



Castles & Crusades



GARY GYGAX'S

BIGFISH

CASTLE ZAGYG

GREENRIDGE

MOUND
ISLAND

GREA
LEECH
MARS

JEFFREY TALANIAN

THE STOREHOUSE DISTRICT

COLD SPRINGS RUN

EAST
UPLANDS

CASTLE ZAGYG™ – YGGSBURGH : THE STOREHOUSE DISTRICT

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With special thanks to my son, John Talanian, who carefully helped his dad color in all the trees and shrubs on the original draft maps.



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INTRODUCTION

THE STOREHOUSE DISTRICT OF the Free Town of Yggsburgh contains warehouses, residences, shops, services, and five major guild halls. Here dwells a mix of Yggsburgh's working class: artisans, tradesmen, and laborers — and not a few of the criminal underclass, as well. Among the many locations, there is a rough tavern of ne'er-do-wells and thieves, an outland temple where dwarves, gnomes, and halflings worship, and the manse of one of the most powerful and diabolical personalities in Yggsburgh. The Storehouse District is a distinct and integral component of the Town of Yggsburgh, filled with plot, intrigue, and interesting characters.

NOTE ON YGGSBURGH MONETARY EXCHANGE: The Castle Keeper should note that the prices reflected in this volume overrule those presented in the Yggsburgh hardback. Gold was undervalued in the hardback, resulting in inflated prices. Note that the exchange rate in Yggsburgh is this: 1 gp = 50 sp = 500 cp

The second printing of *Castle Zagyg, Vol. I: Yggsburgh* will present the correct prices for all shops and services, but should the CK elect to repair those prices on his or her own, the following formula should be used: Take any gold price, double it, and that becomes its silver value. Here is an example:

(from CZY #65. *Hyde & Hare Tannery Goods*).

Whip, 6-foot length. Price = 5 gp.

$2 \times 5 = 10$. So, 10 sp is the correct value for the 6-foot whip. The same formula may be used to correct prices in silver prices in the Yggsburgh hardback: Take the listed item's price in silver, double it, and that becomes its copper piece price. To correct copper piece prices in the Yggsburgh hardback, simply reduce the price by about one-half or one-quarter.

Here is another example:

(from CZY #62. *Elite Arms & Armor*)

Sword, long. Price = 4,200 gp.

$4,200 \times 2 = 8,400$. The sword costs 8,400 sp. To bring its price back to gold, divide the product by 50. The result is 168 gp. 168 gp is the correct cost for a long sword at Elite Arms & Armor.

I. OVERVIEW OF TOWNSFOLK AND STREETS

TOWNSFOLK

THERE ARE NUMEROUS PEOPLE described in this volume, and many are simple townsfolk who are unclassed, though not without ability. They are as follows:

ARTISAN, (APPRENTICE, JOURNEYMAN, MASTER) (These are 0 level humans whose vital stats are HP 5, AC 10. They possess some degree of mastery in their respective craft or trade with appropriate Secondary Skill indicating so [level 1 – 4, apprentice to master]. The equipment they typically use is clothing, artisan's tools, possibly small sword or other hand weapon, and 1d6 cp [apprentice], 2d6 sp [journeyman], and 1d6 gp [master], respectively).

COMMONER, BUREAUCRAT (These are 0 level humans whose vital stats are HP 4, AC 10. They possibly have some degree of Business, Esoteric Ability, Judgment, Knowledge or other appropriate Secondary Skill. The equipment they typically use is a featherstaff*, and 4d4 pieces of gold in mixed coin).

COMMONER, GENTLEMAN (These are 0 level humans whose vital stats are HP 4, AC 10. The equipment they typically use is noble clothing, featherstaff*, 4d6 pieces of gold in mixed coin.)

COMMONER, RURAL (These are 0 level humans whose vital stats are HP 5, AC 10. The equipment they typically use is clothing, farm implements, and 2d6 pieces of silver.)

COMMONER, SIMPLE (SERVANT, LABORER) (These are 0 level human whose vital stats are HP 4, AC 10. The equipment they typically use is clothing, dagger, and 1d20 pieces of copper.)

COURTESAN (These are 0 level female humans whose vital stats are HP 3, AC 10. All have high charisma, and some Thespian Ability and Swindling Ability. The equipment they typically use is a lady's clothing [of the suggestive variety], a folding, 2-inch pen knife, and 2d6 pieces of silver.)

HARLOT (These are 0 level female humans whose vital stats are HP 3, AC 10. Many have high charisma and some Swindling ability. The equipment they typically use is clothing [of the suggestive variety], a folding, 2-inch pen knife, and 2d6 pieces of copper.)

LADY OF QUALITY (GENTLEWOMAN) (These are 0 level female humans whose vital stats are HP 2, AC 10. They have some degree of Judgement Ability. The equipment they typically use is fine clothing, 4d6 pieces of gold in mixed coin and 50 gp worth of jewelry. When traveling abroad, a lady of quality may don a poniard.)

LAY BROTHER (These are 0 level humans similar to rural commoner but in servitude of ecclesiastics, whose vital stats are HP 4, AC 10. The equipment they typically use is simple clothing, staff, and 2d6 pieces of copper.)

NOBLE GENTLEMAN, UNCLASSED (These are 0 level humans whose vital stats are HP 6–15 (d10 + 5), AC 10. They have some degree of Leadership Ability [thus equal to 2nd to 5th level fighters in combat]. The equipment they typically use is clothing, a featherstaff*, and 5d6 pieces of gold in mixed coin.)

TRADESMAN (These are 0 level humans whose vital stats are HP 5, AC 10. All have some Business Ability. The equipment they typically use is clothing, small sword and/or dagger, and 1d20 pieces of silver in mixed coin.)

URCHIN (These are 0 level immature humans whose vital stats are HP 2, AC 10. The equipment they typically use is patchwork clothing and 1d3 pieces of copper.)

VAGABOND (These are 0 level humans whose vital stats are HP 3, AC 10. The equipment they typically use is clothing, staff, and 1d10 pieces of copper.)

***NEW WEAPON: THE FEATHERSTAFF.**

The featherstaff is the favored weapon of many young bravos and gentlemen. It is a walking stick of about 4 feet length with a metal head portion. The

wielder can at will depress a catch near the end knob, and with a firm rap of the butt of the featherstaff 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 5 or 6 inches in length meant to catch an opponent's weapon, or deliver slashing damage if a thrust with the main blade misses its mark.

WEAPON	COST	DMG.	RNG.	WGT.	EV
Featherstaff:	50 gp	1d8	—	2 lbs.	2

This weapon is usually wielded two-handed and is designed to disarm opponents, thus providing +3 to a disarm attempt.

TRAFFIC ON THE STREETS

The streets of the Storehouse District are busy with activity — artisans, laborers, servants, etc. The following details who can be found on any given street during the daytime.

GLASS ALLEY AND DYERS ALLEY

The following people will be randomly encountered at these two alleys. Roll a d6.

d6	Result
1–2	2–8 commoners
3–4	2–5 children (urchins and/or commoners)
5–6	both

There is a 10% chance that there will be 1d3 carts or wagons (d6, 1–3), carriages or coaches (d6, 4–5) or both (d6, 6) in any given alley making deliveries or being cleaned.

LUMBER, MAGGOT, CANYON, AND BLACK ALLEYS

The following people will be randomly encountered at these four alleys. Roll a d6.

d6	Result
1–3	11–20 laborers
4–5	2–12 apprentice/journeyman artisans
6	both

There is a 70% chance that there will be 2d4 carts or wagons (d6, 1–3), carriages or coaches (d6, 4–5) or both (d6, 6) in any given alley making deliveries or being cleaned.

AVENUES, LANES, AND STREETS

During the day the following will be about the avenues, lanes, and streets of the Storehouse District. Roll or simply choose the median number for each type.

- 1d6 children (or urchins)
- 5d4 commoners (laborers and servants)
- 2d4 apprentices
- 1d4 journeymen
- 1d4 members of the middle middle class

There is a 70% chance that there will be 1d4 carts or wagons (d6, 1–3), carriages or coaches (d6, 4–5) or both (d6, 6) traveling the avenues, streets and lane of this district.

RANDOM DAYTIME ENCOUNTERS

The following list of notable NPCs may be found wandering the daytime streets of the Storehouse District. The Castle Keeper is advised to modify this list as necessary. Roll a d20 to randomly determine which NPC is encountered.

D20 NPC

1. DIANA WHEELWRIGHT (#1)

If this wizard sees young derring-dos she will invite them to partake in some dance and enjoyment at her hall (dance night is 2 times per week).

2. ELMO CHANDLER (#12)

This is a baked goods delivery-man who works for Rollo Baker of the Sweetest Tooth. He is quite observant.

3. DURIN BEARKIN (#16)

This dwarf master weapon smith is looking for young men, hardworking, who desire apprentice training.

4. SIR OSGOOD WHITE (#31)

This knight is on horse, with armiger riding in tow. He will nod courteously if there is a knight or paladin in the party.

5. JACKDAW "JACK" GOOSEBERRY (#36)

If this half-elf sees what looks like unfamiliar adventurers he will strike up a conversation and invite them to his house, also mentioning the building he has for sale. He is fascinated by Castle Zagyg.

6. MASTER VICTOR HAWKE, PALADIN (#41)

This paladin has recently settled in Yggsburgh and is fond of young adventurers brave of heart, true and loyal. He seeks those of like spirit (lawful or neutral good, generally). The paladin wishes to pledge his axe of silver to the town, but wants an audience with the mayor himself.

7. DARLENE VALE (#45)

This strange girl will at times wander about, eventually making her way to the Mors' Mound (#166). If followed, one may hear the nearly imperceptible, high-pitched warble of birds. These are in fact faeries.

8. DALBID YEEROUF (#60)

This black-robed man will walk the streets alone, and may, if spotting those of adventurous quality, inform them that he is in the business of purchasing interesting baubles at his shop (#116).

9. MASTER HAROLD SHEPSTON (#66)

This Master of the Weavers' Guild is in coach with bodyguard, on guild business.

10. WALDORF FISH (#73 + #125)

This seller of wicker supplies is going from home, to work, or to the River Rat Tavern (#117).

11. URCHIN BOY (#81)

A ratty looking urchin who approaches the party saying that Madam Rowan can tell them their futures. He will lead the party straight there.

12. MAGICIAN APPRENTICES (#95)

A pair of wizards' apprentices, quite possibly of the Academy of Magic, carrying a crate of empty potion bottles. They are leaving The Rose Bottle (#95).

13. THROR IRONFORGE (#107)

This Master of the Blacksmiths' Guild, a regal dwarf, will be riding his black war pony to or from his home, the Blacksmiths' Guild Hall (#156). One or both of his sons may be riding in tow.

14. ALAN CORDWAINER (#108)

This Justice of the Peace, with or without his retinue, is riding to the suburbs to oversee low justice, or to City Hall & Courts (CZY encounter #9).

15. MASTER THOMAS CRAPPER (#109)

This Yggsburgh town employee, the Keeper of Sanitation, is out looking for help with the present rat problem.

16. WILLIAM BASS (#115)

The fishmonger is looking for help in the area of Big Fish Lake, where some of his fellows, in the course of honest fishing, were swallowed whole by a giant fish. See appendix B for more details.

17. NE'ER-DO-WELLS (#117)

Rough laborers and rivermen, common women and doxies, and possibly a few bravos are heading in or out of the River Rat Tavern.

18. BURLY BARGEMEN (#117)

This gang of cutthroat bullies will be going to or from the River Rat Tavern.

19. GIB ALLWORTH (CZY ENCOUNTER #36)

This Master of the Masons' Guild will be traveling to or from the Masons' Guild Hall (#153).

20. VENERABLE REGINALD VINER (OR ONE OF HIS PIOUS PRIESTS) (#165)

The Chief Priest of the Outland Temple of Andvari. He will invite strangers of Yggsburgh to pray at his temple, particularly if there are dwarves, gnomes, or halflings. He may be accompanied by any of the Dutiful Priests.

NIGHTTIME ENCOUNTERS

Check twice per night, (d10, 1–3 no result, 4–10 encounter). If the result is an encounter, roll a d% and consult the below result. The Castle Keeper should adjust numbers to suit the party's abilities for those encounters involving combat.

01–60 PATROL (CITY GUARD OR NIGHT WATCH)

There will city guards on patrol (d6, 1–2) that will be suspicious of anyone out at night. Use the statistics for the guards listed under Towers & Bastions for this patrol. Otherwise (d6, 3–6) it will be a volunteer Night Watch (see below) patrol of four.

61–75 VAGABONDS AND HARLOTS

Vagabonds (d6, 1–2), harlots (d6, 3–4) or both (d6, 5–6) wander the streets, panhandling and working their respective trade. They will be alone or number 1–4.

76–80 GIANT SEWER RATS

At night, 5–30 of these creatures may emerge, and of late they are becoming bolder. They largely inhabit an old warehouse (#134) where they are being controlled by a wererat. The rats will attempt to isolate small-sized creatures (see Appendix B).

81–90 BRAWNY BARGEMEN (#117)

Members of this gang, who hang around The River Rat Tavern (#117) will be out causing trouble, whether it's picking a fight, inciting a riot, or causing general mayhem.

91–95 SHADOWS

From the shadows of alleyway or gangway, these malign undead emerge numbering 1–4 (see Appendix B).

96–100 PHASE SPIDERS (#112)

Young Phase Spiders have been prowling the streets, these originating from a vacant building where the mother nest is, and now they seek to build their own nests. 1–4 will be encountered. (see APPENDIX B)

THE NIGHT WATCH

There are two Middle Class/Upper Lower Class blocks in the Storehouse District. Each block has a resident beadle. A beadle is a minor official appointed by municipal authority to see to law and order in the town; that is, they report infractions to law enforcement authorities. They also serve to enforce the writ of bailiffs, such as to convey an accused criminal to a Justice of the Peace. These beadles are Jud Smith (resides at #26) and Bert Brown (resides at #94).

JUD SMITH AND BERT BROWN, BEADLES (These are 1st level, lawful neutral, human fighters. Their vital stats are HP 6, AC 13. Their primary attributes physical. They have the Secondary Ability of Detection. They carry studded leather armor, club, light crossbow, 12 quarrels, and dagger.)

CK'S NOTE: Throughout this module are NPCs who are part of the night watch, all of whom are marked with an asterisk (*). There will be four such men patrolling on any given night. Such individuals will have leather armor, glaive–guisarmes and clubs (if not otherwise equipped), and carry hooded lanterns when on duty.

RUMORS OF THE STOREHOUSE DISTRICT

The following rumors may be heard in the Storehouse District, though the Castle Keeper should expand this list to suit the campaign. Roll a d8.

D8 RUMOR

- 1 The Lumber Block is 'owned' by the Thieves' Guild. (True)
- 2 Don't get too close to the bell tower at the end of Crosstown Street. It could make your head explode. (False)
- 3 The tree mound next to the Outland Temple is frequented by faerie folk. If you go inside and lie alone for many hours, something magical will occur. (True)
- 4 Rollo the baker who runs the Sweetest Tooth Bakery is running a racket. I'm certain his man stole a vase from my home. (True, however it is the delivery man; Rollo has no idea.)
- 5 My cousin is missing. He told his wife he was going to Yeerouf's Loan Bank to sell his family jewels. (True)
- 6 A giant sewer rat dragged a child into the sewers recently. (True)
- 7 Dalbid Yeerouf has a pet dragon. (False. It's a griffon.)
- 8 The beadles around here are spies for the Thieves' Guild. (False)

APPURTENANT STRUCTURES

Similar structures on the map of this district are as noted using the following key:

- C: Carriage house of brick with room for carriage and coach. The coachman and footman live in the quarters above.
- P: Small animal pen, coop, hutch, or kennel for chickens, dogs, doves, ducks, geese, pigeons, or rabbits.
- S: Stable of brick, housing draft and riding horses in stalls, with a feed and equipment room; the loft having quarters for the groom, stable boy, and possibly an apartment for rent.
- G: Garden area fenced in by fence, hedge, or rock/brick wall. Contains plants, flowers, and vegetables.
- W: Warehouse shed. Here there will be a clerk (a simple commoner) to direct waggons and carters where to pick up and drop off deliveries. There will also be a guard here.

WAREHOUSE SHED GUARD (This is a 2nd level, lawful neutral, human fighter whose vital stats are HP 15, AC 12. Their primary attributes are physical. They carry leather armor, spear, and dagger.)

II. TOWERS AND BASTIONS

THE EAST CURTAIN WALL facing the Yggsburgh Canal is 35 feet high, with a parapet 3.5 feet high and merlons of 3.5 feet atop it, spaced at 3 feet intervals (embrasures). The wall splays 15 feet wide at the base, 10 feet wide at the top, with a 6-foot wide battlement. The outer and inner surfaces of the wall are double and single courses, respectively, of dressed stone block totaling 6 feet in thickness, the intervening space being filled with stone, clay, and hard packed earth.

The wall is patrolled hourly by the units stationed at the towers listed below. Soldiers assigned tower duty also patrol the walls on either side. Every 15 minutes one soldier will march east and one soldier will march west halfway to the next tower. As soldiers in the surrounding towers do the same, a pair of soldiers will meet at the midway point, then turn and return to their respective tower. This is done under the observation of those who remain on tower duty, watching from above.

At any time there will be 1–2 halberdier/artillerists and 1–2 crossbowmen/artillerists stationed at each of the following towers for eight hour shifts at a time. There is a 25% chance Sub-lieutenant Armor will be about Loudbell Tower (#T-1); otherwise, there is a 25% chance a serjeant will be about.

SUB-LIEUTENANT ARMOR (He is a 3rd level, lawful good human fighter whose vital stats are HP 25, AC 16. His primary attributes are strength, constitution, and wisdom. His significant attributes are strength 16 and wisdom 16. He has Military Leadership Ability. He wears a full chain suit and wields a glaive guisarme, longsword, and belt axe.)

SERJEANT (This is a 2nd level, lawful good, human fighter whose vital stats are HD 2d10, HP 14, AC 15. His primary attributes are physical. His equipment includes chain hauberk, halberd, and longsword.)

HALBERDIER/ARTILLERISTS x 2. (They are 0th level, lawful neutral, human fighters whose vital stats are HD 1d10, HP 5, AC 15. Their primary attributes are physical. They carry chain hauberk, halberd, and dagger.)

CROSSBOWMEN/ARTILLERISTS x 2 (They are 0th level, lawful neutral, human fighters whose vital stats are HD 1d10, HP 5, AC 15. Their primary attributes are physical. They carry chain hauberk, light crossbow with 20 quarrels, and dagger.)

T-1. LOUDBELL TOWER, 45' HIGH, 30' TO POINT

SIGN: An iron bell over the Yggsburgh coat of arms; a plaque with brass plate containing the inscription given below.

This hexagonal tower of 45 feet height and 30 feet length per side holds in its colonnaded third story enclosure a great iron bell, enchanted with eldritch powers. When Loudbell is tolled it is so loud that the entire town and as far as The Five Farms of The Outs hears it — and perhaps beyond. The bell was offered as an anonymous gift to the fourth Lord Mayor of Yggsburgh, Raymond Wright, Master of the Merchants' Guild, who served but one term. A note with the gift was scribed on vellum with the following words:

Sovereign Prince, Lord Mayor of Yggsburgh:

For reasons undisclosed the Lord who bestows upon you this most humble gift cannot reveal his identity, but please do note that our enemies are common. Should your Free Town ever become victim of siege, the tolling of this bell will call to arms your most able of men, both near and beyond. Use it wisely.

— Anonymous

This missive was later inscribed on a plaque and mounted on the tower's wall.

Metallurgists have determined this strange bell to be forged of star metal, an ore fallen from the heavens composed largely of iron and nickel and obviously quite capable of containing enchantment. Once per month,

Loudbell is tolled to test its dweomer. If the town is under threat of war, or if there is an emergency such as flood or fire, the bell is twice tolled. Three tolls indicate the town is under siege. The peal can be deafening, nauseating, causing nose-bleeds and vomiting to those within 25'. The toller of the bell (a soldier) must thus don an enchanted helm that dampens this effect, though not completely. There are two such helms stored in a locker at the ground floor of this tower. It should also be noted that *silence* spells (and most spells for that matter) do not affect Loudbell.

All wall towers have archery loopholes and their tops are strong enough to hold siege machinery of light sort. Each wall tower has two scorpions (ballistae) and one light catapult atop it.

SCORPION: An easily movable war engine manned by a crew of three when in action. One fires vaned missiles of spear size to a range of 900 feet, plus one foot for every foot of height above the ground it is on when firing at a ground target. One can be aimed upwards as well as outwards. One can be reloaded and fired in 3 rounds, 4 rounds if only two men are operating it, and six rounds if one person is doing it all. Base chance to hit a target of any armor class is 13 at close range, 15 at medium range, and 19 at long range. Damage inflicted by a hit depends on proximity and target size:

TARGET SIZE

RANGE PROXIMITY	SMALL TO MAN-SIZED	LARGER THAN MAN-SIZED
Up to 300 feet	4–16 damage	5–30 damage
301 to 600 feet	3–12 damage	4–24 damage
601 to maximum range	2–8 damage	3–18 damage

LIGHT CATAPULT: A war engine that is normally manned by a crew of four when in action. It can be reloaded and fired in six rounds, nine if there are three crewmen, 12 if the minimum of two men are operating it. It fires stone missiles of about 28 pounds weight to a minimum range of 300 feet to a maximum range of 900, plus one foot for every foot of height it is above a target on lower ground. Base chance to hit a target of any armor class is 18 at any range. Damage inflicted by a hit depends on target size:

TARGET SIZE

RANGE PROXIMITY	SMALL TO MAN-SIZED	LARGER THAN MAN-SIZED
Up to 300 feet	4–16 damage	8–32 damage

T-2 GOODMAN TOWER, 45' HIGH. 40' DIAMETER

Goodman Tower is a standard town tower (long D-shape, curve projecting 15 feet beyond wall, length of side walls 35 feet, with open back), named for its location at the end of Goodman Street. All wall towers have archery loopholes and their tops are strong enough to hold siege machinery of light sort. Each wall tower has two scorpions (ballistae) and one light catapult atop it (SEE #T-1, ABOVE).

T-3 NEARGATE TOWER, , 45' HIGH. 40' DIAMETER

Neargate Tower is a standard town tower (long D-shape, curve projecting 15 feet beyond wall, length of side walls 35 feet, with open back), named for its location at the end of Neargate Street. All wall towers have archery loopholes and their tops are strong enough to hold siege machinery of light sort. Each wall tower has two scorpions (ballistae) and one light catapult atop it (SEE #T-1, ABOVE).

This tower was destroyed about a century ago during the siege of Baron Redfort and Count Easmoor. History speaks of a Redfort mage that exploded the tower with sorcery, and although there were no spell-casters of note within the walls of Yggsburgh, when enemy soldiers attempted to traverse the rubble, they were at once repelled by some

powerful dweomer, the boon of a mysterious wizard. In the aftermath of Yggsburgh's victorious defense, Neargate Tower was rebuilt.

B-1, B-2, B-3 WALL BASTIONS.

These are standard wall bastions, C-shaped projections with the usual parapet and merlons found along the curtain wall at the midpoint

III. DYERS' BLOCK

THIS BLOCK INCLUDES A large segment of Yggsburgh's cloth dyers. Many buildings here appear to touch, but these are typically divided at the ground floor by gangways of two feet to no more than five feet in width. These gangways pass under extended first and other upper floors that may touch, and some gangways possibly have stairs down to the basement level.

1. DIANA'S DANCE HALL

REASON: to dance
SIGN: a pair of dance slippers

This one-level brick and mortar building is the property of Diana Wheelwright, a wandering wizard who keeps no permanent residence. The dance hall is open two nights per week to the public; otherwise, the establishment is closed and locked via the *wizard lock* spell. The hall is high-ceilinged, with girders and rafters of oak, while the floor is of beechwood planks, though heavily scratched and worn.

A small troupe of musicians performs here, led by the musician Wil Stone. The troupe will garb themselves in green brimless caps pointed at the front with a panache of owl's feathers, tight trousers of olive green twill, blue tunics, and nut-brown capes. They play drums, flageolet, and double lute.

Refreshments are sold by Guy Cooper (who lives at #73), a tall, barrel-chested man who stands behind the small bar along the east wall. Most patrons are young (late teens to early 20s) and of the lower middle class, although it is not unusual for young aristos to "slum it" here to pick up the young wenches.

The following table indicates the number of patrons found here during the two nights this establishment is open. There is a 50% chance Diana (age 35), a stately woman with gray-streaked black hair, will be about. During this time she will use her magic to cool the hall and also supply magical lighting effects.

Time	Number of Patrons
Evening	11-20
Night	21-30

There is a 10% chance that 1-3 lesser members of the Burley Bargemen (#117) will be here causing trouble, picking a fight, or possibly spreading lies and dissent regarding the government to idealistic youths.

DIANA WHEELWRIGHT (She is a 6th level, chaotic good, human wizard. Her vital stats are HP 16, AC 10. Her primary attributes are strength, intelligence, and wisdom. Her significant attribute is intelligence 16. Her secondary skill is Esoteric Ability. She wears green robes and carries a dagger, and 4d4 gp. Wizard spells: 0th x 5, 1st x 5, 2nd x 4, 3rd x 2.)

GUY COOPER* (He is a 5th level, chaotic good, human fighter whose vital stats are HP 40, AC 13. His primary attributes are strength, dexterity, and constitution. He carries studded leather armor, short sword, dagger, and 2d4 gp.)

WILL STONE (He is a chaotic neutral rural commoner with Artistic Capacity — Music, level 4)

MUSICIANS x 4 (They are chaotic neutral rural commoners with Artistic Capacity — Music, level 2)

between towers. Each bastion is filled with rubble and packed earth, thus allowing the top of the structure to support the heavy siege engines and machinery mounted thereon. There are two scorpions (ballistae) and one catapult atop each bastion. There is no access to the bastion except from the top of the wall. Every 15 minutes a soldier will march here from each of the surrounding towers, turn, and come back.

GOODS AND SERVICES	COST
Admittance fee	5cp
Beer, pint	4 cp
Root Beer, pint	2 cp
Bread roll, hard, rye	1 cp
Cheese wedge, yellow, firm, sharp	1 cp
Pickled egg	1 cp

2. PINKY'S FENCING SCHOOL

REASON: to learn the art of sword play
SIGN: a shining rapier

This two-story brick building is the fencing school of Edgar "Pinky" Smith. "Pinky" teaches fencing classes. He got his nickname because he never fails to "pink" (slightly wound) his opponent. Pinky is a cleric of Tyr, and will heal anyone wounded in the course of swordplay. His students are largely of the middle to upper class. On any given evening there will be 4-16 amateur fencers training here. Class lessons cost 6 sp per hour, while private lessons cost 8 sp per hour. The first floor contains the apartments of Pinky, his wife, and their twin infants.

Edgar has toyed with the idea of staging a grand fencing tournament; if he does he will invite both Ernest Turner (Burgher's Quarter, #98) and Edwin Hunter (Jewel District, #39) to participate, along with their best students.

EDGAR "PINKY" SMITH* (He is a 6th/3rd level, neutral good, human fighter/cleric of Tyr whose vital stats are HP 43, AC 16. His primary attributes are strength, dexterity, and wisdom. His significant attribute is dexterity 18. He is specialized in the rapier. When garbed for battle, he wears +2 padded armor and a +2 rapier. When teaching he wears clothing and carries a normal rapier, and 2d4 sp. Clerical spells: 0th x 4, 1st x 2, 2nd x 1.)

FENCING STUDENTS x 4-16 (They are 0th level, alignment variable, human fighters whose vital stats are HP 5-10, AC 10. Their primary attributes are physical. The equipment they typically use is clothing, a rapier, and 3d6 pieces of gold in mixed coin.)

3. DOVE'S SADDLERY

This two-story brick building is the workshop and home of Louis Dove, master saddler. Louis, age 62, is a balding, jovial sort who keeps two apprentices. He lives on the first floor with his much younger wife, his five children, manservant, and maid. His groom resides in the stable apartment.

LOUIS DOVE, MASTER SADDLER* (He is a lawful good master artisan.)
APPRENTICE SADDLERS x 2 (They are apprentice artisans.)
GROOM (He is a rural commoner.)

GOODS	COST
Saddle, with all accoutrements for riding, ordinary	2 gp
Saddle, with all accoutrements for riding, fancy	5gp
Saddle, with all accoutrements for riding, war	10 gp
Saddle bags, pair, fancy, leather	2 gp
Saddle bags, pair, ordinary, leather	1 gp

4. A KEENER EDGE (CUTLERY)

REASON: to buy blades or get blades sharpened.

SIGN: a cleaver on a whetstone.

This two-story with loft, brick building is the establishment of Bertrand Oaks, age 55, who sharpens blades. Bertrand and his three sons (all in their twenties) sharpen blades and cutting tools. Bertrand, a widower, is a slight man with bulging forearms and stringy gray hair. His sons are each married and have children so that a total family of 15 shares the first floor, with a maid and manservant (married) occupying the loft. The basement is where they forge, polish, and sharpen.

BERTRAND OAKS, MASTER CUTLER (*He is a chaotic neutral tradesman.*)

AL, ROBERT, AND HUMBERT OAKS (*They are tradesmen.*)

GOODS	COST
Cleaver, great	1 gp
Cleaver	14 sp
Corkscrew	3 sp
Dagger, long, with sheath, straight or curved (10-inch blade)	2 gp
Dagger, short, with sheath, straight or curved (6-inch blade)	80 sp
Knife, fighting (12-inch blade) with sheath	1 gp
Knife, folding (3-inch blade)	3 sp
Knife, heavy (15-inch blade) with sheath	80 sp
Nippers, small to large	4–10 sp
Pincers, small to large	4–12 sp
Razor, straight edge, folding	15 sp
Scissors, large	4 sp
Scissors, small	3 sp
Tweezers, small, steel	3 sp
Sharpening, per item, large	12 cp
Sharpening, per item, small	7 cp
Sharpening, weapon*	

2 sp for knife or dagger, 6 sp for axe-like blade, and 10 sp for sword

*Increasing damage scored by +1 for six attacks before the edge dulls.

5. LINDA'S LUXURIOUS LACE (LACE MAKER)

This is the two-story shop of Linda Marsh, a master lace maker. Linda has three young women who apprentice under her. Linda, age 30, is a gaunt, homely virgin who never married. She lives on the first floor with her nine pet cats, and her brother, Terrance, who owns Yggsburgh Community Storehouse (#120).

LINDA MARSH, MASTER LACE MAKER (*She is a lawful neutral tradeswoman.*)

APPRENTICE LACE MAKERS x 3 (*They are tradeswomen.*)

TERRANCE MARSH (*He is a lawful neutral tradesman.*)

6. A HEALTHY SOLE (COBBLER)

REASON: to buy or have mended shoes.

SIGN: a pair of shoes

This is the two-story shop of Humbert Shoemaker, age 51, a cobbler who sells and repairs footwear. He largely repairs the shoes of laborers and guild masons and metal smiths, and as such regards his "art" as wasted, but such is his lot. Humbert lives on the first floor with his wife and three of his five children (two sons apprentice elsewhere).

HUMBERT SHOEMAKER, MASTER COBBLER (*He is a lawful neutral master artisan.*)

GOODS & SERVICES	COST
Boots, high, hard soled, iron toe-capped*	75 sp
Boots, high, hard-soled	1 gp
Boots, high, soft-soled (riding)	1 gp
Boots, low, hard soled, iron toe-capped*	65 sp
Boots, low, hard-soled	40 sp
Boots, low, soft-soled	40 sp
Shoes, iron toe-capped*	32 sp
Shoes, leather	20 sp
Shoes, leather, fancy dress	45 sp
Cobbling (heels)	8 sp
Cobbling (soles)	3 sp
Cobbling (stitching)	4 cp
*kick damage +1	

7. SHRINE OF LOVE

REASON: to receive guidance or healing

SIGN: a red painted heart.

This is a small shrine of Vara, the Lesser Goddess of Love and handmaid of Frigga. The presiding priest here is Pious Wren, a portly, non-combative priest. Services are at noon each day. Largely attending are married women who are instructed in how to be good wives (by a man who's never married, no less). Healing services are available for 25 gp per level of spell, to Wren's capacity. Wren and his three acolytes (all 0 level) live in first floor apartments.

PIOUS WREN (*He is a 4th level, lawful good, human cleric of Frigga and her 11 handmaids, the Asynjur. His vital stats are HP 24, AC 10. His primary attributes are intelligence, wisdom, and charisma. He carries clothing and a staff. Clerical spells: 0–4, 1st–3, 2nd–2.*)

ACOLYTES (ALBERT, MARMADUKE, VICTOR) (*They are lawful good Lay Brothers.*)

8. RESIDENCE, PHILLIP SALTER

This two-story with loft, brick building is the residence of Phillip "Porky" Salter, his wife Stella, and their nine children. "Porky" owns Porky's (#130), a pork storehouse. Staff consists of a manservant, maid, groundsman, groom, and valet.

PHILLIP "PORK" SALTER (*He is a chaotic neutral tradesman with Business Ability, level 3.*)

9. RESIDENCE, MASTER HENRY HAMM (MASTER PAINTER)

This two-story with loft, brick building is the residence of Master Henry Hamm, a master painter. The gentleman lives here with his wife and three children. A graduate of the Academy of Art, Hamm is a pretentious fellow, tall and scrawny-skinned. Staff consists of a manservant, maid, groundsman, groom, and valet.

MASTER HENRY HAMM (*He is a lawful good Noble Gentleman, unclassified with Artistic Capacity — Paint & Sculpture — level 4.*)

10. WOODWARD'S PRINT & BINDERY

REASON: to have copies of a document or book made.

SIGN: a wooden block embossed with a fancy letter “W”.

This two-story with loft, brick and mortar building is the establishment of Dell Woodward, a printer. Woodward (age 64), is a tall willowy sort. He runs a small printing press with hundreds of blocks and the finest of ink, which he imports. Woodward serves local guilds, printing manifestos, plans, and documents. His workshop spans the ground floor and basement. He often works alone, setting the blocks and working the press, while his wife, Rose, assists in the bindery process. The first floor contains their apartments, and the loft is rented out to local laborers.

DELL WOODWARD (*He is a neutral good tradesman.*)

ROSE WOODWARD (*She is a true neutral tradeswoman.*)

PRINTING & BINDING SERVICES

SERVICE	COST
Printing, type setup per folio page	10 sp
Printing, per page to 100 copies	5 cp
Printing, per page over 100 copies	3 cp
Binding, sewing, per 16–page insert	2 sp
Binding, end papers, per book	1–5 sp
Binding, cover attachment & tooling of leather, title included	20–100 sp

11. CHIVALRIC TALES (BOOK SELLER)

REASON: to purchase a book of tales.

SIGN: an armored knight on destrier and hoisting a lance.

This two-story with loft, brick building contains the shop of Ernest Esquire, a thin man with red hair and freckles who keeps two clerks on staff. Esquire sells books and tomes containing tales, particularly those pertaining to knights and chivalry, including biographies of Lewis Garmonde (Lord Yggs, see CZY), Sir Reillomark (CZY encounter #60), and Squire Sawyer (Yggsburgh: Town Halls District #10).

The ground floor contains rocking chairs, upholstered benches, coffee tables, and enchanted wall sconces of *continual flame*. Of course there are many bookshelves brimming with leather-bound and clothbound tomes. Red wool rugs are spread across a knotty pine floor that creaks with every footstep. Scholars congregate here to smoke pipes and discuss (or debate) history.

The first floor houses the apartments of Esquire, his wife Emma, and their four children. The Esquires keep a manservant and a chambermaid. These two, along with the two clerks, share the loft apartments of the building.

ERNEST ESQUIRE (*He is a lawful neutral tradesman with Knowledge Specialist — Local History, level 2, and Artistic Capacity — Literature, level 2.*)

The following rare volumes are for sale. The Castle Keeper is encouraged to expand upon this list to suit the campaign.

GOODS	COST
Book, <i>The Compleat Book of Chivalry</i> , cloth cover, 60 paper pages	1 gp
Book, <i>The Proper Equine — The Book of Knights' Mounts</i> , cloth cover, 80 paper pages	3 gp
Book, <i>Knights & Dames of the East Mark</i> , leather cover, 120 paper pages	4 gp
Book, <i>Dragons & Drakes</i> , leather cover, 100 paper pages	10 gp
Book, <i>Last Man Standing — The Valiant Sir Reillomark</i> , leather cover, 48 vellum pages	25 gp
Book, <i>The Life & Times of Lewis Garmonde, Lord Yggs</i> , leather cover, 50 vellum pages, with locking strap	20 gp
Map, parchment, regional (The East Mark)	1 gp
Map, parchment, city (Yggsburgh)	1 gp

12. THE SWEETEST TOOTH (BAKERY)

REASON: to buy baked goods.

SIGN: a steaming loaf of bread

This two-story with loft, purple-painted brick building is the bakery of Rollo Baker, a red-faced, portly fellow. Two ovens, dough rolling tables, and benches are kept in the back and the basement. Baker and his family live on the first floor. They presently rent the loft apartment to a group of five college students.

Rollo's two shapely teenage daughters work the front counter of the bakery. Also employed here is a carter, Elmo Chandler, a rodent-faced man who resides in the stable loft out back. Chandler is a petty thief, a cutpurse and pick-pocket who “acquires” small objects of worth from the more affluent clients he delivers baked goods to.

ROLLO BAKER* (*He is a lawful good tradesman.*)

ELMO CHANDLER (*He is a 5th level, chaotic neutral, human thief whose vital stats are HP 18, AC 14. His primary attributes are intelligence, dexterity, and charisma. His significant attribute is dexterity 16. He wears a +1 ring of protection and wields a +1 short sword. He also carries a potion of invisibility, and 100gp worth of gems and jewelry.*)

GOODS	COST
Biscuits, fresh, dozen	4 cp
Biscuits, hard (travel bread), 1 pound	4 cp
Bread, loaf (barley, cornmeal, rye, whole wheat, white)	2 cp
Cake (carrot)	8 cp
Cookie x 2	1 cp
Muffins (blueberry or corn), per dozen	7 cp
Pastry (fruit, varies per day)	3 cp
Pie (apple, blackberry, blueberry, peach, walnut), per wedge	3 cp

13. A TENDER LOIN (BUTCHER)

REASON: to buy meat.

SIGN: a man chewing a side of beef.

This two-story brown stone building is the shop of Gavin Badger, master butcher. Every morning Gavin has trucked in fresh, dressed carcasses of cattle, swine, sheep, and goats to be butchered and carted to local taverns and restaurants. Badger, a hairy fellow with enormous shoulders and pig-like features, is a bachelor. He keeps a staff of three apprentices who will cart in the meat and deliver it to area restaurants.

GAVIN BADGER (*He is a chaotic good tradesman.*)

APPRENTICE BUTCHERS x 3 (*They are apprentice tradesmen.*)

GOODS	COST
Meat/poultry, cheap cut/common, per pound	4 cp
Meat/poultry, average cut/fair, per pound	6 cp
Meat/poultry, good cut/better, per pound	1 sp
Meat/preserved, per pound	8 cp
Sausage, five pound (fresh)	15 cp
Sausage, five pound (smoked)	11 cp
Ham, five pound (smoked)	3 sp

14. RESIDENCE, ARLOF RODECKSEN

REASON: When the party is seeking this elderly herbalist, possibly after finding a clue at Zagyg's *Dark Chateau*.

This three-story building of ochre-gray stonework is the residence of Arlof Rodecksen, previously referenced in the module *Dark Chateau* (TLG CZA1) by Robert Kuntz. Arlof is a retired herbalist who was at one time quite active in the community, supplying herbs to apothecaries, restaurants, cloth dyers, and more.

Arlof is a gray-haired smallish man, quite senile, but he fondly remembers his profession, and if approached with kindness and concern, he will talk at leisure about it — in between bouts of sleep. He sleeps 15 minutes every hour during the day, and only 4 hours from midnight to 4 A.M. His sister, Ruth (#28), visits him daily to make sure he is fed and bathed. Arlof lives here with a housekeeper and a nursemaid.

ARLOF RODECKSEN (*He is a neutral good tradesman with Knowledge Specialist — Herbalism, level 4.*)

15. TRUSTY TRIGGER (CROSSBOW MAKER)

REASON: to purchase a crossbow of fine quality

SIGN: Thatcher family coat of arms, a blue checkered field emblazoned with a notched crossbow

This two-story building of blue and white checked brickwork is the establishment of Master William Thatcher, a bear of a man with pale hair and blue eyes. Thatcher (age 45), a former soldier, develops fine crossbows and has mastered the craft of these mechanisms of war. He keeps two apprentices, while his comely wife, Helga (age 30), and daughter, Velma (age 16) function as clerks. Each of these women are tall, blonde, buxom, and often mistaken as sisters.

The sales office is located on the ground floor, with behind the counter racks and cases containing the various pulley weapons. The back room and basement function as crossbow workshops, the finest of which may take years to craft. The basement also contains apprentice apartments and the family manservant, while the first floor contains the apartments of the Thatchers.

MASTER WILLIAM THATCHER*, master crossbow maker (*He is a 5th level, lawful neutral, human fighter whose vital stats are HP 31, AC 17. His primary attributes are strength, dexterity, and intelligence. His significant attribute is dexterity 17. He wears chain hauberk armor and wields a +4 light crossbow, 20 quarrels, and a hand axe.*)

APPRENTICE CROSSBOW MAKERS x 2 (*They are apprentice artisans.*)

GOODS	COST
Crossbow, heavy	9 gp
Crossbow, light	35 sp
Crossbow, light, pellet, repeating* (14-shot, 1d3 damage)	10 gp
Crossbow, light, repeating* (9-shot, short quarrel, 1d4 damage)	7 gp
Pellets, lead, pouch of 20	12 cp
Quarrel box, 20 quarrel cap., and waist belt	14 sp
Quarrel box, small, short bolts, 30 quarrel cap., and waist belt	14 sp
Quarrels, sheaf of 40, heavy	30 sp
Quarrels, sheaf of 40, light, short	29 sp
String, crossbow	2 sp

*Fires two shots per round.

16. DURIN'S DURABLE AXES

REASON: to purchase an axe.

SIGN: a dwarf gripping a shining battle axe.

This two-story building of red brick is the establishment of the dwarf, Durin Bearkin, a master weapon smith whose specializes in axes. Durin has thick black hair and a short-trimmed shelf of a beard. A jovial sort with a yellow-toothed smile, the dwarf is well liked. Durin keeps two apprentices, both soon to be journeymen. His workshop extends from the backroom of the ground floor to the basement, which also contains apprentice apartments. The first floor is where the dwarf and his family of four reside.

DURIN BEARKIN*, MASTER WEAPON SMITH (*He is a 5th level, lawful good, dwarf fighter whose vital stats are HP 30, AC 12/20. His prime attributes are dexterity and wisdom. When arrayed for battle Durin will don +2 band-ed mail and wield a pair of +3 hand axes [specialized]. When hurled, each of these hand-axes is enchanted to return to their wielder once per day.*)

APPRENTICE WEAPON SMITHS x 2 (*They are apprentice artisans.*)

The following should be considered *Superior Quality* as described in the appendix of *Castle Zagyg*, Vol. I: *Yggsburgh*.

GOODS	COST
Axe, Battle	11 gp
Axe, Bearded	9 gp
Axe, Belt (a small hand/throwing weapon)	45 sp
Axe, Piercing	9 gp
Axe, Two-Handed	28 gp

17. GLUTTON FOR MUTTON (RESTAURANT)

REASON: to eat among local laborers.

SIGN: a leg of mutton.

This two-story with loft building of white-painted brickwork is the establishment of Herbert Lamb, a pudgy fellow with false, wooden teeth. Lamb serves mutton soup in an assembly-line fashion for local laborers who stop by before work, and mutton leg with gravy dinner for those coming after. The mutton is tough, and decidedly not the finest of quality.

The dining hall is lined with large tables and benches where the men sit shoulder-to-shoulder wolfing down their mutton. Lamb greets the patrons, and is well-liked. His two sons, two daughters (all teens), and wife work the counter and floor serving the men, many of whom come in tired and weary-boned. The kitchen is in the basement, where the cook William Wolfe works with two scullions. The Lambs occupy the first floor

apartments. Wolfe lives in a loft apartment with his wife, while the two scullions reside in the stable apartment out back.

HERBERT LAMB (*He is a neutral good tradesman.*)

WILLIAM WOLFE (*He is a chaotic neutral simple commoner who carries a cleaver.*)

Goods & Services	Cost
Ale	2 cp per pint
Tea	2cp per pot
Breakfast with tea	6 cp
Dinner with ale	12 cp
Supper with ale	8 cp

18. OLD TOM'S TONICS & REMEDIES (APOTHECARY & HERBALIST)

REASON: to buy tonics, remedies and other chemicals

SIGN: a bubbling potion

This two-story building of blue painted brickwork is the establishment of Thomas Bass, an apothecary and herbalist, whose shop takes up the ground floor. Bass has two clerks, both of whom live on the basement level which also serves as a storage area filled with shelves of bottles and casks. Bass is a thin, gray-haired fellow who lives with his family of six on the first floor.

When discussing rare herbs or spell components, Bass will complain that ever since the gnomes of the Lonely Valley have stopped trading in the town, rare herbs are difficult to come by. His complaint is in reference to the adventure, "*Settlers and Burrows.*" (CZ:Y, environs #30).

THOMAS BASS (*He is a neutral good tradesman with Knowledge Specialist — Herbalism, level 2 and Alchemy, level 2*)

CLERKS x 2 (*They are tradesmen with rudimentary herbalist and alchemist knowledge.*)

GOODS	COST
Acid, one-pint flask: Nitric or sulfuric (and poisonous)	1 sp
Alcohol, grain, one-quart flask: 180 proof, inflammable	3 sp
Alkali, one-pint flask (lye)	1 sp
Bandages, 10-foot gauze	6 cp
Bay rum aftershave, one pint	4 cp
Bicarbonate of soda, one pound	1 sp
Dye, cloth, for one large garment, any color	6 cp
Dye, skin, full body application (blues, greens and browns)	2 sp
Glycerin, pint	1 sp
Glue, general purpose, one-pint pot	12 cp
Herbs, medicinal*, per dose	1 sp
Medical Book	70 sp
Perfume, common (flower essence), 4-ounce bottle	1 sp
Salve, burn healing (+1 point healing/day, seven applications), jar	10 sp
Salve, wound healing (+1 point healing/day, seven applications), jar	10 sp
Sleeping draught, 1-ounce vial	6 sp
Soap, hard, half-pound cake	2 cp
Talcum powder, pint jar	8 cp

*Includes analgesic, digestive, purgative, restorative, soporific, stimulant, vermifuge, etc.

The following magical good may be available in limited quantity:

MAGICAL GOODS	COST
Aquatic Gelatin Ambrosia*, jar	500gp
Magical Elderberries (+3 constitution for 24 hours), per berry	100 gp
Mandrake root (small, fair-shaped)	50gp
Mandrake root (large, perfect shaped specimen)	250 gp
Potion of Healing (2d4+2)	100gp

*see APPENDIX C.

19. WHAT THE PIG-MENT (DYER)

SIGN: a pig wearing a frock coat and square-crowned hat.

This two-story building of indigo and black checkered brick work is the establishment of Marmaduke Dyer, master dyer. The ground floor of this shop is heavily stained with dyes of many colors, the smell of which is steeped in the walls. Dyer is a noted member of the Weavers' Guild, keeps two apprentice dyers. He lives on the first floor with his wife and five children. His apprentices live in basement apartments, the basement also serving as a storage area for vats, dyes, compounds, tongs, etc.

MARMADUKE DYER, MASTER DYER (*He is a lawful neutral tradesman.*)

APPRENTICE DYERS x 2 (*They are apprentice tradesmen.*)

20. WOAD'S DYES (DYER)

REASON: to purchase a counterfeit uniform.

SIGN: a tabard quartered yellow and blue.

ENCOUNTER: Counterfeit Uniform

This two-story with loft, brick building is the establishment of Jud Woad, a master dyer with short blond hair. Woad is a member of the Weavers' Guild, but also a supplier of the Thieves' Guild for whom he produces replica Yggsburgh military uniforms. Woad keeps two apprentices, both of whom are complicit in his affairs. Woad's wife, Belle, a skilled seamstress, creates the uniforms, while Woad and apprentices match colors to perfection.

The ground floor is filled with vats, dyes, tools, jars of organic materials, compounds, etc. Wild woad leaves (which yield blue) and turmeric roots (which yield yellow, orange and gold dyes) are the primary ingredient used here. The basement is for storage and apprentice apartments, while the first floor contains Woad's personal apartments, where he lives with his wife and infant child.

If a registered member of the Thieves' Guild visits Woad's Dyes and exhibits through *cant* a request to see a "uniform", Woad will take said thief to his loft and show his counterfeit military uniforms which he sells for 100 gp each. Also available are costume versions of Lady's or Gentleman's clothing, studded with colored glass and bits of pyrite, which are sold for 20 gp each.

JUD WOAD, MASTER DYER (*He is a lawful evil tradesman with a rudimentary knowledge of cant.*)

BELLE WOAD, SEAMSTRESS (*She is lawful evil tradeswoman.*)

APPRENTICE DYERS x 2 (*They are apprentice tradesmen.*)

21. RESIDENCE, MASTER GARTH COOPER III

This rundown, two-story shack is the residence of Master Garth Cooper III, an impoverished gentleman who lost his fortunes due to a lifestyle of heavy drinking and gambling.

MASTER GARTH COOPER (*He is a chaotic neutral Noble Gentleman, unclassed.*)

22. RESIDENCE, ROLLO MILLER

This small, yellow painted shack set on fieldstone foundation is the home

of Rollo Miller, a journeyman mason who works at **ROOFERS STOREHOUSE (#144)**. Miller lives here with his wife, three children, and his in-laws.

ROLLO MILLER* (*He is a lawful neutral journeyman artisan with Construction, level 2*)

23. RESIDENCE, IGNACIOUS GARFISH

This weatherworn shack on fieldstone foundation is the home of Ignacious “Garbleweed” Garfish, who owns the **TOBACCO BARN (#141)**. The man certainly makes a lot of money but prefers to keep a low profile, living here in this alley. Garfish (age 60) lives here with his wife and elderly mother, but his children reside elsewhere. In his cellar there is buried 1,327gp, 835sp, and assorted gems and jewelry worth 2,500gp. His wife has no idea.

IGNACIOUS “GARBLEWEED” GARFISH (*He is a 4th level, chaotic neutral, human thief whose vital stats are HP 17, AC 13. His primary attributes are dexterity, constitution, and wisdom. His secondary Skill is Knowledge Specialist — Herbalism. He wears +1 leather armor and wields a +1 dagger.*)

24. ANSEL’S ANVIL (BLACKSMITH)

REASON: when the party is seeking to buy or sell tools of iron and steel.

SIGN: a horseshoe engraved with two intertwined letter A’s.

This two-story with loft, fieldstone building with thatch roof dates back to the earliest days of this area’s settlement. It is the establishment of the smithy, Ansel Gilbertson, who also serves as assistant to the **MASTER OF THE BLACKSMITHS’ GUILD (#156)**, the dwarf Thror Ironforge.

Ansel Gilbertson is a broad-shouldered man with gray-streaked hair and beard. His specialty is horseshoes, which he produces in bulk. He keeps four apprentices and one journeyman under his employ. The apprentices live in basement apartments while the journeyman, Oliver Smith, occupies the loft apartment with his wife, who serves as maid/housekeeper. Ansel lives on the first floor with his homely wife and his three homely children.

ANSEL GILBERTSON*, MASTER BLACKSMITH (*He is a lawful good master artisan dwarf. He carries a +1 belt axe.*)

OLIVER SMITH*, JOURNEYMAN BLACKSMITH (*He is a lawful good journeyman artisan.*)

APPRENTICE BLACKSMITHS x 4 (*They are apprentice artisans.*)

GOODS	COST
Chain, iron link, 1,100 pound test, per foot	1 sp
Chisel, metal-cutting	10 sp
Chisel, stone-cutting	6 sp
Chisel, wood-cutting	4 sp
File, metal	10 sp
Hammer	3 sp
Hammer, sledge (8-pound head)	10 sp
Hook, iron, ordinary, lifting/towing	25 cp
Hook, iron, grapnel	10 sp
Horseshoes*, light x 4	15 sp
Horseshoes*, cleated x 4 (for mountain or rugged terrain)	25 sp
Jimmy bar, small	8 sp
Jimmy, large (four-foot)	20 sp
Nails, large (4-inch length), 20	1 sp
Spike, heavy (6-inch length) each	1 sp

*For an additional 10 sp, an apprentice will shoe one’s horse or mule; 20 sp for the journeyman or master (not offered, per request only).

25. YGGSBURGH FULLING (FULLER)

SIGN: a fine wool coat.

This three story stone building with flat roof is the establishment of Edwin Fuller (age 46), a master fuller. Master Fuller keeps four apprentices who rub wool in fuller’s earth and beat wool with paddles. Fuller’s earth is a clay-rich cleaning substance that removes grease from wool and cloth. Fuller lives on the first floor with his pretty brunette wife and three children. The second floor is rented out, and the basement is used for storage and apprentice apartments.

EDWIN FULLER (*He is a lawful neutral tradesman.*)

APPRENTICE FULLERS x 4 (*They are apprentice tradesmen.*)

26. THE CROSSED THREAD (WEAVER)

SIGN: a bobbin of purple thread.

This three-story, purple painted stone building is the establishment of Guy Cordwainer, master weaver. Cordwainer weaves fabrics, blankets, clothing, rugs, and tapestries, using cotton, hemp, silk, and wool. He has three apprentices. The ground floor is where the weaving takes place. The place is a mess of fabric and works in progress, along with looms, spinning wheels, and other tools of the trade. The first floor is where Cordwainer and his wife Alice (who is with child) reside. The second floor is rented out to tenants, one being the beadle, Jud Smith, while the basement is used for storage and apprentice apartments. Cordwainer is a member of the Weavers’ Guild.

GOODS	COST
Rug, hand woven (good quality), per square foot	5gp
Rug, hand woven (fine quality), per square foot	10gp

GUY CORDWAINER* (*He is a lawful good tradesman.*)

APPRENTICE WEAVERS x 3 (*They are apprentice tradesmen.*)

JUD SMITH, BEADLE OF YGGSBURGH (*He is a 1st level, lawful neutral, human fighter. His vital stats are HP 6, AC 13. His primary attributes physical. He has the Secondary Ability of Detection. He carries studded leather armor, club, light crossbow, 12 quarrels, and dagger.*)

27. CUTHBERT’S MADDER (DYER)

SIGN: a red cloak trimmed with gold lace.

This two-story with loft, red painted stone building with flat roof is the establishment of Cuthbert Loomer, a master dyer of cloth, fabric, rugs, and yarn. Maddier root is Loomer’s specialty, from which he produces reds and oranges. He keeps two apprentices. The ground floor is filled with dye vats, jarred herbs and solutions, and various tools of the trade. The first floor is where Loomer and his girlfriend, Iris, reside, while the loft is occupied by the apprentices. The basement is used for storage, including 200 gp worth of wine butts.

CUTHBERT LOOMER, MASTER DYER (*He is a neutral evil tradesman.*)

APPRENTICE DYERS x 2 (*They are apprentice tradesmen.*)

28. RODECKSEN BOARDING HOUSE

REASON: to get cheap room and board.

SIGN: a bunk bed.

This three-story with loft, brick building is painted yellow (though chipping). It is the boarding house of Ruth Rodecksen (age 60) and her son Dell (age 30). The ground floor and first floor each contain six chambers, each one including two sets of bunk beds, two linen chests, and a small table. The basement level contains a kitchen and a small common area with tables and benches.

The second floor contains the apartments of Ruth, Dell, Dell's wife, and their three children. Ruth Rodecksen was the victim of a heinous crime, and Dell has grown up fatherless as a result. Dell would kill his father if ever he chanced to meet the monster, a traveling musician. Ruth Rodecksen is also the sister of Arlof Rodecksen (**#14; see also Castle Zagyg: Dark Chateau, Appendix D**), a retired herbalist of note, now elderly and senile. Ruth visits her older brother daily to make sure he is fed and bathed.

Ruth uses Arlof's stable (in back of #14), and gives him all the money derived from stabling. Up to six animals may be stabled here. Dell and Francine serve the patrons, while their three children, all red-haired girls (ages 13, 11, and 10), serve food in the dining room. Employed here are a cook and a scullion, who share the loft apartments of this building.

RUTH RODECKSEN (*She is a chaotic good tradeswoman with Secondary Skills of Business and Knowledge Specialist — Herbalism.*)

DELL RODECKSEN* (*He is a 4th level, chaotic good, human fighter whose vital stats are HP 28, AC 12. His primary attributes are strength, wisdom, charisma. His significant attribute is strength 16. He carries leather armor and a short sword.*)

GOODS AND SERVICES	COST
Ale	4 cp per pint
Beer	2 cp per pint
Coffee	2 cp per cup
Tea	1 cp per cup
Breakfast	1 sp
Dinner	4 sp
Supper	4 sp
Dormitory, per night	3 sp
Stabling, per night	3 sp

29. THE FRUGAL FROCK (TAILOR)

REASON: when the party needs clothes tailored

SIGN: a blue frock coat with gold lace collar and cuffs

This two-story with loft brick building is the establishment of Morris Walker, master tailor of frock coats. Common frock coats are woven of cotton or wool, while men of substance will wear coats of satin or silk. Walker (age 37), a member of the Tailors' Guild, is a thin man with dark circles under his eyes. He has three apprentices. Tailoring is done on the ground floor, which is racked with hundreds of coats and cloaks. Walker resides on the first floor with his wife and two children; his elderly in-laws occupy the loft. The basement, which functions largely as a supply room, also houses his three apprentices.

MORRIS WALKER, MASTER TAILOR (*He is a lawful neutral tradesman.*)
APPRENTICE TAILORS x 3 (*They are apprentice tradesmen.*)

GOODS AND SERVICES	COST
Frock coat, cotton	30 sp
Frock coat, satin	5 gp
Frock coat, silk	10 gp
Addition of lace at collar and cuff	+ 10 gp to the above prices

30. STOREHOUSE WASHERWOMEN (LAUNDRY)

REASON: when the party wishes to have their clothes laundered

SIGN: bucket bubbling with soap

SECOND SIGN: reads "Loft apartment for rent! Inquire within."

This two story with loft, brick building is where local warehouse

workers can bring their uniforms to be scrubbed. Seven middle-aged washerwomen work here, though the establishment is owned by Steven Williamson (age 44), a big-jawed man with a penchant for drinking and fighting. The ground floor is lined with large wooden buckets of soapy water. Steven occupies the first floor apartment, and is looking to rent his loft. The loft apartment has two rooms, each about 20 by 15 feet with a single window. Rent is 25 sp per month, per room.

STEVEN WILLIAMSON (*He is a 4th level, chaotic neutral, human fighter whose vital stats are HP 35, AC 11. His primary attributes are strength, dexterity and constitution. His significant attributes are strength 15 and constitution 16. He has the Secondary Skill of Bullying. He wears padded armor and wields a short sword [specialized].*)

WASHERWOMEN x 7 (*They are simple commoners.*)

SERVICES	COST
Cleaning and pressing a suit or dress	1 sp
Laundering	3 cp per item
Mending	4 cp per area

31. RESIDENCE, SIR OSGOOD WHITE
(KNIGHT, MASTER OF THE METALSMITHS' GUILD)

REASON: When the party is seeking a private audience or have been invited to attend one.

SIGN: the White family coat of arms — a field checked black and orange, a canton of navy charged with a bronze amulet, anvil seme.

This is the residence of Sir Osgood White, Master of the Metalsmiths' Guild (#162). It is a three-story with attic, marble building on a walled in lot, the architecture of which is akin to a small Roman villa with large atrium within. Above the entrance is the White family coat of arms.

Unless one or more characters calling here without invitation are knights or noteworthy members of the guild, they will be turned away. That is, unless they are renowned in Yggsburgh for their daring exploits and good deeds, or bear mining-related news.

This family is comprised of Sir Osgood and Madam Carline White 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, a groundsman who doubles as groom, and coachman. Sir White (age 43), is a handsome sort, tall and stately, with a red wig. He holds in fief the **DYERS' STABLE & LIVERY (#32)**, where he keeps his personal coach and horses.

On formal occasions, the knight rides on his warhorse. Otherwise, when with family, he is in coach or carriage, and when alone he rides or goes upon foot. He is often accompanied by his armiger, Lester Lake (age 24), a broad-shouldered fellow. The armiger is either riding a horse or going upon foot as with Sir White.

SIR OSGOOD WHITE (*He is an 8th level, lawful neutral knight whose vital stats are HP 52, AC 10/20. His primary attributes are strength, wisdom, charisma. His significant attribute is strength 16. His Secondary Skills are Military Leadership and Judgement Ability. When arrayed for battle he wears full plate mail, +1 medium shield, +1 long sword, lance, and horseman's flail. He rides a heavy warhorse whose vital stats are HD 4d10, HP 30, AC 19. It receives two hoof attacks for 1d4 damage or one overbearing attack. The horse is outfitted in chain mail banding.*)

LESTER LAKE, ARMIGER AND SCUTIFER (*He is a 3rd level, lawful good, human knight whose vital stats are HP 22, AC 16. His primary attributes are strength, dexterity, and charisma. His significant attribute is charisma 17. He has the Secondary Skill of Judgement Ability. He carries chain hauberk, medium shield, longsword, and belt axe.*)

32.–A + 32–B. DYERS' STABLE & LIVERY

REASON: to stable horses or possibly buy a horse.

SIGN: a horse.

These two large stables of rough-hewn stone are the fief of Sir Osgood White (#31). There is space for 20 horses (or mules, donkeys) in each building. 32–A is where horses are rented and (sometimes) sold from. Sir White and his armiger account for four of the most spacious stalls. 32–B contains animal stalls that may be rented. The floor above the stables of each building has eight rooms, some of which are occupied by staff, the remainder of which are rented out to local workers.

The stable master is Dirk “Hunchback” Drake, a dark-haired fellow with a hunched back. There are two grooms working at these stables, Ned Oats and Victor Finch. Finch is actually a thief working for the Thieves’ Guild, and formerly of Dirty George’s gang (see CZY environs encounter #3). With these grooms are the young stableboys, Bertrand “Bert” Small and Howard “Howie” Jay, former urchins working for food and lodging.

DIRK “HUNCHBACK” DRAKE (*He is a 4th level, lawful neutral, human fighter whose vital stats are HP 31, AC 11. His primary attributes are physical. He wears padded armor and wields a hand axe.*)

VICTOR FINCH (*He is a 4th level, chaotic neutral, human thief whose vital stats are HP 15, AC 14. His primary attributes are dexterity, intelligence and wisdom. His Secondary Skill is Escape Ability and Nautical Ability. He wears leather armor and wields a +1 dagger.*)

NED OATS (*He is a chaotic neutral rural commoner.*)

BERTRAND “BERT” SMALL AND HOWARD “HOWIE” JAY (*They are urchins.*)

Goods and Services	Cost
Stabling, per day, with feed	2 sp
Stabling, per week, with feed	25 sp
Stabling, per month, with feed	60 sp
Riding Horse, rental	5 sp per day and 10 gp security deposit
grain, feed, 60 pound sack	5 sp
hay, bale, average	4 cp
hay, bale, rich	8 cp
straw, bale	2 sp

The following beasts may be available for purchase. Availability will change once every two weeks. Roll a 1d6. If a 1 or 2 is scored, one of the following will be available. Roll a d20 to determine.

D20	ANIMAL	COST
1–2	Burro (ass), jack	75gp
3–4	Burro (ass), jenny	50gp
5–6	Horse, gelding, riding	10 gp
7–8	Horse, mare, riding	30gp
9–10	Horse, stallion, riding	50 gp
11	Horse, war, courser (light)	200 gp
12	Horse, war, charger (medium)	250 gp
13	Horse, war, destrier (heavy)	300 gp
14–15	Mule, pack	5 gp
16–18	Pony average	3 gp
19–20	Pony-horse	9 gp

33. GOLDENROD SHEETS (DYER)

SIGN: a cluster of goldenrods in bloom over the inscription, “Goldenrod Sheets Have Character!”

This two-story yellow-painted brick building is the establishment of Byron Flowers, a third generation master dyer who specializes gold, orange, and brown, all derived from the goldenrod plant. Flowers and his progenitors have long held the contract to dye the fabric used on the gold skullcaps (or “scholar’s cap”) that is part of the dress code for college students at the Yggsburgh College. Flowers has a small amount of magical skill that was taught to him by his father when he was a boy, simple cantrips to brighten colors, prevent fading, etc.

The ground floor is filled with vats, dyes, tools, jars of organic materials, compounds, etc. Also there is a small display room from which goldenrod yellow silk bed sheets and wool blankets are sold. Flowers keeps two apprentices. The basement is used for storage and apprentice apartments. Flowers, a tall man with a bulbous nose, lives on the first floor with his wife and two young children. The dyer wears the symbol of the goddess Berchta on a bronze medallion, depicted thereon as an old woman with beady eyes and a long nose.

GOODS	COST
Set of silk bed sheets	20gp
Pair of silk pillows, goose feather stuffed	15gp

BYRON FLOWERS, MASTER DYER (*He is a 1st level, neutral good, human wizard. His vital stats are HP 4, AC 10. His primary attributes are dexterity, intelligence, and wisdom. His significant attribute is intelligence 15. He wears normal clothing and carries a dagger. Wizard spells: 0th x 4, 1st x 2.*)

APPRENTICE DYERS x 2 (*They are apprentice tradesmen.*)

34. HUGH’S HUES (DYER)

SIGN: portrays a gown of indigo

This two-story brick building painted dark blue is the establishment of Hugh Dyer, master dyer. Hugh works with many colors but specializes in indigo, which he imports from various sources abroad; hence the majority of vats of urine here are steeped in blues of many shades. Hugh’s three apprentices live in the basement, which is also a storage area for vats, cleaning supplies, and jarred organic materials. Hugh is a short stocky fellow who coughs a lot. He lives on the first floor with his wife and seven children.

HUGH DYER*, MASTER DYER (*He is a neutral good tradesman.*)

APPRENTICE DYERS x 3 (*They are tradesmen.*)

35. BUILDING FOR SALE

This single-story building of rough-hewn, ocher-gray stone is for sale by the half-elf, Jackdaw “Jack” Gooseberry (#36). He is asking 300 gp but will negotiate. The building has five rooms and a basement with cistern well and root cellar. The house is not connected to town plumbing, and has a small outhouse out back.

36. RESIDENCE, JACKDAW GOOSEBERRY

REASON: to meet this eccentric adventurer.

This one story with loft building of rough-hewn, ocher-gray stone is the residence of Jackdaw “Jack” Gooseberry, a handsome half-elf of slight build, pale yellow hair and violet eyes. Jack dresses in red and gold silks, and his square-crowned hat has an enchanted peacock plume that changes color every ten minutes.

The ground floor has the look of one who has just moved in — crates and boxes with blankets, pots and pans, sacks of grain and flour, utensils, and

various other mundane things such as pottery and glassware. The two room loft is a mess of blankets and things, but also a small collection of ten scenic paintings (waterfalls, forests, lakes, etc.) that are worth 50 – 500 gp each. These paintings are in a crate in the half-elf’s bedchamber, which has no bed; rather, a one man tent pitched within.

Jack is an adventurer from a far-off land (Castle Keeper’s choice). He loves to drink brandy or wine and smoke cigarillos almost as much as he loves beautiful women. A skilled gambler and a mage of no little skill, Jack is quite popular with the fairer sex and may be seen about town, walking and whistling, or going on ferry rides on the Yggsburgh Canal. He doesn’t care for serious-minded folk and may be won over with a clever joke or pun. He is quite interested in the *Dark Chateau* but even more so in the mysterious *Castle Zagyg*.

Jackdaw wears the symbol of Zagyg on his person, a bronze medallion of four adjacent circles that interlock, one with an eye, one with a hand, and with a dagger, and one that is blank (for the unexpected). When pressed for information on his deity, the yellow-haired half-elf will prove elusive or disinterested, yawning and saying, “*What know I of the nature of the divinities?*” At most he will admit, “*Expect the unexpected should ever you beseech the Trickster.*”

If Jackdaw Gooseberry is befriended by the party, he may offer one to take a chance and draw from his stack of enchanted tablets a great magical boon or most gruesome curse.

JACKDAW “JACK” GOOSEBERRY (He is a 5th/7th level, chaotic good, fighter/wizard whose vital stats are HP 40, AC 16. His primary attributes are strength and intelligence. His significant attributes are intelligence 18, dexterity 18, charisma 16. He has the Secondary Skill of Esoteric Ability. He carries a +3 longsword, ring of invisibility, amulet of protection +3, potion of heal [2d4+4], deck of many things, and wears nobleman’s clothes studded with 500 gp worth of rubies and emeralds, an enchanted hat, and 75 gp. Wizard spells: 0th x 5, 1st x 5, 2nd x 4, 3rd x 3, 4th x 1.)

37. RESIDENCE, HENRY THATCHER (CARPENTER)

This two-story with loft building of timber and plank is in poor shape. It is owned by journeyman carpenter, Henry Thatcher (age 21), who wishes to rebuild it splendidly so as to possibly earn a master’s title. He lives alone with his pet dog.

HENRY THATCHER*, journeyman carpenter (He is a neutral good journeyman artisan.)

38. THE SILVER PLATTER (SILVERSMITH)

SIGN: a sign painted silver, exhibiting a platter engraved with florid design

This is the establishment of William “Wil” Smith (age 33), a master silversmith. The building is a redbrick structure, two stories with attic, with ground floor sales office and backroom workshop. Wil is a tall, dark-skinned man, soft-spoken. He lives on the first floor with his pregnant wife and eight children. The basement contains storage and a locked vault (CL 5 to pick) where 1,000gp worth of silver ingots are stored.

WILLIAM “WIL” SMITH, MASTER SILVERSMITH (He is a lawful neutral master artisan.)

GOODS	COST
Bell, silver small hand-held	25 sp
Dagger, silver	50 gp
Cigar case, silver	60 sp
Flask, silver, eight-ounce capacity	75 sp
Hatpin, 7- or 9-inch, ladies, silver head	8 sp
Jewelry, silver bracelet (wide, heavy)	1 gp
Jewelry, silver broach	38 sp

Jewelry, silver neck chain	120 sp
Matchbox, silver	20 sp
Ring, signet* (seal), silver	80 sp
Snuff box, silver, plain	25 sp

*For 25 gp extra, “Wil” will manufacture a false signet ring.

39. A PINCH OF SNUFF (TOBACCONIST)

REASON: to buy tobacco products.

SIGN: a pig smoking a fat cigar.

This two-story brick building is the establishment of Philip Brown, a professional tobacconist who keeps no employees save his plump wife, Marla. The tobacco shop is on the ground floor. The Browns, who are newlyweds, live on the first floor. Storage is kept in the basement.

GOODS	COST
Cigar case, leather	1 gp
Cigar cutter	3 sp
Cigar, little, tin box of 10	10 sp
Cigar (common)	2 cp
Cigar (fine)	1 sp
Cigarillo, package of 20	6 cp
Garbleweed*, one ounce	10 sp
Match, phosphorous, 3” length	2 cp
Matchbox, tin	15 cp
Matchbox, wooden	12 sp
Pipe cleaning tool	1 sp
Pipe, brier root	6 sp
Pipe, clay	1 sp
Snuff box, wood, plain	25 cp
Snuff, one-ounce	5 sp
Tobacco pouch, leather, three-ounce capacity	3 sp
Tobacco, chewing, one-half pound twist	2 sp
Tobacco, pipe, one pound	4 sp

*See encounter #141 for details on this narcotic.

40. THE GLAZED POT (TINSMITH)

This two-story brick building is the establishment of Marmaduke “Duke” Wheeler, a master tinsmith with two apprentices. This shop primarily tin-glazes pottery. “Duke”, a bear of a man at nearly seven feet height, is rumored to be of giant stock, and indeed pays homage to Jotten deities. He lives on the first floor with his wife and three children. His apprentices reside in the storage basement.

MARMADUKE “DUKE” WHEELER*, MASTER TINSMITH (He is a chaotic good master artisan with Bullying, level 3.)

APPRENTICE TINSMITHS x 2 (They are apprentice artisans.)

41. RESIDENCE, MASTER VICTOR HAWKE (PALADIN)

REASON: to meet this paladin of foreign origins, or, if renowned for good deeds, invited by this holy warrior to join his family for dinner.

SIGN: his armorial bearings, a purple field with silver battle axe, a chief blue with seven silver bolts.

This three-story firebrick building with domed roof and projecting spire is the residence of Master Victor Hawke, a paladin devoted to an outland

deity of chivalry and valor (Castle Keeper's choice). Hawke is corded with muscle, a square-jawed man with long moustache, waxed and twirled upwards. He's lived a life of derring-do, and is perhaps not retired yet!

The Hawke family is comprised of the paladin and Mistress Dorothy Hawke (age 32) and their two young children. The household staff consists of a manservant, a maid, and a nursemaid. Master Hawke stables his warhorse at the **DYERS' STABLE & LIVERY (#32)**. On formal occasions, the paladin rides on his warhorse. Otherwise, when with family, he will have his manservant rent horse and carriage, and when alone goes upon foot.

MASTER VICTOR HAWKE (He is an 9th level, lawful good paladin whose vital stats are HP 62, AC 10/21. His primary attributes are strength, wisdom, charisma. His significant attribute is strength 18. When arrayed for battle he wears full plate mail, medium shield, +3 silver battle axe, lance, and horse-man's flail. He rides a heavy warhorse, a black charger, whose vital stats are HD 4d10, HP 26, AC 19. It receives two hoof attacks for 1d4 damage or one overbearing attack. The horse is outfitted in chain mail barding.)

42. THE QUILTED WARRIOR (TAILOR)

REASON: when the party is in need of fine padded/quilted armor or other cloth gear.

SIGN: a pike-bearing warrior wearing quilted armor

This three-story with attic building of blue and white checked brickwork is the establishment of Hector Fish, master tailor and noted member of the **TAILORS' GUILD (CZY #93)**. Fish runs a busy operation, producing finely tailored protection and hunting clothing with his staff of three apprentices.

The ground floor has a sales shop where one may be measured and fitted. Clothing may be special ordered for color or style (checks, embroidered crests or symbols in gold thread). The basement is used for storage of fabric, cloth, spools of thread, etc. The first floor houses the apprentices, while the second floor is where Fish and his family of five reside.

HECTOR FISH, MASTER TAILOR (He is a lawful neutral tradesman with Woodsman Ability.)

APPRENTICE TAILORS x 3 (They are apprentice tradesmen.)

GOODS	COST
Armor, padded	35 sp
Armor, padded (custom dye work with gold thread embroidery)	5 gp
Armor, padded +1	1,000gp
Armor, padded +2, enchanted with <i>endure elements</i>	5,000gp
Clothing, fine suit	3 gp
Clothing, service* suit, outdoors/hunting	75 sp

*Effectively padded armor, full cloth garment

43. BIG-NOSE BROWNSMITH (COPPER & BRASS SMITH)

SIGN: a copper kettle from which peeks a gnome wearing a green felt hat.

This two-story with loft, firebrick building is the establishment of gnomish brownsmith, Fox "Big Nose" Badger, who crafts copper and brass dinnerware — bowls, cups, plates, tea pots, etc. Badger, a tiny gnome with a huge nose and a green felt hat, keeps two gnomish apprentices, both of whom reside in the basement, which is also used for storage of copper and tin ingots, and tools. Badger lives on the first floor with his wife and two children. The loft is rented out.

FOX "BIG NOSE" BADGER, MASTER BROWNSMITH (He is a chaotic neutral gnome master artisan.)

APPRENTICE BROWNSMITHS x 2 (They are gnome apprentice artisans.)

44. WILLOW'S WICKERY (BASKET WEAVER)

SIGN: a willow shrub

This two-story with loft, firebrick building is the establishment of the halfling Willow Dunley. Willow and his wife Sandy are master basket weavers using materials that include grasses, leaves, plant roots, strips of wood, tree bark, and twigs. They have a front sales office and backroom shop. The Dunleys live in the basement and rent the first floor out.

WILLOW DUNLEY (He is a lawful good halfling tradesman.)

SANDY DUNLEY (She is a lawful good halfling tradeswoman.)

GOODS	COST
Wicker furniture (chairs, tables, etc.)	1–2 gp
Basket, 5–gallon to 20–gallon	2–10 sp
Saddle, riding, fancy wickerwork	6 gp
Wicker doll	2 cp
Wicker hat, broad rimmed with plume	2 sp

45. MILLIE'S MARVELOUS HATS (HATTER)

SIGN: a broad-brimmed red hat with a large, puffy crown

This two-story with loft, firebrick building is the establishment of Mildred "Millie" Oates, a widow. Millie (age 50) is of gigantic buttocks and breast. She dresses in florid silks, scarves and furs, and reeks of perfume. Working here are teenage girls who craft hats under Millie's only daughter, Roberta "Robbie" Cooper, a severe woman shaped like a stick. There are six girls in all. One of them, Darlene Vale (age 12) has been visited by faeries since she was but a wee thing. This began after she left them cowslips on the window sill after hearing their bird-like shrill.

Darlene is a gaunt girl with long brown hair and large, nut-brown eyes. Quiet, well-mannered and reserved, she is somewhat picked upon by the other girls. She is, however, the finest hatter, and requires little supervision, and will often stay long after work, still sewing. Her father, the widower scribe, **MARVIN VALE (#63)**, never seems to notice her comings or goings.

The first floor is occupied by Millie, while "Robbie" lives with her husband, Albert, in the loft. Albert is a grim-faced laborer who is more fond of the drink than his wife.

MILDRED "MILLIE" OATS (She is a lawful evil tradeswoman.)

ROBERTA "ROBBIE" COOPER (She is a lawful evil tradeswoman.)

ALBERT COOPER (He is a neutral evil commoner.)

APPRENTICE HATTERS x 5 (They are simple commoners.)

DARLENE VALE (She is a chaotic good, simple commoner with 18 charisma and 18 wisdom. She is faerie-touched and is able to engender a few druidic orisons. She has a blessed way.)

GOODS	COST
Hat, broad brimmed, felt	15 sp
Hat, broad brimmed, fine felt, plumed	22 sp
Hat, broad brimmed, silk	45 sp
Hat, broad brimmed, silk, embroidered	3 gp
Hat, broad brimmed, silk, embroidered, plumed	4 gp
Hat, broad brimmed, silk, plumed	1 gp

46. RESIDENCE, WALTER USHER

SIGN: reads —"Four room apartment for rent. Inquire within."

This two story with loft, concrete block building is the home of the impoverished gentleman, Master Walter Usher, a victim of scandal. He's lost everything, except for his wife and four children, and now does manual labor. He lives on the ground floor with his family, and rents out the first floor to laborers. The loft, including four rooms and one water closet, is vacant. Usher will rent it for 2 gp per month. His wife, Rosemary, a beautiful platinum blonde, contemplates suicide.

WALTER USHER (He is a chaotic neutral, Noble Gentleman, unclassed, though garbed as a simple commoner.)

47. WEAVERS' GUILD HALL (WEAVERS, DYERS & FULLERS)

REASON: to meet a member of this prominent guild

SIGN: a ball of thread.

This three-story building of marble brickwork is the Weavers' Guild Hall, of which Harold Shepston (#66) is Guild Master. This Major Guild Hall controls virtually all professional activity pertaining to weaving, fulling and dyeing in the Town of Yggsburgh.

The Chapel of this guild hall is dedicated to Freyja, the Vanir greater goddess of youth, beauty, and sexual love. She is usually depicted as a very beautiful woman riding in a chariot drawn by two huge cats. Her likeness is her symbol. Also here are shrines dedicated to the Vanir, the race of deities that were replaced in large measure by the Aesir.

For general information on this and other major guild halls, the Castle Keeper should refer to the template presented in the appendix of this work.

48. WILLIAMSON WEAVERS

SIGN: a fancy, striped blanket

This three-story brick building is the establishment of William Williamson (age 62) who, with his four family members, weaves work uniforms for local warehouses. The family lives on the first floor. The basement is used for storage. The second floor is rented out.

WILLIAM WILLIAMSON, master weaver (He is a lawful good tradesman.)

49. A COMFORTABLE COUCH (UPHOLSTERER)

SIGN: a velvet cushioned sofa

The three-story brick building is an upholstery shop owned by Ernest Cordwainer, who keeps four laborers. The ground floor shop is cluttered with furniture, tools, fabric, and stuffing. Cordwainer, a moody man, lives on the first floor with his wife and twin toddling daughters. The second floor is rented out, and the basement is crammed with broken furniture.

ERNEST CORDWAINER (He is a chaotic neutral tradesman.)
LABORERS x 4 (They are simple commoners.)

50. BUTTON TO BUTTON (BUTTONER)

SIGN: a 5-inch diameter bronze button.

This three story brick building is the button shop of Oliver Gold, a member of the Tailors' Guild. Gold crafts buttons of bone, ivory, leather, shell, wood, etc. The buttons produced here are picked up by tailors' apprentices. Gold is a short man with a plump yet pretty wife, Marla, and eleven children. The family's apartments comprise the first and second floor.

OLIVER GOLD (He is a lawful neutral tradesman.)

51. SHEP'S FULLING & FELTING

SIGN: portrait of wiggid gentlewoman in pastel velvet cloak

This three-story with full attic, stone building is the establishment of Louis "Shep" Shepherd. "Shep" is a smallish man who has five apprentices. Fulling and felting is done at the ground floor level workshop, while the basement is used for storage of racks, looms, sacks of fuller's earth, etc. "Shep" lives on the first floor with his wife and three children. They keep a manservant, groom, maid, and nursemaid, all of whom share the second floor and loft with the five apprentices.

LOUIS "SHEP" SHEPHERD, MASTER FULLER (He is lawful neutral tradesman.)
APPRENTICE FULLERS x 5 (They are apprentice tradesmen.)

52. TROUT BREWING (BEER & ALE BREWER)

SIGN: a river trout in a mug of ale

This three-story with full attic, stone building is a brewery owned by master ale brewer, Basil Trout, a thin, balding man who keeps eight apprentice brewers. The ground floor is lined with kilns, while the basement is used for the fermentation and aging of brews. The first floor is occupied by Trout and his wife, while the second floor is occupied by Trout's elderly parents, a nursemaid, and a manservant. The apprentices reside in the attic.

BASIL TROUT*, MASTER BREWER (He is a lawful good tradesman.)
APPRENTICE BREWERS x 8 (They are apprentice tradesman.)

53. HOB SPROUT'S PLACE (GREEN GROCER)

REASON: when the party wants to purchase food.

SIGN: a pumpkin.

This two-story with loft, stone building is the establishment of the gnome Hob Sprout, a green grocer. Sprout keeps a hemp-ensconced (for insect prevention) vegetable garden in back of his property where he grows pumpkins. He has two employees who function as laborer/clerks.

Sprout is a red-haired gnome with beady eyes and a nose-hair moustache. Somewhat homely by gnomish standards, Sprout is unmarried and lives alone on the first floor. His two workers live rent-free in the loft with their respective wives and a total of six children.

HOB SPROUT (He is a chaotic good gnomish tradesman.)
WORKMEN x 2 (They are simple commoners.)

GOODS	COST
Flour, 20-pound sack	1 sp
Fruit*, dried, one-pound	6 cp
Fruit*, fresh (in season), one pound	4 cp
Garlic, bud	1 cp
Herbs, cooking, bunch fresh	2 cp
Herbs, cooking, one ounce dried	4 cp
Spice, per ounce (common)	5 sp
Tea, one pound	2 sp
Tea, one pound (exotic imported)	10 sp
Vinegar, one-quart jug	2 cp
vegetables, green, fresh (in season), 1 pound	3 cp
vegetables, root, 1 pound, (carrots, celery, radishes, turnips)	2 cp

*Fruits include some or all of the following: apple, blackberry, blueberry, cherry, gooseberry, grape, peach, pear, raspberry, strawberry.

**Vegetables some or all of the following: beets (green and red), beets (sugar), green or wax beans, cauliflower, cucumbers, leeks, onions, parsnips, peas, potatoes, rutabaga, spinach, tomatoes.

54. RESIDENCE, BUTCH ROAD

This two story with loft brick building is the residence of Butch Road who lives here with his family of six. Road is a journeyman goldsmith who manages the Glittering Stores (#158). He is a thick-limbed man of substantial girth. He is working towards his master's rank and plans to open a shop.

BUTCH ROAD (*He is a chaotic good journeyman artisan.*)

55. WIDOW FLETCHER'S ALE HOUSE

REASON: to drink ale, meet locals.

SIGN: a buxom woman holding a frothing tankard of ale

This two-story with loft, brick building is the establishment of Pearl Fletcher (age 60), a buxom widow with bright eyes and a roaring laugh. She inherited this business when her husband, Walt, was killed trying to break up a fight.

Local laborers stop by here before work for a quick drink, and after work for another. Widow Fletcher is an alewife who grew up a riverman's daughter in The Outs. She's been doing this sort of thing since she was but a wee girl, and she's not ashamed to tell of it. She is full of "advice" for her regulars, and seems to know everything about everyone's business.

Served here is bread, fish or clam chowder, oatmeal, pickled eggs, and smoked jerky. The ale served here is Trout Ale, which is brewed nearby at Trout's Brewing (#52). The ale house takes up the ground floor, with a twenty-foot long oak bar lined with pine stools, and round tables and chairs. This place is quiet during the mid-day, but is busy at dawn and then evening through night. There is a dartboard, and not a few card games have been played here as well.

The widow, although meddlesome and opinionated, is adored by her regulars, and if anyone is perceived as giving her trouble, such person(s) will be confronted straight away. The ale house closes at midnight, and those who drink here until closing may migrate to the **RIVER RAT TAVERN (#117)** for a few more. Widow Fletcher's, however, is far more subdued than "The Rat."

The staff consists of three serving wenches (Alice, Gilda, and Marla), each somewhat attractive in their late 20's, two potboys (Dirk and Guy),

and a cook (Boris, age 56). Gilda and Dirk are romantically involved, and Boris is secretly in love with the widow.

Widow Fletcher lives alone on the first floor, while the four room loft is occupied by most of the staff. The basement is for storage, Boris's apartment, and a kitchen with dumbwaiter. There are no rooms for rent, but the widow has a few spare pallets in the basement for trusted regulars when times are tough.

PEARL "WIDOW" FLETCHER (*She is a chaotic good tradeswoman with charisma 18 and Judgement Ability.*)

ALICE, GILDA, AND MARLA, SERVING WENCHES (*They are simple commoners.*)

DIRK AND GUY, THE POTBOYS (*They are simple commoners with Bullying Ability, level 2.*)

BORIS, THE COOK (*He is a 4th level, chaotic good, human fighter whose vital stats are HP 31, AC 10. His primary attributes are strength, dexterity and constitution. He wields a club.*)

The following table indicates the number of patrons in the establishment at any given time.

TIME	# OF PATRONS
Morning	5–20
Forenoon	2–8
Afternoon	1–6
Evening	5–20
Night	5–30

There is a 1 in 10 chance the **BROTHERS TROLL (#97)** will be here.

There is a 1 in 10 chance **STEVEN WILLIAMSON (#30)** will be here.

There is a 1 in 10 chance **THORSTEAD "DWARF KILLER" SMITH (#69)** will be here.

GOODS AND SERVICES	COST
Trout Ale or Beer	2 cp per pint
Buttermilk	2 cp per pint
Breakfast	25 cp
Dinner	16 cp
Supper	1 sp

IV. GLASS BLOWERS' BLOCK

THIS BLOCK CONTAINS SEVERAL of the town's glaziers and glass blowers. These do not have their own guild, though they do have a Glassers' Society. Many buildings here appear to touch, but these are typically divided at the ground floor by gangways of two feet to no more than five feet in width. These gangways pass under extended first and other upper floors that may touch, and some gangways possibly have stairs down to the basement level.

56. YGGSBURGH TALLOW BOILING COMPANY

SIGN: a soap bar and a candle.

This three-story with loft, brick and mortar building is the establishment of Byron Farmer a well-muscled young man with tan skin. Employed here are seven laborers. The ground floor is where tallow is boiled in vats. It is used to make soap and candles. The basement is for storage, and the first floor consists of the apartments of Farmer and his recent bride, Dorothy (age 18), a farm girl. The second floor and loft are rented out to laborers and students.

BYRON FARMER*, TALLOW BOILER (*He is a true neutral tradesman.*)

LABORERS x 7 (*They are simple commoners.*)

57. RON'S ROOFING (ROOFER)

SIGN: picture of a house with a slate-tiled roof.

This two-story with loft, stone building is the establishment of the roofer, Ronald Sawyer, a master mason. Sawyer cuts slate roof tiles with his six apprentices. The first floor is occupied by Sawyer, his wife and three children, and his parents. Sawyer keeps a maid, a nursemaid, and a manservant, all of whom reside at the loft level, and a groomer in the stable loft.

RONALD SAWYER, MASTER MASON (*He is a chaotic good master artisan with Construction, level 3.*)

APPRENTICES x 6 (*They are apprentice artisans.*)

58. YGGSBURGH INNOVATIONS (ENGINEER)

SIGN: a protractor, right angle, scales, and hammer.

This two-story with loft, brick building with marble facade is the office of master engineer, Jasper Meadow. Jasper is a handsome, well-dressed sort. Presently, he's developing a new type onager with his journeyman and two apprentices, and the military is taking notice. The ground floor contains offices and a workshop. The first floor holds the apartments of Meadow and his wife, while the loft holds the apartments of journeyman, maid, and manservant. The basement contains storage, and apprentice apartments.

JASPER MEADOW, MASTER ENGINEER (*He is a lawful neutral master artisan with Construction Ability, level 4.*)

ROBERT HILL, JOURNEYMAN ENGINEER (*He is a lawful neutral journeyman artisan.*)

APPRENTICE ENGINEERS x 2 (*They are apprentice artisans.*)

59. ARCHER ARCHITECTURAL

SIGN: a dark gothic mansion of many windows and tall spires.

This two-story with loft, stone building with marble edgework is built in gothic style, with twin spires surmounting. This is the establishment of master architect Alan Archer, a rotund man with political ambitions, though he's not well liked. The ground floor is lined with drafting tables and shelving units stacked with rolls of parchment and vellum. Archer has four apprentice architects.

The first floor is occupied by Archer and his wife, Fern. The family staff consists of a maid, a nursemaid, a cook, a groom, and a waiter who doubles as a valet. The staff resides in the loft. The basement is used for storage and two apprentice apartments.

ALAN ARCHER, MASTER ARCHITECT (*He is a lawful neutral Noble Gentleman, unclassed with Knowledge Specialist — Architecture, level 4.*)

APPRENTICE ARCHITECTS x 4 (*They are tradesmen with Knowledge Specialist — Architecture.*)

60. THE DREAD MANSE OF DALBID YEEROUF

REASON: Ordinary folk shun this place. Should the party seek this diabolical nemesis of the Striped Mage, or if they've been invited, this is his home.

ENCOUNTER: A Major Coup, Shadows in the Night

This building of ocher-gray, ashlar stonework is three stories tall and built in the style of Roman villas, with a flat roof and central atrium. The lot is small, with only 80 feet of frontage with a 60-foot wide mansion centered thereon, and walled on all sides, these walls being 12 feet high and surmounted by spiked, wrought iron fencing extending another three feet. The property emanates an emotion of dread extending five feet beyond it, which may be negated by a save versus *fear* as if against a level 11 wizard.

The front gate is wrought iron, which opens to a limestone cobbled path that leads to the walnut double-doors of the manse. The doors are embellished with bronze knockers stylized to horned devils' visages, the jaws of which each clench an iron ring. Narrow windows of red-stained glass surround the manse, and upon sunrise and sunset, these have the distinct coloration of blood. Strange sounds may be heard about this mansion, and most thinking people shun the place. Rash children who, perhaps on a dare, steal into this place are nevermore seen again! Such is the reputation of the Dread Manse of Dalbid Yeerouf.

Dalbid Yeerouf resides here with but one manservant, though he spends much of his time at YEEROUF'S LOAN BANK (#116), and less often at Yeerouf's Petit Bank and Dalbid Yeerouf's Storage Shop (*Yggsburgh Town: Moatgate Quarter encounters #243 – 244*). Walter Slater, who runs Dalbid's Moatgate businesses, is an occasional visitor here.

When the iron ring of the devil-faced knocker of the front door is brought down with sufficient force, the bronze devil-face expels a rueful groan. Soon after, the butler will arrive, garbed in formal attire.

"Thomas" is five and a half feet tall with a bloated, pale head, round bulging eyes, and two small dimples for nostrils on an otherwise nose-less face. Bald on the top of his head, he has a long hedge of hair over each ear which he combs over. His torso is short and his legs are long and thin, seemingly double-jointed at the knees. Thomas is indeed of batrachianoid origins, the result of some unspeakable cross-breeding.

Thomas will greet guests, speaking in lisped tones, such as "*Who comesss to the mansse of Massster Yeerouf?*" If it is daytime to early evening, he will advise those who seek "The Massster" to find him at his shop (#116); otherwise, he will ask if they are with invitation. If not, he will (50%) advise them to return with invite, or (50%) advise them to wait while he inquires within. Thomas will be condescending, somewhat rude, and will make comments under his breath, refusing to repeat what he said (usually an insult). He will do this to guests even if they have been properly invited by the master of the manse.

The Castle Keeper should assume a 25% chance that Yeerouf will see visitors if Thomas alerts him; this percentage bumps to 75% should the characters speak ill of Yeerouf's nemesis, the STRIPED MAGE (CZY #49).

TACTICS: Attacking Thomas results in his hopping away (a 30-foot hop!) and disappearing simultaneously. The double walnut doors will slam shut and a pit trap will at once open under the feet of anyone within a twenty by twenty foot area before the stoop. The pit is 30 feet deep, and upon being triggered, a *sleep* gas in the pit (save versus poison CL 11) will cause those who failed their save to sleep for 8 hours. Those who have avoided the pit trap will further be assaulted by Thomas, who will use a *wand of paralysis* (18 charges) to incapacitate his foes. Meanwhile, magical wards are invoked, including a *shocking grasp* field that does 1d8+11 points of damage (dexterity for half) to anyone within the space between the front door and the front gate. Prisoners will be tied and bound for the master to deal with, which likely means possessions stripped, being brought to the basement, and possibly sold into slavery (see #116 for details).

DALBID YEEROUF. Yeerouf appears to be around age 35, but he is far older, being magically rejuvenated. 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. His robe is black, of exotic cut, and covered with hieroglyphs embroidered in silver thread.

This eccentric and evil wizard/thief does not accept trainees, for he has no patience for it, though he may be convinced if said trainee is willing to swear an oath of allegiance against The Striped Mage. Yeerouf is as dangerous as he is feared, respected by forces of good and evil, law and chaos alike. Some say he prays to Sigi, the great god of outlaws and killers; though wizards opine the man to be a follower of an Indifferent god of Magick.

THE MANSE.

GROUND FLOOR. The ground floor has the usual formal rooms for a mansion — foyer, salon, dining room, lounge, study/library, kitchen, pantry. The center of this villa has an open atrium with a large fig tree within. Dalbid loves figs.

FIRST AND SECOND FLOORS. The first floor contains the apartments of Thomas along with two spacious guest suites, each with bed, bureau, armoire, and wash basin. The second floor has the apartments of the master, including a master bedroom, master bath, lounge, study, and reading library (stocked with books historical and scientific, as well as treatises upon forbidden anatomical studies).

BASEMENT. The basement has storage rooms, a buttery, and a vast laboratory where the dread mage conducts unspeakable experiments on slaves kept in iron cages. The flagstone floor of the lab is etched with pentagrams and magic circles, and bronze wall sconces hold black tapers. Here there is also an underground maze, which he bore out with powers arcane, and one tunnel leads to a secret door which connects to the **THIEVES' UNDERGROUND (CZY #52)**. Though Dalbid is not a member, he has an amicable relationship with them.

ROOF. The balustraded roof top serves as the master's astrological and celestial observatory. He keeps a large scope up here and a locked chest containing star charts astronomical and astrological.

MANSE GROUNDS. In addition to a standard carriage and stable building, Dalbid keeps pens stocked with a variety of rabbits which he uses for his experiments. He also keeps a huge pen of wrought iron where he keeps his pet griffon, Black Feather, which he's raised since it was a hatchling. The beast is quite loyal to Dalbid, though ferocious to anyone else, including Thomas. It has black plumage and a mottled-gray, lionid body.

DALBID YEEROUF (He is described in *area #116*, where he is more approachable.)

THOMAS, THE BUTLER (This chaotic evil, half-batrachian's vital stats are HD 5d8, HP 29, AC 14, MV 20', hop 30'. Its primary attributes are mental. It carries a +2 poison dagger that delivers 2d6 extra damage, CL 5 save for half damage. A shaman, this creature can cast the following spells: obscuring mist x1, charm person x2, cure moderate wounds x2, and hold person x1.)

BLACK FEATHER, THE GRIFFON (This neutral creature's vital stats are HD 7d10, HP 47, AC 17, MV 30 ft., or fly 80 ft. Its primary attributes are physical. It attacks with two claws for 1d4 damage each and one bite for 2d8 damage. It has dark vision and twilight vision that allows it to see in the dark.)

61. CLOVER BROTHERS EFFERVESCENT BREWERY (SOFT DRINK BREWERY)

SIGN: a fizzling mug of root beer.

This three-story firebrick building is the establishment of the Clover brothers (Wilbur and Rollo), soft drink brewers. They run this operation with their collective family of eleven. The ground floor and basement contain several fermenting vats, carbonating apparati, crockery and glass containers. Here is brewed ginger ale and root beer. The basement is loaded with 12-gallon barrels of carbonated water. The first and second floors contain the family' apartments.

WILBUR CLOVER*, MASTER BREWER (He is a lawful neutral tradesman.)

ROLLO CLOVER*, MASTER BREWER (He is a lawful neutral tradesman.)

62. RESIDENCE, WILLIAM NUTTER

The two-story with loft, stone building is the residence of William Nutter, who manages the **YGGSBURGH GRAIN & NUT DEPOT (#138)**. Nutter resides on the ground floor with his wife and six children. Thomas Wainwright, a journeyman blacksmith (**#164**), rents the first floor, and the loft is rented out to local laborers.

WILLIAM NUTTER (He is a lawful neutral tradesman.)

THOMAS WAINWRIGHT (He is a chaotic neutral journeyman artisan.)

63. THE QUIET QUILL (SCRIBE)

SIGN: a pink plume quill.

This two-story with loft, stone building is the establishment of the scribe, Marvin Vale, who lives here with his daughter, Darlene (age 12), who works at **MILLIE'S MARVELOUS HATS (#45)**. Vale is a troubled widower who can't keep pace with the burgeoning printing presses of Yggsburgh. He presently copies legal documents for lawyers and such. He also forges documents for the Thieves' Guild. Lax and inattentive to his daughter's activities, Vale has no idea how gifted a child she is.

MARVIN VALE (He is a neutral evil tradesman with Forgery Ability, level 3.)

DARLENE VALE (She is a chaotic good simple commoner with 18 charisma and 18 wisdom. She is faerie-touched and is able to engender a few druidic orisons. She has a blessed way.)

64. THE HONEY POT (BEEKEEPER)

SIGN: a clay pot of honey

This two story with loft, stone building is the establishment of gnomish beekeeper, Fox Honeycomb, who keeps four large bee hives in back of his property. Fox produces liquid honey, comb honey, creamed honey, and beeswax. The ground floor workshop is where Fox keeps his vats for boiling and heating honey, along with jugs and jars to store the honey. His wife, Clover, assists, along with their two children. A small sales office in the front is where products are sold.

FOX HONEYCOMB (He is a chaotic good gnomish tradesman.)

CLOVER HONEYCOMB (She is a chaotic good gnomish tradesman.)

GOODS	COST
Candle, beeswax, eight-hour burn time, x12	3 sp
Honey, five pound crock	25 cp
Honey, herbal, one pound jar	1 sp
Wax, bees, one pound block	5 cp

65. HAMMER'S PLACE (MECHANIC)

This three-story stone building is the establishment of Cuthbert Hammer, a master mechanic who manufactures levers and pulley systems. Hammer is a deep-thinker with thick brows. He has four apprentices.

CUTHBERT HAMMER, MASTER MECHANIC (*He is a lawful neutral master artisan with Construction Ability, level 4.*)

APPRENTICE MECHANICS x 4 (*They are apprentice artisans.*)

66. RESIDENCE, HAROLD SHEPSTON, MASTER OF THE WEAVERS' GUILD

REASON: When the party is seeking a private audience, or they have been invited by this guild master to attend one.

SIGN: Above the entrance the family coat of arms — a field of yellow, bordered black, with a black circle in fess emblazoned with a weasel.

This opulent Tudor-style mansion of three stories with full attic is the residence of Harold Shepston, Master of the **WEAVERS' GUILD (#47)** and member of the **LORDS & GENTLEMEN CLUB (CZY ENCOUNTER #54)**. The mansion is fashioned of white marble bricks, cobbled walkways, polished marble edgework, and a corbelled brick arch above double doors of walnut. The roof is flat, with black slate shingles, and central atrium. The lot is surrounded by wrought iron fencing.

Master Shepston is a short, energetic man with sharp, rodent-like features. Always scheming, he was born into money and is continuously seeking new ventures from which he may profit. Although well-educated, he is somewhat crude of speech, with poor manners and arrogance. He is, however, quite successful, and has lofty goals political and entrepreneurial.

This family is comprised of the guild master, Madam Shepston, 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, groom, and coachman. Shepston always travels by carriage or coach, as he does not like riding horses. When riding with his family, he has a larger vehicle. He keeps a bodyguard with him at all times.

Unless one or more characters calling here without invitation are prominent members of the Weavers' Guild or are renowned for their wealth and prestige, they will be turned away.

MASTER HAROLD SHEPSTON (*He is a neutral evil Noble Gentleman, unclassed, with Business Ability — level 2, and Suborning Ability — level 2.*)

BODYGUARD (*This is a 3rd level, lawful neutral, human fighter whose vital stats are HP 25, AC 13. His primary attributes are physical. He wears ring mail and wields a crowsbill and dagger.*)

67. STOREHOUSE COOKED FOOD DELIVERY SERVICE

SIGN: a slice of steaming meat pie.

This two-story brick building is Jasper Baker's cooked food delivery service. Baker is a thin, grizzled man. Meat and fish are smoked here, and bread is baked. These are carted to local storehouses where workers will purchase off the cart. Baker, his wife, and their only daughter Melanie, prepare the food, while Baker delivers it himself. The food produced here

often includes bread rolls, roasted chestnuts, meat pies, smoked fish, and sausage. There are a few tables inside for those who wish a quick, cheap meal, but business closes by 3:00 PM. The family resides on the first floor, and the kitchen is in the basement.

JASPER BAKER* (*He is a chaotic good tradesman.*)

GOODS AND SERVICES	COST
Breakfast	1 sp
Dinner	2 sp
Delivery of food	+1 cp per 2 blocks traveled

68. STOREHOUSE EMPLOYMENT AGENCY

SIGN: reads, "Honest work. Apply here."

This two-story stone block building is an agency for hiring laborers. Workers will wait at the ground floor while employers interview on the first floor. Positions will often pay out 10 to 25 silver pieces per week, often working 12 hours per day, five days per week. The Castle Keeper is free to decide which locations are actively seeking labor.

69. NAILS & SPIKES (BLACKSMITH)

This two-story field stone and mortar building is the establishment of Thorstead "Dwarf Killer" Smith, who forges nails and spikes, sold largely to carpenters' apprentices. Thorstead, age 55, is a dark-skinned man with hardly any teeth. He is as renowned for his nails as his drinking. His nickname "Dwarf-Killer" stems from a drunken brawl he got into with a pair of dwarves after besting them in a drinking contest. He then killed them with his bare hands after they drew weapons. "Dwarf Killer" resides on the first floor with his wife.

GOODS	COST
Nails, large (four-inch length), box of 20	1 sp
Piton, with eye	2 cp
Spike, heavy (six-inch length), each	3 cp

THORSTEAD "DWARF-KILLER" SMITH* (*He is a chaotic neutral master artisan with Bullying — level 4.*)

70. A PERFECT PIPE (PLUMBER)

This two-story brick building is the establishment of Albert Plumber (age 50), who works here alone, making pipes and fittings; he also installs and repairs such things. He lives on the first floor with his family of five.

ALBERT PLUMBER*, MASTER PLUMBER (*He is a lawful neutral master artisan.*)

71. TINY TINSMITH'S PLACE (TINSMITH)

This two-story brick building is the establishment of the halfling tinsmith, Teapot "Tiny" Stoutshanks. Tiny, a journeyman member of the Metalsmiths' Guild (#162), makes and repairs things of tin and pewter. He lives on the first floor with his wife and two toddlers.

TEAPOT "TINY" STOUTSHANKS, TINSMITH (*He is a lawful good halfling journeyman artisan.*)

72. RESIDENCE, HOBART POULTER

This small, two-story building of rough-hewn stone is the residence of Hobart Poulter who lives here with his wife and two boys. Hobart raises chickens, which he sells to butchers' apprentices.

HOBART POULTER (*He is a chaotic good rural commoner.*)

73. GLASS ALLEY APARTMENTS

REASON: when the party wishes to rent an apartment

ENCOUNTER: Burglar

This three story–firebrick building with attic is an apartment building. There are 14 apartments: 4 on each floor, 2 in the attic. Largely residing here are laborers. The building is not well kept, and the owner, Louis Bull (also the janitor/handyman) drinks all day in his basement apartment. The plumbing is always breaking down, and there is a constant smell of sewage.

Rent is 20 sp per month, or 10 sp for the attic apartments which are intolerably hot during the summer months. First and last months must be paid upfront. 31– 40 people reside here at any time. WALDORF FISH (#125) lives here with his wife and two toddling children. GUY COOPER (#1) also has an apartment here. Another room is rented out by the bully, Reginald Saddler, who has three doxies — Tansy, Teresa, and Trudy. The girls bring clients here for their “business”.

LOUIS BULL (*He is a chaotic neutral tradesman.*)

GUY COOPER* (*He is a 5th level, chaotic good, human fighter whose vital stats are HP 40, AC 13. His primary attributes are strength, dexterity, and constitution. He carries studded leather armor, short sword, dagger, and 2d4 gp.*)

WALDORF FISH* (*He is a 4th level, chaotic neutral, human thief whose vital stats are HP 15, AC 14. His primary attributes are strength, dexterity, and constitution. His Secondary Skill is Detection. He wears leather armor and wields a dagger.*)

REGINALD SADDLER (*He is a chaotic evil tradesman with Bullying Ability, level 3. He carries a dagger of venom.*)

TANSY, TERESA, AND TRUDY (doxies) (*They are chaotic neutral harlots.*)

74. BURNED DOWN BUILDING

This former frame and plank building on fieldstone foundation burned down several years ago and has never been rebuilt. Some say Dalbid Yeerouf (#60) destroyed it with a ball of fire, suspecting a spy of the *Striped Mage* (CZY #49) to reside here. These ruins are now inhabited by homeless underclass unfortunates. The following number of underclass persons may be found here at the following times:

TIME	# OF SQUATTERS
Morning	3–12
Afternoon	1–4
Evening	2–8
Night	4–16

SQUATTERS (*These are harlots, vagabonds, and urchins.*)

75. GLASS ALLEY MEAT (BUTCHER)

SIGN: a smoked ham on a plate of veggies.

This two story brick building is the shop of George Hamm, a buttery–faced master butcher. He lives on the first floor with his wife, Alice, who serves as a maid for Harold Shepston (#66). They have no children. Hamm sells beef, goat, lamb, pork, sheep, chicken, duck, goose, or pigeon.

GEORGE HAMM, MASTER BUTCHER (*He is a lawful neutral tradesman.*)

GOODS	COST
Meat/poultry, cheap cut/common, per pound	5 cp
Meat/poultry, average cut/fair, per pound	6 cp
Meat/poultry, good cut/better, per pound	1 sp

Meat/preserved, per pound	9 cp
Sausage, five pound (fresh)	15 cp
Sausage, five pound (smoked)	11 cp
Ham, five pound (smoked)	35 cp

76. RESIDENCE, GUY BROWN (BROWNSMITH)

This two story brick building is the home and shop of Guy Brown, a master brownsmith who fashions doorknobs, drawer pulls, and handles of copper, brass, and bronze in his basement. Brown (age 29) lives on the first floor with his wife and four children. He keeps one apprentice.

GUY BROWN*, MASTER BROWNSMITH (*He is a lawful good master artisan.*)

APPRENTICE BROWNSMITH (*He is an apprentice artisan.*)

77. RESIDENCE, DONALD MARSH

This two–story brick building is the residence of Donald Marsh, a journeyman mason who installs walkways for a living. Soon to be a master, he lives here with his wife and three children.

DONALD MARSH (*He is a chaotic good journeyman artisan with Construction Ability, level 3*)

78. THE BLOCK & SPLINTER (CABINET MAKER)

This two–story brick building is the establishment of Oswald Wood, a master cabinet maker. Oswald crafts cabinets, chairs, chests, and tables. He does custom installations and, while doing so, will appraise the value of the home’s contents, selling this information to the local Thieves’ Guild operative of note, Melanie “Melons” Hogan of the RIVER RAT TAVERN (#117). Wood is hopelessly in love with Melanie Hogan, but is shackled to his homely wife and screaming infant; not that Melanie would give him the time of day!

OSWALD WOODWARD, MASTER CABINET MAKER (*He is a chaotic neutral master artisan with Detection Ability.*)

79. OLIVER TAYLOR’S SUIT MENDING FOR MEN

SIGN: a painted portrait of the owner’s (see below) smiling face

The western half of this two–story with loft, brick building is the tailor shop of Oliver Taylor. Oliver is a tall, big–nosed man who wears a red wig. He keeps two employees. The first floor is where Taylor resides with his wife and two children. The loft is occupied by his elderly parents and an aunt. The basement, which is shared with (#80), has several crates of cloth and fabric, jars of dye and glue, and spools of thread.

OLIVER TAYLOR, MASTER TAILOR (*He is a lawful neutral tradesman.*)

WORKERS x 2 (*They are commoners.*)

SERVICE	COST
Mending	5 cp per area
Tailoring	2 sp per hour*
Delivery	2 cp + 1cp per block away.

*example: fitting a doublet = 5 hours

80. SHOP FOR RENT

SIGN: Reads, “For rent, inquire next door at Oliver Taylor’s.”

The eastern half of this two–story with loft brick building is for rent by the building’s owner, Oliver Taylor (#79). Recently remodeled, Taylor will rent it out for 15 gp per month, first and last months required. The shop is 20 x 75’, the ground floor comprised of a front sales shop and a

back store room or work room (with water closet). Stairs lead down to a full basement which is shared with the tailor, and stairs up to the first floor which has a sitting room, three bedrooms, one water closet, and a kitchen. The loft has two rooms and a water closet.

81. MADAM ROWAN'S WEB (FORTUNE TELLER)

REASON: when the party wishes to have their fortunes told.

SIGN: a spider web upon which crawls a fat black spider with green eyes

This small stone building is the establishment of Madam Rowan Elder, a wrinkled old crone riddled with warts who once predicted her husband's death in vivid detail and has since experienced sporadic visions from which she now derives a living, paying urchins 1 copper piece to bring in clients. Inside her "reading" chamber she has a brass brazier with coals and incense and a ball of glass. Tattered red silks depend from the ceiling, and in the corner there is a two-foot tall wooden sculpture of Skuld, the youngest of the three Norns. She is depicted as a veiled woman holding a scroll.

For 25 gold pieces Madam Rowan will attempt to divine future events in the life of the client. When making a reading she will chant and roll her eyes back. She will cackle and weep and put on a performance before divining.

MADAM ROWAN (*She is a true neutral, simple commoner with Judgment Ability — level 2 and Thespianism. She has a 50% chance of successfully casting the clerical spell Divination twice per day. If her spell does not work, she uses deductive reasoning.*)

82. RESIDENCE, BERTRAND WELLS

This small stone building is the residence of retired tinker, Bertrand "Cat" Wells (age 88), a wrinkled and slobbering man who lives here alone with his 11 pet cats. He is usually incapable of tinkering any more, but for a few silver pieces he might be able to do a minor repair. His home smells of urine.

BERTRAND "CAT" WELLS (*He is a neutral evil tradesman.*)

83. YGGSBURGH IMPORTED RUG & TAPESTRY COMPANY

SIGN: a fancy rug floating over the Yggsburgh coat of arms

This three-story with loft, stone building is the establishment of Kenneth Hare, who sells imported rugs and tapestries with his wife, Annabelle, who is pregnant. The ground floor is large and open, with sample rugs laid across the hardwood floor, and tapestries depending from the walls. Imported rugs and tapestries range from 5 gp to 20 gp. The first floor contains surplus stock, while the Hares reside on the third floor. The loft has additional storage.

KENNETH HARE* (*He is a lawful neutral tradesman.*)

84. POND'S OCHER POTTERY (POTTER)

SIGN: an ocher clay jug painted in floral design.

This two-story with loft, brick building is the establishment of Marmaduke Pond, a half-elf master potter. Pond lives on the first floor with his daughter, and rents out the loft to a family of warehouse workers.

MARMADUKE POND*, MASTER POTTER (*He is a chaotic neutral half-elf tradesman.*)

85. THE SQUEAKY WHEEL (CARTWRIGHT & WAGONWRIGHT)

SIGN: a red, four-wheel cart being pulled by a mule.

This two-story with loft, stone building is the establishment of George Cartwright, master cartwright and wagonwright. Here are manufactured

carts, box-shaped vehicles having two or four wheels and an open top; and wagons, large four-wheeled carts that can carry heavy loads. Cartwright has four apprentices. The first floor holds the apartments of Cartwright and his family of five. The loft is occupied by the apprentices.

GEORGE CARTWRIGHT, MASTER CARTWRIGHT (*He is a lawful neutral master artisan.*)

APPRENTICE CARTWRIGHTS x 4 (*They are apprentice artisans.*)

GOODS	COST
Cart, push, hand, two-wheel (high-wheeled, 6 bushel/500 pound capacity)	2 gp
Cart, two-wheel donkey or horse (12 bushel/1,000 pound capacity)	6 gp
Wagon, caravan four-wheel mule or horse, large, boxed (48-bushel/4,000 pound capacity)	50 gp
Wagon, four-wheel mule or horse, large, cloth covered (48-bushel/4,000 pound capacity)	30 gp
Wagon, four-wheel mule or horse, large, open (48 bushel/4,000 pound capacity)	25gp
Wagon, four-wheel mule or horse, small, cloth covered (24-bushel/2,000 pound capacity)	18 gp
Wagon, four-wheel mule or horse, small, open (24-bushel/2,000 pound capacity)	15gp

86. SECRET OF STEEL (SWORDSMITH)

REASON: when the party wishes to purchase a sword of fine quality.

SIGN: two shining longswords crossed.

This three-story with loft, brick building painted in blue and white checks is the establishment of Walter Trout, master swordsmith. Here are forged the sort of blades that derring-do adventurers employ! There is a small front sales office, and behind the counter hang sample blades. The clerk is Albrecht Oak, who is built like a keg. Oak sells blades and is otherwise taciturn. The backroom the workshop constantly rings with the sound of hammer on steel from dawn to dusk, with bellows hissing and heat blaring.

Trout is a master artisan and a prominent member of the Blacksmiths' Guild. A busy man, he entrusts the daily operation of his smithy to his principal journeyman, Albus Stagg, who oversees the work of two other journeymen and six apprentices.

The basement is stored with large ingots of iron, tools, hardware, workbenches, supplies, etc., and also apprentice apartments. The first floor contains the apartments of Trout, a dark-skinned and balding man, his wife Edwina, and their two children. They have a manservant and a maid. The second floor holds the apartments of the journeymen and their families, and the loft is inhabited by the family staff and Albrecht Oak.

ALBRECHT OAK (*He is a 7th level, lawful neutral, half-orc fighter whose vital stats are HP 60, AC 15. His prime attributes are strength and constitution. His significant attribute is strength 18. His Secondary Skill is Bullying, level 2. He wears a steel breastplate and wields a +3 bastard sword.*)

WALTER TROUT, MASTER SWORDSMITH (*He is a master artisan with Business Ability.*)

ALBUS STAGG, JOURNEYMAN SWORDSMITH (*He is a journeyman artisan.*)

JOURNEYMAN SWORDSMITHS x 2 (*They are journeyman artisans.*)

APPRENTICE SWORDSMITHS x 6 (*They are apprentice artisans.*)

The swords sold at this establishment are rated as "Superior Quality" as detailed in the appendix of *Castle Zagyg, Vol. I: Yggsburgh*.

Goods	Cost
Dagger, long (10-inch blade)	2 gp
Dagger, short (6-inch blade)	75 sp
Dirk, long (18-inch blade)	3 gp
Poniard	25 gp
Sword, broad	40 gp
Sword, falchion	90 gp
Sword, flamberge	155 gp
Sword, hand-and-a-half (bastard)	100 gp
Sword, long	90 gp
Sword, rapier	50 gp
Sword, scimitar	50 gp
Sword, short	30 gp
Sword, two-handed (great)	155 gp
Sword, two-handed (claymore)	150 gp

87. GLASS ALLEY CHEESEMONGER

SIGN: a block of cheese on cutting board.

This squat single-story fieldstone building with thatch roof is the establishment of Lester Cook, a short man with pinkish skin who lives here with his simple-minded child. Lester is a cheese monger and also owns the Storehouse Penny-Rent (#88) next door. When in a good mood (or drunk), he'll give free cheese to the renters. He has an extensive wine cellar, with bottles of 10 gp to 50gp in value (800 gp total value).

LESTER COOK (*He is a chaotic good tradesman.*)

Goods	Cost
Cheese, aged, one pound	8 cp
Cheese, aged, special one pound	1 sp
Cheese, brick, farmers, one pound	2 cp
Cheese, hard, two pound cheese	1 sp
Cheese, soft, three pound crock	1 sp

88. STOREHOUSE PENNY-RENT

REASON: when the party needs a cheap place to stay the night.

SIGN: a copper coin.

This two-story fieldstone building with thatched roof is a penny-rent for local laborers and travelers. Each floor is open concept, pillared, central hearth, and with a mere six-foot clearance. Within are cots of straw, a heavy blanket, and a footlocker. It costs 3 copper pieces per night to stay here. It is not uncommon for one to get lice sleeping here. The security of both body and belongings will be in doubt too. Rent is paid to the owner, **LESTER COOK** (#87). There will be 11–30 people staying here at any time.

89. THE BIT & BRIDLE (HARNESS MAKER)

SIGN: a horse's head affixed with bridle, with reins extending to a pair of hands

This two-story with loft, brick building is the establishment of Marvin "Marv" Albertson, a master harness maker. Marv is a smallish man with a pointy nose. He crafts bridles, reins, collars, hames, and traces. He has two apprentices. The first floor contains the apartments of Marv and his lover, the cat-burglar Emma Lake, a freckled, red-haired woman with fiery temper. The two are physically abusive to one another. The loft contains the apartments of the two apprentices, who would rather be elsewhere.

MARVIN "MARV" ALBERTSON, MASTER HARNESS MAKER (*He is a chaotic evil master artisan with Bullying Ability.*)

EMMA LAKE (*She is a 5th level, chaotic neutral, human thief whose vital stats are HP 19, AC 16. Her primary attributes are dexterity, intelligence, and charisma. Her significant attribute is dexterity 16. She has the Secondary Skills of Bullying and Thespianism. She wears a +2 leather armor and wields a +1 short sword. She also carries a potion of gaseous form, and 250gp worth of gems and jewelry.*)

APPRENTICE HARNESS MAKERS x 2 (*They are apprentice artisans.*)

Goods	Cost
Harness, single draft animal	25 sp
Harness, draft animal team of two	60 sp
Harness, draft animal team of four	3 gp
Harness, draft animal team of six	4 gp
Harness, draft animal team of eight	5 gp
Thong, leather, 10 feet	2 sp
Whip, 6-foot length	5 gp
Whip, 12-foot length	7 gp

90. RESIDENCE, CLARENCE CRANE (SIGN PAINTER)

SIGN: Yggsburgh coat of arms with a palette above.

This two story with loft brick building is the establishment of master sign painter Clarence Crane. Crane, a tall, spindly man, has two apprentices who reside in the loft. Crane resides on the first floor with his family of four.

CLARENCE CRANE, MASTER PAINTER (*He is a lawful neutral master artisan with Artistic Capacity — Painter, level 4.*)

APPRENTICE PAINTERS x 2 (*They are apprentice artisans with Artistic Capacity.*)

91. THE GLASS RAINBOW (GLASS PAINTER)

This three-story with full attic, brick building is the establishment of Morris Glasser, who manufactures painted glass windows for temples, chapels, public buildings, mansions, etc. Glasser is a round man with pale skin. There is a large furnace here for drawing molten glass into sheets. Glasser, with four apprentices, will then paint the glass. The basement is for storage, while the first floor contains the apartments of Glasser and his family of three. The second floor contains the apartments his staff, while the attic is rented out.

MORRIS GLASSER, MASTER GLASSER (*He is a lawful good tradesman with Artistic Capacity — Painter, level 4.*)

APPRENTICE GLASSERS x 4 (*They are apprentice tradesmen with Artistic Capacity — Painter.*)

92. BASS LOCKS (LOCKSMITH)

SIGN: a large padlock.

The two-story with loft, brick building is the establishment of Wilbur Bass, master locksmith. Wilbur (age 75) is a grumpy old man with no patience for apprentices. He lives on the first floor with his wife, Judy, who also sells locks from the front sales shop.

WILBUR BASS, MASTER LOCKSMITH (*He is a lawful neutral master artisan.*)

Goods	Cost
Lock, large, cabinet/door	1 gp
Lock, small, cabinet/door	35 sp
Manacles, and key	15 sp

Padlock, large, with key	15 sp
Padlock, small, with key	12 sp

93. A GOOD NIGHT’S REST (MATTRESS MAKER)

SIGN: picture of man sleeping on bed.

This two-story brick building is the establishment of Ernest Bass, the mattress maker and son of Wilbur, next door. He works alone. Mattresses here are filled with straw, reeds, wool, or feathers. Bass is a handsome sort, though unmarried.

ERNEST BASS* (*He is a lawful neutral tradesman.*)

94. THORN BROOM & BRUSH

SIGN: a paint brush with bristles tipped red.

This two-story with loft, stone and timber building is the establishment of Charles Thorn, broom and brush maker. Thorn, a slender man lives on the first floor with his wife and two teenage daughters. His oldest son, Henry (age 19) works with him and resides in the loft with his pregnant wife. The beadle, Bert Brown, also resides in the loft.

CHARLES THORN (*He is a lawful neutral tradesman.*)

HENRY THORN (*He is a lawful neutral tradesman.*)

BERT BROWN, BEADLE OF YGGSBURGH (*He is a 1st level, lawful neutral, human fighter. His vital stats are HP 6, AC 13. His primary attributes physical. He has the Secondary Ability of Detection. He carries studded leather armor, club, light crossbow, 12 quarrels, and dagger.*)

95. THE ROSE BOTTLE (GLASSBLOWER)

REASON: to buy a magic potion.

SIGN: a bulbous rosy-pink bottle with narrow neck

This two-story with loft, stone and timber building is the establishment of Robert Rose, a master glassblower who manufactures bottles all pigmented rosy-pink. Rose is a stout man with arching brows. He has three apprentices whose task it is to blow gently into an iron blowpipe dipped in molten glass. Rose will then shape and cut.

Here be wizards! Magic users and alchemists frequent this location. They use Robert’s bottles for potions, and a few supply the man with potions to sell in the front sales office, which is also stocked with rose-colored bottles. Robert’s wife, Irma, works the counter. The Roses live on the first floor with their three school-age children. The loft is occupied by the two apprentices, while the basement is for storage.

It is said that *The Striped Mage himself (CZ:Y #49)* would take offence against any who robbed this place, a fact known to the city’s thieves. This protection could prove a mixed blessing as Dalbid Yeerouf (*#116 below or CZY #74*) likes nothing better than offending *The Striped Mage*.

ROBERT ROSE, MASTER GLASS BLOWER (*He is a master artisan with Esoteric Ability.*)

APPRENTICE GLASS BLOWERS x 2 (*They apprentice artisans with some Esoteric Ability.*)

There is a 5% chance that a wizard will be shopping here, Castle Keeper’s choice.

GOODS	COST
Bottle or mug, glass	15 sp
Jar, glass	12 sp

Hourglass	25 gp
Potion bottle, crystal glass	3 gp

Roll a 1d4 two times to determine which potions Robert has in stock. This changes once per week.

D4	POTION	COST
1	<i>Potion of Diminution (Alter Size as though cast by 10th level wizard)</i>	300 gp
2	<i>Potion of Invisibility</i>	400 gp
3	<i>Potion of Cure Serious Wounds</i>	500 gp
4	<i>Potion of Gaseous Form</i>	500 gp

96. BULL’S MISSILES (FLETCHER)

SIGN: a quiver of arrows

This two-story with loft, stone and timber building is the establishment of Magnus “Bull” Fletcher, master fletcher. Bull’s shoulders are the width of a barn. He stands six foot six and has a broken nose and chewed-up ears. A notorious brawler, he frequents *The Bastard’s Sword of the Outs* (see *The Outs: Rivermen’s Town #28*) to compete in bare-fisted brawls. By day he crafts missiles with his two apprentices.

The ground floor contains a front sales office, behind which lies a workshop. The fletcher dyes his feathers in blue and red, alternating them on the arrow shaft so as to identify his craftsmanship. The basement is for storage and an apprentice apartment. Bull lives on the first floor with his wife and baby daughter. The loft is occupied by Bull’s elderly mother and her nursemaid.

MAGNUS “BULL” FLETCHER*, master fletcher (*He is a chaotic good, human, 4th level fighter whose vital stats are HP 35, AC 14. His primary attributes are strength, dexterity and intelligence. His significant attribute is strength 17. He has the Secondary Skill of Bullying, level 3. He wears chain hauberk armor and wields a morningstar.*)

APPRENTICE FLETCHERS x 2 (*They are apprentice artisans.*)

GOODS	COST
Arrows, sheaf of 24, long	1 gp
Arrows, sheaf of 24, short	1 gp
+1 Arrow*	500gp each
Quiver, 12 arrow cap., leather, with strap	10 sp

*Per request, up to 2 per month available.

97. THE TROLL LORDS’ GAMES (GAME SHOP)

REASON: to purchase a game or play in a game when invited to do so.

SIGN: a pair of trolls seated before a table, rolling dice. One is raising his hands in triumph whilst the other betrays a look of agonizing defeat.

This two-story with loft, stone and timber building is the establishment of Stephen and Davis Golden, better known as the Brothers Troll due to their propensity for trolling about every tavern and gambling establishment in town. The Brothers Troll are of grizzled countenance, with eyes perpetually bloodshot from lack of sleep and abundance of carousing. They are importers of rare and strange games, selling their wares to both collectors and casual gamers.

The entrance to the ground floor opens to a small, cluttered store, dark and dusty, in which games are sold by a lovely young clerk, Ashleigh (age 20), a fetching vixen who wears a chain mail bikini and has long brown curls and a most lovely pair of . . . brown eyes. The backroom and basement is even more cluttered, stocked with games and things, many of which are incomplete and in disarray. The brothers reside on the first floor with their respective wives, sisters who are

pretty of face and buxom of build, though constantly henpecking their husbands to fire Ashleigh, whom they despise. The loft is where the Brothers Troll hold game nights, and it is not unusual for them to invite those like of mind that they may meet in taverns and ale houses, or even patrons of this shop. There will be much drinking of wine and ale and smoking of cigars on game night.

STEPHEN GOLDEN (*He is a 3rd level, chaotic good, human fighter whose vital stats are HP 22, AC 12. His primary attributes are dexterity, intelligence, and charisma. He has the Secondary Skill of Swindling. He wears leather armor and wields a short sword.*)

DAVIS GOLDEN (*He is a 3rd level, chaotic neutral, human fighter whose vital stats are HP 23, AC 12. His primary attributes are strength, wisdom, and charisma. He has the Secondary Skill of Swindling. He wears leather armor and wields a light flail.*)

ASHLEIGH (*She is a chaotic good tradeswoman with charisma 18.*)

GOODS	COST
Backgammon set, common, complete, in box/board	15 sp
Backgammon set, deluxe ivory, complete, in box/board	5 gp
Board, large, wood, chequered red and black, 8 x 8 squares	10 sp
Cards, playing, pasteboard, fine	15 cp
Chess set, standard, wood, large	10 sp
Darts, x12	3 sp
Dart board	20 sp
Dice, large bone, pair	2 sp
Dice, large ivory, pair	5 sp
Dice, large jade, gold inlay spots, pair	10 gp
Dice, large wooden, pair	5 cp
Draughts (checkers), set, ivory	4 sp
Draughts (checkers), set, wood	25 cp
Horses, rocking (wood)	25 cp
Marbles, agate (pouch of 20)	1 gp
Marbles, clay (pouch of 20)	3 cp
Ships, miniature, wooden, floating	1 cp each
Soldiers, toy, wooden (various kinds, mounted and afoot, set of 20)	7 cp
Sword, wooden	5 cp
Tiddledywinks sets, tin	2 cp

98. STOREHOUSE DISTRICT FIRE STATION

REASON: to alert of a fire

SIGN: a red-painted helmet with extended rear neck protection

This three-story brick building serves as a station for firemen protecting the surrounding blocks and standing ready to enter neighboring districts in time of need. Firemen here are trained in the protocol of using local plumbing (hydrants) to combat any breakout of fire but will also employ a stored water wagon, pump-wagon with hose, ladder wagon, and other equipment such as flame retardant leather helmets and suits, fire axes and hooks, and canvas buckets.

Six firemen actively serve here, two of whom man the station for a 48-hour period before being relieved by the next pair. Two apartments on the first floor are for washing and resting. All firemen are required to wear flame-retardant cuir bouille and a red-painted, salade helm (close-fitting, with extended rear neck protection) crafted entirely of cuir bouille. They also must wield a piercing axe.

Captain Dirk Wainwright (age 50), a corded, gray-haired man with

lamb-chop moustaches, is boss. Wainwright resides on the second floor with his wife and four children. He does not follow the same schedule as his men and works nearly every day for ten hours. Wainwright is a follower of Nari, a major god of fire.

Six well-bred riding stallions, strong and fast are kept in the behind stable, tended to by a skilled groom. Firefighting equipment is stored there, too.

CAPTAIN DIRK WAINWRIGHT, MASTER FIREFIGHTER (*He is a 9th level, lawful good, human fighter. His vital stats are HP 66, AC 16. His primary attributes are strength, intelligence, and wisdom. His significant attribute is strength 16. He has the Secondary Skill of Bullying, level 3. He wears cuir bouille and wields a +2 piercing [battle] axe.*)

FIREMEN x 6 (*They are 3rd level, lawful good, human fighters. Their vital stats are HD 3d10, HP 21, AC 14. Their primary attributes are physical. Their significant attributes are strength 15. They have the Secondary Skill of Bullying. They carry cuir bouille, and a piercing [battle] axe.*)

99. RESIDENCE, WILBUR & WILFRED ROY

The north side of this two story with loft, brick building is the home of the Wilbur and Wilfred Roy, brothers, with families of 4 and 5, respectively. Both serve as firemen next door, but also work odd construction jobs.

100. LOOMER'S BELTS & GLOVES (LEATHER SHOP)

REASON: when the party is in need of leather goods or repair.

SIGN: a pair of gloves

The south side of this two-story with loft, brick building is the establishment of Ralph Loomer, master leatherworker. Loomer (age 74) is a heavily wrinkled man. He has two apprentices. The ground floor is stacked with tanned hides and skins. The first floor is where Loomer lives with his wife, and the loft is occupied by the apprentices.

RALPH LOOMER, MASTER LEATHERWORKER (*He is a lawful neutral tradesman.*)

APPRENTICE LEATHERWORKERS x 2 (*They are apprentice tradesmen.*)

GOODS	COST
Apron, leather, workman's	1 sp
Armor, all leather sandwich garment inner-lined with riveted metal plates (banded), 4 weeks work	20 gp
Armor, leather-cloth sandwich garment inner-lined with riveted metal plates (banded), 4 weeks work	18 gp
Armor, leather, boiled (cuir bouilli), 3 weeks work	3 gp
Armor, leather, closely sewn with metal rings (ring mail), 3 weeks work	8 gp
Armor, leather, closely sewn with metal scales (scale mail), 3 weeks work	10 gp
Armor, leather, studded with metal or horn plates, 2 weeks work	5 gp
Armor, leather, 2 weeks work	2 gp
Backpack, leather (capacity c. four cubic feet, water resistant)	1 gp
Baldric (shoulder- or back-slung hanger for any but heavy sheathed sword)	20 sp
Belt, leather, broad	5 sp
Belt, leather, cross-harness	10 sp
Belt, leather, narrow	25 cp
Bow case (oilskin, tying, nearly waterproof)	18 sp
Gauntlets, leather	14 sp
Girdle, leather, broad with pockets	25 sp

Gloves, calfskin, pair	18 sp
Gloves, leather, pair	3 sp
Gloves, leather (heavy), pair	9 sp
Pouch, belt, leather	5 sp
Quiver, 12 arrow capacity (oilskin, nearly waterproof), with strap	10 sp
Sack, large, leather (200-pound weight capacity, 1-bushel volume)	10 sp
Skin container, liquid, with stoppered spout, shoulder sling strap, one-quart capacity	5 sp
Sling, leather	2 sp
Thong, leather, 10 feet	5 cp

SERVICE	COST
Armor, banded (either sort) repair*, 4 days work	3 gp per 1 point restored
Armor, leather repair*, 2 days work	17 sp per 1 point restored
Armor, leather, metal rings (ring mail) repair*, 3 days work	75 sp per 1 point restored
Armor, leather, metal scales (scale mail) repair*, 3 days work	2 gp per 1 point restored
Armor, leather, studded (studded leather) repair*, 2 days work	40 sp per 1 point restored

*Leather armor repair assumes usage of the Armor Wear and Tear rules as presented in the Appendix of Castle Zagyg, Vol. I: Yggsburgh.

101. THE GREEN TILE (TILER)

SIGN: a golden hammer on a green tile

This three-story with attic, brick building with green-tiled face is the establishment of Olaf Stone, a master tiler. Stone is a tall man. There is a large workshop with two kilns for baking clay, where Stone, two journeymen and five apprentices work. The first floor contains the family (of five) apartments, while the second floor is lodged by the journeymen and apprentices. The basement is for storage, and an apartment for the family manservant and maid.

OLAF STONE*, MASTER TILER (*He is a master artisan with Construction Ability, level 3.*)

JOURNEYMEN x 2 (*They are journeyman artisans.*)

APPRENTICES x 5 (*They are apprentice artisans.*)

102. THE BATH & HARP (BATHHOUSE)

REASON: to bathe

SIGN: a golden harp

This two story firebrick building contains two warm baths, each round and 45 ft. in radius. This is the establishment of Pious Martin, cleric of Stromkarl. A fee of 5 silver pieces is paid to a front desk clerk. Then, one may take a hot bath, heated from a furnace below. A small stage is where a harpist, Terrance “Terry” Robins, performs, a lanky bald man of sallow skin and loose fitting gown, pantaloons, and boots with toes curled up and studded with imitation gems.

Eight bath attendants will offer clean towels to bathers, assisting the old, and towel-drying.

The first floor contains storage of linens, cleaning materials, and the apartments of Martin and his family of four. The basement contains the furnaces that heat the baths. There are two all-purpose custodians who work here.

PIOUS MARTIN (*He is a 4th level, chaotic good, human cleric of Stromkarl. His vital stats are HP 23, AC 10. His primary attributes are intelligence, wisdom, and charisma. He carries clothing, and a staff. Clerical spells: 0–4, 1st–3, 2nd–2.*) He is non-combatant.

TERRANCE “TERRY” ROBINS (*He is a rural commoner with Artistic Capacity, Music, level 2*)

BATH ATTENDANTS x 8 (*They are simple commoners.*)

CUSTODIANS x 2 (*They are simple commoners with some Construction Ability.*)

103. PANSY’S PANES (GLASSER)

SIGN: plaque with painting of a manor of many windows

This three-story with attic, yellow and white-painted brick building is the establishment of Thomas Glasser, a master glasser who crafts windows. Glasser (age 41) is a short man with a thick crop of red hair. He has a journeyman and three apprentices. The ground floor contains two large furnaces where glass is blown and pressed, bellows hissing all the day long. The basement of this building is a storage area for silica sand, limestone, and soda ash. The first floor contains the apartments of Glass, whose wife is gone. The second floor is occupied by the journeyman (and wife), and three apprentices. The attic is rented out to two local workers and their families.

THOMAS GLASSER, MASTER GLASSER (*He is a chaotic neutral master artisan.*)

JOURNEYMAN GLASSER (*He is a journeyman glasser.*)

APPRENTICE GLASSERS x 3 (*They are apprentice artisans.*)

104. SALMON’S SALON (BARBERSHOP)

SIGN: pair of steel scissors

This two-story stone building is the barbershop of George “Sammy” Salmon, a rotund, bald barber who employs three additional barbers: Guy, Hugh, and Ralph. They do regular cuts for regular working class men. There will be 3–6 other patrons here at any time. Also employed here is a clerk, and an orphan boy, Harold “Dirty Harry” Baker (age 14), a scruffy kid who cleans floors and doubles as a boot blacker. The boy sleeps in the basement on a pallet of straw. Dirty Harry is a thief but with a conscience and will not steal from his boss. The first floor contains the apartments of Salmon and his four family members, while the loft is rented out to one of his barbers.

GEORGE “SAMMY” SALMON (*He is a lawful good tradesman with some Business Ability.*)

BARBERS x3 (*They are tradesmen.*)

HAROLD “DIRTY HARRY” BAKER (*He is a 2nd level, chaotic neutral, human thief whose vital stats are HP 6, AC 13. His primary attributes are dexterity, intelligence, and charisma. His significant attribute is dexterity 18. He has no weapon.*)

SERVICES	COST
Haircut (regular or trim)	15 cp
Shampoo	5 cp
Shave or beard trimming	1 sp
Shave, shampoo, and haircut	2 sp
Boot blacking	5 cp

105. RESIDENCE, THEODORE WILLIAMSON

This two story stone building is the residence of Theodore Williamson, a journeyman carpenter who lives here with his wife and four children.

THEODORE WILLIAMSON, CARPENTER (*He is a tradesman.*)

106. THE SILVER THIMBLE (SEAMSTRESS)

SIGN: a silver, shining thimble

SECOND SIGN: “Loft for rent! Cheap!”

This two story with loft, stone building is the shop of Elfgiva Apple, a seamstress. She has three young maidens who work for her, spinning thread. Elfgiva (age 45) is a shapely woman. Her much older husband, Morris Apple (age 85) is quite senile and lecherous, given to grabbing at the young girls under Elfgiva’s employ. The ground floor is a workshop, while the first floor contains the apartments for the Apples. The loft is presently for rent for 4 gp per month, with three rooms, a kitchen, and a water closet.

ELFGIVA APPLE, SEAMSTRESS (*She is a chaotic neutral tradesman.*)

MORRIS APPLE (*He is a chaotic evil simple commoner.*)

107. RESIDENCE, THOR IRONFORGE (MASTER OF BLACKSMITH’S GUILD)

REASON: When the party is seeking a private audience, or they have been commanded to attend one, or if there is a dwarf in the party who wishes to speak with this notable dwarf.

SIGN: Engraved above the oaken doors, a black marble plaque engraved to portray an anvil. Above the anvil in dwarfish rune letters is the word **IRONFORGE**.

ENCOUNTER: You scratch my back...

This squat, two-story sandstone building is the residence of the dwarf, Thor Ironforge, Master of the Blacksmiths’ Guild. This seemingly unremarkable building, being only fifteen feet from floor to roof, belies its true size, the lot of which is walled in. One would assume a ground floor, first floor, and basement; however, there are three subbasements beneath.

The ground floor features a large foyer, sitting room, and an office. Spartan in furnishings, with cold stone floors, the casual observer will note a line of marble busts along the eastern wall illuminated by candle sconces. Represented are dwarves with tremendous beards and brooding stares, the progenitors of Master Ironforge. The first floor contains guest quarters, with beds, bureaus, wash basins, etc.

The basement contains the quarters for the servant staff, all humans (though each conversant in dwarfish). The staff includes an usher, housekeeper, valet, cook, scullion, two footmen who double as waiters, house maid, basement maid, coachman, groom, and groundsman.

The first subbasement contains the spacious living quarters of the Ironforge family, including his wife, Sapphire, and their twelve children. His two oldest sons are notable smiths in their own right, Thorin and Thain.

The second subbasement contains a majestic chapel of Ivaldi, the dwarfish deity who is the greatest of smiths, mechanics, metallurgists, and magic-forgers. The chapel is stone vaulted, ribbed with granite, with rune engraved pillars. Stone relief along the eastern and western walls portrays the forgings of deital weapons by dwarfish divinities. These are set outside the nave, which is within great pillars and arches of marble. The altar, set to the west and placed on a pulpit of polished granite, is of black marble sculpted to the shape of an anvil. Thor is high priest here, but his duties as Master of the Blacksmiths’ Guild limit him, so he has an Officiant Priest, Dutiful Blackhammer, who resides and presides here, along with two acolytes of Ivaldi, both dwarves. Dwarves and guilded blacksmiths are welcome here any time for counsel and healing.

The third subbasement is part excavation, part limestone cavern chanced upon by Master Ironforge and his two oldest sons, Thorin and Thain, as they bore deep into the shelf upon which the entire Free Town of Yggsburgh is built. Here they discovered the traces of an ancient

batrachianoid society that lived here a millennium ago. The crude remains of their primitive paintings on cavern walls remain, along with a natural seep stream of black water containing eyeless, albino fish.

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 his black war pony.

Characters calling here without invitation will be turned away, unless they are renowned in town for their daring exploits and good deeds, or have actual and truly important business pertaining to the Blacksmiths’ Guild or the welfare of dwarves in general. Ever happy to meet a new dwarf in town (there be hardly enough by good Ironforge’s estimation!), the master is likely to welcome just about any dwarf who wishes to talk and share a mug of ale. However, as Ironforge has had words with the dwarfish engineer Holgar, who is frequently found at the **RIVER RAT TAVERN (#117)**, he does not welcome any who are friends of this “maggot” as he terms him.

THOR IRONFORGE, MASTER BLACKSMITH (*He is a 5th/5th level, lawful good, dwarf fighter/cleric of Ivaldi whose vital stats are HP 55, AC 18. His primary attributes are strength and wisdom. His significant attribute is strength 16. He wears a +2 full chain suit and wields a +4 mithril piercing [battle] axe [specialized]. Cleric spells: 0th x4, 1st x3, 2nd x2, 3rd x1.*)

THORIN IRONFORGE (*He is a 5th level, chaotic good, dwarf fighter whose vital stats are HP 32, AC 15. His primary attributes are strength and intelligence. He wears a mail hauberk and wields a +1 war hammer [specialized].*)

THAIN IRONFORGE (*He is a 4th level, neutral good, dwarf fighter whose vital stats are HP 29, AC 15. His primary attributes are strength and intelligence. He wears a mail hauberk and wields a +1 heavy flail [specialized].*)

PIOUS BLACKHAMMER, OFFICIANT PRIEST (*He is a 4th level, lawful good, dwarf cleric of Ivaldi whose vital stats are HP 20, AC 10. His primary attributes are wisdom and charisma. He wears vestments and a light hammer. Cleric spells: 0th x4, 1st x3, 2nd x2.*) He is non-combatant.

ACOLYTES x 2 (*They are lawful good dwarf acolytes of Ivaldi.*)

108. RESIDENCE, ALAN CORDWAINER, HONORABLE JUSTICE OF THE PEACE

REASON: When the party is seeking a private audience or have been invited by this judicial officer to attend one.

SIGN: Armorial bearings of the Free Town of Yggsburgh.

ENCOUNTER: Serving Justice

This two-story with attic stone building is residence Alan Cordwainer, Honorable Justice of the Peace. Cordwainer (age 42) is a tall, stately man with long, sloping nose, and wig of black. He rides to the Outs, seeing to low justice in the suburbs; otherwise, he may be found in the City Hall & Courts (CZY encounter #9), either in court or in office.

The family is comprised of the Justice of the Peace, Mistress Cordwainer, and three grown children, all studying law at the college as their father did. The household staff consists of a manservant, housekeeper, lady’s maid, coachman, and groom.

Unless one or more of the characters calling here are officers of the law or town government, they will be turned away, except if they are renowned about town for their daring exploits and good deeds, or bear news of legal matters within or without the town proper.

On formal occasions the Gentleman rides on his warhorse or in coach. Otherwise he is with his family in a large coach or carriage, and when alone, he rides a horse or goes afoot.

ALAN CORDWAINER, JP (He is a 6th level, lawful neutral, human fighter. His vital stats are HP 42, AC 18. His primary attributes are strength, intelligence, and wisdom. His significant attribute is wisdom 17. His Secondary Skill is Judgement, level 4. He wears a +2 steel breastplate emblazoned with the Yggsburgh coat of arms, a large shield, and wields a +3 long sword [specialized]. The sword is enchanted with the hold person spell, which may be cast 3 times per day. He rides a heavy warhorse whose vital stats are HD 4d10, HP 30, AC 19. It receives two hoof attacks for 1–4 damage or one overbearing attack. The horse is outfitted in chain mail barding.)

When riding out to the suburbs or elsewhere, Cordwainer is accompanied by a retinue of crossbowmen:

CROSSBOWMEN x 6 (These are 1st level human fighters. Their vital stats are HP 6, AC 13. Their primary attributes are physical. They wear studded leather armor and wield a light crossbow with 12 bolts, and a club. They are mounted upon riding horses.)

109. RESIDENCE, MASTER THOMAS CRAPPER, (KEEPER OF SANITATION)

REASON: when the party is seeking private audience, or they have been invited by the master engineer to attend one

SIGN: Yggsburgh Coat of Arms

ENCOUNTER: Rats in the Sewers

This is the residence of Master Thomas Crapper, a master engineer and Keeper of Sanitation. His offices are located at the **Sewer Department (CZY #15)** This Tudor–style, three–story with loft residence features a small inner courtyard with a roof of six gables, and flat arches of gothic–style design. Above the front oaken double doors the Yggsburgh coat of arms is displayed.

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 information regarding an urgent sanitation related issue.

The family is comprised of the sanitation engineer, Mistress Crapper (who is quite round), and their three round Crapper 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, and groundsman. Master Crapper (age 48) is a tall, frail man with sunken features, pallid complexion and a pointy nose. He is a member of the **Lords & Gentlemen Club (CZY #54)**.

On formal occasions the engineer rides in a large coach. Otherwise he is with his family in a large carriage or, if alone, riding a horse or going afoot.

MASTER THOMAS CRAPPER (He is a lawful good tradesman with Construction Ability, level 4, and Judgment Ability, level 2.)

110. THE DRY GRAPE (WINE MERCHANT & LIQUOR STORE)

REASON: to buy wine

SIGN: an old woman holding up her skirts as she stomps grapes in a barrel

This purple painted, three–story brick building is the establishment of wine merchant Osgood Green, a tall man with tanned skin. He has a front sales office with two sales clerks. The cellar is stacked with kegs and butts of wine. The first floor contains the spacious apartments of Green and his wife, while the second floor contains the apartments of the clerks and their respective families.

OSGOOD GREEN (He is a lawful good tradesman.)

CLERKS x 2 (They are simple commoners.)

GOODS	COST
Wine, 10–gallon keg (white, dry), common	30 sp
Wine, 10–gallon keg, fine (red, dry)	3 gp
Wine, 60–gallon butt, common (white, dry)	5 gp
Wine, 60–gallon butt, fine (red, dry)	5 gp

111. BLACK BEAR TRADING POST

REASON: When the party is in need of adventuring supplies.

SIGN: a nine foot tall sculpture of wood portraying a black bear standing on its hind legs.

This three–story brick building is the establishment of Hunter Road, a woodsman and adventurer. Plundering the hordes of fell beasts however is not always a steady income, so the good man has invested in his own shop where wayfarers and fellow adventurers may purchase supplies.

The shop spans both the ground and first floors. There are three sales clerks employed: Butch, Clarence, and Roy — each woodsmen. The floors are all hardwood, and roughly hewn timbers support the upper floors, with fish and game trophies mounted throughout. Road lives on the second floor, where he also furnishes apartments to his employees. Road is a lanky, grizzled man who walks with a bit of a limp.

HUNTER ROAD* (He is a 6th level, chaotic good, human ranger whose vital stats are HP 44, AC 16. His primary attributes are strength, wisdom, and dexterity. His significant attributes are dexterity 17 and wisdom 16. His Secondary Skill is Woodsman, level 2. He carries +1 studded leather armor, +1 broad sword, and a cloak of elvenkind.)

BUTCH, CLARENCE, AND ROY (They are tradesmen with Woodsman Ability.)

GOODS	COST
Backpack, cloth (capacity c. four cubic feet)	8 sp
Bag, cloth (25–pound weight capacity, one–peck volume)	5 cp
Blanket, thick	5 sp
Canteen, water gourd, one–quart, with leather thong sling	5 cp
Flask, ordinary ceramic, eight–ounce capacity	5 sp
Grappling hook	2 sp
Grease, clay pot of, one quart, with rag wrapping	3 cp
Horn, hunting	20 sp
Lantern, oil–burning, bullseye, hooded	10 sp
Lantern, oil–burning, hooded	8 sp
Line, cord, 100–foot ball	15 cp
Line, rope, ordinary, 10 feet	1 sp
Line, string, fine, strong (fishing), 100 feet	1 sp
Oil, lamp/lantern, 1 gallon jug	1 sp
Oilskin coat and overalls	30 sp
Sack, large, heavy cloth (100–pound weight capacity, one–bushel volume)	3 sp
Tinder box	2 sp
Torch, wood and resin–soaked rope, 30 minute burn time	3 cp

112. VACANT BUILDING

ENCOUNTER: Mother Spider’s Nest

This building is vacant. No one is sure who owns it, but it was recently purchased. If only the poor fellow knew there was a phase spider nest in the basement...

113. RESIDENCE, LAWRENCE APPLE (SCHOLAR)

This two-story with loft, stone building is the residence of Professor Lawrence Apple, a retired professor who teaches young urchins out of charity. Apple (age 69) is a pleasant man with pinkish skin. He teaches orthography (history and calculation with numbers) in a small classroom at the ground level, and resides on the first floor with his two pet dogs, five pet cats, and goldfish bowl. He has never married, much less ever known a woman intimately, for he is a stammering fool with the fairer sex.

PROFESSOR LAWRENCE APPLE (*He is an academician with Knowledge Specialist — History & Mathematics, level 3 each.*)

114. THE SILKY SABLE (FURRIER)

REASON: to buy a fur.

SIGN: a sable

This two-story with loft, stone building is the establishment of Oswald Meadows, a furrier. The ground floor is displayed with valuable furs; thus, a guard works here, keen to the tricks of thieves. Oswald lives upstairs with his drunkard wife, Annabelle, who has stillbirthed four times. Furs here are of sable (black), fine quality, a total value of 2,000 gp worth at any time.

OSWALD MEADOWS (*He is a tradesman with Knowledge Specialist — Furrier.*)

GUARD (*He is a 5th level, chaotic good, human fighter whose vital stats are HP 33, AC 13. His primary attributes are physical. He wears studded leather and carries a club [specialized] and a dagger.*)

115. FISHMONGER'S CORNER

REASON: to buy fish

SIGN: wooden sculpture of a sunfish, painted

ENCOUNTER: Killer Catfish

This three-story brick building is owned by William Bass, a noted member of the Fishmongers' Guild (see **THE OUTS: RIVERMEN'S TOWN #177**). This indoor market sells fresh fish packed on ice, along with salted, smoked, and pickled varieties. William (age 55) is a short man and quite hairy so that he is sometimes mistaken for a dwarf. He spends the day shouting at his staff to do this or that.

Four apprentice fishmongers work here and make deliveries via cart. The ground floor market is large and open, being 15 feet from floor to ceiling, with beams and rafters of heavy oak timber, hung with nets and hooks and poles. Here is sold fresh fish, including bullhead, catfish, eel, red sunfish, platter crappie, golden perch, trout, giant crayfish (lobster-sized), clams, and mussels, which are gathered from the **NEMO RIVER**, **URT RIVER**, and **BIG FISH LAKE**. Ice is supplied by the wizard **OLAF PIKE OF THE HOUSE OF DAIRY & ICE (#139)**.

The fishmonger lives on the first floor with his severe-faced wife and their only daughter, a teenage girl who dresses out fish faster than any man. Tansy Bass (age 16) is a tan-skinned girl with enchanting green eyes, black hair, and chiseled physique. Deadly with a blade, she once gutted a man and watched him bleed to death after he'd groped her. She is a member of the **Assassins' Guild (CZY #53)**, though few know this. The second floor is occupied by a dozen Fishmonger apprentices, including those employed here.

WILLIAM BASS (*He is a tradesman with Nautical Ability, level 3.*)

TANSY BASS (*She is a 3rd level, neutral evil, human assassin whose vital stats are HP 13, AC 13. Her primary attributes are strength, dexterity, and intelligence. She has the Secondary Skill of Nautical Ability. She wields a +2 hafted hook.*)

APPRENTICE FISHMONGERS x 4 (*They are rural commoners with some Nautical Ability.*)

GOODS	COST
Fish, crustaceans, common, per pound	1 sp
Fish, crustaceans, special, per pound	3 sp
Fish, fresh, common, per pound	7 cp
Fish, fresh, better variety, per pound	1 sp
Fish, fresh, best, per pound	2 sp
Fish, preserved (salted, smoked, or pickled), ordinary, per pound	2 cp
Fish, preserved (salted, smoked, or pickled), good, per pound	8 cp
Fish, shellfish, common, per pound	5 cp
Fish, shellfish, special, per pound	15 cp

V. THE LUMBER BLOCK

THIS BLOCK IS WHERE lumber is trucked in, and is thus frequented by those artisans and tradesmen (or apprentices thereof) whose respective vocations involve woodworking. This block is largely controlled by the Thieves' Guild, whose operative here is Melanie "Melons" Hogan, the "hostess" of the River Rat Tavern (#117), a top earner for the Thieves' Guild (CZY #52). Some opine she "owns" the Lumber Block.

116. YEEROUF'S LOAN BANK (CZY #74)

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.

ENCOUNTER: A Major Coup, Shadows in the Night

This brick building has a 60-foot frontage, the western half (with a 30-foot frontage) being Yeerouf's Loan Bank, the eastern half being the **RIVER RAT TAVERN (#117)**.

The shop's proprietor, one Dalbid Yeerouf, is a deadly enemy of *The Striped Mage (CZY encounter #49)*, and he will be ingenuous whenever any conversation arises that involves that wizard. Yeerouf (who resides at #60) wears a black robe of exotic cut and covered with hieroglyphs embroidered in silver thread. He appears to be around age 35 but is in fact far older, having been magically rejuvenated. 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 the characters are in the least antagonistic towards his foe, Yeerouf will encourage their antipathy and will do 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 willing offers suggestions as to how this can be done successfully, but under no circumstances will he join in such an attack.

If a lone individual comes to his shop with a highly valuable object, Yeerouf will paralyze the victim, steal all his goods, carry the helpless individual to the cellar where he has a locked cell, bind them, and then sell him or her when slavers from downriver call on him — that happening once per week. Slaves are purchased at 50% of their market value, so Dalbid will then sell at the following prices:

SLAVE	COST
Slave, Exotic/highly skilled	500 gp
Slave, Household	100 gp
Slave, Laborer	200 gp
Slave, Laborer (common)	40 gp
Slave, Youth	20–100 gp.

This place has many magical alarms, guards, and warding devices, so no robbery or looting is anticipated. These may include *arcane eye*, *fire trap*, and *guards and wards*. 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 2,000 to 8,000 gp in cash and gems, jewelry, and other small valuables here of like value.

WALTER SLATER (see *Yggsburgh Town: Moatgate Quarter encounters #243 – 244*) makes weekly reports on the progress at Yeerouf's Petit Bank and Dalbid Yeerouf's Storage Shop, both based in Moatgate. Operations there are as nefarious as those at this establishment.

"The Castle Keeper should supply this malign fellow (Dalbid Yeerouf) 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." —Gary Gygax

SERVICES	PRICES
Purchasing Items	30% of market value
Buying likely 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 will include the categories listed below.

- Armor
- Art objects, small
- Books (they being uncommon and costly)
- Boxes and coffer, 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 item
- 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.)

WALTER SLATER (He is a 6th level, neutral evil wizard whose vital stats are HP 18, AC 13. His primary attributes are strength, intelligence, dexterity. His significant attributes are strength 17, dexterity 18 and intelligence 16. The equipment he normally uses is dagger and wand of paralyzation. His spells per day are 0th x5, 1st x5, 2nd x4, 3rd x2)

DALBID YEEROUF (He is an 11th/14th level, chaotic evil, human wizard/thief. His vital stats are HP 47, AC 18. His primary attributes are dexterity, intelligence, charisma. His significant attributes are dexterity 18, intelligence 17. His Secondary Skills are Esoteric Ability — level 4, Judgement Ability — level 2, and Suborning Ability — level 2. 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 unless a CL 13 save is made. He can cast the following wizard spells: 0th x6, 1st x6, 2nd x5, 3rd x4, 4th x3, 5th x2, 6th x1.)

*These items are described in the appendix of *Castle Zagyg, Vol. I: Yggsburgh*.

117. RIVER RAT TAVERN (CZY #59)

REASON: When the party is seeking a low dive, in need information on criminal activities, are itching for a fight, or have been suckered into meeting someone in this place.

LOCATION: On the east side of Plaza Avenue between Goodman Street and Neargate Lane.

SIGN: A one-eyed rat clad in riverman's costume brandishing a cutlass.

ENCOUNTER: You Scratch My Back..., A Major Coup

This three-story brick building with full attic has a 60-foot frontage; the eastern half being the River Rat Tavern, the western half being Yeerouf's Loan Bank (#116). The owner of the tavern owns the entire building, so the basement and upper floors are tavern-related.

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. 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 *Thieves' Guild, CZY encounter #52*). The first floor of the building has 16 private rooms. The second floor 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 generally non-combatant help in the tavern consists of 2 cooks, 2 scullions, 4 serving wenches, 2 potboys, and 4 cleaning maids for the rooms above. As this is a rough place, the Castle Keeper may consider them more capable fighters. The owner and his cronies consist of some capable fighters and ne'er-do-wells:

Robert "Big Bob" Hogan (owner) is the boss of this place. 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 (hostess) is Big Bob's sister, the brains of his operation, and a member of the Thieves' Guild. She is tall, shapely, 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. She aspires to be made a boss of the guild, and there is scarcely anything that will retard her ambition. Presently, she draws tithes of 10% from several businesses on this block, of which she retains 5%.

Melvin "Boats" Orr (chief barman) is an 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. "Boats" also does collections for Melanie.

Phillip "Father" Brooks (freelancer) is a boon companion of "Big Bob" and "Boats" who 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 10th level, chaotic evil, human fighter. His vital stats are HP 75, AC 14. His primary attributes are strength, dexterity, constitution. His significant attributes are strength 17 and dexterity 16. His Secondary Skills are Bullying and Swindling Ability. He wears leather armor and carries a dagger. He keeps a morning star [specialized] under the bar.)

MELANIE "MELONS" HOGAN (She is a 10th level, chaotic evil, human thief. Her vital stats are HP 45, AC 16 or 18. Her primary attribute are strength, dexterity, and intelligence. Her significant attribute is dexterity 20. Her Secondary Skill is Suborning Ability, level 4. She carries leather armor and dagger. She keeps a short sword under the bar. When accoutering for a "job", she will retrieve from her apartments a +2 short sword, eleven chain, mask of disguising*, ring of invisibility, rope of climbing and potions of sleep x3, and charm person x3.)

*This item is described in the appendix of *Castle Zagyg, Vol. I: Yggsburgh*.

MELVIN "BOATS" ORR (He is an 8th level, neutral evil, human fighter. His vital stats are HP 56, AC 13. His primary attributes are strength, dexterity, and constitution. His significant attributes are strength 18, dexterity 15. His Secondary Skill is Nautical Ability. He carries leather armor and dagger [specialized]. He keeps a club under the bar.)

PHILLIP "FATHER" BROOKS (He is a 9th level, lawful evil, human assassin. His vital stats are HP 40, AC 14. His primary attributes are strength, dexterity, and charisma. His significant attributes are strength 13 and dexterity 17. His Secondary Skill is Thespianism. He carries leather armor, featherstaff*, and dagger.)

*Described in the introduction of this module.

COOKS x 2 and SERVING WENCHES x 4 (They are 2nd level, neutral evil, human fighters, HP 11, AC 10. Their primary attributes are physical. They carry a belt axe [cooks] or a dagger [wenches].)

SCULLIONS x 2 and CLEANING MAIDS x 4 (They are 1st level, neutral evil, human fighters, HP 5, AC 10. Their primary attributes are physical. They each carry a dagger.)

Burly Bargemen (Gang) There is a gang of cutthroat bullies who hang out at this tavern, called the Burly Bargemen. This bunch is currently being paid by the Marquis Talworth through the Stable Master, Jason Barger at *The Outs Inn (CZY encounter #80)* 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.

Burly Bargemen Leaders:

ALFRED “ALF” GREY (He is a 5th/5th level, chaotic evil, human fighter/thief. His vital stats are HP 36, AC 14. His primary attributes are strength, dexterity, and intelligence. His significant attributes are strength 14 and dexterity 16. His Secondary Skill is Nautical. He carries leather armor, club, and a dagger [specialized].)

THOMAS “TOMMY BOY” WILSON (He is a 7th level, neutral evil, human fighter. His vital stats are HP 46, AC 12. His primary attributes are strength, dexterity, and constitution. His Secondary Skill is Nautical. He carries leather armor, a broadsword [specialized], and a dagger.)

OSWALD “WEIRD” HALFTER (He is a 9th level, chaotic evil, human thief. His vital stats are HP 36, AC 15. His primary attributes are strength, dexterity, and constitution. His significant attribute is dexterity 18. His Secondary Skill is Escape, level 2. He carries leather armor, a longsword, and dagger.)

Burly Bargemen Gang Members:

EDGAR “THE GAR” FISH (He is a 6th level, chaotic evil, human fighter. His vital stats are HP 42, AC 12. His primary attributes are strength, dexterity, and constitution. His Secondary Skill is Nautical, level 2. He carries leather armor, longsword [specialized], and a dagger.) “The Gar” is a notorious river pirate.

GERALD “GRINS” FARMER (He is a 4th/5th level neutral evil, human fighter/assassin. His vital stats are HP 28, AC 12. His primary attributes are strength, dexterity, intelligence. His Secondary Skill is Bullying. He carries leather armor, long sword [specialized], and a dagger.) “Grins” is a typical bully.

STANLEY “HAMMER” SMITH (He is a chaotic evil, human, 5th level fighter. His vital stats are HP 30, AC 12. His primary attribute are strength, dexterity, and constitution. His Secondary Skill is Bullying. He carries leather armor, war hammer [specialized], and dagger.) “Hammer” is a typical bully.

JEROME “JAYBIRD” OAKTON (He is a 4th level, chaotic evil, human fighter. His vital stats are HP 28, AC 12. His primary attributes are strength, dexterity, and constitution. His significant attribute is strength 18. His Secondary Skill is Bullying. He carries leather armor and shortsword [specialized], and dagger.) “Jaybird” is a typical bully.

OSWALD “WALL” BAKER (He is a 4th level, chaotic evil, human fighter. His vital stats are HP 24, AC 12. His primary attributes are strength, dexterity, and constitution. His significant attribute is strength 18. His Secondary Skill is Bullying. He carries leather armor, a club [specialized], and dagger.) “Wall” is a typical bully.

BRADLEY “CUTES” CUNNINGHAM (He is a 6th level, neutral evil, human thief. His vital stats are HP 24, AC 12. His primary attributes are strength, dexterity, and constitution. His Secondary Skill is Escape Ability. He carries leather armor, long sword, and a dagger.) “Cutes” is a clever sneak-thief and back-stabber.

RALPH “PIGGY” SWINFORD (He is a 3rd level, chaotic evil, human fighter. His vital stats are HP 21, AC 12. His primary attributes are strength, dexterity, and constitution. His significant attribute is strength 14. His Secondary Skill is Bullying. He carries leather armor, battle axe [specialized], and dagger.) “Piggy” is a typical bully.

GILBERT “GAFFS” FULLER (He is a 4th level, chaotic evil, human thief. His vital stats are HP 18, AC 12. His primary attributes are strength, dexterity, and intelligence. His Secondary Skill is Escape Ability. He carries leather armor, broad sword, and dagger.) “Gaffs” is a lesser thief in this gang. He recently murdered a young apprentice in Moatgate (see *Yggsburgh Town: Moatgate Quarter encounters #241*) and is concerned evidence will lead investigators to him.

Other patrons of the River Rat Tavern:

The other patrons (6–36) will be 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 x 3–6 (They are 5th–8th level, alignment variable, human fighters whose vital stats are HP 7 per level, AC 16. Their primary attributes are physical. Their significant attribute is dexterity 18. They carry studded leather armor, longsword [specialized], and dagger.)

LABORERS (They are simple commoners with some Bullying Ability.)

RIVERMEN (They are simple commoners with Nautical Ability.)

DOXIES (They are harlots.)

There is a 2 in 10 chance the Brothers Troll (#97) will be here at any given time.

There is a 1 in 10 chance Oswald Woodward (#78) will be here at any given time.

There is a 1 in 10 chance that the dwarf Holgar (**CZY ENCOUNTER #52, THIEVES’ GUILD AREA #8**) will be here drinking and wenching. Holgar works for both the Thieves’ Guild and the Assassins’ Guild, and is the last of the dwarves who were hired long ago to help construct the Thieves’ Underground.

HOLGAR (He is a 7th level, neutral evil, dwarf fighter whose vital stats are HP 42, AC 20. His primary attributes are strength and dexterity. His significant attribute is strength 20. His Secondary Skill is Construction — level 3. He carries +1 plate mail, +1 medium shield, 3 javelins, and broad sword [specialized]. He has a purse that contains 20 gold coins each worth 25gp. He also 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.

GOODS AND SERVICES	COST
Ale	2 cp per pint
Beer	2 cp per pint
Liquor	3 cp per glass
Coffee	3 cp per pot
Tea	2 cp per pot
Breakfast	25 cp
Dinner	15 cp
Supper	1 sp
Private room (one night)	5 sp
Private room (one week)	25 sp
Private room (one month)	2 gp
Dormitory (one night)	1 sp
Dormitory (one week)	5 sp
Dormitory (one month)	22 sp

RIVER RAT CASINO

Behind the kitchen there is a gambling hall called the River Rat Casino. This place is run by Melanie “Melons” Hogan and is exclusive to members of the Yggsburgh Thieves’ Guild, though it is not unusual for a prominent political figure or merchant to be seen here as guest. Characters who are members of the Yggsburgh Thieves’ Guild are welcome to enter this establishment, by way of a brass amulet and an identifying Thieves’ Cant

gesture indicating guild membership. Members of the guild may simply enter from the basement, having come through the secret passageway utilized by the Thieves' Guild that stretches beneath the town proper.

There is never a shortage of activity here. The doors open at midnight, and the gambling will persist until dawn. The gambling hall has golden oak flooring and like wall paneling. The walls are decorated with bright paintings of game birds and trophies. There are two stone fireplaces, a dozen tables, and a 25-foot long bar. Additionally, there are two water closets and three private meeting rooms. Tables are run by employees of Melanie "Melons" Hogan, as her brother has little involvement here but does derive a piece of the pie, as he owns the building.

DEALERS: There are four card tables and two dice tables, each of these run by dealers who are referred to by their nicknames: "Smokey", "Sneaks", "Cougher", "Lady-Killer", "Lime-Bag", and "Queen". Each one is nasty in their own special way. Surprisingly, theft and cheating are quite rare here. Whether it is "honor among thieves" or simply being afraid of being caught and the subsequent results, one can not say.

DEALERS X 6 (They are 4th/3rd level, neutral evil human thief/fighters whose vital stats are HP 29, AC 14. Their primary attributes are dexterity, intelligence, and wisdom. Their Secondary Skill is Swindling, level 3. They carry leather armor, club, and dagger.)

The bar is long and L-shaped, crafted of knotty pine, with barstools to match. It is run by a half-orc, Bertrand "Brawls" Vale, who is hardly orcish looking at all, and is well liked.

BERTRAND "BRAWLS" VALE (He is a 4th level, lawful evil, half-orc fighter. His vital stats are HP 26, AC 16. His primary attributes are strength, constitution, and wisdom. His significant attribute is strength 16. He wears cuir bouille and keeps a battle axe [specialized] under the bar.)

There will be 21–30 thieves in here on any given night. There may be some mix of demi-human, perhaps 3 to 4.

THIEVES (They are 5th–8th level, alignment variable, thieves whose vital stats are HP 4 per level, AC 14. Their primary attributes are physical. Their significant attribute is dexterity 16. They carry leather armor, longsword or shortsword, and dagger.)

There is a 50% chance on any given night that a boss from the Thieves' Guild (**CZY encounter #52**) will be present, particularly when the stakes are high or there is business to discuss.

117–S. RIVER RAT TAVERN STABLE & LIVERY

This forty foot tall timber and plank barn is the stable and livery for the **RIVER RAT TAVERN #117**. Patrons of the River Rat may check their horses in here, with additional services such as feeding and brushing. Naive is the patron who leaves their horse here with saddlebags brimming riches, for here be thieves! However, as many a Thieves' Guild member frequents this location, one warning gesture in cant will usually squelch any such ill intent.

Ned "Pumpkin-Head" Fish is the stablemaster here. He is a short man with a big head (literally and figuratively). The groom, William "Eel" Tanner is a lanky, sallow skinned man. The stable hands are scruffy looking boys (ages 14 to 16) named Albert, Donald, and Victor.

NED "PUMPKIN-HEAD" FISH, Stable Master (He is a 3rd/4th level, chaotic neutral, human fighter/thief whose vital stats are HP 22, AC 12. His primary attributes are strength, dexterity, and charisma. He has the Secondary Skill of Suborning and Detection. He wears leather and carries a short sword.)

WILLIAM "EEL" TANNER, Groom (He is a rural commoner with Detection Ability.)

ALBERT, DONALD, AND VICTOR, the stable hands (They are 1st level, chaotic evil, human thieves. Their vital stats are HP 3, AC 11. Their primary attributes physical. They carry knives.)

SERVICE	COST
Stabling, one night	3 sp
Stabling, one week	19 sp
Stabling, one month	1 gp

118. GOODWOOD LUMBER YARD

SIGN: plaque painted with an oak tree

ENCOUNTER: Wood Elf Justice

This massive fifty-foot structure of brick and mortar has a large central storage yard for planked wood and timber logs harvested from the Deerwood, a large portion of which is lumbered at the **Saw Mill (CZY encounter #88)**. Harvested species include ash, beech, chestnut, elm, hickory, locust, maple, oak (various sorts), sycamore and walnut. Rare woods not to be exposed to the elements are stored in those parts of the building that are roofed (the northern and southern portions), along with paneling and moldings. These include imported wood, such as cherry and mahogany for furniture. Mulberry is imported from the Far East, used for paper and also integral to silk worm cultivation. Brazilwood is also imported, being used by dyers, along with alder, which is native to local riverbanks.

This is the establishment of the Alfred Goodwood (age 42), a beefy, red-haired man with close-set eyes and a big, toothless grin. Goodwood comes from a long line of lumberjacks. Goodwood keeps a staff of 20 laborers. He also has first floor apartments for his family and servants thereof: wife Alice, six children, elderly in-laws, maid, nurse maid and manservant. Goodwood has a vault in his master bedroom, within which he has 2,000 gold pieces and 1,000 gold pieces worth of gems and jewelry. The vault has an intricate lock (CL 7). Goodwood tithes 10% of his earnings to Melanie "Melons" Hogan of the **RIVER RAT TAVERN (#117)** for protection from robbery.

ALFRED GOODWOOD (He is a tradesman with Woodsman Ability, level 2, and Business Ability.)

LABORERS X 20 (They are simple commoners.)

118–A.+B. These two areas are common yards for stocking of various logs, timbers, planks, and wood chips. These areas are plagued by rats that come out by night.

119. WOLF'S SMOKING TINDER HOUSE

SIGN: a smoking hearth

This 30-foot tall timberwood shed has an open face. Here are stored piles of corded firewood (elm, hickory, oak). A ladder leads up to a loft where tinderboxes of wood powder and paraffin are stored. This is the establishment of Grady Wolf, a stout man of kindly disposition. Grady lives with his family in the loft of a local mattress maker's establishment (**#93**). His sons Dale and Robert work with him, cording wood. Grady tithes 10% of his earnings to Melanie "Melons" Hogan (**#117**) for "protection" services. Like many men, he is also in love with her.

GRADY WOLF (He is a tradesman with Woodsman Ability.)

DALE WOLF (He is a tradesman with Woodsman Ability.)

ROBERT WOLF (He is a tradesman with Woodsman Ability.)

120. YGGSBURGH COMMUNITY STOREHOUSE

SIGN: plaque reads, "A Place for Everything!"

This 30-foot tall brick and mortar building is where citizens may rent storage space. Some utilize this facility for the storage of valuables (legal and illegal) they would rather not keep within their homes or shops. The Yggsburgh Community Storehouse is owned by the merchant Terrance Marsh (age 62), a gaunt man with a perpetual frown. He lives with his sister (**encounter #5**). A security staff of eight is employed, along with a wizard of no little skill. Also employed here are two office clerks, both of whom report to the Thieves' Guild, unbeknownst to the Marsh.

The Yggsburgh Community Storehouse, as per an agreement struck by Marsh, actually tithes 10% of all rental fees to the Thieves' Guild, so that members of said guild will not be sanctioned to commit a robbery here.

The ground floor of this building is divided into units ranging from as small as 5 square yards to as large as 50 square yards. There is also a security office here and a business office. The first floor is also divided into storage spaces, though the floor to ceiling space is 10 feet. The Castle Keeper should decide what is stored in this building, but some suggestions may include antique furniture, pottery, paintings, jewelry, gems, books, and some magical items. In total there should be up to 10,000 gp worth of valuables stored here. This is also a location that the Thieves' Guild well utilizes for import and export contraband.

SERVICE	COST
Goods Storage, six months (5 square yards)	5 gp
Goods Storage, six months (15 square yards)	10 gp
Goods Storage, six months (25 square yards)	20 gp
Goods Storage, six months (50 square yards)	30 gp

Marsh resides with his sister, the lace maker (**#5**). The wizard, Dunstan Brooks, keeps a small apartment in the old root cellar of this building, accessed via a secret trapdoor in the front office. There, Dunstan has a small lab where he brews potions, and keeps a shelf of old tomes and librams, largely related to flora and fauna of local and exotic nature. He sleeps on a mattress of goose feathers and keeps a small writing desk. Dunstan, a man with wild orange hair, provides many security enchantments to this building, including alarms, fire preventatives, and magical traps (*explosive runes, blindness, etc.*). He also wholesales potions to Melanie Hogan of the **RIVER RAT TAVERN (#117)**.

TERRANCE MARSH (*He is a lawful neutral tradesman.*)

GUARDS x 8 (*They are 3rd level, lawful neutral, human fighters whose vital stats are HP 22, AC 14. Their primary attributes are physical. Their significant attribute is strength 16. They wear mail hauberk and carry spears. If there is to be combat, each one carries a potion of strength.*)

CLERKS x 2 (*They are tradesmen informants of the Thieves' Guild with Detection Ability, level 2.*)

DUNSTAN BROOKS (*He is a 6th level, lawful neutral, human wizard. His vital stats are HP 20, AC 14. His primary attributes are dexterity, intelligence, and wisdom. His significant attribute is dexterity 16. His secondary skills are Esoteric Ability, level 2, and Knowledge Specialist—Alchemy, level 2. He wears green robes with gold embroidery and carries a +1 silver dagger and a +2 ring of protection. Wizard spells: 0th level x5, 1st level x5, 2nd level x4, and 3rd level x2.*)

In his lab, Dunstan is brewing potions of levitation (60-minute duration), of which he may have 1–4 of each. There are also 2 potions that may identify as potions of levitation, but actually have the reverse effect, pinning the subject to the ground for 60 minutes, save versus magic CL 6 negates. He also has about 2,000 gp worth of alchemical ingredients and supplies.

121. ROPER'S HOUSE OF FIBER

SIGN: a spool of rope

This 30-foot tall timber and brick building is a warehouse for rope, cord, and fiber. Here, great spools of rope manufactured from cotton, hemp, manila, silk, and sisal are stored by rope type and thickness, the latter of which ranges from 1-inch diameter to 8-inch diameter. Although rope is trucked in from a variety of walks, **Cable's Rope Walk (CZY encounter #85)** is the largest supplier. Raw sisal and hemp fiber are imported here, for crafters of cord, twine, rope, doormats, and bags. The owner, Rollo Roper, age 60, a hunch-backed man who laughs a lot, keeps a staff of 5 laborers. Roper lives on the first floor of this building with his family of four.

ROLLO ROPER (*He is a chaotic good tradesman with Nautical Ability.*)

LABORERS x 5 (*They are simple commoners.*)

122. STOREHOUSE WHEEL FACTORY

SIGN: a wheel of many spokes

This 35-foot tall brick building is the property of Hugh Wheeler who manufactures wheels and axels. Here employed are 6 apprentices. The first floor is where Wheeler keeps his apartments (he has a family of four), with additional apartments for his staff. 10% of earnings are tithed to Melanie Hogan (**#117**) for "protection" services.

HUGH WHEELER, MASTER WHEELER (*He is a neutral good master artisan.*)

APPRENTICE WHEELERS x 6 (*They are apprentice artisans.*)

123. WEBBER'S EXPORT DEPOT

This 35-foot tall firebrick building is the freight depot of Wilbur Webber, who works with local merchandise exporters. There are many objects d'art, musical instruments, sculptures, paintings, tapestries, wines, and more that are stored here before being shipped downriver to Dunfalcon and beyond.

This business is utilized (some would say controlled) by notable local Thieves' Guild member, Melanie "Melons" Hogan of the **River Rat Tavern (#117)**. At anytime this building contains 500 to 5,000 gold pieces worth of valuables, the exact nature of which (including magical items) should be determined* by the Castle Keeper. This building is highly secure, from its armed security staff to its many magical enchantments, including alarms and triggered traps, supplied by the mage, Dunstan Brooks (**#120**).

*The use of **C&C Monsters and Treasure** will assist in such determinations.

WILBUR WEBBER (*He is a neutral evil tradesman with Business Ability, Judgement Ability, and Swindling.*)

SECURITY GUARD CAPTAIN (*He is a 6th level, lawful evil, human fighter. His vital stats are HP 47, AC 16. His primary attributes are strength, dexterity, and wisdom. His significant attribute is strength 16. He wears cuir bouille and wields a long sword [specialized] and dagger.*)

SECURITY GUARDS x 6 (*They are 3rd level, lawful evil, human fighters whose vital stats are HP 18, AC 12. Their primary attributes are physical. They carry leather armor, halberd, and dagger.*)

124. JOYNER'S JOYNERY

This two-story, 20-foot tall brick warehouse is a supply house for carpenters installing doors, shutters, moldings, furniture and other such woodworks. Carpenters send apprentices here for unfinished woodwork. This establishment is run by Basil Joyner, a journeymen carpenter who employs three laborers. Joyner is a small, portly drunkard, who tithes 10% to Melanie Hogan (**#117**) for "protection" services.

BASIL JOYNER (*He is a tradesman with Construction Ability, level 2.*)

LABORERS x 3 (*They are simple commoners.*)

125. WALDORF'S WICKER SUPPLY HOUSE

SIGN: a willow tree

ENCOUNTER: Burglar

This two-story, 20-foot tall brickwork building is the warehouse of Waldorf Fish. Waldorf, a smallish man with a severe widow's peak, supplies local crafters of wickerwork. Willow branches are stored here in tight bundles, these being harvested along River Nemo, Urt River, and Cold Springs Run, and also reeds from Meadow Creek.

Waldorf is also a cat burglar of the **THIEVES' GUILD**. He does small jobs for quick coinage, and is sometimes directed by Melanie Hogan (**#117**). He has no employees but does keep a guard dog, a mastiff that is prone to chewing the willow branches. He lives with his wife and two toddling children at the **GLASS ALLEY APARTMENTS (#73)**. As a member of the Night Watch, Waldorf serves so as to spy for potential robberies.

WALDORF FISH* (*He is a 4th level, chaotic neutral, human thief whose vital stats are HP 15, AC 14. His primary attributes are strength, dexterity, and constitution. His Secondary Skill is Detection. He wears leather armor, wields a dagger, and wears boots that hold a variety of thieves' tools.*)

DOG, MASTIFF (*This animal's vital stats are HD 3d8, HP 15, AC 14. Its primary attributes are physical. It attacks with a bite for 2d4 points of damage. It is worth 4 + 1 experience points.*)

126. THE BOX HOUSE

This 40-foot tall brick building on fieldstone foundation is where boxes, crates, and pallets of various size, shape, and weight-bearing capacity are built and stored. The owner, Frank Meadows, employs 8 laborers. The first floor also contains the apartments of Meadows, his wife, and six children. Meadows tithes 10% of his earnings to Melanie Hogan (**#117**) for "protection" services.

FRANK MEADOWS (*He is a chaotic neutral tradesman.*)

LABORERS x 8 (*They are simple commoners.*)

127. STAGG'S COOPERAGE

SIGN: an iron-banded barrel

This 30-foot tall building of brick and mortar is where all manner of cylinder-shaped containers are built and stored. Owned and operated by William Stagg, a master cooper, this warehouse manufactures and stores barrels, casks, and tubs of wood banded with wooden or metal hoops. Stagg has one journeyman and eight apprentices and lives here with his family of three, also providing apartments to his staff. 10% of Stagg's earnings are tithed to Melanie Hogan (**#117**) for "protection" services. Barrels bought here vary in price from 8 sp for a 40 gallon container to as much as 75 sp for a 252 gallon tun.

WILLIAM STAGG, MASTER COOPER (*He is a chaotic neutral master artisan.*)

JOURNEYMAN COOPER (*He is a journeyman artisan.*)

APPRENTICE COOPER x 8 (*They are apprentice artisans.*)

VI. THE MAGGOT BLOCK

THIS WAREHOUSE BLOCK IS largely where foodstuffs are stored. They are frequented by cartmen and apprentices of grocers, general stores, butchers, fish mongers, restaurants, inns, taverns, eateries, wine sellers and more. Wagons and carts roll in and out of this area from sunup to sundown.

128. EGG’S–BURGH

SIGN: a blue egg with brown spots

This forty-foot tall, red brick warehouse is where live poultry is trucked in from suburban farms, slaughtered, and then picked up by butchers, restaurants, inns, taverns, grocers, etc. Chicken is the most common poultry, but there is also turkey, duck, goose, guinea fowl, pheasant, pigeon, and quail. Eggs (chicken, duck, goose, and fowl) are also trucked in here. Egg’s–Burgh is the establishment of Ernest Egg, a tall, robust man with thick spectacles who employs a dozen laborers (he calls them his “Egg Men”).

The ground floor contains large bins of corn and wheat grain to feed the broilers (poultry raised for its meat) before slaughter, and there are many pens for recently arrived stock. Slaughtered birds are hung and plucked, some being picked up fresh, others barreled, pickled (or salted) and stored. The first floor is where sacks of feathers (for mattress makers) and crates of bad eggs (used for cosmetics, inks and paints) are stored, lifted via rope pulley elevator. It is also where Egg and his elderly mother reside with nursemaid. Poor old Egg can’t find a good woman.

ERNEST EGG (*He is a lawful good tradesman.*)

LABORERS x 12 (*They are simple commoners.*)

129. THE YGGSBURGH BEEF HOUSE

SIGN: a cow

This 50-foot tall warehouse of red brick is where beef products are trucked in from local farms, then picked up by servants of butchers, restaurants, inns, taverns, grocers, etc. Beef sides and quarters arrive pickled, salted, smoked, or dried. They are barreled and/or crated and stored on the ground floor of this building. The Yggsburgh Beef House is the establishment of Fineous Oak, age 50, a purple-faced, rotund man with bloodshot eyes.

The ground floor is manned by ten laborers, and the first floor contains further storage and also the apartments of Oak and his five family members.

FINEOUS OAK (*He is a neutral evil tradesman.*)

LABORERS x 10 (*They are simple commoners.*)

130. PORKY’S

SIGN: a string of sausage links

This 40-foot tall brick warehouse is where pork products are stored, trucked in from local hog farms. Pork products include pork chops, ham, bacon, and sausage. These cuts arrive salted, smoked or pickled, barreled and crated. Other pork-related products stored here include pickled pigs feet, knuckles, chitterlings (intestines), stomach, kidneys, liver, ears, brain, snout, jowls, lips, tongues, and throats. Phillip “Porky” Salter (who resides at #8) runs a smooth operation. He is a thick, broad-shouldered man with tight-knit brows and a roaring laughter. The ground floor is where the barrels of pork products are stacked and organized. The first floor, accessed via lift or stair, contains barrels of pork by-products: fat, hair, skin, glands; these used for lard, leather, brushes, soap, and glue.

PHILLIP “PORK” SALTER (*He is a chaotic good tradesman.*)

LABORERS x 8 (*They are simple commoners.*)

131. TEA & SPICE MERCHANT’S STOREHOUSE

SIGN: a tealeaf

This small warehouse of brick and mortar stands 30 feet tall. This is the business of Roy Clover, a slight man who wears a black wig. Tea (black, green, flowered, fruited, minted, and spiced) and spices (cinnamon, clove, ginger, licorice root, nutmeg, paprika, pepper) are trucked in largely from the Lonely Valley, with some imports from the Far East. Clover keeps a staff of six laborers and two security guards. He lives with his wife, Alice, and their two children on the first floor.

ROY CLOVER (*He is a lawful neutral tradesman.*)

LABORERS x 6 (*They are simple commoners.*)

SECURITY GUARDS x 2 (*They are 3rd level, lawful neutral, human fighters whose vital stats are HP 18, AC 15. Their primary attributes are physical. They carry chain hauberk, short sword, and dagger.*)

132. FISHMONGER’S GUILD STOREHOUSE

SIGN: a plaque painted with a yellow-spotted green pike

ENCOUNTER: Killer Catfish

This massive, 50-foot tall brick and mortar warehouse is where the Fishmongers’ Guild stores preserved fish, (salted, smoked, and pickled). Species include giant crayfish (lobster-sized), clams and fish such as bullhead, catfish, eel, red sunfish, platter crappie, golden perch, and trout. There are several elevators, stairs and large, open storage areas filled with barrels and crates of preserved fish. William Pike manages this massive storehouse. Pike has ten Fishmongers’ Guild apprentices and twelve general laborers employed here. Pike and his apprentices reside in first floor apartments.

WILLIAM PIKE, master fishmonger (*He is lawful neutral tradesman with Nautical Ability, level 4.*)

APPRENTICE FISHMONGERS x 10 (*They are neutral commoners with Nautical Ability.*)

LABORERS x 12 (*They are simple commoners.*)

133. YGGSBURGH SALT STOREHOUSE

SIGN: Yggsburgh Coat of Arms

This town-owned brick warehouse is managed by Edwin Tanner, a square-jawed man. This is a place where salt, a significant town revenue, is trucked in after being quarried at the town-owned salt mine of the *Serpent Ridge (CZY environs #5)*. The salt is ground and screened by laborers, as the product tends to cake during transport, forming large, hardened masses. The first floor, in addition to being a dry storage area for finer grain salt, contains the apartments of Tanner, his wife, and their four children.

EDWIN TANNER (*He is a chaotic good tradesman.*)

LABORERS x 10 (*They are simple commoners.*)

134. ABANDONED STOREHOUSE

ENCOUNTER: Rats in the Sewers

This beam and timber building has fallen to a state of ruin and disrepair. Condemned by the local Fire Department as a hazard, it is scheduled to be torn down and the lot sold. As such, the place has become a place where beggars take shelter, but these are invariably driven off by the guards of the Spice Merchant’s Storehouse or members of the Fishmongers’ Guild beside it.

BEGGARS x 5–20 (*They are alignment variable vagabonds and urchins.*)

Giant sewer rats (see encounter at **APPENDIX B**) infest this place, sometimes emerging from broken conduits at the cellar level, accessed via a portal where once a trap door was fastened. Among the rubble of broken timbers, planks, and glass, one may find a religious symbol that portrays a wolf-headed man. This is the symbol of Sigi, the great god of outlaws and killers, a renegade son of Odin, and so wicked even Loki mistrusts him. Below the old cellar of this storehouse, one may discover an old shrine of this deity, to which human sacrifice was once made.

135. WINE & LIQUOR STOREHOUSE

Sign: a cluster of grapes

This 50-foot tall stone building is where wine and liquor are stored. The wine & liquor merchant is Albrecht Hamm, a tall elderly man (age 88) with a red, bulbous nose and beady blue eyes. Hamm has ten laborers and five security guards.

This building is enchanted with refrigeration magic that keeps temperatures cool (55 degrees) and stable for the wine. This service is provided by the wizard, Diana Wheelwright (**#1**). The ground floor is stocked with 60-gallon butts of wine: common wine, rare wine, sparkling wine, sweet fruit wine, and wine vinegar. Possibilities include dandelion, elderberry, grape, and plum wine.

The first floor, accessed by stair or elevator, is where smaller kegs (10-gallon) of brandy and liquors such as gin, mead, rum, vodka, and whiskey are stored. This is also where Hamm lives alone, having outlived his wife by twenty years. There is also a small shrine up here, dedicated to Suttung, the Mountain Giant god from whom Odin once stole the Mead of Poetry, as the tale goes.

ALBRECHT HAMM (*He is a lawful neutral tradesman with Knowledge Specialist — Wine, level 3.*)

LABORERS x 10 (*They are simple commoners.*)

GUARDS x 5 (*They are 3rd level, lawful neutral, human fighters whose vital stats are HP 19, AC 13. Their primary attributes are physical. They carry studded leather armor, short sword, and dagger.*)

136. FRUIT & VEGETABLE STOREHOUSE

Sign: a red apple

This 40-foot tall brick building is where preserved fruit and vegetables are trucked in from local farms. Fruit and produce stored here are dried, salted, pickled, or sugared in casks, and are picked up by local grocers, restaurants, inns, taverns, etc. Fruit: apples, cherries, grapes (and raisins), pears, plums, and peaches. Vegetables: asparagus, beans, beets, cabbage, carrots, celery, cucumbers, endive, escarole, fennel, gourds, lettuce, melons, mustard, onions, olives, parsnips, peas, potatoes, pumpkins, radishes, rutabagas, tomatoes, and turnips. Jud Verger manages this place with five laborers, but the warehouse is owned by Jasper Gathees (**Grand Temple & College District encounter #6**). Verger is a thin man with gray-streaked black hair and squinting green eyes. He resides with his family of ten on the first floor.

JUD VERGER (*He is a lawful neutral tradesman.*)

LABORERS x 5 (*They are simple commoners.*)

137. EQUINE GRAIN SUPPLY

This 50-foot tall brick and mortar warehouse is a wholesale supply outlet for stablers and liverys, run by Bradley Saddler, and a staff of 6 laborers. Here are sacks (60-pound), crates, and barrels of oats (the favorite grain of horses) and concentrates (a mix of feed containing corn, barley, and grain sorghum). Bales of hay are stacked to the ceiling. An elevator lift to the first floor is stocked with straw for stable bedding. Bradley is a short man slight of build, with freckles. He lives with his pregnant wife on the first floor.

BRADLEY SADDLER (*He is a lawful good tradesman.*)

LABORERS x 6 (*They are simple commoners.*)

138. YGGSBURGH GRAIN DEPOT

This 50-foot tall warehouse of red brick is where grain and powdered grain are stored. This town-owned storehouse is managed by William Nutter (age 47), a small olive-skinned man with a beak-like nose. Grain is trucked here from local farms and also the town owned **Grist Mill (CZY # 87)**. The ground floor is stacked with bins containing sacks of grain (wheat, corn, rice, barley, sorghum, oats, rye, and millet) and flour (wheat and rice). Six laborers are employed here. The first floor is where nuts are stored — almonds, peanuts, pecans, and walnuts — in 20-pound sacks, and coffee beans, which are stored in larger sacks. Grain and nuts stored here are not sold to the general public, but to taverns, inns, restaurants, etc. Nutter owns a small home (**#62**) on Crosstown Street.

WILLIAM NUTTER (*He is a lawful neutral tradesman.*)

LABORERS x 6 (*They are simple commoners.*)

139. HOUSE OF DAIRY & ICE

This 40-foot firebrick building stores ice and dairy products. It is the establishment of the wizard, Olaf Pike, a graduate of the Academy of Magic who also served a five-year apprenticeship under the Ice Mage, Professor Otto “Glacius” White (**Grand Temple & College District, encounter #29**) at said academy.

The ground floor is where ice and dairy products are stored. Pike lays enchantments to maintain below freezing temperatures at the rear of the building. Here are stored ice slabs, ice cubes, and ice chips. Dairy products trucked in include butter (salted and unsalted), butter milk, cottage cheese, cream, milk, and whey. Most of these are stored in air-tight 10-gallon kegs and trucked out rather quickly. There are five laborers working here, each accustomed to the cold and doubling as cartmen.

The first floor is where 10-gallon cheese barrels are stored, such as cow, goat, and sheep cheese in both common and aged varieties. This is also where Olaf Pike keeps his chilly apartments. Pike (age 25) is a gaunt man with a long jaw and yellow robes. The wizard lives alone, but keeps a *familiar* snow owl. He has a library, a study, a bedroom, and a small laboratory. He is sometimes visited by Diana Wheelwright (**#1**), whom he secretly loves.

OLAF PIKE (*He is a 6th level, lawful good, human wizard. His vital stats are HP 15, AC 14. His primary attributes are dexterity, intelligence, and charisma. His significant attribute is intelligence 18. His secondary skill is Esoteric Ability, level 2. He wears yellow robes and carries a +1 staff and a wand of frost with 13 charges remaining. Wizard spells: 0th level x5, 1st level x5, 2nd level x4, and 3rd level x2.*)

LABORERS x 5 (*They are simple commoners.*)

140. HUMBERT’S TANNERY

This ill-smelling 50-foot tall brick warehouse is where undressed hides and skins are trucked in for tanning. This is the establishment of the master tanner, Humbert Tanner, a brawny man with a crooked nose. The ground floor is where water-filled drums containing animal skins are conveyed. Skins are washed, and then tanned in solutions such as oil, bark, leaves, and/or fruit. There are six apprentice tanners here who de-flesh and de-hair cow hides from dawn to dusk. Also coming in and out throughout the day are six *pure collectors* whose function it is to scour the streets for dog and cat excrement. These boys are afforded basement lodge and found for their service.

The first floor is where treated hides and skins are packed and stored. Finer quality treatments are also stored here, some of these taking several months to tan. Here are also the apartments of Tanner, his wife and six sons. Tanner’s wife, Olive, is currently expecting their seventh child.

Tanner, being a seventh son himself, believes he will have another son, and that the child will be gifted.

HUMBERT TANNER, MASTER TANNER (*He is a chaotic good tradesman.*)

APPRENTICE TANNERS x 6 (*They are 4 human and 2 dwarf apprentice tradesmen.*)

PURE COLLECTORS x 6 (*They are urchins.*)

141. YGGSBURGH TOBACCO & SNUFF BARN

REASON: When the party wishes to purchase tobacco or marijuana

SIGN: a pipe issuing a tendril of smoke

This weatherworn, beam and plank building on fieldstone foundation stands thirty feet tall. This is one of the older storehouses in town. Merely passing within 100 feet of this building one can smell the sharp odor of tobacco. Here, the leaves of this narcotic plant are air-cured and barreled by the owner and his three laborers. Tobacco is carted from this location to various general stores, smoking dens, gentlemen's clubs, wine sellers, and specialty shops about town.

Ignacious "Garbleweed" Garfish owns this place and is also a member of the Thieves' Guild. He lives in an old shack (**#23**) with his family. A specialist in herbalism, Garfish also traffics in the dried buds of a hemp species called *garbleweed*, which is akin to a mild strain of marijuana; if the buds are smoked or ingested, a mild euphoria results. There is 2,000gp worth of tobacco and

tobacco related products stored here. Thus, three security guards are on duty.

The ostentatious Herbert Wainwright (Yggsburgh Town: Manors District #2) is an occasional visitor here, both on business and in an attempt to interest Ignacious in the hallucinogenic pipe weed he has heard of.

IGNACIOUS "GARBLEWEED" GARFISH (*He is a 4th level, chaotic neutral, human thief whose vital stats are HP 17, AC 13. His primary attributes are dexterity, constitution, and wisdom. His secondary Skill is Knowledge Specialist — Herbalism. He wears +1 leather armor and wields a +1 dagger.*)

LABORERS x 3 (*They are simple commoners.*)

GUARDS x 3 (*They are 4th level, lawful neutral, human fighters whose vital stats are HP 29, AC 15. Their primary attributes are physical. They carry chain hauberk, short sword, and dagger.*)

142. WOOLLY'S WOOLHOUSE

This 35-foot tall red brick building is where sheared wool is trucked in from local farms. It is the family run storehouse of Norm "Woolly" Shepherd, a big man with a beard to rival any dwarf's. Woolly, his big wife Helga, and their four big children live on the first floor.

NORM "WOOLLY" SHEPHERD (*He is a chaotic good rural commoner with Bullying and Business Ability.*)

VII. MASONS' CANYON BLOCK

THIS WAREHOUSE BLOCK IS where much of the town's rocks and minerals are trucked in from quarries, brick works, and mines. These resources are controlled by the Masons' Guild, and the yards stocked as follows:

MC-1. SAND PILE: Used for mixing concrete.

MC-2. SLATE SLAB pile: Used for sidewalk, driveways and flagstone flooring in basements.

MC-3. SLATE SHINGLE PILE: Slate broken into thin, fine shingles used to roof buildings.

MC-4. PAVING STONE PILE: Used in the construction of roads, sidewalks and driveways.

MC-5. BUILDING STONE PILE: Fieldstone, sandstone, and limestone used to pave build structures.

MC-6. BRICK ROWS: Imported from the Brick Works (CZY #86).

S. The stables of this block contain not just draft horses and mules, but also oxen, for the heaviest of materials are transported here.

143. THE LIMEHOUSE

ENCOUNTER: Rats in the Sewers

This huge, 50-foot tall firebrick storehouse is the establishment Draupnir "Limey" Hewer, a dwarfish master mason who keeps three journeymen, six apprentices and twelve general laborers. Hewer's brother owns a limestone quarry outside of town and ships his product upriver to Yggsburgh. Limestone blocks, limestone bricks, and crushed limestone are trucked in to this location, where "Limey" produces powdered lime. He keeps three large kilns to cook the lime, producing powdery lumps of gray-white lime, which is used for cleaning agents, treating sewers, and manufacturing mortar. The first floor is for storage and also the apartments of the dwarf, his wife, Beardless, and their 13 tiny children. "Limey" is a member of the **MASONS' GUILD (#153)**.

DRAUPNIR "LIMEY" HEWER, MASTER MASON (*He is a neutral good dwarf artisan with Construction Ability, level 4.*)

JOURNEYMAN MASONS x 3 (*They are journeyman artisans, with Construction Ability, level 2.*)

APPRENTICE MASONS x 6 (*They are apprentice artisans.*)

LABORERS x 12 (*They are simple commoners.*)

144. ROOFERS STOREHOUSE

This small brick warehouse, standing 30 feet tall, is run by William "Flint" Slater. Slater and crew cut slate for shingling roofs. Roofers, construction workers, and masons send their apprentices here. Slater himself has six apprentices and one journeyman, Rollo Miller (who resides at #22). The first floor is crated with flint chips and also holds the apartments of Slater and his family of five.

WILLIAM SLATER (*He is a lawful neutral master artisan with Construction Ability, level 4.*)

JOURNEYMAN ROLLO MILLER (*He is a journeyman artisan with Construction Ability, level 2.*)

APPRENTICE MASONS x 6 (*They are apprentice artisans.*)

145. TILER'S STOREHOUSE

This storehouse of brick and stone stands 40 feet tall. It is owned by Warren Tiler. Here, tiles of baked clay are stacked and stored. There are

six laborers employed here. The first floor also contains the apartments of Warren Tiler and his family of five.

WARREN TILER (*He is a true neutral tradesman with some Construction Ability.*)

LABORERS x 6 (*They are simple commoners.*)

146. POTSY'S CLAY & POTTERY OUTLET

SIGN: a clay pot painted in floral design

This warehouse of brick, painted yellow and standing 35 feet tall, is the pottery outlet of the gnome, Uni "Potsy" Moles. The ground floor is piled with large mounds of mineral-rich clay with surrounding shelves stacked with all manner of pots. "Potsy" keeps five general laborers (all gnomes) and two gnomish artists to glaze rough pots and paint them with floral and religious design. The first floor is where "Potsy" keeps his apartments. He is a widower, having lost his wife to a terrible accident, but not before she bore him twin boys.

UNI "POTSY" MOLES (*He is a chaotic good gnome tradesman.*)

GNOME LABORERS x 5 (*They are gnome commoners.*)

GNOME ARTISTS x 2 (*These are commoner gnomes with Artistic Capacity — Painting.*)

147. VACANT WAREHOUSE

This warehouse was recently purchased by a Dunfalcon merchant for a hefty sum.

148. MASON'S GUILD WHEELWRIGHT

SIGN: a gold mason's hammer set over the Yggsburgh Coat of Arms.

This 30-foot tall, firebrick warehouse is owned by the Masons' Guild. Here, the guild repairs their own wheels, and also grease axels with tallow. The operation is managed by Albert Albertson, a master wheeler who has three apprentices. Albertson's family of seven live in the first floor apartments.

ALBERT ALBERTSON (*He is a lawful neutral master artisan.*)

APPRENTICE WHEELERS x 3 (*They are apprentice artisans.*)

149. MASONS' GUILD WAINWRIGHTS

SIGN: a gold mason's hammer set over the Yggsburgh Coat of Arms.

This 30-foot tall warehouse of brick is owned by the Masons' Guild. As the load of masonry takes heavy tolls on carts and wagons, it became prudent for the Masons' Guild to set up their own service repairing such vehicles. The manager is master wainwright, Guy Wainwright. He oversees a crew of four. He lives on the first floor with his family of six, where there is also an apprentice apartment.

GUY WAINWRIGHT (*He is a neutral good master artisan.*)

APPRENTICE WAINWRIGHTS x 4 (*They are apprentice artisans.*)

150. MASONS' GUILD CASTING STOREHOUSE

SIGN: a gold mason's hammer set over the Yggsburgh Coat of Arms.

This 30-foot tall warehouse of concrete and stone owned by the Masons' Guild is stocked with molds for crafting cement stairs, slabs, sidewalks, foundations, and floors. These frames are largely made of wood and iron and are assembled on site. Treadmills are also built here for powering cranes that hoist construction materials. People and animals (cows, horses) provide the

power for such devices. Buckets, barrels, and carts with railroad assemblies are also stored here. Sylvester Littler, a bent-backed, white-haired engineer runs this place. He keeps six laborers and has a first floor apartment.

SYLVESTER LITTLER (*He is a lawful neutral master artisan with Construction Ability, level 3.*)

LABORERS x 6 (*They are simple commoners.*)

151. MASON'S GUILD MARBLE STOREHOUSE

SIGN: a gold mason's hammer set over the Yggsburgh Coat of Arms.

This 50-foot tall marble-faced building with walled-in gate yard is where raw marble is imported. It is a property of the Masons' Guild. Marble blocks come in a variety of colors, each impurity creating for colors such as black, green, red, and yellow; the purest form being white. The stone is quarried at Marblestead and Hewerton, a pair of hamlets up Quarry Track and among the *Menhir Hills* (CZ:Y pg 111). Quarried stone is trucked to Big Fish Lake where it is then loaded onto barges and shipped to Yggsburgh. This place is managed by master mason, Kirby "Ole Kirb" Stone, and is staffed by six apprentice masons, two journeymen, and twelve general laborers.

The first floor is where other precious stones are imported, such as alabaster and lapis lazuli. "Ole Kirb" also keeps his apartments here with his wife, with extra apartments for journeymen and apprentices. This storehouse is protected by four security guards.

KIRBY "OLE KIRB" STONE (*He is a lawful neutral master artisan with Construction Ability, level 4.*)

JOURNEYMAN MASONS x 2 (*They are journeyman artisans with Construction Ability, level 2.*)

APPRENTICE MASONS x 6 (*They are apprentice artisans.*)

LABORERS x 12 (*They are simple commoners.*)

SECURITY GUARDS x 4 (*They are 5th level, lawful neutral, human fighters whose vital stats are HP 38, AC 15. Their primary attributes are physical. They carry chain hauberk, short sword, and dagger.*)

152. MASONS' GUILD GRANITE WAREHOUSE

SIGN: a gold mason's hammer set over the Yggsburgh Coat of Arms.

This 30-foot tall granite warehouse is where high quality granite is stored in a central yard. Managed by Gilbert Long, this operation is also owned by the Masons' Guild. Imported granite is quarried at Marblestead and Hewerton, a pair of hamlets up Quarry Track and among the Menhir Hills. Quarried stone is trucked to Big Fish Lake where it is then loaded onto barges and shipped to Yggsburgh. There are ten general laborers employed here. The first floor of this building is stocked with whetstone. This is also where Gilbert Long keeps his apartments (he has no family) and an office.

GILBERT LONG (*He is a lawful neutral tradesman with Construction Ability, level 2.*)

LABORERS x 10 (*They are simple commoners.*)

153. MASONS' GUILD HALL

REASON: When the party wishes to speak with a member of this large and influential guild.

SIGN: a gold mason's hammer set over the Yggsburgh Coat of Arms.

This three-story building of marble brickwork is the Masons' Guild Hall, of which Gib Allworth (CZY encounter #36.) is Guild Master. This Major Guild Hall controls virtually all professional activity pertaining to masonry in the Town of Yggsburgh, and is also a very influential organization, as its master, Allworth, is also a member of the Council of Eight. This guild is comprised of brickworkers, masons, slaters, and tilers. An organization within this organization is the Yggsburgh Society of Architects.

The Chapel of this guild hall is dedicated to Blane, a very mighty Mountain Giant and greater deity, who is son of the greatest of giants, Ymir. A giant lifting a mountain is his symbol. Shrines here are dedicated to other Jottens, elemental deities who were once the ruling gods long before the Aesir rose to power. Each of these beings are represented in stone relief.

For general information on this and other major guild halls, the Castle Keeper should refer to the template as presented in the appendix of this work.

VIII. THE BLACK BLOCK

THIS BLOCK IS WHERE raw ore is imported; metals such as iron, tin, copper, silver, and gold, largely from the renowned Glittering Knobs. The ore is carted from the mines to barges, then carted into town.

TP (TAR PIT): This deep trench is a coal tar pit used by local roofers, who will purchase tar by the barrel. Coal tar is a thick, black, sticky liquid obtained as a by-product during the production of iron.

154. PRECIOUS METALSMITHS' GUILD HALL (GOLDSMITHS & SILVERSMITHS)

REASON: When the party wishes to speak with a member of this large and influential guild.

SIGN: a gold anvil and silver anvil set over the Yggsburgh Coat of Arms.

This four-story black granite building has a horseshoe-arched entrance hooded and molded in white marble. The lot is stone-walled on all sides, with iron spikes surmounting. This major guild hall is comprised of two guilds in partnership, the Goldsmiths' Guild and the Silversmiths' Guild, the former of which controls all professional activity of and related to gold, the latter controlling all professional activity of and related to silver, platinum, and electrum.

The chapel of this building is dedicated to the dwarfish deity, Sindri, a major god who is a metallurge, magic-forged, and goldsmith of extraordinary capacity. He is the maker of *Draupner* (Odin's arm ring), *Mjolnir* (Thor's hammer), and the golden boar of Freyr. His symbol is the golden anvil. Shrines within are dedicated to the dwarfish deities of Alfrigga, Berling, Dvalin, and Gerrer who together magic-forged the enchanted necklace, Brisling, a necklace so beautiful that even the prettiest of females, Freya herself, coveted it for her own. In the sagas it is said that she gave one night of love to each of these dwarves as payment for the piece.

This building, unlike the standard guild halls as presented in template form found in the appendix of this volume, has a fourth story, an octagonal-shaped penthouse, serving as the residence of the Guild Master, Patrick Silver, a middle-aged man of sandy hair. It should be noted that the title of Precious Metalsmiths' Guild Master rotates between Silversmiths' Guild and the Goldsmiths' Guild every five years. Presently, the Silversmiths' Guild Master is boss; thus the Goldsmith Master, Morris Smith, a smallish white haired man, has the large suite of offices on the second floor.

PATRICK SILVER, Master of the Silversmiths' Guild (*He is a chaotic neutral master artisan with Business Ability — level 2, and Suborning — level 2.*)

MORRIS SMITH, Master of the Goldsmiths' Guild (*He is a chaotic neutral master artisan with Business Ability, and Suborning.*)

155. YGGSBURGH WIRE STOREHOUSE

SIGN: a black anvil set over the Yggsburgh Coat of Arms.

This 35-foot tall brick storehouse, owned by the Blacksmiths' Guild is where spools of wire are stored in spools, manufactured by local wire drawers. This place is managed by the dwarf, Ori Goodarm, a master wire drawer who keeps a neatly cropped red beard and wears an eye patch. Goodarm has six general laborers working here. The first floor is where the dwarf keeps apartments for his 8 family members.

ORI GOODARM, master wire drawer (*He is a lawful good dwarf master artisan.*)

LABORERS x 6 (*They are simple commoners.*)

156. BLACKSMITHS' GUILD HALL

REASON: When the party wishes to speak with a member of this large and influential guild.

SIGN: a black anvil set over the Yggsburgh Coat of Arms.

ENCOUNTER: You Scratch My Back...

This three-story firebrick building is the Blacksmiths' Guild Hall, of which the dwarf Thror Ironforge (**#107**) is Guild Master. This Major Guild Hall controls virtually all professional activity pertaining to the blacksmithing of iron and steel and its many derivatives in the Town of Yggsburgh. The guild is comprised of blacksmiths, iron founders, iron mongers, wire drawers, and weapon smiths.

The Chapel of this guild hall is dedicated to Wayland, called simply "The Smith," who is a major god of Metallurgy and the forging of enchantments and artificers using the smithy and magic. He is the son of the Mountain Giant Wade, to which the largest shrine within is dedicated. Other shrines are dedicated to both dwarfish and mountain giant deities.

For general information on this and other major guild halls, the Castle Keeper should refer to the template as presented in the appendix of this work.

157. THE IRON ORE STOREYARD

SIGN: a black anvil set over the Yggsburgh Coat of Arms.

This huge, firebrick warehouse with 11,200 square-foot inner yard stands fifty feet tall. Iron ore is trucked here from local mines for use in the production of iron ingots. This storehouse is owned by the Blacksmiths' Guild and managed by Sylvester Smith, a journeyman blacksmith working for his master's title. There are railroad carts leading into this building.

This building has a large dormitory where laborers indentured to the guild may rest, as the Iron Ore Storeyard employs newly released prisoners from the Workhouse (**CZY encounter #17**) to labor for lodge and found. There are fifteen such laborers employed here.

SYLVESTER SMITH (*He is a lawful neutral journeyman blacksmith.*)

LABORERS x 15 (*They are simple commoners, many of which are former criminals.*)

158. GLITTERING STORES

SIGN: a gold anvil set over the Yggsburgh Coat of Arms.

This 35-foot tall brick and granite storehouse is embellished with white marble relief portraying the four dwarfish deities forging a necklace of gold. The lot is surrounded by high stone walls surmounted by a spiked, wrought-iron fence.

This is where raw gold ore is imported from the Glittering Knobs (**CZY environs #13**). This is a Goldsmiths' Guild establishment, managed by Butch Road, a thick-limbed man of substantial girth. Road is a journeyman goldsmith, assigned this task as part of his master's training. He keeps eight apprentice goldsmiths. There are twelve guards patrolling this place, led by Captain Louis "Scar" Smith.

This building is enchanted with security alarms and magical traps designed to incapacitate any aspiring thief. The Castle Keeper must decide where these are placed. These include beguiling dweomers such as *sleep*, *charm person* (victim enspelled to believe it wise to surrender), and *hold person*. The more violent of protections include *explosive runes*, *fireball*, and *firetrap*. All spells triggered are as though cast by a 12th level wizard.

The first floor is where fantastic metals are stored, such as adamantite, mithril, and xagium, though their importation is rather infrequent.

BUTCH ROAD (*He is a chaotic good journeyman artisan.*)

APPRENTICE GOLDSMITHS x 8 (*They are apprentice artisans.*)

CAPTAIN LOUIS “SCAR” SMITH (*He is a 10th level, lawful neutral, half-orc fighter whose vital stats are HP 78, AC 17. His prime attributes are strength and wisdom. His significant attribute is strength 18. He has the Secondary Ability of Detection. He wears plate mail and wields a +1 two-handed sword [specialized].*)

GUARDS x 12 (*They are 4th level, lawful neutral, human fighters whose vital stats are HP 29, AC 16. Their primary attributes are physical. They carry chain hauberk, small shield, long sword, and dagger.*)

159. SILVER STORES

SIGN: a silver anvil set over the Yggsburgh Coat of Arms.

This 30-foot tall building of white-painted brickwork is walled in with the Metalsmiths’ Storehouse (#161). A highly secure storehouse, this is where raw silver ore is stored. This operation is owned by the Silversmiths’ Guild and run by an elderly gnome, the Master Silversmith, Bit Foxglove, whose cousin is a prominent miner at the *Glittering Knobs (CZY environs #13)*.

The ground floor is where crates of raw silver ore are stored. There are six apprentice silversmiths employed here, and eight guards. This building is protected with dweomercraft. The Castle Keeper must place appropriate wards, these will include *explosive runes, firetrap* and a *magic mouth* that will shout, “Intruder alert! Intruder alert!” in increasingly louder tones until heard by the entire block. The first floor of this building also contains a large apartment which is shared by the manager and his apprentices.

BIT FOXGLOVE, master silversmith (*He is a chaotic good gnome master artisan with Esoteric Ability, and Artistic Capacity — Music.*)

APPRENTICE SILVERSMITHS (*They are apprentice artisans.*)

GUARDS x 8 (*They are 4th level, lawful neutral, human fighters whose vital stats are HP 24, AC 15. Their primary attributes are physical. They carry chain hauberk, long sword, and dagger.*)

160. GREENDALE FUEL DEPOT

This 40-foot tall building of patterned brickwork is a fuel depot. Stocked here are bins of charcoal, coal, coke, kerosene, fish oil, and whale oil. This is the establishment of Albert Greendale, a tall, grizzled fellow who employs five laborers. Greendale has apartments on the first floor for his family of six.

ALBERT GREENDALE (*He is a lawful neutral tradesman.*)

LABORERS x 5 (*They are simple commoners.*)

161. METALSMITHS’ STOREHOUSE

SIGN: a bronze hammer set over the Yggsburgh Coat of Arms.

This huge, 50-foot tall building of brick and stone is walled in with the Silversmiths’ Storehouse. Owned by the Metalsmiths’ Guild, this is where raw ore (copper, nickel, tin, and zinc) is stored. The ground floor has an inner yard of some 6,500 square feet, front office and meeting room. Hobart Long, a master metalsmith, is in charge here, overseeing a crew of eight apprentices, and ten common laborers. There are also five security guards employed here. The first floor holds the apartments of Long and his family of five, and also his apprentices.

HOBART LONG (*He is a lawful neutral master artisan.*)

APPRENTICE METALSMITHS x 8 (*They are apprentice artisans.*)

LABORERS x 10 (*They are simple commoners.*)

GUARDS x 5 (*They are 3rd level, lawful neutral, human fighters whose vital stats are HP 20, AC 13. Their primary attributes are physical. They carry studded leather armor, small shield, long sword, and dagger.*)

162. METALSMITHS’ GUILD HALL

REASON: When the party wishes to speak with a member of this large and influential guild.

SIGN: a bronze hammer set over the Yggsburgh Coat of Arms.

This three-story building of red and white checked brick is the Metalsmiths’ Guild Hall, of which Sir Osgood White (**ENCOUNTER #31**) is Guild Master. This Major Guild Hall controls virtually all professional activity pertaining to copper, brass, bronze, nickel, pewter, tin, and zinc.

The Chapel of this guild hall is dedicated to Ivaldi, a major dwarfish deity who is the greatest of smiths, mechanics, metalurges, and magic-forgers. Shrines here are dedicated to other metalurge deities, particularly the dwarfish deities most famous for their great creations often employed by the Aesir. These are largely represented in bronze bust.

For general information on this and other major guild halls, the Castle Keeper should refer to the template as presented in the appendix of this work.

SIR OSGOOD WHITE (*See encounter #31.*)

163. YGGSBURGH HOUSE OF LEAD

SIGN: Yggsburgh Coat of Arms

This 35-foot tall brick building is where lead ore is imported. The lead originates from underground mines where it is extracted and shipped via barge, then carted in to town. Wil Plumber manages this town-owned operation, and has a staff of twelve laborers. A large, inner yard is where crates of raw ore are stored. Plumber resides here with his family of five.

WIL PLUMBER (*He is a lawful neutral tradesman.*)

LABORERS x 12 (*They are simple commoners.*)

164. IRON MONGERS’ STOREHOUSE

SIGN: a black anvil set over the Yggsburgh Coat of Arms.

This 35-foot tall building of brick and mortar is a storehouse controlled by the Blacksmiths’ Guild, is where iron ingots may be purchased for 5cp per pound, these being founded at local forges and industrial plants and trucked here for distribution. Owned by the Blacksmiths’ Guild, this enterprise is managed by the dwarf, Mjodvitnir Oldhammer, a master blacksmith. He keeps four apprentices, a journeyman, and six general laborers.

MASTER MJODVITNIR OLDHAMMER, master blacksmith (*He is a 6th level, lawful evil, dwarf fighter whose vital stats are HP 45, AC 17. His primary attributes are strength and intelligence. His significant attribute is strength 14. He has the Secondary Skill of Knowledge Specialist — Blacksmith, level 4. He wears plate mail and wields a morningstar for +8 “to hit” and 2d4+2 points of damage.*)

THOMAS WAINWRIGHT (*He is a chaotic neutral journeyman artisan.*)

APPRENTICES BLACKSMITHS x 4 (*They are apprentice artisans.*)

LABORERS x 6 (*They are simple commoners.*)

IX. OUTLAND TEMPLE COMPLEX

#165. THE OUTLAND TEMPLE OF ANDVARI (CZY #20)

REASON: When demi-human characters are seeking spiritual guidance

SIGN: In a cavern pool, a bluish-gray pike with yellow spots, and a ring of gold adorning one fin.

Located at the southeast corner of Fisher Street and Neargate Lane, this place is dedicated to Andvari, a lesser dwarfish deity with universal appeal. Located a block from the Moatgate, this moderately large temple and grounds is where most of the small demi-humans (dwarves, gnomes, and halflings) and foreigners in Yggsburgh attend services. As one traverses the cobbled walkway to the main gate, a series of black granite statues are observed. From left to right they portray a dwarf magically transforming to a pike, so that the first statue is a dwarf, and each successive statue is more fish-like, until the last is a spotted pike diving into a pool.

The Outland Temple of Andvari is built upon a mound that rises thirty feet above the roads surrounding it. The temple, a squat structure with convex flanks, is 30 feet tall and constructed of cyclopean stones. A central spire rises an additional thirty feet from the structure. A long splay of marble steps must be ascended to reach the entrance. Fluted columns of polished black granite front the temple, behind which twelve feet tall double oaken doors with handles of bronze stand framed in a rune-engraved archway.

The temple has three large shrines within. Its clerics number 16 with a lay staff of 24 persons, so the total population is 40 persons. The three shrines are respectively dedicated to dwarfish, gnomish, and halfling pantheons for the Castle Keeper to flesh out; however, Andvari is to be afforded a seat of prominence in each pantheon. Indeed, this deity being is celebrated as Andvari by the dwarves, as Alberich by the gnomes, and as Alberon by the halflings. Additionally, there are faerie folk of the Wychwood who refer to this deity as Oberon.

Each demi-human group has its own legends regarding Andvari, and although some differ (and in some cases conflict), there is one common denominator: the deity is able to assume the shape of any fish. But he most often chooses the pike, which happens to be a defining crest of Yggsburgh's armorial bearings. Andvari is also a skilled magic forger and alchemist, and the richest of all dwarves. He possesses the *Helmet of Dread* and the *Ring of Gold Attraction*. Popular in myth and legend, it is easy to understand why outlanders will seek spiritual guidance here, for whether they be man, dwarf, gnome, halfling, or even faery folk — the deity known as Andvari is both familiar and recognizable.

The inner temple is simple in design: a barrel vault of ribbed ceiling, with longitudinal nave containing four pews for those worshippers unable to stand. Granite columns flank the long sides of the nave to separate the aisles. The bulging sides of the temple are embellished with stained glass lancet (long narrow and pointed at the top) windows, and the ashwood altar centered on the pulpit, is emblazoned with the image of a bluish-gray pike wearing a gold ring on one fin. Stairs lead down to three basement levels, each containing a large shrine. In descending order these shrines are dedicated to the halflings, the gnomes, and the dwarves, though it is not unusual for any of these demi-human groups to intermingle for shared services.

Each shrine is lit by *continual flame* spells cast in bronze wall sconces. Each shrine also portrays the culture of its respective demi-human race: the halfling level has a pastoral mien; the gnome level of earth and forests primordial; and the dwarf level is vaulted in carved stone with grand masonry and a great anvil of gold-plated steel serving as its altar.

The Chief Priest of the Outland Temple is the Venerable Reginald Viner, a person not given to combat except in the most dire of circumstances. Venerable Reginald, age 52, is a stocky man with round belly and a thick,

though shortly cropped, beard. Three demi-humans serve as Officiant Priests here, each one the head of his respective shrine below. They are Pious Gandalf Deepmine (dwarf), Pious Moles Mosstone (gnome), and Pious Dandelion Troutbrook (halfling). Each has their own private chambers branching from their respective shrines, though Venerable Reginald lives in a stone cottage off temple (#165-B).

There are three human priests who directly serve Venerable Reginald, and these are Pious Walter Apple, Pious Lief Robertson, and Pious Edgar Woodward. Each of these will assist or preside over services in the main temple area. They reside together in the **OUTLAND DORMITORY & REFECTORY (#165-A)**.

THE DUTIFUL PRIESTS (x 9) are comprised of 3 dwarves, 3 gnomes, and 3 halflings, each serving under their appropriate demi-human Officiant Priest, though Castle Keepers should note that all ecclesiastics here serve under the Chief Priest, Venerable Reginald, and will float as duties necessitate. The nine Dutiful reside in the **OUTLAND DORMITORY & REFECTORY (#166-A)**.

All priests of this temple will assist the characters as needed and as long as they are capable. They charge for services rendered, of course, unless the character is part of their flock. The cost of spells used to assist the party is 20–50gp per spell level depending upon the petitioners standing with the temple. They will also have a small stock of scrolls for sale.

SCROLL	COST
<i>bless</i>	100gp
<i>cure light wounds</i>	100gp
<i>cure serious wounds</i>	300gp
<i>remove curse</i>	300gp
<i>remove disease</i>	300gp
<i>neutralize poison</i>	400gp
<i>cure critical wounds</i>	500gp

CHIEF PRIEST, THE VENERABLE REGINALD VINER (*He is a 9th level, chaotic good, human cleric of Andvari. His vital stats are HP 39, AC 11. His primary attributes are strength, wisdom, and charisma. His significant attribute is wisdom 18. He carries padded armor, vestments, and a staff. He can cast the following number of clerical spells: 0th x5, 1st x5, 2nd x5, 3rd x4, 4th x2, 5th x1.*)

PIOUS GANDALF DEEPMINE (*He is a 6th level, chaotic good, dwarf cleric of Andvari. His vital stats are HP 36, AC 11 or 17. His primary attributes are intelligence and wisdom. His significant attributes are strength 17 and wisdom 17. He carries padded armor and staff, though when arrayed for battle he carries plate mail and +4 mithril war hammer. Clerical spells: 0th x5, 1st x4, 2nd x4, 3rd x2.*) He is a battle priest.

PIOUS MOLES MOSSTONE (*He is a 5th level, chaotic good, gnome cleric of Alberich (Andvari). His vital stats are HP 30, AC 10. His primary attributes are wisdom and charisma. His significant attribute is intelligence 16. He carries padded armor and staff. Clerical spells: 0th x4, 1st x3, 2nd x2, 3rd x1.*) He is not given to combat except in the most dire of circumstances.

PIOUS DANDELION TROUTBROOK (*He is a 5th level, chaotic good, halfling cleric of Alberon (Andvari). His vital stats are HP 30, AC 10. His primary attributes are wisdom and charisma. His significant attribute is wisdom 16. He carries padded armor and staff. Clerical spells: 0th x4, 1st x4, 2nd x2, 3rd x1.*) He is not given to combat except in the most dire of circumstances.

PIOUS WALTER APPLE, PIOUS LIEF ROBERTSON, AND PIOUS EDGAR WOODWARD (*They are 4th level, chaotic good, human clerics of Andvari. Their vital stats are HP 24, AC 10. Their primary attributes are intelligence, wisdom, and dexterity. They carry clothing and staff. Clerical spells: 0th x4, 1st x3, 2nd x2.*) All with mainly helpful spells and non-combatants.

THE DUTIFUL x 9 (They are 2nd level, chaotic good dwarf, gnome, and halfling clerics of Andvari. Their vital stats are HP 13, AC 10. Their primary attributes are intelligence and wisdom. They carry clothing and staff. Clerical spells: 0th x4, 1st x2.) All with mainly helpful spells and non-combatants.

165-A. OUTLAND TEMPLE DORMITORY & REFECTORY

This three story ashlar stone building serves as the dormitory and refectory of the Outland temple. Here resides Pious Walter, Pious Lief, Pious Edgar, the nine demi-human Dutiful Priests, and the lay staff of twenty-four. The ground floor contains a common room and refectory, while the basement contains a large kitchen, staffed by lay brothers. The twelve priests occupy the first floor, while the lay brothers occupy the second floor. The lay brothers will clean, cook, cobble, mend, labor, and keep the grounds of the Outland Temple Complex. A fenced-in side yard is where goats are kept. They will also see that the **MORS' MOUND** (#166) is not disturbed, as is made explicit by Venerable Viner.

LAY STAFF x 24 (They are lay brothers.)

165-B. RESIDENCE, VENERABLE REGINALD VINER (CHIEF PRIEST OF THE OUTLAND TEMPLE)

Reason: When the party is seeking a private audience or has been invited to attend one.

This two-story fieldstone cottage was built by dwarves for the Venerable one. Although modest, it was built to his specifications, as he is quite charitable and desires little in way of creature comforts. He resides here with his wife, Lady Victoria (age 45).

LADY VICTORIA (She is a lawful good Lady of Quality.)

166. THE MORS' MOUND

REASON: to seek the trick or treat of this faerie deity.

A mere 150 feet east of the **OUTLAND TEMPLE OF ANDVARI** (#165) there is a tree-covered mound that is protected by the Outland Temple. It is said to be blessed by a trickster deity of a pantheon known as the Daneen. It is believed that this pantheon is worshiped by Faerie folk of the Wychwood, which perhaps extended this far in days of yore when magic filled the air. The grassy mound is surmounted by a great, wizened oak tree flanked by three ash trees and hemmed in by gnarled hawthorn bushes.

A small, green-painted door is set in the side of the hill, though one must first ascend the stone path from Neargate Lane. The door, being round and of three foot radius, groans open, revealing an earthen chamber vaulted by pale, fibrous roots. The chamber glows blue from phosphorescent moss. Only one may enter The Mors' Mound, or else there will be no extraordinary effect, and this is well known in sewing circles and old wives' tales. The say one must close the door and lie face-up. If so, one will at length hear the worms grinding and crunching in the soil below. This is a subtle enchantment that will lull the character to a tingly drowsiness.

This place is a dimensional nexus accessed by a god of the Faerie known as Amadan Mor, or "The Mors", though he hardly comes here anymore as a city has popped up around it. Amadan Mor is a trickster who appears on earth as a great, overgrown Leprechaun, dressed in green and white clothing and wearing a red conical map. He has wrinkled skin, a wild red beard, and fiery red eyes. If called upon, there is a 1% chance he will appear for a moment or two, and likely play a most diabolical trick on the character, such as making one's nose big and red, or turning one's ears into those of a donkey's, the effects of which last for seven years and can only be reversed by a *remove curse* spell.

Otherwise, the lone character who spends at least 8 hours here will at length see a 12-inch brownie come crawling out from under a root,

bearing a lanthorn. He is wearing brown clothes, a leather apron, and a red conical hat. He carries a gnarled stick of 8 inches length. He will brush himself off, squint, and say, "*Hallo! I supposin' ye be waitin' on a bit 'o somethin' from 'The Mors', eh? Well step up, laddie (or lassie) and let me be takin' a good look at ye.*"

The brownie will stare the person up and down. Then:

If the character is of lawful good or lawful neutral alignment he will cluck his tongue and say, "*Ye be too serious of mind for The Mors, and he shan't be blessin' ye, I'm afraid. Heed me advice, and lighten up, will ye? G'day.*"

If the character is evil, the brownie will curl his lip and say, "*Best ye be goin' quick out the door, as ye be too nasty of temperament for The Mors' liking. Learn a bit 'o kindness in that black heart of yers, eh?*"

If the character is of chaotic good, chaotic neutral, neutral good or neutral alignment, the brownie will tap his foot, twirl his stick, and say, "*Ye have a good way! I'm thinkin' 'The Mors' won't mind me givin' ye a bit 'o his lucky — or not so lucky — charms. 'Tis trick or treat time. And we won't be blamin' ole me if the results we're not liking. Deal?*"

If the character disagrees, the brownie will admonish, "*Then stop wastin' me time!*" and will wave his stick and transport the character outside, under the oak tree on top of the hill. If the character agrees, the brownie will point his stick. Roll a d8 to determine the effect. This list may be adjusted by the Castle Keeper.

D8 MAGICAL EFFECTS

- 1 Suffer loud, uncontrollable hiccoughs for 24 hours.
- 2 5d10 false hit points are given (remain until damage reduces to normal HP).
- 3 Bray like a donkey (no possible normal speech) for 1 day.
- 4 +2 enchantment to one weapon (or combat ability); lasts 3 days.
- 5 Nose transformed to hairy pig snout for 7 days.
- 6 Divisibility. The character divides, resulting in two exact duplicates that exist for 24 hours.
- 7 Yodeling. Character overcome with an uncontrollable desire to climb things and yodel to the top of his or her lungs for then next hour.
- 8 Suggestion speech. For 24 hours, anything the character says must be treated as a *suggestion* spell.

If the character asks the Brownie's name, he'll say, "*Just call me Mister Brown, and enough about me — I got to get back to the quem! Me wife's been prickly!*"

If the character asks who "The Mors" is, he'll say, "*Well, sir, of course 'The Mors' is himself. That is, he is Amadan Mors, the great Faery lord who sees to us, his folk, and cares for us, too. Sure he loves pranks, especially at the expense of other . . . oh, never mind. A fine fellow, 'The Mors' is. Now I must be about my business, beggin' your leave.*"

A repeat visit here is possible, but a third one and Mister Brown will surely remember the character, saying, "*What, you again? Think I've got nothin' better to do than tickle yer fancies? Be off with ye, ole greedy-pants!*"

Any attempt to harm the brownie or damage this place will result in a severe curse of the Castle Keeper's devising. It may conjure The Mors himself to arrive, eyes a'blaze. His angry touch will cause paralysis, stroke, or death to mortals at his will.

APPENDIX

APPENDIX A. MAJOR GUILD HALL

GUILDS ARE POWERFUL AND influential associations of merchants and craft workers who share a common interest. They often control the market pertaining to their respective craft or trade, set prices and standards of quality, and will agree on wages for their laborers. Guilds each will have a deity or group of deities they worship.

Expert craft workers, many of whom own shops, are called *masters*. A craft worker who knows most of a craft is called a *journeyman*. He works at a daily wage for a master. A boy or young man who is learning a craft is called an *apprentice*. He usually receives housing and meals from the master instructing him. It may take an apprentice two to seven years to become a journeyman. A journeyman who aspires to be a master must evidence great skill, pass an examination, or craft something deemed a masterpiece by other masters of his Guild.

For sake of game play, the Castle Keeper should reference the Secondary Skills as described in *Castle Zagyg, Vol. 1: Yggsburgh* when creating or using NPC guild members. Skills such as Business, Construction, and Nautical are among those skills that NPCs may possess, with levels of 3 or 4 indicating mastery. The Castle Keeper is encouraged to expand upon these, or perhaps narrow or broaden them as necessary.

The following floor plan is presented for use by the Castle Keeper as a Major Guild Hall template. Non-player characters that populate each of these buildings are detailed at their individual encounter areas.

GROUND FLOOR

G-1. ENTRANCE AND WAITING ROOM

This room with pinewood floor contains a large reception desk at which a secretary will schedule appointments. Upholstered benches are kept here are for members and non-members waiting to meet a master.

SECRETARY (*This will be a male or female with some Business Ability.*)

G-2. EMPLOYMENT OFFICE

This office is presided over by a master member of the guild who certifies the credentials of persons seeking employment. Bookshelves contain ledgers and record books. The floor here is of pine, with rugs over non-traffic areas.

MAJOR GUILD EMPLOYMENT OFFICER (*This is a tradesman.*)

G-3. PERMITS OFFICE

This office is presided over by a master member of the guild who issues permits and notices to guild members. Bookshelves in here contain ledgers of permits issued dating back up to six months.

MAJOR GUILD PERMITS OFFICER (*This is a tradesman.*)

G-4. MEETING HALL

This large open space corner is where formal meetings are held. A double staircase ascends to the first floor, beneath which are stairs to the basement. A large light well and several windows provide ample illumination.

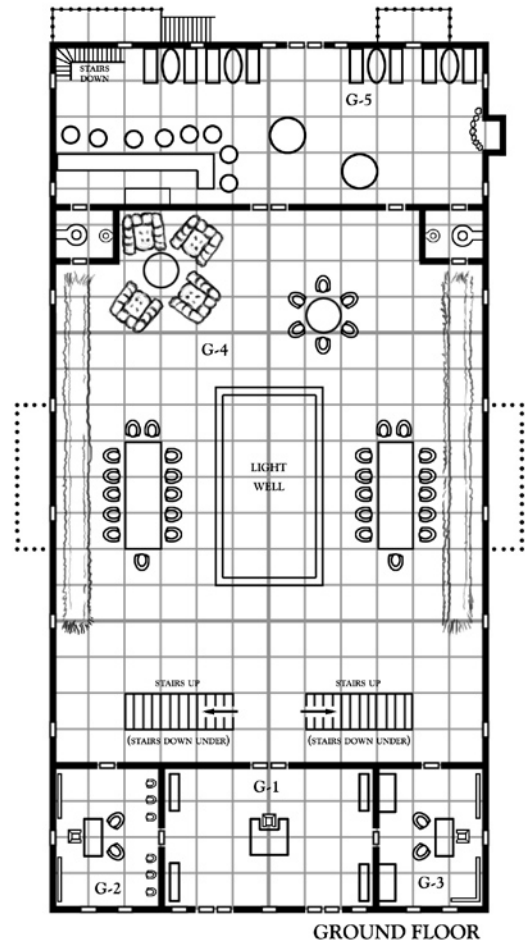
G-5. RESTAURANT & BAR.

This is where members and guests may eat, drink, and socialize. There is a full bar in here, and tables for dining. A large stone fireplace is here, and also a staircase down to the kitchen. This place will be paneled in maple, with paintings of hunters and/or fishermen. The floor is of oak and the walls wainscoted in walnut. There will be a bartender and two to four serving wenches employed here.

BARTENDER (*He is a tradesman.*)

SERVING WENCHES (*They are simple commoners.*)

WC. Water Closet. Water closets contain toilet(s) and wash basin with plumbing.



BASEMENT & SUB-BASEMENT

B-1. KITCHEN

Here is where the restaurant's food is prepared. There are several tables for rolling dough, and a large stove for baking and cooking. The kitchen may be accessed via stairs from the restaurant above, or by the service entrance stairs behind the building. A trap door here leads to the sub-basement. Two large water closets with large sinks are for scrubbing. There will be a head chef, two cooks, a baker, and two scullions.

B-2. BUTTERY

The door to this room is always locked, with keys being held by the guild hall master, his assistant(s) and the restaurant manager. This room contains various sizes of wooden barrels containing ale, beer, wine, and brandy. There are racks of bottled wine, and shelves of liquor.

B-3. PANTRY

The door to this room is always locked, with keys being held by the guild hall master, his assistant(s) and the restaurant manager. Contained herein are a small stockpile of jarred (or barreled) pickled fish, meats, and eggs; herbs (common and rare), spices, tea; plates, cups, utensils, and other effects.

B-4. SERVANTS' QUARTERS

These rooms are occupied by guild hall staff, such as restaurant chef and scullions, bartender, maids, serving staff, housekeeper, and secretaries.

B-5. GENERAL FOOD STORAGE

This room contains crates and barrels of common food ingredients for use in the kitchen, including cheese barrels, beans, nuts, grain, powdered grain, and jugs of cooking oil and lard. A large closet contains mops, brooms, floor wax, and liquefied lye.

B-6. PRESERVED MEAT STORAGE AND ROOT CELLAR

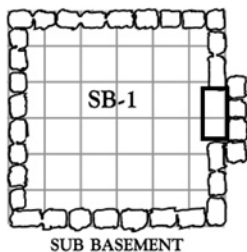
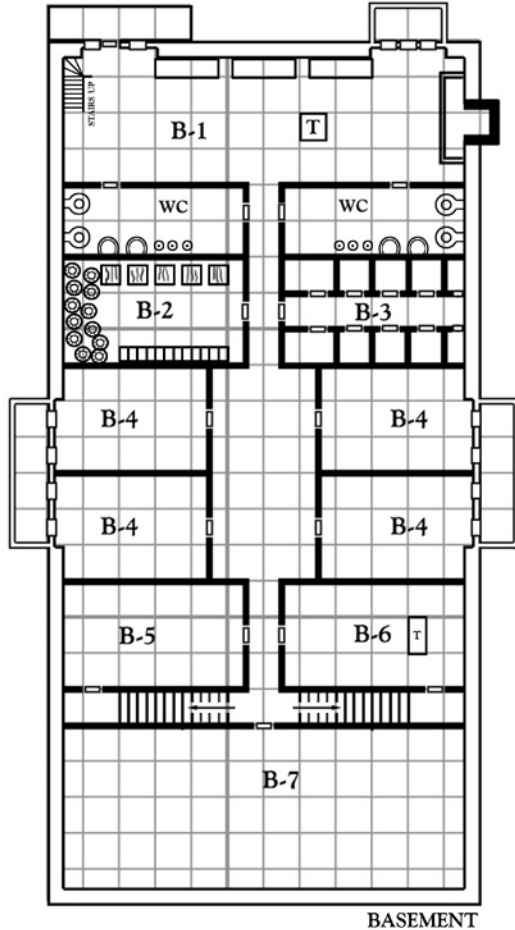
The door to this room is always locked, with keys being held by the guild hall master, his assistant(s) and the restaurant manager. This room is hung with sides of smoked and salted beef and pork, along with dressed and smoked poultry, and fish. A large closet contains salt, vinegar, and brushes. A trap door opens to root cellar, with potatoes, carrots, onions, garlic, radishes, and parsnips.

B-7. SERVANT LOUNGE AND DINING

This large refectory is where the guild hall's lesser help (maids, scullions, etc.) and guests' servants eat and socialize.

SB-1

The sub-basement, accessed via trap door in the kitchen is filled with wood ash piped down from all the fireplaces. This is collected and sold to soap makers.



FIRST FLOOR

F-1. THE GRAND ASSEMBLY HALL

This is where the Guild Hall Master will hold large assemblies, discussing important issues related to craft and trade, pricing and quality control, and also the political activity of the guild. The speaker will lecture from the podium, with lectern centered thereon and displaying the guild coat of arms or other heraldic symbol. Important guild masters are seated behind the lecturer. Sculptures, stone relief, and/or oil paintings portray master guild members of note, living and deceased.

F-2. RECORDS STORAGE

These two rooms are filled with shelves and crates containing records storage. Every registered shop and guild member in town is accounted for, along with detailed records of contracts.

F-3. CHAPEL

This is the guild chapel, which will be devoted to a deity or group of deities. There is an open area choir, where the clergy can stand and sing during services, and in the corners there are holy water basins. Oak pews line the center of the nave, with side aisles of slate tile. Side shrines along each may be dedicated to other deities, and these will be represented by statues, stone relief, paintings, and floral arrangements. The rear pulpit upon which the altar is centered is where guild clergy will perform services. The altar will be prominently embellished with a symbol of the deity and the guild. In back of the altar are windows of colored glass. There will be one pious priest, two dutifuls, and two lay brothers here, typically. They have helpful spells and avoid combat if possible.

PRIEST, PIOUS (They are 5th level, alignment variable, cleric, HP 29, AC 10, with primary attributes mental. They carry clothing and staff. Clerical spells: 0th x4, 1st x3, 2nd x2, 3rd x1.)

PRIEST, DUTIFUL x 2 (They are 2nd level, alignment variable, clerics, HP 11, AC 10. Their primary attributes are mental. They carry clothing and staff. Clerical spells: 0th x4, 1st x2.)

F-4. SCRIPTORIUM AND LIBRARY

This is a copying room for the scribe of the chapel, where he will reproduce works of religious dogma. There are many shelves in here containing scrolls and tomes of and related to the pantheon celebrated in the guild.

SCRIBE (He is 2nd level, alignment variable, cleric, HP 11, AC 10. His primary attributes are mental. He has the Secondary Skills of Esoteric. He carries clothing and staff. Clerical spells: 0th x4, 1st x2.)

F-5. ORATORY

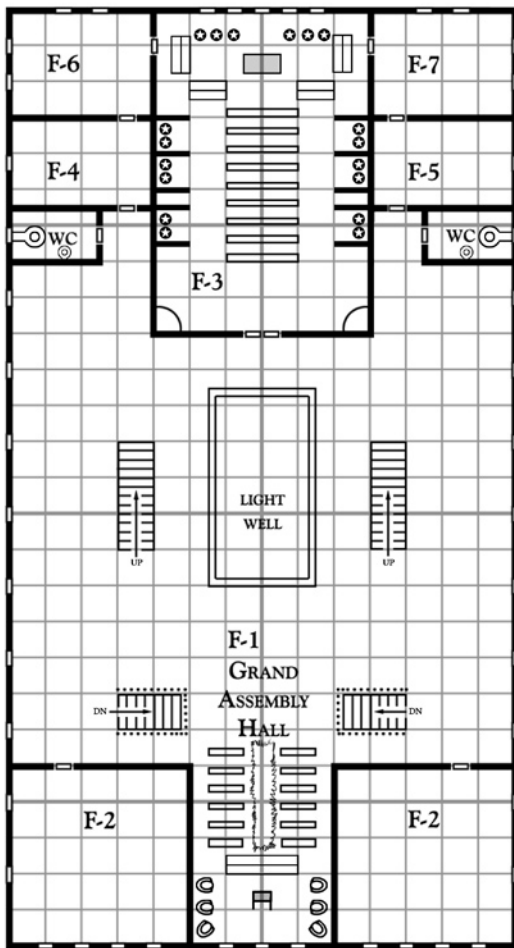
This is a private chamber of prayer, where guild members may also consult a priest with concerns of work or home.

F-6. VESTRY

This room is where propitiation and votive summoning materials are stored, and also where the clergy will vest. There may be bells, blessed water or oil, candles, gongs, herbs, hymnals, incense, prayer beads, and vestments.

F-7. CHAPTER HOUSE

This is where guild clergy will hold meetings.



SECOND FLOOR

FIRST FLOOR

S-1. BROOM CLOSET

This closet contains brooms, dust mops, wire brushes, wooden pales, jugs of floor wax, and jugs of liquefied lye.

S-2. LINEN CLOSET

This closet has bed sheets, pillow cases, and blankets.

S-3. WINE & LIQUOR CLOSET

This closet contains platter, carafe, and goblets in a cupboard; also, various bottles of wine, brandy, and cigars.

S-4. BATH SUPPLY CLOSET

This closet contains bath oils, salts, perfumes, towels, wash cloths, and toga-like bath robes.

S-5 + S-6. GUEST BEDROOMS

These two rooms are reserved for master members of the guild in need of lodging. Each room contains a bed, a stand with water basin, bureau, and chest.

S-7. + S-8. MASTERS' APARTMENTS

These two rooms are reserved for master members of the guild who are the direct assistants of the Guild Master, likely those who work in the ground floor offices (G-2 + G-3). These rooms will contain a bed, bureau, armoire, bookcase, and chest. A large water closet contains a tub, wash basin, and toilet.

S-9. GUILD HALL MASTER'S APARTMENTS

Here are the office and private chambers of the Guild Master. Here he will conduct private meetings with fellow guild masters and, occasionally, prominent (or aspirant) political figures. There will be a large oaken desk

here, book shelves, a meeting table with high-back chairs, and piled rugs and tapestries displaying the master's coat of arms and religious icons. The water closet has a bath tub, wash basin, and toilet.

S-9A. DEN

This is the Guild Master's study. Here there is a desk, high-back upholstered chair, bookshelves stocked with casual reading materials, plush rug, and chaise lounge.

S-9B. MASTER BEDROOM

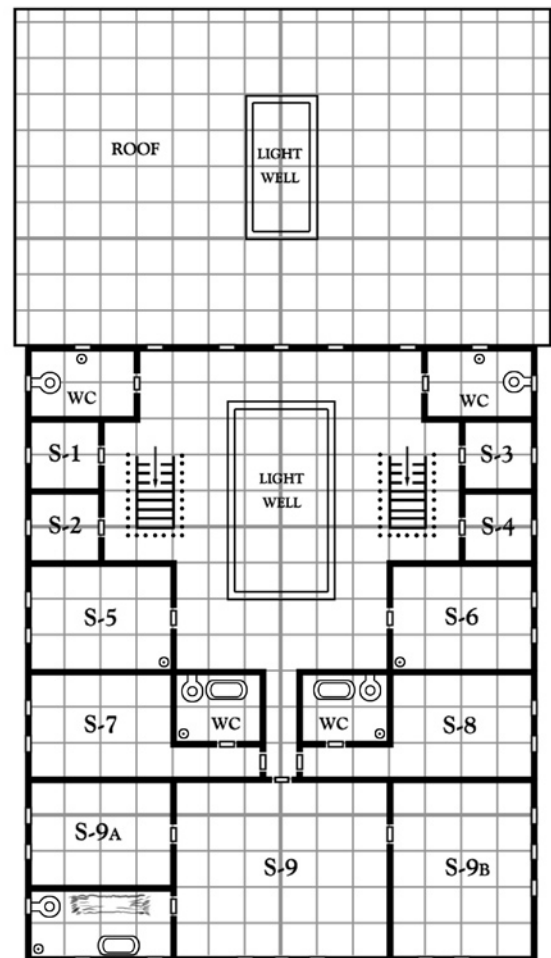
This room contains a four-poster, wash basin, mahogany chest, maple bureau and armoire, and a small bookcase. Here the master may lodge, though many possess private residences elsewhere.

LIGHT WELLS

Each Major Guild Hall will feature two prominent light wells. One of which provides light to every floor; the other of stained glass, emitting colorful light into the first floor chapel (F-3).

STABLE & CARRIAGE HOUSE

Most Major Guild Halls will feature a brick stable and carriage house with double doors that open to eight feet in width. These small buildings will each have loft space with apartments for the groom, groundskeeper, and other serving staff not already residing in the basement apartments.



SECOND FLOOR

APPENDIX B. ENCOUNTERS

INTRUDER ALERT! The party hears the booming cry “Intruder alert! Intruder alert!” coming from the building **SILVER STORES (#159)**, the source being a *magic mouth* alarm. A covered wagon filled with 1,000gp worth of silver ingots careens down the street, whips cracking against the two drawing horses. If these thieves are killed or apprehended, the party will enjoy some modicum of renown and also a reward from the Silversmiths’ Guild Master. Patrick Silver, the Guild Master, will invite them to a banquet dinner at the **PRECIOUS METALSMITHS’ GUILD (#154)** and gift them with silver signet rings with tiger-eye stones (150gp value), declaring them honorary members of the Silversmiths’ Guild. The Castle Keeper should assemble a thief band to challenge the PCs. The leader, Fid, will attempt to escape using his potion if things look grim. This job was not sanctioned by the Thieves’ Guild.

THIEVES (They are 3rd level, chaotic evil, thieves whose vital stats are HP 12, AC 14. Their primary attributes are physical. Their significant attribute is dexterity 16. They carry leather armor, longswords, and dagger. XP: 66 each)

THIEF LEADER (FID BOATMAN) (He is a 5th level, chaotic evil, thief whose vital stats are HP 25, AC 17. His primary attributes are strength, dexterity, intelligence. His significant attributes are strength 18 and dexterity 18. He carries leather armor, +2 protection ring, +1 longsword, dagger, thieves’ tools, and a potion of invisibility. XP: 245)

A MAJOR COUP. Agents of the Thieves’ Guild approach the party to discuss “business”. They want Dalbid Yeerouf (#60 + #116) to join their ranks and would immediately make him a boss, but thus far he’s proved disinterested. The guild has devised a way to win him over — destroying the **Striped Mage (CZY encounter #49)**. Unfortunately, the guild can not take such bold action and require outsiders to do so. For the head of the Striped Mage, they will pay 1,000 gp. Betray them to the Striped Mage and the party will be marked by this guild for life (however long that might be...)

MOTHER SPIDER’S NEST. In the subbasement of a vacant building (#112), a phase spider built a nest. She has since moved on to another place after her dozens of eggs hatched. Her young are maturing and they have begun to prowl the streets of the Storehouse District.

YOUNG PHASE SPIDERS (These neutral creatures’ vital stats are HD 4d8, HP 25, AC 15, MV 20 ft. or 40 ft. in its web. Their primary attributes are physical. Their special abilities include a +2 to hit when agitated, phase, and a successful bite delivers a poison causing 2–8 points of damage, unless a save is made, then it delivers 1–4 points of damage. XP: 100+4.)

KILLER CATFISH. Agents of the Fishmongers’ Guild (#115 + #132) who work Big Fish Lake near the town of Garham have had some troubles of late. Two fishermen have been swallowed whole by a giant catfish! Will the adventurers travel to Garham and take a boat out to where this creature lurks? The Fishmongers’ Guild will pay 500 gp for proof (the body) of the catfish. This adventure references CZY environs #3.

SHADOWS IN THE NIGHT. Dozens of these doomed souls were conjured by Dalbid Yeerouf (#60 + #116) who intended to control them but found them too malign for even his diabolical purposes. Frustrated, he banished them from his residence and now they prey on innocents of the Storehouse District. 1–4 will be encountered (or an amount as the CK deems appropriate to challenge the PC party).

SHADOWS (These chaotic evil undeads’ vital stats are HD 3d12, HP 30, AC 13, MV 30 ft. or 40 ft. fly. Their primary attributes are mental. Their special abilities include incorporeal touch for 1d4 damage, create spawn, strength damage, darkvision, incorporeal blend, sunlight vulnerability. XP: 170 each)

YOU SCRATCH MY BACK... The Thieves’ Guild have learned of the caverns beneath Thrór Ironforge’s home (#107). They wish access to the caverns, but Ironforge, the Master of the Blacksmiths’ Guild, has thus far refused. A thief approaches the party, inviting the characters to the River Rat Tavern Casino (#117) to discuss business with Melanie “Melons” Hogan, who wishes to be made a boss. There is a 500 gp commission to be paid if one can secure access to the caverns under the dwarf’s property via tunneling.

Ironforge may be convinced to provide access to the guild, but at a price: a quest. He has family in the Lakepen Hills mining for lead and silver, and there is some trouble brewing there. If someone can help resolve the issues between the dwarfish prospectors, the gnomish prospectors, and the Town of Garham, he will grant limited access to his tunnels to the Thieves’ Guild. This adventure hook references *Lead and War* (CZY environs #10). However, Ironforge refuses to have anything to do with Holgar, the vile dwarf engineer (#117).

RATS IN THE SEWERS. Thomas Crapper, Keeper of Sanitation (#109), is having a town-wide problem with giant sewer rats, and he needs help. Not only do they fester with disease, but recently a toddler was dragged away by a giant rat. Master Crapper will pay 5 gp per giant rat. Of late, they have been seen massing at an abandoned storehouse (#134). There a wererat resides who is by day a simple laborer* at The Lime House (#143).

GIANT RATS x 5–20 (These neutral animals’ vital stats are HD 1d4, HP 2, AC 13, MV 30 ft., 15 ft. climb. Their primary attributes are physical. They attack with a bite for 1d2 points of damage. They have twilight vision, and 10% will be diseased, the effects of which the Castle Keeper may determine. XP: 1 + 1)

WERERAT (This lawful evil creature’s vital stats are HD 3d8, HP 20, AC 17, MV 30 ft. or 20 ft. climb. Its primary abilities are physical. It attacks with a longsword for 1d8 points of damage or bite for 1d4 points of damage. It has curse of lycanthropy, disease, alternate form, rat empathy, and twilight vision. XP: 145)

*The Castle Keeper can opt to have more than one laborer thus afflicted, and also beggars from #134, to present the appropriate difficulty.

WOOD ELF JUSTICE. A woman is screaming, weeping. Two of her children have been kidnapped. She and her husband need help. Dark figures stole them away and slipped out of town. A witness thought it was elves. It was. On a stormy night, wood elves from the Little Hillwood stole into the **GOODWOOD LUMBER YARD (#118)** and kidnapped two young children of Alfred Goodwood. The elves intend to kill the children and post them at a popular tree harvesting area of the Little Hillwood, where Master Goodwood has broken a pact.

If the party can trace these elves in time, they may be able to save the children. Negotiation will prove most difficult, as Goodwood is responsible for razing the elves’ winter village, clearing trees, and ruining their trout stream. Two wood elf infants died as a result. Goodwood will offer 2,000gp, but the elves want blood for blood. This dangerous band of elves is led by Aldion Ashgrove (**CZY environs #26**).

BURGLAR. The characters, particularly a thief in the party, see a man climbing out of a residence window during the night. He wears dark clothes, and his face is blackened with soot. This is Waldorf Fish who will take purloined items to his warehouse (#125) or home (#73). He will have stolen some valuables (50 – 500gp worth) to later fence at the “Value Second Hand Market” (**CZY encounter #52**).

APPENDIX C. NEW ITEMS

Purizan Gums*: If worn about the neck in a pouch, this concoction provides a stimulant versus *sleep* giving a +2 on all saves versus sleeping spells or sleep-inducing drugs or powers and +3 versus gases which would produce sleep. The herbal bag lasts for 3–5 days and costs 35gp.

*This item originally presented in *Castle Zagyg: Dark Chateau (CZA1)*, by Robert Kuntz.

Aquatic Gelatin Ambrosia*: This wobbly jelly-like substance grants a swimming speed of 60 ft. per round. Additionally, if the consumer stands atop land or water he or she may appear as a fountain of water or wave-like projection. This is a glamour that adds a +12 bonus to any hide check when not moving. The effect persists for four hours or ends sooner at the will of the consumer.

*This item originally presented in *Hall of Many Panes (TLG 3335)*, by Gary Gyax and Jon Creffield

APPENDIX D. SECONDARY SKILLS

The following optional Secondary Skills are an expansion to those listed in *Castle Zagyg Vol. 1: Yggsburgh*, APPENDIX H.

ARTISTIC CAPACITY (DEXTERITY AND WISDOM — GENERAL)

This ability references a character's skill in one of the following areas:

- Visual art (painting, line-drawing, sculpture, jewelry making)
- Musical art (composition and arrangement, instrument performance and singing)
- Literary art (prose and poetry authorship and recital).

This ability also assumes a scholastic artistic knowledge in the chosen field, including identification and history. Skill checks for creating art (dexterity) or identifying art (wisdom) are at a +2 bonus per level of skill, should the Castle Keeper require a check.

DETECTION (INTELLIGENCE — GENERAL)

The capacity to mentally note facts, including the power of observation and ratiocination, all having to do with detecting, examining, investigation, observing, searching, and watching, as well as researching and tracking down information. This is an ability similar to that possessed by sleuths of private and public sort.

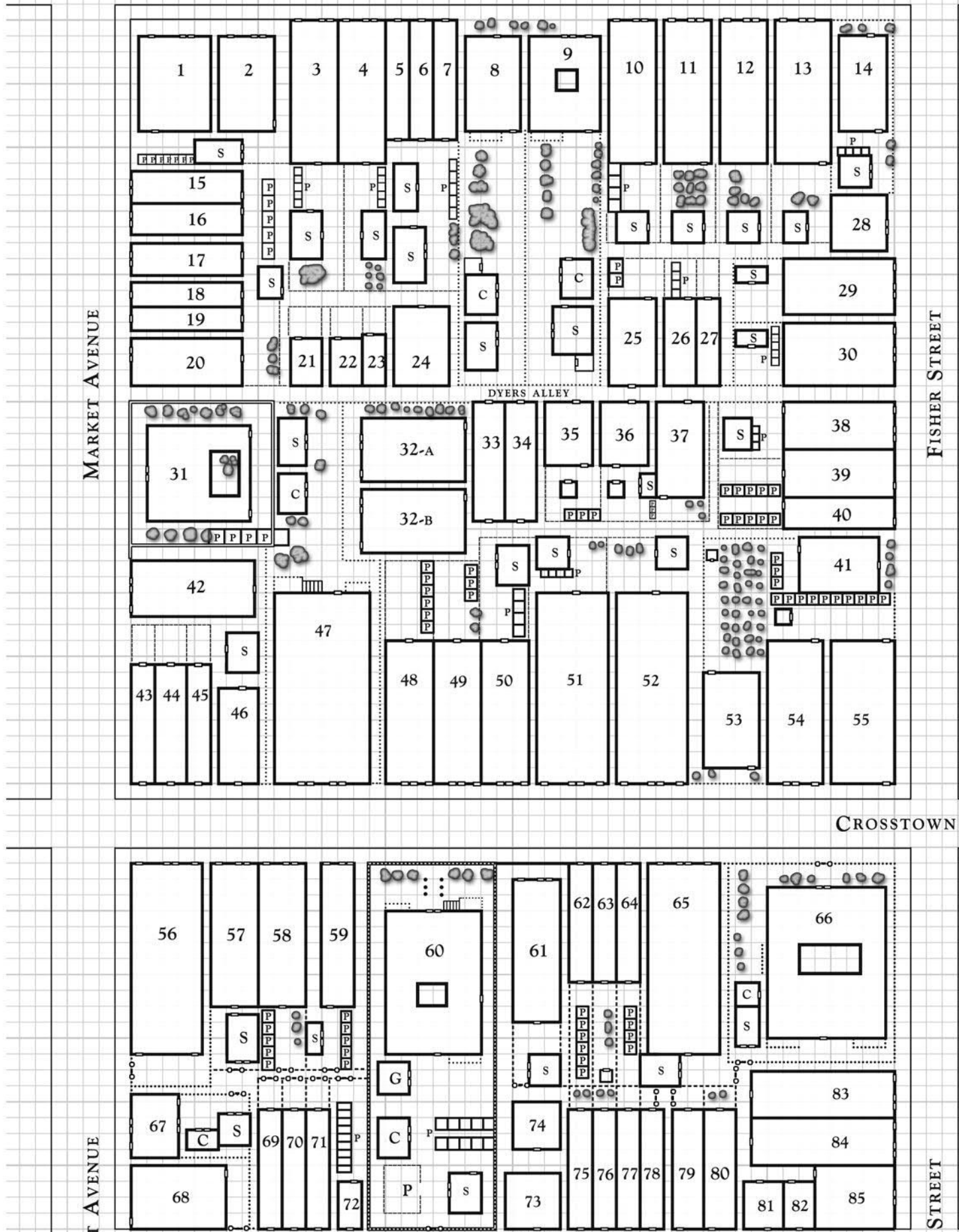
KNOWLEDGE SPECIALIST (INTELLIGENCE — PRIME / INTELLIGENCE)

The Knowledge Specialist has delved deeply into one topic and knows a lot about that topic through either study and/or experience. Knowledge Specialists can be used as sages or professors in the topic that they specialize in. When researching a question concerning their area of specialty, a Knowledge Specialist may make an intelligence check to know the answer to a question or know where to look for the answer.

Some areas of specialization that a Castle Keeper can use to enhance his campaign include:

- Architecture (and construction)
- Engineering (all forms)
- Fauna (including biology)
- Flora (including botany)
- History (local, regional, world, cultural & social)
- History (intelligent races, human & non-human)
- Literature
- Theology

It is up to the Castle Keeper to allow more specific knowledge for more focused fields — a Knowledge Specialist in Taxidermy will know a little bit about mammals (as well as most other animals), but a Knowledge Specialist in Mammals will know a lot about them and very little about preserving their hides.

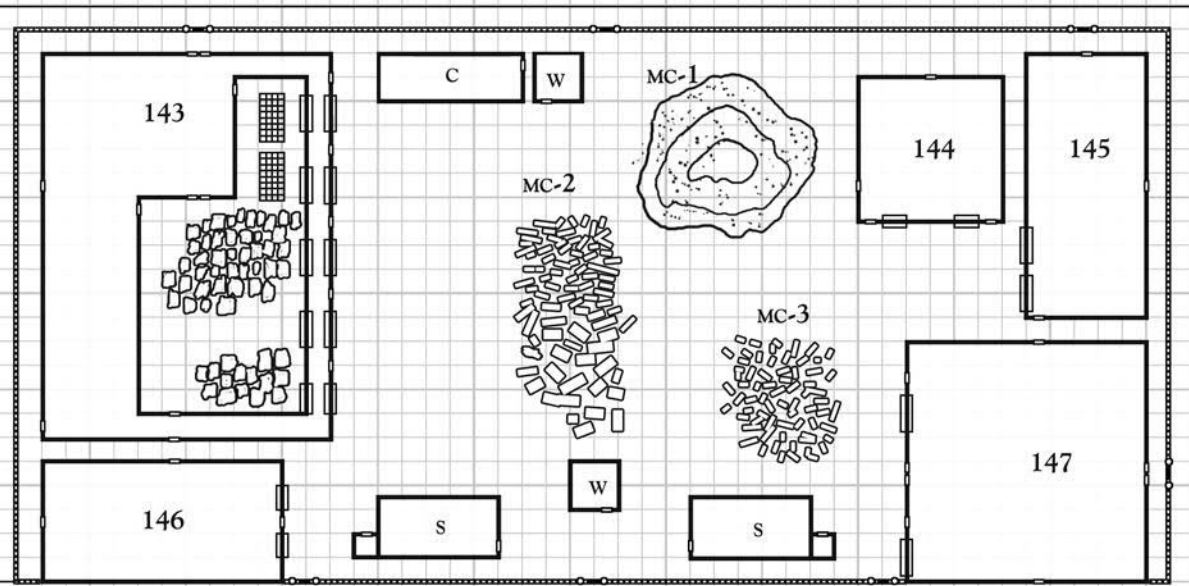


TREET



MOAT AVENUE

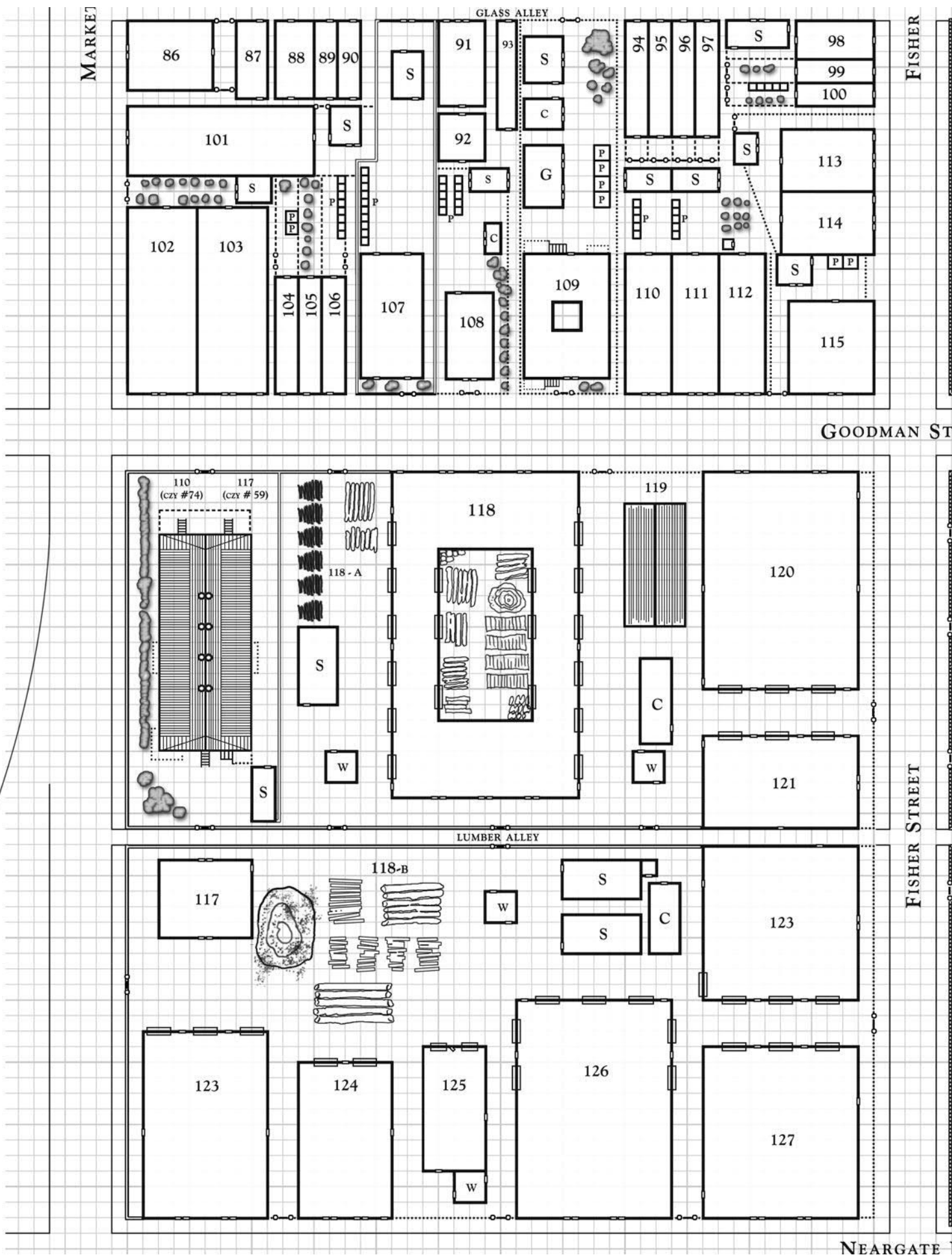
STREET

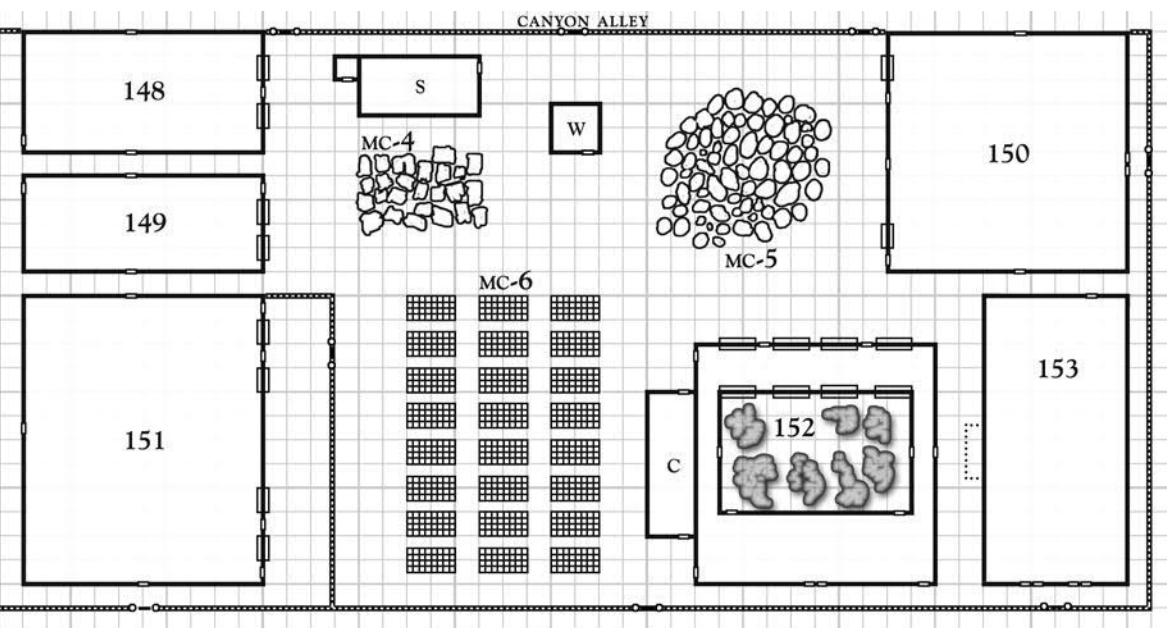


AVENUE

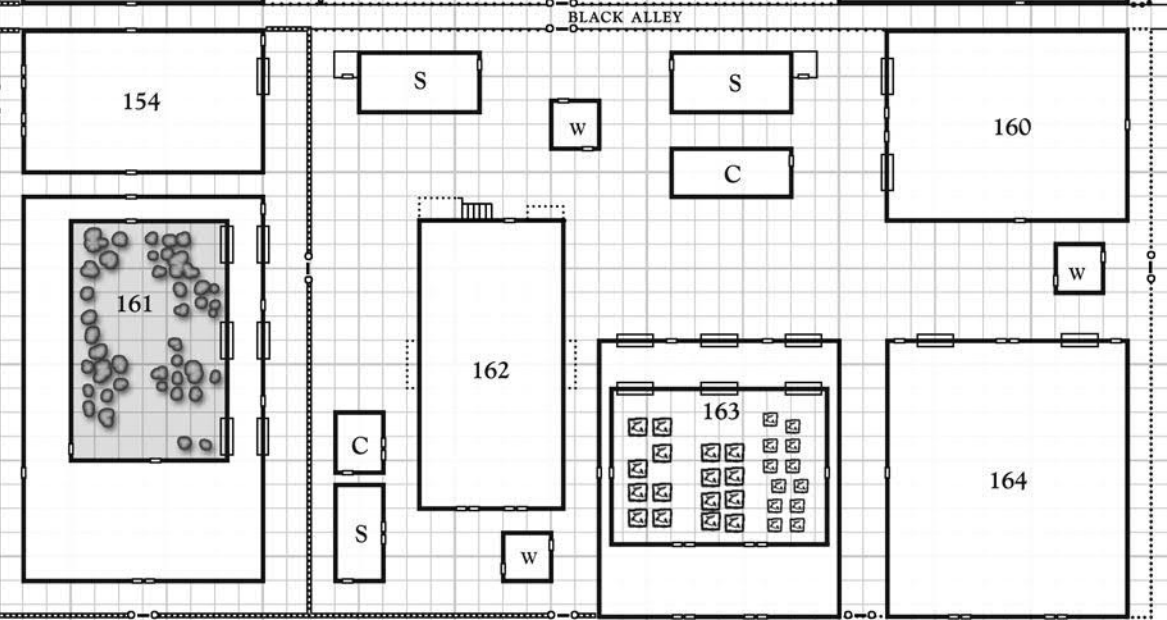
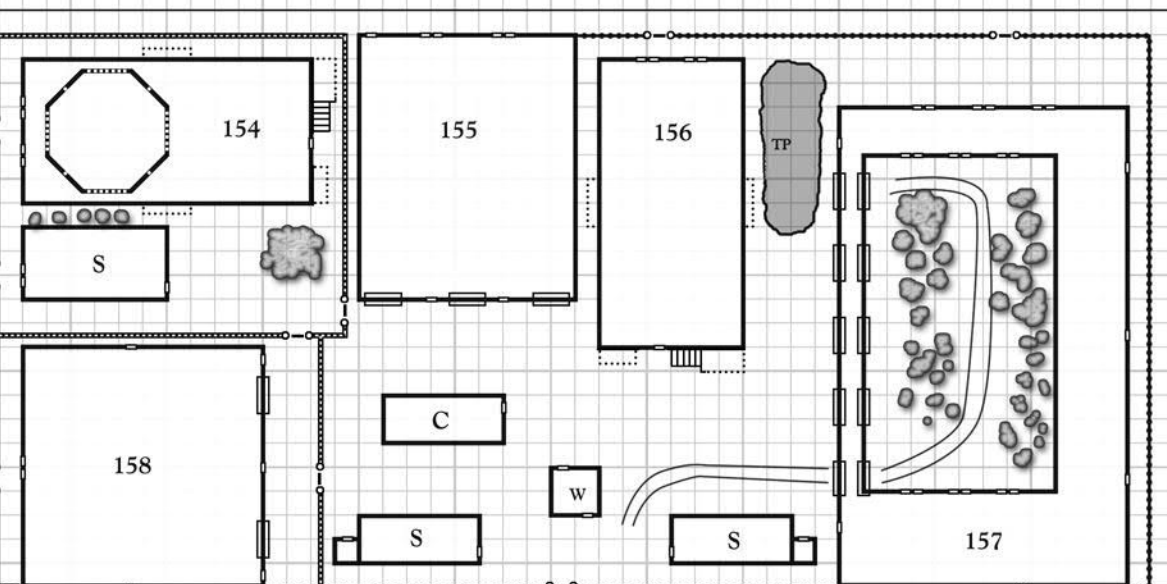
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T-2





REET



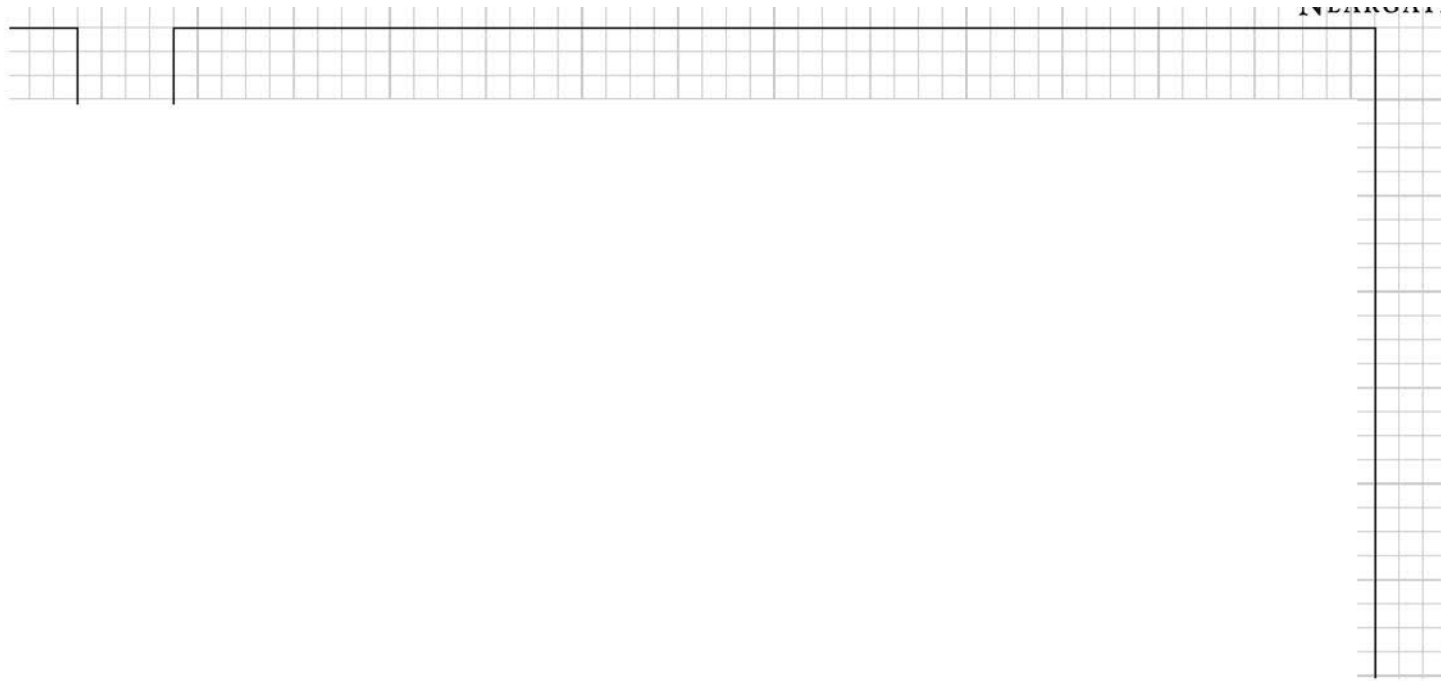
LANE

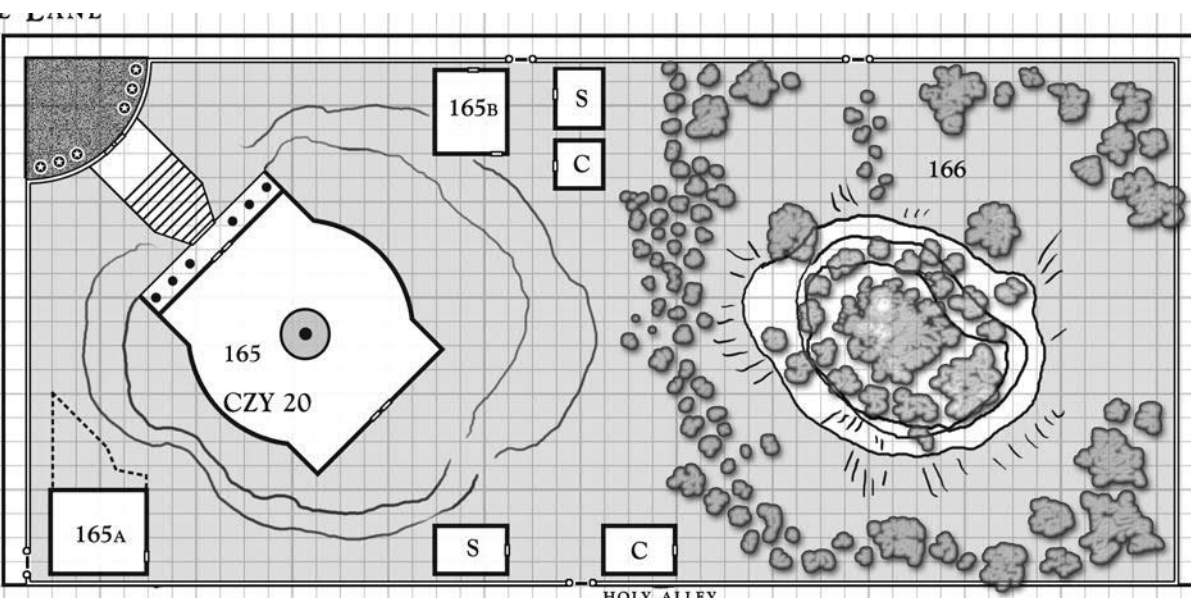
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T-2

B-3

T-3





KEY

- PILLAR
- ⊙ STATUE
- ⊙ FOUNTAIN
- DOOR/GATE/ENTRANCE
- ⊙ TOWER
- ⊙ BARTIZAN
- FENCE (SIMPLE)
- ==== WROUGHT IRON FENCE
- ===== WALL (STONE OR BRICK)
- SPIKE WALL (STONE OR BRICK)
- ⌒ ARCHED GATEWAY
- ⊗ COVERED PIT
- SHRUB
- ✪ TREE
- ▬ HEDGE
- S STABLE
- C CARRIAGE HOUSE
- P ANIMAL PEN
- W WAREHOUSE SHED

□ = 10'

N

