynx. The larger mammals find the place a suitable habitat because of the many low little "islands" of dry ground with trees that are scattered about in the marsh. The fringes of the marsh are a thicket of weeds, such as thistle and burdock, and beyond that lower growth are many sorts of thorn trees.

### Greenridge

**Encounter Table:** Wooded Hills

**Adventures:** 9. Refugee

**Zagyg Adventure Reference:** Longforest, Menhir Hills

**Communities of Note:** None

The Greenridge is a rise and series of hills that extend southwest 22 miles from the east central Menhir Hills. Thence it merges into the Buckswood Hills. For all but its southernmost two miles, the Greenridge is wooded and covered by the Long Forest. The ridge proper is between one and three miles wide, averaging two miles in breadth. It is relatively low, being between 50 and 80 feet above the surrounding plain. The hills along it are broad with gradual slopes, adding from 60 to 110 feet to the overall elevation. The highest point of the ridge is where it meets the Menhir Hills, the ridge elevation there being 80 feet, and the hills on it in the range of 90 to 110 feet high. There are no known valuable mineral deposits in the Greenridge.

### Hiddendale

**Encounter Table:** Wooded Hills

**Adventures:** 35. The Unholy Ringstones

**Zagyg Adventure Reference:** Menhir Hills

**Communities of Note:** None

This small, remote valley is located in the Menhir Hills, some 35 miles overland north and a little east of the Free City of Yggsburgh. The valley is an oval of three miles length by two miles width.

For some arcane reason it is very difficult to locate this vale, and even a ranger can miss it. Locating Hiddendale is difficult and can take some time. If traveling there without aid of some other type, a ranger must make a successful tracking check to locate it. The tracking check is made at -10.

More than a geographic feature, Hiddendale is the site of an ancient holy place. Long deserted by human folk, elves thought to make it theirs, but in only a few years abandoned the area as unwholesome. Thereafter, gnomes began burrowing into the steep and rocky hills embracing Hiddendale, but they too gave off their colonization efforts when their numbers began to mysteriously dwindle. The last inhabitants of the valley were a small clan of dwarves who discovered traces of gold in the hills where the gnomes had dug their burrows. These dwarves knew the evil reputation of Hiddendale, but their avarice for precious metal clouded their judgment. They mined and began to bring forth large nuggets of pure gold. Soon, something happened to disrupt the harmony of the clan and they began quarreling and fighting amongst themselves. At the same time their numbers were shrinking from unexplained disappearances. A handful of survivors came into the town some three decades in the past, swearing the place was cursed, vowing never to go back despite the yellow ore there. Certainly there are strange things that slink through the valley at night...

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### Lakeham Lane

**Encounter Table:** Track

**Adventures:** 40. Pool of the Little People

**Zagyg Adventure Reference:** Broadview Valley, River High Road, Lakepens Hills, Lake Woods, South Eel River, Bigfish Lake, Quarry Track

**Communities of Note:** Garham

About 25 miles east of Yggsburgh, along the River High Road, is the narrow dirt road known as Lakeham Lane. This road winds through the Broadview Valley, up into the Lakepens Hills and the Lake Woods, following the South Eel River to its source: Bigfish Lake. It ends at the community of Garham. The lane becomes known by another name, Quarry Track, when it leaves Garham. There is a fair bit of wheeled and other traffic on Lakeham Lane, although most goods are shipped on the nearby river.

### Lakepens Hills

**Encounter Table:** Wooded Hills

**Adventures:** 10. Lead and War, 9. Refugee

**Zagyg Adventure Reference:** Lake Woods, Long Forest, Greenridge

**Communities of Note:** Garham

The Lakepens Hills lie east of Bigfish Lake, and are covered by a forest known as the Lake Woods. Beginning at the southwestern edge of the Great Leech Marsh, they run southwest for nearly 15 miles to where they are known as the Buckswood Hills. The Lake Woods no longer cover them after this point. The Lakepens Hills are a ridge line, in that they are nowhere more than about two miles broad, save at their northernmost portion. They cover an area of about 32 square miles, all of which are covered by the Lake Wood. The hills are somewhat steep and rise abruptly to tops ranging from 90 to 120 feet elevation. No valuable mineral deposits of any significance have been discovered here, although lead is found in small quantities on the surface near Garham. The hills seem to hold in the waters of the lake, but the derivation of their name—the “pens” portion—is actually from “hills.” With water, marsh, and meadows surrounding them, the flora and fauna of this place are highly diverse and plentiful.

### Lake Woods

**Encounter Table:** Wooded Hills

**Adventures:** 10. Lead and War, 9. Refugee

**Zagyg Adventure Reference:** Lakepens Hills, Long Forest, Greenridge

**Communities of Note:** Garham



Lake Woods is a small forest whose extent generally matches the hills over which it spreads—the Lakepens Hills. This woodland is the habitat for elk, and both fallow and red deer. All of the usual small animals native to such woodlands are found within it, as are large creatures including wild swine, bears, large cats, and wolves. Its trees are old, and mainly of the deciduous kind, including: ash, beech, chestnut, elm, hickory, locust, maple, oak of various sorts, sycamore, walnut, and willow in the lower areas. Few hunters come to this place because of its remote location, and those that do originate mainly from Garham or are travelers that stop to seek game for food. The woodland is seldom troubled by marauding humanoids, little timber is harvested from it, and in general it is undisturbed habitat for game. A few foresters and wild elves dwell within these woods but usually keep to themselves.

### Little Hillwood

**Encounter Table:** Woods

**Adventures:** 29. Red Bill and the Filthy Orcs

**Zagyg Adventure Reference:** Menhir Hills, False Urt River, Urt River, Greypools Mire, Old Castle Track

**Communities of Note:** None

This woodland lies along the southern portion, and towards the middle, of the Menhir Hills. Its southern verge begins near the Menhir Hills Road, about 16 miles north of Yggsburgh as the crow flies. The forest is, on average, 20 miles long on its northeast-southwest axis, and has an average width of eight miles. Its growth covers about 160 square miles of land. The False Urt and Urt Rivers pass through its north and central regions.

Along those waterways, and where the woodland borders the Greypools Mire, the trees are mainly great willows with some aspen and birch. Elsewhere, its growth is of typical forest hardwoods, from ash to walnut. Its fauna includes the usual small and large animals.

West of the False Urt River are found large numbers of humanoids, while east of the same river, demi-human folk have managed to place a foothold and keep out bandits, raiding orcs and their ilk.

### Lonely Valley

**Encounter Table:** Grasslands

**Adventures:** 30. Settlements and Burrows

**Zagyg Adventure Reference:** Menhir Hills, Greenridge, Urt River

**Communities of Note:** None

This fertile valley lies over 20 miles north-northeast of the town of Yggsburgh, in an area devoid of roads or tracks. It is some 10 miles long and two to three miles broad, so its area is somewhat greater than 25 square miles. Lying west of the Greenridge, the Menhir Hills forming its northern and western limits, the Lonely Valley runs a bit west of a true north-to-south axis, and its southern end turns due west for a bit more than a mile.

A handful of rivulets come from springs in the bordering hills, run generally southwards, one joining another to make little brooks, and eventually the two streams thus formed flow into the Urt River. No cultivation is in evidence in this place, and only grasses, weeds, and clusters of low-growing shrubs are seen. This is fine with the fauna; wild horses and a small herd of aurochs roam the valley and the surrounding hills and woods. Deer from the forests come into the valley at night to enjoy its fine pastures, as do bears and wild swine. The bears, along with great cats and wolves, also hunt the herbivores grazing in the valley and the ecological balance is thus maintained.

The only folk that dwell in proximity to the Lonely Valley are (were) a clan of gnomes who have their burrows in the hills at the valley's north central edge, and a tribe of elves in the woods at the south end. Neither group welcomes humans, for if settlers come into the place everything will change drastically.

### Longforest

**Encounter Table:** Wooded Hills

**Adventures:** 9. Refuge

**Zagyg Adventure Reference:** Greenridge

**Communities of Note:** None

This is a typical woodland of the region. It is mainly composed of hardwood trees, with some scattered clumps of evergreens. There is little undergrowth, save in clearings and the occasional meadows within the forest where grasses, various small plants, and bushes are able to find sunlight to grow. The trees are mainly large and tall, with ash, elm, maple, and oak predominating, although some chestnut, elm, hazel, hickory, sycamore, and walnut are widely scattered in it. As is also typical, there are considerable fauna dwelling in the forest. This includes everything from shrews, moles, and mice, on through squirrels and rabbits and various birds, to large game such as wild swine, deer, and aurochs. As well, there are predators such as hawks, owls, bears, large cats, and wolves to be found within. A few woodsmen and wild elves dwell within its reaches; though they are rare, they can be found if diligently sought.

### Meadow Creek

**Encounter Table:** Stream

**Adventures:** 16. Snails, Shells and Minnows

**Zagyg Adventure Reference:** Bald Hills, Menhir Hills, River Nemo

**Communities of Note:** None

This is a clear waterway, only about five miles long and feeding the River Nemo. It is a notable stream of 20 or more feet width and four or more feet average depth. The creek flows through the Bald Hills, and comes from the northwest some 40 miles where it begins as a narrow and shallow brook. It has the usual small fish in it, including fine trout.

The banks of this waterway are low, two or three feet on average, and have some areas where bushy plants or reeds grow, replacing the marsh grass usually found all the way to the stream.

### The Menhir Hills

**Encounter Table:** Hills, Wooded Hills

**Adventures:** 26. Red Bill and the Filthy Orcs, 27. Assignations and Assassinations, 28. Sepuchral Tones, 35. The Unholy Ringstones, 37. Death Stalks the Night, 38. Frogs and Fogs, 41. Rock Quarries and River Wardens, 42. Hurling Boulders, 47. Slaves or Good Eating

**Zagyg Adventure Reference:** Great Hillwood, Hiddendale, Little Hillwood, Long Forest, Oldoaks Grove, East Hillway, Menhir Hills Road, Old Castle Track, Quarry Track, False Urt River, North Eel River, Urt River, Unholy Ringsstones,

**Communities of Note:** Stonewyck, Castle Gaxhill

This is a vast stretch of large and rolling hills north of Yggsburgh. The portion depicted on the Yggsburgh map extends over approximately 2,000 square miles, but it extends east and west of the map area about 30 miles in both directions, as well as continuing north for some 50 miles. The average elevation in the lower southern portion is 80 to 120 feet, growing progressively greater northwards, where the hills average 180 to 350 feet in elevation, and attain heights of 600 hundred or more feet in a few locations. The greater elevations are steeper than the lesser ones to the south and at the verges of the area. They are wild and lonely highlands, populated sparsely by hill folk and demi-humans, troubled by raiding humanoids and more dangerous beasts, and rife with strange creatures that inhabit its more desolate places.

### Menhir Hills Road

**Encounter Table:** Main Road

**Adventures:** 37. Death Stalks the Night

**Zagyg Adventure Reference:** Yggsburgh, Menhir Hills, Old Castle Track, Greypools Mire, Bald Hills, Ashwood, Little Hillwood, Wynchwood Forest

**Communities of Note:** Utford Ferry, Hawfair Green, Castle Gaxhill, Stonewyck

The Menhir Hills road begins at Yggsburgh, and stretches northward over some 90 miles to the point where the map ends. Along the road are Hawfair Green, Utford Ferry, and Stonewyck.

## Castles Zagyg: Yggsburgh

### North Eel River

**Encounter Table:** River

**Adventures:** 19. Disappearances and Labyrinths, 47. Slaves or Good Eating

**Zagyg Adventure Reference:** Menhir Hills, Bigfish Lake, Broadview Valley, Longforest

**Communities of Note:** Hillmen Hamlet

This waterway is large and fast-flowing as it comes down from the eastern Menhir Hills to empty into Bigfish Lake. It is not navigable more than about two miles above its mouth because of rapids and falls. The volume of water it discharges into the lake is considerable, but evaporation and seepage quickly reduce the amount, so that the river's continuance at the outlet of the lake, the South Eel River, is only about half the size of the upper channel that feeds the lake. The banks of the North Eel River are low (2-4 feet) near its mouth, becoming steeper as one goes upstream into the Menhir Hills. There the sides are 5 to 10 feet above the water surface. Most areas of the banks are a tangle of bushy plants and shrubs, and willows of various sorts. Many trees grow in copses and groves near the water.

Its lower reaches are inhabited by the same giant fish and aquatic animals found in the Bigfish Lake, but it is home to much more than this. The upper portion of this river flows through a most wild and dangerous territory. The eels, fish, and other aquatic life forms found in the lower portion of this river are much the same as those inhabiting Bigfish Lake. Above Fallsford, however, the river fauna change to the more common sort, save for the incidence of large eels.

### Norvale

**Encounter Table:** Open Grasslands

**Adventures:** 31. Brothers of Giant Regard

**Zagyg Adventure Reference:** Long Forest, Broadview Valley, Greenridge, Lake Woods, Buckswoods Hills

**Communities of Note:** Garham

This valley's southern end is wooded, and lies at the edge of the Buckswood Hills about 10 miles northeast of Yggsburgh. From there it stretches northeast some 20 miles to the southern shore of Bigfish Lake. The little community of Garham is at its northeastern end.

The vale is from two to four miles broad, and its total area is about 60 square miles. Its flora are typical of the area, with a thick growth of grasses interspersed with weedy patches, clumps of wild roses, berry bushes, and shrubs such as sumac. Here and there a lone tree or little copse of them can be seen. The larger fauna here are found more frequently in the central portion of the valley, because of human hunters at the head and foot of the area. As with plants, the animal life is also typical—there are wild horses and a few aurochs, and occasional bears and wild swine near the wooded verges, where deer from the forests come at night to graze. The bears, along with great cats and wolves, also hunt the herbivores grazing in the valley. In general such predators have the place to themselves at night, as humans are not active in it then.

The Lord Mayor of Yggsburgh is even more covetous of Norvale than he is of the Lonely Valley. A road leading through it would enable enfeoffment of four or more knights with estates here, and this would serve as the base for further expansion of town lands, and also bring Garham under its rule. However, the free foresters and wild elves that dwell in the surrounding woodlands are determined to prevent the expansion of the town, knowing that knights and settlers will devastate the natural ecology, destroying it and their way of life. Thus, they drive out surveyors and turn back wandering families seeking to settle in the valley.

### Old Castle Track

**Encounter Table:** track

**Adventures:** 38. Frogs and Fogs

**Zagyg Adventure Reference:** Castle Zagyg, Menhir Hills, Menhir Hills Road, Little Hillwood

**Communities of Note:** Castle Zagyg

The entrance to this byway lies on the eastern side of the Menhir Hills Road, about 20 miles north of Yggsburgh. The track enters the Little Hillwood at the south central forest's western edge. The overgrown lane wends its way 15 miles into the woodland to end at a bluff overlooking the False Urt River and Castle Zagyg. This byway is both difficult and dangerous to travel! It is peopled with nothing but robbers, roving bands of humanoids, savage beasts, and hungry monsters awaiting any who dare travel here. All sensible folk shun the Old Castle Track.

### Old Oaks Grove

**Encounter Table:** Wooded Hills

**Adventures:** 28. Sepulchral Tones

**Zagyg Adventure Reference:** Menhir Hills, Menhir Hills Road, Lord Mayor of Yggsburgh

**Communities of Note:** None

This place lies east of the Menhir Hills Road, at about five miles distance as the crow flies. Over the uneven terrain between the road and the trees, however, the actual distance is more like 10 miles, all of them difficult to traverse. Here, hidden amongst some of the larger rises of the Menhir Hills, the Old Oaks Grove lies in a bowl-shaped valley about a mile in diameter. It is a large stand of ancient oak trees. These trees are massive in girth, none less than eight feet in diameter, most larger than that. It is obvious to anyone familiar with woodlands that this grove is unique.

Old Oaks Grove is now the center for the Druidical faith. Four times a year the highest ranking Druid, Lochinvar Beechwood, the Lord Mayor of Yggsburgh, comes to this place to hold the sacred ceremonies of that faith for the worshippers of the region.

### Purple Tower Road

**Encounter Table:** Main Road

**Adventures:** 43. Danger at Dradvill, 34. Traitors in Our Midst

**Zagyg Adventure Reference:** Drab Hill, South Pastures, Townbridge, Edgar the Marquis of Talworth, Uvöll Darktarn

**Communities of Note:** Dradvill, The Purple Tower, Villages of the South Pastures, Yggsburgh

The Purple Tower Road runs from the Townbridge south of the Free Town of Yggsburgh, some 12 miles east-southeast across the plain known as the South Pastures, to a point where it leaves the map. Some 20 miles further along in an easterly direction it comes to the frontier stronghold of Uvöll, a sly wizard who is the chief henchman of Edgar, the current Marquis of Talworth.

### Quarry Track

**Encounter Table:** Track

**Adventures:** 41. Rock Quarries and River Wardens

**Zagy Adventure Reference:** Big Fish Lake, Menhir Hills, Longforest

**Communities of Note:** Garham, Marblestead, Hewerton

This dirt road runs out of Garham going northwest, and thence northwards, following the shore of Bigfish Lake for several miles before it bends east-northeasterly. After paralleling the lake's shore for some four miles, Quarry Track turns northeast and winds up into the Menhir Hills. As it turns thus, there is a side area of hard-packed clay and gravel running to the shore of Bigfish Lake. The stones around here have been placed to form a jetty projecting about 50 feet into the water. This is where barges are loaded with rock and taken from the quarries northeastward—after about three miles in this direction, the road forks. The left-hand fork retains the name Quarry Track and, in about eight miles (just off the map by some two miles), reaches the actual areas where stone is quarried from the surrounding hills, Marblestead. Two miles further on is a similar community, Hewerton.

### Richwood Forest

**Encounter Table:** Wooded Hills

**Adventures:** 11. Invasion

**Zagy Adventure Reference:** East Uplands, Dire Forest, Edgar the Marquis of Talworth

**Communities of Note:** None

The Richwood Forest covers approximately 90% of the northern East Uplands. Its woodland is of some 450 square miles in extent. Its eastern half is the private hunting preserve of the Marquis of Talworth, and forms the central western boundary of his domain. As is implied by its name, the forest is a most plentiful one in the way of flora and fauna. The many hardwoods include fruit trees growing on the verges, while within the forest's heart nut trees of all sorts provide much food for animals. The breaks in the tree cover abound with grasses, herbs, and berry bushes. Thus, all manner of small and large animals are found here, including the usual ones taken as game—large birds, deer, elk, bear, large cats, wild swine, and wolves. Occasionally parties of woodsmen will venture into the verges of the forest to fell choice hardwoods such as beech, hickory, white oak and walnut. They take few, though, because wild elves dwell within the Richwood and drive out those despoiling it. This has led to some minor clashes in the east, where the Marquis holds sway.

### River High Road

**Encounter Table:** Main Road

**Adventures:** 39. Reconnaissance, 44. Tolls and Trolls, 46. River Rats

**Zagy Adventure Reference:** Buckwood Hills, Broadview Valley, East Uplands, Richwood Forest, Great Leech Marsh, Eelsford, Bowbridge, Marquis of Talworth, Waldgraf Horst Reindmann

**Communities of Note:** Eelford Ferry, Garham, Villages of Broadview Valley, Yggsburgh

This highway is the eastern continuation of the Dunfalcon Pike. However, it runs along the north bank of the River Nemo and is connected to Dunfalcon Pike only through the Free Town of Yggsburgh. The River High Road leaves Yggsburgh via the Moatgate and Moatbridge. It then goes east and northeast over 50 miles before crossing the upper Nemo River via the Bowbridge. Thence it goes onto the north shoulder of the East Uplands, and past the Great Leech Marsh. From there, it leaves behind the environs of Yggsburgh.

Some ten leagues eastward from that point, the River High Road's name changes and becomes known as the March Road. From here, it is very rough and passes through an unsettled wilderness area. After about four days hard riding, or roughly 200 miles, it's name changes again to the King's Highway. At this juncture it lies within the realm of a royal monarch.

### River Nemo

**Encounter Table:** River

**Adventures:** 14. The Unnamed Island

**Zagy Adventure Reference:** Westfields, Goldwood, Glittering Knobs, Great Leech March, Yggsburgh, Garham, Bowbridge

**Communities of Note:** Yggsburgh, Villages of the Westfields, Villages of Broadview Valley

This waterway is, on average, 400 feet wide in the area of Yggsburgh and over 600 feet broad west and below the town. It is navigable by large ships from its mouth, some 250 miles west at Dunfalcon, all the way to Yggsburgh. To the east of Yggsburgh, its depth is such that only small ships and barges can navigate its channel to a point some 50 miles beyond the Great Leech Marsh, where it becomes too rocky and shallow at the town of Stoneford Meade to be navigable. Below the junction of the Nemo and Urt, the river's current flows at two knots, so passage downstream is quite speedy and effortless.

The river has relatively low banks, with an average of 4-6 feet in height. They are somewhat higher near Yggsburgh. The banks of the river are generally open, with occasional long stretches of willow bushes and other shrubs thickly clustered along those portions where human traffic allows them to flourish. Now and then a copse of large willows or trees of other kinds will be found.

The eels, fish, and other aquatic life forms found in the upper reaches of the River Nemo are much the same as those inhabiting Bigfish Lake, although the really large sort are not often encountered in these waters (as they do not generally enter the South Eel so as to reach the River Nemo).

## Castles Zagyg: Yggsburgh

### The Serpent Ridge

**Encounter Table:** Hills

**Adventures:** 5. The Salt Mines

**Zagyg Adventure Reference:** South Pastures, River Nemo, Purple Tower Road, Yggsburgh College, Dunfalcon

**Communities of Note:** None

This is a spiny ridge of high ground, running from east to west in serpentine curves, beginning south of Cold Springs Run in the East Uplands and continuing 20 miles westward to end about a mile southeast of Yggsburgh. It is about two miles wide at its greatest width. It rises some 90 to 130 feet above the surrounding lands, with hills of 70 to 90 feet cresting it, and hillocks of 30 to 50 feet running along its outer stretches. It is generally grassy and treeless, with occasional clumps of shrubs and small copses of hardwood trees, such as oak and beech. There are a few isolated farms along the ridge, but to the east it is wild and lonely, grazed only by wild animals.

### South Eel River

**Encounter Table:** River

**Adventures:** 20. Barges, Beavers and Tavern Tales

**Zagyg Adventure Reference:** Bigfish Lake, Lake Woods

**Communities of Note:** Garham

A relatively deep waterway, this river averages over 50 feet width from its head at Bigfish Lake to its conjunction with the Nemo about five miles from there. Barges and boats navigate it with ease. The main traffic on it are boats to and from Garham, and barges bringing timber and stone from the hill country.

The eels, fish, and other aquatic life forms found in this portion of the river are much the same as those inhabiting Bigfish Lake, although the really large sort are not often encountered in the waters of the South Eel. The banks of the South Eel River are generally low (2-4 feet) along most of its course. Most areas of its banks are thickly overgrown with bushy plants, shrubs, small varieties of willow. Many trees grow in copses and groves along the course of the river.

### South Pastures

**Encounter Table:** Open Grasslands

**Adventures:** 34. Traitors in Our Midst

**Zagyg Adventure Reference:** River Nemo, Serpent Ridge, Purple Tower Road

**Communities of Note:** Villages of the South Pastures

This is a fertile plain on the south side of the River Nemo. It is some 30 miles long, running east from the south bend of the river to the beginning of the East Uplands. The river valley is, on average, 6 miles wide. It ends in a very rocky and scrub-covered ridge line that extends from the East uplands westward to the south bend of the River Nemo. The South Pasture covers 180 square miles and belongs to the Free Town of Yggsburgh. The west portion is not shown on the map.

### Urt River

**Encounter Table:** River

**Adventures:** 15. Swift Currents

**Zagyg Adventure Reference:** Greypools Mire, Menhir Hills, Deerwood, Buckswood, Little Hillwood

**Communities of Note:** Yggsburgh

The Urt River is around 300 feet wide where it flows into the River Nemo at Yggsburgh. Going northeast, the river narrows somewhat, being about 200 feet broad where it passes the morass of Greypools Mire. Above the Greypools Mire the river remains relatively broad for some 50 miles. It is large enough that boats and barges can navigate northward to that distance. Above 70 miles distance northeast from Yggsburgh, the Urt River becomes very swift and has stretches of rapids that make it impassable to all but small vessels.

The banks of the Urt River are generally more thickly grown than those of the Nemo, long stretches of willow bushes and other shrubs clustered thickly along its shores. Many copses and groves of large willows, or trees of other kinds, are found along the waterway. Its banks are generally high, with 7 to 10 feet being the average, though they are greater where the river cuts through the hills.

This waterway is well-known for the giant otters that make its banks their home. Otherwise, the creatures found in this portion of the river are generally of usual sort, as the eels, fish, and other giant aquatic life forms inhabiting Bigfish Lake have not spread upstream in the Urt River.

### Urtford

**Encounter Table:** Main Road

**Adventures:** 45. The Ferryman

**Zagyg Adventure Reference:** Menhir Hills Road, Deerwood, Buckswood Hills

**Communities of Note:** Urtford Ferry House

Three and a half miles north of Yggsburgh, the Menhir Hills Road crosses the Urt River at a place known as Urtford. However, it is not an actual ford, but a ferry. Although daring horsemen can swim their mounts across at this calm and relatively narrow (150 feet width) stretch of water, the main means of crossing is by a large raft that ferries vehicles, animals, and men from one side of the river to the other.

### Westfields

**Encounter Table:** Open Grasslands

**Adventures:** 29. The Drumbeat of War

**Zagyg Adventure Reference:** Ashwood, The Four Tors, River Nemo, Dunfalcon Pike, Yggsburgh

**Communities of Note:** Villages of the Westfields

This fertile plain on the north side of the River Nemo is about 60 square miles in extent. The west portion is not shown on the map. As the name implies, this is an agricultural area, and there are many farms within it.

## Wild Mead

**Encounter Table:** Open Grasslands

**Adventures:** 33. Mushrooms at the Brown Jug

**Zagyg Adventure Reference:** Glittering Knobs, Broadview Valley, Dire Forest, Richwood Forest, East Uplands, Cold Springs Run, Serpent Ridge, South Eel River

**Communities of Note:** Coverdale

This is a considerable meadowland lying some 20 miles to the east and south of the Free Town of Yggsburgh. This bowl-like meadowland is south and east of the Glittering Knobs, west of the East Uplands, and north of the Serpent Ridge. Its extent is around 6 miles north-to-south and 7 east-to-west, so it covers about 40 square miles of territory.

Grasses predominate in the shallow valley, but it is dotted about with copses of trees, breaks of tall shrubs and clumps of low-growing bushes. Although it appears relatively smooth, there are low ridges and hillocks in its basin, with many little gullies through which streamlets flow and not a few small ponds are located.

The eastern verge is farmed by a community of halflings, and in the south wild elves from the Dire Forest's western edge occasionally roam in chase of game. Otherwise, the whole of the grassland is quite wild. All manner of small and large animals roam the mead. The lesser creatures found here include small game and game birds, hares, foxes, and mink. Larger sorts of wild cattle and horses, deer, wolves, and some few bear, giant cats, and wild swine can also be found.

## Wynchwood

**Encounter Table:** Wynchwood

**Adventures:** 28. Rooting Out Truffles

**Zagyg Adventure Reference:** Ashwood, Bald Hills, Menhir Hills

**Communities of Note:** None

First, be it known that this woodland is certainly an enchanted place! Beginning some dozen miles north by northwest of Yggsburgh lies the Wynchwood. It is separated from the Ashwood to the south by a ridge of the Bald Hills. This forest's average breadth is 40 miles and its average north-south depth is 20 miles. In all, it covers the very considerable area of 800 square miles, with only about 50 of that extent shown on the map. The northern verge of the woodland covers a portion of the Menhir Hills, but otherwise it grows on plains and gently rolling land. The trees comprising the forest are mainly hardwoods and, in addition to oaks and the other sorts typical of the region, there are apricot, bay laurel, cedar, cherry, fig, hornbeam, mulberry, myrtle, olive, orange, peach, pecan and witch hazel stands. Most of the forest is dense, but there are many small meadows and glens within it, and several pools and springs therein give rise to many rivulets and brooks that flow out of it to the west. Many grape vines are found around the clearings within the Wynchwood.

The climate within the woodland's precincts is mild even in winter. Frost never occurs, and any chill penetrating the woodland is quickly dissipated, as it is a warm place. However, in cold weather, the verges of the Wynchwood are covered with fog. This is a light

fog at the forest's fringe of low-growing vegetation, and thickens to a very dense cloud where the large trees begin. As one enters the area of thick vapors from the outside, a perceptible warming is notable as one proceeds deeper into the wood. Once through the heavy fog, about 100 feet into the woods, the air temperature is relatively mild and the fog dissipates. The enchanted ground on which the forest grows maintains a climate that never becomes truly cold or truly hot.

## Arrivals



Where you place the characters when beginning play dictates the specific details needed to know before play begins. Here are several suggested starting points for a party of 4th to 6th level. As the Castle Keeper, you need to devise a method to get the characters into the area. Other than knowing the manner in which they arrive, all you need is an initial destination point with which you are familiar and need not bother memorizing the remainder. You can read more between sessions and manage, in seat-of-the-pants fashion, quite well with the information supplied for the encounter area chosen.

In short, an effort has been made to lighten the burden on the Castle Keeper in regards to preparation, as this is an extensive module. Where it is expected that there is considerable character interaction with non-player characters, more background information regarding those persons is supplied. For a prime example see the extensive Outs Inn entry (Yggaburgh encounter 80. The Outs Inn). Most locations in Yggsburgh are not quite so detailed. Not only do space limitations call for brevity in descriptive detail but many campaigns do not stress roleplay and in those games which feature such interaction, the Castle Keeper often desires to develop details that fit his story and aims rather than those of the author. In short, ignore details that seem extraneous to you and freely alter those already here. Create what you like to suit your campaign and play style. As a Castle Keeper who prefers to "wing adventuring," a few cautionary words: Be sure to keep notes on all that you create on the spot so there will be consistency in what transpires.

**Dunfalcon Pike** The party is mounted and riding from the great lakeport city of Dunfalcon. The party has heard Yggsburgh is a rich free town with many bandits and brigands around it, so there is opportunity for adventurers in the place.

**River Nemo, upstream** The party is traveling by large riverboat from the city of Dunfalcon as noted above.

**Menhir Hills Road** The party is mounted and riding south through the dangerous hill region without knowing what awaits them further on. They are riding thus mainly to find adventure...and possibly to escape pursuers from their last round of activity to the north and east.

**Urt or False Urt River** The party is traveling by flat-bottom boat, escaping from a misadventure devised by the Castle Keeper so as to place them in this position. If the False Urt



River is chosen, they catch a glimpse of the ruins of Castle Zagyg (Yggsburgh Environs encounter 2, Castle Zagyg.), but the flood state of the waterway sweeps them past before they can put to shore and so the party ends up in the Greypools Mire where they have a difficult time finding the correct channel to get them through the marshland. Once on the Urt, they soon arrive at Yggsburgh unless some encounter delays them. When at the docks of the town, they need to stop and if they are not inclined to do so themselves, have a storm, a sprung plank, or a patrol boat from the town ordering them to pull ashore for inspection and identification because of troubles with river pirates in order to force them to stop.

**East Hillway** The party is mounted and riding west through relatively wild hill country without knowing what awaits them further on. They are riding thus mainly to get to the big city of Dunfalcon where they hope to find challenging things.

**Purple Tower Road** The party is moving west along the Purple Tower Road knowing a good deal about Yggsburgh. This is

because Lord Uvoll Darktran, the henchman of Marquis Talworth has commissioned the party to spy on the town and if possible foment trouble therein. This sly wizard, Lord Uvoll, lives in the Purple Tower, the frontier stronghold of Edgar, the current Marquis of Talworth. Lord Uvoll has supplied the party with a medallion that enables telepathic communication between the possessor and the wizard himself. This is enabled by pressing the crescent in the medallion's central portion. He has also given the party a hand signal (thumb and forefinger held so as to form a broad U-shape) to which agents of Edgar Marquis Talworth will respond. Of course, the marquis and his henchman hope to soon capture Yggsburgh...and Uvoll hopes to be awarded it as his fief.

**River Nemo, downstream** The party is traveling by barge arriving in Yggsburgh as rivermen and not making a flashy entrance. Otherwise their seeming mission is as noted for Purple Tower Road.

# Part II : Yggsburgh

## Places of Import



### 1. Yggsburg



Part II of this tome contains a description of all the places of importance in the Free Town of Yggsburgh.

Note that each entry is immediately followed by brief descriptors noting location, reason (for going to the place in question), signs (if applicable) and a reference for the appropriate encounter tables for that entry (if applicable). The location of each place is further detailed within the text and located on the map. The encounter tables referenced are located in Appendix C, Urban Encounters. In some cases, the stats for non-player characters are not listed. This is not an omission. The stats for those non-player characters are located in Appendix I, Orders of Battle. Each entry should specify under which heading.

#### Armorial Bearings

The armorial bearings of the Free Town of Yggsburgh are cut into the stone above the entrance and painted in full color on many government buildings and structures. The text often refers to this. This escutcheon is of gold with a blue chevron separating two blue pikes (or luce, fish) above and a blue mailed fist at the base. Above the escutcheon is a crest of a city gate in gray stone crowned by a coronet of gold with five acorn-topped points. To either side of the escutcheon, supporting it, are giant lynxes standing on their hind legs with paws touching the shield. The motto below the escutcheon reads: None can deny us independence.

### 1. Townbridge

**Location:** Bridgegate Entry to Yggsburgh  
**Reason:** Crossing over to enter Yggsburgh

This is a high bridge of five spans with the road atop—at its highest, some 40 feet above the waters of the River Nemo. Thus the road entering Yggsburgh from the Townbridge is at the same level as the gate and street beyond (Crossgates Avenue). The central span is a drawbridge section to allow tall-masted ships to pass up or down the river. The roadway along the bridge top is 14 feet wide, and where it is not of wood there is a parapet of three-foot height along either side. The last 20 feet of the bridge (as it enters the city) is also equipped with a wooden drawbridge, which is raised during hours of darkness.

The toll for crossing this bridge is: 2cp for a person on foot or a small animal, 5cp for a large animal (including a horse and rider), 1sp for a cart drawn by a single animal or pushed by hand (no charge for the person pushing it), and 2sp for a wagon drawn by one or two animals (all aboard the vehicle covered by the flat charge). Carriages and coaches, including passenger wagons, are exempt from toll charges so as to encourage such traffic in the city.

#### Adventure Hook

While crossing the bridge to town, the party sees a knot of armed men running toward them. They hear a hue and cry coming from the gate guards. “Stop! Thieves and murderers!”

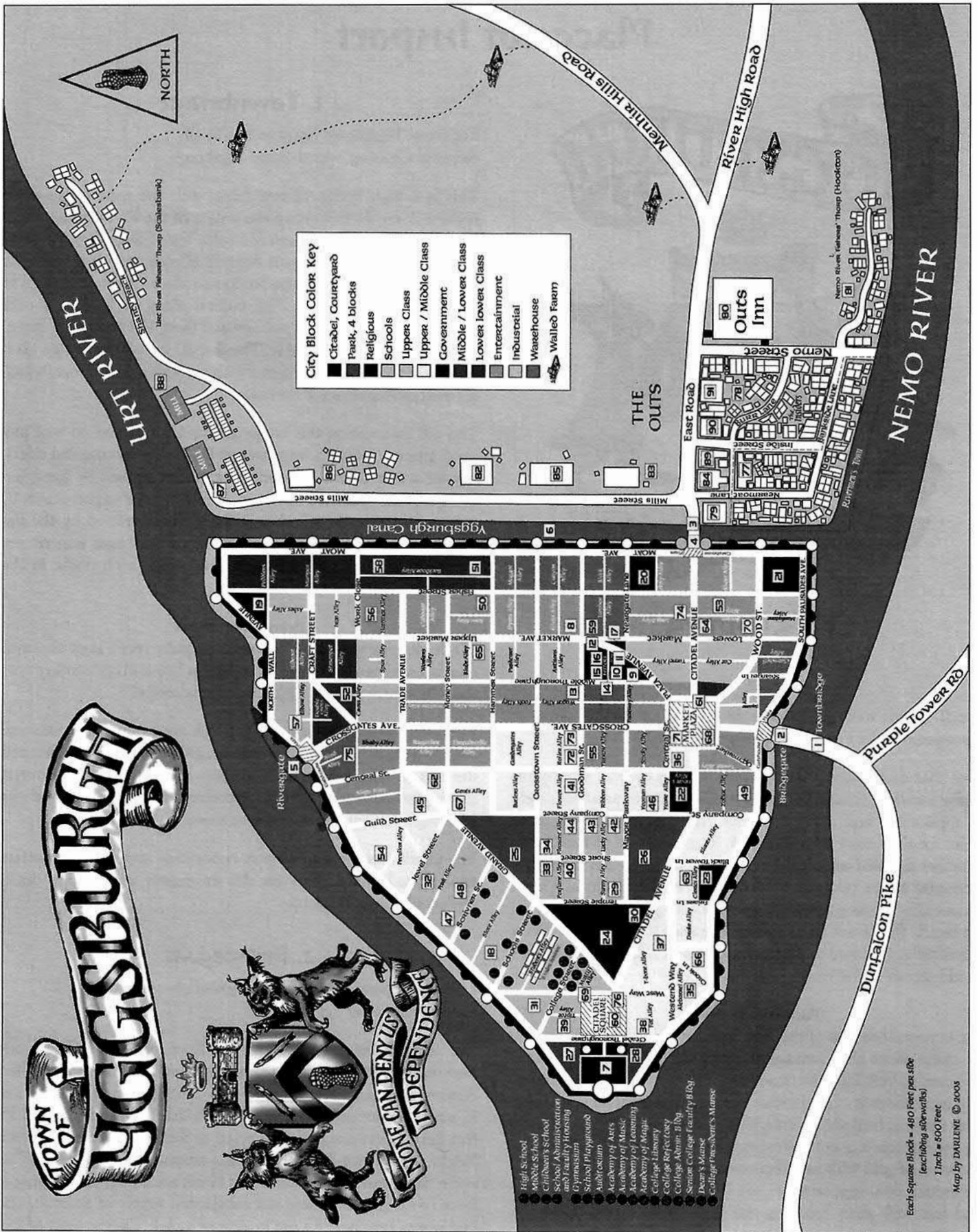
The group fleeing to escape Yggsburgh are bandits, footpads and robbers who, in process of their crime, killed a wealthy burgher and the two servants who tried to protect him. Will the adventurers rise to the occasion and kill or apprehend the miscreants without harming innocent persons around them?

The Castle Keeper is to prepare opponents’ statistics appropriate to the level of the party for this encounter using Appendix I, Orders of Battle, Brigands .

### 2. Bridgegate

**Location:** Townbridge entry to Yggsburgh  
**Reason:** Entering Yggsburgh

The armorial bearings of the Free Town of Yggsburgh are cut into the stone above the entrance and painted in full color (see Armorial Bearings above). It offers a striking picture. This gate is in a rectangular gatehouse of 40 feet width, 25 feet depth and 35 feet height between and connected to flanking towers of 45 feet height and 30 foot diameter. It has a ground and upper floor. The upper floor and connecting tower floors are equipped to house a force of 30 guards. There is a substantial supply of quarrels, oil, and stones kept here for use in time of attack. On the front of the



gatehouse, at 20-foot height, there is a set-back of five feet with a ledge, with parapet and merlons, that allows defenders to issue onto it from the towers and assail foes threatening the gate. Above it, at 35 feet height, is a crenellated roof battlement. On the top of each flanking tower is an easily movable scorpion (ballista) manned by a crew of three when in action. On the top of the gatehouse is a catapult manned by a crew of six when in action.

The gate opening is protected by a drawbridge and beyond it, a portcullis. The twin gate portals have a 7 foot width and a 14 foot height. They are made of iron-bound oak that is eight inches thick, locked by bolts in the stone and as well as by a cross-bolt and heavy oak bar. At the end of the 20-foot passage through the gatehouse is another portcullis. To the sides of the passage are loopholes for archery, while above it are murder holes, for missile discharge, dropping of rocks, and pouring out boiling or flaming liquid.

The front walls of the gatehouse are solid stone to four-foot height, thereafter three feet thick. All other walls are one foot thick, with added plinths to support the first floor and roof. The rooftop is strong enough to a mount a large siege upon.

The flanking towers are 30-foot diameter, 45 feet high and are solid to six-foot height. Thereafter they have walls that taper from 5 foot to 3 foot thickness at their top, where there is the usual 3.5-foot high parapet and 3.5-foot high merlons, each of three feet width. They are pierced with loopholes along their winding interior staircase, and have five additional loopholes on each of their four interior floors—ground at 6 feet height, first at 16 feet, second at 26 feet, and third at 36 feet. Behind the gatehouse and its pair of flanking towers is a 100-foot wide and 90-foot deep paved area. This little plaza has avenues of 40-foot width leading off to the left, the right and from its midpoint.

There is a secret door in the rock face just above the water line immediately to the west of the base of the bridge. This accesses the Thieves' Underground (see Yggsburgh Encounter 53: The Thieves Guild, Area 9).

There are at least 14 soldiers on active duty at the gate. There are actually 28 in residence.

Lieutenants (*human, fighter, 4<sup>th</sup> level, HP 28, AC 16, PA str, con, dex, EQ chain mail, shield, longsword, dagger*)

Trumpeter (*human, fighter, 3<sup>rd</sup> level, HP 21, AC 16, PA str, con, dex, EQ chain mail, shield, longsword, dagger*)

Serjeants x2 (*human, fighter, 3<sup>rd</sup> level, HP 21, AC 16, PA str, con, dex, EQ chain mail, shield, longsword, dagger*)

First class halberdiers x12 (*human, fighter, 1<sup>st</sup> level, HP 7, AC 15, PA str, con, dex, EQ chain mail armor, halberd, short sword*)

First class crossbowmen x12 (*human, fighter, 1<sup>st</sup> level, HP 7, AC 15, PA str, con, dex, EQ chain mail armor, crossbow, hammer*)

Toll cost to non-citizens for entering the town is 5cp per wheel of a vehicle, per person on foot, and per large animal, small animals on foot such as goats, pigs and sheep are charged at 1cp per head. At sunset the drawbridge before the gate is raised, the gates shut and barred, and not until dawn are they reopened.

During the hours that the gates are open, there will be a dozen vendors' stalls and carts set up for business with another dozen peddlers carrying trays of their merchandise about. Added to these sellers will be a like number of beggars (there being no restrictions on begging here). A handful of these are soliciting sex, while some performers seek free-will payment from those who watch their acts; these include musical performances, singing, juggling, sword-swallowing, fire-breathing, tumbling and acrobatics, story-telling, sleight of hand legerdemain, and occasionally performing animals such as dogs or a bear.

As would-be entrants approach the gate via the Townbridge (see Yggsburgh Encounter 1, Townbridge, page XX) they see a small crowd of people awaiting the exit of a wagon from the gatehouse passage. As it leaves there and comes towards them along the bridge, they will note two men in tabards with the town armorial bearings upon them that are collecting tolls from persons exiting and entering. There are also a half-dozen town guardsmen armed with halberds on the way near the entrance. These soldiers occasionally stop a person, ask some questions, then wave the individual to pass on into the town or call for their serjeant—who might in turn call an officer. Watching from atop the gatehouse are two more guards with crossbows, and there are a like pair of watchmen on each flanking tower.

### 3. Moatbridge

**Location:** East entry to Yggsburgh

**Reason:** Entering Yggsburgh from the east

Where the East Road comes to an end at the Yggsburgh Canal, there is a partial causeway on the east side of that waterway leading to a long drawbridge. This causeway allows access to the town through the Moatgate and thence onto Eastgate Avenue. The structure—causeway, stone-wall pier to the west, and drawbridge—is collectively called Moatgate. There is no toll charge for using this bridge-way.

#### Adventure Hook

As the party crosses Moatbridge, they hear a commotion. If they look down they see a houseboat on which several armed men are fighting while a few more attackers climb up from a large skiff to the boat's deck. Others seeing the melee are simply hurrying onwards...

The Castle Keeper can have the attackers as watchmen in the process of arresting criminals, thugs attacking the houseboat to kill and rob its owners, or a dispute between criminal factions. In only the second case will the party likely come out as heroes, of course. Otherwise they will end up in trouble for interfering with civil authorities, or else be marked by one gang of criminals even as they are thanked by another.

## Castles Zagyg: Yggsburgh

### 4. Moatgate

**Location:** East entry to Yggsburgh

**Reason:** Entering Yggsburgh via the Moatbridge

The Moatgate is identical to the Bridgegate and conforms in all manners, from the escutcheon above the gate to the cost of entry, number of guards and defenses (see previous). There is even a secret door in the rock face of the moat just a foot above the waterline immediately to the south of the base of the Moatgate pier, which accesses the Thieves' Underground (see Yggsburgh Encounter 53. The Thieves' Guild, Area 10).

### 5. Rivergate

**Location:** North entry to Yggsburgh

**Reason:** Entering Yggsburgh from the north

On the riverbank before this gate is a stone quay 900 feet long (from near the base of the wall tower east of the gate to near the base of the wall tower to the west) and 40 feet broad. In the water beside it are wooden pilings for vessels to moor. Small boats are tied up at the quay's ends and along the shore near them, where there are wooden piers. Several vessels are moored at the quay each day.

At any given time there are 1-4 large riverboats, 1-4 barges, 1-4 small ships, and 6-24 small boats. Mooring fees at the quay are 5cp per foot of vessel length, and no vessel may remain for more than one day. Pier mooring is free for one day's time, otherwise 1sp per day thereafter.

At a distance of 100 feet from each end of the stone quay there is a ramp of 20 feet width hewn from the rock upon which the city stands. These ramps incline upwards 20 feet over a 300 foot distance to arrive at a plaza in front of the Rivergate. This open space is 100 feet long and 60 feet wide north to south. Along its edge are four derricks with great winches and pulleys. These are for the hoisting up of cargo from barges and ships. To go from it into Yggsburgh, one must pass through the Rivergate.

The Rivergate is identical to the Bridgegate (see 2 above), and conforms in all manners to those gates from the escutcheon above the gate, to the cost of entry, number of guards and defenses. There is a secret door in the rock face just at the edge of the Rivergate quay, in the outer plaza. This accesses the Thieves' Underground (see Yggsburgh Encounter 53. The Thieves Guild, Area 13).

As would-be entrants approach the gate via the ramp ways and attain the outer plaza, they will note carters carrying goods both up from moored vessels and down to load upon them, while a small crowd of people stand back from the gate passage as they wait for the exit of one of these drays. As it leaves there and comes towards them along the plaza, the characters will note four men in tabards with the town armorial bearings upon them that are checking the wagons for contraband goods, as a half-dozen town guardsmen armed with halberds look on. These soldiers occasionally stop a person on their own, ask some questions, then wave the individual to pass on into the town or call for their serjeant—who might in turn call an officer from the gatehouse.

### 6. Yggsburgh Canal

**Location:** Between the Urt and Nemo Rivers

**Reason:** Entering Yggsburgh by boat, or seeking travel by boat

The Yggsburgh Canal serves as a moat, as well as a canal, linking the Urt and River Nemo east of their confluence. This waterway is 100 feet wide for its entire length of one mile. Its bottom is dug down 40 feet to bedrock, and its banks are of worked stone so as to ensure no erosion of them.

Where the East Road comes to an end at the Yggsburgh Canal, 1,200 feet north of the River Nemo, there is a partial causeway on the east side of the waterway. This stone structure is built on arched piers, the five openings between spans being 12 feet wide, with three-foot thick piers. This covers 78 feet of the canal's width. On the western end of the causeway there is a long drawbridge, 20 feet in length, set into a projecting stone plinth that juts out three feet from the outer face of the town's Eastgate. This structure, causeway and drawbridge are collectively called the Moatgate. In time of siege the drawbridge is raised, of course.

Numerous small watercraft, boats and barges are allowed to moor along the eastern side of the Yggsburgh Canal. Some of these vessels are the private property of wealthy townfolk, some commercial, but a large number are boats and barges in which common folk have their homes. No watercraft are allowed to tie up on the western side of the canal, so that at all times there is ample room for traffic in both directions on the waterway.

#### Adventure Hook

When traveling along or beside the canal, the party notices a large riverboat manned by especially villainous-looking crewmen. If they pay attention, they see the vessel tie up in a place between two similar boats, and shortly thereafter hands from the newly arrived craft are seen going aboard the two boats they moored between. These are river pirates, and they are here as part of a plan to attack and capture several mineral ore barges that will be coming down the Nemo River from the Glittering Knobs. The raiders plan to board the ore barges as they enter the canal and kill or throw overboard the crews. Then they will sail west to Dunfalcon and dispose of the ships, where they hope to reap a great sum from this piracy.

The characters will need to do some investigating at the Boatman Tavern in The Outs Inn (see Yggsburgh Encounter 80. The Outs Inn) to get pertinent information about the pirates, their whereabouts and other useful facts. Luckily for them they have a full 24 hours to discover the plot, because the arrival of the shipment of minerals is a day behind schedule. Thwarting the piracy should earn them a decent cash reward from the mineral factors whose barges and cargoes are thus saved.

The Castle Keeper should prepare the details of this encounter, being sure to keep the party's level in mind.

## 7. The Citadel

**Location:** As shown

This is the barracks for the town's regular military force. There are nearly 400 guards and soldiers who are equipped, housed and paid by Yggsburgh. Above the entry is the coat of arms of Yggsburgh.

Both the marshal, Sir Reginald Dunstone, and constable, Sir Macronald Weyforth, of the town have offices and quarters on the ground floor here, they being hired soldiers akin to general officers. The garrison consists of the following troops (note that many will be assigned to other posts and not be in their main barracks): a squad of 12 guards and two officers are assigned to guard the person and palace of the Lord Mayor. Normally, three sections of 28 men (84 total) are on duty at each of the three gates, and these troops are under the command of the porter. There are 68 troops stationed in pairs in the wall towers, with a roving patrol of 4 men on each of the three walls (12 total). At any given time there will be only 124 soldiers, plus some officers and non-combatant staff, within this building. Of that number, 26 will be on duty guarding: the gate (6), the entry and interior building (6), the towers (4), the walls (6), and the Great River Tower (4).

The entire staff and retinue of the Citadel are detailed in Appendix I, The Citadel. There is a wide variety of troops and troop types, so be sure to examine this Order of Battle carefully.

The Citadel is the great keep of the town and a castle-like fortress. It has a relatively small basement area (50' x 300') dug into the bedrock it stands upon, its ceiling being the ground floor that is five feet above the level of the courtyard. The basement has a well bored down to water level, and its chambers are where fuel and provisions are stored. Above the ground floor are two additional stories, one at 20' and another at 35'. The kitchens are on the ground floor, as is the garrison refectory and the offices and chambers of the marshal and constable. The other officers and men are barracked on the first floor and in the great tower. The upper floor is basically open and used as an armory and storage place, as well as for exercise and arms practice in bad weather.

In the chapel sacristy are stored 24 healing elixirs restoring 4-16 hp each, and 12 gold altar service pieces worth from 300-1500gp each. Length and height of east curtain wall: 480' and 35'

Length and height of north and south curtain walls: 80' and 35'

Wall thickness: base splay 15' to 10' at 10' height and above

Wall gate: iron portcullis, two iron-bound oak doors eight inches thick of 6' x 14' size, locked by bolts in the stone as well as a cross-bolt and heavy oak bar

Corner towers diameter and height: 40' and 50'

Corner towers wall thickness: base splay 10' to 5' at 10' height

Courtyard: generally 470' north to south, 90' across toward the west, with stables along the east inner curtain wall, with stalls for 60 horses, hay and feed stored in the loft above the stable building

Citadel building length, breadth, and height: 500', 90', and 45'

Citadel building wall thickness: 5'

Citadel building corners: all four with large, two-man bartizans

Citadel building rooftop: battlemented, with standard parapet and merlons

Citadel entry: 10 stone steps of one-foot width leading to a 12' square stone entry porch five feet above the courtyard's surface; flanked by two normal bartizans projecting from the wall at 10' above the courtyard spaced 10' distant to left and right; immediately above the entry at 20' above the courtyard is a stone balcony of 20' length, its machicolation projecting four feet from the building front, and at each corner of this outwork another standard bartizan.

Citadel entry door: iron portcullis, one iron-bound oak door four inches thick of 4' x 8' size, locked by bolts in the stone as well as a cross-bolt and heavy oak bar

Citadel entry hall: 10' wide and 40' long, with 12 loopholes on either wall and four murder holes above the passage.

Great West Tower base and height: 100' and 100'

Great West Tower wall thickness: solid to 20' high, and then tapering from 8' to 4', its wall pierced at regular intervals by loopholes

Great West Tower interior floors, seven: 20', 35', 50', 60', 70', 80', and 90'

Great West Tower top: machicolated and battlemented

Great West Tower entry: a small iron door 2' x 5' on first floor of citadel; an iron-bound oak door four inches thick of 4' x 8' size, locked inside by bolts in the stone as well as a cross-bolt and heavy oak bar on second floor of citadel

Great West Tower postern: two quite small iron doors of 3' x 6' size at the base of the tower on the north and south sides. These allow for the movement of troops from here to the rocky area at the outer base of the wall, and to hidden paths that lead down from it to the river level below.

The armorial bearings of the Free Town of Yggsburgh are cut into the stone above the entrance and painted in full color, as described for Bridgegate (see introduction above).

On the top of each citadel tower are two easily movable scorpions (ballistas), manned by crews of three when in action.

On the top of the citadel's roof are four catapults, one more on the roof of the great west tower. Each catapult is manned by a crew of six when in action.



## 8. Administration & Records

**Location:** Market Avenue and Goodman Streets

**Reason:** Searching for records kept here

This is a large building located on the northeast corner of Market Avenue & Goodman Street. There is a daytime staff of 35 persons. The offices of the Herald, who is in charge of noble genealogy and heraldry records as well as the assignment of armorial bearings, and the Chief Clerk of Yggsburgh, who is in charge of city administration and records, are both in attendance.

## 9. City Hall & Courts

**Location:** Plaza Avenue

**Reason:** Should the characters be pressing a suit or accused of crimes, they will find themselves here

**Encounters:** Audience Chamber or Great Hall Events

This is a very large building with the armorial bearings of the Free Town of Yggsburgh above its three entrances. It is on the southern point of Plaza Avenue and Middle Thoroughfare. The daytime staff is 35 persons. In addition to the Lord Mayor's Office, the Council Chamber, and eight offices for the Counselors, there are the offices of the Justicier, two Judges, two Magistrates, and one rotating Justice of the Peace. The High Court has two rooms for hearings and trials, two Magistrates Courtrooms, and a common courtroom for the Justice of the Peace.

## 10. City Gaol

**Location:** South side of Fetter's Alley

**Reasons:** Should the characters be thrown in jail or looking to have someone released, this is the place they need to go

This is a moderate building on the south side of Fetter's Alley. It has a 75-foot frontage, basement and three floors. There are usually 20 staff (14 guards) and 30 prisoners here. The offices of

the Sheriff of Yggsburgh (law enforcement in town and surrounding lands), and other law enforcement officers, are located here. There are 42 law officers in this command counting the Sheriff.

This place is the headquarters for the Sheriff and all his men. There are a total of eight on duty at the City Mint (see Appendix I, Orders of Battle, Officers of the Law) during the day, and four at night. Another four will be out patrolling the streets in the daytime, and 12 at night.

To one side of the Gaol are the pillories and stocks for those offenders committing minor crimes. Beggars are summarily placed in the pillories if discovered begging where it is forbidden. This makes the alley a popular sightseeing place for lower-class citizens and youngsters of all sorts.

Each of the blocks of the town where commoners dwell—the lower and middle class ones, but not those of the schools or upper class—has a dwelling with a beadle, a resident law officer of lowest rank, a sub-deputy bailiff if you will. There are 34 beadles in total (see Appendix I, Orders of Battle, Officers of the Law).

All law officers wear indigo (navy blue) surcoats and yellow stockings, indigo cloaks in colder weather. The Sheriff has a badge with a gold mace, his deputy a silver one. Bailiff serjeants have three silver staves in upright position, the deputy bailiffs a pair of them. Beadles have a single staff.

### Daytime

There are 14 law officers and guards.

Jarvis Warren is the Town Sheriff and not given to general combat save in direst circumstances.

Robert Drakmont is the Deputy Sheriff and is not given to general combat save when the town is at war.

Bailiffs serjeant x2

Deputy bailiffs x10

### Nighttime

There are 10 law officers and guards.

Davis Proctor is a Deputy Sheriff and not given to general combat save when the town is at war.

Bailiffs serjeant x4

Deputy bailiffs x7

### Street Patrol Daytime

Bailiffs serjeant x2

Deputy bailiffs x2

### Street Patrol Nighttime

Bailiffs serjeant x6

Deputy bailiffs x6

## 11. Yggsburgh Library

**Location:** Plaza Avenue

**Reason:** Should the characters be doing research on the region, the Yggsburgh Library is a good place to begin

This is a moderately-sized building at the middle of its block on Plaza Avenue. It has a 90-foot frontage, basement and two floors with high ceilings. The daytime staff here is 8 persons. The office of the Chief Archivist of Yggsburgh, who is in charge of the city library, is located here.

Clues about various places or names can be found here with the requisite research. If a character spends a day searching for a particular topic, an intelligence attribute check should be made to determine if they were successful in finding it. This check can only be made once per day per topic searched.

The check is modified depending on the topic heading searched. The Environ Encounter number and title is contained in parentheses. Go to that encounter area to see what the entries are concerning it. The check can also be modified if the librarian is bribed. For bribes over 10gp the attribute check is made at -1. Excerpts for those areas mentioned below are found in the adventure they reference.

Subject	Modifier and Encounter Number
Glittering Knobs: The Cursed Mine	+3 (Enviros Encounter, 13. The Cursed Mine)
Hiddendale: The Unholy Ringstones	+5 (Enviros Encounter, 35. The Unholy Ringstones)
Lonely Valley: The Gnome Burrows	+4 (Enviros Encounter, 30. Settlers and Burrows)
Menhir Hills: Castle Zaggy Ruins	+4 (Enviros Encounter, 37. Death Stalks the Night)
Menhir Hills: The Dark Chateau	+4 (CZA1: Dark Chateau, module, near Enviros Encounter, 38. Frogs and Fogs)
Mound Isle: The River King's Tomb	+2 (Enviros Encounter, 4. Mound Island)

## 12. Yggsburgh Museum

**Location:** Plaza Avenue

**Sign:** Yggsburgh Coat of Arms

**Reason:** If the characters are seeking to sell rarities and artefacts

This is a large building at the middle of its block on Plaza Avenue. It has a 120-foot frontage, a basement and two high-ceilinged floors. The daytime staff here consists of 8 persons. The office of the Chief Curator of Yggsburgh is located here. He is in charge of the city museum.

There is a large monetary fund (at least 12,000gp) available for the purchase of rarities and artifacts connected to the town or region and its history. The characters may sell such items to the museum at top price, although the Chief Curator suggests any

items be donated. If that is refused, he bargains to get the item at 25% its value, then 50%, then 60%, etc.

However, if the characters donate any item with a value of 1,000gp or more, they will be named in a Town Proclamation for their community spirit and be acceptable in Upper Middle class circles. If the donation is of value above 2,500gp, they will be invited to a banquet at the Mayor's Palace, introduced to the Counselors, and thereafter, if socially acceptable, become temporarily popular amongst the aristocracy and invited to their functions—hunting, banquets, balls, etc. A gift of any great rarity or ancient artifact will gain the characters Honary Citizenship in the town, with all the foregoing lionization applying, and their favorable station will persist for several months unless they do something to discredit themselves. If they continue to do beneficent and/or heroic deeds, they will be further honored, possibly asked to join the Lords & Gentlemens Club, awarded armorial bearings, knighted, etc. as the Castle Keeper sees fit.

## 13. Town Mint & Revenue Offices

**Location:** Northwest corner of Middle Thoroughfare & Goodman Street

**Reason:** If the characters are seeking information on inspections, licenses, permits, taxes, tariffs, weights & measures

This is a large building with 120-foot frontage on the Northwest corner of Middle Thoroughfare & Goodman Street. It has a basement and three floors. The Town Mint and Revenue Office is in charge of the minting of coins and the collection of taxes, tariffs, and tolls, weights and measures & quality standards, inspections, licenses, permits, taxes and tariffs. There is a daytime staff of 62 person at the Town Mint. There are 12 inspectors plus two at the gates.

Located here are the offices of the Chancellor of Yggsburgh, who is the chief revenue officer in charge of the minting of coins and the collection of taxes, tariffs, and tolls, and the Master of Commerce, who is in charge of weights and measures & quality standards inspections, licenses, permits, taxes, tariffs, weights & measures.

There are 8 daytime guards here and 4 night guards. These law officers wear indigo (navy blue) surcoats and stockings and like cloaks in colder weather. All surcoats and cloaks have a red badge on them. The Sheriff has one with a gold mace, and his deputy a silver one, while bailiff serjeants have three silver staves in upright position and the deputies have a pair of them. Neither the sheriff nor the deputy sheriff are given to general combat save in times of war.

### Day Guards

Deputy Sheriff Wilber Gregson (*He is a lawful neutral, human, 5th level fighter whose vital stats are: HP 30, AC 18. His prime attributes are: str, con, dex. His significant attribute is: str 16. He carries plate mail, shield, longsword and dagger.*)

Bailiffs serjeant x2 (*lawful neutral, 3rd level fighter, HP 15, AC 16, PA str, con, dex, EQ chainmail, shield, longsword and dagger.*)

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Deputy bailiffs x5 (*lawful neutral, 2nd level fighter, HP 10, AC 14, PA str, con, dex, EQ studded leather, shield, longsword and dagger.*)

### Night Guards

Deputy Sheriff Aloysius Duffy (*He is a lawful neutral, human, 6th level fighter whose vital stats are: HP 32, AC 18. His prime attributes are: str, con, dex. His significant attribute is: str 15. He carries plate mail, shield, longsword and dagger.*)

Bailiffs serjeant x1 (*lawful neutral, 3rd level fighter, HP 18, AC 16, PA str, con, dex, EQ chainmail, shield, longsword and dagger.*)

Deputy bailiffs x2 (*lawful neutral, 2nd level fighter, HP 12, AC 14, PA str, con, dex, EQ studded leather, shield, longsword and dagger.*)

## 14. Street Cleaning Department

**Location:**North side of Fetter's Alley

**Reason:** If the characters feel so inclined as to report streets needing repairs or gather information about the layout of Yggsburgh

This building is located on the north side of Fetter's Alley in a long and narrow single-story building on the north side of an east-west alley. It has a 75-foot length and 25-foot width. The daytime staff of the Street Cleaning department is 30 persons. The Office of the Keeper of Streets is located here. He is in charge of street cleaning and maintenance.

## 15. Sewer Department

**Location:** East side of Fetter's Alley

**Reason:** If the characters are looking for information or a job

This is a small, two-story building of 45-foot length and 30-foot width. It is located on the east side of Fetter's Alley. The daytime staff is 20 persons. The Office of the Keeper of Sanitation is located here. He is in charge of waste plumbing, sewer cleaning and maintenance.

## 16. Water Department

**Location:** South side of Fetter's Alley

**Reason:** Should the characters ever require any information about Yggsburgh water sources, supplies and fountains, much can be gathered here

This is a small, single-story building 60 feet in length and 30 feet in width. It is located on the south side of Fetter's Alley. The daytime staff of the Water Department is 20 persons. The Office of the Keeper of Community Water is located here. He is in charge of water plumbing, wells, and fountains.

## 17. Work House

**Location:** Lower Market Street and Plaza Avenue

**Reason:** Should the characters ever be convicted of a crime and imprisoned, it is likely here.

The Work House is located in the triangle across from the government buildings block formed by Lower Market Street and Plaza Avenue. It faces both the Yggsburgh Library and the Museum as it extends south of Neargate Lane 120 feet. It is a very large and tall building with a 120 foot frontage, four stories and a basement underneath.

The Work House has a staff of 14 guards and 16 servants. The office of the Warden of Debtors is located here. He is in charge of the Work House and income paid down on the debts by inmates. There is an average inmate population of around 170 persons.

The uniforms of the Law Officers working here are indigo (navy blue) and yellow striped surcoats and stockings with like colored cloaks in colder weather. All surcoats and cloaks have a red badge on them. The Warden, Brandon Beasley, has one with a gold hammer, and the Captain of the Guards, Basil Holdar, has a silver one. The serjeants have three silver staves in upright position while the guards have only a pair of them. Neither the warden nor the captain of the guards involve themselves in combat except in the most dire of circumstances.

Warden Brandon Beasley (*He is a lawful neutral, human, 5th level fighter whose vital stats are: HP 25, AC 18. His prime attributes are: str, con and dex. His significant attributes are: str 13, dex 16. He carries chainmail, shield, longsword, club and dagger.*)

Captain of Guards Basil Holdar (*He is a lawful neutral, human, 6th level fighter whose vital stats are: HP 30, AC 17. His prime attributes are: str, con, dex. His significant attributes are: str 16, dex 16. He carries chainmail, bastard word, club and dagger.*)

Serjeant of the Guard x4 (*lawful neutral, 3rd level fighter, HP 15, AC 14, PA physical, EQ scale mail, short sword and club.*)

Guards x8 (*lawful neutral, 2nd level fighter, HP 10, AC 13, PA physical, EQ studded leather, club and dagger.*)

## 18. Yggsburgh College & Schools

**Location:** The area bounded by North Wall Avenue, Scrivener Street, School Street, College Street, and Grand Avenue

**Reason:** If the characters are seeking information, advice, scholarly help or other academic pursuits

This area is bounded by North Wall Avenue, Scrivener Street, School Street, College Street, and Grand Avenue. All of the main buildings and the playground for the schools front on the northwest to southeast streets—Scrivener, School, and College.

All college buildings bear a coat of arms carved into the stone above their main entrances and painted in full color. The arms are a quartered escutcheon, two quarters showing the arms of Yggsburgh (gold with a blue chevron separating two blue

pikes—or luce, fish—above and a blue mailed fist at the base) and two quarters of different sort, the upper left being gold with a torch burning red, the lower right being 12 pales of black and white. Above the escutcheon is a crest of a city gate in gray stone crowned by a scholar's cap of gold. To either side of the escutcheon, supporting it, are owls regardant (full-face towards the viewer). The motto below the escutcheon reads: Knowledge cannot be denied.

The following is a brief description of the layout of the school complex:

Scrivener Street, west side from North Wall Avenue to Grand Avenue

- High School with about 200 students
- Middle School with about 250 students
- Children's School with about 300 students
- School Administration & Faculty Housing building

School Street, east side from North Wall Avenue to Grand Avenue

- Gymnasium
- Schools Playground
- Auditorium

School Street, west side from North Wall Avenue to Grand Avenue

- Academy of Arts with about 200 students
- Academy of Music with about 150 students
- Academy of Learning with about 550 students

Student Alley between School and College Streets running from North Wall Avenue to Grand Avenue)

Four student dormitory buildings on both the east and west side, for a total of eight

College Street, east side

- Academy of Magic with about 100 students
- College Library
- College Refectory
- College Administration building

College Street, west side (southeast from West Way to Grand Avenue in Wealthy area)

- Senior College Faculty Building
- Dean's Manse
- College President's Manse

All the schools here are private and pupils pay tuition.

The professors at the Academy of Magic serving here are non-combatant magic-users of 13th, 10th, and 9th level, with one illusionist of 11th level on staff. The library of books containing spells covers 70% of combatant-type spells used by adventurers, but all of those are in a locked room reserved to faculty only. Training is mainly in spells used for commercial and residential purposes. A very generous donation to the college might enable perusal of a tome of magical writings, of course.

### College Library

If the party has a member able to utilize the College Library, that individual will be able to discover such information as the Castle Keeper determines would be found in such a facility.

This includes the information regarding Mound Isle gained from a student's paper regarding unusual local fauna. This textual description is located in the Part II, Yggsburgh Environs, Encounter 4. Mound Island.

There is also information on the Four Tors and the Hidden Portal nexus. The textual description is located in Part III, Yggsburgh Environs, Encounter 6. The Hidden Message.

### Adventure Hook

A couple of college students from the fraternity, having heard about their adventurous exploits, call upon the characters for help. A group of new students went on a scavenger hunt of sorts for initiation. They didn't come back. The students ask the adventurers to find their mates and bring them back safe, relating the "secret" of The Hidden Portal Nexus, described in Environs Encounter 6. The Hidden Message.

## 19. The Common Temple

**Location:** Fisher Street

**Reason:** If the characters seek to worship or are looking for divine aid

**Encounters:** Temple Grounds and Within the Temple Complex Events

The temple should be dedicated to a deity or deities of the Castle Keeper's choice, keeping in mind this is where the common people go to worship. This temple is located at the intersection of Fisher Street and North Wall Avenue in the far northeast corner of the town. It is a modest-sized temple and grounds where many of the common folk of the town attend religious services. In addition to three exterior shrine buildings, there is a small school in the compound where bright children of the poor are educated for four years at no cost to the parents. This temple also has a hostel where the poor are fed and housed for up to three days at no charge while the priests seek out places for them to work and obtain low-cost living accommodations.

If this is made an active area for play, then a map should be created. The lot area is 500' long on the south, and 400' north-south on the east. The right angle thus created is connected by a wall running from the northeast to the southwest where a short western north-south wall of 50-foot length meets it. The temple should be in the neighborhood of 60 feet by 100 feet, the shrines each 30-feet square while the school building and the hostel are each of two stories and 45 feet by 75 feet.

There are 6 dedicated clerics, 34 lay staff, and those being cared for on the grounds average 60 persons at any given time. So the total population of the complex at any given time is about 100 individuals. The Chief Priest is the Venerable Albert Goshert. The other priests are described below. They are titled 'Pious' and all mainly have helpful spells.

## Castles Zagyg: Yggsburgh

Albert Goshert (*He is a neutral good, human, 10th level cleric whose vital stats are: HP 47, AC 11. His prime attributes are: wis, int, cha. He carries a staff and padded armor. He can cast the following number of clerical spells: 0-5, 1st-4, 2nd-4, 3rd-3, 4th-3, 5th-2.*)

Priest x1 (*neutral good, 7th level cleric, HP 36, AC 10, PA wis, int, cha, EQ clothing and staff. Clerical spells: 0-5, 1st-4, 2nd-3, 3rd-2, 4th-1.*)

Priest x1 (*neutral good, 5th level cleric, HP 38, AC 10, PA wis, int, cha, EQ clothing and staff. Clerical spells: 0-4, 1st-3, 2nd-2, 3rd-1.*)

Priest x3 (*neutral good, 3rd level cleric, HP 16, AC 10, PA wis, int, cha, EQ clothing and staff. Clerical spells: 0-4, 1st-2, 2nd-1.*)

## 20. The Outland Temple

**Location:** Southeast corner of Fisher Street and Newgate Lane

**Reason:** When demi-human characters are seeking spiritual guidance

**Encounters:** Temple Grounds and Within the Temple Complex Events

This temple is located at the southeast corner of Fisher Street and Newgate Lane, a block from the Moatgate on a lot 500 feet east and west, 250 feet north and south. The deity or deities to which this temple is devoted are left to the purview of the Castle Keeper. This moderately large temple and grounds is where most of the small demi-humans (dwarfs, gnomes, and halflings) and foreigners in Yggsburgh attend services. The temple has three large shrines within it, and its clerics number 16, with a lay staff of 24 giving a total population of 40 persons.

The Chief Priest is the Venerable Reginald Viner, a person not given to combat except in the most dire of circumstances. The other priests' levels and brief descriptions are enumerated below. The Castle Keeper should decide the race of each depending on the deity or deities chosen for the temple. In all cases, few of the membership are given over to warfare and fighting, and usually help in clerical duties and have spells that enable them to do this.

The 16 Priests serving here are:

Chief Priest, the Venerable Reginald Viner (*He is a chaotic good, human, 9th level cleric whose vital stats are: HP 39, AC 11. His prime attributes are: str, wis, cha. He carries padded armor, vestments and a staff. He can cast the following number of clerical spells: 0-5, 1st-4, 2nd-4, 3rd-3, 4th-2, 5th-1.*)

Priest (*chaotic good, 6th level cleric, HP 36, AC 11, PA int, wis, cha, EQ padded armor and staff. Clerical spells: 0-5, 1st-3, 2nd-3, 3rd-2.*)

Priest x2 (*chaotic good, 5th level cleric, HP 30, AC 10, PA int, wis, cha, EQ staff. Clerical spells: 0-4, 1st-3, 2nd-2, 3rd-1.*)

The Pious x3 (*chaotic good, 4th level cleric, HP 24, AC 10, PA int, wis, cha, EQ staff. Clerical spells: 0-4, 1st-3, 2nd-2.*)

The Dutiful x9 (*chaotic good, 2nd level cleric, HP 13, AC 10, PA int, wis, cha, EQ staff. Clerical spells: 0-4, 1st-2.*)

## 21. Fane & Convent

**Location:** Moat Avenue

**Reason:** Worship or divine aid

**Encounters:** Temple Grounds and Within the Temple Complex Events

This temple should be dedicated to a female deity or deities of the Castle Keeper's choice, keeping in mind this is where the common people go to worship. The temple is located in the far southeast corner of the town on the block between Moat Avenue and Fisher Street on the east and west, bounded by Wood Street and South Palisades Avenue on the north and south. This is a relatively small temple with extensive grounds that are the base (about 500 square feet) for the activities of the dedicated nuns of the convent. They dwell in the convent buildings and serve the community in various ways.

Most of the half-elves and elves dwelling in the town attend services at this fane. There are 4 priestesses, 8 ordained nuns, 66 lay nuns, and 12 staff located here. There is a total population of 90 persons at any given time. The High Priestess is the Supernal Diana Silva. She and the other priests are detailed below. They are not given to combat and generally have helpful spells.

Diana Silva (*She is a chaotic neutral, human, 11th level cleric whose vital stats are: HP 45, AC 12. Her prime attributes are: wis, int, cha. She carries a staff, +2 ring of protection and padded armor. She can cast the following number of clerical spells: 0-6, 1st-5, 2nd-4, 3rd-4, 4th-3, 5th-2, 6th-1.*)

Priest, Venerable x1 (*chaotic neutral, 8th level cleric, HP 40, AC 10, PA wis, int, cha, EQ clothing and staff. Clerical spells: 0-5, 1st-4, 2nd-3, 3rd-3, 4th-2.*)

Priest, Venerable x1 (*chaotic neutral, 6th level cleric, HP 30, AC 10, PA wis, int, cha, EQ clothing and staff. Clerical spells: 0-5, 1st-3, 2nd-3, 3rd-2.*)

Priest, Pious x1 (*chaotic neutral, 4th level cleric, HP 20, AC 10, PA wis, int, cha, EQ clothing and staff. Clerical spells: 0-4, 1st-3, 2nd-2.*)

Priest, Dutiful x8 (*chaotic neutral, 2nd level cleric, HP 10, AC 10, PA wis, int, cha, EQ clothing and staff. Clerical spells: 0-4, 1st-2.*)

## 22. Temple

**Location:** Market Plaza

**Reasons:** Worship and other religious activities

**Encounters:** Temple Grounds and Within the Temple Complex Events

The temple should be dedicated to a female deity or deities of the Castle Keeper's choice, keeping in mind this is where the common people go to worship. The temple is located on the western side of the Market Plaza. It is bounded on the west by Company Street, between Central Street (where it turns east into the plaza) and Citadel Way to the north and south. The lot dimensions upon which the temple grounds sit are 750 feet east-west and 225 feet north-south.

This large temple and grounds is attended principally by the middle class and merchants of the town as well as like visitors to Yggsburgh. On the grounds is a special shrine where those in need of sacred care of a magical sort are attended to at all hours of the day and night.

There are 10 priests here with a large lay staff of 40. So there is a population of 50 persons here at any given time.

The chief priest is the Venerable Trevor Darmley. He is not given to combat save in direst of circumstances. All priests are described below. They usually have helpful spells and avoid combat if possible.

Trevor Darmley (*He is a neutral good, human, 10th level cleric whose vital stats are: HP 41, AC 11. His prime attributes are: str, wis, cha. He carries padded leather armor and staff. He can cast the following number of clerical spells: 0-5, 1st-4, 2nd-4, 3rd-3, 4th-3, 5th-2.*)

Priest, Pious (*neutral good, 7th level cleric, HP 29, AC 10, PA wis, int, cha, EQ clothing and staff. Clerical spells: 0-5, 1st-4, 2nd-3, 3rd-2, 4th-1.*)

Priest, Pious (*neutral good, 5th level cleric, HP 29, AC 10, PA wis, int, cha, EQ clothing and staff. Clerical spells: 0-4, 1st-3, 2nd-2, 3rd-1.*)

Priest, Pious x2 (*neutral good, 4th level cleric, HP 29, AC 10, PA wis, int, cha, EQ clothing and staff. Clerical spells: 0-4, 1st-3, 2nd-2.*)

Priest, Dutiful x3 (*neutral good, 3rd level cleric, HP 16, AC 10, PA wis, int, cha, EQ clothing and staff. Clerical spells: 0-4, 1st-2, 2nd-1.*)

Priest, Dutiful x2 (*neutral good, 2nd level cleric, HP 11, AC 10, PA wis, int, cha, EQ clothing and staff. Clerical spells: 0-4, 1st-2.*)

## 23. Chapel & Priory

**Location:** South Palisades Street between the Black Tower Land to the east and Friars Lane to the west

**Reason:** Should the characters be searching out religious guidance, training or help, the priory may be able to offer some or all

**Encounters:** Temple Grounds and Within the Temple Complex Events

The Chapel and Priory are located at the southwestern edge of the town along South Palisades Street between Black Tower Land to the east and Friars Lane to the west. The chapel and priory have a north boundary of 500 feet, an east boundary of 400 feet, a west boundary of 250 feet and a southeast-northwest boundary of about 600 feet. The large chapel on the grounds is open to worshipers, but is mainly for the Order of Gray Friars that dwell in the several buildings of the priory compound. The chapel and priory should be dedicated to a male deity of the Castle Keeper's choosing.

The friars teach religion and general subjects here on the grounds, where pupils board. They also circulate through the town and go into the countryside to preach and teach. Thus, about half of the membership of this community are away at any time. Within the compound at any given time are two ordained priests, 12 ordained friars and 40 lay friars. There are an equal number outside the compound, in the surrounding countryside, or around the town attending to business or teaching. Additionally, 16 acolytes, 10 staff, and 70 pupils are in the compound at all times. The entire population of the priory averages 150 persons.

Prior the Venerable Aloysius Flaherty (*He is a neutral good, human, 9th level cleric whose vital stats are: HP 34, AC 11. His prime attributes are: str, wis, cha. He carries padded armor and a staff. He can cast the following number of clerical spells: 0-5, 1st-4, 2nd-4, 3rd-3, 4th-2, 5th-1.*)

Provost the Pious Malcolm Avers (*He is a neutral good, human, 6th level cleric whose vital stats are: HP 25, AC 11. His prime attributes are: str, wis, cha. He carries padded armor and a staff. He can cast the following number of clerical spells: 0-5, 1st-3, 2nd-3, 3rd-2.*)

Dutiful x4 (*neutral good, 4th level cleric, HP 4d8, AC 10, PA str, wis, cha, EQ staff. Clerical spells: 0-4, 1st-3, 2nd-2.*)

Dutiful x12 (*neutral good, 3rd level cleric, HP 3d8, AC 10, PA str, wis, cha, EQ staff. Clerical spells: 0-4, 1st-1, 2nd-1.*)

## 24. The Grand Temple & Monastery

**Location:** Triangle formed by Grand Avenue, Citadel Avenue and Temple Street

**Reason:** Should the characters be in search of religious favor or spiritual needs

**Encounters:** Temple Grounds and Within the Temple Complex Events

The Castle Keeper is to decide the pantheon and the principle male deity honored. A brief description of the temple is offered

## Castles Zagyg: Yggsburgh

below, but the Castle Keeper should decide the final architectural style of the structure. It should be remarkable and distinctive. It might have a central dome, great outer pillars and the truncated cone entrance might be a massive pylon-shaped structure. Also, there might be towering corner spires, or the central portion might be broader and taller than described below and stepped. Whatever suits the pantheon chosen, and the Castle Keeper's creative fancy, is fine. Just make it spectacular.

This great religious complex is located in the extensive triangle of land between Grand Avenue and Citadel Avenue, with Temple Street as its eastern boundary. The Grand Temple is in the western end of the area. Its entrance has steps 20 feet wide funneling out to the 40-foot wide north-south west wall, with the walls angling northeast and southeast from that entrance to a rectangular main area of 70 feet width and 140 feet depth to the east. This main building is 50 feet high, open to the roof. It has colonnaded side aisles of 15-foot width over which runs a railed, open balcony with a floor 15 feet above the main one. There are shrines under this balcony along either wall, and above them are windows to let in light. There are three low wings appurtenant to the main temple: left, right, and behind the east altar. The lot dimensions are, along the east boundary 1,250 feet north to south with lot lines then running southwest and northwest from that boundary to meet at a mid-point 1,000 feet to the west. The grand manse of the High Priest is located on the temple grounds in the southeast corner of the triangle.

The Grand Temple is where most of the aristocrats and college personnel, faculty and students attend services. Also on the walled grounds is a large monastery, a number of the monks of this community being teachers in the nearby schools. The priests of the Grand Temple number 12. There are 20 ordained monks, 148 lay brothers and 40 acolytes, with a total population of 220 at any given time.

The High Priest is The Supernal Victor Oldham (also a member of the Town Council). He is aided by the Venerable Abbot Gregor Osmark and the Pious Priest William LaRoc.

*Victor Oldham (He is a lawful good, human, 14th level cleric whose vital stats are: HP 59, AC 22. His prime attributes are: str, wis, cha. He carries a +3 pectoral, full plate mail, shield, mace, staff of striking and morning star. He rides a heavy war horse when in battle. He can cast the following number of clerical spells: 0-6, 1st-5, 2nd-5, 3rd-4, 4th-4, 5th-3, 6th-3, 7th-2.)*

*Gregor Osmark (He is a lawful good, human, 9th level cleric whose vital stats are: HP 40, AC 21. His prime attributes are: str, wis, cha. His significant attributes are: str 16, dex 17. He carries full plate mail, +1 shield, heavy mace, morning star and staff. He can cast the following number of clerical spells: 0-5, 1st-4, 2nd-4, 3rd-3, 4th-2, 5th-1.)*

*The Pious Priest William LaRoc (lawful good, 7th level cleric, HP 27, AC 11, PA wis, int, cha, EQ padded armor and staff. Clerical spells: 0-5, 1st-4, 2nd-3, 3rd-2, 4th-1.)*

*Priest, Pious (lawful good, 6th level cleric, HP 32, AC 10, PA wis, int, cha, EQ clothing and staff. Clerical spells: 0-5, 1st-3, 2nd-3, 3rd-2.)*

*Priest, Pious (lawful good, 5th level monk, HP 40, AC 13, PA con, wis, int, EQ clothing.)*

*Priest, Pious (lawful good, 4th level cleric, HP 25, AC 10, PA wis, int, cha, EQ clothing.)*

*Priest, Pious (lawful good, 4th level monk, HP 29, AC 12, PA con, wis, int, EQ clothing.)*

*Priest, Pious x19 (lawful good, 1st level cleric, HP 7, AC 10, PA wis, int, cha, EQ clothing.)*

*Priest, Pious x3 (lawful good, 1st level monk, HP 10, AC 10, PA con, wis, int, EQ clothing.)*

## 25. The Upper Gardens

**Location:** North Yggsburgh on Grand Avenue

**Reason:** Relaxation or clandestine meetings

The Upper Gardens, those in the north of Yggsburgh, are about 250,000 square feet in size. There is a good deal of room in the park, but loitering by lower-class folk is not allowed and all vagabonds daring to set foot in it are arrested and taken to the Gaol (see Yggsburgh Encounter 10. City Gaol). The only exception is on the weekly holy day when anyone is allowed in the gardens.

This place is a clean and carefully landscaped area meant only for better-off citizens. To enhance its beauty, there are artistically arranged flower beds, blooming shrubberies, and rows and small clumps of trees spaced around the verge of the central lawn. In the latter portion there are only a few great shade trees and an ornamental pond. The pond is filled with flowering water plants, while large coy swim within and turtles bask around a small fountain that sends up four jets of water to plash into the central part of the large pool.

There are two bronze statues of Lord Yggs near the park's Grand Avenue side. One is of the noble founder of the town in full armor seated on a rearing destrier with sword in hand. The other is of His Lordship seated on a throne with an open scroll, on which is the decree that the town be made a free one.

There is a secret door in the base of the statue of Lord Yggs seated on a throne. This accesses the Thieves' Underground (Yggsburgh Encounter 52, Thieves' Guild, Area 6).

## 26. The Lower Gardens

**Location:** South Yggsburgh near Citadel Avenue

**Reason:** Relaxation or clandestine meetings

The Lower Gardens, those in the south of Yggsburgh, are about 250,000 square feet in size. There is a good deal of room in the park, but loitering by lower-class folk is not allowed and all vagabonds daring to set foot in it are arrested and taken to the Gaol (see

Yggsburgh Encounter 10. City Gaol). The only exception is on the weekly holy day when anyone is allowed in the gardens.

This place is a clean and carefully landscaped area meant only for better-off citizens. To enhance its beauty, there are artistically arranged flower beds, blooming shrubberies, and rows and small clumps of trees spaced around the verge of the central lawn. In the latter portion there are only a few great shade trees and an ornamental pond. The pond is filled with flowering water plants, while large coy swim within and turtles bask around a small fountain that sends up four jets of water to splash into the central part of the large pool.

The two bronze statues here are on Citadel Avenue. One is a group of five idealized townsfolk cheering Lord Yggs, who is clad in noble costume with a coronet on his brow. The other is of four soldiers, one with a crossbow, the other three with shields and halberds. The shields display the armorial bearings of the town.

The central portion of the park has a large fountain and shallow pool, plus a moderate reflecting pool in front of a hexagonal, white marble gazebo in memory of Lord Yggs. About 100 feet distant from the memorial is a very unusual statue of a lovely woman; people come to this figure often, for it is known as the Oracle Statue.

There is a secret door in the center of the marble gazebo. This accesses the Thieves' Underground (see Yggsburgh Encounter 53. Thieves' Guild, Area 6).

#### Adventure Hook

The Oracle Statue: The statue of the beautiful smiling woman arrayed in a formal gown (of a wedding style from a time long past), with a laurel leaf crown and a bouquet of roses, that stands in the center of the South Gardens is most unusual, for no one knows how it came to be where it is. This statue is composed of an unknown translucent metal.

The reason it is called the Oracle Statue is that sometimes the sculpture is known to speak. The statue radiates a magical aura of indeterminate sort. People have been known to ask the oracle questions, and sometimes the oracle responds by glowing and with animated face and mouth. This makes it very popular with the common folk, and many people come here regularly, hoping for an answer. Sometimes it will speak on its own with no prodding.

This is a trick, however. A potent illusionist has set up this scam—the illusionist observes people here, and will secretly cast an illusion that is akin to a magic mouth, responding when certain conditions are met. His goals are random—sometimes he will actually do a good deed, other times he will try to manipulate an aristocrat or wealthy person to provide some benefit to him financially (usually indirectly), and sometimes he just has the statue make random and vague proclamations for amusement.

What the illusionist doesn't know is that there is more to the statue. Donated from a private collection, the statue is actually a powerful succubus forced into a form of binding, one who took human form and tried to trick a powerful wizard into a romantic relationship. The wizard discovered this trick and created a trapped laurel leaf crown to force the demon into its current state.

If the binding can be broken—likely by trying to destroy one of the illusionist's enchantment—the creature will be freed, not knowing what happened, but "grateful" to the person who freed her, and may likely try to form a "romantic relationship" with a member of the party, to serve her own evil ends. If she gets information from townspeople about her "oracle" status, she might try to exploit that for her own needs as well.

### 27. North Citadel Park

**Location:** North Yggsburgh

**Reason:** Relaxation or clandestine meetings

North Citadel Park covers some 128,000 square feet. The outer edges are planted with ornamental shrubbery hedges, a row of cherry trees graces the citadel side, and beyond them the interior is a checker-work of lawn areas and flower beds, clumps of shrubbery, and single shade trees.

### 28. South Citadel Park

**Location:** South Yggsburgh

**Reason:** Relaxation or clandestine meetings

South Citadel Park covers some 128,000 square feet. The outer edges are planted with ornamental shrubbery hedges, a row of cherry trees graces the citadel side, and beyond them the interior is a checker-work of lawn areas and flower beds, clumps of shrubbery, and single shade trees.

### 29. Residence, His Lordship Lochinvar Beechwood the Lord Mayor

**Location:** Short and Temple Streets

**Reason:** When the party is seeking a private audience, or they have been commanded to attend one.

**Encounters:** Audience Chamber or Great Hall Events

The residence of the Lord Mayor is located on the southwest quarter of the block bounded by Short and Temple Streets on the east and west, Goodman Street and Mayor Parkway north and south. The walled and gated Mayor's Palace stands on the corners of Mayor Parkway and Temple Street. Above the gate to this palace appear the Lord Mayor's personal armorial bearings. This is a wreath of oak leaves crowning a golden harp. The escutcheon is a border of green with gold mistletoe leaves on it, surrounding a gold field with a beech tree proper.

The residence of this aristocrat is a stone building of three stories and a loft. It has a 120-foot frontage, and gate and walls surrounding its 250-foot-wide lot.

Characters calling here without invitation will be turned away unless they are renowned in the town for their daring exploits and good deeds, or have with them a druid of at least 5th level and have important business relating to town druidic concerns.

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The family is comprised of the Lord Mayor, Madam Beechwood, and six children. The household staff consists of an usher, housekeeper, valet, lady in waiting, nurse maid, cook, scullion, two footmen who double as waiters, upstairs and downstairs maid, laundress, handyman, coachman, and groom. There is also a gardener and a groundsman. In this society, the position of usher is akin to that of a Victorian Era butler, the chief of serving staff and the one who greets callers.

On formal occasions the Lord Mayor rides in a large coach; otherwise he is with his family in a large carriage. When alone he rides a horse or goes afoot. His guards ride horses or go afoot as called for.

The Druid Lochinvar Beechwood is detailed in Appendix I, Orders of Battle, The Council of Eight).

When in residence his guards consist of the following types. See Appendix I, Orders of Battle, The Citadel for stats.

Lieutenant x1  
Sub-lieutenant x1  
Serjeant x2  
First Class Halberdiers x4  
First Class Crossbowmen x8

### 30. Residence, His Supernal Devotion Victor Oldham, President of the Council

**Location:** Temple Street

**Reason:** When the party is seeking a private audience, or they have been commanded to attend one.

**Encounters:** Audience Chamber or Great Hall Events

This palatial manse is located on the grounds of the Grand Temple, in the triangle bordered by Temple Street to the east and Citadel Avenue along the southwest. Its gate is at the west end of Mayor Parkway. Above this gate is a shield emblazoned with the prelate's arms. This is a white field with a blue pile, charged with a gold lightning bolt.

This ornately sculpted stone building is two stories tall and has an attic. It is triangular with corners rounded by towers of 30 feet diameter, each side being 90 feet long. Each side is 40 feet across, and in the central portion is a small, private garden. There is a second gate and iron bar fence separating the manse from the remainder of the temple grounds.

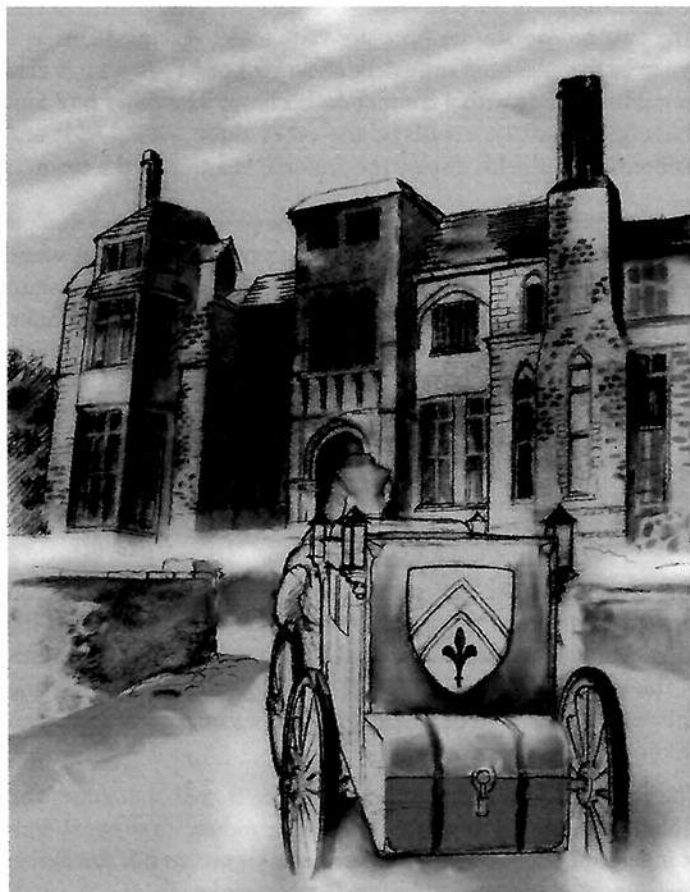
Characters calling here without invitation will be turned away, unless they are renowned in the town for their daring exploits and good deeds or have with them a Good cleric of at least 6th level and have important business relating to town or clerical concerns.

The family is comprised of his Supernal Devotion, Madam Oldham, and five children. The household staff consists of four guards, an usher, housekeeper, valet, lady in waiting, nurse maid, cook, scullion, two footmen who double as waiters, upstairs and downstairs maid, laundress, handyman, coachman, and groom.

On formal occasions the President rides in a large coach; otherwise he is with his family in a large carriage. When alone he is on a horse or afoot. His guards ride horses or go afoot as called for.

The Supernal Victor Oldham, High Priest of the Grand Temple and President of the Council, is detailed in Appendix I, Orders of Battle, Council of Eight. He has the following guards in the mans. See Appendix I, Orders of Battle, The Citadel for stats.

Serjeant x2  
First Class Crossbowmen x2



### 31. Residence, Hector Markle College President Secretary of the Council

**Location:** College Street

**Reason:** When the party is seeking a private audience, or they have been commanded to attend one.

**Encounters:** Audience Chamber or Great Hall Events

This is the residence of Hector Markle, the Secretary of the Council and President of the College of Yggsburgh. It is a gothic-style residence of two stories, plus an attic. It has a 90-foot frontage with walls surrounding its 180-foot-wide lot. A gate to the grounds is located on College Street. Above the entrance to his mansion are his arms. This is a black field semy of ancient gold lamps burning with orange flames an open book proper (white pages with tan leather binding visible), with the inscription thereon reading "Mark words of wisdom."

### 33. Residence of Sir Donald Kark, Council Member Knight of the Order of the Citadel

**Location:** Crosstown and Short Street

**Reason:** When the party is seeking a private audience, or they have been commanded to attend one.

**Encounters:** Audience Chamber or Great Hall Events

The residence of Sir Donald Kark is located on the west corner of Crosstown and Short Streets. The marble building is two stories tall and has an attic. The structure has a 75-foot frontage. A wall surrounds the 180-foot-wide lot. The entry to the residence is located on Short Street. Above the entrance to this small mansion is the family coat of arms. It is a field of seven silver (white) and blue pales.

This is the knight's town house, of course, and the family is in residence here about half of the year, otherwise being in the country and dwelling in their castle. (See part III, Communities of Yggsburgh, Villages of the Westfields and Appendix I, Orders of Battle, Levy of the Westfields.)

Unless one or more of the characters calling here without invitation are Knights of the Citadel, they will be turned away, unless they are renowned in the town for their daring exploits and good deeds or bear news of events in the West Fields that are important to the knight.

The family is comprised of Sir Donald and Madam Kark, and three children. The household staff consists of an usher, housekeeper, valet, lady in waiting, cook, scullion, two footmen who double as waiters, upstairs and downstairs maid, groundsman, coachman, and groom. On formal occasions, the knight rides on his warhorse. In other circumstances, he is with his family in a large carriage or alone riding a horse or afoot. His armiger (and scutifer) ride horses or go afoot as called for. The armiger generally travels with Sir Kark but does, on occasion, remain at the town residence while Sir Kark travels to his estate in the West Fields. The scutifer likewise occasionally travels with Sir Kark, but never accompanies him to the estate in the West Fields.

In this residence the knight maintains two personal military attendants and guards who remain here when the family is at the Kark estate in the West Fields. Sir Donald Kark is detailed in Appendix I, Orders of Battle, Knights of Yggsburgh.

*Armiger (3rd level fighter, HP 21, AC 17, PA str, dex, con, EQ splint mail, shield, longsword, mace and dagger.)*

*Scutifer (3rd level fighter, HP 18, AC 15, PA str, dex, int, EQ chain shirt, shield, broadsword and dagger.)*

*Guards x2-8 (1st level fighter, HP 8, AC 13, PA str, con dex, EQ studded leather, halberd, shortsword and dagger.)*

Characters calling here without invitation will be turned away, unless they are renowned in the town for their daring exploits and good deeds or have something important as regards the affairs of the college or the town. The actual importance will soon be evident to Markle because of his skills.

The family is comprised of President and Madam Markle, and two children. The household staff consists of an usher, housekeeper, valet, lady in waiting, cook, scullion, two footmen who double as waiters, upstairs and downstairs maid, groundsman, two guards, coachman, and groom. On formal occasions the President rides in a coach. Otherwise he is with his family in a large carriage, or alone riding a horse or afoot. His guards ride horses or go afoot as called for. One guard always accompanies the academician when he is away from the mansion and off college grounds.

Hector Markle is detailed in Appendix I, Orders of Battle, Council of Eight. He has the following guards in the mans. See Appendix I, Orders of Battle, The Citadel for stats.

Serjeant x2

### 32. Residence, Oswald Striker, Treasurer of the Council, Banker

**Location:** Jewel Street

**Reason:** When the party is seeking a private audience, or they have been commanded to attend one.

**Encounters:** Audience Chamber or Great Hall Events

This residence is located on the west side of Jewel Street, one building removed from North Wall Avenue. This marble building of three stories has an attic. It has a 105-foot frontage and a gate and walls surrounding its 230-foot-wide lot. Above the entrance to the mansion is the Striker coat of arms. This is a green field nine bezants (gold circles in four rows of 3, 3, 2, and 1). The escutcheon is a green field nine bezants (gold circles in four rows of 3, 3, 2, and 1).

Characters calling here without invitation will be turned away, unless they are renowned in the town for their daring exploits and good deeds or have important financial dealings, the relative importance being quickly evident to Striker because of his skill.

The family is comprised of the banker, Madam Striker, and four children. The household staff consists of an usher, housekeeper, valet, lady in waiting, cook, scullion, two footmen who double as waiters, upstairs and downstairs maid, groundsman, four guards, coachman, and groom. Oswald Striker is, of course, a member of the Lords & Gentlemen Club.

On formal occasions the banker rides in a large coach. Otherwise he is with his family in a large carriage or alone riding a horse or going afoot. His guards ride horses or go afoot as called for.

Oswald Stiker is detailed in Appendix I, Orders of Battle, Council of Eight. He has the following guards in the mans. See Appendix I, Orders of Battle, The Citadel for stats.

Serjeant x2

First Class Crossbowmen x2

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### 34. Residence, Sir Charles Thornly, Council Member, Knight of the Order of the Citadel

**Location:** Crosstown and Short Streets

**Reason:** When the party is seeking a private audience, or they have been commanded to attend one

**Encounters:** Audience Chamber or Great Hall Events

The residence of Sir Charles Thornly is on the east corner of Crosstown and Short Streets. This is a stone building of two stories and an attic, with an 80-foot frontage. A wall surrounds the 180-foot lot. The gated entry to the area is on Crosstown Street. Above the entrance to his small mansion is Sir Thornly's coat of arms. It is a field of blue and gold parted per bend with a mullet (five pointed star) in fess countercharged (gold on the blue part of the shield, blue on the gold part).

This is the knight's town house and the family is in residence here about half of the year, otherwise being in the country and dwelling in the castle (See part III, Communities of Yggsburgh, Villages of the Westfields and Appendix I, Orders of Battle, Levy of the Westfields).

Unless one or more of the characters calling here without an invitation are Knights of the Citadel, they will be turned away, unless they are renowned in the town for their daring exploits and good deeds or bear news of events in the West Fields that are important to the knight (see Environs Encounter 29. The Drumbeat of War).

The family is comprised of Sir Charles, Madam Thornly and four children. The household staff consists of an usher, housekeeper, valet, lady in waiting, cook, scullion, two footmen who double as waiters, upstairs and downstairs maid, groundsman, coachman, and groom.

On formal occasions, the knight rides on his warhorse, but is accompanied by his armiger whether on foot or horse (his armiger doing as Sir Thornly). Otherwise, he is with his family in a large carriage, and when alone rides a horse or goes afoot.

In this residence, Sir Thornly maintains two personal military attendants and guards who remain here when the family is absent.

Sir Charles Thornly and his armiger are detailed in Appendix I, orders of battle, Council of Eight.

Scutifer (2nd level fighter, HP 12, AC 15, PA str, dex, con, EQ scale mail, shield, broadsword and dagger.)

Guards x2-8 (1st level fighter, HP 8, AC 13, PA str, con, dex, EQ studded leather, halberd, short sword and dagger.)

### 35. Residence, Wizard Stanton Aldwark, Council Member

**Location:** Westend Way where it meets South Palisades Avenue

**Reason:** When the party is seeking a private audience, or they have been commanded to attend one.

**Encounters:** Audience Chamber or Great Hall Events

This is a stone building three stories high in an octagonal shape. Each outer face is 30 feet across, from the middle rising an octagonal turret of 20-foot height, with each face being 10 feet across. The wizard's domicile is set in the middle of its grounds, and the entire structure is walled from the streets with the main entrance on Westend Way and a side gate on South Palisades Avenue. Above the main entrance to this mansion is a coat of arms. It is a field parted per fess, gold above with a red griffon sergeant (rearing up facing left) and below are four gyrons of black and white. The lot is a triangle with a 500-foot north side, 250-foot east side, and a northwest-southeast side of about 600-foot length.

The wizard is unmarried, dwells with his younger, widowed sister Margot and her only son, Geoffrey Eldritch, who is just 20 years of age. The household staff consists of an usher, housekeeper, lady in waiting, cook, scullion, two footmen who double as waiters, upstairs and downstairs maid, groundsman, coachman, and groom. Stanton has made his nephew Geoffrey Eldritch his apprentice, likely an error, for the young man is greedy and selfish, wanting the wealth and magical treasures of his uncle.

On formal occasions, the wizard rides with or without his sister and nephew in a coach, and on less formal occasions he rides with them in a carriage. Otherwise, he generally goes alone on foot or horseback.

Unless characters calling here are accompanied by a magic-user of not less than 8th level, a visit without invitation is frowned upon. They will be turned away if they are not widely renowned in Yggsburgh for their daring exploits and good deeds or bearing with them as a gift some unusual magical object.

Stanton Aldwark (He is a lawful neutral, human, 16th level wizard whose vital stats are: HP 38, AC 20. His prime attributes are: int, wis, dex. His significant attribute is: dex 16. He carries a +3 robe of protection, a +5 ring of protection, staff and +2 dagger. He can cast the following number of wizard spells: 0-6, 1st-6, 2nd-5, 3rd-5, 4th-4, 5th-4, 6th-3, 7th-3, 8th-2.)

Geoffrey Eldritch (He is a neutral evil, human, 6th level wizard whose vital stats are: HP 18, AC 13. His prime attributes are: int, wis, cha. His significant attribute is: dex 18. He carries a baton of paralysis and a +1 dagger. He can cast the following number of wizard spells: 0-5, 1st-3, 2nd-3, 3rd-2.)

### 36. Residence, Gib Allworth, Council Member, Master of the Masons' Guild

**Location:** West side of Central Street, south of Mayor Parkway

**Reason:** When the party is seeking a private audience, or they have been commanded to attend one.

**Encounters:** Audience Chamber or Great Hall Events

The residence of Gib Allworth is on the west side of Central Street, south of Mayor Parkway and near where Central turns east to enter Market Plaza. The southern border of his grounds abuts the western portion of the grounds of the Temple (see Yggsburgh Encounter 22, Temple).

This is a striking stone building with two stories and an attic that shows all the construction and sculpting skills of the craft of masonry. It is on a lot with a 200-foot frontage. The 90-foot-wide mansion is centered thereon and is walled on all sides. Above the entrance to Gib's residence is his coat of arms. This is a field checked black and white with a canton of red and a gold mason's hammer therein.

The family is comprised of Guild Master Gib Allworth, Madam Allworth and their seven children. The household staff consists of an usher, housekeeper, valet, lady's maid, nurse maid, cook, scullion, two footmen who double as waiters, upstairs and downstairs maid, coachman, groom and the groundsman Sylvester Wild, a retired ranger, who is a loyal guardian of the family.

On formal occasions, the guild master rides with or without his family in a large coach. Otherwise he is with them in a large carriage. Generally he goes alone on foot or, occasionally, riding a horse.

Characters calling here without invitation will be turned away, unless they are renowned in the town for their daring exploits and good deeds or have actual and truly important business pertaining to the town or the Mason's Guild.

Gib Allworth (*He is a neutral good, human, 5th level fighter whose vital stats are: HP 40, AC 19. His prime attributes are: str, con, cha. His significant attribute is: str 18. His secondary skill is: construction. He carries plate mail, shield, +3 heavy war hammer and dagger.*)

Sylvester Wild (*He is a chaotic good, human, 7th level ranger whose vital stats are: str, con, dex. He carries studded leather armor, longbow, longsword and knife.*)

### 37. Residence, Horace Linnfield, Master of the Merchants' Guild, Council Member

**Location:** Westend Way

**Reason:** When the party is seeking a private audience, or have been commanded to attend one

**Encounters:** Audience Chamber or Great Hall Events

This residence is located on the north side of Westend Way opposite the entrance to Crook Lane. This stone building is of three stories with a loft. It displays the vast wealth of its owner. It is on a lot of 300-foot frontage, and the 120-foot-wide mansion of the Master of the Merchant's Guild is centered thereon. The lot is walled on all sides. Above the entrance to this mansion is Linnfield's coat of arms. This is a purple field a gold balance, a chief green with three grain sheaves of gold.

Characters calling here without invitation will be turned away, unless they are renowned in the town for their daring exploits and good deeds or have actual and truly important business pertaining to the town, Merchants' Guild, or criminal activities.

The family is comprised of Guild Master Horace Linnfield, Madam Linnfield and their three children. The household staff consists of an usher, housekeeper, valet, lady's maid, nurse maid, cook, scullion, three footmen who double as waiters, upstairs and downstairs maid, two guards, groundsman, coachman, and groom.

On formal occasions the Guild Master rides with or without his family in a large coach, and otherwise with them in a large carriage, generally going alone on foot, occasionally riding a horse. He usually travels with two bodyguards, who are usually in attendance on their master whenever he leaves his residence.

Horace Linnfield is described in Appendix I Orders of Battle,, The Council of Eight.

Bodyguard (*lawful neutral, 4th level fighter, HP 28, AC 17, PA str, con, dex, SA str 14, dex 15, EQ chain mail, shield, broad sword and dagger.*)

Bodyguard (*lawful evil, 6th level thief, HP 21, AC 15, PA con, dex, int, SA dex 18, EQ leather armor, longsword and dagger.*)

### 38. Residence, Sir Reginald Dunstone, Right Honorable Marshal of Yggsburgh KCOC

**Location:** Citadel Thoroughfare

**Reason:** When the party is seeking a private audience, or they have been invited by the Marshal to attend one

**Encounters:** Audience Chamber or Great Hall Events

This residence is located on Citadel Thoroughfare and South Palisades Avenue, across from South Citadel Park. It is one of several stone buildings of two stories and attic that is large but not architecturally notable. It is on a lot of 200 feet frontage, with the 105-foot-wide mansion centered thereon. The lot is walled on all

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sides. Above the entrance to Dunstone's mansion is his coat of arms. This is a field of gold bordered gray with a gray circle in the fess (middle).

Unless one or more of the characters calling here without invitation are Knights of the Citadel, they will be turned away, except if they are renowned in the town for their daring exploits and good deeds or bear news of military events that are important to the Marshal.

The family is comprised of Marshal and Madam Dunstone and their four children. The household staff consists of an usher, housekeeper, valet, lady's maid, nurse maid, cook, scullion, two footmen who double as waiters, upstairs and downstairs maid, groundsman, coachman, and groom.

Much of the time, the Marshal will have one or both of his personal staff members with him. Inar Hapwell, Esquire, Subaltern, is the herald and trumpeter for the Marshal. Nigel Nearfiled, Subaltern, is the sub-officer and courier for the Marshal.

On formal occasions the Marshal rides on his warhorse, otherwise he is with his family in a large carriage. When alone, he rides a horse or goes afoot. If his military esquire and/or courier are accompanying him they will be mounted or afoot to match the marshal.

Sir Reginald Dunstone is detailed in appendix I, Orders of Battle, Knights of Yggsburgh.

*Inar Hapwell (He is a neutral good, human, 3rd level fighter whose vital stats are: HP 21, AC 18. His prime attributes are: str, con, dex. He carries plate mail, shield, longsword and a dagger.)*

*Nigel Nearfiled (He is a chaotic good, human, 3rd level ranger whose vital stats are: HP 20, AC 16. His prime attributes are: str, dex, wis. His significant attribute is: dex 16. He carries studded leather, shield, longsword and a dagger.)*

### 39. Residence, Sir Macronald Weyforth, Honorable Constable of Yggsburgh Knight of the Order of the Citadel

**Location:** Citadel Thoroughfare

**Reason:** When the party is seeking a private audience, or they have been invited by this knight to attend one.

**Encounters:** Audience Chamber or Great Hall Events

This residence is located on Citadel Thoroughfare and North Wall Avenue, across from North Citadel Park. This stone building is two stories high with an attic. It is large but otherwise not remarkable. It is on a lot of 200 feet frontage, with the mansion centered thereon. The 90-foot-wide mansion has a square corner tower of 30-foot-side dimensions, and 30' height on the southwest. The lot is walled on all sides. Above the entrance to Weyforth's mansion is his coat of arms. This is a field quartered vair (alternating blue and white bell-shapes) and red, the fess wavy.

Unless one or more of the characters calling here without invitation are Knights of the Citadel, they will be turned away, except if they are renowned in the town for their daring exploits and good deeds or bear news of military events that are important to the knight.

The family is comprised of Constable and Madam Weyforth and their three children. The household staff consists of an usher, housekeeper, valet, lady's maid, nurse maid, cook, scullion, two footmen who double as waiters, upstairs and downstairs maid, groundsman, coachman, and groom. Much of the time the Constable will have his staff officer, Byron Shards, Subaltern, with him. Byron is a sub-officer who acts as the aide-de-camp and courier of the constable.

On formal occasions the Constable rides on his warhorse. Otherwise he is with his family in a large carriage or, when alone, riding a horse or afoot. If his aide-de-camp is accompanying him, he will be mounted or afoot to match the constable.

Sir Macronald Weyforth, KOC, is Lieutenant Commander of the Military and Captain of the Horse. He is detailed in appendix I, Orders of Battle, Knights of Yggsburgh.

*Byron Shards, Subaltern (He is a neutral good, human, 3rd level ranger whose vital stats are: HP 20, AC 17. His prime attributes are: str, dex, wis. His significant attribute is: dex 18. He carries studded leather, shield, longsword and a dagger.)*

### 40. Residence, Reginald Codorly, the Honorable Justicier of Yggsburgh

**Location:** Goodman Street and Short Street

**Reason:** When the party is seeking a private audience, or they have been invited by this judicial officer to attend one

**Encounters:** Audience Chamber or Great Hall Events

This residence is located on the northwest corner of Goodman and Short Streets. It is a stone mansion of two stories with an attic. It is one of several large, but not particularly attractive, buildings in the town occupied as aristocratic residences. It is on a lot of 180 feet frontage, and the 75-foot-wide mansion is centered thereon. The lot is walled on all sides. Above the entrance to this residence is the coat of arms. It is a white field parted by a red bend a black owl regardant armed and eyed yellow above, a green balance below.

The family is comprised of Reginald Codorly, the Honorable Justicier (Chief Judge) of Yggsburgh, and Madam Codorly and their three grown children. Codorly's son Lawrence aspires to the military, but studies law at the college so he can one day become a magistrate or judge. This is what his father urges, of course. His other son, Archibald ("Archie"), is a black sheep who associates clandestinely with thieves and, knowing that his brother Lawrence will inherit most of his father's estate, is determined to gain wealth and live as an aristocrat without working or becoming a cleric as his father urges.

The household staff consists of an usher, housekeeper, valet, lady's maid, cook, scullion, two footmen who double as waiters, upstairs and downstairs maid, groundsman, coachman, and groom.

Unless one or more of the characters calling here without invitation are Knights of the Citadel, they will be turned away, except if they are renowned in the town for their daring exploits and good deeds or bear news of legal matters or something about his children that is important to the Justicier.

On formal occasions the Justicier rides on his warhorse in a coach. Otherwise he is with his family in a large coach or carriage, and when alone, he rides a horse or goes afoot. If one or both of his sons are accompanying him they will be mounted or afoot as is their father. When not on official business, much of the time the Justicier has his two sons, Lawrence and Archibald, with him.

*Reginald Codorly (He is a lawful good, human, 2nd/7th level fighter/cleric whose vital stats are: HP 35, AC 19. His prime attributes are: str, wis, cha. He carries full plate mail, shield, heavy mace and morning star. He can cast the following number of clerical spells: 0-5, 1st-4, 2nd-3, 3rd-2, 4th-1.)*

*Lawrence Codorly (He is a lawful good, human, 4th level fighter whose vital stats are: HP 20, AC 19. His prime attributes are: str, con, dex. His significant attribute is: str 16. He carries full plate mail, shield, longsword and dagger.)*

*Archibald Codorly (He is a lawful neutral, human, 1st/3rd level cleric/thief whose vital stats are: HP 12, AC 15. His prime attributes are: str, dex, wis. His significant attribute is: dex 18. He carries leather armor, longsword and dagger. He can cast the following number of clerical spells: 0-3, 1st-1.)*

#### 41. Residence, Bennett Cornwainer, Honorable Chancellor of Yggsburgh

**Location:** South side of Goodman Street, between Central Street and Company Street

**Reason:** When the party is seeking a private audience with the Honorable Chancellor or they have been invited by this high official to attend one.

**Encounters:** Audience Chamber or Great Hall Events Table

This is a mansion built of mixed granite and brick, of three stories with a gabled loft. It is on a lot of 180 feet frontage with the 75-foot-square mansion centered thereon. The lot is walled on all sides. Above the entrance to this residence is a coat of arms. It is checkered red and black and has a canton green with a sheaf of wheat.

This is the home of The Honorable Master Bennett Cornwainer, Chancellor of Yggsburgh, master of the town mint and chief revenue officer in charge of the collection of taxes, tariffs, and tolls, accounting for all income and expense. The family is comprised of the Honorable Master and Mistress Cornwainer and their three young children. The household staff consists of an usher, housekeeper, valet, lady's maid, nurse maid, cook, scullion, two footmen who double as waiters, upstairs and downstairs maid, groundsman, coachman, and groom. Much of the time

the chancellor will have a bodyguard with him, Captain Charles Leighton. A former military officer, Charles Leighton is the also the confidant of the Chancellor.

On formal occasions the Chancellor rides in a coach, otherwise he is with his family in a large carriage. When alone he rides a horse or is afoot. If his bodyguard is accompanying him, he will be mounted or afoot as is the chancellor.

Unless one or more of the characters calling here without invitation are known to be exceedingly wealthy, are renowned in the town for their daring exploits and good deeds, or bear news of financial events that are important to the chancellor, they will be turned away.

*The Honorable Master Bennett Cornwainer (He is a lawful neutral, human whose vital stats are: HD1d6, HP 4, AC 10, PA int, SK business, suborning, EQ varies by circumstance.)*

*Captain Charles Leighton (He is a neutral, human, 8th level fighter whose vital stats are: HP 48, AC 22. His prime attributes are: str, con, dex. His significant attributes are: str 15, dex 18. His secondary skills are: bullying, woodsman. EQ +2 splint mail, shield, longsword, and dagger.)*

#### 42. Residence, Lyle Beekman, Lord Master of Arms of Yggsburgh

**Location:** Company Street

**Reason:** When the party is seeking a private audience, or they have been invited by this high official to attend one

**Encounters:** Audience Chamber or Great Hall Events

This residence is located south of Mayor Parkway, on the west side of Company Street. It is a brownstone mansion of two stories with an attic. It has small but interesting octagonal corner towers, with a castle-like appearance overall. It is on a lot of 150 feet frontage, and the 75-foot-wide mansion is centered thereon. The lot is walled on all sides. Above the entrance to Beekman's residence is his coat of arms. This is white with a red bordure fleury (fleur-de-lys projecting from both the outer and inner edge of the inset border) with a raven's head erased, eyed red.

Unless one or more of the characters calling here without invitation are knights of some fame, they will be turned away, except if they are renowned in the town for their daring exploits and good deeds or bear news of military events that are important to the Herald.

The family is comprised of the Honorable Master and Mistress Beekman and their one infant son. The household staff consists of an usher, housekeeper, valet, lady's maid, nurse maid, cook, scullion, two footmen who double as waiters, upstairs and downstairs maid, groundsman, coachman, and groom.

Beekman's younger brother, Hugh Beekman, serves as an aid. Hugh is given to haughtiness, but serving as his brother's aid and guard seems most proper to this young gentleman who hopes for knighthood. His coat of arms are differentiated by a red mullet (five-pointed star) above the rook's head.

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On formal occasions the Herald rides on his warhorse, otherwise he is with his family in a carriage. When alone, he rides a horse or goes afoot. If Hugh is accompanying Beekman, Hugh will be mounted or afoot as is the Honorable Master and Herald.

Lyle Beekman (He is a Lawful good, human, 8<sup>th</sup> level fighter. His vital stats are: HP 56, AC 19. His prime attributes are: str, con, dex. He carries full plate mail, shield, lance, longsword, battle axe, and mace. He rides a heavy war horse whose vital stats are: HD 4d10, HP 35, AC 19. It receives two hoof attacks for 1-4 damage or one overbearing attack. The horse is outfitted in a chain mail barding.)

Hugh Beekman (He is a lawful good, human, 5<sup>th</sup> level fighter whose vital stats are: HP 35, AC 19. His prime attributes are: str, con, dex. His significant attribute is: dex 16. He carries splint mail, shield, longsword and dagger.)

### 43. Residence, Sir Patrick Wainwright Worthy Porter of Yggsburgh Knight of the Order of the Citadel

**Location:** Southwest corner of Company and Goodman Streets

**Reason:** When the party is seeking a private audience, or they have been invited by this knight to attend one

**Encounters:** Audience Chamber or Great Hall Events

This residence is located on the southwest corner of Company and Goodman Streets. It is an aristocratic stone mansion of two stories in height, with an attic. It is, that is, another large but not particularly attractive mansion. It is on a lot of 200 feet frontage with the 105-foot-square mansion centered thereon. The lot is walled on all sides. Above the entrance to this residence is Wainwright's coat of arms. This is a parted per ermine saltier gold above and below, brown to either side, two brown wheels and two gold adzes.

Unless one or more of the characters calling here without invitation are Knights of the Citadel, they will be turned away, except if they are renowned in the town for their daring exploits and good deeds or bear news of military events that are important to the Porter.

The family is comprised of Sir and Madam Wainwright and their five children. The household staff consists of an usher, housekeeper, valet, lady's maid, nurse maid, cook, scullion, two footmen who double as waiters, upstairs and downstairs maid, groundsman, coachman, and groom.

On formal occasions the Porter rides on his warhorse; otherwise he is with his family in a large carriage, and when alone he rides a horse or goes afoot. If his lieutenant is accompanying him, he will be mounted or afoot as is the Porter. Much of the time the constable will have his lieutenant and esquire, Richard Staffwood, with him. Richard Staffwood, Esquire, Lieutenant Porter is the assistant to the Porter and second in command of gate guards.

Sir Patrick Wainwright is detailed in Appendix I, Orders of Battle, Knights of Yggsburgh.

Richard Staffwood (He is a lawful good, human, 3<sup>rd</sup> level fighter whose vital stats are: HP 21, AC 19. His prime attributes are: str, con, dex. He carries full plate mail, shield, longsword and a dagger.)

### 44. Residence, Sir Sylvester Prinzholm, Knight of the Order of the Citadel, Adjutant Captain of the Horse

**Location:** Northwest corner of Company and Goodman Streets  
**Reason:** When the party is seeking a private audience, or they have been invited by this knight to attend one.

**Encounters:** Audience Chamber or Great Hall Events

This stone building is three stories tall with a loft. It has an attractive architectural style resembling the English Tudor. It is on a lot of 220 feet frontage, with the 90-foot-wide mansion centered thereon. The lot is walled on all sides. Above the entrance is Prinzholm's coat of arms. It is a dove gray field, with a red tower and a gold crown above it.

The family is comprised of Sir Sylvester and Madam Elaine Prinzholm and their two young children. The household staff consists of an usher, housekeeper, valet, lady's maid, nurse maid, cook, scullion, two footmen who double as waiters, upstairs and downstairs maid, groundsman, coachman, and groom.

On formal occasions the knight rides on his warhorse, otherwise with his family in a carriage, and when alone rides a horse or goes afoot. If his man-at-arms is accompanying him, he will be mounted or afoot as is his master.

Unless one or more of the characters calling here without invitation are Knights of the Citadel, they will be turned away, except if they are renowned in the town for their daring exploits and good deeds or bear news of military events that are important to the knight. Much of the time this knight will have his trusted man-at-arms, William Hardy, with him.

Sir Sylvester Prinzholm is detailed in appendix I, Orders of Battle, Knights of Yggsburgh.

William Hardy, armiger and scutifer (He is a lawful good, human, 3<sup>rd</sup> level fighter. His vital stats are: HP 18, AC 18. His prime attributes are: str, con, dex. His significant attribute is: dex 16. He carries chain mail shirt, shield, lance, longsword, battle axe and mace.)

### 45. Residence of Sir Richard Albright

**Location:** Grand Avenue and Guild Street

**Reason:** When the party is seeking a private audience, or they have been invited by this knight to attend one

**Encounters:** Audience Chamber or Great Hall Events

The residence of Sir Richard Albright is located on the north side of Grand Avenue at Guild Street. It is a two story stone building with an attic. It is constructed of polished granite and somewhat akin to a Roman villa in architectural style. It is on a lot of 200 feet frontage, with the 90-foot-square mansion centered thereon.

Sir Richard Albright is detailed in Appendix I, Orders of Battle, Knights of Yggsburgh.

Bertram Goddard armiger and scutifer (*He is a lawful good, human, 3<sup>rd</sup> level fighter. His vital stats are: HP 18, AC 17. His prime attributes are: str, con, dex. He carries chain mail shirt, shield, lance, longsword, battle axe and mace.*)

### 46. Residence, Sir Eberhardt Beemish

**Location:** Company Street facing the Lower Gardens

**Reason:** When the party is seeking a private audience, or they have been invited by this knight to attend one

**Encounters:** Audience Chamber or Great Hall Events

This residence is located on the east side of Company Street facing the Lower Gardens. It is a stone building of three stories with an attic. It is made of polished granite and somewhat akin to a Roman villa in architectural style. It is on a lot of 250 feet frontage, with the 120-foot-wide mansion centered thereon. The lot is walled on all sides. Above the entrance to his mansion is Beemish's coat of arms. This is a white field a red heart from which come eight blue rays touching the edge of the shield.

Unless one or more of the characters calling here without invitation are knights, they will be turned away, except if they are renowned in the town for their daring exploits, good deeds or bear news of likely nefarious political events important to Sir Beemish.

The family is comprised of Sir Eberhardt and Madam Adelaide Beemish and their child. The household staff consists of an usher, housekeeper, valet, lady's maid, nurse maid, cook, scullion, two footmen who double as waiters, upstairs and downstairs maid, groundsman, coachman, and groom. Also in residence with the family are the knight's retainers, their styles showing that Beemish gives himself the airs of a grand noble. Sir Eberhardt Beemish owns much real estate in town, as well as interests in river shipping.

On formal occasions the knight rides on his warhorse, otherwise he is with his family in a coach or carriage, and when alone, which is seldom indeed, he rides a horse or goes afoot. Usually his three henchmen are accompanying him and will be mounted or afoot as is their master. These are his Seneschal Erlodor Birdlime, his chaplain, The Pious Lamont Snives, and the Esquire Terrance Plumly.

Sir Eberhardt Beemish is detailed in Appendix I, Orders of Battle, Knights of Yggsburgh.

Erlodor Birdlime (*He is a chaotic evil, human, 7th level wizard whose vital stats are: HP 21, AC 16. His prime attributes are: int, wis, dex. His significant attribute is: dex 18. He carries a +3 ring of protection, wand of polymorph and a dagger. He can cast the following number of wizard spells: 0-5, 1st-4, 2nd-3, 3rd-2, 4th-1.*)

The Pious Lamont Snives (*He is a neutral evil, human, 4th level cleric whose vital stats are: HP 24, AC 19. His prime attributes are: str, wis, cha. His significant attribute is: str 17. He carries plate mail, shield and war hammer. He can cast the following number of clerical spells: 0-4, 1st-3, 2nd-2.*)



The lot is walled on all sides. Above the entrance to the mansion is the Albright coat of arms. It is a field parted per chevron blue and black with two suns in their splendor above and three silver crescents (moons) below.

Unless one or more of the characters calling here without invitation are knights, they will be turned away. That is, unless they are renowned in Yggsburgh for their daring exploits and good deeds or bear news of military events that are important to Sir Albright.

The family is comprised of Sir and Madam Iris Albright and their three children. The household staff consists of an usher, housekeeper, valet, lady's maid, nurse maid, cook, scullion, two footmen who double as waiters, upstairs and downstairs maid, groundsman, coachman, and groom.

On formal occasions, the knight rides on his warhorse. Otherwise, when with his family, he is in a coach or carriage and when alone he rides or goes upon foot. Much of the time, this knight has his trusted armiger, Bertram Goddard, with him. The armiger is either riding a horse or going upon foot as with Sir Albright.

Sir Richard Albright owns, in fief, the Marvel Playhouse (see Yggsburgh Encounter 82, The Marvel Playhous). He is otherwise without estates other than this residence. Much of his income is derived from mining interests left to him by his father.

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Esquire Terrance Plumly (*He is a chaotic evil, human, 4th level fighter whose vital stats are: HP 25, AC 19. His prime attributes are: str, con, dex. He carries full plate mail, shield, longsword and dagger. He also has a light war horse he rides into combat: HD 3d10, HP 19, AC 16, PA physical, EQ scale mail barding.*)

### 47. Residence, Sir Ulrich Hawkes

**Location:** Scrivener Street

**Reason:** When the party is seeking a private audience, or they have been invited by this knight to attend one

**Encounters:** Audience Chamber or Great Hall Events

This residence is located on the east side of Scrivener Street at North Wall Avenue. The imposing stone building is of three stories and built in the style of Italian villas with a flat roof. It is on a lot of 260 feet frontage, and the 120-foot-wide mansion is centered thereon. The lot is walled on all sides. Above the entrance gate to Hawkes' mansion is his family's coat of arms. This is a blue field bordered indented in gold with a hawk proper (natural colors) displayed.

Unless one or more of the characters calling here without invitation are knights, they will be turned away, except if they are renowned in the town for their daring exploits and good deeds or bear news of something likely to be of import to Sir Hawkes.

Sir Ulrich Hawkes has considerable interest income that, added to his business and real estate investment returns, enables him to retain an aristocratic lifestyle.

The family is comprised of Sir Ulrich and Madam Winifred Hawkes and their three children. The household staff consists of an usher, housekeeper, valet, lady's maid, nurse maid, cook, scullion, two footmen who double as waiters, upstairs and downstairs maid, groundsman, coachman, and groom. The knight also has in his residence an esquire, described below. On formal occasions the knight rides on his warhorse, otherwise with his family in a coach or carriage, and when alone, he rides a horse or goes afoot. Usually his esquire is in his company, mounted or afoot as is his liege lord.

Sir Ulrich Hawkes is detailed in Appendix I, Orders of Battle, Knights of Yggsburgh.

Lars Frank, esquire (*He is a chaotic neutral, human, 4th fighter whose vital stats are: HP 28, AC 18. His prime attributes are: str, con, dex. He carries plate mail, shield, longsword and a dagger.*)

### 48. Residence of Sir Morgan Nalbord

**Location:** Scrivener Street

**Reason:** When the party is seeking a private audience, or they have been invited by this knight to attend one

**Encounters:** Audience Chamber or Great Hall Events

This residence is located on the east side of Scrivener Street between North Wall Avenue and Grand Avenue. The residence is a brick and stone building with two stories and an attic. It is vaguely similar in architectural style to Georgian construction. It

is on a lot of 300 feet frontage. The 100-foot-wide mansion has two small wings and is centered upon the lot. The lot is walled on all sides. Above the entrance to the mansion is Sir Morgan Nalbord's coat of arms. This is a field of six bars of alternating red and gold, each bar bearing three black pellets (black dots).

The family is comprised of Sir Morgan and Madam Dortha Nalbord and their five children. The household staff consists of an usher, housekeeper, valet, lady's maid, nurse maid, cook, scullion, two footmen who double as waiters, upstairs and downstairs maid, groundsman, coachman, and groom. Nalbord is usually careful to have an esquire with him.

Unless one or more of the characters calling here without invitation are knights, they will be turned away. The only exceptions are if the characters are renowned in the town for their daring exploits and good deeds or bear news of financial or political interest to Sir Nalbord, especially with regards the Brick Works, which he owns. This knight manages to do fairly well from interests in manufacturing and trading enterprises in the town (see Yggsburgh Encounter 86, The Brick Works).

On formal occasions the knight rides on his warhorse; otherwise he is with his family in a coach or carriage. When alone, he rides or is afoot. He is usually accompanied by his esquire, mounted or afoot as is the case with his master.

Sir Morgan Nalbord (*He is a neutral, human, 8th level fighter whose vital stats are: HP 56, AC 20. His prime attributes are: str, dex, cha. His significant attribute is: dex 13. He carries full plate mail, shield, lance, longsword, and dagger. He owns a heavy war horse: HD 4d10, HP 32, AC 16, PA physical, EQ scale mail barding.*)

Ethelred Springly, Esquire (*He is a lawful neutral, human, 4th level fighter whose vital stats are: HP 30, AC 18. His prime attributes are: str, dex, int. He carries plate mail, shield, lance, longsword, and dagger. He owns a heavy war horse: HD 3d10, HP 19, AC 16, PA physical, EQ scale mail barding.*)

### 49. Tower of the Striped Mage

**Location:** South Palisades Avenue

**Reason:** Ordinary folk shun this place. But when the party is seeking high-level magical spell-casting upon their persons, or is in need of training, or wants to trade magic items for others, this is the place to go

The Tower of the Striped Mage is located on South Palisades Avenue in the middle of the block between Offmarket Lane and Company Street. The ashlar block tower is painted in spiral stripes of red and white, a truly bizarre decoration (see below). It is a great hexagonal structure that is 50 feet wide per outer face, five stories high, with a hexagonal penthouse of 30-foot-width per face that reaches another 20 feet height. The tower is thus one of the tallest structures in the town. On the south face, where the main entry to the tower is, there is a 12-foot-wide crenellated stone balcony at 18-foot height that projects five feet out and over the door stoop, and has machicolations. It is flanked by two bartizans of eight-foot diameter, and accessed from the second floor of the structure.

The “decoration” was originally done by an outraged monk in retaliation for much abuse by the Head Apprentice, and out of frustration at being unable to get back at him or his master. Upon seeing the colorful paint decorating his tower, the wizard liked it, thought it properly distinctive and adding considerably to the overall appearance of his domicile, so he placed an enchantment upon it so that would remain thus indefinitely. To enhance the effect, he decided to wear striped apparel henceforth and adopt the style of “The Striped Mage.” This, of course, absolutely crushed the would-be retaliator, and no more attempts at getting even were made.

The tower stands 40 feet from the front of a lot that is 120 feet wide and 180 feet deep. It has all manner of magical protections, of course, so successful breaking and entering, even in ethereal form, is nearly impossible. The physical characteristics of this place, in précis, are described below.

The property is walled to 10 feet height, with a funnel-like opening leading to the front entry. The opening is 30 feet wide at the sidewalk, running back 25 feet to a 12-foot wide, 15-foot deep flight of 7 steps and an 8 foot deep landing before the entry, the latter overlooked by the balcony described above. There is a large door of iron-bound oak with a gargoyle’s-head bronze knocker in the center, but no other features.

When the heavy bronze gargoyle’s head is lifted upwards and let go, or brought down with force, it emits a horrible groaning growl. In one- to four-minutes’ time someone responds to the knocker’s sound. Roll a d6 and consult the chart below to determine who responds. Then refer to their entry.

- |     |   |
|-----|---|
| 1-4 | The head apprentice of the Striped Mage appears on the balcony above      |
| 5   | A bronze golem opens the door saying no one can come, return another time |
| 6   | The Striped Mage answers the front door                                   |

The stats for the inhabitants of the tower are listed at the end of this section.

### Arrivals

**The Head Apprentice** This fellow is garbed in a rather dandy fashion, looking more like a young aristocrat than a studious wizard, for he is also tall, well-built, and handsome with long blonde hair and blue eyes. Rodrigo (see below for stats) is his given name, and he is arrogant, a prankster and not a little greedy. Whenever callers come, regardless of how many times he has seen them previously, he inquires from the balcony about the nature of their business, noting that “My master is a very busy man who hates to be interrupted by antic outlanders,” and similar demeaning terms for the visitors. Vary this “greeting” for each visit. If the characters demand entry in insulting terms, he is likely to pull various magical pranks such as those listed below, and the Castle Keeper should feel free to invent as many more as desired. Roll a d8 to determine which prank is played.

- |   |   |
|---|---|
| 1 | A shower of flowery cologne is precipitated upon their heads.                 |
| 2 | A swarm of biting midges fly around their heads.                              |
| 3 | The stone underfoot grows hot and uncomfortable to stand on.                  |
| 4 | The footwear of the party emits the odor of manure.                           |
| 5 | Stoop and steps shift to a slippery slide that sends the party tumbling down. |
| 6 | A stone slab appears where the door was as a jeering cry sounds loudly.       |
| 7 | The party begins laughing and sound like braying asses for a full minute.     |
| 8 | The party’s noses begin running, and they sneeze for three rounds.            |

Attacking the Head Apprentice results in his disappearing inside the tower as a rain of fiery acid splatters the front entrance area. This precipitation inflicts d4 acid and d6 fire damage on all who are on the stoop, stairs, or entry walk, no saving throw affects the outcome of the damage. Each attack upon the Head Apprentice increases the number of dice of such damage by one, to a maximum of six each. In short, it doesn’t pay to assault this fellow.

What the Head Apprentice expects is deference from the characters, and then a bribe. Given unctuous politeness, despite his sarcasm and rudeness, and no less than 5gp, he then goes and sees if his master will see the visitors. Assume there is a base 50% chance the Striped Mage will see the party, and that each 5gp given in bribe money increase the chance by 10% due to the wheedling of the Head Apprentice, the maximum probability being 90%. Refusal to see visitors is irrevocable, but a “Call again at this time tomorrow” means that the party will be received grudgingly by the Head Apprentice, shown to the smallest reception room of his Master, and that the worthy wizard will then attend to them in 2-20 (2d10) minutes time (see page 59).

**The Bronze Golem** This is a unique man-like statue of some seven feet height, some four feet wide at the shoulders and very quick of action. Should the characters offer any problems for the golem, they may be in for some trouble (see page 59).

**The Striped Mage** True to his more recently assumed name (he formerly styled himself The Mage of the Tower), Cerdamont Tasjornivand wears gaudily striped robes and other garments. He might also appear in a velvet cape of green and purple vertical stripes, worn over a violet robe bound by a spirally striped sash of rose and gold. Similarly, he might be decked out in a horizontally-striped fine wool mantle of black and fuchsia, trimmed with ermine worn over a knee-length silk gown of sea green, with hose horizontally-striped yellow and russet, and slippers of turquoise-hued felt (see page 58).

### The Tower

**Basement** The basement has storage and laboratory rooms.

**Ground Floor** The ground floor has the usual formal rooms for a mansion—foyer, salon, dining room, lounge, study, library, kitchen, pantry.

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**The Upper Stories** upper stories are primarily the apartments of the master with two guest suites. The second floor has the apartments of the Head Apprentice and two Apprentices plus a lounge hall for all those being trained. The third floor rooms are for Junior Apprentices and study rooms. The fourth floor is generally open and used for the practice of magic casting.

**Roof** The roof turret is the master's astrological workroom and stellar observatory.

This eccentric magic-user is always busy with some experiment or the development of a new and likely strange spell. He is not averse to assisting the adventurers who call upon him, but he considers his time as highly valuable, so he demands payment for any and all services. He will not supply magic items to the party, but he will trade one of his for one or more magical items provided by the characters, such exchanges always at a profit for the wizard. This is left in the hands of the Castle Keeper, but no number of potions and scrolls should buy any potent magic item that functions continually, such as a magic sword or ring. He will gladly purchase magic items from characters, paying full value for them without haggling.

There is no Mages' Guild in the town, as there are only a dozen wizards of note that are all employed in teaching or commercial enterprises, the latter being where their students go to practice their new profession after graduation. This place is as close as one can come in Yggsburgh to finding a wizard willing to assist other mages or adventurers...for a price.

Service	Cost
Casting a spell	50gp per level, excluding spells of wish fulfillment
Identifying a magic item	10% of the item's cash value
Supplying a spell to a character	250gp per level
Training for level advancement	50gp per day—four hours instruction per day*

\*The trainee will be housed in the tower and not allowed to depart until the paid-for training time elapses. During non-instruction periods the character will be expected to be reading librams full of arcane lore and studying his notes.

Cerdamont Tasjornivand is the avowed enemy of Dalbid Yeerouf (see Yggsburgh Encounter 74, Yeerouf's Loan Bank, page XX). The two once fraternized, but the conniving Yeerouf soon revealed his malign nature to The Striped Mage. Yeerouf actually attempted to paralyze the Striped Mage so as to steal his choicest magical things. When that failed, Dalbid Yeerouf managed to escape by use of a ready spell. In revenge, Yeerouf managed to lure one of the apprentices of The Striped Mage into his shop, suborned her (so she stole from her master), and caused her to bring several purloined items of considerable value with her when she came

to learn "greater lore" from Yeerouf. For her pains, this unfaithful wizard was paralyzed, the stolen goods and all she owned along with them went into Yeerouf's coffers, and soon thereafter she was sold as a slave.

The Striped Mage's one weak point is Dalbid Yeerouf. If the characters mention dealing with him and evidence any liking for him, they will be expelled from the wizard's tower and never allowed back. If, on the other hand, they indicate true dislike of Dalbid Yeerouf, the characters will be treated with camaraderie, the fees charged them cut in half. Any plans they might have for attacking and killing Yeerouf will be aided by suggestions and even loans of enchanted objects that might assist in their successfully doing away with this deadly adversary of The Striped Mage.

The Striped Mage: Cerdamont Tasjornivand, is a resident alien and as such is not eligible for any official position in the town, and were he, the wizard would not be interested in serving.

The Head Apprentice, Rodrigo de la Novorra, is like a son to the Striped Mage. And Rodrigo feels much the same, so he serves faithfully. He is always short of spending money, as his "father" is very parsimonious. The Head Apprentice not only wants to have some accumulated wealth, but plenty of spare cash to spend on occasional flings involving wine, women, and song. Thus his exactions of bribes from all who seek to call upon his master.

The statistics for the inhabitants of this location follow. However, don't worry about details of how the inhabitants of this location manage everything. This place is as much for you, the Castle Keeper, to have fun with as it is for the characters to get assistance. Part of the "fee" paid is your playing fast and loose with the characters, making them the butt of jokes and such. Under no circumstances should you ever allow the party to get the better of anyone here, let alone capture or kill them, or loot so much as a single magical draught. If you want a character to be able to learn a new spell, the Striped Mage has it in his library's grimoires and like tomes. If you want a character to have a magic-item, the Striped Mage has it in his hidden store...for trade at a juicy profit. Otherwise, the spell or item is not possessed by the Striped Mage.

The apprentices of the Striped Mage are virtual non-entities who are, at best, shadowy background figures moving about caring for the place or seeing to their master's commands. Note that two of the apprentices are attractive young females. Statistics for the bronze golem are given above but it is a nonesuch and virtually unbeatable for purposes of this work. The housekeeping and cooking are seen to by the apprentices or taken care of magically.

The Striped Mage, Cerdamont Tasjornivand (*He is a neutral good, human, 18th level wizard whose vital stats are: HP 55, AC 26. His prime attributes are: int, wis, dex. His significant attributes are: dex 18, int 17. His secondary skills are: esoteric, judgment. He carries a +5 ring of protection, +8 bracers of defense, staff of the wizard and a +2 dagger. He can cast the following number of wizard spells: 0-7, 1st-7, 2nd-7, 3rd-5, 4th-5, 5th-4, 6th-4, 7th-3, 8th-3, 9th-2.*)

Rodrigo de la Novorra (*He is a chaotic neutral, human, 10th level wizard whose vital stats are: HP 28, AC 20. His prime attributes are: int, wis, cha. His significant attributes are: dex 18, int 16. His secondary skills are: swindling, thespian, judgment. He carries a +3 ring of protection, +3 robe of protection, baton of surprising results, +3 darts of cavorting x12 and dagger. He can cast the following number of wizard spells: 0-6, 1st-5, 2nd-4, 3rd-3, 4th-3, 5th-2.*)

Apprentices x2 (*neutral, 6th level wizard, HP 16, AC 13, PA int, wis, dex, SA dex 18, EQ dagger. Wizard spells: 0-5, 1st-4, 2nd-3, 3rd-2.*)

Junior Apprentices x6 (*neutral, 3rd level wizard, HP 8, AC 13, PA int, wis, dex, SA dex 18, EQ dagger. Wizard spells: 0-4, 1st-3, 2nd-1.*)

Bronze Golem of the Striped Mage (*neutral, HD 10d12, HP 95, AC 25, AT 2 fists, DG 2-24 each, MR 15. Special: This golem senses both invisible and ethereal presences and bars their passage by enchanted force, so characters can't get past it. If a spell meant to damage this automaton is cast upon it, the magic rebounds and affects the one who sent it. If a weapon attack is made upon it, the golem sends forth a bolt of energy delivering the same amount of damage the attack delivered to it, plus d6 additional points, so even a miss brings 1-6 damage to the one attempting to harm it. If two or more attacks are made, the golem sends forth a 30-foot cone of paralyzing gas that persists for one minute of time, this filling the entry to the tower. Characters must save vs. paralysis each round of exposure or be immobilized for one full hour. Paralyzed individuals are then removed to the sidewalk and left standing for all to see.*)

## 50. The 12 Celestial Houses, Astrological Readers or the Assassins' Guild

**Location:** Fisher Street

**Reason:** When seeking to root out evil or to have someone killed...

**Sign:** A circle of the 12 signs of the zodiac in gold on an indigo field

The building in which is located "The 12 Celestial Houses, Astrological Readers" is on the west side of Fisher Street between Hammer and Money Streets. The 12 signs of the zodiac here are The Dragon, The Great Sword, The Giant with a Club, The Wizard, The Two Wolves, The Centaur, The Priest, The Upright Bear, The Ship (prow is north), The Warrior with Shield, The Flying Horse, The Crown.

Using the cover of a house of astrology, the "12 Celestial Houses" is the shop from which the Assassins' Guild operates. As assassination is illegal in Yggsburgh, mention of such a guild in upper class circles will bring disdain and suspicion, along with immediate assurance that no such thing exists in the town. People of the middle class will likely report to the authorities anyone

asking about an assassin or guild of them. In lower class areas everyone will be "deaf and dumb" when asked. This is done easily, as 95% know nothing at all except vague rumors. Only counselor Horace Linnfield is fully aware of the operation, and he is well paid to keep it quiet.

Only the criminal underclass has any real inkling of the actual existence of the Assassins' Guild. If inquiries are made in a low dive such as the River Rat Tavern (see Yggsburgh Encounter 59. River Rat Tavern) there is a 10% chance per person asked with a 5gp bribe, that someone will let slip the name of the astrology shop. Each additional 5gp added to the bribe adds 10% to the chance of learning the name. Each inquiry is also cumulatively 10% likely to call the "snoopers" to the attention of the Assassins' Guild's membership. If the inquiring party is suspected of being bent on revealing the organization, then they will be marked for "an accident," and the Beggars' Brotherhood and Thieves' Guild will spy on the party continually until they are killed, or word is passed that they are all right (see Yggsburgh Encounter 51, The Beggar's Brotherhood, and 51. The Thieves Guild).

The Assassins' Guild is secretly allied with the legally recognized Thieves' Guild, and may call upon them for help in time of great difficulty. There is a secret door in this building's cellar that leads to the Thieves Guild (51. The Thieves Guild, The Thieves' Underground, area 8). The twelve assassins here are all aware of this, use the route, and know the underground areas it leads to.

Service	Fee
Commoner of lower class status	60gp
Commoner of middle class status	125gp
Commoner of notable influence and/or wealth, including office holders	375gp
Gentleman or gentlewoman, ordinary	500gp
Gentleman or gentlewoman, of notable influence and/or wealth	1250gp
Gentleman or gentlewoman, office holder	2500gp
Knight or dame	7500gp
Knight or dame, of notable influence and/or wealth, or an office holders	12500gp
Noble, office holder or titled	25000gp

The guild is lead by Evelyn Larkgrove, the Master Astrologer. She is aided by Marmaduke Marsden, the Senior Astrologer, Ralph Blakely, an Expert Astrologer and Lily Amondil, an astrologer. Additionally, there are two apprentices, two chart makers and four assistants.

If the Castle Keeper is interested in fully developing this element of the criminal underclass for the campaign, we suggest using "The Canting Crew," by the author of this module, published by Troll Lord Games.

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Evelyn Larkgrove (She is a neutral evil, human, 14th level assassin whose vital stats are: HP 56, AC 23. Her prime attributes are: dex, int, cha. Her significant attributes are: str 17, dex 18. Her secondary skills are: bullying, leadership, suborning. She carries a +5 ring of protection, +3 leather armor, an amulet that disguises her alignment as neutral, a ring of invisibility, rope of obedience and +4 dagger.)

Marmaduke Marsden (He is a lawful evil, human, 12th level assassin whose vital stats are: HP 48, AC 20. His prime attributes are: dex, int, wis. His significant attribute is: dex 18. His secondary skills are: ambush, thespian. He carries a +2 ring of protection, +3 leather armor, an amulet that disguises his alignment as neutral, a bracelet of ventriloquism and a +3 short sword.)

Ralph Blakely (He is a neutral evil, human, 10th level assassin whose vital stats are: HP 40, AC 18. His prime attributes are: dex, int, wis. His significant attribute is: dex 18. His secondary skills are: ambush, bullying. He carries a +1 ring of protection, +2 leather armor, an amulet that disguises his alignment as neutral, vanishing powder and +2 longsword.)

Lily Amondil (She is a chaotic evil, human, 9th level assassin whose vital stats are: HP 36, AC 17. Her prime attributes are: dex, int, cha. Her significant attribute is: dex 18. Her secondary skills are: suborning, thespian. She carries a +1 ring of protection, +1 leather armor, an amulet that disguises her alignment as neutral, a magical mask of disguising and +2 dagger.)

Apprentices x2 (neutral evil, 7th level assassin, HP 28, AC 14, PA dex, int, wis, SA dex 13, EQ +1 leather armor, an amulet that disguises alignment as neutral, +1 longsword and dagger.)

Chart Makers x2 (neutral evil, male, 5th level assassin, HP 20, AC 13, PA dex, int, wis, SA dex 13, EQ leather armor, an amulet that disguises alignment as neutral and +1 dagger.)

Assistants x4 (neutral evil, male, 3rd level assassin, HP 12, AC 13, PA dex, int, wis, SA dex 13, EQ leather armor, an amulet that disguises alignment as neutral and +1 club.)

### 51. Beggars' Brotherhood

**Location:** Hammer Street

**Reason:** When the party is interested in being generous and helping the poor

The Brotherhood is located in the middle of the block on the north side of Hammer Street, between Moat Avenue to the east and Fisher Street to the west, and faces warehouses to the south. It is a newer but rundown brick building with 60 feet of frontage, three upper floors and a loft. Next to the double entry doors are two square signboards with a crutch painted on one and a beggar's bowl on the other. Crudely lettered above each is: "Town of Yggsburgh, Brotherhood of Beggars." At the bottom of each board is written: "Help for the truly unfortunate."

The ground floor front is taken up by a "greeting room" with a shabby old desk, cabinet, a few battered chairs, and benches. There is a door to the upper floors at the right hand (NE) back

corner of the room, and a center door leading to the rear of the floor. Well-meaning citizens stopping by to offer a contribution of money, to donate old items to the Brotherhood, or inquiring about the Brotherhood removing junk from their premises, are treated with unctuous politeness by the "Greeter" seated behind the desk and thanked profusely and continuously while in the place. "Brother Beggars" are sent directly upstairs, or to report to the Beggarmaster, whose quarters occupy the rear of this floor.

If the party is interested in being generous and helping the poor, or suspicious that this group is linked with all sorts of crime in town, they will eventually find themselves here. The Beggars' Brotherhood is indeed allied with the Thieves' Guild, and may call upon them for help in time of great difficulty.

Membership in the Brotherhood requires an inspection of person and display of begging style and tricks. The Beggarmaster and his henchmen observe, and pass or refuse applicants. Members must pay over 75% of all they gain by begging, and in return they are housed, fed, and protected. However, consistent failure to pay over a daily average of 1gp in coin or stolen valuables means expulsion in short order.

**Beggarmaster's Quarters** There is a small anteroom for callers to await the leader's attention. To the right of it is a door leading to the office of the Beggarmaster, where the stairs to the basement are accessed. To the left is the door to his dining room. Behind the two latter rooms are his bedchamber (left) and personal lounge (right). All of the furnishings in this area are second-hand, shabby and tawdry.

Only the Beggarmaster, one-armed "Alf" Drumly, and his henchmen, the lamed "Gimpy" Wakeman, Chief Beggar, and the one-eyed "Squints" Gillicary, Expert Beggar, and members of the Brotherhood are able to fight. There are, at any given time, another 2-20 each male, female, and child beggars in the building.

**The Basement** The basement is also accessed from a wide outside ramp. The basement is mainly given over to great piles of old furniture and junk, this coming and moving out to secondhand store proprietors and junk men regularly. The front part is walled off and has a secret entrance. In here is stored stolen goods from the Thieves' Guild, brought via their underground tunnels, and left until it has "cooled off" or can be smuggled out hidden amongst old junk. Here the Beggarmaster, "Alf" Drumly, keeps his store of wine and liquor. The Thieves' Guild pays a small amount for hiding stolen goods here, that pocketed by Drumly, and hires the Brotherhood's members to spy and serve watchers to give warning to thieves at their nefarious work. There is a secret door in the west wall that opens onto a passage that runs generally northwest some 1,800 feet to the Thieves' Underground (see Yggsburgh Encounter 52, The Thieves Guild).

**The Upper Floors** This is where the members of the Brotherhood meet and have quarters. The two fireplaces on each floor serve for such cooking as is done, and only the lowest of new members do not have a pallet of sorts to sleep on where there is some warmth in times of cold. These unfortunates are sent to the loft high above to make their beds.

Individual beggars have from 1-10sp in various coin on their person. The chief's henchmen and able-bodied beggars will have a purse with 1-4gp per level or hit dice. The only portable wealth is in the quarters of the Beggarmaster. "Alf" Drumly has a small iron coffer with a poison needle trap (10-60 HP damage, halved if a save vs. poison succeeds) on it. It is kept in a hidden space in the wall concealed by a firewood box. The interior of the space is dark, and six small poisonous spiders have their webs therein. To get the coffer out, Alf puts a lighted lamp into the space, and in a minute or two the spiders hide, and he can reach in safely and get the box. Without this precaution, anyone reaching in is subject to 1-6 spider bites delivering 7-12 poison damage each, no save, but damage occurring at 1 point per three rounds after the bite, per bite suffered.

The iron coffer contains 500sp, 500gp, 20 pieces of jewelry worth 10-60gp each, and a pouch with 30 gems with a base value of 25gp each.

"Alf" Drumly (He is a lawful evil, human, 4th level thief whose vital stats are: HP 16, AC 15. His prime attributes are: dex, int, cha. His significant attributes are: str 13, dex 18. His secondary skills are: leadership, thespian. He carries a +2 pectoral of protection, +1 hand crossbow, club and dagger.)

"Gimpy" Wakeman (He is a chaotic neutral, human, 4th level fighter whose vital stats are: HP 22, AC 12. His prime attributes are: str, dex, cha. His significant attribute is: str 17. He carries leather armor, club and knife.)

"Squints" Gillicary (He is a lawful neutral, human, 2nd level cleric whose vital stats are: HP 9, AC 12. His prime attributes are: wis, int, cha. His significant attribute is: str 14. His secondary skill is: judgment. He carries leather armor and club. He can cast the following number of cleric spells: 0-4, 1st-2. He usually has spells of blessing, cleanse food & drink, discover magical aura and heal minor wounds.)

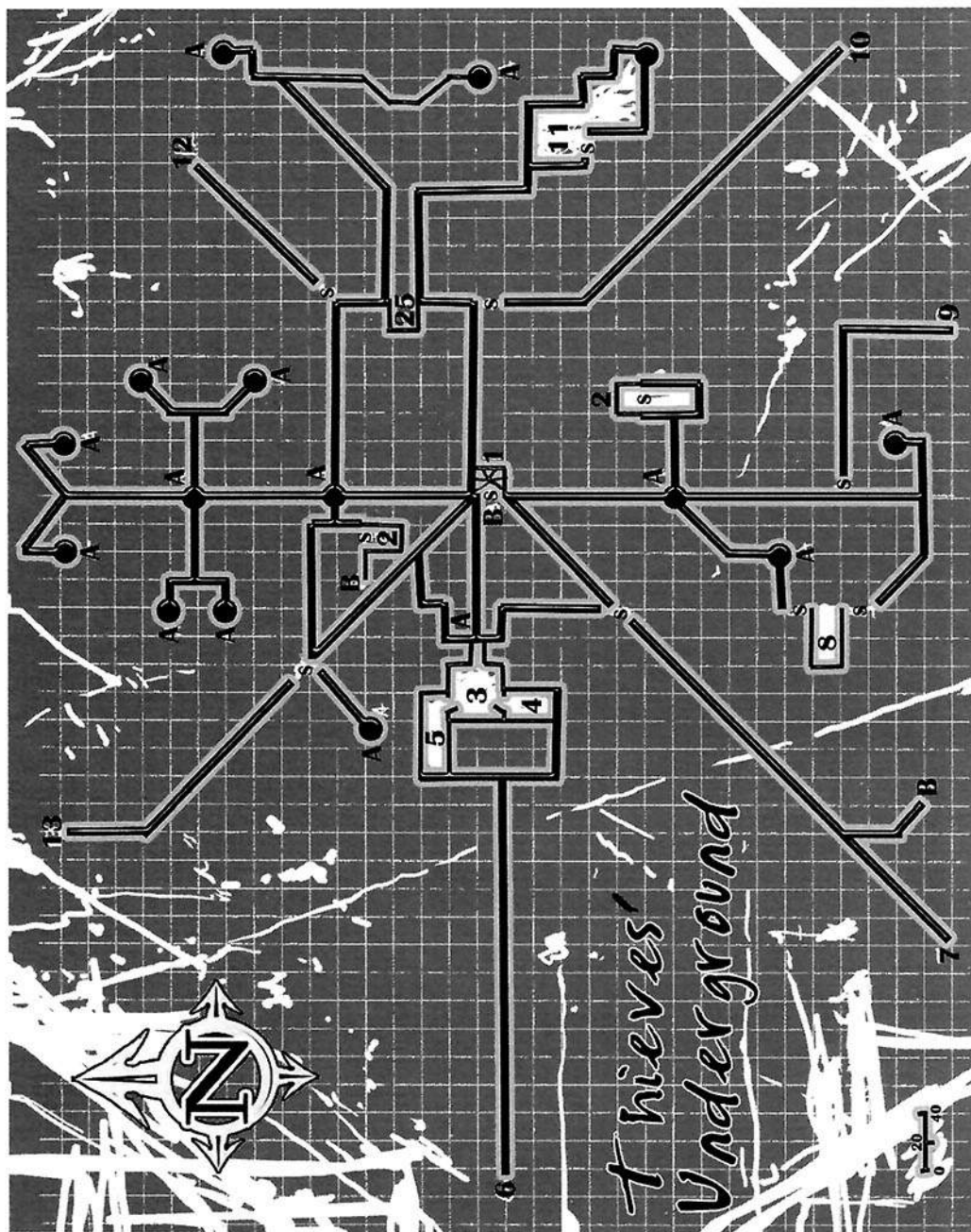
Beggars II x2 (neutral, 2nd level fighter, HP 10, AC 12, PA str, con, dex, EQ leather armor, club and knife.)



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Beggars I x4 (neutral, 1st level fighter, HP 5, AC 12, PA str, con, dex, EQ leather armor, club and knife.)

Beggars x10 (neutral, HD 1d6, HP 4, AC 11, PA none, EQ padded armor and club.)



they believe that they are getting really expensive stolen goods at bargain process. Seldom is that the case. The basement has used items of a large and durable sort such as metal and wood containers, furniture, and bigger sorts of tools such as axes, picks, shovels, and sledge hammers. There is a back room used for the reception and sorting of used items purchased for resale. Another much larger room is used to refurbish those items. The ground floor has clothing and smaller furniture, hampers and baskets, with table and kitchen wares in the back. The first floor has various pieces of larger furniture including tables, chairs, stools, benches, cabinets, cupboards and cases. The second floor has lighting, bedding, draperies, curtains, mirrors and decorative objects.

The Thieves' Guild proper has only a curtained front window and a small sign beside the entrance door with the following inscribed upon it: "Benevolent Society for the Betterment of the Masterless." Even though the town allows licensed theft, receiving a 20% "tax" from all such "income," the Thieves' Guild does not want to flaunt their activities and enrage the citizens, so it has the Value Second Hand Market as a front. Thievery in Yggsburgh is a complex matter, and the Castle Keeper should read Part I, The Culture of Yggsburgh, Crime and Punishment, for more details on the operation of

## 52. "Value Second Hand Market" or the Thieves Guild

**Location:** South side of Craft Street between Middle Thoroughfare and Crossgates Avenue

**Reason:** When the party is seeking to root out evil, recover stolen goods, or fence some they have purloined

The Value Second Hand Market is located in the middle of the block on the south side of Craft Street between Middle Thoroughfare and Crossgates Avenue. It is in the alley adjacent to the building that runs north to south from North Wall Avenue to Hammer Street. The building is of ordinary brick, is three stories tall plus a loft, and has a frontage of 90 feet, the eastern 30 feet of which is divided off.

The Value Second Hand Market occupies two thirds of the entire building up to but excluding the loft. Many folk shop here because

thievery as a whole. Suffice it to say, much of the stolen property in Yggsburgh passes through the Value Second Hand Market, for resale here or in Dunfalcon City.

All floors of the Thieves' Guild have concealed doors accessing the adjoining second-hand store. These doors are in out-of-sight places so the thieves can slip in and out without being seen. There is a secret entrance to the Thieves' Underground in the basement. There is a concealed panel that accesses the adjoining buildings' rooftops.

**Ground Floor** Upon entering the Benevolent Society for the Betterment of the Masterless there is a reception and office area of 27-foot width and 20-foot depth. Inside is a bench under the window and a long table in the middle of the back half of the room, with two chairs before it and a man seated behind it who greets entrants. There are three doors in the wall behind this desk

table; the one in the left corner opens to the basement staircase, the center one to a hallway leading to offices, and the one in the right corner leads to the steps to the floor above. Member thieves entering this way give the recognition sign and password, and may pass on through any of the doors their status allows. Only higher ranks may enter the ground floor offices. Ordinary folk calling here are asked to be seated at the desk table, so as to state their name and business. According to their wants—recovery of stolen goods, purchase of some specific type of stolen goods, to give a tip on a likely prospect and gain a “finder’s fee,” or to ask how to become a member—the Ollie Compolli (trusted lieutenant, see stats hereafter) manning the reception desk escorts them to an office, or in the case of an applicant for membership, sends them to the basement to be grilled and tested by the thieves there in the Thieves’ Cant.

The two rooms behind the reception room are fair sized, and the “Rum Fixer,” head of the Racketeers, and the “Lord Protector,” head of the Extortionists, are usually in their offices part of each day. Behind these offices is a large lounge and bar for the higher-up thieves.

**Firts and Second Floor** The first and second floors of the building are lodgings for mid-rank members of the guild. There are four rooms on each floor. The loft floor is very large, of course, has a large practice room, and dormitory sleeping spaces for 30 persons.

**Basement** The basement has a bar, refectory, and kitchen for all members. A storeroom adjacent to the kitchen has a false tun, its spigot in front yielding wine, but a secret panel in its right rear opening to a spiral staircase leading to the Thieves’ Underground (see below).

There are 21 chief members of this guild. Each is a head of a criminal activity as noted. A boss of this sort may have only a few persons in his mob, or there might be many. The total membership of this organization exceeds 1,000 persons including prostitutes. Of the membership, 80% are 1st level thieves, 10% are 2nd level thieves, 5% are 3rd level thieves, and the remaining 5% are of low-level dual class fighter/thief 2/3 or 4th level. The latter does not include the top echelon or Ollie Compolli rank (described below).

In order of command, the heads of the Thieves’ Guild are:

Albert “Lord” Compole, Rum Fixer of the Racketeers (*He is a lawful evil, human, 14th level thief whose vital stats are: HP 56, AC 14. His prime attributes are: dex, int, wis. His significant attributes are: str 15, dex 18. His secondary skills are: leadership, suborning. He carries padded armor, a cap of influencing, cloak of nondescript appearance, a +2 longsword and dagger.*)

George “Spider” Morraine, Lord Protector of the Extortionists (*He is a neutral evil, human, 6th/9th level fighter/thief whose vital stats are: HP 50, AC 16. His prime attributes are: str, dex, int. His secondary skills are: leadership, bullying. He carries a ring of invisibility, bracers of defense AC 16, a belt of strength +6, +1 club and dagger.*)

Percival “Ruffles” Battercliff, Dimber Nimber of the Cat Burglars (*He is a chaotic evil, human, 13th level thief whose vital stats are: HP 52, AC 15. His prime attributes are: dex, int, wis. His significant attribute is: dex 18. His secondary skills is: thespian. He carries leather armor, armbands of the ape +3, ring of the chameleon and dagger.*)

Edwin “The Artist” Ives, Upright Man of the Forgers (*He is a lawful evil, human, 12th level thief whose vital stats are: HP 42, AC 12. His prime attributes are: dex, int, wis. His significant attribute is: dex 16. His secondary skills is: forgery. He carries a +1 dagger.*)

Clarence “Clipper” Dodson, Master of Needlepoint of the Sharpers (*He is a neutral evil, human, 12th level thief whose vital stats are: HP 48, AC 12. His prime attributes are: dex, int, wis. His significant attribute is: dex 16. His secondary skills are: bullying, suborning. He carries a +2 dagger.*)

William “Whip” Waters, Rum Drag Miller of the Hijackers (*He is a lawful evil, human, 11th level thief whose vital stats are: HP 44, AC 13. His prime attributes are: dex, int, wis. His significant attribute is: dex 15. His secondary skill is: ambush. He carries leather armor, a +2 broadsword and dagger.*)

Bruno “Stash” Shipman, Master of Importers of the Smugglers (*He is a lawful evil, human, 11th level thief whose vital stats are: HP 46, AC 13. His prime attributes are: dex, int, wis. His significant attribute is: dex 15. His secondary skills are: bullying, escape. He carries leather armor and a +2 dagger.*)

Nellie “The Nymph” Runacre, Rum Abbess of Bawdy Houses (*She is a lawful evil, human, 11th level thief whose vital stats are: HP 40, AC 12. Her prime attributes are: dex, int, wis. Her significant attribute is: dex 17. Her secondary skill is: suborning. She carries a +2 dagger.*)

Thomas “Trickey” Upway, Admiral of the Shore of River Pirates and Shipwreckers (*He is a chaotic evil, human, 10th level thief whose vital stats are: HP 42, AC 13. His prime attributes are: dex, int, wis. His significant attributes are: str 16, dex 15. His secondary skills are: bullying, ambush. He carries leather armor, broadsword and dagger.*)

Howard “Driller” Keyes, Rum Cracksman of Burglars (*He is a lawful evil, human, 10th level thief whose vital stats are: HP 40, AC 13. His prime attributes are: dex, int, wis. His significant attributes are: str 16, dex 15. His secondary skill is: leadership. He carries leather armor and a +2 dagger.*)

Derrick “Dips” Chatwell, Dimber Dipper of Pickpockets (*He is a neutral evil, human, 9th level thief whose vital stats are: HP 38, AC 14. His prime attributes are: dex, int, wis. His significant attribute is: dex 18. His secondary skill is: escape. He carries padded armor and a dagger.*)

Ralph “The Razor” Slater, Upright Man of Cutpurses (*He is a neutral evil, human, 9th level thief whose vital stats are: HP 36, AC 13. His prime attributes are: dex, int, wis. His significant attribute is: dex 18. His secondary skill is: escape. He carries a +3 dagger.*)

## Castles Zagyg: Yggsburgh

Morris "Thumper" Stout, Dimber Ruffian of Footpads (*He is a lawful evil, human, 7th/4th level fighter/thief whose vital stats are: HP 40, AC 12. His prime attributes are: str, dex, int. His significant attribute is: str 18. His secondary skill is: ambush. He carries a leather armor, club and dagger.*)

Daisy "Dimples" Sackwell, Upright Whiskins of Prostitute-Thieves (*She is a neutral evil, human, 9th level thief whose vital stats are: HP 36, AC 11. Her prime attributes are: dex, int, cha. Her significant attribute is: dex 14. Her secondary skills are: suborning, bullying. She carries a +2 dagger.*)

Kenneth "Silks" Wiler, Whipster Tumbler of Confidence Men (*He is a lawful evil, human, 9th level thief whose vital stats are: HP 38, AC 12. His prime attributes are: dex, int, con. His secondary skills are: suborning, bullying. He carries leather armor, longsword and dagger.*)

Janet "Big Jan" Howard, Madam Mother of Harlots (*She is a neutral evil, human, 3rd/6th level cleric/thief whose vital stats are: HP 30, AC 12. Her prime attributes are: str, dex, wis. Her significant attributes are: str 17, dex 15. Her secondary skills are: leadership, bullying. She carries padded armor, club and dagger.*)

Delbart "Winks" Winkler, Dimber Rigger of Lesser Thieves (*He is a lawful evil, human, 8th level thief whose vital stats are: HP 36, AC 13. His prime attributes are: dex, int, con. His significant attribute is: dex 17. His secondary skills are: leadership, bullying. He carries padded armor, short sword and dagger.*)

Rodney "Dasher" Swift, Rum Grabber of Snatch and Run Thieves (*He is a chaotic evil, human, 8th level thief whose vital stats are: HP 32, AC 13. His prime attributes are: dex, int, cha. His significant attribute is: dex 18. His secondary skill is: escape. He carries a dagger.*)

Victor "The Mastiff" Harris, Rum Ruffian of Bullies (*He is a lawful evil, human, 6th/3rd level fighter/thief whose vital stats are: HP 36, AC 14. His prime attributes are: str, dex, int. His significant attribute is: str 18. His secondary skill is: bullying. He carries +2 leather armor, club and dagger.*)

Patrick "Pits" Costard, Pet Protector of Animal Fighters (*He is a neutral evil, human, 8th level thief whose vital stats are: HP 32, AC 12. His prime attributes are: dex, int, wis. His secondary skill is: swindling. He carries leather armor, longsword and dagger.*)

Marvin "Creeps" Rathill, Rum Bullbeggar of Muggers (*He is a lawful evil, human, 5th/4th level fighter/thief whose vital stats are: HP 28, AC 12. His prime attributes are: str, dex, int. His significant attribute is: str 16. His secondary skill is: ambush. He carries a leather armor, club and dagger.*)

Each guild boss is always accompanied by one or more Ollie Compollies. These are lieutenants who act as bodyguards.

Ollie Compolli (*These are a neutral evil, human, male 5th level thieves whose vital stats are: HP 22, AC 13. Their prime attributes are: str, dex, int. Their significant attributes are: dex 14. Their secondary skills are: bullying, suborning or swindling. They carry leather armor, longsword and dagger.*)

The Castle Keeper will note that the Thieves Guild can be developed in much greater detail. This detailing is left in the Castle Keeper's hands, so as to allow personalization according to your vision of the Thieves' Guild. A helpful guide to adding great depth to the complex workings of the underworld is "The Canting Crew," penned by me and published by Troll Lord Games. There are many underworld activities that can be used as sub-plots for the characters' adventures, or even the adventures themselves. For example, slavery and the clandestine movement of captives into and out of the Thieves' Underground can be developed into a major adventure involving the characters.

### The Thieves' Underground

This place is not easily discovered by the characters. The most likely way to discover its existence is if one or more of the characters become members of the Thieves' Guild. They might visit the Green Dragon Inn and, by bribing one of the main non-player characters, learn of the underground and even how to access it from the Lower Gardens park. There are other means, though. The party could be doing detective work, watching for smugglers, noting them at night moving goods from a barge or boat into the town through one of the secret entrances near the gates. As the arbiter of all, the Castle Keeper might also decide to allow other means. Someone at the Bureau of Records might know about the place and reveal information. Perhaps a particularly wild college student might have seen some thieves using the secret entrances in the parks. Even a drunken member of the guild might be pumped for information and let slip that there is a system of hidden passages. Whatever you decide upon is what is right, as it is your campaign.

The tunnels in the complex are six feet in width, with a height of seven feet at the sides and 10 feet at a barrel arch in the center. The map is not as fully developed as it could be. Critical areas are shown and explained, but a more extensive system of passageways could exist and should be detailed as per the Castle Keeper's wishes.

**A. Circular Chamber** These chambers are 12 feet in diameter. The central part is an iron grate of three-foot diameter. Half of it is hinged so as to be raised to allow access to the sewers via a shaft of about six feet depth. Iron rungs enable descent to the sanitation tunnels, with a standard secret door (see S, below) leading from this shaft to the sewers proper. All around the grate are stone flags that serve to trigger the release of some hazard. Each circular chamber has, at random, one of the hazards, traps or encounters listed below. Roll a d6 to determine which one. Members of the Thieves' Guild jump across the area in two bounds, one to the center of it, then out. They avoid dead end chambers of this sort, as they are always trapped.

**1. Gas Release** This invisible gas acts in one round on all within the space, or who enter it during the next minute. The effect is to confuse direction sense for the next 10 rounds, so that anyone affected cannot correctly determine compass points, or even right and left, unless a successful constitution saving throw is made at -10. The Castle Keeper secretly rolls for the actual direction taken by the character if they are confused.

**2. Rats** A swarm of 24 starving rats attacks the characters.

*Rat Swarm x24 (HD1d1, HP 1, AC 14. These rats attack as 2 HD monsters. They have one attack and can only deliver 1 point of damage if successful. Unless a successful constitution save is made, the victim contracts a disease and suffers the loss of 1 HP per day until the disease is cured.)*

**3. Liquid Glue Release** A flood of clear glue flows out to cover the stone floor in one round. This cement becomes tacky and slows movement by half on the second round after release, and on the third round it has become so sticky as to glue whatever is in contact with it in place. At such juncture, movement is impossible for anyone who has it on his shoes or feet. The stuff loses its adhesive strength in one minute, and thereafter it becomes mere dust.

**4. Spider Swarm** A swarm of 24 spiders drops from above, landing on characters in equal numbers.

*Spider Swarm x24 (HD 1d1, HP 1, AC 17. The spiders attack as 5 HD creatures. Their bite cause no immediate damage but, a hit indicates the victim has been poisoned, and in one minute suffers a loss of 1-6 hit points unless a successful save vs. poison is made, in which case they suffer 1-3 hit points damage.)*

**5. Darts** Darts fire from overhead such that each character in the area is attacked three times. Each dart attacks with a -2, though the opponent receives no dex modifier to their armor class. Each dart causes 1 point of damage and delivers a sleep-inducing toxin that, unless a save versus poison is made, causes the victim to drop into a comatose sleep for one hour. They cannot be awakened before that except by administration of a stimulant.

**6. Light Spell** A double-strength light spell is triggered. The sudden illumination effectively blinds all in the area for 2d4 rounds, reducing any movement attempted to one-quarter normal walking speed and in a random direction.

**B. Traps** A trap is activated when someone steps on the central part of the passage in this location. These traps are one of the two types listed below:

**1. Pivoting Floor** A section of the floor opens to drop the lead character six feet down a chute, wedging the victim fast in the funneling shaft. Small subjects go farther down than larger ones. Pulling the victim free takes 10 rounds, less one round for each special means employed to hasten this, such as oil or grease and strength.

**2. Iron Grate** Iron grates with sharpened tongs drop to close off a 10-foot-long section of the passage. Any subject in the path of the falling bars is automatically hit and suffers d20 points of damage. If a 20 is rolled, the victim must make a save versus death or die, and take another d20 points of damage, with the process repeating in the event of yet another 20 being rolled.

The barred grate can be lifted up by three persons with combined strength scores of 45 or more. It can also be levered up to a sufficient height to allow crawling beneath it. To do so, two poles or spear-like shafts employed by characters with a strength of at least 12, and who each weigh at least 150 pounds (less 10 pounds for each point of 12 strength), must be used as levers to lift the grate. Once lifted, the grate must be held in place with something, such as a mace, torch, or spikes wedged beneath it so as to prevent it from falling back down.

There is a chain hidden in a niche in the wall some five feet outside the trap area. Pulling down on it causes the grate to rise to its concealed position overhead. A successful wisdom check at -5 indicates it has been spotted.

**S. Secret Door** Each such hidden panel is a slab of stone that is six feet high and four feet wide. When its hidden catch is triggered, a push causes it to pivot silently on a corner hinge so as to open or close easily. Unless otherwise indicated, the trigger mechanism is activated by inserting a dagger in a hole at two-foot height above the floor, above a pictogram of a rat crudely inscribed in the stone. Unless one is aware of the general location, a careful search is needed to discover this marking.

### Thieve's Guild Underground

**1. Staircase** This is a 20 x 20 foot square room, with a small spiral staircase leading above to the Thieves' Guild headquarters building via the false tun. The room appears to be a dead end, a place for hiding out only, with two cots and bedding, a table and two chairs, and several hooded candle lanterns hanging from wall pegs as if to illuminate the place. That there are eight such lanterns here should provide a clue that they are meant for something else.

There is a secret door in the room. This swinging panel operates by triggering a catch when a dagger is thrust into a small hole in the middle of the west wall in which is stuck a peg, seemingly to hold another lantern or perhaps some article of outer clothing. The peg can be removed easily, a dagger inserted, and the catch is then triggered so that a four-foot-square section can be pushed open to provide an egress to the tunnel outside the room. On the outer side of the secret panel there is scratched a small pictogram of a rat. Directly above it at four feet height is a hole for dagger insertion to trigger the catch.

If successfully searched, a character will note the empty peg on the inside of the room and the pictogram of the rat on the outer side. Otherwise, a character lacking the noted skill must make a wisdom check to notice either, with one check allowed per 10 minutes spent examining the area.

**2. Safe Room** This room is 20 x 20 feet square and accessed by a secret door. This place is simply a safe haven for thieves eluding pursuers. There is a plugged spyhole slit in the wall at one-foot height. When opened, it allows view of the passage outside, and the watcher will be able to hear loud sounds or normal talking close by. Inside the room are a tinderbox, hooded candle lantern, large cask of water (at the bottom of which are hidden four healing potions), box of hard biscuits, and four pallets.

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### Spriggans' Complex, 3.-5.

The Thieves' Guild has enlisted the aid of a troupe of spriggans (detailed hereafter) to serve as spies and lookouts for their nefarious activities. These malign little people are quartered in relative luxury in the three rooms indicated. When alerted to strangers, or if they are surprised, they become invisible and seek to group together to attack en masse. If this troupe is eliminated, the Thieves' Guild will replace it with at least as many new spriggans in 2-4 weeks time.

When attacked, the spriggans become invisible and assess the intruders' potential for harming them. If that seems strong, they remain unseen and seek their fellows for help so as to have as large a force as possible in a fight. They then attempt to ambush the foe or otherwise attack by surprise. When attacking, they first attempt to touch and thereby confuse their opponent. When two spriggans face an opponent, one attempts a touch to confuse the enemy, while the other attacks with a weapon. In the next round, the other armed spriggn uses its touch while the other attacks with a weapon. In this manner they will be able to strike at least two unopposed blows. In all they are not warriors, and when half of their number has been slain the remainder of their troupe will flee.

**3. Common Room** This is a 20' x 20' foot room with three doors. At any time there are 5-8 spriggans in here. The room is furnished with tables, chairs, and various accessories sized to these creatures. There are cushions scattered about the place too. There are small food service items, with remains of food and drink on one long trestle table. Three small tables have burning candles on them and gaming items—dice, cards, and dominoes of diminutive size. The troupe leader is in this room.

*Spriggn Leader (This chaotic evil creature's vital stats are: HD 2d8, HP 15, AC 17. Its prime attributes are physical and mental. It carries a +1 dagger and 15gp. Special: Spriggans can turn invisible at will three times a day. Once per day they can cause confusion in an opponent if they make a successful touch attack. In this case the character is unable to act, other than defensively, for one round.)*

*Spriggn x5-8 (HD 1d8, HP 7, AC 17, PA physical, EQ dagger, two darts and 2-12gp, Special: invisibility, confusion.)*

**4. Barracks Room** This is a 10' x 30' room, with a door to room 3 above. This is a concealed, spriggn-sized escape hatch behind a screening cabinet. There are no lights in this chamber. The cabinet holds 60 small flasks, 20 full of whiskey, 30 empty and 9 with sleeping draughts. The sleeping draughts, once imbibed, cause up to 8 persons to be knocked unconscious one round after drinking them, the effect lasting for one hour unless a save vs. poison at -3 succeeds. There is also one concentrated healing potion that can be taken as four separate doses, each healing 2d4 points of damage. The spriggans have 12 bunk beds stacked three high, and under the bottom of each set are three small hampers with their spare clothing and (worthless) personal belongings.

*Spriggn x12 (HD 1d8, HP 7, AC 17, PA physical, EQ dagger, two darts and 2-12gp, Special: invisibility, confusion.)*

**5. Kitchen** This is a 10' x 20' room, with a door to room 3. It is a concealed, spriggn-sized escape hatch to the south and hidden behind a screening barrel of flour. There are 10 spriggans minus the number encountered in Room 3 preparing food here. There is a fireplace with a fire going in the center of the west wall, a work table and work bench, various boxes, sacks, and small barrels of foodstuffs supplied to the spriggans by the thieves.

*Spriggn, variable (HD 1d8, HP 7, AC 17, PA physical, EQ dagger, two darts and 2-12gp, Special: invisibility, confusion.)*



**6. Passage to Upper Gardens** This passage leads to the Upper Gardens. It winds westwards some 1,500 feet, then turns southwest for about 300 feet, ending in a staircase leading up to a secret door in the base of the statue of Lord Yggs seated on a throne. The secret door is operable as are the others here, but the trigger is to the right of the stone slab on the inside, and to the left on the outside. The slab is three feet wide and four feet high, and swings inwards.

**7. Passage to Lower Gardens** This tunnel continues southwestwards some 500 feet, then turns west about 1,500 feet, to end in a flight of steps leading up to a secret door in the floor of the hexagonal marble gazebo in the center of the park. The secret trap door is only two feet square, and operates by depressing the trigger using a dagger blade so as to cause the catch to allow the slab to drop a foot and then slide aside. Then slid back into its central position the triggering mechanism will cause the stone to rise up and seem like solid flooring once again.

**8. Chamber** This is a 20' x 40' chamber with a dwarf here 90% of the time. Holgar is a champion warrior and expert engineer. Holgar works for both the thieves and the assassins. He is the last of the dwarves who were hired long ago to help construct the Thieves' Underground. His main wealth is in Mercantile Bank, where he has something in excess of 25,000gp deposited. He goes into the town above now and then to drink and carouse with leading thieves, most likely at the River Rat Tavern or the Dwarf Brewmeister Tavern.

The chamber is lit by two hanging lanterns. It has a fireplace on its west wall, a table with an unlit candle and four chairs around it, food cupboard with cooking and eating utensils included, a large bed with mattress and bedding, cabinet for clothing, an arms rack with six javelins in it, and ceiling-to-floor wall shelves to both sides of the doorway, on which are four gallon jugs of hard cider, 11 helmets (trophies of his major kills), and assorted empty wooden boxes of cheap sort, all save two empty. The best of the lot holds 100sp, another of cedar holds 200cp. The actual purpose of the shelving to the north of the entry is that of a ladder accessing a secret way to the Assassins' Guild. This is a concealed trapdoor in the ceiling above that opens onto a three-foot-wide, seven-foot-high passageway leading east about 1,000 feet. This opens by secret door into the cellar beneath the Assassins' Guild building (see Yggsburgh Encounter 50. The 12 Celestial Houses).

*Holgar (He is a neutral evil dwarf whose vital stats are: HD 7d8, HP 42, AC 20. His prime attribute is: physical. His significant attribute is: str 20. He carries +1 plate mail, +1 shield, 3 javelins, broadsword, 500gp in coin in a purse, and he wears a neck chain of heavy gold.)\**

\*This is a neck chain with the 12 signs of the zodiac as pendants, each set with a small cabochon ruby, the whole being worth 2000gp. It is an emblem of the town's Assassins' Guild, and it marks the wearer as a friend who has committed no less than 12 killings on behalf of that organization.

**9. Passage to Bridgegate** This tunnel continues southwestwards some 5,000 feet, then turns southwest about 100 feet to end in a secret door. It is in the rock face just above the water line, immediately to the west of the base of the bridge. The secret door is operable as are the others here, but the trigger is to the right of the inward-swinging stone slab on the inside, and to the left on the outside. The slab is six feet wide and eight feet high to allow entry of large goods (2. Bridgegate).

**10. Passage to Moatgate** This tunnel continues southwestwards some 1,000 feet, then turns due east for about 200 feet to end in a secret door. This is in the rock face of the moat just a foot above the waterline, immediately to the south of the base of the Moatgate pier. The secret door is operable as are the others here, but the trigger is to the right of the inward-swinging stone slab on the inside, and to the left on the outside. The slab is six feet wide and eight feet high to allow entry of large goods (4. Moatgate).

**11. Secret Chamber** This is a 40' x 40' secret chamber. This large room has a row of four 10-foot-square cells. These cages have walls of iron grating. Each cell has a narrow door with a large padlock.

These are used for holding slaves en route to some destination downriver. They are empty 90% of the time. If there are prisoners in them, roll 4d4 to determine the number. Odd numbers on the die indicate that number of female slaves, while even numbers indicate that number of male slaves. The age for each is 5d8+4.

There is a table, two chairs, and two cots in the open portion of the chamber. Along the west wall are barrels and boxes with water and hard biscuits for feeding slaves when they are imprisoned here. It is easy to scale the grill of a cage and climb atop them, as they are only nine feet high, and the ceiling of the chamber is 15 feet high. In the far southeast corner of the ceiling is a concealed trap door that opens onto a passage of three-foot-width and seven-foot-height that runs some 1,500 feet south by south southeast to access the River Rat Tavern's cellar via a secret door.

**12. Stairs** These stairs head up and to the east some 12 feet to a passage that runs generally southeast some 1,800 feet. It goes to the basement of the Beggars' Brotherhood (Yggsburgh Encounter 51). It enters that place by a secret door. Stolen goods are moved to and from the Thieves' Guild and the Beggars' Brotherhood via this route.

**13. Passage to Rivergate** This tunnel continues northwards some 500 feet to end in a secret door in the rock face, just at the edge of the Rivergate quay (or the outer plaza, as it is called). The secret door is operable as are the others here, but the trigger is to the right of the inward-swinging stone slab on the inside, and to the left on the outside. The slab is six feet wide and eight feet high to allow entry of large goods (5. Rivergate).

### 53. Swordsmen's Brotherhood

**Location:** Fisher Street

**Reason:** When the party is seeking men, derring-do, or wants some training in weapons play

**Sign:** Two men-at-arms clasping hands.

The Swordsmen's Brotherhood is located on the west side of Fisher Street between Citadel Avenue and Wood Street. This nondescript brick building has three stories plus a loft, and has a 45-foot frontage. The first floor has a reception room in front with chairs, notice board, and desk.

Anyone seeking employment or training here must join the Swordsmen's Brotherhood. Initiation fee is only 50gp, payable over as long as 10 weeks' time. Dues are 5sp per week or 50gp annually. Members can utilize the services of the Brotherhood's chaplain, use the basement practice facilities for free, get training on the first floor at 1-5gp per hour, and have their name placed on a list for hire. The Brotherhood takes 10% of the employment payments members receive.

The principal members of this fraternal organization are The Guildmaster of Swordsmen, Ulysses Hoggwood, The Guild Provost, Hans Untermeyer, the Guild Marshal, Robert Claire, the Guild Secretary & Treasurer, Elbert Cobb, and the Grand Serjeant, Oswald Fox.

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The Brotherhood's leaders will also train members if desired.

Member	Cost
Ulysses Hoggwood	5gp per hour
Hans Untermeyer	4gp per hour
Robert Claire	4gp per hour
Elbert Cobb	3gp per hour
Oswald Fox	3gp per hour

The rear of the ground floor has a refectory and kitchen where members can eat and drink, while the 2nd and 3rd floors have some rooms for let and the loft has a dormitory available only to members.

Services	Cost
Beer	1sp per pint
Breakfast	2sp
Dinner	8sp
Supper	5sp
Private room	1gp per night
Dormitory	5sp per night

The Brotherhood is neutral and will not become involved in disputes. However, it will protect members not guilty of breaking the law of the town. Hired fighters from this organization cost 6gp per level per day. Bow archers receive an additional 1gp per level. Generally speaking, fighters are from 1st-6th level and are available for such a fee. All have their own armor (no better than chain mail), and a sword or battle axe. Fighters of 7th or higher level have better armor and gain a 5% to 15% share of treasure taken while in service.

Ulysses Hoggwood, Guildmaster of Swordsmen (*He is a neutral, human, 14th level fighter whose vital stats are: HP 76, AC 22. His prime attributes are: str, dex, int. His significant attributes are: str 18, dex 18. His secondary skill is: leadership. He carries full plate mail, shield, longsword, dagger and other weapons as he chooses.*)

Hans Untermeyer, Guild Provost (*He is a lawful neutral, human, 13th level fighter whose vital stats are: HP 72, AC 21. His prime attributes are: str, dex, wis. His significant attributes are: str 18, dex 17. His secondary skill is: woodsman. He carries full plate mail, shield, longsword, dagger and other weapons as he chooses.*)

Robert Claire, Guild Marshal (*He is a lawful neutral, human, 12th level fighter whose vital stats are: HP 70, AC 21. His prime attributes are: str, dex, con. His significant attributes are: str 16, dex 16. His secondary skill is: woodsman. He carries full plate mail, shield, longsword, dagger and other weapons as he chooses.*)

Elbert Cobb, Guild Secretary & Treasurer (*He is a lawful neutral, human, 11th level fighter whose vital stats are: HP 68, AC 20. His prime attributes are: str, dex, con. His significant attributes are: str 17, dex 14. His secondary skill is: bullying. He carries full plate mail, shield, longsword, dagger and other*

*weapons as he chooses.*)

Oswald Fox, Grand Serjeant (*He is a neutral, human, 10th level fighter whose vital stats are: HP 63, AC 21. His prime attributes are: str, dex, con. His significant attributes are: str 14, dex 16. His secondary skill is: nautical. He carries full plate mail, shield, longsword, dagger and other weapons as he chooses.*)

Chaplain (*He is a lawful neutral, human, 6th level cleric whose vital stats are: HP 49, AC 20. His prime attributes are: str, con and wis. His significant attributes are: str 14, dex 13. He carries full plate mail, shield, mace and other weapons as he chooses. He can cast the following number of cleric spells: 0-5, 1st-3, 2nd-3, 3rd-2.*)

## 54. Lords & Gentlemen Club

**Location:** North Wall Avenue

**Reason:** When the party is seeking to rise in social status, or simply become accepted by the town's aristocracy, this is the best place to accomplish such ends

This exclusive club is located in the middle of the long block of North Wall Avenue between Guild Street (a north-south street to the east of it) and Jewel Street (a northwest-southeast street to the west of it.) The building is a large one with a 180-foot frontage. It has three stories and an attic. It is on a lot of 400 feet by 500 feet depth. Above the entrance to the club are its armorial bearings. Its escutcheon is a parted per pale gold and blue a blue sword point down and a gold coronet with seven points ending in trefoils, a chief parted purple and white above with three eight-pointed stars (estoiles), one of white, one counter-charged white and purple, and one purple. A crest of a lynx proper passant regardant, supporters of stags rampant, and a motto reading, "Loyalty to Fellowship in Honor."

Various rooms within the club's ground and first floors include: lounge, billiards, table gaming, library and reading, bar, dining, grand ballroom-banqueting, music, salon, small chapel, and several private parlors that can be reserved by members. The second floor has 14 two-room suites for members' rentals, all leased out annually. The third floor also has like suites, and nine are available for short-term use. The attic story is where staff is housed. The basement is likewise for staff and servants, and there is where the kitchens and like work places are located.

Behind the club is a large, walled lawn area on which badminton, lawn bowls, and croquet are played, and at times mock combats and archery contests are held here. The back wall is a stable and barn for members' steeds, carriages, and coaches.

When the party is seeking to rise in social status, or simply become accepted by the town's aristocracy, this is the best place to accomplish such ends. Members are invited to important social functions, are able to make appointments with the socially elite persons of the town, are treated with deference by less highly-placed persons (including law enforcement officials). If they become members, the characters can likely get access to town and college records and libraries, and even receive training in various fields.

Only members, guests of members, or those with written invitation from a member, are admitted inside the club. Membership is automatic if a person is recommended by the Lord Mayor, a Counselor, or a knight; otherwise it requires any three regular members in good standing to recommend a new member.

Membership in the club costs gold. There is an initiation fee of 2,500gp, plus annual dues of 2,500gp, with half that sum for the Lord Mayor, Counselors, and Knights of the Order of the Citadel. In addition, there is the payment of special assessments for club festive celebrations and charitable works, these being about 50gp per event sponsored, with four fetes and eight charitable projects per year usual. Leasing a suite costs 120gp per month additional. All food and drinks are free to members, a member paying 10gp per invited guest. Needless to say, all service is impeccable, and all food and drinks here are of the best quality.

Service staff includes a majordomo, porter, usher, chefs, cooks, baker, scullions, waiters, maids, barmen, barmaids, tailor, valets, pages, bootblacks, laundresses, janitors, gardener, groundsman, and handyman. There is a Pious Chaplain available at all times.

**Governance & Members:** The Lords & Gentlemen Club is governed by a board of 12 regents, the Lord Mayor the Honorary Chairman. The working head of the board is Counselor Horace Linnfield, Guild Master of the Merchants' Guild, its Vice Chairman. Other regents include Sir Eberhardt Beemish, Secretary & Treasurer; Justicier Reginald Codorly; Sir Reynard Montjoy, KOC; Sir Anthony Belvoir KOC; Sir Bertram Trillingby; Sir Wade Fulgent; Sir Richard Albright; Sir Ulrich Hawkes; Sir Morgan Nalbord; and Harold Shepston, Guild Master of the Weavers' Guild. There are 80 other members of the club (92 total membership), all of gentle status. Eight of them are other town officials, eight are military officers, and the other 64 are wealthy heads of gentle families and their sons.

The number of members present and active (not in a sleeping room) at any given time are listed below.

Time	Patrons
Morning	2-8 +8
Forenoon	4-16 +8
Afternoon	5-20 +8
Evening	5-20 +16
Night	5-20 +24
Late Night	5-20 +8

Gambling is allowed. Most of the wealthiest members of the club enjoy gambling. Although not at all historical, the Castle Keeper can assume the characters can get into games of craps, poker, and poker dice here. Minimum bet at craps is 5gp and that will bring sneers from the aristocratic young dandies at the table. Card stakes are at an ante of 2-25gp with a bet limit of 10 times the ante, and three raises only allowed. The baccarat dealer must have a bank of no less than 500gp to gain the shoe.

A character attempting to win by cheating is problematical for the Castle Keeper to manage. The odds difference for cheating can be great or small. There is always a chance a cheating player

will be caught. The Castle Keeper might use one of the following systems.

1. Cheating character makes a d20 roll, adding all intelligence and dexterity modifiers. Thieves or assassins receive an additional +1 to their die roll per level. This is the cheat roll.
2. A single Opposing Cheating roll for the non-player-character participants is compared to the cheat roll. If the latter is higher, the cheater won the game and nobody suspects. If it is a tie, or the opposing cheat roll is higher, then one non-player character is suspicious and will be watching the character. On the next cheating rolls, the one watching the character receives a +1 to their roll. If the opposing cheat roll is greater than the character's cheat roll, then the character failed to properly cheat, and the win goes to one of the non-player characters.
3. A cheat roll of 1, regardless of bonuses, means automatic failure and all the other players are suspicious. If another cheat roll is made by the character, the opposing cheat roll will be at +1 x the number of non-player characters playing, with a minimum bonus of 3 in any case.

If only one non-player character sees and accuses a character of cheating, the latter can only deny the charge and ask for satisfaction in a duel. Being caught cheating is as good as being expelled from the club, so discourage it. A cheat permanently loses all status with the upper class and is ostracized from all social contact.

Any attempt at causing trouble or picking a fight here will result in disaster for the characters. The Castle Keeper can assume a force of fighters (including knights and guards) to be three times the number of characters involved, and with twice as many hit points collectively. If there are spell casters in the party, have more potent ones (who are club members) on hand to negate and counter the character's castings. Do not make a fight of it, simply inform the players that their characters are swiftly subdued, bound, gagged, and removed to the city gaol with 10% of their normal hit points remaining. They will be tried on the following day for Criminal Trespassing, Disturbing the Peace, Battery, Disrespect to a Noble or Ecclesiastic, Assault, Assault with a Deadly Weapon, and possibly Endangering Property by the Careless Use of Magic. At the very least the characters will each be fined 500gp and have to pay for all damages they caused in the club (See Part I, The Culture of Yggsburgh, Crime & Punishment). Alternately, the Castle Keeper can do the battle, but much preparation would be necessary and reference to the Orders of Battle Appendix requisite. In all likelihood the result will be the same.

### 55. Cockerel Casino

**Location:** Southeast corner of Central and Goodman Streets

**Sign:** A crowned rooster standing atop a pair of golden dice

**Reason:** When the party wants to rub elbows with the aristocrats and gamble! The house wins, on average, 60% of all wagers placed against it, of course.

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The Cockerel Casino is the most fashionable gambling establishment in town. Its clientele includes only aristocrats and the most wealthy of commoners. Its patrons include many young bravos as well as the more sedate sort. As is usual in places of quality, patrons are not permitted to wear armor or carry any weapon larger than a small sword. The Cockerel Casino is owned by both Georges LeClair and Loretta Holly, and is run with a large staff of personnel, including many guards in the strong room.

The casino has two floors above the ground-level one, that floor being like that of a mansion, raised above street level, so that staff and counting rooms are kept out of the patrons' sight. The ground floor has a bar and lounge and a cashier's room caged by bars. Inside are stairs leading down to a strong room in the basement. However, the majority of space upstairs is given over to games played at large tables, including wheel games such as wheel of fortune and roulette, dice games like craps and chuck-o-luck, and card games such as 21. The first floor consists of two public rooms in which baccarat is played, with six private rooms behind them for such high-stakes games as patrons request, the house supplying the room, dealer or other person overseeing play, serving refreshments, and taking 10% of each pot. The upper floor is the apartment of the owners.

If anyone is caught cheating, word is sent immediately to the sheriff, while the offender is given a free drink that is drugged. A constitution saving throw at -20 must be made or the character drinking falls unconscious. The offending party is then removed to a private room where the law officers take him to gaol. A trial follows the next day for Grand Theft, and is punishable by 1-5 years of bond or penal servitude. The charge will be dropped if the offender pays the casino twice the amount won by cheating and court costs of 200gp.

In cases where cheating is not attempted, gambling activity should be simulated by use of cards, dice, and other actual gambling equipment available. Otherwise, a simple roll based upon the odds of the game can be made to determine the outcome. Remember, the house has a significant advantage. The private games here are all set so as to bring 10% of what is wagered into the house coffers, this amount being taken from the pot.

A character attempting to win by cheating is problematical for the Castle Keeper to manage. The odds difference for cheating can be great or small. There is always a chance a cheating player will be caught. The Castle Keeper might use the system presented in Yggsburgh Encounter 54, Lords & Gentlemen Club.

If only one non-player character sees and accuses a character of cheating, the latter can only deny the charge and ask for satisfaction in a duel. Being caught cheating is as good as being expelled from the club, so discourage it. A cheat permanently loses all status with the upper class and is ostracized from all social contact.

The casino uses chips, of course, so no table has any coins. The cashier has between 5,000-20,000sp and 10,000-15,000gp on hand. The strong room in the basement has 45,000-60,000gp and 25-70 cut and faceted gems of 5,000gp value each. The Castle Keeper should decide upon alarms and traps on the cashier's cage and the

basement strong room when the necessity occurs. The proprietors have a hidden strong box containing 50,000gp. Separate from this reserve is another, smaller strong box containing 100-600 cut and faceted gems of 5000gp value each. Here again, the Castle Keeper must decide what magical and mechanical traps protect the treasure against theft. The proprietors each carry from 10-60gp on them and wear 4 pieces of jewelry worth between 500-3,000gp apiece. Loretta Holly has 12 additional like pieces in the hidden, trap-locked coffer in which her spell books are kept. The contents of these books are left to the Castle Keeper to determine.

### The Proprietors

Georges LeClair (*He is a neutral, human, 15th level thief whose vital stats are: HP 52, AC 15. His prime attributes are: dex, int, cha. His significant attributes are: str 14, dex 18. He carries a +2 ring of protection, a +3 feather staff and dagger.*)

Loretta Holly (*She is a neutral, human, 10th level illusionist whose vital stats are: HP 27, AC 16. Her prime attributes are: int, wis, cha. Her significant attribute is: dex 17. Her secondary skill is: suborning. She carries a +4 magic robe and +2 dagger. She can cast the following number of illusionist spells: 0-6, 1st-5, 2nd-4, 3rd-3, 4th-3, 5th-2.*)

There are 15 members of the guard staff who live in the basement. They circulate around the casino, but several are almost always in the strong room.

### Strong Room Guards

Guard (*This is a neutral, human, 10th level thief whose vital stats are: HP 35, AC 15. His prime attributes are: dex, int, wis. His significant attribute is: dex 18. He carries leather armor, a short sword and dagger.*)

Guard (*This is a neutral, human, 7th level fighter whose vital stats are: HP 49, AC 12. His prime attributes are: str, con, dex. His significant attribute is: str 14. He carries leather armor, short sword and a dagger.*)

Guard x2 (*These are neutral, human, 4th level fighters whose vital stats are: HP 24, AC 12. Their prime attributes are: str, con and dex. Their significant attribute is: str 14. They carry leather armor, short sword and a dagger.*)

### Casino Guards

Guard (*This is a neutral, human, 9th level fighter whose vital stats are: HP 63, AC 12. His prime attributes are: str, con, dex. His significant attribute is: str 17. His secondary skill is: bullying. He carries leather armor, short sword and dagger.*)

Guard x2 (*These are neutral, human, 6th level thieves whose vital stats are: HP 19, AC 13. Their prime attributes are: dex, int, wis. Their significant attribute is: dex 13. They carry leather armor, a short sword and dagger.*)

Guard x8 (*These are neutral, human, 4th level fighters whose vital stats are: HP 24, AC 12. Their prime attributes are: str, con, dex. Their significant attribute is: str 14. They carry leather armor, short sword and a dagger.*)

## 56. Dwarf Brewmeister Tavern

**Location:** Trade Avenue

**Reason:** When the party wants to find demi-humans, enjoy some drinking and eating in a relaxed place...likely learning interesting rumors, and possibly running into some trouble

**Sign:** A smiling dwarf wearing a leather apron holding up a foaming tankard of ale

**Encounters:** Small Tavern Common Room, Outside the Small Tavern Events, and there is a 1 in 10 chance that the dwarf Holgar will be here drinking and wenching, and looking for trouble! (For the latter, see Yggsburgh Encounter 52, The Thieves' Guild, Area 8.)

The Dwarf Brewmeister Tavern is located on the north side of Trade Avenue, in the middle of the block between Fisher Street and Market Avenue. This establishment is not very large, with only a 30-foot building front. The place is long though, and crowded with patrons of demi-human and human race alike, for its ale is superb and the food great. This is also a place to hear a lot of gossip from non-aristocratic persons, as its local clientele is mainly from the upper-lower and middle class. Regular visitors to Yggsburgh who have the wherewithal make a point of staying here.

There is a 20-foot-long bar to the right as one enters, with many persons standing there. A long row of booths are along the left wall, and tables run down the middle of the long room all the way to the back door and alley entrance. On weekends there will be a small band playing, usually with a singer and a dancer to add to the entertainment.

The basement is where the office, store rooms, and kitchen are located. Food is sent above by dumbwaiter and dirty dishes sent down likewise. The second and third floors have a total of 12 guest rooms. The attic houses the proprietor, the dwarf Sigtri "Tree" Stoutback, his wife Frieda Stoutback and their family. Frieda is the cook and their three children work in the kitchen and clean rooms.

Also working here are the half-elf, barmaid Tansey "Tease" Wilder, and the barmen Petrel "Pete" Neargrove (halfling), Thompli "Tom" Moles (gnome), and Walter "Bear" Whitson (human). Additionally there are 3 serving wenches, Joan (human), Sally (human), and the attractive Utile (halfling).

The staff have purses containing 1-4gp in various coin. The till at the bar has from 35gp-45gp in it. "Tree" Stoutback has a gold ring and watch worth 50gp and 600gp respectively. The family's hidden cache 1200gp in various coin is hidden in the house. Frieda Stoutback has 5 pieces of gold jewelry set with gemstones—a pair of earrings worth 150gp, a necklace worth 700gp, a bracelet worth 450gp, a broach worth 300gp and a ring worth 250gp.

Sigtri "Tree" Stoutback (*He is a lawful neutral, dwarf, 6th/7th level fighter/thief whose vital stats are: HP 37, AC 20. His prime attributes are: str, dex, cha. His significant attribute is: str 16. He carries +3 splint mail, shield, a +1 battle axe, club and dagger.*)

Tansey "Tease" Wilder (*She is a neutral, half-elf, 5th/6th level*

*fighter/thief whose vital stats are: HP 30, AC 16. Her prime attributes are: str, dex, cha. Her significant attribute is: dex 18. Her secondary skill is: suborning. She carries +1 leather armor, a +2 dagger, club and dagger.*)

Petrel "Pete" Neargrove (*He is a neutral good, halfling, 4th/5th level fighter/thief whose vital stats are: HP 22, AC 14. His prime attributes are: str, dex, int. His significant attribute is: dex 17. Her secondary skill is: bullying. He carries leather armor, club and dagger.*)

Thompli "Tom" Moles (*He is a lawful neutral, gnome, 4th/5th level fighter/thief whose vital stats are: HP 22, AC 14. His prime attributes are: str, dex, int. His significant attribute is: dex 16. Her secondary skill is: bullying. He carries leather armor, club and dagger.*)

Walter "Bear" Whitson (*He is a lawful neutral, human, 7th level fighter whose vital stats are: HP 56, AC 12. His prime attributes are: str, con, int. His significant attribute is: str 18. He carries leather armor, club and dagger.*)

The following table indicates the number and race of patrons at this establishment at any given time.

Time	Dwarf	Elf	Gnome	Halfling	Human
Forenoon	2-8	1-4	2-8	1-4	2-8
Afternoon	4-16	1-4	3-12	2-8	3-12
Evening	4-16	2-8	3-12	3-12	4-16
Night	5-20	2-8	4-16	2-8	5-20
Late night	4-16	2-8	3-12	1-4	6-24

Goods and Services	Cost
Ale	2-4sp per pint
Beer	1-3sp per pint
Liquor	3-5sp per glass
Coffee	3sp per pot
Tea	2sp per pot
Ginger Beer	1sp per pint
Root Beer	1sp per pint
Buttermilk	1sp per pint
Breakfast	7sp including a small pot of tea
Dinner	15sp including a pint of ale
Supper	1gp including a pint of ale
Dormitory (6 beds only)	14sp per night
Single room	3gp per night
Double room	4gp per night

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### 57. Green Dragon Inn

**Location:** North Wall Avenue

**Sign:** On a white field an emerald green dragon armed and eyed red rampant exhaling a bolt of bright yellow lightning.

**Reason:** When the party wants a place to stay, and are seeking one where the really tough adventurers of all sorts congregate, is seeking information about crime in the town, or maybe looking for a bit of trouble...

**Encounters:** See Inn or Large Tavern Common Room, and Outside the Inn or Large Tavern Events Table

The Green Dragon Inn is located on North Wall Avenue in the triangular area northeast of Rivergate, with an industrial block to the east of it. The establishment is about the same size as the Outs Inn across the Yggsburgh Canal, south of the Moatgate. But it lacks the ambience and the greenery, not to mention a shrine and priest. Still, it is an active inn accommodating many of the rougher sorts of visitors to the town, rivermen and merchants as well as mercenary adventurers.

This inn is in a high-walled (12-foot) triangular compound, with the long side being 240 feet, the east wall 220 feet in length, and the short wall 120 feet in length. The three-story building includes a loft that is constructed so as to form the short wall. So its dimensions are 50 feet north-to-south width, 120 feet back-wall breadth, and 100 feet front-wall breadth. All windows facing outwards are barred and closed with shutters at night. The main entry gate to this walled complex is on North Wall Avenue near where it turns due east. There is a smaller back gate between the stables and storage barn that form the east wall. Finally, there is a gate accessing the alley that bisects on an east-west axis the industrial block to the east. This alley continues past a cross alley that meets Middle Thoroughfare one block further east to reach Market Avenue. This rear entrance is used by shadier clientele.

**Ground Floor:** The ground floor has an entry lounge with an inn desk and cashier, who also does money changing. A hall to the right leads to the bar room, card room, meeting room and notary office. A hall to the left leads to the dining room, private salon and guest services (valet, laundry, scribe).

**First Floor** The first floor consists of 18 larger rooms, with 14 available for rent and two used as service closets. The remaining four are used for the head staff.

**Second Floor** The second floor has 22 smaller rooms for rent and two service closets.

**Third Floor** The third floor has two eight-person dorms, and two dormitories that sleep 20 persons each.

**Loft** The loft contains small rooms for the serving staff.

**Basement** The basement is where the office, store rooms and kitchen are located. Food is sent above by dumbwaiter and dirty dishes sent down likewise.

**Stables** The stables form the northern portion of the east wall. There is room for up to 48 horses in them, and the inn has 20 such animals for hire, with 12 of them being riding horses.

The rear (alley) gate is a tunnel between the stables and the barn and storage building. The barn and storage building forms the southern portion of the east wall. It can house 16 carriages or coaches, and there are four carriages (two small, two large) for hire. There are six small rooms of 10 feet by 10 feet in size and a large general storage area that is 60 feet long and 20 feet wide. There is hay and feed storage above the barn, and rooms for stables and bar staff over the barn and storage building.

Robert "Thief" Robins is the Proprietor of the Green Dragon Inn. He is well satisfied with the derring-do of past adventuring. "Thief" seldom leaves his inn to wander in search of further exploits. Some dangers come to him here, though, and he has felled many a troublesome bully or spell-caster meaning to gain a great reputation by slaying him. Bodo "Zaps" Muntz is the manager. Frederick "Rick" Braun is chief barkeep. And Norbert "Slick" Slidell is the greeter.

All four of the above individuals have their own rooms on the inn's first floor. They are not likely to befriend any adventurers or be interested in any missions...unless they see the characters as likely marks that can be taken for a lot. Play these non-player characters as smart and hard-boiled mercenaries who assume no unnecessary risks without the likelihood of a large reward. Any division of treasure will be unequal, for they would expect at least 60% and really want it all.

The serving staff at this establishment consists of two porters, three cooks, three scullions, four food service maids, two bar maids, one janitor, nine chamber maids, one stable master, one barn master, two grooms, four stable boys and two goods handlers. One of the grooms serves as a coachman if there is an immediate demand, otherwise such a driver is hired from available out-of-work commoners.

As for asking questions, most of the patrons in the place will be hostile to strangers snooping around. However, the proprietor and his staff have no particular affection for the Thieves' Guild, or the Assassins' Guild for that matter. They will give information about the two for a hefty bribe. For example, if a character wants to know about the Thieves' Guild, for 50gp or more the owner, Robert "Thief" Robins, his manager, Bodo "Zaps" Muntz, the head barman, Frederick "Rick" Braun, or Norbert "Slick" Slidell, the host, mention that the Thieves' Guild engages in illegal slave trade and that the thieves have a secret underground passage system. For another bribe of 250gp or more such an informant will relate that there is secret entrance to the hidden subterranean passages in the plinth of the statue of the enthroned Lord Yggs (in the Lower Gardens) and another one in the Upper Gardens, although they are not sure of its location. For information see 52. The Thieves Guild and 50. The Assassin's Guild.

Robert "Thief" Robins (*He is a lawful neutral, human, 12th level fighter whose vital stats are: HP 90, AC 30. His prime attributes are: str, con, dex. His significant attributes are: str 12, dex 18. His secondary skill is: nautical. He carries a +3 ring of protection, +3 full plate mail, +3 shield, ring of spell turning, and +5 broadsword which confers a +7 to the strength of the user.*)

Bodo "Zaps" Muntz (He is a lawful neutral, human, 9th level wizard whose vital stats are: HP 29, AC 14. His prime attributes are: dex, int, wis. His significant attribute is: dex 18. His secondary skill is: esoteric. He carries a +1 ring of protection, +1 cape of displacement, baton of cold with 37 charges and a +2 dagger. He can cast the following number of wizard spells: 0-5, 1st-5, 2nd-4, 3rd-3, 4th-2, 5th-1.)

Frederick "Rick" Braun (He is a chaotic neutral, human, 8th level fighter whose vital stats are: HP 64, AC 24. His prime attributes are: str, con, dex. His significant attribute is: str 16, dex 16. His secondary skill is: bullying. He carries +1 full plate mail, +2 shield, +2 morningstar and dagger.)

Norbert "Slick" Slidell (He is a lawful neutral, human, 9th level thief whose vital stats are: HP 36, AC 19. His prime attributes are: dex, con, int. His significant attribute is: dex 20. He carries +3 leather armor, +2 short sword of stunning and dagger.)

The porters, janitor, stable master, barn master, two grooms and two goods handlers are all fighters of levels 1st-4th. They have a minimum of 4 hit points per level, carry leather armor, some large melee weapon and a dagger.

There will be various persons at the inn. The Castle Keeper might want to use the encounter list from the Outs Inn (see Appendix C, Urban Encounters, The Outs Inn) or simply make them up using the following list.

2-12	Armed men of unknown occupation
7-12	Coach passengers
2-12	Demi-humans
3-12	Exotic travelers
4-16	Merchants, ordinary
2-5	Mysterious travelers
3-18	Pilgrims, wealthy
11-30	River travelers
5-7	Rivermen, captains and owners
2-8	Traders

Goods and Services	Cost
Ale	2sp per pint
Beer	1sp per pint
Wine	3sp per glass; 2-4gp abottle
Liquor	2-5sp per glass
Brandy	4-8sp per glass
Coffee	1sp per cup
Tea	1sp per cup
Ginger Ale or Root Beer	1sp per pint
Breakfast	5-10sp
Dinner	1-3gp
Supper	8-30sp
Dormitory, One Night	1gp
Dormitory, One Week	6gp
Dormitory, One Month	20gp

Private Room, One Night	4-5gp, each additional person 1gp
Private Room, One Week	24-30gp, each additional person 6gp
Private Room, One Month	90-125gp, each additional person 25gp
Stabling, One Night	1gp
Stabling, One Week	7gp
Stabling, One Mont	25gp
Vehicle Storage, One Night	1gp
Vehicle Storage, One Week	6gp
Vehicle Storage, One Month	20gp
Goods Storage, One Night	10cp per square yard
Goods Storage, One Week	2sp per square yard
Goods Storage, One Month	8sp per square yard
Private Storeroom	20gp for a 10 x 10 space
Riding Horse rental	3gp per day, 125gp deposit
One horse, two person carriage	9gp per day, 500gp deposit
Two horse, two person carriage	11gp per day, 500gp deposit
Two horse, four person carriage	14gp per day, 500gp deposit
Two horse, four person coach	20gp per day, 500gp security deposit
Four horse, six person coach	27gp per day, 500gp deposit
Coachman for carriages rental	13gp for length of job

### 58. "Ma" Watson's Place

**Location:** Moat Street

**Reason:** For such times as the party needs low-cost housing,

**Sign:** A bed and a tray with food on it

This building is located on Moat Street in the middle of the block immediately south of Work Close. Ethyl "Ma" Watson runs a big boarding house with 45 feet of frontage, three stories plus a loft.

She will have up to four available rooms on the second floor to let by the week, with no more than two persons (of the same sex) sharing a room and its bed. Room cost is 3gp per week for one person, or 5gp for two persons. For an additional 3gp per person, breakfast and supper will be provided. The morning meal time is between 6am and 7am, and supper between 7pm and 8pm. Breakfast is plain but hearty—porridge, bread and butter, some cold meat and/or cheese, with tea. Supper is soup, a vegetable serving and meat, cheese or egg pie, bread with tea.

Is there any treasure here? Who's kidding who?!

Ethyl "Ma" Watson (HD 1d6, HP 4, PA str, EQ rolling pin. She can strike with any heavy household item, such as a frying pan or rolling pin, as a 6th level fighter and for 3-12 +12 stunning damage, double on a 20, when irate.)

## 59. River Rat Tavern

**Location:** Plaza Avenue

**Reason:** When the party is seeking a low dive, in need of information on criminal activities, are itching for a fight, or have been suckered into meeting someone in this place

**Sign:** A one-eyed rat clad in riverman's costume brandishing a cutlass

**Encounters:** Small Tavern Common Room and Outside the Small Tavern Events

This tavern is located on the north side of Plaza Avenue between Fisher and Lower Market Streets. This brick building is three stories tall with a full attic. It has a 60-foot frontage, the eastern half being the River Rat Tavern, the western half being Yeerouf's Loan Bank (see Yggsburgh Encounter 74 Yeerouf's Loan Bank). The owner of the tavern owns the entire building, so the basement and upper floors are tavern-related. The basement has store rooms and a secret apartment for those seeking refuge from the law. In this hidden suite of rooms is located a secret trapdoor entrance to the Thieves' Underground tunnels (see Yggsburgh Encounter 52, The Thieves' Guild).

The first floor of the building has 16 private rooms. The second has four private rooms and four large dormitory rooms with 10 beds in each. The attic is the lodgings of the proprietor and his chief cronies.

The ground-floor portion of the building occupied by the tavern has a 60-foot-long by 27-foot-wide common room, with a 20-foot-long (stand up) bar and numerous large and small tables—the smaller ones against the wall and in the back are those favored by the regulars here. Behind the common room is an open staircase to the floor above, with a passage beside it leading to two water closets on one side, two small private rooms on the other, and the kitchen at the corridor's end.

Goods and Services	Cost
Ale	1sp per pint
Beer	8cp per pint
Liquor	15cp per glass
Buttermilk	1sp per pint
Tea	1sp per pot
Breakfast	12sp
Dinner	8sp
Supper	5sp
Private Room, one night	2gp
Dormitory, one night	5sp

The help in the tavern consists of two cooks, two scullions, four serving wenches, two potboys, and four cleaning maids for the rooms above. As this is a rough place, the Castle Keeper may consider them more capable fighters should it be desired. The stats, in the latter case, are listed below. The owner and his cronies consist of some capable fighters and ne'er-do-wells, as described below.

Robert "Big Bob" Hogan is the owner of this place and the boss. He is a tall and ruggedly handsome man of age 35 with black hair, blue eyes, and a florid complexion. Big Bob is pleasure-loving, suspicious, irascible, and covetous.

Melanie "Melons" Hogan is the hostess who is Big Bob's sister, the brains of his operation, and a member of the Thieves' Guild. She is tall, shapely, and good looking in her late 20s, with the same black hair and blue eyes as her older brother, but with milk white skin. "Melons" is a flirt and a user—venal, greedy, and ruthless.

Melvin "Boats" Orr is the chief barman and oftentimes river pirate. Boats is around 40, a muscular and husky man of average height, grizzled hair worn in a short queue, ugly from both a scar on his cheek that makes a corner of his mouth droop and much exposure to the elements. He is enamored of Melanie and takes offense at anyone overly familiar with her, and she loves to see him beat up someone over her. "Boats" is not very bright, but he is cunning and quite without scruples.

Phillip "Father" Brooks, a boon companion of "Big Bob" and "Boats," is the shill for marks of all sorts (gambling or swindles) entering the tavern. He is freelance and survives because of his association with Hogan and his sister. "Father" typically wears friar's garments. His rather plain and open face being wide-eyed and rounded, he appears mild and benign, his sparkling brown eyes convey a false friendliness, so he is a seemingly trusting fellow rather out of place in such surroundings. Brooks is hard-hearted, remorseless, and conniving.

Robert "Big Bob" Hogan (*He is a chaotic evil, human, 10th level fighter whose vital stats are: HP 75, AC 14. His prime attributes are: str, dex, con. His significant attributes are: str 17, dex 16. His secondary skills are: bullying, swindling. He carries leather armor, morningstar and dagger.*)

Melanie "Melons" Hogan (*She is a chaotic evil, human, 10th level thief whose vital stats are: HP 45, AC 16. Her prime attributes are: str, dex, int. Her significant attributes are: dex 18. Her secondary skill is: suborning. She carries leather armor, morningstar and dagger.*)

Melvin "Boats" Orr (*He is a neutral evil, human, 8th level fighter whose vital stats are: HP 56, AC 13. His prime attributes are: str, dex, con. His significant attributes are: str 18, dex 15. His secondary skill is: nautical. He carries leather armor, club and dagger.*)

Phillip "Father" Brooks (*He is a lawful evil, human, 9th level assassin whose vital stats are: HP 40, AC 14. His prime attributes are: str, dex, cha. His significant attributes are: str 13, dex 17. His secondary skill is: thespian. He carries leather armor, feather staff and dagger.*)

2 cooks & 4 serving wenches (*neutral evil, 2nd level fighter, HP variable, AC 10, PA str, con, dex, EQ axe and dagger.*)

2 scullions & 4 cleaning maids (*neutral evil, 1st level fighter, HP variable, AC 10, PA str, con, dex, EQ dagger.*)



There is a gang of cutthroat bullies who hang out at this tavern. This bunch is currently being paid by the Marquis Talworth, through the Stable Master, Jason Barger at the Outs Inn (see Yggsburgh Encounter 80. The Outs Inn), to make trouble in Yggsburgh by inciting street riots, committing robbery, burglary, murder, and mayhem. Of course, the gang likes being paid extra for what it does for enjoyment. There will be 1-2 leaders and main members of the gang, and 2-5 of the lesser bullies at the tavern at any given time a character or party is there.

Alfred "Alf" Grey, leader (He is a chaotic evil, human, 5th/5th level fighter/thief whose vital stats are: HP 36, AC 14. His prime attributes are: str, dex, int. His significant attributes are: str 14, dex 16. His secondary skill is: nautical. He carries leather armor, club and dagger.)

Thomas "Tommy Boy" Wilson, leader (He is a neutral evil, human, 7th level fighter whose vital stats are: HP 46, AC 12. His prime attributes are: str, dex, con. His secondary skill is: nautical. He carries leather armor, broadsword and dagger.)

Oswald "Weird" Halfter, leader (He is a chaotic evil, human, 9th level thief whose vital stats are: HP 36, AC 15. His prime attributes are: str, dex, con. His significant attribute is: dex 18. His secondary skill is: escape. He carries leather armor, long sword and dagger.)

Edgar "The Gar" Fish, leader (He is a chaotic evil, human, 6th level fighter whose vital stats are: HP 42, AC 12. His prime attributes are: str, dex, con. His secondary skill is: nautical. He carries leather armor, long sword and dagger.)

Gerald "Grins" Farmer, lesser bully (He is a neutral evil, human, 4th/5th level fighter/assassin whose vital stats are: HP 28, AC 12. His prime attributes are: str, dex, int. He has a secondary skill of: bullying. He carries leather armor, long sword and dagger.)

Stanley "Hammer" Smith, lesser bully (He is a chaotic evil, human, 5th level fighter whose vital stats are: HP 30, AC 12. His prime attributes are: str, dex, con. His secondary skill is: bullying. He carries leather armor, hammer and dagger.)

Jerome "Jaybird" Oakton, lesser bully (He is a chaotic evil, human, 4th level fighter whose vital stats are: HP 28, AC 12. His prime attributes are: str, dex, con. His significant attribute is: str

18. His secondary skill is: bullying. He carries leather armor, short sword and dagger.)

Oswald "Wall" Baker, lesser bully (He is a chaotic evil, human, 4th level fighter whose vital stats are: HP 24, AC 12. His prime attributes are: str, dex, con. His significant attribute is: str 18. His secondary skill is: bullying. He carries leather armor, club and dagger.)

Bradley "Cutes" Cunningham, a clever thief and backstabber, lesser bully (He is a neutral evil, human, 6th level thief whose vital stats are: HP 24, AC 12. His prime attributes are: str, dex, con. His secondary skill is: escape. He carries leather armor, long sword and dagger.)

Ralph "Piggy" Swinford, lesser bully (He is a chaotic evil, human, 3rd level fighter whose vital stats are: HP 21, AC 12. His prime attributes are: str, dex, con. His significant attribute is: str 14. His secondary skill is: bullying. He carries leather armor, axe and dagger.)

Gilbert "Gaffs" Fuller, lesser bully (He is a chaotic evil, human, 4th level thief whose vital stats are: HP 18, AC 12. His prime attributes are: str, dex, int. His secondary skill is: escape. He carries leather armor, broadsword and dagger.)

The other patrons (6-36) are a mix of rough laborers and rivermen, various common women and doxies, and on occasion a party of 3-6 young blades out slumming. As all such aristocratic bravos have training in fencing, assume the following stats for each:

Bravos (Alignment is variable, 5th-8th level fighter, Hit Points are 7 per level, AC 16, PA str, con, dex, SA dex 18, EQ studded leather armor, long sword and dagger.)

There is a 1 in 10 chance that the dwarf Holgar will be here drinking and wenching (see Yggsburgh Encounter 52. The Thieves' Guild, Area 8).

### 60. Citadel Square

**Location:** West end of the town

**Reason:** When out shopping, sightseeing, or just passing through on their way to somewhere else. A lot can happen here, including meeting important aristocrats.

**Encounters:** Town Square Events

Citadel Square is located at the west end of Yggsburgh. In the daytime, its fringes are populated with vendors' booths, while peddlers with better small items roam about. Upper class citizens and some college students stroll about the place to shop and be seen. It is usual for there to be up to a score of performers here seeking free-will payment from those who watch their acts, which include musical performances, singing, juggling, sword-swallowing, fire-breathing, tumbling and acrobatics, story-telling, sleight of hand legerdemain, and occasionally performing animals, such as dogs or a bear.

At the center of Citadel Square is a large monument. It is a white marble plinth upon which stands a bronze statue. The statue is of a knight arrayed in old fashioned armor of chain mail, bearing a shield upon which there is a dragon rampant. He is mounted on a rearing destrier with sword raised on high as if to rally his followers against foes. On the front of the marble base is a bronze plaque with the following words:

*In memory of Sir Reillomark, who fell nobly in battle against the enemy besieging us. May he always be revered for his bravery and leadership.*

*Lord Yggs, on the fifth year after the founding of this free town.*

Any fighter who salutes the statue gains a benison. This is a one-time-only bonus of +1 to an attack roll if the fighter calls on Sir Reillomark to aid his arm in striking the enemy.

At mid-forenoon (10 AM) and mid-afternoon (2 PM) units of the guard parade here. The mounted troops on duty form up outside the Citadel Gate and ride around the square. Two 30-man platoons of halberdiers and two of crossbowmen march out of the gate and perform drill evolutions in the central portions of the square for one hour's time as many citizens watch. On holidays mock combats and archery matches are performed here.

Only officially-licensed beggars are allowed here. There are no more than 12 at any time and they are limited to begging in the morning or afternoon. Those who infract against the rules are subject to having their license revoked. Unlicensed beggars are sent to the pillory before the City Gaol (see Yggsburgh Encounter 10. The City Gaol) for four hours, or a full 24 hours for repeat offenders.

There are two large notice boards in the middle of the north and south edges of this plaza, and here the various proclamations of the Lord Mayor and lesser authorities are posted. When there is some very important message being put up, two deputy bailiffs will act as criers to call the attention of all persons to the notice.

### 61. Market Plaza

**Location:** As shown

**Reason:** Whether out shopping, sightseeing, or just passing through on their way to somewhere else, a lot can happen here, especially at night when assassins are stalking their victims

**Encounters:** Town Square Events

During the hours that the gates are open there are dozens of vendors' stalls and carts set up for business here, while a score or more of peddlers carrying trays of their merchandise cry out for business. Added to these sellers will be a like swarm of beggars (there being no restrictions on begging here), a handful of those soliciting sex, while several performers seek free-will payment from those who watch their acts. Acts include musical performances, singing, juggling, sword-swallowing, fire-breathing, tumbling and acrobatics, story-telling, sleight of hand legerdemain, and occasionally performing animals, such as dogs or a bear. Many citizens and visitors alike are found shopping and watching the various entertainments here.

There is a large notice board in the very center of this plaza, and here the various proclamations of the Lord Mayor and lesser authorities are posted. When there is some very important message being put up a deputy bailiff, he acts as crier to call the attention of all persons to the notice.

The entertainment areas in the blocks north and south of the Market Plaza that sell food and drink begin opening at dawn, but most of the others do not begin operation until noon or later. The latter remain open until well after midnight, some until dawn.

After dark many booths remain active, using lanterns and torches to attract customers. So too do peddlers and performers, while beggars and those soliciting for money in other ways use the ambient light and their voices to be noticed by the many people in the place.

### 62. Elite Arms & Armor

**Location:** Grand Avenue and Central Street

**Reason:** When the party is seeking to buy or sell armor and/or weapons

**Sign:** A shield depicting an armored and armed man with a shield, standing at the ready

This building is located on the southwest corner of Grand Avenue and Central Street (located on a triangular half-block). The ground floor windows have the name of the establishment painted discretely at the top, displaying armor, shields, and various weapons behind them. Elite Arms & Armor is in a building of flat-iron shape, with its largest dimension being 60 feet along Grand Avenue. Its Central Street side is only about 45 feet long, and the "point" of the structure is an arc that is 10 feet at its base. The building has basement, main, first, second, and attic floors. Armor and arms are crafted and repaired in the basement. Armor is displayed on the ground floor, weapons on the first floor, while the proprietor and key staff have quarters above that.

When the party is seeking to buy or sell armor and/or weapons they should come here. This assumes the Castle Keeper will want to allow "one-stop" shopping. If this is not the case, then have some of the armor and weapons available only from the following different type of shops: armorer, bowyer, cutler (daggers and knives), fletcher, leather shop, sword smith, and weapons shop.

Archibald Dillingham is the proprietor of this establishment. Goodman Dillingham is around 60 years of age. He is now a wealthy, upper middle class businessman and a well-respected citizen who expects to be granted gentle status soon for his purveying of excellent arms and armor to the aristocracy.

It is not contemplated that the Castle Keeper will allow any attack or burglary or robbery of Goodman Dillingham, his family, and key staff. If this is allowed though, set the amount gained on a base liquid wealth of the family at 5000-10,000gp.

The cost of fine armor and arms is high. This is because the crafting of such items demands great skill, considerable time, and the trade will bear it. The following are suggested retail prices for such items.

Archibald Dillingham, proprietor (*He is a lawful neutral, human 12th level fighter. His vital stats are: HP 30, AC 13. His secondary skill is: business. He carries studded leather armor and any handy weapon.*)

### Armor

Item	Cost
Armor, cloth padded garment, 1 weeks' work	17gp
Armor, cloth padded garment repair, 1 day's work	3gp per point restored
Armor, all leather sandwich garment inner-lined with riveted metal plates (banded), 4 weeks' work	450gp
Armor, leather-cloth sandwich garment inner-lined with riveted metal plates (banded), 4 weeks' work	400gp
Armor, banded (either sort) repair, 4 days' work	75gp per point
Armor, leather, boiled (cuir bouilli), 3 weeks' work	75gp
Armor, leather, closely sewn with metal rings, 3 weeks' work	200gp
Armor, leather, metal rings repair, 3 days' work	375gp per point restored
Armor, leather, closely sewn with metal scales, 3 weeks' work	250gp
Armor, leather, metal scales repair, 3 days' work	47gp per point restored

Armor, leather, studded with metal or horn plates, 2 weeks' work	125gp
Armor, leather, studded repair, 2 days' work	20gp per point restored
Armor, leather, 2 weeks' work	50gp
Armor, leather repair, 2 days' work	9gp per point restored
Armor, steel mail, (full chain mail), 10 weeks' work	1,250gp
Armor, steel mail repair, 10 days' work	200gp per point
Armor, steel mail and pieces of plate reinforcements, 12 weeks' work	1,850gp
Armor, steel mail and pieces of plate repair, 12 days' work	320gp per point
Armor, steel mail with splint reinforcements, 11 weeks' work	1,500gp
Armor, steel mail with splint reinforcements repair, 11 days' work	260gp per point
Armor, steel plate, full, 16 weeks' work	2,500gp
Armor, steel plate, full repair, 16 days' work	450gp per point
Arrows, sheaf of 24, long	12gp
Arrows, sheaf of 24, medium	11gp
Arrows, sheaf of 24, short	10gp
Axe, battle (a large, broad-bladed weapon)	50gp
Barding (horse armor), cloth garment, full, 3 weeks' work	225gp
Barding (horse armor), cloth garment, full repair, 3 days' work	20gp per point
Barding (horse armor), cloth half, 2 weeks' work	185gp
Barding (horse armor), cloth garment, half repair, 2 days' work	15gp per point
Barding (horse armor), leather, full, 6 weeks' work	250gp
Barding (horse armor), leather, full repair, 6 days' work	45gp per point
Barding (horse armor), leather, half, 5 days' work	35gp per point
Barding (horse armor), steel mail, full, 12 weeks' work	6,250gp
Barding (horse armor), steel mail, full repair, 12 days' work	1,000gp per point
Barding (horse armor), steel mail, half, 10 weeks' work	4,500gp

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Barding (horse armor), steel mail, half repair, 10 days' work	825gp per point
Barding (horse armor), steel plate, full, 20 weeks' work	13,000gp
Barding (horse armor), steel plate, full repair, 20 days' work	225gp per point
Barding (horse armor), steel plate, half, 14 weeks' work	10,000gp
Barding (horse armor), steel plate, half repair, 14 days' work	1,700gp
Gauntlets, full metal	25gp
Gauntlets, leather and metal	12gp
Shield, large (wood, leather covered, metal reinforced)	37gp
Shield, large repair, 2 hours' work	10gp
Shield, regular (wood, leather covered, metal reinforced)	25gp
Shield, regular repair, 1 hour's work	7gp
Shield, small, metal	50gp
Shield, small, metal repair, 3 hours work	16gp

### Weapons

Item	Cost
Axe, belt (a small hand/throwing weapon)	13gp
Axe (a narrow-bladed war axe)	25gp
Bow case (oilskin, tying, nearly waterproof)	4gp
Bow, light (laminated or wood, c. two-and-one-half-foot length)	50gp
Bow, medium (laminated or wood, c. four-foot length)	100gp
Bow, strong (laminated or wood, c. five-and-one-half-foot length)	250gp
Cleaver, great	25gp
Cleaver	8gp
Crossbow (metal-spring arms)	25gp
Crossbow, hand	30gp
Crossbow, small (claw used to cock)	18gp
Dagger, long (10-inch blade, straight or curved)	50gp
Dagger, long, with sheath, straight or curved (10-inch blade)	53gp
Dagger, short (six-inch blade, straight or curved)	37gp
Dagger, short, with sheath, straight or curved (six-inch blade)	40gp
Fighting staff (six-foot oak staff metal shod and banded)	8gp

Flail (handle, chain, and spiked iron weight)	12gp
Flail, long (handle, linked to iron-spiked striking arm)	13gp
Knife, average (eight-inch blade)	10gp
Knife, average, with sheath (eight-inch blade)	12gp
Knife, fighting (12-inch blade)	22gp
Knife, fighting, with sheath (12-inch blade)	25gp
Knife, heavy (15-inch blade)	33gp
Knife, heavy, with sheath (15-inch blade)	40gp
Knife, throwing, pair of (five-inch blade, no quillions)	25gp
Lance (14-foot shaft)	37gp
Mace, iron (flanged and spike-tipped)	25gp
Military hammer/pick (long point and hammer backed)	25gp
Pike (18-foot shaft, one- or two-foot head)	15gp
Pole-arm, long (various sorts, c. 12-foot shaft)	17gp
Pole-arm, short (various sorts, c. six-foot shaft)	15gp
Quarrels, sheaf of 40, heavy	14gp
Quarrels, sheaf of 40, medium	12gp
Quarrels, sheaf of 40, short/small	10gp
Spear, light/throwing (five-foot shaft)	5gp
Spear, long (c. 10-foot shaft)	10gp
Spear, short (six-foot shaft)	8gp
String, bow	5sp
String, crossbow	1gp
Sword, broad, with scabbard	2,800gp
Sword, broad	2,700gp
Sword, hand-and-a-half bastard, with scabbard	6,000gp
Sword, hand-and-a-half bastard	5,600gp
Sword, long, with scabbard	4,200gp
Sword, long	4,200gp
Sword, rapier, with scabbard	3,800gp
Sword, rapier	3,800gp
Sword, scimitar, with scabbard	2,500gp
Sword, scimitar	2,500gp
Sword, short or small (dress), with scabbard	1,750gp

Sword, short or small (dress)	1,650gp
Sword, two-handed, with scabbard	5,000gp
Sword, two-handed	5,000gp

Elite Arms & Armor will buy used items at the following prices

Condition	Price
Poorly made (such as from humanoids)	No sale
Average (such as from human bandits)	10% of cost if basically sound*
Superior (military-type)	20% of cost if basically sound*
Fine (as sold here)	30% of cost

\*If 10% or less damaged, these items will be bought, refurbished, and sold to other dealers; but they will not be offered for resale here.

### 63. Fanrael's Occult Shop

**Location:** Wood Street

**Reason:** When the party is seeking to buy or sell spell component materials

**Sign:** A scroll upon which lie various herbs, stones, and bones

This building is located on the south side of Wood Street, in the middle of the block between Black Tower Lane to the east and Friars Lane to the west. The ground floor windows have the name of the establishment painted discretely at the top, and display a few open boxes and jars of common spell components. This shop has 25 feet of frontage, the building equipped with basement storage, compounding, and experiment area. The ground floor is occupied by the shop, back room archive of odd and rare components, and office filled with grimoires and magical treatises.

The person who will greet customers is Ilmond Fanrael, the owner. His and his family's rooms are located on the first floor and in the attic story above it. Goodman Fanrael is Ilmond's wife. They have one son and two daughters.

Prices for spell components for a single spell are, on average, 10gp per spell per level. But prices range depending on whether or not the spell requires exotic components. Common spell components can cost as little as 1gp per spell per level, and go as high as 500gp per level per spell. The Castle Keeper should use their best judgment in these matters.

If the characters are selling items, they will fetch from 1-5gp, multiplied by the spell level, as a base for common items. Uncommon items double the base rate, rare items triple it, and very rare items are bought at five times the base rate. These exotic items include the likes of monster parts (teeth, claws, eyes, hair, hide, scales, etc.) and liquids (blood, poison, secretions, etc.) but the Castle Keeper should use their best judgment in deciding these issues.

It is not contemplated that the Castle Keeper will allow an attack or burglary or robbery of Goodman Fanrael and his family, as he is an exceedingly powerful, wise and capable man. However, if this is allowed, set the amount gained on a liquid wealth of the family at 50,000-100,000gp.

Ilmond Fanrael (He is a chaotic good, human, 8th/6th level wizard/illusionist whose vital stats are: HP 16, AC 20. His prime attributes are: dex, int, wis. His significant attributes are: dex 18, int 18. He carries a +5 ring of protection, +3 cloak of displacement and wand of cold. He can cast the following number of wizard spells: 0-5, 1st-5, 2nd-4, 3rd-4, 4th-3, and the following number of illusionist spells: 0-5, 1st-5, 2nd-4, 3rd-3.)

### 64. Hunter's Outfitting

**Location:** South side of Citadel Avenue

**Reason:** When the party is seeking to buy or sell adventuring equipment

**Sign:** A mule loaded with expedition gear on its back

Hunter's Outfitting is located on the south side of Citadel Avenue, in the middle of the block just east of Lower Market Street. The building has a 35-foot frontage, two upper stories and a loft. The ground floor is used for merchandise display. The basement houses inventory. The first floor is the domicile of the owner, and the second floor and loft are rented out to tenants. One of several clerks (Bertram, George, or William) wait upon customers.

Equipment sold and prices are listed below. Almost all items sold here are above the cost of purchasing them elsewhere. The buyer pays for convenience. They also purchase goods. Items of a like nature to those listed below and in excellent condition can be purchased at 50% their selling price, and if in good condition, at 25%.

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Goods	Cost		Cost
Backpack, cloth: cap. 4 cubic feet	6gp	Lantern, oil-burning, common, bullseye	4gp
Backpack, leather: cap. 4 cubic feet, water resistant	27gp	Lantern, oil-burning, bullseye, hooded	7gp
Bag, cloth: 25-pound cap., 1 peck volume	3sp	Line, cord, 100-foot ball	12sp
Balance, fine, carat/grain weight	7gp	Line, rope, extra fine horsehair, 10 feet	12sp
Baldric, shoulder or back slung	11gp	Line, rope, ordinary, 10 feet	6sp
Balls, baked clay, half-inch diameter, 100	6sp	Line, string, fine, strong (fishing), 100 feet	7sp
Belt, leather, cross-harness	6gp	Looking glass, hand (3 by 5 inches)	3gp
Biscuits, hard (travel bread), 1 pound	2sp	Makeup, entertainment/disguise, in leather case	12gp
Blanket, light	2gp	Meat/preserved, per pound	4sp
Blanket, thick	4gp	Mirror, silvered steel (4 by 6 inches)	12gp
Caltrops, 4-inch size, 12	2gp	Oil, lamp/lantern, one-gallon jug	5sp
Caltrops, 2-inch size, 12	12sp	Oilskin coat and overalls	15gp
Candle, beeswax, 8-hour burn time, 12	16sp	Pan, copper, small (.25 gal.)	5gp
Candle, tallow, 2-hour burn time, 12	3sp	Pan, iron, small (.25 gal.)	17sp
Candle, wax, 4-hour burn time, 12	7sp	Pan, tin, large (1 gal.)	15sp
Canteen, water gourd, 1 quart, with sling	3sp	Pan, tin, medium (.5 gal.)	1gp
Canvas, thick, per square yard	9sp	Pan, tin, small (.25 gal.)	5sp
Cap, plain	8sp	Paraffin, 5-pound block	15sp
Chain, iron link, 1,100 pound test, per foot	6sp	Piton, with eye	8cp
Chisel, metal-cutting	6gp	Pouch, belt, cloth	2sp
Chisel, stone-cutting	4gp	Pouch, belt, leather	4gp
Cloak, dark brown, gray, green, or black	11gp	Pouch, belt/girdle, folding scrip/wallet, leather	6gp
Clothing, service suit (effectively cloth armor)	42gp	Pouch, shoulder, with sling, cloth	4gp
Clothing, outdoors/hunting	42gp	Pouch, shoulder, with sling, leather	10gp
File, metal	6gp	Pouch, small, pocket-size, cloth	3sp
File, metal and lock pick in leather case	30gp	Pouch, small, pocket-size, leather	8sp
Fruit, dried, per pound	3sp	Purse, small, belt attached, leather	15sp
Girdle, leather, broad with pockets	14gp	Pry bar	4gp
Gloves, heavy leather	5gp	Sack, large: 60-pound cap., 1 bushel volume	7sp
Grease, clay pot, 1 quart, with rag wrapping	2sp	Sack, large, heavy cloth: 100-pound cap, 1 bushel	1gp
Grooming kit in leather case	11gp	Sack, large, leather: 200-pound cap., 1 bushel volume	5gp
Hammer	17sp	Saw, small, metal	6gp
Herbs, medicinal, per dose	8sp	Saw, small, wood	4gp
Hook, iron, treble (grapnel)	6gp	Scissors, small	2gp
Horn, hunting	11gp	Skin container, stoppered spout, sling strap, 1 gallon	5gp
Jimmy bar, small	5gp	Skin container, liquid, with stoppered spout, shoulder sling strap, 1 quart cap.	2gp
Knife, average, with sheath, 8-inch blade	15gp	Spike, heavy (6-inch length), each	1sp
Knife, fighting, with sheath, 12-inch blade	33gp	Tent, 2-man	12gp
Knife, heavy, with sheath, 15-inch blade	50gp	Tent, 6-man	35gp
Knife, pen, folding, 2-inch blade	2gp	Tent, 10-man	60gp
Knife, throwing, pair, 5-inch blade, no quillions	32gp	Tinder box	1gp
Lantern, candle-burning	6sp	Whip (6-foot length)	6gp
Lantern, oil-burning, common	15sp	Whip (12-foot length)	9gp
Lantern, oil-burning, hooded	4gp	Wire, thin, 50-pound test, spool of 100 feet	13gp

## 65. Hyde & Hare Tannery Goods

**Location:** Market Avenue

**Reason:** When the party wishes to buy leather items of any sort for themselves or their mounts

**Sign:** A tanned hide upon which are a leather-cutting knife and an awl, on either side of a spool of cord

This business is located on the west side of Market Avenue, in the middle of the block between Money and Hammer Streets. The building has a 45-foot frontage, two upper stories and an attic. The ground floor is all merchandise display. The basement houses the leather-working shop. The first floor is the domicile of the owner, and the second floor and attic story are rented out to tenants. One of several clerks (Arnold, Stanley, or Wilberforce) will wait upon customers.

Goods and Services	Cost
Armor, leather, cuir bouilli (hard, oil-boiled leather), 2 weeks' work	100gp
Armor, leather, horn plate reinforced, 10 days' work	83gp
Armor, leather, metal plate studded, 10 days' work	88gp
Armor, leather, 1 week's work	50gp
Armor, leather, ring-sewn, 3 weeks' work	130gp
Armor, leather, scale-sewn, 3 weeks' work	185gp
Backpack, leather (cap. four cubic feet, water resistant)	25gp
Balderic (shoulder- or back-slung hanger for any but heavy sheathed sword)	10gp
Barding (horse armor), leather, full, 6 weeks' work	250gp
Belt, leather, broad	2gp
Belt, leather, cross-harness	5gp
Belt, leather, narrow	1gp
Bow case (oilskin, tying, nearly waterproof)	4gp
Gauntlets, leather	8gp
Girdle, leather, broad with pockets	12gp
Girdle, leather, broad with pockets and knife or dagger, concealed	37gp
Gloves	3gp
Gloves, heavy leather	4gp
Harness, single draft animal	12gp
Harness, draft animal team of two	30gp
Harness, draft animal team of four	63gp
Harness, draft animal team of six	100gp
Harness, draft animal team of eight	125gp
Pouch, belt, leather	4gp
Pouch, belt/girdle, folding scrip/wallet, leather	5gp
Pouch, shoulder, with sling, leather	8gp

Pouch, small, pocket-size, leather	5sp
Purse, small, belt attached, leather	12sp
Quarrel box, 20 quarrel cap., and waist belt	6gp
Quarrel box, small, short bolts, 30 quarrel cap., and waist belt	6gp
Quiver, 12 arrow cap., leather, with strap	4gp
Sack, large, leather (200-pound weight cap., 1-bushel volume)	4gp
Saddle, with all accoutrements for riding, ordinary	5gp
Saddle, with all accoutrements for riding, fancy, 1 week's work	125gp
Saddle, with all accoutrements for riding, war, 2 weeks' work	250gp
Saddle bags, pair, fancy, leather	50gp
Saddle bags, pair, ordinary, leather	25gp
Skin container, liquid, with stoppered spout, shoulder sling strap, 1-gallon cap.	5gp
Skin container, liquid, with stoppered spout, shoulder sling strap, 1-quart cap.	2gp
Sling, leather	1gp
Thong, leather, 10 feet	2sp
Whip, 6-foot length	5gp
Whip, 12-foot length	7gp

The following items are also available but have negotiable prices: Leather workman's apron, leather skull cap, leather cloak, leather hat, leather woodsman's leggings, leather workman's vest.

## 66. Junker's Curiosity Shop

**Location:** Crook Lane Southwest

**Reason:** When the party is seeking to buy or sell unusual items of exotic sort, or possibly trade magic items for other ones

**Sign:** A pyramid-shaped bronze plaque with shop name

This shop is located on Crook Lane Southwest and South Palisades Avenue, on the east corner of the lane. The building is one of 45-foot frontage. It is divided in two, with the western half a religious items store named Keeping the Faith.

This three-story structure is owned by Waldo Junker, a retired adventurer of the highest intellect, who operates his shop in the eastern portion of the building. He is not given to engaging in hand-to-hand combat, but summons his genie to fight for him.

Master Waldo Junker is aged and rather eccentric. He wears a gown of jade green silk, with an indigo wizard's robe over it, held in place by a blue silk sash patterned with silver flying cranes and gold tortoises. On his feet are curly-toed shoes of motley yellow and red leather, and on his bald head a cap of purple velvet embroidered with runes of many hues that seem to be moving slowly over the cloth. Waldo's skin is the color of a fallen oak leaf, leathery and creased. His hands are large but thin, and his long

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fingers are tipped with rather long and horn-like nails. He has a wispy beard similar to that of an old mandarin, and his eyebrows rise in bushy wings above bright green eyes. His luxuriant eyebrows seem to be attempting to move up his domed forehead to take the place of his lost head of hair. He moves with feline grace despite his years, and his voice is soft but strong, like that of a young man. His typical greeting is: "What brings you to my worthless little shop, O Esteemed One?"

The Castle Keeper must manage all the selling and trade that takes place here. Junker sells and buys strange and curious objects of old and/or exotic sort that are not found elsewhere. These include weird pictures and figurines, strangely bound books, curios, small boxes with complex locks, stones with carvings upon them, insects trapped in amber, shrunken heads, mummified bats, small mechanical items, etc. He will pay from 5sp to 50gp or more, as the Castle Keeper decides, based on the item proffered for sale.

When asked about magical items, he responds: "A few I have kept safely away. They are not for sale, but I will trade them for like items that have more appeal to me. What do you wish, and what will you offer in trade?" Of course any trade here will be one in which the character concerned must give over more to obtain less in total value. For instance, Master Junker will trade a +3 longsword in return for a +2 bastard sword, or a +3 short sword for a +2 dagger. Again, the Castle Keeper must use his ingenuity in all such bargaining. Several potions and scrolls do not equal any substantial magical object, but a potent wand and ring might. Remember, Waldo Junker is shrewd and will always try to profit from any trade, asking initially at least three times the worth of what he is willing to trade from his cache of dweomered things. He is never fooled by fakes or cursed items. He does not identify unknown magic items, but he will offer to accept a valuable one in trade for something of minor value—a magical draught, a scroll of spells, or some like item.

It goes without saying that this shop does not have every imaginable enchanted object. Which ones he does possess is up to the Castle Keeper. Where a desired item is too potent, have Waldo offer something useful, but less powerful, in trade for the collectively more valuable magical object the character has offered. Wishing objects can never be had from this shop.

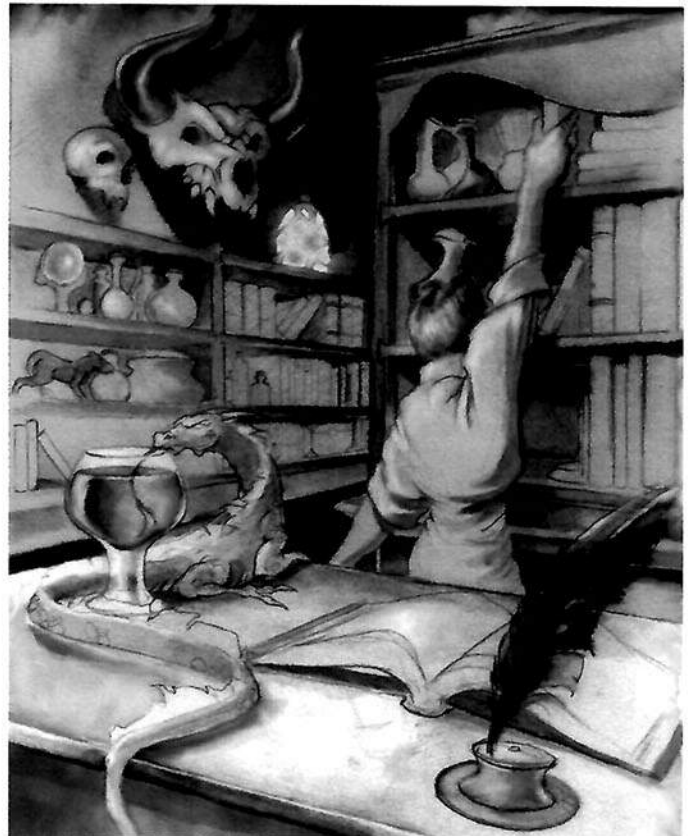
The ground and upper floors are each half-occupied by the business, each shop having a rear office, storage room and back entrance. The outer door leads to an interior staircase going up to the second story, where the proprietor of the religious items store lives with his family of six. The entire first floor is the lodging of Waldo Junker. He has two vicious guard dogs as pets. Here he has a locked strong room with magical and mechanical traps, and in it are stored all enchanted items not otherwise kept on his person.

The basement is accessed only from inside Junker's shop, through a trapdoor in the back opening onto stairs. This is the place Waldo stores all of his excess inventory of curios and some larger items, such as a dozen bizarre statues and several very unusual golems. He is not averse to trading a golem for some more potent magical item, of course.

It is not contemplated that successful looting of this place can occur, but should some foolhardy character attempt it, the Castle Keeper must devise the most devious and deadly of traps and dweomers about the establishment which must be navigated. If attacked and hard pressed, Waldo Junker does not engage in hand to hand combat, but summons a genie to fight for him and teleports away as many hostile creatures from his shop as possible. He sends them 12,000 miles distant, but leaving all they wear and carry behind.

Waldo Junker (He is a lawful neutral, human, 8th/16th level illusionist/wizard whose vital stats are: HP 36, AC 23. His prime attributes are: int, wis, dex. His significant attributes are: dex 18, int 16. His secondary skills are: esoteric, judgment. He carries a +2 robe of protection, ring of protection, +8 bracers of defense, cap of intuition, ring of spell turning that adds a +4 to spell resistance and saving throws, ring of the genie that summons a genie upon command, diadem of teleportation that allows wearer to teleport others on command six times a day and dagger. He can cast the following number of wizard spells: 0-7, 1st-7, 2nd-6, 3rd-5, 4th-4, 5th-4, 6th-4, 7th-3, 8th-2, and the following number of illusionist spells: 0-5, 1st-5, 2nd-4, 3rd-3, 4th-2.)

Guard dogs x2 (HD 2d8, HP 13, 14. AC 13. PA 1 bite for 2-8.)



## 67. Orgone Apothecary

**Location:** Money Street and Grand Avenue

**Sign:** A mortar and pestle with a spray of three different herbs above it

**Reason:** When the party is seeking to buy drugs and sundry items

The apothecary is located on the corner point of the intersection of Money Street and Grand Avenue. This near-triangular building has a 10-foot front, is 60 feet deep, and 45 feet wide at its rear end. It has two stories and a loft. The ground floor and basement are occupied with the apothecary business. The upper floors are occupied by the owner, his family, and their servants.

Garuda Vrill, alchemist and apothecary, owner (*human, HD 1d6, HP 4, AC 10, PA int, SK business, esoteric, EQ clothing.*)

The owner of this place, Garuda Vrill, is an alchemist and apothecary and can, at the Castle Keeper's option, brew some magical draughts but will do so for a price. Which potions he can concoct is up to the Castle Keeper, with only the following guidelines regarding the number of draughts produced per week and their prices is suggested:

Goods	Cost
Acid, one-pint flask (nitric or sulfuric, and poisonous)	5sp
Alcohol, grain, one-quart flask (180 proof, inflammable)	13sp
Alcohol, wood, one-quart flask (180 proof, inflammable and poisonous)	2sp
Alkali, one-pint flask (ammonium hydroxide, potassium or sodium carbonate, etc.)	5sp
Bandage, 10-foot gauze roll	2sp
Bay rum aftershave, one pint	2sp
Bicarbonate of soda, one pound container	3sp
Brush, makeup application, personal grooming, etc.	3sp-3gp
Comb, hair, bone	8sp
Dye, cloth, for one large garment, any color	3sp
Dye, skin, for full body application, browns and greens	1gp
Glue, general purpose, 1-pint pot	3sp
Glue, solvent/remover, 1-quart bottle	3sp
Fumigant, insect (16,000 cubic feet area—40' x 40' x 10')	3gp
Herbs, medicinal (analgesic, digestive, purgative, restorative, soporific, stimulant, vermifuge, etc.), per dose	5sp
Hydrogen chloride (bleach) 10% strength, quart bottle	5sp
Hydrogen peroxide, 8-ounce bottle	5sp
Liniment, 8-ounce bottle	5sp
Lotion, skin, 8-ounce bottle	8sp
Materia for elixirs, common, per bottle to be concocted	10gp
Materia for elixirs, rare, per bottle to be concocted	50gp

Materia for elixirs, uncommon, per bottle to be concocted	25gp
Naphtha, 1 quart flask (highly volatile and inflammable)	5sp
Perfume, common/flower essence, 4-ounce bottle	5sp
Perfume, rare, half-ounce bottle	10gp
Poison, ingestive (1 dose, with 1-3 dmg. after 1 round delay), 10-dose bottle	50gp
Poison antidote (1 dose, stopping all continuing dmg. after 1 round delay), 1-dose bottle	50gp
Poison antidote (10 doses of 1-2 HP curing strength)	13gp
Salve, burn healing (+1 point healing/day, seven applications/jar), jar	5gp
Salve, wound healing (+1 point healing/day, seven applications/jar), jar	5gp
Sleeping draught, 1-ounce vial	3gp
Soap, hard, half-pound cake	1sp
Soap, soft, 2-pound crock	3sp
Talcum powder, pint jar	4sp
Tooth cleansing powder, gill container	3sp

Magical Draughts	Cost
Common magical draught (experience point value of 200 or less), 2 per week	50gp each
Uncommon magical draught (experience point value of 201-400), 1 per week	125gp
Rare magical draught (experience point value of 401-750), 1 per two weeks	250gp
Exceptional draught (experience point value of greater than 750), if allowed may take a month or more to concoct	500gp or more

## 68. Nickel-Steel Cutlery

**Location:** Southwest corner of the Market Plaza

**Reason:** When the party wants to acquire or sell fine cutting items of small sort, and perhaps a special weapon

**Sign:** Crossed shears and dagger

The Nickel-Steel Cutlery is located on the southwest corner of the Market Plaza where Offmarket Lane meets it. This two-story building has a loft and is constructed of stone. It has a 30-foot frontage. The basement is used for forging and polishing. The ground floor holds the sales shop and office. The first floor is the owner's apartment, where he and his family of five dwell, and the loft is rented out to a family of seven other common folk.

The business is run by Herbert Flint, an expert cutler who is usually busy making and polishing the items made in his basement workshop. His wife, Thelma, or one of his two daughters, Ivy

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or Anne, both rather attractive young ladies of age 16 and 19 respectively, will likely wait on customers. Flint's three sons are all employed in making cutlery below.

Items brought in for sale will fetch 10% of retail price in fair condition, 25% if in good condition, and 50% if in excellent, like-new condition.

Goods	Cost
Awl, piercing or hooked	15sp
Cleaver, great	25gp
Cleaver	7gp
Clippers, small to large	7-30sp
Cutlery, table, various service pieces	1-16gp
Dagger, long (10-inch blade, straight or curved)	50gp
Dagger, long (10-inch blade, straight or curved), with sheath	52gp
Dagger, short (6-inch blade, straight or curved)	38gp
Dagger, short (6-inch blade, straight or curved), with sheath	40gp
Knife, average (8-inch blade)	10gp
Knife, average, with sheath (8-inch blade)	23gp
Knife, fighting (12-inch blade)	22gp
Knife, fighting, with sheath (12-inch blade)	25gp
Knife, folding (3-inch blade)	15sp
Knife, folding (4-inch blade)	2gp
Knife, folding (6-inch blade)	4gp
Knife, heavy (15-inch blade)	38gp
Knife, heavy, with sheath (15-inch blade)	40gp
Knife, pen, folding (2-inch blade)	1gp
Knife, throwing, pair of (5-inch blade, no quillions)	25gp
Mirror, silvered steel (4 by 6 inches)	10gp
Mirror, steel (4 by 6 inches)	5gp
Nippers, small to large	2-5gp
Pincers, small to large	2-6gp
Razor, straight edge, folding	8gp
Scissors, large	2gp
Scissors, small	15sp
Sharpening steel rod	2gp
Tableware (spoons, knives, etc.), per piece	1-3gp
Tweezers, small to large	1-3gp

## 69. Palmer's Books & Stationery (Printing & Binding)

**Location:** West Way

**Sign:** A book, quill, and ink pot

**Reason:** When the party is seeking books, charts, or maps. or else simply in need of mapmaking supplies

This building is located in the middle of West Way across from Citadel Square. The shop occupies the ground floor of a two-story stone building with an attic. It has a 35-foot frontage. The basement is where a small press and hand-bookbinding operation occurs. The first and second floors are occupied by the Palmer family, and their servants, with workers tenanting the attic story.

Russell Palmer is the owner and the one who waits on customers. He is a well-to-do commoner of intellectual sort.

Goods and Services	Cost
Book, blank, cloth cover, 100 paper pages	5gp
Book, blank, leather cover, 100 paper pages	10gp
Book, blank, leather cover, 50 vellum pages, with locking strap	20gp
Brush, artist paint, fur/hair bristled, various sizes	5sp
Chalk, stick	2cp
Charcoal, stick	2cp
Ink, two ounce pot	1sp
Knife, pen, folding 2-inch blade	17sp
Paint, oil-based, artist's, 2-ounce pot	5sp
Paper, unbleached, sheet	2cp
Paper, white, sheet	2cp
Parchment, sheet	1sp
Pen, quill	5cp
Pen, reed	2cp
Sand, white, very fine drying, pint jar	2sp
Sand cellar, brass, 1-ounce cap.	12sp
Scribe's Case (leather box with 50 each unbleached and white paper sheets, ink pot, 10 assorted pens, pen knife, sand cellar, and 5 sticks sealing wax)	10gp
Scroll, parchment, blank, double-length sheet	4sp
Scroll, case, brass	4gp
Scroll, case, wood	3gp
Vellum, sheet	3sp
Wax, sealing, stick	5cp

**Printing & Binding Services**

Service	Cost
Printing, type setup per folio page	5gp
Printing, per page to 100 copies	2sp
Printing, per page over 100 copies	1sp
Binding, sewing, per 16-page insert	1gp
Binding, end papers, per book	5-25sp
Binding, cover attachment & tooling of leather, title included	10-50gp

**70. Quarrel & Arrow**

**Location:** Wood Street

**Reason:** This is the place where the finest bolts and arrows are made and sold

**Sign:** A bow crossed by a fan of three arrows

This establishment is located on the north side of Wood Street, in the block between Fisher and Lower Market Street. This building has a front of 35 feet, two upper stories and an attic. The shop and workrooms occupy the ground floor and the basement. Yeoman Clothyard and his family occupy the first floor. The second floor and attic are rented out, respectively, to the bowyer who works for Clothyard, and a family of lower class folk.

Yeoman Dart Clothyard is the owner and chief fletcher. Clothyard does not adventure, as he has a wife and five children to care for. His two older sons are apprentices of his, both making bolts of good quality now. Clothyard is aided by Floyd Archer, a bowyer who also has no interest in adventuring.

Yeoman Dart Clothyard (*He is a neutral good, human, 4th level fighter whose vital stats are: HP 24, AC 16. His prime attributes are: str, con, dex. His significant attributes are: str 17, dex 18. He carries studded leather armor, +3 longbow, +3 arrows x12, longsword and a dagger.*)

Floyd Archer (*He is a lawful good, human, 5th level fighter whose vital stats are: HP 30, AC 15. His prime attributes are: str, con, dex. His significant attributes are: str 15, dex 18. He carries leather armor, +4 longbow, +2 arrows x12, longsword and a dagger.*)

At his option, the Castle Keeper might wish to allow a very limited number of +1 quarrels and arrows to be purchased here at the prices indicated hereafter.

Goods and Services	Cost
Arrows, sheaf of 24, long	12gp
Arrow, long +1, 1 per week	13gp
Arrows, sheaf of 24, medium	11gp
Arrow, medium +1, 1 per week	12gp
Arrows, sheaf of 24, short	10gp
Arrow, short +1, 1 per week	10gp

Bow case (oilskin, tying, nearly waterproof)	4gp
Bow, light (laminated or wood, 2.5-foot length)	50gp
Bow, medium (laminated or wood, 4-foot length)	100gp
Bow, strong (laminated or wood, 5.5-foot length)	250gp
Quarrel box, 20 quarrel cap., and waist belt	7gp
Quarrel box, small, short bolts, 30 quarrel cap., and waist belt	7gp
Quarrels, sheaf of 40, heavy	14gp
Quarrel, heavy +1, 1 per week	13gp
Quarrels, sheaf of 40, medium	12gp
Quarrel, medium +1, 1 per week	11gp
Quarrels, sheaf of 40, short	10gp
Quarrel, short +1, 1 per week	10gp
Quiver, 12 arrow cap., leather, with strap	4gp
String, bow	5sp
String, crossbow	1gp

**71. Gnigul Butterbotham's Courier and Travel Service**

**Location:** Market Plaza

**Reason:** When the party needs to get or send something in a hurry, or they themselves need to travel fast and far without horses

**Sign:** A winged boat

This establishment is located on the west side of Market Plaza, between Central Street's dogleg on the north and Offmarket Lane on the south. The building this business is located in has a 30-foot frontage.

This plain two-story building is occupied by a colorful and loquacious gnome businessman with an unusual magical item. Unless it's one of the days Gnigul Butterbotham makes his regular Dunfalcon journey, there is a 50% chance Gnigul and Bork Craigs will be in the residence; otherwise a thin but rather comely halfling woman named Samantha Pangia will be there to serve customers.

The front of the ground floor is the office, and the rear houses Master Butterbotham's magical flying boat, the Swift Flying Skiff. He is careful not to allow anyone to see the craft in its miniaturized enchanted form (detailed hereafter). The basement is let out to a group of five gnomes. The first floor is given over to the lodgings of the owner, his bodyguard and assistant, while the attic is tenanted by a human family of six.

Gnigul Butterbotham is a mischievous former thief who once plied his trade in a distant kingdom. However, some unfortunate mishaps made him rethink his life of adventuring, and the acquisition of a potent magic item has allowed him to "go legit," so he now runs a travel and postal service.

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He has a single bodyguard, Bork Craigs, a magically-changed dwarf who has been permanently enlarged, so he is about 8' tall and 4' wide. Bork Craigs is stoic and rarely speaks, usually speaking only in dwarven to Gnigul. Bork is a loyal henchman to Gnigul. For dangerous assignments or valuable materials, Gnigul might hire 1-4 archers for aid.

Gnigul Butterbotham doesn't adventure anymore, nor will he or Bork Craigs serve in this capacity other than to transport and defend his boat and passengers.

He has two regular weekly scheduled trips from the Yggsburgh area. He makes a few stops at important locations, then treks off to Dunfalcon, meeting up with his "shopper," one Elaine Hooper and his notary contact, a human named Unst Ruchbaker. Outside of this, he is open for special deliveries and travel services. In the Yggsburgh area, aristocrats and wealthy gentry tend to hire his services frequently.

Gnigul offers customers the services described below. He charges a fair price for this extremely convenient service, although he also sometimes does charity work for the peasant classes who live in the area, along with some favors for the gnomes in the vicinity.

Gnigul doesn't ask many questions, although activities that carry a severe legal penalty and/or conflict with his personal morality he may refuse—for instance, no slave trading. He does not travel at night, so any trips must be done within sunup to sundown. Thus, if he's hired for a "day trip," the farthest he will go is about 300 miles. He does not offer himself for long-term excursions.

**Courier:** Delivery of important documents or goods, such as legal notices, contracts, letters or writs, etc., to a specified location. Cost is 3gp per letter, document, or small parcel carried on a regularly scheduled trip; otherwise, and for large packages, the same as transportation for a passenger (below). There is a 5cp per item per mile additional charge, and a minimum charge of 5gp for short trips.

**Courier Purchases:** This is for special or hard-to-find goods, spell components, or delicacies found only in Dunfalcon and delivered to a specified location. Cost is 5cp per mile traveled to a maximum of 5gp, plus 10% of the cost of items purchased.

**Transportation:** Up to 10 human-sized passengers, carrying baggage of up to 60 pounds per passenger. The cost is 5cp per person per mile, with a minimum charge of 3gp per person for short trips.

It is not contemplated that the Castle Keeper will allow any attack, burglary or robbery of Gnigul Butterbotham. If this is allowed though, set the amount gained on a base liquid wealth of 1,000-2,000gp and include the magic items noted in the possession of the gnome and his bodyguard.

Gnigul Butterbotham (*He is a chaotic good, gnome, 6th / 4th level illusionist/thief whose vital stats are: HP 37, AC 17. His prime attributes are: dex, int. His significant attribute is: dex 17. His secondary skill is: business. He carries a +4 ring of protection, crossbow and short sword.*)

Bork Craigs (*He is a lawful good, dwarf, 8th level fighter whose vital stats are: HP 60, AC 15. His prime attributes are: str, dex. He carries chainmail, +2 battle axe, crossbow, +2 bolts, four +3 bolts of dragon slaying and dagger.*)

## 72. Kenneth's Tonsorial Salon

**Location:** Goodman Street

**Reason:** When the party is seeking proper grooming—clean and cut hair, and a shave. This is the place where the better class of townsfolk go for the grooming

**Sign:** Crossed straight razor and scissors

The Tonsorial Salon is located on Goodman Street on the north side of the block between Crossgates Avenue and Guild Street. This building has a 30-foot frontage and is a three-story building with a loft. All the upper floors are rented out, but the loft is available for the characters should they care to rent a place in town. The loft is 27 feet wide, 87 feet long, and has six rooms—front room, four bed chambers, and a large kitchen. The rental cost is only 30gp per month, as it is a walk-up.

When being barbered here (by Al, Bruce, Buster, Ken, or Percy) there will be 5-8 other patrons and at least one of them will be an important person. Roll a d20 and refer to the table below to determine the identity of important person(s) being attended to.

d20	Patron of Import
1	A council member, but not the president
2	One of the knights of the town, but not a council member
3	An officer of the Town Guards
4	A leading member of the criminal underclass, a top assassin, gambler, or thief
5-7	An important shop owner
8-9	One of the Lord Mayor's officers though not military
10-14	A wealthy merchant
15	A guild master
16-19	An aristocratic young bravo ready to insult "lessers"
20	A foreign dignitary or wealthy exotic traveler

Services	Cost
Haircut (regular or trim)	1gp
Shampoo	5sp
Shave	7sp
Shave, shampoo, and haircut	2gp
Trimming beard	5sp
Trimming beard, shampoo, and haircut	18sp
Aftershave cologne, 4-ounce bottle	1-3gp
Aftershave skin astringent, scented, pint bottle	7sp

### 73. Mercantile Bank

**Location:** Crossgates Avenue and Goodman Street

**Reason:** When the party wishes to change money, place valuables in safe keeping, establish a bank account, and/or obtain a letter of credit

**Sign:** Only a large bronze plaque bearing the bank's name

The Mercantile Bank is located on the northwest corner of Crossgates Avenue and Goodman Street. This two-story building has a frontage of 45 feet. The architecture is similar to that of a Roman temple, with four large stone columns supporting a roof pediment. The ground floor has a front lobby for customers, an open stairway leading to the bank's executive offices and meeting rooms above, bars and tellers' cages dividing the front two-thirds from the rear where the records and cashier's office are located, as well as the staircase to the basement. The upper floor is where the owner and main officers of the bank have their offices. There are, as well, one small and one large conference room here. The basement has a large vault surrounding a strong room, a lock-box room, counting area, and a staff lounge.

The characters, entering here for the first time, note an array of life-like statues of people that look incongruous in such a place of high finance. The figures appear to be of criminal sort, both thieves and armed robbers posed in life-like action. There is a bronze plaque on a chain around each statue's neck. An examination discovers that each bears the name of a person, their criminal record, and a statement as to the date the offender attempted to burglarize or rob the bank. This array of petrified would-be thieves is very reassuring to the bank's honest customers, and a thorn in the side of the Thieves' Guild (see Yggsburgh Encounter 52.)

The owner of the bank is none other than the Right Honorable Treasurer Counselor of Yggsburgh, Oswald Striker (see Yggsburgh Encounter 32. Residence, Oswald Striker).

Employed here are Henry Thaller, the bank manager and a pompous and officious man; George Talley, the accountant-comptroller, a thin and nervous man; Maximilian Bigby, the chief cashier, a large and hearty fellow; Thomas Hatcher, a teller, a quiet, no-nonsense little chap; and William Brown, another teller, a friendly and outgoing type. Additionally there are another cashier, two secretaries, two clerks, and a maintenance man-janitor.

No armed robbery is contemplated for this location. The Castle Keeper is to assume that all manner of magical detection and protection devices have been installed in this place, from the detection and revealing of ethereal and invisible intruders to the paralysis or petrification of anyone attempting robbery or theft, with results as noted above.

#### Services

**Changing money** 10% exchange fee

**Lock box, one cubic foot size** 6gp per year

**Lock box, three cubic feet size** 18gp per year

**Lock box, nine cubic feet size** 50gp per year

**Savings account** 5% annual interest paid

**Letter of Credit:** There is a 5% fee of the sum of cash the

letter is drawn for. A letter of credit is issued only for sums of 5,000gp or more. It is a negotiable bearer instrument that can be brought to most other banks to draw down cash against the amount shown on the letter of credit. The individual having one deposits a sum of money with the issuing bank. For example, 50,000gp the issuing bank then gives the individual a letter of credit for 47,500gp. The bearer can easily carry this and, when in need of cash, counter-sign and draw down some or all of the money noted as his in the letter. The bank paying out money against the instrument charges a fee of 2.5% of the sum drawn from them, and if it is not all of the money shown as being in the bearer's credit, issue a new letter of credit from their bank. The exchanging bank will then bill the issuing bank for a sum equal to the letter of credit plus 2.5%. It is relatively expensive for the bearer, but a most convenient way to transport large sums of money from place to place.

**Loan** This is for an 8%-15% annual interest fee for amounts from 50-50,000gp or more. As in real life, loans are not obtained easily without security for the amount. The bank will loan no more than 50% of the actual value of the security given over, that based on the owner's equity in the security. For example, a property worth 50,000gp, for which the title deed holder still owed 20,000gp, would have an equity of 30,000gp; a loan of 30,000gp against that equity would be questionable, so most banks would allow no more than 15,000gp. On the other hand, a valuable magic item given over to the bank is considered as 100% owner equity, so 50% of its cash sale value will be loaned.

### 74. Yeerouf's Loan Bank

**Location:** North side of Citadel Avenue, between Fisher and Lower Market Streets

**Reason:** When the party wants to hock something for cash, including what is too hot to sell normally, this is the place. They can also buy hard-to find items here, such as brass knuckles, old musical instruments, and jewelry at wholesale prices (caveat emptor)

**Sign:** A pile of gold coins beneath three connected gold balls—the latter being the near-universal sign of a pawn broker

This is a brick building with a 60-foot frontage. The western half of the building comprises Yeerouf's Loan Bank, the eastern half being the River Rat Tavern (see Yggsburgh Encounter 59. The River Rat Tavern).

The shop's proprietor, one Dalbid Yeerouf, is a deadly enemy of The Striped Mage, and he will be ingenuous whenever any conversation arises that involves that wizard. If the characters are in the least antagonistic towards his foe, Dalbid Yeerouf encourages their antipathy and does his utmost to inflame their passions against him, including giving them slightly better deals than normal. If the characters mention attacking the Striped Mage, this man willingly offers suggestions as to how this can be done successfully, but under no circumstances will he join in such an attack.

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Yeerouf wears a black robe of exotic cut, covered with hieroglyphs embroidered in silver thread. He appears to be around 35 years old but is, in fact, far older. He has been magically rejuvenated in his past. He is a tall and thin fellow with sharp features, a beaked nose and olive complexion. His eyes are deep-set, so he has a rather sinister appearance, that suiting his nature, of course.

If a lone individual comes to his shop with a highly valuable object he paralyzes the victim, steals all their goods, carries the helpless individual to the cellar (where he has a locked cell), binds and then sells him or her when slavers from downriver call. This is a once a week occurrence.

This place has many magical alarms, guards, and warding devices, so no robbery or looting is anticipated. However, if the characters discover his malign nature, and defeat him in combat, then the Castle Keeper can assign as many as six magic items, in addition to any of Yeerouf's that survive the fight, as loot to be taken. There should be between 20,000-80,000gp in coin, gems, jewelry, and other small valuables here. He also has several spell books, which the Castle Keeper should flesh out, bearing the following advice in mind: the Castle Keeper should supply this malign fellow with whatever other magical things he might need to make his defeat by the characters most difficult. But, in all such cases, remember that if he is overcome, the characters will gain the benefit of such things if they are multi-use, so keep those kinds of things to a minimum.

Goods and Services	Prices
Purchasing Items	30% of market value
Purchasing stolen property	10% of market value
Selling after 90 day's time has passed	60% to 75% of market value
Interest Rate Charged	10% per month on sum loaned

This pawn shop is filled with all the usual items brought in by desperate or crooked persons to pawn for some quick cash in hand. The Castle Keeper must decide on the exact contents of the shop, but the selection should include the categories listed below:

- Armor
- Art objects, small
- Books (they being uncommon and costly)
- Boxes and coffers, small
- Capes and cloaks (best quality and ornately designed/decorated)
- Daggers with sheaths
- Clocks
- Gems, loose
- Glass objects

- Ivory objects
- Jewelry (rings mainly, but all other sorts too)
- Ladies chatelaines
- Lock picks and breaking & entering items
- Medals
- Mirrors, glass
- Musical items (drums, horns, stringed instruments, flutes, etc., including hunting horns)
- Paintings
- Porcelains
- Pocket watches
- Silver and Silverware items
- Swords with scabbards
- Weapons, hidden (brass knuckles, saps, etc.)
- Weapons, other sort (axes, feather staffs, maces, sword canes, etc.)

*Dalbid Yeerouf (He is a chaotic evil, human, 11th/14th level wizard/thief whose vital stats are: HP 47, AC 18. His prime attributes are: dex, int, cha. His significant attributes are dex 18, int 17. His secondary skills are: esoteric, judgment, suborning. He carries a +5 robe of protection, a lens of scrutiny, ring of paralysis with 20 charges, and a poisoned dagger that delivers an extra 4-24 points of damage. He can cast the following number of wizard spells: 0-6, 1st-6, 2nd-5, 3rd-4, 4th-3, 5th-2, 6th-1.)*

## 75. Regal Chair & Guard Service

**Location:** Crossgates Avenue

**Reason:** This is the place where adventurers can go to hire sedan chairs, linkboys, and/or armed escorts

**Sign:** A haughty looking man in finery seated in a chair borne by four carriers

This business is located on the west side of Crossgates Avenue opposite the Bridgegate plaza area. This building has a front of 45 feet, two upper stories and an attic. The shop and open chair "garage" occupy the ground floor.

Goodman Wong and his family occupy the first floor. The second floor and attic are rented out to lower class folk, while the basement has two families of gnomes living in it.

Charles Wong is the owner and manager. He does not hire himself out nor adventure, as he has a prosperous and relatively safe business enterprise that supports him, a wife and three children, and a mistress.

There are 8 chair carriers, 4 guards, and 4 linkboys employed here. Service closes at 2pm. Several freelance chairmen rent chairs from Wong, work from the Moatgate and Rivergate, and charge the same rates for their services as Wong does (and their chairs have his company name on them as well). They do not have linkboys or armed guards, so they operate only during daylight hours and quit when the gates are shut for the night.

Goods and Services	Cost
Sedan chair, 2 bearers	2gp per hour or fraction thereof
Sedan chair, deluxe, 4 bearers	5gp per hour or fraction thereof
Linkboy, with torch	1gp per hour or fraction thereof
Escort, armed guard	4gp per hour or fraction thereof

Escort Guard (3rd-5th level fighters, HP 7 per level, AC 16, PA str, con, dex, SA str 15, SS bullying, EQ chainmail, shield, broadsword and dagger.)

Charles Wong (He is a lawful good, human, 5th level fighter whose vital stats are: HP 30, AC 14. His prime attributes are: str, con, dex. His significant attribute is: str 14. His secondary skills are: business, leadership. He carries ring mail, feather staff and dagger.)

## 76. Madam Cargal's Gallery

**Location:** The east corner of Citadel Square, where West Way and Citadel Avenue meet

**Reason:** When the party wants to sell objects d'art, antiques or rarities

**Sign:** A bronze plague bearing the gallery's name

The gallery is located on the corner of Citadel Square, where West Way and Citadel Avenue meet. This four-story stone building is very fancy, with a marble facade and ornately carved masonry. The entry is flanked by caryatid columns. The main entry is on Westend Way, for the building is triangular; its western end only 15 feet across, its north side frontage 90 feet, and its northwest to southeast side about 120 feet long.

Should the characters want to sell objects d'art, antiques or rarities, this is the main place to dispose of such things. Transactions can be made at 30%-60% market value of the item sold, depending on the likelihood of a quick sale to another buyer.

**Basement** The basement contains storage and work rooms, with two bedrooms and a kitchen for the restorer and appraiser in the employ of this business.

**Ground Floor** The ground floor has a large gallery showroom, with a broad open staircase leading to the first floor and two smaller rooms, the office and a private showroom. Various antique carpets, tapestries, paintings, statues, furniture, and art objects are on display here, most of them large.

**First Floor** The first floor has three separate rooms displaying smaller items: china, glass, pottery, small furniture, handcrafted rare objects, and metal items of silver, bronze, copper and pewter.

**Second Floor** The second floor has a locked door and access is granted only by appointment. It contains objects of the rarest sort; museum pieces, ancient coins, goldware, ivory, jewelry, etc.

**Third Floor** The third floor contains the apartment of Madam Cargal, a gentlewoman from a financially-strapped family, who has made it very well. Her personal staff live here as well. Although Madam Cargal is not given to combat, her two assistants, Gloria Dell and Howard Astenby, are.

Besides being able in many areas, Gloria is a knowledgeable salesperson who loves the business, the objects in the showrooms, and Madam Cargal too. Howard, the nephew of Madam Cargal, is also a fine salesman, a lover of antiques and rarities, fine things, and of Gloria, with whom he is quite enamored. Howard is a member of the Lords & Gentlemen Club (see Yggsburgh Encounter 54.), partly because Madam Cargal wants him to be there to enhance her trade, partly because Howard wants to be important, a member of society. Lately he has been losing rather heavily at the gaming tables there...

Gloria Dell (She is a lawful neutral, half-elf, 4th/6th/8th level fighter/wizard/thief whose vital stats are: HP 32, AC 14. Her prime attributes are: str, int. Her significant attribute is: dex 18. Her secondary skill is: forgery. She carries a +1 robe of protection and dagger. She can cast the following number of wizard spells: 0-5, 1st-4, 2nd-3, 3rd-2.)

Howard Astenby (He is a lawful neutral, human, 7th level fighter whose vital stats are: HP 50, AC 22. His prime attributes are: str, dex, wis. His significant attributes are: str 17, dex 18. His secondary skill is: esoteric. He carries full plate mail, shield, broadsword and a dagger.)

## 77. Rivers Shrine of (Castle Keeper insert deity name)

**Location:** The southwest corner of Inside Street and Burr Lane.

**Sign:** The Castle Keeper may, at their option, have the sacred symbol of the deity herein honored displayed in various places—on the roof, above the door, on the wall beside it, etc.

The Castle Keeper should insert an appropriate river deity name in the title.

This stone building is plain, a tall rectangle of 30-foot width and 60-foot depth. Its open interior has two rows of pillars supporting the roof, with the altar and votive shrine at the west end of the structure. There are four benches in the front for worshippers unable to stand for a service, but otherwise the space is open and the faithful stand for the ceremonies conducted here. No more than 250 persons can be accommodated, but the usual attendance is around 150, save when the Priest there officiating is the Devout Ragly (see Yggsburgh Encounter 80. The Outs Inn, Chapel).

There is a 50-foot long, 20-foot deep wooden lean-to on the south side of the building. There are cooking facilities there, including a large fireplace on the east wall. The majority of the space in the shed is taken up by long, narrow tables and benches. Local residents volunteer to cook and serve two free meals a day to as many as 200 poor folks. The morning meal is usually hot broth of some kind and bread, while supper is soup (often fish chowder) and bread. On holy feast days there will be cooked fish and lentils added to the breakfast, and in the evening the usual plus slices of

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roast meat or meat pie servings, along with some cheese and fruit for dessert.

The usual Priest serving here is the Pious Thorstead, a big man of some 30 years who is as honest and devout as his superior ecclesiastic, Ragly. Like him, Thorstead is there to help others in matters of faith in his deity, and to see to their mental and physical well-being too. While there is an alms box, and collections are taken during services, most of the faithful are poor and have little in the way of money. They assist by contributing old clothing and items, and helping prepare the morning and evening free meals that Thorstead provides for believers in the lean-to on the south side of the shrine.

Thorstead will assist character's with all manner of spells, but he expects that in return those with the wherewithal will be generous in their contributions to the shrine and its work with the poor and needy. Persons who accept his deity as their principal one are expected to contribute at least 100gp per level of spell he used to assist them. Those of other faith are expected to voluntarily give at least twice that for such services.

*Pious Thorstead (He is a [something] good, human, 7th level cleric whose vital stats are HP 35, AC 11 (AC 18, when armed and battle ready). His secondary skill is: leadership. He generally prepares curing and healing spells when in his shrine.)*

### 78. Zolan's Emporium of Fragrant Fumes

**Location:** In the middle of block on the south side of Hammer Street between middle thoroughfare and Crossgates Avenue.

**Reason:** When seeking tobacco products and smoking accessories of any sort available

**Sign:** On a red field two crossed long-stemmed pipes of yellow.

The relatively narrow stone and brick building of 25-foot frontage that has of three stories and a loft above. This place houses the proprietor and his family on the first floor, with the second floor and loft rented to tenants.

This store sells cigars, cigar cutters, cigar humidors, leather cigar cases, loose tobacco of many sorts, matches, tinder boxes, tobacco flavoring agents (cherry, deer tongue herb, etc.) tobacco pipes (briar wood, clay, meerschaum, etc.) tobacco plugs, tobacco pouches, snuff and snuff boxes. It also offer ashtrays, incense, incense burners, smoking jackets and smoking stands.

### 79. Boatman Tavern

**Location:** East Road at the southwest corner of Nearmoat Lane

**Reason:** When the characters are looking for some relaxation and information about river travel or traffic

**Sign:** A riverman in a rowboat

**Encounters:** Inn or Large Tavern Common Room, and Outside the Inn or Large Tavern Events

This is a big, rambling timber and plaster building on a fieldstone foundation, in a style akin to that of the Tudor. Its main portion has two stories plus a gabled attic. A one-story-with-loft wing to the east, that is 50 feet long and 30 feet wide, is where the main

public room is located. In it is the bar, and tables for drinking and eating of casual fare. In the main building, a place of some 45-foot width and 80-foot length, are the formal dining room, kitchen, tavern office, a reception room, and lounge for overnight guests. The proprietor and his family occupy the remainder of the ground floor. The floor above has four two-room suites and six single ones. The second floor has 10 single rooms and a 16-bed dormitory room. Some of the tavern's staff are lodged in the attic.

This place hosts many of the local rivermen and longshoremen, who come in to drink and eat. Many passing bargers, boatmen and sailors stopping at Yggsburgh also come here. There are land travelers staying here too, especially if the Outs Inn is filled. The patrons are a mix of honest folk and criminals, for many swindlers, sharpers, highwaymen, and river pirates find the Boatman Tavern to their liking. One can come and go easily by road or canal, or disappear into the maze of The Outs' buildings.

Edgar "Big Ed" Bass is the owner and proprietor. He is over six feet tall, stout, and his dark brown hair is graying at the temples. He dresses in common garb, mostly brown leather, even though he can easily afford finery. He has a homely face with bright hazel eyes that convey affability and a congeniality. Beneath that façade, though, he is tough and alert, ready for trouble and unafraid of its coming. He is busy with tavern guests much of the time, or else having a pint and playing cards or darts, as he is content to have his brother-in-law see to much of the business here.

Gilbert "Gaff" Hooker is Edgar Bass' brother-in-law and bar manager. Gaff Hooker reminds one of a ferret as he is of above average height, lean, sharp faced, and moves quickly. He usually wears riverman's blue canvas knee britches with buckskin leather armor of doublet style. He is well-organized, observant, and constantly watching to see that the tavern makes a good profit, for Gaff gets 10% of that sum. Added to the small skim he takes—after all, the place belongs to his wife's brother—he makes an ample living for himself, his wife, and their two children, with some left over for spending on a doxy.

William "Beau Bill" Carter is the head bartender. At age 35, Beau Bill Carter appears 10 years younger. A handsome and muscular man with long hair of sandy blonde and rakish beard and moustache, he appeals to the ladies and is accepted as a roguish fellow by laborers and outlaws alike. He tells great stories, listens well, and loves a good joke. Thus he is a very popular barkeep who is bought many drinks, and who is free to return the favor with a drink "on the house." Beau Bill was a soldier at age 15, but retired from that vocation about five years ago for the more exciting life he now has.

Edgar "Young Ed" Bass is the owner's eldest son and bouncer. Young Ed Bass is a chip off the old block, but he is taller and better looking than his father. While he is wild and loves to carouse and gamble, Young Ed is firmly grounded in common sense and lucky in the bargain. He assists where needed, but he is mainly in the common room assisting Gaff Hooker at the bar and watching for trouble-makers. He suspects that his uncle Gaff is filching a little money, but the tavern is so profitable that he isn't much worried about that. What he doesn't like is Gaff's skirt chasing, for he is very fond of his Aunt Jane and her children.

Mabel "Midge" Fairhill is the head serving wench. Midge is in her early 20s, small and finely built, yet shapely. She has perfect skin, doll-like features, ice-blue eyes and a mop of curly blonde hair. She is vivacious and charming—whether she is speaking coarsely with roughnecks or pretending most ably to be refined when waiting on gentry. She is cold and selfish, and although she earns a good living, Midge wants far more. She dreams of luxury and would gladly be the doxy of a wealthy man, but she will settle for Gaff Hooker's presents for now, hoping that he will divorce his wife and marry her, for she knows Gaff could steal a lot more from the tavern. Midge is flexible, though, and she will be ready to move on to more golden opportunities when they present themselves...wealthy adventurers, for example.

There are over a dozen other persons working at the tavern. Alice Bass, Big Ed's wife, oversees the kitchen help. Alison Bass, Big Ed's eldest child, is in charge of the dining room. Roberta Bass, Big Ed's teenage daughter, serves tables in the common and dining rooms. Jane Hooker, Big Ed's sister and wife of Gilbert "Gaff" Hooker, is overseer of the room maid staff. Clarissa Hooker, Gaff Hooker's daughter, is a cook. Steven Hooker, Gaff Hooker's son, is the day porter at the tavern. Other help include a night porter, head cook, four serving maids, four room maids, two scullions, and a janitor-handyman.

Edgar "Big Ed" Bass (*He is a chaotic neutral, human, 9th level fighter whose vital stats are: HP 54, AC 13. His prime attributes are: str, con, dex. His significant attribute is: str 18. His secondary skill is: nautical. He carries studded leather armor, short sword and dagger.*)

Gilbert "Gaff" Hooker (*He is a lawful neutral, human, 5th/6th level fighter/thief whose vital stats are: HP 35, AC 15. His prime attributes are: str, dex, int. His significant attribute is: dex 18. His secondary skill is: nautical. He carries leather armor, short sword and knife.*)

William "Beau Bill" Carter (*He is a neutral, human, 7th level fighter whose vital stats are: HP 49, AC 13. His prime attributes are: str, con, dex. His significant attribute is: str 14. His secondary skill is: leadership. He carries studded leather armor, crossbow, club and dagger.*)

Edgar "Young Ed" Bass (*He is a chaotic neutral, human, 6th level fighter whose vital stats are: HP 48, AC 15. His prime attributes are: str, con, dex. His significant attributes are: str 18, dex 16. His secondary skill is: bullying. He carries studded leather armor, short sword and dagger.*)

Mabel "Midge" Fairhill (*She is a chaotic neutral, human, 7th level thief whose vital stats are: HP 30, AC 14. Her prime attributes are: dex, int, cha. Her significant attribute is: dex 18. Her secondary skill is: thespian. She carries padded armor and dagger.*)

Alice Bass (*She is a neutral good, human, 1st level fighter whose vital stats are: HP 5, AC 10. Her prime attributes are: str, con, dex. She carries a dagger.*)

Jane Hooker (*She is a neutral good, human, 2nd level fighter whose vital stats are: HP 12, AC 12. Her prime attributes are: str, con, dex. Her significant attribute is: dex 16. She carries a dagger.*)

Steven Hooker (*He is a lawful neutral, human, 3rd level fighter whose vital stats are: HP 18, AC 13. His prime attributes are: str, con, dex. His significant attribute is: dex 15. He carries leather armor and a dagger.*)

The following table indicates the number of patrons in the establishment at any given time.

Morning	5-20 (1-4 criminals)
Forenoon	10-60 (2-4 criminals)
Afternoon	10-60 (2-8 criminals)
Evening	15-60 (4-16 criminals)
Night	10-60 (3-12 criminals)

Goods and Services	Cost
Ale	1-3sp per pint
Beer	2-4sp per pint
Wine	2-4sp per glass, 1-2gp per bottle
Liquor	1-3sp per glass
Brandy	2-5sp per glass
Coffee	2sp per pot
Tea	1sp per pot
Cider in season	1sp per pint
Ginger Ale	1sp per pint
Root Beer	1sp per pint
Buttermilk	5cp per pint
Breakfast	5sp
Dinner	1gp
Supper	8sp
Dormitory, one night	1gp
Dormitory, one week	6gp
Dormitory, one month	21gp
Private Room, one night	3gp
Private Room, one week	15gp
Private Room, one month	55gp
Suite, one night	5gp
Suite, one week	29gp
Suite, one month	100gp
Stabling, one night	7sp
Stabling, one week	5gp
Stabling, one month	18gp

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### 80. The Outs Inn

**Location:** East Road and Nemo Street

**Reason:** Need you ask?

**Sign:** A jolly innkeeper opening a door for a burgher waiting outside

**Encounters:** Outs Inn Random Encounters (Appendix C, Urban Encounters, The Outs Inn)

The Outs Inn is located on the southeast corner of East Road and Nemo Street. It is a very large, low-walled inn of highest quality. Its customers are usually well-to-do travelers, whether coming to the area by water or land. Most patrons are coach borne, traveling between points eastwards and the city of Dunfalcon. Those regular visitors coming to Yggsburgh on business that are able to afford the rates generally stay at the Outs Inn, for it is clean, very comfortable, has all the amenities and the food is excellent. Thus there are a number of chair carriers and small carriages always near the main entrance in daylight hours, their operators ready to convey inn patrons to the nearby town.

The proprietor's great grandparents purchased the place, then a mere tavern, over 80 years ago. By investing all of their money and considerable labor, they made the new inn a most successful enterprise. Over the intervening years the Outs Inn has been expanded and made more lavish, so that it is now a famous landmark.

The buildings comprising the Outs Inn form a rectangular compound that is 450 feet long east-west, and 300 feet deep north-south. The whole is set back from the road and street 20 feet. Separate buildings are connected by 12-foot high fieldstone walls set with curved iron spikes.

The main entrance is a double gate on East Road that is 30 feet from the corner wall paralleling Nemo Street. There is a single gate for tradesmen and freight on Nemo Street, 50 feet from the southern end of the wall there. There are 25 fruit-bearing trees in the compound—apple, cherry, peach, pear, and plum intermixed. Some number of the bushes inside the compound are currant—black, red, white—and dewberry and raspberry, while others are flowering. There are many structures comprising the Outs Inn. Each is shown on the accompanying map and described below.

**A1. Main Entrance** Two reinforced wooden gates, each 8 feet wide and 12 feet high, lead into the forepart of the cobbled courtyard. Any arrival here by horse or wheeled vehicle will be heard plainly by the stable boys and grooms on duty in buildings 4 and 5. The Castle Keeper might wish to include a pair of mastiffs that bark a welcome to persons entering, thus alerting the staff. If added, these dogs patrol in the cobbled courtyard at night, being trained to stay in that area. Guests, after dismounting, are escorted to area 3. There are 17 handle mounts and vehicles here.

By day Groom Wilfred is the stable manager. He is a tall but average-looking man of around 35. He is assisted by the stable boys: Merton, a boy of 16, and Grins, a cheerful lad of 12.

Groom Wilfred (*He is a neutral good, human, 3rd level fighter whose vital stats are: HP 17, AC 13. His prime attributes are: str, con, cha. He carries ring mail and a dagger.*)

Merton (*He is a neutral good, human, 1st level fighter whose vital stats are: HP 6, AC 13. His prime attributes are: str, con, cha. He carries ring mail and a dagger.*)

At dark the groom is Big Roger, a dark fellow age near 40. He is assisted by the stable boy Morris.

Big Roger (*He is a neutral good, human, 4th level fighter whose vital stats are: HP 26, AC 13. His prime attributes are: str, con, cha. He carries ring mail and a dagger.*)

Morris (*He is a neutral good, human, 2nd level fighter whose vital stats are: HP 11, AC 13. His prime attributes are: str, con, cha. He carries ring mail and a dagger.*)

The day porter is Byron, a heavy-set and strong chap of some 50 years. He is polite and talkative. After 10 PM the night porter is George, an older, taciturn man of near 70 but quite spry.

Byron (*He is a lawful neutral, human, 5th level fighter whose vital stats are: HP 33, AC 13. His prime attributes are: str, con, cha. He carries ring mail and a dagger.*)

George (*He is a neutral good, human, 3rd level fighter whose vital stats are: HP 18, AC 13. His prime attributes are: str, con, cha. He carries ring mail and a dagger.*)

Mastiffs (*HD 3d8, HP 15, AC 14, PA physical, AT 1 bit, DA 2-8.*)

**A2. Side Entrance** Two reinforced wooden gates, each five feet wide and 10 feet high, lead into the rear of the cobbled courtyard. This gate is used mainly for the pickup and delivery of laundry, provisions, and goods stored in the goods storage facility. The Castle keeper might also wish to include another pair of mastiffs here (see above) that bark a welcome to tradesmen entering, thus alerting the staff. If added, these dogs patrol in a pack in the cobbled courtyard at night.

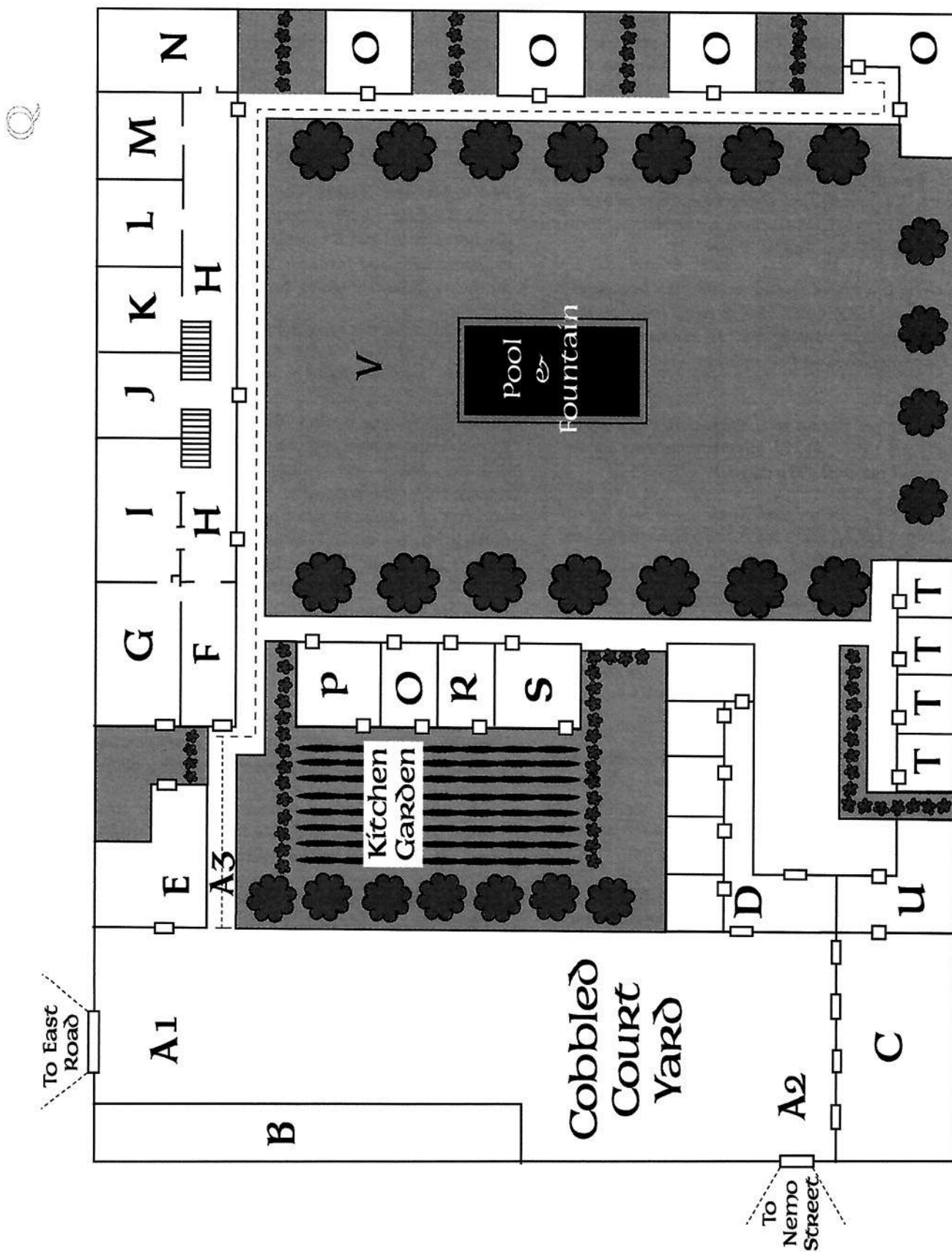
The inn's laundry (aprons, table linens, bed sheets and the like) are washed and dried by the Riverside Laundress, an establishment at the end of Nemo Road. A cart delivers clean laundry to the inn in the early afternoon, taking away the soiled linen to be washed and returned the following day.

**A3. Loggia-like Portico** This roofed walkway leads from the cobbled courtyard to the main entrance of the inn. It continues all along the front of that structure, and then turns south and covers the path all the way to the last of the four private villas.

**B. Stables and Feed Storage** There are accommodations for as many as 30 animals here. There are two riding and four draught horses here for rental purposes. Outdoor stabling at hitching posts can accommodate 16 additional horses. The floor above the stables has four rooms for staff members. Who lives in them is a matter for the Castle Keeper to decide.

The stable master is Jason Barger, a handsome sort, about age 30 with long chestnut hair and spade beard, who is an excellent horseman and good judge of character. Jason is a cousin of the owner and he is currently making moves on his cousin Gretchen

# The Outs Inn



## Castles Zagyg: Yggsburgh

Gunderson. He is thinking to make her his mistress—temporarily at least. If the party are spying for Uvoll, the wizardly right-hand man of the Marquis Talworth, Jason is one of the contacts. He has been promised status as a gentleman and ownership of the inn, should the Marquis rule the area. He can lead them to a gang of cutthroats in Yggsburgh who are glad to take the Marquis' coin to make trouble in the town (see Yggsburg Encounter 59, River Rat Tavern). Jason is a pigeon fancier and has a dovecote at one end of the first floor of the stable building. Several of the birds are homing pigeons he uses to communicate with the marquis' other agents.

Grooms "Red" Weaver and Tyler Watson, neither very bright, both in their early 20s, and needing supervision, serve as footmen for a rented carriage or coach. With them are stableboys William "Little Willie" Blue and Edwin "Eddie" Eager.

Jason Barger (*He is a lawful neutral, human, 8th level fighter whose vital stats are: HP 49, AC 12. His prime attributes are: str, con, cha. His significant attribute is: str 17. His secondary skill is: bullying. He carries leather armor, crossbow, longsword and a dagger.*)

"Red" Weaver (*He is a neutral good, human, 2nd level fighter whose vital stats are: HP 14, AC 13. His prime attributes are: str, con, cha. He carries ring mail and a dagger.*)

Tyler Watson (*He is a neutral good, human, 2nd level fighter whose vital stats are: HP 16, AC 13. His prime attributes are: str, con, cha. He carries ring mail and a dagger.*)

**C. Coach and Carriage Barn** As many as 12 vehicles can be kept in this place. There is a small and a large carriage, plus a large coach for rent, so only nine customers' vehicles can be housed most of the time. The floor above the barn has eight rooms for staff members. Who lives in them is a matter for the Castle Keeper to decide.

The barn master is "Wheels" Littleham, a short but strong man who loves carriage and coach work. His assistant is Sylvester Drover, who will serve as a coachman when so required. The hands are Bertie Wilson and Helga Rivers, who see to cleaning vehicles and general labor here.

"Wheels" Littleham (*He is a chaotic good, human, 3rd level fighter whose vital stats are: HP 19, AC 13. His prime attributes are: str, con, cha. He carries ring mail and a +2 dagger.*)

Sylvester Drover (*He is a chaotic good, human, 2nd level fighter whose vital stats are: HP 12, AC 13. His prime attributes are: str, con, cha. He carries ring mail, whip and a dagger.*)

Bertie Wilson (*He is a neutral good, human, 1st level fighter whose vital stats are: HP 7, AC 13. His prime attributes are: str, con, cha. He carries ring mail and a dagger.*)

Helga Rivers (*He is a neutral good, human, 1st level fighter whose vital stats are: HP 5, AC 13. His prime attributes are: str, con, cha. He carries ring mail and a dagger.*)

**D. Goods Storage Facility** To the north are five locked storerooms, while in the south is a long open area for goods of no great value. The storehouse master is Tad the Packer, a husky fellow of average looks, blond hair cropped short, always willing to talk about the value of goods and how to pack and move them around. He keeps his battle axe handy. The grooms are called on to move things stored here when necessary. "Packer" assists the porter when needed.

Tad the Packer (*He is a lawful good, human, 4th level fighter whose vital stats are: HP 29, AC 13. His prime attributes are: str, con, cha. He carries ring mail, battle axe and a dagger.*)

**E. Kitchen and Bakery** This large detached building is where all the food for the inn is prepared. It is at a distance because of the odors, heat, and fire danger. To the south of this place is an extensive herb and vegetable garden that supplies fresh produce for the inn from late spring through late autumn.

Harold Greene, the Head Chef, comes in at 11 AM. He is an irascible, bald man of 40 years who cooks superb food, and demands acknowledgement of his artful creations. Matilda Button, the Cook, works from 5 AM until 3 PM. She is a large and rather plump woman of 37 years who is meticulous and hard-working, making all the more ordinary food with the help of Burns. She is very fond of Harold, but her affection is not returned. Donald Burns, the Assistant Cook, works from 8 AM on. He is 25, a former kitchen attendant of a noble, who dreams of opening his own eating house. Fred the Baker, a somewhat portly chap of around age 30 who enjoys his pastries, is the chief baker. Chalf Brownly, the baker's helper, is a lad of 15 who is learning the trade. The scullions are Fay Harper, Murdoch Downey, Karna Hill, and Terrance Griner, who are aged 17, 38, 23, and 20 respectively. They are typical of the lower class town dwellers, though Fay is quite well-built and pretty.

Fred the Baker (*He is a lawful neutral, human, 3rd level fighter whose vital stats are: HP 20, AC 11. His prime attributes are: str, con, cha. He carries padded armor and a rolling pin [club].*)

Chalf Brownly (*He is a neutral good, human, 1st level fighter whose vital stats are: HP 8, AC 11. His prime attributes are: str, con, cha. He carries padded armor and a rolling pin [club].*)

Harold Greene (*lawful good, 2nd level fighter, HP 14, AC 11, PA str, con, dex, EQ padded armor, cleaver.*)

Matilda Button (*lawful good,, 1st level fighter, HP 8, AC 11, PA str, con, dex, EQ padded armor, knife.*)

Donald Burns (*neutral, 4th level fighter, HP 21, AC 11, PA str, con, dex, EQ padded armor, knife.*)

Fay Harper, Murdoch Downey, Karna Hill, and Terrance Griner (*neutral good, 1st level fighters, HP 5, 9, 6, 7 respectively, AC 10, PA str, con, dex, EQ knife.*)

**Outs Inn (proper)** The Outs Inn is a large and busy place. The Castle Keeper must consult the Outs Inn Guests Encounter Table in Appendix C in order to determine what other persons, and in what numbers, are staying here. That table also includes a sub-

table detailing those guests and any possible adventure associated with them. It would be best to undertake this prior to, rather than during, play in order to expedite action at the game table.

The prices of goods and services at the Outs Inn are listed below, after which comes a description of particular areas of the inn.

Goods and Services	Cost
Ale	1-3sp per pint
Beer	1-2sp per pint
Wine	2-10sp per glass; 1-25gp per bottle
Liquor	2-12sp per glass
Brandy	4-50sp per glass
Coffee	1sp per cup
Tea	1-3sp per cup
Hot Chocolate	2sp per cup
Cider in season	2sp per pint
Ginger Ale	1sp per pint
Root Beer	1sp per pint
Buttermilk	5cp per pint
Breakfast	5-10sp
Dinner	1-4gp
Supper	12-30sp
Dormitory, one night	11sp
Dormitory, one week	6gp
Dormitory, one month	21gp
Private Room, one night	5gp
Private Room, one week	33gp
Private Room, one month	112gp
Suite, one night	14gp
Suite, one week	55gp
Suite, one month	188gp
Villa, one night	20-25gp
Villa, one week	125-150gp
Villa, one month	450-575gp
Stabling, one night	1gp
Stabling, one week	6gp
Stabling, one month	21gp
Vehicle Storage, one night	1gp
Vehicle Storage, one week	5gp
Vehicle Storage, one month	17gp
Goods Storage, one night	5cp (per square yard space taken)
Goods Storage, one week	2sp (per square yard space taken)

Goods Storage, one month	3sp (per square yard space taken)
Private Storeroom	20-30gp (per square yard space taken)
Riding Horse, rental	3gp per day and 125gp security deposit
One horse, two person carriage, rental	7gp per day and 500gp security deposit
Two horse, two person carriage, rental	10gp per day and 500gp security deposit
Two horse, four person carriage, rental	13gp per day and 500gp security deposit
Two horse, four person coach, rental	17gp per day and 500gp security deposit
Four horse, six person coach, rental	25gp per day and 500gp security deposit
Coachman, rental	10gp per day

**F. Lobby Entrance and Waiting** The floor here is of slate tiles, with red rugs over them in non-traffic areas. The walls are whitewashed, walnut, wainscoted, and display many oil paintings. These are mainly of the Gunderson males, Lord Yggs in several poses, and all of the Lords Mayor of Yggsburgh, including the current one, Druid Lochinvar Beechwood. There is an L-shaped counter immediately to the north of the entrance. This bar is 20 feet long, and it is where overnight guests are served. To the east of this is a large desk and cabinets for record storage. Along the south wall just beyond the entry are racks for hanging outer garments in cold weather, and after that a half-dozen padded armchairs. Any time after 7 AM and before 7 PM, the innkeeper, Goodman Walter Gunderson, and his wife, Goodwife Helga Gunderson, are on duty to greet and see to the settling in or departure of a guest. They are assisted by their children, the eldest pair of whom see to the management of the place when their parents are not on duty.

The innkeeper, Goodman Walter Gunderson, is a solid citizen of 56 years. He is jolly when things are in order, and a good parent. Walter is tall, heavy, and clean shaven, with only a fringe of reddish hair remaining, so that his girth and bright blue eyes are the first things noted. As a good businessman, he welcomes all who can pay and he remembers names and faces. Those who are regular customers are recognized and address him by name. He does not talk about other guests but, when not busy, he is happy to discuss most other polite subjects, especially over a pint of ale.

The Goodwife Helga Gunderson is a tall and plump woman of age 50 with gray hair, and shows signs of the good looks she had as a girl. Helga is a strict disciplinarian, but otherwise a doting mother, whose concern is to see that all of her children do well, not just Rudolph (who will inherit the inn). She has no time for small talk, but choice gossip might lure her into conversation.

Ingeborg Gunderson is the youngest daughter, age 11, who clears tables in the dining room. A tall and pretty young girl with her titian blonde hair worn in a long braid down her back. Ingeborg is strong for her age, serious, and a willing worker.

## Castles Zagyg: Yggsburgh

Karl Gunderson is the youngest son, age 13, who clears tables in the dining room and does other menial chores at the inn. Young Karl could pass for 16, as he is big and strong. He prefers to be outside fishing, hunting, or playing at arms to being a servant. His mother does not like this, especially his admiration for Jason Barger, her husband's "no good" cousin who encourages such "foolishness." Karl wants to become a horse breeder and own a large farm where he can hunt and fish.

Lavinia Gunderson, age 16, serves meals in the dining room. She is a very pretty girl with flaxen hair she wears in a bun, as her mother does. Lavinia is practical, strong-willed, and knows she will marry a handsome man with property, so that she will be mistress of a fine household.

Olaf Gunderson, age 18, assists serving in the bar room. He is able but lazy. He prefers to drink and be merry with the opposite sex, rather than do regular routine work, and his clean good looks make him popular with the local girls, even some female patrons, much to the concern of his mother and father. Olaf knows he must make his own way, and his plan is to become a warrior of sorts, perhaps a guard for a merchant at first, with an eye towards grander things, adventure and wealth.

Drogat Gunderson, age 20, is barkeep much of the time. He is a rather plain fellow, a no-nonsense sort of young man cut from the same cloth as his mother. He has learned a good deal of combat by being a member of the local militia and from handling rowdy patrons. Although he is not as tall as is typical for a Gunderson, he is wiry and naturally strong. Drogat hopes to save sufficient funds so that one day he can open his own small place, a tavern if not a full-blown inn. As bartender, he hears and sees much. Drinking little, he knows much of what goes on, and he suspects his cousin Jason Barger is a subversive, but kinship prevents him from revealing what he believes to his father, Walter.

Gretchen Gunderson, age 22, is assistant manager of the inn. She is a most pretty young woman, a Valkyrie-type, tall, buxom, and strong. She combines her father's commercial sense with her mother's practicality. She has several beaux, and would have married Rodney Meadows, the eldest son of a local gentleman farmer, but for her devotion to her parents. She feels she must stay and assist in running the inn until Lavinia or another of her siblings can assume her managerial duties. Currently, her cousin Jason is making advances on her, but Gretchen is not impressed or interested despite Jason's lavish spending.

Rudolph Gunderson, age 25, is the night innkeeper and an excellent swordsman, as well as a lieutenant in the local militia. He is larger and stronger than his brother Drogat, stands over six feet tall and weighs no less than 200 pounds. He is a fine young man, but one who causes his parents concern. Rudolph is not really interested in being an ostler. Just as his younger brother Olaf, he too would rather be an adventurer. While Rudolph has all that it takes, including natural drive, he remains at the inn. His father expects that his eldest son Rudolph will inherit the inn when he passes on. Many a local lass has her cap set on him, because of that and his rather handsome appearance.

Goodman Walter Gunderson (*He is a lawful good, human, 3rd level fighter whose vital stats are: HP 18, AC 13. His prime attributes are: str, con, cha. His secondary skill is: business. He carries scale mail and a short sword.*)

Karl Gunderson (*He is a chaotic good, human, 1st level fighter whose vital stats are: HP 6, AC 11. His prime attributes are: str, con, cha. He carries padded armor and dagger.*)

Olaf Gunderson (*He is a lawful good, human, 3rd level fighter whose vital stats are: HP 22, AC 13. His prime attributes are: str, con, cha. He carries studded leather armor and dagger.*)

Drogat Gunderson (*He is a lawful neutral, human, 4th level fighter whose vital stats are: HP 22, AC 13. His prime attributes are: str, con, cha. His significant attribute is: str 14. He carries studded leather armor, club and dagger.*)

Rudolph Gunderson (*He is a lawful good, human, 6th level fighter whose vital stats are: HP 33, AC 13. His prime attributes are: str, con, dex. His significant attribute is: str 14. He carries ring mail, longsword and dagger.*)

**G. Dining Room** Ordinary servants are not permitted here! The room has golden oak flooring and like wall paneling. The walls are decorated with bright paintings of still life sort—fruit, flowers, vegetables, eggs, game birds ready for plucking. This large room has two big fireplaces at either end for warmth in winter. There are 15 tables spaced at wide intervals in the place so as to ensure both comfort and relative privacy for patrons. Long sideboards to east and west hold table service ware, and drink and food dishes when meals are being served. Meals are served here from 6 AM to 9 PM, 11 AM to 2 PM, and 6 PM to 8 PM, and after 8 PM only cold food is available.

The head serving man here is the 42-year-old Albert. He is a nervous and thin fellow of impeccable performance in his duties. The morning service is handled by Belinda Stout, a woman of 45 years. She is large, stern, and of the very able sort. Serving during noon and evening meals are Susan White and Robert Diggs, aged 24 and 27 respectively. They are both well-trained at table service.

**H. Main Hallway** This room is wainscoted and floored in oak, with a long carpet of deep green covering its center. The walls are whitewashed, making this place restful to the eye. There are many windows along the south wall, and several small tables and large chairs are placed along the length of this corridor. Paintings of chase scenes, hunting dogs, and game animals are hung on the north wall. Note the two staircases to rooms on the first and second floors.

**I. Lounge** Ordinary servants are not permitted in this room. It is paneled in fruitwood, cherry and apple, half-way up, floored in oak and carpeted with various patterned rugs, with two large fireplaces on the north wall for warmth in winter. Various landscape paintings and bright tapestries showing people from the past decorate the pale yellow walls. There are finely upholstered chairs and divans in six groupings here, each around a low table, each grouping seating up to 10 persons.

One of the Gunderson family checks on this room every half hour or so from around 10 AM until Midnight to see if there are patrons in need of service. If so, they alert either the Dining Room or Bar Room personnel, or else see to minor service personally.

**J. Bar Room** This place is fully paneled in maple, with paintings of hunting and sporting events decorating the walls. The oak floor is uncarpeted. There is a large fireplace on the north wall. The bar proper runs most of the length of the west wall, and 10 persons standing at it are accommodated without problem. There is a concealed door in the southwest corner accessing the lounge. The eastern two-thirds of the room has 12 tables of varying size with chairs to seat up to 40 patrons. If the crowd exceeds this capacity, the door to the lounge is opened, and overflow is seated and served there.

Olaf and Drogat Gunderson are the main bartenders here. During very busy nights Gretchen Gunderson and the flirtatious Alita Hobbs, a maid of 18 years, are serving tables here.

Perry Fish is the other man who tends bar, he being a very large fellow of about 30 years, and a good conversationalist and listener. Perry knows all the local gossip and much lore regarding the area. If he is well-treated to drink and gratuities, he will relate much. Perry is a friend of Jason the Stablemaster and an unwitting accomplice in Uvöll's spy and traitor ring, he relating all "choice" information to Jason or Jason's gang of associates.

Of the latter, four to six of these will be found here during a busy weekend. Describe them as well-dressed young bravos of generally average looks that have a slightly overbearing stir about them, an attitude of superiority, and acting in a somewhat aggressive manner. If any are slain, simply cross off their names from the roster of such miscreants. Uvöll's gang members are listed below. Their class division should be about equal, but more of fighters than of thieves in most circumstances.

*Perry Fish (He is a chaotic good, human, 6th level fighter whose vital stats are: HP 40, AC 13. His prime attributes are: str, con, dex. His significant attribute is: str 14. He carries ring mail, mace and dagger.)*

*Rod Painter, Devlin Herrity, "Dick the Oak," Gorbat, "Serjeant" Cullkin, "Archer Jack," "Pradik the Hammer," and Hal Goodman (These are neutral, human, 5th-7th level fighters whose vital stats are: HP 7+1d3 per level, AC min 14. Their prime attributes are: str, con, cha. Their significant attributes are: variable. Their secondary skills are: bullying. They carry chain shirts, long swords and daggers.)*

*"Badger" Barger, Merton Bailey, "Lucky Jack," "Flash Eddy," "Squire" Worthy, "Scholar" Hamish, "Black" Watson, and "Ten" Finch (These are chaotic neutral, human, 6th-8th level thieves whose vital stats are: HP 4+1d2 per level, AC min 13. Their prime attributes are: str, dex, cha. Their significant attributes are: variable. Their secondary skills are: ambush. They carry studded leather armor, short sword and dagger.)*

**K. Private Salon:** This place is available to anyone willing to pay the rental fee of 1gp per hour, or 5gp for up to eight hours. It is a walnut, wainscoted room with walls above painted blue, thus the Blue Salon. There are paintings of river and lake scenes on the walls, as well as mounted fish of great size. It has an oak floor with several small carpets scattered around on it. In addition to the large fireplace on the north wall, there are three tables that can be set together for a banquet or a meeting, 14 straight-backed chairs and four upholstered ones in the chamber.

**L. Private Salon:** The same as K above, only this is the Red Salon, and the decorations are all of martial sort.

**M. Open Meeting Room** Ordinary servants are not permitted here! This place is open to any other sort of guest of the inn for a quiet business meeting. The room is much like K and L above, although its walls above the woodwork are painted green, so it is the Green Salon. Paintings here are of the major buildings and street scenes in Yggsburgh—the Citadel, the Temple, Market Plaza, etc. In the corners of the chamber there are four tables with six padded chairs around each.

**N. Gaming Room** This big chamber is open at all times. It has a large fireplace in the center of the north wall. The walls are fully paneled in light-colored pine, and there are a few paintings here showing scenes of sports and game play. The floor in the southern half of the room is slate, for this is where the billiard and snooker tables stand, as well as a pair of dart boards.

The upper (northern) portion of the room has a large card table for as many as eight players, two tables seating four persons each, and three small tables for two-person games. Decks of cards, backgammon and chess sets, and various other games such as checkers and dominoes, are found in the cabinets spaced along the east and west walls. If there is overflow for game play, the Green Salon is used.

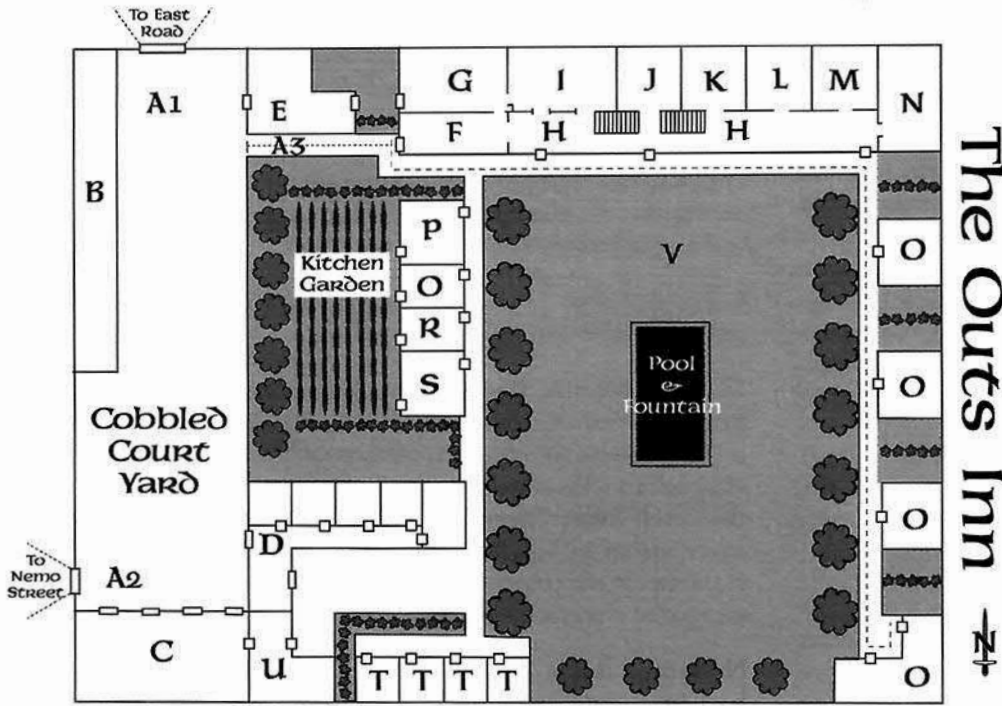
On weekends several young men of "sporting" sort, friends of Jason the Stablemaster (and willing accomplices in Uvöll's spy and traitor ring) will be found playing herein.

Four to six of these dastards will be found here, their class division being more thieves than fighters. Describe them as well-dressed young bravos of generally average looks that have a slightly overbearing stir about them, an attitude of superiority and condescension. If any are slain, simply cross off their names from the roster of such miscreants.

**First Floor** These rooms are well appointed, with hardwood floors, fine carpeting, wainscoted walls, and a broad central hallway with large windows at the east and west end. At dark it has magical illumination coming from bronze and crystal fixtures spaced along the walls. There are two three-room suites and four two-room suites on this floor.

The chamber maids are Boann Conner, age 39, "Mother" Tilde Voss, age 47, and Yolanda Garza, age 32. They are all sturdy, hard working peasant-type women of meticulous sort. These three also take care of the three villas along with assistance from any of the lesser status chamber maids not busy on the second floor or loft.

# Castles Zagyg: Yggsburgh



The Outs Inn

**Second Floor** The second floor is less lavishly appointed, but similar to the first floor, and also magically lit when dusk comes. There are 24 large single rooms spaced 12 per side here. There is a linen closet opposite the stairway to the uppermost floor.

The chamber maids are Clarinda Thatcher, age 17, Hope Bidwell, age 22, Margot Grover, age 31, Vilone Larchmont, age 28, and Winnie Goode, age 19. They are typical maids and all of reasonably attractive sort.

**Loft** This spartan space is divided into four dormitory rooms sleeping up to 14 persons each, these areas being mainly for the servants of wealthy patrons. There is also a small linen room and a closet for cleaning supplies up here.

The chamber maids are Gilda Burns, age 33, Madge Lowton, age 20, and Trudy Metz, age 28, who are also typical maids, and of generally plain and hefty sort. They work as a team, going from dormitory to dormitory as needed.

**Basement** This is a partial basement, accessed by doors under the steps leading to the upper floors. The stairs to the east lead to several large store rooms and a wine cellar. The door is always locked and only the Gunderson family has keys to it. It has various sizes of wooden barrels containing wine, small ones filled with brandy, racks of bottled wine, and shelves of liquor and liqueurs.

**Servant Dining** The west door leads downstairs to a 50-foot-long corridor ending in a refectory, in which the inn's lesser help and guests' servants eat. This room is 40 feet long north-to-south, 30 feet wide, and has a fireplace in the middle of its north wall. Along the west wall are two archways leading to a 40-foot-long, 10-foot-wide sub-kitchen with another fireplace and various kitchen furnishings. Herbal tea, porridge, beans, soup, stews, and like common fare are prepared for servants' dining. Leftovers from the bakery and main kitchen supplement the menu, these being sent down by dumbwaiter from the dining room above.

"Old" Luffle is a crotchety man of over 60 years. He is the cook. The server and potboy is "Little Nog" Noggin, a hulking lad of around 14, who is a bit slow-witted but most cheerful. If there are paying patrons eating, inn staff will see to serving them before getting their own food from the kitchen.

Also here when not busy outdoors will be Herbert Grafton, the gardener and groundskeeper for the green.

Herbert Grafton (*He is a neutral good, human, 3rd level fighter whose vital stats are: HP 15, AC 12. His prime attributes are: str, con, dex. His significant attribute is: str 13. His secondary skill is: woodsman. He carries leather armor, guisarme or pruning hook and heavy knife.*)

**O. Private Villa for Guests** There are four villas but only three

are for rent, as the southernmost and largest has been converted into a chape (below). Each of the three smaller villas has a lower main room and an upper floor for sleeping. Each is separated from the adjacent buildings by lawn and a thick privet hedge.

A villa has a fireplace and lavatory on each floor. The ground floor has a dining area in the main room and a lounge. All furniture is very well made and the wall decorations are of good artistic sort, although not expensive per se. There is in each a rear door leading outside the inn compound. This door is concealed from both the inside and outside.

**Chapel Building** As the Gundersons are devout, they recently decided to make the large villa into a chapel, so that guests could attend services there, pray, and have the care of a priest. The northern portion of the villa is the cleric's office, and the southern part has an area for worship but is not the chapel proper. It is 50 feet east-to-west, and 20 feet north-to-south. It has a shrine and image of the deity honored (Castle Keeper's choice), an altar, pulpit, and in the western 30-foot section comfortable pews for as many as four dozen worshippers to be seated in.

The Venerable Ragly the Devout is a vigorous man of some 40 years who is honest and devout. Ragly is most interested in helping others so that they come to have faith in his deity. He collects fees for his services in order to keep up and improve the chapel, as well as to assist the poor in The Outs. The income from this place has allowed him to build a shrine in The Outs, where he also preaches and holds services. A lesser cleric, who is a follower of his, resides there and tends to the daily needs of those who come to the shrine.

Ragly the Devout assists characters with all manner of spells, but he expects that in return, those with the wherewithal to be generous in their contributions to the chapel and to his good works to aid the needy will do so. Persons who accept his deity as their principal one are expected to contribute at least 5gp per level of spell he used to assist them. Those of other faiths are expected to voluntarily give at least twice that for such services.

Ragly the Devout (*He is a good, human, 10th level cleric whose vital stats are: HP 50, AC 22. His prime attributes are: str, wis, cha. His significant attribute is: str 16. His secondary skill is: judgment. He carries +2 full plate armor, +2 shield, +4 mace and staff. He can cast the following number of clerical spells: 0-5, 1st-4, 2nd-4, 3rd-3, 4th-3, 5th-2.*)

**P. Bank and Currency Exchange** The bank has a small outer room of about 10 feet square, walled off, and with a barred window above a counter ledge in its west allowing customer service. There is a steel door to the south that allows entry to a 10-foot-wide, 20-foot-long office for transacting business with important customers (such as those wishing to make a large deposit, exchange money, or here because of a letter of credit to be drawn up or cashed). Behind that is a 20-foot by 30-foot working office in which the personnel break and rest. A cabinet and two chairs with a small table are along the west side of this back room. There is a strongbox in here beside the desk on the north wall. The heavy iron box weighs 500 pounds and has two locks, both protected by mechanical traps and magical ones. It normally holds a total of 2,500gp in various coin.

Profits from a day's operation are taken home by the banker. The bank is open from 8 AM until 6 PM only.

The banker is Jebel van der Leeks, a small and nervous man of about 50 years. He has a fine house in town. The teller is Henry MacDugal, an average sort of accountant-type. He signals the banker by a pull cord if a customer needs attention. A level near his knee drops a locking steel shutter over the window grill if he is threatened. It also sounds a general alarm throughout the compound.

The men and the place are well-protected by magical guards and wards. It is left in the able hands of the Castle Keeper to add all the protective amulets, charms, and talismans for the personnel, as well as glyphs and sigils inflicting damage on would-be robbers. This is not a place where reckless and greedy characters can gain wealth, and that should be made apparent to any player considering robbery.

### Services

**Changing Currency:** There is a fee of 5% of the amount changed to local coinage.

**Buying Gems:** Only diamonds and corundum gems (rubies and sapphires of all colors) will be purchased. The payment will be 90% of standard value when traded for precious metal or goods.

**Loans:** Loans from 50gp to 25,000gp are possible at this establishment. All loans are made secured against property (personal items such as a fine carriage, a horse, armor, jewelry, objects d'art, or real property within a 20-mile radius to which a notarized deed can be given over). Appraisal is made by the banker with the assistance of the teller, both being experts. The loan amount is 50% of assessed value of personal property, up to 75% of the value of real property. Money is paid the day following the signing of the agreement for the loan. Interest is 2% of the amount in transaction fee, and 2% of the loan amount per month or fraction thereof. If interest is not paid as specified in the signed agreement, then notice of foreclosure against the secured property is posted one week thereafter and foreclosure is legally perfected three weeks thereafter. For example, 500gp borrowed against a jeweled necklace worth 1000gp for a period of one week would have, as a requirement, total repayment of the loan in seven days, the amount called for being 520gp.

**Available Money:** For exchange there is no more than 1000gp per day except by pre-arrangement. Drawing on a letter of credit is the same, 1000gp per day limit save by pre-arrangement. In regard to gem purchases, no more than 500gp is available for such purchase, save by pre-arrangement.

Jebel van der Leeks and Henry MacDugal (*Non combatants, HD 1d6, HP variable, AC 10, PA int, SK business.*)

**Q Notary** The notary is open from 8 AM to 6 PM. This establishment has two arm chairs and a table in the front room for patrons waiting to be served. The rear room of larger size has a desk, three chairs, and various file cabinets. The notary will sign and seal all legal documents brought to him. The fee is 3gp

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per document, but transfer deeds where there is a value above 1,200gp are at 3gp per, while those above 2,500gp are notarized at 6gp per. Copies are available from the scribe below.

The notary under seal of the Town of Yggsburgh is Kalvid Fleur (non-combatant), a pudgy, fussy fellow around age 35 who had hoped to become an attorney, but was unable to pass the examination so settled for notary status.

Kalvid Fleur (*Non combatant, HD 1d6, HP 2, AC 10, PA int, SK business.*)

**R. Scribe** The scribe is closely associated with the Outs Inn. This establishment handles both the recording of meetings and copying of documents. The front of the place is the waiting room, and it has a half-dozen chairs and a table. The rear is accessed by a magically-locked door that leads to the scribe's workroom, this always being done in private. As he is sometimes at the inn proper, recording what is said in a business meeting, there is depository slot in the inner door for documents to be copied. Forms to attach to such papers are on the table in the waiting room. The place is open from 8 AM to 6 PM. He charges 5gp per hour for recording and 5sp per page copied.

The scribe is Oldad of Shalik, a lean fellow of swarthy complexion and sharp face. He is well-educated. He lives in the town.

Oldad of Shalik (*He is a lawful neutral, human, 4th level wizard whose vital stats are: HP 9, AC 10. His prime attributes are: int, wis, cha. He carries clothing. He can cast the following number of wizard spells: 0-4, 1st-3, 2nd-2. Special: He possesses the spell*

*Duplicate Writing.*)

**S. Valley and Laundry** Its hours are from 5 AM to 7 PM. All manner of tailoring, mending, cobbling, and boot black services are performed here. There is a counter in the front, 10-foot-square, room of this place, where customers come to leave items for service. The remainder of the place, the back, is given over to the various equipment needed for these services, as listed below. The Castle Keeper should infer prices of other services based upon those listed.

The establishment is run by Susan Thatcher, a large woman of middle age who does all the cleaning, pressing, and laundry. She is aided by Harry Quince, the tailor and mender, and Macuba Eastling, who does all the cobbling and boot blacking.

Services	Cost
Cleaning and pressing a suit or dress	5sp
Laundering	5cp per item
Tailoring	1gp per hour (fitting a doublet = 5 hours)
Mending	2sp per area
Cobbling heels	4sp
Cobbling soles	15sp
Cobbling stitching	2sp
Boot blacking	2sp per pair

**T. Staff Cottages** This building houses the staff of the Outs Inn. Key staff members are quartered in these four two-storied buildings. The innkeeper's family now occupies two of these cottages, and the other two are tenanted by the chef and his assistant, and the brewer and his assistant.

**U. Brewery** The brewery belongs to the Outs Inn, though many initially think otherwise. In this place the inn brews its excellent ales, porters, and stouts, with a passable beer also made. Brewing vats and ingredient stores are on the first floor of this stone building. The ground floor is where aging takes place. Barrels of various sizes are brought to the brewery through the carriage barn, and some surplus brew is taken out for sale in Yggsburgh by the same route.

August Elmann is the brewer, he being of some 50 years of age and an excellent brew master. He is assisted by Palley Cromner, a journeyman of 26 years.

**V. Central Courtyard** This area consists of a large lawn broken here and there by flowerbeds. Its main feature is a large reflecting pool in which there are coy, painted turtles and a fountain.

### Fountain

The water in the fountain is kept aerated by a central double fountain of bronze fish spouting water from their mouths north and south. Naiads pour water from amphorae east and west. Detect Magic will reveal that there is some spell on the fountain. No amount of other investigation will discover anything save for the following:

If Dispel Magic is cast upon the bronze naiad figures between the hours of 10 PM and 4 AM they come to life. Both have been trapped in the statues, and the spell will free them to return to their riverine home. In gratitude, one will give the characters a word of command that will cause the north-facing fish to jet forth up to 12 Healing potions, when commanded to do so at Midnight. The other naiad will relate a word of command for the south facing fish. This bronze figure discharges up to 12 Flame Gout potions, likewise at midnight. The latter potion is detailed in the magic appendix.

If freed, the naiads will remember the characters if they were treated with respect. Naiad Crystalie will be in a river, and if the party is in or on the water and in need of her help, she is 50% likely to appear and aid them. Naiad Auradine will be in Greatfish Lake, and if the party is in or on the lake and in need of her help, she is 50% likely to appear and help them. Each naiad will assist the party only once.

Naiad Crystalie (*She is a naiad, 12th/12th level cleric/fighter, HP 70, AC 22, PA mental, MR 7, EQ +3 trident, Clerical Spells 0-6, 1st-5, 2nd-4, 3rd-4, 4th-3, 5th-3, 6th-2.*)

Naiad Auradine (*She is a naiad, 10th/10th level cleric/fighter, HP 60, AC 20, PA mental, MR 6, EQ +5 longsword, Clerical Spells 0-5, 1st-4, 2nd-4, 3rd-3, 4th-3, 5th-2.*)

**Pool**

If a Detect Magic spell is cast upon this body of water it will reveal that there is some dweomer active therein. This is because one of the coy is magical. This particular carp is able to speak, and can grant a Limited Wish to any one person it chooses once per year. If this fish is caught and not harmed it will plead for its life, promising to help the party by magical means if they release it back into the pool. All they need to do thereafter is to return and ask for it to aid them, and it will use its power according to their request and the limit of its ability. Should the characters choose to harm or kill this coy, it will curse them with bad luck, so that all concerned will have a penalty of -2 on their to hit die rolls and -1 on damage die rolls from then on until the curse is removed. The curse affects spells, and healing ones will also suffer the indicated penalty.

**81. Tinkers' and Peddlars' Cottages**

**Location:** Near the Outs Inn

**Reason:** When a character desires to be robbed, here is the palce

This is a collection of seedy shacks inhabited by members of the criminal underclass whose main occupation is fraud and theft. They are a fairly rough lot of males, females and children, with an average of eight individuals inhabiting each cottage.

**82. Marvel Playhouse**

**Location:** Mills Street

**Reason:** If the characters are desirous of watching a play

**Sign:** Three large signs along the front of the building show, respectively, a comedy and tragedy mask, the words "Marvel Playhouse," and a jester in full costume

The Marvel Playhouse is located on the east side of Mills Street, three blocks north of East Road. It is a four-story wooden building of some 160 feet per side. There is an open middle portion that is 60 feet across, save where the stage projects 10 feet into the open area. Three sides of 50-foot width are composed of tiers of seats (lower and upper tier). The fourth side is the stage and flanking box seats.

When a play is in progress, there will be some 40 persons engaged in its production and acting roles therein. This includes ticket sellers and ushers. Various vendors will work the stands. Other sellers and beggars will be outside, working the crowd as it comes and leaves. As many as 1,000 persons can be accommodated in the playhouse, but no more than 760 can be seated; the rest must stand along the back areas, or on the ground before stage and look up.

The playhouse is owned in fief by Sir Richard Albright (see Yggsburgh Encounter 45. Residence, Sir Richard Albright).

When there is no play in progress, there are two watchmen guarding the theater.

Guards x2 (4th level fighter, HP 24, AC 14, PA str, con, dex, EQ scale mail, spear and hand axe.)

**83. Fairwind Boats**

**Location:** Mills Street

**Reason:** If the characters want to purchase a boat or have one made

This building is located on the east side of Mills Street, one block north of East Road. This is a pair of wooden buildings, each of some 100 feet length north to south and 40 feet in width. There is a separate office and manager's residence building of 60 feet by 40 feet, and several long wood storage sheds behind the shop buildings.

The boat works is owned in fief by Sir Ulrich Hawkes (see Yggsburgh Encounter 47. Residence, Sir Ulrich Hawkes). About 40 persons are employed here making small rowboats and larger boats with one or two masts for river sailing. Eric Doyle is the manager. Three-quarters of the 40 laborers here are able to engage in combat if need be.

Warriors I x10 (1st level fighter, HP 6, AC 12, PA str, con, dex, EQ leather armor, axe and knife.)

Warriors x20 (HD 1d6, HP 4, AC 12, PA none, EQ leather armor, axe and hammer.)

Vessels built here are listed on the following table.

Item	Cost
Barge, medium, sweeps and mast, 12-man, 24,000 pound cap.	3800gp
Boat, fishing/cargo, single mast, 3,500 pound cap.	900gp
Boat, fishing/cargo, single mast, 5,500 pound cap.	1400gp
Boat, fishing/cargo, two mast, 8,500 pound cap.	1900gp
Boat, fishing/cargo, two mast, 12,500 pound cap.	2500gp
Boat, fishing, single mast, 2,500 pound cap.	425gp
Boat, rowing/punt, poling, two-man, 750 pound cap.	100gp
Boat, rowing/punt, poling, four-man, 1,700 pound cap.	250gp
Boat, rowing/barge, small, poling or sweeps, eight-man, 6,500 pound cap.	600gp

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### 84. Gambling Hall

**Location:** East road

**Reason:** Gambling

This place is a large building with a main room for gambling, a side saloon, several private rooms on the ground floor, and many rooms for rent to travelers on the upper floor. Prices here are the same as in the Boatman Tavern.

The owner and his nine henchmen are tough and dangerous to meddle with. The Castle Keeper should base their classes and stats on other outlaw types running disreputable establishments.

There is likely considerable money here. It will be well guarded by magic and mechanical traps, but all is left to the Castle Keeper to determine.

### 85. Cable's Rope Walk

**Location:** Mills Street

**Reason:** When the characters need rope of a specific type, here be the place to get it

Cable's Rope Walk is located on the east side of Mills Street, two blocks north of East Road. This is a wooden building of some 230 feet length north to south, and 40 feet in width. There is a front wing office of 30-foot by 40-foot dimensions, and several long and narrow storage sheds behind the rope walk structure.

About 50 persons are employed here making ropes and cables for watercraft. Justin Cable is the owner. About three-quarters of the 50 laborers here are able to engage in combat if need be.

Warriors I x12 (*1st level Fighter, HP 6, AC 12, PA str, con, dex, EQ leather armor, club.*)

Warriors x24 (*HD 1d6, HP 4, AC 12, PA none, EQ leather armor, club.*)

### 86. The Brick Works

**Location:** Mills Road

**Reason:** Should the characters need bricks or employees, or be gathering information

The Brick Works are located on Mills Road, between the Marvel Playhouse to the south and The Mills to the north.

The Brick Works has nearby dwellings housing some 200 persons, about 50 of them being employed making bricks and transporting them. Surrounding the buildings—works proper, kilns, and storage sheds—to the south are vast mounds of clay. These are from the digging of the canal. As that waterway was constructed, it was discovered that the clay being removed for the channel was perfect for making firebricks.

The Brick Works and cottages are owned in fief by Sir Morgan Nalbord (see Yggsburgh Encounter 48. Residence, Sir Morgan Nalbord).

### 87. The Grist Mill

**Location:** On the Urt River

**Reasons:** If the party is looking to buy large quantities of grain

This is a large mill house, with a water wheel being driven by a flume diverting water from the Urt River to fall and power the great device. That in turn drives the gears that turn the millstone to powder grain—wheat, oats, or barley. There are some 50 persons working in the town-owned mill, loading whole grain from the four adjacent granaries, bagging flour, carrying it to the storehouse, or loading it into vehicles for transport.

Across from the Grist Mill along Mills road are cottages in which dwell some 200 persons: the workers and their families.

### 88. The Sawmill

**Location:** On the Urt River

**Reason:** If one is in need of cut lumber.

This is the second large mill house on the Urt River. It also has a very large water wheel driven by a flume that diverts river water to fall and turn the great device. The wheel's shaft and gears operate saws that cut logs into timbers and planks. The lumber is used in building structures, boats, ships, and land vehicles, as well as for all manner of furniture. There are some 50 persons working in the sawmill, bringing in logs to be squared, seeing to the cutting of logs into posts or boards, carrying that lumber to the adjacent drying sheds, or loading ready lumber into vehicles for transport.

Across from the Sawmill along Mills Road are cottages in which dwell some 200 persons: the workers and families.

This sawmill and the cottages are owned in fief by Sir Eberhardt Beemish (see Yggsburgh Encounter 46 Residence, Sir Eberhardt Beemish).

### 89. Music Hall

**Location:** On East Road

**Reason:** To take in some music

This place is another large wooden building with a main room used for variety performances, an upper floor dance hall, and on the second floor



### 90: Dining Salon

**Location:** on East road

**Reason:** Should the characters need to get a good meal

Despite its neighbors, this establishment serves fine fare in its dining room, hearty food in the tavern room to the side.

Prices in the main room are equal to those of the Outs Inn and about half that in the tavern room. The owner is a businessman but hires three skilled fighting men as guards/bouncers, and the kitchen staff, chef included, are also capable of wielding weapons with considerable skill. The Castle Keeper can devise classes and set stats as desired. There is likely little treasure, but that is left to the Castle Keeper to determine.

### 91: Animal Fighting Arena

**Location:** on East road

**Reason:** To watch or bet on animal fights

This timber building is where bear baiting, bull and bear fights, and like “sporting events, including brawling between human fighters, takes place. There are events on the weekends and one in midweek. The owner is a criminal, of course, but he has the backing and protection of one of the Councilmen of the town. There are always two guard henchmen with him from four to eight more around during events. The Castle Keeper can devise classes and set stats as desired.. Patrons will frequently include the gentry from Yggsburgh, including knights and soldier officers, as well as common soldiers too.

There is likely considerable treasure here during an event, as the house takes bets and pays off the winners, but that is left to the Castle Keeper to determine. private rooms . The owner and his six henchmen are dangerous. The CastleKeeper should base their classes and stats on other outlaw types running a disreputable establishments. There is likely little treasure, but that is left to the Castle Keeper to determine.

## 92. Albert Rasch Haberdasher

**Location:** On the northeast corner of Company Street and Citadel Avenue.

**Reason:** To be decked out in the finest garments done in the most fashionable style.

**Sign:** On a white ground a nobly arrayed gentleman doffing a plumed hat.

The building is former townhouse, so it is large, a stone structure of three stories with a 75-foot frontage. The ground floor has a pair of front show rooms, one with a coffee and tea bar for waiting customers to enjoy refreshments. The main showroom displays manikins wearing fancy garments and bolts of cloth, with framed colorful drawings of the latest fashions decorating all available wall spaces. The second showroom features accessories such as footwear, belts and sashes, neck frills, gloves, hats, and all manner of plumes. In addition to the proprietor's office there are fitting rooms on the rear. The first floor is entirely given over to work rooms for the master tailors who cut and sew the garments ordered. Albert Rasch and his large family have their lodgings on the upper floor.

## 93. Tailors' Guild Hall

**Location:** On the northwest corner of North Wall and Central Streets.

**Reason:** When seeking to have special clothing made or large quantities of uniforms.

**Sign:** On a white ground a yellow measuring tape, black shears, black needle and spool of red thread.

The building is a large brick structure of four stories with a 90-foot frontage. This place houses many master tailors and their journeymen and apprentices that do not operate their own shop or are not elsewhere employed.

The Tailors' guild is a very large and influential organization in the town.

# Part III

## The Environs of Yggsburgh

### Introduction



Part III of this tome details the encounter areas surrounding the Town of Yggsburgh. Herein is contained the description of many villages, thorps, dungeons and encounters. It is voluminous and many an adventure is to be had simply by wandering from place to place.

This section begins with a brief description of those villages, thorps and communities in those areas found on the map. Some are listed on the map while others are not. For the latter, simply place them where it feels best to. This is followed by a description of all those places numbered on the map (2-48). Each of these descriptions has an associated key indicating geographic location, appropriate random encounters table (see Appendices C and D, Urban Encounters and Environs Encounters). There is also a Zagyg Adventure Reference descriptor listing associated names, places or adventures in the region. Some areas contain dungeons while others are brief and small in size. Be sure to reference any appropriate monsters in the Orders of Battle Appendix I, Orders of Battle and Appendix G, New Monsters.

Dark chateau is also located on the map. It is near Castle Zagyg (encounter 2). Dark Chateau is not described or detailed in the volume but is sold separately.

### Communities of Yggsburgh



This section contains a listing and general description of many of the villages and thorps found in the environs of Yggsburgh. The list is not exhaustive but should give a good indication of the type of villages and thorps found throughout the region should there be a need to develop them. Should this be undertaken, simply use the information provided in the following descriptions as a guideline. Also, refer to Appendix A, Developing Yggsburgh, Communities of Yggsburgh for an overview.

Further, there is a brief description several generic cost charts for blacksmith items, general store items and costs of tavern's goods and services are provided below to include a generic description of both a village and a thorp. The latter can be used for describing the layout of any of the particular viallages or thorps not specifically describe in the following section.

The Town of Garham and the village of Stonewyck & Castle Gaxhill are not described in this section. Rather, those two are described as Yggsburgh Environs Encounters 3. Garham and 48. Stonewyck & Castle Gaxhill.

### Thorps and Villages

Thorps are little communities of freemen, generally farmers, with dwellings only, they being too small to support any commercial shop. Each has a less than a score of houses with barns and outbuildings, and an average population of 120 persons. A small shrine with a non-combatant low-level evil priest serving as spiritual "guide" for the folk of the thorp is the norm.

Each of the villages are located on a watercourse or else have a deep well. Each village consists of about 40 buildings and all have a religious structure, a large shrine or fane. The average population for these communities is 250-300 persons.

The main part of the villages consists of two opposite rows of 16 stone cottages for the villains. Each row is separated into two parts so that eight families work a single section of the manor. There are separate and larger cottages for the reeve, cowherd, hayward, shepherd, swineherd, and woodward. One to two buildings of somewhat larger size are rented by freemen. One being an ale house or tavern while the other is a smith or general merchant. Each of the row houses has a tool shed and a garden behind it. Further back are four commonly used barns for large livestock and feed, as well as various wooden houses, sheds, and coups for farm equipment and smaller animals. At one end of the street between these structures is the village fane in which the town's religious leader dwells and holds services. The grounds around the fane are lawn and gardens but of no great extent. Behind this is the local burial ground.

A thorp or village will have a shrine or chapel overseen by a cleric of low level (1st-3rd). A hamlet will have a fane with two clerics, one of moderate level (4th-6th) and an assistant of low level. all towns have multiple religious buildings--shrines, chapels (and chantries), fanes, temples, and likely a grand temple (similar to a cathedral.). The larger places will have a principle cleric of high level (7th or above), two or three moderate level, and as many or more low-level assistant clerics.

The following charts list generic prices for the taver, merchant or blacksmith in the villages.

### Tavern

Goods	Cost
Ale	10cp-2sp per pint
Hard Cider	2sp per pint
Brandy	4sp to 6sp per glass
Tea	2sp per pot
Cider in season	15cp per pint
Root Beer	15cp per pint
Buttermilk	5cp per pint
Breakfast	4sp including a small pot of tea

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Dinner	5sp including pint of ale
Supper	7sp including a pint of ale

### Merchant's Items

Goods	Cost
Backpack, cloth (capacity c. four cubic feet)	5gp
Blanket, light	2gp
Blanket, thick	4gp
Candle, beeswax, eight-hour burn time, 12	15sp
Candle, wax, four-hour burn time, 12	6sp
Candle, tallow, two-hour burn time, 12	3sp
Canteen, water gourd one quart	3sp
Canvas, thick, per square yard	8sp
Lamp, wicked, one hour of fuel	2gp
Lamp, wicked, oil-burning	7sp
Lantern, candle-burning	5sp
Lantern, oil-burning, common	1gp
Lantern, oil-burning, hooded	4gp
Lantern, oil-burning, common, bullseye	3gp
Lantern, oil-burning, bullseye, hooded	5gp
Line, cord, 100-foot ball	1gp
Line, rope, extra fine horsehair, 10 feet	1gp
Line, rope, ordinary, 10 feet	5sp
Line, string, fine, strong (fishing), 100 feet	5sp
Oil, lamp/lantern, 1 gallon jug	5sp
Oilskin coat and overalls	15gp
Scales, one ounce to 10 pounds weight	5gp
Tinder box	1gp
Torch, wood and resin-soaked rope	5cp

The merchant has the following items readily available and is willing to negotiate their price: cloth apron, woven basket (various sizes from small to great), broom, scrub brush, bucket/pail, chest, woven wicker (various sizes small to great), bolt of cloth (various materials and weaves), containers (bottles, crocks, jars, jugs), cooking ware (kettles, pots, pans), wicker cushion hamper (various sizes small to great), mattress, woven mat, mop, pad, pillow, sundries (grooming—brush, comb, etc), tub.

### Blacksmith Goods

Goods	Cost
Caltrops, x10, four-inch size, 12	22sp
Caltrops, x10, two-inch size, 12	15sp
Chain, iron link, 1,100 pound test, per foot	5sp
Chisel, metal-cutting	5gp
Chisel, stone-cutting	3gp
Chisel, wood-cutting	2gp
Club, spiked (hardwood, iron shod and spiked)	7gp
File, metal	5gp
Hammer	15sp
Hammer, large (2-pound head)	3gp
Hammer, sledge (8-pound head)	5gp
Hook, iron, ordinary, lifting/towing	14sp
Hook, iron, treble (grapnel)	4gp
Hook, fishing, regular, 12 assorted	13sp
Hook, fishing, very large, 1	13sp
Hatchet (a broad-bladed chopping/throwing weapon)	13gp
Jimmy bar, small	4gp
Nails, large 4-inch length), 20	5sp
Piton, with eye	10cp
Pruning hook, 12-foot haft	8gp
Pry bar	3gp
Saw, large, metal	8gp
Saw, small, metal	5gp
Saw, small, wood	4gp
Saw, small, wood	3gp
Scythe	8gp
Sharpening, per item, large	25cp
Sharpening, per item, small	15cp
Shovel or spade	5gp
Sickle	4gp
Sling, 50 lead shot for	3gp
Spike, heavy (6-inch length) each	5cp
Wire, thin, 50-pound test, spool of 100 feet	10gp

Other items the cost for which one can negotiate and may have are: adz, bolt, iron box, wrought iron candle stand, hoe, pipe, plane, rake, rivet, iron rod, steel rod, coiled spring, plate spring, long spike.

## Villages of the Bald Hills

**Adventure References:** 7: The Hunt

**Location:** Bald Hills

**Type:** See text

**Encounters:** Thorp or Hamlet Green Events

In addition to this region being the former home of the current Lord Mayor of Yggsburgh, the Druid Lochinvar, this area is also home to a small tribe of elves living peacefully under its boughs. The Castle Keeper should decide whether or not the elves live in a small village or are nomadic. The elves number about 200 of which about 50 are warrior types. They are led by Trasolin Shrike. He is aided by the priestess Jaylis Goodoaks and the marshal Linvillion Lunxkin. The home or residence of Trasolin Shrike has 6 elixirs of healing which heal 4-16 point of damage, 20 gems worth 10-1000gp each and 25gp.

*Trasolin Shrike (He is a neutral good, elven, 7th/7th level fighter/wizard. His vital stats are: HP 35, AC 16. His prime attributes are: str, int. His significant attributes are: dex 14, cha 14. He carries scalemail, shield, longsword, longbow, an elixir of healing that heals 4-16 hit points and 8-24gp. He can cast the following number of spells: 0-5, 1st-4, 3rd-3, 4th-2, 5th-1.)*

*Jaylis Goodoaks (She is a neutral good, elven, 9th level druid. Her vital stats are: HP 45, AC 19. Her prime attributes are: dex, wis. Her significant attributes are: dex 16, int 13. She carries +3 leather armor, a +2 ring of protection, a +2 scimitar and 5-20gp. She can cast the following number of druid spells: 0-5, 1st-4, 3rd-4, 4th-3, 5th-3, 6th-1.)*

*Linvillion Lynxkin (He is a chaotic neutral, elven, 9th level ranger. His vital stats are: HP 50, AC 19. His prime attributes are: str, dex. His significant attributes are: str 13, con 13, dex 14. He carries bracer of defense conferring an 18 armor class, a +1 ring of protection, longsword, longbow and 2-12gp. He has can cast the following number of spells: 0-2, 1st-1 and the following number of cleric spells: 0-2, 1st-1.)*

*Elven Bowmen II x20 (These are chaotic neutral, elven, 2nd level fighters. Their vital stats are: HP 12, AC 16. Their prime attributes are: str, con dex. Their significant attribute is: dex 13. They carry chainmail, longbow, dagger and 1-6gp.)*

*Elven Spearmen II x20 (These are chaotic neutral, elven, 2nd level fighters. Their vital stats are: HP 12, AC 13. Their prime attributes are: str, con dex. Their significant attribute is: dex 13. They carry leather armor, longbow, dagger and 1-6gp.)*

## Bowbridge

**Location:** River Nemo

**Adventure Reference:** 44. Tolls and Trolls

**Name and Type:** Cottage

**Encounters:** None

The Bowbridge allows passage of the River Nemo on the River High Road. It is a very old and has no toll because it is on the frontier between the petty states of the region. There is an old tollkeeper's cottage on the east side of the bridge. This dwelling is

now inhabited by a family that earns a livelihood selling smoked fish and bread to passing travelers. The only other habitation around is a farm some distance southeast of the road.

## Villages of Broadview Valley

**Location:** Broadview Valley

**Adventure References:** 32. Gypsies and Enfoefflement

**Name and Type:** Fairbank (thorp), Berrydale (thorp)

**Encounters:** Thorp or Hamlet Green Events

There are two thorps in this area, Fairbank (T4) and Berrydell (T5). These are little communities with dwellings only. Each of the two has less than a score of homes with barns and outbuildings for livestock and storage of goods. They each have about a population of 120 persons. A small shrine with a priest (low level and not combat oriented) serves as a spiritual guide for the folk of the thorp in which he is located.

Each adult in the thorps has a purse with 1-4gp value in coins of various types per level or hit dice on his or her person. Within each house is a hidden cache of 5-50gp value in coin and objects (jewelry, plate, candelabra etc), with 1-20gp value in coin and items in the shrines.

The western half of the Broadview Valley acknowledges the overlordship of Yggsburgh. It is in an exposed position along the River Nemo and with a main road traversing its length, this fertile valley poses a thorny problem for the free town's rulers. Should they encourage settlers from Yggsburgh to move into the place by granting them land freeholds? Assist in building a community as far east as possible? This would allow the knighting of two or three eligible wealthy gentlemen who, with manors populated by prisoners released from confinement and made villains, could build castles and help defend the valley and the town.

However, such a move would surely arouse the ire of the free miners of the Glittering Knobs as well as all the independent folk in and around the Broadview Valley for miles, including Garham and its allies. As with the Lonely Valley and Norvale, eastwards encroachment on the free borderlands brings angry reaction from all around. Civil strife invites invasion, something being easily accomplished in this area.

When called to arms by the Lord Mayor of Yggsburgh, the total free population fields can mount a formidable force. This is discussed in Appendix I, Orders of Battle, Broadview Valley.

## Coverdale

**Location:** The Wild Mead

**Adventure Reference:** 33: Mushrooms at the Brown Jug

**Name and Type:** Coverdale (hamlet)

**Encounters:** Thorp or Hamlet Green Events

This halfling hamlet is hidden in the hills of the East Uplands and, because of this, is named Coverdale. It has a population of a bit over 300 halflings. It is mainly a farming thorp but, the little community has more than just dwellings. Coverdale has a smithy, a general store and a tavern in addition to a large shrine.

## Castles Zagyg: Yggsburgh

All the buildings are low-roofed, with a loft at about eight feet above ground, extending the building's height by six feet. All are built into a hillside so that at least a third of each structure is underground. Each place has a stout oaken entry door and similar shutters on its small windows.

Other than magic items noted in the possession each halfling, the head of a household has a purse with 3-10gp of various coin per level or hit dice on his or her person. Also, in each of the 40 houses in the hamlet is a hidden cache of 25-250gp. For the tavern, shrine and merchant this number is multiplied by five.

Other than the three halflings detailed in the tavern, general store and smithy, 35 of the 300 halflings here are armed and able combatants. These halflings are detailed in Appendix I, Orders of Battle, Coverdale.

### General Store

The general store carries the usual goods, all from demi-human peddlers and sized for halflings. The proprietor is Jessip Littler. See the Merchant's Items list at the beginning of this section for a list of goods and costs for the general store's items (page 106).

Jessip Littler (*He is a neutral good, halfling whose vital stats are: HD 1d6, HP 4, AC 11. His prime attributes are: physical. He carries clothing and if carrying a weapon he has a staff.*)

### Smithy

This is a full-fledged smithy where smithing is carried on by Reber Holman. He is also the community's chief man. He is able to do all common work from tool and horseshoe making to sharpening of edges. See the Blacksmith's Items list at the beginning of this section for a list of goods and costs for the items at the smithy (page 106).

Reber Homan (*He is a chaotic neutral, halfling, 5th level fighter. His vital stats are: HP 30 and AC 15. His prime attributes are str, dex and int. His significant attribute is: dex 16. He has a secondary skill in: leadership. He has leather armor, a shield, a +3 war hammer and shortbow.*)

### The Brown Jug (Tavern)

**Encounters:** Small Tavern Common Room, Outside the Small Tavern Events

The Brown Jug (one hangs from a pole beside the door) is scaled to patrons of the size of small demi-humans such as dwarves, gnomes, and of course halflings. Humans will be cramped and uncomfortable when attempting to sit on the chairs, stools, and benches in this place but, accommodation for them on a bearskin rug will be made if they rescue the hamlet's druidess from certain death (see Environs, 33: Mushrooms at the Brown Jug). The tavern is operated by Barleyman Glen.

Barleyman Glen (*He is a chaotic neutral, halfling, 3rd/5th level fighter/thief whose vital stats are: HP 16, AC 14. His prime attributes are str, dex and int. His significant attribute is: dex 16. He has a secondary skill in: leadership. He has leather armor, a +3 short sword and shortbow.*)

The following table list the type and number of patrons who might be in the Brown Jug at any given time.

Time	Dwarf	Gnome	Halfling
Morning	1-2	1-2	2-5
Forenoon	1-4	1-4	2-8
Afternoon	2-5	2-5	3-12
Evening	2-5	2-5	4-16
Night	1-2	1-2	2-5

Lodging costs 1gp per day for floor space in the common room or even individual rooms. This consists of piled animal skins to sleep on and under as all the beds are much too small for anyone taller than four and a half feet height, and only two "double" beds are that long.

All drink and food for on the first visit will be given gratis by the proprietor, Barleyman Glen. Thereafter, the outsiders will be charged the following (inflated for their size) rates.

Goods	Cost
Ale	10cp-2sp per pint
Hard Cider	2sp per pint
Brandy	4sp to 6sp per glass
Tea	2sp per pot
Cider in season	15cp per pint
Root Beer	15cp per pint
Buttermilk	5cp per pint
Breakfast	4sp including a small pot of tea
Dinner	5sp including pint of ale
Supper	7sp including a pint of ale

## Dradville

See the Purple Tower.

## Villages of Dunfalcon Pike

**Adventure References:** 36. Bandits, Thieves & Highwaymen

**Location:** Dunfalcon Pike

**Name and Type:** See below

**Encounters:** See below

The Dunfalcon Pike is a reasonably well-maintained and patrolled highway leading west some 300 road miles to the city it is named for. The pike passes through the lands of four independent nobles. From east to west they are the Barony of Redfort, County of Kallent, County of Herdley and thence into the territory of the Free City of Dunfalcon.

There are sufficient settlements along the road to make travel through its considerable length possible without great hardship. There are five hamlets with coaching inns between Yggsburgh and Dunfalcon. The journey from Yggsburgh to Dunfalcon takes

## The Environs of Yggsburgh

six days by coach. On average, there are only four farm thorps in the 50-mile distance between the hamlets. These near the former because of the uninhabited and wild nature of the land between town and city.

Heading east along the Dunfalcon Pike from Yggsburg to Dunfalcon, one encounters the thorps and villages listed below. Use appropriate encounter tables for each.

Yggsburgh	city
Greenwell	thorp
Near Padstock	thorp
Whitsun	thorp
Farmsly	thorp
Drumming	thorp
Nearcliff	village with Baron Redfort's castle and the Sun & Moon Inn
Wormwood	thorp
Endag Corners	thorp
Mikkle	thorp
Flowerbrook	thorp
Lone Heath	village with the Blue Torch Inn
Little Aimswick	thorp
Hortish	thorp
Midgrove	village with Earl Kallent's castle and the Basket of Pears Inn
Hardswich	thorp
Rastun	thorp
Thomcross	thorp
Waltingham	village with the Coach and Six Inn
Grovling on Tamit	thorp
Shadeglen	thorp
Hareboro	thorp
Earlshurst	village with Earl Herdley's castle and the Armed Woman Inn
Baldhill	thorp
East Hawking	thorp
Oddwards	thorp
Fogdell	thorp
Makerly	thorp
Dunfalcon	city

Use the information provided at the beginning of this section and that in Appendix A, Developing Yggsburgh, Communities of Yggsburgh to develop the areas.

### Eelford

**Location:** Eelford

**Adventure Reference:** 46: River Rats

**Type:** Hamlet

**Encounters:** Small Tavern Common Room, Outside the Small Tavern Events

The Eelford is not a proper ford at all but only a ferrying place. There is a barge that serves to convey persons, animals, and goods across the South Eel River at this point. A ferryman dwells on the east bank of the River Nemo, and across from his residence and boathouse is the Two Pikes Tavern.

### Two Pikes Tavern

There is a sign depicting a huge pike leaping from water towards a road (thus "two pikes") hanging in front of the tavern. This establishment is near a prosperous farm from which much of the food served in the tavern comes. The proprietor is Kevin Glenward.

Kevin Glenward (*He is a neutral, human 3rd level fighter whose vital stats are: HP 15, AC 12. His prime attributes are: str, dex, cha. He carries a club and dagger.*)

Time	Number of Patrons
Morning	1-4 +4
Forenoon	2-8 +4
Afternoon	3-12 +4
Evening	3-12 +8
Night	2-8+4

Goods and Services	Cost
Ale	1-2sp per pint
Beer	8-20cp per pint
Wine	3-4sp per glass or 1-3gp per bottle
Liquor	2-3sp per glass
Brandy	3-10sp per glass
Hard cider	15cp per pint
Coffee	15 cp per cup
Tea	1-3sp per pot
Cider seasonal	1sp per pint
Root Beer	1sp per pint
Buttermilk	10cp per pint
Breakfast with tea	4sp
Dinner with ale	8sp
Supper with ale	6sp
Single room, one night	13sp
Double room, one night	2gp
Common dormitory, one night	8sp

### Hawfair Green

**Location:** Menhir Hills

**Adventure Reference:** 26. Red Bill and the Filthy Orcs, 37. Death Stalks the Night, 38. Frogs and Fogs, 41. Rock Quarries and River Wardens, 42. Hurling Boulders, 47. Slaves or Good Eating

**Type:** Thorpe

**Encounters:** Thorpe or Hamlet Green Events

Hawfair Green is located along the Menhir Hills Road. This small thorpe of 150 people boasts a tavern and a small general store.

## Castles Zagyg: Yggsburgh



It has an active horse and livestock fair in spring and fall when dealers and buyers come and camp here.

Each adult has a purse with 2-3gp in various coin per level or hit dice on his or her person. Each house has a hidden cache of 10-100gp value in coin and items. There are 50-500gp worth of coin and valuable items in the shrine and business establishments.

In times of danger, the residents of Hawfair Green can call upon a militia and defenders as described below.

Man-at-arms (3rd level fighter, HP 20, AC 15, PA physical, EQ morningstar, dagger, chain shirt and shield.)

Men-at-arms, Crossbowmen x3 (1st level fighter, HP 7, AC 12, PA physical, EQ crossbows,, dagger and leather armor.)

Men-at-arms, x6 (1st level fighter, HP 7, AC 12, PA physical, EQ battle axe, dagger and leather armor.)

Militia x8 (HD 1d6, HP 5, AC 13, PA physical, EQ fauchard fork, club, hide armor.)

### The Leaping Trout Tavern

**Encounters:** Small Tavern Common Room, Outside the Small Tavern Events

This place is owned and operated by Stanley "Stout" Shepard. As the tavern is run by Stanley, his wife and six children, it does sufficient business at fairs to keep it going from season to season.

Stanley "Stout" Shepard (He is a lawful good, human, 3rd level fighter. His vital stats are: HP 20, AC 12. His prime attributes are: str, int, cha. His significant attribute is: str 15. He carries a club and knife.)

Time	Number of Patrons
Morning	1-6
Forenoon	2-12
Afternoon	2-12 +4
Evening	2-12 +8
Night	1-4 +4

Goods and Services	Cost
Ale	1-2sp per pint
Beer	8-20cp per pint
Wine	3-4sp per glass or 1-3gp per bottle
Liquor	2-3sp per glass
Brandy	3-10sp per glass
Hard cider	15cp per pint
Coffee	15 cp per cup
Tea	1-3sp per pot
Cider seasonal	1sp per pint
Root Beer	1sp per pint
Buttermilk	10cp per pint
Breakfast with tea	4sp
Dinner with ale	8sp
Supper with ale	6sp
Single room	13sp
Double room	2gp
Common dormitory.	8sp

### General Store

The general store carries the usual goods, all from demi-human peddlers and sized for halflings. The proprietor is Jessip Littler. See the item list for general stores at the beginning of this section for a list of goods and costs (page 106).

## Hewerton

**Location:** Quarry Track in the Menhir Hills  
**Adventure Reference:** 41: Rock Quarries and River Wardens  
**Name and Type:** hewerton (hamlet)  
**Encounters:** Thorp or Hamlet Green Events

Hewerton is where quarrymen and four farm families live. The stone produced from the quarries is sent by wagon southwest along the Quarry Track through Marblestead to the nearest place on Bigfish Lake's shore where it can be loaded. The stone is put onto barges and sent off to other locations via the South Eel River and on along the River Nemo. If the Castle Keeper wishes to develop this area, other thorps described in this section can be used as a model. Hewerton supports a shrine and an ale house and either a smithy or a general merchant.

Use the information provided at the beginning of this section and that in Appendix A, Developing Yggsburgh, Communities of Yggsburgh to further develop Hewerton. They can field the following forces.

Men-at-Arms, mounted x1 (*2nd level fighter, HP 15, AC 14, broadsword, dagger, studded leather, shield.*)

Men-at-Arms, mounted x3 (*1st level fighter, HP 7, AC 14, broadsword, dagger, leather armor.*)

Men-at-Arms x3 (*2nd level fighter, HP 15, AC 13, pick, dagger, leather armor, shield.*)

Men-at-Arms (*1st level fighter, x3 (HP 7, AC 12, crossbow, dagger, leather armor.*)

Militia x6 (*HD 1d6, HP 5, AC 13, hammer, belt axe, leather armor, shield.*)

### The Stone Giant Ale House

**Encounters** Small Tavern Common Room, Outside the Small Tavern Events

A sign in front of this establishment has a gray skinned giant leaning on a club while standing beside a tree engraved upon it. The proprietor of the establishment is George "Giant" Mullins—a not to easy going type of fellow. Use the price list on page 105 for the tavern.

George "Giant" Mullins (*He is a 4rd level fighter of neutral alignment. His vital stats are: HP 32, AC 12. His prime attributes are str, dex and cha. His attributes are str 18, con 12, dex 12, int 10, wis 9, cha 10. He carries leather armor, a spiked club and a knife. He has a secondary ability of bullying.*)

## Hillmen Hamlet

**Location:** Falls Ford  
**Adventure Reference:**  
**Type:** Hamlet  
**Encounters:** Thorp or Hamlet Green Events

There is a hamlet of rather unfriendly hillmen on Falls Ford about five miles from the ford itself.

Use the information provided at the beginning of this section and that in Appendix A, Developing Yggsburgh, Communities of Yggsburgh to further develop this area.

## Marblestead

**Location:** Quarry Track in the Menhir Hills  
**Adventure Reference:** 41: Rock Quarries and River Wardens  
**Type:** Hamlet  
**Encounters:** Thorp or Hamlet Green Events

Marblestead is where quarrymen and four farm families live. The stone produced from the quarries is sent by wagon southwest along the Quarry Track to the nearest place on the lake's shore where it can be loaded. The stone is put onto barges and sent off to other locations via the South Eel River and on along the River Nemo. If the Castle Keeper wishes to develop this area, other thorps described in this section can be used as a model. Marblestead supports a shrine and an ale house and either a smithy or a general merchant.

Use the information provided at the beginning of this section and that in Appendix A, Developing Yggsburgh, Communities of Yggsburgh to further develop this area. They can field the following forces.

Men-at-Arms, mounted x1 (*2nd level fighter, HP 15, AC 14, broadsword, dagger, studded leather, shield.*)

Men-at-Arms, mounted x3 (*1st level fighter, HP 7, AC 14, broadsword, dagger, leather armor.*)

Men-at-Arms x3 (*2nd level fighter, HP 15, AC 13, pick, dagger, leather armor, shield.*)

Men-at-Arms x3 (*1st level fighter, HP 7, AC 12, crossbow, dagger, leather armor.*)

Militia x6 (*HD 1d6, HP 5, AC 13, hammer, belt axe, leather armor, shield.*)

## The Purple Tower and Dradvil

**Location:** Purple Tower Road  
**Adventure Reference:** 43. Danger at Dradvil  
**Name and Type:** See below  
**Encounters:** See below

### The Purple Tower

Drab Hill reaches a height of 70 feet above the surrounding land. It has steep sides of solid rock save on the south where grassy ground lies in a long and moderate incline leading to a hollow at its base. Perched atop the Drab Hill stands the castle stronghold of Lord Uvoll, a sly wizard that is the chief henchman of Edgar, the current Marquis of Talworth. His escutcheon is on a field of white sprinkled with (semy) black mole-like creatures (voles) an inescutcheon of red with a white wolf's head whose tongue and teeth are black, eyes red.

## Castles Zagyg: Yggsburgh

This fortress is built of an ugly purple-hued granite, thus its name. Where the hill has a moderate slope there is a stout wall of 20-foot height with two square corner towers of 35-foot elevation. In the center of this 100-foot-long curtain wall is a squat rectangular gatehouse of 25-foot height. The portal is protected by a drawbridge crossing a dry ditch, and the usual portcullis and gates. The entry leads to a level courtyard of some 80 feet width and like breadth to the south, narrowing to 60 feet at the rear, with stables and work sheds built against the walls to east and west. At its north edge stands the main castle. This is a complex consisting of seven cylindrical towers with conical roofs adding 15 feet to the stated tower dimensions hereafter. These towers are built around and adjoining several rectangular keep structures. There are two scorpion war engines (very large crossbows worked by three-man crews) on the roof of each tower.

The whole of the keep complex has no outer wall with the exception of the fore-quarter where the entry is. Its structures are built on the solid rock of the hill they stand on with the hillsides here being nearly sheer stone palisades for 30 or so feet down. The front consists of two towers of 35-foot height (50 feet counting the conical roof) and 20-foot diameter flanking a projecting entry wing of the keep. The entry wing is 40 feet wide, 10 feet deep, 30 feet tall at the peak of its roof and set back from the flanking towers by 10 feet.

Each front flank tower is built against a tower of 45-foot height (60 feet counting the conical roof) and 25-foot diameter. These rearward structures projecting sideways beyond the smaller towers in front of them by five feet. Between these two greater cylinders and behind the front wing is a central rectangular building around 40 feet in width and 25 feet in depth, it being 60 feet high at its roof peak (the same height as the two towers' conical roofs that stand on its east and west sides).

Abutting this central structure's rear are a rectangular building (it being offset some 20 feet to the east on the eastern half) and a cylindrical tower on the western half. The main part of this rear building is 40 feet in width and 35 feet in depth, its height being 80 feet at its roof peak. On its western side is an addition of a 20-foot square tower-like extension of 35-foot height with a battlemented roof. Abutting this building on the east is a great tower of 80-foot height (95-foot with its conical roof included) and 30-foot diameter. This great tower is flanked and abutted by a lesser tower on its western side. This small tower itself is touching the rear middle flanking tower. This latter projecting structure is 40-foot height (55 feet counting the conical roof) and 25-foot diameter. Also abutting the main building's northeast corner and the north of the great tower is another tower of 50-foot height (65 feet counting the conical roof) and 20-foot diameter.

The wizard Lord Uvöll Darktarn lives here. In his service are his seneschal Dragoman Kydar his spymaster Osbert Updyke, 10 mounted men and 24 men-at-arms who guard the castle. For details on Lord Uvöll, his henchmen and the levies of the area, please see the Appendix I, Orders of Battle, Lord Uvöll and the Purple Tower.

Lord Uvöll controls the town of Dradvil and six other villages. He also controls 24 manors. Half of his fief is wooded.

## Dradvil

This small town of some 3,000 population lies in a hollow at the base of Drab Hill and upon which looms the Purple Tower, the castle stronghold of Lord Uvöll. The walls of Dradvil are low, but built on the surrounding rises, so they mask all but the spire of the town temple and the square turret of its central hall. There are some 20 square blocks within the walls of the town, most of them being of lower class and a few of middle-class craftsmen and tradesmen, with but two of industrial sort. The town resembles a medieval European community, for its streets are narrow and crooked and there is no city sanitation. In brief, it is not at all like Yggsburgh. The city guards are oppressive, and punishment for infractions of Lord Uvöll's laws is swift and harsh. The death penalty is exacted for most crimes that elsewhere bring no more than bond servitude or prison time.

**Events and Encounters Tables** Use the following Events Tables to develop adventure material for this community: Audience Chamber or Great Hall, Town Square, Inn or Large Tavern Common Room, Outside the Inn or Large Tavern, Small Tavern Common Room, Outside the Small Tavern, Temple Grounds, Within the Temple Complex.

## Communitites

Within the lands of this evil nobleman six villages totaling around 1,500 to 1,800 inhabitants. Of the total thorps population, 10% can be levied for military service. The following list provides the names for these thorps.

There is a village for every four manors held. As noted, however, Lord Uvöll's castle is adjacent to the small town community he also owns, that being detailed above. A village will be on a watercourse or else have a deep well. Each village consists of about 40 buildings plus a religious structure, a large shrine or a fane. The average population for such a community is 250 to 300 persons. Each villain has hidden somewhere in his cottage a cache of coins with a value of from 1-20sp. Village officials and tradesmen will have a cache of 10 times that amount.

The main part of the village consists of two opposite rows of 16 stone cottages for the villains with each row separated into half, so that eight families working aUse the information provided at the beginning of this section and that in Appendix A, Developing Yggsburgh, Communities of Yggsburgh to further develop this area. section of the manor are adjacent. There are separate and larger cottages for the reeve, cowherd, hayward, shepherd, swineherd, and woodward. Two buildings of somewhat larger size will be rented by freemen, one an ale house or tavern the other a smith or general merchant. Each of the row houses will have a tool shed and a garden behind it. Further back are four commonly used barns for large livestock and feed, as well as various wooden houses, sheds, and coups for farm equipment and smaller animals. At one end of the street between these structures will be the village fane in which the cleric dwells and holds services. The grounds around the fane will be lawn and gardens of no great extent. Behind it is the local burial ground.

The clerics in such villages will all be of evil alignment and around 4th level.

## Taverns

Here are some possible tavern names for use in development of this region: Bull & Rooster, Crown and Bottle, The Armed Yeoman, The Leaping Hart, The Thirsty Man.

The following table lists average prices for taverns.

Goods	Cost
Ale	8cp per pint
Beer	6cp per pint
Liquor	12cp per glass
Buttermilk	1sp per pint
Tea	1sp per pot
Breakfast	3sp
Dinner	8sp
Supper	4sp
Private Room, One Night	15sp
Dormitory, One Night	4sp

**Events and Encounter Tables** When the party is at the tavern be sure and consult the Small Tavern Common Room and Outside the Small Tavern Events Tables

## Thorps

There are only 10 thorps on the lands of Lord Uvoll. These are little communities of freemen, generally farmers, with dwellings only, they being too small to support any commercial shop. Each has a less than a score of houses with barns and outbuildings, and an average population of 120 persons. A small shrine with a non-combatant low-level evil priest serving as spiritual "guide" for the folk of the thorp is the norm. The following lists the names of the ten thorps.

- Aldgrove
- Badhill
- Coldpond
- Finger Oaks
- Greenwell
- Lower Crossditch
- Redstones
- Singers Corner
- Weedfield
- Wolfskill

In a thorp each adult has a purse with 1-2gp in various coin per level on his or her person while within each house will be a hidden cache of 10 times that amount in the shrine.

## Scragwick

**Location:** Fallsford

**Adventure Reference:** 42: Hurling Boulders

**Type:** Hamlet

**Encounters:** Thorp or Hamlet Green Events

This is a place of around 300 rather unfriendly hillmen that is a bit more than five miles east of the fallsford just off the edge of the

map. If the Castle Keeper wishes to have the party adventure in this hamlet, it will have to be developed. Use the models provided herein, with a tavern, smithy, and general store in the village. The economy of the community is based on agriculture and herding. It might be that the hamlet's residents also make some excellent hand-crafted items (for example leather armor or even silver jewelry set with locally found moss agates) that the characters might trade for and sell at a considerable profit in Yggsburgh.

Each head of a household in this hamlet has a purse with 15sp-6gp per level or hit dice, on his or her person. Within each house is a hidden cache of 25-100gp in various coin and valuable items and five times that sum if the place is a business or shrine.

## The Three Horned Goat Tavern

**Encounters:** Small Tavern Common Room, Outside the Small Tavern Events

There is a sign out front with a green field and a white billy goat with gold horns and a third, unicorn-like central horn, evident as its head is turned towards the viewer. The proprietor of this place is Richard "Rick" Redmod.

Richard "Rick" Redmod (*He is a neutral, human, 4th level ranger whose vital stats are: HP 22, AC 14. His prime attributes are: str, con, dex. His significant attributes are: str 16, dex 17. His secondary skill is: bullying. He carries studded leather armor, shield, longsword, and dagger.*)

Time	Number of Patrons
Morning	1-4 +4
Forenoon	2-8 +4
Afternoon	3-12 +8
Evening	3-12 +12
Night	2-8 +4

For services and good available at the tavern consult the table on page 105.

## General Store

The general store carries the usual goods, all from demi-human peddlers and sized for halflings. The proprietor is Jessip Littler. See the Merchant's Items list at the beginning of this section for a list of goods and costs for the general store's items (page 106).

## Smithy

This is a full-fledged smithy where smithing is carried on by Reber Holman. He is also the community's chief man. He is able to do all common work from tool and horseshoe making to sharpening of edges. See the Blacksmith's Items list at the beginning of this section for a list of goods and costs for the items at the smithy (page 106).

# Castles Zagyg: Yggsburgh

## Villages of the South Pastures

**Location:** South Pastures

**Name and Type:** See below

**Adventure References:** 34. Traitors in Our Midst

**Encounters:** Thorp or Hamlet Green Events

This section details those villages found in the South Pastures. The South Pasture covers 180 square miles and belongs to the Free Town of Yggsburgh. The west portion is not shown on the map. As the name implies, this is an agricultural area, and there are many farms here raising cattle, sheep, and horses as well as feed crops.

Typically, there are four freehold or socman farmers in a group with their lands covering one square mile. Their buildings are clustered together for intercourse and mutual aid. Each farm is about 160 acres in extent, 40 of which is a woodlot, and of the remaining 120 acres, 30 is cultivated, 70 is in meadow (hay) and pasture and 20 is covered by buildings and pens, home gardens, lanes, hedges and fences, water features and non-arable land.

Where there are manorial lands, farms are about half the extent of those of freeholders, and eight families are found in a square mile. In such cases, meadow, pasture, and woodland will be in larger tracts, and the woodland will likely be contiguous and used by a lord for hunting.

There are two knights dwelling in fortified manor houses in this area. Sir Anthony Belvoir and Sir Wade Fulgent. Each have 10 manors and 2 villages under their control. Thus, in all, these two knights have fiefs covering 20 square miles. In each holding, all of the manors (a square mile of 640 acres) are adjacent, not separated by non-manorial land. Sir Anthony Belvoir and Sir Wade Fulgent are detailed in Appendix I, Orders of Battle, Knights of Yggsburgh. The troops both Sir Anthony, Sir Wade and the Lord Mayor of Yggsburgh can draw from the South Pastures are detailed in the the same appendix but under The South Pastures entry.

Sir Anthony Belvoir resides in his manner (C5) and has two villages under his control, Meadowspring (V15) and Belvoirton (V16). Sir Wade Fulgent resides in his manner (C6) and has two villages under his control, Fulgentstead (V17) and Oldfield (V18).

### Villages

Each of the villages in the South Pastures are located on a watercourse or else have a deep well. Each village consists of about 40 buildings and all have a religious structure, a large shrine or fane. The average population for these communities is 250-300 persons. So within the South Pastures area there are four villages totaling around 1,000 to 1,200 inhabitants total. The lord's manor house is adjacent to one of these villages.

The main part of the villages consists of two opposite rows of 16 stone cottages for the villains. Each row is separated into two parts so that eight families work a single section of the manor. There are separate and larger cottages for the reeve, cowherd, hayward, shepherd, swineherd, and woodward. One to two buildings of somewhat larger size are rented by freemen. One being an ale house or tavern while the other is a smith or general merchant.

Each of the row houses has a tool shed and a garden behind it. Further back are four commonly used barns for large livestock and feed, as well as various wooden houses, sheds, and coups for farm equipment and smaller animals. At one end of the street between these structures is the village fane in which the town's religious leader dwells and holds services. The grounds around the fane are lawn and gardens but of no great extent. Behind this is the local burial ground.

Each villain has hidden somewhere in his cottage a cache of coins with a value of from 1-100sp. Village officials and tradesmen have a cache of 10 times that amount.

### General Store

The general store carries the usual goods, all from demi-human peddlers and sized for halflings. The proprietor is Jessip Littler. See the Merchant's Items list at the beginning of this section for a list of goods and costs for the general store's items (page 106).

### Smithy

This is a full-fledged smithy where smithing is carried on by Reber Holman. He is also the community's chief man. He is able to do all common work from tool and horseshoe making to sharpening of edges. See the Blacksmith's Items list at the beginning of this section for a list of goods and costs for the items at the smithy (page 106).

### Taverns

Each village has a tavern. Some possible names include: Axe & Stump, Coach & Four, Sow & Sounders, The Blue Lantern and The Black Swan. When the party is at the tavern be sure to consult the Small Tavern Common Room and Outside the Small Tavern Events tables (see page 105).

### Thorps

There are several thorps located throughout the area. These are little communities with only a few dwellings. Each of the two has less than a score of houses with barns and outbuildings and an average population of 120 persons. Each also has a small shrine with a spiritual guide for the folk living nearby.

In a thorp, each adult has a purse with 1-3gp worth of various coin on his or her person. Each house has a cache of 5-50gp in various coin, items or jewelry. Each shrine has five times that amount.

## Stonewyck

See Castle Gaxhill, encounter are 48: castle Gaxhill.

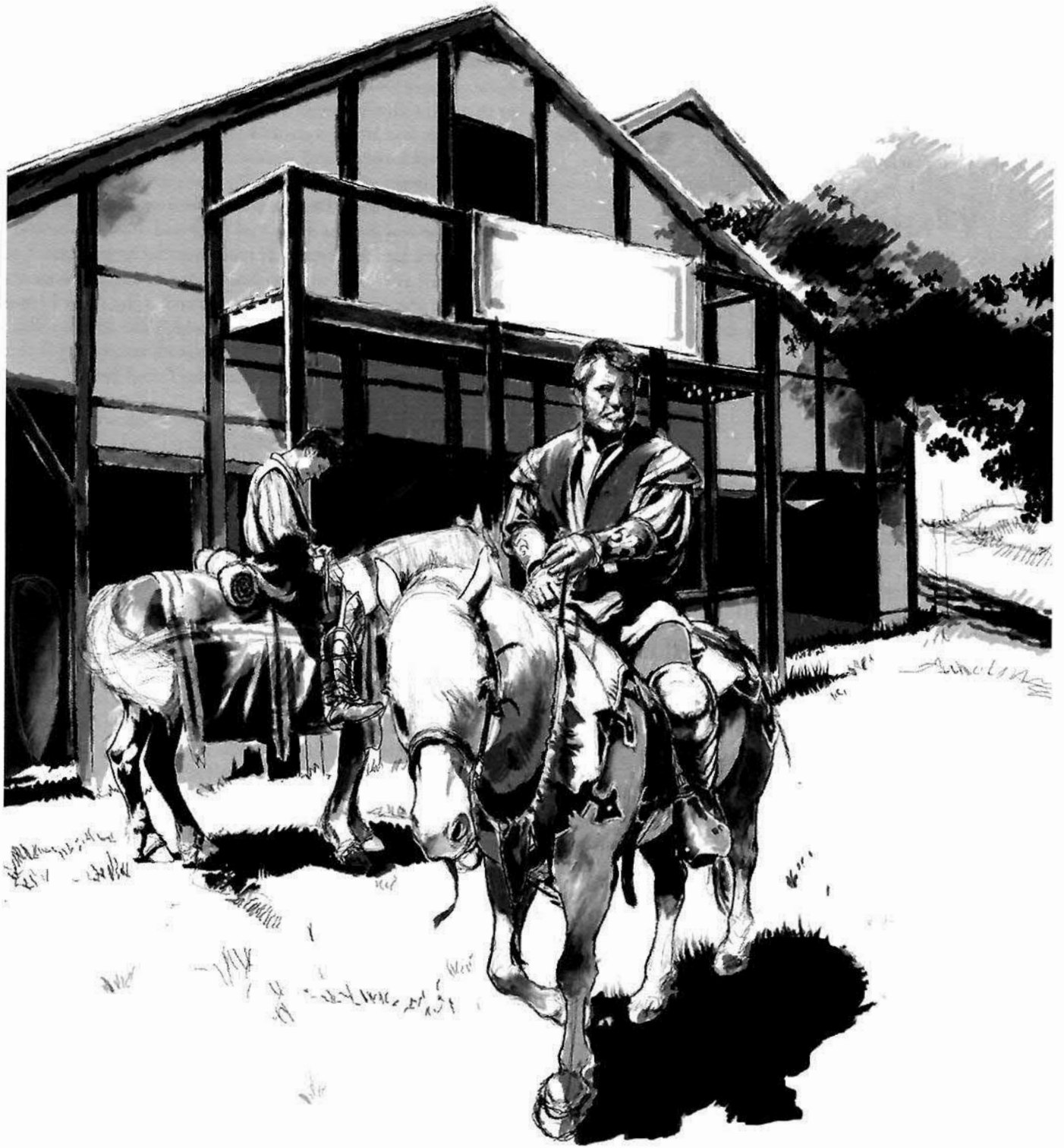
## Urtford

**Location:** Menhir Hills Road

**Adventure Reference:**

**Type:** Cottage

Three and a half miles north of Yggsburgh the Menhir Hills Road crosses the Urt River at a place known as Urtford. A ferryman's cottage is on the south bank of the river. In addition to it and a barn and animal pens there is a long shed in which passengers



## Castles Zagyg: Yggsburgh

can wait, be served food and cider or buttermilk to drink by the owner's wife and children. All fare is ordinary but inexpensive at 2sp per person, 5cp for a pint of drink.

It is not an actual ford, however, although daring horsemen can swim their mounts across at this calm and relatively narrow (150 feet width) stretch of water. The main means of crossing is a large raft that ferries vehicles, animals, and men from one side of the river to the other. The fee is 5cp per person.

### Villages of the Westfields

**Location:** Westfields

**Adventure Reference:** 29. The Drumbeat of War

**Name and Type:** See Below

**Encounters:** Thorp or Hamlet Green Events

The Westfields comprise that fertile plane north of the River Nemo. As the name implies, this is an agricultural area, and there are within it many farms.

Typically, there are four freehold or socman farmers in a group with their lands covering one square mile. Their buildings are clustered together for intercourse and mutual aid. Each farm is about 160 acres in extent, 40 of which is a woodlot, and of the remaining 120 acres, 30 is cultivated, 70 is in meadow (hay) and pasture and 20 is covered by buildings and pens, home gardens, lanes, hedges and fences, water features and non-arable land.

Where there are manorial lands, farms are about half the extent of those of freeholders, and eight families are found in a square mile. In such cases, meadow, pasture, and woodland will be in larger tracts, and the woodland will likely be contiguous and used by a lord for hunting.

There are four knights dwelling in fortified manor houses in this area, each with such villages (clusters of houses for villains) on their manors. Sir Donald Kark and Sir Charles Thornly each own 12 manors and 3 villages. Sir Reynard Montjoy and Sir Bertram Trillingby each own 8 manors and 2 villages. Thus in all these four knights have fiefs covering 40 square miles. In each holding, all of the manors (a square mile of 640 acres) are adjacent, not separated by non-manorial land. The troops available to the Knights and the general levy of the Westfields can be found in Appendix I, Orders of Battle, Levy of the Westfields.

Sir Donald Kark resides in a manor (C1) with Redmede (V5), Riverfield (V6) and Karkesteade (V7) in his domains. Sir Charles Thornly resides in a manor (C2) with Thornlyton (V8), Flowerfarm (V9) and Goodspring (V10) in his domains. Sir Reynard Montjoy resides in a manor (C3) with Orchardton (V11) and Montjoyville (V12) in his domains. Sir Bertram Trillingby resides in a manor (C4) with Trillington (V13) and Beeley (V14) in his domains.

#### Villages

Each of the villages in the South Pastures are located on a watercourse or else have a deep well. Each village consists of about 40 buildings and all have a religious structure, a large shrine or fane. The average population for these communities is 250-300

persons. So within the South Pastures area there are four villages totaling around 1,000 to 1,200 inhabitants total. The lord's manor house is adjacent to one of these villages.

The main part of the villages consists of two opposite rows of 16 stone cottages for the villains. Each row is separated into two parts so that eight families work a single section of the manor. There are separate and larger cottages for the reeve, cowherd, hayward, shepherd, swineherd, and woodward. One to two buildings of somewhat larger size are rented by freemen. One being an ale house or tavern while the other is a smith or general merchant. Each of the row houses has a tool shed and a garden behind it. Further back are four commonly used barns for large livestock and feed, as well as various wooden houses, sheds, and coups for farm equipment and smaller animals. At one end of the street between these structures is the village fane in which the town's religious leader dwells and holds services. The grounds around the fane are of no great extent. Behind this is the local burial ground.

Each villain has hidden somewhere in his cottage a cache of coins with a value of from 1-100sp. Village officials and tradesmen have a cache of 10 times that amount.

#### General Store

The general store carries the usual goods, all from demi-human peddlers and sized for halflings. The proprietor is Jessip Littler. See the Merchant's Items list at the beginning of this section for a list of goods and costs for the general store's items (page 106).

#### Smithy

This is a full-fledged smithy where smithing is carried on by Reber Holman. He is also the community's chief man. He is able to do all common work from tool and horseshoe making to sharpening of edges. See the Blacksmith's Items list at the beginning of this section for a list of goods and costs for the items at the smithy (page 106).

#### Taverns

Each village has a tavern. Some possible names include: Blue Moon, Drake & Ducks, Fox & Hare, The Green Archer, The Plowman, The Red Stag and The Well. When the party is at the tavern be sure to consult the Small Tavern Common Room and Outside the Small Tavern Events tables (see page 105).

#### Thorps

There are several thorps located throughout the area. These are little communities with only a few dwellings. Each of the two has less than a score of houses with barns and outbuildings and an average population of 120 persons. Each also has a small shrine with a spiritual guide for the folk living nearby.

In a thorp or village each adult has a purse with 1-3gp worth of various coin on his or her person. Each house has a cache of 5-50gp in various coin, items or jewelry. Each shrine has five times that amount, including luggage, or small animal such as a goat, pig, or sheep, 10cp for a large animal such as a cow or horse, and 15cp for each wheel of a vehicle, carts thus costing 2sp, with carriages, coaches, and wagons 5sp to carry across the river. People and goods within a vehicle are carried at no extra charge, but a rider who stays mounted is still charged the 5cp toll.

## Environs Encounters



### 2: Castle Zagyg

As any character approaches the vicinity of the abandoned castle all that will be seen is a swirling fog covering the area in which the structure lies. No magic can dispel the cloaking cover, for until the proper material is available, there is simply nothing but bare rock covered by fog to be discovered.

See also Yggsburgh Environs, Encounter 38: Frogs and Fogs. This location will be detailed in upcoming installments of the Castle Zagyg series. There should be ample other adventures to keep any party busy until such time.

### 3: Garham

**Adventure Reference:**

**Location:** Big Fish Lake

**Type:** Village

**Encounters:** Thorp or Hamlet Green Events Table

**Population:** 250

Garham is a small fishing hamlet located on the banks of Bigfish Lake, about 35 miles distant by road or water from Yggsburgh. It is independent of Yggsburgh and ready to defend that privilege by war, if threatened. Although small, it is the source of much activity. Many adventures can begin here, or characters may gain information about the surrounding lands. Garham has, roughly, a population of 250 people, with farmers and fishermen making up the bulk of the inhabitants. There are also other business in Garham, which are detailed below.

Fishing consumes much of the efforts of Garham's people. For the most part it is done by net, running line and hooks as well as pole and line. Some of the inhabitants use baited traps to catch giant crayfish, aiming mainly for the small, lobster-sized ones. Catches are sent downriver daily to Yggsburgh in one of three big barges owned by the town's Fishmongers' Guild (these having holds that are magically enchanted to be nearly freezing cold). This run down the River Nemo takes only six hours, but the upstream return takes three times as long.

Most of the buildings in the community are set on fieldstone foundations and made of timber and plaster or boards. Unless otherwise detailed, assume a structure is made thus. The traffic routes are dirt, although Lakeham Lane is crowned and has side ditches. The buildings on the east side of the river are part of the community. They are reached by ferry without charge, although strangers wishing to cross are asked for a nominal toll of 5cp per person, 3sp for a mount. The locations shown on the map are described below.

Garham is able to call upon a sizable array of forces in time of conflict. Refer to Appendix I, Orders of Battle Appendix, Garham for details on the militia.

Each family dwelling in the community has a hidden cache of 15-150gp in various coin and valuable objects located in the house. Commercial buildings have five times that amount hidden in their place of business. Each adult carries 3-12gp in various coin on them. One of the fishermen (Castle Keeper's discretion) owns a large magical net of capturing.

There are 27 fishing boats owned by various fishermen in the community. They are from 22 to 30 feet in length and have a beam of 6 to 9 feet. There are also 13 smaller rowboats in the community. These are between 8 and 11 feet in length and have a 3 to 4 foot beam. These all break down as follows:

Sailed and oared fishing boats:

1 x 30' x 9'

3 x 28' x 8'

5 x 26' x 7'

12 x 24' x 6.5'

7 x 22' x 6'

Rowboats with small sail that can be rigged:

2 x 11' x 4'

5 x 10' x 3.5'

Rowboats:

7 x 9' x 3'

3 x 8' x 3'

**1. Medlow's Farm** This is the farm of Clarence Medlow and his ten family members.

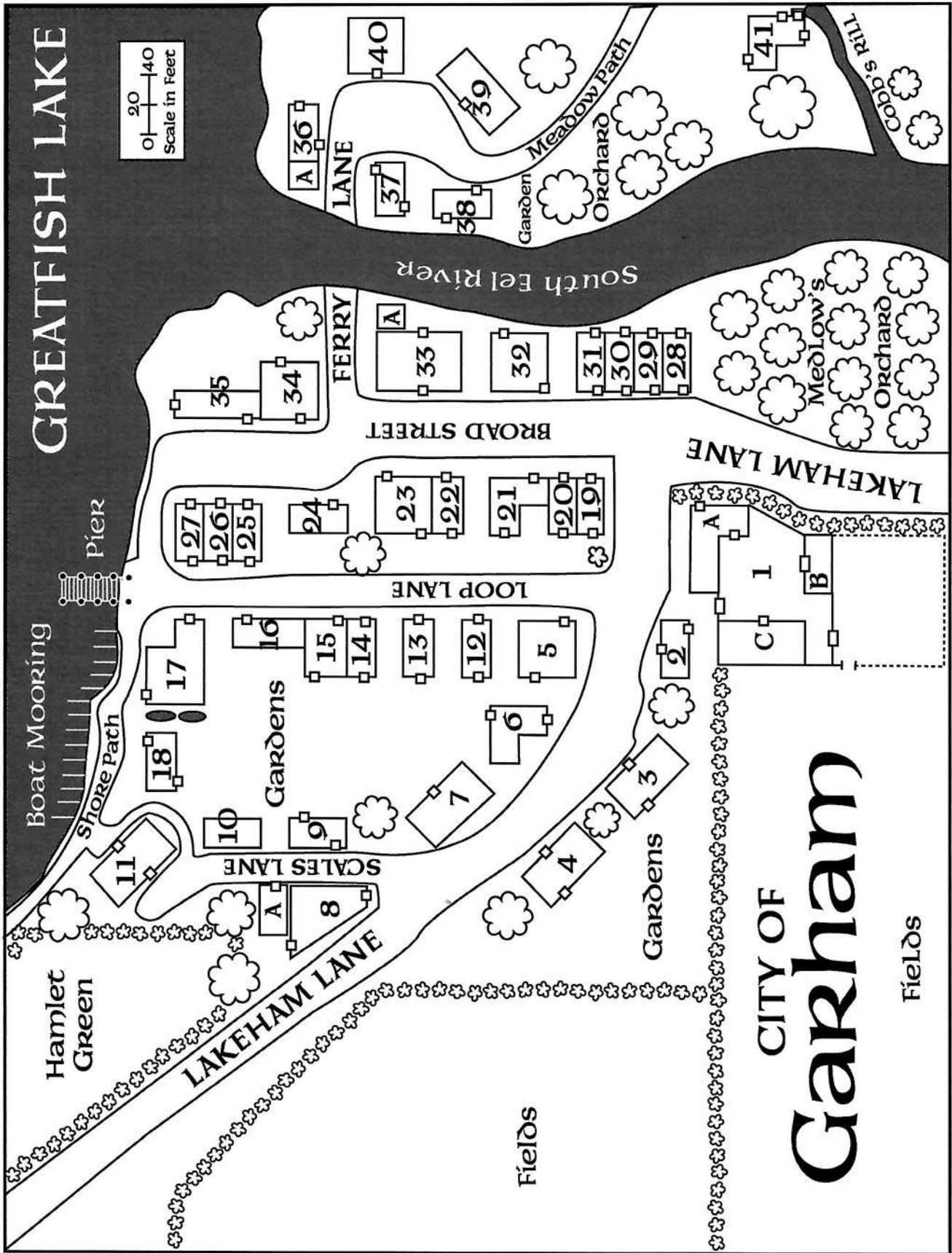
**2. Fletcher & Bowyer** The half-elf Alfred "Goose" Gandy and his five family members live here. They earn a living making and repairing bows and all the accoutrements that go along with archery.

Being a master of his craft, Alfred can produce high quality items. These items are listed below as masterwork, and have a production time associated with them.

Alfred "Goose" Gandy (*He is a chaotic good, half-elf, 3rd level ranger whose vital stats are: HP 16, AC 15. His prime attributes are: str, dex, int. His significant attribute is: dex 18. He carries leather armor, longbow, short sword and dagger.*)

The following list contains goods sold here:

Goods	Cost
Arrows, sheaf of 24, long	11gp
Arrow, masterwork, long +1, one per week	13gp
Arrows, sheaf of 24, medium	10gp
Arrow, masterwork, medium +1, one per week	11gp
Arrows, sheaf of 24, short	9gp
Arrow, masterwork, short +1, one per week	10gp
Bow case (oilskin, tying, nearly waterproof)	4gp
Bow, light (laminated or wood, 2.5-foot length)	48gp
Bow, medium (laminated or wood, 4-foot length)	95gp
Bow, strong (laminated or wood, 5.5 foot length)	240gp



Quarrel box, 20 quarrel cap, and waist belt	7gp
Quarrel box, small, short bolts, 30 quarrel cap, and waist belt	7gp
Quarrels, sheaf of 40, heavy	13gp
Quarrel, masterwork, heavy +1, one per week	14gp
Quarrels, sheaf of 40, medium	11gp
Quarrel, masterwork, medium +1, one per week	11gp
Quarrels, sheaf of 40, short	9gp
Quarrel, masterwork, short +1, one per week	10gp
Quiver, 12 arrow cap., leather, with strap	4gp
String, bow	5sp
String, crossbow	15sp

**3. Weaver:** This is the home of Leonard Webber and his seven family members. They work out of their house.

**4. Tailor** William "Silent Will" Fuller and his nine family members live in this house. The family members are all involved in the same industry as their father.

**5. Carter** The dwarf Ivar "Whip" Skinner and his five family members live here. He conveys goods to anyplace on a road within 40 miles, or two days driving time. He will supply the wagons and appropriate people necessary to do so. He charges a rate of 5cp per 25 pounds weight, per mile. For example, moving 100 pounds of material 20 miles would cost 40sp.

**6. Garham Shrine** The Priest Robert Manley and the Priestess Aurelia Travik live at the shrine. The Castle Keeper should assign an appropriate deity to be honored in this place, bearing also in mind the community at large. An old fellow by the name of Gerald Bigalow serves as the janitor and groundsman for the shrine. Robert Manley and Aurelia Travik will assist characters as needed and as long as they are capable. They charge for services rendered, of course, as the characters are not members of their flock. The cost of spells used to assist the party is 10gp per spell level.

Manley also sells holy water at standard prices.

Priest Robert Manley (*He is a neutral good, human, 4th level cleric whose vital stats are: HP 20, AC 11. His prime attributes are: wis, con, int. He carries padded armor and staff. He can cast the following number of cleric spells: 0-4, 1st-3, 2nd-2.*)

Priestess Aurelia Travik (*She is a neutral, human, 5th level druid whose vital stats are: HP 25, AC 11. Her prime attributes are: int, wis, cha. She carries padded armor and staff. She can cast the following number of druid spells: 0-4, 1st-3, 2nd-2, 3rd-1.*)

**7. Blacksmith** The owner of the smithy is a dwarf named Klaus Stronghammer. He and his six family members live here.

Klaus Stronghammer (*He is a lawful neutral, dwarf, 2nd level fighter whose vital stats are: HP 14, AC 12. His primary attributes are: str, con. His secondary skill is: construction. His significant attribute is: str 18. He carries leather armor, war hammer and dagger.*)

Blacksmith Items	Cost
Caltrops, x10, four-inch size, 12	22sp
Caltrops, x10, two-inch size, 12	15sp
Chain, iron link, 1,100 pound test, per foot	5sp
Chisel, metal-cutting	5gp
Chisel, stone-cutting	3gp
Chisel, wood-cutting	2gp
Club, spiked (hardwood, iron shod and spiked)	7gp
File, metal	5gp
Hammer	15sp
Hammer, large (2-pound head)	3gp
Hammer, sledge (8-pound head)	5gp
Hook, iron, ordinary, lifting/towing	14sp
Hook, iron, treble (grapnel)	4gp
Hook, fishing, regular, 12 assorted	13sp
Hook, fishing, very large, 1	13sp
Hatchet (a broad-bladed chopping/throwing weapon)	13gp
Jimmy bar, small	4gp
Nails, large 4-inch length), 20	5sp
Piton, with eye	10cp
Pruning hook, 12-foot haft	8gp
Pry bar	3gp
Saw, large, metal	8gp
Saw, small, metal	5gp
Saw, small, wood	4gp
Saw, small, wood	3gp
Scythe	8gp
Sharpening, per item, large	25cp
Sharpening, per item, small	15cp
Shovel or spade	5gp
Sickle	4gp
Sling, 50 lead shot for	3gp
Spike, heavy (6-inch length) each	5cp
Wire, thin, 50-pound test, spool of 100 feet	10gp
Other items the cost for which one can negotiate and may have are: adz, bolt, iron box, wrought iron candle stand, hoe, pipe, plane, rake, rivet, iron rod, steel rod, coiled spring, plate spring, long spike.	

## Castles Zagyg: Yggsburgh

### 8. Jolly Fisherman Ale House

**Sign:** A smiling man (Grady Hunter) holding up a huge fish on a line, and eight family members

**Encounter Table:** Small Tavern Common Room

**Events Table:** Outside the Small Tavern

Grady "Garfish" Hunter is the proprietor of this place. He and eight other of his family live here and run the establishment.

Grady "Garfish" Hunter (*He is a neutral, human, 3rd level fighter whose vital stats are: HP 18, AC 14. His prime attributes are: str, dex, cha. His secondary skill is: business. His significant attributes are: str 14, dex 14. He carries ring mail, broadsword and dagger.*)

The number of patrons in the common room of the Jolly Fisherman Ale House are determined by reference to the following chart:

Time	Number of Patrons
Morning	1-6 +6
Forenoon	2-12 +6
Afternoon	2-12 +6
Evening	2-12 +12
Night	1-6 +6

Goods and Services	Cost
Ale	5-10cp per pint
Beer	2-5cp per pint
Liquor	1-2sp per glass
Tea	7cp per pot
Cider in season	5cp per pint
Buttermilk	5cp per pint
Breakfast	2sp, including a small pot of tea
Dinner	4sp, including pint of ale
Supper	3sp, including a pint of ale
Small single room	8sp
large double room	15sp

**9. Fisherman's Residence** This is the home of Douglas Lake and his five family members.

**10. Residence** This is the home of Leonard Fisher and his four family members.

**11. Community Smoke House** The smokehouse is used by many of the fishermen and farmers in the community. Fish and meat alike are preserved by smoking here. The eels, bacon, and hams are especially fine.

**12. Fisherman's Residence** This is the home of Vincent Fisher and six family members.

**13. Fisherman's Residence** Harold Twing and his four family members live here.

**14. Fisherman's Residence** Ferdoc Mally and five of his family members live here.

**15. Fisherman's Residence** This is the home of Neal Fry and six family members.

**16. Cooper's Shop** Jarvis Shaver and five family members live here, and make a living repairing and making shoes.

**17. Bait & Tackle Shop** This is the home of William "Hooks" Grey and six family members. He makes his living selling bait and tackle to the locals. He has numerous pools behind his house for bait.

William "Hooks" Grey (*He is a neutral good, human, 3rd level ranger whose vital stats are: HP 20, AC 14. His prime attributes are: str, con, dex. His significant attributes are: str 15, dex 17. His secondary skill is: business. He carries studded leather armor, longbow, battle axe and dagger.*)

He has the following items for sale:

Goods	Cost
Crawfish, regular, 12	3sp
Crawfish, regular, soft shell, 12	7sp
Hellgrammite, 12	5sp
Minnow, chub, 12	5sp
Minnow, regular, 12	15cp
Fish, bait, live, average, 1	5cp
Fish, bait, live, large, 1	1sp
Frog, average, 1	5cp
Frog, large, 1	2sp
Worms, large, 12	2sp
Bobber, large	15cp
Bobber, medium	1sp
Bobber, small	5cp
Gaff hook, average, 4-foot haft	2gp
Gaff hook, large, 8-foot haft	25sp
Harpoon, light, 6-foot length with 100-foot cord	13gp
Hook, fishing, regular, 12 assorted or same size	13sp
Hook, fishing, treble, large, 1	15cp
Hook, fishing, treble, very large, 1	13sp
Leader, wire, average	15cp
Leader, wire, heavy	25sp
Line, cord, heavy, #500 test (fishing), 100 feet	13sp
Line, string, fine, #15 test (fishing), 100 feet	5sp

Line, string, fine, strong #30 test (fishing), 100 feet	8sp
Line, string, heavy, extra strong #50 test (fishing), 100 feet	1gp
Net float	3sp
Net, landing, average, 2-foot handle	2gp
Net, landing, large, 6-foot handle	3gp
Pole, cane, average	5sp
Pole, cane, large	7sp
Pole, hardwood, heavy	3gp
Pole, hardwood, light	17sp
Reel for line, heavy	8gp
Reel for line, light	5gp
Rod with line guides, hardwood, heavy	5gp
Rod with line guides, hardwood, light	4gp
Seine, purse, 3-foot opening	9gp
Seine, purse, 6-foot opening	15gp
Sinker, regular, 20 assorted	5sp
Sinker, large, 10 assorted	5sp
Spear, fish, extra heavy, 12-foot haft	6gp
Spear, fish, heavy, 10-foot haft	5gp
Spear, fish, light, 8-foot haft	4gp
Trap, giant crawfish	6gp

**18. Fisherman's Residence** "Old" Douglas Rodman and his two family members live here.

**19. Hunter's Residence** This is the home of Greenly "Buck" Killdeer and his five family members.

**20. Fisherman's Residence** "Little" Douglas Rodman and four of his family members live here.

**21. Fisherman's Residence** This is the home of Harold "Hal" Waterman and his six family members.

**22. Fisherman's Residence** Gilbert Gray and six family members live here.

**23. Carpenter's Residence** Tyrone "Carp" Carpenter and his seven family members live here. He is the community's primary carpenter. He also plasters. He charges an hourly rate of 2gp, plus material expenses.

**24. Fisherman's Residence** This is the home of Lyle Beach and his six family members.

**25. Fisherman's Residence** The widow Adel Twist and her two family members live here.

**26. Fisherman's Residence** Ernest Eltrap and his five family members live here.

**27. Fisherman's Residence** This is the home of Edward Storm and his four family members.

**28. Fisherman's Residence** Henry Gregson and his five family members live here.

**29. Fisherman's Residence** This is the home of George "Lucky" Malley and six of his family members.

**30. Fisherman's Residence** Geoffrey Owens lives here with four of his family.

**31. Fisherman's Residence** Lars Lake and his family of five live here.

**32. Fisherman's Residence** This is the home of Robert "Skipper" Ketchum and eight of his family members. Robert Ketchum has the largest fishing boat in the community, is the best fisherman, and the chief village elder.

**33. Bigfish Trading, General Store** Edward Twing and his seven family members live here and operate the general merchandise store for Garham. General merchandise and groceries are sold or traded here. The proprietor buys all the fresh water pearls that are brought to him, paying 25% of trade value. He sells them at 50% of that amount, sometimes bringing them into Yggsburgh to dispose of. There is a shed (33a.) housing the winch for the ferry. It has a cable that connects to another shed across the river (36a.). The cable is slipped loose from this location when a large vessel is about to pass along the river.



## Castles Zagyg: Yggsburgh

The following are the items for sale in the store:

Item	Cost
Backpack, cloth (cap. 4 cubic feet)	5gp
Bag, cloth (25-pound cap., 1-peck volume)	3sp
Basket, woven, various sizes from small to great	3-40sp
Blanket, light	2gp
Blanket, thick	4gp
Broom, various types	3-13sp
Brush, scrub	1sp
Bucket/pail, wooden, 2-gallon	5sp
Candle, beeswax, 8-hour burn time, 12	15sp
Candle, tallow, 2-hour burn time, 12	3sp
Candle, wax, 4-hour burn time, 12	7sp
Canteen, water gourd, 1-quart, with leather sling	4sp
Canvas, thick, per square yard	8sp
Chest, woven wicker, various sizes small to great	2-4gp
Cloth, bolt, various materials and weaves, per running foot	1-20sp
Coffee, 1 pound	1gp
Flour, 20-pound sack	5sp
Fruit, dried, 1 pound	3sp
Fruit, fresh (in season), 1 pound	5cp
Garlic, clove	5cp
Herbs, cooking, bunch fresh	1sp
Herbs, cooking, 1 ounce dried	2sp
Horn, hunting	8gp
Lamp, wicked, oil-burning, metal (with 1 hour of fuel)	3gp
Lamp, wicked, oil-burning	12sp
Lantern, candle-burning	5sp
Lantern, oil-burning, bull's-eye, hooded	5gp
Lantern, oil-burning, common, bull's-eye	3gp
Lantern, oil-burning, common	1gp
Lantern, oil-burning, hooded	4gp
Line, cord, 100-foot ball	1gp
Line, rope, extra fine horsehair, 10 feet	1gp
Line, rope, ordinary, 10 feet	5sp
Looking glass, hand, 3 by 5 inch	3gp
Mirror, 1 by 3 feet	25gp
Oil, lamp/lantern, 1 gallon jug	5sp
Oilskin coat and overalls	15gp
Paraffin, 5-pound block	14sp
Pepper, 1-pound sack	25gp
Pouch, belt, cloth	13sp

Pouch, shoulder, with sling, cloth	4gp
Pouch, small, pocket-size, cloth	3sp
Sack, large (60-pound cap., 1-bushel volume)	8sp
Sack, large, heavy cloth (100-pound cap., 1-bushel volume)	1gp
Salt, 1-pound sack	4gp
Scales, one ounce to 10 pounds weight	5gp
Tea, 1 pound	2sp-7gp
Tinder box	1gp
Torch, wood and resin-soaked rope, 30 minute burn time	5cp
Vinegar, 1-quart jug	1sp

The following are other items that may be available at the store. Pricing is either negotiable or up to the Castle Keeper: Containers (bottles, crocks, jars, jugs), Cooking ware (kettles, pots, pans), Cushion, Hammock, dried Legumes, Mat, Woven Mat, Mattress, Meal (grain, barley, oat), Mop, Mushrooms, Nuts, Cooking Oil, Pad, Pillow, Rug, Spices, Sundries (grooming—brush, comb, etc.), Tub, Vegetables (green and fresh), root Vegetables.

**34. Boatwright's Shop** Bruce "Clinker" Keeler and his nine family members live here and repair boats for a living. Repairs cost 2gp per hour, plus material cost. He can also build vessels.

Vessel	Cost
Boat, fishing, single mast, 16-foot	875gp
Boat, fishing, single mast, 24-foot	1500gp
Boat, fishing, two mast, 30-foot	2000gp
Boat, fishing, single mast, 20-foot	1125gp
Boat, rowing, two-man, 9-foot	113gp
Boat, rowing, four-man, 12-foot	263gp

**35. Ropemaker's Shop** Here lives the ropemaker, Linus Twist, and his family of ten.

Goods	Cost
Line, cord, heavy, 100-foot spool	14sp
Line, cord, light, 100-foot ball	8sp
Line, rope, ordinary/rigging, per foot	3cp
Line, rope, extra heavy/mooring, per foot	7cp
Line, rope, heavy/anchor, per foot	5cp

**36. Ferryman** Howard Cross and his family of five live here. Howard works the ferry from a shed near the bank (36a.), which houses the ferry's winch. A cable connects to another shed (33a.) across the river. The cable is slipped loose from this location when a large vessel is about to pass along the river.

Ferry	Cost
Person or small animal	5cp
Per horse	3sp
Per cart	5sp
Per wagon	1gp

**37. Fisherman's Residence** This is the home of Walter Bass and his six family members.

**38. Apiary** This is the home of Stanley "Flowers" Beeby and his four family members. They harvest honey and beeswax for sale. One pint jar of honey costs 15cp, and a one-pound block of beeswax costs 15cp.

**39. Netmaker** Phillip Seiner lives here with his seven family members. They make and sell nets.

Goods	Cost
Net, fishing, per square running yard of 3-yard length	1gp
Net, trawling, per square running yard of 3-yard length	15sp
Net, trawling, heavy, per square running yard of 3-yard length	2gp

**40. Woodcutter & Sawyer** William "Big Will" Hunter and his five family members live here. His house is made completely of field stones. Big Will has a water-powered sawmill with which he cuts lumber and sells it.

#### Adventure Hooks

1. There is a monstrous catfish that has upset several fishing boats and killed three local fishermen in the process. Will the adventurers dare to go aboard a boat and see if they can be instrumental in killing this monster? (See Bigfish Lake in the Geography Section.)

*Giant Catfish (This creature's vital stats are: HD 10d10, HP 75, AC 13. Its prime attributes are: physical. It attacks with a bite that delivers 2-8+10 damage, and two mouth feelers that deliver 1-4 damage. The feelers also deliver a poison that causes 1-10 extra damage unless a save is made, in which case they deliver half that amount.)*

One of the young fishermen has found a bed of giant lake clams. It is in a shallow area, only 30 feet deep. Will the strangers assist him in getting these bivalves? He will gladly give them half of all the freshwater pearls found thus, and the shells themselves are worth about 25sp apiece.

*Giant Clam x20 (These creatures' vital stats are: HD 4-6d10, HP 5-10 per hit die, AC open 10, shut 18. These creatures' prime attribute is: strength. They have one snapping attack that cause 1-6+4 damage. A successful hit indicates that the opponent is caught, and takes an automatic 1-6+4 damage each round thereafter. Special: there is a 50% chance each clam has a pearl worth 20-180gp, wholesale.)*

2. A very rough band of wanderers has come into the village, and are getting drunk in the Jolly Fisherman Ale House. They are talking about "doing some killing, looting and raping in this stinking little thorp!" There are only 12 of them, but they seem to be most dangerous. Will the team of adventurers be moved to step up and stop these villains?

The band of ne'er-do-wells is led by Dirty George. With him are a deranged dwarf, Raving Reginar, the main spy and finger-man for the gang, "Money-finder" Wildbrook, and the half-orc, "Kickaround" Jerunk, who is the gang's main instigator of trouble. Several thugs accompany these troublemakers.

*Dirty George (He is a chaotic evil, human, 3rd-7th level fighter whose vital stats are: HP 5-8 per level, AC 14. His prime attributes are: str, con, dex. He significant attribute is: str 18. His secondary skill is: leadership. He carries a chain shirt, broadsword, belt axe, a gem studded belt worth 30gp, and 1-6gp per level.)*

*Raving Reginar (He is a chaotic neutral, dwarf, 2nd-6th level barbarian whose vital stats are: HP 7-10 per level, AC 13. His prime attributes are: str, con, dex. He significant attribute is: str 18. He carries leather armor, shield, battle axe and 1-6gp per level.)*

*"Money-finder" Wildbrook (He is a neutral evil, human, 3rd-8th level thief whose vital stats are: HP 3-5 per level, AC 16. His prime attributes are: dex, int, wis. He significant attribute is: dex 18. His secondary skills are: escape, suborning. He carries +1 leather armor, short sword, dagger and 1-6gp per level.)*

*"Kickaround" Jerunk (He is a chaotic evil, half-orc, 4th-6th level fighter whose vital stats are: HP 4-6 per level, AC 13. His prime attributes are: str, con, dex. He carries ring mail, morning star, dagger and 1-6gp per level.)*

*Thug x2 (They are chaotic evil, human, 2nd level fighters whose vital stats are: HP 10, AC 12. Their prime attributes are: str, con, dex. They carry leather armor, short sword, belt axe and 1-6gp per level.)*

*Thug x4 (They are chaotic evil, human, 1st level fighters whose vital stats are: HP 5, AC 12. Their prime attributes are: str, con, dex. They carry leather armor, shield, club, spear and 1-6gp each.)*

If the party is interested in Mound Isle, one of the young fishermen will convey them there for a price. He charges 25gp for the trip (and 10gp a day for the wait, if the characters choose to have him wait for them).

## Castles Zagyg: Yggsburgh

3. A lone boatman comes into the hamlet with terrible news. A large band of rampaging humanoids is coming down the East Hill Road. They will surely attack Garham tomorrow, when they come out of the wooded hills and see the community. What can the party do to stop these killers and protect the folk? Below is a suggestion for a band of kobolds, and one of hobgoblins, but the Castle Keeper should determine the final type and number of humanoids to adequately challenge the party.

### Kobold Raiders

Kobold Chief (*lawful evil*, HD 3d6, HP 15, AC 16, PA physical, AT str 15, dex 16, EQ chainmail, +1 ring of protection, +1 short sword, 100gp, and 300gp worth of jewelry.)

Kobold Shaman (*lawful evil*, HD 2d6, HP 8, AC 13, PA mental, AT dex 18, EQ dagger, *potion of healing that restores 3-12 hit points, spell book with the following number of wizard spells in it: 0-3, 1st-3, 60gp, and 320gp worth of jewelry. The shaman can cast the following number of cleric, druid or wizard spells: 0-3, 1st-2.*)

Kobold serjeants x4 (*lawful evil*, HD 2d6, HP 12, AC 13, PA physical, AT str 15, EQ ring mail, short sword, spear and 2-8gp.)

Kobold great warriors x20 (*lawful evil*, HD 2d6, HP 10, AC 13, PA physical, EQ ring mail, spear and 2-8gp.)

Kobold javelineers x10 (*lawful evil*, HD 1d6, HP 4, AC 13, PA physical, EQ ring mail, short sword, javelin and 1-4gp.)

Kobold warriors x10 (*lawful evil*, HD 1d6, HP 4, AC 13, PA physical, EQ ring mail, club and 1-4gp.)

### Hobgoblin Raiders

Hobgoblin Chief (*lawful evil*, HD 5d8, HP 35, AC 17, PA physical, AT str 18, EQ breastplate, +1 shield, +2 morning star, 25gp, and 380gp worth of jewelry.)

Hobgoblin Shaman (*lawful evil*, HD 3d8, HP 18, AC 16, PA mental, AT dex 18, EQ studded leather, dagger, two potions of fighting prowess which add +2 to all to hit rolls when consumed, 2 small spell books with 1-4 wizards spells of 1st-2nd level, 13gp, and 180gp worth of jewelry.)

Hobgoblin serjeants x4 (*lawful evil*, HD 3d8, HP 18, AC 15, PA physical, AT str 15, EQ breastplate, bastard sword, whip and 6-24gp.)

Hobgoblin warriors x10 (*lawful evil*, HD 2d8, HP 12, AC 15, PA physical, EQ breastplate, composite bow, short sword and 4-16gp.)

Hobgoblin warriors x10 (*lawful evil*, HD 2d8, HP 12, AC 15, PA physical, EQ breastplate, voulge, short sword and 4-16gp.)

Hobgoblin warriors x20 (*lawful evil*, HD 2d8, HP 12, AC 15, PA physical, EQ breastplate, morning star and 4-16gp.)

3. Word arrives in Garham that something terrible is going on in the stone quarries across the lake, in the north Menhir Hills. All of the workers have fled the area, after several mysterious

disappearances and horrible murders in their scattered settlements. Will the party venture forth to find out who or what is responsible and eliminate the dire threat? All that is known is that the killer or killers are some sort of monsters that come by night and are unseen. It is left in the able hands of the Castle Keeper to devise just what sort of creature or creatures are involved in this encounter; however, a small band of bugbear cannibals might be the cause of the trouble.

Bugbears, x2-7 (*chaotic evil*, HD 2d10, HP 7-10 per hit die, AC 16, PA physical, AT str 20, dex 16, EQ chainmail, bastard sword and throwing hammer.)

## 4. Mound Island

**Location:** Mound Island in Bigfish Lake

**Encounter Chart:** Lake Encounters

**Zagyg Adventure Reference:** Big Fish Lake, Garham

The characters will undoubtedly learn that Mound Isle has a bad reputation. Fishermen will not ply their trade near to it, and only a few young and daring folk so much as set foot on the island during daylight hours. It is well known that there are dangerous things dwelling there. Tales of rash and foolhardy treasure hunters who ventured to Mount Isle to find the River King's Tomb and loot it, never to be seen again, are commonly told in many places—the town proper and in the taverns and inns of smaller communities around it.

### Mound Island

This island is about one and a half miles long and a quarter of a mile across. It has rocky shores that rise from seven to 12 feet above the water surrounding it, and there are only two places on the isle to beach a boat. The main area is at its western (downstream) end where the land is lowest. Here, there is a V-shaped beach of large pebbles and small boulders that is about 50 yards deep and 100 yards across where it meets the treeline of the island to the east. There, the bedrock of Mound Isle is inclined and only about one to two feet above the beach, so moving from the open beach to the island interior is easy. There is also a small cove on south shore, it being about a third of a mile from its east end (upstream) end. The cove is half-moon shaped, 100 feet across and indents the shoreline about 50 feet. Its center portion has a muddy beach some 40 feet long, this giving onto a shallow ravine running inland, northwards up to the spine of the central ridge. In heavy rain the ravine is flooded, and anyone caught in it will likely be swept under the torrent and drowned.

The whole island is thickly overgrown by trees. At its shore there is a profusion of smaller foliage—grass, weeds, small shrubs, bushes, and small varieties of trees ringing the central woods. The island has at its center a long ridge with a rounded crest, and the trees grow up its sides and atop this prominence, save in a few places where formations of bare rock jut out. Because of the heavy vegetation and rough ground, movement on the island is slow and difficult. It takes three hours or more from move from one end to the other, and nearly an hour to cross its breadth because of the central spine.

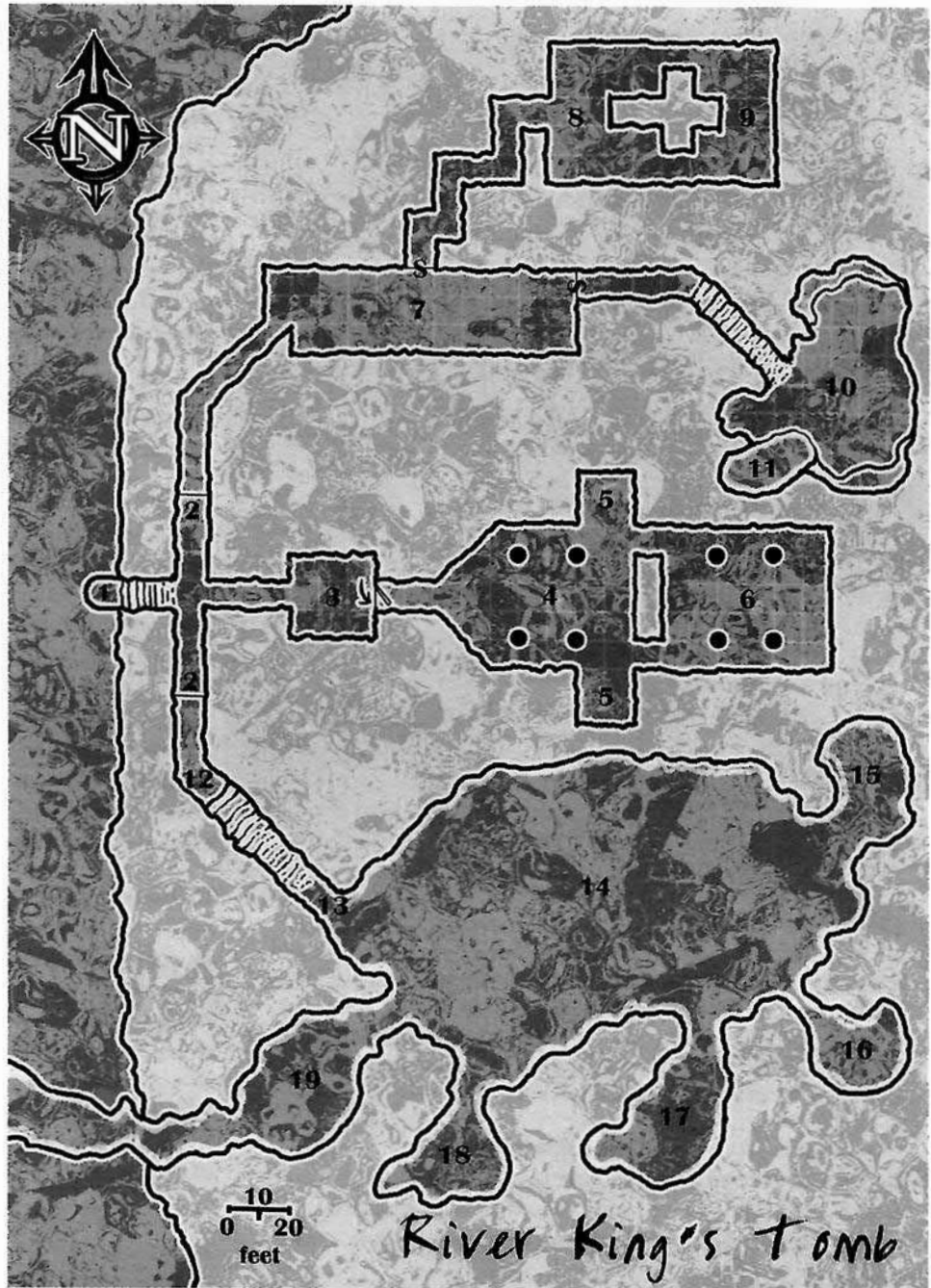
### History

This is what they will discover in their research regarding Mound Isle and the River King.

Three centuries before the lands here were civilized, a number of fierce and barbaric tribes dwelled in this region. The most powerful and feared of these tribes was called the Cnobrii, and their lands encompassed most of the territory that surrounds Yggsburgh. The Cnobrii were able river sailors, and used the Nemo and other streams to carry their warriors far and wide to raid and plunder. Their last and greatest chief styled himself as 'the River King.' His actual name is lost to history, but his wealth and cruelty are legendary. The treasure he amassed by his cruel raiding made rivals mount campaigns against the Cnobrii, so the wealth brought no peace or prosperity to him and his people. Although many of the slaves captured by the tribe were sacrificed to a malign deity their great chief honored, the bloodshed was to no avail, and in time the loss of Cnobrii warriors was such that the tribe was near extinction. In desperation, the River King and the last of his folk made Mound Isle a fortress, and there it is said they constructed a place for performing the darkest of evil rites to evoke demonic aid. At the last battle the River King took all of his hoard of wealth, and with the whole of the tribe entombed themselves in this subterranean place. Those foes who attempted to enter after the Cnobrii were thrown back, and then great rocks closed the entrance. Thus ended the dreaded Cnobrii tribe and their terrible ruler.

No search since has discovered the location of the so-called tomb, although many expeditions have searched for it on Mound Isle. Few of those so engaged have lived to tell of their undertaking. It seems that some curse is active in that place, and surely some fell guardian or guardians are active in keeping the buried place inviolate. As the treasure buried there is beyond imagination, there are still occasional forays onto the island by treasure hunters, the last known one conducted only a year before this entry was written. Of the 50 persons involved, three returned to Yggsburgh. They were discovered floating down the river in a rowboat. All died within a few days of their rescue. The only words spoken by the strongest of the three, a ranger, were as follows:

*"(Moaning in semi-conscious nightmare recollection) 'The shadows are alive! They hide things worse than they are, lads—retreat! If they catch us we are doomed... Gods, the dead ones can follow us into the sunlight. There's no hope. Every man for himself*



*now!' (Here the fervid vision became too much for the poor man and he expired.)"*

### Yggsburgh Library

The following what character's will discover in their research regarding Mound Isle and the River King in the Natural History Section of the Yggsburgh Library.

*"There is said to be a most unusual species of Kobold dwelling on Mound Isle. There has been no proof of their existence, but locals claim that these humanoid are especially elusive and dangerous. Supposed encounters with the Kobolds include incidents where they were in the river, swimming like otters, attacked from below without warning. Lacking actual physical evidence, one must conclude that the attacks were actually the work of otters, and strong drink.*



*The same can be said for the intelligent raccoons of Mound Isle, supposedly creatures that use bows and arrows to attack trespassers in the island. No such species has been discovered or even seen by a reputable person, so we must conclude this is another tall tale spun for the amusement of the yokels and credulous folk."*

### College Library

If the characters have a member able to utilize the College Library, that individual will be able to discover the following information regarding Mound Isle from a student's paper regarding unusual local fauna.

*Much mystery surrounds Mound Isle. Of interest in regards aberrant local fauna are reports of raccoon-like creatures inhabiting the island. Several verbal reports assert that these unusual raccoons are intelligent tool users with a deadly bent, plying bows to attack and slay any humans who trespass upon their island. There might be some correlation between the raccoon stories and claims that an unusual species of Kobolds inhabit Mound Isle. It is unfortunate that the actual facts can not be determined because of the dangers of exploring the island. Whether these perils spring from some ancient curse related to the legendary River King's Tomb, aberrant raccoons, humanoid inhabitants, or some combination of these and other factors is immaterial to the dead researcher..."*

### Mound Island Dungeon

The characters searching for the underground area will need to attain the central portion of the north shore of Mound Isle, then begin exploring inwards some distance to reach the verge of the ridge that runs its length. As this occurs, they will note an area of tumbled rock and stunted trees that enables a clear view of a sheer stone face on the ridge, it being some 300 feet long northeast to southwest, 30 feet high in the central portion, sloping to about 20 feet height at either end. In the central portion there is an area cleared of detritus. This is shown on the map as 1, the entrance to the underground excavation.

For complete statistics of new monsters found herein the Game Master is referred to the Appendix G, Monsters of Yggsburgh. The keys to various dungeon locals and specifics are detailed below.

**S.** This is a secret door. Each such hidden panel is a slab of stone that is seven feet high and four feet wide. When its hidden catch is triggered, a push causes it to pivot silently on a corner hinge so as to open or close easily. Unless otherwise indicated, the trigger mechanism is activated by depressing a stone that seems to be a part of the wall. Searching for a secret door in a 10-foot wall section takes 10 rounds time (one minute). Locating the secret doors is a Challenge Level 5 (alternately a simple 1 in 10 chance of discovering it per 10 rounds of checking can be used. In this case, if a character possesses a searching skill, successful use of this skill during one minute of time looking for a secret door increases the chance of discovery to 1 in 2.)

**Passageways:** All 10-foot-wide passages have rough-hewn floors and walls, an arched ceiling that is 12 feet above the floor at its apex. The stone is damp and a strange form of lichen grows in scattered patches on the floors, ceilings, and walls of these tunnels at intervals of around 30 feet. This stuff is known as glowlichen and it emits a faint blue light that enables faint vision to a distance of about 10 feet for normal characters, much as the light from a glowstick does. The degenerate pygmies who dwell in these subterranean spaces can see as one would in twilight by its illumination.

**Monster Hit Dice Note:** If the party is of relatively high level, simply increase the hit dice base for the pygmies to 2, 3, or 4, multiplying hit points shown by that number. Leaders are then onehit dice above the remainder of a group.

**Pygmy Bow:** This weapon is particular to the degenerate pygmies living in the River King's Tomb. When using them, the pygmies receive a +2 to hit. They cause 1-3 points of damage but are also slathered with a poison with a challenge level 2 that cause 2-12 points of damage unless a save versus poison is made, in which case they cause 1-6 points of damage. These bows are suitable for use by halflings or gnomes, but too flimsy for other races to employ.

Each degenerate pygmy warrior has 12 poisoned arrows at the beginning of each encounter, so some unused ones might be recovered if the characters reach the top of the cliff, search for bodies and find them. They possess nothing else of use or value.

**1. Rocky Bluff (described above)** The cleared area allows the view of a tunnel opening to broad stairs down running east into the solid rock. Before the entrance are piled bones, skulls, and skeletons—a heap as wide as the way in and about waist high. These are nothing but remains, although the characters will likely expect that they are going to become animated skeletons.

In the foliage at the edge of the cliff above this are concealed six degenerate pygmy warriors armed with short bows and poisoned arrows. These creatures are the inbred descendants of the few Cnobrii that survived the great battle some three centuries back. They are the sentries that guard the entrance to the underground that is sacred to them, their home.

The six are spread out so that no more than three can be affected by a sleep spell. These fanatical little warriors will stay and fight until they or all their enemies are dead. When active above ground, these pygmies wear raccoon skins, so if seen at a glance they appear to be such animals.

Degenerate pygmy sentinels, x6 (*chaotic evil, HD 1, HP 3, AC 12, PA physical, EQ pygmy bow. Each degenerate pygmy warrior has 12 poisoned arrows at the beginning of each encounter, so some unused ones might be recovered if the characters reach the top of the cliff, search for bodies and find them. They possess nothing else of use or value.*)

**2. Stone Block Wall** The passageway here is closed off by a wall of small stone blocks, each about twice the size of a normal brick. Anyone familiar with masonry will note that the mortar holding the stones is old and crumbly. There is a hole of some half-foot square at the left side of the base of the wall. This opening is sufficient for a degenerate pygmy to wiggle through, but small demi-humans will not be likely able to pass unless they are slender and not taller than three feet. Of course, the wall can be broken down by proper tools or blunt weapons, but the noise of this activity will bring pygmy warriors from areas 3, 7, and 12-13.

Any pygmy arriving at a position behind the intruders will wait until they break down the barrier, then attack so as to get the enemy in a crossfire coming from their comrades on the other side of the broken wall and their own archery.

**3. Chamber** This 30' x 30' Chamber has a 15' ceiling and patches of glowlichen in it. There is a contingent of degenerate pygmy guards here as well.

Degenerate pygmy guards, x10 (*chaotic evil, HD 1d6, HP 4x5 and 3x5, AC 12, PA physical, EQ pygmy bow. They possess nothing else of use or value.*)

Degenerate pygmy leaders, x2 (*chaotic evil, HD 2d6, HP 10 each, AC 12, PA physical, EQ pygmy bow and +1 dagger. They possess nothing else of use or value.*)

There are 12 small pallets and piles of cloth and animal skins in this place. Six are along the north wall and six are along the south wall. In each are concealed a mix of coins: 5d4cp, 3d4sp, 2d4gp.

If these guards see intruders approaching along the passageway, they will conceal themselves to either side of the entrance to their chamber and attack as soon as any target enters the place. If they hear the noise of a blocking wall (area 2) being torn down, they will leave their post to attack those tearing it down.

**4. Pillared Forecourt** This is a 30' x 20' pillared forecourt in an underground temple area of 50' x 120' in size. It has a 25' ceiling arch and patches of glowlichen in it. Centered in this area is a 12-foot-tall statue of a hideous demon lord. The figure is carved from red sandstone, its gaping mouth set with actual teeth taken from a bear, tushes from a boar and with its eyes of glittering green quartz stones the size of a child's fist. The demon stands spraddle-legged, arms opened wide as if about to embrace someone in a horrible hug. It also radiates magic.

If the area around it is entered, the shadows in the alcoves behind it are released. Furthermore, if it is touched in any way, including magical attack, a summoning is triggered, and a Hezrou demon is gated into area 6 and loosed from there so as to be able to roam anywhere in the complex.

The statue is otherwise inactive, nothing but inanimate stone, although at one time it was an active fetish that summoned forth the demon lord it depicts. The quartz "eyes" in its head are worth only 25gp each. If the statue's head is removed, teeth and eyes left intact, the location from which it was recovered documented, the value of this artifact to the Yggsburgh Museum is 25,000-50,000gp.

**5. Alcoves** These are 20' x 20' alcoves. Pygmy shadows lurk here and will be released when any intruder enters area 4 or this area. Once loosed, the shadows will actively seek out and attack intruders, ignoring pygmies.

Pygmy Shadow x4 (*chaotic evil, HD 3d8, HP 16, AC 13, PA physical, ATTK +3 chill touch for 2-5 damage. Additionally, the victim loses 1 point of strength for 20-80 rounds. If a victim is brought to 0 strength, they become a shadow.*)

In each alcove there are four black agates of egg-size, cabochon cut. Each is incised with a sigil that draws one of the shadows confined here to it after that undead creature has been away for more than one hour. If one of these stones is shattered by a powerful blow, the shadow attuned to it is destroyed. As gems they are worth 5gp, but as artifacts, each is worth 50-200gp to a collector or a museum.

The characters lack the magical capacity to attune a shadow to one of these stones so one can not use it to control a shadow. But if one is picked up and carried away, and its shadow is not destroyed, that undead monster will be drawn to the location of the agate, attacking any living creatures in its vicinity.

**6. Pillared Altar** This is a 30' x 20' chamber in an underground temple area of 50' x 120' with a 25' ceiling arch. Patches of glowlichen grow along the walls. Heaped on a stone block of eight-foot length, four feet width and height are a mass of ancient treasures. This hoard consists the following:

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- 1 gold coffer filled with 1,247 precious gems of 20 and more carat size—diamonds, emeralds, rubies, sapphires of all colors, pearls, opals—of inestimable worth
- 1 ivory box filled with 138 pieces of gold jewelry set with precious stones—these items of inestimable worth
- 1 barbaric gold crown set with large green garnets worth 22,000gp for relic value
- 6 gold drinking cups worth 4,200gp each for relic value
- 5,000 gold coins worth 150gp each for relic value
- 12 silver drinking cups worth 150gp each for relic value
- 2 silver basins worth 500gp each for relic value
- 2 silver ewers worth 1,000gp each for relic value
- 10,000 silver coins worth 15gp each for relic value
- 12 bronze arm bands set with garnets worth 250gp each for relic value
- 8 bronze neck chains set with agates worth 300gp each for relic value
- 20,000 bronze coins worth 5gp each for relic value
- 1 bronze breastplate worth 5,000gp for relic value
- 1 bronze sword worth 1,700gp for relic value

Unless previously brought in, as soon as any intruder enters the area a Hezrou demon linked to the area is gated in, materializes, and attacks.

Hezrou (*chaotic evil*, HD 9d8, HP 45, AC 23, PA physical and mental, ATTK two claws for 1d3 +9 damage and a bite for 4d4 +9 damage. SA Instead of physically attacking, the demon can 1. Cause total darkness in a 15-foot radius; 2. Send forth a wave of fear from its eyes, an area of conical shape that is 60-foot in length and 20 feet wide at its terminus; 3) Levitate at the rate of 10 feet upwards per round to a maximum height of 140 feet above the surface and remain so suspended for as long as 70 minutes; 4. Move by mental telekinesis up to 187.5 pounds of weight.)

The demon generally prefers physical attacks so as to enjoy the sight of its victims being harmed, and will resort to use of magical powers only if it is suffering damage over 20% of its normal total.

When the demon is slain, a demonic magic on the altar stone is triggered. This brings forth a blazing fire from the stone, consuming it and all upon it in 10 rounds. Any living thing within 10 feet of the conflagration suffers 9d6 damage per round of exposure. In short, the treasure atop the altar will not be gained by the party no matter what, but in most cases they will be aware of its loss and most displeased.

**7. Chamber** This is a 30' x 100' underground hall, with a 25' ceiling arch, a 20' x 10' antechamber area with a 15' ceiling, and glowlichen growth on ceiling and most of the walls.

This is where the pygmy community has its main dwelling. The 20' x 10' alcove at the west end of the main chamber has a huge fireplace (10' wide, 6' high and deep) set into its west wall. This is where the debased little creatures prepare and cook food.

There are fish fillets being smoked above a low fire, and a great iron cauldron hung on chains from an arm that swings in an arc outwards from the right side of the fireplace. It is simmering too. A stool and a table enable the pygmy cooks to reach the great pot. Into this pot go most of the foodstuffs brought in by the pygmies, vegetable or meat, including the flesh of humans, demi-humans, or humanoids. Only some animals and giant crawfish are cooked whole while animals are spitted and roasted, crawfish broiled on an iron grill if too large to force into the cauldron. Firewood is stacked against the north wall of this alcove. There are various knives, cleavers, spits and like utensils hung on the walls or laying around on the floor.

The main place is littered with their sleeping pallets, most being arranged in the huge shells of giant clams or snapping turtles. There is much miscellaneous personal gear (woven baskets, gourds, etc.), and various foodstuffs (dried fish and meat, some roots and berries in skin bags, woven baskets and big clam shells containers). There are 30 non-combatant juvenile pygmies here in addition to the male and female warriors. These young pygmies will have in their possession 12 large freshwater pearls, all badly chipped and valueless.

There is a shaman also. He has a small skin "medicine bag" around his neck. It contains bones and teeth from undead creatures (see below for effects).

When hearing intruders breaking down the stone barrier in the tunnel, ten pygmy warriors and one chief will hasten forth to attack the enemy, as another like force stays back the angle of the passage, their numbers strung out so that the last is in the antechamber area to relay information to the chief and the others in the main area. If the intruders beat the attacking force of pygmies, these warriors hold the passageway, while the shaman opens the secret door to areas 8 and 9, summons forth the inhabitants who arrive 10 rounds after they are called.

The shaman needs no spell books, but behind the secret door to area 10 in the east wall he keeps a small wicker hamper. In this container he has four pots of poison (2d6 per application) that have sufficient substance to apply to 36 weapons each. He makes up the poison on a regular basis, as it loses its potency after one month. To gain the main ingredient, the shaman must be underwater for an extended period of time gathering slime from the underground "lake" in areas 14-19. Thus there is a gourd flask in the hamper that contains a concentrated water breathing potion, the eight ounces of fluid it contains are sufficient to enable eight persons to breath normally when underwater for up to two hours of time each.

Degenerate pygmy warriors, x30 (*chaotic evil*, HD 1d6, HP 15x3 and 15x4, AC 12, PA physical, EQ pygmy bow. They possess nothing else of use or value.)

Degenerate pygmy leaders, x2 (*chaotic evil*, HD 2d6, HP 10 each, AC 12, PA physical, EQ pygmy bow and +1 poison dagger delivering 2d6 extra damage with a save for half. They possess nothing else of use or value.)

Degenerate pygmy chief (*chaotic evil*, HD 4d6, HP 20, AC 12, PA physical, EQ pygmy bow and +2 poisoned dagger delivering 2d6 extra damage with a save for half. They possess nothing else of use or value.)

Degenerate pygmy shaman (*chaotic evil*, HD 3d6, HP 15, AC 12, PA mental, EQ +2 dagger and magical charm of undead protection that does not allow the wearer to be attacked by any undead creature of under 8 HD, while those of 4 or less HD will listen to the wearer and be disposed to agree with reasonable suggestions made by that individual. This unusual item can not be identified as to its use and powers except through trial and error, although the nature of its magical force (necromancy) can be detected. The shaman can cast the following spells: detect secret door (x2), charm person (x1), cure moderate wounds (x1) and hold person (x1). Additionally they can summon ancestral remains allowing them to call forth 1d4 mummy warriors.)

**8. Burial Vault** This room has a 50' x 20' front area with a 20' ceiling arch and patches of glowlichen growing in it. There are four stone sarcophagi here, two to either side of the entry passage. The mummy warriors within them will arise and attack intruders if the pygmy shaman has not already summoned them forth. As these animated remains are protectors of the ancient Cnobrii tribe, they will fight for their degenerate little descendants, against any intruders that threaten them.

These corpses are the remains of the River King's four chief warriors. They are clad in ancient bronze armor, and each wears a necklace from which depends a turquoise amulet.

Mummy warriors, x4 (*chaotic evil*, HD 4d6, HP 20, AC 20, PA physical, EQ spear delivering 5-10 damage, bronze armor, amulet of fire protection conferring a +1 on all saves versus fire. This amulet has a 50% chance of breaking should the mummy be killed by normal blows. Should magical means be used to effect its death, the amulet is 90% likely to shatter. Special Abilities: These mummies cause fear in all those who see them. A save versus fear must be made by any opponent. A failed save means they fight that mummy at -2 to hit.)

**9. Burial Chamber** This chamber has a 50' x 20' rear area and 20' ceiling arch with patches of glowlichen growing all about. There is a single stone sarcophagus here in the center of the space. The mummy shaman within it will arise and attack intruders if the pygmy shaman has not already summoned it forth. This corpse is the remains of the River King's head priest. It is clad in ancient robes, and wears a necklace from which depends a turquoise amulet.

Mummy shaman (*chaotic evil*, HD 6d12, HP 60, AC 20, PA physical, EQ mace delivering 7-12 damage, bronze armor, amulet of fire protection conferring a +2 on all saves versus fire. This amulet has a 30% chance of breaking should the mummy be killed by normal blows. Should magical means be used to effect its death, the amulet is 70% likely to shatter. Special Abilities: These mummies cause fear in all those who see them. A save versus fear must be made by any opponent. A failed save means they fight

that mummy at -2 to hit. This mummy can cast the following spells: bane x1, paralysis x2, change self x1, jump x2, spider climb x2 and needle barrage x3. The latter spell sends forth a cloud of needle-like projectiles in a 10' x 10' swath to a distance of 30 feet. All within the area suffer 6d3 damage with a saving throw at -10 for half damage.)

**10. Natural Cave** This chamber is around 60' in radius with a 30' ceiling apex and patches of glowlichen growing on the walls. This grotto has many stalactites depending from its roof and stalagmites on its floor. Some of the latter have strange shapes and will seem threateningly like monsters when viewed from a distance of 20 or more feet and dim light. There are a number of harmless bats roosting on the ceiling, these entering and leaving the cave via a small chimney that opens on an angle to the northeast in the northeast wall.

In the west alcove in the south of the grotto, shielded by stalagmites and a column, is a smaller version of the statue of the demon seen in area 4. This one is three feet tall, sculpted from red agate, with eyes of green garnet. Its pose is standing straight, with arms at its sides, forearms folded in front to meet with hands palm up and cupped so as to accept offerings. If any offering is actually placed in the cupped hands, this awakens the sleeping wretch wight in the pool (are 11 below) and it will then attack in 2 rounds after the offering is so placed.

The statue is otherwise inactive, nothing but inanimate stone, although at one time it too was an active fetish that summoned forth the demon lord it depicts. The green garnet "eyes" in its head are worth 250gp each. If the statue is removed intact, the location from which it was recovered and documented, the value of this artifact to the Yggsburgh Museum is 12,000-50,000gp.

**11. Chamber** There is a 30' long, 12' wide, 25' deep water pool in here. The water level is about a foot lower than the floor of the grotto in which it lies. This cold pool of water is the cursed "resting place" of the ancient River King. In making a bargain with the unnamed demon lord, the River King was tricked. The end result is that when his power was broken, the demon turned him into a wretch wight, cursed to endless un-life. Most of which must be spent in the chill depths of this pool.

At least once a year, more often if there is a sacrificial victim available, his degenerate pygmy descendants are lead by their shaman to this place. They bring a captive with them and the shaman places a drop of blood in the demon statues cupped hands. The undead River King then emerges from his pool and drains the sacrificial victim of its life energy. Thereafter the pygmies pay homage to their undead lord, he returns to his cold "resting place," and the tribe returns to their places above.

If any person touches the water of this pool, the undead River King is awakened just as if an offering had been placed in the demon statue's hands. He rises and surfaces in two rounds, leaping from the pool to the stone floor at its edge in the second round. This results in surprise for the characters party unless someone able to see into the dark depths was watching and saw the monster rising.

Wretch wight (*chaotic evil*, HD 5d10, HP 40, AC 15, PA physical, EQ +1 great battle axe that delivers 7-13 damage and an ancient gold buckle set with four large alexandrite gems valued at 100gp plus each gem's value of 300gp which, as a museum artifact is valued at 2,000-8,000gp.. Special: Wights can drain energy level with a touch.)

In its sarcophagus at the bottom of the pool are a gold crown with jewels worth 25,000gp total (triple that to a collector or a museum) and a +1 round shield.

**12. Landing** This is a 10' x 10' staircase upper landing with a 12' ceiling and patches of glowlichen growing on the walls. Four degenerate pygmy stands guard here. If these guards hear the noise of a blocking wall (location 2) being torn down they will whistle down the staircase to alert their fellows, then leave their post to attack those tearing it down.

They have nothing of value other than their weapons.

Degenerate pygmy warriors, x4 (*chaotic evil*, HD 1d6, HP 15x3 and 15x4, AC 12, PA physical, EQ pygmy bow. They possess nothing else of use or value.)

**13. Landing** This is a 20' x 10' lower landing for a staircase lower landing with a 12' ceiling and patches of glowlichen growing on the walls. Eight degenerate pygmy guards are here. If these guards hear a warning call from above they leave their post to go up and attack intruders in their complex.

They have nothing of value other than their weapons. There is a rack of 12 small tridents with four-foot-long shafts. These deliver 1d3 damage as a weapon, plus poison applied to the small tines, that inflicting 2d4 damage per tine, and eight fishing nets hanging from pegs on the wall opposite the trident rack.

Degenerate pygmy warriors, x8 (*chaotic evil*, HD 1d6, HP 15x3 and 15x4, AC 12, PA physical, EQ pygmy bow. They possess nothing else of use or value.)

Degenerate pygmy leaders, x2 (*chaotic evil*, HD 2d6, HP 10 each, AC 12, PA physical, EQ pygmy bow and a poison dagger delivering 2d6 extra damage with a save for half. They possess nothing else of use or value.)

**14. Small Underground Lake** The main body of the water (14) is about 180' wide to the east, 90' across north to south, and from 20' to 70' deep. It is fed from underground springs and flows out to the River Nemo through area 19. This is where the degenerate pygmies do fish "farming."

In the water at the edge of area 13 are what appear to be six small floats like those used for seine nets. Each is about three inches in diameter, made of a light wood, covered with some form of wax to keep water from soaking into it. The floats are caught in a small purse seine net (where they were left by pygmies who heard intruders, so hastened from their pending fishing duties). When one is picked up and held tightly the enchantment placed upon it causes the wooden sphere to glow, gradually brightening each round from a light as dim as a 10 watt electric bulb, to 25, then 40, then 60, then 100, and finally as bright as a 150 watt light bulb.

These are the lures the degenerate pygmies use when netting or spearing fish. They are also used to lure fish from the river into area 19 and beyond into the main body of water here.

Also moored to the ledge by woven ropes are six little canoes, each made from a hollowed out log. A canoe of this sort, 6' long, 2' wide, and 1.5' high from keel to side can carry as many as six pygmies, but one man-sized occupant is the maximum for adventurers. There is a pair of small paddles in the bottom of each canoe and also a pair of coiled lines 30' long with hooks on each end for securing and bringing in large fish that can not be tossed into the bottom of the craft after netting or spearing.

At the bottom of the water, in area 14, there are a dozen great sturgeon and as many garfish of 20-foot size, above them at around 55' depth are huge bass and pickerel of five-foot and length, and at 40' to 20' depth are the great panfish of the river—red sunfish, platter crappie, and golden perch of two-foot and more length that weigh six or more pounds. Eels of 10' and more length swim around the edges of the lake at various depths. Smaller fish and minnows abound, attracted to the subterranean pool by the lights. Fed by the scraps tossed into the water by the pygmies, they in turn keep the larger fish here until they are harvested with nets or poisoned spears by the diminutive fishers. Even the garfish will be attracted by the light of a glowing sphere.

Be aware that areas 15 through 18 are closed off by nets from the main body of water.

**15. Side Pool** This pool is 20' x 40' size. The closing net is held up on ropes fastened to metal rings on either side of the entrance, so that it is about one foot above the water surface. It can be lowered by slacking the ropes or dropped loose by allowing the ends to run free from the rings.

As this area is shallower than the lake, being only 30' deep, the pygmies net and place catfish in it, feed them fish orbs and animals taken and not eaten such as rats, harvesting them for special feasts. There are about 12 catfish here, the largest being nine feet long, the smallest five feet in length. The largest one will attack and attempt to swallow any demi-human swimming near it.

At the bottom of this area, in the center where there is a hollow of about six feet diameter is a stone the size of melon. It glows a dull red in the blackness of the water, and it feels hot to the touch. It is a magically energized object that sheds warmth in a 12-foot radius. As it rests on the bottom, the stone beneath and around it is warm also, so that the water temperature in this area is around 60 degrees F. If the stone is taken by any characters, it weighs 10 pounds, has a six-inch diameter, and its radiant heat is a constant 80 degrees in its area of effect. Water movement lowers the surrounding temperature, as will air movement if out of water. However, in a relatively small enclosed space, it will serve as an excellent heater.

**16. Side Pool** This pool is 20' x 40' in size. The closing net is held up on ropes fastened to metal rings on either side of the entrance, so that it is about one foot above the water surface. It can be lowered by slacking the ropes or dropped loose by allowing the ends to run free from the rings.

The pygmies have captured and confined in this place six of their race who have become aquatic ghouls, survivors of an attack by a lacedon. When the shaman detected their being infected by ghoulish fever, he had them placed herein so serve as guardians for "sacred items." These monsters are fed corpses of the dead pygmies, other human, demi-human, and humanoid victims slain by the diminutive savages. These pygmy lacedons will attack anyone not a pygmy who enters their area, or loses the net and frees them.

Their pool area has a bottom of 40' depth and thereon rests a bronze chest with an interior capacity of two cubic feet. The chest has a hidden catch that opens it, that stuff having a poisoned needle trap that delivers 4d6 damage immediately to the one triggering it. It is bypassed by using a small metal object such as a dagger point to depress it. Inside the chest are: 2,000gp in mixed coins, a few gold and copper, but mainly silver, 3,700gp in uncut garnet and quartz gem crystals, 2 potions of extra healing and a waterproof wand case with a wand of magic missiles inside with 16 charges on it.

Degenerate pygmy lacedon x6 (*chaotic evil*, HD 4d6, HP 10, AC 14, PA physical. Attacks with two claws for 3-4 damage, a bite for 3-5 damage. Special: causes paralysis with a successful bite attack. A save is allowed.)

**17. Side Pool** This pool is 30' x 40' in size. The closing net is held up on ropes fastened to metal rings on either side of the entrance, so that it is about one foot above the water surface. It can be lowered by slacking the ropes or dropped loose by allowing the ends to run free from the rings.

The pygmies keep huge snapping turtles penned in here as the water is only about 10' deep and there are ledges above the water on the south side of the cavity where the turtles can climb out of the water. They consider taking one of these dangerous animals a test of bravery for a warrior, and of course find one of the turtles an excellent meal with three flavors of flesh—fish, chicken, and beef.

On the bottom of the pool area is a skeleton of an adventurer who swam into the lake, blundered into this area, climbing over the net thinking to hide from the pygmies who had detected him, only to be attacked and devoured by the turtles. Amidst the scattered bones of this poor fellow will be detected the gleam of gold, for he wore a ring of swimming.

Turtle, huge snapping, x4 (*neutral*, HD10d6, HP 40, 35, 35, 30, AC 20, PA none. It attacks with a bite for 12-14 damage. A successful bite means the victim is held and receives 2-8 damage a round thereafter. A strength check at -10 breaks this hold.)

**18. Side Pool** This pool is 20' x 40' in size. The closing net is held up on ropes fastened to metal rings on either side of the entrance, so that it is about one foot above the water surface. It can be lowered by slacking the ropes or dropped loose by allowing the ends to run free from the rings.

In this area the pygmies pen in huge crayfish for their dining pleasure. As a matter of fact most people love to eat these crustaceans, and if the team is able to bring some back to

Yggsburgh the going price is 1sp per pound live weight. The average weight of a giant craw daddy is as follows: 3' length 45 lbs., 4' length 80 lbs., 5' length 125 lbs., 6' length 200 lbs.

There is no question that these crustaceans will attack characters near them, as they will be perceived as edible prey. The pygmies lure one out with bait, ensnare it in a net, and drag it out of the water alive to be cooked, or killed and eaten raw.

Crayfish, x20 (*neutral*, HD 5d10, HP 30x2-45 lbs, 25 x4-80 lbs, 20 x6-125 lbs, 15 x8-200 lbs, AC 16, PA physical. They attack with two claws for 7-8 damage and a successful attack means their prey is held, receiving 2-6 damage a round thereafter. A successful strength check at -5 will break the hold.)

**19. Forepool** This is a chamber of 40 foot by 40 foot circumference size leading to an underground channel of the River Nemo. Glowlichen covers the roof of this area.

The average depth of water in this area is only 25 feet. Because of the flow of water here, the pygmies have placed huge clams that are the size of wash tubs on the bottom. They are able to bring in plenty of nutrients here and flourish. Every month or so the pygmies dive down, place a net around the clam they desire to harvest, then pry it loose and use their canoes to haul it to area 13. From there, they carry it up to the tribal hall (area 7) open it, boil and eat the mussel. The shell is then used for beds, or as containers. If there is a pearl in the clam it is given to the young pygmies to play with, as the mature ones place no value on such objects.

Giant clams, x2 (*neutral*, HD 6d10, HP 48-6', AC 18 shut and 10 open, PA none. They attack by snapping an opponent for 7-10 damage. A successful attack indicates the victim is held and receives 1-4 damage a round thereafter. Opening the clam is difficult once it has closed. A strength check at -12 should be made.)

Giant clams, x4 (*neutral*, HD 5d10, HP 40-5', AC 18 shut and 10 open, PA none. They attack by snapping an opponent for 7-10 damage. A successful attack indicates the victim is held and receives 1-4 damage a round thereafter. Opening the clam is difficult once it has closed. A strength check at -12 should be made.)

Giant clams, x6 (*neutral*, HD 6d10, HP 32-4', AC 18 shut and 10 open, PA none. They attack by snapping an opponent for 7-10 damage. A successful attack indicates the victim is held and receives 1-4 damage a round thereafter. Opening the clam is difficult once it has closed. A strength check at -12 should be made.)

There is a 50% chance that a giant clam has a pearl inside it valued at 25-150gp wholesale.

Egress from this area via the channel west is possible, but the passage is completely submerged after 300 feet distance and exit must be by swimming underwater for another 60 feet to reach the River Nemo's bed. This is managed with ease by the degenerate pygmies that have the capacity to swim rapidly and hold their breath for four minutes.

## Castles Zagyg: Yggsburgh

### 5. The Salt Mines

**Location:** Serpent Ridge

**Encounter Chart:** Hills

**Zagyg Adventure Reference:** Serpent Ridge, River Nemo, Purple Tower Road, Dunfalcon, Yggsburgh College

The first Lord Yggs, Franz, discovered salt along the west end of the Serpent Ridge. He ordered digging to commence and soon a whole stratum of the mineral was uncovered. The mine produced a fair quantity of pure sodium chloride. The income from this enabled Lord Yggs to become wealthy. Since the initial discovery the mine has been enlarged, and continues to produce excellent salt in large quantities. The operation is a monopoly of Yggsburgh. The mine now produces about 10 tons of salt each day, most of which is sent down the River Nemo, for sale in Dunfalcon City or export from there to other urban centers. The salt is mainly for use in preserving food, and so is in high demand.

The mine is worked by convicted criminals sentenced to penal servitude. If they perform well in their labors, the time spent mining is counted as double, effectively reducing their sentence by half if they work hard. There are some 30 felons laboring in the mine. These convicts are under the supervision of two gnome mining engineers, and guarded by soldiers and prisoner trustees. The gnome supervisors are on duty during working hours, as are the trustees. There are always at least two halberdiers and crossbowmen on duty.

Gnome Supervisors x2 (*They are neutral, gnome, 4th level fighters whose vital stats are: HP 24, AC 17. Their prime attributes are: str, con. Their attributes are str 13, con 10, dex 10, int 10, wis 10, cha 12. They carry a military pick, a dagger and 6-24gp each.*)

Yggsburgh Halberdiers x6 (*HD 2d10, HP 14, AC 15, PA physical, EQ chainmail, halberd, short sword and 2d6gp.*)

Yggsburgh Crossbowmen x6 (*HD 2d10, HP 14, AC 15, PA physical, EQ chainmail, crossbow, short sword and 2d6gp.*)

Trustees x4 (*HD 1d6, HP 5, AC 15, PA physical, EQ chainmail and club.*)

Felons x30 (*HD 1d6, HP 3, AC 10, PA none, EQ none.*)

#### Adventure Hook

Sages at Yggsburgh College have found mention of the Serpent Ridge in an old text. The work claims that ancient peoples dwelling hereabouts worshiped a serpent deity and thus held the ridge as sacred. This account mentions that primitive shamans built a secret place of sacrifice somewhere along the ridge and sacrificed many innocent people to honor that malign serpent. It is claimed that the spirits of those sacrificial victims cannot rest until the altar stone is broken.

The details of this adventure are up to the Castle Keeper, but ghosts and other manifestations of the departed are likely actors in the drama created. There are two possibilities. First, the altar stone could be hidden in a mound near the salt mines and protected by

evil worshipers of the serpent deity. Recent encroachments by the miners have caused the current worshipers to take action, or the miners have disturbed the spirits of the sacrificial victims who now are taking their toll on the miners. Another possibility is that the miners have uncovered an altar in the salt mines and have thus released the souls of those victims. Further, a cabal of evil worshipers in the surrounding area, or Yggsburgh, has also come to investigate.

### 6. The Hidden Message

**Location:** The Four Tors

**Encounter Chart:** Hills

**Zagyg Adventure Reference:** Yggsburgh College,

More than one scholar has wondered at the four strange round hills comprising the Four Tors. Noting that as one progresses from the highest tor in the north to the smallest in the south, the height difference of each is 45 degrees less than the previous. Is it coincidence, or do the number four, the direction north, the height differences, and their individual or collective elevations, have some arcane meaning? Couple their noted qualities with the fact that lightning strikes them with inordinate frequency, and many seeking occult lore believe the Four Tors to be of special importance, a mystery waiting to be solved, hidden knowledge revealed. It is not mere coincidence! One of the portals of the Hidden Portal Nexus is located on the highest and northernmost tor in a cave

The Hidden Portal Nexus is an extraordinary group of six portals that all access a nexus dimension. These portals are virtually undetectable, save for a faint shimmering of color in the area as noted hereafter. The portals can be found at the following locations. The color of each dimensional door's radiance noted after its location.

1. Near the top of the highest tor of the 4 Tors, in a small cave—azure.
2. In a small grove of ash trees very near Castle Zagyg—ochre.
3. In a stony gully behind an outhouse in a peasant village in the Westfields—ruby.
4. Deep within the Wychwood forest, next to a dead yew tree—emerald.
5. On a small, rocky islet in Bigfish Lake, about 800 yards from the shore of Garham—mauve.
6. Deep within a gnome mine underground in the Goldwood—amber.

Each of these portals leads to a circular chamber of 20-foot diameter—likely another dimensional matrix—with six archways, all glowing with the colors indicated above. When an individual, or group enters one of the portals, the archway they came through is inactive, leaving them to choose one of the other five ways. The user can stay in the chamber for five minutes only; otherwise all within the chamber are sucked into one of the portals at random. Magic can work here but it is unable to escape this space via

dimensional travel, send or receive communications outside it, summon creatures, or damage or alter the walls or portals in any way. This leads a few sages to believe this space is a pocket plain composed of a conceptual dimension.

The chamber also seems to have some sort of time isolation effect. People who spend a few minutes in the chamber, then enter a portal appear exactly at the time they went through the first portal. Those who have experimented with this have found that if two people enter different portals at the same time, they do not meet each other in the chamber, and the same thing occurs if one person enters the portal, and the second person enters after a minute passes.

The portals were initially discovered by young students at Yggsburgh College about 50 years ago, and today there is a small clandestine fraternity on the campus whose secret includes knowledge of the portals. Because of this, the college faculty in general, and some of the town aristocrats too, know about these portals, though they keep this in strict confidentiality. It is likely that the Thieves' Guild, a few bandit groups, and perhaps some other individuals might know about these dimensional portals, but that is uncertain.

Nobody knows who created these portals, though a few sages say it doesn't seem to be a creation of Zagyg, as they are predictable and ordered.

### Adventure Hook

If the characters find reference to this lore in the library's special reference room or discover it through Yggsburgh College, perhaps they can discover an answer or even the location of the hidden portal nexus. The Castle Keeper must determine what answer the characters actually find. Is this mere chance? Is there iron ore in these great hills? Are hidden artifacts buried beneath them? Are there portals to other planes hidden atop them? Is it a combination of all the above? These are only a few of the many possibilities open to development.

## 7. The Hunt

**Location:** Bald Hills/Ashwood

**Encounter Chart:** Wooded Hills

**Zagyg Adventure Reference:** Yggsburgh College, Lord Mayor of Yggsburgh

In addition to this region being the former home of the current Lord Mayor of Yggsburgh, the Druid Lochinvar, it is also home to a small tribe of elves living peacefully under its boughs. The Castle Keeper should decide whether or not the elves live in a small village or are nomadic. The elves number about 200, of which about 50 are warrior types. They are led by Trasolin Shrike. He is aided by the priestess Jaylis Goodoaks and the marshal Linvillion Lynxkin. The home or residence of Trasolin Shrike has 6 elixirs of healing which heal 4-16 point of damage, 20 gems worth 10-1,000gp each, and 25gp.

*Trasolin Shrike (He is a neutral good, elf, 7th/7th level fighter/wizard whose vital stats are: HP 35, AC 16. His prime attributes are: str, int. His attributes are: str 11, con 12, dex 14, int 12, wis*

*11, cha 14. He carries scale mail, shield, longsword, longbow, an elixir of healing that heals 4-16 hit points and 8-24gp. He can cast the following number of wizard spells: 0-5, 1st-4, 2nd-3, 3rd-2, 4th-1.)*

*Jaylis Goodoaks (She is a neutral good, elf, 9th level druid whose vital stats are: HP 45, AC 19. Her prime attributes are: dex, wis. Her attributes are: str 11, con 10, dex 16, int 13, wis 12, cha 12. She carries +3 leather armor, a +2 ring of protection, a +2 scimitar and 5-20gp. She can cast the following number of druid spells: 0-5, 1st-4, 2nd-4, 3rd-3, 4th-3, 5th-1.)*

*Linvillion Lynxkin (He is a neutral, elf, 9th level courser whose vital stats are: HP 50, AC 19. His prime attributes are: str, dex. His attributes are: str 13, con 13, dex 14, int 12, wis 10, cha 9. He carries bracer of defense conferring an 18 AC, a +1 ring of protection, longsword, longbow and 2-12gp. He can cast the following number of druid spells: 0-2, 1st-1, and the following number of cleric spells: 0-2, 1st-1.)*

*Elven Bowmen x20 (HD 2d10, HP 12, AC 15, PA physical, EQ chainmail, longbow, dagger and 1-6gp.)*

*Elven Spearmen x20 (HD 2d10, HP 12, AC 12, PA physical, EQ chainmail, longbow, dagger and 1-6gp.)*

### Adventure Hook

Reports of travelers on the Menhir Hills Road being attacked by strange and terrible beasts, coming not from the Greypools Mire but from the west, have been circulating in the Yggsburgh area. A recent attack on shepherds and their flocks near the Meadow Creek seems to have been perpetrated by the same sorts of beasts, possibly werewolves and wolves. The lord mayor is concerned about the loss of lives and commercial traffic, so is offering a reward of 750gp for the extermination of the creatures responsible. Non-citizens are welcome to join in the hunt and if they succeed, such persons are to be granted rights as town citizens as well as paid the reward.

The Castle Keeper should decide what type or types of creatures are perpetrating the attacks, per party level and interest. Werewolves can be used and perhaps a member of the elven tribe is the one infected with the lycanthropy. A pack of wolves is also an option; perhaps they are in some manner attached to the elven community or are harrying them.

*Werewolf (This werewolf's vital stats are: HD 5d10, HP 35, AC 15, chaotic evil. Its prime attributes are: physical. It attacks with a bite for 2d4+5 damage. It often attempts to overbear an opponent before biting it. If a character is bitten, a successful save versus poison must be made in order to avoid being infected with lycanthropy. The werewolf can only be harmed by silver weapons, magical weapons or divine and arcane spells.)*

*Wolf, greater x1-6 (A greater wolf's vital stats are: HD 3d12, HP variable, AC 13, neutral. Its prime attributes are physical. It attacks with a bite for 1d4+4 damage. It often attempts to overbear an opponent before biting it. Greater wolves act together as a pack.)*



## 8. Ransoms and Bludgeonings

**Location:** Deerwood/Buckwood Hills

**Encounter Chart:** Woods or Wooded Hills

**Zagyg Adventure Reference:** Moatgate

The forested and hilly regions of the Deerwood and Buckwood Hills are sparsely inhabited and often used for hunting by the notables and other lesser sorts of Yggsburgh. Travel here can be dangerous as small groups of brigands and cutthroats have made their home here and other even less savory sorts wander the hills and dales looking for opportunities of the less than honorable sort.

This hill country was the heart of Druidical religious activity for many centuries prior to the contemporary time. Some three hundred years ago the adherents of other doctrines proliferated in the whole area, so that today Druidism is followed by only a small minority of humans, their numbers being scarcely twice that of the Elven faithful. There are scattered about in the Menhir Hills many monolithic ringstone circles and cairn structures, most of them of no great size in regards area or standing stones. A few are used as active places of Druidical worship, but most such places are deserted and forgotten, with oak and ash groves serving as natural temples for such services and rites.

### Adventure Hooks

1. A party of wealthy merchants from Yggsburgh, on a day's hunting excursion, are reported missing the morning following their departure. Shortly thereafter, a disreputable vagabond (possibly of mixed race; a half-orc, some surmise) appears at the Moatgate, gives the guards there a package for the Lord Mayor and goes off in a hurry. The message in the package demands a ransom of 5,000 in gold coin for each of the six merchants. This is to be delivered at the great yew beside the Urt River in 48 hours, or else the captive merchants are to be killed. Their signet rings are included in the bundle as proof of captivity. Each family concerned has agreed to pay the money demanded. But if those taking the gold to the kidnappers can free the captives and kill (or bring to justice) the criminals holding the merchants hostage, the families promise that all of the ransom money will be paid to the persons accomplishing the feat and bringing justice to the felons!

The band of kidnappers is a motley crew. They are lead by Black Brad and his doxy Apple Alice. They are detailed below. Their levels should be altered to reflect the adventuring party's so as to represent a decent challenge. The merchants are tied up or incapacitated at nearly all times.

Black Brad is the master of the gang and none too bright a fellow. (He is a chaotic evil, human, 2nd-7th level fighter whose vital stats are: HP 7 per level, AC 16. His prime attributes are str, con, dex. His attributes are: str 14, con 14, dex 17, int 8, wis 9,

cha 14. His secondary skill is: leadership. He carries +2 leather armor, crossbow, +1 club, 1-6gp per level and a necklace worth 60gp.)

Apple Alice is the co-leader of the gang and Black Brad's doxy. (She is a lawful evil, human, 2nd-7th level thief whose vital stats are: HP 5 per level, AC 15. Her prime attributes are: con, dex, cha. Her attributes are: str 10, con 15, dex 18, int 11, wis 8, cha 15. Her secondary skill is: ambush. She carries a longsword, +1 dagger, 1-6gp per level and a bracer worth 20gp.)

Muscles is a true lout with no loyalty to anything whatsoever, but is obedient when intimidated. (He is a chaotic evil, half-orc, 1st-6th level fighter whose vital stats are: HP 8 per level, AC 14. His prime attributes are: str, con, dex. His attributes are: str 18, con 14, dex 10, int 9, wis 10, cha 10. He carries a spear, battle axe, 1-6gp per level and armbands each worth 25gp.)

Fast Phil is a "hedge" magician who is not clever enough to succeed on his own. As a result, he serves Black Brad as a hireling. (He is a neutral evil, human, 2nd-5th level wizard whose vital stats are: HP 3 per level, AC 14. His prime attributes are: dex, int, wis. His attributes are: str 10, con 11, dex 18, int 15, wis 12, cha 11. He carries a staff, two daggers, and 1-6gp per level, a ring worth 30gp and two spell books, each with 1-4 spells of 0-3rd level. He can cast a number of spells as equates to his level.)

Cutthroats x4 (Level 1st-4th, HP 4 per level, AC 13, leather armor, shield, short sword, dagger, 1-6gp per level and each has a piece of jewelry worth 5-50gp.)

Brigands x6 (Level 1st-4th, HP 6 per level, AC 14, chain shirt, spear, belt axe, 1-6gp per level and each has a piece of jewelry worth 5-50gp.)

Merchants x6 (These are all 0-level humans whose vital stats are: HD 1d4, HP 2, AC 10, and of variable alignment. Their prime attributes are: mental. They carry no equipment.)

2. A lone hunter returns from an excursion in the Deerwood, wounded and barely alive. He reports that a strange and savage beast fell upon him and his companions, killed four of them, and only by luck did he manage to escape to tell the terrible tale. Hearing this account, the town constable announces a reward of 5,000gp for bringing in the creature responsible, dead or alive. The Yggsburgh town crier heralds news of this event in the squares and soon all local folk are aware of the incident. Healed by one of the town priests, this yokel reluctantly agrees to guide a band of brave adventurers into the forest to the place where the attack occurred. He knows only that the monster that attacked his party was lightning fast, had terrible claws and teeth, and slew his fellows with single blows. More than this, he does not recall.

Although the description likens the beast to an ogre and ape, this creature is not a hybrid but a particularly large and vicious species of carnivorous gorilla. It now wanders the Deerwood and Buckswood Hills in search of prey.

Carnivorous Gorilla (This creature's vital stats are: HD 6d10, HP 40, AC 15, chaotic evil. Its prime attributes are: physical. It attacks with two arm smashes that deliver 1-6 damage each and,

at the same time, delivers an overbearing attack. If both attacks are successful, damage is assessed and another grappling attack is allowed that, if successful, causes 2-12 damage and grapples the opponent. It has a natural ability to hide and receives a -3 to all characters' surprise rolls.)

## 9. Refugee

**Location:** Greenridge/Long Forest

**Encounter Chart:** Wooded Hills

**Zaggy Adventure Reference:** Green Ridge, Long Forest

The Long Forest covers much of the Greenridge. It is not without its problems, though they are usually rare and taken care of by the few men and elves who live here. Of late however, outside help may be needed to put an end to the depredations of a band of humanoids.

### Adventure Hook

Word comes from the northern reaches of the Long Forest that a tribe of humanoids is moving southwest in the hills. They are fleeing some fearsome creature that has come into what was their home territory further to the north. These displaced humanoids are now marauders, and their path of destruction is leading straight to Garham. From there, they will likely be moving on unless checked beforehand.

There are two possible ways to prevent their depredations. They can be attacked and eliminated, or they can be parleyed with, perhaps convinced to return northwards with a promise that the monster which drove them out will be slain by an adventuring party.

The type and number of humanoids is left up to the Castle Keeper to decide. Referencing the Orders of Battle Appendix for goblins, orcs, gnomes or others allows the Castle Keeper to create a goblin or orc tribe which can then be used for this adventure. Likewise, the type of monster that chased the humanoids out of their homeland is best left up to the Castle Keeper, but it is suggested a green dragon (who has no lair but is, rather, in search of one) or band of hill giants (also having no lair) be used. Whichever is chosen, the monster is still searching out the humanoids and chasing them further south. To truly bring this episode to a successful close, the party must travel forth, locate the offending monster and once located, kill it or them.

Green Dragon (This small young creature's vital stats are: HD 7, HP 42, AC 18, lawful evil. Its prime attributes are: physical, mental. It attacks with two claws for 1-6+6 damage, and a bite for 2d10+6 damage, or it can breathe a cloud of poisonous gas that causes 5d10 points of damage. Also, if able, it can attack individuals on its flanks with a tail slap-jab for 1d12+6 damage.)

Hill Giants x4 (These creatures' vital stats are: HD 9d10, HP variable, AC 20, chaotic evil. They attack with clubs for 2d8 damage. Each carries a club, cooking ware and 10d20gp in various coin and items.)

## Castles Zagyg: Yggsburgh

### 10. Lead and War

**Location:** Lakepens Hills/Lake Woods

**Encounter Chart:** Wooded Hills

**Zagyg Adventure Reference:** Longforest, Greenridge, Garham, Menhir Hills, 9. Refugee

Garham sits on the northern verge of the Lakepens and Lakepens Hills. The region is fairly peaceful and sparsely inhabited. Few make their way here from Garham...until recently, that is. The Lakepens Hills are not known for their mineral wealth but rather for their forests and trees, but small amounts of lead are known to be located there. This has brought some gnomish and dwarvish prospectors in search of the ore.

#### Adventure Hook

Gangs of dwarf and gnome miners have come to the area from the Menhir Hills to begin prospecting. Having heard about the lead found near Garham, they camped near there and began prospecting for that mineral as well as silver ore. Naturally the folk of the hamlet are incensed at these demi-humans invading what they consider their land, and the men of Garham are organizing for war. They intend to attack and drive out the interlopers by force of arms! What can the characters do to avert such a conflict? If it can not be prevented, is there any action that the adventurers can take to lessen its harm?

The dwarven prospectors are led by Inar and Jurgen Ironforge. Have they heard of brewing war in Garham? Are they themselves preparing for war? What is their relation to the gnomish prospectors? The Castle Keeper must decide the complexity of the issue and what, if anything, can be done to prevent war.

*Inar Ironforge (He is a neutral, dwarf, 7th level fighter whose vital stats are: HP 49, AC 18. His prime attributes are: str, con, dex. His attributes are: str 16, con 14, dex 12, int 10, wis 11, cha 11. He carries banded mail, a +2 shield, a +2 warhammer and 120gp.)*

*Jurgen Ironforge (He is a lawful neutral, dwarf, 6th level fighter whose vital stats are: HP 42, AC 17. His prime attributes are: str, dex. His attributes are: str 15, con 10, dex 10, int 9, wis 11, cha 12. He carries splint mail, shield, a +1 battle axe and 60gp.)*

*Dwarven warrior III x2 (HP 21, AC 16, short sword, chainmail, shield. Special: str 15.)*

*Dwarven warrior II x4 (HP 14, AC 15, battle axe, chain shirt, shield.)*

*Dwarven warrior, crossbowmen I x12 (HP 7, AC 13, studded leather, crossbow, dagger.)*

*Dwarven warrior, pickmen I x20 (HP 7, AC 12, leather armor, military pick, dagger.)*

The gnomish prospectors are led by Trupilgan Ravine and his right hand man, Dutiful Gnarrow Badger. How closely are they encamped to the dwarves? What is their relation to the dwarves and the men of Garham? These and other details should be worked out by the Castle Keeper as best fits keeping the party interested and challenged.

*Trupilgan Ravine (He is a lawful neutral, gnome, 6th/7th level fighter/thief whose vital stats are: HP 36, AC 19. His prime attributes are: str, dex. His attributes are: str 12, con 13, dex 18, int 11, wis 9, cha 11. He carries bracers of defense AC 16, a +3 short sword, belt axe, dagger and 100gp.)*

*Dutiful Gnarrow Badger (He is a lawful neutral, gnome, 5th/5th level cleric/fighter whose vital stats are: HP 25, AC 19. His prime attributes are: str, wis. His attributes are: str 10, con 12, dex 17, int 10, wis 12, cha 11. He carries banded mail, a +1 shield, a +2 mace, holy symbol and 60gp.)*

*Gnome warrior III x4 (HP 18, AC 16, breastplate, shield, hammer, dagger.)*

*Gnome warrior III x6 (HP 12, AC 15, breastplate, pick, belt axe.)*

*Gnome warrior I x14 (HP 6, AC 13, ringmail, sling, club.)*

*Gnome warrior I x24 (HP 6, AC 12, leather armor, hammer.)*

### 11. Invasion

**Location:** East Uplands/Richwood Forest

**Encounter Chart:** Wooded Hills

**Zagyg Adventure Reference:**

The East Uplands and the Richwood Forest are home to some elves and some few foresters. Their stretches are plentiful in game and wealthy in timber. The Marquis of Talworth considers this his domain, though he has little control over it and the elven inhabitants certainly do not recognize him as their ruler.

#### Adventure Hook

News is spreading that Edgar, Marquis of Talworth, has determined to rid the forest he considers his own preserve of its elven inhabitants so he can harvest timber, as well as hunt, therein. To this end, he is gathering his vassals and hiring some mercenaries to do his bidding. The folk of Yggsburgh are much concerned, for if Talworth's border moves west to encompass the East Uplands and the Richwood Forest, he will be placed in a position to invade Yggsburgh with ease. Yggsburgh cannot take direct action against Edgar, as that would be sufficient for Talworth to declare war, and then all of the free town's foes would descend on Yggsburgh. Perhaps a band of heroic adventurers might venture into the Richwood to assist the elves against the marquis' initial thrust, and quash his plans for an easy and cheap conquest thus...

The Marquis has engaged a small band of orc raiders for his first foray into the Richwood forest. They have come to harry and waylay the elves living therein.

*Orc chief (This orc's vital stats are: HD 4d8, HP 28, AC 16, lawful evil. His prime attributes are: physical. His significant attribute is: str 17. He carries chainmail, shield, +1 scimitar, 22gp and a gold neck chain with a silver skull pendant worth 200gp.)*

## Adventure Hook

A ranger and local woodsman seeks out the characters to find out if they are likely candidates for a mission against the perversion that is the Waldgraf Horst Reindmann. That noble, he explains, has been able to disguise his evil intent, thus operating as a normal druid in the Dire Forest. He is at work building a force of malign plant creatures within the Dire Forest. The parties of woodsmen and hunters he sends forth to do his bidding are meant to be slaughtered and feed these daemons. If he continues with this masquerade and succeeds, the whole of the area will fall under his sway. What the ranger does not know, is that Reindmann then plans to assassinate the Marquis of Talworth and take over the whole of that march. When he commands all this, the fate of Yggsburgh and its territory is certain.

This is an exceedingly dangerous adventure. Adjustment of non-player character and monster levels, hit die and stats may be necessary to fit the party's needs. The Waldgraf need not be in residence in his cave, as his are the only stats that should not be adjusted. If he is not in his cave (described below), it will not take him long to discover who attacked it.

Ranger (He is a neutral good, human, 5th-8th level ranger whose vital stats are: HP 5 per level, AC 18. His prime attributes are: str, int, wis. His attributes are: str 13, con 12, dex 16, int 10, wis 14, cha 12. He carries bracers of defense AC 16, a +2 longbow, +1 arrows x10, longsword, dagger, cloak of the woodland and 45gp.)

The Waldgraf Horst Reindmann, when not in residence at his fortress, carries out maleficent experiments upon the plants of the Dire Forest. He does so from a small cave hidden deep in the hills of the region, a place that only the ranger has located. Approaching the cave is a perilous task. It is surrounded and protected by the Waldgraf's 'experiments.' There is an outer ring of adder alders, grabgrass, hackthorn trees and finally a killer willow (see Monster Appendix).

The adder alders make up an outer ring around the cave entry. They stand about 20 feet apart or more. Between each is a 10 x 20-foot patch of grabgrass. The latter latch onto their prey, immobilizing them while the adder alders attack. Within this ring is a tight ring of hackthorn trees between 10 and 20 feet from one another. They move to the sound of battle and thrash any interlopers. Guarding the cave entry is a deadly killer willow. If the Waldgraf is here, he will be in the cave for the first portion of the attack. Usually not until the killer willow is attacked will he make an appearance, believing his fiendish plants will manage well without him.

Adder Alder x12 (This large creature's vital stats are: HD 5d12, HP 6+d6 per hit die, AC 16, neutral evil. Its prime attributes are physical. It receives up to 12 attacks a round from its roots. Each root delivers 1-4 points of damage and, if a hit is scored, delivers a poisonous sting that causes 4-24 point of damage. Damage from weapons primarily designed for bludgeoning or piercing only do 1 point of damage if a hit is scored—strength and magical bonuses excepted.)

Orc Shaman (This orc's vital stats are: HD 3d8, HP 16, AC 15, lawful evil. His prime attributes are: mental. His significant attribute is: dex 15. He can cast spells as a 3rd level wizard. He carries a dagger, 15gp and two spell books, in each of which are writ the following number of spells: 0-1d4, 1st-1d2, 2nd-1d2. In addition to memorizing spells as a wizard, the orc knows and can cast the following spells as a 3rd level cleric: protection from good, protection from slumber.)

Orc warriors II x4 (HD 2d8, HP 14, AC 14, studded leather, shield, morning star, dagger and 4-16gp in various coin. Special: str 16.)

Orc crossbowmen (HD 1d8, HP 7, AC 14, chain shirt, crossbow, belt axe, 1-4gp.)

Orc flailers (HD 1d8, HP 7, AC 14, studded leather, shield, heavy flail, dagger, 1-4gp.)

Orc spearmen (HD 1d8, HP 7, AC 14, studded leather, shield, spear, short sword, 1-4gp.)

## 12. Shunned by Preference

**Location:** East Uplands, South/Dire Forest

**Encounter Chart:** Dire Forest

**Zagy Adventure Reference:** Orders of Battle: Marquis of Talworth, Marquis of Talworth, Waldgraf Horst Reindmann, 22. Invasion

The Dire Forest is a most dangerous place, as is implied by its name, especially in the western portion. The old hardwoods have a thick canopy, making it a dark place even in daylight. This darkness allows for few normal plants or common animals to grow here or graze beneath its boughs.

Its southwestern edge (that portion visible on the map) marks the western and southmost boundary of the lands of the Marquis of Talworth. This area is under the control of one of the Marquis' leigemen, the dark and malign Waldgraf Horst Reindmann. Even though he maintains clearings, and sends forth parties of woodcutters to cut trees in certain parts of the forest and to clear places such that they become more hospitable, the Waldgraf's portion of the forest is scarcely more hospitable than the rest. The Waldgraf has a stronghold adjacent to a small thorp deep in the Dire Forest. It is difficult to access from anywhere but the Marquis of Talworth's lands. He maintains a small garrison at the fortress.

This latter is a dangerous assignment. Fell creatures resist the intrusion of the woodsmen and other travelers, playing havoc with axe-men, armed guards and others. Also, some unnatural force seems to be at work, causing the undergrowth to spring up quickly. Even saplings have been known to grow to become thigh-thick trees in a year or less. This, and a fear of the sentient trees and plants said to inhabit the woods, makes the whole place one that is shunned by preference.

## Castles Zagyg: Yggsburgh

Grabgrass x12 (This large creature's vital stats are: HD 10d10, HP 5+d5 per hit die, AC 19, neutral. Its prime attributes are physical. Each square foot of grass can attack, but only in that square foot. It only makes grappling attacks. If an attack is successful and the grabgrass successfully holds the opponent, starting on the 2nd round it delivers 1 hit point of damage.)

Hackthorn Trees x6 (This creature's vital stats are: HD 8d12, HP 6+d6 per hit die, AC 16, neutral evil. Its prime attributes are physical. It can attack with 4 limbs, each of which deliver 1d10+8 points of damage. Damage from weapons primarily designed for bludgeoning or piercing only do 1 point of damage if a hit is scored—strength and magical bonuses excepted.)

Killer Willow (This creature's vital stats are: HD 12d12, HP 100, AC 16, neutral evil. Its prime attributes are physical. The Killer Willow has 8 attacks. It can attack with 4 limbs each of which deliver 1d4+12 points of damage and which, at the same time, deliver a grappling attack. If the grappling attack is successful, it delivers 4 hit point of damage to the opponent each round thereafter. It also has 4 root attacks that deliver 2-12+12 hit points of damage. It also has a special attack it can use once per round: a susurration of leaves releases a sleep-inducing pollen that causes opponents to sleep for 10 rounds unless they save versus magic. Those sleeping are grasped by roots and dragged into the bowl of the tree, where they receive 1-4 points of damage until they or the tree is killed. Damage from weapons primarily designed for bludgeoning or piercing do only 1 point of damage if a hit is scored—strength and magical bonuses excepted.)

The Waldgraf Horst Reindmann can be found in the cave unless he is not present or has already fought the party with the Killer Willow. In the cave are the detritus of a hermit's living as well as 25 scrolls of random druid spells and a staff of flora control (unless used in the battle).

Waldgraf Horst Reindmann (He is a neutral evil, human, 7th/9th level fighter/druid whose vital stats are: HP 55, AC 19. His prime attributes are: str, wis, cha. His attributes are: str 12, con 9, dex 18, int 13, wis 16, cha 13. He carries +4 leather armor, a +2 scimitar, potion of haste, potion of invisibility, a necklace with a symbol of rank upon it worth 2500gp, a ring with a diamond set in it worth 1,000gp, and 50gp in various coin. He can cast the following number of spells: 0-5, 1st-5, 2nd-5, 3rd-3, 4th-2, 5th-1.)

## 13. The Cursed Mine

**Location:** Glittering Knobs/Goldwood

**Encounter Chart:** Wooded Hills

**Zagyg Adventure Reference:** River Nemo, Yggsburgh College Library, Thieves' Guild, Abounding Lode

The Glittering Knobs are rich in minerals. There are many mines in the region taking out gold, silver, copper, lead, garnet and quartz gem crystals. The oldest of the mines are in the northern, unforested portion, where such operations have been operating for several centuries, and most of the diggings there are played out and abandoned. Only a few are still worked by dwarf and gnome miners able to find and dig out small veins of ore and other minerals.

There are four large mines in the region. Each produces, on a monthly basis, an average 50,000gp in ingots and worked gems at market value. These yields are carted, loaded on barges, and sent down the River Nemo at a cost of 10% of the market value of the minerals, and bought by five factors (gold, silver, copper, lead, and gems), in the town at 60% value. The factors' operating profit is only about 10% after overhead costs and taxes, but that leaves 5000gp monthly net income, divided between them, for only one of the demi-human mines.

Elsewhere in the Glittering Knobs, various miners and panners are taking out reasonable amounts of gold, silver, copper, lead, and gem crystals. About 20 mines and a handful of lone panners produce an average monthly income of 20,000gp each for their minerals, at market value for their refined/finished material. That comes to 400,000gp in value when all is done, twice the demi-human mines' yield in finished product. Gold dust and nuggets, uncut crystals, and raw ore are carted from hill locations to river barges that carry the minerals to Yggsburgh for refining, casting into ingots, coins, and other working such as cutting and setting for gem minerals.

The Castle Keeper can assume that many of the miners are able combatants—fighters, rangers, and thieves of moderate level. Here is a roster for dwarven, gnomish and human miners.

### Dwarf Miners

Gorm Olivine (He is a lawful neutral, dwarf, 8th level fighter whose vital stats are: HP 48, AC 18. His prime attributes are: str, con. His attributes are: str 17, con 14, dex 9, int 12, wis 11, cha 13. He carries plate mail, shield, +2 battle axe, dagger, belt axe, 125gp and 400gp worth of jewelry.)

Albrecht Oldhammer (He is a lawful neutral, dwarf, 5th/6th level fighter/thief whose vital stats are: HP 32, AC 15. His prime attributes are: str, dex. His attributes are: str 13, con 11, dex 17, int 12, wis 8, cha 10. He carries +1 leather armor, a +1 short sword, crossbow, dagger, 110gp, and wears 120gp worth of jewelry.)

Dwarf sergeant III x2 (3rd level fighter, HP 21, AC 16, PA str, con, AT str 15, breastplate, shield, war hammer, 3-12gp.)

Dwarf warrior II x4 (2nd level fighter, HP 14, AC 15, PA str, con, chain shirt, shield, battle axe, 2-8gp.)

Dwarf crossbowmen I x14 (1st level fighter, HP 7, AC 13, PA str, con, ring mail, crossbow, belt axe, 1-4gp.)

Dwarf warrior I x20 (1st level fighter, HP 7, AC 12, PA str, con, leather armor, heavy pick, belt axe, 1-4gp.)

### Gnome Miners

Lemosh Foxglove (He is a lawful neutral, gnome, 4th/6th level fighter/illusionist whose vital stats are: HP 21, AC 18. His prime attributes are: str, int. His attributes are: str 11, con 12, dex 18, int 14, wis 10, cha 11. He carries +4 bracers of defense, a +1 ring of protection, short sword, 140gp and 300gp worth of jewelry. He also carries a spell book with the following number of spells in it: 0-6, 1st-7, 2nd- 6, 3rd-2. He can cast the following number of illusionist spells: 0-5, 1st-5, 2nd- 3, 3rd-2.)

Bilgarth Sharp (This is a lawful neutral, gnome, 4th/7th level fighter/thief whose vital stats are: HP 25, AC 17. His prime attributes are: str, dex. His attributes are: str 11, con 9, dex 18, int 11, wis 14, cha 13. He carries +2 leather armor, a +2 short sword, dagger, 100gp, and wears 220gp worth of jewelry.)

Gnome sergeant III x2 (3rd level fighter, HP 18, AC 16, PA str, con, EQ splint mail, military pick, 3-12gp.)

Gnome warrior II x6 (2nd level fighter, HP 12, AC 15, PA str, con, EQ chainmail, military pick, 2-8gp.)

Gnome warrior II x16 (1st level fighter, HP 6, AC 13, PA str, dex, EQ ring mail, sling, dagger, 1-6gp.)

Gnome warrior II x24 (1st level fighter, HP 6, AC 12, PA str, con, EQ leather armor, light war hammer, dagger, 1-6gp.)

### Human Miners

Gladewell Boles (He is a neutral good, half-elf, 7th level courser whose vital stats are: HP 32, AC 18. His prime attributes are: str, int. He has an elf lineage. His attributes are: str 13, con 11, dex 19, int 10, wis 15, cha 13. He carries +3 leather armor, a +1 longbow, longsword, 220gp and 100gp worth of jewelry.)

Varney Doakes (He is a neutral, human, 11th level thief whose vital stats are: HP 37, AC 17. His prime attributes are: dex, int, cha. His attributes are: str 9, con 11, dex 18, int 13, wis 10, cha 11. He carries +4 leather armor, a +2 longsword, dagger of returning, 130gp, and 240gp worth of gems and jewelry.)

Byron Shields (He is a chaotic neutral, human, 9th level fighter whose vital stats are: HP 48, AC 16. His prime attributes are: str, dex, con. His attributes are: str 12, con 13, dex 15, int 13, wis 17, cha 14. He carries a banded mail, a +2 two-handed sword, dagger, belt axe, 225gp and 100gp worth of jewelry.)

Morris Garham (This is a neutral good, human, 7th level fighter whose vital stats are: HP 38, AC 16. His prime attributes are: str, dex, con. His attributes are: str 13, con 14, dex 10, int 13, wis 10, cha 14. He carries a banded mail, crossbow, longsword, belt axe, 100gp and 200gp worth of jewelry.)

Woodsman III x2 (3rd level human ranger, HP 30, AC 14, PA str, dex, EQ hide armor, shield, longbow, longsword, 3-18gp.)

Wayfarer III x2 (3rd level human thief, HP 13, AC 13, PA dex, int, AT dex 14, EQ leather armor, hand crossbow, shortsword, dagger, 3-18gp.)

Men-at-arms, serjeant x2 (3rd level human fighter, HP 18, AC 16, PA str, dex, con, EQ banded mail, military pick, belt axe, 3-18gp.)

Men-at-arms II x8 (2nd level human fighter, HP 12, AC 15, PA str, dex, con, EQ chainmail, military pick, belt axe, 2-12gp.)

Men-at-arms I, crossbowmen x6 (1st level human fighter, HP 6, AC 12, PA str, dex, con, EQ leather armor, crossbow, belt axe, 1-6gp.)

Men-at-arms I x20 (1st level human fighter, HP 6, AC 13, PA str, dex, con, EQ leather armor, shield, heavy war hammer, belt axe, 1-6gp.)

Militia crossbowmen x10 (humans, HD 1d6, HP 4, AC 12, EQ leather armor, crossbow, belt axe, 1-6gp.)

Militia x20 (humans, HD 1d6, HP 4, AC 12, EQ leather armor, club, dagger, 1-6gp.)

### Mines

Assume there are 40 mines and mining operations, half of which are active, and that half of the active ones are producing gems, gold, or silver. That gives a 1 in 4 chance of finding a mine in which there will be a hidden repository containing 100-400 gem crystals of base 50gp value each, or else gold ore of 10,000 to 80,000gp value, or silver ore of 5,000 to 100,000gp (d20 x 5,000gp) value. Unprocessed ore is basically a lot of broken-up rocks, of course, and will need to be transported to the River Nemo and sold to a factor's agent there. If the copper and lead mines are considered, their mined ore will be even bulkier and as heavy, with a value of 5,000 to 40,000gp and 5,000 to 30,000gp, respectively.

### The Cursed Mine

This mining complex is designed for characters of moderate level. A party of 4<sup>th</sup>-6<sup>th</sup> level adventurers should fare well. Should a higher or lower level party enter the mines, simply reduce or increase the number of opponents encountered, their hit points, armor classes, or even hit dice.

The Cursed Mine is far from played out. On the contrary, it is full of veins of gold ore. It is also filled with gray dwarves, various monsters, and a conniving and unscrupulous elder xorn that has 'mind powers' like those of the Gray Dwarves, only superior. The exact location of the mine is left in the hands of the Castle Keeper. The diggings are generally in the north central portion of the Glittering Knobs, out of sight of the River Nemo but not too far distant from it. What is around the mine can be whatever the Castle Keeper wishes. Information regarding the Cursed Mine can be gained by the adventurers in many ways. Several are listed below.

Meeting and conversing with any residents of the Glittering Knobs/Goldwood area will reveal a great amount of information.

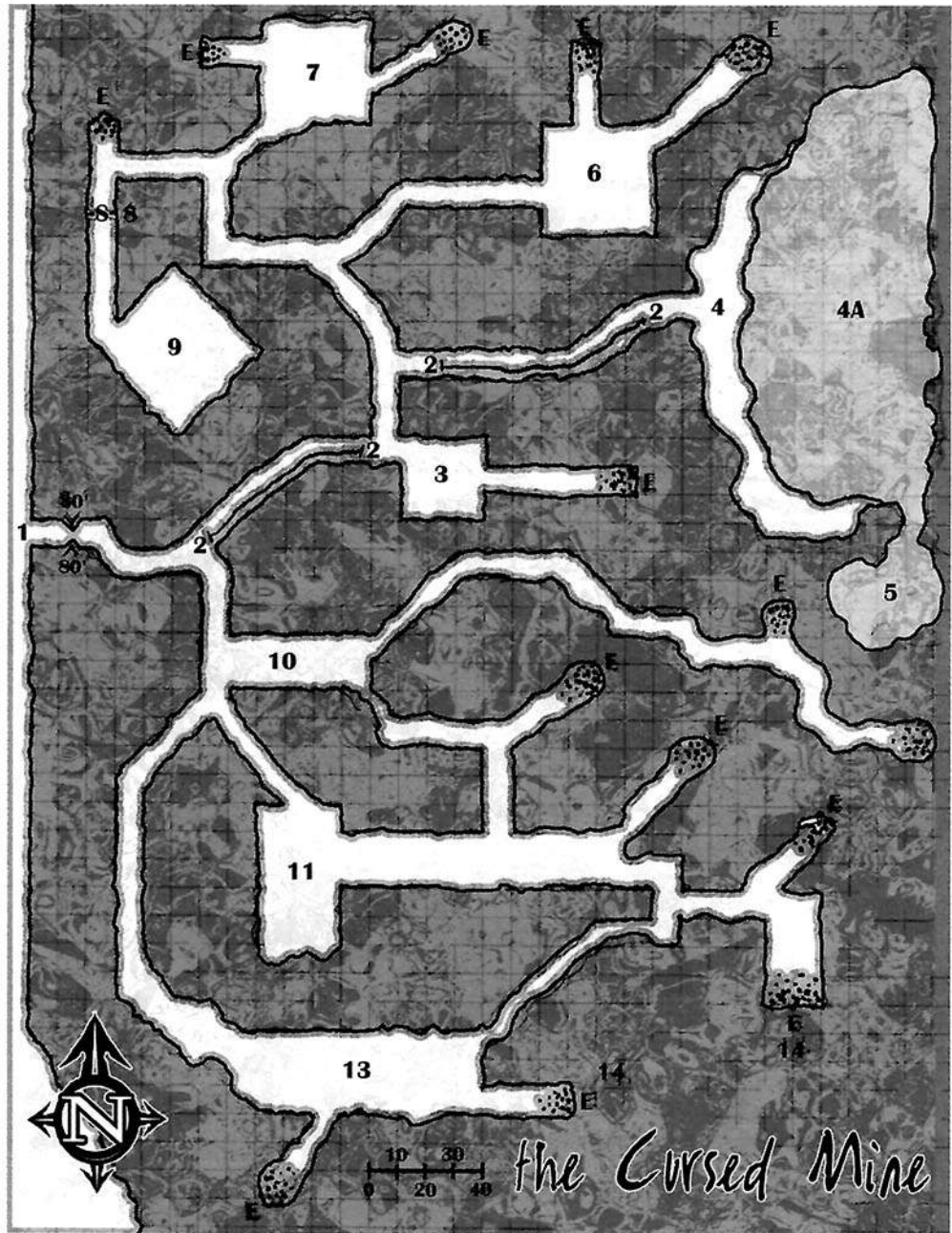
## Castles Zagyg: Yggsburgh

In conversing about prospecting or mining opportunities with any mining-connected businessman, much information can be gained. These include bankers, any official of the town that deals with revenues, an ore hauler (barge owner or hand), or a chance-met prospector or miner (especially a dwarf or gnome).

The Yggsburgh College library has some information in the section containing works that deal with local folklore and legends. Also, in a text dealing with mineral resources is the following information about the Cursed Mine:

*There are no working mines in the northern portion of the Glittering Knobs, that section of the hills not covered by the Goldwood. This is not to say there are not valuable mineral resources in this place. On the contrary, some two decades back a gold strike was made there by dwarven miners. They named their shaft the Abounding Lode because of the nearly pure vein of gold they were following. About three years later the dwarves disappeared, and when it was apparent they had abandoned their claim and were not coming back, gnomes moved in to exploit the mine. They brought out a considerable amount of ore in the several months they worked the digging, then they too disappeared. When it was apparent that the gnomes had also pulled up stakes for some reason—no evidence of foul play was ever discovered, and in both cases the mine was simply abandoned—human miners stepped in and began work there. They lasted only a week, then vanished as had those before them.*

*Rumors about the Abounding Lode mine were common after the original crew of dwarves went missing. When the gnomes also vanished, the stories proliferated and became more gruesome. After the third mining team disappeared, leaving not a clue as to what happened to them, the place received a new name: the Cursed Mine. Supposedly several other parties of would-be miners who sought to exploit the diggings over the next few years were never heard from again. This made*



*the new name take on an even more ominous tone that was sufficient to discourage even the hardest of miners. The whole area has been shunned ever after. Prospectors avoid the bald knobs there, swearing that something dark and dreadful now makes them its home, issuing forth from the abandoned mine to creep through the darkness, hunting for any trespassers and carrying them off without leaving a trace.*

In any friendly dealings with a knowledgeable member of the Thieves' Guild, especially one who is involved in smuggling or other river-connected activities, information of a different type is yielded. To loosen the tongue, several drinks should be bought and coins exchange hands. If done so properly, the following information can be learned:

*There are still dwarves in the supposedly cursed mine. How do I know? Ah, that's easy. One-Eyed Billy takes a load of supplies up the Nemo every month, he does. He and his boys packs the stuff up into the hills, leave the lot at the mine entrance, where some mean-lookin' dwarf pays' em off with gold ingots. They pays triple value for the grain, hops, livestock, and ordinary stuff like flour, salt, and vegetables, plus 50gp per man for delivery—double that for Billy's services.*

### Background

A company of dwarven prospectors discovered an exposed vein of gold in the northern Glittering Knobs some 38 years ago. They went to work digging out excellent ore. Soon they had a lateral mine shaft dug, and discovered the vein played out. They were not discouraged by this, as the mineral matrix promised more gold. They were encouraged, and actually used most of their accumulated wealth to recruit more of their fellows, and kept digging. After a year their activities were noted by others in the region, prompting the leader of the dwarves to register a claim in Yggsburgh. This meant the miners would have to send their gold ore to Yggsburgh, but would not have to worry about claim jumpers stealing their mine. The official operations in the "Abounding Lode" thus began a bit over a year after the dwarves had actually begun work there. Their increased numbers meant that the miners could expand their work, and so multiple tunnels were hewn from the rock, all mainly lateral as the veins of ore were thus positioned.

However, one vein to the east northeast angled downwards, so a shaft was dug to follow it. After a year it played out, but traces were found to the north. Following those, the dwarves found the vein resumed again, now angling down and to the east. This they followed. Eventually they broke into a natural cavern in which a large pool of water was discovered.

This great grotto had a natural passage leading eastwards to a whole complex of passages, caves, and caverns. The dwarves sealed the natural passage with rocks, thinking to keep whatever denizens of the subterranean maze that lay beyond out of their prosperous mine. That effort succeeded for only a relatively short time. The work of the dwarves was discovered by a clan of gray dwarves. These sly cousins of the miners removed most of the rocks, so as to enter the diggings and investigate.

Using their mental powers to blind the ordinary dwarves to their presence, the gray dwarves soon assessed the mine as a great prize and one well worth some killing to gain. Word was sent back to the clan, and the warriors of the Dark Delves infiltrated the diggings to attack. They made sure to pick off gangs of miners separately to avoid fighting a large pitched battle. In a few hours they managed to slaughter every one of their cousins. The gray dwarves deemed enslaved workers not likely to be efficient but likely to cause trouble. If a single one escaped, their game would be up and other dwarves would come to drive them off. As a result, none were spared.

Thus, the dwarves "disappeared" and the gray dwarves went to work digging out the veins of gold the former owners had

discovered. Their chief, Drugan the Hammer, was much pleased as little ingots of bullion accumulated in his personal hoard. There was no grumbling from his clansfolk either, as the mine was so rich that even the avaricious chief could not begrudge ample shares of this vast wealth to his clansmen.

Being so great a prize, these thieves were careful to guard against other robbers who might come from the outside world to lay claim to the mine. That precaution was well-founded. In a few short months, a gang of gnomes came trudging up to the entrance of the mine and sent scout teams inside to explore it. Being suspicious (because of the disappearance of the dwarves) the gnomes were not taken by total surprise. Warnings from scouts enabled the gnomes to ready themselves for invisible opponents. A fight was had. It was a long and bloody one but, in the end, the gray dwarves slew the lot of them, taking some considerable losses themselves in the process.

Rather than seek replacements, the gray dwarves decided to keep the mine to themselves, thus having larger shares of gold. Again, their chief, Drugan the Hammer, stationed lookouts for new intruders who might steal into their mine.

When groups came to claim the "abandoned" mine, they were each less numerous than the gnome explorers had been. These groups were allowed to penetrate well into the diggings before being ambushed and slaughtered by the gray dwarves. A few prisoners from each unfortunate party were taken and put to work as slaves. Thus, things seemed to be going well indeed for the murderous interlopers. In time, there were no new would-be claimants appearing, the slaves died off from overwork, and the malign dwarves were alone with their ever-growing hoard of gold.

Then things changed. An aberrant elder xorn, burrowing for tasty minerals, came upon the underground lake, sensed the rich aroma of pure gold, and began exploring the caverns and the mine shaft leading from it.

The elemental creature was filled with much joy (as much as its kind is capable of feeling) when it detected the thoughts of the gray dwarves. They were easily managed by the xorn's own mind, as the two possessed similar mental prowess—but the gray dwarves' powers were inferior. Thus, they were subject to the xorn's illusions and suggestions, and quite incapable of discovering that they were being manipulated.

After observing them unseen for a time, the mineral elemental worked out a plan. The elder xorn appeared to the chief of the gray dwarves in the form a golden deity, naming himself Thaarl Goldhand and claiming to be a mighty gray dwarf of supernatural power and awesome majesty. The xorn worked his illusions. Drugan the Hammer became a believer in a hurry, and all doubts were shredded when the disguised aberrant elder xorn introduced his "servants," earth mephits and small salamanders.

Since then, the gray dwarves have had an easy time smelting ore, thanks in large part to the salamanders. These elemental creatures have even been heating the gray dwarves' brewing vats to boiling to help make ale. As ordered by their chief, and under supervision of the earth mephits, the gray dwarves bring their ingots of gold

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to the shrine of Thaarl Goldhand where the “deity” blesses them that they might grow in weight. The bullion is then cast into the depths of a great pool outside the shrine for safekeeping.

That’s what the gray dwarves believe, anyway. In actuality, when the ingots are placed before the idol, the “blessing” consists of the xorn sequestering the metal for later consumption. Needless to say, this creature has grown very large and what would be called corpulent for an animal. The only gold the gray dwarves have gained for their labor is the tithe they are permitted to keep as immediate reward.

### The Mines

All 10-foot-wide shafts in the mines have rough-hewn floors and walls, and arched ceilings that, at their apex, are 10 feet above the floor. The stone is damp and a strange form of lichen grows in scattered patches on the floors, ceilings, and walls at intervals of around 30 feet. This stuff is known as glowlichen and it emits a faint blue light that enables vision to a distance of about 10 feet for normal characters (similar to the light from a glowstick). Tunnels that are 20 feet wide have ceilings that reach an apex of 15 feet.

An “E” indicates where a shaft ends and digging has stopped. There are obvious signs of drilling, chipped stone, cracked wall faces, and a litter of broken stone on the floor near the ends of these tunnels. When in a dead end, the party will be attacked by the bats dwelling there.

*Cave Bat x1-10+20 (These creatures’ vital stats are: HD 1d2, HP 1, AC 12, neutral. Cave bats attack by swarming exposed portions of the body. Their attacks are in groups of four, and they receive 1 attack for each four bats. If a hit is scored, 1 point of damage is inflicted from scratches and bites. They receive a +3 to all to hit rolls. They attack for only 1d4 rounds before leaving.)*

**1. Entrance to the Abounding Lode Mine** From outside of the mines to just before the tunnel jogs southeast, there is a foreshortening of the passageway for 90 feet. After the party proceeds some 60 feet into the mine entrance, they see a flicker ahead, something like ghostly dwarves. Then suddenly the party has crossbow quarrels whirring amongst them as the gray dwarves unleash a volley. When they look again, they see nothing in the tunnel save darkness. After their initial volley, the attackers immediately retreat around the bend in the passage, become invisible, and separate.

Two of the gray dwarves then head northeast to alert their fellows in that section of the mine, while three head south to do the same there. The one left behind peers around the corner and generates an illusion of six of his kind. These reappear in the passage firing crossbows at the party. When the illusion is destroyed, he runs at his best speed to the entrance to area 2, peers around that corner, and generates the illusion of six more crossbow-armed gray dwarves. These illusions attack the party as the previous ones did. When these phantom images are destroyed, he hastens to join his fellows in area 4.

*Gray Dwarf, miner x6 (HD 1d10, HP 6, AC 16, EQ crossbow, short sword, banded mail, ingot worth 10gp. Special: str 15.)*

Castle Keeper note: As a reminder, an illusion generated by a gray dwarf, struck by anything causing 1 or more points of damage, wavers and collapses into the floor as if melting incredibly fast. Of course there is no trace of any “body” where the illusion was thus destroyed.

**2. Inclined Passageway** The tunnels indicated by a line in the middle of the passage are inclined downward to the east at a gradient of about two feet over five. It is a noticeable slope. Running herein by the characters risks a chance of stumbling, tripping or falling. A dexterity check at -3 is necessary when running down the slope to prevent falling. No damage will accrue to the character that falls, but anything held in hand has a chance of being dropped. Another dexterity check must be made, with failure indicating any items held are dropped. Anything dropped may roll or scatter down the hallway, requiring at least a round to recover.

**3. Chamber** This 30’ x 30’ chamber has a 15’ high ceiling. There is no glowlichen in this room. Waiting in this place is an earth mephit—a lumpy, thin, and gangly gnome-like beast with wings. It was stationed here by the aberrant elder xorn as a reminder to the gray dwarves of the power of their “deity.” Of course this creature attacks the party when they enter the chamber.

The earth mephit is hovering above the floor at 10’ height, just inside the entry. It allows the first person entering to pass unless they see it. It then attacks the most likely target in the second rank with its breath weapon or whomever looks up at it. It then summons additional mephits and flies down to attack the initial character entering the chamber.

*Mephit, earth (This creature’s vital stats are HD 3, HP 16, AC 16, chaotic evil. Its prime attributes are: physical. It attacks with 2 claws for 1-4 damage each. Special: It can use a “breath of hot mud” attack for 1d8 damage. This causes the recipient to make a save versus paralyzation or be caked in mud, resulting in movement rate reduction of ½. The breath ability can be use 4 times in a 24-hour period, and not more than once every 4 rounds. The mephit can regenerate 2 hit points per round. The mephit can summon 1-2 other mephits without fail, who cannot summon other mephits.)*

**4. Ledge** This stone ledge is of varying width, and one foot above the pool of water to the east. There are patches of glowlichen spread around this chamber. The entire cavern is approximately 80 feet across and 170 feet long at its greatest. The entrance to area 5 cannot be seen from any position except the ledge at the entry or from a location above the water and to its north.

There are 15 gray dwarves waiting in here to ambush the party. There is a group of three waiting near the entry. The others are divided into two groups, with 5 miners and a leader in each group. They are 20 feet from the entrance passage with one group on each side of it. When the whole party is on the ledge, they attack.

As the intruders have threatened the sacred place of their “deity,” the gray dwarves attack relentlessly and without fear of death. They remain visible and press in from both sides to try and force the characters into the water in the hopes they will drown.

They will fight thus to the last. Any one of them not engaged for a round will concentrate on creating the illusion of any fallen fellows jumping up and returning to the fray.

If the party breaks through to the south, the gray dwarves concentrate on creating the illusion of anaconda-like snakes emerging from the pool of water that then attack the characters. The illusions act as large snakes and attempt to coil around the characters feet and cause them to trip and fall. Should the illusion work, the character so entwined must make a dexterity check at -7 or trip and fall. If this happens, the character must then make another dexterity check at -8 or plummet into the watery hole beneath. Should the characters not be able to swim, they likely drown. Even those that know how to swim suffer a -5 to their swim check if the illusory anacondas are still attacking them.

Gray Dwarf, subchief (*His vital stats are: HD 4d10, HP 24, AC 18, chaotic evil. His prime attributes are: mental. His significant attribute is: str 18. He carries plate mail, shield, battle axe, 70gp and a gold ingot worth 30gp.*)

Gray Dwarf, serjeant (*His vital stats are: HD 3d10, HP 18, AC 17, chaotic evil. His prime attributes are: physical. His significant attribute is: str 17. He carries banded mail, shield, military pick and a gold ingot worth 20gp.*)

Gray Dwarf, miner x13 (*HD 1d10, HP 6, AC 16, EQ crossbow, short sword, banded mail, ingot worth 10gp. Special: str 15.*)

**4A. Underground Pool** This pool is 70' east-to-west and 150' north-to-south. The gray dwarves catch and eat many fish from this body of water. Phosphorescent plants growing in the water enable the observer to see some 40 feet into it. It is filled with fish of varying size. The largest of these are mostly red sunfish, platter crappie, and golden perch of two-foot and more length, and weighing six or more pounds. Smaller fish, the size of normal panfish on down to shuns and minnows, are also abundant.

The glitter of gold can be plainly seen by any character looking into the water from the entrance to area 5. It appears that there is a small mountain of gold ingots at the bottom and just below the ledge. This is actually a strong illusion created as a permanent semblance of bullion by the aberrant elder xorn. The "ingots" are rocks. Only if a dispel magic is cast upon them, or when they are taken out of the mine, will their true nature be revealed. Otherwise, it appears as if there are 10,000 little ingots each weighing 20 ounces and having a presumed value of 500gp each.

Around the base of the pile of ingots are some 20 skeletons—human and demi-human, including several gray dwarves (who were slain by their own belief in the xorn's illusion). The bodies have been dumped here as sacrifices to the "deity."

**5. Natural Cave** This cave is a 30' x 25' room with a ceiling arch. It contains the shrine the dwarves have established for their "deity." The southeastern third of the grotto is clearly a place of worship, and near the cave wall towers a golden statue of what can only be a gray dwarf of colossal proportions—12 feet tall, six feet across the mailed shoulders. The visage of the statue shows a leering frown as one hand reaches forth at waist height while the right hand holds a massive, double-bitted axe overhead.

As anyone enters, an earth mephit comes from its place of concealment west of the entry to breathe on the first person setting foot in the grotto. It then flies up and summons additional mephits before diving down to attack with its claws.

Mephit, earth (*This creature's vital stats are: HD 3, HP 16, AC 16, chaotic evil. Its prime attributes are: physical. It attacks with 2 claws for 1-4 damage each. See 3, above, for special abilities.*)

If and when the earth mephit is slain, that loss causes the illusory idol to speak: "Who dares to defile the sanctuary of the gray dwarf demigod, Thaar! Goldhand?! Turn and flee for your lives while you can!" The latter is a magical suggestion and acts as a fear spell cast by a 15th level cleric.

The statue is actually the elder xorn. After the spell is cast, the xorn, using its powers of illusion, attacks the party. The illusion covering the xorn will make it appear as if the great axe is whirling around and striking four times during a round—its claw and bite attacks. Anytime after being hit and damaged by a spell or weapon, the aberrant elder xorn foregoes its biting attack and instead suggests, "You don't want to harm me!" Anytime after suffering the loss of 40 hit points, the xorn is likely to stop attacking. A charisma check is made each round starting with a -10. In each round thereafter that the xorn receives damage, another charisma check is made at an additional and cumulative -5. If the xorn fails a charisma check, it spends the round adjusting its molecular structure, and sinks into the stone of the cave floor or into its wall, thus escaping back to its home plane. After all is said and done, this xorn has enjoyed its vacation on the Prime Material Plane, eaten gold to near surfeit, and is ready to return to its own plane.

Xorn, elder (*This creature's vital stats are: HD 15d10, HP 120, AC 25, chaotic evil. Its prime attributes are: physical. It attacks with 3 claws for 1-6+5 damage each, and a bite for 4d8 damage. Special: The creature can cast major illusion and minor illusion, 6 times a day each. It can cast suggestion at will when it is not attacking with its bite.*)

**6. Chamber** This is a 40' x 40' chamber with a 25' arched ceiling. Many patches of glowlichen grow on its walls. This chamber is filled with growing fungi, as the floor is covered with a mulch of dead leaves and dung. It is a mushroom garden that supplies the inhabitants of the mine with one of their favorite foods.

Six gray dwarves are in the main chamber, spreading animal manure, tending to the fungi, and picking off beetles that they feed to chickens. If the party is quiet and not using a light source, they will surprise these workers. Otherwise, the dwarves will spot the intruders and attack them first, possibly by surprise.

The fungi growing here are large and luxuriant, consisting of such varieties as shaggy mane, puffball, morel, button, and brown mushrooms. Culled and tossed into a small pile just inside the chamber near the entry against the west wall are poisonous toadstools. Mixed in with them are 30 warty and bulbous yellow-green fungi with a disgusting odor like that of rotten cabbage. Eating one of these will empower the consumer with the capacity to see invisible things, including invisibility caused by illusion. It



also enables the eater to detect illusory things for one hour. These fungi dry naturally and may be kept for at least 6 months before losing their potency.

Noticing the pile is automatic if any character is searching the chamber in this area. Spotting the unusual mushrooms in it requires a detect magic spell, or the one examining the fungi must be a druid, wizard, ranger, or any type of dwarf character familiar with such things. In that case, the individual can recognize that these mushrooms are both edible and rumored to be magical, but their effects will not be known until one is consumed.

There are 8 goats and 12 sheep penned up in the tunnel to the northeast. They're feeding on hay gathered locally by foraging parties late at night. In the dead end tunnel to the north, there are cages containing chickens. The livestock provides meat for the resident miners, as they found a steady diet of rats and lizards tedious, even if supplemented by occasional fish.

Gray Dwarf, miner x6 (*HD 1d10, HP 6, AC 16, EQ crossbow, short sword, banded mail, ingot worth 10gp. Special: str 15.*)

**7. Cavern** This is a 40' x 40' chamber with a 25' high arched ceiling. The walls have many patches of glowlichen growing on them. This chamber is filled with growing fungi, its floor is covered with a mulch of dead leaves and odiferous dung. It is another mushroom garden similar to area 6.

Six gray dwarves are in the main chamber, spreading animal manure, tending to the fungi, and picking off beetles that are fed to the chickens in area 6. If the party is quiet and not using a light

source they will surprise these workers. Otherwise, the dwarves spot the intruders and attack them as they enter, but only a totally inept party will be surprised.

There are 12 pigs penned up in the tunnel to the northeast, feeding on the garbage from the dwarves' table and roots brought in from above. In the dead end tunnel north there are cages containing rabbits fed on hay brought in from outside.

The fungi growing here are also large and luxuriant, consisting of such varieties as shaggy mane, puffball, morel, button, and brown mushrooms. Culled and tossed into a small pile just inside the chamber near the entry against the southwest wall, are poisonous toadstools. Mixed in with them are 20 small black fungi with leathery caps that look something like shittake mushrooms. Eating one of these empowers the consumer with the capacity to see in total darkness as if it were twilight, this effect persisting for 24 hours. Also in this discard pile are 12 small fungi with cratered blue caps. Eating one will heal 4d4 +4 hit points of damage. If the consumer is not below normal hit points, the effect of this fungus is to increase reaction speed so as to enable an extra attack in each round, and to add 1-2 points of physical strength to the one consuming the mushroom. The latter effects occur one round after consuming the fungus and persist for d4+12 minutes thereafter. These fungi dry naturally and may be kept for at least 6 months before losing their potency.

Noticing the pile is automatic for any character searching the chamber in this area. Spotting the unusual mushrooms in it requires a detect magic spell, or the one examining the fungi must be a druid, wizard, ranger, or any type of dwarf character. In that case, the individual will recognize that these mushrooms are both edible and rumored to be magical, but their effects will not be known until one is consumed.

Gray Dwarf, miner x6 (*HD 1d10, HP 6, AC 16, EQ crossbow, short sword, banded mail, ingot worth 10gp. Special: str 15.*)

**8. Dead End** Upon close inspection, this seeming dead end can be noted as unusual by any character who is familiar with mines and mining. The detritus is scant and there is none in the central portion of the floor. The dead end is actually a secret door. Anyone searching for a secret door has +3 to their chance of locating it. Once it is detected, opening and closing it is a matter of course.

**9. Secret Cavern** This is a 40' x 40' chamber with 25' high arched ceilings. There are many patches of glowlichen along the walls and ceiling. Originally, this was the place where the company of dwarf miners hid away their bullion. When the gray dwarves took over the mine, they made it into a slave pen. There are leg chains and manacles fastened to the walls by eye-bolts. The floor is littered with filthy straw. Several wooden buckets for waste are visible. Near the entry passage is a big barrel full of water, and a stack of 20 small wooden bowls.

There are five gray dwarves stationed in the tunnel leading to the prison chamber. If the characters are relatively quiet, there is a chance of surprising the guards.

It is the Castle Keeper's decision as to whether or not there are any prisoners confined herein. If the characters have suffered losses, or are in need of help to survive, then there should be some non-player characters imprisoned herein. While some of them will be ordinary miners, one or more can be fighter, ranger, or thief, and of level commensurate with the party and its needs.

Should the Castle Keeper decide there are prisoners here, their number will be 5-8 commoners of varying races. Additionally, such special ones as are deemed appropriate for addition to the party as reinforcement non-player characters will be present. The prisoners may be human, demi-human, or whatever mix is desired.

Gray Dwarf, serjeant (*His vital stats are: HD 3d10, HP 18, AC 17, chaotic evil. His prime attributes are: physical. His significant attribute is: str 17. He carries banded mail, shield, military pick and a gold ingot worth 20gp.*)

Gray Dwarf, miner x5 (*HD 1d10, HP 6, AC 16, EQ crossbow, short sword, banded mail, ingot worth 10gp. Special: str 15.*)

**10. Dwarven Hall** This large chamber is 60' x 20' with a 35' high arched ceiling. There are patches of glowlichen throughout the chamber. This place is where the Gray Dwarves gather to eat and socialize. The salient features are given below, and you should add such special touches as desired when describing the place. All the furnishings are, of course, sized for dwarves.

There are five trestle tables and 10 benches along the south wall. The central part of the hall is clear, forming an aisle east to west. There are two trestle tables, one with two benches, one with eight chairs, along the western portion of the north wall. All of the tables have plates and flagons atop them.

There is a great fireplace for heating and cooking in the center of the north wall, it being hewn from the living rock. The Castle Keeper should decide whether or not there is a fire going, with a spitted sheep or pig roasting there. Before the fireplace are various cooking utensils, kettles and pots, and a food preparation table. To the east of the fireplace is a long work bench and sink for cleaning dishes. Various containers for large quantities of foodstuffs are nearby.

At the eastern end of the hall is another fireplace. This also hewn from the rock, with an extended raised bed for holding hot coals. It is a forge, and near to it are a large and small anvil, sacks of charcoal, a bellows, iron bars, and various smithy tools.

The number of gray dwarf warriors encountered in the hall is left to the discretion of the Castle Keeper, but at least nine should be included. Their locations in the hall are given with each set of stat blocks.

The gray dwarves will attempt to take the following actions. When intruders enter the hall, the ordinary warriors discharge crossbows or grab spears and hurl them at the enemy, pick up their shields, draw swords, then become invisible on the round after firing their missiles. They do so at a charge to close to attack. The first ones into the fray attempt to knock the characters over, so the second wave of attackers can lay waste to them.

Meantime, the cleric casts his bless spell upon his fellows, then invisibly awaits developments. He uses dispel magic or inflict serious wounds as appropriate. If and when the sub-chief or chief is badly hurt, the cleric becomes visible and uses a healing spell to assist such individuals. Otherwise he remains invisible and defends himself with his hammer if detected. Should he see the chief depart the area, he follows.

The serjeant and smith become invisible, move to within melee range and attack the intruders with their hand weapons. This can take up to four rounds of time after the enemy is detected. The salamander simply springs from the bed of coals and slithers forth to attack the intruders.

The sub-chief and chief likewise become invisible. The chief generates the illusion of another salamander coming forth from the coals of the forge furnace. He then observes the course of battle for one or more rounds. If it appears that his fellows have a good chance of winning, he and the sub-chief move to within melee range and attack. If things are going badly, the two move as quickly as possible away, leaving by the southeast tunnel exit. From there, they head east and south to the wide tunnel behind area 11 to alert all those therein.

### Entry

Gray Dwarf, miner x1-6 (*HD 1d10, HP 6, AC 15, EQ javelins, short sword, breast plate, ingot worth 10gp. Special: str 15.*)

### Fire Place

Gray Dwarf, miner x1-6 (*HD 1d10, HP 6, AC 15, EQ spear, short sword, breast plate, ingot worth 10gp. Special: str 15.*)

Gray Dwarf, serjeant (*His vital stats are: HD 3d10, HP 18, AC 17, chaotic evil. His prime attributes are: physical. His significant attribute is: str 17. He carries banded mail, shield, spear, military pick and a gold ingot worth 20gp.*)

Gray Dwarf, smith (*His vital stats are: HD 4d10, HP 24, AC 17, chaotic evil. His prime attributes are: physical. His significant attribute is: str 18. He carries banded mail, shield, battle axe, 70gp and a gold ingot worth 30gp.*)

Salamander (*This creature's vital stats are: HD 4d8, HP 24, AC 19, chaotic evil. Its prime attributes are: physical. It attacks with a spear and tail. The tail attack causes 2-12 points of damage. Simultaneous with the initial tail attack, a grappling attack occurs. If this is successful, the tail is considered wrapped around the opponent, who automatically takes 2-12 point of damage thereafter, in addition to being held.*)

### Tables

Gray Dwarf, miner x3 (*HD 1d10, HP 6, AC 16, EQ crossbow, short sword, banded mail, ingot worth 10gp. Special: str 15, minor illusion.*)

Gray Dwarf, sub-chief (*HD 4d10, HP 24, AC 18, EQ plate mail, shield, battle axe, 70gp and a gold ingot worth 30gp. Special: str 18, minor illusion, major illusion.*)

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Gray Dwarf, mezmir (HD 6d8, HP 27, AC 18, EQ splint mail, shield, +1 ring of protection, light war hammer, 90gp, and an ingot worth 50gp. Special: str 16, casts spells as a 6th level cleric with the following number of spells available: 0-5, 1st-3, 2nd-3, 3rd-2. He has the following spells memorized: detect magic x2, purify food and drink x3, cure light wounds x2, sanctuary, aid x2, spiritual weapon, dispel magic, cause light wounds.)

Drugan the Hammer, gray dwarf, chief (HD 7d10, HP 42, AC 20, EQ full plate, shield, +1 ring of protection, battle axe, 120gp and a gold ingot worth 70gp. Special: str 20 confers +4 modifier, minor illusion, major illusion.)

**11. Cavern** This 30' x 50' chamber has a 25' arched ceiling. There is no glowlichen in the cavern. This chamber is where food and equipment are stored. The supplies smuggled to the gray dwarves by the Yggsburgh Thieves' Guild are kept here, along with other things gathered from outside or taken from victims of this malign bunch. There are also small carts here for moving ore to, and bullion from, the smelter in area 13. There are normally no gray dwarves here, but the aberrant elder xorn has placed an earth mephit here to keep tabs on the material and the dwarves.

The earth mephit is hovering above the floor, at 15' height in the middle of the room. It allows the first person entering the room to pass unless it is noticed. It then attacks the most likely target in the second rank of the party with its breath weapon—or whomever looks up at it—then summons additional mephits and flies down to attack the initial character entering the chamber.

If the characters make a lot of noise in the battle with the mephit, the sleeping gray dwarves in 11a are alerted.

Besides foodstuffs and mining equipment, the Castle Keeper is to decide what items of value the characters might discover here. There will certainly be several suits of armor of better type, sized for gnomes, dwarves, and humans. Likewise, there will be a variety of shields and weapons. Included in the cache will be clothing of all sorts, and adventuring gear such as backpacks, canteens, belts, belt pouches, coils of rope, etc. Rations, wine, liquor, torches, oil, blankets, and like things will have been taken and used by the gray dwarves. There is little likelihood of discovering anything magical here, but the Castle Keeper can include one or two such objects if the party is in dire need.

Mephit, earth (This creature's vital stats are HD 3, HP 16, AC 16, chaotic evil. Its prime attributes are: physical. It attacks with 2 claws for 1-4 damage each. Special: It can use a "breath of hot mud" attack for 1d8 damage. This causes the recipient to make a save versus paralyzation or be caked in mud, resulting in movement rate reduction of ½. The breath ability can be used 4 times in a 24-hour period, and not more than once every 4 rounds. The mephit can regenerate 2 hit points per round. The mephit can summon 1-2 other mephitis, without fail, who cannot summon other mephits.)

**11a. Lodge** The 20-foot-wide passage to the east of area 11 is where the gray dwarves lodge. The 100-foot long tunnel is littered with the personal pallets of the gray dwarves. Piles of bedding are laid out at intervals along both the north and south walls of the

passageway. There are 35 'beds' on either side of the hall, with more centered than near the east and west ends of the place. Near each pallet is a wicker hamper, or canvas carrying bag, containing the gear of the dwarf who beds down there. These are personal kits and contain spare clothing and odds and ends, but nothing of value. The individuals currently at rest here are listed below. It takes 20 rounds for any of these individuals to arise, arm and begin moving.

If alerted by the chief or sub-chief from area 10, these dwarves will be further along in their arming process, possibly fully ready by the time anyone arrives here. In such case, the two leaders will each generate an illusion of 10 regulars and 1 serjeant, fully armed and arrayed in a double line across the tunnel. The rear rank will be of crossbow-armed warriors, staggered so as to be able to fire between their comrades in front of them. The two leaders will remain invisible and bring the illusory warriors back to life to fight. This will last as long as the intruding adventurers seem to be affected by their illusions.

When the characters ignore the phantasmal figures, the chief and sub-chief will make a break back the way they came. If they are confronted with dead fellows everywhere, the two will attempt to exit the mine and escape. If cornered and given a chance to surrender, they will do so if promised that their lives will be spared and they will be released after giving over their wealth. Of course, both are murderers and criminals. If somehow taken prisoner and brought back to Yggsburgh to be questioned, the whole truth of the Abounding Lode mine will come out. The two will be hung, and the characters lauded for their good offices and offered claim ownership to the mine, free of any fee.

Gray Dwarf, miner x20 (HD 1d10, HP 6, AC 16, EQ crossbow, short sword, banded mail, ingot worth 10gp. Special: str 15, minor illusion.)

Gray Dwarf, serjeant x2 (HD 3d10, HP 18, AC 17, EQ banded mail, shield, military pick and a gold ingot worth 20gp. Special: str 17, minor illusion.)

**12. Cavern** This is a 20' x 40' chamber with a 15' ceiling. There are patches of glowlichen growing along the walls and ceiling. Despite active mining at the southern end of the mine, this place is where the gray dwarves brew their ale. There are 12 barrels (each holding 60 gallons) of beer cached in the dead end tunnel just north and east of the room. Here, they can properly age for a week or so before being quaffed. There is a big copper vat of eight-foot diameter, set on legs at six feet height above the floor, in the rear of chamber and 10 feet from the south end. Beneath it, instead of a fire, is a salamander heating the water and brewing mash to steaming temperature. Next to it is another vat of nine-foot diameter, but only four feet off the floor. It is used for draining the boiled liquid and adding yeast to it for fermentation. A third vat, eight-foot diameter, two feet above the floor, receives the fermented ale and then the liquid is drained off to barrels. Besides the salamander, the dwarves working here will attack intruders.

It is likely that those in here will be surprised by intruders as they are working. They will stop what they were doing and attack the characters as soon as they are aware of them. The brew master

will likely be the first into melee, followed by the salamander. The workers will themselves invisible, then each creates an illusory image of himself that appears close to the intruders, attacks, and after being hit and “melting” reappears the next round to attack again. Only when cornered and attacked will these workers actually fight physically.

Gray Dwarf, brew master (HD 3d10, HP 18, AC 14, PA physical, AT str 17, EQ chain shirt, military pick and a gold ingot worth 40gp. Special: minor image x3 a day; major image at will; enhanced major image at will.)

Gray Dwarf, miners (HD 1d10, HP 6, AC 12, PA physical, AT str 15, EQ leather armor, light war hammer and a gold ingot worth 20gp. Special: minor image x3 a day; major image at will; enhanced major image at will.)

Salamander (This creature’s vital stats are: HD 4d8, HP 24, AC 19, chaotic evil. Its prime attributes are: physical. It attacks with a spear and tail. The tail attack causes 2-12 points of damage. Simultaneous with the initial tail attack, a grappling attack occurs. If this is successful, the tail is considered wrapped around the opponent and they automatically take 2-12 points of damage each round thereafter, in addition to being held.)

**13. Tunnel** This is a 80’ x 30’ mine tunnel with a 20’ ceiling. There are a few patches of glowlichen in the tunnel. Smelting is done in this tunnel.

At the time the adventuring party enters, two salamanders are at work melting crushed ore in a big iron kettle, which is suspended on chains above the floor, 20 feet from the east end of the chamber. The gimbaled frame that holds the melting pot allows it to be tilted to the west, where there is a hot iron channel. Slag is poured into the channel and shunted into two large iron waste bins to the north and south. When pouring gold, the channel is opened to run to the west to fill a mold that has many small cavities for forming up to 16 small, 10-ounce ingots of gold. Any surplus and splashed gold is picked up and tossed back into the crucible. The floor to the west of this operation is littered with heaps of slag near the walls. There is a 10-foot-wide clear space down the center of the tunnel. The slag is not removed from the mine, as it would give away the fact that it is operating and producing bullion.

Presently, they have cast 16 ingots and are pouring the last batch of molten gold to make eight more. Two gray dwarves are standing by to carry the cooled ingots to the chief, who in turn conveys them to Thaarl Goldhand, the aberrant elder xorn. When characters enter, they immediately face the two salamanders and the two gray dwarves.

The salamanders attack as soon as they can reach the intruders and without tactical considerations. The two gray dwarves shout loudly for help as they become invisible. Their noise brings the four dwarves currently mining in the shaft to the east. On the second round after willing invisibility, if not attacked, the two will create the illusion of eight of their fellows coming into the area on the run, one squad from the northeast tunnel entrance and one from the southwest tunnel entrance.

On the third round after the characters enter the room, the four miners exit invisibly from the shaft, and each creates a phantasmal duplicate that heads for the melee at fastest speed. In the meantime, they slowly move towards the combat and join the battle if their illusions are ignored. Otherwise they continue to regenerate the illusions.

Salamander x2 (These creatures’ vital stats are: HD 4d8, HP 24, AC 19, chaotic evil. Their prime attributes are: physical. They attack with spear and tail. The tail attack causes 2-12 points of damage. Simultaneous with the initial tail attack, a grappling attack occurs. If this is successful, the tail is considered wrapped around the opponent and they automatically take 2-12 points of damage each round thereafter, in addition to being held.)

Gray Dwarf, couriers x2 (HD 1d10, HP 6, AC 12, PA physical, AT str 15, EQ leather armor, light war hammer, and a gold ingot worth 20gp. Special: invisibility, minor image x3 a day; major image at will; enhanced major image at will.)

Gray Dwarf, miners x4 (HD 1d10, HP 6, AC 12, PA physical, AT str 15, EQ leather armor, light war hammer, and a gold ingot worth 20gp. Special: invisibility, minor image x3 a day; major image at will; enhanced major image at will.)

**14. Mine** This is an area of current active digging. A vein of gold is being followed by the gray dwarves.

### Concluding the Adventure

If the characters wish to claim the Abounding Lode mine, the Castle Keeper should allow it, if that suits their plans. The characters will need to find a boss miner and crew to do the digging, unless they plan to mine it themselves. A boss miner can be located in Yggsburgh and will insist that, before taking on the job, the claim be registered in Yggsburgh to prevent continual attempts by claim jumpers to take over the diggings.

Registering their claim can cost anywhere from 1gp to 25gp, at the option of the Castle Keeper. The location of the claim and name of the mine will be recorded along with the owner’s name and place of residence. The recording clerk will explain that all gold—nuggets, dust, bullion or raw ore mined—must be sent to the refinery in Yggsburgh to be handled. Payment for shipments will be at 90% of value for .999 fine gold, less additional processing costs, if any. This can be as high as 50% of the value for raw ore, or as little as 10% for nuggets and dust. Ingots will be assayed and paid at 90% of their actual gold content. Failure to send a monthly shipment of gold to the town will result in cancellation of the claim rights, and the town then owns those rights. Otherwise, Yggsburgh stands ready to enforce the owners’ rights whenever needed, using its military to do so if necessary.

The mine yields to the owner a net of 40-160gp per month for every miner (up to a maximum of 15) working it. The mine boss steals only the moderate amount of 25gp a month. The miners steal much less, perhaps 1sp worth each. It seemingly plays out in 5d10 months of time. Only a mining engineer, or dwarf or gnome miner, will be able to locate new veins of ore. If hired, they can return the mine to 50% normal yield for a period of 6-60 years—it being an excellent mine overall.

## Castles Zagyg: Yggsburgh

### 14. The Unnamed Island

**Location:** The River Nemo

**Encounter Chart:** River

**Zagyg Adventure Reference:** River Nemo, Yggsburgh

The Unnamed Island is about 10 miles upstream from Yggsburgh. It is said to be a place where dark forces gather on moonless nights. This is likely a tall tale to explain the fog that tends to form over the island on such nights. But sometimes, visible in this murky blanket are strange lights that dance and pulse, and passing boatmen have heard eerie sounds that might have been chanting coming from the place. That demon worshipers gather there to perform obscene rites and offer sacrifices to their nether masters is most doubtful, although there are many unexplained disappearances in the area. In all cases this island is given a wide berth, and normal folk shun treading on it, and do not name it for fear of attracting the attention of the evil ones.

#### Adventure Hook

This adventure will take much effort on the part of the Castle Keeper. The Castle Keeper is to prepare the actual adventure material and the opponents' statistics for this encounter. As this can be quite an extensive adventure, the undertaking will be no mean effort but will ultimately greatly increase the abilities of the Castle Keeper to prepare and run adventures of his own in this setting.

Should the characters venture to the island on a moonless night, they will discover an evil cleric is calling up shadows that wander around in search of something. The cleric is trying to ascertain the whereabouts of the hidden tomb of an ancient lich. He is doing so in order to gain that monster's treasure for himself, for this cleric has discovered that amongst the horde is a potent malign artifact of evil that will empower him greatly.

The Castle Keeper should consider that the motivation for seeking the relic might well extend beyond personal aggrandizement. The cleric might be the chief agent of some powerful noble bent on conquest of the area, or usurping power in Yggsburgh itself.

### 15. Swift Currents

**Location:** Urt River

**Encounter Chart:** River

**Zagyg Adventure Reference:** Urt River, Menhir Hills, Greypools Mire

Where the Urt River narrows, near the morass of the Greypools Mire and north, are areas of great danger. Their unusual inhabitants raid unchecked causing havoc for all who dare these waterways.

#### Adventure Hooks

Somewhere up the Urt, deep in the Menhir Hills, there is reported to be the lair of a most awful water giant. Now it is laying in wait for, and attacking, the small boats that dare the swift current of the river, wrecking them and devouring the people on board. These reports come from dwarves who have fled the area because of this fierce monster. Can the characters locate the water giant, find its lair and defeat it? Alternately, can they convince it to quit

with its wanton destruction and allow fishermen to ply its trade? The Castle Keeper should prepare appropriate encounters, and a lair, should the characters undertake this adventure.

*Water Giant (This chaotic evil creature's vital stats are: HD 9d12, HP 75, AC 20. Its prime attributes are: physical. It can attack with two large fists for 3d6+6 damage, a giant club for 2d12+6 damage or by hurling rocks for 5d6 damage. Special: The water giant can breathe underwater for 6 hours before needing to come up for more oxygen.)*

Not far upriver, somewhere near the place it passes the Greypools Mire, storytellers relate that there is a sunken ship that has lain on the bottom of the Urt River for centuries. It is supposedly a raider vessel filled with riches, which was sunk with all of its reaving crew by an outraged demigoddess for their daring to have sacked and burned her fane. No one has sought to locate the wreck, because of the curse the deity put upon both it and any who seek to gain its wealth for themselves.

The Castle Keeper is to prepare the actual adventure material and such opponents' statistics as are appropriate for the encounter. Several creatures in the Orders of Battle may be appropriate for such encounters. It could be that ghosts of the crewmen are haunting the river or protecting their "tomb," or even doing the bidding of some greater being who has come to reside here.

### 16. Snails, Shells and Minnows

**Location:** Meadow Creek

**Encounter Chart:** Stream

**Zagyg Adventure Reference:** Meadow Creek, River Nemo

In this small but notable stream are said to be a living in the upper reaches of this waterway a rare kind of fish. These are all but invisible fish; little creatures are who many claim to be of fairy sort, magical and intelligent.

#### Adventure Hook

Rumors of the magical fish living in this stream should attract any curious character. And the fish here are indeed magical. The minnows dwelling in the upper reaches of the river are all but invisible and intelligent. If caught, they can change themselves into a seemingly inanimate object such as a pebble or snail shell. Or so the rumors go. Whatever the case, if that or other ruses fail, the captive minnow resumes its own form and answers three questions of its captor, if a promise to be released and allowed to live is given. The knowledge possessed by one of these fabulous minnows is claimed to be vast.

Could it be the fish are lying? Are others in the region looking for the magical minnows? Are they protected by other fey? The Castle Keeper should prepare the actual material for this encounter and determine the amount of knowledge known by the minnows.

## 17. Witches and Waterways

**Location:** False Urt River

**Encounter Chart:** River

**Zagyg Adventure Reference:** False Urt River, Greypools Mire, Urt River

This sluggish waterway is the subject of many rumors and tales. Many are easily discounted, others are not. What nature of beast or evil creature lurks along banks overgrown with willow bushes few can say with accuracy, but one can accurately say anyone who decides to find out is indeed brave.

### Adventure Hook

Old wives' tales claim that the False Urt River was created long ago by a potent witch, so as to lure unsuspecting waterfarers into the Greypools Mire. There, they were drowned or else killed by the witch and her vile servants. Although the original witch is said to have died decades ago, it is told that her daughter now roams the waterway, doing her mother's fell work.

The Castle Keeper is to prepare the actual adventure material and opponents' statistics for this encounter, keeping in mind the characters' levels and capabilities. Whether or not a witch can even be found in this region is left up to the Castle Keeper. At the very least, though, keep the mystery alive.

## 18. Fish and Savage Reptiles

**Location:** Big Fish Lake

**Encounter Chart:** Lake

**Zagyg Adventure Reference:** Garham, Mound Island

Big Fish Lake is located near Garham. It is well-known for its big fish. Eels and lampreys of incredible size menace the lake. Where do fish of such size come from? Though rumors abound, few know the actual truth of the matter. What is known is that the lake is not an altogether safe place and at one time, in days past, a great army of savage reptilemen once dwelled here.

### Adventure Hooks

Fable has it that at the deepest part of this lake there is a great artifact, a sampo that periodically produces a random elixir. It is said to be a draught that extends life, or perhaps conveys good health, and maybe even a potion that causes increase in size. These magical liquids being discharged into the lake's waters are what have caused the creatures dwelling therein to grow so large, demonstrate such vitality, and live for decades if not killed by predators such as fishermen.

Will the characters brave the waters of the Bigfish Lake to find the sampo? Is there even a sampo here? What guards this object and why would it be here? The Castle Keeper should decide these and other issues before the characters embark on their mission of discovery.

There is said to be an underwater cave not far below the surface of the lake's south shore. The cave is claimed to lead to an extensive underground lake, and from thence upwards into a cavern complex underneath the Lakepens Hills. This place was once the



home of a great tribe of reptilemen, but because of their attacks on the humans nearby these savage creatures were exterminated in a long war. Now all the hidden places are empty save for monstrous things.

## 19. Disappearances and Labyrinths

**Location:** North Eel River

**Encounter Chart:** River

**Zagyg Adventure Reference:** North Eel River, South Eel River, Menhir Hills, Bigfish Lake, Fallsford

The North Eel River flows fast out of the Menhir Hills and empties into the Bigfish Lake. Its lower reaches are inhabited by the same giant fish and aquatic animals found in the Bigfish Lake, but it is home to much more than this. Its tangled banks conceal many strange creatures, and its upper reaches, far in the Menhir Hills, harbor even more.

### Adventure Hooks

The frightening tales told about the phantom that haunts the banks of this river are likely no more than tall tales, and disappearances of persons in this area are ascribed to accidental drownings. This spirit is said to wander North Eel River to frighten away mortals, so that they do not fall into clutches of the terrible green hag that has her lair in the North Eel River. The Castle Keeper should decide where the Green Hag resides and what part, if any, the spirit has to play in the affairs along the river. The Castle Keeper is strongly encouraged to determine the specifics of this encounter; however, a suggested Green Hag is statted below.

## Castles Zagyg: Yggsburgh

**Green Hag** (*This creature's vital stats are: HD 6d8, HP 37, AC 17, chaotic evil. Its prime attributes are: physical. Her significant attribute is: str 18. The hag attacks by grappling an opponent and attempting to drown or choke them. Once an opponent is grasped, the hag is considered to have a choke hold and delivers 2d4 subdual damage a round until the opponent reaches -10 hit points. She can also make two attacks with her claws for 1d4 damage each. Special: this hag can breathe underwater, polymorph self and cast charm three times a day as an 8th level wizard.*)

Far upriver, where the Menhir Hills are near to being mountains, gnome miners are reported to have struck a great vein of gold intermixed with platinum. In their efforts to find more such wealth, however, these demi-humans are said to have broken into a labyrinth of natural caves, the subterranean inhabitants of which decimated the gnomes and drove the survivors out of the area. There is a clan of dwarves willing to go investigate, and take over the diggings if they have heroes with them to assist in fighting whatever fell creatures might be in the mine. They will pay no less than 2,500gp if there is indeed such a mine, and give a bounty of 50 to 500gp, depending on the ferocity of each monster found therein and slain by the party members.

The Castle Keeper must determine both the make-up of the dwarven miners and the monsters that have driven out the gnomes. Use of the Orders of Battle Appendix, Dwarves, should be helpful, as would any of the other humanoid Order of Battle tables. Further, use of the random encounter table may also be useful.

## 20. Barges, Beavers and Tavern Tales

**Location:** South Eel River  
**Encounter Chart:** River

**Zagyg Adventure Reference:** South Eel River, Bigfish Lake, Garham

The South Eel River is busy with barge and boat traffic, moving to and from Garham with goods of all types. Though not quite the same size, the same fish found in Bigfish Lake are often found here as well. However, it is not only boats and barges that move along this river. Dangerous and terrifying creatures are said to dwell here, and fishermen keep an eye out for strange goings-on.

### Adventure Hook

Tales told in taverns in Garham and the surrounding area sometimes concern an otter-were dwelling along the banks of this great river. In stories related by those who have met it, this creature is described as a great animal which can change itself into a human. It is described as a trickster who

deceived them into doing it a favor and, in exchange, promised to lead them to a hidden cache of wealth—but never did.

This is no otter-were, and it would be wrong to associate with those other creatures of the “were” family such as the werewolf or jackelwere. This is a magical otter, the origins of which are lost to all. It uses fishermen and others to do its bidding. What it bids the characters to do is left up to the Castle Keeper.

**Otter** (*This chaotic neutral creature's vital stats are: HD 10d10, HP 76, AC 22. Its prime attributes are: physical and mental. It can swim 240 feet per round, but on land moves at 80 feet per round. It can attack with a bite for 1d6 damage. A successful bite delivers a poison that causes its victim to sleep a number of hours equal to the damage inflicted, unless a save vs. poison is made. The otter can cast each of the following spells at 10th level of ability three times a day: change self, charm person, charm monster, invisibility, mass suggestion, mass charm and mirror image.*)

## 21. The Curse of Blessing

**Location:** Cress Brook

**Encounter Chart:** Stream

**Zagyg Adventure Reference:** Cress Brook, South Eel River, Richwood Forest, North East Uplands

This small brook is renowned for the watercress and trout caught in its fresh waters. Some elves are believed to live in the vicinity of the creek. But there are also rumors and tales of the creeks magical blessings but, the story warns that there are also curses accrued with the blessings. These tales bring many a traveler to this remote area.



## Adventure Hook

Legend claims that the brook's waters are magical. If a person bathes in them on a certain night of the year, the waters convey magical properties to the bather. The person bathing in the creek receives protective powers, such that they receive a 21 armor class no matter the armor they are wearing. It also confers an 18 dexterity upon the person. And that lucky individual is also able to see in total darkness. Along with these blessings comes a curse. These benefits are balanced by an aura around the person such that all evil creatures can see them clearly, day or night. This radiance causes the malign to be incensed and attack, unremittingly, the one shedding the aura. These effects last for one month only.

## 22. The Nereid's Warning

**Location:** Cold Springs Run

**Encounter Chart:** Stream

**Zagyg Adventure Reference:** Cold Springs Run, River Nemo, Salamander Creek, Glittering Knobs

The navigable portion of the small creek is crowded with boat traffic ferrying supplies to the various encampments of miners in the Glittering Knobs as well as bringing back precious cargoes of gold, silver and gems. But what of the upper, non-navigable portions? What lies beyond?

### Adventure Hook

An old gaffer's tale tells of a nereid dwelling in the largest of the spring pools at the headwaters of the Cold Springs Run. She is said to be there to guard the burial place of a wingless dragon or serpent of most terrible aspect. She commands any wanderers in the area to stay away, lest they bring the creature back to life.

Should it be decided that this rumor is true, the Castle Keeper should prepare beforehand the place of burial, what guards it and the nature of the serpent aroused should the characters not take the advice and warnings of nereid.

*Nereid (This creature's vital stats are: HD 3d8, HP 17, AC 16, chaotic neutral. Her prime attributes are: mental. She attacks with a grapple only and attempts to drown or choke opponents this way. Special: She can cast charm person at the 12th level of ability three times per day. She can teleport without error to her watery home at will.)*

## 23. Services and Rewards

**Location:** Greypools Mire

**Encounter Chart:** Marsh

**Zagyg Adventure Reference:** Greypools Mire, False Urt River

This broad marshland is dotted with small and large ponds. Some are shallow and others deep, but all have soft muddy bottoms that swallow up those unfortunate enough to fall into them. This is only one of the dangers of the Greypools Mire. It is inhabited by many ferocious and dangerous creatures of evil bent and malign spirit. Travel here is fraught with many dangers so great care and planning are a must.

## Adventure Hook

Folk tales claim that one of the large pools is the home of a community of fairy folk. Though difficult to find, anyone bringing these water-dwelling wee folk gifts of a useful sort are welcomed and given rich rewards for their trouble.

The Castle Keeper should develop the nature of this encounter to include the location of the community and the make-up of its inhabitants. The wandering monster table for marshes should supply ample challenging encounters, and adventures aplenty for any party attempting to reach the fairies.

## 24. Hauntings and Hillocks

**Location:** Great Leech Marsh

**Encounter Chart:** Marsh

**Map Reference:** 24

**Zagyg Adventure Reference:** Great Leech Marsh

Thick with thorny trees and marsh grasses, mires and pools of soft mud, even moving through this place is dangerous. Combined with the marsh's many monstrous inhabitants, it becomes deadly.

### Adventure Hook

There is said to be a barrow, a haunted tomb, in the marsh. Rumor places it near Bigfish Lake, on a strangely-shaped hillock amongst the many low rises of dry ground in the morass. What might have caused the strangely-shaped hillock? Is there some animal responsible for it? Or is the mound just the earth covering some ancient, eldritch burial site?

The Castle Keeper must develop this barrow as needed and provide answers for all the questions the characters may devise. The one certainty is that it is not here by accident.

## 25. Rooting Out Truffles

**Location:** Wynchwood Forest

**Encounter Chart:** Wynchwood

**Zagyg Adventure Reference:** Ashwood, Bald Hills, Menhir Hills

The Wynchwood is an enchanted place! It is named for a tribe of ancient folk who dwelled in and around it long ago, the people calling themselves the Wycce. The Wynchwood is best known for its two widely differing aspects. First and foremost, its principal inhabitants are of sylvan sort such as satyrs, silini (human upper torso, pony lower torso), stacentaur (deer-bodied centaurs), centaurs, and bucentaur (bull-bodied centaur). There are many other creatures living in this forest who are of unusual sort.

Second, and of commercial note, are the fungus beds that grow underground within it. These are truffles, and are known as "black silver" as their wholesale value is the same as silver, ounce for ounce. A number of daring freemen with trained swine venture into the Wynchwood Forest's verge to locate and root out the truffles locate therein. An average single find brings forth about three pounds of the fungus worth about 20gp to the right buyers. Few pickers or woodcutters dare to venture into the heart of the woodland where the exotic fruits and desirable species of timber to be felled are located.

## Castles Zagyg: Yggsburgh

### Adventure Hook 1

The small Trufflers' Brotherhood of Yggsburgh is asking for up to 10 mercenary guards of exceptional ability, to protect them against attacks by satyrs and other forest denizens while they are seeking truffles. The pay is 25gp per person, per day, plus any loot taken from attackers. What they really want is a force to go into the woodland and exterminate its inhabitants, so they can take more truffles and their associates dealing in timber can freely harvest the rare trees. Of course, it would take an army backed up by potent wizards and priests to accomplish that, but these merchants are not aware of that.

The Castle Keeper should manage this adventure by having a wood elf of friendly nature approach the party, and warn them not to get involved in a fight with the creatures of the forest. If they listen and leave, on their way out of the woods they will find a gold brooch in the shape of pan pipes—the Stryx of Sylvan Summoning (see Magic Items Appendix). If the characters decide to seek out and attack the forest's inhabitants, they will encounter first a band of 12 satyrs, then 12 silini, then 6 stacentours, then 6 centaurs and then 6 bucentours. If those five groups are defeated, then repeat the sequence, this time with half again as many of each creature attacking. If the party succeeds in defeating all of those assailants, they have succeeded in making the area safe for truffle hunters for the next five years!

Elven leader (This is a neutral good, elf, 6th/6th level fighter/wizard whose vital stats are: HP 30, AC 17. His prime attributes are: str, int. His attributes are: str 11, con 12, dex 15, int 12, wis 11, cha 14. He carries chainmail, shield, longsword, longbow and 8-24gp. He can cast the following number of wizard spells: 0-5, 1st-4, 2nd-3, 3rd-2.)

Satyr x12 (This neutral creature's vital stats are: HD 4d10, HP variable, AC 15. Its prime attributes are: physical. It has a 15 dexterity conferring a +1 to all missile attacks. It can attack with a head butt for 2d4+1 damage. This attack also acts as an overbearing attack. It carries a short bow and dagger. Special: Satyrs have a spell resistance of 10.)

Silini x12 (This neutral creature's vital stats are: HD 5d10, HP variable, AC 15. Its prime attributes are: physical. It has a 16 dexterity conferring a +2 to all missile attacks. It can attack with a rear kick for 2d4+2 damage. This attack also acts as an overbearing attack. It carries a sling and dagger. Special: Silini have a spell resistance of 10.)

Stacentaur x6 (This neutral creature's vital stats are: HD 6d10, HP variable, AC 16. Its prime attributes are: physical. It has an 18 dexterity, conferring a +3 to all missile attacks and a 19 strength conferring +3 to all to hit rolls and damage rolls. It can attack with its horns for 2d6 damage. This attack also acts as an overbearing attack. It carries a short bow and dagger. Special: Stacentours have a spell resistance of 15.)

Centaur x6 (This neutral creature's vital stats are: HD 7d12, HP variable, AC 16. Its prime attributes are: physical. It has a 16 dexterity conferring a +2 to all missile attacks, and a 20 strength conferring +4 to all to hit rolls and damage rolls. It can attack with a rear kick for 2d6 damage. This attack also acts as

an overbearing attack. It carries a short bow and dagger. Special: Centaurs have a spell resistance of 10.)

Bucentaur x6 (This neutral creature's vital stats are: HD 8d12, HP variable, AC 17. Its prime attributes are: physical. It has a 16 dexterity conferring a +2 to all missile attacks and a 22 strength conferring +5 to all to hit rolls and damage rolls. It can attack with its horns for 2d6 damage. This attack also acts as an overbearing attack. It carries a club and dagger. Special: Bucentours have a spell resistance of 10.)

### Adventure Hook 2

While in the Wychwood Forest the party sees a hamadryad pleading with several woodcutters. These men are intent upon felling her home tree. What will the characters do?

This particular hamadryad is in desperate straits because the leader of the woodcutters has an Amulet of Counter-Enthralling (see Magic Items appendix). As a result, all the hamadryad's attempts to captivate or fascinate the woodcutters have failed. So her tree is about to be cut down by the woodsmen and her life ended. The woodcutters will not heed her pleas, as they want the tree and the treasures within it. The hamadryad cannot physically attack the woodsmen, as she has no effective weapons and an axe blow upon her tree will disrupt her spell casting and concentration (this already happened when she attempted to use her magic against them). There are several cuts in the great oak's bole already. If the characters intervene and save her tree, the hamadryad will give each of them a kiss which will increase that character's charisma by 1 point. This magic only affects those characters with a charisma score of 16 or less.

Inside the bowl of the tree are 30 gemstones of red and green hues. Each is worth 50-200gp.

Woodcutters x3-6 (These are neutral, human, 3rd-6th level fighters whose vital stats are: HP variable, AC 12. Their prime attributes are: str, con, dex. They each have a strength of 15. They carry leather armor and battle axes.)

Hamadryad (This is an exceptional, chaotic neutral creature whose vital stats are: HD 15d10, HP 110, AC 21. Her prime attributes are: mental, physical. Her attributes are: str 10, con 14, dex 19, int 16, wis 16, cha 21. Her magic resistance is 15. She carries nothing. A hamadryad can cast the following spells as a 15th level cleric: command x12 a day, calm animal x12 a day, charm person x6 a day, fascinate x6 a day. She has the ability to cast druid spells at the 15th level of ability and has the following number of druid spells: 0-3, 1st-3, 2nd-3, 3rd-3, 4th-2, 5th-2, 6th-1, 7th-1, 8th-1.)

## 26. Red Bill and the Filthy Orcs

**Location:** Little Hillwood

**Encounter Chart:** Woods

**Zagyg Adventure Reference:** Little Hillwood, Menhir Hills, False Urt River, Urt River, Greypools Mire, Old Castle Track

This woodland is a dangerous place. Where it borders the Menhir Hills Road to the west, the Little Hillwood serves as a lair and hiding place for human robbers and humanoid reavers alike. For this reason, and the fact that there is nothing but danger along its course, the Old Castle Track that enters the forest's south central portion is shunned by all sensible persons.

### Adventure Hook

The party comes upon a group of brigands that are encamped in a hidden dell. Their guards detect the interlopers, but welcome them, evidently mistaking the characters for some tough and able reinforcements their leader is expecting. The chief of the robber band, Red Bill Farmer, greets the most able-looking fighter in the party, saying: "Damme, but you must be 'Savage Wilk.' No one else would dare to have such a band of villainous cutthroats with him. How did you get here so quick? No matter, it's a wonder you found this place at all. Come on, let's have some drink and discuss how best to attack and kill those filthy gnoles that have been cutting into my band's rightful prey!" The Castle Keeper should change the gnoles to another humanoid band if needed.

The brigand captain then describes the enemy, the location of their village encampment, and his plan of attack. Will the party manage to pull off an impersonation of a band of dangerous criminals? Will they join in the assault? Will they try to sneak away in the night? There are many options involved in this scenario, including the later appearance of demi-humans or humanoids drawn to the fight by the noise...

### The Brigands

The group size and level range of the brigands are left up to the Castle Keeper. However, the following group is provided if needed. The captain of the band is the ruthless outlaw Red Bill Farmer and his faithless lieutenant Jocko. Their spiritual advisor in badness is Demon Harv, and they also have with them The Flash, a wizard with a pyromaniac bent.

**Red Bill Farmer** (*He is a chaotic evil, human, 9th level fighter whose vital stats are: HD 9d10, HP 49, AC 16. His prime attributes are: str, con, dex. His significant attribute is: str 15. His secondary skills are: bullying, woodsman. He carries a breastplate, shield, +1 bastard sword, javelins x3, 40gp, and is wearing 80gp worth of jewelry. He is mounted on a light war horse whose vital stats are: HD 3d10, HP 20, AC 12. It receives two hoof attacks for 1-4 damage, or one overbearing attack.*)

**Jocko** (*He is a chaotic evil, human, 7th level fighter whose vital stats are: HD 7d10, HP 49, AC 15. His prime attributes are: str, con, dex. His secondary skills are: leadership, ambush. He carries a breastplate, two-handed sword, +1 dagger, 35gp and is wearing 100gp worth of jewelry.*)

**Demon Harv** (*He is a chaotic evil, human, 4th level cleric whose vital stats are: HD 4d8, HP 20, AC 14. His prime attributes are: str, dex, wis. His significant attribute is: str 16. He carries studded leather, shield, mace, +2 staff, holy symbol, 15gp, and wears 30gp worth of jewelry. He can cast the following number of cleric spells: 0-4, 1st-3, 2nd-2.*)

**The Flash** (*He is a chaotic evil, human, 5th level wizard whose vital stats are: HD 5d4, HP 14, AC 14. His prime attributes are: dex, int, wis. His significant attribute is: dex 18. He carries a +1 ring of protection, a spell book with the following number of spells in it: 0-7, 1st-5, 2nd-5, 3rd-4, 4th-2, 22gp, and wears 50gp worth of jewelry. He can cast the following number of wizard spells: 0-5, 1st-4, 2nd-2, 3rd-1. These spells tend to be pyrotechnic in nature.*)

**Brigand Chief of Dusters x2** (*HD 5d10, HP 38, AC 16, PA physical, EQ chainmail, shield, longsword, dagger and 5-60gp. Light war horse: HD 3d10, HP 17, AC 12 with two hoof attacks or overbearing attack.*)

**Brigand II Dusters x6** (*HD 2d10, HP 16, AC 14, PA physical, EQ ring mail, shield, scimitar, dagger and 3-18gp. Light war horse: HD 3d10, HP 17, AC 12 with two hoof attacks or overbearing attack.*)

**Brigand IV flailmen x3** (*HD 4d10, HP 27, AC 16, PA physical, EQ chain mail, shield, heavy flail or battle axe, dagger and 3-18gp.*)

**Brigand III serjeants x4** (*HD 3d10, HP 23, AC 15, PA physical, EQ chain shirt, shield, heavy flail or battle axe, dagger and 3-18gp.*)

**Brigand I crossbowmen x20** (*HD 1d10, HP 8, AC 12, PA physical, EQ leather armor, crossbow, belt axe, dagger and 2-12sp.*)

**Brigand I spearmen x40** (*HD 1d10, HP 8, AC 13, PA physical, EQ leather armor, shield, spear, club, dagger and 2-12sp.*)

### The Humanoids

The type and size of the humanoid band should be altered if desired. A gnole band is described below for use if needed.

**Gnole chief** (*This chaotic evil creature's vital stats are: HD 4, HP 32, AC 16. Its prime attributes are: physical. It carries a chain shirt, two-handed sword and 20gp. Special: This gnole receives a +3 to hit and damage with melee weapons.*)

**Gnole sub-chief x2** (*These chaotic evil creatures' vital stats are: HD 3, HP 24, AC 15. Their prime attributes are: physical. They carry ring mail, heavy flail and 3-18gp. Special: These gnoles receive a +2 to hit and damage with melee weapons.*)

**Gnole guards x8** (*These chaotic evil creatures' vital stats are: HD 2, HP 16, AC 15. Their prime attributes are: physical. They carry ring mail, long bow, battle axe and 2-12gp. Special: These gnoles receive a +1 to hit and damage with melee weapons.*)



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Gnole halberdiers x12 (These chaotic evil creatures' vital stats are: HD 2, HP 16, AC 15. Their prime attributes are: physical. They carry ring mail, halberd and 2-12gp. Special: These gnoles receive a +1 to hit and damage with melee weapons.)

Gnole knockers x12 (These chaotic evil creatures' vital stats are: HD 2, HP 16, AC 15. Their prime attributes are: physical. They carry ring mail, morning star and 2-12gp. Special: These gnoles receive a +1 to hit and damage with melee weapons.)

Gnole axemen x12 (These chaotic evil creatures' vital stats are: HD 2, HP 16, AC 15. Their prime attributes are: physical. They carry ring mail, battle axe and 2-12gp. Special: These gnoles receive a +1 to hit and damage with melee weapons.)

### Wood Elves

A band of wood elves is in the vicinity. It is up to the Castle Keeper to decide if the wood elves hear the sounds of battle and come to investigate. The size and level range of the band should be altered to fit the party's level. The wood elves are led by Aldion Ashgrove and his advisor Trintolan Yarrow. They are aided by their lieutenant, Valitas Ferret.

Aldion Ashgrove (He is a chaotic neutral, elf, 7th level fighter whose vital stats are: HD 7d10, HP 50, AC 23. His prime attributes are: str, dex. His significant attribute is: dex 19. He carries +4 chain mail, shield, +3 longsword, 31gp, and is wearing 120gp worth of jewelry.)

Trintolan Yarrow (He is a chaotic neutral, elf, 7th/7th level fighter/druid whose vital stats are: HP 40, AC 18. His prime attributes are: str, wis. His significant attributes are: dex 18, con 16. He carries leather armor, scimitar, 6 scrolls with druid spells, an elixir of healing that heals 4-16 hit points and 12gp. He can cast the following number of druid spells: 0-5, 1st-4, 2nd-3, 3rd-2, 4th-1.)

Valitas Ferret (This is a chaotic neutral, elf, 4th/5th level fighter/wizard whose vital stats are: HP 30, AC 16. His prime attributes are: str, int. His significant attribute is: dex 16. He carries a staff, +4 pectoral of protection, a spell book with the following number of spells in it: 0-9, 1st-7, 2nd-6, 3rd-5, 4th-4, and 45gp. He can cast the following number of wizard spells: 0-5, 1st-4, 2nd-3, 3rd-2, 4th-1.)

Elven serjeant (HD 3d10, HP 21, AC 13, PA physical, AT dex 15, EQ leather armor, longsword, dagger and 4-24gp. Special: move silent, hide, +1 to hit with longbow or longsword.)

Elven bowmen II x5 (HD 2d10, HP 16, AC 14, PA physical, AT dex 13, EQ leather armor, longbow, short sword and 3-18sp. Special: move silent, hide, +1 to hit with longbow or longsword.)

Elven warriors II x5 (HD 2d10, HP 16, AC 14, PA physical, AT dex 15, EQ leather armor, shield, longsword, dagger and 3-18sp. Special: move silent, hide, +1 to hit with longbow or longsword.)

Elven bowmen I x10 (HD 1d10, HP 8, AC 12, PA physical, AT dex 15, EQ padded armor, longbow, dagger and 2-12sp. Special: move silent, hide, +1 to hit with longbow or longsword.)

Elven spearmen I x10 (HD 1d10, HP 8, AC 13, PA physical, AT dex 15, EQ leather armor, spear, shortsword and 2-12sp. Special: move silent, hide, +1 to hit with longbow or longsword.)

Elven warriors I x10 (HD 1d10, HP 8, AC 13, PA physical, AT dex 15, EQ leather armor, shield, longsword, dagger and 2-12sp. Special: move silent, hide, +1 to hit with longbow or longsword.)

## 27. Assignations and Assassinations

**Location:** Great Hillwood

**Encounter Chart:** Wooded Hills

**Zagyg Adventure Reference:** Great Hillwood, Menhir Hills Road, Castle Gaxhill, Stonewyck, Sir Alec, Lord Mayor of Yggsburgh

Within the mighty forest of the Great Hillwood, with its massive oaks and pleasant meadows, lies Castle Gaxhill. Traveling along the Menhir Hills Road brings one to the southern edge of this forest some 50 or more miles from Yggsburgh. Just at the verge of the vast woodland, perched atop a steep rocky upthrust to the east of the road, there is the small fortress of Castle Gaxhill—the stronghold of an independent knight—and the town of Stonewyck.

### Adventure Hooks

1. Sir Alec is not sworn as a liegeman of the Free Town of Yggsburgh. The Lord Mayor Druid Lochinvar Beechwood summons the party to an audience, asks if they can travel north to the knight's manor, and convince Sir Alec to pay a visit to the town and pledge his fealty to it, thus strengthening Yggsburgh and his own position—according to the mayor. To make the offer more attractive, His Lordship says he will appoint Sir Alec to the office of Steward of all Yggsburgh's territory. This is a new office, ranking just below the Lord Mayor in precedence and bearing with it an annual stipend of 3,000gp. Will the adventurers undertake this embassy? If so, they might well earn the enmity of both town Councilmen, Sir Donald Kark and Sir Charles Thornly. Each of these two aristocrats believes he deserves the position, not to mention the other knights of the free town!

If the team succeeds in bringing Sir Alec to the town, an assassination attempt will be made on the knight. That will make convincing him to become a liegeman of the town's lord mayor more difficult. Suspicion will fall on his fellow cavaliers in regard to the attempted murder, but if the team investigates it, it is likely they discover that the assassin was hired by one of the three neighboring nobles, intent on making Yggsburgh a part of their respective domains. Success for the adventurers will mean elevation, with commoners amongst their number given coats of arms and made gentlemen. Characters of gentle birth will be styled "esquire," and any that are knighted at the time will be made Knights of the Order of the Citadel, the highest ranking order of the Free Town of Yggsburgh.

### 28. Sepulchral Tones

**Location:** Oldoaks Grove

**Encounter Chart:** Wooded Hills

**Zagyg Adventure Reference:** Oldoaks Grove, Menhir Hills, Lord Mayor of Yggsburgh

Deep in the Menhir Hills, hidden among the ancient and massive trees of this forest lies a bowl-shaped valley. Four times a year, the region's highest ranking Druid, Lochinvar Beechwood, the Lord Mayor of Yggsburgh, comes to hold the sacred ceremonies of that faith for the worshipers of the region. The Oldoaks Grove is now the center for the Druidical faith.

2. The center of the Oldoaks Grove is marked by a huge tree that has a black lightning scar on its bole, running down to the roots from a place where the trunk divides into four branches. Once the characters have located and are within the circle of the grove, they cannot find their way out. Should they try to leave, it seems as if they are leaving, but no matter what direction they travel, they end up back in the heart of the place where the lightning-scarred tree grows.

If the characters spend the night here, a ghostly phantom visage appears. It speaks to the characters in hollow, sepulchral tones telling them that they are doomed, will never leave this place of death, and their souls will be bound to the grove eternally. After it disappears, the characters will see ghostly forms amongst the trees, all appearing lost and in anguish. Of course, they must discover what is keeping them in the grove and how to break its power so as to allow them to leave. The exact nature of the conundrum is left up to the Castle Keeper and should be detailed as desired. Perhaps it is the spirit of an ancient druid who turned from nature to evil, made human sacrifices to the dark powers and was struck down by lightning for his terrible crimes. Although dead physically, his malign spirit remains and is able to wield magical spells. To destroy such a creature the characters would need to find his remains, destroy them by fire, and then possibly use exorcism or some hallowing spell on the scarred oak to remove his spirit from it.

### 29. The Drumbeat of War

**Location:** Westfields

**Encounter Chart:** Open Grasslands

**Zagyg Adventure Reference:** Westfields, River Nemo, Ashwood, Sir Donald Kark, Sir Charles Thornly, Sir Reynard Montjoy, Sir Bertram Trillingby

**Towns of Note:** Villages of the Westfields, Yggsburgh

The fertile plains of the Westfields are home to many freehold and socman farmers, and also contain the manors and holdings of four noblemen from Yggsburgh. Sir Donald Kark, Sir Charles Thornly, Sir Reynard Montjoy and Sir Bertram Trillingby all have fortified manor houses in the Westfields, and it is upon these four noblemen that much of the responsibility for the area's defense and policing lies. Though currently peaceful with only few minor disturbances, the politics of Yggsburgh often spill over into the Westfields, with oftentimes disastrous results.

#### Adventure Hook

Reports reach the area that a fleet of small ships has passed Dunfalcon and is heading up the River Nemo to raid and pillage the countryside. This means that at least 200 barbarian warriors will be here in perhaps a week, or even less time. Unless the raiders are met and defeated before they get a foothold, they will build a fortified base camp, steal horses, and proceed to attack and plunder the countryside virtually unchecked.

The knights in the Westfields are quarreling and so none are willing to cooperate in a concerted attack against the invading force when it lands. What can the party of adventurers do to convince the nobles to set aside their differences and act in concert? If they refuse to work together, their lands will be stripped of their wealth, of course, the communities ransacked and burned, and not a few of their folk carried off as captives and likely sold into slavery. If the characters do succeed in uniting the four knights, what can they do to both assure a victory and mitigate the losses bound to occur to the local force? Possible tactics include ambush, the use of war engines, and recruiting elves from Ashwood.

A review of the "Villages of the Westfields" located in "Garham, Villages and Thorps" (Section II, Part Three) should be used in preparing adventures in this region.

#### The Barbarian Raiders

There are two groups of barbarian raiders. The first is under the leadership of Jarl Vungard Bloodhand, and his aide Ulrich Wotanskald. The second is commanded by Jarl Arnie the Wolf, and his aide Bjorn Thorsmann. In the ship of each of the two commanders there is an iron chest containing 30-300 gems worth 20-80gp each, and 20-80 pieces of jewelry worth 50-2,000gp. There is also 2,000-8,000gp and 10,000-40,000sp.

Jarl Vungard Bloodhand (*He is a lawful neutral, human, 8th level barbarian whose vital stats are: HP 70, AC 17. His prime attributes are: str, con, dex. His attributes are: str 18, con 17, dex 12, int 11, wis 14, cha 13. He carries +3 ring mail, shield, +3 longsword, dagger, 55gp, and is wearing 175gp worth of jewelry.*)

Ulrich Wotanskald (*He is a lawful neutral, human, 5th level cleric whose vital stats are: HP 25, AC 17. His prime attributes are: str, con, wis. His attributes are: str 17, con 14, dex 9, int 12, wis 11, cha 14. He carries chainmail, +1 shield, mace, 29gp, and is wearing 110gp worth of jewelry. He can cast the following number of cleric spells: 0-4, 1st-3, 2nd-2, 3rd-1.*)

Jarl Arnie the Wolf (*He is a chaotic neutral, human, 7th level barbarian whose vital stats are: HP 56, AC 17. His prime attributes are: str, con, dex. His attributes are: str 18, con 14, dex 11, int 13, wis 8, cha 9. He carries ring mail, shield, +1 ring of protection, broadsword, dagger, 95gp, and is wearing 75gp worth of jewelry.*)

Bjorn Thorsmann (*He is a chaotic neutral, human, 6th level cleric whose vital stats are: HP 30, AC 16. His prime attributes are: str, con, wis. His attributes are: str 16, cha 14. He carries chainmail, shield, +1 heavy war hammer, 245gp, and is wearing 200gp worth of jewelry. He can cast the following number of cleric spells: 0-5, 1st-3, 2nd-3, 3rd-2.*)

Each raiding group has 100 members, with the following disposition:

Barbarian shieldmen III x4 (*3rd level barbarian, HP 27, AC 17, PA physical, AT str 14, EQ chainmail, shield, broadsword, belt axe, 3-18gp.*)

Barbarian shieldmen II x6 (*2nd level barbarian, HP 18, AC 15, PA physical, EQ scale mail, shield, battle axe, dagger, 2-12gp.*)

Barbarian bowmen I x10 (*1st level barbarian, HP 9, AC 12, PA physical, EQ leather armor, short bow, belt axe, 1-6gp.*)

Barbarian axemen I x20 (*1st level barbarian, HP 9, AC 12, PA physical, EQ leather armor, battle axe, dagger, 1-6gp.*)

Barbarian spearmen I x60 (*1st level barbarian, HP 9, AC 12, PA physical, EQ leather armor, spear, dagger, 1-6gp.*)

### 30. Settlers and Burrows

**Location:** Lonely Valley

**Encounter Chart:** Open Grasslands

**Zagy Adventure Reference:** Lonely Valley, Menhir Hills, Yggsburgh, Green Ridge, Urt River, The Gnome Burrows, Garham, Jolly Fisherman, Green Friends Clan, Yggsburgh College Library

**Villages of Note:** Garham

The lonely valley has no roads leading in or out of it. Its lands are unsettled by the farmers of Yggsburgh and few humans are likely to be seen here. The only folk that dwell in proximity to the Lonely Valley are (were—see below) a clan of gnomes who have their burrows in the hills at the valley's north central edge and a tribe of elves in the woods at the south end. Neither group welcomes humans, for if settlers come into the place everything will change drastically. The lord mayor of Yggsburgh would have it otherwise if he could thinking that the addition of a road and a few villages, two or three knights and Yggsburgh becomes that much stronger and more wealthy.

#### Adventure Hook

What brings the characters to the Lonely Valley? Perhaps the Lord Mayor requests that the characters survey the Lonely Valley for a likely spot to begin building a village, or sends them to make arrangement with the gnomes and elves for settlement rights? Whatever the case, the characters are unlikely to be received well by the elves, or at all by the gnomes (see below).

### The Gnome Burrows

The exact location of this place is left in the hands of the Castle Keeper. The burrows are generally in the hills at the west edge of Lonely Valley. What is around the location can be whatever the Castle Keeper wishes. This is very much a dungeon crawl, with little in the way of role-play, and very much exploration with some hack and slash thereafter. What heroic party would really want to spend time chatting with a bunch of murderous goblins anyway? So let your players have at it in this action-filled scenario.

Information regarding the Gnome Burrows can be gained in any of the following ways:

**Lonely Valley:** When meeting and conversing with any persons dwelling in or familiar with the Lonely Valley, the person will comment that the tribe of friendly gnomes that dwelled in the west central hills bordering the valley seems to have gone elsewhere, and that wild animals now make the area dangerous.

**Jolly Fisherman:** When in conversation in the Jolly Fisherman ale house in Garham, and the subject of gnomes, herbs, or the Lonely Valley comes up, information can be gained. An individual comments that the gnomes who inhabit a burrow at the valley's western verge have become hostile and won't allow anyone near there anymore, so it is dangerous to go there. They think something is definitely wrong.

**Green Friends Clan:** If the characters are friendly with any gnome dwelling in the area, they express concern that something bad has happened to the Green Friends Clan that dwells in the Lonely Valley. Why? Because the gnome has heard whispered remarks amongst his fellows that the Green Friends would never have willingly ceased trading their herbs and minerals for the many goods they got from the town.

**Yggsburgh Herb Suppliers:** When discussing rare herbs with any supplier of same in Yggsburgh, that individual will complain that since the gnomes of Lonely Valley have stopped trading in the town, it is difficult to get some kinds of rare herbs, and quality is not as high as those from the local gnome growers.

**Yggsburgh Spell Component Suppliers:** When discussing spell components with any supplier of the same in Yggsburgh, the proprietor mutters in passing that since the gnomes of the Lonely Valley quit sending their mineral components to the town, magnetite and pyrite are difficult to come by.

**Yggsburgh College Library:** If researching in the Yggsburgh College library regarding non-human occupants of the area, the following entry will be discovered in a text dealing with demi-human groups in the vicinity of the town:

*Of fairly recent introduction into the region is a clan of gnomes who call themselves the Green Friends. They are mainly agriculturists that cultivate herbs of all kinds, but are especially known for their ability to grow rare herbs of exceptional potency. The clan is small and reclusive. The location of their burrow is northwest of the Town of Yggsburgh, in the area known as the Lonely Valley.*

#### For the Castle Keeper

The gnome clan of the Green Friends numbered only 12 families, with 56 members and a bachelor association of 24 members. With their chief and his family, the clan priest and his family and warrior guards, the total number came to around 100 clansmen. Despite their small number, the clan was prosperous and lived well. In addition to their herbal crops, the gnomes had discovered an excellent source of magnetite (lodestone) and pyrite, so they became relatively wealthy trading these goods.

## Castles Zagyg: Yggsburgh

Being insular in their outlook and averse to general fraternization with any persons not of gnomish heritage, the Green Friends enjoyed their isolated location and kept all strangers, including other gnomes, away. This led to their undoing in the recent past. A tribe of wandering goblins made their way through the Menhir Hills undetected by humans or gnomes, and noted the rich conditions of the Little Hillwood and Long Forest timberlands, as well as the lushness and game in the Lonely Valley. In seeking a hidden place to make their own, the goblins discovered the burrows of the Green Friends Clan. As the leaders of these humanoids were clever, they spied on the gnomes carefully before making their move. When they struck, the goblins ambushed sentries, taking prisoner many gnomes who were working in the herb gardens, and then used their captives to gain entrance to the burrows. The gnomes were soon totally subdued and then killed.

The goblin chief was so pleased with his success that he named his band the Green Slayers, and their emblem is now a gnome skull dyed green. However, because the goblins are few in number now, the chief has elected to enlist many wererats into his force.

The shaman was also quite happy, as he discovered the means of summoning a will-o'-wisp amidst the booty taken from the demi-humans. A special potion was discovered that gave the shaman the means to control a summoned will-o'-wisp. It is a gnomish potion made from rare herbs. He regrets being unable to make new batches of the magical draught but keeps on experimenting, the only results so far being three dead members of the band.

The main objective for the party is rather straightforward and violent. Get into the complex, and wipe out all of the goblins and their associated number. To make the victory complete, they need to make known what they have done after accomplishing the extermination of the vile goblins. This will gain the party some renown and make them popular with all demi-humans, and gnomes in particular.

If you wish, the scenario can be modified to allow for dissension within the goblin clan, there is a sub-chief who can be established as the head of a rebel force that will possibly fight with the characters against the other goblins if they play things correctly. This optional approach is introduced and explained in pertinent encounter areas. You are free to employ it or not, but if the party is not particularly strong, it is the best way to provide a fair chance for their succeeding in the challenging series of confrontations they face.

If the party is of relatively high level, simply increase the number and/or level of goblins and other denizens of this place. In all cases where goblins are receiving a bonus to damage, that same bonus applies to the attack die roll.

### The Burrows

#### Composition of the Burrows

The Green Friends dug their home into a hillside composed of limestone with pockets of soil. Those areas of the underground complex excavated from earth are indicated hereafter in the encounter areas.

**Tunnels:** All five-foot-wide shafts have rough-hewn floors and walls, as well as an arched ceiling eight feet above the floor at its apex.

**Doors:** Single doors are of iron-banded oak, two inches thick. Each is two-and-a-half feet wide and five feet high. All open inward and have an iron bolt to lock them. Double doors are studded and iron-banded oak, two-and-a-half inches thick. Each is three-and-a-half feet wide and seven feet high. All open inwards, have an iron bolt, and a wooden bar to lock them.

**P:** These are privy rooms with several accommodations. The waste shafts run some 40 feet down to the channel of an underground stream.

**Approach to the Entrance** The area surrounding the entrance is sparsely wooded, with clumps of low foliage and bushes. The terrain is somewhat rocky and hilly, with many small ridges and swales that cut line of sight considerably. As the party moves through here they notice small paths in the dirt, something like deer trails, but not made by hoofed animals. A ranger notes small footprints of demi-human and humanoid sort. The various paths lead away to nothing in the west and north, to overgrown garden patches in the east, and to a slightly broader path leading off southwards into the open land of the valley. Backtracking along the paths leads to Area 1.

**1. Entrance to the Gnome Burrows** The well-beaten path leads to the location where it seemingly dead ends against a sloping rock set into the side of a low hill covered with scrub. The rock slab is counter-weighted, so that a strong pull upon its lower edge causes it to swing upwards to reveal an opening six feet high and five feet wide, and stairs leading down into the rock beyond.

The party will arrive either during the day or night. Each arrival is described separately below.

#### Daylight Arrival

As the party comes close to examine the slab of stone, four gnomes concealed in the bushes flanking the rock stand up with short bows at the ready, demanding to know what strangers dare to trespass on the lands of the Green Friends Clan.

The characters may notice that these demi-humans are rather beady-eyed and sharp-faced for gnomes, and that they are nervous and twitchy. Observant characters see that something is wrong.

These sentries are not eager to engage in conversation, but if the party appears tough and determined, they will speak at some length. In general, they demand that the intruders leave, that their clan is in mourning over the death of its chief, and no one not of the clan can enter the burrows.

They are lying, of course. These gnomish wererats attack if the party is aggressive. These creatures will fight until two are dead, then the two remaining flee at their fastest speed up the hill into

the scrub. If they escape, the two enter the escape passage on the north side of the hill, which is disguised as a fox's den (see Area 2). They will not alert the goblins, because they are cowardly and not loyal in the least.

Wererat Gnomes x4 (These small chaotic evil creatures' vital stats are: HD 3, HP 13, AC 17, MV 24. Their prime attributes are: physical. They can change into rat form at will, once a day, and attack with their weapons, or by a bite for 1d4 damage, which also has the possibility of causing a disease. They carry clothing, short swords, short bows and 4-16sp.)

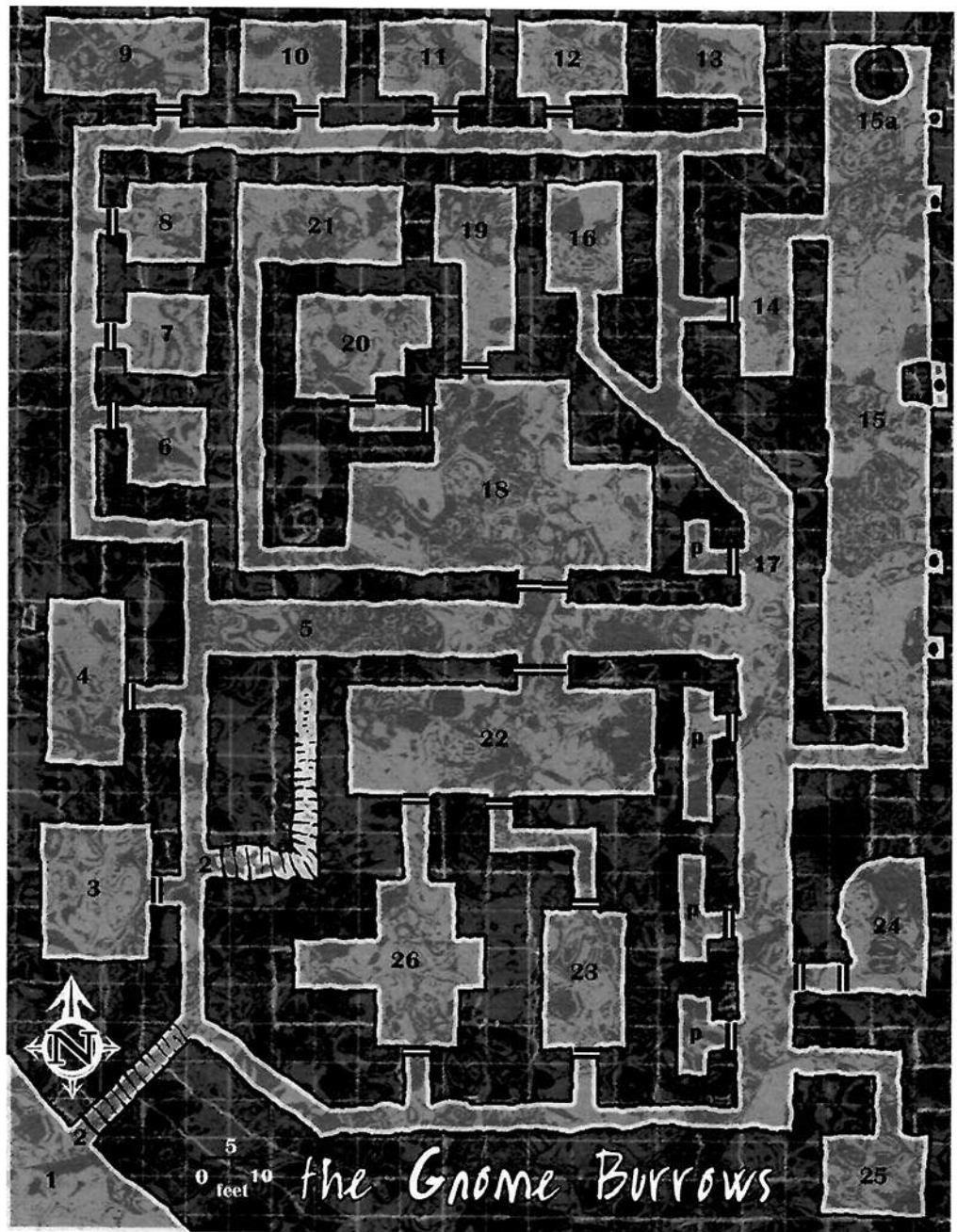
#### Night Arrival

There are two gnome wererats on guard at night. They watch from the bushes while a will-o'-wisp glows steadily as if it were a magic lantern. It is located about 10 feet above the entrance to the burrows. Each wererat sentinel has an attack-trained wolverine with it. When anyone approaches, they ready their bows and demand the intruders step into the light. Upon seeing a party of adventurers, the guards order the will-o'-wisp and wolverines down to attack, loose their arrows, change to rat form and join the melee. They feel confident of their strength, so they will fight to the end.

Wererat Gnomes x2 (These small chaotic evil creatures' vital stats are: HD 3, HP 13, AC 17, MV 24. Their prime attributes are: physical. They can change into rat form at will, once a day, and attack with their weapons, or by a bite for 1d4 damage, which also has the possibility of causing a disease. They carry clothing, short swords, short bows and 4-16sp.)

Will-o'-wisp (This small chaotic evil creature's vital stats are: HD 9d8, HP 40, AC 29, MV 36. Its prime attributes are: mental. This special will-o'-wisp has a spell resistance of 20 against all spells except magic missile and protection from evil. It attacks by causing an electrical shock for 2d8 damage.)

Wererat Gnomes x2 (These small chaotic evil creatures' vital stats are: HD 3, HP 13, AC 17, MV 24. Their prime attributes are: physical. They can change into rat form at will, once a day, and attack with their weapons, or by a bite for 1d4 damage, which also has the possibility of causing a disease. They carry clothing, short swords, short bows and 4-16sp.)



Wolverine x2 (These small neutral creatures' vital stats are: HD 3, HP 18, AC 15, MV 24. They attack with two claws for 1d4 damage, and one bite for 1d4+1 damage. If attacked from the rear, they release a musk in a 10 foot radius that blinds and sickens all within it.)

Rebel Faction Plot: In either case, if the "rebel faction" plot is being used, the gnome wererats are not loyal to the chief but back the sub-chief, because he was not the one responsible for making them what they are now. Thus, if one of these creatures is captured, or surrounded and given a chance to speak so as to save its life, the wererat tells the adventurers of the rebel sub-chief, urges the characters to go to the right upon entering the burrows, take the second, short passage to the left thereafter, and knock on the door there, calling out they are "friends come to assist in overthrowing the goblin chief." The wererats will swear they are telling the truth, and they are, of course.

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**2. Stairway:** These stone steps lead northeast from Area 1 twenty-five feet down to a passage leading north and a branch leading southeast.

The steps in the north passage, accessed by the entrance steps, lead first east then north for a distance of 30 feet. The area directly in front of these steps is flagstone, not hewn rock, indicating that there was earth here, and the initial course of the stairway is of laid limestone risers. This stairway leads to a corridor that runs north beneath the upper level of the burrows to Area 5, and from there goes due north 130 feet. At that distance, the stone passage becomes a clay-walled tunnel of three-foot width and five-foot height, gradually lessening to two-foot width and three-foot height as it runs another 40 feet. At its end is a heavy wooden door with a latch that requires great dexterity to open. The door is concealed in what appears to be an abandoned fox's den (see Area 1 above). The seeming fox hole is actually the back door to the burrows.

**3. Goblin Guard Room** This 20' x 25' room has an 8' high ceiling. This door is open, with a sentry standing just outside the room but not in the passage. The sentinel is not particularly alert, so the chance for surprising him is normal, but if he is able to act, he will shout an alarm to his comrades in the room. A shout and the noise of combat alerts the goblins in Area 4 as well. It will take the goblins in Area 4 ten rounds to arm and put on armor, then they will exit and head south to the corridor to assail the intruders, or see what has happened to their comrades in this room.

There are a table and four chairs in the room, a bench against the west wall facing the door, and a rack of 12 short spears to either side of the bench. A water barrel holding 60 gallons is in the northwest corner of the place.

**Tactics:** The guards fight until dead. This is because they are cornered, and know that if they surrender and the intruders are later defeated, the chief of their clan will have them skinned alive. When a foe is in the doorway or inside the room, the serjeant will hurl a burning, hooded oil lantern over the attacker in the entrance to hit an intruder behind him, then the goblin joins the melee.

Goblin serjeant (HD 3d6, HP 12, AC 16, PA physical, AT str 15, EQ breast plate, shield, morning star and 5d4sp.)

Goblin corporal x2 (HD 2d6, HP 9, AC 15, PA physical, EQ boiled leather armor, shield, morning star and 5d4sp.)

Goblin warrior x5 (HD 1d6, HP 5, AC 14, PA physical, EQ boiled leather armor, short swords and 3d4sp.)



**4. Barracks** This 5' x 30' room has an 8' high ceiling. Off-duty goblin guards rest here. The goblins in here are just arising to get ready for their duties, so they will not have armor on if surprised. If they hear an alarm, or the sound of fighting, they will have their armor on in 10 rounds' time.

There are eight small bunk beds in this room, each with a pair of wicker hampers stolen from the gnomes. The goblins keep their clothing and personal effects in these containers, so there is nothing of value or interest in them other than 1-4 daggers each.

**Tactics:** The guards fight until dead even if unarmored, as they know the penalty for failure. When noise alerts these goblins they will hasten to put on their armor, then leave the room on the double, and head directly for the guard post at Area 3, or else towards any noise or intruders who are visible to them. The serjeant of this squad hurls his caltrops down before advancing enemies, so that any characters moving into the area while attacking suffer 1d4 points of damage from stepping on them. A character suffering damage thus must spend the following round pulling the caltrop(s) out or risk additional damage.

Goblin serjeant (HD 3d6, HP 12, AC 16, PA physical, AT str 15, EQ breast plate, shield, morning star and 5d4sp.)

Goblin corporal x2 (HD 2d6, HP 9, AC 15, PA physical, EQ boiled leather armor, shield, morning star and 5d4sp.)

Goblin warrior x5 (HD 1d6, HP 5, AC 14, PA physical, EQ boiled leather armor, short swords and 3d4sp.)

**5. Natural Cave** This 35' wide, 25' long room is below the upper level. This grotto has a five-foot-wide entrance in the middle of its south wall, and a like exit across from it in the north wall. The

cave is smooth-floored with a low ceiling, the apex of its dome being only 10 feet above. This place is now the lair of the gnome wererats serving the goblin chief.

The number of wererats encountered here depends on the tone and the actions of the party. If it is day, there will be 4 here (or 6 if the two that were on guard duty managed to escape and get back). At night there will be six. These lycanthropes will be divided evenly along the two sides of the room, east and west. They fight to the death, as they know there is no chance for escape if confronted by a group of adventurers.

There are eight heaps of straw and old blankets and clothing in the room. These are the nests for the wererats. There are four to either side of the cave. Hidden somewhere in each nest there is the following treasure: 5-50sp, 1-4gp, 1-4 pieces of jewelry (10-40gp value each), and a 50% chance for 1 healing potion or 2 flame breath potions. The wererats attempt to use these potions if in combat.

**Rebel Faction Plot:** If the “rebel faction” plot is being used, the wererats attempt to use this information to save their lives. They ask to be spared in return for assisting the team of adventurers, by informing them that the sub-chief and his followers will assist them in defeating the other goblins in the burrows.

*Wererat Gnomes x4-6 (These small chaotic evil creatures' vital stats are: HD 3, HP 13, AC 17, MV 24. Their prime attributes are: physical. They can change into rat form at will, once a day, and attack with their weapons, or by a bite for 1d4 damage, which also has the possibility of causing a disease. They carry clothing, short swords, short bows and 4-16sp.)*

**6-8. Officers' Quarters** Each of these rooms are occupied by a goblin officer and his concubine. Each is a 15' x 15' room with an 8' ceiling. Loud noise in the corridor alerts the occupants to trouble, so all will be equipped and ready should anyone enter their room. After about 20 rounds (15+d6 rounds) they exit their rooms to discover the source of the commotion.

The small-scale furnishings in each include a bed, trunk, stand, small table, and two chairs. The trunks hold gnome and goblin clothing—nothing of interest to adventurers.

**Tactics:** The occupants herein will also fight fiercely until slain. If they exit the room, the male goblins will move to assist their fellows, and the females will cry out loudly for help, then follow them into combat.

*Goblin concubine x3 (HD 1d6, HP 4, AC 15, PA physical, AT dex 15, EQ chain shirt, short sword and 3d6sp.)*

*Goblin lieutenant x3 (HD 4d6, HP 18, AC 17, PA physical, AT str 16, EQ splint mail, shield, morning star, 3d4sp and 1d4gp.)*

**9-12. Barracks** These rooms vary in size, but all have an 8' high ceiling. These are the common goblins' barracks. Each is occupied and has the same number of occupants in the daytime as at night. Loud noise in the corridor alerts the occupants to trouble, so all

will be equipped and ready for combat. After about 20 rounds, they exit their rooms to discover the source of the commotion in the hallways.

The small-scale furnishings in each include eight bunk beds, hampers, a large table, and two benches at the east end. The hampers hold gnome and goblin clothing, and goblin personal gear—nothing of interest to adventurers.

**Tactics:** These goblins fight fiercely until slain. If they exit their rooms, they move in the direction of any loud noise or commotion.

**Areas 10, 11 and 12** These are occupied by the same number of goblins. These are described below.

*Goblin corporal (HD 2d6, HP 9, AC 15, PA physical, EQ boiled leather armor, shield, morning star and 5d4sp.)*

*Goblin warrior x7 (HD 1d6, HP 5, AC 14, PA physical, EQ boiled leather armor, short swords and 3d4sp.)*

Area 9 is larger than the others, so it has the above contingent and an additional six goblin warrior pickmen guarding it.

*Goblin Warrior Pickmen x6 (HD 1d6, HP 5, AC 14, PA physical, EQ boiled leather armor, military pick and 3d4sp.)*

**13. Serjeant's Quarters** This 20' x 15' room has an 8" high ceiling. Four goblin serjeants are quartered here. Loud noise in the corridor alerts them to trouble. They will be equipped and ready to enter the fray after 20 rounds, exiting the room to discover the source of the commotion.

The small-scale furnishings herein include four beds, chests, a medium-sized table, and two benches in the middle of the place. The chests hold gnome and goblin clothing, and goblin personal gear—nothing of interest to adventurers.

**Tactics:** These goblin serjeants are just as willing to fight until slain as are the rest of the Green Skull Clan. If they exit the room the group will move in the direction of any loud noise or commotion. If there is no clear place to go, they will head for the check point at Area 17 to reinforce the guards there.

*Goblin serjeant x4 (HD 3d6, HP 12, AC 16, PA physical, AT str 15, EQ breast plate, shield, morning star and 5d4sp.)*

**14. Craftsmen's Quarters** This 10' x 60' room has a 10' high ceiling. This place will have the same number of occupants in the daytime as it does at night. Loud noise in the corridor will not alert the occupants to trouble, but a commotion in Area 15 does. In the latter case, all will be equipped and ready after 10 rounds. They will exit the room to see what is wrong in that area.

The small-scale furnishings herein include 10 triple bunk beds, hampers, a long and narrow table with two benches, and chairs at head and foot, in the middle of the place. The hampers hold gnome and goblin clothing, and goblin personal gear—nothing of interest to adventurers.

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**Tactics:** These goblins are willing to fight fiercely until slain. If they exit the room the group will move into area 15 and attack any intruders they see.

Goblin master worker (HD 2d6, HP 12, AC 12, PA physical, AT str 16, EQ leather armor, hand axe and 5d6sp.)

Goblin worker x11 (HD 1d6, HP 6, AC 12, PA physical, EQ leather armor, heavy war hammer and 4d4sp.)

**15. Woodworking** This is a 20' x 120' room with a 12' high ceiling. This is where the gnomes performed their woodworking, wicker weaving, blacksmithing, lapidary work on magnetite and pyrite stones, and herb preparation (drying and packaging). There are two fireplaces at 30 and 90 feet north, and a forge area at 60 to 70 feet north along the east wall. There is a barrel tumbler and a work bench for cutting stones near the south end of the space. In a corner near the tumbler is a pile of 200 semi-polished agates worth 1d10gp each (the goblins haven't noticed them for anything but rocks). North of these are four work benches, with 24 high stools for workers to sit on while weaving or herb packaging. Next come four woodworking benches with small hand tools atop them, untouched by the goblins. There are drying racks for herbs near each fireplace. There is an anvil and tools near the forge, and two large tubs of water for quenching. The coals in the furnace are hot, and goblins are at work beating out and sharpening weapons. At the north end of this long space is a naturally circulating pool of water about eight feet in diameter, three-to-four feet deep, and naturally warm. It is screened off from the main chamber by free-standing wooden screens. The gnomes bathed here, but the goblins ignore the pool.

The goblins listed below are laboring at various work projects here; if they hear the sound of combat from Area 14 they go to investigate.

**Tactics:** These goblins are willing to fight fiercely until slain. If they exit the chamber the master workers will lead the group into Area 15 and attack any intruders they see.

Goblin master worker x4 (HD 2d6, HP 12, AC 12, PA physical, AT str 16, EQ leather armor, hand axe and 5d6sp.)

Goblin worker x11 (HD 1d6, HP 6, AC 12, PA physical, EQ leather armor, heavy war hammer and 4d4sp.)

**16. Barracks** This is a 15' x 20' chamber with an 8' high ceiling. The goblins here will just be arising to get ready for their duties, so they will not have armor if surprised. If they hear an alarm, or the sound of fighting, they will have their armor on in 10 rounds.

There are five small bunk beds in this room, each with a pair of wicker hampers stolen from the gnomes, and a small table and four chairs. A small cask of water stands near the entry. The goblins keep their clothing and personal effects in these containers, so there is nothing of value or interest in them.

**Tactics:** The guards will fight fearlessly if there is no safe escape from combat. If they hear an alarm call or the noise of combat

from Area 17, they will arm and move at double time to give battle. The serjeant will hurl his torch at invaders, and then wade into the fray.

Goblin serjeant (HD 3d6, HP 12, AC 16, PA physical, AT str 15, EQ breast plate, shield, torch, morning star and 5d4sp.)

Goblin corporal (HD 2d6, HP 9, AC 15, PA physical, EQ boiled leather armor, shield, small crossbow, morning star and 5d4sp.)

Goblin warrior spearmen x3 (HD 1d6, HP 5, AC 14, PA physical, EQ boiled leather armor, spear, short sword and 3d4sp.)

**17. Guard Post** This 10'-wide passage is a guard post. The chief of the Green Skull Clan has posted guards here, three just north of the corner where the main east-west passage runs, and two regulars watching east along that corridor.

**Tactics:** The guards will fight fearlessly if there is no safe escape from combat. If they hear an alarm call or the noise of combat away from their area, they will call the alarm to their fellows in Area 16, but will not leave their post unless an officer or main leader commands them to do so. As with all the other goblin warriors here, they will not surrender.

Goblin serjeant (HD 3d6, HP 12, AC 16, PA physical, AT str 15, EQ breast plate, shield, torch, morning star and 5d4sp.)

Goblin corporal (HD 2d6, HP 9, AC 15, PA physical, EQ boiled leather armor, shield, small crossbow, morning star and 5d4sp.)

Goblin warrior spearmen x3 (HD 1d6, HP 5, AC 14, PA physical, EQ boiled leather armor, spear, short sword and 3d4sp.)

**18. Audience Hall** This is the forecourt, 55' x 20' in front, tapering to 25' x 15' in the rear, with a ceiling height of 12'. This place is paneled in polished walnut planks to 6' height, the walls above that height plastered and painted, as is the ceiling. The walls have murals of sylvan woodland scenes on them, while the ceiling is painted sky blue with white clouds. There are six spherical globes of quartz in the room, two of clear crystal in sconces in the middle of the forecourt's east and west walls, and another two in sconces at the corners where the forecourt tapers into the rear area. There are two pale yellow quartz crystals. One is hanging from the ceiling at eight feet height in the middle of the forecourt, and another is hanging at five feet inside the middle of the rear portion of the chamber. These globes emit magical light equal to a light spell when commanded to do so, but the goblins do not know that.

The forecourt is bare of furnishings, other than carpets spread on the floor and a large bronze cylinder. This is used as a warning bell, and when struck smartly by a large metal object, such as a sword, sounds loudly enough to alert Areas 19 and 20, and Area 22 if one or both of the double doors to area 18 are open! Centered in the rear portion of the hall is a throne-like chair of polished pear wood, padded with green velvet on arms and seat. Flanking it are two smaller chairs of cherry wood, padded with blue velvet. On the wall behind the central chair is a tapestry showing a green tree

with a golden sun above it, the emblem of the Green Friends Clan. The goblins have outlined a skull upon the foliage of the tree, and painted in the eye-sockets and open mouth in red, so as to have a grinning green skull centered on the wall hanging, the blazon of the goblins' new Green Skull Clan.

**Tactics:** The regular goblins guarding the hall will immediately strike the warning bell, then attack intruders. They will fight in hopes of being reinforced, which is likely to happen, even if not in time to save their lives. The chief's two female warrior guards and pet wolverine will come in from Area 19 on the 3rd round. The shaman and his apprentice will enter on the 11th round and begin casting spells. The chief and his other female warrior guards will enter the chamber on the 13th round, and close for combat on the 14th.

Goblin warrior spearmen x6 (*HD 1d6, HP 5, AC 14, PA physical, EQ boiled leather armor, spear, short sword and 3d4sp.*)

Goblin corporal x2 (*HD 2d6, HP 9, AC 15, PA physical, EQ boiled leather armor, shield, small crossbow, morning star and 5d4sp.*)

Goblin serjeant (*HD 3d6, HP 12, AC 16, PA physical, AT str 15, EQ breastplate, shield, torch, morning star and 5d4sp.*)

Goblin lieutenant (*HD 4d6, HP 18, AC 17, PA physical, AT str 16, EQ splint mail, shield, morning star, 3d4sp and 1d4gp.*)

If there has been much commotion in this hall, the goblin chief and his guards (Area 19), as well as the shaman and his assistant (Area 20), will be here ready to battle. If there is time, once the chief and the others are in the hall the goblins will open the doors to the main corridor, report what they see, and the chief will react. See below.

If the leaders have been alerted, all their forces will be assembling in the main chamber 20 rounds after being warned. Two regular warriors will open the two doors to the hall, while their four fellows—flanked by a corporal on either side—will be ready to loose missiles. Behind the front line will be the serjeant, officers, two female warrior guards, with the shaman and apprentice shaman in the middle. The chief, one female warrior guard, and the wolverine will form a third rank.

The force will proceed to face in the direction of the foe, exit the hall, and move at best speed to join battle against the intruders. If the goblin chief is slain, all other goblins witnessing his demise will run away from combat at their fastest pace.

If no intruders are in sight, the front rank will split in two, half moving 10 feet east into the wide passage, the other half 10 feet west. The second rank will then likewise wheel left and right, the apprentice shaman facing to the east. As the guards from Area 17 are called for, the chief will move quickly across the hall to the doors to Area 22, calling out the alarm if there are goblins in the chamber. These goblins immediately come to their leader's aid. (see Area 22). If none are there, the chief will panic, drink his speed potion, turn back and flee westwards—heading for the steps leading to the escape tunnel below (Area 2).

**19. Chief's Chamber** The forepart of the room is 10' x 15', and widens in the rear to 15' x 15' with a 10' high ceiling. The goblin chief took this place over, as it was where his gnome counterpart was housed. This place is wainscoted, plastered, and painted in the same manner as the throne room. A drapery separates the rear portion from the entry. There are two beds, a chest for clothing, and a chair in the forepart of the room. When the goblin chief is in his chamber, there are two female goblin warrior guards in attendance, one always awake, the other resting. A third is with the chief in his personal area.

The chief's personal area has a bed, stand, table and chair, a chest for his clothing and an iron strongbox under the bed. The goblin lord has managed to open the gnome chief's lock box without being pricked by the poison needle trap in its hasp's latch. Anyone opening the latch with bare fingers will be pricked by the poisoned needle and suffer 2d8 poison damage per round, for five rounds. Saving throws are made at -5, so powerful is the poison. Remove trap attempts are also made at -5, and failure indicates the person attempting it has pricked their finger on the needle trap. Inside the iron box are 1,950sp, 50gp, 100 large chalcedony stones (translucent pale blue), 100 cornelian stones (opaque cherry red), and 100 sard stones (opaque chestnut brown). All are polished and cut, with an average weight of 50 carats and value of 25gp. The chest alone weighs 150 pounds. With the contents included, its weight is around 350 pounds.

**Tactics:** If the party comes into the chamber when the chief is here, the guard will immediately shout a warning and hurl her poisoned daggers, while the one resting enters combat on the 2nd round. At the warning cry, the chief and the third guard will arise from bed, arm themselves, and be ready in 10 rounds. Meantime, the chief's pet wolverine will rush out to join the attack on the 3rd round.

Goblin major concubine x3 (*HD 3d6, HP 13, AC 16, PA physical, AT dex 15, EQ banded mail, poisoned dagger that delivers 1d8 extra damage unless a save is made, longsword, 3d4sp, 2d4gp, a gold armband value at 15gp and a gold neck chain with large cairngorm valued at 30gp. The poisoned dagger delivers an extra 1d8 poison damage.*)

Wolverine (*This small neutral creature's vital stats are: HD 4, HP 24, AC 15, MV 24. It attacks with two claws for 1d4+1 damage, and one bite for 2d4 damage. If attacked from the rear, it releases musk in a 10 foot radius that blinds and sickens all within it.*)

Goblin Chief (*His vital stats are: HD 6d6, HP 36, AC 18, MV 12, chaotic evil. His primary attributes are: physical. The chief has str 18, so receives a +3 to hit and damage. He attacks by weapon type. He carries splint mail, +2 ring of protection, +1 morning star, 10gp, a gem studded belt valued at 100gp, a key to Area 24, and a gnomish potion of healing that heals 10+d10 hit points.*)

**20. Shaman's Chamber** The forepart of the chamber is 15' and 20' with a 10' high ceiling, and the rear is 25' x 10' with a 10' high ceiling. The shaman's apprentice is stationed in the entry hall with the door to the main room ajar. The room proper has a pallet to the left of the entrance upon which the assistant shaman sleeps, a wicker hamper for his clothing and personal kit, and a small desk

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and chair near it, with two free-standing screens separating his corner area from the shaman's. The shaman has a bed, chest for clothing and personal items, padded armchair, small table, desk with shelves above it on which are items of food and drink, and a shrine on the west wall where he and his apprentice pay homage and pray to their deity.

The apprentice has a small spell book containing the following spells: 0-detect poison, arcane mark; 1st- magic missile. The book is located in a secret compartment under his chair. The shaman's spell book is hidden in a wall niche behind the shrine, and it contains the following spells: 0-arcane mark, dancing lights, detect poison, message; 1st-burning hands, magic missile; 2nd-mirror image; 3rd-stinking cloud.

**Rebel Faction Plot:** If the rivalry is put into play, you should assume that the shaman's apprentice is in league with the sub-chief. In such case he will do his best to seem active in fighting the intruders, but actually withholds his spells to determine if the rebel group is involved in the attack. Only if threatened with harm will he use his spells against the party without knowing if the sub-chief is allied with them. If he sees his fellow rebels fighting against the other goblins, he will then attack the shaman.

**Tactics:** If fighting the party, the apprentice will cast command, then magic missile against the most threatening enemy, and use hold person on another. He will cast cure light wounds upon himself when badly wounded, and attack with dagger if in extremis and unable to escape combat.

The Shaman will cast mirror image and then play his magical whistle until only one duplicate image remains. He then casts cause fear or slow against obviously strong foes, burning hands against direct attackers, and cure light wounds upon himself when badly wounded. He attacks with a dagger if in extremis and unable to escape combat.

*Goblin shaman's apprentice (His vital stats are: HD 3d6, HP 15, AC 15, chaotic evil. His primary attributes are: mental. He carries a breastplate, 3 daggers, 4d4sp, 1d4gp, and a silver ring with a semiprecious stone in it valued at 50gp. He can cast a mixture of wizard and cleric spells at a 3rd level of ability. He has the following spells memorized: command, cure light wounds, hold person, magic missile.)*

*Goblin Shaman (His vital stats are: HD 5d6, HP 25, AC 17, MV 12, chaotic evil. His primary attributes are: mental. He attacks by weapon type and spell use. He carries a breastplate, 3 daggers, 2d4sp, 4d4gp and a pectoral of silver set with semiprecious stones that is worth 350gp. He also has a magical whistle; when he blows upon it, its shrill note energizes goblins so as to add +1 to their to hit rolls and armor class. He can take no other action when playing the whistle. He can cast a mixture of wizard and cleric spells at a 5th level of ability. He has the following spells memorized: cause fear, cure light wounds (x2), burning hands, mirror image, slow.)*

**21. Sequestered Chamber** This room is 30' x 15' with an 8' high ceiling. This place houses 36 ordinary, non-combatant goblins. What disposition the player characters make of these humanoids might pose a thorny moral and ethical problem for the party.

These goblins are females of ordinary sort, immature ones, and a few elderly. Will it be live and let live, or nits make lice?

*Goblin non-combatants x36 (HD 1d4, HP 3, AC 10, PA none, EQ clothing and 2d4cp.)*

**22. Dining Hall** This room is 55' x 20' with a 10' high ceiling. This place has two rows of three trestle tables. Each is flanked by benches, with smaller benches at head and foot, running east to west in the western two-thirds of the hall. Each table seats up to 12 small diners. At the eastern end are two tables in a T-shape, the upper stroke near the east wall. These tables have small chairs of gnome construction. This is where the leaders, their special guards, and the officers now dine. The head table accommodates eight, the lower one up to 12. At this time none of the diners are seated at the head tables, the officer sitting with two serjeants at a table separate from the corporals and regular goblins. The table service consists of plates, bowls, and cups made by the gnomes. The food being eaten is typical goblin fare—slumgullian stew. There are hunks of half-roasted boar on platters, from which the diners cut slices with their belt knives, boiled turnips, and nuts and hard cider that the gnomes stored up and piled on the tables.

The hall is illuminated by torches burning in wall sconces, this ambience enjoyed by both the gnomes who constructed the place and the goblins who wrested it from them. The diners are enjoying their repast, those finished gorging themselves idly talking or playing dice.

Whenever the party enters the burrows, there will be a certain number of goblins here. For the sake of drama (and if using the "rebel faction" plot), the Castle Keeper may wish to make this group the adherents of the clan's sub-chief. That being the case, these diners will not assist the other goblins in their resistance to the intruders. They will indeed call out to the adventurers that they will assist them if the humans (and such demi-humans that are in the party) will swear to not harm them, and allow them and their families to go free when the chief and his followers are disposed of. If the rivalry and treachery of the goblin sub-chief and his faction is not employed, the Castle Keeper must assume that the humanoids eating in the hall are loyal subjects of the clan and will instantly attack any intruders.

**Tactics:** Assuming that the goblins above are treated as faithful to the chief, when they are attacked they will fight viciously to destroy the party. If they hear a commotion in the passage outside the dining hall they will open the doors and move out in formation to attack. They will form up in ranks of four, regulars first with spears to hurl, crossbow-armed regulars in two ranks behind them, the corporals in the fifth rank ready to move up to melee when the soldiers before them fall. Before the serjeants joins the formation, though, the officer will send one running to get the sub-chief unless the party enters from that place. The officer and the remaining serjeant will stay back, ready to move to where they are most needed to sustain the attack on the enemy.

The same tactics will generally be followed if the goblins here are rebels following the sub-chief and fighting against the others. Only two of the goblin servants are active, the other eight are seated at a corner table near the door to the kitchen corridor,

eating their meal. These goblins will flee attackers, heading for the nearest door that will allow them to escape.

Goblin non-combatants x36 (HD 1d4, HP 3, AC 10, PA none, EQ clothing and 2d4cp.)

Goblin warrior spearmen x8 (HD 1d6, HP 5, AC 14, PA physical, EQ boiled leather armor, spear, short sword and 3d4sp.)

Goblin warrior crossbowmen x8 (HD 1d6, HP 5, AC 14, PA physical, EQ boiled leather armor, crossbow, military pick, short sword and 3d4sp.)

Goblin corporal x4 (HD 2d6, HP 9, AC 15, PA physical, EQ boiled leather armor, shield, morning star and 5d4sp.)

Goblin serjeant x2 (HD 3d6, HP 12, AC 16, PA physical, AT str 15, EQ breast plate, shield, morning star and 5d4sp.)

Goblin Lieutenant (HD 4d6, HP 18, AC 17, PA physical, AT str 16, EQ splint mail, shield, morning star, 3d4sp and 1d4gp.)

**23. Sub-chief's Chamber** This is a 15' x 25' room with a 9' high ceiling. The doors into the room are bolted shut. The furnishings consist of the sub-chief's bed, a chest for his clothing and personal belongings, a small table with an oil lamp, brandy bottle, and wooden cups atop it, and three chairs. There are two wicker hampers for his guards' clothing and belongings, and a pallet near each of the two doors. Other than what they carry with them, these goblins have no wealth.

The sub-chief and his guards will be awake and fully armed whenever the characters arrive or the sub-chief is called. If the party attempts to enter this room from the south door, the sub-chief will demand to know who is seeking entrance. If possible, he will parley with intruders if the "rebel faction" option is being used. He is resentful that the chief has not given him more wealth. Otherwise the parley will simply be a stall, as one of his female warrior guards hastens out the north door to alert nearby goblins.

**Tactics:** The sub-chief and his guards will fight aggressively no matter the situation, whether he is a rebel or a stalwart follower of the chief. Only in the most hopeless of circumstances will this goblin use his potion of invisibility to attempt to escape with his life.

Goblin major concubine x2 (HD 3d6, HP 13, AC 16, PA physical, AT dex 15, EQ banded mail, poisoned dagger that delivers 1d8 extra damage unless a save is made, longsword, 3d4sp, 2d4gp, a gold armband valued at 15gp, and a gold neck chain with large cairngorm valued at 30gp.)

Goblin Sub-chief (His vital stats are: HD 5d6, HP 30, AC 18, MV 12, chaotic evil. His primary attributes are: physical. The chief has str 16, so receives a +1 to hit and damage. He attacks by weapon type. He carries splint mail, +2 ring of protection, +2 broadsword, 20gp, a jeweled bracelet valued at 200gp, and a potion of invisibility with three draughts left in it.)

**24. Food Storage** This is a 15' x 25' room with a 10' high ceiling.

The outer door leading to its entrance is locked. The chief has the key. Much of the stores placed herein by the gnomes have been depleted, but there are still four big casks of hard cider, 12 kegs of pear brandy, and a partially empty tun of sweet grape wine. Barrels on the floor, baskets and sacks placed on wooden shelving along the walls holding such foodstuffs as nuts of various sort (beech, hickory, walnuts), sunflower and pumpkin seeds, dried mushrooms, and root vegetables are also found here. Also, on these shelves are 10 sealed pottery crocks of one-quart size, filled with preserved truffles. The gnomes discovered a small number of the fungus growing wild, cultivated them, and were approaching the time when they could add truffles to their list of major trade items. Each unopened crock is worth 10gp at wholesale price.

**25. Common Area** This is a 20' x 15' chamber with a 10' high ceiling. This place houses 24 ordinary, non-combatant goblins. If the "rebel faction" option is used, treat these individuals as belonging to the sub-chief's following.

Goblin non-combatants x24 (HD 1d4, HP 3, AC 10, PA none, EQ clothing and 2d4cp.)

**26. Kitchen** This is a 15' x 30' room, with a 15' x 10' pantry and scullery alcove. It has a 9' high ceiling. The main feature of this chamber is the great fireplace where pots are boiled, meat roasted on a spit, and food baked in two side ovens. Charcoal is kept in a wooden box near the fireplace, and some split logs too. There are work tables for preparing the dishes, racks and shelves holding food ingredients, kitchen utensils, and various pots, pans, serving platters and the like.

At the end of the eastern alcove a niche is carved into the stone, where a running fountain of water flows into a basin and a drain for overflow. Next to this are several big tin tubs for washing dishes and cooking utensils—now unused. Open cupboards to either hand on the north and south wall were once filled with stores of things used in cooking and baking—yeast, sugar, flour of several kinds, salt, condiments, vinegar, honey, herbs, cooking oil, grain meals, etc. Almost all of those supplies have been used by the goblins and not replaced.

Working in here are the following individuals, who, if the "rebel faction" option is used, are followers of the sub-chief:

Goblin non-combatants x8 (HD 1d4, HP 3, AC 10, PA none, EQ clothing and 2d4cp.)

Goblin Assistant Cook (HD 1d6, HP 5, AC 12, PA physical, EQ leather armor, butcher knife that inflicts 1d6 damage, and 3d4sp.)

Goblin Chief (HD 2d6, HP 12, AC 12, PA physical, EQ leather armor, an iron cooking spit that inflicts 1d6+1 damage, and 5d4sp.)

The Castle Keeper should take note of the characters' accounts of this adventure after it is completed. As noted in the beginning of this scenario, if their defeat of the goblins is generally known, the team will gain renown, especially amongst demi-humans, gnomes in particular honoring them and giving them great respect for such bravery.

# Castles Zagyg: Yggsburgh

## 31. Brothers of Giant Regard

**Location:** Norvale

**Encounter Chart:** Open Grasslands

**Zagyg Adventure Reference:** Buckswood Hills, Yggsburgh, Bigfish Lake, Deerwood, Menhir Hills, Garham, Lord Mayor of Yggsburgh

The Lord Mayor of Yggsburgh is even more covetous of Norvale than he is of the Lonely Valley. A road leading through it would enable enfeoffment of four or more knights with estates there. This would serve as the base for further expansion of town lands, and also bring Garham under Yggsburgh's rule. However, the free foresters and wild elves that dwell in the woodlands of Norvale are determined to prevent the expansion of Yggsburgh's dominions here, knowing that knights and settlers will devastate the natural ecology, destroying it and their way of life. Thus, they drive out surveyors and turn back wandering families seeking to settle in the valley.

### Adventure Hooks

1. A party of four hunters from Garham meet the characters. They warn them that they have seen two forest giants lurking in the Lakepens Hills, hiding at the fringe of the Lake Woods, where they have managed to corral a dozen aurochs. The men from the hamlet are sure that these giants would rather dine on humans than wild cattle, so the adventurous strangers are warned to stay well away from where the hulking brutes have concealed themselves.

There are two olive-green-skinned giants ranging about the Lakepens Hills seeking something better to eat. Their names are Bolgrud and Rutlarg, and this "couple" enjoys feasting upon human, elf, dwarf and gnome.

*Bolgrud, Forest Giant, male (His vital stats are: HD 10d12, HP 88, AC 17, neutral evil. His prime attributes are: physical. His great strength (about 31) allows a +9 to hit and damage. He attacks by weapon. He has the capacity to move silently in forest areas, and receives a +2 on surprise chances if he successfully moves up silently upon a party. He carries hide clothing, a large spiked club and a bag of treasure with 20sp, 40gp, 4 large gems valued at 100gp each, a magical ever-burning hooded lantern that, when the hood is removed, emits light but no heat, and +2 war mace in battle. His club inflicts 2d6 damage.)*

*Rutlarg, Forest Giant, female (Her vital stats are: HD 10d12, HP 74, AC 17, neutral evil. Her prime attributes are: physical. His great strength (about 31) allows a +9 to hit and damage. She attacks by weapon. She has the capacity to move silently in forest areas, and receives a +2 on surprise chances if she successfully moves up silently upon a party. She carries hide clothing, a large spiked club, and a bag of treasure with 50sp, 30gp, 2 large gems valued at 50gp each, and a magical cooking pot that spices food with garlic. Her club inflicts 2d6 damage.)*

2. The Lord Mayor has heard of the exploits of the characters. He summons the characters to an audience and charges them to go to Norvale and encamp at its southern end, there to establish a base for an engineer, surveyor, and force of soldiers. They are supposed

to guard two men charting a route through the Buckswood Hills and the Deerwood, for a new artery leading east and north from the Menhir Hills Road into Norvale.

If the characters refuse this demand, they will be considered enemies by the Lord Mayor, and he will let that be known to all his officials and henchmen. If the party accepts the charge, they will be faced with hostile woodsmen and elves if they encamp in the valley. These woodsmen are led by a druid who demands that the characters not assist the town forces in their scheme, warning that warfare will result if they do.

Of course, this places the characters in a worse quandary than they faced in accepting or declining the mission in the first place. The likely tact to take to get out of this dilemma is for the characters to convince the free folk to demand the area be made their fief in return swearing fealty to the Lord Mayor, promising payments to Yggsburgh in natural produce from the area (pelts, hides, nuts, and timber) along with military service if Yggsburgh or its domains are threatened. Of course, an all-out war will bring the enemies of the town into the field, seeking to attack when there is a civil conflict raging! The Castle Keeper must decide how to manage all the nuances of this scenario.

There are two lists of forces below. The first contains those forces encountered in the first phase of the adventure. They include the human and elven woodfolk the characters will be interacting with, as well as the troops and engineers from Yggsburgh. The list following contains those troops and leaders that will be called upon should war or confrontation result, and the Lord Mayor of Yggsburgh decides to invade the valley.

Should open warfare result from this adventure, the Castle Keeper will have to do some preparation to allow for the ensuing battles and encounters. This can be as narrow as the contingents fighting in and around Norvale, or possibly expand to engulf the entire region in war as Yggsburgh's neighbors descend upon the town at a time of weakness.

### Yggsburgh Survey Contingent

*Engineer (He is a neutral, human, 6th level ranger whose vital stats are: HP 30, AC 15. His prime attributes are: str, dex, wis. He carries a breastplate, longsword, dagger and engineering equipment. He has a riding horse.)*

*Surveyor (He is a neutral, human, 4th level ranger whose vital stats are: HP 20, AC 14. His prime attributes are: str, dex, wis. He carries scale mail, short sword, mace and mapping equipment. He has a riding horse.)*

*Sub-lieutenant (He is a chaotic neutral, human, 3rd level fighter whose vital stats are: HP 21, AC 18. His prime attributes are: str, dex, con. He carries plate mail, shield, lance, longsword and dagger. He has a light war horse whose vital stats are: HD 3d10, HP variable, AC 12. It has two hoof attacks for 1-4 damage, or one overbearing attack.)*

*Serjeants x5 (They are chaotic neutral, human, 2nd level fighters whose vital stats are: HP 15, AC 16. Their prime attributes are: str, dex, con. They carry chainmail, shield, lance, longsword and*

dagger. They have a light war horses whose vital stats are: HD 3d10, HP variable, AC 12. It has two hoof attacks for 1-4 damage, or one overbearing attack.)

### Woodsfolk of Norvale

Leader (He is neutral, human, 8th level druid whose vital stats are: HP 40, AC 20. His prime attributes are: wis, int, cha. His significant attributes are: dex 16, wis 14. He has a riding horse with all the accoutrements, a scimitar and +8 bracers of defense. He can cast a full range of druid spells.)

Woodsmen III x2 (3rd level ranger, HP 18, AC 12, PA str, dex, wis, EQ leather armor, longbow, belt axe.)

Warriors IV x4 (4th level fighter, HP 24, AC 12, PA str, dex, con, EQ leather armor, battle axe and dagger.)

Elven War Chief (He is a neutral, elf, 5th/7th level fighter/druid whose vital stats are: HP 40, AC 16. His prime attributes are: str, int. His significant attribute is: dex 16. He carries leather armor, +2 cloak of protection and scimitar. He can cast the following number of druid spells: 0-5, 1st-5, 2nd-4, 3rd-2, 4th-1.)

Elven bowmen II x4 (2nd level fighters, HP 12, AC 13, PA str, dex, AT dex 15, EQ studded leather armor, longbow, dagger.)

Elven swordsmen II x4 (2nd level fighters, HP 12, AC 14, PA str, dex, AT dex 15, EQ studded leather armor, shield, longsword, dagger.)

If a confrontation between the surveying party and the inhabitants of Norvale should arise, the entire garrison at Garham (including the two clerics from the hamlet and the 36 woodsmen from around it) becomes available. In addition to troops from Garham, the following woodsfolk and elven troops from the surrounding territories join their side:

### Woodsfolk

Woodsmen Leader (He is a neutral good, human, 6th level ranger whose vital stats are: HP 35, AC 18. His prime attributes are: str, dex, wis. His significant attribute is: dex 17. He carries hide armor, +4 ring of protection, longbow, longsword and dagger.)

Woodsmen III x8 (3rd level ranger, HP 18, AC 12, PA str, dex, wis, EQ leather armor, longbow, belt axe.)

Warriors IV x6 (4th level fighter, HP 24, AC 12, PA str, dex, con, EQ leather armor, battle axe and dagger.)

Warrior bowmen I x10 (1st level fighter, HP 7, AC 13, PA str, dex, con, EQ studded leather armor, crossbow, and club.)

Warrior slingmen I x10 (1st level fighter, HP 7, AC 13, PA str, dex, con, EQ studded leather armor, sling, and club.)

Militia x20 (HD 1d6, HP 5, AC 14, PA none, EQ studded leather armor, shield, spear, club.)



### Elven Contingent

Elven Leader (He is a chaotic neutral, elf, 6th level wizard whose vital stats are: HP 18, AC 15. His prime attributes are: dex, int, cha. His significant attribute is: dex 17. He carries a +1 ring of protection, padded armor, staff and two daggers. He can cast the following number of wizard spells: 0-5, 1st-4, 2nd-3, 3rd-2.)

Elven bowmen II x6 (2nd level fighters, HP 12, AC 13, PA str, dex, AT dex 15, EQ studded leather armor, longbow, dagger.)

Elven bowmen I x 10 (1st level fighters, HP 6, AC 13, PA str, dex, AT dex 15, EQ studded leather armor, longbow, dagger.)

Elven swordsmen II x6 (2nd level fighters, HP 12, AC 14, PA str, dex, AT dex 15, EQ studded leather armor, shield, longsword, dagger.)

Elven swordsmen I x10 (1st level fighters, HP 6, AC 14, PA str, dex, AT dex 15, EQ studded leather armor, shield, longsword, dagger.)

### Sir Donald Kark and Troops

In case of confrontation or war, Yggsburgh sends a major force to face down the people of Norvale. It consists of the knights and soldiery listed below. The formation of this troop will take some effort on the part of the Castle Keeper. See Appendix I, Orders of Battle, for information on Sir Kark and his troops. The named knights are listed separately in the Orders of Battle. Their disposition and command structure are listed below:

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Sir Donald Kark, KOC, has been placed in co-command of this force by the Lord Mayor, his equal being Sir Charles.

Sir Charles Thornly has been placed in co-command of the force by the Lord Mayor, his equal being Sir Kark.

Byron Shards, Subaltern, is the aide-de-camp and courier of the constable.

The Dutiful Philo Lambrecht, Devout Sexton of the Guards, is general aide to the troops and Sirs Kark and Thornly.

The (Dutiful) Respected Marcus Bagster, Junior (Apprentice) Mage and Verger of the Guards, is general aide to the troops and leadership, serving under the Dutiful Philo Lambrecht.

Sir Macronald Weyforth is in general command under the two knights.

Sir Sylvester Prinzholm, Adjutant Captain of the Horse, commands one "lance" of mounted officers and men consisting of the following troop types:

- Mounted lieutenant x1
- Mounted trumpeter x1
- Mounted sub-lieutenants x2
- Mounted serjeants x18

Jord Marlvik, Captain of Foot, is in command of a half-company of halberdiers consisting of the following troop types:

- Lieutenant x1
- Trumpeter x1
- Sub-lieutenants x2
- Serjeants x2
- First Class Halberdiers x30
- Halberdiers x30

Richard Tealmash, Captain of Archers, is in command of a half-company of crossbowmen consisting of the following troop types:

- Lieutenant x1
- Trumpeter x1
- Sub-lieutenants x2
- Serjeants x2
- First Class Crossbowmen I x30
- Crossbowmen x30

## 32. Gypsies and Enfeoffment

**Location:** Broadview Valley

**Encounter Chart:** Open Grasslands

**Zagyg Adventure Reference:** Cold Springs Run, River Nemo, East Uplands, River High Road, Great Leech Marsh, Glittering Knobs, Norvale, Yggsburgh, Garham

**Villages of Note:** Broadview Valley

There are only two thorps in the Broadview Valley, and they are located in an exposed position along the River Nemo. The thorps sit upon the River High Road, which offers easy travel through this area. This fertile and partially unsettled and unclaimed

valley poses a thorny (and not a little tempting) problem for the Yggsburgh's rulers.

Only the western half of the Broadview Valley acknowledges the authority of Yggsburgh. Should settlers from Yggsburgh be encouraged to move into the place by granting them land freeholds? Should the free town assist in building a community as far east as possible? The latter would allow the knighting of two or three eligible wealthy gentlemen who, with manors populated by prisoners released from confinement and made villains, could build castles and help defend the valley and the town.

However, such a move would surely arouse the ire of the free miners of the Glittering Knobs, all the independent folk in, and for miles around, the Broadview Valley including Garham and its allies. As with the Lonely Valley and Norvale, eastward encroachment on the free borderlands brings angry reaction from all. Civil strife invites invasion, something being easily accomplished in this area...

### Adventure Hooks

1. The local folk here are concerned about a large band of gypsies who have camped in the east central area of the valley. The gypsies are blamed for the capturing of wild horses, and the killing of all the other animals they can hunt down, as well as stealing livestock. Now several young children are missing from their homes. Will the heroic adventurers undertake to recover the missing children, return the rustled livestock, and make the interlopers move on? The Castle Keeper should decide how much truth there is to the claims of the locals and encourage the players to investigate—if they feel so inclined.

### The Gypsy Band

The gypsy band consists of about 90 people in all. They travel in 10 wagons pulled by two-horse teams and 6 carts pulled by a single horse. Additionally there is a large herd of 30 draft horses, 24 riding horses (20 of which are light war horses), and 20 still-wild horses in process of being broken to yolk or saddle. They are encamped in the Broadview Valley.

The band is lead by "Prince" Verlink Noleskoy and his wife, "Princess" Jarmishu. Mykkul Hooshadak acts as the band's spiritual advisor, "Captain" Leshy Iabduunia leads the band's "cavalry," and "Lady" Yallinia is the gypsy's eye into the future.

Prince Verlink Noleskoy (*He is a neutral evil, human, 6th/7th level fighter/thief whose vital stats are: HP 46, AC 17. His prime attributes are: str, dex, wis. His secondary skill is: swindling. His significant attribute is: dex 18. He carries leather armor, +2 belt of protection, +2 dagger and 120gp. He is mounted on light war horse and skilled at mounted combat. The light war horse's vital stats are: HD 3d10, HP 25, AC 12. It has two hoof attacks for 1d4 damage, or one overbearing attack.*)

Princess Jarmishu (*She is a chaotic neutral, human, 7th level wizard whose vital stats are: HP 21, AC 16. Her prime attributes are: dex, int, wis. Her significant attribute is: dex 16. Her secondary skill is: judgment. She carries leather armor, +2 ring*

of protection, +4 dagger, wand of lightning bolts with 18 charges remaining, and 90gp. She can cast the following number of wizard spells: 0-5, 1st-4, 2nd-3, 3rd-2, 4th-1. She is mounted on light war horse and skilled at mounted combat. The light war horse's vital stats are: HD 3d10, HP 23, AC 12. It has two hoof attacks for 1d4 damage, or one overbearing attack.)

Captain Leshy Iabdunia (He is a neutral evil, human, 8th level fighter whose vital stats are: HP 56, AC 17. His prime attributes are: str, dex, con. His secondary skill is: leadership. His significant attribute is: dex 13. He carries chainmail, shield, +1 scimitar, dagger and 64gp. He is mounted on a light war horse and skilled at mounted combat. The light war horse's vital stats are: HD 3d10, HP 24, AC 12. It has two hoof attacks for 1d4 damage, or one overbearing attack.)

Mykkul Hooshadak (He is a chaotic evil, human, 4th/6th level assassin/cleric whose vital stats are: HP 26, AC 18. His prime attributes are: dex, int, wis. His significant attribute is: dex 18. He carries plate mail, shield, +2 mace, staff of withering and 110gp. He can cast the following number of cleric spells: 0-5, 1st-3, 2nd-3, 3rd-2. He is mounted on light war horse and skilled at mounted combat. The light war horse's vital stats are: HD 3d10, HP 22, AC 12. It has two hoof attacks for 1d4 damage, or one overbearing attack.)

Lady Yallinia (She is a neutral evil, human, 9th level thief whose vital stats are: HP 36, AC 15. Her prime attributes are: dex, int, cha. Her significant attribute is: dex 18. She carries padded armor, gloves of dextrous movement which confer +2 to dexterity, longsword, magical dagger of questions and 75gp. She is mounted on a light war horse and skilled at mounted combat. The light war horse's vital stats are: HD 3d10, HP 25, AC 12. It has two hoof attacks for 1d4 damage, or one overbearing attack.)

Gypsy dusters II x6 (chaotic neutral, 2nd level fighter, HP 12, AC 13, PA physical, AT dex 14, EQ leather armor, shield, whip, flail, dagger and 2-12gp. Light war horse: HD 3d10, HP 17, AC 12 with two hoof attacks or overbearing attack.)

Gypsy dusters I x6 (chaotic neutral, 1st level fighter, HP 6, AC 13, PA physical, AT dex 14, EQ leather armor, lasso, scimitar, dagger and 1-6gp. Light war horse: HD 3d10, HP 17, AC 12 with two hoof attacks or overbearing attack.)

Gypsy duster militia x6 (chaotic neutral, HD 1d6, HP 4, AC 13, PA physical, EQ ring mail, crossbow, dagger and 2-12sp. Light war horse: HD 3d10, HP 17, AC 12 with two hoof attacks or overbearing attack.)

Gypsy pickmen II x10 (chaotic neutral, 2nd level fighter, HP 12, AC 12, PA physical, EQ leather armor, military pick, belt axe and 2-12gp.)

Gypsy spearmen I x10 (chaotic neutral, 1st level fighter, HP 6, AC 13, PA physical, EQ leather armor, shield, spear, club and 1-6gp.)

Gypsy crossbowmen I x10 (chaotic neutral, 1st level fighter, HP 6, AC 12, PA physical, EQ leather armor, crossbow, dagger and 1-6gp.)

Gypsy militia x20 (neutral, HD 1d6, HP 4, AC 12, PA physical, EQ padded armor, shield, club and 1-6sp.)

Non-combatants, very old and young, x20 (neutral, HD 1d4, HP 2, PA none, EQ none.)

The gypsy wagon train is filled with supplies for the entire band, such as foodstuffs, clothing, camping equipment and other items of necessity. Of special note is a crystal ball in Lady Yallinia's wagon, and in the wagon belonging to Verlink Noleskoy a large strongbox with much treasure in it. This strongbox is protected by a trap. The trap can be disarmed, but at a -9 to the check. It is a poison needle trap that delivers 2d6 damage immediately (½ damage with a successful poison save). The box contains 4 healing elixirs restoring 4-16 HP each, 10 pieces of jewelry with a worth of 100-600gp each, 100 gems valued at 5gp each, and 200 gold coins.

Additionally, each of the wagons contain the following items:

- 0-1 pieces of jewelry worth 5-20gp each
- 1-6 gemstones worth 2-20gp each
- 10-100gp worth of various coin

2. The Lord Mayor of Yggsburgh summons the party to a private audience. He is planning to enfeoff a landless knight and set his estates in the east of the Broadview Valley. The castle seat is to be located at the junction of the South Eel River and the River Nemo. The Lord Mayor offers this to the characters.

If the heroic strangers are interested in settling down, the Lord Mayor grants knighthood to their leader and makes the others gentlemen (or esquires if already of that status). They are granted a maximum of 10 manors to oversee, and 1-2 manors for each of the others, with a maximum of 16 manors offered. All the characters need do is build a castle, subdue the local population and make them their vassals. Yggsburgh supplies villains to work, and others from the community will undoubtedly be glad to rent land, once things are settled.

If the party wishes to remain uncommitted, they are asked to serve as mercenary guards at a fee of 100-500gp per month per person, and appointment as knight or esquire, and each given 1-2 of 10 manors to oversee and be beholden to Sir Eberhardt Beemish.

Of course, either choice will put them into conflict with the local free folk, and the characters will be hated and reviled and attacked whenever possible by all the humans and demi-humans resisting the expansion of the town.

If Sir Eberhardt Beemish is appointed, the characters will be under his command. He is a very rich and overbearing fellow, the heir to a considerable fortune made in river trade (including smuggling, slave dealing, and piracy). Sir Beemish brings his esquire Terrance Plumly, his chaplain the Pious Lamont Snives, his seneschal, Erlodor Birdlime, and some unsavory mercenaries while settling and subduing these lands. Seneschal Erlodor Birdlime, a very wicked fellow indeed, is the real power behind Sir Beemish. Of course all concerned will be rapacious, cruel, and dastardly

## Castles Zagyg: Yggsburgh

in all their acts and dealings. Proving the nature of the newly created knight will suffice to forgive any attack upon him and his followers, as all of the Beemish family possessions will become property of the town.

The stats for Sir Eberhardt Beemish, the esquire Terrance Plumly, the Pious Lamont Snives and Erlodor Birdlime are located in the Appendix I, Orders of Battle.

Mercenary cavalry, serjeants x6 (*chaotic neutral, 2nd level fighter, HP 16, AC 16, PA physical, EQ chainmail, shield, lance, longsword, dagger, and 2-12gp. Light war horse: HD 3d10, HP 17, AC 12, with two hoof attacks or one overbearing attack.*)

Mercenaries x6 (*chaotic neutral, 2nd level fighter, HP 16, AC 16, PA physical, EQ chainmail, shield, lance, longsword, dagger, and 2-12gp.*)

Mercenary crossbowmen x6 (*chaotic neutral, 1st level fighter, HP 8, AC 14, PA physical, EQ chain shirt, crossbow, short sword, dagger. and 1-6gp.*)

### 33. Mushrooms at the Brown Jug

**Location:** Wild Mead

**Encounter Chart:** Open Grasslands

**Zagyg Adventure Reference:** Serpent Ridge, Glittering Knobs, Dire Forest, East Uplands, Yggsburgh

**Villages of Note:** Coverdale

Much of the Wild Meads are an uninhabited and wild place. All manner of large and small animals roam these parts. It is not altogether wild, though. Along the eastern verge of the Wild Meads is the small hamlet of Coverdale. Inhabited by 300 or so halflings, the inhabitants of Coverdale are mostly farmers, though the town also has a smithy, general store and a tavern, the Brown Jug. Wild elves from the Dire Forest occasionally make their way here, chasing game as is their want. The entire area seems peaceful. However, looks are often deceiving and travel to and from Coverdale is occasionally dangerous indeed.

The hamlet of Coverdale is detailed in Part III, Communities of Yggsburgh, Coverdale.

#### Adventure Hooks

1. On a late afternoon while the characters are in Coverdale, a pair of halflings who had been out gathering wild mushrooms come into the Brown Jug Tavern panting. They have seen a large warband of goblins heading for the community! What can be done to save the folk from these cruel humanoid raiders?

The characters must get busy and ask questions. From what direction are the goblins coming? ("They are coming from the southeast.") How many are there in the attacking party? ("There were more than two score of those horrible goblins!") Do they have any trained attack animals (wargs) with them? ("We saw two serving as steeds for the leaders of the party.") How far distant are they? ("When we spotted them we were about two miles inside the Dire Forest. Luckily for us they were camping, roasting a great wild boar on a spit, so they didn't notice us, nor did their wargs

smell us.") What makes you think they are headed this way? ("We heard them shouting and laughing that their next meal would be spitted roast halfling!")

So the adventurers need to plan an immediate attack on the encamped goblins, or else devise one for ambushing them when they come to attack the hamlet sometime late at night.

#### The Goblin Warband

Goblin Chief, Mounted (*His vital stats are: HD 3d6, HP 15, AC 16, lawful evil. His primary attributes are: physical. He attacks by weapon. He carries chainmail, shield, spear, +2 morning star, 43gp, and 180gp worth of jewelry. He is mounted on a warg: HD 5d10, HP 30, AC 14, neutral evil. Its prime attributes are: physical. It attacks with one bite for 2d4+2 damage, and an overbearing attack.*)

Wargs x2 (*Their vital stats are: HD 5d10, HP 30 and 25, AC 14, neutral evil. Their prime attributes are: physical. They attack with one bite for 2d4+2 damage, and an overbearing attack.*)

Goblin Shaman (*His vital stats are: HD 2d6, HP 10, AC 15, lawful evil. He attacks by weapon type, and casts spells as a 3rd level wizard. His prime attributes are: mental. His significant attribute is: dex 15. He carries leather armor, +2 ring of protection, vial of poison with one draught that causes 2d6 damage, +1 dagger of stunning, a spell book with the following number of wizard spells in it: 0-4, 1st-4, 2nd-2, 12gp, and 140gp worth of jewelry. He can cast the following number of wizard spells: 0-4, 1st-3, 2nd-2.*)

Goblin lieutenants x5 (*Their vital stats are: HD 2d6, HP 10, AC 14, lawful evil. Their primary attributes are: physical. They attack by weapon. They carry boiled leather armor, shield, morning star and 2-12gp.*)

Goblin corporals x2 (*Their vital stats are: HD 2d6, HP 9, AC 15, chaotic evil. Their primary attributes are: physical. They attack by weapon. They carry boiled leather armor, shield, morning star and 2-12gp.*)

Goblin warriors x10 (*Their vital stats are: HD 1d6, HP 4, AC 14, lawful evil. Their primary attributes are: physical. They attack by weapon. They carry boiled leather armor, morning star and 1d6gp.*)

Goblin slingers x10 (*Their vital stats are: HD 1d6, HP 4, AC 14, lawful evil. Their primary attributes are: physical. They attack by weapon. They carry boiled leather armor, short sword, sling and 1d6gp.*)

Goblin spearmen x30 (*Their vital stats are: HD 1d6, HP 4, AC 14, lawful evil. Their primary attributes are: physical. They attack by weapon. They carry boiled leather armor, spear and 1d6gp.*)

2. In passing through this area, the party comes upon a female halfling by the name of Althea Clover. The druidess is from Coverdale and was out harvesting herbs when attacked by a pair of goblins. She barely managed to survive the combat and is now attempting to return home. Her wounds are severe and



debilitating, such that she is having extreme difficulty making headway, and to make matters worse, she is now being followed by a large bear.

Within 1d6 rounds of the characters finding Althea, the brown bear attacks. The bear, a man-eater, roars and comes rushing from some nearby bushes, intent on devouring the halfling and anyone else that attempts to prevent it from enjoying a tasty meal.

Assuming the characters deal with the animal and Althea Clover survives, the halfling pleads with the party to help her get back home. She guides them to Coverdale if they agree to help her. Although the halfling folk there will not be hostile, they are not pleased to have humans in their community.

*Althea Clover (She is neutral, halfling, 6th level druid whose vital stats are: HP 32, AC 17. Her prime attributes are: wis, int, cha. She carries a +2 pectoral of protection, leather armor, mace, staff and +2 dagger. She can cast the following number of druid spells: 0-5, 1st-3, 2nd-3, 3rd-2. Special: Currently she is wounded and has 12 HP remaining. She has also used all of her spells.)*

*Brown Bear (Its vital stats are: HD 6d10, HP 48, AC 14, neutral. Its prime attributes are: physical. It attacks with two paws for 1d6 damage and an overbearing attack, and one bite for 1d8 damage. Alternately, the bear can forego the paw attacks for a bear hug, inflicting 2d6+6 damage and causing the opponent to be considered held, as in a grappling attack.)*

### 34. Traitors in Our Midst

**Location:** South Pastures

**Encounter Chart:** Open Grasslands

**Zagyg Adventure Reference:** Westfields, River Nemo, East Uplands, Glittering Knobs, Yggsburgh, Sir Anthony Belvoir, Sir Wade Fulgent, 29. The Drumbeat of War

**Towns of Note:** Villages of the South Pastures

Sir Anthony Belvoir and Sir Wade Fulgent both have manor houses in the South Pastures. It is a settled and productive region belonging to Yggsburgh. There are four villages and numerous thorps spread throughout the area, focusing mainly upon agricultural produce. But this fertile river valley is not without its problems. Its produce attracts raiders and bandits, while Yggsburgh's neighbors are always on the lookout for potential allies amongst Yggsburgh's nobility and ruling elite.

The manors, villages and thorps are detailed in Part III, Communities of Yggsburgh, Viallages of the South Pastures.

#### Adventure Hooks

If the barbarian raiders heading for the Westfields (see Environs Encounter 29, The Drumbeat of War) manage to sack that area, they next head for the South Pastures. Assume that the barbarians have been reinforced with about 200 warriors, and that 200 remain behind in a fortified base camp in the Westfields. Those raiders moving to the South Pastures survived the initial attacks

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on the Westfields, and are now horsed and coming here to loot and pillage. They are attacking and plundering the surrounding countryside virtually unchecked, and are tying up Yggsburgh's forces.

The party will need to alert the two knights of South Pastures, and convince them to call up all available troops, freemen included, to face the horde of barbarians. If the adventurers succeed in this, they will need to have a good plan so as to ensure the raiders are beaten and driven back west, if not virtually eliminated. Possible tactics include ambush, the use of war engines, and recruiting miners from the Glittering Knobs (as their diggings will be a target for barbarian attacks once the South Pastures are cleared). The likelihood of getting demi-human assistance requires that both the dwarf and gnome leaders agree, for one group will not leave their mines unguarded from the other.

In preparing for this adventure, should it be chosen, use of the Orders of Battle is necessary to develop the demi-human contingent, if any. The Villages of the South Pastures details those troops available to the two lords ruling the South Pastures. A suggested horde of barbarians is supplied below. Chiefs and aides are also supplied, but use of those mentioned for the Westfields is also possible. The barbarians will, as in the Westfields, be split into two groups, each with a chief and aide.

*Barbarian Chief (He is a lawful neutral, human, 7th level barbarian whose vital stats are: HP 59, AC 17. His prime attributes are: str, con, dex. His significant attributes are: str 18, con 17, dex 16, cha 15. He carries scale mail, shield, +3 battle axe, dagger, 42gp, and is wearing 100gp worth of jewelry. He is mounted on a light war horse. The light war horse's vital stats are: HD 3d10, HP 25, AC 12. It has two hoof attacks for 1d4 damage, or one overbearing attack.)*

*Barbarian Shaman (He a lawful neutral, human, 4th level cleric whose vital stats are: HP 25, AC 16. His prime attributes are: str, con, wis. His significant attributes are: str 17, wis 13. He carries chainmail, shield, mace, 49gp, and is wearing 80gp worth of jewelry. He can cast the following number of cleric spells: 0-4, 1st-4, 2nd-2. He is mounted on a light war horse. The light war horse's vital stats are: HD 3d10, HP 23, AC 12. It has two hoof attacks for 1d4 damage, or one overbearing attack.)*

*Barbarian Chief (He is a chaotic neutral, human, 6th level barbarian whose vital stats are: HP 51, AC 16. His prime attributes are: str, con, dex. His significant attributes are: str 18, con 16. He carries ring mail, shield, broadsword, dagger, 55gp, and is wearing 175gp worth of jewelry. He is mounted on a light war horse. The light war horse's vital stats are: HD 3d10, HP 23, AC 12. It has two hoof attacks for 1d4 damage, or one overbearing attack.)*

*Barbarian Shaman (He is a chaotic neutral, human, 6th level cleric whose vital stats are: HP 31, AC 18. His prime attributes are: str, con, wis. His significant attributes are: str 15, dex 14. He carries chainmail, shield, +1 heavy war hammer, 25gp, and is wearing 160gp worth of jewelry. He is able to cast the following number of cleric spells: 0-5, 1st-3, 2nd-3, 3rd-2. He is mounted on a light war horse. The light war horse's vital stats are: HD 3d10, HP 24, AC 12. It has two hoof attacks for 1d4 damage, or one overbearing attack.)*

*Barbarian shieldmen III x4 (3rd level barbarian, HP 27, AC 17, PA physical, AT str 14, EQ chainmail, shield, broadsword, belt axe, 3-18gp. Each is mounted on a light war horse. The light war horse's vital stats are: HD 3d10, HP 22, AC 12. It has two hoof attacks for 1d4 damage, or one overbearing attack.)*

*Barbarian shieldmen II x6 (2nd level barbarian, HP 18, AC 15, PA physical, EQ scale mail, shield, battle axe, dagger, 2-12gp. Each is mounted on a light war horse. The light war horse's vital stats are: HD 3d10, HP 21, AC 12. It has two hoof attacks for 1d4 damage, or one overbearing attack.)*

*Barbarian bowmen I x10 (1st level barbarian, HP 9, AC 12, PA physical, EQ leather armor, short bow, belt axe, 1-6gp. Each is mounted on a light war horse. The light war horse's vital stats are: HD 3d10, HP 23, AC 12. It has two hoof attacks for 1d4 damage, or one overbearing attack.)*

*Barbarian axemen I x20 (1st level barbarian, HP 9, AC 12, PA physical, EQ leather armor, battle axe, dagger, 1-6gp. Each is mounted on a light war horse. The light war horse's vital stats are: HD 3d10, HP 22, AC 12. It has two hoof attacks for 1d4 damage, or one overbearing attack.)*

*Barbarian spearmen I x60 (1st level barbarian, HP 9, AC 12, PA physical, EQ leather armor, spear, dagger, 1-6gp. Each is mounted on a light war horse. The light war horse's vital stats are: HD 3d10, HP 21, AC 12. It has two hoof attacks for 1d4 damage, or one overbearing attack.)*

An informant from Yggsburgh advises the party that one of the two knights in the South Pastures is a traitor. This knight is in communication with one of the three nobles neighboring Yggsburgh, all of whom are seeking to conquer the free town. The characters will need to pay a call upon each of the two and discover which is planning to assist whom when, or if, an attack comes. They must then take the proof to the Lord Mayor of Yggsburgh and present it convincingly so that the turncoat can be arrested. The turncoat will then be replaced by a cousin and the characters handsomely rewarded.

The Castle Keeper should decide which neighboring power or powers is threatening to attack, which knight is the traitor and what the political and military ramifications of the entire situation may be, however acted out. Extensive use of the Orders of Battle, and reference to Yggsburgh and its culture, should suffice to give the Castle Keeper enough information to plan out this entire adventure.

### 35. The Unholy Ringstones

Location: Hiddendale

Encounter Chart: Wooded Hills

Map Reference: 35

Zagy Adventure Reference: Menhir Hills, Sir Alec of Gaxhill, The Lord Mayor, Yggsburgh College, Yggsburgh Library, Great Druid Dycott Grover

Towns of Note: Villages of the South Pastures

In the small remote valley of Hiddendale is the site of an ancient holy place. Long deserted by human folk, elves thought to make it theirs, but in only a few years abandoned the area as unwholesome. Thereafter, gnomes began burrowing into the steep and rocky hills embracing Hiddendale, but they too gave off their colonization efforts when their numbers began to mysteriously dwindle. The last inhabitants of the valley were a small clan of dwarves who discovered traces of gold in the hills where the gnomes had dug their burrows. These demi-humans knew the evil reputation of Hiddendale, but their avarice for precious metal clouded their judgment. They mined and began to bring forth large nuggets of pure gold. Soon something happened to disrupt the harmony of the clan, and they began quarreling and fighting amongst themselves. At the same time their numbers were shrinking from unexplained disappearances. A handful of survivors returned to Yggsburgh some three decades past, swearing the place was cursed, vowing never to go back despite the yellow ore there. Certainly there are strange things that slink through the valley at night...

Locating Hiddendale is difficult and can take some time. If traveling there without the aid of some person who knows its location, a ranger must make a successful tracking check three days in a row to locate it. This tracking check is made at -10, so difficult is the valley to locate. Once located, the characters will eventually stumble across the strange twisted oaks at the north end of the vale and thence unto the Unholy Ringstones themselves.

#### The Unholy Ringstones

Other than the process of discovering Hiddendale and finding out about the Unholy Ringstones, this is very much a hack and slash adventure, with exploration and problem solving as the main elements of play after combat. Having either a very strong and magically-armed party, or with a druid of about 7th level, is necessary for initial success here, so encourage your players to seek more information about the area if they are bent on setting forth without the capacity to survive this challenge. While gathering the information, all manner of adventures can be had, and the appropriate power and levels attained for success. Many new monsters are introduced in this adventure, so be sure to peruse the Monsters of Zagy appendix before proceeding, paying special attention to the Penumbra Shadow.

Information regarding the Unholy Ringstones can be gained by the adventurers in many ways. The following is a list of the more common manners in which information is gleaned.

**The Lord Mayor:** When meeting and conversing with the Lord Mayor and mentioning Hiddendale or the Unholy Ringstones, he frowns. If conversation is followed up upon, the Lord Mayor says that the locale is a shame to the druidical faith and warns the characters to stay away from the place. He will say, "Were I not burdened with the charge of seeing to the welfare of this town and its people, I would gather a strong party and stamp out that abomination!" Nothing more will he say in regard to this matter.

**Sir Alec of Gaxhill:** When conversing with Sir Alec of Gaxhill on the subject of Hiddendale, the Unholy Ringstones, or Druidical faith in the area, the knight relates that he has heard many ill things about the place, that a great druid once dwelled there, turned to evil, and so there came to be nothing but death around this "grand place of Druidical worship." He will advise the characters to stay away from the locale. "Hard as it is to find, worse still for those who manage to locate it!"

**Yggsburgh College library:** If researching in the Yggsburgh College library regarding non-human occupants of the area, Hiddendale, Unholy Ringstones, or Druidical places of worship, the following entry will be discovered (a near-direct quote from the Castle Keeper's information given for Hiddendale):

"There is a small, remote valley in the Menhir Hills, some 35 miles overland north and a little east of the Free City of Yggsburgh, that is named Hiddendale. It is an oval of three miles length by two miles width. For some arcane reason it is very difficult to locate this place, and even a ranger can miss it. This small valley is the site of an ancient Druidical holy place. Long deserted by human folk, elves thought to make it theirs, but in only a few years abandoned the area as unwholesome. Thereafter, gnomes began burrowing into the steep and rocky hills embracing Hiddendale, but they too gave off their colonization efforts when their numbers began to dwindle mysteriously. The last inhabitants of the valley were a minor clan of nomadic dwarves that discovered traces of gold in the hills where the gnomes had dug their burrows. These demi-humans knew the evil reputation of Hiddendale, but their avarice for precious metal clouded their judgment. They mined and began to bring forth large nuggets of pure gold. Soon something happened to disrupt the harmony of the clan, and they began quarreling and fighting amongst themselves. At the same time, their numbers were shrinking from unexplained disappearances. A handful of survivors came into the town some three decades in the past, swearing the place was cursed, vowing never to go back despite the yellow ore there."

**Town Library:** This is the entry that will be discovered in research in the town library in a text dealing with Druidical places of worship:

*There was formerly in this locale, in the small valley called Hiddendale, a monumental stone construction that was held as most holy to those of the Druidical faith. Approximately 100 years ago, just before this glorious Town was founded, a procession of druids passed through declaring the place as anathema because of the heresy of the great druid who was responsible for the site.*

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*They furnished Lord Yggs with the following Writ:*

*Know all of the True Druidical Faith that Great Druid Dycott Grover has turned from Righteousness to Darkest Evil. He has made Compact with a Daemon, wrought Horrors upon his Flock, made things Unspeakable, and is now Cast Forth from Our Faith as a Heretic, Proscribed and Damned by the Hierophants. None are to set foot in the place called Hiddendale, and on pain of Eternal Damnation must shun the once-sacred circle that We now condemn as Unholy. To Our Brother Druids, take Heed! Think not that because you might have some small power over the Unspeakable creations of the Heretic whose name you should not utter, that you can Right the Wrong. To Disobey Our Anathema and venture to the Unholy Ringstones is certain Damnation.*

*"The Cabal of Hierarchs.*

*"The dire warning was taken to heart by all of the Druidical faith, and since then no stone rings have been constructed, worship being conducted in woodland groves only, without benefit of any structures or monuments. Oldoaks Grove is the current chief place for Druidical ceremonies, although they are performed in most of the woods and forests hereabouts on the equinoxes and solstices."*

### Background

The Archdruid named Dycott Grover was born to a family of the faithful, his father and mother both being of the calling. He was a precocious child, only 12 when he entered into the First Circle. Thereafter, he advanced rapidly, spending scarcely more than a year in attaining initiation into each of the higher circles of the Druidical faith. When he was an ordained Druid at age 27, he was the youngest to have ever achieved so high a rank.

This made Dycott Grover proud, somewhat overly so, and that pride made him haughty. The Hierophants detected these flaws and acted to eliminate them by slowing his advancement thereafter. He was sent to work amongst the Elven folk in remote areas and was past the age of 40 before his elevation to the rank of Archdruid. Although bitter about the delay, the new Archdruid Dycott threw himself into his new duties with singular dedication, greatly excelled in his tasks and was clearly more effective than all like persons of the rank. It was at this time that his Elven wife, a Druidess of the Seventh Circle herself, left him. Divorce was granted to her because of his neglect. There can be no doubt that this affected Dycott Grover more than the Hierophant's purposeful suppression of his advancement. Bitterness turned to inner rage and a monomaniacal determination to rise to the highest rank of the faith.

Despite some who cautioned against his further advancement, Dycott was made Archdruid of the lands that include the Town of Yggsburgh when he was age 45 because of his absolute dedication and vast ability. To prove his detractors wrong, the new Archdruid determined to build a great place of worship using massive stone monoliths, as was done in ancient times. Then, he reasoned,

thousands would flock to the monument for worship, making him first a Great then the Grand Druid and perforce a Hierophant because of his following. Then there would be none who could prevent his rise to the first of the Cabal. No longer would he, Dycott Grover, be held down by jealous rivals!

Of course, the construction of the sacred circle of stones was a slow process. It took a full year for the first menhir to be quarried, shaped, brought to the dell he had chosen as the site for the monumental complex, and set upright. At that rate, Dycott calculated he would be too old to enjoy his triumph. Many questions bothered him. Why hadn't he a lifespan comparable to that of an elf? Why was there no natural spell that would speed construction? Extend his years? In his growing frustration, the Archdruid began seeking means for fulfilling his desires in writings not of Druidical nature. In his quest, he turned to forbidden works of blackest sort. It was within a grimoire of this kind that he discovered a summoning ritual promising an entity that would be of service in building vast edifices. The most ancient entity called upon in these summonings would be one that could command the greatest of elementals.

Dycott Grover, in his hubris, thought he could deal with such evil without risk, and so after much preparation he performed the dreadful ritual that summoned this malign deity. To his surprise, the being that appeared to him was no terrible monstrosity from the Nether Planes. The summoned entity was a fatherly figure of power and vitality. Rather than threatening or demanding, the entity was pleased at being called forth by so wise a person as an Archdruid, expressed keen interest in the reason for being summoned, listened attentively and gave words of counsel in return. Cautioning against haste, the being, who identified himself as Aldforent, noted that Dycott Grover might lose his powers if he proceeded rashly. Then, before he disappeared, he instructed the Archdruid to consult with him weekly by further performance of the summoning ritual.

Of course, each further summoning placed Dycott more firmly under the malign deity's influence. It was not long before the Archdruid swore eternal fealty to him, and thereupon the so-called Aldforent caused earth elementals to appear and build the whole of the monumental structure of menhirs, and a secret underground complex too, in a single night. There was amazement amongst the faithful flock when they beheld the miracle. Dycott Grover was thrown into a rage, however, when most of those seeing the place fled in terror. Then it came to him that he was no longer a true and faithful Druid. While he still possessed a semblance of his former powers, he had changed, and this change was apparent to most of those of his former faith.

Summoning Aldforent, the once-Archdruid furiously demanded to be returned to his former state. The evil entity laughed, for not even he could undo what Dycott Grover had willingly done. Still in paternal guise, the malign deity played upon all of the human's weaknesses—lust for power, desire for unending life, unquestioning obedience from others and the desire to punish those who offended him. Beguiled in his despair, the former Archdruid took the last step in his damnation. Her performed the ghastly Ritual of Penumbra Shadow, and became what he

remains now: a horrible travesty of his former self, a vile lurker in shadows that consigns others to the unspeakable state he is in.

As the penumbrate shadow that was once Archdruid Dycott Grover gloats over his unholy domain, he also rages that there are not more of his kind to serve him. The ancient evil elemental deity could not stop the forces of nature from confining his new protégé to the ringstones while in shadow form. For Dycott Grover can move no more than 14 miles from the ring of stones. That being the case, the wicked entity was not quite satisfied with the soul of his dupe. For the deity, whose realm is in that place between Chaos and Order, is as bitter and limited in his freedom as is the former Archdruid, whom he had hoped would be able to move about more freely.

Although the penumbrate shadow Dycott Grover is aware of the desires and disappointments of Aldforent, he has taken all possible measures to protect his physical remains, continue his existence in the Plane of Shadow and periodically roam the material world, albeit in most limited range. He has used other forbidden books to encourage ghouls to come to the area during the hours of night, and prey upon any persons living near the ringstones. Involuntary penumbrate shadows have been placed to guard the menhirs, to slay those who touch them and keep intruders from the inner part of the circle. The altars are protected with deadly devices, and have the keys and magical aids that the Lords of Nature have placed there to keep to keep the cursed heretic in place, so he can be discovered in his underground lair and then destroyed.

The main objectives for the party are several. First, they must find a means of defeating the guardians of the menhirs so as to be able to enter the circle. They must then discover how to get to the keys and magic items contained in each of the four altars, so as to be able to enter the central cairn. Thirdly, they need to open the four false tombs, defeat their occupants, and gain more magical devices. Next they need to discover the doubly secret means of entering the crypt of the former Archdruid, and finally they must confront and best him in penumbrate shadow form, so as to be able to destroy his physical remains.

## The Dell of the Ringstones

The exact location of this place is left in the hands of the Castle Keeper, but the Unholy Ringstones (a circle of menhirs) is generally located in a valley dell about a bowshot distance north of Hiddendale. The preceding text regarding the difficulty of locating the area, and what lies within it, applies and stems from that which created the monumental stone complex known as the Unholy Ringstones.

The area surrounding the Unholy Ringstones is heavily wooded with massive but strangely twisted oak trees. In the hollow surrounding the ringstones, only sickly weeds spot the barren, ash-gray dirt. The terrain is hilly, with

many small ridges and swales that cut line of sight considerably. As the party moves through here, they notice the nature of the trees. A druid or even a ranger notes that there is something definitely wrong with the way the vegetation grows. After they pass through the deformed oaks, the clearing of the dell is discovered in but a few minutes' time.

### Random Encounters

Check for a random encounter once an hour while the characters are within 14 miles of the ringstones. Roll a d6. A '1' indicates an encounter. Then roll a d6 and refer to one of the two tables below to determine the type of encounter. There are both daytime and nighttime encounter tables. There can be no more than 6 encounters in a day.

#### Day

1	Goblins (d20+20)
2	Orcs (d20+15)
3	Hobgoblins (d20+10)
4	Gnoles (d20+5)
5	Bugbears (2d4)
6	Ogres (1d4)

#### Night

1-4	Ghouls (2d4)
5	Ghasts (1d4)
6	Ghouls (d6) and Ghasts (1-3)

Outside the circle of ringstones there is a gloom, and what seems to be a thick fog, hanging above the depression in which they sit, making even a bright and sunny day a dim and dismal vista in the dell.



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Characters of good alignment will be most uneasy when viewing the ring of menhirs, and not at all comfortable if approaching the standing stones. Chaotic and lawful neutral characters will be somewhat apprehensive. Those of chaotic or lawful evil alignment will feel uncomfortable, and true neutral characters will feel slightly uneasy. Only neutral evil characters will feel no tension when seeing the monumental construction.

### The Circle of Menhirs

Each menhir is a slab of rock 10 feet wide, two feet thick, and 16 feet tall. Another four feet of the menhirs are buried in the ground. Each of these monoliths is covered with a lichen of unwholesome appearance, giving the gray stone a red-brown tinge reminiscent of dried blood. Inside the circle of standing stones can be seen four rocks of smaller size and no great height. They are placed in the cardinal directions. The one to the west looks like an altar and is directly in front of the opening that leads into the central cairn.

It is not possible for any character to pass through the 15-foot spaces between the menhirs until all of the standing stones have been touched and their guardian penumbrate shadow(s) destroyed. Whenever anyone attempts to go between, under, or around the menhirs, they will be repelled. No magical means will allow passage, so strong are the magical spells that are upon this place. Any attempt to pass through incurs damage according to the alignment of the individual.

Alignment	Damage
Neutral Good	4 hp damage and thrown back eight feet, 24 feet if in the air.
Chaotic or Lawful Good	3 hp and thrown back six feet, 18 feet if in the air.
Chaotic or Lawful Neutral	2 hp and thrown back four feet, 12 feet if in the air.
Chaotic or Lawful Evil	1 hp and thrown back two feet, six feet if in the air.
Neutral	No hit point loss but repelled 1 foot.
Neutral Evil	No hit point loss or repulsion, only inability to pass.

It is possible for a character to touch the standing stones without incurring any damage. When this occurs, refer to the appropriate menhir to discover what the results are. Additionally, each menhir has glowing letters upon it. They contain a message and clue important to the characters.

When aligned and read properly, the letters spell out a sentence. The chart below indicates which Menhirs have which letter codes and how the whole can be read.

Penumbrate shadows guard all the menhirs. If a character withdraws more than 15 feet from the front of a menhir it is guarding, it does not attack and simply merges back into the stone or earth, reappearing the instant any intruder comes within its range. When all of the guardians have been eliminated, the party can pass into the inner area the standing stones encircle.

**1st Menhir** This stone shows the following runes: a '4' above a 'T' above a 'T' above an 'A.' When touched the runes glow red and then fade after two rounds.

As the menhir is touched, two shadowy gray figures emerge from the standing stone. One looks human, a man in antique armor with a sword. The other is like a life-sized ink drawing of a vicious ogre with a knobby bludgeon. The ogre is one of the original guardians of the place, but has been made a penumbrate shadow.

Penumbrate shadow, medium (*Its vital stats are: HD 4d8, HP 22, AC 18, neutral evil. Its prime attributes are: mental. It carries a longsword. If it successfully touches someone, it drains 1d4 points of strength.*)

Penumbrate shadow, lesser involuntary (*Its vital stats are: HD 5d10, HP 32, AC 18, neutral evil. Its prime attributes are: mental. It carries a club that inflicts 1d8 damage. If it successfully touches someone, it drains 1d4 points of strength.*)

**2nd Menhir** This stone shows the following runes: a 'K' above a '1' above an 'H' above an 'F' When touched the runes glow red and then fade after two rounds.

As the menhir is touched a shadowy gray figure emerges from the earth at the base of the standing stone. He looks like a soldier in armor, holds a flail, and has no color, appearing in shades of black and gray only.

Penumbrate shadow, medium involuntary (*Its vital stats are: HD 5d10, HP 27, AC 18, neutral evil. Its prime attributes are: mental. It carries a flail. If it successfully touches someone, it drains 1d4 points of strength.*)

**3rd Menhir** This stone shows the following runes: an 'E' above a 'D' above a 'E' above an 'T.' When touched the runes glow red and then fade after two rounds.

As the menhir is touched a shadowy gray figure emerges from the standing stone. She looks like an outlaw that has become a gray shadow, and she holds a dagger.

Penumbrate shadow, medium involuntary (*Its vital stats are: HD 3d6, HP 15, AC 18, neutral evil. Its prime attributes are: mental. It carries a dagger. If it successfully touches someone, it drains 1d4 points of strength.*)

**4th Menhir** This stone shows the following runes: a 'Y' above an 'E' above a 'W' above an 'E.' When touched the runes glow red and then fade after two rounds.

As the menhir is touched a shadowy gray figure springs up from the earth. He looks like a woodcutter sketched in charcoal, but somehow the great axe he holds seems to glitter metallicly.

Penumbrate shadow, medium involuntary (*Its vital stats are: HD 4d8, HP 22, AC 18, neutral evil. Its prime attributes are: mental. It carries a battle axe. If it successfully touches someone, it drains 1d4 points of strength.*)

**5th Menhir** This stone shows the following runes: an ‘S’ above an ‘A’ above an ‘A’ above an ‘R.’ When touched the runes glow red and then fade after two rounds.

As the menhir is touched two figures spring up before it. Both are colorless, shadowy gray figures. They appear human in form, one a man in brigand’s jack with a sword, and a young woman in a robe with a sickle in her hand. This is a druidess and her aide who, having been made by the original guardian, could not manage to stave off the attack of Grover. Both are now doomed to the spot.

Penumbra shadow, medium involuntary (*Its vital stats are: HD 3d8, HP 17, AC 18, neutral evil. Its prime attributes are: mental. It carries a short sword. If it successfully touches someone, it drains 1d4 points of strength.*)

Penumbra shadow, lesser involuntary (*Its vital stats are: HD 8d8, HP 28, AC 18, neutral evil. Its prime attributes are: mental. It carries a staff. If it successfully touches someone, it drains 1d4 points of strength. This penumbra shadow can cast the following spells: entangle x4, hold animal x2, summon swarm x2.*)

**6th Menhir** This stone shows the following runes: a ‘4’ above a ‘D’ above a ‘Y’ above an ‘R.’ When touched the runes glow red and then fade after two rounds.

As the menhir is touched a shadowy gray figure emerges from it. He looks like a peasant that has become colorless and now appears in shades of black and gray. He carries a spear.

Penumbra shadow, involuntary (*Its vital stats are: HD 2d8, HP 11, AC 18, neutral evil. Its prime attributes are: mental. It carries a spear. If it successfully touches someone, it drains 1d4 points of strength.*)

**7th Menhir** This stone shows the following runes: a ‘D’ above an ‘E’ above an ‘O’ above an ‘I.’ When touched the runes glow red and then fade after two rounds.

As the menhir is touched, a shadowy gray figure shoots up from the dirt before the standing stone. It appears to be a colorless kobold, shaded black and gray, holding a curved knife.

Penumbra shadow, involuntary (*Its vital stats are: HD 1d6, HP 6, AC 18, neutral evil. Its prime attributes are: mental. It carries a knife. If it successfully touches someone, it drains 1d4 points of strength.*)

**8th Menhir** This stone shows the following runes: an ‘O’ above an ‘N’ above a ‘P’ above a ‘G.’ When touched the runes glow red and then fade after two rounds.

As the menhir is touched, a shadowy gray figure emerges from the earth at the base of the standing stone. He looks like a soldier in scale mail, holds a broad sword, and is colorless, showing only shades of black and gray.

Penumbra shadow, involuntary (*Its vital stats are: HD 3d10, HP 17, AC 18, neutral evil. Its prime attributes are: mental. It carries a broadsword. If it successfully touches someone, it drains 1d4 points of strength.*)

**9th Menhir** This stone shows the following runes: an ‘O’ above a ‘D’ above an ‘E’ above an ‘H.’ When touched the runes glow red and then fade after two rounds.

As the menhir is touched, a shadowy gray figure emerges from the standing stone. He looks like a forester that is made of ash and coals, but is colorless. He is armed with a quarterstaff.

Penumbra shadow, involuntary (*Its vital stats are: HD 2d10, HP 11, AC 18, neutral evil. Its prime attributes are: mental. It carries a staff. If it successfully touches someone, it drains 1d4 points of strength.*)

**10th Menhir** This stone shows the following runes: an ‘R’ above an ‘&’ above an ‘N’ above a ‘T.’ When touched the runes glow red and then fade after two rounds.

As the menhir is touched, three shadowy gray figures emerge from the ground before the standing stone. They appear to be orcs drained of all color. One has a spiked club, the second a scimitar, and the third a two-handed sword.

Penumbra shadow, involuntary (*Its vital stats are: HD 1d8, HP 6, AC 18, neutral evil. Its prime attributes are: mental. It carries a spiked club. If it successfully touches someone, it drains 1d4 points of strength.*)

Penumbra shadow, involuntary (*Its vital stats are: HD 3d8, HP 6, AC 18, neutral evil. Its prime attributes are: mental. It carries a scimitar. If it successfully touches someone, it drains 1d4 points of strength.*)

Penumbra shadow, involuntary (*Its vital stats are: HD 4d8, HP 4, AC 18, neutral evil. Its prime attributes are: mental. It carries a two-handed sword. If it successfully touches someone, it drains 1d4 points of strength.*)

**11th Menhir** This stone shows the following runes: an ‘S’ above a ‘1’ above an ‘S’ above an ‘I.’ When touched the runes glow red and then fade after two rounds.

Menhir	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
	4	K	E	Y	S	4	D	O	O	R	S	1	R	I	G	H
Codes	T	1	D	E	A	D	E	N	D	&	1	R	I	G	H	T
	T	H	E	W	A	Y	O	P	E	N	S	L	E	F	T	&
	A	F	T	E	R	R	I	G	H	T	I	N	L	E	F	T

## Castles Zagyg: Yggsburgh

As the menhir is touched, a translucent gray figure emerges from the stone. He looks like a peasant that has become colorless, appearing in shades of black and gray. He carries a club.

*Penumbra shadow, involuntary (Its vital stats are: HD 1d6, HP 5, AC 18, neutral evil. Its prime attributes are: mental. It carries a club. If it successfully touches someone, it drains 1d4 points of strength.)*

**12th Menhir** This stone shows the following runes: a '1' above an 'R' above an 'L' above an 'N.' When touched the runes glow red and then fade after two rounds.

As the menhir is touched, a shadowy gray figure emerges from the standing stone. He appears to be a black and gray shade of a soldier, in ring mail and holding a morning star.

*Penumbra shadow, involuntary (Its vital stats are: HD 2d10, HP 6, AC 18, neutral evil. Its prime attributes are: mental. It carries a morning star. If it successfully touches someone, it drains 1d4 points of strength.)*

**13th Menhir** This stone shows the following runes: an 'R' above an 'I' above an 'E' above an 'L.' When touched the runes glow red and then fade after two rounds.

As the menhir is touched, a shadowy gray figure appears from the ground at the base of the menhir. It appears to be a gray and colorless elf, armored in chain mail and armed with a longsword.

*Penumbra shadow, involuntary (Its vital stats are: HD 3d10, HP 11, AC 18, neutral evil. Its prime attributes are: mental. It carries a longsword. If it successfully touches someone, it drains 1d4 points of strength.)*

**14th Menhir** This stone shows the following runes: an 'I' above a 'G' above an 'F' above an 'E.' When touched the runes glow red and then fade after two rounds.

As the menhir is touched a comely lass comes stepping forth from the standing stone. She appears to be a chiaroscuro version of a young peasant girl. She smiles and holds out her hand, as if she expects to be rescued. (But she does not actually expect that, she hopes to lure the character near, touch him, then strike with the dagger concealed in her left hand immediately thereafter in the round, thus draining twice the usual Strength from the dupe.)

*Penumbra shadow, involuntary (Its vital stats are: HD 1d8, HP 6, AC 18, neutral evil. Its prime attributes are: mental. It carries a dagger. If it successfully touches someone, it drains 1d4 points of strength.)*

**15th Menhir** This stone shows the following runes: a 'G' above an 'H' above a 'T' above an 'F.' When touched the runes glow red and then fade after two rounds.

As the menhir is touched, a shadowy gray figure emerges from the menhir. He looks like a gray courtier, in robes of the same dun hue, with shades of black as highlights. This fellow has no weapon, and he smiles at the characters.

*Penumbra shadow, involuntary (Its vital stats are: HD 6d8, HP 33, AC 18, neutral evil. Its prime attributes are: mental. If it successfully touches someone, it drains 1d4 points of strength. This penumbra shadow is capable of casting the following spells as though a 6th level wizard: burning hands x2, charm person, magic missile, mirror image, ray of enfeeblement, fireball, slow.)*

**16th Menhir** This stone shows the following runes: an 'H' above a 'T' above an '&' above a 'T.' When touched the runes glow red and then fade after two rounds.

As the menhir is touched, a shadowy gray figure emerges from the base of the menhir. He appears to be a black and gray shade of a soldier, in a brigandine coat and holding a mace.

*Penumbra shadow, involuntary (Its vital stats are: HD 3d10, HP 17, AC 18, neutral evil. Its prime attributes are: mental. It carries a mace. If it successfully touches someone, it drains 1d4 points of strength.)*

**1. North Altar Stone** This is an X-shaped altar constructed of brownstone and about 3 feet in height. It is 11' long per stroke, each arm having a thickness of 2 feet. This altar has a magical and evil aura. The stone begins to glow with an inner red light when any living creature comes within three feet of it.

The altar stone is protected by an elemental power of flame and fire. Touching it delivers 1d4 of fire damage. All saves for avoidance are made at -10, and items which reduce damage from fire are only half effective. Once so activated, the inner portion of the altar shows three wavy lines that anyone scrutinizing the area from up to 10-foot distance will notice as representing water. To neutralize the effect of the element of fire contained herein, four ounces of holy water, or no less than a gallon of magically purified water, must be dashed upon the lines symbolizing water.

Once the elemental power guarding the altar is neutralized, the stone is no longer dangerous. An examination of its top will show the flame mark seen on the east altar. If fire of the sort needed to neutralize the east altar is employed atop this one, a section of the top is vaporized, revealing several items of interest to the characters.

**A copper torch:** This is the key to opening the north tomb, and upon command this item will shed light equal to as little as a candle or as bright as a large bonfire (a 40 ft. radius), and twice a day it will likewise send forth a gout of flame to 40' distance, inflicting 4d8 damage on the target subject.

**A copper ring:** This ring offers +2 protection from fire and heat.

**A mace:** This +3 fire mace is set with a ruby in its haft and emits flames when it strikes (the source of the +3 to damage). When used against air elementals it acts as a +6 mace. If the gem is damaged or removed the weapon loses its enchantment.

**2. East Altar Stone** This is a hollow tube of blue marble that is 9' in diameter, with a thickness of 1', an inner diameter of 7', and a height of 3'. This altar has a magical aura, as well as one of evil. The stone begins to glow with an inner green light, making it blue-green, when any living creature comes within three feet of it.

The altar stone is protected by an elemental power of water and ice. Touching it delivers 1d4 of cold damage. All saves for avoidance are made at -10, and items which reduce damage from cold are only half effective. Once so activated, the inner portion of the altar shows a wavy outline that anyone scrutinizing the area from up to 10-foot distance will notice as representing flame. To neutralize the effect of the element of water contained herein, no less than a pint of flaming lamp oil or a magically engendered flame must be dashed upon the wavy line symbolizing fire.

Once the elemental power guarding the altar is neutralized, the stone is no longer dangerous. An examination of its top shows the water markings seen on the north altar. If water of the sort needed to neutralize the north altar is employed atop this one, a section of the top is vaporized, revealing several items of interest to the characters.

**An iron hook:** This is the key to opening the east tomb. When held, it enables normal breathing and free action in any sort of water. When in water, with the proper command it can send forth an icy spear to a distance of 80 feet, that inflicts 4d4 damage upon the target. This property can be used twice a day.

**An iron ring:** This ring proffers +2 protection from cold, ice and water effects.

**Axe:** This +2 axe is set with a sapphire in its haft, and delivers a blast of ice when it hits (the source of the damage bonus). It is +4 when used against fire elementals. If the gem is damaged or removed the weapon loses its enchantment.

**3. South Altar Stone** This is a flat-topped triangle of alabaster that is 8' per side, 3' high. This altar has a magical aura as well as one of evil. The stone begins to darken in its center with stormy black when any living creature comes within three feet of it.

The altar stone is protected by an elemental power of air and wind. Touching it delivers 1d4 of electrical damage. All saves for avoidance are made at -10, and items which reduce damage from electricity are only half effective. Once so activated, the inner portion of the altar shows three pyramids that anyone scrutinizing the area from up to 10-foot distance will notice as representing earth. To neutralize the effect of the element of air contained herein, a lead object or no less than a pound of earth or magically created stone must be dashed upon the lines symbolizing earth.

Once the elemental power guarding the altar is neutralized, the stone is no longer dangerous. An examination of its top shows the earth markings seen on the west altar. If lead, earth, or stone of the sort needed to neutralize the west altar are employed atop this one, a section of the top is vaporized, revealing several items of interest to the characters.

**A silver baton:** This is the key to opening the south tomb. When held, pointed and commanded, this baton allows flight as if the possessor were an eagle, or it can be used to cast control winds four times a day or whirlwind twice a day (a whirlwind effect expends two of the control wind effects). These are cast as if by a 12th level druid.

**Silver ring:** This ring confers a +2 protection from electricity and wind effects.

**Spear:** This +3 spear is set with a diamond in the butt of its shaft, and delivers an electrical shock when it hits (the source of the +3 damage). This bonus is +6 when used against earth elementals. If the gem is damaged or removed, the weapon loses its enchantment.

**4. West Altar Stone** This is a rectangle of serpentine that is 10' long, 4' wide, and 3' high. This altar has a magical aura as well as one of evil. The stone begins to show inner veins of gray-brown that resemble the tentacles of an octopus when any living creature comes within three feet of it.

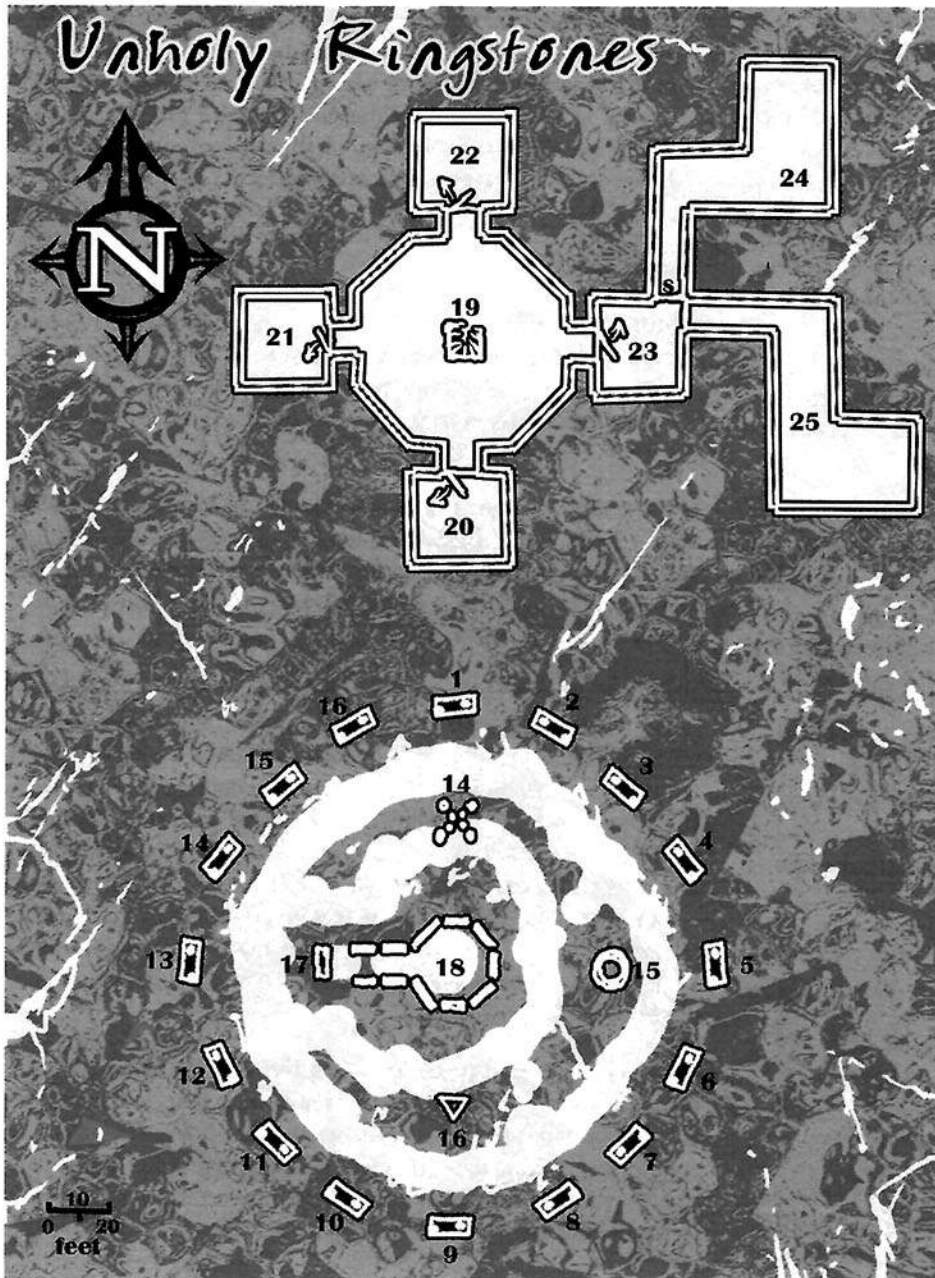
The altar stone is protected by an elemental power of earth and stone. Touching it causes a tentacle to lash out, delivering 2d4 points of traumatic physical damage. All saves for avoidance are made at -10, and items which reduce damage from earth or stone magic are only half effective. Once so activated, the inner portion of the altar shows a nebulous billowy outline like a cloud that anyone scrutinizing the area from up to 10-foot distance will notice as representing air. To neutralize the effect of the element of earth contained herein, a draft of air must be fanned upon for a full minute, or magically engendered air must be directed upon, the lines symbolizing water.

Once the elemental power guarding the altar is neutralized, the stone is no longer dangerous. An examination of its top shows the nebulous cloud lines seen on the south altar. If air or wind of the sort needed to neutralize the south altar is employed atop this one, a section of the top is vaporized, revealing several items of interest to the characters.

**Gold buckle:** This is the key to opening the west tomb. When worn with a belt, this item gives a +2 magical strength to the wearer and also adds +6 to movement. It can be used as often as three times a day to meld the wearer into earth, stone, or wood, where they remain without harm, able to see and hear normally for as long as eight hours in each substance.

**Gold ring:** This ring offers +3 protection from the impact of earth (falling included) or stone (but not metal weapons) upon the wearer.

**Broadsword:** This +2 broadsword is set with an emerald in its pommel, and delivers a jolt of physical damage to anyone hit by it (the source of the +2 to damage). It acts as a +4 broadsword when used against air elementals. If the gem is damaged or removed the weapon loses its enchantment.



### The Cairn

The cairn is made of great slabs of rock like the menhirs. There are 11 of them fitted together so as to form an octagon of 30-foot diameter, with an entrance hallway of 10-foot width and 20-foot length leading in. The whole of it is roofed over with stone slabs, so no light penetrates the interior. It is as if a black curtain were drawn across the entrance.

The burial complex is hewn from stone and the rooms sheathed in marble. All the passages have smooth and polished floors and walls, and arched ceilings that rise 12 feet above the floor. All the doors in the underground portion of the complex are solid igneous rock, of the color indicated in the area description. All open only by the touch of the proper key. If the wrong key is touched to a door, the key vanishes and is transported back to where it came from, inflicting in the process 4d8 points of shock damage to all within 20 feet of the door it was used on. A successful constitution check reduces this damage by half.

**5. Central Cairn:** The hallway leading into the central cairn is magically protected. In order for non-penumbra shadow creatures to enter the central cairn, the four altars must have been visited, their secrets revealed, and the “key” from each must be in possession of the party wishing to pass through.

The entrance hallway is 10’ in width and 20’ in length. The central cairn area is a hexagonal chamber walled by 11 standing stones that are each 10’ wide, 2’ thick, and 16’ high, with 4 more feet of each stone buried in the ground. The whole of the structure is roofed over with stone slabs, so no light penetrates the interior. It is as if a black curtain were drawn across the entrance. Within the main chamber of the cairn there is a square pillar of seemingly solid granite, 10’ per side, that reaches to and supports the rock slabs forming the ceiling 16’ above the stone floor. Each face of the square pillar is engraved with one of the elemental signs from the altars—flame to the north, water to the east, cloud to the south, mountains to the west.

After each of the magic weapons from the altars is touched to the proper marking on the column (shown below), a portion of the south side of the room sinks into the floor to reveal a spiral staircase leading into an underground complex 60 feet beneath the cairn.

Mace	fire symbol
Axe	water symbol
Spear	air symbol
Broad sword	earth symbol

**1. Subterranean Chamber** This is a 70’ diameter octagonal chamber, with a 35’ ceiling apex and stone support ribs arching from the eight corners of the room to a central pillar. The stairs are hewn into the heart of the pillar.

Herein is a gray luminescence that comes from all surfaces—floor, walls, ceiling and the square central column. The stone here is dull black, and upon the floor are inlaid strange and unreadable glyphs that seem to change shape when seen out of the corner of the eye. They have no pattern and change randomly. These are the markings of the ancient elemental entity of chaotic spawning.

As the characters survey their surroundings, they notice a faint color to each of the stone slabs found in the niches in the cardinal directions of this chamber.

Reddish	north
Bluish	east
Pale gray	south
Yellow-brown	west

On each stone slab is carved the following:

*The final resting place of  
Archdruid Dycott Grover  
Woe to him who disturbs  
This hallowed rest.*

Unhallowed is more correct. Woe indeed to any party that happens to open two or more of the blocking slabs at the same time. The elementals will not fight each other, only the trespassers in the octagonal chamber. Of course the characters need to figure a way to get the stone slabs open.

If a party loses one or more members and flees upwards, the elementals do not pursue them. The elementals simply return to their nurturing room which allows them access to their own plane. Upon any character's return to the octagonal chamber, the freed elementals issue forth and attack on the 3rd round, as it takes a round to become aware of them and another to fully materialize.

**2. North Tomb Chamber** This is a 30' x 30' chamber with a 20' high ceiling. The entry is blocked by a slab of reddish granite. It opens only at the touch of the copper torch as its key. If any other key is touched to the door, that object vanishes back to the altar stone from whence it came, delivering 4d8 harm to all within 20 feet of it. As soon as the slab opens, the fire elemental inside attacks.

There is nothing in the chamber other than a very large, flawless ruby (worth 2,000gp) hidden in the exact center of the chamber under a small, octagonal floor stone. This acts as a gateway to the elemental's own plane, but when the elemental is destroyed the link will be closed.

Fire Elemental, lesser (Its vital stats are: HD 8d10, HP 64, AC 18, neutral. Its prime attributes are: physical. It has two attacks a round with fiery arms that deliver 8+d8 points of damage. It can also cast each, once per day, pyrotechnics and spark storm [as sleet storm except with sparks] as an 8th level druid. The elemental can only be damaged by magically-enhanced weapons or spells.)

**3. East Tomb Chamber** This is a 30' x 30' chamber with a 20' high ceiling. The entry is blocked by a slab of bluish granite. It will open only at the touch of the silver baton as its key. If any other key is touched to the door, that object is transported back to the altar stone from whence it came, delivering 4d8 points of damage to all within 20 feet of the door. As soon as the slab opens, the water elemental inside attacks.

The floor of much of this room is sunken, and it holds eight feet of water. Unlike the other "tomb" chambers, however, this one has 5' square slabs of stone at floor level in each corner. There is nothing in the chamber, other than a very large, flawless sapphire (worth 20,000gp) lying in the exact center of the pool. This acts as a gateway to its own plane, but when the elemental is destroyed the link is closed.

Water elemental, lesser (Its vital stats are: HD 8d10, HP 64, AC 18, neutral. Its prime attributes are: physical. It has two attacks a round with watery arms that deliver 8+d8 points of damage. It can also cast each, once per day, ice storm and sleet storm as an 8th level druid. The elemental can only be damaged by magically-enhanced weapons or spells.)

There is also a secret door in the room. Discovery of this hidden portal is difficult, so magical means are the most likely method by which it will be located. All search checks are made at -10. Its triggering mechanism is a slight depression in the floor that must be pressed strongly down to activate. At that time, the wall section to the north swings inwards. If the depression is pressed again, that stone panel closes, and one to the east opens. A third pressure closes it. The door leads to area 6, below.

**4. South Tomb Chamber** This is a 30' x 30' chamber with a 20' high ceiling. The entry is blocked by a slab of pale gray granite. It opens only at the touch of the iron hook as its key. If any other key is touched to the door, that object is transported to the altar stone from whence it came, causing 4d8 damage to all within 20 feet of it. As soon as the slab opens, the air elemental inside attacks.

There is nothing in the chamber other than a very large, flawless diamond (worth 2,000gp) hidden in the exact center of the place under a small, octagonal floor stone. This acts as a gateway to the elemental's own plane, but when the elemental is destroyed the link closes.

Air elemental, lesser (Its vital stats are: HD 8d10, HP 64, AC 18, neutral. Its prime attributes are: physical. It has two attacks a round with airy arms that deliver 8+d8 points of damage. It can also cast each, once per day, obscuring mist and dust cloud as an 8th level druid. The elemental can only be damaged by magically-enhanced weapons or spells.)

**5. West Tomb Chamber** This is a 30' x 30' chamber with a 20' high ceiling. The entry is blocked by a slab of yellow-brown granite. It will open only at the touch of the gold buckle. If any other key is touched to the door, that object transports to the altar stone from whence it came, delivering 4d8 damage to all within 20 feet of the door it touched. As soon as the slab opens, the earth elemental inside attacks.

There is nothing in the chamber it occupies other than a very large, flawless emerald (worth 2,000gp) hidden in the exact center of the room under a small, octagonal floor stone. This acts as a gateway to the elemental's own plane, but when the elemental is destroyed the link closes.

Earth elemental, lesser (Its vital stats are: HD 8d10, HP 64, AC 18, neutral. Its prime attributes are: physical. It has two attacks a round with rocky arms that deliver 8+d8 points of damage. It can also cast each, once per day, rock to mud and shower of rocks [as sleet storm but with rocks] as an 8th level druid. The elemental can only be damaged by magically-enhanced weapons or spells.)

## Castles Zagyg: Yggsburgh

**6. The Black Crypt** This crypt area consists of a 20' x 30' antechamber and a 30' x 50' main room, all with a 30' high ceiling. As the bi-directional secret door opens to the north, a hollow, whispering voice is heard saying: "You fools are determined to find death even when it is carefully hidden from you. Enter then and be damned!"

As the party progresses northwards in the passage, any light sources they employ dim to half their usual radiance. When they are in the middle of the 20'-wide alcove running east, they are attacked by the guardians of the area, twelve penumbrate shadows! These creatures are arrayed in a line six across and two ranks deep. As their spears are long, any character in melee range is subject to two attacks, one coming from the second row of penumbrate shadows.

*Penumbrate shadow, involuntary x12 (Their vital stats are: HD 4d8, HP 22, AC 18, neutral evil. Their prime attributes are: mental. If they successfully touch someone, they drain 1d4 points of strength.)*

**7. The Red Crypt** This crypt has a 30' x 30' antechamber and a 50' x 30' main room, all with a 30' high ceiling. Here is the place where the body of Dycott Grover lies in undecayed state. The wicked former Archdruid is at last brought to bay when the heroic party enters this secret place.

Entering from the east, the characters are in a corridor of blood-red stone that seems to have been fused and smoothed, giving it a polished surface. The composition of the entire area is of this nature.

A great burial vault of black granite is located near the far (east) wall. It is 12' long, 8' wide, and 6' high. It has a 1' thick slab serving as the lid.

A throne-like chair and ornate table are set before the vault. There are a gold ewer, cup, and plate on the tabletop worth 1,250gp, 750gp and 500gp respectively. A small human bone lies beside the plate.

On the far wall, behind the vault, is a tapestry of 12' width and 10' length that is embroidered with a woodland scene of strangely twisted oak trees.

Along the south wall is a desk and plain chair. Upon the desktop are several ink bottles (ink of black, sepia, blue, green, and red), 10 quill pens, and a stack of what appears to be 20 vellum sheets. These latter are made of human skin that no character of good alignment will touch when so identified. A sand cellar, candle, and sealing wax are also here.

During those times that Dycott Grover returns to his body, he casts an animate rock spell upon the lid of the burial vault and has it moved aside. Arising from the couch therein, he goes to the tapestry upon the east wall and speaks a command word, after which the tapestry becomes a portal. He steps into it by touching the twisted oak embroidered thereon. He is then transported into the tree, steps out, and is able to roam about outside. So far into evil has he sunk that when active in human form, Dycott Grover performs unspeakable acts, including murder and cannibalism.

The ghouls and ghosts haunt the area because he leaves them fine meals. The wicked humanoids regard him as a quasi-deity, bringing him captives so as to keep him from killing them.

Should the party find a way to remove the lid of the vault they find the following:

The unnaturally preserved body of Dycott Grover, dressed in Druidical robes, is lying upon an upholstered couch, a scroll in one hand and a small crystal ball in the other. The scroll has the druid spell 'transmute rock to mud' written on it. The transparent quartz ball is enchanted, so that when squeezed a magical flame like that of a large candle burns within it, shedding light accordingly. This effect ends when the sphere is squeezed a second time. These were placed here as safety measures by the former Archdruid, to ensure that when in his body he could leave the vault.

**Ring:** On the forefinger of his right hand is a large gold signet ring. This is the seal of Dycott Grover. It is now a cursed thing that imparts a -1 on all dice rolls (including damage) for the character who wears it, until a remove curse spell is cast upon him and the ring removed.

**Chest:** Upon the chest of the body is a pectoral of five horn plates. This is a +5 magical pectoral of protection, but it cannot be used with any other magical protections, armor included.

**Pouch:** Attached to a girdle, clasped around the waist of the corpse, is an ornate pouch (spell components inside) and a curved dagger (magic, +3).

**Staff:** Beside the couch is a staff of gnarled oak. This is a druidical staff of the forest that confers a +3 bonus in combat, and to wisdom saving throws, but for druids only.

**Trunk:** At the foot of the couch is a moderately sized trunk. It has no lock, but is instead a well-made trap. Trap checks are made at -5. If the lid is raised, 10 specially preserved holly berry fireseeds placed in an open compartment, a projection from the inner side of the top, will fall out and burst into flame. These cause 10d8 points of damage to each character within a 20-foot radius. Further, all non-magical, flammable items inside the vault are destroyed by the ensuing fire, the corpse included.

Inside the trunk are many neatly folded items of apparel that belonged to Dycott Grover. Atop them are his golden sickle (250gp value) and a silver harvesting bowl (120gp value). Under them are six scrolls of druid spells he has written (four spells per scroll, their nature left to the Castle Keeper to decide), a small wooden box containing more Druidical spell components, and a leather purse in which are 50 gold coins.

Not expecting to ever have his special hiding place discovered by enemies, the former Archdruid has no special defenses prepared herein. He will thus confront intruders in his shadow form, and fights them desperately. He confronts the intruders from a position just above the main portion of the chamber, the place where his physical body is carefully protected inside a stone vault, whose granite lid weighs more than a ton. Dycott, a penumbrate

shadow, attacks the characters at the earliest possible moment. When he is wounded, he casts healing spells upon himself until they are depleted. His scimitar has a divine connection to his body and falls to dust as soon as he is killed.

*Penumbra shadow, voluntary (Its vital stats are: HD 15d10, HP 142, AC 18, neutral evil. Its prime attributes are: mental. It carries a magically enhanced +3 scimitar. If it successfully touches someone, it drains 1d4 points of strength. It can cast the following spells as an 8th level druid: cure light wounds x3, cure serious wounds x2.)*

This completes the details of The Unholy Ringstones.

### 36. Bandits, Thieves and Highwaymen

**Location:** Dunfalcon Pike

**Encounter Chart:** Main Road

**Zagyg Adventure Reference:** Yggsburgh, Dunfalcon Pike

**Towns of Note:** Villages of Dunfalcon Pike

The Dunfalcon Pike is a well-maintained and patrolled highway stretching from Yggsburgh to the city of Dunfalcon. It passes through the Barony of Redfort, County of Kallent, County of Herdley and thence into the territory of the Free City of Dunfalcon. Since aristocrats depend on it for travel and income, they actually maintain it and send out occasional patrols to see that robbers do not make it too hazardous for commercial traffic. There are sufficient settlements along the road to make travel along its considerable length possible without great hardship. There are five hamlets and numerous thorps between Yggsburgh and Dunfalcon. The hamlets have coaching inns, making the overall trip comfortable. However, travel along the road is not without its problems. Robbers and highwaymen do brave the effort of taking loot from unsuspecting merchants or nobles, despite the chances of being caught. Travelers along the road are not always the most pleasant of individuals.

#### Adventure Hooks

It is requested by the Lord Mayor that the party journey by coach to Dunfalcon to deliver a sealed box to the Lord Mayor of that city. All expenses will be paid, of course, and for their time and trouble, the bold adventurers will be given a fete and special mention upon their return to Yggsburgh.

This is an agreed-upon ruse by the Lord Mayor and his ministers. A gang of highway robbers has been plaguing the pike, and they seem to know when to lie low and avoid patrols. However, the Lord Mayor thinks that a team of tough characters traveling unbeknownst to the outlaws should draw them out. The party can then lay them low, as it is believed the adventurers will not surrender to mere bandits and may take them easily or with little effort. They secretly let it be known that a dispatch of great import is being delivered to Dunfalcon, and go so far as to describe the characters making such a trip.

There are 9 highwaymen in this band. They are a nefarious lot, highly proficient and experienced at their job. The band is led by "Lord Ollie." He and his fellows are described in greater detail below. The Castle Keeper must establish the level of the highwayman gang to suit the party's strength. It should be a tough challenge for them, as the bandits are very capable.

The highwaymen will either stop the coach the characters are riding in, or rob them afoot or mounted as they travel to Dunfalcon. How the gang of highwaymen stops the coach or ambushes the party is left to the Castle Keeper and must suit the moment at hand. To enact this, the robbers might have the road blocked, use a ruse such as a disabled wagon or an injured traveler in need of aid, or simply ride onto the road and block the path. Immediately after, Shadow casts a slumber spell, which is likely followed up by a light spell in an effort to blind the passengers and make them easy targets for missiles. An active resister will then be treated to a charm spell, after which they will all be robbed.

#### The Highwaymen

"Lord Ollie" is the leader of the group and a man of gentle birth, but by no means a gentleman. *(He is a lawful evil, human, 5th-6th level fighter whose vital stats are: HP average of 7 per level, AC 16. His prime attributes are: str, con, cha. His significant attributes are: str 15, dex 16, con 14, cha 13. His secondary skills are: leadership, swindling. He carries a hand crossbow, one dozen +3 quarrels, +1 longsword, leather armor, +2 ring of protection, 2-12gp per level, and one piece of jewelry worth 5-50gp.)*

"Happy Bert" is a glum and unsmiling killer of ruthless sort. *(He is a chaotic evil, human, 6th-9th level assassin whose vital stats are: HP average of 4 per level, AC 15. His prime attributes are: dex, int, wis. His significant attributes are: dex 18, int 13. He carries a hand crossbow, one dozen quarrels, +1 dagger, leather armor, 2-12gp per level, and one piece of jewelry worth 5-50gp.)*

"The Ox" is big and quiet and stupid, and always ready to obey Lord Ollie, especially if he can use his flail to kill someone. *(He is a neutral evil, human, 3rd-6th level fighter whose vital stats are: HP average of 8 per level, AC 15. His prime attributes are: str, con, dex. His significant attributes are: str 18, dex 18, con 17, int 7, wis 7, cha 7. His secondary skill is: bullying. He carries a hand crossbow, one dozen quarrels, +3 flail, leather armor, 2-12gp per level, and one piece of jewelry worth 5-50gp.)*

"Gray Willie" always gets in and loots the victims first. *(He is a lawful evil, human, 5th-8th level thief whose vital stats are: HP average of 4 per level, AC 16. His prime attributes are: dex, int, cha. His significant attributes are: dex 18, int 14. His secondary skill is: escape. He carries a longsword, leather armor, +1 belt buckle of quick action allowing a +1 to armor class and a +1 to all dex checks, 2-12gp per level, and one piece of jewelry worth 5-50gp.)*

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“Shadow” is a cruel but comely woman who stays back out of sight and works her spells. *(She is a lawful evil, human, 2nd-5th level wizard whose vital stats are: HP average of 3 per level, AC 14. Her prime attributes are: dex, int, wis. Her significant attributes are: dex 18, int 14. Her secondary skill is: arcane. She carries a staff, +3 cloak of concealment, potion of gaseous form with two draughts left, a spell book with 3x 0 level spells, 4x 1st level spells and 2x 2nd level spells, 2-12gp per level, and one piece of jewelry worth 5-50gp.)*

“Foreigner” is a bald, swarthy fellow who is a villain and a ready cutthroat. *(He is a neutral evil, human, 3rd-6th level fighter whose vital stats are: HP average of 6 per level, AC 16. His prime attributes are: str, dex, cha. His significant attributes are: str 14, dex 16, int 14, cha 8. He carries a hand crossbow, a dozen quarrels, scimitar, dagger, scale mail, 2-12gp per level, and one piece of jewelry worth 5-50gp.)*

“Sweet Umberto” is an ugly man with greasy hair who is much in need of a bath. His temper matches his odor. *(He is a chaotic evil, human, 5th-8th level assassin whose vital stats are: HP average of 4 per level, AC 14. His prime attributes are: dex, int, wis. His significant attributes are: dex 16, cha 13. He carries a hand crossbow, a dozen quarrels, morning star, dagger, hide armor, 2-12gp per level, and one piece of jewelry worth 5-50gp.)*

“Half Pint” is a robber barely five feet tall, skinny and agile, and able to contort his body so as to enter small places. He has no hesitation in regard to killing. *(He is a lawful evil, human, 4th-7th level thief whose vital stats are: HP average of 3 per level, AC 15. His prime attributes are: dex, int, cha. His significant attributes are: dex 18. He carries four throwing knives, dagger, 2-12gp per level, and one piece of jewelry worth 5-50gp.)*

“Pretty Meg” is a burly middle-aged female who is as mean as her looks. She takes particular offense at men who talk back. *(She is a lawful evil, human, 4th-7th level fighter whose vital stats are: HP average of 6 per level, AC 15. Her prime attributes are: str, con, dex. Her significant attributes are: str 16, dex 15. She carries a bastard sword, chain shirt, 2-12gp per level, and one piece of jewelry worth 5-50gp.)*

### 37. Death Stalks the Night

**Location:** Menhir Hills Road

**Encounter Chart:** Main Road

**Zagyg Adventure Reference:** Menhir Hills, Menhir Hills Road, Utford Ferry, Hawfair Green and Stonewyck

**Towns of Note:** Hawfair

The Menhir Hills Road winds through the Menhir Hills past Utford Ferry, Hawfair Green and Stonewyck, the latter being the manor of Sir Alec of Gaxhill. As one might expect, the region and road are fraught with danger. Travel can occasionally be perilous, so care must be taken while moving along this road. The inhabitants are themselves careful, as there are often deadly beasts that stalk the night and the day.

### Adventure Hook

At Hawfair’s public house, the Leaping Trout Tavern, the proprietor, Stanley “Stout” Shepard, assesses the characters when they arrive. He is trying to decide if they can be depended upon to rid the town of some beast. If Stout is impressed by the party, he mentions that the community has been paralyzed with fear at night because some sort of creature is prowling about killing watchdogs and livestock. The folk have taken to locking their doors at sunset and not coming out until dawn. This is bad for farming and for his business. Unless the problem is solved, he explains, there will be no fair in the autumn. If the characters agree to find this creature, Stout offers them free lodging and food for a week. Will the adventurers accept his hospitality, stay and venture forth after dark to find and destroy whatever monster is haunting Hawfair Green?

The Castle Keeper needs to decide what the prowling creature is, by determining what would be most interesting or challenging to the characters. The following are some possibilities. None of the creatures below will have any treasure on its person. If the Castle Keeper wishes, a ranger might be able to track the monster back to its lair, and some form of valuables be discovered there (and perhaps other dangers as well).

**Werewolf:** A gigantic werewolf from the Ashwood is roaming the countryside eating livestock. Is it a member of the village or from some nearby community, and how long before it takes a life?

*Werewolf (This creature’s vital stats are: HD 5-8, HP 8 per hit dice, AC 16, chaotic evil. The creature’s prime attributes are: physical. It can make 2 claw attacks a round for 2d4 damage each, or a bite attack for 1d4+1 damage. The bite attack also causes lycanthropy in the character unless the appropriate saving throw is made. This creature can only be harmed by silver weapons or divine magic.)*

**Wight:** This undead abomination roams freely at night. Its barrow, hidden in the nearby hills, was perhaps opened by a curious and foolish local.

*Wight (This creature’s vital stats are: HD 4-7, HP 8 per hit dice, AC 17, chaotic evil. The creature’s prime attributes are: mental. It can make 2 claw attacks a round for 2d4 damage each, or a bite attack for 1d6 damage. The damage inflicted by a bite attack is permanent and cannot be healed. Further, the damage inflicted from a bite attack is accrued to the wight as if it had been healed. This creature can only be harmed by silver weapons or divine magic.)*

**Marsh ghoul:** This hungry marsh monster from the Greypools Mire is akin to a cross between a ghoul and a mobile heap of vegetation and slime. It is coming ever closer to the village.

*Marsh Ghoul (This creature’s vital stats are: HD 6-9, HP 8 per hit dice, AC 18, chaotic evil. The creature’s prime attributes are: physical. It can make 2 claw attacks a round for 1d4 damage each, or an overbearing attack that deals 2d4+1 per hit dice subdual damage. If a claw attack is successful, the victim must save versus poison or be paralyzed for a number of rounds equal to the damage inflicted.)*



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### 38. Frogs and Fogs

**Location:** Old Castle Track

**Encounter Chart:** Track

**Zagyg Adventure Reference:** Castle Zagyg

**Towns of Note:** None

This byway is both difficult and dangerous to travel! It is peopled with nothing but robbers, roving bands of humanoids, savage beasts, and hungry monsters awaiting any who dare travel here. All sensible folk shun the Old Castle Track. This overgrown lane wends its way 15 miles into the woodland to end at a bluff overlooking the False Urt River and Castle Zagyg.

#### Adventure Hook

Any party insisting on forging ahead on this overgrown pathway is in for a rude awakening. Random encounters should be checked at least once an hour. When the characters are 5 miles distant from the road's end, check for random encounters twice an hour. Often, the sounds of combat bring other curious monsters to examine what is occurring. During any combat, roll for another random encounter. Minimally, three encounters will occur along this track.

Should the party continue on to catch a glimpse of Castle Zagyg after such a violent beginning they will be rewarded. With a curse! The first curse upon Castle Zagyg is a powerful one. When first viewed from the Old Castle Track, every character that lays eyes upon it must make a saving throw at -15 or be polymorphed into a frog and transported to the Menhir Hills Road. This polymorph lasts for 24 hours and only occurs once.

[Note: The intent of these encounters is to prevent the characters from trying to gain entry to Castle Zagyg prior to its publication. So treat the party with ease and try other, less deadly avenues of dissuasion prior to the more confrontational methods mentioned above!]

### 39. Reconnaissance

**Location:** River High Road

**Encounter Chart:** Main Road

**Zagyg Adventure Reference:** Dunfalcon Pike, River Nemo, Moatgate, Bowbridge, Great Leech Marsh, East Uplands, March Road, King's Highway

**Towns of Note:** Bowbridge

The River High Road is the eastern extension of Dunfalcon Pike. Unlike the Dunfalcon Pike, the River High Road is on the north bank of the River Nemo. It passes the Deerwood, thence through the Broadview Valley, on to the Upper Nemo River, and finally crosses the South Eel River at Bowbridge. The region is sparsely settled and the eastern portion is not under the control of Yggsburgh. Beyond Bowbridge the River High Road becomes known as the March Road, and then the King's Highway.

#### Adventure Hook

The Lord Mayor desires a reconnaissance of the River High Road and its extension eastwards. Will the bold adventurers undertake such a trek? They must ride for as many days as it takes them to reach the border of the kingdom to the northeast, and make notes of all they see—both the usual and unusual. If they agree, they will be furnished horses as mounts (or spare mounts as applicable), a cook with provisions on a pair of pack mules, and 500gp each in coin for expenses incurred.

Besides random encounters, it is suggested that humanoids of various sorts be a problem in the wilderness beyond Bowbridge. The Castle Keeper is encouraged to create details such as tribal affiliation, territories and encampments for these humanoids. Further, the Castle Keeper must create many details to feed the minds of the characters with information for this portion of the trek.

About halfway along the March Road, the party is stopped by a patrol of a score or so of mounted soldiers serving Francois, Duke of Lorrez. The march they are riding through belongs to Lorrez. Being considered spies is the least of the likely outcomes of this chance encounter.

This is an excellent opportunity for some clever roleplay on the part of the players, and perhaps some derring-do as well. If the duke and his minions are particularly arrogant and demeaning to the party, perhaps one or the other will thereafter encourage the rude humanoids on the border of the march to do some constructive raiding...

*Captain of the Guard (He is a lawful neutral, human, 7th level knight whose vital stats are: HP 55, AC 21. His prime attributes are: str, dex, cha. His significant attributes are: str 14, dex 13, con 13, cha 16. He carries a +3 lance of shattering which with a successful hit also allows for an overbearing attack, longsword, dagger, full plate mail, +2 shield and heavy warhorse with chain barding. He also has 25gp and 500gp worth of jewelry on his person. Heavy war horse: HD 4d10, HP 28, AC 16. It receives two hoof attacks for 1-6 damage, or one overbearing attack.)*

*Men-at-arms III, mounted x2 (3rd level fighter, HP 20, AC 17, EQ lance, longsword, splint mail, shield, light war horse and 4-24gp. Light war horse: HD 3d10, HP variable, AC 12. It receives two hoof attacks for 1-4 damage, or one overbearing attack.)*

*Men-at-arms II, mounted x5 (2nd level fighter, HP 14, AC 17, EQ lance, longsword, splint mail, shield, light war horse and 3-18gp. Light war horse: HD 3d10, HP variable, AC 12. It receives two hoof attacks for 1-4 damage, or one overbearing attack.)*

*Men-at-arms I, mounted x20 (1st level fighter, HP 6, AC 16, EQ battle axe, chainmail, shield, light war horse and 2-12gp. Light war horse: HD 3d10, HP variable, AC 12. It receives two hoof attacks for 1-4 damage, or one overbearing attack.)*

## 40. Pool of the Little People

**Location:** Lakeham Lane

**Encounter Chart:** Track

**Zagyg Adventure Reference:** River High Road, Quarry Track, Broadview Valley, Lakepens Hills, Lake Woods, South Eel River, Bigfish Lake, Garham

**Towns of Note:** Garham

Lakeham Lane winds its way up through the Broadview Valley and the Lake Woods to end at the community of Garham. Although most goods to and from Garham are shipped along the river, there is a fair bit of traffic on the road as well.

### Adventure Hook

When traveling along this track and passing through the Lake Woods, the party detects faint, tinkling laughter and the sound of high-pitched voices. To investigate, they have to move about 100 yards westward through the trees before they come upon a small glen, with a spring-fed pool some 15 feet in diameter. A rivulet runs off of this pool to the southeast with a pleasant plashing sound. Dappled with sunlight, the ground soft with bent grass and thick moss, many flowers and herbs making the air here redolent with fragrances, this place is quite lovely. There is no one in sight, but there are unusual ripples on the surface of the pool.

If the characters are aggressive, have drawn weapons or seem threatening, they will be attacked by the convocation of "Little People" watching invisibly from the surrounding flora. If they are



restrained and seem friendly and accommodating, one or another of the bolder "Little People" appears and queries the group as to why they are here.

If an attack is made, the party is peppered with the "Little People's" arrows of sleeping until they all fall asleep. They will awaken back on the lane, with their clothing inside out and switched to others, possessions likewise. If this incites them to seek revenge, the next time they near the pool, they are again attacked, this time damaged in the process of being sent to sleep. They awake with their weapons missing. The "Little People" have removed them and hidden them far away in the woods. In the meantime, the "Little People" will have departed this area permanently.

If amicable communications are established, the "Little People" frolic around the characters, make rude jests about them, tweak and pinch them in a friendly, but most likely irritating, manner. If the party remains good-natured, their "hosts" give each of them a magical "favor." The following are examples, but should be expanded upon as necessary.

**Dust of Invisibility:** When sprinkled on a person, this bag of magical fairy dust makes them invisible as the spell. There is enough for 4 medium-sized persons.

**Dust of Sleeping:** When sprinkled on a person, this bag of magical fairy dust makes them fall asleep as the sleep spell cast at 12th level. There is enough for 3 applications.

**Darts of Wounding:** These small darts cause 3d4+3 damage and impart a +3 to hit.

The pool which the fairies are gathered around has accrued some fairy magic. When a full draught is taken, it heals 6-24 points of damage. If the characters have been friendly, the "Little People" allow the characters to take as much as they want from the pool. One must drink a full flask of the water in order for it to impart the healing once it has been taken more than 50 yards from the pool.

If the fairies are treated harshly, after they depart the area the pool loses its fairy magic and no longer heals the wounded.

Leprechauns x6 (*Their vital stats are: HD 1d4, HP variable, AC 12, neutral. Their prime attributes are: mental. Leprechauns avoid physical confrontations, if at all possible. They can cast the following spells at will as if an 11th level illusionist: invisibility, polymorph other—but only non-living things, ventriloquism, minor image, major image.*)

Pixies x9 (*Their vital stats are: HD 1d4, HP variable, AC 15, neutral. Their prime attributes are: physical. They attack by weapon type, though avoid direct confrontation if possible. They carry daggers and bows with pixie war arrows. Pixie war arrows receive a +4 to hit, cause 1d4+1 damage, and cause sleep unless a save versus magic is made. They can cast the following spells at will as if an 11th level illusionist: invisibility, polymorph self, dancing lights, ventriloquism, minor image, major image. They are also able to cause mental confusion in opponents not making a save versus magic. This causes the recipient to become confused and unable to make a decisions for 1d4 rounds.*)

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Sprites x12 (Their vital stats are: HD 1d8, HP variable, AC 14, neutral. Their prime attributes are: mental. They attack by weapon type, though avoid direct confrontation if possible. They carry daggers and bows with pixie war arrows. Pixie war arrows receive a +4 to hit, cause 1d4+1 damage, and cause sleep unless a save versus magic is made. They can cast the following spells at will as if an 11th level illusionist: invisibility, detect good and evil. They receive a +8 to all hide and move silent checks.)

Nixies x3 (Their vital stats are: HD 1d4, HP variable, AC 13, neutral. Their prime attributes are: mental. They attack by weapon type, though avoid direct confrontation if possible. They carry daggers and javelins. They can cast the following spells at will: charm, water breathing.)

### 41. Rock Quarries and River Wardens

**Location:** Quarry Track

**Encounter Chart:** Track

**Zagyg Adventure Reference:** Menhir Hills, Bigfish Lake, Greenridge, Garham

**Towns of Note:** Garham, Marblestead, Hewerton

The Quarry Track leads northwest out of Garham to follow Bigfish Lake before heading northeasterly. It winds through the Greenridge, and thence north into the oft dangerous Menhir Hills. At this juncture is an area of hard-packed clay and gravel running to the shore of Bigfish Lake. The stones around here have been placed to form a jetty projecting about 50 feet into the water. This is where barges are loaded with rock and taken from the quarries northeastwards.

After running about three miles in this direction, the road forks. The left fork goes about eight miles into the hills, arriving at the hamlet of Marblestead where quarrymen make a living selling stone to Garham and Yggsburgh. A couple of miles further north is another hamlet known as Hewerton. It is likewise a quarry.

See Environs Encounter 47 for information about the right fork in the road. See Marblestead and Hewerton in Part III, Communities of Yggsburgh.

#### Adventure Hook

As the party is traveling along the track, they see a fight taking place at the jetty where quarried stone is loaded aboard barges. It seems as if some very fine serpentine blocks meant for delivery to the Lord Mayor of Yggsburgh are about to be stolen by a gang of river pirates. If the characters intervene, and succeed in defeating or at least driving off these robbers, they will be commended by all the local populace. They will then be given an audience and reward banquet, naming them as "Upholders of Right," when they are in Yggsburgh and become known to its officials.

Adjust the pirates' numbers and stats to make a suitable challenge for the party. If they wipe out the pirates, the ship is their prize, but unless they can sail it, it is virtually useless to them. The ship is a small, two-masted schooner. The owner of the barge being attacked will offer the characters 1,000gp for it on the spot. If it is taken down to Yggsburgh, it will fetch 3,000gp at auction.

The pirates are captained by the cutthroat Gold Hal. His woman, Bloody Rosie, acts as his first mate. This piratical and attractive first mate is not a person to trust. They are aided by George the Finger, the raiders' shifty spell-caster, who is ready to use his magic to defeat the opposition, but not likely to stand and face personal threats. The rest of the crew is a motley collection of roustabouts and river rats.

#### The River Pirates

Gold Hal (He is a chaotic evil, human, 5th-8th level fighter whose vital stats are: HP 7 per level, AC 14. His prime attributes are: str, dex, con. His significant attributes are: str 16. His secondary skill is: nautical. He carries a +1 battle axe, dagger, scale mail and 1-6gp per level.)

Bloody Rosie (She is a lawful evil, human, 5th-8th level assassin whose vital stats are: HP 4 per level, AC 14. Her prime attributes are: str, dex, cha. Her significant attribute is: dex 17. Her secondary skill is: nautical. She carries a longsword, dagger, poison which delivers 5d6 damage when ingested or someone is cut with a blade with the poison smeared on it, leather armor and 1-6gp per level.)

George the Finger (He is a neutral evil, human, 2nd-5th level wizard whose vital stats are: HP 3 per level, AC 18. His prime attributes are: int, dex, wis. His attributes are: dex 15, cha 14. He carries +3 bracers of deflection which add 3 to his armor class, and a dagger. He can cast a number of wizard spells appropriate to his level. He has three spell books stowed away in his personal gear and 1-6gp per level.)

Barbarian raider (Barbarian 2nd-5th level, 8 HP per level, AC 15, PA physical, AT str 16, EQ breastplate, scimitar, 1-6gp per level.)

Pirate raiders x3 (Fighter 2nd-4th level, 7 HP per level, AC 14, PA physical, EQ chain shirt, spear, dagger and 1-6gp per level.)

Pirate I x6 (Fighter 1st level, 7 HP, AC 12, PA physical, EQ leather armor, club, dagger and 1-6gp.)

Pirates x6 (HD 1d8, HP 5, AC 12, PA physical, EQ leather armor, crossbow, dagger and 1-6sp.)

### 42. Hurling Boulders

**Location:** East Hillway

**Encounter Chart:** Track

**Zagyg Adventure Reference:** Menhir Hills, Bigfish Lake, Greenridge, Garham, Scragwick, Falsford, North Eel River

**Towns of Note:** Garham, Scragwick

The East Hillway runs from its fork with the Quarry Track for about 12 miles before it crosses the North Eel River at Falsford. About five miles east of the ford is a hamlet named Scragwick, inhabited by 300 or so unfriendly hillmen. Beyond Scragwick, the East Hillway runs on for many leagues to the east-northeast, passing through a few unnamed thorps and a hamlet or two before entering a badland of scrub. This wilderness is inhabited mainly by humanoids, monsters, and wild animals—an altogether unpleasant place.

### Adventure Hook

Traveling through the hills along the East Hillway, the party encounters three hill giants—a male, female, and half-grown offspring. The male comes rushing forth with ferocity, but holds back from hurling a boulder—he simply stops and shakes his great club menacingly at the party. If they can and do attempt to parley, they will learn that this family of giants has fled south to escape an ancient black drake that drove them from their home cave. Should the party be willing to attack the black drake, the male hill giant will certainly assist them in so doing, providing they promise to allow his mate and son to dwell in the cave after the drake is slain.

If the male hill giant, Voolbar, is alive and above 50% of his hit points, and the PC party seems sufficiently weakened by losses and damage from fighting the black drake, the giant will signal his mate and offspring to let boulders fly at the party while he bashes away with his club. If he is alive, but weak, or the party strong, Voolbar will give hearty thanks and offer the party members all the copper and silver coins they can carry away, plus, “one nice gem each!” If they demand more, he will moan and blubber and ask how he can retain the respect of, and care for, his poor family if they steal all his wealth, while Shuldit pretends to tear her hair and wail, and young Urjato throws himself upon the coin heap as if to protect it from harm, meanwhile attempting to conceal the drake-borne gold coffer under the heap of copper coins. The Castle Keeper can play this scene for all it’s worth, but Voolbar will not risk dying at this juncture, so in the end a sternly greedy party can carry off whatever they wish and are able to manage.

If Voolbar has been slain, Shuldit and Urjato will be wailing with grief, begging the party to restore him to life, and meanwhile crying aloud how little chance they will have to survive without vast wealth to offer to another giant to protect them.

**Treasure:** The dragon has lost its own horde to a marauding copper dragon, carrying away only a small gold coffer worth 750gp. It is filled with 100 base 50gp cut gems, and 12 pieces of excellent jewelry worth 250-25,000gp apiece. The giants had accumulated the following, now possessed by the black drake: 100gp worth of copper coins, 1000gp worth of silver coins, 25,000gp worth of gold coins, 20 base 25gp cut gems, 6 pieces of jewelry worth 50-500gp apiece, a silver scroll tube (worth 15gp) with a scroll of 4 wizard spells inscribed on it (random), and two magical draughts whose effects are to be discovered at random.

The stats for the monsters concerned are:

Voolbar, male hill giant (HD 9, HP 72, AC 16, CE; *large, hurl boulders to 90' distance for 2-16+8 damage, club 2-16+8*)

Shuldit, female hill giant (HD 9, HP 54, AC 15, CE; *large, hurl boulders to 60' distance for 2-12+6 damage, club 2-12+6*)

Urjato, immature male hill giant (HD 9, HP 27, AC 14, CE; *hurl boulders to 30' distance for 2-8+2 damage, club 2-8+2*)

Hinistigud, large ancient black dragon (HD 7, HP 70, AC 18, CE; *breathe a 5'diameter stream of acid to 60' distance for 70 damage, or 35 if a save vs. breath weapon is made, or physical attacks of 2x claws 1-4+10, bite 3-18+10, and if an opponent is on its flank or rear, tail slap-jab for 1-10+10.*)

### 43. Danger in Dradvil

**Location:** Purple Tower Road

**Encounter Chart:** Main Road

**Zaggy Adventure Reference:** South Pastures, Townbridge, Edgar the Marquis of Talworth, Uvoll Darktarn, Yggsburgh, The Purple Tower, Drab Hill, Dradvil

**Towns of Note:** Dradvil, The Purple Tower

The Purple Tower Road runs south from the Townbridge at the Free Town of Yggsburgh, some 12 miles east-southeast across the plain known as the South Pastures, to a point where it leaves the map. Some 20 miles further along in an easterly direction, it comes to the frontier stronghold of Uvoll, a sly wizard who is the chief henchman of Edgar, the current Marquis of Talworth.

#### Adventure Hook

When traveling eastwards on the Purple Tower Road, the party overtakes a caravan of merchants. There are 10 wagons and four carts in the train. The merchant in charge, Frank Zeigler, urges the party to stay with the caravan. He offers them food along the way, and 5gp per day each when the caravan reaches Dradvil in but three days' time. He is worried because of the large amount of valuable goods being transported there, consigned to Lord Uvoll, who has pledged payment upon their arrival in Dradvil. Although merchant Zeigler doesn't say, he intimates that the value of the goods being transported is large indeed.

That is so. Each wagon is carrying an average, at wholesale costs, of 3,750gp worth of armor, weapons, and luxury goods meant for Uvoll's castle—imported hand-woven carpets, silk cloth, furs, silver table service sets, fine liquors, spices, perfume, objects d'art, etc. The purchase orders Zeigler and his three fellow merchants carry on their persons total 6,000,000gp, payable by Lord Uvoll upon delivery.

Of course, the dishonest nobleman has no intention of paying out so vast a sum, although his treasure affords him the ability to do so. He has instead hired a band of orcs to attack the caravan, kill the merchants and guards, and bring the lot to a small wood near Dradvil. Here, Lord Uvoll has promised the humanoid chief he will pay over 500,000gp in gold and gems, plus all the silver each of his men can carry, as payment for the service rendered.

The foolish orc believes Lord Uvoll. The nobleman will be waiting in ambush at the rendezvous with his henchmen and castle guard, ready with spells and weaponry to exterminate the remaining humanoids. He will gain the whole of the goods at no more cost than the effort to set up the evil scheme, and some barrels of beer and a fat ox given to the orcs to convince them to undertake the attack. That is, unless the players intercede to stop the unwholesome affair.



### The Caravaneers

There are ten wagons in the caravan. Each wagon has two caravan guards in it (caravan guard I and caravan guard). One acts as a driver. The caravan is further guarded by Walter Green, the head scout, and his aid Velitrian Underwood. There are ten mounted guards traveling with the caravan.

Frank Zeigler (*He is a neutral, human whose vital stats are: HD 1d4, HP 2, AC 10, PA none, SS business, EQ clothing, 50gp and 250gp worth of jewelry.*)

Walter Green, head scout (*He is a neutral, human, 5th level ranger whose vital stats are: HP 26, AC 14. His prime attributes are: str, con, dex. He carries studded leather armor, shield, longsword, dagger and 30gp. Light war horse: HD 3d10, HP 17, AC 12, with two hoof attacks or one overbearing attack.*)

Velitrian Underwood, half-elf scout (*He is a neutral, half-elf, 4th level ranger whose vital stats are: HP 20, AC 12. His prime attributes are: str, dex. He carries leather armor, longsword, dagger and 10gp. Light war horse: HD 3d10, HP 17, AC 12 with two hoof attacks or one overbearing attack.*)

Caravan guards I, mounted x10 (*1st level fighter, HP 7, AC 16, PA physical, EQ chainmail, shield, lance, scimitar, dagger 1-6gp. Light war horse: HD 3d10, HP 17, AC 12 with two hoof attacks or one overbearing attack.*)

Caravan guards I x10 (*1st level fighter, HP 7, AC 14, PA physical, EQ studded leather, shield, crossbow, mace, dagger 1-6gp.*)

Caravan guards x10 (*HD 1d6, HP 5, AC 12, PA none, EQ leather armor, short sword, dagger 1-4gp.*)

### Orc Raiders

All the orcs are mounted on pony horses. They are led by a chief and shaman.

Orc Chief (*HD 4d10, HP 32, AC 17, LE; PA physical, AT str 17, EQ chainmail, +1 shield, +2 spear, battle axe, 32gp, and 20gp worth of jewelry.*)

Orc Shaman (*HD 3d8, HP 16, AC 16, LE; PA mental, AT dex 17, EQ +1 hide armor, dagger, potion of protection from fire with one draught remaining, 10gp, and 15gp worth of jewelry. He also has two slim spell books with 1-4 1st-2nd level spells in each. He can cast spells at 3rd level ability. He can cast the following spells: protection from good, obscuring mist, sleep.*)

Orc corporals x4 (*HD 2d10, HP 17, AC 14, LE; PA physical, AT str 13, EQ studded leather, shield, bastard sword, hammer, war hammer and 2-16sp.*)

Orc warriors x10 (*HD 1d10, HP 7, AC 14, LE; PA physical, EQ studded leather, shield, crossbow, belt axe, and 1-8sp.*)

Orc warriors x10 (*HD 1d10, HP 7, AC 14, LE; PA physical, EQ studded leather, shield, horseman's flail, dagger and 1-8sp.*)

Orc warriors x20 (*HD 1d10, HP 7, AC 14, LE; PA physical, EQ studded leather, shield, spear, short sword and 1-8sp.*)

#### 44. Tolls and Trolls

**Location:** Bowbridge

**Encounter Chart:** Main Road

**Zagyg Adventure Reference:** River High Road, River Nemo

**Communities of Note:** Bowbridge Toll House

The Bowbridge allows passage of the River Nemo on the River High Road. It is very old and has no toll, because it is on the frontier between the petty states of the region. There is an old tollkeeper's cottage on the east side of the bridge, where a fisherman and his family live.

##### Adventure Hook

As the party passes or stops by the cottage, one or more trolls (depending on the party size and strength) will be seen approaching the place, clearly intent on killing and devouring the people therein. The heroic thing to do is to immediately enter the fray, and prevent the humanoids from making this a...troll bridge! (Sorry, but the punning opportunity was just too much for me to resist.)

If the party defeats the trolls, an old woman who saw the action from the farmstead hastens up and gives each adventurer a little packet of four cookies. (No, they are clearly not toll house cookies!) They are imbued with herbal magic, though, and eating one will restore from 7-12 HPs, or else make an unwounded consumer gain +1 to attack and damage for 4 hours' time. The kindly old granny is a wise woman, and quite pleased to explain the effects of her baked goodies if asked to do so.

Troll, variable number (*HD 7d10, HP 5-10 per HD, AC 16, CE; PA physical. The troll gets two claw attacks for 6-9 damage, and one bite for 6-12 damage. It also regenerates 1 hit point per round.*)

#### 45. The Ferryman

**Location:** Urtford

**Encounter Chart:** Main Road

**Zagyg Adventure Reference:** Menhir Hills Road, Urt River

**Communities of Note:** Yggsburgh, Urtford Ferryman Cottage

Six and a half miles north of Yggsburgh, the Menhir Hills Road crosses the Urt River at a place known as Urtford. The main means of crossing is a large raft that ferries vehicles, animals, and men from one side of the river to the other. The fee is 5cp per person (including luggage carried in hand, or small animals such as a goat, pig, or sheep), 10cp for a large animal such as a cow or horse, and 15cp for each wheel of a vehicle. Carts are more expensive, costing 3sp, with carriages, coaches, and wagons 6sp to carry across the river. People and goods within a vehicle are carried at no extra charge, but a rider who stays mounted is still charged the 5cp toll.

The ferryman's cottage is on the south bank of the river. In addition to it and a barn and animal pens, there is a long shed in which passengers can wait. They are served food, and cider or buttermilk to drink, by the owner's wife and children. All fare is ordinary, but inexpensive at 2sp per person and 5cp for a pint of drink.

##### Adventure Hook

While being ferried across the river on a raft, the towline breaks and the raft begins to drift downriver. Can the daring team of adventurers use their abilities to save themselves and the other passengers aboard from being swept downstream and likely capsizing?

The Castle Keeper should prepare for any number of the various options the players will try in an attempt to forestall floating further downriver. In general, the river presents a challenge level of 4 should swimming or other activities of such nature be used.

#### 46. River Rats

**Location:** Eelsford

**Encounter Chart:** Main Road

**Zagyg Adventure Reference:** Urt River, River Nemo

**Communities of Note:** Eelford Ferry

The Eelsford crosses the Urt River. It is not a proper ferry, but rather a ferrying place. There is a barge here serviced by a ferryman. As well, there is an establishment called the Two Pikes Tavern, with Kevin Glenward as its proprietor.

##### Adventure Hook

When the party is in the tavern, a gang of bullies arrives, begins making trouble by threatening the owner and patrons, and then demands all their money in a robbery. The Castle Keeper should adjust the level of the bullies to best challenge the characters. A party of bullies is outlined below.

##### Robbers: The Highwaymen

Leader (*He is a lawful evil, human, 3rd-5th level fighter whose vital stats are: HP average of 7 per level, AC 16. His prime attributes are: str, con, cha. His secondary skill is: bullying. He carries a longsword, leather armor, dagger, 2-12gp per level, and one piece of jewelry worth 25gp.*)

Ruthless Robber (*He is a chaotic evil, human, 2nd-4th level assassin whose vital stats are: HP average of 4 per level, AC 15. His prime attributes are: dex, int, wis. He carries a hand crossbow, one dozen quarrels, dagger, leather armor, 2-12gp per level, and one piece of jewelry worth 15gp.*)

The Fighter (*He is a neutral evil, human, 3rd-6th level fighter whose vital stats are: HP average of 8 per level, AC 15. His prime attributes are: str, con, dex. His secondary skill is: bullying. He carries a club, leather armor, 2-12gp per level, and one piece of jewelry worth 10gp.*)

Pick Pocket (*He is a lawful evil, human, 3rd-5th level thief whose vital stats are: HP average of 4 per level, AC 16. His prime attributes are: dex, int, cha. His secondary skill is: escape. He carries a longsword, leather armor, 2-12gp per level, and one piece of jewelry worth 20gp.*)

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The Spell Caster (*She is a lawful evil, human, 2nd-5th level wizard whose vital stats are: HP average of 3 per level, AC 11. Her prime attributes are: dex, int, wis. Her secondary skill is: arcane. She carries a staff, +1 cloak of protection, potion of slipperiness with one draught left, a spell book with 3x 0 level spells, 4x 1st level spells and 2x 2nd level spells, 2-12gp per level, and one piece of jewelry worth 5-50gp. She can cast a number of wizard spells appropriate to her level.*)

### 47. Slaves, or Good Eating?

**Location:** Fallsford

**Encounter Chart:** Track

**Zagyg Adventure Reference:** Menhir Hills, East Hillway, North Eel River, Bigfish Lake

**Communities of Note:** Nastwick

The East Hillway crosses the North Eel River about two miles above Bigfish Lake, at a place where the water passes over bedrock and is thus very broad, no less than 350 feet wide but only two feet deep. There is a hamlet of rather unfriendly hillmen a bit more than five miles east of the ford.

#### Adventure Hook

As the adventurers come to this crossing point they see a small group of people—wounded men, women, and a few children, splashing westward in the ford. When asked what the problem is, these folk will relate that they are fleeing from their village, Nastwick, because a band of raiding humanoids came in the night and took the community by surprise. The surviving inhabitants are locked up in the village shrine. They will be killed and eaten, or else enslaved tomorrow when the humanoids recover from their excess celebrating. So the party is to seek out the village and have a set-to of characters vs. humanoids. The treasure found will be typical of a village, plus whatever those humanoids selected by the Castle Keeper to be the opponents of the party carry with them.

#### Raiding Humanoids

The Castle Keeper should determine the size and nature of the humanoids' raiding force. However, a group of gnole is supplied below as an example.

Ogre Chief (*This creature's vital stats are: HD 5d12, HP 46, AC 15, Chaotic Evil. Its prime attributes are: physical. It carries a leather shirt, two-handed sword and 40gp. Special: This ogre receives a +6 bonus to damage rolls.*)

Gnole Chief (*HD 4d10, HP 32, AC 16, PA physical. Special: +2 to damage rolls, EQ chain shirt, two-handed sword, 30gp.*)

Gnole Sub-chief (*HD 3d10, HP 26, AC 15, PA physical. Special: +2 to damage rolls, EQ studded leather armor, flail, 20gp.*)

Gnole bowmen x4 (*HD 2d10, HP variable, AC 15, PA physical. Special: +1 to damage rolls, EQ studded leather armor, great bow, flail, 2-20gp.*)

Gnole halberdiers x6 (*HD 2d10, HP variable, AC 15, PA physical. Special: +1 to damage rolls, EQ studded leather armor, halberd, flail, 2-20gp.*)

Gnole macemen x4 (*HD 2d10, HP variable, AC 15, PA physical. Special: +1 to damage rolls, EQ studded leather armor, morning star, flail, 2-20gp.*)

Gnole axemen x4 (*HD 2d10, HP variable, AC 15, PA physical. Special: +1 to damage rolls, EQ studded leather armor, battle axe, flail, 2-20gp.*)

### 48. Gaxhill, Stonewyck and Estates

**Location:** Menhir Hills

**Type:** Keep and Village

**Encounters:** Thorp or Hamlet Green

Castle Gaxhill is the residence of Sir Alec. It sits beside the village of Stonewyck and is located north of Yggsburgh along the Menhir Hills Road. Sir Alec holds estates to the south of Castle Gaxhill also. Besides Stonewyck, these holdings amount to 16 manors and four villages, three thorps, land in rent and freeholds having on it 11 farms and a horse breeder. So he is master of some 2,000 folk counting the woods-dwellers to the north who acknowledge him as their lord and serve him in return for his protection.

#### Castle Gaxhill

Sir Alec dwells here with his family. Within the courtyard of the castle are a smithy and carpentry shop, and some 24 craftsmen and servants all of whom dwell inside the extensive fortification's walls. In his service are his chaplain, the Pious Roland d'Argent, an advisor and wizard, Arovad Mondegrif and the steward, Owen Bailey, amongst others. Sir Alec's armorial bearing is an escutcheon quartered green and gold with a white goose passant on the green quarters and a green tower on the gold ones. Servants in waiting wear tabards quartered green and deep gold. Sir Alec has a substantial garrison at the castle and can also call up a militia from the surrounding areas to bolster his forces if necessary. See the Appendix I, Orders of Battle, Gaxhill for details on the non-player characters and troops in residence at the Castle.

This most able knight is well-to-do from the agricultural income of his manors and woodland produce of timber, furs, and game. He hunts in the Great Hillwood, so the manor woodlots are used more by villains than by their lord and master. This, and the fact that he does not demand heavy shares and frequent labor service, makes them most loyal to Sir Alec. Sir Alec has a secret strongbox in the castle with 10 potions in it 4 of which are healing elixirs restoring 4-16 HP each, 10 pieces of jewelry with a worth of 1,000-6,000gp each, 100 gems of 5-100gp value each, 100 gp, and 500sp.

#### Stonewyck

This place is so named for the castle and the stone houses around it. It lies outside the knight's fortification. It is a collection of 18 regular stone buildings with about 160 residents. There are two freehold farms at the southern edge of the community, one on the left and the other on the right side of the road. One tavern with attached brewhouse, The Knight's Arms, is on the right side of the road along the lane leading up to the castle (called Castle Lane). There are also a sawyer's shop and a stone mason's residence flanking the tavern. Also along Castle Lane is the Shrine of the Unknown Paladin. There are 13 other dwellings of hunters and woodsmen in Stonewyck. These latter include two located

between the western farm and the sawyer's place, one to the north of the stone mason's building and the other 10 divided equally along either side of Castle Lane.

### The Knight's Arms

**Encounter Tables:** Small Tavern Common Room, Outside the Small Tavern

There is a sign in front of the place with an escutcheon quartered green and gold with a white goose passant on the green quarters and a green tower on the gold ones. The proprietor of this establishment is Helmut Chambers. He, along with his wife Karin and four children, do most of the work running the place. Helmut keeps a club and a dagger underneath the bar. There is 180gp hidden in the tavern.

Helmut Chamber (*He is a chaotic good, human, 6th level ranger. His vital stats are: HP 35, AC 13. His prime attributes are: str, con, cha. He carries studded leather, club, dagger, longsword, longbow and 15gp.*)

Services	Cost
Ale	1sp
Beer	8cp
Liquor	15cp
Buttermilk	1sp
Tea	1sp
Breakfast	3sp
Dinner	8sp
Supper	5sp
Single room, one night	13sp
Double room, one night	2gp
Common dormitory, one night	8sp

### Shrine of the Unknown Paladin

This is not a shrine for regular worship. The inhabitants of Stonewyck attend religious services in the castle chapel. However, it is a special sort of shrine. The building is only 12 feet wide, 14 feet deep, and has a peaked timber roof that rises five feet above the 12-foot high whitewashed walls. The interior is unfurnished save for a lone vigil light and a memorial to this venerable martyr. To the right of the entry there is a contribution box hung from the wall. Those who stop here generally leave a small coin or two towards the upkeep of the shrine.

Where did this shrine come from? It was 112 years ago that a powerful demon lord was accidentally released from an imprisonment and began wreaking havoc on the lands around. It engaged in acts of unspeakable cruelty as it pressed along. At this

very site, a lone wandering paladin chose to stand against this vile fiend. Nobody knows who the hero was, as he didn't give out his name nor did he wear or bear any coat of arms. Perhaps he was on a secret mission, took some vow of humility or was an outcast. Know one knows. Whatever the case, this valiant warrior was able to destroy the demon lord's material form but at the cost of his own life.

The celestial forces intervened and destroyed his body with his soul ascending to a heavenly peace. This noble sacrifice and subsequent intervention was noted by the populace and the local clergy erected a small shrine of whitewashed field stone to this unknown paladin.

The shrine is maintained once a week by Roland d'Argent, Sir Alec's chaplain. Its exterior and grounds cared for by the local residents. Otherwise, it is a place of quiet reflection. Holy men and pilgrims tend to pay tribute here when traveling through the area. The site is protected by the higher powers. The location is automatically hedged with a protection from evil effect, and is considered hallowed ground. Anybody attempting to vandalize or destroy the vigil light will automatically summon a deva who attack instantly those attempting such desecration.

For anyone who prays or meditates here, the Castle Keeper may award them a unique gift (or generally, a 1 on a d20 indicates a divine gift). If that person is pure of heart, is battling an overwhelming evil that threatens innocents and is willing to lay down his life to protect others, a miracle will be granted that can turn the tide in the character's favor.

This gift is akin to a wish, but it can't vanquish the foe itself. It can only aid the character. For instance, if a noble fighter was battling a powerful devil, the miracle wouldn't banish or destroy the creature, but the fighter might find himself with the temporary abilities of a paladin and his sword transformed into a paladin's holy sword. Whereas an actual paladin might gain temporary levels, a spellcaster might have his or her spells replenished, gain the assistance of a summoned celestial being, or have the ability to penetrate the fiend's spell resistance. The castle Keeper should use their own judgment on this. This boon should only work one time for the individual (or entire adventuring group).

Otherwise, any character of good will stopping here and meditating for an hour gains the benefit of a blessing spell for the following 24 hours. Clerics gain the capacity to cast a single additional blessing spell on others in the 24 hours following.

## 48. Dark Chateau

This was once the abode of Zagyg. This location is detailed in the upcoming module, Dark Chateau by Rob Kuntz.

## Appendix A Developing Yggsburgh

Yggsburgh is a large town, of which only a small portion is developed. This leaves much room for the Castle Keeper to flesh out the city's details according to their needs or desires. This section provides much of the requisite information to begin doing that. Copious notes and not a small amount of work might be necessary to accomplish this, but developing in small portions should make the task easier.

### Building Examples

A few floor plans for standard types of buildings found in the town are presented for use by the Castle Keeper. These can be used as templates to create specific building plans or serve as a base for playing without a formal building plan for an exact location, the Castle Keeper altering descriptions to suit the location and purpose of the structure.

The plans show buildings that are constructed with walls touching their neighbors, all the larger ones having light wells. Only about 20% of the town's buildings are built thus. The majority have a space of about four feet between them, with only portions of the building touching the neighboring one in bay-like manner, with side windows looking down upon the gangway. (See Gangway below.)

#### City Villa

Note the fenced and gated light wells of approx. seven-foot depth at front and back. These are for servants and tradesmen to enter, and they allow light into the basement. In the case of such mansions being built with walls touching their neighbor, the gangway entrance will be accessed from the basement-level well, passing under front and back ground floor extensions that touch the next building, the central portion of the narrow passage open to the sky above, so that upper floors can have side windows that let in some light and air.

**Entrance:** The ground floor is four feet above sidewalk level and reached by a broad and shallow flight of stone stairs. All of the entrance doors will have barred grates that are closed, as are window shutters, and locked at night. There will be bell-pulls at each door. All windows will have stout shutters that are closed and latched at night.

1. Entrance to the staircase for serving staff to go to the first floor.
2. Entrance to the main staircase to the basement, useable by staff.
3. Rear lawn and garden area, possibly a stable beyond them on the alley. There will be a high wall along the sides of the property not walled off by a neighboring structure, and the back of the property will also have such a wall with spikes atop it, or else buildings that serve to wall off the alley in the same manner.

4. Optional dumbwaiter for bringing food up from the basement kitchen. If this exists it will ascend to the first floor, opening in the master bedroom parlor.

**Basement** The rooms here will be as follows: large—kitchen, servants' hall (dining and lounge), store room; moderate—buttery, pantry, wine cellar; small—general food storage, furnace room, root cellar, silver vault, two water closets. Also: Moderate—butler's and housekeepers bedrooms; very small bedrooms for other staff (four).

**First Floor** There will be four bedrooms with parlors, a ladies' sitting room, a children's play room, and three water closets on this floor.

**Second Floor** There will be four bedrooms with parlors, two bedrooms, and three water closets on this floor.

**Loft** On this servants' floor there will be four moderate bedrooms, six small bedrooms, a large dormitory room, an upper servants' lounge, and three water closets.

This plan will also serve for somewhat larger structures. Room dimensions are not given, as the overall size of the structure might be larger, but general proportions will remain constant. For example, in a larger building where there were six feet added, there might be closets for outer garments included on either side of the Foyer, as the Water Closets are amply large as shown. In that case the Lounge would be six feet wider. Beyond that the greater width would enhance the Passage and Hallway breadth to six and seven and one-half feet respectively, as well as the east-west dimension of the Family Dining room and the Office by three feet each, or optionally all addition accrue to the Great Hall. Of course the Atrium would not lengthen in this case. If the increase were from 90 to 120 feet, adding 12 feet to the Atrium's breadth would make sense, as the sides would each be nine feet wider. In such case the foyer would be six feet wider, have three-foot closets on either side, that adding 12 feet to the breadth of the Lounge to match the enlarged Atrium. The Dining Room and Salon would each be nine feet wider, the Game room and Library six feet broader, and the Passage and Hall three feet more broad. At the rear of the mansion six feet additional width might be given to the Family dining room, six to the Office (with three more feet for the Water Closet there) and all of the remaining 18 feet be included in the Great Hall dimensions.

As is usual, there is an assumption made that the wealthy will have such "modern" conveniences as some limited central heating, indoor plumbing with hot and cold running water, and waste disposal to community sewers. Similarly, some of the indoor lighting will be accomplished by magical means, candles serving ad much for ambience as for illumination.

#### Large Building

This structure might have any one of the following sorts of uses:

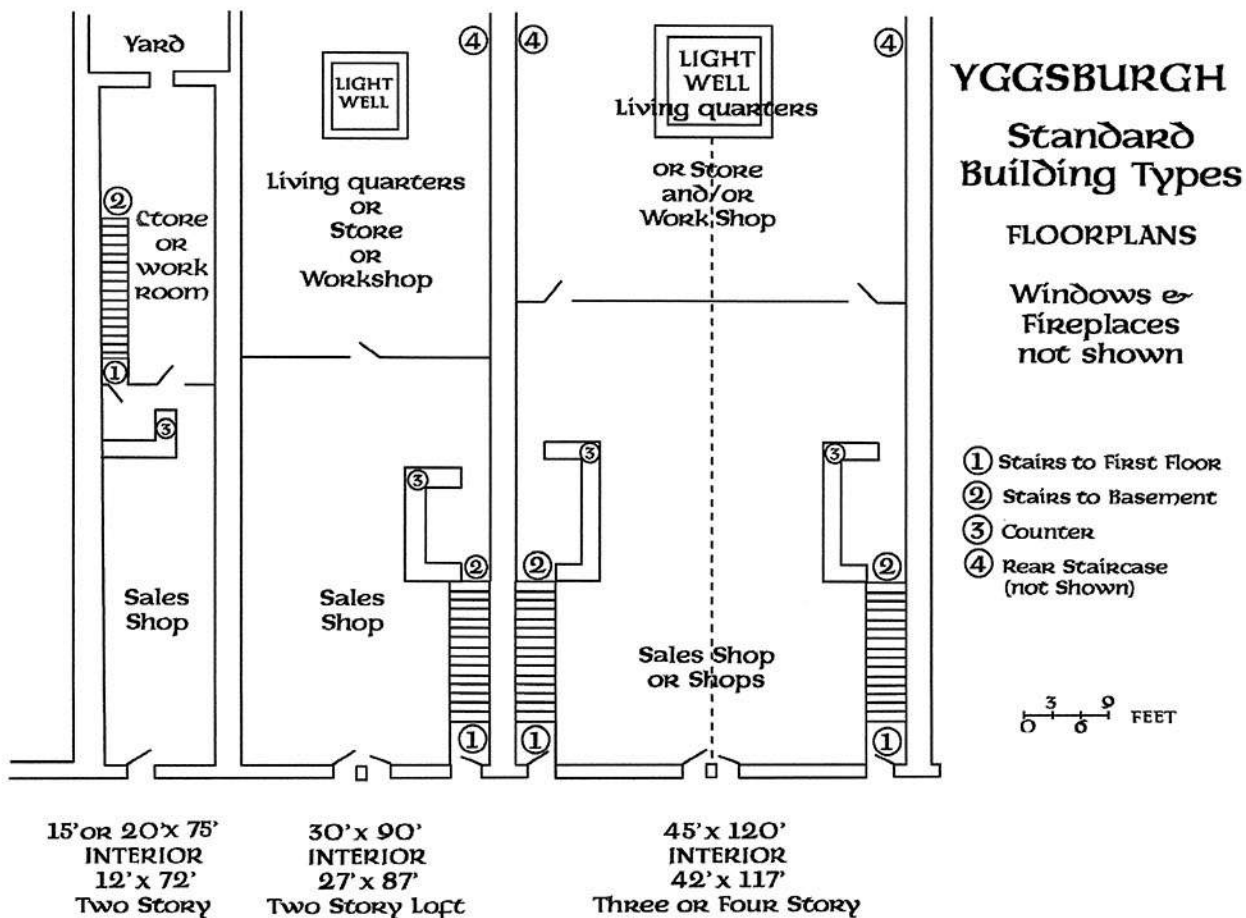
**Town Office Bureau** Floor plan as shown, with reception desks immediately in front of the entrance doorways, railings to either side, with waiting benches and gates to left and right. Front space occupied by various clerks. Stairs up leading to the most

important bureaucrats' offices above, and on to a second floor or loft in which old records are stored. Under the staircases up are like ones leading down to lowest level workers desks and storage vaults for the most important records. In the central front area will be a small water closet in a corner. Desks for supervisory assistants, and behind them the offices of the two main supervisory clerks. Repeat this in the rear portion where the Hallways lead to the back for intermediate level bureaucrats and a clerks' lounge. Each floor will have a water closet near the rear as well as a front one.

**Major Guild Hall** A large reception desk will be between the two entry doors about nine feet into the interior. This front entrance area will be walled to make the space 27 feet wide and 19 feet deep. There will be a bench on either side of the entry room and in the far corners doors to offices (of 15' x 19' size) that occupy each front corner. One will be for a master member of the guild that certifies the credentials of persons seeking permits or employment situations. The other will be for a master member that issues permits and notices for guild members. There will be double doors behind the reception desk that lead out to a cross-hallway beyond, this passage also accessed by the corner offices. The double staircase will be where it is, steps to the basement beneath them,

but there will be no wall separating if from the central interior, nor will there be enclosed hallways; the whole will be open space. In this space will be two small corner water closets, and a formal seating for members meeting on business, while at the back will be a restaurant and bar, the kitchen on the basement level where there is also storage and rooms for guild servants. On the first floor will be a front grand assembly hall, flanked by records storage rooms and staircases to the space above to the left and right of the central light well. 12-foot-wide passageways leading to the back of the hall will access the guild's large chapel and its shrines, with small side rooms for vestments and altar service. On the top floor will be the offices of the guild master and his assistant, and apartments for master members in need of lodging space.

**Large Craftsman's Shop** Replace the two door entries with a double gate of 12-foot width between their location, and put in a small side door about 12 feet to the side of the big entryway. This place might be where wheeled vehicles such as carts and wagons or carriages and coaches are built. It might be a cooperage making barrels, or a factory producing small watercraft. It might also serve as a wire-drawing factory or a metal foundry. In most cases, the very front of the building will be where finished examples of the



## Castles Zagyg: Yggsburgh

workmanship accomplished here are displayed. There will be a small office in one front corner near the small door in the front; this is the domain of the master craftsman and his secretary. The staircases will not be as shown, there be one off against a wall and on the opposite wall there will be ramp leading up. Under both will be like ways down to the basement. The remainder of the interior will be open except for posts supporting the floor above. Workmen will be scattered about at wall benches or laboring on partially completes products resting on the floor. The basement will be for raw materials storage. The upper floor for more of the same sort of work that is going on below. If there is a second floor or loft, this will be reached from street and back doors at one side or the other of the building, not opening into the main building area, rather accessing long flights of steps leading up, unless the apartments and rooms above are for shop workers only. If the upper space is rented out generally, then narrow the interior by three feet for 18 feet in front and in the rear. At the rear of the building will be a paved yard, this fenced or walled from the alley, with gates for entry of materials and exit of finished work.

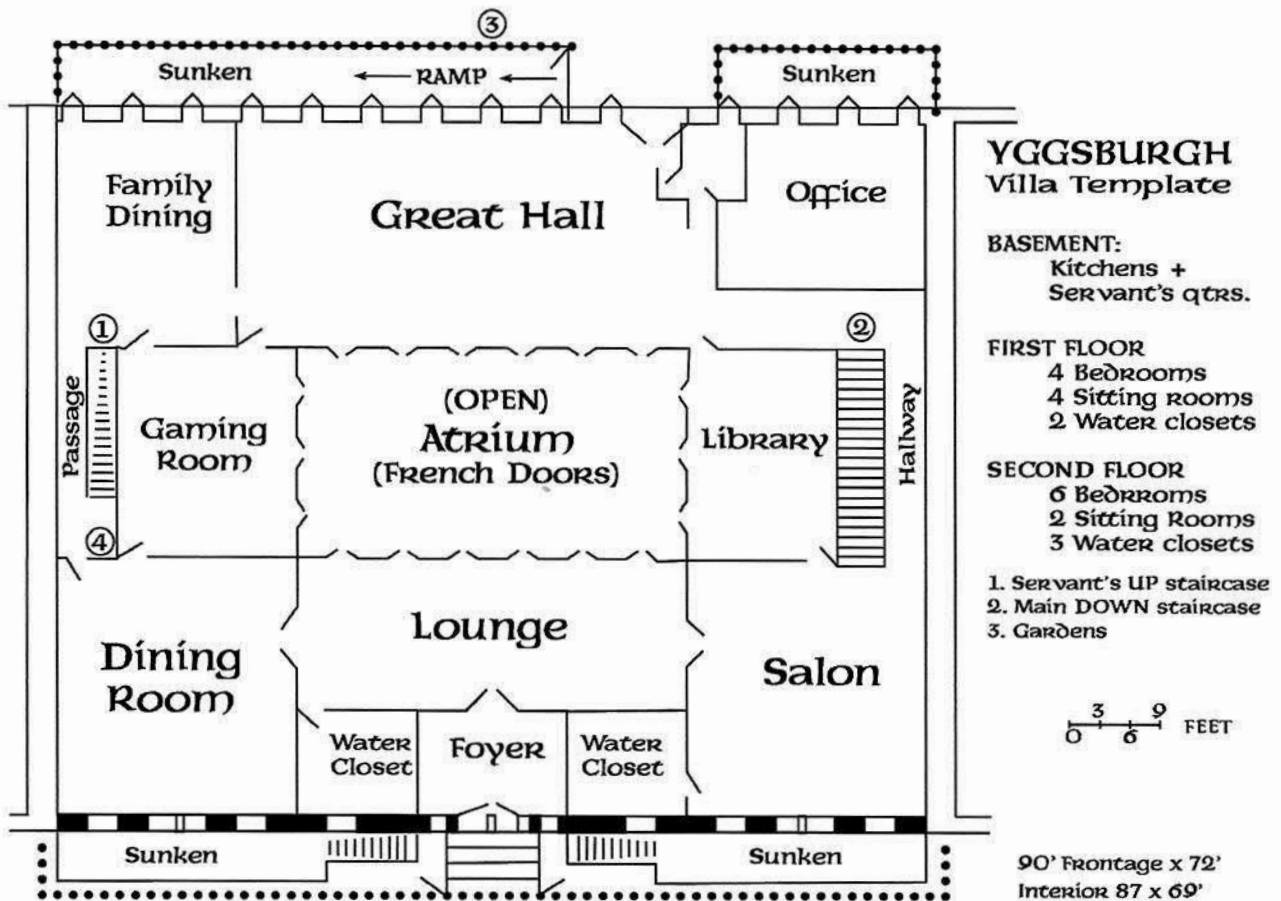
**Other Uses** Bordello, hotel, paint manufactory; and these examples assume that no upper floors: fighting (boxing, wrestling, etc.) arena, distillery, foundry, opera house, playhouse, temple.

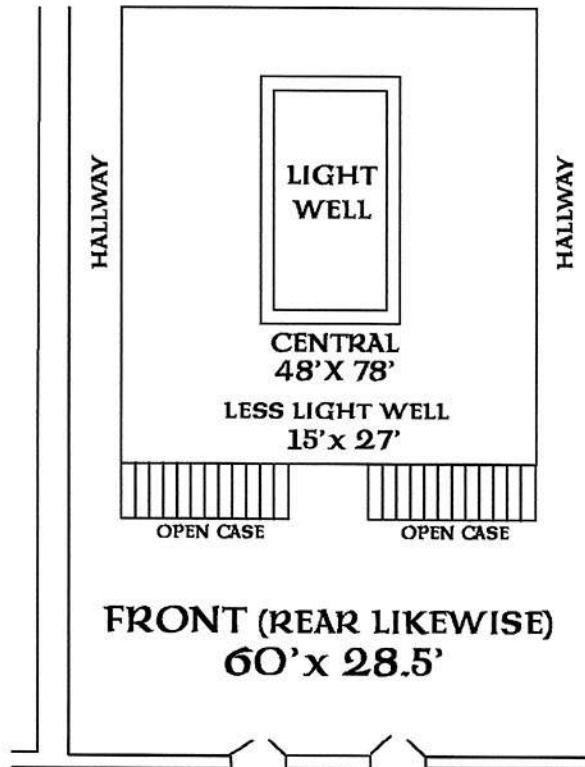
## Smaller Buildings

There are three examples, each of which is detailed in succession.

**Little Craftsman's or Tradesman's Shop (smallest)** This is the sort of place a assay office, barber shop (baths in the rear), bowyer & fletcher, candle maker, cobbler, confectioner, crossbow maker, fortune teller, game shop, small gemmer, herbalist, incense seller, inexpensive (mainly brass and copper) smith and jeweler, sign painter, messenger service, money changer, notary, low-class pawn shop, perfumer, potter, scribe, scribes' supply, small shrine, tattoo parlor, tobacconist, or woodcarver might have. Goods will line both walls, and likely narrow display tables line the center of the shop leaving narrow aisles to the rear sales counter.

1. Stairs to first floor dwelling quarters.
2. Stairway to basement storage and work area, this likely having a rear light well or two.
3. Sales/service counter.





# YGGSBURGH

## Standard Building Type

Large Tradesman's Shop  
OR  
Town Government Building  
OR  
Major Guild Hall with  
quarters for members

Upper Floors: Offices or  
Apartments  
Rear Stairs not shown

60' (OR 75') x 120'  
Interior 57' x 117'  
Two Story + loft,  
OR three OR four stories

The side-walled rear yard will be quite deep, 100 feet, and on the alley there might well be a small building of 15' x 30' or so size in which an even smaller tradesman has a shop and living quarters, or such a place might be a residence. If not, then there will be a wall and gate enclosing the lot.

**Average Craftsman's or Tradesman's Shop (small)** In this sort of shop a more prosperous craftsman, merchant, or tradesman might be found. Examples are antique dealer, architect's office, armorer, baker, book seller, boot & shoe maker, butcher, button maker, carpenter, coffee house, cosmetics shop, cutler, dry goods merchant, eating house (restaurant), employment agency for day laborers and serving staff, fruitier, small general store, gift shop, glazier, gold smith, grocer, hairdresser, leather shop, limner (artist), men's haberdasher, hatter, import goods merchant, large jeweler & gemner, lawyer, music store, typical pawn shop, poulterer, plumber, small printer, rat pit, religious objects dealer, saddler, second-hand goods shop, shrine, silver smith, spice dealer, fine tailor, small tavern, tea house, toy shop, upholsterer, small weaver, wine merchant.

1. Stairs to first floor dwelling quarters.
2. Stairway to basement storage and work area, this likely having a rear light well or two.
3. Sales/service counter.

4. Rear staircase not shown.

Note interior divisions are examples only and can be freely altered. The front outside door accessing stairs up assumes the upper floor or floors are rented to other persons. If the building is owned by the shopkeeper, this feature might be altered to an inside front staircase

The side-walled rear yard will be 85 feet deep, and on the alley there might well be a small building of 30' x 35' or so size in which a small tradesman has a shop and living quarters, or such a place might be a residence. If not, then there will be a wall and gate enclosing the lot.

**Moderate to Large Craftsman's or Tradesman's Shop** Here a moderately or very successful enterprise of a craftsman, merchant, or tradesman might be found. Examples are fine antiques dealer, art gallery, public bath, brewery, cabinet-maker's shop, chapel, cock-fighting arena, dance hall, dancing academy, dog-fighting arena, draper, large eating house (restaurant), exporter, feed & grain merchant, felter, fencing school, small foundry (such as bronze), fuller, gaming house, normal guild hall, small gymnasium, mechanic's shop, large importer, music theater, natatorium, rug dealer, large shrine, slater, slaughter house, tallow boiler, tannery, tavern, tiler, weaver, wheelwright, wire drawer.

# Castles Zagyg: Yggsburgh

## General Types of Businesses

The Castle Keeper is encouraged to create various places in the Free Town of Yggsburgh. Some should be mundane, but the majority should be of at least passing interest to the characters exploring the community. Most of them should be located in the lower and middle class areas, the better places in the latter blocks of the city, an architect's office or an artistic painter. A common limner can be placed in the better lower class areas, while a tattoo parlor is strictly a lower-lower class establishment.

The format found in the main part of the module, in the section Various Other Notable Town Locations by Street, will serve as a guide. Simply recording the name of the place, and signs displayed, why the characters might want to visit it, the nature of the building and its business or businesses, its street location, the name of the principle persons or persons met there, their stats, and whatever process are applicable for goods or services will serve admirably—especially if you leave some extra room on your description sheet for added information. There is absolutely no need to have every building in the community identified. Nobody, not even a cab driver, knows that sort of detail.

The following tables provide numerous types of businesses located in Yggsburgh, which the Castle Keeper can and should use for development.

### Commercial Buildings

Accountant	Alchemical material supply
Antique dealer	Apothecary
Architect	Armorer
Art dealer	Artistic painter
Assay office	Astrologer
Augur	Baker
Bank	Barber
Basket maker	Bath house
Blacksmith	Boat hire service
Boatwright	Book shop
Bowyer	Brass smith
Brewery	Brick works
Bronze founder	Broom & brush maker
Butcher (abattoir, slaughterhouse)	Butcher shop
Button maker	Cabinet maker
Candle & lamp shop	Carpenter (building)
Carpenter (joiner)	Carriage maker
Carter	Cartographer
Cartwright	Cesspool & outhouse cleaner

Chair service (near Link and Guard services)	Chandler (ship's)
Cheese Monger	Chemical plant
Clockmaker	Cobbler shop
Confectioner	Cook house
Cook shop	Cooperage
Copper smith	Cosmetics shop
Cushion & pillow maker	Cutler
Dairy	Dancing school
Diviner	Draper
Dress maker	Dry goods store
Employment agency	Enchanter
Engineer	Exporter
Factory	Feed & grain store
Fencing school	Fire station
Fish monger	Falconer
Fletcher	Flower shop
Food vendor, fast (street—bread rolls, chestnuts, fruit, meat pies, sausages, etc.)	Foundry
Freight depot	Fruiter
Fuel depot	Fuller
Furrier	Game shop
Gemner	General store
Gift shop	Glasser/glazier
Glover	Goldsmith
Granary	Grocer, general
Grocer, green	Guard service (near Chair and Link services)
Guild hall	Haberdashery
Hairdresser	Harness maker
Hatter	Hay & straw store (see Feed & grain)
Herbalist	Horse trader
Hosier	Hostel
Hotel	Ice house
Importer	Indoor market (bazaar)
Ink maker	Iron founder
Iron monger	Jeweler
Junk collector (cart or wagon)	Kennel keeper
Lace maker	Laundry
Lawyer	Leather shop
Limner (sign/shield painter)	Link (torch) service (near Chair and Guard services)
Locksmith	Lumber yard
Magical material shop	Magician

Manufactory	Mason
Mattress maker	Messenger service
Mill (cloth, grist, saw)	Millenary shop
Money changer	Mortician
Net maker	Notary
Objects d'art dealer	Occultist
Painter (house)	Painter, sign (limner)
Pastry shop	Pawn broker
Perfumery	Pet shop (mainly birds and cages)
Pewter smith	Pigeon keepers (selling eating and homing birds)
Plasterer	Plumber
Potter shop	Poulterer
Printer	Rat-killing arena (small)
Rattan maker	Refinery, metal (smelting)
Religious items shop	Rope walk
Saddler	Sawyer
Scrivener (scribe)	Scrivener supply (paper, pens, etc.)
Sculptor	Seamstress
Second-hand shop	Ship chandler
Shipping service	Shipwright
Shoemaker	Silversmith
Slater	Soap maker
Spice merchant	Stable
Stable & livery	Stock yard
Storehouse	Street vendor—costume jewelry, fish, handkerchiefs, pamphlets, ribbons, etc.
Swordsmith	Tailor
Tallow works	Tanner/tannery
Tattoo parlor	Taxidermist
Thaumaturgist	Tiler
Tin smith	Tinker
Tobacconist	Toy Shop
Trader	Upholsterer
Waggoner	Wainwright
Warehouse	Watchmaker
Watch station	Weapon smith
Weaver	Wherry service
Wig maker	Wine merchant
Wire drawer	Wizard
Wood carver	

**Entertainment**

Ale house	Baiting pit (bear, bull, cock fighting, dog fighting)
Baths, public	Bawdy house
Coffee house	Dance hall
Eating house (restaurant)	Fortune teller
Gambling casino	Gambling house
Gaming house	Gymnasium
Hall, public	Inn
Library	Natatorium
Playhouse	Public house
Puppet theater	Rat-killing arena (small)
Sports arena	Tavern
Tea house	Variety theater
Wine bar	

**Residential Buildings**

Apartment building	Boarding house
Lean-to	Lodge
Mansion	Palace
Penny-rent	Residence
Rooming house	Shack
Shanty	Villa

**Property Values**

Should the characters choose to purchase property in Yggsburgh, the property values are listed below. For game purposes a simple multiplier to be used with the square footage of the building's outer dimensions is provided. Of course there are several variables—lot size, building size, floors above the ground, and location. The town levies transfer taxes and fees of 5% of the total selling price, payable at time of notarization of transfer of property deed title.

Lot and Building	Cost
Lot	2sp per square foot
Building(s) on Lot with Full Basement and Ground Floor	15sp per square foot
Shed with Foundation and Floor	1sp per square foot
Shed without Foundation and Floor	3sp per square foot
Lean-to without Foundation and Floor	2sp per square foot
Addition of First Floor	5sp per square foot
Addition of Second and Higher Floor and/or an Attic or Loft	3sp per square foot per addition

## Castles Zagyg: Yggsburgh

Location	Cost Multiplier
Lower Lower Class Block	x1
Industrial Block	x1.25
Middle to Upper Lower Class Block	x1.5
Lower Middle to Mid-Middle Class Block	x2
Academic Block	x2.5
Wealthy Block	x3.5

Example:

1. A lot of 90' x 175' (15,750 square feet) with buildings on it totaling 10,000 square feet, all with two upper stories.

Lot base	3,150gp
Buildings base	15,000gp
Building added stories	8,000gp
Total Base Cost	26,150gp

Cost by Location:

Lower Lower Class Block	
Lot	3,150gp
Buildings	23,000gp
Total Cost	26,150gp

Industrial Block

Lot	3,938gp
Buildings	28,750gp
Total Cost	32,688gp

Middle to Upper Lower Class Block

Lot	4,725gp
Buildings	34,500gp
Total Cost	38,438gp

Lower Middle to Middle Middle Class Block

Lot	6,300gp
Buildings	46,000gp
Total Cost	52,300gp

## Typical Thorps

Thorps are little communities of freemen, generally farmers, with dwellings only, they being too small to support any commercial shop. Each has a less than a score of houses with barns and outbuildings, and an average population of 120 persons. A small shrine with a non-combatant low-level evil priest serving as spiritual "guide" for the folk of the thorp is the norm.

Each of the villages are located on a watercourse or else have a deep well. Each village consists of about 40 buildings and all have a religious structure, a large shrine or fane. The average population for these communities is 250-300 persons.

## Typical Villages

The main part of the villages consists of two opposite rows of 16 stone cottages for the villains. Each row is separated into two parts so that eight families work a single section of the manor. There are separate and larger cottages for the reeve, cowherd, hayward, shepherd, swineherd, and woodward. One to two buildings of somewhat larger size are rented by freemen. One being an ale house or tavern while the other is a smith or general merchant. Each of the row houses has a tool shed and a garden behind it. Further back are four commonly used barns for large livestock and feed, as well as various wooden houses, sheds, and coups for farm equipment and smaller animals. At one end of the street between these structures is the village fane in which the town's religious leader dwells and holds services. The grounds around the fane are lawn and gardens but of no great extent. Behind this is the local burial ground.

A thorp or village will have a shrine or chapel overseen by a cleric of low level (1st-3rd). A hamlet will have a fane with two clerics, one of moderate level (4th-6th) and an assistant of low level. all towns have multiple religious buildings--shrines, chapels (and chantries), fanes, temples, and likely a grand temple (similar to a cathedral.). The larger places will have a principle cleric of high level (7th or above), two or three moderate level, and as many or more low-level assistant clerics.

# Appendix B

## Crime and Punishment

Criminal activity is punished using the following guidelines. The punishments and crime list should be expanded as necessary. High Crimes and Other Felonies are tried by the magistrate unless the accused is of gentle birth. Persons of noble birth, nobles, knights, and gentlemen are entitled to demand trial before a judge, with or without a jury of his peers at the option of the accused. Misdemeanors are tried by a justice of the peace.

High Crimes	Punishment
Treason	Hanging, then drawing & quartering
Treason, Accessory	Beheading
Murder	Execution (usually beheading)
Shipwrecking	Death by exposure in a cage
Sorcery	Execution (usually beheading)
Witchcraft	Execution (usually drowning)
Murder, Accessory	20 years penal servitude
Shipwrecking, Accessory	20 years of penal servitude
Armed/Highway Robbery	Death by hanging
Armed/Highway Robbery, Accessory	20 years of penal servitude
Sedition	Tongue removal, branding, & exile
Sedition, Accessory	Branding & 10 years of penal servitude
Kidnapping	Branding & 15 years penal servitude
Kidnapping, Accessory	10 of years penal servitude
Necromancy	Branding & 15 years of penal servitude
Rape	Branding & 15 years of penal servitude
Rape, Accessory	10 years penal of servitude
Lese Majesty	Branding & 10 years of penal servitude
Desecration of a Holy Place	5 years of penal servitude
Counterfeiting, Accessory	5 years of penal servitude

Coin Shaving	5 years of bond or penal servitude
Prison-breaking	5 years of added time
Smuggling	5 years of bond or penal servitude
Destruction/Theft of Government Property	5 years of bond or penal servitude
Bribery of an Official	250-1,300gp and/or 1 to 5 years penal servitude
Poaching on Royal Land	Branding & 1 to 5 years of penal servitude

Other Felonies	Punishments
Arson	Branding & 10 years of penal servitude
Arson, Accessory	5 years of penal servitude
Horse Theft	Branding & 10 years of penal servitude
Horse Theft, Accessory	5 years of penal servitude
Maiming of an Innocent	Branding & 10 years of penal servitude
Mutilation of an Innocent	Branding & 10 years of penal servitude
Torture of an Innocent	Branding & 10 years of penal servitude
Manslaughter	10 years of bond or penal servitude
Rustling	10 years of penal servitude
Grave Robbing	5 years of penal servitude
Gaol-breaking, accessory	5 years of bond or penal servitude
Harboring a Felon	5 years of bond or penal servitude
Forgery	5 years of bond or penal servitude
Racketeering/Protection	5 years of bond or penal servitude
Perjury	5 years of bond or penal servitude
Assault with a Deadly Weapon**	5 years of bond or penal servitude
Robbery	5 years of bond or penal servitude
Extortion	5 years of bond or penal servitude
Burglary	3-5 years of bond or penal servitude
Swindling/Confidence Games	3-5 years of bond or penal servitude
Poaching on Noble Land	1-5 years of bond or penal servitude
Theft, grand	1-5 years of bond or penal servitude
Riot	6 months to 2 years of bond or penal servitude

## Castles Zagyg: Yggsburgh

Inciting a Riot	3 months to 1 year of bond or penal servitude
Tax Evasion	3 years of bond servitude
Flight from/to Avoid Bond Servitude	Sentence converted to penal servitude, one year of time added to time to be served
Leaving area of villeinage	Branding with owners mark and return to owner
Leaving area of villeinage, branded	Return to owner for such punishment as that one deems appropriate, including death
Debt	1 month in the work house or in bond servitude for each 500gp or fraction thereof of debt owed
Sale of Stolen Goods***	3 years of bond servitude
Receiving Stolen Goods***	2 years of bond servitude
Embezzlement***	1 to 5 years of bond servitude
Impersonation	1 to 5 years of bond servitude
Destruction of Private Property***	1 to 5 years of bond servitude
Purse Cutting/Snatching	1 year penal servitude
Mental control/ domination by magic	250-2,500gp and/or up to 12 months of gaol time
Endangering life by careless use of magic	250-2,500gp and/or up to 12 months of gaol time
Endangering property	250-2,500gp and/or up to 6 months of gaol time
Adulterating food or drink	100-1200gp and/or 1 to 6 months of gaol time
Coercion	50-500gp and/or 1 to 6 months of gaol time
Assault**	50-500gp and/or 1 to 6 months of gaol time

### Misdemeanors

Disrespect to a Noble or Ecclesiastic	25-130gp and/or 1 to 4 months of gaol time, plus possible flogging at the cart
Shoplifting/Stealing	25-70gp and/or 1 to 3 months of gaol time, plus possible flogging at the cart
Breaking & Entering	13-50gp and/or 1 to 2 months of gaol time, plus possible flogging at the cart
Passing of Shoddy Goods	13-50gp and/or 1 to 2 months of gaol time, plus possible pillorying

Poaching on Private Land	13-50gp and/or 1 to 2 months of gaol time
Gaming (gambling) without License	50gp and/or 1 month of gaol time, plus possible flogging at the cart
Resisting Arrest***	50gp and/or 1 month of gaol time, plus possible flogging at the cart
Use of False Weights	5-12gp and/or up to 1 month of gaol time, plus possible pillorying
Theft, Petty (100gp or less)	Restitution and 5gp and/or 1 week gaol time; quadruple gaol time without restitution, plus possible flogging at the cart
Battery/Slander	5-50gp and/or 1 week gaol time, plus possible pillorying
Criminal Trespass	5-25gp and/or 1 week gaol time
Impersonation, Petty	5-25gp and/or 1 week gaol time
Drunk & Disorderly Conduct***	5gp and/or 1 week gaol time, plus possible pillorying
Disorderly Conduct***	5gp and/or 1 week gaol time, plus possible pillorying
Disturbing the Peace	5gp and/or 1 week gaol time, plus possible pillorying
Lewd Conduct***	5gp and/or 1 week gaol time, plus possible pillorying
Begging without License	5gp and/or 1 week gaol time
Prostitution without License	5gp and/or 1 week gaol time
Soliciting for Prostitution without License	5gp and/or 1 week gaol time
Vagrancy	5gp and/or 1 week gaol time
Gaol-breaking	1 month of added time, plus possible flogging at the cart
Accessory, not otherwise shown	Half the punishment meted out to the offender
Accessory after the fact	Half the punishment meted out to the offender
Third non-capital offense, felonious	Hanging if branded, branding otherwise
Third non-capital offense, petty	Flogging at the cart if branded, pillorying for 6 to 24 hours time otherwise

\* Persons of noble birth, nobles, knights, and gentlemen are entitled to demand trial before a judge, with or without a jury of his peers at the option of the accused.

## Appendix C

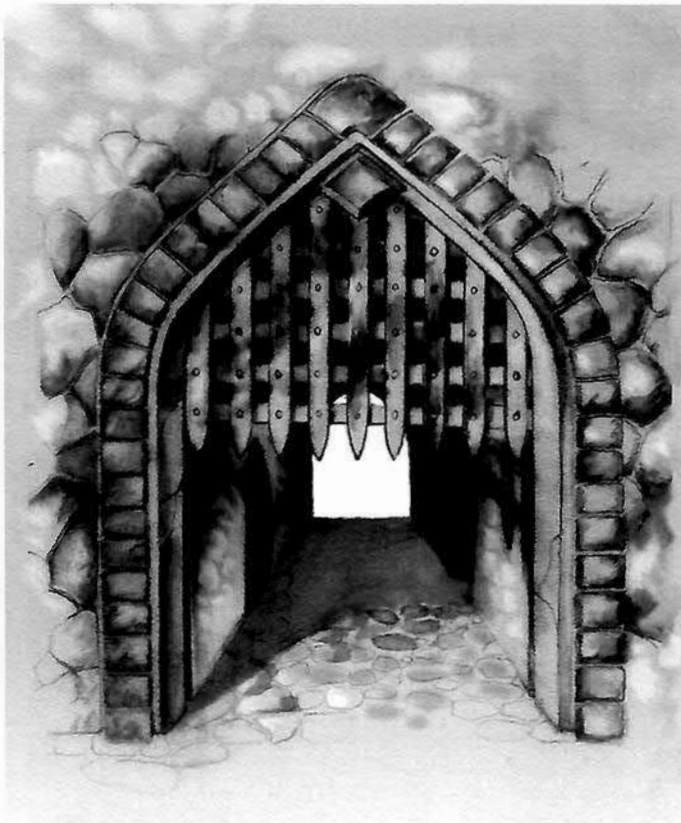
### Urban Random Encounters and Events Tables

\*\* Assault of any officer of the law with or without a weapon by a commoner is punished as indicated, with maximum penalty likely given if the accused is found guilty and not a person of substance in the community. A noble is seldom accused of such act by any peace officer not of like status in the town. If the one accused of the assault is a noble or of gentle birth he is entitled to be tried by a judge, with or without a jury of his peers at the option of the accused. If insult to the honor of the accused was given by the one assaulted, the accused may demand trial by combat to settle the matter. Gentle persons not of martial sort may appoint a champion to represent them in the trial by combat.

\*\*\* Any person of gentle birth can not be charged with such crime by one not of like status, or an officer of the town above the common ranks such as deputy sheriff and below.

#### Random Encounters Appendix

For purposes of this setting, the communities of free folk are classed as "thorps," settlements of some 100 persons, and "hamlets," communities of 200 or more persons, but under 1,000 (where "town" becomes proper name). The Castle Keeper can assume one craft or trade business for every 50 inhabitants over 100 persons in a community. So, a thorp of 150 persons might well have a blacksmith or an ale house, while a hamlet of 250 population would have both and perhaps a general store as well. The business fief does not include all of that, but the workers are employed at the whim of the vassal and he dispenses low justice to them, including life and death, and might have the power of taxation.



The following section contains all the random encounter tables useful for play in the urban areas of Yggsburgh. This appendix only contains the random encounter tables associated with the urban areas of Yggsburgh. Each encounter area in the adventure lists a chart to use for random encounters. Be sure to reference the correct encounter chart. Also, the encounter charts should be used as standards for other areas not detailed in the adventure but which the characters go to. Feel free to elaborate on any encounter.

A special encounter chart is used for the Outs Inn located at the end of this section. This encounter chart has a subchart detailing those encountered and possible adventure hooks for the characters. Further, the subtable can be used to develop random encounters anywhere within the setting in which the encounter is appropriate.

#### Tables

1. Audience Chamber/Great Hall Events
2. Temple Grounds
3. Within the Temple Complex
4. Town Square
5. Thorp or Hamlet Green
6. Inn or Large Tavern Common Room
7. Outside the Establishment
8. Small Tavern Common Room
9. Outside the Small Tavern
10. Outs Inn & Major Tavern Random Encounter Table

Part II of this appendix, Random Encounters, Non-Player Characters, lists non-player character encounters generated on Table 10. Outs Inn & Major Tavern Random Encounter Table. This list is extensive and detailed and can be used to generate many adventures. However, the encounters generated on Table 10 will require some development on the part of the Castle Keeper.

## Castles Zagyg: Yggsburgh

**Table 1. Audience Chamber/Great Hall Events**

01-04	The porter is surreptitiously speaking with two watchmen in an alcove
05-08	A dirty and disheveled fellow is brought in, and the lord leaves to speak with him
09-12	A great commotion is heard coming from an adjacent chamber
13-16	A knight is bragging loudly about his prowess
17-20	A lady of the court smiles warmly at you, beckons you into an anteroom
21-24	A page enters with a written message for the lady of the castle
25-28	A serving maid slaps a guardsman at one entrance, and he strikes her down
29-32	All is in turmoil because of tomorrow's great feast in honor of the lord's birthday
33-36	An esquire enters and whispers to a noble whose face becomes grim
37-40	Angry words are exchanged between two knights, but no challenge is offered
41-44	Folk in the castle are sickening, and one has died
45-48	News that a neighbor has attacked the lord's lands is brought by a reeve
49-52	The butler is drunk and rowdy, and the lord merely shrugs and ignores it
53-56	The captain of the guard has been murdered
57-60	The chamberlain accuses the cofferer of stealing money
61-63	The herald announces the arrival of a powerful rival noble and his entourage
64-66	The lord announces a hunt
67-70	The lord announces a hunt for a dangerous wild boar
71-73	The lord announces the betrothal of his daughter, and she appears defiant
74-76	The lord announces the betrothal of his son, and he appears angry
77-80	The lord challenges all comers to a hawking contest
81-83	The lord of the castle is holding legal court and is harsh in his sentencing
84-85	The lord's chaplain and castle priest has evidentially gone insane
86-90	The constable is seeking someone able to use magic as a bandit hunt is coming
91-94	Tomorrow there will a joust for a purse of gold
95-00	No notable event occurring

**Table 2. Temple Grounds**

01-04	A big cage here holds a massive brown bear (or other large creature)
05-08	A crown of singing and wildly dancing persons fills the main yard here
08-11	A funeral procession is entering the temple precincts
12-14	Beautiful females are strolling about the grounds
15-17	Beggars call out for alms as you walk here
18-22	Bells (or chimes or gongs) are sounding sonorously from the main building
23-26	Extensive burial grounds occupy many acres in the rear of this place
27-30	Flowers are seen everywhere around in great beds
31-32	Handsome and muscular men smile and wave as they see you nearing
33-36	Mainly Elven-race persons are coming and going
37-42	Many Veshoges are in and around this complex
43-47	Men, likely monks, are laboring on the grounds and gardens of the place
48-52	Not a real temple, this is only a chantry
53-58	Not a real temple, this is only a chapel
59-64	Not a real temple, this is only a fane
65-70	Not a real temple, this is only a large shrine
71-73	Not a real temple, this is only a collection of small shrines
74-77	The architecture of this temple is odd, exotic, and unknown to you
78-81	The grounds are extensive, the main building a great temple
82-83	The place is silent, the grounds wild, and the buildings seem to be deserted
84-88	There is a wagon entering that holds 10 chained persons
89-90	This place is likely a religious complex with a monastery or like portion
91-92	This temple is a veritable fortress
93-94	What can only be a madman utters prophecies aimed at you
95-96	You see a group of robed nuns approaching you
97-00	No notable event occurring

Table 3. Within the Temple Complex

01-03	A funeral service is about to commence
04-08	A great demon is materializing before your eyes
09-11	A priest is speaking to congregated persons on faithful service
12-15	A special rite of service is in progress
16-19	A wedding party is entering, a bride and groom to be married
20-22	Absolute silence fills the place
23-27	All of the ecclesiastics in this place are blind
28-30	Although there is no breeze blowing, there are scores of wind chimes ringing
31-33	An under-priest bows and points towards the offertory shrine nearby
34-39	An unseen wall or force prevents you from entering the temple building
39-43	Animals are being led into the main building
44-48	Chanting sounds are heard from within the sanctum of this place
49-53	Exotically costumed persons are performing a sort of dance-play ceremony
54-59	Females only are allowed into the main temple as the goddess commands
60-62	Ghostly figures flit about the inner sanctum of this temple
63-67	Many birds are in this place, and their twittering and song is pervasive
68-71	Poor folk are coming in numbers to be fed in this place
72-75	Several persons are being consecrated to service before the altar
76-77	Sick and injured folk are lined up seeking clerical attention
78-83	The chief cleric here is calling upon all the faithful to take up arms
83-88	The temple here has shrines for many of the deities of the pantheon
89-91	There is a dead priestess here, and cries of "Murder!" resound
91-92	This place seems to honor only a single deity
93-94	Warrior monks are in charge of this place
95-96	What appears to be an exorcism is underway here
97-00	No notable event occurring

Table 4. Town Square

01-04	A cry of, "Fire!" sounds, and smoke is seen coming from a building
05-08	A scaffold being erected indicates a hanging is soon to take place
09-12	All the folk here are exceptionally good looking (but unfriendly)
13-16	All the folk here are very homely (but most hospitable)
17-20	An ancient temple in this place is shunned by all
21-24	Boasts of the prowess of the local wizard are heard often here
25-28	Everyone speaks proudly of the things to be found in the local curiosity shop
29-32	Folk are readying for the religious festival tomorrow
33-36	Gambling seems to be the local passion
37-40	Haggling over prices seems to be a popular pastime here
41-44	It is no secret that the local Thieves' Guild is running this place
45-48	Several men are chasing what seems to be a beggar urchin
49-52	Poor people seem to be the norm here, save for a few very well-dressed people
53-56	The community is building a wall to keep out enemies and raiders
57-62	The crier announces a reward for the capture of a wanted assassin
63-66	The guards have wolves to assist them in their police work
67-70	There are very fine old buildings of exotic design that can be seen from here
71-74	There is a palatial "house of pleasure" here
75-78	There is a rumor circulating that silver has been discovered nearby
79-82	This community seems to be ruled by a tyrant, and the people are fearful
83-85	This place seems to be renowned for the herbs grown in surrounding truck gardens
86-89	Two gentlemen quarrel, and a duel is to be fought at dawn tomorrow
90-92	Three roguish-looking fellows are in the public stocks here
93-95	Whenever a priest passes the folk fall silent and bow subserviently
97-97	You hear people speaking to each other in a strange tongue
98-00	No notable event occurring

**Table 5. Thorp or Hamlet Green**

01-04	A horse trader has brought a herd to sell here
05-08	A merchant caravan is arriving
09-12	A merchant caravan is readying to depart
13-16	A rabid dog is loose and people are fleeing in confusion
17-20	A sinkhole has opened nearby, and all the folk are nervous about what is below
21-24	Dog fighting is about to begin here, and a crowd has gathered for the event
25-28	Everyone is talking about how the stream has suddenly gone dry
29-32	Folk warn about staying away from a great thicket nearby but won't say more
33-36	Gypsies in a wagon caravan are coming to the green to encamp
37-40	Levies are training because news of raiding orcs has just come in
41-44	Mountebanks in several wagons have just come here to offer their wares
45-48	People are complaining about the heavy taxes being levied by the local lord
49-52	People here are whispering that there is a witch active in the community
53-56	Several friars are preaching here and soliciting alms
57-60	Strangers are apparently shunned and viewed with extreme suspicion here
61-64	Strangers are welcomed very warmly, and the people seem unusually solicitous
65-68	Tales of haunted ruins nearby are often told here
69-72	Tents for jongleurs to entertain at the fair beginning tomorrow are being pitched
73-76	The folk seem very nervous about being "safe" inside after sunset
77-80	The local priest has disappeared, and all the people are very nervous and worried
81-84	The village elder has ordered all strangers must not bear arms while in the community
85-88	There is a troupe of strolling players performing here
89-92	Tinkers in three wagons have set up a camp here
93-95	Two freemen quarrel, and a staff-fight is about to start
96-97	Vultures hover over the place, and all the folk are frightened of this "bad omen"
98-00	No notable event occurring

**Table 6. Inn or Large Tavern Common Room**

01-04	A party of three travelers are being evicted for failure to pay their reckoning
05-09	A sign proclaims, "No (name a demi-human race) allowed"
10-12	A strangely garbed person, a wizard perhaps, seems to make everyone uneasy
13-15	A wealthy merchant demands he be given a room rented to a party member
16-18	An important ecclesiastic with lesser and servants is being received in the inn
19-21	Armed men appear suddenly, proclaim a robbery with a cry, "Stand and deliver!"
22-25	Dark and none-too-clean, this place is likely on the disreputable side
26-30	Four halflings have come in and seem to be expecting service here
31-33	Gambling is evident in the common room, with many wealthy persons participating
34-36	Many non-human patrons are seen in this place
37-39	One of the serving wenches seems to be trying to get your attention
40-43	Patrons are discussing a room burglary that happened here last night
44-48	Someone remarks that the bank in the inn has low exchange rates
49-53	The arrival of a noble and entourage is causing a great commotion here
54-58	The inn's facilities include both bath and barbering
59-61	The innkeeper inquires pointedly about your ability to pay
62-64	The innkeeper requires the services of very able persons to guard the storage barn
65-68	There seems to be an excellent tailor shop located here
69-72	This place is filled with nobles and their retainers
73-77	Three men of one faction are being threatened by seven of another faction
78-82	Two wealthy freeholders are offering to buy virtually barren rocky hill land nearby
83-86	Voices raised in a private room indicate a dispute there involving an lawyer
87-90	Whispering overheard indicate there are assassins hunting someone staying here
91-93	You are invited to play cards in a private room by several well-dressed fellows
94-97	You note a gemner and jeweler shop that is filled with merchandise
98-00	No notable event occurring

Table 7. Outside the Establishment

01-03	A beggar found here is being whipped from the grounds by the porter
04-06	A gilded coach enters the inn's yard as you observe the place
07-10	A shifty-looking fellow slips from a side door and dashes off into an alleyway
11-13	A troop of 12 mounted soldiers is heading into the courtyard of the place
14-18	All demi-human folk seem to be patronizing this establishment
19-21	Although on the small side, this inn looks charming, comfortable
22-25	Armed guardsmen are evident on the inn's grounds
26-29	Beggars are beginning to congregate around you
30-34	Entertainers in two wagons are unloading to perform at the inn
35-38	Farmers are bringing their best produce and some livestock to sell to the inn
39-42	Huge mastiffs are used to guard this place
43-49	Many persons in dark garments are entering and leaving the place
50-55	Noise from the stable yard indicates a horse has gone mad there
56-60	Pilgrims and peddlers seem the main patrons of this place
61-65	Several rough-looking fellows are watching you surreptitiously
66-70	The sign here proclaims the place of elven nature ("Elf Meadow Inn")
71-74	The sign here proclaims the place of odd nature ("The Greedy Gnome Trader")
75-78	The stable, barn, and warehouse here are very large; this is an important inn
79-82	There are cries about a coming raid, and the gates are about to be shut fast
83-85	There is a large stagecoach coming, bringing eight passengers to the inn now
86-87	Travel-stained horsemen in twos and threes have been riding into the courtyard
88-90	Wagons from a merchant caravan are unloading their goods at the inn's storehouse
91-93	While seemingly a fine place, this inn appears strangely deserted
94-95	You see some oafs being directed to the stables to sleep
96-97	You wonder how many seemingly masterless folk can afford such an inn such as this
98-00	No notable event occurring

Table 8. Small Tavern Common Room

01-03	A figure in a cowled cloak at a corner table seems to be watching you
04-06	A pair of massive oafs are tending the bar here
07-10	A small man at the bar is claiming he can "thrash any man in the place"
11-13	Ale sold here is claimed to be the strongest anywhere
14-16	A lean man offers his services as a guide, claims to be the best in the area
17-20	An old man is telling a tale about "haunter ruins" lying nearby
21-23	Calls of, "Stop thief!" ring out—a small boy running off has just stolen something
24-28	Everyone falls silent as three well-armed bravos enter the tavern
29-31	Farmers and folk from the country seem to be the main clientele of this place
32-34	Food smells from the kitchen are savory and make your mouth water
34-38	Locals fill this place, eye you with suspicion and hostility
39-42	Music and song is being provided by a wandering minstrel of some sort
42-46	Raucous cries for the dancing girl are growing louder in the tavern
47-51	Sailors seem to be the most common patrons of this place
51-55	Soldiers seem to be the most common patrons of this place
56-59	Someone called "Ogre Ollie" shoulders your party aside as he seeks a place
60-64	The barkeep gives you a warm greeting as strangers, says the first round is on him
65-69	The patrons here are mainly of demi-human race, eye you curiously as you enter
70-75	There are a lot of seedy looking characters in here
76-79	There is a knife-throwing game in progress, and much betting is going on
80-85	Three mercenaries at a table seem to be recruiting possible caravan guards
86-89	This place is patronized by the more affluent, and the prices show that
90-92	Veshoges fill the barroom, and as you enter the place falls silent
93-94	You note a black-clad man who seems to be staring at a warrior drinking alone
95-96	You see several attractive females in the room, and they smile at you
97-00	No notable event occurring

**Table 9. Outside the Small Tavern**

01-03	A carriage stops and two well-dressed men go from it to the tavern
04-07	A squad of watchmen are marching purposefully towards the tavern entrance
08-12	All passersby cross the street rather than walking near to this place
13-17	As you are observing the place all grows suddenly dark and silent inside
18-20	As you are observing the place there is a sudden yelling and crashing inside
21-24	Beggars are quite active in the precincts of the tavern
25-29	Four armed men in the alley are attacking a pair of like sort
30-32	Everyone gets out of the way of the bent figure with a staff as he enters here
33-37	Furtive figures enter the tavern one at a time
38-42	Horsemen approaching seem likely to ride you down if you don't move aside
43-46	Is that growling coming from the sewer drain near the tavern door?
47-51	Laborers and rough-looking folk congregate near the place
52-56	Oddly enough, it seems as if this place attracts ecclesiastics and men of the cloth
57-60	Prosperous-looking men have entered, and you hear music and laughter from inside
61-63	Gypsies seem to be heading for the place, one with a lute
64-67	Several young rakes enter the place with much laughter and jesting
68-71	Steps lead down to this cellar barroom
72-75	The entrance to the tavern is at the end of a long, narrow passageway
76-79	The two big fellows near the door are bullies, likely bouncers
80-83	The windows of the tavern are shuttered, and little light comes from them
84-88	Those entering here seem to have to use a password to have the door opened
89-91	Two kobolds are surrounded by a crowd of folks armed with cudgels and ropes
92-93	When a drunken patron stumbles out, two shabby figures move to attack him
94-95	When several dwarfs enter there comes a loud babble from inside the tavern
96-97	You note a likely pickpocket loitering near the entrance
98-00	No notable event occurring

**Table 10. Outs Inn & Major Tavern**

This encounter table is specifically designed for inns or taverns of the best sort. Each encounter type is described in greater detail in the second part of this appendix, Random Encounters, Non-Player Characters.

01-02	Agent of Baron Redfort & Party (5-8) —stay length of 1-4 weeks
03-04	Agent of Count Easmoor & Party (5-8) —stay length of 1-4 weeks
05-06	Agent of Marquis Talsworth & Party (5-8) —stay length of 1-4 weeks
07-08	Arms & Armor Merchant with Stock —stay length of 5-8 days
09-10	Barbaric Hill Chief & Entourage (7-12) —stay length of 1-4 weeks
11-12	Coach Passengers (6) —stay length of 1 day
13-14	Coach Passengers (5) —stay length of 1 day
15-16	Coach Passengers (4) —stay length of 1 day
17-18	Country Squire & Family (5-8) —stay length of 5-8 days
19-20	Dwarven Chief & Entourage (7-12) —stay length of 9-16 days
21-22	Elven Prince & Entourage (9-16) —stay length of 9-16 days
23-24	Export Goods Merchant & Company (slaver—5-8) —stay length of 5-8 days
25-26	Horse Trader with Herd —stay length of 5-8 days
27-28	Knight Errant & Entourage (3-6) —stay length of 5-8 days
29-30	Lone Mysterious Traveler (Architect) —stay length of 7-12 days
31-32	Lone Mysterious Traveler (Assassin) —stay length of 7-12 days
33-34	Lone Mysterious Traveler (Charlatan) —stay length of 7-12 days
35-36	Lone Mysterious Traveler (Cleric) —stay length of 7-12 days
37-38	Lone Mysterious Traveler (Courtesan) —stay length of 1-4 weeks
39-40	Lone Mysterious Traveler (Druid) —stay length of 5-8 days
41-42	Lone Mysterious Traveler (Engineer) —stay length of 7-12 days
43-44	Lone Mysterious Traveler (Explorer) —stay length of 7-12 days
45-46	Lone Mysterious Traveler (Fighter) —stay length of 5-8 days
47-48	Lone Mysterious Traveler (Financier) —stay length of 5-8 days

## Random Encounters Non-Player Character

49-50	Lone Mysterious Traveler (Gambler) —stay length of 9-16 days
51-52	Lone Mysterious Traveler (Gem Dealer) —stay length of 5-8 days
53-54	Lone Mysterious Traveler (Heiress) —stay length of 1-4 weeks
55-56	Lone Mysterious Traveler (Mage) —stay length of 5-8 days
57-58	Lone Mysterious Traveler (Mercenary Captain) —stay length of 9-16 days
59-60	Lone Mysterious Traveler (Noble Lady Incognito) —stay length of 7-12 days
61-62	Lone Mysterious Traveler (Paladin) —stay length of 5-8 days
63-64	Lone Mysterious Traveler (Ranger) —stay length of 5-8 days
65-66	Lone Mysterious Traveler (Sage) —stay length of 7-12 days
67-68	Lone Mysterious Traveler (Thief) —stay length of 9-16 days
69-70	Lone Mysterious Traveler (Vampire) —stay length of 1-4 weeks
71-72	Mine Owner & Party (3-6) —stay length of 5-8 days
73-74	Renown Artist and Sculptor —stay length of 5-8 days without commission
75-76	Renown Author and Poet —stay length of 5-8 days without commission
77-78	Renowned Musician —stay length of 5-8 days without commission
79-80	Rich, Exotic Aristocrat & Entourage (7-12) —stay length of 1-4 weeks
81-82	Rich Foreign Aristocrat & Entourage (actually Bandit Highwaymen) (5-8) —stay length of 5-8 days
83-84	Rich Foreign Aristocrat & Entourage (actually Vampires—5-8) —stay length of 1-4 weeks
85-86	Riverboat Travelers (14) —stay length of 1 day
87-88	Riverboat Travelers (10) —stay length of 1 day
89-90	Ship Owner Captain —stay length of 5-8 days
91-92	Successful Traders Company (5-8) —stay length of 5-8 days
93-94	Touring Noble & Entourage (8) —stay length of 5-8 days
95-96	Troupe of Famous Performers (9-16) —stay length of 1-4 weeks
97-98	Wealthy Merchant Group (5-8) —stay length of 5-8 days
99-00	Well-to-do Pilgrim Band (9-16) —stay length of 5-8 days

When assigning magic items to non-player characters be sure that you don't mind having those same items in the hands of characters. It is advised that you use care in this regard, limit usefulness through alignment, charges, and doses of potions.

**Agent Party** Several options for a party of agents are described below. These non-player characters have the best available armor and weapons and should be expanded or contracted as per the adventuring needs. The agent party should minimally consist of 3 agents with the balance being non-combatant servants. They will have a suite for the leader, a single room for the two other agents and beds in the dorm for the servants. The Agent Party should consist of a leader (*7th-10th level cleric or 9th-6th wizard*), 2-3 henchmen (*1-2 3rd-9th level fighters and a 5th-8th level thief*) and retinue (*HD1d4 human servants*).

### Adventure Hooks

There are four themes and plots that can be used if this encounter occurs. The list can be expanded upon and developed as desired.

**1:** The agents attempt to convince the characters to assassinate the town mayor or a council member. They claim to be in the service of a council member, noble or even the Lord Mayor. They are, in fact, not in the service of the one they claim but, are using the characters to perform some deed they would rather not be associated with them or their true master.

**2:** The agents attempt to enlist party to act as agents of a noble they do not represent and have them cause trouble in Yggsburgh—fights and killing, robbery and theft, mayhem and arson. They then denounce the characters and enable the authorities to capture them thus proving that their real master is a true friend of the town and only wants to protect all therein.

**3:** The agents seek assistance from the party in regards certain activities. This is usually piracy or highway robbery. They intend to introduce the party to this activity by involving them in it, perhaps explaining it away as righteous deeds. They do this so as to have the characters causing trouble in the area and disrupting the town government.

**4:** If the characters seem of good nature and not scrupulous, the agents actually attempt to enlist the party as agents for their master. If successful, they have the party actively operate in all manner of destructive ways in the town and around it—arson, burglary, murder, piracy, rabble-rousing, robbery, etc. The party becomes the agents and act at the direction and suggestion of their new master.

**Arms & Armor Merchant with Stock** This retired warrior has become an arms and armor merchant. The merchant loves to talk shop and sells what he has in stock. He also agrees to purchase like weapons in good condition to replenish his stocks. He only offers half their value though. He is accompanied by two servants. He is staying in a single room while his servants are

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located in the dorm room. This is a retired warrior (10th-13th level fighter) with two servants (HD 1d4 human servants).

### Adventure Hook

This man knows of a distant cave in the hills (north or east) in which a band of dark dwarves dwell. These demi-humans are of a malign nature. It is rumored they hold and guard several magical weapons of benign which they can not use. The merchant guides the party to the cave complex of the dark dwarves if they desire to discover if this is true. However, he requires the party pledge to give him his choice of three swords they take from the evil demi-humans. Of course, only a few arms in the complex will be of the magical sort. Most are confer a +1 or so. Yet, there is one special and rare blade that the merchant gains and then departs with.

**Barbaric Hill Chief & Entourage** A barbarian hill chief has arrived. The chief, his wife, advisor and loyal shieldmen are staying at the inn. Other than servants, the entire retinue are well armored and armed. The chief and chiefteness are staying in a suite, the advisor is staying in his or her own room while the shieldmen stay together in a large room. The servants are staying in the dormitory.

The retinue consists of a chief (7th- 10th level chaotic neutral barbarian), chiefteness (6th- 9th level chaotic neutral barbarian), an advisor (6th- 9th level chaotic neutral druid with mainly protection spells), 4 shieldmen (4th- 6th level chaotic neutral barbarian) with the remainder of the group being servants (HD 1d4 level human servants).

### Adventure Hook

This chieftain has been humiliated by a rival. He offers the party the "heroic opportunity to prove yourselves in battle," by coming with him (to the north, east, or south) on a short (week-long) journey to his homeland. Here, the characters prove their mettle by joining his fight against vile foes (the rival hillmen). The outdoor adventure encounters aside, the combat thereafter is against foemen equal to the character's level range not the chief's level range.

**Coach Passengers** These are assorted travelers of an unremarkable sort such as businessmen, merchants and well-to-do craftsmen. Assume about half of the group will be two to a room. So, six passengers require three single rooms, five will fill four, and four will take three rooms.

### Adventure Hook

The Castle Keeper must create more of these if the characters remain long at the inn and several passenger groups are met thus. An attractive passenger, likely a young woman, who has very rich parents asks that an able character accompany her on the next leg of the journey to Dunfalcon City or some other destination as she has received word that bandits intend to waylay the stage and kidnap her. Of course the whole party should go along, most aboard the coach, but some riding is okay. At the end of the day the bandits strike. The melee might involve the characters being captured and having to free themselves, then get their damsel in distress loose too and deal harshly with the kidnappers in the process. Of course her family will be appropriately ungrateful...

**Country Squire & Family** A squire (neutral 3rd-6th level fighter, HP 5 per level), his wife and one or two young children, plus one to three servants are traveling through the area. The squire and his family are staying in a suite while the servants are staying in the dormitory or common room.

### Adventure Hook

One of the squire's sons (neutral, 2nd-5th level fighter, HP 6 per level) goes into town and gets in trouble with a local gang of bullies. The squire vows to go and fight these ne'er-do-wells rather than ransom his son. He gladly pays the party to assist him in finding and trouncing the rascals, of course.

**Dwarven Chief & Entourage** This group consists of a dwarven chief (lawful neutral, 7th-10th level fighter, HP 8 per level), his steward (lawful neutral, 5th-8th level fighter, HP 8 per level), a jester (lawful neutral, 3rd-5th/4th-6th level fighter/thief, HP 5 per level) and 4-9 warriors (lawful neutral, 1st-3rd level fighter, HP 7 per level). All have good armor and weapons. The lower level fighters are the servants. The chief, steward and jester all have their own room and the remainder are staying in a dormitory.

### Adventure Hook

When at the inn, a weary dwarf runner comes panting up to tell his lord that orcs have invaded his glen and are threatening to break into the cavern stronghold of the clan. The chief of course calls upon all brave persons to join him in a rapid march back north to his territory. All those agreeing will be counted as dwarf friends and given badges to show that.

**Elven Prince & Entourage** An elven prince (chaotic good, 4th-5th/7th-10th level fighter/wizard, HP 5 per level, secondary skill: woodsman), princess (neutral, 6th-9th level druid, HP 5 per level, secondary skill: woodsman), advisor (chaotic neutral, 4th-5th/7th-10th level fighter/thief, HP 4 per level, secondary skill: woodsman) and 4-7 warriors in support (chaotic good, 4th-7th level fighter, HP 6 per level, secondary skill: woodsman) are staying here. They possess the best available armor and weapons. There are 1-10 servants with them also (human, HD1d4 servants). The prince, princess and advisor are staying in their own rooms, the warriors in one or two rooms and the servants in the dormitory.

### Adventure Hook

This haughty noble and his associates have no wish to deal with non-aristocrats, especially humans. If any of the character party, including those of elven race, should attempt to fraternize with them, they will treat them coldly. If persistent, the elven prince suggests a daring quest for the party and takes them with his party when they travel off on the East Highway. As a practical joke, the prince sees that their mead is drugged and then abandons the lot while they sleep. This will lead to at least one random encounter as the characters awaken from their stupor. See also Lone Mysterious Traveler below.

**Export Goods Merchant & Company (slaver)** A merchant (neutral evil 4th - 10th level fighter, HP 7 per level), his clerk (neutral evil, 4th - 10th level wizard, HP 3 per level) and 3-5 servants (neutral evil, 1st -5th level fighters, HP 6 per level) are

staying here. They have arms and armor hidden in their gear. The merchant and his scribe are staying in a room together while the rest are staying in the dormitory.

### Adventure Hook

The “merchant” attempts to convince a gullible party to assist him in recovering a hijacked cargo of his goods. There is a small caravan of an actual merchant and teamsters accompanied by a band of average pilgrims heading off along the Dunfalcon Pike or Purple Tower Road the following day. The slaver’s objective is to have the party assist in capturing both goods and people that he will later sell to the west or southeast. After defeating the caravan the slaver will naturally want to dispose of the characters....

**Horse Trader with Herd** A trader (*neutral, 4th - 7th level ranger, HP 6 per level*) and 2-5 herders (*2nd - 5th level fighters, HP 7 per level*) are staying here. The lead trader is staying in a single room while the others are in a dormitory.

### Adventure Hook

This fellow has only excellent riding horses with him and if the party is seeking steeds for battle, he will happily enlist them in an enterprise he wishes to undertake, the roundup of a herd of hill ponies in the northeast. For every 10 of those he gains thus, he will supply to the party in return a trained warhorse of fine sort. Of course there will be wild hillmen to overcome, and actually trapping the main herd will take some planning and clever work. The Castle Keeper might add to this a streak of dishonesty, so that the horse trader attempts to pass off old and worthless nags in repayment.

**Knight Errant & Entourage** A knight (*lawful good, 4th-7th level fighter, HP 7 per level, AC 19, SA str 17*), his esquire (*lawful good, 2nd-5th level fighter, HP 7 per level, AC 17, SA str 16*) and 1-3 servants (*1st-3rd level fighter, HP 6 each, AC 15*) are here. There is a single room for the knight and the esquire while the servants are lodged in the dormitory.

### Adventure Hook

This aristocratic warrior is bent on righting wrongs and defeating evil wherever it is met. If approached with respect and given homage, the knight asks the party to join his band as his liegemen. If they agree, then the knight, you, the Castle Keeper, will lead the group on a tour of the area seeking monsters to fight and slay, bandits to defeat and arrest, all that sort of thing. This calls for considerable free-wheeling Castle Keeping, with periodic visits to Yggsburgh to bring in prisoners and to re-supply there, rest in the town or at the Outs Inn. Alternately, he can be posing as a knight errant but is in actuality here to kidnap and carry off the Lone Mysterious Traveler who is a Noble Lady Traveling Incognito (see below).

**Lone Mysterious Traveler** An architect (*lawful good, 2nd level fighter, HP 15*) is staying here. He is in a single room.

### Adventure Hook

This fellow is in the area seeking employment. He does not adventure, and thus there is little for the characters to gain in

regards to associating with him. However, if they are planning to build a place of any sort, or are seeking information on some local stronghold, the architect will be happy to be employed by them in designing or locating the plans of an existing construction. The latter service will cost from 50gp and up depending on the importance of the building and its owners/tenants. The Castle keeper might wish to supply the architect with a magic item appropriate to architectural work.

**Lone Mysterious Traveler** An assassin (*lawful evil, 5th-8th level assassin, HP 5 per level, carrying poison that 1d6+6 point of damage*) is staying here in a single room.

### Adventure Hook

The Castle keeper must decide what target in the area the assassin has been contracted to kill. It might be an agent or some other person staying at the Outs Inn, or it could be someone important in town—the lord mayor or a counselor. Once that is decided upon, simply assume that the assassin befriends the party, deceives them as to his or her nature and purpose, attempts to use them as dupes and decoys so as to succeed in the mission and escape unscathed.

**Lone Mysterious Traveler** A charlatan (*chaotic neutral, 5th-8th level thief, SA 18, SK swindling, thespian*) is staying here alone in the room.

### Adventure Hook

The Castle Keeper must again decide what swindle this pretender is attempting to use to defraud the characters or not. He or she might be offering spurious magical items for a high price, switching the actual ones for bogus duplicates at time of sale. He or she might be pretending to be an aristocrat of foreign sort, or a wealthy man of any occupation, hoping to have the party introduce him to likely marks for his thievery. He or she will have ample “proof” in forged documents, false seals, phony credentials. Of course, whatever is done, this character will be sure to implicate one or more of the PCs as the likely suspect for any crime he commits.

The Castle Keeper might wish to supply this nefarious person with a magic item appropriate to deceiving persons.

**Lone Mysterious Traveler** A priest (*chaotic neutral, 2nd-9th level cleric, HP 5 per level, AC 17, SA str 17*) is staying here alone in a room.

### Adventure Hook

This priest is on a quest to redeem himself for blasphemy. He must prove himself worthy of his chaotic deity or else get no higher-level spells again, essentially be defrocked. If the party is willing, he encourages them to join him in seeking to “do right” in this area, and particularly in Yggsburgh. This includes civil disobedience, rabble rousing, and the preaching of revolt against authority, the existing order to be replaced by a “Citizens Committee”—which he will head, of course, making his deity that honored in the town. Suggested name for such this priest is Jakmont and his Dedication being Jackmont the Equitable.

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**Lone Mysterious Traveler** A courtesan named Jylene Estralla (*neutral evil, 3rd-6th level thief, SA dex 18, SK suborning, swindling*) is staying here alone in a suite.

### Adventure Hook

This individual is aged 30 but still very attractive and has strong charisma. She was the leman of one of the powerful nobles in the vicinity—Lyle Baron Redfort, Bertram Count Easmoor, or Edgar Marquis Talworth—according to the Castle Keeper's plot. She has been replaced by a younger and prettier mistress, managed to escape here with a considerable sum in jewelry and coin before her former patron could seize her wealth and have her locked away. She is traveling under a false name such as Madam Marguerite of Devers or Lady Anne Durnst. She wants protection from her former master, of course, or against an assassin sent to kill her and bring back the "stolen" wealth. Naturally, she attempts to gain such aid without cash outlay, and to the contrary will seem to gain more money from characters that befriend her. Her ultimate plan is to take a coach or riverboat from here to Dunfalcon, but she fears such means of conveyance are watched, and she will be caught. The Castle Keeper might wish to supply her with a magic item appropriate to her seductions.

**Lone Mysterious Traveler** Vertimas Attwood (*neutral, 3rd - 6th level druid, HP 6 per level, PA wis, str, cha, SA str15*) is staying in a single room.

### Adventure Hook

This nature priest is seeking Hiddendale. In it, there is a cairn surrounded by a ring of menhirs (standing stones) and was once an ancient and once sacred place now defiled by a monster that dwells within the mound of piled-up rocks. He gladly accepts the party's assistance in finding the location and fighting the monster. If this succeeds, the druid cleanses the place and makes it back into a sacred one, using an ancient and most potent gold torque found in the monster's hoard of treasure to accomplish this.

For their help, he gives the party 10 large cairngorms each. These golden-gray quartz gems worth 500gp apiece. He also gives the party equal shares of any other treasure found.

**The Gold Torque:** This increases all stats by 1 point when worn. The wearer is able to know and cast daily three 1st level, two 2nd level, and 1 3rd level druid spell. It also adds one level to any druid character wearing it. If worn by a non-druid, this artifact causes the individual to become increasingly introverted, desiring the solitude of the wilderness, and communing with nature. The end result if not given away will be that the possessor becomes a hermit dwelling in some wild and lonely woodland.

**Lone Mysterious Traveler** An engineer (*lawful good, 4th level fighter, HP 24, PA str, int, wis, SK construction*) is staying in a single room.

### Adventure Hook

This fellow is in the area seeking employment. He does not adventure, and thus there is little for the characters to gain in regards to associating with him. However, if they are planning

to build anything of mechanical sort, or need information of engineering-related topics, he will be happy to be employed by them in such regard. Any of the latter services will cost from 25gp and up, depending on the details of the construction or recondit nature of the information sought. For example, he might be able to discover and furnish the team with plans of the sewer system of Yggsburgh, this taking several days and no less than 100gp for his efforts. He might also design a folding hand crossbow with added power in its arms, thus giving it a non-magical bonus of +1 damage, for a fee of at least 1250gp. The castle Keeper might wish to supply this character with a magic item appropriate to his engineering work.

**Lone Mysterious Traveler** An Explorer (*neutral good, 7th level ranger, HP 38, SA dex 16*) is staying in a single room.

### Adventure Hook

This fellow is in the area planning to explore the northern region and discover any noteworthy places there, come back to Yggsburgh and see if the lord mayor will reward him for detailed maps and information pertaining to the area. He does not have any interest in dungeon delving, nor does he desire to become engaged in dangerous warfare save that necessary for the common good. Otherwise, he is not averse to having the team of adventurers join him on his survey of the wild lands to the north. If the engineer is included in the group going with the druid above, he remains with that individual as a follower and henchman-guard. The Castle Keeper might wish to supply this person with a magic item appropriate to exploration.

**Lone Mysterious Traveler** This warrior (*chaotic neutral, 5th-8th level fighter, HP 7 per level, SA dex 17, EQ leather armor, long sword, dagger, and crossbow*) is staying in a single room.

### Adventure Hook

Spending the last of his funds to stay at the inn, this man is concerned about finding mercenary employment or any sort. The courtesan might enlist his services for a time if there is an agent of her former master at the inn. Otherwise if there are agents or any others in the establishment who will employ him, he quickly accepts such service. Failing that, the party can hire his services for any reason provided they pay well—up front cash and an equal share of any loot taken. If they have no plan in mind, this fellow suggests seeking out river pirates or like robbers to waylay and rob from, the reward from such a good deed being the plunder taken from the thieves...

**Lone Mysterious Traveler** This is a Financier (*HD 1d6, HP 5, SS business*) is staying in a single room.

### Adventure Hook

The financier is traveling incognito on his way to Dunfalcon City. He professes to be a scholar if questioned. He is nervous because he fears someone has learned that he is carrying negotiable letters of credit totaling 500,000gp. If the team is clearly of good and honest members, he asks them to serve as an escort on a swift ship heading down the River Nemo to the city, three days travel distant downstream, twice that time coming back by water, four days by coach ride.

For their assistance he pays all reasonable expenses and a fee of 250gp to each character guarding him. The Castle Keeper might well want to have other guests at the inn know about him and the vast sum of money he represents, and develop a scenario regarding robbery and murder, theft, or kidnapping. The Castle Keeper might wish to supply this person with a magic item appropriate to his protection from kidnappers or thieves.

**Lone Mysterious Traveler** This gambler, Ponce Fylez (neutral evil, 5th-9th level thief, HP 5 per level, SA dex 18, SS swindling, thespian) is staying in a single room.

#### Adventure Hook

Feigning to be a well-to-do gentleman, the younger son of foreign nobleman, this handsome and dashing man of around 30 years of age is most skilled at manual dexterity (+10 in any such check, including picking locks). Of course he is a clever cheat at cards and dice games, losing much of the time but winning most of the really big stakes. In any gambling he gets a +18 to his check at his choosing.

A courtesan is likely to hook up with him, to work some confidence scheme, perhaps involving the financier and the character party. This fellow will certainly be able to fleece the local bravos, beat them at their own game, and in so doing might well rope the team of characters into seeming to be his associates. The Castle Keeper might wish to supply Ponce with a magic item appropriate to his gambling—a means of cheating or adding to luck.

**Lone Mysterious Traveler** This is a gem dealer (*HD 1d6, HP 5, SS business*) who is staying in a single room.

#### Adventure Hook

This modestly dressed individual is interested in hearing tales of adventure told by the characters and tells them he is looking for a nice gemstone to buy from his wife back home, a cairngorm or two. He will pay 10% (60% of trade value) more than the local banker for good stones, as he is also a jeweler.

Of course he had a supply of gemstones hidden in a false bottom of his portmanteau, diamonds, corundum stones, alexandrites, beryls including green ones, and precious opals. These are worth 20,000gp in trade value, and so the Castle Keeper might want to use the gem dealer for a scenario regarding robbery and murder, theft, or kidnapping. Also, if he is nervous, he might want to hire the team as bodyguards when he goes into Yggsburgh to dispose of his wares. The Castle Keeper might wish to supply the gem dealer with a magic item appropriate to his protection from kidnappers or thieves.

**Lone Mysterious Traveler** Adelaide Heath (*HD 1d6, HP 5*) is an heiress staying in a single room.

#### Adventure Hook

This middle-aged woman, a very wealthy heiress, is rather plain and on the plump side, but she is bound and determined to find a new husband. She is staying at the inn to see if some eligible patron

of proper standing might be discovered here, and to attract such a man she often wears valuable jewelry and spends gold freely. If not, she plans to move her lodgings to a good hotel in Yggsburgh and hunt further therein. She will be met in the lounge, and being garrulous and outgoing speak with characters that appear to be of at least middle class. If male, she will flirt. If female she will confide that she is seeking a good husband, and that she has a large country estate about 10 days travel time northeast along the river high road, and her new husband will be lord of the manor and several thousand acres of land.

Enterprising characters might attempt to play match-maker, for Adelaide will confide that she would gift to anyone 500gp for an introduction to the right man who would marry her. Of course introducing her to the wrong sort will result in all manner of trouble, including being charged as accomplices in theft, and at least being disparaged vocally and gaining a bad reputation at the inn, possibly being asked to leave. The Castle Keeper might wish to supply Adelaide with a magic item appropriate to her protection from kidnappers or thieves.

**Lone Mysterious Traveler** Rilanzia of Thantos the mage (*chaotic good, 6th - 9th level wizard, HP 4 per level, SA dex 16, EQ +3 ring of protection*) is staying in a single room.

#### Adventure Hook

An unlucky sort of spell caster, this fellow is seeking employment somewhere. So far he has been unable to find a position he likes, for he is not of adventurous nature and dislikes violence. He can and will use magic to defend himself, but he would rather be in a comfortable position where he can use his spells for more positive purposes. He has not thought to inquire at the Yggsburgh College, and there he can find a teaching position, for he knows many non-combat related spells of the sort for business and commercial application. Should the characters be able to introduce him to the president or dean of that college, he will be indebted and thereafter supply up to four needed spells of up to 4th level to any magic-using character in the group whenever they call upon him at his new position. Of course, an inventive character might be able to find some desirable position for this fellow with one of the inn's guests. In such case he will also be indebted, and give over a scroll with one spell each of 1st through 3rd level to the party. The Castle Keeper might should supply him with a magic item appropriate to his class, and also detail spell books in his possession.

**Lone Mysterious Traveler** This Mercenary Captain Sandor Del Lago (*lawful neutral, 9th-12th level fighter, HP 5 per level, AC 22*) is staying in a single room.

#### Adventure Hook

This man is seeking officers and non-commissioned officer recruits for a new company he is raising. He is doing so because Marquis Talworth has offered him employment if he comes with no fewer than 40 mounted serjeants, 40 archers, and 120 men-at-arms. Captain Del Lago is being most cautious, of course, testing the local opinion of the rule of the lord mayor of Yggsburgh. If he can recruit men from here he feels that this will make his force more valuable—his troops knowing the area and the town. His recruiting

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pitch is based on good pay and brave fighting, with plenty of loot to be had in victory. Base pay offered is 15gp per day and triple shares for lieutenants and like officers and 10gp and double shares for non-commissioned officers.

**Lone Mysterious Traveler** This is a Noble Lady incognito (*HD 1d6, HP 5*) who is staying in a single room.

### Adventure Hooks

This woman can be whatever the CastleKeeper desires, young to elderly or beautiful to homely. She has a considerable store of coin and jewelry in her possession to finance her flight. Here are several suggestions:

1: She is the rebellious daughter of one of the three nobles contending to seize and rule Yggsburgh, she being opposed to her father's aggression and seeking someone to whom she can entrust information regarding his planned invasion.

2: The woman is feigning to be opposed to her father's plans, but in reality she is seeking to further them, pretending to be the daughter of one of her father's rivals.

3: The woman is betrothed to one of the three nobles, but she hates him, is here seeking a way to avoid marrying the noble, for her father has sent forth minions to find and forcibly take her off to be married.

See also Knight Errant & Entourage. The Castle Keeper might wish to supply this lady with a magic item appropriate to her protection from kidnappers or thieves.

**Lone Mysterious Traveler** This noble person (*lawful good, 6th-9th level paladin, HP 8 per level, AC 21, SA str 17, dex 16, EQ +5 longsword, medium war horse*) is staying in a single room.

### Adventure Hook

What else but a noble quest is suited to a paladin? The Castle Keeper might want to have that quest one against a ravaging band of humanoids in the forested hills to the north, in which case he will gladly accept the party as liegemen if they are willing to go on such an adventure. Perhaps, though, this chivalrous fellow is at the inn to find and bring back to her husband-to-be the Noble Lady traveling alone and incognito mentioned above. For a marriage contract is lawful, and her father has the right to bind his daughter to marriage thus.

If the paladin is with the party when it meets the Elven Prince & Entourage (above), assume that the elves will accept the lot and enlist them for a foray against woodland humanoids, reaving ogres perhaps.

**Lone Mysterious Traveler** This traveler (*neutral good, 5th-8th level ranger, HP 8 per level, SA str 15, dex 18, EQ +3 leather armor, +2 longsword, +2 longbow, 20x +1 arrows*) is staying in a single room.

### Adventure Hook

This character is suitable for any properly justified activity. He can be assumed to know the wooded areas to the east and north, or at least knows of any despoilers therein. He can also be assumed to be willing to join in an adventuring band that is aiming to right a wrong. If the ranger is with the party when it meets the Elven Prince & Entourage (above), assume that the elves accept the lot and enlist them for a foray against woodland humanoids, reaving bugbears perhaps.

**Lone Mysterious Traveler** This sage, Theophilus Hermetios (*HD 1d6, HP 5*) is staying in a single room.

### Adventure Hook

Theophilus Hermetios is an elderly fellow that is obviously keen of wit and of upper middle class. As a gentleman and a scholar, this character will be polite, but he is likely to be both rather aloof and impatient with ignorant adventurers that bother him without proper introduction. He can give advice and information—for a fee, gratis to friends who have done him a favor, less than desirable in result of the characters have been rude and annoyed him. If there is one or more agents of the nobles contending for possession of Yggsburgh present when the sage is at the inn, he will ascertain their nature. This information can be used by the party if they are on the right side of the fellow, and if they take him to the lord mayor, that worthy will listen to the sage, hire him as assistant, and both mayor and sage will be friendly to the party, important connections thereafter. The Castle Keeper might wish to supply Theophilus with a magic item appropriate to his profession.

**Lone Mysterious Traveler** Wavil Prestard, an alias (*neutral evil, 5th-10th level thief, SA str 14, dex 18, EQ +1 leather armor, +1 ring of protection, +1 longsword*), is staying in a single room.

### Adventure Hook

A successful robber and swindler as well as a jewel thief by preference, this fellow is looking for a mark at the inn. He will be friendly with the characters, and if he can learn about any of the other patrons from them (especially the courtesan, financier, gem dealer, heiress, and/or noble lady) he will buy drinks and pump them for all that can be had. He spots the gambler and the bravos and tells the party about them if it will further his ends. The main scenario is that of jewel theft, of course, with Wavil disappearing and suspicion being on the party with whom he was seen rubbing elbows. The characters must then chase him down and recover the loot from him, even bring him back to stand trial so as to completely exonerate themselves.

**Lone Mysterious Traveler** Perry Springhill (*vampire, HD 8d12, HP 50, AC 20*), an alias, is traveling incognito. He is staying in a villa.

### Adventure Hook

Claiming to be the rightful heir to the throne of a noble that has been dispossessed by an usurping uncle, this vampire uses that as an excuse not to be abroad in sunlight. If asked by a party member,

he claims fear of being recognized by an assassin. While at the inn, the vampire feeds, attacking female guests in preference to males—especially the courtesan, heiress, and/or noble lady. Although, a lone female coach or riverboat passengers, or even a serving maid of the staff are fair prey to him. The Castle Keeper should make a point of having the characters note a victim before being slain if that is practical. Otherwise, one character should be “visited” by the newly arisen vampire (lesser vampire, HD 6d12, HP 30, AC 18), be attacked, and then the hunt should be on. The Lone Mysterious Traveler (a cleric) will readily join the party in such an enterprise, as will the like Paladin.

**Mine Owner & Party** A mine owner (*lawful neutral, 3rd level fighter, HP 17, AC 13, EQ leather armor, short sword, dagger*) and his foreman (*lawful neutral, 2nd level fighter, HP 12, AC 13, leather armor, short sword, dagger*) are staying in two single rooms.

### Adventure Hook

Coming in from the Glittering Knobs, this wealthy mine owner has brought with him gold ore and uncut gem crystals. He means to take them into Yggsburgh to sell them but, he has been warned that he and his party will be waylaid along the way, even in the town. He is thus quietly seeking an armed escort.

There is a plot to kill him. A gang of six bullies (*chaotic evil, 3rd level fighters, HP 15, AC 13, EQ leather armor, clubs and dagger*) are ready to ambush him when they receive word. Word will come via Jason Barger (see above) who will send a homing pigeon to alert the gang. After the mine owner is slain, Jason plans to take over the diggings, use the proceeds to feather his nest as well as pay for subversive activities in town that further his ends. If the party is friendly and polite, he will hire them to accompany his group into town, paying them 12gp apiece for the morning’s work.

**Renown Artist and Sculptor** This person is a sculptor and artist (*HD 1d6, HP 5*) and is staying in a single room.

### Adventure Hook

Such a person is not going to adventure or even provide much in the line of action. Roleplay is the main activity in which to involve characters in regards to this guest. If the characters have become wealthy and relatively famous for their deeds, the fellow suggests that the group, or its most prominent member, commission him to do a portrait or portraits, or possibly sculpt a statue or statue group.

The cost is 12gp per day while working on the project (10 days per painting, 30 days per statue) plus the artist’s fee when the work is complete. This is an additional 370gp per painting and 1250gp per statue. Incidentally, the material for statues is at the expense of the one commissioning it. This means an additional 125gp for a suitable marble block delivered to the inn, 750gp for bronze and it’s casting at a foundry in Yggsburgh and then removal to the site it is to be placed in and it’s erection. The Castle Keeper might wish to supply this artist with a magic item appropriate to his profession.

The Outs Inn proudly hosts the sculpting process at no cost if the statue is to be erected on their property and become part of the inn. Otherwise they will charge for studio space in a 20gp per month store room.

**Renown Author and Poet** This encounter is with a single person (*HD 1d6, HP 5*) who is staying in a single room.

### Adventure Hook

Such a person is not going to adventure or even provide much in the line of action. Roleplay is the main activity in which to involve characters in regards to this guest. He listens to stories of the party’s adventures, especially if they are providing him with food and drink. He express interest in their deeds and suggest that an epic poem to immortalize their exploits might be written if they are willing to assist him—merely see to his lodging and found while he composes the work. That requires at least two weeks, and he stretches it as much as the traffic will bear. His keep sets the party back 100gp per week, but he delivers an epic poem that gives the party considerable local renown and of a minor sort away from.

If an epic poem is composed, the author surely mentions the inn and its owner, thus gain an additional two weeks stay there gratis. While engaged in penning the heroic saga, this fellow will also outline a dramatic tale based loosely on the adventures of the party, the events and names altered so as to be quite different from the contents of the poem. He completes and sell the work as a play and a book in Yggsburgh and become a local celebrity with an assured income for his lifetime. He will not be particularly grateful to the characters but, will gladly allow them to make him their guest, and listen to more of their adventure accounts... The Castle Keeper might wish to supply this non-player character with a magic item appropriate to his profession.

**Renowned Musician** A renowned musician (*HD 1d6, HP 6*) is staying herein a single room

### Adventure Hook

The musician will not be going to adventure or even provide much in the line of action for the characters. Roleplay is the main activity in which to involve characters in regards to this guest. He is a guest at the same time the poet is (see above) and is not be on friendly terms with that author. In all events, if the characters become known to him, he suggests that their deeds be made famous in song, and that he can compose and sing a ballad extolling their exploits so as to give them their proper fame. If the party is agreeable, the musician spends a week’s time completing his bardic work and the party will have a reckoning of 250gp, half of which is the fee for the composition, the remainder his upkeep during the time he was creating it. His ballad brings renown as noted above for the epic poem. The effect will be improved upon for each additional week, up to three, the party allows him to spend developing the composition and lyrics.

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If a ballad is thus commissioned the musician includes stanzas regarding the inn and be treated as if the poet would be to a two week stay "on the house." He will then remove to Yggsburgh and perform there for a month or more, his repertoire featuring the party in the ballad. That will mean they are recognized in the town, with all of what goes with that. The Castle Keeper might wish to supply this NPC with a magic item appropriate to his profession such as a musical instrument.

**Rich, Exotic Aristocrat & Entourage** Here the Castle Keeper is left to his own creative devices. This party of 7-12 individuals is likely from some distant place akin to our own Persia, China or Japan, or possibly an American Indian-like group such as Aztecs or Incas. The composition of such a group will certainly have potent characters of fighter, cleric, and wizard classes. To get so far distant from their homeland they must be very able and tough.

### Adventure Hook

Where the group is from and why they are in the area are the keys to determining what sort of adventure possibilities, they might provide for the characters. Perhaps the exotic travelers are seeking a sacrificial victim of unusual sort, or their being here might be more prosaic, sightseeing and gathering knowledge. Whatever suits the nature of the group as the Castle Keeper as devised it will provide suggestions for involving the party with them.

**Rich Foreign Aristocrat & Entourage (actually Bandit Highwaymen)** The "Lord" and leader of this band (*neutral 4th-7th level fighter, HP 8 per level, AC 19, SA str 17, SK thespian*), his chamberlain (*neutral 3rd-6th level wizard, HP 4 per level, AC 13, SA dex*), his herald (*neutral 3rd-6th level thief, HP 4 per level, AC 13, SA dex 18*) and 2-5 servants (*2nd-4th level fighter, HP 6 per level, AC 17*) are staying here. They have two single rooms and a dormitory for the others.

### Adventure Hook

More opportunity for roleplay here and the options abound! This party is seeking a rich prize, so many of the inn's guests are of interest to them, including the agent parties as well as the exotic aristocrats and the other foreign ones (vampires). The Castle Keeper can assume this group is outgoing and sociable so as to learn as much as possible. They gladly interact with the party and consider them as potential marks if they are flashing wealth and seem relatively vulnerable. On the other hand, if the characters seem very able, the highwaymen either give them a wide berth or attempt to enlist them in a grand robbery scheme, planning to double-cross them, of course, so as to keep the swag for themselves. Alternately, this band of thieves might be clandestine supporters of the local government because it is lax in protecting the roads, or they might be like partisans of one of the nobles who scheme to conquer Yggsburgh and make it a province of their own domain.

**Rich Foreign Aristocrat & Entourage (Vampires)** Waldgraf Gruen is the current alias of this vampire (*HD 8d12, HP 48, AC 20*), the Lady Gruen (*lesser vampire, HD 6d12, HP 36, AC 18*), Gregor the Chaplin (*chaotic evil, 6th level cleric, HP 30, AC*

*13, Str 15, medallion of alignment reversal*) and 2-5 servants (*chaotic evil, 2nd level fighter, HP 12, AC 13*) are staying here. They have rented two villas. Waldgraf Gruen and Lady Gruen are in one and the remainder are in the other.

### Adventure Hook

This blood-sucker claims a mysterious illness that makes him sensitive to light, especially full sunlight that keeps him indoors during full daylight. That is why the cleric is always nearby so as to be ready to use magic to keep his lord from fainting. Their story is that they are staying at Outs Inn to rest before going on the Dunfalcon to seek a cure there. The two vampires will not take any victims from the inn and leave as bats late at night to scour the area around for such feeding. This local vampiric killings quickly become the talk of the inn and, if a vampire is present there, the "chaplain" will, at his master's behest, point a character out for being a vampire. That will not stop the killings, and the party will be suspect and need to find out who is the culprit or else!

**Riverboat Travelers** As with coach passengers, this is a group of assorted travelers of unremarkable sort such as businessmen, merchants and well-to-do craftsmen. The leaers are staying in a single room, the others require three to five single rooms and about half the remainder of the group lodged in dormitory accommodations.

### Adventure Hook

The Castle Keeper must create more of these if the party remains long at the inn and several passenger groups are met thus. An adventurous passenger, likely a young man, who has a treasure map in his possession will ask the party to accompany him on a side excursion, so as to find and loot a long-lost treasure trove. The location should be near the Nemo or Urt Rivers an is best managed as a portal taking the party far distance, or else a cave leading to a subterranean place, or both in combination.

**Ship Owner Captain** Captain Ivar Hannes (*lawful neutral, 7th level fighter HP 49, SA , str 16 and dex 16,SK business, nautical*) is staying in a single room here.

### Adventure Hook

This mariner is returning from a river cruise up the River Nemo, a sort of busman's holiday. Now on his way back downstream to Dunfalcon City with his ship the Silver Wind, the captain is enjoying a last bit of recreation before getting back to his trading on the vast inland that he plies. So he is drinking and gambling and a perfect mark for the card sharps that frequent the inn. If the party takes his side in a dispute over cheating, Captain Hannes offers them berths as marines on his ship, for the waters he sails are plagued with pirates. Should the team accept, they will be off downriver and a week later out on the open waters of the sea-like body of fresh water on whose shores Dunfalcon City stands. On a trading cruise that lasts from 4-6 weeks the characters certainly encounter at least one sea monster and a gang of pirates also. If successful in overcoming those adversaries, they come back to land with some mariner's skills and 500gp each plus any loot captured from the corsairs they met and bested. The Castle Keeper might wish to supply this character with a magic item appropriate to his profession.

The Castle Keeper must devise a reason for them to return to the Outs Inn if the party did not leave mounts and excess baggage there. One suggestion is that Innkeeper Gunderson has left a message for them at the warehouse where Captain Hannes leaves his cargo. This note is a plea for them to return to the inn in order to help in solving a mystery or a murder or to prevent further murders.

**Successful Traders Company** Three traders (*2nd level fighter, HP 10, AC 13, SS business, EQ leather armor, short sword and dagger*) and 2-5 servants (*HD 1d6, HP 4*) are staying in three single rooms with the servants in the dormitory.

#### Adventure Hook

These men note and seek to hire the adventurer team to serve as special guards for their planned excursion into the northeastern Menhir hills. They intend to follow the Quarry Track past the place where stone is taken, for they have intelligence that further along there is a thriving village of hunters and trappers with a great store of pelts and hides just waiting the trader who comes with goods to swap for them.

Of course there will be plenty of encounters along the way, and the village in which the furs are to be gained is peopled with rather savage folk. A successful expedition, though should gain each character with 500gp in coin as pay from the traders when they return to the Out's Inn.

**Touring Noble & Entourage** This noble (*lawful neutral, 5th-7th level fighter, HP 7per level, AC 18*), his guard (*lawful good 5th level fighter, HP 35, AC 18*), his lady and madam, four servants, two men and two maids (*all HD 1d4*) are staying here. The noble and his lady are staying in a suite, the guard and four servants are in one room while the remainder are in the dormitory.

#### Adventure Hook

Perhaps this apparently rather foppish group came to the inn via their own coach, the two noblemen riding their steeds, in which case there will be a coachman staying too. While seemingly just enjoying an outing, the noble might well be spying out the area, carrying secret communications for the lord mayor. Not wanting to reveal that, the noble would then engage the party to deliver a special gift to the master of Yggsburgh, paying each person in the group 50gp for their trouble. If the gift contains a secret communication, the cabal of counsel members will attempt to have their bully-boy minions intercept the characters. On the other hand, the gift could be a deadly sort of magical or mechanical trap meant to kill the lord mayor. In the latter case the noble group will be departing the Outs Inn abruptly, with the knight remaining behind to get word of success or failure before spurring on to catch up with the others in the group.

**Troupe of Famous Performers** This company of actors is composed of twelve actors and performers (*HD 1d6, HP variable, SS thespian*). The leader of the group (*4th-6th/5th-7th level, illusionist/thief, HP 4 per level, SA dex 18, SK swindling, thespian*) is staying in a suite or villa while his compatriots are staying in smaller suites or the dormitory.

#### Adventure Hook

The troupe has stopped at the inn to rest a few days before appearing in Yggsburgh to perform for the lord mayor, counsel, and other important persons of the town. Thereafter, they perform in the Outs Playhouse for as long as they fill the house, then travel on down the Nemo to see about an engagement in Dunfalcon. While at the inn they perform amusing skits, songs, and minstrel entertainments in the lounge and thus get free meals and drinks. As actors, the members are 50% likely to be able to spot inn patrons using deception and pretending to be something other than what they are. If the party becomes friendly with the troupe, slips coins to one or more members, the performer(s) mention their observations regarding posing guests to the adventurers, thus giving them solid clues. Of course, some of the assumptions made by the actors will not be correct... The Castle Keeper might wish to supply the leader with a magic item appropriate to the trade of the group, likely it belonging to the head of the company.

**Wealthy Merchant Group** Four merchants (*lawful neutral, HD 1d6, HP 5, SK business*), each with a servant (*3rd level fighter, HP 16, AC 13, dagger and spetum, SK business*) are staying here. The merchants are in single rooms and the servants are in the dormitory.

#### Adventure Hook

Highway robbery! hat's what this group will be complaining loudly about, for they were held up on their way here by bandits (afoot or mounted). If the characters inquire, the merchants offer a reward for the capture of at least one of the robbers (the rest preferably dead) and the return of the personal property and letters of credit stolen from them. The reward is 2,500gp as the letters of credit are worth several millions. If you supply the bandit group with some other loot and any magic items, this scenario could be a great coup for surviving party members.

**Well-to-do Pilgrim Band** This group of pilgrims consist of a priest (*neutral good, 3rd - 6th level cleric, HP 5 per level*), two assistant priests (*neutral good, 1st - 2nd level cleric, HP 5 per level*) and a provost (*neutral good, 4th - 7th level ranger, HP 6 per level*) and 5-12 pilgrims (*HD 1d4, human servants*). The four principal pilgrims are guests of the priest in the chapel within the inn complex. The others in the party take dormitory bed lodgings All eat in the servant's refectory, save for one night when they have a celebratory banquet at which the local cleric is a guest of honor.

#### Adventure Hook

The chief cleric of the pilgrims urges the characters to join his group on its pilgrimage to a holy site in the mountains far to the west. Of course the new pilgrims would be expected to protect the party and share wealth with it as needed for its welfare. If this suggestion is followed up on by the players, move the campaign to the outdoor map of your campaign world and have them commence a trek to a distant mountainous region in the west, setting this module aside until the characters complete their journey and decide to return to the Yggsburgh locale.

# Appendix D

## Yggsburgh Environs

### Random Encounter and Event Tables

The following section contains all the random encounter tables useful for play in the environs of Yggsburgh. The random encounters occurring in Yggsburgh or other urban settings is detailed in the Yggsburgh and Urban Random Encounters appendix. This appendix only contains the random encounter tables associated with the environs of Yggsburgh. These are mostly wilderness or road encounters.

To determine if there is an encounter, first reference the type of terrain the characters are traveling through. Roads and tracks take precedence over the geographic tables. For example, if the party is traveling along a major road in an area of wooded hills, use the Main Road encounter table and not the Wooded Hills Encounter Table. The type of terrain the party is traveling through is usually self-evident or listed in the Geographic Description

On each table is an associated "Encounter Frequency" (EF) and "Encounter Determination" (ED) category. The Encounter Frequency lists the number of times a random encounter check should be made, when those encounters occur and the die type used to determine if an encounter occurs. The Encounter Determination lists the results of the die roll and what chart, if

any, to reference to determine the encounter type. In general, if an encounter occurs, the roll of a d100 determines what type of encounter it is.

Within the parentheses following the encounter type are the number of creatures encountered and other important information, if any. Additionally, should other tables need referencing to further determine the nature of the encountered, they too are listed.

If an encounter occurs, there are many sub-tables detailing the nature, activities and conditions of those encounters. For example, when humanoid are encountered, there is a humanoid encounter table that must be referenced to determine what type humanoid is. Further, there are tables detailing the condition and disposition of those encountered. If an animal or monster is encountered, refer to the Random Animal or Monster Physical Condition Table to determine what condition it is in. And, if one or a pair of monsters is indicated, refer to the Random Monster or Activity Table on ). Remember, common sense must prevail in these occasions as the encounters are too varied for too exacting an application or explication.

#### Road, Main

- EF:** 2 times, morning & night, d10  
**ED:** 1 Weather Problem  
 2-3 None  
 4-10 Encounter

d100	Encounter
01	Bandits, afoot (11-30)
02-04	Beggars (2-12)
05	Brigands, mounted, (11-20)
06-20	Coach (3-6 passengers)
21-30	Farmers (1-4 carts and/or wagons, 2 persons per)
31-40	Freighters (1-8 wagons, 2 persons per)
41-42	Gypsies (2-8 wagons, 3 persons per and 1 mounted person)
46-52	Herders (2-5 with 21-30 animals per herdsman)
53	Highwaymen (7-12 of 2nd-7th level)
54	Humanoid raiders (typical raiding band—see Humanoids Table on page XX)
55-56	Knight Errant (7th-10th level with 1-4 attendants of 3rd-6th level)
57-70	Merchants (2-5 with 1-4 wagons each, 3 guards per wagon)
71-72	Mountebanks (2-5 wagons with 3 persons per wagon)
73-75	Noble party (2-5 nobles, 1 knight and 4 guards per noble)



- 76 Outlaws (5-30 pretending to be something else—afoot, mounted, or with wagons)
- 77-79 Patrol, foot (two officers and 2-5 x 6 soldiers in the patrolling company)
- 80-83 Patrol, mounted (one officer and 2-5 x 6 soldiers in the patrolling company)
- 84-85 Performers (2-5 carts and/or wagons, 3 persons per)
- 86-93 Pilgrims (5-30)
- 94-95 Roving animal (see Animals Table)
- 96 Roving monster (see Monsters Table)
- 97 Roving NPC party (mixed party of 3-7 members, 3rd-8th levels)
- 98 Wandering peddlers (1-8 carrying packs)
- 99-00 Wandering tinkers (1-4 wagons, 2 persons per, 4 afoot per wagon)

**Track**

**EF:** 3 times, morning, noon & night, d10

**ED:** 1 Weather Problem  
 2-6 None  
 7-10 Encounter

**d100 Encounter**

- 01-02 Bandits, afoot (11-30)
- 03-04 Beggars (2-8)
- 05-06 Brigands, mounted, (11-20)
- 07-30 Farmers (1-4 carts and/or wagons, 2 persons per)
- 31-40 Freighters (1-6 wagons, 2 persons per)
- 41-45 Gypsies (2-8 wagons, 3 persons per, + 1 mounted person)
- 46-60 Herders (2-5 with 21-30 animals per herdsman)
- 61-62 Humanoid raiders (typical raiding band—see Humanoids Table)
- 63-64 Knight Errant (7th-10th level with 1-4 attendants of 3rd-6th level)
- 65-70 Merchant chapmen (2-8, each with pack horse or mule)
- 71-75 Noble party (2-5 nobles, 1 knight and 4 guards per noble)
- 76 Outlaws (5-30 pretending to be something else—afoot, mounted, or with wagons)
- 77-79 Patrol, foot (two officers and 2-5 x 6 soldiers in the patrolling company)
- 80-83 Patrol, mounted (one officer and 2-5 x 6 soldiers in the patrolling company)
- 84-85 Performers (2-5 carts and/or wagons, 3 persons per)

- 86-92 Pilgrims (5-30)
- 93-95 Roving animal (see Animals Table)
- 96 Roving monster (see Monsters Table)
- 97 Roving NPC party (mixed party of 3-7 members, 3rd-8th levels)
- 98 Wandering peddlers (1-6 carrying packs)
- 99-00 Wandering tinkers (1-4 wagons, 2 persons per, 4 afoot per wagon)

**Open Grassland**

**EF:** 2 times, morning & night, d10

**ED:** 1 Weather Problem  
 2-8 None  
 9-10 Encounter

**d100 Encounter**

- 01-10 Animal herd, wild (8-48 bison, cattle, deer, horses, sheep)
- 11-14 Bandits, afoot (11-30)
- 15-20 Farmers (2-8)
- 21-25 Gypsies (2-8 wagons, 3 persons per, + 1 mounted person)
- 26-30 Halflings (6-30, 50% armed)
- 31-45 Herders (2-5 with 21-30 animals per herdsman)
- 46-50 Humanoid raiders (typical raiding band—see Humanoids Table)
- 51-55 Merchant chapmen (2-8, each with pack horse or mule)
- 56-60 Outlaws (5-30 pretending to be something else—afoot, mounted, or with wagons)
- 61-65 Patrol, foot (two officers and 2-5 x 6 soldiers in the patrolling company)
- 67-75 Patrol, mounted (one officer and 2-5 x 6 soldiers in the patrolling company)
- 76-80 Pilgrims (5-30)
- 81-95 Roving animal (see Animals Table)
- 96-97 Roving monster (see Monsters Table)
- 98-00 Roving NPC party (mixed party of 3-7 members, 3rd-8th levels)

**Hills**

**EF:** 2 times, morning & night, d10

**ED:** 1 Weather Problem  
 2-7 None  
 8-10 Encounter

**d100 Encounter**

- 01-10 Animal herd (6-36 bison, cattle, deer, goats, horses, sheep)

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- 11-16 Bandits, afoot (11-30)
- 17-20 Farmers (2-8)
- 21-24 Gypsies (2-8 wagons, 3 persons per, + 1 mounted person)
- 25-30 Halflings or gnomes (75%, 25%, 20-80, 50% armed)
- 31-45 Herders (7-12, well armed, with 21-30 animals per herdsman)
- 46-50 Humanoid raiders (typical raiding band—see Humanoids Table)
- 51-55 Merchant chapmen (2-8, each with pack horse or mule)
- 56-60 Outlaws (5-30 pretending to be something else—afoot, mounted, or with wagons)
- 61-65 Patrol, foot (two officers and 2-5 x 6 soldiers in the patrolling company)
- 67-74 Patrol, mounted (one officer and 2-5 x 6 soldiers in the patrolling company)
- 75-80 Pilgrims (5-30)
- 81-95 Roving animal (see Animals Table)
- 96-97 Roving monster (see Monsters Table)
- 98-00 Roving NPC party (mixed party of 3-7 members, 3rd-8th levels)

### Woods

- EF: 2 times, morning & night, d10  
 ED: 1 Weather Problem  
 2-8 None  
 9-10 Encounter

#### d100 Encounter

- 01-10 Animal herd (5-20 bison, cattle, deer, elk)
- 11-15 Bandits, afoot (11-30)
- 16-25 Elves (10-60, all armed)
- 26-27 Gypsies (2-8 wagons, 3 persons per, + 1 mounted person)
- 28-30 Halflings or gnomes (75%, 25%, 20-80, 50% armed)
- 31-40 Hunters (3-12)
- 41-45 Humanoid raiders (typical raiding band—see Humanoids Table)
- 46-50 Merchant chapmen (2-8, each with pack horse or mule)
- 51-60 Outlaws (5-30 pretending to be something else—afoot or mounted)
- 61-70 Patrol, foot (two officers and 2-5 x 6 soldiers in the patrolling company)
- 71-72 Patrol, mounted (one officer and 2-5 x 6 soldiers in the patrolling company)

- 73-76 Pilgrims (5-30)
- 77-85 Roving animal (see Animals Table)
- 86-87 Roving monster (see Monsters Table)
- 88-90 Roving NPC party (mixed party of 3-7 members, 3rd-8th levels)
- 91-95 Trappers (2-8)
- 96-00 Woodcutters (5-30)

### Wooded Hills

- EF: 2 times, morning & night, d10  
 ED: 1 Weather Problem  
 2-8 None  
 9-10 Encounter

#### d100 Encounter

- 01-10 Animal herd (5-20 bison, cattle, deer or elk)
- 11-15 Bandits, afoot (11-30)
- 16-17 Dwarves (6-30, all armed)
- 18-25 Elves (10-60, all armed)
- 26-27 Gypsies (2-8 wagons, 3 persons per wagons and 1 mounted person)
- 28-30 Halflings (20-80, 50% armed)
- 31-32 Gnomes (20-80, 50% armed)
- 33-40 Hunters (3-12)
- 41-50 Humanoid raiders (typical raiding band, see Humanoids Random Encounter Table)
- 51-52 Merchant chapmen (2-8, each with pack horse or mule)
- 53-60 Outlaws (5-30 pretending to be something else, afoot or mounted)
- 61-65 Patrol, foot (two officers and 2-5 x 6 soldiers in the patrolling company)
- 67-74 Patrol, mounted (one officer and 2-5 x 6 soldiers in the patrolling company)
- 75-76 Pilgrims (5-30)
- 77-85 Roving animal (see Animals Random Encounter Table)
- 86-87 Roving monster (see Monsters Random Encounter Table)
- 88-90 Roving non-player character party (mixed party of 3-7 members, 1st-8th levels)
- 91-95 Trappers (2-8)
- 96-00 Woodcutters (5-30)

## Dire Forest

<b>EF:</b>	2 times, morning & night, d10
<b>ED:</b>	1 Weather Problem
	2-6 None
	7-10 Encounter

**d100 Encounter**

01-10	Animal herd (4-16 bison, cattle, deer, elk)
11-15	Bugbears (3-12)
16-20	Carnivorous apes (2-8)
21-25	Gnolls (5-30)
26-35	Greenmen (5-20—see below)
26-40	Ogres (2-8)
41-50	Sentient malign trees (1-12)
51-60	Spiders (1-6)
61-65	Shambling heap (1)
66-85	Roving animal (see Animals Table)
86-90	Trolls (1-4)
91-00	Woodcutters & guards (7-12 each)

## Wychwood

<b>EF:</b>	2 times, morning & night, d10
<b>ED:</b>	1 Weather Problem
	2-7 None
	8-10 Encounter

**d100 Encounter**

01-10	Animal herd (5-20 bison, cattle, deer)
11	Basilisk (1)
12-17	Buentaurs (3-12)
18-25	Centaurs (4-16)
26	Chimera (1)
27	Cockatrice (1)
28	Cyclops (1)
29-35	Elves (5-40)
36	Griffin (1)
37-49	Nymphs (5-20)
50-60	Roving animal (see Animals Table)
61-70	Satyrs (5-20)
71-80	Silini (5-20)
81-85	Stacentaurs (3-12)
86-95	Trufflers & guards (7-12 each)
96-00	Woodcutters & guards (7-12 each)

## Lake

<b>EF:</b>	2 times, morning & night, d10
<b>ED:</b>	1 Weather Problem
	2-9 None
	10 Encounter

**d100 Encounter**

01-20	Cargo vessel (1-6, barges or large boats)
21-25	Catfish, giant (1)
26-30	Eel, giant (1-6)
31-50	Fishermen (-12 boats, 2-5 men per)
51-55	Gar, huge (1)
56-60	Lamprey, huge (1-4)
61-65	Leach, giant (3-12)
66-70	Nixies (6-36)
71-75	Pike, giant (1)
76-80	Pirates, lake (2 boats or 1 small ship, 26-35)
81-89	Reptilemen (3-18)
90	Roving aquatic monster (1—hydra, sea serpent [small], water naga)
91-00	Turtle, giant snapping (1)

## River

<b>EF:</b>	2 times, morning & night, d10
<b>ED:</b>	1 Weather Problem
	2-8 None
	9-10 Encounter

**d100 Encounter**

01-10	Barge (1-4)
11-20	Boat, small (1-4)
21-22	Catfish, giant (1)
23-24	Eel, giant (1)
25-30	Floating log (1)
31-32	Gar, huge (1)
33-34	Lamprey, huge (1)
35-40	Leach, giant (3-12)
41-43	Nixies (4-24)
44-46	Otter, giant (1)
47-48	Pike, giant (1)
49-59	Pirates, river (2-3 boats or 1 ship, 26-45)
60	Quicksand
61-70	Raft (1-4)
71-75	Reptilemen (4-24)
77	Roving aquatic monster (1—hydra, sea serpent [small], water naga)

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77-97	Ship, small (1-3)
98-99	Turtle, giant snapping (1)
00	Water Siren (1-4)

### Stream

<b>EF:</b>	2 times, morning & night, d10
<b>ED:</b>	1 Weather Problem
	2-9 None
	10 Encounter

### d100 Encounter

01-05	Bear, brown (1)
06-10	Beaver, giant (2-8)
21-45	Blockage (fallen tree, beaver dam, etc.)
46-65	Canoe (1-3, 1-4 persons per)
66-75	Hunting party on bank (5-7 persons)
76-80	Lamprey, huge (1-4)
81-86	Leach, giant (3-12)
86	Nereid (1-4)
87-90	Otter, giant (1)
91-95	Poisonous snake
96-00	Turtle, giant snapping (1)

### Marsh

<b>EF:</b>	2 times, morning & night, d10
<b>ED:</b>	1 Weather Problem
	2-8 None
	9-10 Encounter

### d100 Encounter

01-05	Bear, black (1)
06-15	Lamprey, huge (1)
16-25	Leach, giant (3-12)
26-30	Lynx, marsh, giant (1)
31-45	Marshmen (5-30 in canoes)
46-55	Mud, quick
56-70	Otter, giant (1)
71-85	Reptilemen (4-24)
86-90	Snake, poisonous (1)
91-95	Turtle, giant snapping (1)
96-00	Water spider, giant (1-4)

### Animals Random Encounter Table

01-05	Aurochs, bull (1)
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06-15	Bear, black (1)
16-25	Bear, brown (1)
26-40	Boar, wild (1-4)
41-50	Deer or elk buck (1)
51-60	Lion, forest (1-2)
61-65	Lynx, giant (1)
66-75	Snake, poisonous (1)
76-90	Wolf (2-8)
91-00	Wolverine (1)

### Humanoids Random Encounter Table

01-10	Bugbear (3-12)
11-15	Giant, forest (1-4)
16-18	Giant, hill (1-3)
19-20	Giant, mountain (1-2)
21-30	Gnoll (5-30)
31-45	Goblin (21-40)
46-55	Hobgoblin (21-30)
56-70	Kobold (31-50)
71-80	Ogre (2-8)
81-95	Orc (26-35)
96-00	Trolls (1-4)

### Monsters Random Encounter Tables

Monster encounters occur either during the day, in the evening or in/near bodies of water. Reference either the daytime, nighttime or water encounter tables, then roll a d100 to determine its nature.

#### Daytime

01-10	Ape, carnivorous (2-5)
11-12	Drake, black (1)
13-14	Drake, coppery (1)
15-16	Drake, green (1)
17-25	Ettin (1)
26-35	Gargoyle (2-8)
26-40	Gorgon (1)
42-50	Griffon (1-2)
51-55	Harpy (3-6)
56-60	Hippogriff (1-3)
61-65	Manticore (1)
66-70	Minotaur (1-4)
71-80	Peryton (2-5)
81-90	Spider, giant (1-6)
91-00	Unicorn (1)

#### Night time

01-05	Barrow wight (1-8)
056-20	Bear-owl (1-2)
21-25	Doppleganger (2-8)
26-30	Ghost (1)
31-35	Ghoul (3-12)
36-40	Ghoul greater (2-7)
41-42	Ghouls, mixed (2-8 and 1-4)
43-50	Lamia (1-3)
51-55	Leucrota (1-4)
56-60	Nighthag (1)
61-65	Shadow (2-8)
66-68	Spectre (1)
69-70	Vampire (1)
71-75	Werebear (1)
76-80	Wereboar (1)
81-85	Werelion (1)
86-90	Werelynx (1-3)
91-95	Werewolf (1-2)
98-00	Wraith (1)

**Water**

01-20	Ghoul, aquatic (2-8)
21-40	Giant, water
41-60	Greenhag (1)
61-80	Hydra (1)
81-00	Sea serpent, small (1)

**Activities and Conditions**

Random land encounters, animals or monsters are usually doing something other than wandering around looking for characters to kill (though this is not always the case). After determining what kind of monster or animal is encountered, consult both of the following sub-tables to discover the activity and condition of the creature encountered by rolling a d100 once on each table. Apply these tables only when a single monster or pair is encountered, not to groups of 3 or more. Ignore results incompatible with a monster of the sort indicated.

**Random Animal or Monster Physical Condition**

d100	Condition
01-10	Large and very robust (+10% to +60% HPs; +1 to +3 on attack damage)
11-70	Normal
71-75	Injured (-10% to -40% HPs)
76-80	Wounded and enraged (+1 to +4 on attack chance and +1 to +2 damage)

81-85	Dying (40% chance from poison, 30% each from injury or disease)
86-90	Trapped (pit, snare, or other trap; injured 10% to 80%)
91-95	Rabid (+1 to +4 on attack chance and on damage scored)
96-00	Starving or dehydrated (-10% to -40% HPs; -1 to -2 on attack chance and damage)

**Random Animal or Monster Activity**

d100	Activity
01-08	Fighting with or running away from another animal or monster*
09-20	Hiding from or observing/stalking the characters
21-24	Dozing or asleep
25-27	Entering or settling into a den, lair, or like resting place
28-30	Grooming itself or another like creature
31-35	Engaged in mating display or else play activity
36-45	Roaming about at a walk or faster pace
46-55	Drinking water or at a salt lick
56-00	Eating or seeking food to eat (browsing, grazing, foraging, hunting, fishing)

\* If a normally non-aggressive creature, it is 90% likely it will be encountered in flight from a predator. If this is a predator or aggressive animal, equal chances for fighting or running away with or from another predator or prey animal, choice again equal chance. Select an appropriate encounter creature accordingly.

**Weather Activity**

d100	Weather
01-30	Cold or heat (90% movement rate for the duration of the effect, d4 for days unless new problem replaces it)
31-35	Hail storm or downpour (no movement for duration, d3 for hours it lasts, and 50% movement for one hour after it ends)
36-50	Fog (10% normal movement for duration of effect, d6 for hours it lasts)
51-70	Light persisting rain or sleet (75% movement rate for twice duration, 4d6 for hours it lasts)
71-85	Rain or snow (50% movement rate for twice duration, 3d6 for hours it lasts)
86-90	Strong winds (25% movement rate for duration, d3 for hours it lasts)
91-00	Severe thunderstorm or blizzard (no movement for the rotation, d3 for hours it lasts, 50% movement remainder of the day and the day following)

## Appendix E Weather and Fauna

These simple tables are meant to serve for quick reference. The Castle Keeper can detail the resulting information as desired. Roll d8 for general weather prevailing each day.

### Spring (three months)

Average High 45/55/65

Average Low 30/40/50

1. rain (d4: thunder storms, hard rain, light persistent rain for 2-3 days, hail storm)
2. cloudy, showers, windy
3. partly sunny
4. partly cloudy
5. sunny, breezy
6. sunny, cool
7. sunny
8. sunny, warm

### Summer (four months)

Average High 70/75/85/80

Average Low 60/65/75/70

1. rain (d4: thunder storms, hard rain, light rain, light persistent rain)
2. cloudy, showers, windy, warm
3. partly cloudy
4. sunny, breezy
5. sunny
6. sunny
7. sunny
8. sunny, hot

### Autumn (three months)

Average High 65/55/50

Average Low 45/40/35

1. rain (d4: thunder storms, hard rain, light rain, light persistent rain for 2-3 days)
2. cloudy, showers, windy
3. partly cloudy
4. partly sunny, breezy
5. partly sunny
6. sunny
7. sunny, cool
8. sunny, cool

### Winter (two months)

Average High 35/30

Average Low 25/20

1. snow (d4: heavy snow, snow, light persistent snow for 2-3 days, sleet/freezing rain)
2. cloudy, showers, windy, cold
3. cloudy
4. partly cloudy, cold
5. partly sunny, breezy
6. partly sunny
7. sunny, cold
8. sunny, warmer

## Local Domestic Animals

The following information is supplied for those Castle Keepers that desire a bit of "difference" in otherwise familiar things such as livestock seen—riding horses, dogs, farm animals. A casual mention of something different from the normal seen in our world adds to the fantasy nature of the setting while increasing verisimilitude for those concerned with the mundane.

**Dogs** Most dogs encountered will be mixed breed of moderate size. The following examples are given for a description base for other sorts kept for various reasons: Belgian Shepard (draft, guard, herding), Border Collie (herding), Greater Swiss Mountain Dog (draft, herding), Irish Wolfhound (guarding and hunting), Mastiff (guarding, hunting, and war), Norwegian Elkhound (guarding and hunting), and whatever sorts of hunting dogs you care to include—hounds, pointers, setters, spaniels, terriers.

**Horses** The GM can refer to known breeds in describing horses, especially war horses. The destrier is akin to a Shire horse, the charger is similar to a Percheron, and a courser can be likened to a Morgan or a Saddlebred horse. Coloration described should be the normal range of white, gray, dapple gray, bay, sorrel, chestnut, and black. Setting specific breeds:

Uplands: Coursers, racing horses, riding horses, coach horses; coloration tends towards blue roan or strawberry roan.

Valebred: Chargers, riding horses, coach horses, draft horses; coloration tends towards dark gray or black.

Westfields: Destriers, draft horses, work horses; coloration tends towards bay, with the best animals usually cremelo or buckskin.

**Cattle** For general flavor in description, the Castle Keeper can use standard breeds of earth—Aberdeen Angus, Galloway, Hereford, Red Polled, Shorthorn for beef; Ayrshire, Dutch Belted, Guernsey, Holstein-Frisian, Jersey, Kerry for milk; Brown Swiss, Charolais, and Retinta for tri-purpose (draft, meat, milk) cattle.

**Meadland** A large dual-purpose animal for meat and milk, with long, lyre-shaped horns, and a vertically striped coat of tan to buff with thin bands of brown or red.

**Sheep & Goats** Use the models of the Rambouillet sheep and the black & white Bagot and Valais Blackneck goat.

**Southdowns** A large and hardy breed of tri-purpose (wool, meat, milk) sheep. A full-grown ram will weigh between 250 and 300 pounds, a ewe about two-thirds that. Despite selective breeding, about half of a typical flock will have black, dark brown, or sorrel red wool. Rams have large, curling horns, eyes small ones.

**Menhir Hills** A very large breed of hairy dual-purpose (meat and milk) goats with a full-grown billy in the 150 pound range. The front half of the animal is red-black or black, the hind part white or ivory. Males and females have long horns forming a Y-shape above their head, billies having longer and thicker ones.

## Appendix F

### Magic Items and Spells

**Swine** Chose the model or models you prefer—Berkshire (medium sized black with white muzzle and socks, meat producer), Durok (large sized light golden to mahogany red meat producer), Gloucestershire (large sized white with black spots lard and meat producer), or Tamworth (smaller sized golden red to deep red, bacon producer).

**Hillwood** A large dual-purpose animal for lard and meat—less lard if allowed range in the open. These swine are long-legged and high-bodied, their coat dark brown with two horizontal bands of sandy color on their flanks. An adult boar can weigh as much as 800 pounds, but the average is around 650.

**Swans, Geese, & Ducks** Swans are either black or white; no more needs be said. The white Embden goose and the big gray Toulouse (white hindquarters, blackish back and wings) are sufficient for covering geese. One must have both white (Pekin) and colorful (Rouen, a large, Mallard-like species with more read in the drake's breast) ducks.

**Turkeys, Peafowl, Chickens, & Guinea Fowl** As there is commerce between all the continents, it is not unreasonable to include turkeys in the roster of farm poultry. Those raised will look like our domesticated wild turkeys, with no white variety seen. The same applies to peafowl.

As chickens will be seen in many places, the following breeds are suggested for varying descriptions: Andalusian (speckled black and gray), Houdan (white), Brown Leghorn (rooster: white ear, red neck and back, lower body green fading to black at legs, upper wing red, middle green, end buff, tail green; hen: white ear, brown and black speckled neck, throat and breast rosy brown fading to rosy buff at legs, brown lower body below brown-black wings and tail), Minorca (black) Buff Orpington (buff), and Rhode Island Red (bright rust red with tail end feathers green).

Guinea fowl look a good deal like small, combless chickens with coloration ranging from a near white through light gray to medium brown gray, no distinction between male and female is apparent. The cock is aggressive and will fight off a hawk, giving off a warning cry when so threatened or when any feral animal or stranger is detected. The meat of one of these fowls is gamy in flavor and much appreciated by those who enjoy wild game.

**Doves & Pigeons** Both doves and pigeons will be kept for food. Homing pigeons will also be raised for carrying messages. The Game Master should have no problem describing these well-known and common birds.

**Rabbits** Angora, Belgian Hare, and Flemish Giant rabbit breeds will serve as models for domesticated rabbits.

**Amulet of Counter-Enthralling** This small amulet appears to be an oval silver mirror of 2: diameter edged in gold trim. When worn, it grants a bonus of +10 to any saving throws involving powers that captivate or fascinate, including those of magical nature, that the wielder makes.

**Armbands of the Ape** These armbands seem to be made of gorilla hide, and lace closed on the inside of the forearm with heavy sinew cord. Once cinched into place on the arms, the magical armbands confer both a strength bonus and a climbing bonus to the wearer. The strength bonus has a range of +1 to +6 to the attribute. This number modifies all to hit and damage rolls. It is not used in conjunction with strength modifiers and supercedes it only in cases where the bonus conferred by the belt is greater than that conferred by the strength score. The climb bonus confers a standard +5 to all climbing and agility (Dexterity) checks.

**Belt of Strength:** (replace with Belt of Giant Strength)

**Blades of Stunning:** These blade weapons come in many different types (from daggers to 2-handed swords) but all have the similar ability to stun an opponent in combat. Should the blade be used in a successful attack, whatever is hit must make a saving throw versus Intelligence or be stunned and unable to act for one full round.

**Bracelet of ventriloquism:** Appearing as an ivory bracelet with different sigils inscribed up it, this enchanted bracelet gives the wearer the ability to use a Ventriloquism spell (see *Players Handbook*) at will. The magical effects are quite powerful, and they react to disbelief as if cast by a 9th level Illusionist.

**Cap of influence:** This red velvet cap with gold and silver accents is enchanted to give its wearer the ability to charm those beholding them as if a Charm spell was cast. The target of the effect gains the normal saving throw, but suffers a -2 penalty due to the potent eldritch powers imbued within its construction.

**Cap of intuition:** [alerts the wearer of aggression] This innocuous leather cap appears worn and unremarkable to the casual observer. But when donned it grants the wearer the ability to sense the imminent presence of danger to his or her person and the initiative to act appropriately. In game terms this means that the wearer will only be surprised if their combat surprise check (Wisdom) rolls a "natural" 20. Otherwise they are considered not surprised and automatically gain the initiative during the first round of any combat.

**Cape of Displacement:** (Replace with Cloak of Displacement)

**Cloak of Concealment:** This magical cloak comes in many shapes and forms. Usually it is made from the finest materials available but on occasion it can appear as meanly made. Its power rests in the arcane enchantments cast upon it, a dweomer that allows the wearer to blend into their surrounding environment and conceal themselves from the eyes of others. A hide check is

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made and if successful, the wearer is essentially invisible to anyone looking on. If the wearer makes any movement while being observed, the magical concealment is lost. Each cloak is different in make and enchantment, conferring a variable bonus of +0 to +5 to Hide checks. Further, the nature of the cloak is such that it automatically confers a +1 to the armor class of the wearer.

**Cloak of nondescript appearance:** This cloak is made of a faded grey wool and appears like many cloaks of the same mundane cut and wear. Indeed, this innocuousness is the fount of its magic. Anyone who places the cloak upon themselves and attaches themselves to a group (group defined as at least 2 other creatures) then the cloaked person appears unremarkable and as simply another face in the crowd of beings they are associating with. Anyone attempting to find this person after they don the cloak and join a group must take a -8 penalty to their Wisdom check to find the individual. Furthermore, the other members of the group joined by the cloaked person must make a saving throw versus Intelligence at -4 to recognize that the person in the midsts in fact is different and doesn't belong. Otherwise they will accept the person's presence and actions as if engendered by one of their own.

**Cloak of the Woodlands** (Change to Cloak of Elvenkind)

**Dagger of Questions:** This magical +2 dagger allows the wielder to ask three yes or no questions a day. A successful wisdom check indicates the dagger will answer in the affirmative or negative. Any answers will follow the procedure of the Augury cleric spell (see Players Handbook).

**Darts of Cavorting:** These polished brass darts are usually found in groups of 6-12 (1d6+6). When cast at an opponent, they attack as +3 magic weapons and inflict 2 hit points of damage. Additionally, the struck target must make a saving throw versus Intelligence or caper and gambol off, dancing this jig for one hour. While under the spell of this cavorting, the victim cannot attack or cast any spells that require somatic components.

**Flame Gout Potion:** After quaffing all eight ounces of this magical draught, the one so doing will (in 10 minutes of time) be capable of sending forth a fiery column from his mouth. This flame is 10 feet long, 2 feet in diameter at its terminus, and inflicts 2-9 (1d8+1) hit points of damage upon anything within its radius of effect, no attack roll necessary. The consumer is able to breathe forth a fiery gout thus every other round, to a maximum of eight times. Sending forth a flame gout is in addition to any other action not requiring use of the mouth, such as speaking. If not so breathed out, the magical liquid loses its efficacy one hour after becoming active. Sale Value: 1,000; XP Value: 250

**Gnigul's Swift Flying Skiff:** The magical craft appears as a small plaque depicting a miniature rowboat. One command word attunes the plaque to a person, making that person the controller of the vessel. A second command word makes it grow to a normal-sized boat, or transform back to a plaque. The second command word allows it to fly via the concentration of the owner. The boat is very fast, and can achieve a speed of up to 75 miles per hour provided the craft maintains at least a 500 foot altitude and at least a distance of 300 feet away from any larger-than-man-sized

flying creature, otherwise it slows to the equivalent of a slow flying speed of 60 mpgh. Mentally steering the boat requires moderate concentration, although the boat can maintain a current course or hover without the attention of the controller.

**Lens of Scrutiny:** This circular prism enables those that gaze through it to identify counterfeit items or false creations, even if such fakery was done with magic. If used to discern illusions, the user of the lens gains a +8 to the Intelligence attribute check. Also, the lens may be used to determine if items are magical or not with a successful Wisdom check at CL 16 (10 for spellcasters). The lens is usually found set within a frame with a handle to allow its proper use.

**Mask of disguising:** This mask looks like a simple theatrical mask, appearing as either the traditional "Comedy" or "Tragedy" displays. When placed upon the face and the command word is uttered, the mask's enchantment will disguise the person as any humanoid figure they can imagine. The disguise is quite skillful and any attempts to discern the person's true identity will be modified as if the disguise was crafted by a 9th level Assassin. When the mask is removed, the disguise is lifted and will require another use of the command word to reinstate a disguise.

**Net of catching:** This finely woven net appears at first glance to be made of thin cord, but close examination will show that each strand is comprised of tiny chain rings seamlessly linked into the patterns of the entire net. It is lightweight (only .5 encumbrance) but quite strong, resisting attacks with an AC of 30 and seems to repair any damage to itself at the rate of one foot per hour. Such an enchanted net usually covers about 15 feet in diameter and may either be cast upon opponents or throw itself upon a target from a hidden position either underneath or above the victim. Upon uttering the command word, the net will magically wind itself around the victim (saving throw versus Dexterity to avoid) and thus render them hopelessly entangled and unable to perform most actions. At the Castle Keeper's discretion, the entrapped being may attempt to free themselves, but a minimum Strength of 20 is required to even attempt unwinding the net, and only magic weapons may inflict damage to the net's strands upon a successful hit. Naturally, the wielder may command it to loosen its grip as well as to reset itself for another target.

**Pipe of the Sandman:** This is a long stemmed, small bowled pipe made of sandstone. It always has tobacco in it, and the weed has a pleasing and tantalizing aroma. Any character who lights and inhales the smoke of the pipe will be affected as under a Sleep spell, which will have full effect regardless of the smoker's Hit Dice.

**Ring of paralysis:** This small steel ring is exchanged with the ability to cast a magical force upon a target, rendering them unable to move for 1 hour for each charge used (saving throw versus Dexterity at -4 penalty to avoid). These rings usually contain 20 charges and are rechargeable by a Master Wizard.

**Ring of the Chameleon:** This thick ring appears to be made of clear glass, but is invulnerable to being shattered or nicked. When activated the magical ring acts to hide the wearer by making him blend into the colors and hues of any background material. The

ring also allows the wearer to assume the color and general texture of whatever is behind the wearer, even if it is a multicolored background and of variable textures. The background area should be relatively stable and can include bushes, savannah, buildings, flame and the like but not moving objects such as people walking down a street. The wearer gets to make a Hide check regardless of whether they possess the ability and check as if equal to a 5th level Rogue (+5).

**Staff of Withering:** this oak and wormwood staff acts as a +1 magic Quarterstaff that deals normal hit point damage. Additionally, the wielder can inflict 1d4 points of temporary Strength damage and 1d4 points of temporary Constitution damage to any creature struck with the staff. If the wielder rolls a "natural" 20 on their to hit roll, the attribute damage from that strike is permanent and the victim must make a saving throw versus Constitution or be aged 11-20 (1d10+10) years. Note the withering will not effect Outsiders or Undead, and might even aid creatures who grow in power as they age such as dragons.

**Syrinx of Sylvan Summoning:** this enchanted musical instrument can be played no more than once per week. If this miniature instrument of gold actually put to the lips, it grows to normal size, and when played or blown into one of the following will appear to assist the one playing upon it:

1d20	Summonings
1-7	3-6 satyrs
8-13	3-6 silini
14-17	3-6 stacentaurs
18-19	3-6 centaurs
20	Pan appears (or no effect)

If the demigod Pan decides to manifest, he will not be pleased with characters who have killed his wild woodfolk, but if they are humble and grovel, it is likely that he will merely send the party on a quest to slay some horrible monster, bring back proof of the deed to the place he appeared to them, and also with such proof all the treasure possessed by the monster slain. If the characters continue to be polite at this point, he will allow them half of the loot, giving the balance to his forest folk. If the party is rude, or the party ever comes back to attack Pan's minions here, they should be treated brutally, with Pan reappearing and causing them to become blind or a like punishment.

**The Gold Torque:** This burnished gold and bejeweled collar flashes with a mélange of metallic hues; an ornamental torque of ancient times and lands that irresistibly draws the eye of any near it. The Torque's magical powers granted to its wearer are considerable. The wearer of the torque gains a temporary +1 to all attributes. Also, the wearer is able to know and cast daily three 1st level, two 2nd level, and 1 3rd level druid spell regardless of their actual class(es). When a Druid dons the torque, he or she gains a permanent additional level of experience as well as the other abilities listed above. If the item is worn by a non-druid, this artifact causes the individual to become increasingly introverted and desirous of the solitude of the wilderness for contemplation and communing with nature. The end result if not given away will be that the possessor inevitably becomes a hermit dwelling in some wild and lonely woodland.

**Vanishing Powder:** Replace with Dust of Disappearance.

**Baton of Surprising Results:** The Baton of Surprising Results is a wondrous and unpredictable device that randomly generates any number of weird effects each time its power is invoked.

The usual results of summoning of the Baton's dweomer is detailed below, but the Castle Keeper is encouraged to invent their own powers and effects as desired.

%	Surprising Result
01-05	Slow creature pointed at for 10 rounds.
06-10	Faerie fire surrounds the target.
11-15	Deludes wielder for 1 round into believing the baton functions as indicated by a second die roll (no save).
16-20	Gust of wind, but at windstorm force.
21-25	Wielder can discern target's surface thoughts (as with the spell Detect Thoughts) for 1d4 rounds, with no save.
26-30	Stinking cloud at 30-ft. range.
31-33	Heavy rain falls for 1 round in 60-ft. radius centered on baton wielder.
34-36	Summon an animal-a rhino (01-25 result on d%), elephant (26-50), or mouse (51-100).
37-46	Lightning bolt (70 ft. long, 5 ft. wide), 6d6 points of damage.
47-49	Stream of 600 large butterflies pours forth and flutters around for 2 rounds, blinding everyone (including the wielder) within 25 ft. All within the swarm may avoid the blinding by making a successful saving throw versus Dexterity.
50-53	Enlarge target 50% if within 60 ft. of the baton.
54-58	Darkness, 30-ft.-diameter hemisphere, centered 30 ft. away from the baton.
59-62	Grass grows in 160-sq.-ft. area before the baton, or grass existing there grows to ten times normal size.
63-65	Turn ethereal any nonliving object of up to 1,000 lb. mass and up to 30 cu. ft. in size.
66-69	Shrink the baton's wielder to 1/12 height (no save).
70-79	Fireball at target or 100 ft. straight ahead, 6d6 damage.
80-84	Invisibility covers the baton wielder.
85-87	Leaves grow from target if within 60 ft. of the baton. This foliage will remain for 24 hours and then wither away.
88-90	10-40 gems, value 1 gp each, shoot forth in a 30-ft.-long stream. Each gem causes 1 point of damage to any creature in its path: roll 5d4 for the number of hits and divide them among the available targets.

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91-95 Shimmering colors dance and play in the air over a 40-ft.-by-30-ft. area in front of the baton's wielder. Any creatures therein are blinded for 1d6 round unless a successful saving throw versus Dexterity is made.

96-97 The wielder of the baton (50% chance) or target (50% chance) turns permanently blue, green, or purple (no save).

98-100 The target of the baton's magic suffers a Flesh to stone (or stone to flesh if target is stone already) spell.

Note that all magical effects described above will be enacted as if cast by a spellcaster of 12th level of experience.

**Baton of Cold:** This small baton can be used to cast a cone of cold at a 9th level of ability.

(Either replace with Staff of Frost or say the Baton works as a Staff of Frost but with less charges?)

### Spells

**Animate Rock:** The spell imbues stone or other non-crystalline minerals with mobility. The animated rocks then attack whomever or whatever the caster first designates. Animated rocks gain humanlike senses. The rocks' AC, attacks, and special abilities vary with their size and form, as described for animated objects. The caster can animate up to 500 pounds of mineral substance per level of the caster. All rocks to be affected must be within 50 feet of each other. The caster can animate a variety of types of different rocks if desired. The effect lasts 1 hour per caster level.

If the spell is cast upon a stone golem, the caster's level is compared to the golem's Hit Die (or the level of the creator of the golem, whichever is higher). If the caster of this spell's level is higher than the opposing HD/level, they may seize control of the golem, though the golem will attempt to resist the control. Treat this resistance as the same procedure as a golem breaking the control of its creator (see Monsters & Treasure). CT 1, RAD 150 ft, AoE 50 ft diameter circle, see text, Sv see text, SR yes (see text), Comp V, M-ball of malleable clay.

**Protection from Slumber:** Protective magical energies merge with the cleric, providing some measure of resistance against any spells or spell-like effects that induce sleep or other comatose states. The dweomer grants the caster and any within its area of effect a Charisma saving throw versus such effects; even if the spell or spell-like effect does not normally grant such a save. If the effect usually allows a saving throw, this protection grants a +2 to saves by those within the protective sphere. However, if the caster fails their saving throw and is rendered comatose then the spell fails and those within the area of effect must immediately make a second saving throw to resist the slumbering magics. CT 1, RAD 10 feet, 10 min/lvl or until discharged, Sv none, SR yes, Comp S, DF.

**Unseen Scribe:** By means of this incantation, an invisible spirit is summoned from the outer planes to act as a scribe for the Wizard who conjured it forth. Unlike Unseen Servant, the invoked entity is limited to either transcribing dictation or copying other works that are presented to it.

If the unseen scribe is asked to transcribe a magical spell into a spellbook, the wizard who summoned the scribe must make an saving throw versus Intelligence with a penalty equal to the level of the spell. For example, a roll to attempt to copy a 4th level spell would incur a -4 penalty to the save. If the saving throw is successful, the unseen scribe copies the spell exactly. If the roll is failed, the scribe is immediately banished to its home plane and the controlling wizard takes 1 hit point of damage for each level of the spell that the scribe attempted to transcribe.

Even if successful, the amount of time to copy the spell is considerable; requiring 60 minutes of time per level of the spell being copied. While this spell is in effect the wizard is distracted by his or her control of the unseen scribe and may be surprised and will always lose initiative during the opening round of combat. CT 1, RAD 0 feet, 1 hour per level of the caster or until discharged, Sv none, SR no, Comp V, S, M (Quill made of the feather of a magical beast and inks with rare unguents costing a minimum of 250 gp).

## Appendix G

### Monsters



**BAT, CAVE**  
**NO. ENCOUNTERED:** 1-100  
**SIZE:** Small  
**HD:** 1 (d2)  
**MOVE:** 5 feet, 50 feet (fly)  
**AC:** 12  
**ATTACKS:** Bite (1)  
**SPECIAL:** Dark Vision  
**SAVES:** P  
**INT:** Animal  
**ALIGNMENT:** Neutral  
**TYPE:** Animal  
**TREASURE:** Nil  
**XP:** 5+1

There are many species of bats. The most common bats are nocturnal animals that dwell in caves, dungeons or other underground complexes. These are small creatures, about the size of any common house rat. Fruit bats are most commonly encountered living in tall trees. These creatures are much larger than their cousins, growing as large as small ponies at times. Bats live in large colonies, though on occasion a single or small number of bats are encountered. They are not aggressive, leaving their colony only at night to hunt insects, or fruit. When they do so, they travel in large clouds of many hundreds. Some few species of bat are blood drinkers. These feed by attaching themselves to a stationary object, biting and sucking blood until they are full. They will not attack a determined foe.

**Combat:** Bat almost never engage in combat. They flee at the sign of danger, but if cornered or forced they attack with a nasty bite. They gain a +2 on all attacks and do a maximum of 1 point of damage.

**CATFISH, HUGE**  
**NO. ENCOUNTERED:** 1-4  
**SIZE:** Large (10'-20')  
**HD:** 5-10 (d6)  
**MOVE:** 60 ft. (swim)  
**AC:** 13  
**ATTACKS:** Bite (1d6+1 per HD), Feelers (1d4)  
**SPECIAL:** Swallow whole, poison  
**SAVES:** P  
**INT:** Animal  
**ALIGNMENT:** Neutral  
**TYPE:** Animal  
**TREASURE:** 2  
**XP:** 5 HD 180+5, 6HD 270+6, 7HD 405+7, 8 HD 575+8, 9 HD 900+9, 10 HD 1350+10

Giant catfish are very aggressive and territorial river fish found in temperate waters. They are voracious eaters and attack almost anything they think they can swallow. They range in size from 10' to 20+. These monstrous fish are both the pride and fear of fisherman.

**Combat:** Giant catfish attack by rushing an opponent and attempting to swallow it. They have boney jaws that deal 1d6 points of damage and long feelers that are both ridged and jagged. Being brushed with the catfish's feelers causes 1d4 points of damage. A giant catfish's hit dice is determined by its length; 10' = 5 HD, 12' = 6 HD, and so on to 20' = 10 HD.

**Poison:** The feelers of a giant catfish can deliver a mild contact poison. When a giant catfish's feelers cut a victim they leave behind an irritating residue that causes 1d4 points of damage per round for 4 rounds. A successful constitution save reduces the damage by half.

**Swallow Whole:** On a score of a natural 20 a giant catfish can swallow whole any creature 1/3 its size. The victim must make a dexterity save (CL 3) to avoid being swallowed. If a target subject is swallowed, bite damage is continued each round thereafter, that being the amount of damage being delivered to the victim by the digestive acids of the fish. Attack from inside a giant catfish can be made by any dagger, knife, or stabbing sword. In this case the fish's armor class is 10, and all damage delivered from inside is double normal.

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### CLAM (MUSCLE), GIANT

NO. ENCOUNTERED: 1-20

SIZE: Large

HD: 4-6 (d10)

MOVE: 0

AC: 18 shut, 10 open

ATTACKS: Bite (1-4+1 per hit dice)

SPECIAL: Continuing damage

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: See Below

XP: 4 HD 60+4, 5 HD 120+5, 6 HD 180+6

A giant clam is simply a very large bivalve of from four to six feet width with a hard and thick shell. They are found in warm fresh or salt water. They are often found in the midsts of large beds of other smaller clams and muscles. They are valued by fisherman both as a food source and for their potential of containing a giant pearl. The chance that one of these mollusks has a pearl inside is 10%, and the value of one will be from \$500-\$3,000 wholesale.

**Combat:** A giant clam rests on the bottom of the ocean floor or river bed waiting for something to land upon its open mouth. Once closed on a victim, the clam will keep its shell shut until the victim is dead by damage or drowning. Decomposing flesh will be drawn in and consumed by the clam. Note a clam with a trapped victim has an armor class of 10, if a pointed weapon is thrust between its valves.

**Continuing Damage:** Once a giant clam has successfully bitten a victim it does not have to strike again. Each round thereafter the clam does normal bite damage. To escape a giant clam's bite the clam must be killed or the victim must make a successful strength save to break free.

### CRAYFISH, HUGE

NO. ENCOUNTERED: 1-12

SIZE: Medium

HD: 5 (d6)

MOVE: 30 ft., 60 ft. (swim)

AC: 16

ATTACKS: 2 Claw (1d3+5)

SPECIAL: Continuing damage

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: Nil

XP: 120+5

A huge crayfish appears much like a massive lobster. They are light grey or reddish in color and dwell in must large lakes, swamps or slow moving rivers. They range from three to six feet long. Huge crayfish are not very aggressive, though defend themselves when attacked. They make their dens in small caves or under the ledges of large overhangs.

**Combat:** At first encounter a huge crayfish attempts to swim away, using its large tail to propel itself backwards through the water. If cornered they use their claws to pinch and grab their tormentors.

**Continuing Damage:** Once a huge crayfish has successfully grabbed a victim it does not have to strike again. Each round thereafter the crayfish does 2d3 points of damage per claw per round. To escape the huge crayfish's claws the crayfish must be killed or the victim must make a successful strength save to break free.

### CYCLOPS

NO. ENCOUNTERED: 1-4

SIZE: Large (15')

HD: 12 (d10)

MOVE: 40 ft.

AC: 18

ATTACKS: Huge weapon (3d6 +12)

SPECIAL: Rock Throwing, Twilight Vision, 5 SR

SAVES: P

INT: Average

ALIGNMENT: Chaotic Evil

TYPE: Giant

TREASURE: 8

XP: 2025+12

A cyclops is a form of giant, some 15 feet in average height. It has only a single, large central eye. Although its vision is not stereoscopic, it has extremely acute hearing, so audial and olfactory senses make up for lack of keen sight. A cyclops prefers to dwell in large caverns, but on occasion one makes do with a crude, log hut. The species is omnivorous, but loves flesh, particularly of the human sort, washed down by copious amounts of beer, ale, or wine if that is available. Animal skins are the typical garb worn. Cyclopes are solitary and reclusive and do not associate, but for rare occasions, with any other sorts of creatures.

If a cyclops has captured and devoured human victims, whatever these unfortunates had with them is tossed into a corner and brought out only for the purposes of trade. They are not above trading for beer or other good spirits, even with humans, and will often allow their trading partners to rifle through the treasure on hand.

**Combat:** A cyclops is merciless in the attack. Normally slow moving, they often deceive their victims into believing that escape is but a leap away. But the cyclops uses his club attempting to knock the feet from under any would be tormentor or dinner. Once down they turn the creature to pulp with repeated blows.

**Rock Throwing:** Cyclops can hurl boulders up to 510 feet, inflicting 2-10 points of damage.

**DRYAD (HAMA)****NO. ENCOUNTERED:** 1**SIZE:** Medium**HD:** 7 (d8)**MOVE:** 30 ft.**AC:** 17**ATTACKS:** Dagger (1d4)**SPECIAL:** Spell-like Abilities, Tree Dependent, Tree Stride, Wild Empathy, SR 18**SAVES:** M, P**INT:** High**ALIGNMENT:** Neutral**TYPE:** Fey**TREASURE:** 7**XP:** 855+7

Hama dryads are much the same as their lesser kin. They are wild, fey creatures of resplendent beauty. They live in seclusion in the deepest parts of ancient forests. Shy and non-violent, dryads always attempt to flee from danger. They can literally step into one tree and out of another as they escape.

Hama dryads are lonely creatures, and they seek to be fawned over and loved for their beauty. For this reason, they often keep men of power or prestige bound to them for many years. Exceptionally handsome men attract the attention of dryads, and a dryad may reveal itself to such an individual, in an attempt to charm and seduce him.

Every hama dryad is mystically bound to a single, enormous hardwood tree, typically an oak or beech, from which she can never stray more than 300 yards. A dryad's tree does not radiate magic. Dryads possess a great deal of knowledge about the area surrounding their forests, and can communicate with any plant that grows naturally in their habitat.

**Combat:** Dryads always try to retreat from combat, using thick underbrush and briar patches around their homes to evade pursuit. They can also make quick escapes through the trees themselves (see tree stride). Often they will feign being wounded, or call for mercy, only to flee quickly once the enemy hesitates. If pressed to fight, a dryad uses a dagger and tries to turn opponents against each other with her potent charm ability.

**Spell-Like Abilities:** Hama dryads cast all spells as a 15<sup>th</sup> level spell caster. They can cast *command* (12/day), *calm animal* (12/day), *charm person* (6/day), *fascinate* (6/day). They have the ability to cast druid spells as 15<sup>th</sup> level druid and have the following number of druid spells: 0-6, 1<sup>st</sup>-6, 2<sup>nd</sup>-6, 3<sup>rd</sup>-6, 4<sup>th</sup>-4, 5<sup>th</sup>-4, 6<sup>th</sup>-3, 7<sup>th</sup>-2, 8<sup>th</sup>-1. Saving throws against the dryad's charm ability are made at CL 5.

**Tree Stride:** A dryad is able to travel quickly in its natural habitat by passing through trees. A dryad can magically enter a tree and move to any other tree within 50 feet, in one round. The next round, the dryad can leave the currently occupied tree and move to another. Dryads can do this only four times per day, but they can always meld with their bonded tree.

**DWARF, GRAY****NO. ENCOUNTERED:** 1-200**SIZE:** Small**HD:** 1 (d10)**MOVE:** 20 ft.**AC:** 16**ATTACKS:** Weapon (by weapon +1)**SPECIAL:** Mind-generated Illusions, Dwarf Traits, Deepvision 120 ft.**SAVES:** M**INT:** High**ALIGNMENT:** Lawful Evil**TYPE:** Humanoid**TREASURE:** 1; Chiefs/Clerics 5 (with 1-6 magic items), Sub-chiefs 3, Fighters 1**XP:** 9+1

The gray dwarf race is similar in build to normal dwarves, but they are leaner. An evil visage and straggling head and facial hair coupled with a complexion of grey to dun hue marks one immediately for a member of this malign race. They wear dark garments, favoring black, charcoal gray, or hues like those of their stony lairs—dark brown, red-brown, and yellow-gray.

Gray dwarves are formed in clans, with a chief of 7<sup>th</sup> to 9<sup>th</sup> level fighter (AC 19, +4 damage), a cleric of 5<sup>th</sup> to 6<sup>th</sup> level (AC 18). For every 20 warriors encountered there will be one sub-chief of 4<sup>th</sup> to 5<sup>th</sup> level (AC 18, +3 damage) and one smith equal to a sub-chief. For every 10 fighters encountered there will be one leading warrior of 2<sup>nd</sup> to 3<sup>rd</sup> level (AC 17, +2 damage). In some habitats there will be female dwarves equal to the number of males plus or minus 5%, of whom 10% will be combatant warriors, and children equal to 10% of the female total, all non-combatants.

Gray dwarves possess all the abilities of regular dwarves. Please consult the Monsters and Treasure for a complete listing.

**Combat:** Gray dwarves are skilled warriors and always combine might with magic when in battle. They use their powers of illusions to confuse and confound an enemy before they attack with iron and steel. When arrayed for battle the common armor is well-crafted chain mail with shield, arms include axes and military hammers, with throwing hammers as a main missile weapon. Those encountered will use one of the following weapons choices: light crossbow and hammer (25%), battle axes (25%), footman's military pick (25%), spear and short sword (25%).

**Illusion:** All gray dwarves are able to generate illusion magic by concentration, doing nothing else that round while effecting the illusion desired. They are in turn subject to like mind-generated illusions effected by one with a stronger ability to do so. This illusion ability includes "invisibility" to all creatures affected by their will not to be seen except during a round when they are attacking. Thinking creatures have a chance to resist the mental effect of the willed illusion. The chance for resisting is discovered by rolling against Intelligence -12, and any score on d20 that is equal to or less than that number indicates the individual is not affected by mind-willed illusions for one hour. Only one check for resistance per person can be made each hour.

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A *dispel magic* or *detect illusion* spell will reveal the gray dwarves to the caster, and that individual will then see all such creatures and their illusions plainly for the following hour. If the spell caster touches another individual while casting either spell, that person will likewise be empowered to see thus. A spell-caster who is already under the effect of either spell can touch two others when casting a *dispel magic* or *detect illusion* spell, and both will then be able to see the gray dwarves and their illusions for one hour. Druidic *faerie fire* will serve to make Gray Dwarves visible in outline. *Obscuring mist* or wall of fog will make gray dwarves visible in outline within the area of cloudiness.

When an illusion generated by a Gray Dwarf is struck by anything that would cause 1 or more points of damage to an actual living thing the phantom image wavers and seems to collapse as if melting incredibly fast. There is no trace of any "body" where the illusion was destroyed.

### GIANT, FOREST

NO. ENCOUNTERED: 1-6

SIZE: Large (12')

HD: 9 (d12)

MOVE: 15 ft.

AC: 17

ATTACKS: 2 Fists (2d8+10), Huge Weapon (3d6+10)

SPECIAL: Twilight Vision, Scent, Camouflage, Rock Throwing,

SAVES: P

INT: Average

ALIGNMENT: Neutral Evil

TYPE: Giant

TREASURE: 7 (hoard)

XP: 1100+9

Forest giants are reclusive giants that are found most commonly in the deeps of deciduous forests. They average 12 feet in height with olive or moss green colored skin, with dark colored hair and beards. These giants are keen hunters and possess excellent senses, vision, hearing and smell. They usually wear animal skins or wear crudely sewn leather clothes. Forest giants prefer to dwell in a cave in deep in its forest home. On occasion they construct log houses as well. These structures are always made of hardwoods 18 inches to 2 feet thick. Forest giants are omnivorous, particularly enjoying stews made of humans, gnomes or dwarves. As with most giants, this species is avaricious, loving precious metals, bright metallic objects such as swords and the like, jewelry, and gems of a size meaningful to it. (Thus most gems possessed will be large, low-value amethyst and quartz ones.) Their horde will be hidden near their dwelling place, in a cavity of stone or hard-packed earth and covered by a large rock.

Forest giants tend to remain in nuclear family groups, thus but do not mind meeting and associating with their own kind or hill or mountain giants. Encounters with one forest giant, a family of three to five, or one to three adults or family groups are equally likely. They dislike noisy humanoids, tend to kill and eat them, but bugbears are tolerated. Adult forest giants always have 7-12 hit points per hit die, the young 1-6 hit points per die.

**Combat:** Forest giants are stealthy hunters and are able to blend with their environment. When they hunt they find game trails and stand motionless for many hours, waiting for a victim to pass. To the casual observer they look little different than the surrounding trees. They strike with their club first, trying to knock an opponent down before they tenderize their meal with their club or fists.

**Camouflage:** Forest giants can conceal themselves exceptionally well while they are in the forest. When concealed and motionless, they receive a +5 bonus to hide checks, and a +10 to surprise checks.

**Rock Throwing:** Forest giants can hurl boulders up to 450 feet, inflicting 4-16 points of damage.

### GIANT, WATER

NO. ENCOUNTERED: 1-6

SIZE: Large (17')

HD: 10 (d12)

MOVE: 20 ft. (land), 60 ft. (swim)

AC: 18

ATTACKS: Trident (3d4+12)

SPECIAL: Twilight Vision, Scent, Camouflage, Water Spray

SAVES: P

INT: Average

ALIGNMENT: Chaotic Neutral

TYPE: Giant

TREASURE: 8

XP: 1650+10

Water giants dwell in deep waters, salt or fresh, running or still. They are large for giant kin, towering on average 17 feet high. With skin of aquamarine, the color of shallow tropical sea water, they blend with their watery homes. Water giants have both gills and lungs, and is able to operate in the air as well as in fresh or salt water. They have excellent senses of hearing and touch (vibrations in the water), but about half human normal sight and smell. Their Intellect is on par with that of the average human. Their fingers and toes are unnaturally long and webbed. They also possess a length of binding skin that stretches from their midriff to their forearms. Both these adaptations allow the water giant to swim effectively and at great speeds. Water giants prefer to dwell in underwater grottos, where they fashion for themselves comfortable and defensible homes. They will not stray out of water for more than a few hours as their scaled skin becomes dry and they become uncomfortable. No clothing is worn, although one might have a harness and belt to hold backpack-sided pouches and other items. As with most giants, this species is avaricious. Their horde will be hidden near their dwelling place, in a cavity of stone or a sunken strongbox, covered by rocks and seaweed.

Water giants tend to remain solitary, and when more than one (from two to five) is encountered it will be a nuclear family group. They rarely gather in larger numbers unless some great danger threatens, and they do not associate with other sorts of giants. Water giants are omnivorous but not prone to eat human or like kinds of flesh, preferring fish and other aquatic creatures for food. Adult water giants always have 7-12 hit points per hit die, the young 1-6 hit points per die.

**Combat:** Water giants are skilled swimmers and are able to hide within their own environment. They only attack from a distance, falling back initially if necessary. They use the distance to gain as much speed as they can so that they can charge and impale an opponent with their trident. A water giant attacking like this gains a +2 to his attack and does double damage on the first round if he successfully hits. If pinned the giant attempts to drag the victim to the deeps to drown it or otherwise kill it.

**Camouflage:** When immersed in water one of these giants can conceal themselves exceptionally well while they are in the forest. When concealed and motionless, they receive a +5 bonus to hide checks, and a +10 to surprise checks.

**Water Spray:** At the surface of the water they are able to send a blinding sheet of spray 30 feet wide and up to 60 feet distance that causes all struck to be stunned for 1-4 rounds unless they make a successful dexterity save.

#### GREENMAN

NO. ENCOUNTERED: 2-12

SIZE: Medium

HD: 4 (d8)

MOVE: 20 ft. (land), 90 ft. (swim)

AC: 16

ATTACKS: Slam (1d6+6), Vine lasso (1d4)

SPECIAL: Camouflage, Mutability, Regenerate 1 (special)

SAVES: M, P

INT: High

ALIGNMENT: Chaotic Neutral

TYPE: Fey

TREASURE: Nil

XP: 120+4

These creatures are a magically engendered bipedal vegetable life form that is humanoid in size and shape and as fully mobile on the ground or in trees, and as strong, as a male orangutan. They have limited olfactory and visual capacity (50% human normal) but its senses of hearing and touch (detecting heat and vibrations) are incredibly keen. They have extreme animal cunning. Any warm temperate forest is a suitable habitat, as a greenman will burrow into the earth when frost threatens, and remain below the frost line therein until warmer temperatures return. The species can root for nourishment, and photosynthesis is active in skin cells. As part of its reproduction process, a greenman needs to feed on large amounts of warm blood, particularly human sort. After doing so it will grow wide and split into two, much the way an amoeba reproduces. Their evil nature was bred into the species by the wicked druid that created it.

A greenman's skin is smooth but very tough and resilient, and thus their armor class. Spells that affect flora will work upon a greenman, as one is a plant, but as it has volition it will resist those that command action (25% chance for success). Greenmen are cooperative with each other and are thus usually encountered in groups. If they are being hunted, the group will work cooperatively to prepare defensive traps, snares, deadfalls, and pit traps. They do not have a lair and are unlikely to have any treasure.

**Combat:** Greenmen attack any man-sized or smaller warm-blooded creature by using its left arm's mutability to form it into a lasso of leather cord-like strength and loop it over the head and around the neck of its victim. This noose is sticky with sap from the creature, so once in place it stays put even if it is severed (8 HP), and continues to inflict damage of 1-4 HP per round until it is loosened by water of like liquid.

**Camouflage:** A greenman can conceal itself exceptionally well while they are in the forest or in other thick vegetation. When concealed and motionless, they receive a +6 bonus to hide checks, and a +12 to surprise checks.

**Mutability:** A greenman is able to shape shift its left arm into almost any shape. In doing so it draws mass from the rest of the creature's body. They can create very long, thin strands, or heavy, thick protrusions. They most commonly use this to strangulate a victim. The appendage is sticky and thorny causing extra damage and making breaking free difficult. To break the hold of a greenman requires a successful strength save (CL 2).

**Regeneration:** In daytime they regenerate 1 lost hit point per round if in contact with soil.

#### LACEDON, PYGMY (GHOUL)

NO. ENCOUNTERED:

SIZE: Small

HD: 4 (d4)

MOVE: 30 ft. (swim)

AC: 14

ATTACKS: 2 Claw (1d4+2), Bite (1d4 +1)

SPECIAL: Paralysis, Darkvision 60 ft. (underwater)

SAVES: P

INT: None

ALIGNMENT: Chaotic Evil

TYPE: Undead (Common)

TREASURE:

XP: 80+2

A degenerate pygmy lacedon has an appearance like that of a dead pygmy, but it is obviously alive. Fingernails have become heavy and claw-like, and the lower face has elongated to a muzzle-like form, the jaws of a little marine ghoul filled with long and sharp teeth. These creatures dwell in the murky waters of swamps, stagnate pools and the like or in the deeps of the ocean often near shipwrecks or other scenes of struggle and death.

**Combat:** Lacedons are mindless, and attack with a wild ferocity akin to that of rabid animals. They are always hungry, and will often stop in the middle of a battle to feast upon a fallen foe.

**Paralysis:** Any living creature, other than an elf, that is clawed or bitten by a ghoul must make a strength save or be paralysed. This paralysis lasts 1d4+1 turns, or a remove curse or remove paralysis spell is cast upon the victim. Elves are immune to ghoul paralysis.

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**LAMPREY, HUGE**  
**NO. ENCOUNTERED:** 2-12  
**SIZE:** Medium (7 ft.- 12 ft.)  
**HD:** 4 (d6)  
**MOVE:** 40 ft. (swim)  
**AC:** 12  
**ATTACKS:** Bite (1d6)  
**SPECIAL:** Continuing damage  
**SAVES:** P  
**INT:** Animal  
**ALIGNMENT:** Neutral  
**TYPE:** Animal  
**TREASURE:** Nil  
**XP:** 60+4

The huge lamprey looks identical to its smaller kin, but grown to giant size. The sphincter-like mouth is as large as a fist and filled with razor-sharp teeth. They live in most rivers and lakes in any temperate climate.

**Combat:** Lampreys attach themselves to passing prey with the initial bite. At that point they begin to suck the blood from the victim until the creature is dead or the lamprey is sated. The lamprey is only sated when it has drawn forth hit points from its victim equal to its own.

**Continuing Damage:** Once a lamprey has successfully bitten a victim it does not have to strike again. Each round thereafter the lamprey does 1d6 points of damage per round. To escape the lamprey must be killed or the victim must make a successful strength save to break free.

**LEACH, GIANT**  
**NO. ENCOUNTERED:** 3-30  
**SIZE:** Small  
**HD:** 4 (d4)  
**MOVE:** 15 ft.  
**AC:** 11  
**ATTACKS:** Bite (1d2)  
**SPECIAL:** Continuing damage  
**SAVES:** P  
**INT:** Animal  
**ALIGNMENT:** Neutral  
**TYPE:** Animal  
**TREASURE:** Nil  
**XP:** 60+4

A giant leach is similar to normal leaches but for its size. They range from 7 inches to 1 foot in length. They live in the mud banks and shallow bottoms of waters. Movement near a leach attracts it. They are usually found in large pods of up to 30.

**Combat:** Leaches don't attack, but rather attach themselves to passing hosts through their pincer like mouths. Once attached they suck the victim's blood.

**Continuing Damage:** Once a leach has successfully bitten a victim it does not have to strike again. Each round thereafter the leach does 1 point of damage per round. To escape the leach must be killed or the victim must make a successful strength save to pull the leach off (CL -4).

**MUMMY, SHAMAN**  
**NO. ENCOUNTERED:** 1  
**SIZE:** Medium  
**HD:** 8 (d12)  
**MOVE:** 20 ft.  
**AC:** 20  
**ATTACKS:** Weapon (by weapon +6)  
**SPECIAL:** Despair, Mummy Rot, Darkvision 60 ft., Fire Vulnerability, Subject to Raising, Spell Casting  
**SAVES:** P  
**INT:** Low  
**ALIGNMENT:** Chaotic Evil  
**TYPE:** Undead (Unique)  
**TREASURE:** 8  
**XP:** 1500+8

Shaman mummies are found in enclosed burial chambers and have usually been sanctified by ritual magics upon interment. They are an undead creature wrapped in divine bandages and urged to existence through prayer and ceremony. Mummies are bound to their tombs and are encountered in their vicinity. Any creature that defiles or loots the tomb of a mummy is doomed to face the mummy's wrath. Their connection with the artifacts of life and the resting places of the dead are tremendous, and they punish grave looters with unmediated violence.

The process required to create a mummy gives the creature powerful protections against physical damage. However, the most terrifying aspect of a mummy is not its ability to withstand damage or doggedly pursue its quarry, but its lingering effects upon those that managed to escape. The touch of a mummy instills a disease that causes a victim's body to slowly wilt and rot away into a useless mass of pulpy flesh. These creatures are often created in pairs, but the most unholy sanctums can be guarded by up to eight.

**Combat:** Mummies enter combat without fear. They do not take prisoners, and do not bargain or communicate. They batter their foes until victorious, or the mummies themselves are destroyed. Sleep and charm spells, as well as poison and paralysis, have no effect on mummies. They can only be hit and damaged by magical weapons.

**Despair:** The mere sight of a mummy causes an opponent to become unnerved, shaken and repulsed. This effect is identical to the spell fear. In addition, an additional wisdom save is required by all opponents. If the save fails, that victim is paralyzed by the mummy's presence, and remains so for 1d4 rounds. Humans gain a +2 bonus to resist this effect. There is safety and security in numbers, however. All individuals in a group will gain a +1 bonus if group members outnumber mummies present by at least 6 to 1. This bonus is cumulative to the bonus given to humans. For example, if two mummies are present, 12 group members are required to gain a +1 bonus, giving humans a total of +3.

**Mummy Rot:** A victim stricken by this horrible affliction contracts a dreadful disease that resists natural methods of healing. Only the spell cure disease can remove Mummy Rot. Each time a victim is struck by a mummy, a successful constitution save is required to resist the mummy's scabrous touch. Failure indicates that the creature has been afflicted with the Rot, and no further saves are allowed. While afflicted with Mummy Rot, magical spells and effects that restore hit points do not function on the victim. Methods of natural healing, including regeneration, are 10 times slower. In addition, a victim of Mummy Rot loses two points of charisma each month, permanently, culminating in the victim's death 1d6 months after exposure and contraction.

**Subject to Raising:** A mummy targeted by a raise dead spell must succeed at a physical save or be restored from undeath. Most will be transformed into a human fighter of 7th level, but a mummy will typically assume the race and class it had in life. However, the corruption of undeath lingers, and these individuals will retain the lawful evil alignment.

**Spell-like Abilities:** The mummy shaman can cast up to six spells of cleric, druid, or magic-user sort in any combination. One spell at least is likely to be a unique sort of magic.

#### NAIAD, GREATER

NO. ENCOUNTERED: 1-6

SIZE: Medium

HD: 10-15 (d8)

MOVE: 90 ft. (swim), 20 ft. (land)

AC: 20-25

ATTACKS: Weapon (by weapon)

SPECIAL: Twilight Vision, Invisibility, Summon Monsters, Shape Change, Spell-like Abilities, Divine Beauty

SAVES: M

INT: High

ALIGNMENT: Chaotic Neutral or Chaotic Good

TYPE: Fey

TREASURE: 9/9/9/10/10/10

XP: 10 HD 3000+10, 11 HD 3700+11, 12 HD 4500+12, 13 HD 6000+13, 14 HD 7400+14, 15 HD 9400+15

A greater naiad is a powerful creature of fey. These semi-goddesses are aquatic creatures that take the forms of beautiful human or elfin females. They occupy any body of water from as small as a spring to as large as a river or lake. Once they have chosen a home they remain there, nurturing and protecting the water way. They are solitary creatures, desiring little or no company and take comfort in the solace of the natural world. They take companions only when they desire to and they have met someone of surpassing beauty. They will defend their home against any and all who threaten it. Naiads are invisible unless they purposely make themselves otherwise. If humans are polluting their body of water or otherwise making it less desirable, the naiad will use her best efforts to drive the offender(s) away, seek help from her sisters in time of great need. They make their physical homes in underwater caverns or very deep pools.

**Combat:** Naiad avoid combat by remaining invisible. If pressed into a fight or forced to defend their territory they at first attempt to enrapture one or more of the powerful aggressors with their

divine beauty. They follow that up by using their spell like abilities, always preferring to cast from a distance...spells such as lightning bolt. They also can change shape to confuse an enemy or summon monsters for aid.

**Natural Invisibility:** An greater naiad is constantly invisible, even when attacking. This ability is inherent and natural to this creature, and is not subject to any spell or effect that negates or detects invisibility. Creatures able to see the invisible still cannot see an invisible stalker, and *true seeing* will not reveal the presence of one.

**Summon Monster:** A greater naiad is able to command aquatic creatures within as many feet distance as her number of hit dice multiplied by 10. The number she can control thus is up to twice as many hit dice as the naiad's own. These creatures range from fish to sharks and from turtles to snakes, but must be indigenous to her lair.

**Shape Change:** The greater naiad can assume the form of any small (from shrew to swan) or medium sized animal at will.

**Spell-like Abilities:** A greater naiad is able to use spells as a cleric, mage or druid. The hit dice of a naiad indicates her level of spell use. Thus a naiad with 10 hit dice might be a 10<sup>th</sup> level cleric, druid, or magic-user. She casts as a 10<sup>th</sup> level and may only use spells available to 10<sup>th</sup> level spell casters.

**Divine Beauty:** Seeing a naiad is likely to cause any human, demi-human, or humanoid male to become enraptured and effectively beguiled, as the *charm person* spell, unless the naiad wills otherwise or the subject succeeds in a charisma save. Even if not so enthralled, the male subject will be desirous of possessing the naiad. A greater naiad is able to amplify her already magnificent beauty.

#### OTTER, GIANT

NO. ENCOUNTERED: 1-6

SIZE: Medium

HD: 4 (d8)

MOVE: 15 ft. (land), 40 ft. (swim)

AC: 14

ATTACKS: Bite (2d6+5)

SPECIAL: None

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: Nil

XP: 40+4

A giant otter average six feet in length, but otherwise looks like a normal otter. As an aggressive carnivore, one can pose a danger to humans if it is hungry or the human seems threatening to young otters nearby. The giant otter is usually encountered paired with a mate, and 50% of the time the pair will have two to four pups, the latter being essentially full-grown 25% of the time. All otters are playful and in process of playing tag or sliding down a grade into water they might cause problems for humans passing afoot or in small water craft.

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**Combat:** Giant otters almost never engage in combat unless they are grabbed or cornered. Once in awhile an exceptionally hungry otter may attack a human sized creature if it feels it can despatch the human easily. They have a wicked bite and will use it to secure their freedom and flee.

### OTYUGH, META

**NO. ENCOUNTERED:** 1

**SIZE:** Large

**HD:** 10 (d10)

**MOVE:** 20 ft., 10 ft. (swim)

**AC:** 18

**ATTACKS:** 2 Tentacle (2d6+6), Bite(3d4+6)

**SPECIAL:** Constrict, Disease, Improved Grab, Dark Vision 60 ft.

**SAVES:** P

**INT:** Inferior

**ALIGNMENT:** Neutral

**TYPE:** Aberration

**TREASURE:** 8

**XP:** 1500+10

Grotesqueries that live as subterranean garbage disposals, otyughs have huge, bulky bodies with three thick, toeless legs. They have no head, but their bodies are capped by cavernous maws lined with huge, sharp teeth. Otyughs have long tentacles springing from their bodies that serve to grab any possible meal. Otyughs thrive in filth and decay. They are found in most climates, but always live underground in dungeons, city sewers, or reeking cesspools.

**Combat:** An otyugh's attack is very forthright: it will attempt to drag victims into its offal-filled lair to kill and devour them. They also may attempt to asphyxiate their victims by thrusting them into heaps of refuse and holding them there.

**Disease:** A victim bitten by an otyugh must succeed at a constitution save. If the save fails, the victim will contract a disease of some sort. These diseases should be minor in effect, and should have a long exposure time. Simply encountering an otyugh is cause for concern, due to the filthy surroundings in which they live. At the end of any encounter with an otyugh, all creatures present must succeed at a constitution save or contract a single disease of the Castle Keeper's choice.

**Improved Grab:** An otyugh's tentacles have powerful suction tips that grab and adhere to flesh and metal. Any target hit by a tentacle may make a strength save. If the save fails, the victim is immobilized for one round, pulled toward the otyugh's maw, and is bitten automatically (inflicting normal bite damage). The otyugh can continue to maintain its hold as long as the victim fails successive strength saves on each following round. However, it cannot attack others while doing so, concentrating on inflicting tentacle and bite damage to the victim instead.

### PENUMBRATE, SHADOW

**NO. ENCOUNTERED:** 1-4 (See below)

**SIZE:** Same as in life

**HD:** See below (d10)

**MOVE:** 35 ft.

**AC:** 18

**ATTACKS:** By Weapon

**SPECIAL:** Create Spawn, Strength Drain, Dark Vision 60 ft., Spell-like Abilities, Immune to Normal Weapons, Immunity (see below), Light Vulnerability

**SAVES:** M

**INT:** High

**ALIGNMENT:** Any evil

**TYPE:** Abberation

**TREASURE:** 7

**XP:** 900+7 (involuntary), 4500 (voluntary)

Penumbra shadows are the semi-corporeal spirits of humans, demi-humans, or humanoids that have voluntarily or involuntarily been drained of their life energy yet retain a shadow of life. They appear as translucent chiaroscuro images of themselves as they appeared in life. They are not undead in the true sense due to this tenuous link, but since they feed on the energy of neutral shadowstuff, druids can affect them as clerics do undead. They are not easily turned, their resistance to such being equal to a 7 hit dice monster (or their own hit dice, whichever is higher). A successful confrontation of penumbra shadows by druids will send them either back to the Plane of Shadow or to a non-corporeal state if they are bound (doomed) to a material location.

The voluntary attainment of the state of being as a penumbra shadow can be achieved only by a druid who has embraced evil and through enactment of a dreadful ritual found in certain forbidden texts of blackest malevolence. Those voluntarily becoming a penumbra shadow are of utmost strength and achieve eternal existence on the Plane of Shadow, that existence ending only if their semi-corporeal form is totally annihilated on the Material Plane from whence they came.

Furthermore, voluntary penumbra shadows are able to re-animate their physical remains whenever they so desire, thus gaining normal physical existence again. Re-animation can be accomplished for a number of days equal to or less than their total number of hit dice, and each day of physical existence thus essentially cause damage equal to one hit die. When this damage to their shadow strength equals zero (0) remaining hit points, penumbra shadows are forced back into the nether worlds to recuperate lost strength at the rate of one hit point per day.

The number of hit dice possessed by penumbra shadows is the same as the total they possessed when living, but the potential maximum hit points per die is a constant 10 because of their altered state, no constitution bonus accruing. Voluntary penumbra shadows have a minimum of 12 hit dice and 60 hit points. If involuntary ones attain such power, 12 hit dice and 60 hit points, they are free of their creator, no longer doomed to a single location, but otherwise unchanged in regards their state. Knowing this, voluntary penumbra shadows are generally careful to create new (involuntary) ones that have fewer hit dice than the 12 they possess.



**Combat:** The penumbra shadow will use its semi-incorporeal form to move through shadowed walls, obstacles, and other solid objects to deter attack while striking from unexpected directions with its Strength draining ability. Those few who have the ability to cast spells (residual from their living form) will cast them at distance, weakening their opponents before moving in to feast on their life energy.

**Create Spawn:** Living victims can be duped or forced into becoming penumbra shadows by a druid turned to evil enacting the forbidden rite upon them when they are captives or pawns. Even in the latter case, the result is a penumbra shadow that is enslaved to the voluntary member of this ineffable state of existence that created them. Even if the “master” (i.e.voluntary) shadow is not present, they must obey any other voluntary shadows that are in proximity and command them; so long as such commands are not in conflict with prior orders from their creator.

The creator penumbra shadow can consign them to one place which they can not leave or have them follow him as servants. Whenever this “master” is within 100 feet of one of his created lesser penumbra shadows, whatever he commands must be obeyed. In such a case, whenever more than one penumbra shadow is encountered, one will be a “master” shadow and any others their unwilling vassals. It is quite rare to encounter more than one master type shadow together, as they jealously guard their own power and slaves against all interlopers.

**Strength Drain:** The touch of penumbra shadows or their weapons draws from the target subjects’ strength energy, that energy being consumed by the attacking shades so as to add to their total hit points, as it makes them stronger thus. When penumbra shadows attain their maximum hit dice total, they become more powerful and gain another hit die.

**Spell Use:** Shades that were formerly spell-casters have ability at half the level they had attained before becoming shadows. However, if the spell draws upon the energy of the nether planes or is that of illusion, their power is as it was in life.

**Immune to normal weapons:** Because of their semi-corporeal state normal weapons affect them but little, any hit inflicting only a single point of damage. Only Magical weapons and attack by spells cause full damage to penumbra shadows.

**Other Immunities:** Penumbra shadows are immune to mind-affecting spells including charming, confusion, and sleep. Fear, paralysis, petrification, and poison do not affect them; while cold, electricity, and fire inflict only 1 hit point of damage per die of potential damage.

**Vulnerabilities:** Penumbra shadows are subject to damage from bright light and direct sunlight. Being in direct sunlight or a *light* or *continual light* spell cast directly upon one inflicts 1 point of damage per round. A *sunray* spell affects them in the same manner as it does undead.

#### PIKE, HUGE (GARFISH, HUGE)

NO. ENCOUNTERED: 1-10

SIZE: Large

HD: 5 (d8)

MOVE: 90 ft.

AC: 15 (Garfish 16)

ATTACKS: Bite for 2d4 +5 (Garfish 2d6 +5)

SPECIAL: Camouflage

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: Nil

XP: 120+5

A giant pike ranges from as small as 9 feet to as large as 14 feet. They are otherwise like normal pike in appearance. A huge garfish ranges from 11 to 20 feet in length, and their jaws are huge, alligator like in appearance. These fish tend to be aggressive and will attack most creatures they come into contact with.

**Combat:** Giant pike or huge garfish are extremely fast. When combined with a natural camouflage they are able to hide and surprise victims.

**Camouflage:** A giant pike can conceal itself exceptionally well. When motionless, they receive a +4 bonus to hide checks, and a +8 to surprise checks.

#### PYGMY, DEGENERATE

NO. ENCOUNTERED: 4-24

SIZE: Small

HD: 1 (d6)

MOVE: 30 ft. (swim)

AC: 12

ATTACKS: Blowpipe or bow (by weapon +2)

Special: Poison missiles, Concealment

SAVES: M

INT: High

ALIGNMENT: Any evil

TYPE: Humanoid

TREASURE: 1

XP: 11+1

## Castles Zagyg: Yggsburgh

Degenerate pygmies appear like midget humans of ugly, but not deformed, sort. Their height is about two feet. Because of incessant inbreeding these creatures are of low intelligence, but their lack of intelligence has been replaced by a considerable and cruel animal cunning and heightened sense of sight, hearing, and smell. They move with great stealth, so hearing them approaching is only 50% likely for a keen-eared human (at best). Their complexion is usually dark if their habitat is outdoors, pale if they are generally subterranean. As noted in their movement information, these humanoids are excellent swimmers, able to remain submerged and active for four minutes on average.

These aberrant little humans generally dwell in tribal groups that number from 55 – 100, 25% of the number being immature non-combatants. The group will have a chief that is at least 1 hit dice stronger than the leading warriors of 2 or 3 hit dice. There will also be a shaman in the tribe, a spell-caster not needing books and able to use cleric and/or druid, and/or magic-user spells of up to a level equal to his hit dice, two spells per hit dice. Note that some of a degenerate pygmy shaman's spells might be special ones that are unique to the individual and tribe.

**Combat:** The degenerate pygmies usually attack from ambush, using their poisoned blowgun darts or arrows and concealment to their greatest effect. They will not engage in melee if they can avoid it, preferring to retreat into their environment and strike again when their enemies have let down their guard.

**Poison Darts/Arrows:** The degenerate pygmies have refined a virulent poison from the natural substances in their territory and use it to increase the lethality of their blowgun darts. This poison inflicts an extra 2d6 hit points of damage to any victim being struck by one of their tiny needle like missiles. A successful constitution save reduces this damage by half.

**Concealment:** The little creatures excel at concealing themselves in the terrain they live and hunt within, to compensate for their small size and weak natures. As such, they gain a +10 to armor class during the initial round of combat that they initiate, reflecting their sudden appearance from the surrounding rock and foliage.

### PYGMY, SHADOW

**NO. ENCOUNTERED:**

**SIZE:** Small

**HD:** 3 (d10)

**MOVE:** 60 ft.

**AC:** 13

**ATTACKS:** Chill touch (1-4+4)

**SPECIAL:** Hit only by magic weapon or magic attack

**SAVES:** M

**INT:** High

**ALIGNMENT:** Chaotic Evil

**TYPE:** Undead

**TREASURE:** 1

**XP:** 35+3

These poor souls are the remnants of degenerate Ppygmies (q.v.) who were transformed into undeath as shadows (*please refer to Monsters & Treasures*). They are similar in appearance and behavior to shadows except that due to their diminutive size in life their shadelike forms are no more than 2 feet in height.

Usually found in an enclosed burial chamber or abandoned ruin, they are insane fiends with a lust for living souls and for the life force they relish.

**Combat:** Pygmy shadows engage in combat in a similar manner to their larger shadow cousins, exploiting their dark hue and incorporeal form to strike at will upon their unsuspecting prey.

**Chill Touch:** The strength draining touch of the pygmy shadow inflicts 2-5 hit points of damage and drains 1 point of strength from the victim. If a victim is reduced to 0 strength, they are then transformed into a lesser shadow under the control of their undead slayer. Even if such an encounter is survived by a living creature, the strength remains drained, returning at the rate of 1 strength point for every ten minutes.

### SEA SERPENT, SMALL

**NO. ENCOUNTERED:** 1

**SIZE:** Large

**HD:** 9 (d12)

**MOVE:** 55 ft.

**AC:** 17

**ATTACKS:** Bite (3d12 +9), Enwrap/Constrict (4-16)

**SPECIAL:** Surprise Attack, Swallow Whole

**SAVES:** P

**INT:** Animal

**ALIGNMENT:** Neutral

**TYPE:** Animal

**TREASURE:** 8

**XP:** 1600+9

A small sea serpent can be encountered in any temperate climes, be they bodies of fresh or salt water. The creature's intellect is that of an animal such as a snake. One will dwell in a body of water that is expansive and of at least 50 feet depth, lairing in a sunken wreck or some jumble of underwater rocks of cave-like dimensions. The monster has an eel-like body with a head that is a nightmarish combination of a wild boar and a crocodile. The heavily scaled body ranges in size from 35 to 60 feet in length (1d6 x 5' +30').

**Combat:** A small sea serpent of any length will attack and enwrap a small boat and crush it in only 5-8 rounds. They do so because they attack whatever they consider prey, and the scent of humans in the vessel is not separated from the material of the boat.

**Surprise Attack:** Due to its normally submerged nature, the small sea serpent may attack victims with a 50% chance of surprise during the first round of combat. The Castle Keeper should adjust the surprise rolls by giving the serpent a +5 bonus to its check and a -5 penalty to the checks of its opponents during the initial surprise determination of combat.

**Swallow Whole:** Of course humans in the water are eagerly snapped up, and a small sea serpent of 60 or greater feet in length can swallow man-sized prey whole (attack die roll of 20). A victim swallowed whole suffers only 3 hit points of damage but is then trapped in the monster's gut where digestive acid inflicts 1-4 additional hit points of damage per round. Attempts to get free are at a penalty of -2 on attack rolls, and only short weapons such as a knife or dagger can be used effectively. Attacks from inside are against AC 14 and scoring damage of 125% of the Serpent's hit point total from this position indicates that an opening has been made in the creature's side and the victim can escape the mortally wounded creature.

#### TURTLE, HUGE SNAPPING

**NO. ENCOUNTERED:** 1

**SIZE:** Large

**HD:** 5 (d8)

**MOVE:** 3 feet on land, 6 feet swimming

**AC:** 19 shell, 12 head, limbs and tail

**ATTACKS:** Bite (2d4+10)

**SPECIAL:** Continuing Damage

**SAVES:** P

**INT:** Animal

**ALIGNMENT:** Neutral

**TYPE:** Animal

**TREASURE:** Nil

**XP:** 100+5

A turtle of this sort looks like an alligator snapping turtle, but one is at least twice the size of the largest of such creatures, 4 feet long and close to 3 feet wide. The massive beak of one of these snapping turtles is large enough to bite something a foot high. These animals are very territorial and stake out a feeding ground for many months. They are very defensive. They are only found in the company of other turtles during mating season.

**Combat:** Giant snapping turtle are not particularly aggressive, but are very territorial. Any creature that steps upon it or molests it in any way is subject to being bitten. Once the turtle bites it does not let go until it is beaten severely or the victim dies. They will attempt to drag creatures into the water where they may drown.

**Continuing Damage:** Once a giant snapping turtle has successfully bitten a victim it does not have to strike again. Each round thereafter the turtle inflicts 2d4 points of damage per round. To escape the turtle must be killed or suffer the loss of 50% of its hit points or the victim must make a successful strength save to break free.

#### WATER SIREN

**NO. ENCOUNTERED:** 1-4

**SIZE:** Medium

**HD:** 8 (d10)

**MOVE:** 7 ft., 65 ft. (swim)

**AC:** 16

**ATTACKS:** By weapon, typically a dagger

**SPECIAL:** Twilight Vision, Dark Vision, Amphibious, Singing, Fast Reflexes

**SAVES:** M

**INT:** High

**ALIGNMENT:** Chaotic Evil

**TYPE:** Humanoid

**TREASURE:** 6

**XP:** 775+8

A water siren is physically similar to a mermaid (*please refer to Monsters & Treasure*), but the lower body of this creature is about six feet long, bifurcated, and eel-like. The upper body appears as a human female, hair long and lustrous, beautiful in face and form and the voice of a siren is sweet and compelling when raised in song. They are found in temperate to tropical seas and rocky reefs, and sing out to passing ships songs of their loneliness and desire for companionship.

**Combat:** The water siren prefers to use her song to enrapture her victims and will only engage in melee combat if it is unavoidable or to deliver the killing stroke to a particularly resilient meal.

**Singing:** Any human or similar creature hearing the song of a water siren must save versus charisma or else move directly towards the siren and be charmed. Such subject(s) will then be lured into the water by the siren to drown there, and the corpse serve the creature as food for at least several days. If a subject in water attempts to swim, the siren will attack with her knife or dagger, dragging the victim down into the murky depths to drown. This song can charm all those able to hear it within sight and up to 120 feet distance

**Fast Reflexes:** The lithe, eel-like form of the water siren gives the creature lightning-quick reflexes. As a result, the siren gains a +10 to all initiative rolls during combat.

#### XORN, ELDER

**NO. ENCOUNTERED:**

**SIZE:** Large

**HD:** 15 (d8)

**MOVE:** 30 ft., 20 ft. (burrow)

**AC:** 25

**ATTACKS:** 3 Claw (1d6 +5), Bite (4d8)

**SPECIAL:** Circular Vision, Earth Glide, Dark Vision 60 ft. Immunity: Cold, Fire and Petrification, Resistance to Electricity (half), Essence of Stone

**SAVES:** M

**INT:** High

**ALIGNMENT:** Neutral

**TYPE:** Extraplanar

**TREASURE:** 11

**XP:** 9800+15

## Castles Zagyg: Yggsburgh

An aberrant elder xorn looks like a normal one, save for a golden sheen. Xorn are natives of the elemental plane of earth, but can be found on the mortal realms in certain rare circumstances. They are nearly always found in deep subterranean places. Bizarre in appearance, xorn resemble a stony cylinder with three legs, topped with a gaping, voracious mouth. Spaced evenly around a xorn's body are three arms; a single eye occupies the space between each arm. Their skin is hard and rock-like. Xorn feed upon gems, rare minerals, and precious metals, and quest for them constantly. Up to 4 of these creatures can be encountered.

Xorn are rare on the mortal realms, for they can not travel the planes themselves. They are occasionally summoned to the prime by powerful wizards that desire to use the xorn for excavating. Xorn are able to dig through earth and stone rapidly, and when pressed can move even quicker through stone, without leaving a trace of passage. Being highly intelligent, one of these creatures will certainly escape by merging into the nearest earth or stone and burrow away when its hit points are at or below 50%.

**Combat:** Xorn can blend with stone, both in appearance and molecularly, and this enables them to take opponents unawares. They use their illusions and suggestions to surprise or otherwise catch an potential opponents off guard, particularly if those individuals carry any sort of gem, precious metal, or rare mineral, which xorn can smell at a range of 20 feet. They will demand to be given these materials to devour, and if this demand is not honored, a xorn is likely to attempt to take these materials by force. In combat, xorn use their claws and powerful bite to attack. If the fight goes poorly, a xorn may meld into stone by altering its molecular structure, and escape.

**Circular Vision:** A xorn cannot be back attacked, and it can detect creatures moving on all sides. However, it suffers a -4 penalty on all saves to resist the effects of gaze attacks.

**Earth Glide:** Xorn can glide through stone, dirt, or almost any other sort of earth as easily as a fish swims through water. This movement leaves no tunnel or hole, nor does it create a ripple or other outward signature. A move earth spell cast on an area containing a burrowing xorn flings it back 30 feet, stunning it for 1 round unless the creature succeeds at a physical save. If phase door is cast on a xorn that is gliding through rock, it is slain instantly.

**Essence of Stone:** As creatures of elemental earth, xorn share qualities with the stone they live within and tunnel through. These qualities give them advantages, like a tough outer shell (armor class) and the ability to move through rock rapidly. However, any spell that can affect stone can have an effect on xorn. Spells such as move earth, transmute rock to mud, or stone to flesh will soften a xorn, causing it great pain and giving it an effective armor class of 15 for one round. Xorn cannot use their earth glide ability while suffering from these effects.

**Illusions/Suggestions:** All aberrant elder xorn are able to generate illusion magic by concentration during a round. This includes "invisibility" to creatures around them. They are also capable of making suggestions of up to six words in length. Upon hearing the words, those within 30 feet distance, must make a successful

intelligence save or obey the suggestion (as the suggestion spell in the *C&C Players Handbook*).

When an illusion generated by a xorn of this type is struck by anything that causes damage of 5 or more points to an actual living thing the fabric of the phantom image wavers and seems to collapse as if shrinking. A aberrant elder xorn not otherwise engaged has one round to re-establish the illusion, so as to make it seem it had simply managed to recover from the assault and be unharmed. Failing such intervention, the phantasmal thing vanishes at the close of the round after it was struck. Of course there is no trace of any "body" where the illusion was destroyed.

### WRETCH WIGHT (DEMONIC WIGHT)

NO. ENCOUNTERED: 2-12

SIZE: Medium

HD: 5 (d12)

MOVE: 60 ft.

AC: 15

ATTACKS: Weapon (+5)

SPECIAL: Energy Drain, Create Spawn, Dark Vision 60 ft.

SAVES: M

INT: High

ALIGNMENT: Chaotic Evil

TYPE: Undead (Unique)

TREASURE: 5

XP: 200+5

The wretch wight appears similar to the more common wight (*please refer to Monsters & Treasure*), but these creatures' utterly black eyes seem to have red flames in place of irises. They reside in burial crypts and tombs, emerging only to pursue and consume the life force of their living prey.

**Combat:** Like their lesser cousins, the wretch wight engages an opponent to maim, hurt, and cripple. They delight in taking the life energy and possessions of their hapless victims, and in returning them to the same unlife as the wretch wight "enjoys". They despise all living things and will attack with no provocation. They tear into their opponents with clawed fingers, rending flesh and bone as well as draining the very life from their victims.

**Energy Drain:** The foul touch of wretch wights causes the loss of the victims' energy, this reflected by the loss of one experience level per touch. The draining imbues the wretch wight with power, increasing hit points by 1 per hit die, and when the maximum number of hit points (12) is reached they gain an additional overall hit die-with the new hit points total being averaged. For example, a wretch wight going from 60 Hit Points and 5 hit dice to 6 hit dice, the total hit points would remain the same overall, with the hit point average per die reducing to 10.

**Create Spawn:** Any victim totally drained of energy thus becomes a wretch wight with the hit dice average indicated above, the new creature under the control of the wretch wight that slew it. The slaying wretch wight must want to use this ability; it is not automatic. A creature affected loses all abilities, and gains the statistics of a wretch wight. Spawn created in this way are only half strength; they have 3 hit dice, instead of 5, and lose the ability to create spawn, but are otherwise identical.

# Appendix H

## Optional Rules

The following section contains optional rules which the Castle Keeper should consider using in keeping with the original intent of the setting's designer and the manner in which the current Castle Zagyg campaign is being played. All these options can be ignored, except for the dual classing rules. However, the latter rule can pertain only to non-player characters in this setting and not necessarily to the characters. Review the rules carefully and make a decision as to whether or not they are applicable to your game's needs.

### Socio-Economic Class Standing for Characters

When beginning play in Yggsburgh, the Castle Keeper may want to allow the characters to randomly generate their character's socio-economic standing and, thereby, their starting wealth and possessions. The following is offered as a guideline.

To determine a character's socio-economic background, roll a d10 and the number generated equals the socio-economic class rank or standing of the character's family unless otherwise stated. A roll of 1 indicates the upper-upper tier, a 9 the lower-lower tier, and a 0 the underclass—a former vagabonds, serf, or criminal (see chart below). This represents the character's background though not necessarily their current status. For that, see the Character Class Social Standing chart below.

Background Class	
D10	Social Class
0	underclass
1	lower lower class
2	middle lower class
3	upper lower class
4	lower middle class
5	middle middle class
6	upper middle class
7	lower upper class
8	middle upper class
9	upper upper class

Class and Level	Social Class
Cleric, Bard, Fighter, Monk, Ranger, Druid	
1 <sup>st</sup> - 3 <sup>rd</sup>	lower class
4 <sup>th</sup> - 6 <sup>th</sup>	middle class
7 <sup>th</sup> - 12 <sup>th</sup>	lower-upper class
13 <sup>th</sup> - 18 <sup>th</sup>	middle-upper class
19 <sup>th</sup> +	upper-upper class

#### Knight, Paladin

1 <sup>st</sup> - 3 <sup>rd</sup>	upper-middle class
4 <sup>th</sup> - 9 <sup>th</sup>	lower-upper class
10 <sup>th</sup> - 18 <sup>th</sup>	middle-upper class
19 <sup>th</sup> +	upper-upper class

#### Wizard, Illusionist

1 <sup>st</sup> - 3 <sup>rd</sup>	lower-middle class,
4 <sup>th</sup> - 6 <sup>th</sup>	Middle-middle class,
7 <sup>th</sup> - 12 <sup>th</sup>	lower-upper class,
13 <sup>th</sup> - 18 <sup>th</sup>	middle-upper class,
19 <sup>th</sup> +	upper-upper class

#### Thief, Assassin, Barbarian

1 <sup>st</sup> - 3 <sup>rd</sup>	underclass (lower criminal underclass),
4 <sup>th</sup> - 6 <sup>th</sup>	lower-lower class (middle criminal underclass)
7 <sup>th</sup> - 9 <sup>th</sup>	middle-lower class (middle criminal underclass)
10 <sup>th</sup> - 12 <sup>th</sup>	upper-lower class (lower-upper criminal underclass)
13 <sup>th</sup> - 15 <sup>th</sup>	lower-middle class (middle-upper criminal underclass)
16 <sup>th</sup> - 18 <sup>th</sup>	middle-upper class (upper-upper criminal underclass)
19 <sup>th</sup> +	upper-middle class

The character's actual socio-economic standing is adjusted by the character's class and level at any given time. Dual or multi-classed characters, use the average of all applicable rolls. As characters progress in class levels, their socio-economic standing increases as indicated on the chart above. Characters generally never move down in social standing except at Castle Keeper discretion and as a result of nefarious deeds or actions.

Within a demi-human society or communities there is no adjustment. In human societies other than that of the Underclass and Criminal Underclass, all demi-humans except elves are viewed as one socio-economic class lower than their human equivalent. This does not affect their initial funds (see below).

#### Player Character Initial Funds

The initial funds for characters beginning in Yggsburgh is based upon social standing or class ranking and not the character class. The following chart should be used to determine beginning money and some of the equipment for the character.

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1	80gp and choice of horse, armor, up to 6 weapons
2	70gp and choice of horse, armor, up to 5 weapons
3	60gp and choice of horse, armor, up to 4 weapons
4	50gp and choice of horse, armor, up to 3 weapons
5	40gp and riding horse, chain mail, up to 2 weapons
6	30gp and riding horse, chain mail, up to 2 weapons
7	20gp and riding horse, studded armor, and 1 weapon
8	15gp and leather armor, 2 non-sword weapons
9	10gp and padded armor, 1 non-sword weapon
0	2gp and leather armor, 4 non-sword weapons

Assume that characters with a mount saddle and tack, including saddle bags. Other equipment desired by the character must be purchased with the starting money.

### Player Characters Starting Above 1st Level

In order to reflect gains acquired from adventuring activity that must be assumed to have occurred in the process of gaining a level or levels above 1<sup>st</sup>, the Castle Keeper should adjust the resources of each character as follows:

The character gains 50gp per level plus 10% of starting money for each level above 1<sup>st</sup> level. For instance a 2<sup>nd</sup> level character in the 1<sup>st</sup> rank of socio-economic class adds 50gp for 2<sup>nd</sup> level and 200gp (10% of starting money x 1) to starting funds, while a 3<sup>rd</sup> level character of the 10th rank of socio-economic class adds 100gp for 3<sup>rd</sup> level and 10gp (10% of starting money x 2 for two levels above 1<sup>st</sup>) to starting funds.

Multi-classed or dual classed characters use the level of one class as a base for added starting money; then count the levels of a second or third class at half value when adding level bonus. For example a dwarf cleric/fighter of 4th/3rd level of the 7th socio-economic class rank would add 125gp (30% ) to starting money for being three levels above 1<sup>st</sup>, and then add for his combined levels above 1<sup>st</sup>, 150gp for cleric level (50gp x 3) and 50gp for fighter level (50 x 2 x .5).

### Equipment for each Level above 1st

Assume that all ordinary equipment other than horses, armor, and swords have been acquired in the course of adventuring, so the player is free to list whatever is desired in this regard. If 3<sup>rd</sup> level or above, allow characters lacking choice of horse, armor and weapon to select one of each for personal use even if of the lowest socio-economic class.

## Arms and Armors

### Wear and Tear

Weapons and armor can take a severe beating in combat. Armor may eventually simply cease to function in its original capacity and become useless as straps are shorn away, clasps become unworkable, rents, dents and holes make it less capable of deflecting weapons or absorbing impacts while more serious dents and holes make it simply unwearable. Likewise, weapons may break and do become duller over time, heads loosen from shafts and the effects of rust can take their toll. These rules reflect these occurrences.

It is contemplated that armor and shields suffer damage in relative proportion to that suffered by the individual possessing them. All armor has hit points that must be tracked as hit points for a character are. The grade the armor's manufacture is important when making a purchase as that effects the amount of hit points that armor has. Additionally, salvaging armor from dead opponents is also a concern as it to may be destroyed or weakened. This added consideration means that Player Characters should have to have their armor and shields repaired from time to time, and that salvaged armor, shields, and weapons will not be worthwhile in many cases. Of course it also encourages the characters to seek out the best quality (Fine Grade) armor, shields, and weapons.

Armor's hit points are determined by rolling a 1d6 multiplied by its armor class bonus (1+) and then multiplied by the quality of its of make (1-5). For example, a character purchases chainmail armor of superior quality. The player rolls a d6 (assume a 3), multiplies this by its bonus (+5) for a 15. This result is multiplied by its quality multiplier and for superior armors it is 3 giving a final hit point total of 45 for the chainmail.

Each hit point of damage received by the character is also applied to the armor. When the armor reaches zero hit points, its effectiveness is reduced and its modifier is reduced by one point. After this the process begins again with the armor taking twice the amount of damage as the character wearing it receives. Once its hit points are lost, its effectiveness is reduced by 2 points. At this point the process is repeated again but the armor takes damage at four time the rate the characters does. Once the armor reaches its hit point maximum, its modifier is reduced by 4 points. After this, the process is repeated but the armor takes damage at eight times the rate the character does. Once the armor reaches it hit point limit, its effectiveness is reduced by 8 points. The process continues like this with the reductions doubling each time. Once armor reaches +0 for its armor modification, it is considered destroyed.

When determining what degree of wear and tear any armor has, simply compare its original armor modification with its current armor modification. Divide the current modification by the original modification and the resulting percentage is the amount of wear and tear it has suffered.

Repair restores the loss, and the shield is always in need of repair too in such cases. Costs for this is given in the details of Yggsburgh Encounter 62. Elite Arms & Armor. Outside the town, you can assume that smiths can repair metal armor, leather workers restore that sort of armor, at costs in time and money equal to those indicated for the weapons shop's.

Armor and shields come in four qualities of workmanship labeled 1-5 or poor to fine. Further, each quality category is associated with certain groups of people or creatures.

1. Poorly made armor/shields	Humanoids
2. Average armor/shields	Human bandits
3. Superior armor/shields	Military-type
4. Fine armor/shields	Elite units
5. Magical Armor	Special

### Weapons

Similar to armor, weapons may wear down. Like armor, weapons come in four categories of quality (see below). Thus before a combat takes place the Castle Keeper will need to establish the grade of armor and weapons being employed. As with armor, the category establishes purchase and repair cost (see Yggsburgh Encounter 62. Elite Arms & Armor).

There is a chance for weapon breakage on any attack roll with a natural 1. Depending on the quality of the weapon being used, breakage can occur. See the chart to determine if the weapon breaks.

Weapon Quality	Chance for Breaking
1. Poorly made	Breaks automatically on a natural 1
2. Average	Roll a d20 again, it breaks if the result is 1-10
3. Superior	Roll d20 again, it breaks if the result is 1-5
4. Fine	Roll d20 again, it breaks if the result is 1

Magical Weapons are more difficult to break. For a magical weapon, two confirming d20 rolls of 1 give a chance for breaking. A third d20 is rolled with the following results:

Weapon Type	Breaks
Metal and Wood	Breaks on a 1-10
Metal and Thin Bladed	breaks on a 1-6
Sturdy Metal	Breaks on a 1-2

### Notes on Dual-Class and Multi-Classing

It seems reasonable to this author that very able characters be able to operate in two distinct and not incompatible classes at the same time. Thus, a fair number of the non-player characters encountered in this setting have dual class status and it would be unfair not to present the players with the same options.

There are two options when a player decides his character should have more than one class. The first option is multi-classing. This allows a character to be made up of more than one class when initially created. The second option is dual classing. Dual-classing allows a character to acquire another class later on in their career.

### Multi-classing

#### Choosing the Classes

1. Any class can combine with any other class barring alignment restrictions.
2. Up to three classes can be chosen for humans and two for demi-humans.
3. The classes chosen must correspond to a prime attribute.

#### Advancing Levels

1. All experience points are divided up equally amongst the classes chosen for the character. For example, if a fighter/rogue were to receive 250 experience points, 125 is applied to the fighter class and 125 to the rogue class. All fractions are dropped.
2. Once a character acquires enough experience points to progress in one class, they do so. For example, a cleric/wizard has 2,252 experience points in both the wizard and cleric class (they must always be equal), that character advances to 2<sup>nd</sup> level cleric while remaining a 1<sup>st</sup> level wizard.
3. When advancing a level, use the Hit Dice type for the class one advanced in to determine the number hit points gained. Using the cleric wizard above, the player rolls a d8 for hit points. When the character acquires 2,602 experience points, a d4 is used for hit points.
4. The character level is the accumulated levels of all the classes. So a 4<sup>th</sup>/4<sup>th</sup> level rogue/fighter has 8 character levels. At the point the 11<sup>th</sup> character level is gained, hit point accumulation changes. At this point, hit point accumulation is equal to the advancement of the character's classes at 10<sup>th</sup> level and beyond. For example, a 5<sup>th</sup>/5<sup>th</sup> fighter/rogue gains a level of rogue so gains +2 hit points, when that character gains a level of fighter, they gain +4 hit points.

#### Restrictions

1. Multi-classed characters take the best to hit bonus of their classes.
2. Multi-classed characters use the least restrictive weapons list for their classes.
3. Multi-classed characters use the most restrictive armor list of their classes.
4. Multi-classed characters can not combine abilities. For example, a fighter's extra attack means that the character can make an extra normal attack and not use that extra attack to deflect missiles, make a back attack or inspire.
5. Starting gold is determined by rolling for each class individually, combining the results and dividing that by the number of classes the character has.

## Dual-classing

Dual classing is similar to multi-classing only in that the character has several classes. The classes are acquired differently and progression is slightly different. In dual classing, the player's character begins with one class and decides to change careers (so to speak) and add on a different class.

### Acquiring Classes

1. The character must start with one class.
2. The character must progress at least one level in the starting class before adding an additional class to his character.
3. Barring alignment restrictions, any class can be added. Prime attributes do not restrict class choice. A character can have a maximum of three classes but before adding another class, the character must progress at least one level in the most recently added class.
4. Before adding the class and its abilities, the character must undergo training. Before taking the new class, he must earn double the number of experience points required for the new class to reach 2<sup>nd</sup> level. Only after this number of experience points have been earned does the character acquire those class abilities. Furthermore, the character must be working with another character or non-player character of the class to be added and they must be at least 3<sup>rd</sup> level. And finally, while in this period of training, they must obey all the restriction of being dual classed (see below). In this case, all abilities and checks associated with the new class are made at -5 and no magic can be used.

For example, a fighter decides to become a thief. After attaining 2<sup>nd</sup> level as a fighter, the player decides to add the rogue class to the character. He then must gain 3000 experience points in cross-over training before adding 1<sup>st</sup> level rogue to his character. Additionally, this 3000 experience points must be earned while the character is under the tutelage of a 3<sup>rd</sup> level or greater rogue. During this training period, the character can use rogue abilities (such as pick pockets) but does so at -5 to his check.

5. Once a level has been attained in the new class, the character can apportion experience points in any manner chosen. Thus, level advancement can be uneven.
6. When advancing a level, use the Hit Dice type for the class one advanced in to determine the number hit points gained. Using the fighter/rogue above, the player rolls a d6 for hit points when adding their new class.
7. The character level is the accumulated levels of all the classes. So a 4<sup>th</sup>/4<sup>th</sup> level rogue/fighter has 8 character levels. At the point the 11<sup>th</sup> character level is gained, hit point accumulation changes. At this point, hit point accumulation is equal to the advancement of the character's classes at 10<sup>th</sup> level and beyond. For example, a 5<sup>th</sup>/5<sup>th</sup> fighter/rogue gains a level of rogue so gains +2 hit points, when that character gains a level of fighter, they gain +4 hit points.

## Restrictions

1. Dual-classed characters take the best to hit bonus of their classes.
2. Dual-classed characters use the least restrictive weapons list for their classes.
3. Dual-classed characters use the most restrictive armor list of their classes.
4. Dual-classed characters can not combine abilities. For example, a fighter's extra attack means that the character can make an extra normal attack and not use that extra attack to deflect missiles, make a back attack or inspire.

## Secondary Skills

This section pertains to the acquisition and application of secondary skills for characters. Secondary skills are bundles of related skill sets that can be possessed by non-player characters and/or characters. These skill bundles represent a person's ability to perform actions within the ability description with an expertise greater than those without. It is important to note that, when applying this system, the Castle Keeper must be aware that those attempting to perform actions that are covered by a secondary ability or class ability which they do not possess can not perform them as well as other characters or non-player characters. This allows the secondary abilities to have some meaning in the game. To take a modern example, would it be reasonable for someone lacking the training in corporate tax law to correctly fill out the requisite tax forms for a small corporation, much less a large one?

For example, the suborning skill includes the ability to bribe. Consider two characters, Aldous and Bensley, attempting to bribe a local magistrate. Aldous has the suborning skill and Bensley does not. Bribery is a charisma based skill. So both would make a charisma check to determine if they successfully bribe the officer of the law. Because Aldous has the suborning skill, he is allowed to add a bonus to his charisma check. This roll is modified by difficulty and other considerations the Castle Keeper may deem appropriate.

The following section describes what secondary skills are in general, how to acquire them, apply secondary skills in the game, adjust rolls, a description of the secondary skills and advice on expanding the list of secondary skills.

### What are Secondary Skills

Secondary Skills are really bundles of skills, abilities and capabilities that reflect or incorporate certain sets of social skills, intellectual abilities or physical capacities. For example, bullying affects a character's ability to grapple, intimidate, punch, and threaten opponents. As this example shows, secondary skills are a broad set of abilities that can be structured under one category. These are abilities or capacities a character has and, by possessing them, better able to perform them than those who do not possess them.

### Acquiring Secondary Skills

Secondary abilities are acquired by an expenditure of experience points. A character must expend experience points to gain these abilities. The experience points expended can not be used for class level advancement. The cost in experience points for skills depends upon the type and level of the skill.

Also, skills can be improved upon. The first acquisition of an ability means the character has a level one skill. The second acquisition of that skill indicates the character has a level two ability. These levels can increase as high as the character desires. Each skill level acquisition is considered separate for advancement purposes.

There are three classifications of abilities as pertains to cost: General Skill, Prime Skill and Non-Prime Skill.

**General Skill:** These abilities are open to all.

**Prime Skill:** This ability is prime specific and more easily learned by a character with that prime.

**Non-Prime Skill:** This refers to the acquisition of skills that are prime specific but which the character does not have a prime.

Each Skill has a base cost in experience points. The acquisition of that skill costs that amount. Thereafter cost is the base multiplied by the level one is attaining. For example, acquiring a level three prime skill costs 9,000 experience points. One can only go up a level one at a time. One can not buy three levels in one fell swoop. Skill levels can only be gained after at least one class level is attained. For example, a 3<sup>rd</sup> level character can purchase a skill but can not purchase another skill or skill level until 4<sup>th</sup> level in the class is attained.

Ability Classification	Cost in Experience Points
Prime Skill	3,000
General	5,000
Non-Prime Skill	8,000

For example, a character acquires one prime specific skill at a cost of 3,000 experience points at 3<sup>rd</sup> level. The second such skill level then costs 3,000 x 2, for a 6,000 total, and if a third such skill level is acquired it will cost 9,000 experience points.

### Secondary Skills

The following is a list of the secondary skills available in Castle Zagyg. We encourage the Castle Keeper and players to expand upon this list as necessary, modify it or even split the secondary skills up into more discrete units. The latter is discussed in 'Using Secondary Skills.'

**Ambush (dexterity and wisdom - prime/dexterity)** This ability allows for concealment (objects or person), hiding (in general) and trap construction.

The concealment and hiding act in the same manner as a thief's hide ability. The traps work in the same manner as a ranger's Traps ability. This skill also confers a +2 to all surprise checks. If thief's or rogue's take this ability, they add an additional +2

to their Hide, Open Lock and Traps ability. If a ranger takes this ability, they gain an additional +2 to all Traps checks.

**Bullying (strength and charisma - general)** This skill set affects one's ability to grapple, intimidate, punch, and threaten opponents.

If this ability is taken, it affects all grappling, overbearing and pummeling attacks by giving the attacker a +2 to hit per level of the skill. Further, intimidation and threats are non-violent methods of forcing an opponent to bend to one's will. The character or non-player character acted upon (threatened or intimidated) must make a charisma saving throw to be unaffected. This saving throw is adjusted by -2 per ability level of the one initiating the act. If the saving throw is not successful, the effected person will essentially do as requested, refuse to fight or back down from a demand.

**Business (intelligence and wisdom - prime/intelligence)** This ability relates to one's performance in accounting, banking, commerce, finance, investing, and trading (assures literacy and numeracy). As a practical matter, this ability allows a character to partake in and understand various business dealings, understand the complexities of taxing and licencing and, make better business deals for it. It also allows for the decipherment of contracts and an understanding of bookkeeping.

The Castle Keeper must use their best judgement in the use and application of this ability due to its broad range. However, in general, this allows for a character to have greater knowledge of business practices. As such, any character with this ability should be able to note when they are being offered a bad business deal, poor exchange rates and understanding of the complexities of taxing laws to name a few. When a character is presented with a situation in which a better business deal can be made or business laws might be broken they should be allowed to make either an intelligence check or wisdom check (depending on the circumstance) to determine if they know how to better execute their actions. Further, when making transactions or trying to 'hoodwink' others in business dealings, the recipient of the character's action should make a saving throw at -2 to determine if the character's proposals are accepted. In the latter case this would be when trying to exchange gems or jewelry or other items at inflated or deflated prices.

**Construction (intelligence and strength - general)** This ability refers the capacity to build, do carpentry, engineering, build fortifications, masonry, mechanics and assures basic literacy and full numeracy.

This ability allows the character to perform and understand the nature of basic construction. Higher levels of this ability only increases this ability. This ability allows the character to design, build and oversee construction projects, spot shoddy work and make basic repairs to buildings or fortifications. The Castle Keeper must use their best judgement in the use and application of this ability. For example, if a character were looking over the designs for a castle, house or other structure, they might be able to

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note (with an intelligence check) whether or not the plans have a flaw in them. In another case, the character may be working on a project and very well know how to put together scaffolding such that it is safe or build a complex doorway.

**Escape Ability (dexterity - general)** This ability allows for distraction, diversion, evasion and sprinting during combat.

Possession of this skill set confers a +2 to armor class if a successful dexterity attribute check is made. This modifier is in addition to all other modifiers that normally apply. This skill can not be used in conjunction with any other action with the following exceptions: dodge, disengaging from combat, evade and for a monk when they are deflecting missiles. One can not make an attack or cast spells in the round this is used nor use any other class ability. Further, if disengaging from combat, a successful dexterity check indicates that a hasty withdrawal can be made without incurring the armor class penalty or the free swing from an opponent.

**Esoteric Ability (intelligence - prime/intelligence)** This skill references a character's knowledge of ancient history, arcana, artifacts, fables, lost lore, mysteries, occult and relics. This also assures literacy and full numeracy.

This skill gives the character or non-player character a range of knowledge in many fields of study that other would not likely know. This ability allows the character an intelligence check to know or at least know where to go to learn about a particular subject or issue related to the above mentioned subjects. It also increases the characters chances of locating items of interests in antique shops, books in libraries or other related activities. In cases in which a character may know of or about a subject and specific knowledge is called for, an intelligence check should suffice to determine if the character knows it. As with all skills, the Castle Keeper needs to use their best judgement on when and how to apply this skill.

**Forgery Ability (dexterity - prime/dexterity)** This ability affects a character's ability to copy, counterfeit, draw duplicates and fake documents.

This skill set is fairly restricted to acts of forgery whether deeds of ownership, heraldic symbols, coinage, papers of heritage and even antique paperwork. When used, the must make a successful dexterity check to adequately create a forged item. A failure indicated another attempt must be made. For those on the receiving end of the forged item, they must make an intelligence check at -2 per level of the forger's secondary skill. If it is successful, they note the forgery.

**Military Leadership (charisma and intelligence - prime/intelligence and charisma)** This ability allows for the control, direction, guidance, logistics, management, organization, planning, strategy and tactics in warfare. It also affects the capacity to organize or circumvent problems that might result from the management of an army.

This skill allows for the efficient planning and orchestration of the movement of large bodies of troops. For example, efficient

logistical chains are more easily managed and supplies made more available if one possess this skill. The Castle Keeper must their best judgement in the practical application of this skill as it will generally only come into play when the movement of large armies occurs. However, should a character be responsible for provisioning a party, it is likely that the possessor of this skill may not a deficiency. The Castle Keeper should inform the player of this if a successful wisdom check is made. Further, if a knight has this ability, his inspire ability is treated as two levels greater than the class level.

**Judgment Ability (intelligence and wisdom - prime/wisdom)** This ability allows the detecting of deception, evaluating worth, learning, logic, sophistry and assures literacy and numeracy.

Judgement covers a wide range of capacities. It can be used to detect lies another is telling, to interpret the meaning of another words, intent, desires and related emotions. Should this ever be necessary, the person possessing this skill must make wisdom check at +2 per level of this skill to detect a lie, the accuracy of another statement, intent etc. Further, judgement allows for the assessment of the accuracy of another's statements. This is done by making an intelligence check at +2 per level of ability. This is, of course, presuming the character possessing the skill can even know the accuracy of that statement. For example, should a non-player character make a false claim about a kingdom which the character knows nothing of, there is little chance he would know the statement was false. However, the character could make a wisdom check to determine if the non-player character were dissimulating.

**Nautical Ability (dexterity, constitution and intelligence - general)** This skill set gives the possessor superior knowledge of boating, ship command, diving, fishing (deep and fresh water), navigating, sailing, and swimming.

This skill set references a broad range of nautical skills. Should the situation ever arise in which knowledge of the sea, river or lake come to be needed, the character with this skill should minimally have an idea or answers to concerns or issues. Characters with this skill can swim better than others, navigate by the stars or sun, fish and supply food as a ranger, maneuver boats and sail many a sea going craft. All checks used that relate to this skill receive a +2 to the roll. Examples might include intelligence checks for navigating, constitution checks for deep sea diving and dexterity checks for maintaining control of a rudder in a storm.

**Suborning Ability (charisma and intelligence - prime/charisma)** This skill set relates blackmail, bribery, convincing, diplomacy, ingratiation, influence and lying.

This is a social skill that allows the character to more effectively carry out any of the above actions as he or she knows the specialized languages, body motions, traditions and cultures of those he is dealing with. For example, bribing a city official is a delicate task and requires not a small amount of tact. Blackmail may require some specific piece of knowledge or knowledge of how to acquire that information with which the character intends to

bribe a non-player character. In all cases, the possessor of this skill is allowed to make a charisma or intelligence (as appropriate and determined by the Castle Keeper) to determine if one is successful at performing it. A failed check indicates the attempt at bribery failed or diplomacy failed. The character receives a +2 for each level of skill they possess.

**Swindling Ability (charisma and intelligence - prime/charisma)**  
This skill refers to the capacity to cheat, deceive, fix (as in contests), fraud, gamble, odds (establishing) and promote events (assuring numeracy).

This skill allows the character to perform many tasks related to the swindling others out of their money from cheating at cards, running pyramid schemes, fixing wrestling matches and running the odds on dice games. Whenever a character employs this skill they receive a +2 to their checks per level of experience in the skill. For example, should a character with this skill attempt to cheat at cards, they make an intelligence check and if they succeed, they have succeeded in cheating the opposing players. Of course, using the judgement skill, another character can attempt to dissever this deception by making a successful intelligence or wisdom check.

**Thespianism (charisma - general)** This ability refers to acting, disguise (makeup), impersonation, mimicry, orating, performing, reciting, singing (assures literacy).

This ability indicates a characters capacity to carry off performance acts to entertain a crowd or, in its most unusual circumstance, impersonate another. The ability works as the illusionist's Disguise. It can also be used to entertain people. How well the performance works. The character makes a charisma check at +2 per skill level and if successful, the audience receives the acting well, if not, boo's and rotten tomatoes may follow. This check is adjusted by an audience (or individual members) expectations and knowledge.

**Woodsman (wisdom)** This skill refers to boating (small), climbing, fishing, hunting, identification (fauna and flora), lumberjacking, survival, tracking and trapping.

Acquisition of this ability replicates the Survival and Track abilities of a ranger. Should a ranger take this ability, they receive and additional +2 to all Track checks per level of this skill and an additional +2 to all die rolls for the Survival ability.

### Using Secondary Skill

The use of secondary skills in a game will take a creative Castle Keeper. While some of the skills are straightforward, others are not or involve such general concepts as to make specific explanation on when and how to apply them in their myriad forms, meaningless. That said, some explanation must be give.

First, to resolve an issue that involves any of the skills mentioned above does not require a skill check. Often times success is guaranteed or the Castle Keeper knows what the outcome would be. In other cases the Castle Keeper might want to propel the story along some interesting path and allow for it success. Only in those

cases in which a chance of failure looms large should a skill check be made. Or, that is those involving combat. Once it is decided that a chance of failure is possible, then a check must be made.

To make the check, the character acting (such as doing research) simply rolls an appropriate attribute check and add +2 per skill level of experience. So if a character has 3 levels of skill experience in Thespianism, they are allowed a +6 to their roll. Also, this roll is adjusted by any appropriate attribute modifiers. It is important to note that the roll IS NOT adjusted by the character's class level.

In some instances the use of a skills causes another to make a saving throw. In this case, the character, monster or non-player character makes a saving throw but modifies the roll by a -2 for each level of skill experience the character has. This is further adjusted for any attribute modifiers. When a saving throw is called for, the character's level or monsters hit dice do affect the roll.

Further, there are always circumstances than need some modification beyond that mentioned above. Unusual circumstances, the weather and pure chance can come into play and effect the chances of success. Also, the difficulty of the situation adjusts the roll. The following is offered as a guideline for deciding these modifications.

Most rudimentary	- 8
Very easy, simple	-6
Often done, routine	-4
Usual / known	-2
Normal demand	0
Somewhat unusual application	+1
Complex /complicated	+3
Demanding / difficult	+5
Very demanding	+7
Extremely difficult	+9
Nearly impossible	+11

### Awarding Experience Points

The Castle Keeper is completely free to award Experience Points in whatever manner is desired. The following suggestions might be helpful in making campaign activity.

1. For active participation in game sessions: 20 to 50xps per hour.
2. Normal XPs for each creature (monster) slain divided amongst participants engaged in the combat, division by effective fighter level, viz. fighters get 1 share per level, thieves get 1 per two levels, clerics 1 per three levels, mages get one per four levels.
3. One-half normal xps for each adversarial creature (monster) duped, captured, or driven away.
4. For all fighter-type characters (fighters, barbarians, knights, rangers) meaningful use of a weapon against an adversary: 10xps per character level of the fighter per battle.
5. For spell-caster characters successful and meaningful use of a spell: 100xps per spell level, 25 per 0 level casting.
6. For ranger characters successful and meaningful use of a listed function: 20xps per character level of the
7. For thief (or assassin) characters successful and meaningful use of a listed function: 20 xps per character level of the thief.
8. For monetary value of treasure gained; thieves get 1 xp for every 5sp found and all others get 1xp for every 1gp found.

## Appendix J Orders of Battle

### Council of Eight

#### The Right Honorable President Counselor of Yggsburgh His Supernal Devotion,

##### Victor Oldham, High Priest of the Grand Temple

(He is a lawful good, human, 16<sup>th</sup> level cleric. His vital stats are: HP 59, AC 13/22. His prime attributes are: str, wis, cha. He carries a +3 pectoral of protection, full plate mail, a shield, staff of striking and mace. He can cast the following number of spells: 0-6, 1<sup>st</sup>-6, 2<sup>nd</sup>-5, 3<sup>rd</sup>-5, 4<sup>th</sup>-4, 5<sup>th</sup>-4, 6<sup>th</sup>-3, 7<sup>th</sup>-3, 8<sup>th</sup>-2. He rides a heavy war horse whose vital stats are: HD 4d10, HP 35, AC 19. It receives two hoof attacks for 1-4 damage or one overbearing attack. The horse is outfitted in a chain mail barding.)

#### The Right Honorable Secretary Counselor of Yggsburgh Hector Markle, President of the College of Yggsburgh

(He is a lawful neutral, human. His vital stats are: HD 1d6, HP 5, AC 10. His prime attribute is: int. He carries a nobleman's clothing.)

#### The Right Honorable Treasurer Counselor of Yggsburgh Oswald Striker

(He is a lawful neutral, human. His vital stats are: HD 1d6, HP 4, AC 10. His prime attribute is: int. His secondary skill is: business. He carries a nobleman's clothing.)

#### The Right Honorable Counselor of Yggsburgh Sir Donald Kark, KOC

(He is a lawful good, human, 8<sup>th</sup> level fighter. His vital stats are: HP 48, AC 19. His prime attributes are: str, con, dex. His significant attribute is: str 15. He carries full plate mail, shield, +3 lance, +1 bastard sword, longsword, battle axe, and mace. He rides a heavy war horse whose vital stats are: HD 4d10, HP 35, AC 19. It receives two hoof attacks for 1-4 damage or one overbearing attack. The horse is outfitted in a chain mail barding.)

#### The Right Honorable Counselor of Yggsburgh Sir Charles Thornly, KOC

(He is a neutral good, human, 9<sup>th</sup> level fighter. His vital stats are: HP 51, AC 19. His prime attributes are: str, con, dex. He carries full plate mail, shield, lance, longsword, battle axe, and mace. He rides a heavy war horse whose vital stats are: HD 4d10, HP 35, AC 19. It receives two hoof attacks for 1-4 damage or one overbearing attack. The horse is outfitted in a chain mail barding.)

#### The Right Honorable Counselor of Yggsburgh Stanton Aldwark

(He is a lawful neutral, human, 16<sup>th</sup> level wizard. His vital stats are: HP 38, AC 21. His prime attributes are: dex, int, wis. His significant attribute is: dex 17. He carries a +3 magical robe of protection, a +5 ring of protection, wizard's staff and dagger. He can cast the following number of spells: 0-7, 1<sup>st</sup>-6, 2<sup>nd</sup>-5, 3<sup>rd</sup>-5, 4<sup>th</sup>-4, 5<sup>th</sup>-4, 6<sup>th</sup>-3, 7<sup>th</sup>-3, 8<sup>th</sup>-2.)

#### The Right Honorable Counselor of Yggsburgh Gib Allworth, Guild Master of the Masons' Guild

(He is a neutral good, human, 5<sup>th</sup> level fighter. His vital stats are: HP 40, AC 15/19. His prime attributes are: str, con, cha. His significant attribute is: str 18. He carries a chain shirt or full plate mail, shield, lance, longsword, battle axe, and mace. He rides a heavy war horse whose vital stats are: HD 4d10, HP 35, AC 19. It receives two hoof attacks for 1-4 damage or one overbearing attack. The horse is outfitted in a chain mail barding.)

#### The Right Honorable Counselor of Yggsburgh

##### Horace Linnfield, Guild Master of the Merchants' Guild

(He is a neutral, human, 9<sup>th</sup> level thief. His vital stats are: HP 36, AC 17. His prime attributes are: dex, int, wis. His significant attribute is: dex 18. He carries a +4 ring of protection, +2 longsword and a +1 dagger of venom that delivers 4-24 points of poison damage halved with a successful save.)

### Knight of Yggsburgh

#### Sir Reginald Dunstone KOC, Right Honorable Marshal of Yggsburgh, Commander of the Military

(He is a lawful neutral, human, 11<sup>th</sup> level fighter. His vital stats are: HP 88, AC 19. His prime attributes are: str, con, wis. His significant attribute is: str 14. He carries plate mail, shield, lance, longsword, battle axe, mace. He rides a heavy war horse whose vital stats are: HD 4d10, HP 35, AC 19. It receives two hoof attacks for 1-4 damage or one overbearing attack. The horse is outfitted in a chain mail barding.)

#### Sir Donald Kark

The Right Honorable Councilor of Yggsburgh  
(see Council of Eight)

#### Sir Charles Thornly

The Right Honorable Councilor of Yggsburgh  
(see Council of Eight)

#### Sir Reynard Montjoy, KOC

(He is a chaotic good, human, 9<sup>th</sup> level fighter. His vital stats are: HP 56, AC 21. His prime attributes are: str, con, dex. He carries +1 full plate mail, +2 shield, lance, longsword, battle axe, mace. He rides a heavy war horse whose vital stats are: HD 4d10, HP 35, AC 19. It receives two hoof attacks for 1-4 damage or one overbearing attack. The horse is outfitted in a chain mail barding.)

#### Sir Anthony Belvoir KOC

(He is a chaotic good, human, 8<sup>th</sup> level fighter. His vital stats are: HP 35, AC 20. His prime attributes are: str, con, dex. He carries plate mail, +1 shield, lance, longsword, battle axe, mace. He rides a heavy war horse whose vital stats are: HD 4d10, HP 35, AC 19. It receives two hoof attacks for 1-4 damage or one overbearing attack. The horse is outfitted in a chain mail barding.)

#### Sir Macronald Weyforth KOC

(He is a lawful good, human, 9<sup>th</sup> level fighter. His vital stats are: HP 72, AC 19. His prime attributes are: str, con, dex. His significant attribute is: dex 15. He carries plate mail, shield, lance, longsword, battle axe, mace. He rides a heavy war horse whose vital stats are: HD 4d10, HP 35, AC 19. It receives two hoof attacks for 1-4 damage or one overbearing attack. The horse is outfitted in a chain mail barding.)

### Sir Patrick Wainwright KOC

(He is a lawful good, human, 7<sup>th</sup> level fighter. His vital stats are: HP 49, AC 19. His prime attributes are: str, con, dex. He carries full plate mail, shield, lance, longsword, battle axe, mace. He rides a heavy war horse whose vital stats are: HD 4d10, HP 35, AC 19. It receives two hoof attacks for 1-4 damage or one overbearing attack. The horse is outfitted in a chain mail barding.)

### Sir Sylvester Prinzholm, KOC

(He is a lawful neutral, human, 6<sup>th</sup> level fighter. His vital stats are: HP 44, AC 21. His prime attributes are: str, con, cha. He carries plate mail, shield, lance, longsword, battle axe, mace. He rides a heavy war horse whose vital stats are: HD 4d10, HP 35, AC 19. It receives two hoof attacks for 1-4 damage or one overbearing attack. The horse is outfitted in a chain mail barding.)

### Sir Reynard Montjoy, KOC

(He is a chaotic good, human, 9<sup>th</sup> level fighter. His vital stats are: HP 56, AC 20. His prime attributes are: str, con, cha. He carries plate mail, +2 shield, lance, longsword, battle axe, mace. He rides a heavy war horse whose vital stats are: HD 4d10, HP 35, AC 19. It receives two hoof attacks for 1-4 damage or one overbearing attack. The horse is outfitted in a chain mail barding.)

### Sir Bertram Trillingby

(He is a neutral good, human, 6<sup>th</sup> level fighter. His vital stats are: HP 42, AC 19. His prime attributes are: str, con, dex. His significant attribute is: str 16. He carries full plate mail, shield, lance, longsword, battle axe, +2 flail and mace. He rides a heavy war horse whose vital stats are: HD 4d10, HP 35, AC 19. It receives two hoof attacks for 1-4 damage or one overbearing attack. The horse is outfitted in a chain mail barding.)

### Sir Anthony Belvoir, KOC

(He is a chaotic good, human, 8<sup>th</sup> level fighter. His vital stats are: HP 52, AC 20. His prime attributes are: str, con, cha. He carries full plate mail, +2 shield, lance, longsword, battle axe, mace. He rides a heavy war horse whose vital stats are: HD 4d10, HP 35, AC 19. It receives two hoof attacks for 1-4 damage or one overbearing attack. The horse is outfitted in a chain mail barding.)

### Sir Wade Fulgent

(He is a neutral, human, 7<sup>th</sup> level fighter. His vital stats are: HP 50, AC 19. His prime attributes are: str, con, dex. His significant attribute is: str 15. He carries full plate mail, shield, +2 lance, longsword, battle axe, and mace. He rides a heavy war horse whose vital stats are: HD 4d10, HP 35, AC 19. It receives two hoof attacks for 1-4 damage or one overbearing attack. The horse is outfitted in a chain mail barding.)

### Sir Richard Albright

(He is a lawful good, human, 76<sup>th</sup> level fighter. His vital stats are: HP 42, AC 19. His prime attributes are: str, con, dex. His secondary skill is: leadership. He carries full plate mail, shield, lance, longsword, battle axe, and mace. He rides a heavy war horse whose vital stats are: HD 4d10, HP 35, AC 19. It receives two hoof attacks for 1-4 damage or one overbearing attack. The horse is outfitted in a chain mail barding.)

### Sir Eberhardt Beemish

(He is a neutral evil, human, 6<sup>th</sup> level fighter. His vital stats are: HP 36, AC 19. His prime attributes are: str, con, dex. He carries full plate mail, shield, lance, longsword, battle axe, and mace. He rides a heavy war horse whose vital stats are: HD 4d10, HP 35, AC 19. It receives two hoof attacks for 1-4 damage or one overbearing attack. The horse is outfitted in a chain mail barding.)

### Sir Ulrich Hawkes

(He is a chaotic neutral, human, 7<sup>th</sup> level fighter. His vital stats are: HP 49, AC 19. His prime attributes are: str, con, dex. He carries full plate mail, shield, lance, longsword, battle axe, and mace. He rides a heavy war horse whose vital stats are: HD 4d10, HP 35, AC 19. It receives two hoof attacks for 1-4 damage or one overbearing attack. The horse is outfitted in a chain mail barding.)

### Sir Morgan Nalbord

(He is a neutral, human, 8<sup>th</sup> level fighter. His vital stats are: HP 56, AC 20. His prime attributes are: str, con, dex. His significant attribute is: dex 15. He carries full plate mail, shield, +2 lance, longsword, battle axe, and mace. He rides a heavy war horse whose vital stats are: HD 4d10, HP 35, AC 19. It receives two hoof attacks for 1-4 damage or one overbearing attack. The horse is outfitted in a chain mail barding.)

### Sir Alec of Gaxhill

(He is chaotic good, human, 12<sup>th</sup> level fighter. His vital stats are: HP 80, AC 23. His prime attributes are: str, dex, cha. His secondary skills are: leadership, woodsman. His significant attributes are: con 13, dex 14, cha 15. He carries +2 full plate mail, +2 shield, a +3 longsword, lance, battle axe, mace, lance, armband of giant strength that confers a +7 to strength, an elixir of healing that heals 4-16 points of damage, 100gp and 2000gp worth of jewelry. He is mounted on a heavy war horse and skilled at mounted combat. The heavy war horse's vital stats are: HD 4d10, HP 35, AC 14. It receives two hoof attacks for 1-4 damage or one overbearing attack. It wears leather barding.)

## Levy of Yggsburgh

### Crossbowmen

There are 240 crossbow armed troops. They are broken down into twelve 20 man sections each comprised of the following.

Crossbowmen x10 (human, HD 1d8, HP 4, AC 13, PA dex, EQ studded leather armor, crossbow, club)

Crossbowmen, x7 (human, fighter, 1<sup>st</sup> level, HP 6, AC 13, PA str, con, dex, EQ studded leather armor, crossbow, club)

Crossbowmen serjeants, x2 (human, fighter, 2<sup>nd</sup> level, HP 12, AC 15, PA str, con, dex, EQ breast plate, crossbow, belt axe)

Crossbowmen commander, x1 (human, fighter, 3<sup>rd</sup> level, HP 16, AC 15, , PA str, con, dex, EQ breast plate, crossbow, belt axe)

### Pikemen

There are 400 pikemen. They are broken down into four 50 man sections each comprised of the following.

Pikemen x50 (human, HD 1d8, HP 4, AC 13, PA str, EQ studded leather armor, pike)

Pikemen x20 (human, fighter, 1<sup>st</sup> level, HP 6, AC 13, PA str, con, dex, EQ studded leather armor, pike, dagger)

## Castles Zagyg: Yggsburgh

Pikemen, sejents x4 (*human, fighter, 2<sup>nd</sup> level, HP 12, AC 15, PA str, con, dex, EQ breast plate, halberd, short sword*)

Pikemen commanders, x2 (*human, fighter, 3<sup>rd</sup> level, HP 16, AC 17, PA str, con, dex, EQ plate mail, bastard sword, dagger*)

### Pole-armed infantrymen

There are 760 Pole-armed infantrymen armed troops. They are broken down into ten 50 man sections each comprised of the following.

Pole-armed infantrymen, x50 generally serving as artillerymen operating the war engines on the bastions and towers of the wall. (*human, HD 1d8, HP 4, AC 13, PA str, EQ studded leather armor, spear-guisarme*)

Pole-armed infantrymen, x20 (*human, fighter, 1<sup>st</sup> level, HP 6, AC 13, PA str, con, dex, EQ studded leather armor, glaive-fork, dagger*)

Pole-armed infantrymen, serjeants x2 (*human, fighter, 2<sup>nd</sup> level, HP 12, AC 15, PA str, con, dex, EQ breast plate, fauchard-fork, dagger*)

Pole-armed infantrymen, serjeants x2 (*human, fighter, 2<sup>nd</sup> level, HP 12, AC 15, PA str, con, dex, EQ breast plate, glaive-guisarme, dagger*)

Pole-armed infantrymen, commanders x2 (*human, fighter, 3<sup>rd</sup> level, HP 16, AC 17, PA str, con, dex, EQ plate mail, morning star, dagger*)

## Levy of Outlying Areas

See the entries for the Westfields, South Pastures and Gaxhill. These can be called upon by the Lord Mayor in times of war or conflict.

## The Citadel

There is a total 52 total commanding officers and staff as well as 322 troops. Other than magic items noted, each person has a purse with 1-3gp per level, counting HD as a level, on his person.

### Sir Reginald Dunstone KCOC, Right Honorable Marshal of Yggsburgh, Commander of the Military

See Knights of Yggsburgh

### Inar Hapwell, Esquire, Subaltern

(*He is a neutral good, human, 3<sup>rd</sup> level fighter. His vital stats are: HP 21, AC 19. His prime attributes are: str, con, dex. He carries plate mail, shield, longsword and dagger.*)

### Nigel Nearfield, Subaltern

This sub-officer is the courier for the marshal (*He is a chaotic good, human, 3<sup>rd</sup> level fighter. His vital stats are: HP 20, AC 16. His prime attributes are: str, con, dex. His significant attribute is: dex 16. He carries studded leather armor, shield, longsword and dagger.*)

### Sir Macronald Weyforth KOC, Honorable Constable of Yggsburgh, Lieutenant Commander of the Military and Captain of the Horse

See Knights of Yggsburgh

### Byron Shards, Subaltern

This sub-officer is the aide-de-camp and courier of the constable (*He is a neutral good, human, 3<sup>rd</sup> level ranger. His vital stats are: HP 20, AC 17. His prime attributes are: str, con, dex. His significant attribute is: dex 18. He carries studded leather armor, shield, longsword and dagger.*)

### Sir Patrick Wainwright KOC, Worthy Porter of Yggsburgh, Captain of the Gate Guards of the Town

See Knights of Yggsburgh

### Richard Staffwood, Esquire, Lieutenant Porter

This officer is the assistant to the porter and second in command of gate guards (*He is a lawful good, human, 3<sup>rd</sup> level fighter. His vital stats are: HP 21, AC 19. His prime attributes are: str, wis, int. He carries plate mail, shield, longsword and dagger.*)

### The Pious Patrick Windmere the Worshipful Chaplain of the Guards

(*He is a lawful neutral, human, 7<sup>th</sup> level cleric. His vital stats are: HP 35, AC 18. His prime attributes are: str, wis, int. He carries a +2 mace, plate mail and a shield. He can cast the following number of spells: 0-5, 1<sup>st</sup>-4, 2<sup>nd</sup>-3, 3<sup>rd</sup>-2, 4<sup>th</sup>-1.)*)

### The Pious Philo Lambrecht the Devout Sexton of the Guards

(*He is a lawful neutral, human, 5<sup>th</sup> level cleric. His vital stats are: HP 25, AC 18. His prime attributes are: str, wis, int. He carries a mace, plate mail and a shield. He can cast the following number of spells: 0-4, 1<sup>st</sup>-3, 2<sup>nd</sup>-2, 3<sup>rd</sup>-1.)*)

### Marmaduke Kelsigald, Esteemed Mage of the Guards

(*He is a chaotic neutral, human, 8<sup>th</sup> level wizard. His vital stats are: HP 21, AC 17. His prime attributes are: int, wis, cha. His significant attribute is: dex 17. He carries a +3 robe of protection, +2 ring of protection and a wand of magic missiles with 45 charges on it. He can cast the following number of spells: 0-5, 1<sup>st</sup>-4, 2<sup>nd</sup>-3, 3<sup>rd</sup>-3, 4<sup>th</sup>-2.)*)

### Marcus Bagster, Junior (Apprentice) Mage of the Guards

(*He is a chaotic neutral, human, 3<sup>rd</sup> level wizard. His vital stats are: HP 11, AC 12. His prime attributes are: int, wis, cha. His significant attribute is: dex 14. He carries a +1 ring of protection. He can cast the following number of spells: 0-4, 1<sup>st</sup>-3, 2<sup>nd</sup>-1.)*)

### Jord Marlvik, Captain of Foot

This officer is in command of the company of 120 halberdiers (*He is a lawful neutral, human, 9<sup>th</sup> level fighter. His vital stats are: HP 56, AC 20. His prime attributes are: str, con, cha. His significant attribute is: dex 16. He carries plate mail, shield, two-handed sword*)

### Adelburt Orinson, Sub-captain

This officer is the assistant to Captain Marlvik, his second in command (*He is a lawful good, human, 5<sup>th</sup> level fighter. His vital stats are: HP 25, AC 27. His prime attributes are: str, con, wis. He carries banded mail, shield, longsword and dagger.*)

### Richard Tealmash, Captain of Archers

This officer is in command of the company of 120 crossbowmen (*He is a lawful neutral, human, 7<sup>th</sup> level fighter. His vital stats are: HP 49, AC 18. His prime attributes are: str, con, dex. He carries plate mail, shield, longsword and dagger.*)

### Helmar Othmat, Sub-captain

This officer is the assistant to Captain Tealmarsh, his second in command (He is a lawful neutral, human, 5<sup>th</sup> level fighter. His vital stats are: HP 25, AC 16. His prime attributes are: str, con, dex. He carries chainmail, shield, longsword and dagger.)

**Sir Sylvester Prinzholm, KOC, Adjutant Captain of Horse**  
See Knights of Yggsburgh

Staff x20 (human, HD 1d4, HP 2, AC 10, PA none, EQ clothing.)

Lieutenants, esquires, mounted x2 (They are neutral good, human, 4<sup>th</sup> level fighters. Their vital stats are: HP 28, AC 17. Their prime attributes are: str, con, dex. They carry splint mail, shield, lance, longsword, battle axe and dagger. They ride heavy war horses whose vital stats are: HD 4d10, HP 35, AC 19. It receives two hoof attacks for 1-4 damage or one overbearing attack. The horses are outfitted in a chain mail barding.)

Sub-lieutenants, mounted x2 (They are neutral good, human, 3<sup>rd</sup> level fighters. Their vital stats are: HP 21, AC 17. Their prime attributes are: str, con, dex. They carry splint mail, shield, lance, longsword, battle axe and dagger. They ride heavy war horses whose vital stats are: HD 4d10, HP 35, AC 19. It receives two hoof attacks for 1-4 damage or one overbearing attack. The horses are outfitted in a chain mail barding.)

(Dutiful) Respected Vergers of the Guards x2 (They are lawful neutral, human, 3<sup>rd</sup> level clerics. Their vital stats are: HP 15, AC 17. His prime attributes are: str, wis, int. He carries a mace, splint mail and a shield. He can cast the following number of spells: 0-4, 1<sup>st</sup>-2, 2<sup>nd</sup>-1.)

Serjeants, mounted x34 (They are neutral good, human, 2<sup>nd</sup> level fighters. Their vital stats are: HP 14, AC 16. Their prime attributes are: str, con, dex. They carry breast plate, shield, lance, broadsword, battle axe and dagger. They ride heavy war horses whose vital stats are: HD 4d10, HP 35, AC 19. It receives two hoof attacks for 1-4 damage or one overbearing attack. The horses are outfitted in a chain mail barding.)

Trumpeters, mounted x2 (They are neutral good, human, 2<sup>nd</sup> level fighters. Their vital stats are: HP 14, AC 16. Their prime attributes are: str, con, dex. They carry breast plate, shield, lance, broadsword, battle axe and dagger. They ride heavy war horses whose vital stats are: HD 4d10, HP 35, AC 19. It receives two hoof attacks for 1-4 damage or one overbearing attack. The horses are outfitted in a chain mail barding.)

Lieutenants x6 (2 serving the Lord Mayor, 2 with the halberdiers and 2 with the crossbowmen) (human, fighter, 4<sup>th</sup> level, HP 28, AC 16, PA str, con, dex, EQ chain mail, shield, longsword, dagger)

Sub-lieutenants x6 (2 serving the Lord Mayor, 2 with the halberdiers and 2 with the crossbowmen) (human, fighter, 3<sup>rd</sup> level, HP 21, AC 16, PA str, con, dex, EQ chain mail, shield, longsword, dagger)

Serjeants x9 (with 4 serving the Lord Mayor, 6 serving with the halberdiers and 6 serving with the crossbowmen) (human, fighter, 2<sup>nd</sup> level, HP 14, AC 16, PA str, con, dex, EQ chain mail, shield, longsword, dagger)

Trumpeters x9 (with 4 serving the Lord Mayor, 6 serving with the halberdiers and 6 serving with the crossbowmen) (human, fighter, 2<sup>nd</sup> level, HP 14, AC 16, PA str, con, dex, EQ chain mail, shield, longsword, dagger)

First class halberdiers x64 (four always on duty as guards of the Lord Mayor) (human, fighter, 1<sup>st</sup> level, HP 7, AC 15, PA str, con, dex, EQ chain mail armor, halberd, short sword)

First class crossbowmen x66 (four always on duty as guards of the Lord Mayor) (human, fighter, 1<sup>st</sup> level, HP 7, AC 15, PA str, con, dex, EQ chain mail armor, crossbow, hammer)

Crossbowmen/artillerists, generally assigned to wall and wall tower duty x60 (human, HD 1d8, HP 5, AC 15, PA dex, EQ chain mail armor, crossbow, dagger)

Halberdiers/artillerists generally assigned to wall and wall tower duty x60 (human, HD 1d8, HP 5, AC 15, PA dex, EQ chain mail armor, halberd, dagger)

## Officers of the Law

### Town Sheriff Jarvis Warren

(He is a lawful neutral, human, 7<sup>th</sup> level fighter. His vital stats are: HP 35, AC 18. His prime attributes are: str, con, wis. His significant attribute is: str 17. He carries plate mail, shield, longsword and dagger.)

### Deputy Sheriff Robert Drakmont

(He is a lawful neutral, human, 5<sup>th</sup> level fighter. His vital stats are: HP 28, AC 18. His prime attributes are: str, dex, int. He carries plate mail, shield, longsword and club.)

### Deputy Sheriff Davis Proctor

(He is a lawful neutral, human, 5<sup>th</sup> level fighter. His vital stats are: HP 38, AC 18. His prime attributes are: str, dex, int. He carries plate mail, shield, longsword and club.)

Bailiffs serjeant x14 (lawful neutral, human, fighter, 3<sup>rd</sup> level, HP 15, AC 14, PA str, con, dex, EQ chain shirt, short sword and club)

Deputy bailiffs x25 (lawful neutral, human, fighter, 2<sup>nd</sup> level, HP 10, AC 13, PA str, con, dex, EQ studded leather, club and dagger)

Beadles x34 (lawful neutral, human, fighter, 1<sup>st</sup> level, HP 6, AC 13, PA str, con, dex, EQ studded leather, hand crossbow, club and dagger)

## Dradvil

### Wizard Lord Uvoll Darktarn

(He is a chaotic evil, human, 12<sup>th</sup> level wizard. His vital stats are: HP 36, AC 20. His prime attributes are: dex, int, wis. His significant attribute is: dex 18. He carries a +3 robe of protection, +4 ring of protection and wand of fireballs with 56 charges. He also carries numerous other magic items at the Castle Keeper's discretion. He can cast the following number of spells: 0-6, 1<sup>st</sup>-5, 2<sup>nd</sup>-4, 3<sup>rd</sup>-4, 4<sup>th</sup>-3, 5<sup>th</sup>-3, 6<sup>th</sup>-2.)

## Castles Zagyg: Yggsburgh

### Dragoman Kydar, Uvoll's spymaster

(He is a neutral evil, human, 8<sup>th</sup> level assassin. His vital stats are: HP 36, AC 16. His prime attributes are: str, dex, int. His significant attribute is: dex 16. He carries +4 bracers of protection and a +2 dagger of netherforce that inflicts 3-12 damage with a successful hit.)

### Osbert Updyke

(He is a lawful evil, human, 8<sup>th</sup> level thief. His vital stats are: HP 45, AC 17. His prime attributes are: str, dex, int. His significant attribute is: dex 18. He carries +2 leather armor, a +2 ring of protection, dagger and light crossbow.)

Serjeants, mounted x10 (They are neutral, human, 2<sup>nd</sup> level fighters. Their vital stats are: HP 12, AC 16. Their prime attributes are: str, con, dex. They carry breast plate, shield, lance, broadsword, battle axe and dagger. They ride heavy war horses whose vital stats are: HD 4d10, HP 35, AC 14. It receives two hoof attacks for 1-4 damage or one overbearing attack. The horses are outfitted in a chain mail barding.)

Elite Crossbowmen x14 (human, fighter, 2<sup>nd</sup> level, HP 14, AC 15, PA str, con, dex, EQ chain mail, crossbow and belt axe)

Elite Men-at-Arms (human, fighter, 2<sup>nd</sup> level, HP 12, AC 16, PA str, con, dex, EQ scale mail, shield, pole axe and short sword)

### Dradvil and communities

From the Town of Dradvil the following troops can be mustered.

#### Gerald Overton, captain of the town guard

(He is a neutral, human, 6<sup>th</sup> level fighter. His vital stats are: HP 36, AC 16. His secondary skill is: leadership. His prime attributes are: str, con, dex. He carries banded mail, shield, longsword and dagger.)

#### Owen Carter, lieutenant of the town guard

(He is a neutral, human, 4<sup>th</sup> level fighter. His vital stats are: HP 24, AC 16. His secondary skill is: leadership. His prime attributes are: str, con, dex. He carries banded mail, shield, longsword and dagger.)

Serjeants x6 (human, fighter, 2<sup>nd</sup> level, HP 14, AC 15, PA str, con, dex, EQ scale mail, shield, mace and dagger)

Halberdiers x12 (human, fighter, 1<sup>st</sup> level, HP 7, AC 15, PA str, con, dex, EQ chain mail armor, halberd, short sword)

Crossbowmen x12 (human, fighter, 1<sup>st</sup> level, HP 7, AC 16, PA str, con, dex, EQ banded mail, crossbow, short sword)

Men-at-arms x36 (human, fighter, 1<sup>st</sup> level, HP 7, AC 15, PA str, con, dex, EQ leather armor, battle axe, dagger)

The town levies add these additional forces.

Axemen x10 (human, fighter, 1<sup>st</sup> level, HP 7, AC 14, PA str, con, dex, EQ studded leather armor, shield, battle axe, dagger)

Militia Crossbowmen x30 (human, HD 1d8, HP 5, AC 12, PA dex, EQ leather armor, crossbow, club)

Militia Pikemen x60 (human, HD 1d8, HP 5, AC 13, PA dex, EQ studded leather armor, glaive-fork, club)

Militia Spearmen x200 (human, HD 1d8, HP 4, AC 12, PA dex, EQ leather armor, spear, club)

The following peasant levy can also be called upon.

Warriors x8 (human, fighter, 1<sup>st</sup> level, HP 7, AC 16, PA str, con, dex, EQ banded mail, crossbow, dagger)

Militia Pikemen x20 (human, HD 1d8, HP 5, AC 13, PA dex, EQ leather armor, shield, glaive-guisarme, belt axe)

Militia Spearmen x30-36 (human, HD 1d8, HP 5, AC 13, PA dex, EQ leather armor, shield, axe, club)

Militia Pikemen x120-144 (human, HD 1d8, HP 4, AC 11, PA dex, EQ padded armor, pole-arm, club)

When called to arms by the Lord Uvoll this free population reluctantly fields the following levied armed force.

Men-at-arms, mounted x10 (They are neutral good, human, 2<sup>nd</sup> level fighters. Their vital stats are: HP 14, AC 14. Their prime attributes are: str, con, dex. They carry studded leather armor, shield, broadsword and dagger. They ride heavy war horses whose vital stats are: HD 4d10, HP 35, AC 14. It receives two hoof attacks for 1-4 damage or one overbearing attack. The horses are outfitted in a chain mail barding.)

Men-at-arms x10 (They are neutral good, human, 2<sup>nd</sup> level fighters. Their vital stats are: HP 14, AC 13. Their prime attributes are: str, con, dex. They carry studded leather armor, battle axe and dagger.)

Men-at-arms, crossbowmen x10 (human, fighter, 1<sup>st</sup> level, HP 7, AC 12, PA str, con, dex, EQ leather armor, crossbow, dagger)

Men-at-arms, spearmen x10 (human, fighter, 1<sup>st</sup> level, HP 7, AC 13, PA str, con, dex, EQ studded leather armor, spear and belt axe)

Militia, crossbowmen x10 (human, HD 1d8, HP 5, AC 12, PA dex, EQ leather armor, crossbow, dagger)

Militia, spearmen x60 (human, HD 1d8, HP 5, AC 13, PA dex, EQ studded leather armor, spear and belt axe)

## Castle Gaxhill

### Sir Alec of Gaxhill

(He is chaotic good, human, 12<sup>th</sup> level fighter. His vital stats are: HP 80, AC 23. His prime attributes are: str, dex, cha. His secondary skills are: leadership, woodsman. His significant attributes are: con 13, dex 14, cha 15. He carries +2 full plate mail, +2 shield, a +3 longsword, lance, battle axe, mace, lance, armband of giant strength that confers a +7 to strength, an elixir of healing that heals 4-16 points of damage, 100gp and 2000gp worth of jewelry. He is mounted on a heavy war horse and skilled at mounted combat. The heavy war horse's vital stats are: HD 4d10, HP 35, AC 14. It receives two hoof attacks for 1-4 damage or one overbearing attack. It wears leather barding.)

### The Pious Roland d'Argent

(He is a chaotic good, human, 8<sup>th</sup> level cleric. His vital stats are: HP 40, AC 21. His prime attributes are: str, wis, cha. His significant attributes

are: str 13, int 13, wis 14, cha 16. His secondary skill is: judgement. He carries +2 full plate mail, +1 shield, +5 mace, 40gp and 750gp worth of jewelry. He can cast the following number of spells: 0-5, 1<sup>st</sup>-5, 2<sup>nd</sup>-3, 3<sup>rd</sup>-3, 4<sup>th</sup>-2.)

#### Arovad Mondegrif

(He is a neutral, human, 7<sup>th</sup> level wizard. His vital stats are: HP 23, AC 17. His prime attributes are: int, wis, cha. His significant attributes are: str 15, con 13, dex 17, int 16, cha 13. His secondary skill is: esoteric. He carries a +5 ring of protection, wand of paralysis with 22 charges, +2 dagger, 65gp and 335gp worth of jewelry. He can cast the following number of spells: 0-5, 1<sup>st</sup>-5, 2<sup>nd</sup>-4, 3<sup>rd</sup>-2, 4<sup>th</sup>-1.)

#### The Steward Owen Bailey

(He is a chaotic good, human, 9<sup>th</sup> level Warder. His vital stats are: HP 54, AC 19. His prime attributes are: str, dex, wis. His significant attributes are: con 14, dex 16, cha 12. His secondary skills are: ambushing, leadership. He carries +3 leather armor, +2 ring of protection, +3 longbow, +2 arrows x12, +2 longsword, +3 dagger, 22gp and 120gp worth of jewelry. He can cast the following number of druid spells: 0-2, 1<sup>st</sup>-2.)

#### Ballard Vorstad, esquire

(He is neutral good, human, 5<sup>th</sup> level fighter. His vital stats are: HP 35, AC 18. His prime attributes are: str, dex, cha. His significant attributes are: str 16, int 14, cha 13. He carries plate mail, shield, longsword, lance, battle axe, mace, lance, 30gp and 130gp worth of jewelry. He is mounted on a heavy war horse and skilled at mounted combat. The heavy war horse's vital stats are: HD 4d10, HP 35, AC 14. It receives two hoof attacks for 1-4 damage or one overbearing attack. It wears leather barding.)

#### Edwin Trevor, armiger

(He is chaotic good, human, 4<sup>th</sup> level fighter. His vital stats are: HP 28, AC 16. His prime attributes are: str, dex, cha. His significant attributes are: str 14, con 14, wis 13. He carries banded mail, shield, longsword, lance, battle axe, mace, lance, 30gp and 130gp worth of jewelry. He is mounted on a light war horse and skilled at mounted combat. The light war horse's vital stats are: HD 3d10, HP 25, AC 14. It receives two hoof attacks for 1-4 damage or one overbearing attack. It wears leather barding.)

#### Loring Palus, scutifer

(He is chaotic good, human, 3<sup>rd</sup> level fighter. His vital stats are: HP 21, AC 16. His prime attributes are: str, dex, cha. His significant attributes are: wis 13, cha 13. He carries banded mail, shield, longsword, lance, battle axe, mace, lance, 30gp and 130gp worth of jewelry. He is mounted on a light war horse and skilled at mounted combat. The light war horse's vital stats are: HD 3d10, HP 25, AC 14. It receives two hoof attacks for 1-4 damage or one overbearing attack. It wears leather barding.)

Mounted Serjeants x6 (2<sup>nd</sup> level fighters, HP 14, AC 16, PA physical, EQ banded mail, shield, longsword, lance, dagger and 2-12gp. Light war horse: HD 3d10, HP 17, AC 12 with two hoof attacks for 1-2 damage or overbearing attack.)

Men-at-arms, Mounted x10 (2<sup>nd</sup> level fighters, HP 14, AC 14, PA physical, EQ studded leather, shield, longsword, lance, dagger and 2-12gp. Light war horse: HD 3d10, HP 17, AC 12 with two hoof attacks

for 1-2 damage or overbearing attack.)

Men-at-Arms, Bowmen x6 (2<sup>nd</sup> level fighters, HP 12, AC 15, PA physical, EQ chain mail, longbow, longsword, belt axe and 2-12gp.)

Men-at-Arms, Bowmen x10 (2<sup>nd</sup> level fighters, HP 14, AC 12, PA physical, EQ leather armor, longbow, longsword, belt axe and 2-12gp.)

Men-at-Arms, Pickmen x6 (2<sup>nd</sup> level fighters, HP 12, AC 16, PA physical, EQ chain mail, shield, ranseur, shortsword, belt axe and 2-12gp.)

Men-at-Arms, Axemen x10 (2<sup>nd</sup> level fighters, HP 14, AC 12, PA physical, EQ leather armor, battle axe, dagger and 2-12gp.)

Men-at-arms, mounted x10 (1<sup>st</sup> level fighters, HP 7 AC 14, PA physical, EQ studded leather, shield, longsword, lance, dagger and 2-12gp. Light war horse: HD 3d10, HP 17, AC 12 with two hoof attacks for 1-2 damage or overbearing attack.)

Men-at-Arms, Bowmen x20 (1<sup>st</sup> level fighters, HP 7, AC 12, PA physical, EQ leather armor, longbow, dagger and 1-6gp.)

Men-at-Arms, Axemen x30 (1<sup>st</sup> level fighters, HP 7, AC 12, PA physical, EQ battle axe, dagger and 1-6gp.)

Militia, Spearmen x40 (HD 1d6, HP 5, AC 13, PA physical, EQ leather armor, shield, spear, club and 1-4gp.)

Militia, Spearmen x40 (HD 1d6, HP 5, AC 12, PA physical, EQ leather armor, fouchard-fork, club and 1-4gp.)

Militia that can be raised in Stonewyck

Men-at-Arms, Bowmen x6 (1<sup>st</sup> level fighters, HP 7, AC 12, PA physical, EQ leather armor, longbow, dagger and 1-6gp.)

Men-at-Arms, Axemen x6 (1<sup>st</sup> level fighters, HP 7, AC 12, PA physical, EQ battle axe, dagger and 1-6gp.)

Militia, Spearmen x8 (HD 1d6, HP 5, AC 13, PA physical, EQ leather armor, shield, spear, club and 1-4gp.)

## Coverdale

The following list details the battle ready halflings found in the hamlet of Coverdale.

Warrior x1 (He is chaotic neutral, halfling, 4<sup>th</sup> level fighter. His vital stats are: HP 17, AC 16. His prime attributes are: str, dex, int. His significant attribute is: dex 18. He carries a chain shirt, short bow, shortsword and dagger.)

Cleric x1 (He is 3<sup>rd</sup> level and of chaotic neutral alignment. His vital stats are: HP 15 and AC14. His prime attributes are Wis, Str, and Int. His attributes are Str 10, Dex 16, Con 10, Int 10, Wis 10, Chr 10. He has leather armor, a mace and staff.)

## Castles Zagyg: Yggsburgh

Warrior x1 (He is a 3rd level chaotic neutral halfling fighter. His vital stats are: HP 12 and AC 12. His prime attributes are Str, Dex and Int. His attributes are Str 10, Dex 10, Con 10, Int 10, Wis 10, Chr 10. He has leather armor, a sling and dagger.)

Warrior x2 (These are 3rd level chaotic neutral halfling fighters. Their vital stats are: HP 13 and AC 13. Their prime attributes are Str, Dex and Int. Their attributes are Str 10, Dex 10, Con 10, Int 10, Wis 10, Chr 10. They each have leather armor, shield, a spear and dagger.)

Warrior x4 (These are 2nd level chaotic neutral halfling fighters. Their vital stats are: HP 8 and AC 12. their prime attributes are Str, Dex and Int. Their attributes are Str 10, Dex 10, Con 10, Int 10, Wis 10, Chr 10. They each have leather armor, a sling and dagger.)

Warrior x4 (These are 2nd level chaotic neutral halfling fighters. Their vital stats are: HP 9 and AC 12. Their prime attributes are Str, Dex and Int. Their attributes are Str 10, Dex 10, Con 10, Int 10, Wis 10, Chr 10. They each have leather armor, shield, a spear and dagger.)

Warrior x8 (These are 1st level chaotic neutral halfling fighters. Their vital stats are: HP 4 and AC 12. Their prime attributes are Str, Dex and Int. Their attributes are Str 10, Dex 10, Con 10, Int 10, Wis 10, Chr 10. They each have leather armor, a sling and belt axe.)

Halflings x14 (Their vital stats are: HD 1d4, HP 3, AC 13, and of neutral good alignment. Their prime attributes are physical. They each carry leather armor, shield and spear.)

## Broadview Valley

The following is a list of those forces which can be mustered in the Broadview Valley.

Mounted Warriors II x4 (These are neutral, human, 2nd level fighters. Their vital stats are: HP 14, AC 12. Their primes are: str, dex, wis. They carry leather armor, broadsword and dagger. He is mounted on a light war horse and skilled at mounted combat. The light war horse's vital stats are: HD 3d10, HP 25, AC 12. It receives two hoof attacks for 1-4 damage or one overbearing attack.)

Warriors II x6 (These are neutral, human, 2nd level fighters. Their vital stats are: HP 14, AC 12. Their primes are: str, dex, wis. They carry leather armor, a battleaxe and dagger.)

Warriors I x4 (These are neutral, human, 1st level fighters. Their vital stats are: HP 7, AC 12. Their primes are: str, dex and wis. They each have leather armor, a longbow and dagger.)

Warriors I x4 (These are neutral, human, 1st level fighters. Their vital stats are: HP 7, AC 12. Their primes are: str, dex and wis. They carry leather armor, a crossbow and dagger.)

Militia x12 (These are neutral, human, HD 1d8 militia. Their vital stats are: HP 5, AC 13. Their primes are: physical. They carry leather armor, shield, spear and belt axe.)

## The South Pastures

For details and stats on the Lord Mayor, Sir Anthony and Sir Wade's tropps aides and guards, refer to Orders of Battle, Council of Eight and Knights of Yggsburgh. Each of the following troops carries a purse with 1-4gp worth of various coin per level or HD on his or her person.

When called to arms by the Lord Mayor of Yggsburgh the free population of this area fields the following armed forces.

Men-at-Arms II, Mounted x20 (These are chaotic good, human, 2nd level fighters. Their vital stats are: HP 14, AC 14. Their prime attributes are: str, con, dex. They carry chain shirt, shield, broadsword and dagger. They ride light war horses whose vital stats are: HD 3d10, HP 25, AC 12. It receives two hoof attacks for 1-4 damage or one overbearing attack.)

Men-at-Arms II, Axemen x20 (These are chaotic good, human, 2nd level fighters. Their vital stats are: HP 14, AC 14. Their prime attributes are: str, con, dex. They carry chain shirt, shield, battle axe and dagger.)

Men-at-Arms I, Crossbowmen x20 (These are chaotic good, human, 1st level fighters. Their vital stats are: HP 7, AC 12. Their prime attributes are: str, con, dex. They carry leather armor, shield, crossbow and dagger.)

Militia, Spearmen x60 (These are human, militia whose vital stats are: HD 1d8, HP 5, AC 13. Their prime attribute is: str. They carry leather armor, shield, spear and belt axe.)

When called to arms by Sir Anthony Belvoir the free population of this area fields the following armed forces.

Men-at-Arms I, Axemen x10 (These are chaotic good, human, 1st level fighters. Their vital stats are: HP 7, AC 12. Their prime attributes are: str, con, dex. They carry leather armor, shield, battle axe and dagger.)

Men-at-Arms I, Crossbowmen x10 (These are chaotic good, human, 1st level fighters. Their vital stats are: HP 7, AC 12. Their prime attributes are: str, con, dex. They carry leather armor, shield, crossbow and dagger.)

Militia, Spearmen x20 (These are human, militia whose vital stats are: HD 1d8, HP 5, AC 13. Their prime attribute is: str. They carry leather armor, shield, spear and belt axe.)

Militia, Polearmmen x20 (These are human, militia whose vital stats are: HD 1d8, HP 5, AC 12. Their prime attribute is: str. They carry leather armor, shield, glaive-guisarme and belt axe.)

When called to arms by Sir Wade Fulgent the free population of this area fields the following armed forces.

Men-at-Arms I, Axemen x10 (These are chaotic good, human, 1st level fighters. Their vital stats are: HP 7, AC 12. Their prime attributes are: str, con, dex. They carry leather armor, shield, battle axe and dagger.)

## Appendix 1. Orders of Battle

Men-at-Arms I, Crossbowmen x10 (These are chaotic good, human, 1<sup>st</sup> level fighters. Their vital stats are: HP 7, AC 12. Their prime attributes are: str, con, dex. They carry leather armor, shield, crossbow and dagger.)

Militia, Spearmen x20 (These are human, militia whose vital stats are: HD 1d8, HP 5, AC 13. Their prime attribute is: str. They carry leather armor, shield, spear and belt axe.)

Militia, Polearmmen x20 (These are human, militia whose vital stats are: HD 1d8, HP 5, AC 12. Their prime attribute is: str. They carry leather armor, shield, glaive-guisarme and belt axe.)

### Village Levie

Around 10% of each village can be levied for military service. All such troops conform to the following specifications.

Men-at-Arms I, Crossbowmen x4 (These are neutral, human, 1<sup>st</sup> level fighters. Their vital stats are: HP 7, AC 12. Their prime attributes are: str, con, dex. They carry leather armor, shield, crossbow and dagger.)

Militia, Spearmen x12 (These are human, militia whose vital stats are: HD 1d8, HP 6, AC 13. Their prime attribute is: str. They carry leather armor, shield, spear and belt axe.)

Militia, Common, x2% of village population (These are human, militia whose vital stats are: HD 1d8, HP 5, AC 13. Their prime attribute is: str. They carry leather armor, shield and battle axe.)

Peasant Levies, x8% of village population (These are human, levies whose vital stats are: HD 1d6, HP 4, AC 11. They have no prime attributes. They carry padded armor and voulge.)



The author once again gives thanks to John R. Troy for several encounters contained herein. As usual, the stalwart "JRT" was free with comments, criticisms, and creative contributions. I keep encouraging John to write a work of his own, but he is reluctant, preferring, I suppose, to assist in smaller ways on many projects of mine and other authors too. So here is yet another acknowledgement of John's efforts.

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Gary Gyax  
Lake Geneva, WI  
2005

# Castles Zagyg: Yggsburgh

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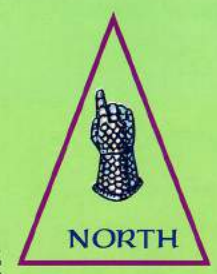


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- Hills with a path
- Wooded Hills
- Woods/Forest
- Grasslands with a Road beside a River
- Swamp with River
- Lake
- Encounter area
- Castle, Village or Thorpe
- Hamlet or Thorpe

# TOWN OF YGGSBURGH



- A High School
- B Middle School
- C Children's School
- D School Administration and Faculty Housing
- E Gymnasium
- F School Playground
- G Auditorium
- H Academy of Arts
- I Academy of Music
- J Academy of Learning
- K Academy of Magic
- L College Library
- M College Refectory
- N College Admin. Bldg.
- O Senior College Faculty Bldg.
- P Dean's Manse
- Q College President's Manse

**City Block Color Key**

Black	Citadel, Courtyard
Green	Park, 4 blocks
Blue	Religious
Light Green	Schools
Yellow	Upper Class
Light Yellow	Upper / Middle Class
Purple	Government
Red	Middle / Lower Class
Pink	Lower lower Class
Orange	Entertainment
Grey	Industrial
Brown	Warehouse
Walled Farm	Walled Farm

Each Square Block = 480 Feet per side  
(excluding sidewalks)  
1 Inch = 500 Feet  
Map by DARLENE © 2005



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