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Castles & Crusades

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MARS

JOE DAMIANI



EAST CORNER

COLD SPRINGS RUN

EAST
UPLANDS

CASTLE ZAGYG™ – YGGSBURGH: THE EAST CORNER

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ISBN 978-1-929474-03-5

Printed In The United States of America

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YGGSBURGH TOWN: THE EAST CORNER

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INTRODUCTION

The East Corner is an accessory for the *Castle Zagyg, Volume I: Yggsburgh* campaign setting. It is one of a series of modules designed further to describe the Free Town of Yggsburgh, thus providing the Castle Keeper with additional details, personalities and adventure hooks to compliment their game. This accessory is intended for the Castle Keeper's eyes only! Players should stop reading here.

I. THE SETTING

THE EAST CORNER IS AN industrial and lower, lower class section of Yggsburgh located in the north east corner of the town map. It is bordered by the North Wall Avenue section of the town wall on the north, the Moat Avenue outer wall on the east, Work Close to the South and Upper Market to the West. There are 6 block areas, the most influential is the Common Temple, the largest complex in the sector. There are three residential blocks: Common Gardens, Chorus Block and The Tenements. The two industrial blocks are the Iron Works Block and the Wood Ash Block.

The residents of these parts, though quite poor, are influenced by the good works of the Common Temple. Common Garden is the most affected by its proximity to the temple with a close-knit neighborhood watch in place. There are many children in this area since parents go out of their way to seek lodgings here in hopes that the priests will select their children in their monthly admissions testing. This block has a community garden, animal lodging and camp fire area where the residents socialize, (see the Common Garden section). The beneficial impact of the Temple starts to diminish as one travels south through the Chorus Block and finally The Tenements. While the people living in these southern areas are generally good, the same goodwill and neighborly attitude fostered by the nearby temple in Common Garden are not evident. This is particularly noticeable in The Tenements where the Thieves Guild and Bully Boy gangs are most active.

A secret Cult of Loki is active in this sector of Yggsburgh; its nefarious actions are examined in adventure hooks scattered throughout the text.

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 longsword at Elite Arms & Armor.

II. TOWNSFOLK & STREETS

THERE ARE NUMEROUS PEOPLE described in this volume, and many are simple townsfolk having no special statistics. For these people we have created categories of non-player characters with unified descriptions. The statistics for these 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).

BEGGAR (These are 0 level human whose vital stats are HP 2, AC 10. The equipment they typically use is clothing and 1d6 copper)

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

COMMONER, SIMPLE (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.)

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.)

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-foot 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-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.

LAW AND ORDER AND THE VOLUNTEER GUARD: Throughout the text of this supplement NPCs who are part of the night watch are indicated with an asterisk (*). When on duty such individuals will wear leather armor and carry such weapons as long swords, glaive-guisarmes or clubs, if they do not possess other weapon or armor, and carry hooded lanterns. Furthermore each of the housing blocks has dwelling thereon a beadle, a resident law officer of lowest rank. The beadies wear indigo surcoats and yellow stockings, indigo cloaks too in colder weather, and badges emblazoned with a single staff to show their rank. At the request of the Common Temple an elite unit of guards is stationed at the Watch station (#54).

BEADLE (*This is a lawful neutral, 1st level fighter whose vital stats are HP6, AC 13. They wear studded leather armor and are typically armed with a light crossbow, 12 quarrels, club, and dagger.*)

TRAFFIC ON THE STREETS: During the day the streets are bustling with people. The following section details who can be found on any given street. Note that this is to be used in addition to the random encounters table. Unless otherwise indicated commoners encountered will be of the *Simple* type outlined above. For children use *Urchin* stats.

ALLEY: There will always be 1d6 commoners (d6, 1-2) or children (d6, 3-4) or both (d6, 5-6) in alleyways as well as 1d3 Beggars. There is a 20% chance that there will be 1d3 carts or wagons (d6, 1-3) making deliveries or in transit.

WAY: There will be 1d8 commoners or 1d8 commoner laborers plus 1d6 commoner children on the Ways in the East Corner. There is a 20% chance that there will be a tradesman. There is a 50% chance that there is cart or wagon on any given way. There is a 25% chance that there is a horseman.

AVENUE/LANE: During the day there will be 1d6 children, 1d8 commoners or 1d8 commoner laborers and 1d8 tradesmen. There is a 25% chance that there will be 1d3 laypersons from the Common Temple.

RANDOM ENCOUNTERS

This list provides the Castle Keeper with guidelines for who or what the characters might run into when walking the streets. Note that this list is not exhaustive and the Castle Keeper is free to modify it as needed, crossing off used encounters inappropriate to repeat and creating new ones to replace them.

DAYTIME ENCOUNTERS

Roll D100 and consult the following chart:

01-10 FIRE STATION DRILL (#1)

Owen Sawyer and his men running a practice drill with a fire wagon.

11-14 SADDLER AND COTTER (#5 & #12)

The gnome and dwarf friends out searching for the perfect ale house.

15-17 KORA NASH (#9)

On her way to the Common Temple for reflection.

18-25 ANIMAL EXERCISES (#6)

Alan Fletcher taking some of his show animals out for a run.

26-30 HALL TANNER AND A LADEN CART (#13)

Hall Tanner and some of his men hauling goods to the Metal Shop to use in their forge.

31-33 DORA SINGER (#11)

Dora is on her way to the Common Temple to spend some time teaching students.

34-50 TOWN GUARD (#57)

Three of the guards will be out for their daily rounds.

51-53 CEDRIC GRAY (#8)

Cedric on his way to an infestation with traps and dogs in tow.

54-57 LOUIS CHAMBERLAIN (#20)

Louis accompanying a shipment to or from his shop.

58-60 A FLOCK OF CHILDREN WITH BASKETS (#28)

Children running back from outside of town with berries or herbs that Kirby Webster is willing to pay for.

61-70 COMMON TEMPLE BROTHERS (COMMON TEMPLE)

Red robed worshipers of Thor with hammer shaped pendants around their necks, choose 1d3 NPCs from the Common Temple roster.

71-73 THE HAMMER BROTHERS (#40)

Making their way to the Woodcrafter's guild for a meeting with Melchor. They will keep to themselves though very wary of surveillance.

74-80 PIOUS GARTH MASON (COMMON TEMPLE)

Garth Mason, Gale Apple and 3 of the Laymen workers guiding a team of Hostel men to the Common Gardens to assist with chores.

81-83 PRESTON POULTER (#47)

Preston will be taking a hand cart from the back of his shop to his stash at Safe Storage (#34). He will try not to look nervous if approached and use his bluffing skill to get away.

84-90 DAISY PAGE (#37)

Daisy rushing to see her mother to make sure she is alright. She will have a concerned look on her face and readily accepts any assistance.

91-93 THE HIGH PRIEST AND ENTOURAGE (COMMON TEMPLE)

Venerable Albert Goshert, Pious Baldwin Webber, Stanley Woods and three Laymen Workers on their way to a private meeting with potential donors to the Temple.

94-96 ALEX HARPER (#53, MAIN DESCRIPTION OF THE COMMON GARDENS)

Alex will be walking around the town taking an interest in many things while strumming on his mandolin.

97-99 SUTTON BLUE (#21 REFERENCE)

Sutton Blue on his way to the Drunken Clam. The characters will have a chance to spot his leering gargoyle tattoo which will link him to the *False Silk Worms* adventure hook

100 MELCHOR AND HIS COHORTS (#41)

Melchor and some of the Cultists of Loki in disguise out performing a reconnaissance. He will be in his Osgood Lane guise with two of his main underlings in craftsmen robes over their equipment. They are out to cause mischief.

NIGHTTIME ENCOUNTERS

01-50 TOWN GUARD (#57)

Three of the guards will be out for their watch. They will question the business of anyone on the street.

51-70 STIRGES (#67)

The stirges that have taken over the 3rd floor of #67 will be flying around looking for victims. The Castle Keeper should replenish the numbers in that location should an encounter take place so that the adventure hook remains intact.

71-80 PIXIES (#11)

The flutter of wings can be heard with no visible trace of where they come from. Jarrod and his band of pixies are headed to Dora's for a feast.

81-90 BULLY BOYS GANG (# 64)

The Bully Boys Gang out looking for trouble.

91-100 PRESTON POULTER (# 47)

Preston will be taking a hand cart from the back of his shop to his stash at **SAFE STORAGE (# 34)**. This will be some recognizable contraband that he dare not take during the day. He will try to bluff or bribe his way out of the situation.

RUMORS IN THE EAST CORNER:

- Fire captain Owen Sawyer was in the militia (*True*)
- Cara Tennor and Martin Weaver have a thing for each other but both are too shy to do anything about it (*True*)
- Lloyd Robbins doesn't seem to know a lot about the sea for a sailor (*True*)
- Kora Nash is pretending to have been a paladin and is actually an evil woman (*False*)
- Dora is having trouble with something at her sweet shop (*True*)
- Badger's Layaway is haunted (*Partially True*)
- A thief who drinks in the Drunken Clam has been talking about a recent con (*True*)
- The undertaker has been looking very fearful lately (*True*)
- May and Lark Kyle are witches who shun men (*False*)
- One of the girls in the bathhouse will offer extra services, if you know what I mean...wink...wink. (*True*)
- "Wanna get in animal handler place eh? Well, knock an' say 'I would like to apprentice in pony grooming'" (*True*).

TOWN WALL DEFENSES: The town's walls have many towers and bastions; this section of the city is protected by five of each. The semi-circular wall bastions thrust outwards from the walls as do the towers. There are war engines, scorpions and catapults, on the tower roofs while each bastion sports an additional pair of scorpions and another catapult.

Generally, the towers are 30-foot diameter, 45 feet high, and are solid to six-foot height, thereafter having walls that taper from five-foot to three-foot thickness at their top where there is a 3.5-foot high parapet and 3.5-foot high merlons, each of three feet width. Their walls are pierced with loopholes along their winding interior stairways and each has five additional loopholes on each of their four interior floors—typically, ground at six feet height, first at 16 feet, second at 26 feet, and third at 36

feet. The towers do not have standard construction; there are variations in height and design, thus some are of darker stone than others or project to a greater height above the walls than their counterparts to either side.

The bastions are essentially siege engine platforms that expose attackers approaching the walls to flanking fire between them and nearby towers. As noted, these fortifications project outward from the wall, allowing artillerists to cover the towers.

Clockwise from north to south soldiers have dubbed these fortifications: Thor's Bastion, North Fish Tower, Urt's Guardian Bastion, Riverwatch Tower, Millsview Bastion, Tinkers Tower, Canal Shot Bastion, Lump Givers Tower, Outshot Bastion and Workshy Tower.

The curtain wall is fifteen feet at the base due to splaying, ten feet wide at the top, with a six-foot wide battlement. It is 35' high for most of its length. The outer and inner surfaces of the wall are of dressed stone block totaling six feet in thickness, the intervening space between them filled with stone, clay, and earth packed hard.

Soldiers assigned to tower or bastion duty patrol the walls either side of their stronghold. Every 15 minutes one soldier will march clockwise the other anti-clockwise halfway to the next fortification. As soldiers in the surrounding towers and bastions do the same, a pair of soldiers will meet at the midway point, then turn and return to their respective sentry post. Typically men are stationed in pairs in the wall towers, and roving patrols of 4 men traverse the length of the walls. There are warning bells atop the walls and bastions these guards use to alert the district's firefighting force (**SEE #1**) if they spot a conflagration.

A typical soldier is:

SOLDIER (HALBERDIER OR CROSSBOWMAN): (*They are 1st level, lawful neutral human fighters whose vital stats are HP 7, AC 15. Their primary attributes are strength, dexterity, constitution. They are equipped with chain hauberk, halberd or crossbow with short sword, dagger or hammer.*)

A typical serjeant is:

SERJEANT (*This is a 2nd level, lawful neutral human fighter whose vital stats are HP 14, AC 16. His primary attributes are strength, dexterity, constitution. They are equipped with chain hauberk, medium shield, longsword, and dagger.*)

A typical sub-lieutenant is:

SUB-LIEUTENANT (*This is a 3rd level, lawful neutral human fighter whose vital stats are HP 21, AC 16. His primary attributes are strength, dexterity, constitution. They are equipped with chain hauberk, medium shield, longsword, and dagger.*)

More information on the soldiers charged with Yggsburgh defense can be found in **Yggsburgh Town: Citadel End**.

III. THE IRON WORKS INDUSTRIAL BLOCK

THIS BLOCK IS SO NAMED for its many metals trade businesses, from foundry to fabrication. The air is thick with the smell of heated metal; smoke covers the dirty streets, smog wisps around long warehouses with wooden façades and double barn doors. Grimy factories are noticeable with their chimney shafts poring out yet more smoke. There are alleys of all kinds — some with shops and taverns, all within hearing distance of the continuous clanging of hammer on anvil. There are swarms of laborers, tired looking men and downtrodden women, hurrying to and from their places of work.

1: INDUSTRIAL QUARTERS FIRE STATION

LOCATION: On the corner of Work Close and Fisher Street

REASON: Emergency crews to deal with fires in the industrial section and local housing

SIGN: Red Fire helmet and crossed ladders

Walking by this corner lot reveals a sturdy 2.5 story corner structure with large barn doors. On warm days, these doors are open. The ½ story atop is evidently a lookout post for locating fires. Inside, the building is divided into a stable, large ready area with three fire wagons, and a second story with rough living quarters. The ready area is dominated by the three bright red wagons, each of which have huge water barrels with pumping mechanisms atop, long ladders attached to the sides, and buckets stacked in cradles. These are kept in a ready state with the firemen polishing, painting or otherwise maintaining the equipment. Frequent exercises are held and the firemen visit businesses deemed a fire risk. At other times they might be found sat around a wood burning stove throwing dice — they love to gamble! Popular with local girls, it's not uncommon for a would-be lady friend or two to call, much to the Fire Chief's annoyance.

The stable section of the firehouse keeps 12 large draft horses with an adequate supply of water and hay. The horses are well cared for and are exercised on a daily basis pulling the fire wagons in drills. On the daily excursions around town, children from the residential areas will follow the wagons excitedly.

Yggsburgh's fire fighting services are largely a volunteer ad hoc affair presided over by a capable wizard able to douse fire magically. Its headquarters are at the Central Fire Station in the Town Halls District (see *Yggsburgh Town: Town Halls District*). There are some fulltime forces, like this one, while others are composed of unpaid volunteers; some districts have no adequate local provision.

FIRE CHIEF OWEN SAWYER (age 36) is a friendly, muscular fellow who commands both the respect of his crew and the townspeople. He was a leader in the town militia when an uncontrolled fire gutted an outlying farm killing the resident family. At the end of his term of duty, Owen still had the sounds of the screaming fire victims in mind and approached town officials with a plan to set up a fire station close to this high risk industrial area. They agreed and since his placement, any fires have been kept well controlled with minimal damage. He is unmarried and sleeps in his office where he maintains a comfortable living area. Chief Sawyer has a dog named King for a companion, a faithful pet ever at his heels.

At any time, both night and day, the fire hall will have a crew of 9 available to combat fires. There are two fulltime crews that rotate 12 hour shifts to ensure coverage. These are backed up by local militia volunteers that step in to cover absences and periods of leave. There are warning bells atop the walls and bastions that the Yggsburgh town guard uses to bring attention to any fire. In turn, the fireman in the lookout uses torch or mirror signals to alert the guards. When an alarm sounds, the firemen will quickly don their thick leather aprons, high boots and helmets and slide down poles to man the fire wagons.

FIRE CHIEF OWEN SAWYER (He is a 6th level, lawful good human fighter whose vital stats are HP 39, AC 14. His primary attributes are strength, constitution, and intelligence. His secondary skill is Military Leadership. His significant attributes are strength 17 charisma 15. He is equipped with cuir bouille armor, piercing axe, and belt axe.)

FIREFIGHTERS x 9 (They are 1st level, lawful good, human fighters. Their vital stats are HP 7, AC 12. Their primary attributes are physical. Their significant attribute is strength 15. They are equipped with leather armor, and belt axe.)

2. FINE CARPET

LOCATION: First block of Fisher Street north of Work Close

REASON: To buy and sell carpets.

SIGN: Rather than a sign, a weathered square of carpet flaps on a small flagpole

ADVENTURE HOOK: Unrequited Love

This industrial unit is a 1.5 story structure with the upper section used for storage of raw materials. The main door opens to an office section with two desks and a large table with samples of materials and colors. There are also carpet samples showing the quality of their work.

The main warehouse is well organized, finishing tables are next to the office, in the remaining sections manufacturing teams work busily on carpets of different sizes and shapes. In addition to the loft, shelves and a corner in the back are used for storage. There is a cash box atop one of the shelves containing 50 cp, 20 sp, 100 gp.

GERIBALDI TENNOR (age 47) is the proprietor and manager of the facility. He is a stern man who runs a well-organized shop. He is very protective of his daughter and will immediately eject any patrons who show overt interest. **CARA TENNOR** (age 18) is Geribaldi's daughter. She is a beautiful woman who assists her father in choosing color and pattern design while helping to supervise the shop.

GERIBALDI TENNOR (He is 0 level, neutral good human craftsman whose vital stats are HP 3, AC 10. He has Business Ability and Knowledge Specialist: Carpet evaluation.)

CARA TENNOR (She is a 0 level, neutral good human craftsman whose vital stats are HP 3, AC 10. She has Charisma 17.)

Unrequited Love: Cara Tennor is secretly in love with Martin Weaver and makes any excuse to visit his father's shop (see #3. *Weaver's Tapestry*) Discreet and shy, she is unwilling to approach Martin directly. Often sad and distracted, if any female characters befriend Cara she may share her desire to woo the weaver's son. She is unaware that Martin shares her feelings and thus is afraid of revealing her own.

There are 20 laborers and 5 runners employed here during business hours.

CARPETS FOR SALE	COST
Low Quality	2 sp per sq foot
Mid Quality	10 sp per sq foot
High Quality	20 sp per sq foot

3. WEAVER'S TAPESTRY

LOCATION: First block of Fisher Street north of Work Close

REASON: If the characters wish to purchase, sell or commission weaving of a tapestry.

SIGN: A wood placard with a small tapestry depicting a griffon

This factory unit is a hub of activity with two person teams running the looms and a variety of younger runners at work. There are tapestries for sale showing landscapes, architecture and fantastical scenes.

HENRY WEAVER (age 50) is the proprietor. He is a jovial rotund man, passionate about his life and work. He can speak for hours on his craft as well as his family of 4 children. **MARTIN WEAVER** (age 22) assists his father in his trade. He is still an apprentice.

Martin is fond of Cara Weaver but feels that she is too beautiful and would never return his affection. Less circumspect than Cara, Martin has complained of this “unrequited love” to his friends, although neither his nor Cara’s parents are aware of his feelings. Should characters involve themselves in uniting the couple, he will offer a 10% discount on goods and services in future.

HENRY WEAVER (He is lawful good human tradesmen whose vital stats are HP 5, AC 10. He has Business Ability and Construction: Tapestry Ability.)
MARTIN WEAVER* (He is a neutral good tradesmen whose vital stats are HP 6, AC 10. He is finishing his apprenticeship.)

TAPESTRIES AND COSTS: Depending upon size, quality, material, intricacy of design etc these cost from 3 sp to 20 gp per square foot of wall covering.

4. SAFE STORAGE

LOCATION: First block of Work Close between Fisher Street and Upper Market
REASON: Should the characters have need to store bulk items
ADVENTURE HOOK: Melchor’s Storage Locker

This warehouse is a secure location with a sliding front door large enough to drive a wagon or cart through. In height it is a two story building but has only a ground floor, this allows the stacking of goods up to the rafters. A quarter of the warehouse is a walled off open office section, the remainder is divided into storage vaults. Abutting the office is a fenced cage where guard dogs are kept. Inside this kennel is a false floor board, beneath this are Slade’s armor and

weapon (see below), (2) 50 gp gems, 100 gp, and a *Potion of Extra Healing*.
The warehouse proper has a system of block and tackle cranes available to facilitate unloading and stacking of large crates.

SLADE VERGER (age 35) is the warehouse manager. A man of dull appearance, he has mousy brown hair and a stooped posture. A hidden worshiper of Loki, he attends the secret rituals held at Melchor’s tradesman guild.

SLADE VERGER (He is a 6th level, Chaotic Neutral, human thief whose vital stats are HP 31, AC 10/16. His primary attributes are Dexterity and Intelligence. His extraordinary ability is Dexterity 16. He has the Secondary Skill of suborning. In difficult times he will don +2 leather armor and a +2 dagger.)

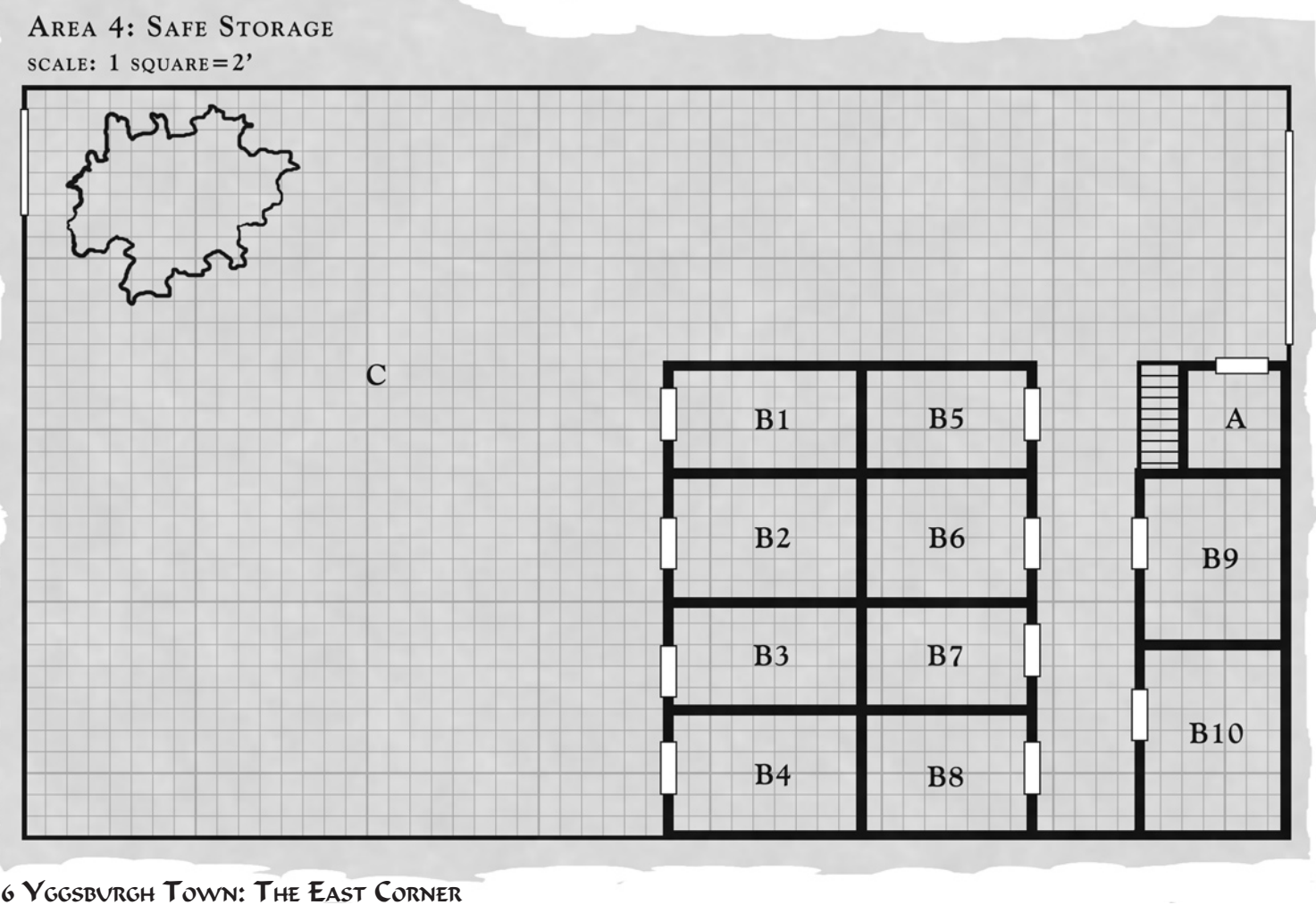
During the day there are 8 workers (*Simple Commoners*) in the warehouse loading and receiving stores. During the evening, 10 guard dogs roam freely. One particularly nasty brute called Otis is never far from Slade’s side.

Melchor’s Storage Locker: If the characters have made contact with **JARROD AND THE PIXIES** (SEE #11) they may find themselves drawn into an investigation of this place. It is here that Jarrod saw Melchor enter and Osgood Lane exit.

Slade Verger will not allow the party to investigate unless they are backed up by the guard but, unless the adventurers’ reputation is very great, the characters word alone will not be enough for the guard to sanction such a search – proof is needed; breaking into the warehouse is one option but is, of course, illegal.

One locker is used by Melchor to store emergency gear and equipment. He has a key to the facility and the guard dogs have been trained to let him pass.

Should the characters attempt to break into the Safe Storage during the evening, they will be attacked within one round by Otis and the other dogs.



GUARD DOGS x 9 (These neutral animals' vital stats are HD 2d8, HP 8, AC 13. Their saves are physical. They attack with a bite for 1d6 damage. XP: 4 + 1)

OTIS (GUARD DOG) (This neutral animal's vital stats are HD 3d8, HP 12, AC 13. Its saves are physical. It attacks with a bite for 1d8 damage. XP: 5 + 1)

#A. SLADE VERGER'S OFFICE:

There is a desk and chair with stacks of paper relating to goods within the warehouse. Characters spending 1d3 hours reading through the papers might find out the renter's name for any location in the lockers. Successful use of Detection secondary skill (CL 5) will give them the name Osgood Lane attached to storage locker C. CKs who decide not to employ secondary skills might allow an intelligence check instead. See the appendix for information on new secondary skills.

The dog kennels are just outside this office.

#B. THE STORAGE LOCKERS:

Each of these lockers will contain some valuable merchandise. The goods are bulky and would take both time and transport to remove. These are goods which belong to a resident of Yggsburgh, taking them is theft! The locker doors are secured with good quality locks (CL 8).

- 1 Bolts of silk fabric (x 10, 100 square feet each) worth 50 gp each
- 2 Blocks of clay and painting supplies 2 gp
- 3 Fine clothing 4 gp
- 4 Used Furniture – Dining room set 5 gp
- 6 Musical instruments - Poor Quality worth 40 sp
- 7 Melchor's Storage Locker.

The door to locker 7 is **TRAPPED** with a poisoned needle. A successful Find and Remove Traps roll is required to locate it (CL 8). Failure results in the person attempting to open taking 10 to 30 points of damage, save vs. poison for half (CL 8). Once the doorway is opened, a **GLYPH** is triggered unless everyone within a 20' radius must save vs. magic or be paralyzed for 1-3 turns (CL 8).

Inside the locker are a wardrobe and two chests, each secured with a good quality lock (CL 8). The wardrobe holds robes of the multi-colored fashion favored by Melchor and a fine leather belt with silver buckle worth 50 gp.

The first chest contains a well-padded potion holder containing 4 *potions of extra healing*, a *potion of invisibility* and a *potion of human control* and a sack with (3) 100 gp gems, (2) 250 gp gems, a holy symbol of Loki (the shape of a burning tree) and Melchor's spare spell book containing 7 - 1st, 4 - 2nd and 3 - 3rd level spells. There is also a sheaf of papers containing hymns and other writings sacred to worshipers of Loki. Mixed in with the papers is a note:

"Gone are the times when the gods of character were appreciated. Men are mindless sheep following daily routines. They live in fear of their petty gods, especially the brutish Thor and his kin. What know they of the god of action? They crave the ordinary and mundane. We will make them remember the Lord of Excitement! Joy and mirth arise from harmless pranks, this is the stuff of character. This is the will of Loki. We will test the cattle serving the Common Temple and make them see that there is more to life than the heavy yoke of a cruel master."

The second chest contains the clothing of a common merchant. There is also a treatise on woodworking.

This is Melchor's emergency stash. If players are not picking up clues on their own and need to be prodded in the right direction the Castle Keeper can use this place to provide even more evidence.

8 Fine wines and liquor	16 gp
9 Stores and rations	5 gp
10 Sails and rigging	

#C. The warehouse proper with many crates and barrels of different goods. This is all left up to the Castle Keeper's discretion. At the very back by the rear door is a large pile of raw ore which belongs to Cotter's foundry (**AREA 5**).

GOODS AND SERVICES COSTS

Vaults per week (locked with key given)

Small 5'x 5' x 15'	1 sp
Med 10' x 10' x 15'	5 sp
Large 20' x 20' x 15'	1 gp
Bulk storage per sq ft	1 cp
One night in open warehouse:	5 cp per square yard of space taken
One week in open warehouse:	2 sp per square yard of space taken
One month in open warehouse:	7 sp per square yard of space taken
Locker, per month:	20 gp (standard), 30 gp (large)

5. COTTER'S FOUNDRY

LOCATION: Iron Alley

REASON: If the characters wish to sell raw ore or purchase refined ingots

ADVENTURE HOOK: Cotter will be aware of the adventure "The Accursed Mine" from the main Yggsburgh town book.

This industrial unit is a 1.5 story structure with many sliding barn doorways that are kept open on all but the coldest days. Vents and stacks on the roof belch smoke and fumes, carrying the odor of metal into an already polluted atmosphere. Four large furnaces, spaced throughout the western two thirds of the foundry, have crews of laborers scurrying about feeding crushed ore into the front while in back others use long spoon-like implements both to skim impurities and transfer molten metal into ingot molds. Another section of the refinery is used to pound cooling ingots into sheets of metal. These are special orders for the various shops in Yggsburgh and not available for public purchase. The final section has mounds of raw ore which are sorted and broken into smaller bits with sledgehammers. A steady stream of carts brings unfinished ore from warehouse space rented in the back of **SAFE STORAGE (#4)**.

The different ore piles are fed by carts originating from both barge shipments and trade caravans with much first being stored in **The Black Block (Yggsburgh Town: Storehouse District #VIII)**. The metal shops in this industrial area are all customers of Cotter's ingots. There are 30 laborers working in the foundry.

In the midst of all this activity an old dwarven foreman barks orders above the din. Every so often he cries "I love the smell of molten ore ...it reminds me of home." The laborers run frantically to and fro trying to maintain the pace set by the gruff demi-human. "Yeah I'm Cotter", he says, "Whadda you want?" If anyone questions how a dwarf ended up with a human surname, he shrugs and says, "t'was the name on the door I took over the place." He does not offer his real name unless it is over a tankard of fine ale. Like most dwarfs, he is stubborn and dour but honest despite his demeanor.

GRONDL "COTTER" BLACKSTONE (age 370) is a retired soldier who used his savings to purchase the foundry. He adopted the previous owner's name so business would be easier in a human community. Born in a dwarven mining complex he enjoys running the foundry as it reminds him of his youth. While adventuring and soldiering he met his best friend "Saddler" (**#12**).

GRONDL “COTTER” BLACKSTONE (He is an 8th level, chaotic good dwarf fighter whose vital stats are HP 75, AC 14. His primary attributes are Strength and Constitution. His significant attributes are Strength 18 and Constitution 16. In time of need dons +2 Plate mail and a +2 Battleaxe that returns to his hand when thrown.)

GOODS AND SERVICES	COST
<i>Ingots (20 lbs.):</i>	
Iron	2 sp
Bronze	20 sp
Tin	10 sp
Lead	6 sp
Nickel	60 sp

6. ANIMAL EXTRAVAGANZA

LOCATION: First block of Work Close in between Upper Market and Fisher
REASON: For acquiring trained animals or selling exotic creatures
SIGN: Grand sign advertising Animal Extravaganza
ADVENTURE HOOK: Illegal Gaming House

This large building 1.5 story building has barred windows on each side. There are panes of glass which are opened on all but the most inhospitable of days. From within, the sounds and musky odors of different animals are evident. Signs by the front door indicate that here one can purchase trained animals or have one’s own beasts instructed, they also give times and fees for twice-weekly performances.

Inside the main entrance a 20x40 hallway runs to a curtained entry on the west wall. During show times fees are taken here. Past the curtain is a large open area with a “ring” of sorts in its middle. During shows crowds stand around the ring. On non-performance days, there are several animal handlers working with dogs of different sizes, teaching them obedience, recognition of commands and how to act as guard dogs. The show itself has several trained dogs, cats and a dancing bear. They perform a variety of tasks accompanied by a band brought in for the occasion. The animals dance and prance, leap through flaming hoops, climb ladders and perform acrobatics. Kennels and holding areas are in the back section of the building. In the evenings, the dogs are allowed to run free but the other animals are kept in their cages. Should anyone enter the building at night, 7 of the dogs are trained to attack intruders.

GOODS AND SERVICES	COST
<i>Animal Show:</i>	
Children	2 cp
Adults	1 sp
Trained guard dog	25 gp
Trained tracker	18 gp
Trained hunting dog	25 gp
War Dog	50 gp

Other animals can be trained for a minimum of 5 gp per day; the customer must provide a young specimen of the desired beast. The Castle Keeper must decide which creatures it is possible to train and what tricks they can learn. Animals above bear-size cannot be taught. See the appendix for details of the Animal Training secondary skill.

ALAN FLETCHER (age 28) is the lead animal trainer and ringmaster for the show. He has a goatee and large mustache which he waxes and extends wildly for show days. He loves animals of all kinds and is careful about their treatment. He will readily sell an animal to the party but should the animal die he will become inquisitive – if they have mistreated their animal companion he will not sell them another.

ALAN FLETCHER (He is 8th level, neutral human druid whose vital stats are HP 55, AC 10 (15). His primary attributes are Constitution, Wisdom, and Charisma. His extraordinary abilities are Wisdom of 17 and Charisma 13. He also has secondary skill in Animal Training & Handling, for shows and in time of need he dons +2 Studded Leather armor and +1 Ring of Protection.)

There are 8 assistants (*Simple Commoners*, with some Animal Training skill) who help care for and train the animals

Illegal Gaming House: Alan is not a member of the **ANIMAL TRAINER’S GUILD (#35)**, recognizing it as a front for an illegal gaming house. If characters show themselves able and willing he will volunteer this information. His goal is to clear the way for a proper guild. He suggests that clearing the place out would be profitable for the characters. Alan will be grateful for any assistance given, mentioning the deed to influential friends associated with the Common Temple.

7. DRUNKEN CLAM TAVERN AND INN

LOCATION: Work Close and Upper Market
REASON: Should the characters desire refreshments, company of locals or private rooms.
SIGN: A large clam with an upended stein
ADVENTURE HOOK: The Castle Keeper can use Lloyd’s past as an opportunity to introduce a bounty hunt to the characters.

This is a two-story building, the main floor has a bar area set with tables and benches. The fireplace has a large swordfish mounted above it. There is a nautical theme with nets, floats, anchors and ships wheels decorating the walls. This chamber covers three quarters of the main floor, the remainder is a kitchen. Behind the bar, several casks of different ales are available for patrons to select.

LLOYD ROBBINS (age 37) is the owner and bartender. He is a bear of a man covered with amateur tattoos with a full beard and loose-flowing long hair. He tells a tale of being a retired sailor, one who grew weary of a life at sea and decided to travel inland. In truth, Lloyd’s real name is Nigel Bowman. A member of a criminal gang in a far off city, he was the only survivor of a major heist. He escaped to Yggsburgh to evade both the law and the local guild after he took the loot without paying the guild master his share.

LLOYD ROBBINS (He is a 4th level , neutral evil, human assassin whose vital stats are HP 19, AC 12. His primary attributes are strength, dexterity, intelligence. His significant attribute is dexterity 16. He has a dagger.)

Upstairs is a dormitory room, a semi-private room, employees bedrooms, and Lloyd’s private chamber, this he keeps secured with a heavy lock (*open locks CL 5*). Inside, along with bed and armoire, there is a locked chest (*CL 5*) with a poison gas trap (*save vs. poison, CL 4, or unconsciousness for 2d6 rounds*). This contains the remainder of his stolen treasure, 500 sp, 254 gp, (10) 50 gp agates and a *Scroll of Magic Missile, Fire Trap, Mirror Image and Comprehend Languages* that he has not been able to use and is too fearful to sell in case doing so raises questions.

There are 5 serving girls, a cook and 2 busboys (*all Simple Commoners*) employed at the Clam. There is a 10% chance that **SUTTON BLUE** will be here (**#21**)

GOODS AND SERVICES	COST
Bread, plain or toasted	1-2 cp
Bread, white, soaked in egg batter and fried, with butter and syrup	2 cp
Cheese, slice or small wedge	2 cp
Cheese, large slice or medium wedge	4 cp
Cold meat, large slice	2 cp

8 YGGSBURGH TOWN: THE EAST CORNER

Beef stew with potatoes and vegetables	6 cp
Chicken stew with potatoes and vegetables	4 cp
Sausages, beef, two links	8 cp
Ale, local pint	2 cp
Ale, dwarven pint	5 cp
Beer, local pint	3 cp
Beer, Local premium	5 cp
Wine, ordinary, gill	2 cp
Wine, Elven, gill	1 sp
Liquor, ordinary; ounce	5 cp
Liquor, fine;	2 sp
Dormitory Room (Sleeps 20)	1 sp per person
Semi Private (Sleeps 6)	2 sp per person

8. ELDER'S FINE WOOD FURNISHINGS

LOCATION: Upper Market Street between Work Close and Iron Alley

REASON: Purchase, sale or appraisal of fine furniture

SIGN: A perfectly stained oak plank with beveled edges and a chisel and hammer carving

This is a large single story workshop with a main entry in the front. There is a small office with comfortable chair and desk beside a show room of chairs, armoires, tables and curio cabinets. A bell that sounds when the door is opened brings Wylie Elder to serve customers. The workshop can be seen through an archway that separates it from the first 1/3rd of the building. There is a cash box tucked into a cupboard in the work area holding 30 sp and 50 gp.

WYLIE ELDER (age 47) was a member of the town militia for several years and is currently a member of the Carpenter's Guild in good standing. He is totally unaware of the Cult of Loki and their machinations.

WYLIE ELDER (He is a 4th level, lawful good, human fighter whose vital stats are HP 19, AC 10/12 when wearing his leather armor. His primary abilities are strength, dexterity, and intelligence, although his strength has waned with age. He has the Construction Ability skill with a carpentry focus.)

The workshop is divided between preparation, cutting, turning, assembly, staining and finishing areas. There are 3 carpenters and 5 apprentices working here. All of Elder's furniture is of at least above average construction. His prices are non-negotiable unless a long term commission is involved.

GOODS AND SERVICES	COST
Chairs	30 sp
Table	5 gp
Armoire	12 gp
Bookshelf	8 gp
Curio Cabinet	17 gp
Chest, 2' x 3' x 4'	2 gp
Chest, Small 1.5' x 2' x 2.5'	1 gp

Custom orders: The Castle Keeper will have to use discretion here since the value of such work will vary depending upon the materials used and the time needed to create it.

9. METAL SHOP

LOCATION: On the corner of Upper Market and Iron Alley

REASON: Manufacture and repairs for common large metal work

SIGN: A farmer's plow in a furrow

This building is a sturdy and well kept 1.5 story structure with large barn-type doors and a chimney rising from its roof. Inside there are two main work areas; one dealing with cold metal, using bending implements and large tongs to shape it into desired forms. The other with a large heating pit so metal may be fired and manipulated.

Amid the hammering, pounding and riveting a loud shrill voice can be heard. Interestingly it is a female voice. **KORA NASH** (age 32) is the supervisor for the manufactory. She lost her paladinhood by accidentally killing a devout worshipper of Sindri during a grand melee. Although an accident, she was stripped of her abilities until such time as she atoned for her actions. Priests of the Common Temple divined that it was Thor's will she complete manual labor in a fashion satisfactory to Sindri for a period of 5 years. She has been working for 3 years in this shop. A friend to all at the Common Temple, she will come to their assistance when requested. The Castle Keeper can have Kora available as an NPC should the Melchor affair become too difficult for the characters.

KORA NASH (She is a 7th level, lawful good, human, [fallen] Paladin of Thor whose vital stats are HP 65, AC 12/20. Her prime attributes are strength, dexterity, and charisma. Her exceptional abilities are strength 17 and charisma 17. She has Construction Ability skill with a metal craft focus. When equipped for battle, she typically uses +2 plate mail, a +2 medium shield and a +1/+3 vs. Shape shifters longsword.)

The owner and proprietor of the Metal Shop is **GEORGE HILL**, age 45. He is a stern man, a perfectionist who expects accuracy in the shop's work. At first leery of Kora working in the shop, her determination and dedication proved such that he made her supervisor. He is of average build with blond hair and green eyes. George heads a local chapter of metal workers (**#15**) and as such is answerable to the various Guild Masters of the metal working trades based in the **Black Block (Yggsburgh Town: Storehouse District, #VIII)**.

GEORGE HILL (He is a neutral tradesmen whose vital stats are HP 6, AC 10. He has Construction Ability: Metal craft, and Business Ability.)

GOODS AND SERVICES	COST
Plow blade, for single animal	20 sp
Plow blade, for team	35 sp
Wood Cutting Chisel	5 sp
Metal saw, large	15 sp
Wood saw, large	10 sp
Metal chest	30 sp
Anvil, large	2 gp
Anvil, small	1 gp
Pulley for block and tackle, large	2 gp
Sledge Hammer, 8 lb	5 gp

The Castle Keeper can expand this list to include any regular metal items useful for city or rural dwellers.

10. BLOOMER'S COOKERY

LOCATION: On the Corner of Craft St and Fisher St

REASON: For locals or characters needing food cooked

SIGN: Pig on a spit

This is a small unit that caters to laborers buying meat from the butcher shop and needing it cooked. The owner has regular customers who bring ingredients in during the morning to be prepared for their lunch. Benches and narrow tables allow up to 10 diners to eat their meals here.

THOMAS BLOOMER (age 50) is the owner and cook for this establishment, a friendly sort who will welcome any prospective clients, despite grumblings from the locals who frequent the grill. He is renowned for his ability to season even the cheapest cuts of meat. He keeps a float of 10 gp on his person.

Thomas is assisted by his daughter **AMY** (age 28); she cleans and prepares side dishes. A single woman with average appearance, Amy is eager to avoid marrying into a laborer lifestyle. She will be overly attentive to any adventurer or wealthy visitor in hopes that they will take her away from the world she lives in. She will flirt outrageously when her father is not watching.

THOMAS BLOOMER (*He is a neutral, human tradesman whose vital stats are HP 4, AC 9.*)

AMY BLOOMER (*She is a neutral tradeswoman whose vital stats are HP 3, AC 10.*)

11. DORA'S DELICACIES

LOCATION: By the Corner of Craft St and Fisher St

REASON: If the characters wish to eat a tasty treat

SIGN: A loaf of bread superimposed on a sheath of wheat

ADVENTURE HOOK: Troublesome Pixies

The main entry to this shop is beside a large window displaying shelves holding seasonal pies and sweet breads. This window tilts open, the smell of fresh bread and sugared loaves hang heavy in the air as the food cools in the breeze.

The shop itself is brightly lit; there is a small counter with baskets of loaves, buns, tarts, scones, cakes and pies. In the summer they are flavored with local fruits and berries, while in the winter hardier apples and pears, kept in cold storage, are employed. Behind the counter one large and one small wood oven are tended to by Dora's two helpers. There is a cash box under the counter with a float of 4 cp, 10 sp and 10 gp.

DOROTHY "DORA" SINGER (age 40) is the owner and head baker. A bright and pious woman of average height with dark brown hair tied in a bun underneath a cooking hat, she takes time out every day to teach young children at the Common Temple. The shop is organized, clean and usually full of patrons selecting bread or sweets.

DOROTHY "DORA" SINGER (*She is a 1st level, neutral good, human cleric whose vital stats are HP 9, AC 11. Her primary attributes are intelligence, wisdom, charisma. She has normal clothing. Cleric spells: 0th x3, 1st x1.*)

GOODS AND SERVICES	COST
Bread, white/whole wheat, loaf	3 cp
Bread, fancy, multigrain, sweet, loaf	5 cp
Buns, white/whole wheat, dozen	5 cp
Buns, fancy, multigrain, sweet, loaf	7 cp
Scones, jam filled, each	3 cp
Scones, raisins and fruit	1 cp
Cakes and pies*, fruit/nut, 8 slice pie	3 sp

* in season (will have sugar, apple, blackberry, blueberry, cherry, peach, pear, raspberry and strawberry)

Troublesome Pixies: As an assistant at the Common Temple, Dora has become a target for Melchor's mischief. He has lured a small band of pixies to the edge of a nearby wood with promises of sweets beyond their wildest dreams. Under cover of darkness, Melchor hid their leader **JARROD** in his cloak and showed him the shop and a convenient way to sneak in through a roof vent. Since that day, the pixies have been helping themselves to Dora's treats. First thing in the morning the good lady and her assistants find a mess and missing sweets, yet the cash box is never looted. Dora originally suspected children but how would they get in?

Dora will mention the situation to the High Priest of the Common Temple and ask for help. He in turn will ask the characters for assistance. Should the party investigate they will notice a very small 2 ft square ceiling vent is loose. Staking out the place, they will quickly understand what is really going on. Note, the pixies are not evil creatures, just gluttonous free spirits whose antics should be played up by the Castle Keeper. If the party confronts them, they will behave like children caught with their hand in the cookie jar, bashfully looking at the floor and insisting they didn't mean any harm. Should things get physical, they will turn invisible and fly away as quickly as they can. Willing to make good on their crime, they will help Dora out by collecting herbs from the forest to assist in her baking...in exchange for more sweets of course.

The pixies offer a great source of information regarding Melchor. After one meeting the Pixie leader Jarrod turned invisible and followed him. He saw Melchor walk into an alley and enter Safe Storage (#4). When Jarrod waited, a different looking man (Melchor in his Osgood Lane disguise) exited and walked to the Woodcraftsmen Guild (#41). Jarrod can provide a description but it is vague since "all you biggins' look the same to me..."

BAND OF PIXIES x 11: (*These neutral good feys' vital stats are HD 1d4, HP 3, AC 16, MV 20', 60' [fly]. Their saves are mental. They attack with a dagger for 1d4 damage. Their special abilities [all at 1/day] include polymorph self, permanent illusion, know alignment, confusion [permanent unless remove curse cast], dispel magic [at 8th level effect], dancing lights, detect thoughts, and sleep. Pixies are always invisible, unless they choose to reveal themselves. XP: 35+1*)

JARROD, PIXIE LEADER (*as above, except HP 5*)

12. SADDLER'S SPECIALTY METALS

LOCATION: Upper Market north of Iron Alley

REASON: For the purchase of metal wire or fasteners

SIGN: A spool of wire

This long two-story building is a workshop for making different types of wire. There is a set of double doors on the east wall where sheets of metal are brought in by wagon from Cotter's foundry. While seemingly a mundane sort of business, this shop is a model of efficiency. It is almost outside of human ken, not surprising then that the shop is a gnomish business.

The front part of the building is divided into three sections. In the first sheet metal is trimmed into strips using a large cutting wheel that measures lengths precisely. Different widths give the strength desired in the finished product. The second section is for heating and joining the ends of the metal strips. In the third section unfinished metal is coiled for the final processes further back in the plant.

In the building's middle section the wire is shaped. The metal strip coils are pulled into a die mechanism set into the stone floor. The ends of the wire are attached to clamps which are in turn connected to a system of counterweights set high in the rafters. Their weight pulls the wire through multiple dies of ever smaller size, thus producing the desired shape and strength.

In the rear of the building separate workbenches are used for the construction of gold and silver wire. There is a large safe set into the floor here; it holds 15 small gold and silver bars worth a total of 500 gp.

HANDER "SADDLER" GIBBERERSON, a gnome, is the owner of the shop. He is a kind, worldly and affable fellow. After adventuring for a while in his youth he grew tired of the risks. He is an old friend of Cotter's, and decided to join him in retirement. He can often be seen with Cotter wandering the streets in search of the nearest flagon of ale. **ENOLIMINUS "SAM" GIBBERERSON** runs the shop when his brother is away. He is dependable and would do anything for his older brother.

HANDER “SADDLER” GIBBERERSON (He is a 6th level, neutral, gnome illusionist whose vital stats are HP 9, AC 10/14. His primary attributes are intelligence and wisdom. His significant attributes are intelligence 15 and charisma 14. When not working, he wears Bracers of Armor +2, Ring of Protection +2 with a Wand of Polymorph with 23 charges.)

ENOLIMINUS “SAM” GIBBERERSON (He is a 0 level, neutral gnome whose vital stats are HP 3, AC 10 with primary attributes of strength and intelligence.)

GOODS AND SERVICES	COST
Wire, thin, 50 lbs test, 100 ft	20 sp
Wire, thick 100 lbs test, 50 ft	40 sp
Wire, braided cable, 500 lbs test, 50 ft	4 gp
Wire, gold, 5 ft	10 gp
Wire, silver, 5 ft	2 gp
Wire, platinum, 5 ft	18 gp
Spring, wagon	10 sp
Spring Plate*, for wagon seat	10 gp
Lead weights	4 sp

* an intelligent thief will realize that this would be useful for trap building!

13. PIKES AND LONG ARMS

LOCATION: On the corner of Iron Alley and Fisher Street

REASON: The purchase or repair of pole weapons

SIGN: Crossed Halberds

ADVENTURE HOOK: Stolen Fire

This two-story corner building is similar to a barn. There is a main door onto Fisher Street with a side entrance on Iron Alley. The front 1/3 of the warehouse has weapon racks with completed wares for review and purchase. Beside these are straw filled mannequins and ample space to test the completed pikes. In the back workshop long tables hold weapons in different states of completion. Weapon shafts of different lengths and sizes line the wall while sharp heads waiting to be mounted upon them are stored in bins. One of the bins is on wheels; it covers a floor safe containing the owner's nest egg of 100 gp and a *potion of fire resistance*.

A coal burning open forge, resembling a well, dominates the workroom. Each time the characters arrive there is a 10% cumulative chance the fire is out. If so, a group of men are puzzling over the cold fire pit. A stocky man with thinning hair is muttering loudest. He can be heard giving orders to, “*Ship half-finished pieces to the Metal Shop (#9), they must be fired and finished post haste! But watch out for that she-devil and count yer coins when ya leave!*”

HALL TANNER (age 37), a capable tradesman and weapon smith, is wide and robust but not overly tall in stature. He has a deep distrust of Kora the fallen Paladin (#9) since he himself is respectful of Sindri. He has heard rumors of her punishment and surmised that she must be evil. Convinced Kora has something to do with his forge's problems he believes she is behind a plot to extort money from him since the only other forge nearby is the one she supervises.

HALL TANNER* (He is a 3rd level, neutral good, human fighter whose vital stats are HP 20, AC 10/14. His primary attributes are strength, dexterity, intelligence. He has a shortsword and 5 sp. When prepared for battle, he dons a chain shirt.)

GOODS AND SERVICE	COST
Pole, (for weapon use), per foot	4 sp
Pike (18-foot shaft, one- or two-foot head)	30 sp
Spear, long (c. 10-foot shaft)	20 sp

Long Flail	30 sp
Halberd	40 sp
Guisarme	40 sp
Pole-arm, long (various sorts, c. 12-foot shaft)	35 sp
Pole-arm, short (various sorts, c. six-foot shaft)	30 sp.

Stolen fire: Melchor has been sowing evil rumors about Kora's supposed wickedness and untrustworthy business practices. As she is a strong ally of the Common Temple, and as such an obstacle to be removed, he hopes to discredit her and force her flee town. Once the seeds of distrust were planted in Hall Tanner's mind he summoned a small salamander to rest under the coals of his forge. The salamander is magically compelled to remain there draining heat from the fire. If discovered by arcane methods (Detect Magic or similar) or by someone physical digging down close to the bottom of the 20' deep pit the salamander will protect itself however it will return from whence it came should it come near to death. At the bottom of the pit is a charred holy symbol of Sindri to further point the blame at Kora. While an inquiry will dismiss all charges against the paladin for want of direct proof linking her to the crime, in the public's mind she will be blamed and thereafter shunned. During any investigation Kora will be confined to her chambers, the Castle Keeper may have this occur at a time advantageous for Melchor's other schemes.

SALAMANDER (This chaotic evil, Extraplanar monster's vital stats are HD 5d8, HP 26, AC 19, MV 20 ft. Its saves are physical. It attacks with a spear for 1d6+2 damage or Tail Slap for 1d6+2 damage. All melee attacks are bolstered by elemental fire, causing an additional 1d6 damage. If the tail slap hits, it will wrap around its victim and constrict, attempting to strangle the victim, strength save to avoid. If the first fail save, no further saves are allowed. The victim is strangled for 1d4 damage per round + 1d6 heat damage. The salamander can make a strength save of its own to move while constricting. When constricting, the salamander suffers a -2 AC penalty. Salamanders suffer double damage from cold based weapons or attacks. XP: 450)

14. KEEP THE DARK AWAY

LOCATION: First block of Iron Alley off Fisher Street

REASON: To purchase candles

SIGN: A small tin lantern which is lit in the early evening

This small workshop and store contains shelves of candles of all shapes and sizes: large votives used by the churches, ornately colored specimens, and small tallow sticks for home use etc. There is a wall of fancy candles in the shapes of fantastical creatures like dragons and griffins and others shaped like the holy symbols of Tenoric deities. The back section of the shop is a work area with small braziers, molds, heated forming tools and dyes.

ELWIN GLAZIER (age 32) is the store's proprietor. He is quiet and introverted, enjoying the craft of candle making but not the company of strangers. His wife Hazel is the shop's public face, she is more sociable. **HAZEL GLAZIER** (age 25) is jovial and loud, a good tradeswoman much different from her husband.

ELWIN GLAZIER (He is a lawful good human tradesman whose vital stats are HP 4, AC 10.)

HAZEL GLAZIER (She is a lawful good human tradeswoman whose vital stats are HP 5, AC 10.)

GOODS AND SERVICE	COST
Candle, beeswax, eight-hour burn time, (12)	3 sp
Candle, tallow, two-hour burn time, (12)	4 cp
Candle, wax, four-hour burn time, (12)	12 cp
Wax Candle, Dyed and fancy	10 sp
Large Votives	15 sp

15. METALWORKERS MEETING HOUSE

LOCATION: Craft Street between Upper Market and Fisher

REASON: The hall for metal workers to meet

SIGN: Anvil crossed by hammer and thongs

This brick-based building, with metal sheeting and iron grillwork decorating its frontage, is a local chapterhouse for metal workers of all professions. Their guild halls are based in the **Black Block (Yggsburgh Town: Storehouse District #VIII)**. Within, there is a large room equipped with tables, chairs and a podium, the latter stands before a stylized mural of an anvil. Here metal workers gather to discuss trade issues and regional supply problems and, most importantly, have social events. The interior walls are clad with metal just as the outer walls are. Everything is in immaculate condition; maintenance is carried out by a score of eager youths all keen to win apprenticeships in the metal trade.

A retired metalworker is in charge, **ERNEST TURNER** (age 53) is glad to have company for a cup of tea and a chat. He is bald, missing many teeth, and tells boring stories from the good old days. The chapterhouse leader, who has been elected by the members, is **GEORGE HILL** from #9.

ERNEST TURNER (He is a lawful good tradesmen whose vital stats are HP 4, AC 10.)

16. VERMIN BEGONE

LOCATION: First block of Upper Market north of Work Close

REASON: Should the characters have need of vermin removal, seek entertainment or poison

SIGN: A faded black rat with red eyes

The sound of barking dogs can be heard from this small unkempt 2 story structure. The door opens to a single room, racks of cages and two large kennels rest against the walls. A messy desk and chair are set nearby. A ladder, rising through a hole, gives access to the floor above. The kennels house 16 small short-legged dogs. They are similar to Corgis but even shorter and with a highly aggressive demeanor. The cages are actually rat traps; they hold a few live specimens.

The dogs are employed in ridding the area of vermin. They are small enough to fit into burrows and foundation holes and are used, where space permits, to destroy rat lairs. In addition to trapping, poisoning and destroying vermin, the proprietor runs a small rat fighting pit in the alley behind his shop. These events take place of an evening, advertised by word of mouth. There are wagers taken, the rat catcher acts as the house and takes a share of the proceeds. For those not betting, 5 cp is charged to view the fights. **CEDRIC GRAY** (age 26) is the rat catcher for this sector. He is a foul smelling man with greasy hair and bulbous nose.

A yet more dubious practice is Cedric's sale of poison. He has a collection of ingestive and contact poisons suitable for assassination and coating weapons. He will not mention this; he sells only to his thieves' guild contacts. All his poisons are challenge level 8.

CEDRIC GRAY (He is an 8th level, neutral evil, human thief whose vital stats are HP 32, AC 14. His primary attributes are dexterity, intelligence, charisma. His significant attribute is dexterity 15. He also has Animal Training and Knowledge skill: Poison. He typically wears +1 Leather Armor, carries a longsword, and 89 gp in a belt pouch.)

GOODS AND SERVICES	COST
Vermin catching: Per rodent	5 cp
Dedicated infestations	2 sp per day
Rat fights	5 cp per spectator

12 YGGSBURGH TOWN: THE EAST CORNER

Poison, ingestive (1 dose, 1-3 damage after 5 4 gp
round delay)

Antidote for the above 5 gp

Poison, ingestive (1 dose, 1-6 damage per round 50 gp
after 3 round delay until death)

Antidote for the above 75 gp

Poison, contact (1 dose, coats 1 medium weapon 15 gp
(for 2-5 hits) or 10 arrows, 1-6 damage per
successful attack)

17. THE ROSE CRAFT SHOP

LOCATION: Craft Street in between Upper Market and Fisher

REASON: The purchase, commissioning and appraisal of sculptures

SIGN: Rather than a sign, a stand with a sculpted warrior

This small shop on Crafter Street is home to a skilled sculptor. There are a number of smaller completed objects for sale including quartz charms, rough animal figures, larger hearth pieces and a few man-sized pieces.

ROSE PLANTER is cordial but quiet focused while crafting, answering questions but preferring to concentrate on her work. If pestered, she will sigh, throw down her tools, and concentrate on visitors. She has 3 APPRENTICES. The eldest one, Lily will try to intercept patrons before they bother her mistress.

ROSE PLANTER (She is a Neutral, 0 level human tradeswoman whose vital stats are HP 4, AC 10. She has the Secondary Skill of Artistic Capacity: Stone Sculpting.)

APPRENTICES x 3 (They are tradeswomen with some Artistic Capacity: Stone Sculpting.)

GOODS AND SERVICE	COST
Charms	1 sp to 5 gp
Hearth Pieces	30 sp to 50 gp

There are two completed man-sized pieces. One of the statues is of Thor showing a very muscular man wearing a bearskin cloak, holding a hammer in his right hand. The other is of peaceful village woman sitting on a stool. They are offered for 300 gp and 100 gp respectively.

Commissions will be accepted if a retainer equal to half of the entire cost is paid. Man-sized objects can take months to create. Use a standard rate of 50 gp per month plus cost of materials.

The Mad Artist: A wild-eyed disheveled man clad in huntsman's garb but with foppish manners recently approached Rose with a number of full-size animal statues he wanted her to sell on his behalf. The craftsmanship was perfect and the price he asked a most reasonable one but Rose and Lily found him sinister. Rose will mention this to event to visiting adventurers, when they next call she will tell them the odd fellow returned with a cart laden with statues of men and women in peasant dress, once more she sent him away but this time the artist issued threats saying "The whole town will learn to appreciate my talents, the name Richard Tallfellow will go down in history!"

Of course the "artist" is no such thing; rather he is a deranged nobleman who, having lost his fortune, trapped a monster of the CK's choice, one having the power of petrification. Keeping this beast in a wood-side shack he first brought it animals to "immortalize" but when these failed to sell began luring passing vagabonds into his "studio."

RICHARD TALLFELLOW (This is a chaotic neutral, 0 level human [equal to 4th level fighter in combat] whose vital stats are HP 14, AC 10. The equipment he typically uses is clothing, a feather staff, and 17 pieces of gold in mixed coin.)

18. BADGER'S LAYAWAY

LOCATION: Craft Street in between Upper Market and Fisher

REASON: For the storage of goods

SIGN: A crate wrapped in chains

ADVENTURE HOOK: The Cave of Evil Spirits

This sturdy structure has barred windows and an iron bound set of double doors in front. During the day wagons haul goods in and out of the facility. In a small well-organized office a tall, fit-looking bespectacled man checks over papers and gives direction to the warehousemen. This is Oliver Badger, the owner of this place.

A false table leg contains a *Scroll of Cure Serious Wounds* for use in case of emergencies. A cash box in a locked cabinet (CL 5) contains (3) 50 gp gems, 400 gp, 25 sp and 30 cp.

OLIVER BADGER (age 39) is an honest man who prides himself on having one of the most secure storage facilities in Yggsburgh. In fact, he guarantees it! Upon first hearing his sales pitch listeners sometimes think him braggart but his conviction is backed up by a written contract, one guaranteeing any items listed, itemized, signed for and stored herein that are removed without the owners consent will be replaced or paid for. He claims (honestly) that he has never had to pay out on the contract. His fees are expensive, but safety is assured. There are 15 employees at Badger's layaway.

OLIVER BADGER (He is a 5th level, lawful good, human cleric of The Norms whose vital stats are HP 32, AC 10/14. His primary attributes are strength, intelligence, and wisdom. His significant attributes are strength 14, wisdom 15. He has a +1 heavy mace and dons a chain shirt when preparing for battle.)

SERVICES:

One night's storage:	2 sp per square yard of space taken
One week's storage:	8 sp per square yard of space taken
One month's storage:	3 gp per square yard of space taken

The Cave of Evil Spirits: Oliver Badger is quite assured that goods will in fact be safe. He was once an adventurer, part of a group known as The Seekers. While investigating a cave reputedly full of undead they were cornered near the cave mouth by "evil spirits." After a night spent frozen in terror, the sun rose and the "spirits" retreated. The party was unharmed! Upon investigating they found an odd urn carved with dreadful images. This was the *Urn of Frightful Spirits* (see appendix) that had paralyzed the party all night. Oliver kept and learned how to use it. The Seekers eventually retired and for Oliver the idea of Badger's Layaway was born. Glavin Walker (#29) was also a member of the Seekers. For philosophical reasons Oliver and Glavin never got along but they respected each other's abilities. Glavin opened the butcher shop So Fresh, So Good. Oliver suspects Glavin uses another item found in that cave. Here is an opportunity for the Castle Keeper to create a side adventure, what else might be found in the Cave of Evil Spirits? Are more exotic magical items hidden there? Why were they hidden and do the original owners still exist?

19. DOUBLE B BREWERY

LOCATION: Corner of Upper Market and Craft Street

REASON: The purchase of large quantities of malted beverages

SIGN: A barrel with a spigot

This large building, surrounded by the fragrance of brewers yeast and malting barley, is obviously an establishment for the brewing of ale and beer. A large set of double doors are usually open during the day, leading into the shipping and receiving side of the business. Several chimneys emit gray smoke or steam with the sweet smell of hops. Sacks of hops and barley are piled

opposite barrels of ale, lager and specialty beers. A half wall separates this area from the brewing facility itself; here several 15' tall copper boilers are warmed by fire pits set beneath them. Ingredients are added by workers clambering in scaffolding set around the walls. Once the boiling is completed, the mixture is transferred to other copper storage tanks for fermentation. After the required time has passed, the finished product is transferred into barrels for sale. There are 15 EMPLOYEES (*Simple Commoners*) at the BB.

BLAKE BREWER (age 46) is the brew master and owner of the BB. A middle aged restrained fellow with a great waxed moustache and goatee, Blake comes from many generations of brewers and takes his beer seriously. He supplies taverns and inns throughout the town but is not against selling to individuals. He had some training in the militia and is a member of the East Corner watch.

BLAKE BREWER (He is a 1st level, lawful neutral, human fighter whose vital stats are HP 9, AC 10. His primary attributes are strength, dexterity, wisdom. He has the Secondary Skills of Knowledge Specialist— Brewing, and Business Ability.)*

GOODS AND SERVICE

COST

BEER, LOCAL LAGER:

Barrel, Firkin, 8 gallon capacity	8 sp (plus a 5 sp deposit on the barrel)
Barrel, Keg, 30 gallon capacity	32 sp (plus a 6 sp deposit on the barrel)
Barrel, Hogshead, 120 gallon capacity	3 gp (plus a 30 sp deposit on the barrel)
Barrel, Tun of 252 gallon capacity	5 gp (plus a 80 sp deposit on the barrel)

LOCAL ALE (GOOD QUALITY):

Barrel, Firkin, 8 gallon capacity	12 sp (plus a 5 sp deposit on the barrel)
Barrel, Keg, 30 gallon capacity	1 gp (plus a 6 sp deposit on the barrel)
Barrel, Hogshead, 120 gallon capacity	4 gp (plus a 30 sp deposit on the barrel)
Barrel, Tun of 252 gallon capacity	6 gp (plus a 80 sp deposit on the barrel)

BEER, LOCAL (PREMIUM):

Barrel, Firkin, 8 gallon capacity	16 sp (plus a 5 sp deposit on the barrel)
Barrel, Keg, 30 gallon capacity	65 sp (plus a 6 sp deposit on the barrel)
Barrel, Hogshead, 120 gallon capacity	5 gp (plus a 30 sp deposit on the barrel)
Barrel, Tun of 252 gallon capacity	6 gp (plus a 80 sp deposit on the barrel)

20. HARDWARE AND TOOL WORKS

LOCATION: First block of Iron Alley from Fisher Street

REASON: Repair, manufacture and sale of metal tools

SIGN: A plaque with crossed shovel and pitchfork

This well-maintained one story building has large barn doors, opened on temperate days to help ventilate the place, and a chimney in the centre of its roof. A smell of hot metal is in the air and the clanging of tools can be heard. Inside, the front section of the workshop is divided off into a sales area. Behind a counter hand tools are displayed on shelves while longer tools are set on racks. Bins hold smaller goods: spikes, caltrops and nails etc. A locked cabinet (CL 4) holds a money box containing 15 cp, 50 sp, and 100 gp

The shop's rear section has three small forges operated by two-man teams heating and hammering tool heads. On a nearby bench, workmen attach heads to hafts. Metal blanks and wooden handles are stacked all around.

LOUIS CHAMBERLAIN (age 53) is the proprietor. A heavy-set man with the look of an out of condition laborer, Louis is missing his right hand – the result of an accident in the shop. Louis directs his workmen, manages orders and still finds time to personally visit his suppliers. Unless busy in the workshop he will be found behind the counter smoking a pipe and conversing with customers. 10 MEN are employed here. (*They are simple commoners.*)

LOUIS CHAMBERLAIN (*He is 6th level, neutral, human fighter whose vital stats are HP 44, AC 10. His primary attributes are strength, dexterity, constitution. He has the Secondary Skills of Construction Ability: Blacksmith, and Business Ability.*)

GOODS AND SERVICES	COST
Hand Shovel	2 sp
Hand Rake	2 sp
Awl	1 sp
Small Pick	2 sp
Shovel	10 sp
Pitchfork	12 sp
Rake	5 sp
Scythe	15 sp
Piton	2 cp
Spike	4 cp
Caltrop	5 cp
Nails, 1 lb sack	5 cp

21. THE ROPERY

LOCATION: First block of Upper Market north of Work Close
REASON: For the purchase of rope
SIGN: Spool of rope
ADVENTURE HOOK: False Silk Worms

A warehouse of simple design with fading exterior paint, its interior is an open space with only a ground floor. The upper level has a balcony running around its perimeter. During the manufacturing process, cords of the desired width are raised by block and tackle to the roof beams. They are braided and tightened from the floor level. Once the desired twist is achieved a new section is raised to the ceiling for additional length to be added. This work is carried out by teams of laborers working floor-mounted spindles to tighten the rope. On the balcony a series of looms, operated by gossip women, create cord out of wool and hemp.

HOWARD SLATER (age 36) is the owner of the Ropery. He is an ornery sort, an attitude born of dealing with roughneck sailors purchasing his wares. Howard was convinced by one “Captain” to part with 300 gp in cash and 400 sp worth of rope in exchange for some worms from far off land. They were reputed to make cocoons that could be formed into very strong rope. However, they are naught but regular caterpillars and Howard is out of pocket. He has notified the watch and provided a description of the “Captain” but they have not tracked him down.

HOWARD SLATER (*He is neutral good, human tradesman whose vital stats are HP 4, AC 10.*)

False Silk Worms: The “Captain” is actually a thief named **SUTTON BLUE** (age 23) who disguised himself as a ship’s captain to con Howard Slater. He is a

cocky fellow who brags about his exploits. He frequents the Drunken Clam.

Howard will name the sailor as one Captain Blue Nutter, a typical salt with eye patch, red bandana, and a game leg that caused him to walk with a limp. He also mentions a leering gargoyle tattoo on his right arm. He will offer the party 200 gp from the returned treasure. Investigations amongst river folk and boatmen turn up no leads, no one has heard of “Captain Blue.” Further inquiries may lead to information from the rumor table.

SUTTON BLUE (*He is 3rd level, neutral evil, human thief whose vital stats are HP 10, AC 12. His primary attributes are dexterity, intelligence, charisma. His extraordinary attributes are dexterity 16 and intelligence 12. He has the Secondary Skill of Thespianism.*)

GOODS AND SERVICES	COST
Rope, ordinary, 50 ft	6 sp
Rope, horsehair, 50 ft	10 sp
Rope, 3 strand braided, extra heavy 50 ft	30 sp

22. GLASS EMPORIUM

LOCATION: Corner of Upper Market and Craft Street
REASON: If the characters wish to purchase or commission glasswork
SIGN: A pane of colored glass

The front section of this long structure is a shop filled with all things glass from simple bottles, reflective prisms and small animal figurines to decorative works, including lamp holders and chandeliers.

The proprietor of the shop, **ARCHIBALD HUNTER**, is an elderly fellow, still spry in his step, with bright excited eyes. He is friendly but distracted, always paying attention to his apprentices’ work and examining each detail.

The workshop proper has two large furnaces, shaping braziers, tool racks and work benches. The furnaces have teams of three blowing the glass and stoking the flaming coals. Large barn doors to the north side of the building are opened to cool the place. Standing and watching the artisans is a favorite pastime for local children. They particularly enjoy watching the panes of glass being created. Archibald has a technique where he blows a glass “bubble”, cuts through the bottom opposite the tool and then “spins” the split bubble until it flattens. While still hot, it is cut into the desired size. Smaller windows or pieces for stained glass can be created with this method.

ARCHIBALD HUNTER (*He is a neutral good, human, master artisan whose vital stats are HP 2, AC 9. He has the Secondary Skill of Artistic Capacity: Glasswork skill.*)

GOODS AND SERVICES	COST
Bottles	5 cp – 2 gp (variations in price are based on ornate design and colors)
Ornaments	5 sp – 10 gp (depending upon size and detail)
Vials*	1 sp – 10 gp
Windows	20 sp per sq ft
Chandeliers	5 – 500 gp (by commission)

* the smaller items are difficult to make and potion-type containers need to be perfect!

IV. WOOD ASH INDUSTRIAL BLOCK

THIS SECOND INDUSTRIAL BLOCK is named for its many wood crafters. The metallic smell of the previous block fades into the smell of freshly hewn wood and lacquer. During the day the streets are crowded with wagons bringing in rough lumber or removing completed wares while groups of children run here and there, up to mischief or visiting the area's friendlier craftsmen.

CK's note: Melchor's main hideaway is situated in this sector.

23. MARVA'S BAUBLES

LOCATION: First block of Craft St east of Upper Market

REASON: Purchase of simple and semi-precious jewelry

SIGN: A loop of gold wire with a stone setting

This small jewelry shop is well maintained, the goods are stylish and pretty – semi-precious stones in cheap settings designed for the lower class citizens in the abutting residential blocks.

MARVA VALE, the shop's owner, is a woman of taste and style. Quiet and shy, answering only those questions posed about her wares, Marva might seem serene save for a haunted look to her eyes. Born in a far off land Marva had a life of luxury until her wealthy family fell afoul of the local baron. She escaped but her kinfolk were slaughtered. Marva is in need of companionship. She is an adventurous soul, if characters suggest she join them on a quest she will readily agree but needs a day to find someone to run her shop. She carries 40 cp, 50 sp, and 10 gp in a girdle belt. There is approximately 200 gp of finished and unfinished material in the shop.

MARVA VALE (She is a 3rd level, neutral, human wizard whose vital stats are HP 9, AC 10. Her primary attributes are intelligence, wisdom, and dexterity. Her significant attribute is intelligence 14. She also has the Secondary Skill of Artistic Capacity: Jewelry skill. She has a dagger: Wizard spells: 0th x4, 1st x4, 2nd x1.)

GOODS AND SERVICES	COST
Necklaces, leather thong	5 cp
Necklaces, leather thong with polished stone/ bead	1 sp
Necklaces, wire	5 sp
Necklaces, wire with pretty stones or beads	1 gp
Rings	1 gp
Ring, with semi-precious stone	3 gp

Marva can identify the magical properties of potions, lower level scrolls, and other items at the CK's discretion. For this she charges 5% of the item's value + 100 gp (component cost to cast spell). She will also cast spells within her capabilities for 40 gp per spell level.

24. MINER BARBER SHOP

LOCATION: First block of Craft St east of Upper Market

REASON: For personal grooming

SIGN: A barber pole

This small shop is pristinely clean with gleaming washbasins and chairs. A small pot belly stove provides ample heat on even the chilliest day. There are mirrors set on each wall with three chairs anchored in the wooden floor.

JEROME MINER (age 37) is the owner and lead barber. There is one other skilled barber and an apprentice. If a negotiation on pricing for either grooming or healing should arise, Jacob will recommend a lower rate for his apprentice.

Such aid as Jerome can provide is 80% likely to restore 1-3 hit points

immediately and, if regularly consulted, double the weekly rate of hit point recovery. There is only a 50% chance his apprentice's work will have such a result. In either case a roll of 96-00 means a wound has become infected and the patient is in need of a *cure disease* spell.

JEROME MINER (He is lawful good tradesman whose vital stats are HP 5, AC 10. He is a skilled barber and healer.)*

GOOD AND SERVICE	COST
Tooth pulled	9 sp
Wound sewn shut	8 sp
Burn or scrape poulticed	9 sp
Broken bone set	3 gp
Infection lanced	2 gp
Shave	2sp
Haircut	5sp

25. THE TATTERED BOOT

LOCATION: First block of Craft St east of Upper Market

REASON: For the purchase or repair of footwear

SIGN: Hobnailed shoes dancing a jig

Opening the door to this small establishment will ring a bell. Behind the counter a spry old fellow in an apron is busily working on a pair of boots. He will look up at the sound and smile at visitors, welcoming them into his shop.

NORTON ROWAN (age 72) is a cobbler capable of repairing or manufacturing most types of footwear. He is kindly, fair and hums happily whilst working. He makes down-to-earth footwear for ordinary folk.

NORTON ROWAN (He is a neutral, human tradesman whose vital stats are HP 5, AC10.)

GOODS AND SERVICES	COST
Shoes, hard-soled	25 sp
Shoes, soft-soled	30 sp
Boots, high, hard-soled	40 sp
Boots, high, riding	1 gp
Polishing	1 sp
Repairs	5 cp - 20 sp (depending on damage)

26. OLD THINGS MADE NEW

LOCATION: On the Corner of Upper Market and Craft Street

REASON: For any general metal or leather repairs

SIGN: A broken bridle

This small shop is a general repair store for any type of common gear. While there is not a full forge, which would be impractical in this small space, there is a brazier with hot coals set over a pot bellied stove where minor metalwork can be carried out. Shelves hold different types of specialty tools and bits and pieces of raw material. The owner will work with tin, lead or iron rivets as well as patching and stitching leather goods.

ROY WALL (age 42) is the repair master for the shop. He has an uncanny ability to fix broken items, even those deemed irreparable by other tradesmen. He is good friends Norton Rowan (#25) the Cobbler and they refer business to each other.

ROY WALL* (*He is a neutral good, human tradesman, HP 4, AC 10.*)

Repairs cost 10 to 75% of an item's purchase price, depending on the damage. Any special materials required will need to be provided by the patron.

27. THE TANNERY

LOCATION: First block of Upper Market north of Work Close

REASON: To purchase leather or have exotic animal skins cured

SIGN: An animal pelt

This one level building has two chimneys and is surrounded by earthenware pots, if examined these are found to contain a grey substance with a sweet cinnamon smell that helps to mask an unpleasant stench from within. Barn style doors open into a large factory where stacks of fresh animal pelts lie opposite bundles of tanned skins. Workers select fresh hides, wash and scrape them before heaping the cleaned goods into a chemical bath. Other employees hang the treated pelts to dry before stretching them onto frames set before two great fire pits for final curing. There are similar earthenware pots with the gray powder throughout the factory. **10 MEN** (*Simple Commoners*) are employed here.

Scraped debris and carcass remains are carted to #28. Currently the pelt of an owl bear is curing for a local noble but cow hides are the most commonly cured items, most coming from the butchers (#29).

CLIFFORD RIVERS (age 35) is the warehouse foreman. Pleasant but firm, he runs the shop for Kirby Webster who owns both this business and the chemical plant next door. Clifford hopes to take over both businesses when Kirby retires. If asked about the scent pots situated throughout the building, he says they are made next door and that without them the stench would be unbearable.

CLIFFORD RIVERS* (*He is a lawful neutral tradesman whose vital stats are HP 4, AC 10.*)

GOODS AND SERVICES	COST
Leather skins, good condition	10 sp
Skin and tan routine creature	20 sp
Skin and tan exotic* creature	5 gp plus 2 gp per pound exceeding 250 lbs

* With exotic creatures, there is a 10% chance that the process will fail. Clifford will warn patrons of this, they must be willing to accept the risk and pay in advance.

28. WEBSTER USEFUL CHEMICALS

LOCATION: Upper Market North of Craft Street

REASON: The purchase and sales of useful chemicals

SIGN: A bottle with smoke and light coming from within

This manufactory creates, refines and packages useful chemicals; the one level building is similar to the Tannery next door. Chemical scent pots surround it, masking odors with a cinnamon smell. Inside the double doors is a shop, shelves and barrels line its walls, an open archway leads to a manufacturing area in the rear.

In the back section ingredients are rendered into basic chemical compounds. A large caldron bubbles, breaking down animal by-products for glue and paint components. Smaller pots boil on burners making dyes from berries, fruits and bark. A still, distillation equipment, barrels and kegs holding raw materials, numerous alembics, beakers, jugs, and other chemical paraphernalia crowd worktops and tables. 16 workmen are employed in the factory under the direction of Kirby Webster.

KIRBY WEBSTER (age 57) is a retired adventurer whose interests have turned from wizardry to alchemy. He is a willowy man with wild gray beard and piercing blue eyes. One of his most recent inventions is an odor-inhibiting chemical pot. Examples are deployed around this location and also around his tannery next door (#24). Kirby makes the rounds of

local businesses picking through their raw goods for source material for his experiments. He pays local children to hunt beyond the town walls for certain berries, herbs and barks that are useful for making dyes.

KIRBY WEBSTER (*He is a 9th level, lawful good wizard whose vital stats are HP 29, AC 14. His primary attributes are intelligence, wisdom, and dexterity. His significant attributes are intelligence 18 and dexterity 16. He also has Esoteric Knowledge: Arcana, and Knowledge Specialist: Alchemy. He wears +2 Ring of Protection and carries a Wand of Fire [33 charges]. Wizard spells: 0th x5, 1st x6, 2nd x5, 3rd x4, 4th x2, 5th x1.*)

GOODS AND SERVICES	COST
Acid, Sulfuric, 1 pint	1 sp
Alkali, 1 pint	14 cp
Alchemist Fire, naphtha	1gp
Glue, 1 pint	7 cp
Glue Solvent, 1 quart	7 cp
Grain alcohol, 1 quart	2 sp
Odor control, 5 lb pot, 1 month supply	15 sp
Paint, various colors and pot-sizes available	10 cp – 5 sp per pot
Perfume, flower scent (4 oz.)	1 sp
Soap, soft, 2 lb pot	7 cp
Talcum powder, pint	8 cp

29. SO FRESH, SO GOOD

LOCATION: First block of Upper Market north of Work Close

REASON: Meat, meat glorious meat...and cold storage

SIGN: A beef carcass with dotted lines showing the cuts

ADVENTURE HOOK: The Cave of Evil Spirits

From front to back this facility is immaculately clean. The rear "factory" is separate from the shop itself. The front sales section has a long counter, on one side the shopkeeper is busy cleaning, sorting and placing different cuts of meat. The air is chill; characters approaching the display case feel a waft of cold air and see an occasional wisp of fog glide past.

One entering the rear butchery area sees that every surface is either painted or tiled white. Counters, racks and meat hooks are made of gleaming metal. Every employee is clad in white, bulky winter clothing, their breath fogs in the near freezing temperature.

GLAVIN WALKER (age 45) is the butchery's owner. He was a member of the now disbanded Seeker adventuring party along with **OLIVER BADGER** (#18). See that location for a description of the adventure hook.

When Glavin came out of the magical paralysis with the rest of the Seekers, he was able to select from the treasures found in the Cave of Evil Spirits but unluckily was the last to pick. Gaining a brazier that gave off great cold rather than heat he was initially disappointed until he found himself the owner of So Fresh, So Good after winning it from the original proprietor (who had a terrible gambling addiction and has since been assassinated by debtors). Glavin insulated the building and set the *Brazier of Cold Fire* (see APPENDIX) in a central location – ducts channel cold air through the entire building. Well positioned as a local supplier of high quality meats, his spoilage costs are low and he has no need to employ an ice mage as other establishments do. He supplies some of the best restaurants and homes in Yggsburgh.

GLAVIN WALKER (*He is a 5th/6th, chaotic neutral, human fighter/thief whose vital stats are HP 49, AC 12/17. His primary attributes are strength, dexterity, constitution. His significant attribute is dexterity 16. He has the secondary skill of suborning. He has a short sword and dagger. When prepared for battle, he dons a chain hauberk.*)

16 YGGSBURGH TOWN: THE EAST CORNER

There are **20 LABORERS AND SKILLED BUTCHERS** at work in this facility:
(*The laborers are simple commoners; the butchers are tradesmen.*)

GOODS AND SERVICES	COST
Meat, Poultry, Best cuts	2 sp per lb.
Meat, Poultry, Cheap cut	2 cp per lb.
Meat, Poultry, Soup Bones	2 cp per lb.
Meat, Beef, Best cuts	7 sp per lb.
Meat, Beef, Cheap cut	6 cp per lb.
Meat, Stewing Beef	2 cp per lb.

Should the need arise Glavin may allow adventurers to store their own perishable items here. He is an opportunist and will gouge the characters if possible.

If informed of its existence the **ICE MAGE PROFESSOR OTTO "GLACIUS" WHITE** (*Grand Temple & College District #29*) would dearly like to study the *Brazier of Cold Fire* and would reward a wizardly adventurer who arranged such with a spell or two from his books of frosty lore. The rascally Simon Black, who maintains the Drawbridge Abattoir's cold storage (*Yggsburgh Town: Mills Street, East Canal Bank, and Scalesbank #2*), has gotten wind of the brazier's power and is considering making an attempt to steal it – with the abattoir's needs taken care of he could devote more time to carrying out Wizard Lord Uvonn Darktharn's plans.

30. HAYWARD WAGON WRIGHT

LOCATION: North Wall Avenue and Upper Market

REASON: When the characters need to purchase or repair land vehicles or arrange for transport of goods over land

SIGN: A wagon wheel

This two-story structure with large barn doors covers three quarters of the lot, to one side stands a small stable and wood storage area, the remainder of the property is an outdoor workspace. In workshop and yard stand carts and wagons in various states of repair. Partially completed wheels and axles are scattered around the lot. The place is generally disorganized but the completed vehicles are of good workmanship. The main building is a large open space with an interior balcony, held aloft by beams, circling the structure in place of an upper floor. Block and tackle hangs from the support beams.

FARLEY HAYWARD (age 45) is a short, stocky fellow with a barrel chest and huge forearms. A quiet, plain, hardworking man, Farley treats his customers and staff fairly but will lose patience with those trying to "pull the wool over his eyes". As Farley has many commissions and repair jobs he is unwilling to negotiate with rude characters and will order them off his lot.

5 GENERAL LABORERS and **3 CARPENTERS** work here. **FANG**, a small dog, makes his home in the yard. The stable houses 2 large draft horses and a mule.

FARLEY HAYWARD* (*He is a lawful neutral master artisan .*)

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

CARPENTERS x 3 (*They are apprentice artisans.*)

FANG (*This neutral animal's vital stats are HD 1d6, HP 4, AC 9. Its saves are physical. It attacks with a bite for 1d4 damage. XP: 9*)

GOODS AND SERVICES	COST
Repairs costs per hour	7 sp plus materials
Two wheel hand cart, 500 lb. capacity	1 gp
Two wheel cart for donkey pull	6 gp
4 wheel wagon, 2000 lb. capacity	15 gp
4 wheel covered wagon, 4000 lb capacity	30 gp

RENTALS*:

Wagon and two horses 25 gp deposit plus 12 gp per day

Cart with mule 10 gp deposit plus 5 gp per day

* *Deposit returned upon safe return of vehicle and animal(s).*

31. HERE TO THERE IMPORT/EXPORT

LOCATION: 2nd Block on Fisher north of Work Close

REASON: Main importer for land and water based caravans.

SIGN: A map route showing main cities and ports of call

ADVENTURE HOOK: The Mayor's package

This large two-story field stone and firebrick structure has front and side doors large enough to admit a wagon. Inside are an office, a packaging area littered with empty crates and barrels, and a warehouse stacked with laden boxes.

7 LABORERS (*Simple Commoners*) scurry around the warehouse at the behest of an aged, white haired fellow who stumbles around while glancing at a sheaf of paper, examining shipping marks, and making notes. This is Donald Mead, the warehouse manager. Currently he is searching for a missing parcel, one that contains a gift sent to the Lord Mayor by a neighboring Lord. Now embarking on his second top to bottom search of the warehouse, a search confounded by a poor storage and labeling system, Donald knows he will be in serious trouble with the business's owner if the gift is not found.

THE MAYOR'S PACKAGE: If the characters offer to assist Donald will offer 10 gp a man IF they find the package. However, they won't find it in the warehouse as the package has been stolen by Melchor's minions and hidden in the Common Temple (specifically in the second floor storage room of the hostel). The only clue is a chalk drawing on the floor depicting a crude holy symbol of Thor (a hammer) with a roof above – this will be found after an hour spent moving crates. The drawing is a clumsy attempt to cast suspicion on the Common Temple and its priests.

Should the characters retrieve and bring the package to Donald he will give them 50 gp bonus and a 10% discount on shipping. When he tells the Town Guard where the item was found an investigation will be started, one likely to damage the Common Temple's reputation.

If pressed for a greater reward Donald gives the party a small pouch of rare herbs he found in a corner of the warehouse whilst searching for the Mayor's package, it will fetch 25 gp from any apothecary or herbalist.

If the party visits here again they find a more orderly storage and tracking system has been instituted. Donald now delegates more tasks to his men, giving him time to bore the characters by demonstrating the new system in detail.

DONALD MEAD (age 72) is thin, old and feeble with white hair and baggy clothing. Although he is nobody's fool and still able to negotiate reasonable deals Donald knows he is getting too old for this work and plans to retire soon.

DONALD MEAD (*He is a chaotic good, human tradesmen whose vital stats are HP 2, AC 8. He has Business Ability but is increasingly renowned for his fading administrative capabilities.*)

32. CROSSING OVER

LOCATION: First block of Ashes Alley from the Common Temple

REASON: Funerals and services for preparing the deceased for the afterlife

ADVENTURE HOOK: The Unquiet Dead

This two-story funeral parlor, well-kept with brown paint, flower boxes and white trim, stands amidst large industrial units. If it weren't for its purpose the place might be considered cozy. Inside the neat entrance a

small hallway, with doorways to left and right and chalkboard mounted in between, holds a pull cord labeled "Service". The doors lead to viewing rooms. If a viewing is underway, the name of the deceased is written on the chalkboard in precise lettering.

The viewing rooms are small, designed to allow the family of the deceased to say farewell to a loved one or, if they are too poor to afford a proper service, hold a brief ceremony. The Common Temple provides a cleric to preside over such simple services. Once family visitations are completed, bodies are either taken beyond the town walls to the Yggsburgh cemetery or borne to Wyrd's Well (Yggsburgh Town: Grand Temple & College District #38) for cremation.

MARTIN WOLF (age 53) is the area undertaker, a kindhearted fellow of sober manner and solemn countenance who fits the role perfectly. To close acquaintances he reveals a rather dark sense of humor born of dealing with so much grief.

MARTIN WOLF (*He is a neutral tradesman.*)

The Unquiet Dead: Martin is having a difficulties, he has been hearing a moaning noise that emanates from the preparation room at the rear of his building. Summoning up the courage to examine the chamber he noticed nothing out of ordinary. All the same, he avoids going there alone. After a cursory examination by one of their priests the Common Temple will call on the characters to investigate.

Wolf will show the party around back to the double doors leading to the preparation room, the chamber where bodies are embalmed, dressed and cosmetically enhanced for the benefit of grieving family and friends.

In one of his many mischievous moments Melchor animated the corpses of some vagrants and secretly buried the resulting zombies in the preparation room's earthen floor – the zombies even dug their own holes!

The zombies' positions are labeled on the map. The zombie labeled Z1 will make noises and moan randomly when people are in the room, the muffled sounds rising from the floor. They will attack if one garbed in priestly gear crosses the line on the map or an attempt is made to dig up the floor – it takes 1-2 rounds for each zombie to claw its way out of the earth. Thor's symbol Mjolnir is crudely tattooed onto their chests to further implicate the Common Temple.

ZOMBIES x 8 (*These neutral evil undeads' vital stats are HD 2d12, HP 12, AC 12, MV 20 ft. Their saves are physical. They attack with a slam for 1d8 damage. These undead never gain initiative and always act last in any given round. XP: 15+1*)

33. THE USED GOODS STORE

LOCATION: Ashes Alley near the Common Temple

REASON: Purchasing odds and ends

SIGN: Simple, crude lettering "Used Goods"

This small shop is brimming with second hand merchandise. Every shelf, nook and cranny is laden with used clothing, cutlery, tools and trinkets. The shop is disorganized and the shopkeeper is no different. He is an unkempt, rumpled fellow with untrimmed beard and pockmarked face.

This is **DUDLEY FOWLER**, who keeps this business as a cover, his true trade is that of murderer for hire. A low ranking member of the assassin's guild, Dudley performs most of his services for spouses looking to exit their marriage. If the characters come here investigating rumors Dudley will be on the first ship out of Yggsburgh.

Dudley cares nothing for the shop's apparent trade. He gained it by tricking and killing the previous owner. His inept disinterest and lack of records often lead Dudley to sell goods below cost. Any successful negotiation can lead to purchases of used equipment at ½ guide price (keep in mind these are used to begin with). Dudley is careful to avoid any goods that would raise suspicion, no stolen property here! There is a cumulative 1% chance per minute spent searching, to a maximum of 60% after an hour, of a character finding a specific item they want to purchase. The Castle Keeper must use their discretion as to the type and quality of goods available – exotic or costly items, weapons, armor etc are unlikely to be found here.

The proceeds of Dudley's evil work are 150 gp in mixed coin and (12) 50 gp gems hidden beneath the shop's counter in a locked (CL 5) box trapped with a poison needle – save vs. poison (CL 3) or suffer 1d6 damage per round for 3 rounds.

DUDLEY FOWLER (*He is a 3rd level, neutral evil, human assassin whose vital stats are HP 12, AC 11/16. His primary attributes are dexterity, intelligence, charisma. His significant attribute is dexterity 15. He has +2 studded leather and a +1 short sword.*)

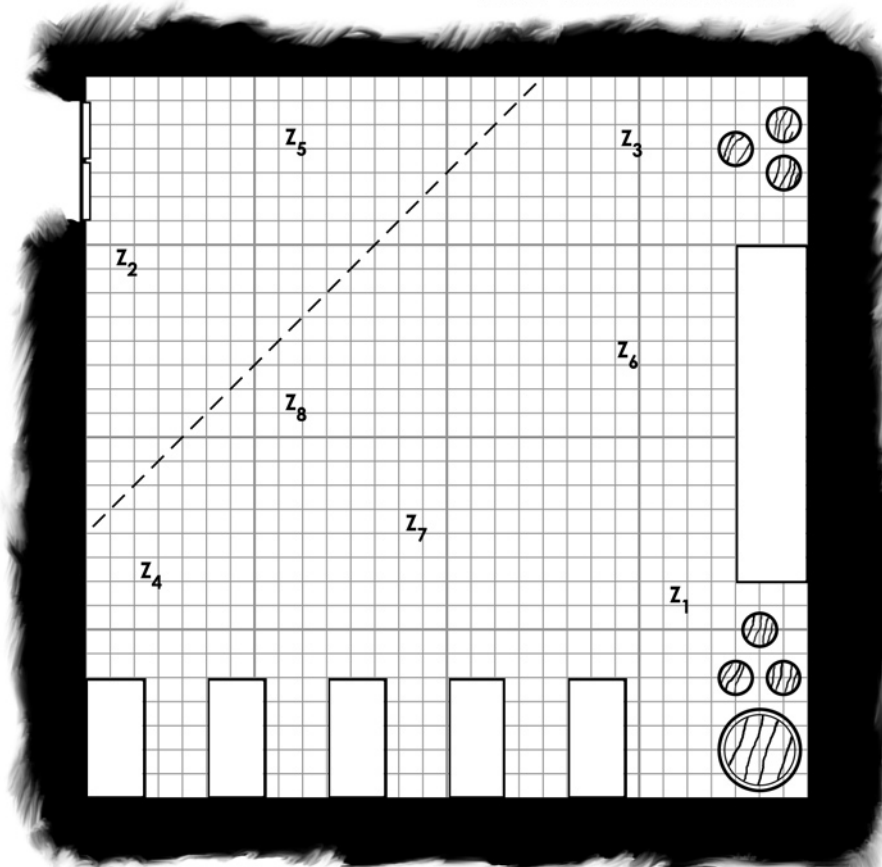
34. SAFE STORAGE

LOCATION: First block of Ashes Alley between North Wall and Craft Street

REASON: Should the characters have need to store bulk items

This is the second warehouse belonging to the **SAFE STORAGE COMPANY** (SEE #4 FOR DETAILS). Potential customers are told to see Slade in the main building's office. This is the warehouse where **PRESTON POULTER** (#47) stores stolen goods.

AREA 32- CROSSING OVER-SUB BASEMENT



35. ANIMAL HANDLER'S GUILD – GAMING HOUSE

LOCATION: Ashes Alley in between Craft St and Peddler Alley

REASON: Should the characters wish to gamble

SIGN: A horse's head

This non-descript building is tucked away in an alley. It blends in with nearby buildings; the horse head sign above the doorway is very small. The front door is locked (CL 10) and knocking will yield a response only after dusk. The place is open for business from 7 PM. When there is an answer, a view port in the doorway will be opened and the one knocking questioned before entry is allowed.

If characters inquire about the business within they will be told that this is an Animal Handler's Guild for members only. They will receive no further information at the doorway.

In fact this is a secret gambling house indulging in illegal activities. It caters to criminal types and those from the poorer sections of town with a little money to burn. Bets need not be high but the games are crooked with odds stacked in the house's favor. While there are many legal gambling establishments in Yggsburgh they do not offer the spectacles staged here.

The watcher at the door is listening for a specific series of words that allow entry. The phrase is "I would like to apprentice in pony grooming." The watcher will indicate that a 5 sp admittance fee is required.

#A. The characters are let into a small room by **JARVIS CARVER**. The inner door will not be opened until he has collected the entry fees whereupon **ROBERT PORTER (#B)** will allow admittance.

Jarvis Carver (age 20) is a street tough given some training by **WADE COOK (#C)**. He has a shaved head and tattoos on forearms and neck. If approached by a genuine animal handler he has been told to say, "The guild is not accepting new members until it has achieved official status." He is neither bright nor articulate and may stumble over these words.

JARVIS CARVER (He is a 4th level, neutral evil, human fighter whose vital stats are HP 30, AC 14. His primary attributes are strength, dexterity, constitution. His significant attribute is strength 16. He wears leather armor and carries a short sword.)

#B. The door to this chamber, like the outer door, is locked (CL 10) and equipped with a viewing port. The room itself is bare save for a table and chairs where the doormen play cards. There are stairs up and two other doors. The characters will be asked if they care for cards or other games. For cards, they are directed upstairs to **#E**. For games of chance they are directed to area **#D**.

ROBERT PORTER (age 21) is another of Wade Cook's street toughs. He has a rat-like look with thin greasy hair and bright eyes. Brighter than Jarvis, he will spin more convincing lies if his counterpart admits strangers unaware of the "guild's" true purpose.

ROBERT PORTER (He is a 5th level, neutral evil, human fighter whose vital stats are HP 35, AC 13. His primary attributes are strength, dexterity, constitution. His significant attribute is dexterity 15. He wears leather armor and carries a short sword.)

#C. This is the office and kitchen area. A desk is nestled in the corner (beside a secret door that provides a quick escape from the building if a hidden stud is depressed). There are several kegs of ale and low quality wine for serving guests and a small supply of rum. Two serving girls, Alice and Belle (*Simple Commoners*), may be found either here or serving gamblers in areas **#D** and **#E**.

WADE COOK (age 32) is seated at the desk counting the float. Dressed as a gentleman of means in blonde wig, square-crowned hat with rakish

plume, velvet cloak over frock coat, doublet, sash and knee-length britches, Wade can indeed pass for a wealthy animal handler having learned a little about the craft to better pass off his act. He is handsome with a devil-may-care grin, green eyes and dimpled chin.

WADE COOK (He is a 6th level, neutral evil, human thief whose vital stats are HP 28, AC 14. His primary attributes are strength, dexterity, intelligence. His significant attribute is dexterity 17. He has the Secondary Skill of Swindling Ability. He wears leather armor and carries a +1 Dagger of Venom.)

At the first sign of serious trouble, Wade will escape through the secret door, taking the loot with him. Otherwise he will wait a few rounds to see if his guards can handle the situation and if all looks safe may join the fray. He carries a *Bag of Holding* which contains 250 cp, 500 sp, and 390 gp.

Wade is publicly known as the "guild's" leader but actually runs the gaming house. Melchor is his silent partner, he helped to fund the setup and takes a 50% cut of the profits. As Melchor uses these earnings to fund the Cult of Loki's activities he will certainly take revenge if the party interferes here.

In addition to the rigged games detailed in areas **#D** and **#E** Wade organizes monthly "blood bouts" where two knife fighters are tied together at the wrist and fight, sometimes to the death. A 5 gp fee is charged to view these events and strangers will not be admitted even if they know the password. Other illegal spectacles offered to jaded gamblers include a bizarre death game wherein two desperate men take turns to sip from a selection of 20 glasses one of which contains deadly poison, and cruel a show that pits a destitute parent against a series of card and dice games, if they lose they and their children are sold to slavers.

Knowing of the Claw and Talon Baiting Pits' success (*Yggsburgh Town: Gaming District #30*) Wade would like to stage animal bouts too but has it in mind to set midgets against starving dogs. Thankfully he lacks the facilities at present but should he construct a pit this establishment's name will take on a sinister irony.

Wade pays protection money to the Thieves' Guild (*who run their own far less sinister casino in the River Rat tavern – see Yggsburgh Town: Storehouse District #117*). Any interruption to his operation the party might cause will provoke a coordinated robbery attempt against them by a challenging group of thieves.

Alice and Belle are a pair of poor local girls. Pretty in a rough sort of way, Alice is blonde and buxom while Belle is dark haired and slender. They give complimentary drinks to gamblers otherwise charging 1 sp for a flagon of weak ale or local wine – heavy losers are kept at the table with a free supply of rum.

ALICE AND BELLE (They are chaotic neutral commoners whose vital stats are HP 2, AC 10.)

#D. This large room has 5 gaming tables. Two are Craps, two are Roulette, and one is Crown & Anchor. During the evenings, especially after 9 PM, this area is packed with patrons.

If the characters gamble here the Castle Keeper can use any method he likes to determine the results. The odds are 70% in the house's favor through loaded dice, rigged wheels and skilled dealers. One simple method is to ask the characters the maximum amount they are willing to risk over a one hour period and secretly roll percentile dice to settle the outcome. A win in a character's favor will double their risked amount.

(CK's Note: Castle Keepers with access to the module Yggsburgh Town: Jewel District will find a more detailed method to resolve cheating attempts at #54 Lords & Gentlemen Club)

There are 4 **BODYGUARDS** and 5 **DEALERS** who will work together to eject troublesome patrons.

DEALERS x 5 (They are 1st level, neutral evil, human thieves whose vital stats are HP 5, AC 14. Their primary attributes are intelligence, dexterity, charisma. They have the Swindling Ability. They are all armed with short swords and leather armor.)

BODYGUARDS x 4 (They are 2nd level, neutral evil, human fighters whose vital stats are HP 12, AC 14. Their primary attributes are strength, dexterity, constitution. They are all armed with longsword and chain mail.)

#E. This card room is set with 10 tables. Games equivalent to blackjack, poker and high/low are being played. The **10 DEALERS** here are skilled cheats and manipulate the cards to bring the house's odds up to 70%. The Castle Keeper can use the same method outlined above to determine character wins and losses. On any given night, there is a 5% chance a noble or wealthy merchant is here, possibly in disguise. If this den is raided by the authorities such folk might try to bribe their way out of trouble to avoid scandal. Thrill seeking dandies are Wade's prime targets, they are plied with alcohol, allowed to win a while, and then gouged for every florin they posses.

DEALERS x 10 (They are 3rd level, neutral evil, human thieves whose vital stats are HP 13, AC 14. Their primary attributes are dexterity, intelligence, charisma. They have the Swindling Ability. They are all armed with short swords and leather armor.)

BODYGUARDS x 5 (They are 3rd level, neutral evil, human fighters whose vital stats are HP 18, AC 14. Their primary attributes are strength, dexterity, constitution. They are all armed with longsword and chain mail.)

During "blood bouts" the tables are stacked against the wall. A roll of canvas is unfurled and covered in sand, thus forming a crude arena for the match.

36. LINK LEATHER MANUFACTORY AND STORE

LOCATION: Corner of Ashes Alley and Craft Street

REASON: For the purchase of completed leather goods

SIGN: A saddle, bridle and suit of leather amour

This workshop turns hides from the Tannery (#27) into all sorts of useful items. The building, like many in the area, is of one story with large barn-style doors. Inside, a goods/storefront has an archway leading to a work area in the rear. Shelves and racks are laden with stock, including slings, whips and quivers.

The rear workshop has another set of barn doors to allow deliveries from the alley. Worktables are set with braziers, heating implements and steam making kettles – all used to heat and shape leather. A curing area by a large fireplace stores skins or completed works requiring seasoning. There are 12 laborers in the shop during daytime hours.

PARKER LINK (age 37) is the owner of the establishment having recently inherited it from an uncle. A dark haired lean-faced woodsman who had begun an adventuring career, Parker felt it was his duty to keep the business running even though he longed for a more exciting life.

Parker is struggling with the responsibility. He is eager to hear adventurers' tales and will mention that he too used to adventure. If the party asks for his help he will readily agree providing their quest does not take him away from town, he demands an equal share of any treasure found.

If he joins the party there is a 50% per month that Parker begins to neglect his business. Eventually its trade declines and the premises close. Parker will feel a failure, becoming moribund as he worries about former employees.

PARKER LINK (He is a 3rd level, chaotic good, human ranger whose vital stats are HP 13, AC 12/13. His primary attributes are strength, dexterity, wisdom. His significant attribute is dexterity 15. He wears a leather apron that adds a point of protection in a pinch, in time of need he dons full leather amour and wields a longsword, +1 longbow, and a quiver with 20 arrows.)

GOODS AND SERVICES	COST
Leather gauntlets	15 sp
Belt pouch	6 sp
Saddle Bags	1 gp
Saddle and Bridle set	2 gp
Baldric, sword or axe	20 sp
Bandolier holds 10 darts or throwing daggers	10 sp
Sling	2 sp
Whip, 6'	10 sp
Quiver, 12 arrow capacity	10 sp
Quiver, 20 crossbow bolts	13 sp
Gear from this shop is of average quality. More ornate designs can be commissioned; these cost 25% more and take additional days equal to the price/5.	

37. COMMON BATHHOUSE

LOCATION: Corner of Ashes and Peddler Alley

REASON: For personal cleaning

SIGN: A tub with water bubbling

ADVENTURE HOOK: The family woes of Daisy Page

This two-story structure has a pleasant exterior; its brickwork is painted white with red trim. In the growing season, fragrant flowers and shrubs are set outside in pots.

Beyond the front door is a desk equipped with a bell, a sign reads "ring for service." Curtains to left and right ensure bathers' privacy.

The ground floor is sectioned off into 8 curtained areas, each with its own tub. In a back room water is heated in large kettles. The upper floor is divided into private bathrooms with full facilities.

ARLEIGH HOST (age 32) is the owner and proprietor. A fair skinned beauty of medium build, Arleigh escaped a life of thievery after watching her best friend die on a job. She took her earnings and opened this establishment, recently beginning to attend services at the Common Temple. Arleigh is looking for a new purpose; her alignment may shift to neutral good in time. She is unaware that one of her girls offers "extra services" and will dismiss her if informed.

ARLEIGH HOST (She is a 3rd level, neutral, human thief whose vital stats are HP 12, AC 11. Her primary attributes are dexterity, intelligence, wisdom. Her significant attribute is dexterity 15. She carries a 5" boot knife.)

There are **4 GIRLS AND 3 MEN** (Simple Commoners) working here. The women clean and prepare the bathing areas while the men take on the heavy lifting. Unbeknownst to them all, one of the girls is a prostitute.

DAISY PAGE (age 19) is seeking extra money to buy healing supplies for her mother Violet. If caught she will burst into tears and explain her story but Arleigh will have no sympathy. Good characters have a dilemma; they should try to help the poor girl and her mother (SEE **THE TENEMENT #67**).

DAISY PAGE (She is a simple commoner, charisma 17.)

GOODS AND SERVICE	COST
Bath, common room (water changed every 5 th bather)	1 sp
Bath, private room	5 sp

38. THE COCK AND BULL INN

LOCATION: Corner of Peddler Alley and Upper Market

REASON: For refreshment and food

SIGN: A cock and bull

This is a two-story building with a cellar sublevel. Two rooms comprise the body of the tavern. The front entrance is a single door on Upper Market Street. Across from the entrance a long table, serving as a bar, stretches across the room. Behind the table a door accesses a kitchen and, via stone steps, a cellar beneath. Seven tables and many chairs offer seating for the tavern's patrons. Stairs lead up to 6 private rooms and 2 dormitories.

KENNETH FULLER (age 39) is the owner and barkeep. With flame-red hair, a chubby face and wide grin Kenneth is a warm and engaging individual, he enjoys the company of regulars and newcomers alike. The small kitchen offer simple fare, the cellar keeps kegs cool for service. Food and drink are of good quality.

KENNETH FULLER* (*He is a tradesman.*)

GOODS AND SERVICE	COST
Ale, pint	6 cp
Beer, pint	5 cp
Wine, average quality	7 cp
Wine, good quality	1 sp
Cider	5 cp
Dormitory room, 1 night stay	9 cp
Private Room, 1 night	7 sp
Breakfast, 2 eggs, bacon and toast	8 cp
Dinner, Pork sausage and potato	12 cp
Supper, Chicken or Fish with vegetables	25 cp

39. SQUIRE'S BARREL SHOP

LOCATION: First block of Upper Market north of Work Close

REASON: For the purchase of different sizes of barrels

SIGN: A picture of a craftsman hammering a barrel

This simply made one story structure has an iron gate covering the front door, a set of double doors to the rear give access to a large warehouse area where slats of wood from **THE HAMMER BROTHERS (#40)** and rings manufactured at the **METAL SHOP (#8)** are stacked alongside finished barrels awaiting delivery to their buyers.

The rest of the manufactory is used by a team of 15 coopers to assemble their wares.

MILES SQUIRES (age 29) is the owner of this facility. With wild eyes, stubbly cheeks, dark brows, and muscular arms Miles is a bad-tempered bull of a man. He is a skilled cooper and a member in good standing of the Woodcrafter Guild. He is also a Cultist of Loki, regularly attending the secret ceremonies. While not fully aware of all Melchor's machinations, he knows there are plots afoot to "shake up some of the do-gooders in town." He is more than willing to assist in such endeavors.

MILES SQUIRES (*He is a 7th level, lawful evil, human fighter whose vital stats are HP 65, AC 11/19. His primary attributes are strength, dexterity, constitution. His significant attributes are strength 18 and dexterity 15. When prepared he is equipped with +1 plate mail and +2 two-handed sword.*)

GOODS AND SERVICE	COST
Barrel of 40 gallon capacity	9 sp
Barrel of 60 gallon capacity	10 sp
Barrel, Butt of 180 gallon capacity	56 sp
Barrel, Cade of 12 gallon capacity	4 sp
Barrel, Firkin of 8 gallon capacity	2 sp
Barrel, Hogshead of 120 gallon capacity	32 sp
Barrel, Keg of 30 gallon capacity	8 sp
Barrel, Tun of 252 gallon capacity	80 sp

40. HAMMER BROTHERS BUILDING SUPPLY

LOCATION: First block of Upper Market north of Work Close

REASON: Made to measure wooden beams, supports or architectural needs

SIGN: A wooden archway with support beams

This large compound has a main building that occupies ¾ of the property; the remainder is covered by a canopy supported by large beams. Barn doors separate the canopied work yard from the building proper. Piled under the canopy are of large pieces of lumber. During the work day laborers shape these into beams or support columns. In the building doorways, doors, arches and columns are crafted. With the exception of door and window frames pieces must be individually commissioned, the CK must set prices for all such work.

REGINALD HAMMER (age 26) deals with customers and supervises deliveries, he is heavy set with a squashed pug-like face. **PHILIP HAMMER** (age 22) is the more physical of the two brothers, he is tall with a ruddy face and big nose. Reginald supervises the workmen.

Both brothers are trusted associates of Melchor and attend the secret ceremonies in Loki's temple. They have full knowledge of the cult's activities. Their close proximity to the guild house makes them suitable reinforcements should Melchor require aid – they will snatch up heavy wood axes dealing 1d8 damage.

REGINALD HAMMER (*He is a 6th level, lawful evil, human fighter whose vital stats are HP 45, AC 10. His primary attributes are strength, dexterity, constitution. His significant attributes are strength 16 and intelligence 16.*)

PHILIP HAMMER (*He is a 5th level, lawful evil, human fighter whose vital stats are HP 39, AC 11. His primary attributes are strength, dexterity, intelligence. His significant attributes are strength 18 and dexterity 15.*)

41. THE WOODCRAFTERS GUILD

LOCATION: Ashes Alley north of Craft Street

REASON: A meeting place for woodworkers

SIGN: A coat of arms with saw and chisel over a mighty oak

ADVENTURE HOOK: The Temple of Loki and Melchor's Main Base

Outwardly this two-story building is the guildhall for the recently formed, and as yet unsanctioned, Woodcrafter's Guild but, unbeknownst to most of its members, it also serves as the base for a sinister cult. It is a well-tended structure abutting the **PHRENOLOGIST'S SHOP (#47)** with an ornamental wooden façade laid over its brickwork; this is carved with pastoral scenes and images of craftsmen at work. There is nothing odd or uncommon to be seen.

Entering, one comes into a common meeting room with tables and chairs set before a lectern, here speakers will address meetings and wood craftsmen gather to discuss their trade. The "Guild Master" is Osgood Lane, he has an apartment upstairs.

The upper floors, while indeed containing living quarters, are also the location of a secret Temple of Loki. Here cultists meet and worship at once-weekly evening rituals, taking great pains to hide their true purpose by masking their comings and goings as ordinary guild activity. The significant **CULT MEMBERS** are described elsewhere in this module. All other **CULTISTS** are:

CULTIST OF LOKI x 14 (*They are equivalent to 2nd level human fighters whose vital stats are HP 12, AC 14. The equipment they use is clothing, small sword and/or dagger, and 1d20 sp in mixed coin. When prepared for battle they wear studded leather armor with shield and longsword.*) These individuals could easily be mistaken as laborers and indeed many pursue such work. They have communal lodging at #66.

The Woodcrafters Guild:

The door to the hall is **LOCKED** (CL 8) unless a genuine meeting of woodcrafters is underway. Entering during such a meeting will annoy the normal guildsmen; they will demand to know what the characters want and state that as this is a private members only guildhall they must leave at once.

At other times persistent knocking will bring an answer after a few minutes. A sliding plate at eye level will be opened and the characters challenged. They will not be admitted unless they are recognized as either a woodcrafter or a member of the Cult of Loki. If they are insistent they will be told to wait, eventually Osgood Lane will come to the door.

If, despite his disguise, he is recognized as Melchor his image will change, from jovial rotund merchant he turns into a twisted circus clown! He will give a wicked smile as the door slams shut before disappearing upstairs to the Temple of Loki, there to confront any pursuers.

If he is not recognized Melchor will work to calm the characters' suspicions, even offering to give them a tour of the Guild Hall. As Osgood he will pose as a philanthropist, a wealthy woodcarver who saw a need for the East Corner's many woodworkers to have local representation. He admits the guild has yet to be recognized by the authorities but claims this is because of politics and a desire to monopolize the work force. The other cultists use this time to prepare, discreetly fetching weapons and donning armor. If at anytime during the tour he is discovered, "Osgood" will change to his Melchor appearance and flee upstairs.

#A. ENTRYWAY

An oak-paneled wall separates the front door from the main guild hall (**#B**). If the characters force entry having first knocked or otherwise alerted the cultists, one or more of their number will be awaiting them here (see the roster at the end of this section).

#B. GUILD HALL

This room has several finely worked tables and chairs; the fireplace mantle is carved with grinning cherubs while a sturdy mahogany podium bears woodland images and the same coat of arms seen above the outer door. Stairs lead above, a close examination of the ornamental banister might reveal a clown-like face hidden amidst carved flowers and birds (CL 8 to locate).

If a genuine woodworkers meeting is underway the room will be full of men chatting, eating and drinking or listening to someone speak at the podium. The topics will all be relevant to the woodworking trade. A door leads to the kitchen, pantry and storage areas.

#C. KITCHEN

A beer keg rests on a worktable alongside baskets of fruits and vegetables. If a meeting is in progress one cultist will be manning the stove. Various pots, pans and utensils hang above a stone sink.

#D. PANTRY

Dried goods are stored in sacks and barrels, sausages hang from the ceiling, shelves hold cheeses and jars of pickled delicacies. The stored items serve to conceal a trapdoor in the ceiling that leads to the Temple of Loki and a secret door leading to **#47**. They are opened by pushing and sliding hidden catches (CL 8 to find). The cultists use barrels as a makeshift ladder when accessing the trapdoor.

#E. STORAGE

Spare tables and chairs, sample tools, and semi completed wood creations are stacked up here. If Osgood Lane is showing the characters around the hall he will use these as props for his woodcarver act by instigating a tedious demonstration. He will make sure the characters avoid the false floor covering a pit to the sewers; this can be lifted up easily but is quite hard to spot (CL 6), a drain-smell permeates the room but Osgood/Melchor puts this down to "bad pipe work."

#F. TRAP

The hall door is locked and will open on a regular open locks roll but the inner door has no keyhole to pick and must be broken down (strength check), although the room is cramped two characters can try to force it at once. Detecting the trap here is very difficult (CL 10). When two characters have entered the room, the trap will spring causing the characters to plummet down into the storage room (**#E**), break through the false floor and fall into the water of the sewers – unless a successful CL 5 dexterity roll is made, success indicating a character jumped back to safety. The sewer water will cushion the fall so those failing the check take only 2d6 damage but they will smell terrible!

Climbing out of the sewer is difficult due to its slimy walls (CL 5).

#G. THE TEMPLE OF LOKI

This chamber can be accessed via a secret door in the upstairs hallway or via a trapdoor from area **#D**. The hallway door is operated by depressing a hidden catch (CL 5 to discover). An eerie red glow, emanating from a brazier in the corner, illuminates this room. In its ruddy glare intruders see oak paneled walls emblazoned with images of a blazing tree. Upon a stone altar block rests a silver statuette of a similar tree, in the red half-light it seems as if flames play upon its branches. 8 benches are set before the altar; they conceal the aforementioned trapdoor leading down to **#D**.

The silver blazing tree statuette is both rare and of expert craftsmanship, it is worth in excess of 3000 gp but only one skilled in esoteric or artistic lore is likely to note this – its apparent worth is only 300 gp. Removing the statuette incurs Loki's wrath, a *bestow curse* cast at maximum level.

#H. CHAMBER OF MELCHOR'S LIEUTENANTS

This is the sleeping quarters for Melchor's strongest allies; fellow devotees of Loki determined to help his efforts. Luxurious multicolored pillows and throws adorn the 3 beds, while the 3 chests (each holds clothing and 5d6 gp in mixed coin), table and chairs are all of high quality workmanship. A pot bellied stove provides warmth. A combined armor and weapon stand holds the cultists' plate, chain and leather armor as well as scimitar, javelins, trident and short sword, unless they have had time to don this gear – note, many of these items are magical, see the roster below for details. A secret door leading to **#J** is operated by pulling a hidden catch behind the rack (CL 5 to locate).

#I. MELCHOR'S CHAMBERS

This room is decorated in a garish fashion, bright colors clash in nauseating swirls, a wild mixture of contradictory hues, the ornate furnishings are worked with bizarre geometric patterns, the angles do seem wrong and the effect is somehow hideous to behold. Above the fireplace hangs a portrait of Osgood but if this is turned around a picture of Melchor in all his flamboyant finery is revealed. A desk with leather bound chair, large double canopied bed, and wardrobe complete the furnishings.

The desk contains religious writings related to Loki and a part-finished treatise discussing Loki as the only god with style and character. The wardrobe contains high quality articles of clothing, many items are overly colorful and far from the style favored by Yggsburgh's fashionable elite. A secret door to #J is operated by depressing a loose floorboard beneath the bed (CL 5 to locate).

#J. SECRET HALLWAY

This hidden hallway has a one-way secret door opening to the outside; a rope ladder tied to a spike in the wall allows easy escape. A *Bag of Holding* here contains 690 gp, 6 *Potions of Cure Light Wounds*, and Melchor's spell book (see below). The door is readily visible from the hall but very hard to locate from the building's exterior (CL 10).

ROSTER OF MELCHOR AND HIS MINIONS:

CK's Note: these are hardy opponents equipped with many magical items; a low level party *cannot* defeat them. If faced by a superior foe they will not fight to the death, each will attempt to escape taking their magic items with them.

MELCHOR "OSGOOD LANE" (age 38) is a cleric/wizard worshipper of Loki. His appearance is that of a twisted circus clown dressed in green satin robes that gleam in darkness. His black hair is messy and chaotic, a fitting match to his bushy eyebrows. His lips are set in a teasing sneer offset by a mischievous gleam in his dark green eyes.

MELCHOR "OSGOOD LANE" (He is an 8th/7th, chaotic neutral, human, cleric/wizard whose vital statistics are HP 42, AC 20. His prime attributes are wisdom, intelligence and dexterity. His significant attributes are Wisdom 18, Intelligence 16 and Dexterity 16. He carries a Wand of Wonder [25 charges], +2 Mace, Ring of Protection +4 and Cloak of Protection +4. He also has Suborning, Thespianism and Construction [Carpentry]. He can cast the following number of clerical spells: 0th x5, 1st x5, 2nd x4, 3rd x4, 4th x2; and wizard spells: 0th x5, 1st x5, 2nd x4, 3rd x2, 4th x1.)

In his Osgood Lane guise he appears as a jolly fat man with a friendly twinkle in those same dark green eyes. "Osgood" has sandy blond shoulder length hair and a neatly trimmed beard (even in disguise Melchor shuns Yggsburgh fashion). He has a kind word for everyone and seems to have an intimate knowledge of his craft.

His spell book contains: 0-level *dancing lights**, *detect magic**, *endure elements*, *ghost sound**, *light**, *mage hand*, *mending*, *prestidigitation**; 1st level *alter size*, *change self**, *charm person**, *floating disc*, *jump*, *magic missile**, *protection from law**, *shocking grasp**, *sleep*; 2nd level: *acid arrow**, *invisibility*, *rope trick**, *pyrotechnics**, *scare**, *web*; 3rd level: *blink*, *gaseous form*, *haste**, *nondetection**; 4th level *confusion**, *shout* (spells marked with an * are those typically memorized).

Typically he has the following clerical spells prepared: 0 level *detect good*, *detect law* x2, *endure elements*, *first aid*; 1st level *curse*, *command*, *cure light wounds*, *sanctuary*, *sound burst*; 2nd level *darkness*, *hold person* x2, *silence*; 3rd level *animate dead*, *bestow curse*, *cure serious wounds*, *dispel magic*; 4th level *freedom of movement*, *hide lies*

MELCHOR'S LIEUTENANTS:

These men are loyal followers of Loki dedicated to Melchor's service, they believe the established order of the Tenoric pantheon is unbalanced towards the good and orderly and thus must be overthrown. The two warriors dislike sharing chambers with the effeminate thief Gordon Paine but put up with his effete ways "for the good of the cause."

BYRON SILVER (age 32) is a broad shouldered six-footer with a coiling dragon tattooed around his neck. **WALTMER THE HUNTER** (age 29) is an outland woodsman with shaved head, pale skin and bulging muscles. **GORDON PAINE** (age 29) is an effete man clad in silky clothing with a hint of rouge to his lips.

BYRON SILVER (He is a 9th level, chaotic neutral, human fighter whose vital statistics are HP 63, AC 23. His prime attributes are Strength, Dexterity and Constitution. His significant attributes are Strength 18, Dexterity 16 and Constitution 15. He is equipped with +3 Full Plate Armor, +3 Scimitar of Speed, 2 Javelins of lightning and 2 potions of Extra Healing.)

WALTMER THE HUNTER (He is a 7th level, chaotic neutral, human barbarian whose vital statistics are HP 61, AC 20. His prime attributes are Strength, Dexterity and Constitution. His significant attributes are Strength 18 and Constitution 16. He is equipped with +4 Mail Shirt, +2 Ring of Protection and +1 Trident of Submission. He also carries two throwing axes.)

GORDON PAINE (He is 7th level, chaotic neutral, human thief whose vital statistics are HP 34, AC 18. His prime attributes are Dexterity, Intelligence and Constitution. His significant attributes are Dexterity 18 and Constitution 15. He is equipped with +3 Leather Armor, Ring of Invisibility, +2 Short Sword and +1 Dagger.)

STRATEGY: in any confrontation the cultists prefer hit and run tactics. If a showdown occurs in the "Woodcrafters Guildhall" they know that the jig is up and will seek to escape, lie low somewhere with Melchor (POSSIBLY AT #66), and eventually return to rebuild the cult elsewhere in the town.

Before fleeing they will make an effort to defend the Temple of Loki itself, first seeking to don arms and armor. Byron and Waltmer will stand opposite the altar, Melchor will be behind them with defensive spells cast, while Gordon lurks invisibly around the corner from the door leading to the trap room (#F) waiting to backstab a lightly armored foe. If the party is very powerful **SLADE VERGER** (#4), **MILES SQUIRES** (#39), the **HAMMER BROTHERS** (#40) and as many ordinary cultists as are needed will be called as reinforcements. Remember however that *all* these characters will flee rather than fight to the death.

42. BLACKSMITH

LOCATION: First block of Upper Market north of Work Close

REASON: Custom ironworks and horseshoeing

SIGN: A decorated horseshoe

This one story structure looks very old, as if it might have been one of the original Yggsburgh buildings. Unusually, it is a log frame construction with a large central chimney. Outside a canopy covers stalls holding horses that await shoeing. The interior has an earthen floor; there is a large central fire pit and anvil. Lining the walls are iron grates, gates and other ornate metalwork – all clearly the work of a true craftsman.

MARLOW CHAPMAN (age 72) is the master blacksmith who marshals a team of 4 burly APPRENTICES. Once he worked alone but now his failing strength forces him to depend on assistants. The eldest lad **EDWIN CUTTER** (age 16) is the most dependable, he is being trained to manage the shop.

MARLOW CHAPMAN (He is a neutral good master artisan whose vital stats are HP 4, AC 10 with primary attributes of Strength and Wisdom. He has the Construction Ability: Blacksmith.)

EDWIN CUTTER* (He is a neutral good apprentice artisan whose vital stats are HP 5, AC 10 with primary ability of Strength.)

APPRENTICE BLACKSMITHS x 4 (They are apprentice artisans.)

GOODS AND SERVICES	COST
Caltrops, four-inch size, 12	2 sp
Caltrops, two-inch size, 12	17 cp
Chain, iron link, 1,100 pound test, per foot	1 sp
Chisel, metal-cutting	10 sp
Chisel, stone-cutting	8 sp

Chisel, wood-cutting	5 sp
Club, spiked (hardwood, iron shod and spiked)	12 sp
File, metal	10 sp
Hammer	2 sp
Hammer, large (2-pound head)	6 sp
Hammer, sledge (8-pound head)	10 sp
Hook, iron, ordinary, lifting/towing	2 sp
Hook, iron, treble (grapnel)	10 sp
Hook, fishing, regular, 12 assorted	2 sp
Hook, fishing, very large	22 sp
Hatchet (a broad-bladed chopping/throwing weapon)	25 sp
Jimmy bar, small	8 sp
Jimmy, large (four-foot)	20 sp
Nails, large 4-inch length), 20	1 sp
Piton, with eye	2 cp
Pruning hook, 12-foot haft	15 sp
Pry bar	5 sp
Rook (bar to raise grates, six-foot length)	30 sp
Saw, large, metal	15 sp
Saw, small, metal	10 sp
Saw, small, wood	8 sp
Saw, small, wood	5 sp
Scythe	15 sp
Shovel or spade	10 sp
Sickle	8 sp
Sling, 50 lead shot for	5 sp
Spike, heavy (6-inch length) each	3 cp
Wire, thin, 50-pound test, spool of 100 feet	20 sp
Fit and mount Horseshoe	5 sp

Marlow will accept custom orders for gates, portcullises, fences, and window bars etc. The CK can set such prices as required – note that adding ornate design increases the cost by 25 – 100% depending on the complexity.

43. KYLE'S COFFEE

LOCATION: Corner of Upper Market and Craft Street

REASON: The purchase of caffeinated hot beverages

SIGN: A steaming cup of coffee

This little hut-like kiosk has two tables and a long counter. It is run by the cheerful twin sisters **MAY AND LARK KYLE** (age 42). As spinsters who have chosen each other's company over that of a man May and Lark are the objects of occasional gossip, including rumors of witchery. The twins are prematurely gray of hair, gap toothed and heavy set, their course humor and ribald comments would make a sailor blush.

MAY AND LARK KYLE (They are tradeswomen.)

GOODS AND SERVICES	COST
Coffee	6 cp per cup
Tea	5 cp per pot
Sweets	2 cp (Typically tarts, scones or jam and muffins)

44. FORTUNE TELLER

LOCATION: First block of Upper Market north of Work Close

REASON: If the characters wish to engage the services of a fortune teller.

SIGN: The sign is a wood placard displaying a stylized eye with red pupil.

Adventure **REFERENCE:** Mistress Anna will volunteer information regarding a traveling band of gypsies, see the **Yggsburgh Campaign Setting pg 168**.

This is Mistress Anna's reading room; she is a charlatan producing generic readings to the delight of sillier locals. She is, however, a harmless entertainer and makes no attempt to swindle her patrons, for this reason she is angry with a group of gypsies currently encamped in **Broadview Valley (CZ:Y #32)**. The bard Victoria Beebe (SEE **YGGSBURGH TOWN: GRAND TEMPLE AND COLLEGE DISTRICT #14-C1**) came to have a fortune read, fretful lest she soon have to face Princess Jarmishu wrath, and confided to Anna that the gypsy seer Lady Yallinia was not above using her items powers to milk gullible folk tales of cursed money, unquiet ancestral spirits and other fraudulent tales are spun to extort cash from naive villagers.

MISTRESS ANNA (age 58) looks every inch the fortune teller in large hoop earrings, blue headscarf spun with stars, and black shawl. Her wrinkled face is expressive as she enters mock trances or voices the words of "spirits from beyond."

Anna mistakenly believes **PRESTON POULTER (#47)** HAS GENUINE POWERS AND THEREFORE AVOIDS HIM.

MISTRESS ANNA (She is a chaotic neutral commoner whose vital stats are HP 2, AC 10. She has Thespianism ability.)

GOODS AND SERVICES	COST
General readings	2 sp per ½ hour
Rune casting	5 sp

45. SEXTON'S GALLERY

LOCATION: Craft Street west of Upper Market

REASON: The purchase, commission or appraisal of paintings

SIGN: A wood plank with a lovely landscape

This small shop is Ogden Sexton's gallery and workshop. He will be found puttering around dusting, adjusting frames or working on a new commission.

OGDEN SEXTON (age 50) has a serene look. He is plump bellied and dresses in brown britches, green coat adorned with brass buttons, red wig and spectacles. Having lived a full life and traveled to Dunfalcon and other cities in search of artistic excellence he eventually found the inspiration he needed here in a poorer part of his home town. His portraits of grimy urchins and landscapes of smog-bound buildings are not much liked by Yggsburgh's elite but have great artistic merit.

As a well-traveled man he may have information about distant places the CK would like the party to visit.

OGDEN SEXTON (He is a chaotic neutral tradesman with Artistic Capacity: Drawing and Painting.)

GOODS AND SERVICE	COST
Completed landscapes and range from	10 sp – 5 gp
Commissions are charged at	1 gp per day

46. BAKER'S TABLEWARE

LOCATION: Craft Street west of Upper Market

REASON: For the purchase of clayware

SIGN: A potter's wheel

This is a potter's workshop and store, shelves and racks display her wares – simple household items but with a lovely color and texture. The proprietress is at work over a potter's wheel, nearby bins are covered by moistened towels to keep the clay within ready for use.

ADA BAKER (age 41) is a widow with a lean build, dark hair and faraway look to her eyes. Her son Rollo disappeared while exploring in the vicinity of *Lonely Valley* (CZ:Y #30) and she would dearly like to hear news of him.

ADA BAKER (*She is a tradeswoman with Artistic Capacity: Pottery and Glazing.*)

47. PHRENOLOGIST

LOCATION: First block of Upper Market north of Work Close

REASON: For advice on health and the future

SIGN: A bald human head with regions identified by colors and symbols.

This small unit abuts the faux Woodworkers Guild (#41); it has a little desk set before a purple curtain that conceals the shop's back section. The proprietor claims to diagnose a person's ailments, and in some cases their future, by studying the bumps on their head.

PRESTON POULTER (age 30) is short with thinning blond hair. He has piercing eyes and assumes the persona of an all knowing mystic. Preston is a member of the *Thieves' Guild* (CZ:Y #52).

This setup is a front. Many customers come not to have their bumps felt but rather to fence stolen goods. Preston purchases items for a fraction of their value and passes them on to criminal contacts or stores them for shipment to other towns if they seem too readily recognizable. The shop is open late into the evening, once weekly a cart comes by late at night to load up goods and deliver them to the *Value Second Hand Market* in the nearby *Rivergate Quarter* (CZ:Y #52).

In a concealed compartment under a floorboard beneath his desk Preston has a *Potion of Healing* and 500 gp. He knows nothing of the secret door put in his shop by Melchor (#41-D). The work has been cleverly concealed and is hard to notice (CL 10). It affords Melchor yet another way to make a quick escape.

Preston stores any extraordinary items and a share of his ill-gotten wealth in a vault at *SAFE STORAGE* (#34). What exactly this stash contains is left to the CK's discretion, possibilities include: a treasure map showing the location of a bandit groups' buried wealth, distinctive magical items whose owners would pay a reward to have returned (or recognize on a character's person and then seek to regain), stolen jewelry destined for Dunfalcon City, a cursed item that transports its user and all within 15' to a bejungled isle populated by oversized simians.

PRESTON POULTER (*He is a 5th level, neutral evil, human Thief whose vital stats are HP 20, AC 13. His primary attributes are Dexterity, Constitution, and Intelligence. He has the secondary skills of Suborning and Swindling. He typically wears leather armor +1 beneath a long white coat and carries a dagger in his boot.*)

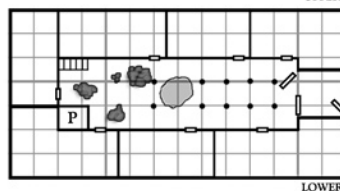
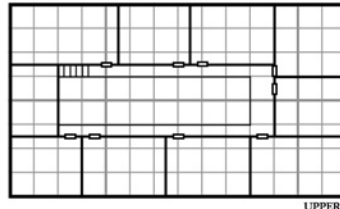
V. LOWER CLASS RESIDENTIAL AREAS

THERE ARE TWO STANDARD types of housing for the three residential areas of the East Corner. The more prevalent are long, thin row houses, typically of three stories with a family residing on each floor. The ground floor is narrower than the upper story to allow small alleyways into the back section of the residential block. There are interior stairways in the front of the building while to the rear are an external stairway and a backdoor giving access to an enclosed yard holding a privy.

The second type of housing is court yarded row houses; these are wider than the row houses and of two stories. There is gated access to the middle courtyard where a well, privy and stairs to the second floor balcony will be found. Often these are rooming houses with different families in each apartment. Two standard maps are provided for use in any encounters in these structures. The Castle Keeper may wish to allocate houses for NPCs detailed in business locations.

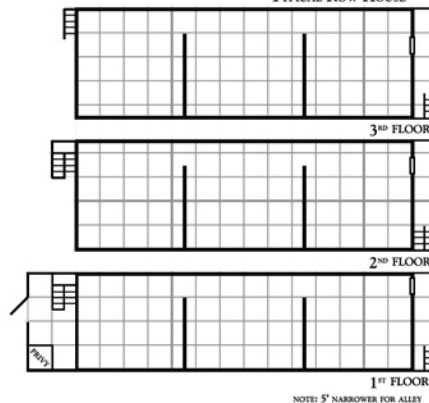
For further information on building types see *Castle Zagyg: Yggsburgh* pages 194-197. Note, many houses will have basements and the ground floor often serves as a shop, workroom or other place of business.

TYPICAL DOUBLE ROW HOUSE WITH COURTYARD



NOTE: 5' NARROWER FOR ALLEY

TYPICAL ROW HOUSE



VI. COMMON GARDENS BLOCK

THIS LOWER CLASS RESIDENTIAL block is referred to as the Common Gardens because of the vegetable, fruit and shrubbery gardens planted in the courtyards amidst the rows of houses. These gardens are tended by the block's residents with assistance from the Common Temple.

Community involvement on this scale would not have been possible in decades past. With the brothers of the Common Temple supporting the needy and offering to educate children with potential, a rush of good minded folks came into the area. The majority settled in the Common Gardens block (formerly known as The Grimes) and were convinced by the brothers that a community garden would provide great benefits. As many of these people were hoping to have their children enrolled in the temple school the garden became a reality.

The poor folk of this neighborhood are proud of their work and take great pains to maintain the gardens. Youngsters share the physical labor while the elderly watch over their handiwork and sound a hue and cry if trouble threatens the area. In the project's early years toughs from the southern blocks sought to vandalize the work but such incidents have abated – beatings delivered by enraged residents hammered home the lesson that free fruit and the fun of sowing discord were not worth black eyes and chipped teeth.

The gardens comprise the entire courtyard area surrounded by the row housing. There is a large vegetable patch (**MAP LABEL A**), many fruit trees, an animal stall (**MAP LABEL B**) as well as trimmed lawns and shrubs. Dirt paths wind through the central section to a fire pit (**MAP LABEL C**) and seating area where of an evening folk gather to tell stories and sing – an elderly bard, **ALEX HARPER (#53)**, makes a point of starting a fire in the pit a few times each week, he then tells his tales and sing his songs for the locals, much to the delight of the children.

The row housing itself is functional but, from an esthetic perspective, poorly maintained. Stain is faded and paint is peeling, the areas landlords perform minimal maintenance unless pressured. While the garden is lovely, the housing is typical of a slum. In general the homes are three stories tall with the ground floor as a residence or shop with two apartments above for a total of three occupied areas. Rather than abutting each other, every second home has an alleyway from the main road into the common gardens. As noted above, most homes have a small yard with an outdoor privy.

For those houses which are not fleshed out, the Castle Keeper can use the following tables to generate occupants:

For each apartment: 01-60 Family will include 2 Commoner, Simple adults and 1d4 children with a 25% chance of 1d2 elderly family members too, 61-80 1d2 Commoner, Simple adults or Laborers with a 50% chance for 1d3 children and a 25% chance of 1d2 elderly family members, 81-95 1d3 Commoner, simple adults or Laborers, 96-00 Single Commoner, Laborer

48. HART HOUSE LODGINGS

LOCATION: Corner of Upper Market and Peddler Alley

REASON: For lodging and food

SIGN: A Hart with full antlers

This large two-story corner building has a laneway leading into a central courtyard; its gates are locked at nightfall. The courtyard is planted with shrubs and holds standing stalls for horses, a well, and a privy. A stair ascends to a balcony allowing guests to access the upper rooms; both floors have windows overlooking the courtyard.

The front door opens to a taproom with cozy fireplace and seating, here guests mingle, drink and eat. The taproom doubles as a reception. Stairs behind the desk ascends to the courtyard balcony while corridors to either side lead to the ground floor rooms.

JASPER HART (age 44) is the establishment's owner. Tall and thin with a neatly trimmed, but still unfashionable, beard, Jasper is a friendly fellow very proud of the accomplishments made in the Common Gardens. He lives with his family in ground floor rooms. His father, who used to run the business, lives with him. **JOAN HART** (age 37) is his wife, they have two children Ivy and Dean who are toddlers. **GILBERT HART** (age 67) takes walks in the early evening as part of his neighborhood watch duties. He carries a hunting horn to sound in case of trouble.

JASPER HART* (*He is a tradesman.*)

JOAN HART (*She is a tradeswoman.*)

GILBERT HART (*He is a tradesman.*)

SERVICES	COST
Lodging	5 sp per night or 25 sp per week
Breakfast (bread, cheeses, cold sausage)	1 sp
Dinner (stew, dumplings, bread)	15 cp
Ale, flagon	5 cp
Beer, tankard	7 cp
Brandy, gill	6 cp
Wine, goblet, common	8 cp
Wine, goblet, local vintage	1 sp

49. USED CLOTHING STORE

LOCATION: Upper Market across from the Common Temple

REASON: For the purchase or sale of used clothing

SIGN: A crudely drawn shirt

The ground floor of this row house is a used clothing shop. The layout is open, at the rear stairs head up to the storekeeper's family residence.

KENDRA DRUMMER (age 38) and her husband **THEODORE DRUMMER** (age 34) maintain the shop. Their three children Alice, Iris and Gerald are toddlers who run rampant through piles of tatty clothes.

The Drummers are an ugly pair, he has a bald head and bulbous nose, she a pockmarked face and bulging eyes. Their children are equally homely, with oversized ears and runny noses. The shop has a fusty smell.

KENDRA DRUMMER (*She is a neutral tradeswoman.*)

THEODORE DRUMMER* (*He is a neutral tradesman whose vital stats are HP 6, AC 10.*)

GOODS AND SERVICES	COST
<i>Used clothing is available at approximately 25% of guide pricing, some examples follow. It is a little threadbare but clean and adequate.</i>	
Cape	25 sp
Cloak	5 sp
Clothing, common suit	5 sp
Hood	12 cp
Sash	12 cp
Linen dress	12 sp
Shoes	25 cp
Sandals	12 cp

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50. CARVER'S COOK HOUSE

LOCATION: Corner of North Wall and Upper Market

REASON: For the preparation of food and a place to eat it

SIGN: A placard with a steaming plate

This is a one story building with a large chimney, front and side doors are for public use while an alley door leads to a separate apartment. Inside is an eating area with benches and long tables. A counter stands before a large fire pit grill situated beneath the chimney vent. Here residents of the Common Gardens who lack kitchen facilities bring food to be cooked.

CHARLES (age 35) and **LOIS CARVER** (age 27) are the owners. Charles is a very rotund man who wears an apron and cap; he takes the food and cooks it. Lois is of average size and has a jolly smile; she takes care of serving and cleans up once patrons have finished their meal. They are assisted during peak times by a busboy named Victor (*Simple Commoner*), a local of the Common Gardens.

CHARLES CARVER* (*He is a neutral tradesman.*)

LOIS CARVER (*She is a neutral tradeswoman.*)

GOODS AND SERVICES	COST
Cooking patron brought meat	2 cp
Common Seasoning, local herbs - salt and pepper	2 cp
Special Seasoning, Imported spices that add spice and tang	2 cp
Beer, thin but refreshing	2 cp
Buttermilk	3 cp
Cider	5 cp

For those lacking their own provisions a daily stew is made from cheap cuts of meat and seasonal vegetables, it costs 5 cp a bowl.

51. SAUSAGE MEATS

LOCATION: North Wall

REASON: For the purchase of prepared meats

SIGN: A link of sausages

ADVENTURE HOOK: She Ain't dead

The ground floor of this three-story row house is a shop selling prepared meats, the owner has apartments above. **TALBOT CHANDLER** (age 45) is the proprietor. Recently widowed and without children he is a depressed and lonely man who tries to keep patrons in conversation as long as possible. His young wife Jonquil was apparently killed by a wild animal while walking in the countryside beyond the town walls. Her body was never found; all that remained was a pile of bloodstained clothing.

TALBOT CHANDLER (*He is a neutral tradesman.*)

GOODS AND SERVICES	COST
Sausages, beef, smoked, large link	5 cp
Sausages, elk, two links	8 cp
Sausages, pork, spicy, four links	5 cp
Sausages, veal, two links	5 cp
Sausages, venison, two links	8 cp
Ham, Smoked, per lb	8 cp

She Ain't Dead: Jonquil is not deceased, growing tired of Talbot and the idea of staying with one man for the rest of her boring life she faked her death in order to escape. A lusty woman, she decided that working in

a brothel was preferable. The CK should place her in another part of town, perhaps in The Siren's Call (*Yggsburgh Town: Gaming District #31*) or Madame Violet's (*Yggsburgh Town: The Rakes #43*). If the characters track her down she will plead with them to keep her secret as she enjoys her new life. She was briefly employed at The Feathered Pillow (#65).

52. CHEESE SHOP

LOCATION: North Wall

REASON: For the purchase of cheese

SIGN: A wheel of cheese

The ground floor of the row house is a cheese shop belonging to **LYLE BUTTON** (age 33) who lives here with his wife **MARGOT** (*Simple Commoner*) and three children in a first floor apartment. The upper floor is occupied by a tenant.

Lyle, a pale faced man with a nervous tick that makes him wink every few seconds, is a gossip and the party can pick up a rumor each time they visit his store.

LYLE BUTTON (*He is a neutral tradesman.*)

GOODS AND SERVICES	COST
Cheese, aged, one pound	5 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

53. ALEX HARPER'S HOUSE

LOCATION: Moat Gate south of North Wall

REASON: Home for the bard Alex Harper

Rather than being three separate apartments all three-story of this row house are maintained as the home of Alex Harper, a retired adventuring bard now content with a simple life here in the lower class Common Gardens. He plays a prominent part in both entertaining and protecting the block's residents.

ALEX HARPER (age 68) is friendly and jovial, always having a quip or joke on his lips. He has grown to love the Common Gardens and its residents; he leads the storytelling and singing around the garden fire pit. Alex wears a blue cape over dark britches and white linen shirt; he has a weathered face, brown eyes and a charming smile.

Despite his age he is a ferocious opponent, as many a would-be bully and tough has found to his cost, and will help the party deal with Melchor if they make him aware of the situation (and the CK feels they need such assistance).

ALEX HARPER (*He is a 10th level, lawful neutral, human bard whose vital stats are HP 45, AC 16. His primary attributes are Dexterity, Charisma and Intelligence. His significant attributes are Charisma 18 and Intelligence 15. He has the Secondary Skill of Artistic Ability in music performance and storytelling. He wears +3 leather armor, and has 3 daggers, a +2 Longbow, a quiver with 12 arrows, and a mandolin.*)

54. GUARD AND NEIGHBORHOOD WATCH STATION

LOCATION: Corner of Moat Avenue and Peddler Alley

REASON: Local meeting house for the town guard and neighborhood watch

SIGN: Neighborhood Watch

This corner unit is a meeting place for the neighborhood watch and roving guards. There a central courtyard accessed from Peddler Alley.

Here stairs lead to the upper story, if the Common Temple's hostel is overflowing its rooms are made available at low rates (12 sp per week) at the brothers' request – if the party are aiding the Temple by investigating Melchor's misdeeds they may be housed here. These upper rooms are also used as resting areas for guardsmen. The ground floor is divided into a meeting room, small kitchen, where coffee, tea and snacks are available, and holding cells. Since the actual Yggsburgh jail is far away troublemakers are placed here in the interim.

At least 2 GUARDSMEN are present in the building, the rest are off duty or on patrol. There are 2 SHIFTS OF 8 TOWN GUARDS assigned to this area, more than is usually provided for a lower class area but made available at the request of the Common Temple. Much to the guardsmen's annoyance their post has become something of a meeting place for the district's elderly people – they report any strange goings on (in other words, gossip) and stay to chat and reminisce about “the good old days.”

RICHARD ARMOR (age 35) is the lieutenant in charge of the guardsmen. He is an excellent and honest leader who tolerates no attempts at bribery. Richard is 6' tall with flaxen hair, sharp nose and green eyes. He has drilled his men until they are highly capable and enforces a strict code of discipline and integrity, expelling any soldier who falls short of his expectations. If the party is of low level he and his guardsmen may help them challenge Melchor.

RICHARD ARMOR (He is a 5th level, lawful good human fighter whose vital stats are HP 38, AC 16. His primary attributes are strength, dexterity, charisma. His significant attribute is strength 15. He wears splinted mail armor and carries +1 Longsword and a Potion of Extra Healing.)

GUARDSMEN x 8 (They are 3rd level, lawful good, human fighters whose vital stats are HP 18, AC 12. Their primary attributes are physical. They wear leather armor and carry lanterns and short swords.)

55. PEDDLER'S ALLEY MARKET

LOCATION: Peddler's Alley

REASON: A flea market selling inexpensive goods and provisions for the lower classes

SIGN: Red and white canopies cover the vendor stalls

The following is a list of the different types of stalls setup along Peddlers Alley. The Castle Keeper can expand this list as required. The market distributes inexpensive used and new goods at a price affordable to the lower class folk of this area. While the goods are inexpensive, they are typically of low quality or poor material. The Castle Keeper can base the prices on those given in the Player's Handbook (or prices given in the **Castle Zagyg: Yggsburgh** book) but apply a 25 – 70% reduction to reflect the quality and used nature of the goods – of course one gets what one pays for, such goods will be liable to breakage if put under stress, will taste/look bad, and will reveal their owner to be one of limited means.

- Fruit merchant
- Vegetable stalls
- Fish Monger
- Cheese Cart
- Cured Meats
- Nuts and Dried Fruits
- Used Clothing
- Used cutlery

- Used shoes
- Bait shop
- Blankets
- Scarves
- Clothing repairs
- Animal Jerky
- Costume Jewelry
- Simple Children's Toys

Interesting personalities in the market:

GRANNY FOWLER (She is a tradeswoman, HP 3, AC 9), age 74, who maintains a stall selling knitted scarves, is loved within the market as she is a sweet and caring type who dotes on small children.

THOMAS CRIER (age 35) runs a bait stand. He is missing a leg after encountering a hive of giant bees far from town – his companions hacked it off to prevent the bees' virulent poison from spreading throughout his body. He was adventuring to secure a source of royal honey and has contacts that will pay well for the substance.

THOMAS CRIER (He is a 3rd level, neutral, human fighter whose vital stats are HP 22, AC 10. His primary attributes are strength, dexterity, intelligence. His significant attribute is strength 15. He has a 12" knife.)

Adventure Hook: The Castle Keeper can introduce this as a side trek outside of town. Crier will tell characters the location of the hive, requesting that they help him financially as he has fallen on hard times after the loss of his leg.

RICHARD WOODWARD (age 25) who often hangs about in the market, is mentally ill and lies compulsively. He will make himself available to the adventurers as “a source of information.” However, everything he tells the party will be bald faced lies. The Castle Keeper can use this as an avenue to spread misinformation or to send the party on a wild goose chase.

RICHARD WOODWARD (He is 1st level, neutral thief whose vital stats are HP 6, AC 10. His primary attributes are dexterity, intelligence, charisma. He has the Swindling secondary skill. He carries a 6" knife.)

VII. THE CHORUS BLOCK

WHILE THE HOUSES ARE similar in construction to the row houses of the Common Gardens, this block is a little more run down. The Common Temple has limited funding and its influence stretches only so far, it has not been able to work the transformation here it engineered in the Gardens. The block's name comes from a large outdoor theater built in the courtyard these houses surround. Years ago, when the buildings were new and the area a little richer, bands and choirs performed here and plays were staged. Now the theatre has fallen into disrepair and attendance is scarce, the wealthier citizens of Yggsburgh attend fashionable establishments in more salubrious areas.

The playhouse has outdoor seating for approximately 100 people but the seats are aged, their paint is fading and an occasional splinter discomfits an occupier. The place smells of urine and other unpleasant odors, during harsh weather urchins and beggars take refuge under the stage canopy.

For those houses which are not fleshed out, the Castle Keeper can use the following tables to generate occupants:

For each apartment: 01-50 Family will include 2 Commoner, Simple adults and 1d4 children with a 25% chance of 1d2 elderly family members too, 51-60 Group of beggars squatting in an un-rented apartment, 61-80 1d2 Commoner, Simple adults or Laborers with a 50% chance for 1d3 children and a 25% chance of 1d2 elderly family members, 81-95 1d3 Commoner, simple adults or Laborers, 95-00 Single Commoner, Laborer

56. MARSHALL THE PLAYWRIGHT

LOCATION: Moat Avenue south of Peddler Alley

REASON: to meet a troop of performers struggling to run the theatre

SIGN: A faded sign with a musical score

This is the location of the troop trying to make a go of the Common Chorus Theatre. They are comprised of a score of performers under the management of Byron Marshall who lives week to week by taking on odd jobs in addition to mounting weekly shows.

Their performances usually consist of a rendition by a quartet of musicians, a short play (a new one written each week but all abysmally bad) and finally a trio of jugglers who throw knives, tumble and breathe fire. Things are so bad that the troop are weeks behind on their rent and each performer has a second job to cover their living costs.

BYRON MARSHALL (age 37) is an optimistic chap with a booming voice, he dresses in out of date fashions and has a goatee. His plays *The Taming of the Sundew*, *Much Ado About Gnolls*, and the *Merry Little Wives of Coverdale* are perhaps the worst theatrical pieces ever written. **MARGARET MARSHALL** (age 30) is Byron's wife. She keeps the troop's records and strives vainly to manage their budget in addition to taking on private washing jobs. Of the **18 OTHER PERFORMERS** 4 are musicians, 9 thespians, 3 jugglers and 2 stage hands

BYRON MARSHALL (He is a 3rd level, neutral bard whose vital stats are HP 10, AC 10. His primary attributes are dexterity, constitution, and charisma. His significant attribute is charisma 15. He has the secondary skills of Artistic Capacity: Musical Composition and performance and Thespianism. He has a featherstaff and 4 sp.)

MARGARET MARSHALL (She is a chaotic neutral simple commoner who has the Thespianism Ability. She has a poniard and 5 sp.)

PERFORMERS x 18 (They are chaotic neutral, human commoners whose vital stats are HP 5, AC 10 with appropriate secondary skills. The equipment they typically use is clothing and 2d6 cp.)

57. PENNY ROOMING HOUSE

LOCATION: Moat Avenue north of Mumper Alley

REASON: A rooming house for short term stays

SIGN: Simply labeled "Rooms"

This building is a typical double row house with courtyard, in it a sign reading "Manager" is mounted outside an apartment to the right. Knocking rouses Everett Falconer from his drunken stupor.

EVERETT FALCONER (age 47), a chronic alcoholic, is a mean drunk with a nasty temper who berates anyone with the temerity to wake him up. He has red eyes and nose and is clad in a stained dressing gown all day; a sleeping cap covers his bald head. He charges 12 cp per person, per night.

RALPH WATERMAN's room (SEE DESCRIPTION IN #59) is on the ground floor right beside the privy. It has a cot, chest, table and chair. The chest contains used clothing and a leather sack holding 300 sp. The sack's leatherwork is sewn with an intricate design depicting a flaming tree. If this is showed to any of the Common Temple brothers they will recognize it as a symbol of Loki.

Ralph's room is atypical, the rest are small, dank, poorly furnished, with flea-ridden bedding,

EVERETT FALCONER (He is a chaotic neutral tradesman with HP 2, AC 10.)

58. LIQUOR STORE

LOCATION: Mumper Alley

REASON: Cheap alcohol for the commoners

SIGN: A keg surrounded by bottles

The ground floor of this single row house is a business selling spirits, wine and beer. It is a rundown establishment with iron bars on windows and doors. Using the single row house template, the front stairway has been boarded over. The owner of this establishment lives in the rooms above with his wife Jane (*Simple Commoner*), 3 children and parents.

CECIL BROWN (age 28) is a suspicious and careful man having been the victim of several robberies. Since he installed the bars and acquired a dog things have settled down but he is constantly wary. His beverages are of poor quality.

CECIL BROWN* (He is a neutral tradesman who keeps a short sword behind the counter for emergencies.)

GUARD DOG (This neutral animal's vital stats are HD 2d8, HP 8, AC 13. Its saves are physical. It attacks with a bite for 1d6 damage. XP: 4+1)

GOODS AND SERVICES	COST
Ale, one-gallon	1 sp
Beer, one-gallon	6 cp
Brandy, one-quart flask	25 cp
Wine, one-quart flask	8 cp
Wine, one-gallon	25 cp

59. RED COCK TAVERN

LOCATION: Corner of Upper Market and Mumper Alley

REASON: For beer, ale and other beverages

SIGN: A barrel labeled XXX with a red cock standing atop

ADVENTURE HOOK: The Blackmailed Noble

This is a one story building with a double entrance door. Inside is a common room with tables and chairs, fireplace and serving area. The bar stretches across the wall opposite the front entrance, which is on Mumper Alley. Behind the bar a doorway offers access storage rooms. This is a haunt for locals whose tastes run to rough company and raucous conversation. The place is busy every night.

FULTON HORNBLOWER (age 37) is the bartender. He is loud and boisterous and often spars verbally with his patrons as he enjoys a battle of wits. Ralph Waterman (age 27) is a swarthy heavy set fellow with beady eyes, he keeps a room in the Penny Rooming House (#57). The drinks here are watered down but everyone knows it and it is the cheapest place around.

FULTON HORNBLOWER* (He is 3rd level, neutral, human fighter whose vital stats are HP 20, AC 10. His primary attributes are strength, dexterity, wisdom. His significant attribute is strength15. He has a knife in his boot and a club under the bar.)

RALPH WATERMAN (He is a 6th level, chaotic neutral, human fighter whose vital stats are HP 49, AC 12. His primary attributes are strength, dexterity, constitution. He wears leather armor and wields a longsword.)

GOODS AND SERVICES	COST
Ale, pint	5 cp
Beer, pint	2 cp
Wine, poor quality	3 cp
Cider	4 cp

The Blackmailed Noble: Characters who have followed the thread this far (see #63, #64 and the adventure hook section at the rear of this module) will be looking for Ralph Waterman as the last link in the chain. Unfortunately, he is not the last. Melchor thought him a likely convert to the Cult of Loki but when Ralph did not express any interest decided to use him as a pawn, offering him a large sum of money to set up the blackmail scheme. If Ralph is confronted by the characters and threatened with imprisonment he will give a full description of Melchor and the sordid plot, mentioning Melchor's discussions about the great god Loki, but he does not know the demented clown's whereabouts. Their meetings always took place at night with no prearrangement; the sinister jester would simply appear out of nowhere when Ralph was alone.

60. RIDGE’S APOTHECARY SHOP

LOCATION: Upper Market north of Mumper Alley

REASON: For the purchase of alchemical goods

SIGN: A cauldron and stick.

The ground floor of this single row house is an apothecary shop; inside shelves holding sacks, bottles and barrels of many different ingredients line the walls. The place is clean and well tended; its counter is beside the front door.

WILLIAM RIDGE (age 35) owns the property. William, a knowledgeable and helpful fellow, always seems distracted and has a permanent frown on his thin face – he is ever busy mixing powders and liquids or maintaining his business ledgers. His wife **LOIS** (*Simple Commoner*), 2 young daughters and elderly mother reside in apartments above.

WILLIAM RIDGE (He is 1st level, lawful neutral, human wizard whose vital stats are HP 4, AC 10. His primary attributes are intelligence, dexterity, wisdom. He has the Secondary Skill of Knowledge Specialist: Herbalism.)

GOODS AND SERVICES	COST
Bandages, 10 ft gauze	5 cp
Glue, 1 pint	6 cp
Glue Solvent, 1 quart	6 cp
Grain alcohol, 1 quart	2 sp
Herb, medicinal, analgesic	1 sp
Herb, medicinal, digestive	6 cp
Herb, medicinal, soporific	18 cp
Herb, medicinal, stimulant	2 sp
Salve, burn healing, 6 applications (+1 hp recovery per day)	12 sp
Salve, wound healing, 6 applications (+1 hp recovery per day)	12 sp
Soap, soft, 2 lb pot	5 cp
Talcum powder, pint	8 cp

VIII. THE TENEMENTS

THE DINGY STREETS OF the Tenements house the poorest of the working-class in ugly rows of smoke-begrimed little houses without a tree or a flower in sight. The people of these grey slums often go without life's necessities; the courtyard between their houses is bare and stark with nothing but an occasional pile of refuse to adorn it. This block is furthest from the Common Temple's influence and suffers because of it; here live the very poor and those that take advantage of them.

Castle Keepers may wish to use **MARMADUKE SILVER** as a landlord for this and other poor housing areas in the *East Corner (Yggsburgh Town: Moatgate District #10)*.

For those houses which are not fleshed out, the Castle Keeper can randomly generate encounters using a percentage roll on the following tables:

01-60%	Family
61-85%	Special
86-92%	Squatters/Urchins
93-00%	Single Commoner, Laborer

Family will include 2 parents (*Simple or Laborer Commons*), 1d4 children a 25% chance of 1d2 elderly family members.

Squatters or urchins have broken in, they hope for a few days shelter before the landlord notices. They are fearful of anyone coming to the door, telling a tale of woe to avoid trouble (and perhaps to solicit some financial aid).

SPECIAL (ROLL 1D8):

1. The party stumbles across agents of the landlord evicting a family.
2. Thieves lie in wait for the party to attack and rob them.
3. A theft is occurring. There is no answer at the door but listen checks indicate a disturbance, will the party choose to investigate?
4. Domestic violence.
5. No answer, a dead body is found within.
6. An elderly person in need of medical assistance.
7. A Thieves' Guild safe house with a sturdy lock and some supplies left for "filching coves" in need.
8. A rabid dog snarls behind the door eager to attack.

61. SALLY THE FISHMONGER

LOCATION: Mumper Alley

REASON: Fresh Fish

SIGN: Fish caught in a net

SALLY FLOWERS (age 25) is the owner of this ground floor shop. An attractive lass with shoulder-length raven-black hair, large dark eyes and an ample figure, Sally would make a fine catch if she didn't smell like something already caught in a net. She receives shipments of fish considered too unappealing for most markets and dresses them up for sale to the poor.

Sally's sister is Emma Flowers, the overseer in the Citadel's bakery, and she knows of the recent discoveries and odd goings on in that mighty fortress (see *Yggsburgh Town: Citadel End*).

SALLY FLOWERS (She is 1st level, neutral, human fighter whose vital stats are HP 8, AC 11. Her primary attributes are strength, dexterity, intelligence. She is equipped with a knife and leather apron.)

GOODS AND SERVICES	COST
Fish, crustaceans, common, per pound (spindly with little meat)	5 cp
Fish, fresh, several varieties, per pound (very smelly)	4 cp
Fish, preserved, ordinary, per pound (a safe bet)	2 cp
Fish, shellfish, common, per pound (spoiled*)	7 cp

* If eaten, constitution save, CL 0, or upset stomach.

62. GREEN'S GRILLINGS

LOCATION: Mumper Alley

REASON: Where locals have their food cooked

SIGN: A fire and grill with meat cooking

This row house's ground floor is a cookhouse for locals without their own cooking facilities. It is clean, seats 10 people and is quite popular. It is run by Charles Green and his family. **CHARLES GREEN** (age 27). His wife and son (*Simple Commons*) clean and help prepare foods. They live in the apartments upstairs.

Charles, a man of broad chest and sweaty brow, likes to sing and his deep baritone voice can be heard up and down the street. He has a soft spot for **SALLY FLOWERS (#61)** and would like to see her wed, if a character strikes him as a decent fellow of good means he may suggest they invite "the prettiest lass in the Tenements" to one of Byron Marshall's performances (**#56**). As it happens if Byron were to hear Charles sing he would cast him in the weekly shows and with the benefit of his excellent voice begin to attract more custom.

CHARLES GREEN (*He is a chaotic good tradesman.*)

GOODS AND SERVICES	COST
Cooking patron brought meat	1 cp
Common Seasoning, local herbs - salt and pepper	2 cp
Beer, poor quality, tankard	2 cp
Buttermilk	3 cp

63. GOLDEN SWAN BATHHOUSE

LOCATION: The Tenements on Moat Avenue

REASON: For bathing services

SIGN: A golden swan swimming in a lake

ADVENTURE HOOK: The Blackmailed Noble

Located on the ground floor of a typical row house this establishment is divided by a privacy wall and curtain, thus creating a 10'x10' room where Marion Tinker waits to greet and admit patrons. After they have paid their fee, customers are led to a hallway running the length of the building. There are 6 curtained rooms for private bathing; each contains a wooden tub with water changed after three bathers have used it.

MARION TINKER (age 34) is a tall, thin jealous woman with a wide nose and dark hair streaked with gray. She is the manager rather than owner and is embittered against her employer, feeling that she does all the hard work while he benefits. She skims a few silver pieces each day but recently saw a real opportunity to make money. The owner **MASTER BERTRAM GROVER (Yggsburgh Town: High Gardens #3)**, a married man of high social standing, has taken up with another employee, Alice. Marion figured this information was worth something and sold it to Patton Loomer who lives in the 1st floor apartment.

ALICE CARTER (age 21) is a pretty girl with long blond hair and blue eyes. Streetwise and tough, Marion played the part of a naïve innocent to win Bertram Grover as her "sugar daddy" – she knows he can get her out of the

Tenements. Upon learning of the blackmail plot she was mortified – “it might ruin the good thing I’ve got going here!” She does not know the identity of the ruffians who approached her (see **APPENDIX B**) having never seen them before but recalls that their leader was a big wild-looking cove with the word **KISS** tattooed on his knuckles. If questioned by characters she will remark that “Marion Tinker’s been wearing better clothing and jewelry than usual.” Beyond this she has no light to shed on the matter; she has been taking the monthly blackmail money to the Common Temple and donating it as required.

MARION TINKER (She is a neutral evil tradeswoman whose vital stats are HP 4, AC 10. She wears a good quality gown and has 55 gp worth of jewelry.)

ALICE CARTER (She is a neutral, 0 level human whose vital stats are HP 3, AC 10.)

GOODS AND SERVICES

A brief bath in a lukewarm tub / 6 cp

1st floor apartment: Here dwells **PATTON LOOMER** (age 25), a footpad barely scraping by. He occasionally uses the bathhouse downstairs and recognized an opportunity when he heard Marion complaining under her breath about her employer’s affair. Having heard that **THE BULLY BOYS (#63)** were interested in such matters he passed along the information, gaining a few gold coins he promptly lost gambling at the “**ANIMAL HANDLERS’ GUILD**” (**#35**). If questioned he refuses to offer any information. 25 gp and a promise to get him safely out of town loosens his tongue. He will tell the characters the location of the Bully Boys before fleeing for his life.

PATTON LOOMER (He is a 1st level, neutral evil, thief whose vital stats are HP 3, AC 10. His primary attributes are strength, dexterity, intelligence. His significant attribute is intelligence 16. He has a dagger and 1d6 cp.)

64. THE BULLY BOYS

LOCATION: The Tenements on Mumper Alley

REASON: A local gang of toughs

ADVENTURE HOOK: The Blackmailed Noble

Unless visitors specifically state that they looking for information and are willing to pay for it they will not be admitted into this run down, partly boarded up row house.

The **BULLY BOYS**, a gang of thugs, are a 12 strong band whose activities have been covert enough to avoid raising the ire of the local guards (**#54**). The Bully Boys gather information, whether to pass on to the Thieves’ Guild or to use in blackmail plots. The CK may wish to have other influential Yggsburgh residents embroiled in their schemes.

If questioned about the blackmailed noble plot they give away nothing for free unless forced, however they will reveal what they know for 50 gp. Threats will be met with combat. If more than 50% of the gang is defeated, the rest will surrender and offer up what information they have.

On the blackmail matter, they were approached by a “swarthy cove with beady eyes” who offered to pay them for information likely to embarrass prominent men. They received just what they were looking for from **PATTON LOOMER (#63)**. Upon telling their employer the sordid details he offered more coin if they would setup the blackmail scheme. While they were loathe to have any money going to the Common Temple (see the detailed description of the plot at the rear of this module), the money that they were offered set them at ease. They don’t know why the man wanted this arrangement; they only know that they meet up with him at the Red Cock Tavern and that his name is **RALPH WATERMAN (#59)**.

The leader of the bully boys is **JAY BLACK** (age 30), he is tall, very muscular, with a wild look to his eye and the word **KISS** tattooed across his knuckles.

JAY BLACK (He is a 6th level, neutral evil, human fighter whose vital stats are HP 45, AC 14. His primary attributes are strength, dexterity, constitution. His significant attribute is strength 18. He has the Secondary Skills of Bullying—level 3, Detection, and Suborning. He is equipped with chain vest and +1 Morningstar, and 25 gp in mixed coin.)

THE BULLY BOYS x 11 (They are 4th level, neutral evil, human fighters whose vital stats are HP 28, AC 12. Their primary attributes are physical. They have Suborning secondary skill and are armed with short swords, leather armor, and 2d4 gp in mixed coin.)

65. THE FEATHERED PILLOW

LOCATION: Work Close east of Moat Avenue

REASON: A legal brothel

SIGN: None but the first floor windows have a pretty girls watching the crowd.

ADVENTURE HOOK: She Ain’t Dead

A **SCORE OF DOXIES** offer their services from this gaily painted row house’s rooms. All are heavily made up and dressed in revealing gowns, colorful but of poor quality cloth. The ground floor has a lounge where patrons may purchase weak ale or wine for only 2 cp a cup. The girls recline on sofas or flaunt themselves before the men in the hope of being chosen for more profitable employment upstairs.

The proprietress calls herself **MADAM WYNTER**. She is 42 years old, but could pass for a decade younger. With blonde hair and sleepy blue eyes, Madam Wynter stands only 5’ 5” tall but has a full figure fetchingly revealed and enhanced by a low cut gown and beribboned corset.

MADAM WYNTER (She is a neutral harlot whose vital stats are HP 4, AC 10. She has a charisma 17.)

DOXIES x 20 (They are harlots.)

GOOD AND SERVICES

COST

The company of a comely lass for 30 minutes

8 sp

The company of Madam Wynters for 1 hour

1 gp

She Ain’t Dead: One who befriended the voluptuous Madam Wynter might learn of a girl who worked here briefly after faking her own death, “She told me her husband near bored her to tears so she left her clothes out in the country after covering them with blood from his meat shop. Poor girl was that scared he might find out what she’d done that she took off for another “academy” to put some distance between him and her.” The girl in question is **JONQUIL CHANDLER (#51)**.

66. MELCHOR’S BOLT HOLE

LOCATION: Work Close east of Moat Avenue

REASON: A safe house for Melchor and surviving Loki cultists

The apartments in this row house are occupied by the 14 rank and file worshippers of Loki described in #41. They pose as laborers and indeed many have gained such employment in one or another of the East Corner’s businesses.

Should a confrontation occur that leads to the cult’s revelation, surviving members will make their way here to lie low before, at the CK’s discretion, either rebuilding their temple elsewhere or finding their way out of town.

67. PAGE FAMILY HOME (SEE #37)

REASON: For the characters to investigate the ailment of Violet Page

ADVENTURE HOOK: The family woes of Daisy Page

This three-story row house is in a terrible state of disrepair. The front door is slightly ajar; an inspection reveals that the lock is broken. The ground floor is deserted but from the refuse it appears vagrants shelter here at times. The Page family resides upon the 1st floor.

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The doorway to their apartment is **LOCKED**; flickers of candlelight can be seen beneath it. The lock itself is a simple construction and easily picked by a thief (+5 to the roll). The one-room dwelling has little in the way of furnishings or comforts. There is a table with one chair; another lies broken in the corner beside a stove, used as fuel to heat the apartment. Across from the doorway, reclining in a bed, a small figure writhes feebly and occasionally moans.

VIOLET PAGE is a shrunken shell of a woman. Thin to the point of starvation, her breath comes in wheezing gasps and pockmarks cover much of her exposed skin – she is barely conscious.

VIOLET PAGE (*She is a neutral, 0 level human whose vital stats are HP 2, AC 10.*)

The family woes of Daisy Page: If it is required the Castle Keeper can use the standard row house map. If Daisy Page is with the party, she will run to her mother's side to check on her. After a moment, she will turn to the party and say that her condition has worsened. Tears begin to flow down Daisy's cheeks as she holds her mother's hand. Any character with healing capabilities may examine the woman; a wisdom check is required to gather information. On a successful roll, the character realizes Violet's sickness has no natural cause. Her blood has been drained; examining the rest of the room a successful spot check notes a small hole in the corner of the ceiling. Daisy will remain with her mother if the characters leave to investigate.

IX. THE COMMON TEMPLE

THE COMMON TEMPLE is a familiar landmark, its spire visible throughout this sector. The simple structure and its compound are home to the Tenoric Brothers, an order renowned for serving Yggsburgh's poor and needy, especially children.

The grounds are surrounded by a sturdy 8' high wall with many gateways; these are left open during the day but locked at nightfall when access may be gained by ringing a bell at the main gate (situated in the wall's northeast leg). The compound is divided into two main sections with the Temple proper and school area separated by a wooden fence.

Neatly maintained pathways run between trimmed trees and hedges, lovely flowers and shrubs. The gardens are maintained by the residents of the hostel (see below) under the guidance of lay brothers. There are several work sheds containing wheelbarrows, shovels, rakes etc. for use by both the work crews taking care of this complex and the volunteers who maintain the Common Gardens.

THE SHRINES

In areas secluded by foliage three separate shrines are strategically placed to allow quiet reflection. Each is a 30' diameter covered pavilion, oval in structure with a conical peaked roof set above a slab-like stone table and engraved boulder. Nearby stone benches allow worshipers to sit in contemplative silence.

These shrines nestled in the Common Temple's grounds are dedicated to Magni, Modi and Iarnsafa. The temple houses the main shrine to Thor.

A. THE MAGNI SHRINE

The first shrine, in the southwest corner of the garden, is dedicated to Magni, son of Thor and Iarnsafa the giantess. He is the god of might and strength, believed to be the only god stronger than Thor. A tale is told of how in a great battle Thor became trapped beneath the body of a fallen giant. He could not free himself until his then 3 year old son Magni threw the giant from his father. Magni is the only person other than Thor able to lift Mjolnir. He has a strong following amongst the commoner folk,

Climbing up the stairs to the second floor the characters come to another locked door; again it is easy to open, requiring a standard roll. Opening the door leads to a shadowy room, a little light enters through cracks in the shutters during the daytime. This is another one-room apartment; it is in a state of disarray with furniture strewn about, a table and chairs overturned. There is a bed across from the doorway, on it are two figures, some slight movement can be seen. No amount of calling from the doorway will rouse the bed's occupants who, on entering the room or shining a light upon the bed, will be seen as the emaciated remains of two humans.

The movement on the bed was a **STIRGE**, a clutch of them have taken up residence in this apartment having entered through an aperture in its poorly maintained roof. They killed the occupants and fed until they were sated; the hole in the floor leading to Daisy's apartment is slight enough that only the smallest of them can get through. Nightly it has been drinking its fill and then escaping back to the second floor. The remaining Stirges have been hunting the town at night.

STIRGES x 6 (*These neutral creatures' vital stats are HD 1d6, HP 3, AC 16 Move 10 ft., 40 ft. fly. Their saves are physical. They attack with a sting for 1d3 points of damage. Their special abilities include attach and blood drain for 1d4 points of damage per round. XP: 15+1*)

particularly laborers, as well as fighters and other adventurers.

The Magni shrine contains a large marble table atop which rests a stone carving of a ferocious bull about to charge. The bull is wears a leather strap across its chest upon which is mounted the hammer symbol of Thor.

Beneath the table rests an engraved boulder, its carvings show Odin hanging from a tree impaled by a spear. Thus one may contemplate this suffering world while praying for the strength needed to endure its woes.

B. THE MODI SHRINE

This shrine is dedicated to Modi, the second son of Thor and Iarnsafa. He is the god of courage, both in life and battle, and a skilled warrior. He has a strong following amongst common folk and berserker adventurers alike.

In the shrine a large marble table supports another stone carving, this shows a lion rampant but it has a serene expression and its fangs are not showing. Beneath it a boulder features an engraving of Tyr losing his hand but binding the great wolf Fenris, it is intended to inspire fortitude and the courage needed to endure pain.

C. THE IARNSAFA SHRINE

The last shrine, in the southeast corner, is dedicated to Iarnsafa, Thor's mistress. She is the mother of Magni and Modi, their protector when Thor was on his campaigns. Her name means "iron knife", a weapon Iarnsafa wielded to ensure her children's safety. She has become a patron to mothers everywhere and has a strong female following in Yggsburgh.

Here a marble table supports the statue of a tall woman carrying two children in one arm while holding up a dagger in her free hand. The boulder beneath the table bears images of Thor battling giants.

The Message of the Three Shrines: A temple cleric might explain the iconography thus: just as Magni's bull image is set above a representation of Odin's sufferings so too does strength overcome suffering, Modi's lion image is set above Fenris taking Tyr's hand because courage overcomes evil, while Iarnsafa and her children rest above Thor to show that tending

hearth and home is as important as striking mankind's enemies – there are no warriors without mothers to bear and raise them.

At the CK's discretion a petitioner on a worthy quest might receive a +1 bonus either to constitution, constitution saves, or saves vs. fear after praying here, the modifier applying for 24 hours.

Thor, lord of thunder, son of Odin, of flaming red beard and hair, is an enemy to giants and all things that might harm Asgard and Midgard. He is a mighty warrior destined to kill and be killed by the dreadful Midgard Serpent in this world's last days.

He dwells in the palace Bilskirnir in the kingdom Thrudheim (sometimes called Thrúdvangar). His wife is Sif of the golden hair and his mistress Iarnsafa (or Jarnsaxa) the giantess, with them he has two sons, Magni and Modi, and a daughter, Thrud (some claim another son Lóriði as well as a stepson called Ull).

Thor travels in a goat-drawn chariot with his servant Thjálfi and his sister Röskva. Its passage scorches the earth and cracks mountains. The goats are magical; when Thor is hungry he can eat one, only needing to touch its remains for the creature to regain full health, providing its bones have not been broken.

He wields the war hammer, *Mjolnir*, which, when thrown at a target, causes a thunderclap before returning magically to his hand. To heft it Thor wears the belt *Megingjörd*, which boosts its owner's strength, and dons a pair of iron gloves. This hammer is the bane of wicked giants.

He is the favorite deity of many Yggsburgh folk. At the Common Temple his priests wear red skullcaps and vestments: long robes split down the middle and tied with a coarse belt of braided leather. About their necks are iron hammer-shaped amulets engraved with runes sacred to the thunder god. The lay workers are clad in hooded red robes embroidered with a hammer symbol.

The temple itself is a stone structure with a tall spire. Its architectural style is simple with little in the way of overt decoration: stark lines, somber gray stone and hefty blocks give an impression of immovability, permanency and stability.

ADMINISTRATION OF THE COMMON TEMPLE:

The brothers of the Common Temple bear responsibility for the many worshippers visiting shrines and temple, a school and its students, a hostel and its needy residents, and outreach programs focused on the Common Garden block. The **VENERABLE ALBERT GOSHERT** (age 63) has overall authority; beneath him are 5 priests and 34 laymen. Note that despite their deity's warlike character the priests are not warrior clerics. Each has their own area of responsibility as detailed below:

THE COMMON TEMPLE, SANCTUARY OF THOR:

VENERABLE ALBERT GOSHERT (He is a 10th level, neutral good, human cleric of Thor whose vital statistics are HP 47, AC 14. His prime attributes are Wisdom, Intelligence and Charisma. His extraordinary attribute is Wisdom 18. He carries a Staff of Curing [20 charges], Ring of Fire Resistance, and +3 Padded Armor covered by plain priestly robes and skullcap. He also has the Secondary Skill of Esoteric Ability – Ancient History. He can cast the following number of clerical spells: 0th x5, 1st x5, 2nd x5, 3rd x4, 4th x3, 5th x2.)

Albert is devoted to his calling, shepherding Yggsburgh's poor and needy, having served thus since joining the priesthood as a boy of 12.

Standing 6' tall with long white hair flowing out from beneath a cloth skullcap, this kindly old man may often be seen walking slowly in the temple's precincts, supported by the arm of a lay brother or priest, as he goes about his duties. His infirmity is the result of a clash with giants long ago that left his spine twisted, no cure has been successful and the good priest laments that "*Thor has left a thorn in my flesh that I might learn fortitude through suffering.*" Over the years he has worked tirelessly to spread Thor's blessings over the East Corner, determined that the temple both protect and improve the peoples' lives. He leads all services in the Temple of Thor and seeks to maintain good relations with Yggsburgh's other temples by making frequent visits. He also attends many dinners and social events organized by the town's wealthy gentlefolk with the objective of gaining donations to support the Common Temple's cause. To signify his rank Albert's iron hammer-shaped amulet is set on a heavy gold chain worth 225 gp.

PIOUS BALDWIN WEBBER (age 22), has dark hair and an equally dark complexion, his deep voice booms out calls to prayer and can be heard above all other voices when hymns are sung. Baldwin is Albert's assistant; in addition to acting as his superior's scribe and advising worshippers he supervises the care and tending of the temple's structure. He is an able administrator, of stern demeanor when it comes to ensuring tasks are properly completed.

PIOUS BALDWIN WEBBER (He is a 3rd level, neutral good, human cleric whose vital statistics are HP 18, AC 10. His prime attributes are Wisdom, Intelligence and Charisma. He carries a staff and clerical robes. He can cast the following number of clerical spells: 0th x4, 1st x2, 2nd x1.)

LAYMAN STANLEY WOODS (age 34) is a handsome and loyal paladin of Thor, is completing a year's service before continuing on a quest to spread word of Thor's might throughout the East Mark. In addition to protecting the temple and its worshippers he supervises the lay workers and assists with minor repairs.

LAYMAN STANLEY WOODS (He is a 5th level, lawful good, human, paladin of Thor whose vital statistics are HP 39, AC 10/17. His prime attributes are Charisma, Strength, and Constitution. His extraordinary attributes are Charisma 17 and Strength 17. While performing work around the common temple, he wears simple robes. When prepared for battle he wears Plate mail and carries a +1 longsword and a warhammer.)

There are 5 **LAY WORKERS**. These are devoted worshippers who have committed themselves to a life of humble servitude; they maintain and clean the temple building and perform secondary functions during services – singing, chanting, bearing candles etc.

LAY WORKERS x 5 (They are neutral good, 0 level humans whose vital statistics are: HP 4, AC 10.)

THE SHRINES, GROUNDS AND OUTREACH PROGRAMS:

PIOUS GARTH MASON (age 43) is of average height with blond hair and blue eyes, he is in charge of the outreach programs, scheduling the volunteer's who tend the Common Gardens and assisting in their tasks. Additionally he seeks out children in need of help, giving food and alms, and if they are of exceptional merit informs Edgar Grover so that worthy fellow may determine if the child might be suitable for education in the Temple School.

PIOUS GARTH MASON (He is a 7th level, neutral good, human cleric whose vital statistics are HP 36, AC 11/19. His prime attributes are Wisdom, Intelligence and Charisma. He carries a Staff of Striking [14 charges] and clerical robes. If venturing into a dangerous locale he might don +2 Plate mail. He can cast the following number of clerical spells: 0th x5, 1st x4, 2nd x3, 3rd x2, 4th x1.)

LAYMAN GAIL APPLE (age 56), a dutiful worshipper of Modi, has retired from the adventurer's life. Recognizing that the Common Temple was spreading its faith by demonstrating care and support for the less fortunate

her faith, combined with a love of nature, led her to seek employment as chief groundskeeper both here and in the Common Gardens block. She has long brown hair with some gray showing, striking eyes and a patient, serene demeanor.

LAYMAN GAIL APPLE (She is a 7th level, neutral good, human ranger whose vital statistics are HP 40, AC 10/14. Her prime attributes are Strength, Wisdom and Intelligence. When working on the grounds she is equipped with a +1 dagger and padded armor. When on work duties outside of the temple grounds she wears +1 studded leather and carries a +1 longbow and 20 arrows.)

There are 2 **LAYMAN WORK TEAM LEADERS**. These devoted worshippers have demonstrated some leadership skills and thus accompany work groups outside of the temple grounds. They carry hunting horns to blow in case of trouble. There are 9 **LAYMAN WORKERS**, pious men devoted to a life of humble servitude maintaining the Common Temple's grounds and assisting at the Common Gardens block.

LAYMAN WORK TEAM LEADERS x 2 (They are neutral good humans, equal to 2nd level fighters whose vital statistics are HP 11, AC 12. Their primary attributes are physical. They are equipped with leather armor and short swords.)

LAYMAN WORKERS x 9 (They are neutral good, 0 level humans whose vital statistics are: HP 4, AC 10.)

THE SCHOOL, THE MONTHLY TESTS AND ADMITTANCE:

PIOUS EDGAR GROVER (age 42), a kindly man who loves children, is a father figure to many. He oversees the temple school, administering monthly tests that determine which children are gifted enough to be admitted. In addition, he personally teaches religion, enjoying educating those who normally would have no such opportunity. He has thinning hair, a quizzical smile, and somewhat oversized ears.

LAYMAN TARA WAGGONER (age 40), a worshipper of Iarnsafa from a wealthy Yggsburgh family, received her wizardly training at the *Academy of Magic (CZY area #18-K or Yggsburgh Town: Grand Temple & College District #23)*. Her parents intended that her knowledge be put to good use making magical improvements to their diverse businesses but when they passed away she decided to use her talents for a more selfless end, donating most of her inherited wealth to the Common Temple she then became an instructress for its poor students. She is a pretty dark-haired woman with an engaging and flirtatious style of conversation. Despite her love of children she has never married but harbors a secret desire to be swept off her feet. Without a thought she would sacrifice her own life to ensure her students safety. Tara organizes the school's educational program and teaches literature and history classes.

LAYMAN CECIL OAK is a stoic harsh man, is a follower of Magni. He teaches physical education and is responsible for school discipline, "You think being struck with this wee rod is bad do ya lad? Would ya rather try Thor's hammer?"

The 6 **LAYMAN TEACHERS**, worshippers of Thor, have dedicated themselves to the education and guidance of needy children. In addition to teaching classes, which range from basic literacy and numeracy instruction to matters of science, history, geography, languages and more, they provide the children with moral and ethical support. The teachers wear brown robes and green felt caps.

PIOUS EDGAR GROVER (He is a 5th level, neutral good, human cleric whose vital statistics are HP 38, AC 10. His prime attributes are Wisdom, Intelligence and Charisma. He carries a staff and clerical robes. He is a Knowledge Specialist in Theology and can cast the following number of clerical spells: 0th x4, 1st x3, 2nd x2, 3rd x1.)

LAYMAN TARA WAGGONER (She is a 6th level, lawful good, human wizard whose vital statistics are HP 15, AC 14. Her prime attributes are intelligence, wisdom, charisma. She carries a +2 staff, +2 Cloak of Protection, +2 Ring of Protection, and 5 gp. She is well educated and a Knowledge specialist in literature and the history of intelligent races. She can cast the following number of wizard spells: 0th x4, 1st x4, 2nd x2, 3rd x2.)

LAYMAN CECIL OAK (He is a 2nd level, neutral good, human fighter whose vital statistics are HP 17, AC 12. His primary attributes are strength, wisdom, charisma. He is equipped with leather armor and short sword.)

LAYMAN TEACHERS x 6 (They are neutral good, 0 level humans whose vital statistics are HP 4, AC 10. Each is a Knowledge specialist either in matters of basic education or a more advanced subject.)

THE HOSTEL FACILITIES:

PIOUS FRANK THATCHER (age 35) is a quiet, shy person with hunched shoulders and greasy hair. He becomes defensive if pushed on any issue. His prime responsibility is processing new entrants to the Hostel.

PIOUS HERBERT TURNER (age 28) has a blunt matter of fact personality, a demeanor that lead to his role of relocating individuals after their initial 4 day stay at the hostel is concluded (see below). He will point the person in the right direction to find work and lodgings, if they are unsuccessful in finding such they may stay but he will turf them at the first sign of slacking. He has worked out a system with Pious Garth Mason where those using the hostel must perform services either in the temple grounds or in town to "pay" for their keep. This affords the residents an opportunity to make contacts about town and perhaps thus find gainful employment. Herbert is portly with a florid face; he is somewhat sanctimonious and often clashes with the reserved Pious Thatcher.

There are 2 **LAYMAN HOSTEL FLOOR STEWARDS**. These devotees of Thor each have responsibility for one of the hostel's floor, dwelling thereon in a private room to ensure order.

There are 8 **LAYMAN HOSTEL WORKERS**. These dedicated individuals assist the floor stewards in maintaining order, cleanliness and discipline. They sleep in a common room within the hostel.

PIOUS FRANK THATCHER (He is a 3rd level, neutral good, human cleric whose vital statistics are HP 14, AC 10. His prime attributes are Wisdom, Intelligence and Charisma. He is a Knowledge specialist in linguistics and assists the many foreigners using the hostel. He carries a staff and red vestments. He can cast the following number of clerical spells: 0th x4, 1st x2, 2nd x1.)

PIOUS HERBERT TURNER (He is 28, neutral good, human, 3rd level cleric whose vital statistics are: HP 20, AC 10. His prime attributes are Wisdom, Intelligence and Charisma. He carries a staff and red vestments. He can cast the following number of clerical spells: 0-4, 1st -2, 2nd -1.)

LAYMAN HOSTEL FLOOR STEWARDS x 2: (They are 2nd level, neutral good, humans, equal to 2nd level fighters, whose vital statistics are HP 11, AC 12. Their primary attributes are physical. They are equipped with leather armor and short swords.)

LAYMAN HOSTEL WORKERS x 8: (They are neutral good, 0 level humans whose vital statistics are: HP 4, AC 10.)

THE COMMON TEMPLE

A large one story stone building rising to 1.5 stories in the midsection where a 25 foot tall spire rises to a peak adorned with Thor's symbol, the hammer Mjolnir. There is one entrance in the front and two in the rear.

#A. Inside the large sturdy double doors, emblazoned with an image of Thor's goat-drawn chariot, is a greeting area with paneled walls. The dark, highly polished wood is carved with heroic depictions of Thor's many struggles – here one sees the giantess Grid presenting the god with her iron gloves and magical belt, in the next panel Thor slays Geirrodd and many other frost giants etc.

If a ceremony is in progress layman will be here to welcome worshippers. Large ornate double doors give access to **#B**; a single door is to the left while the hallway continues around a corner to the right.

#B. THE TEMPLE OF THOR

This room has a 15' high ceiling supported by many columns; it is dominated by a large marble statue of an imposing muscular man that appears to gaze over the room from a pedestal mounted above the altar. This is Thor, shown wearing a bearskin cloak and hefting his hammer Mjolnir high in the air with his right hand.

The columns are carved with the fearful faces of giants and dwarves while tapestries depict scenes from Thor's life: one shows him outwitting the dwarf Alvis with that would-be son in law turning to stone in the sun's early morning rays, another shows the god unwittingly wrestling with Old Age and forcing the crone down onto one knee, a third reveals Thor's eventual battle with the Midgard Serpent, shown as a terrible dragon with unending coils, sword-like fangs, and ocean-dredging claws. Banners adorned with oak tree and hammer symbols hang from wall and column alike, fluttering above rows of benches provided as seating for the god's worshippers.

During ceremonies common folk cram into the room to hear **PIOUS ALBERT GOSHERT** speak from a podium to the right of the statue. **PIOUS BALDWIN WEBBER** stands to the left. Lay workers will ensure that influential visitors have a seat near the front, all others must claim what space they can and more folk stand than sit.

The **PALADIN STANLEY WOODS** (see above) will be present and it is 25% likely **KORA NASH** the fallen paladin (**#9**) will be in attendance too.

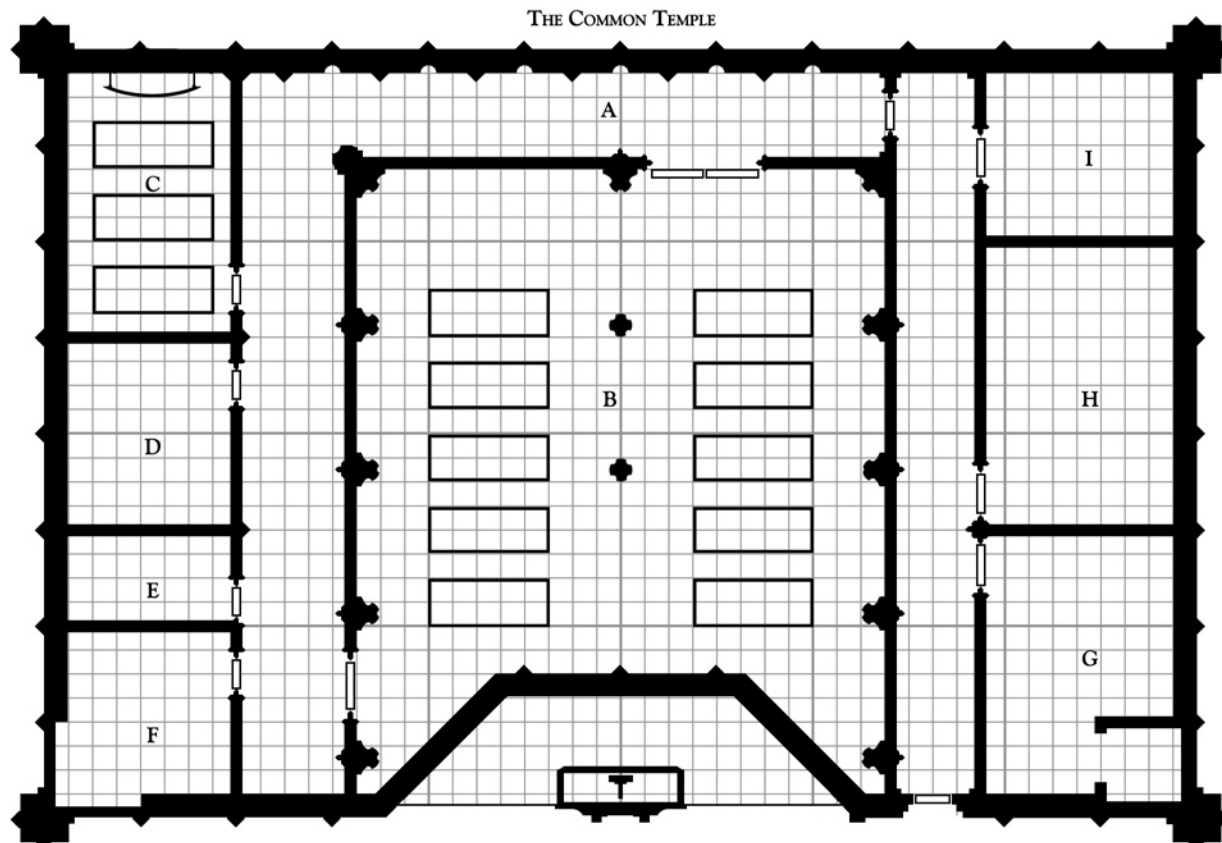
If no ceremony is in progress 1-3 laymen will be here cleaning and preparing the room 40% of the time.

This place has Thor's favor; dire consequences await the one who dishonors it – at the least a curse will cause violators to have a -1 to all dice rolls until they seek atonement. More serious infringements cause the god to animate his statue and crush interlopers (*as a double strength stone golem!*)

#C. DEVOTIONAL ROOM

This small chapel serves as a place for quiet reflection, doubling as a room where interested individuals can receive instruction on the tenets of the Tenoric faith. A large tapestry on the North West wall depicts the major figures of the pantheon: Odin, Aegir, Ran, Urd, Baldur, Blane, Bragi, Frey, Freyja, Frigga, Heimdall, Hel, Hoenir, Jormungand, Jord, Loki, Mimir, Njord, Surt, The Norns, Thor, Tyr, Uller, Vali, and Verdandi. The paneled walls are carved with oak tree and hammer symbols, wall sconces are in the shape of goat heads. Padded benches provide seating; their legs are shaped like crouching giants fearfully bearing a heavy load.

There is a 15% chance that 1-3 laymen will be cleaning the room if no ceremony is underway in **#B**. If the room is not being cleaned it is 5% likely Baldwin Webber will be conducting an instruction session with 1-6 new worshippers.



#D. LIBRARY AND STUDY ROOM

This shelf-lined library contains 2 tables and 8 chairs. The volumes and scrolls stored herein cover every aspect of the Tenoric faith, detailing sagas, legends, matters of dogma and prescribed rituals. Characters wishing to undertake research here must first seek the Venerable Albert Goshert's approval, he will acquiesce if the petitioner is of good character and agrees to donate 5 gp per hour spent in study. For each hour there is a cumulative 10% chance a character will glean answers to general questions relating to the Tenoric pantheon. For specific questions the aid of a temple priest is required, he will investigate on the party's behalf for an additional 5 gp donation per hour.

If no ceremony is underway in the main temple there is a 15% chance 1-3 laymen will be cleaning the room or cataloguing its books and a 20% chance **VENERABLE ALBERT GOSHERT** will be here researching some obscure aspect of Thor's worship.

#E. CHAMBERS OF THE PALADIN STANLEY WOODS

This chamber holds a bed, chest, night table with a lantern atop it, writing table with neat stacks of paper, chair and armor stand. The chest contains average quality clothing with one suit of finery – doublet, britches, frock coat etc. The papers on the table document routine maintenance tasks and list purchases made for the care of the Temple environs. A drawer holds a money pouch containing 100 sp and a gem worth 25 gp. The armor stand supports a suit of plate mail and a +1 *Longsword*, unless Stanley is using them. A map of the East Mark hangs on the wall as do three spears, a war hammer, and a banner emblazoned with Thor's *Mjolnir* symbol, clearly this is the room of a military-minded man.

In the evening there is a 95% chance that **STANLEY** will be here studying papers or sleeping.

#F. CHAMBERS OF THE PIOUS BALDWIN WEBBER

This sparsely furnished room holds a bed, chest, night table and small altar to Thor. A tall candle rests atop the night table. In the chest are clerical robes, tinderbox and 5 more candles, and a money belt holding 5 gp. The small shrine to Thor has a golden idol in the shape of *Mjolnir*, it is worth 20 gp.

In the evening it is 95% likely **BALDWIN** (see above) will be here praying or sleeping.

#G. CHAMBERS OF THE VENERABLE ALBERT GOSHERT

This chamber is a little larger than the other bedrooms and more comfortably appointed with a large double bed, comfortable mattress and pillows, night table with lantern, washbasin and water jug on a small table, wardrobe, chest, bookshelf and study desk. A tapestry depicting Thor's confrontation with Utgard-Loki hangs proudly on the north wall. The wardrobe contains clerical garb and several suits of clerical finery used when attending prestigious functions. The chest contains additional clothing and a money pouch with 50 gp. The study desk holds pen and ink along with stacks of papers listing the names of those who have contributed to the Temple's funds and plans for future fundraising events. There is a false bottom to one large drawer; it contains 500 gp used to finance the workings of the Common Temple. The bookshelf contains several rare works pertaining to Ancient History; they would be worth 100 gp to a collector.

The area around both the bookcase and desk is covered by three *glyphs of warding* triggered at the approach of any individual who is not a devoted follower of Thor. The first will paralyze an interloper, the second will blind and deafen him, while the third triggers an extremely loud alarm that will rouse everyone in the temple building – the alarm has a visual component showing an illusionary likeness of Thor bashing *Mjolnir* against a shield. Each of these glyphs requires a save vs. spell for everyone in the room who could be affected.

In the evening it is 95% likely **ALBERT** (see above) will be in the room studying or sleeping.

#H. LAYMEN SLEEPING QUARTERS

This large room contains 10 bunk beds with footlockers, 2 tables, 3 benches and 8 chairs. It is the sleeping quarters for 20 laymen. The footlockers contain clothing and 2-12 sp in mixed coin.

In the evening there is a 100% chance that the room will be occupied by 10 + 1d10 laymen who are sleeping, caring for their clothing or talking at the tables.

#I. WASHING ROOM AND STORAGE CLOSET

This room contains 2 flushable privies, 4 washbasins and several water jugs. Cleaning supplies for the temple's care are stored behind a half wall.

DAYTIME ENCOUNTERS

During the day the Common Temple grounds are a busy place, worshippers, priests, laymen, school children, teachers and hostel residents bustle here and there.

CHANCE OF ENCOUNTER: 2 in 6 each hour. Roll percentile for positive results:

01 – 40%	a group of 1-6 worshippers (<i>Any good alignment, level 0 human, vital stats HP 3, AC 10 with simple knives</i>)
41 - 55%	a group of 2 – 8 workers from the hostel (<i>0 level human, vital stats HP 7, AC 10 carrying gardening tools</i>) tending the grounds under the direction of a layperson (<i>see above</i>)
56-66%	2-8 school children (<i>urchin stats</i>) walking in the company of a teacher (<i>see above</i>)
67-76 2-8	unsupervised children (<i>urchin stats</i>) enjoying a break from class and looking for mischief.
77 – 90%	a ritual being carried out at one of the shrines by 5-20 worshippers and the Pious Garth Mason
91 – 95%	Kora Nash, the fallen paladin (#9) in quiet reflection.
96 – 99%	The Venerable Albert Goshert out for a walk with Pious Baldwin Webber and Stanley Woods – they are taking a break from their daily activities.
99-100	Melchor, in his Osgood Lane guise, peacefully walking the grounds (trying to determine if his mischievous schemes are bearing fruit).

THE SCHOOL AND HOSTEL ENVIRONMENT

This section of the compound has two wooden buildings, a large garden, exercise area and privy/washing block. The buildings are well maintained two story structures with wooden planks stained a dark brown, there are windows on both floors. The exercise area has ropes hanging from a wooden frame, children gather here during recesses to play and talk. The grounds are well maintained with neatly trimmed lawns and hedges.

Every 6 months tests are administered by **EDGAR GROVER** to determine the merit of would-be students. These come from poor families, wealthier children are educated at the Yggsburgh Schools (*CZ:Y #18* or *Yggsburgh Town; Jewel district #18*) or other private academies. Of course most of Yggsburgh's youngsters receive no formal education at all, work commences as soon as the child is able and unless an apprenticeship in some worthwhile craft or trade can be secured a life of poverty lies ahead.

Most prospective students are completely uneducated and Grover must rely upon an interview with the child to assess their basic aptitude. Those few applicants already possessing some degree of education are examined to assess their reading, writing and mathematics skills. Only the most capable will be admitted, they study a four year syllabus at no cost to their parents.

THE SCHOOL BUILDING

#A. These are living spaces and offices for the Laymen Teachers; each has a desk, 2 chairs, cot and chest. The desks contain teaching materials and writing tools while the chests hold clothing (typically spare robes worn when teaching). In the evening it is 95% likely a LAYMAN TEACHER will be in any given room working at their desk or sleeping.

#B. This is a refectory for students and temple employees, including the brothers and laymen. The food, prepared in the hostel kitchen, is brought over in pots and laid out on long tables. During mealtimes there will always be 1 teacher to supervise the children and a layman or priest will read from Thor's holy texts – usually an adventurous account to hold the children's interest.

#C. This is a library; its shelves hold works suitable for young and old alike covering such topics as general literature, mathematics and the Tenoric religion. During the day 1d10 students supervised by a teacher will be sat at the room's 3 tables.

#D. Literature and literacy classroom equipped with a desks and chairs for the students, each with chalk and slate, a large chalkboard on one wall and a teacher's desk. The floorboards are highly polished and the walls hung with hammer icons. The students are expected to work in complete silence unless asked a question and a wooden rod prominently displayed above the chalkboard is used to enforce this rule. During the day, TARA WAGGONER (see above) will be giving lessons here (although she is too kindhearted to use the rod as anything but a threat).

#E. Mathematics classroom outfitted as #D. During the day a LAYMAN TEACHER will be giving lessons.

#F. Storage room with cleaning materials, teaching supplies (chalk, slates etc), ruined books and broken furniture awaiting repair.

#G. Physical education classroom with several benches but the majority of the space open for instruction. Here the children undertake daily fitness routines. During the day CECIL OAK (see above) will be leading this class, either here or in the exercise area outside.

#H. History classroom outfitted as #D. During the day a LAYMAN TEACHER will be giving instruction here. Once each month the VENERABLE ALBERT GOSHERT takes a class, giving the children the benefit of his extensive knowledge of ancient history.

#I. A small storage room with extra teaching supplies and odds and ends of no value.

#J. CHAMBERS OF EDGAR GROVER: This room is sparsely furnished with a bed, chest, night table and small desk. A lantern rests atop the desk beside papers relating to religious studies. The chest holds clerical robes, tinderbox and 3 pints of lantern oil as well as a money pouch with 7 gp.

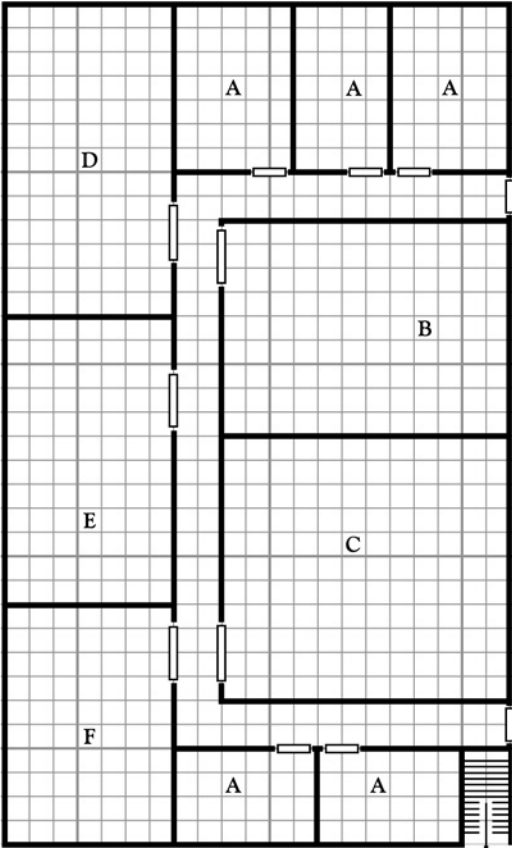
In the evening it is 95% likely EDGAR (see above) will be here studying papers or sleeping.

#K. Religious studies classroom, outfitted as #D with the addition of a wall chart describing the major gods of the Tenoric pantheon, highlighting those worshipped here at the Common Temple. During the day EDGAR GROVER will be teaching class

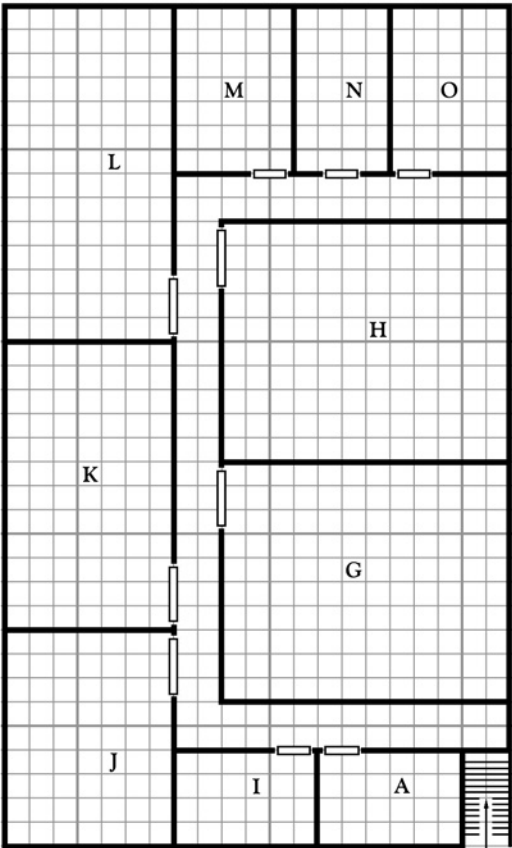
#L. This classroom is for the youngest students, its desks are smaller but otherwise it is outfitted as #D. For an hour each day DORA (#19) assists the LAYMAN TEACHER instructing this class. She is a favorite with the children as she always brings some tasty treats.

#M. CHAMBERS OF CECIL OAK: This chamber is sparsely decorated in utilitarian fashion with bed, chest, night table, chair and armor stand. The chest holds clothing and a pouch with 10 gp. The armor stand supports a

COMMON TEMPLE SCHOOL HOUSE



FIRST LEVEL



SECOND LEVEL

suit of leather armor and a short sword, unless CECIL (see above) is using them. In the evening he is 95% likely to be found here.

#N. CHAMBERS OF TARA WAGGONER: This room is well furnished and decorated as TARA (see above) kept a few of the luxuries she inherited from her parents. There is a comfortable four-poster bed with feather filled mattress and colorful duvet. The bed has gold filigree and is set with semi-precious stones making the whole worth 100 gp. A well made wardrobe matches the bed with its intricate inlaid gold work and is worth 50 gp. It contains expensive silk clothing (easily worth 40 gp) and several colorful robes. A locked chest holds perfumes and make-up (worth 5 gp) and a small locked coffer with gems and jewelry of 50 gp value. Tara keeps the keys on a chain around her neck.

#O. PRIVATE STUDY OF TARA WAGGONER: This room is wizard locked. When she donated most of her wealth to the temple TARA requested and was granted a separate room as a private study, it contains her library of historical and arcane material – these rare books could be sold for 200 gp. An antique desk and chair are worth 50 gp. A locked drawer holds Tara’s spell books, they contain twice as many spells as she can memorize per level. The Castle Keeper can choose the spells as required.

THE HOSTEL: The hostel provides accommodation for the poor and homeless. Usually they are allowed a 4 day stay but in exceptional circumstances this will be extended – the sick and infirm are not put on the streets and one genuinely unable to find work will be granted an extension. Those requesting housing are interviewed by the PIOUS FRANK THATCHER. If he can confirm an applicant is in genuine need they will be admitted but the able bodied must be willing to work for their keep. If there is any indication the interviewee is of bad character or has some means to support themselves they are turned away.

A. Double doors give access to a small hallway. A curtain blocks an interior door; stairs are visible at one end of the hall.

#B. These small semi-private rooms are for the use of destitute families, each has a large bed and footlocker.

#C. Ground floor dormitory with 12 bunk beds and nearby footlockers, these hold what few worldly possessions the needy residents have (if any). All these beds will be occupied at night.

#D. Kitchen and small refectory, here food is prepared for the entire Common Temple compound. During the day laypersons and women from the hostel prepare the meals served here and in the school refectory. There are two ovens and a large grill as well as a pot bellied stove for boiling water. Storage bins contain fruits and vegetables, meat and fish are purchased fresh each day.

#E. CHAMBER OF HERBERT TURNER: This sparsely furnished room has a bed, chest and small desk. In the chest are clerical robes, oil lamp, tinderbox and a money belt holding 25 gp. The small desk contains lists of hostel residents, recording their date of entry and detailing any work they have carried out on the temple’s behalf. Lists of inexpensive rooming houses and potential employers are used to help residents find lodgings and employment before their 4 day stay concludes. During the evening, HERBERT will be here sleeping or doing paperwork.

#F. This is one of the layman floor steward’s rooms. There is a simple bed, chest and nightstand with candle. The chest contains clothing, tinderbox and 5 extra candles.

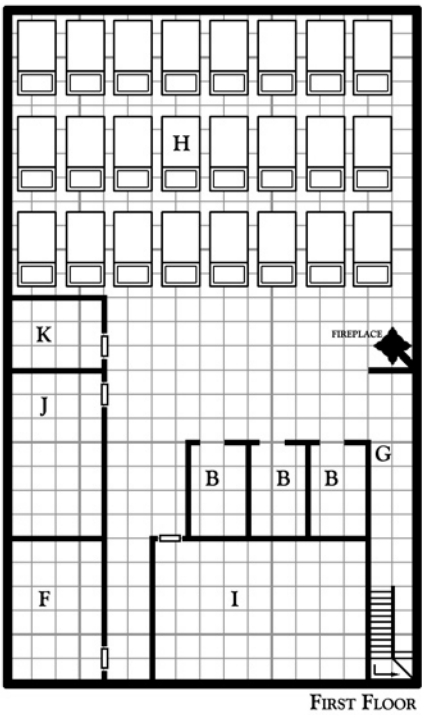
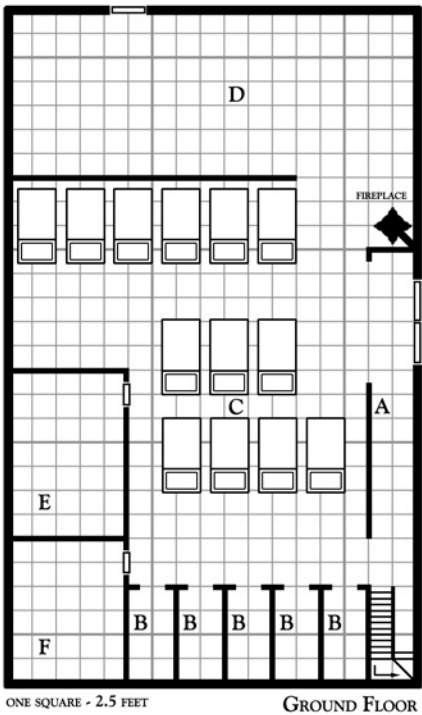
#G. Climbing the stairs to the first floor one encounters a partial wall, a small barrier designed to give the second dormitory a little privacy. Behind the wall a pot bellied stove provides heating in the winter months. The open space, a social area for all residents, has tables and chairs.

#H. First floor dormitory. There are 21 bunk beds here; it is otherwise similar to #C.

#I. This is a dormitory for the hostel laymen; it has 5 bunk beds with footlockers holding spare clothing. This room is always occupied at night.

#J. FRANK THATCHER’S CHAMBER: This sparsely furnished room has a bed, chest and small desk holding clerical robes, lamp, tinderbox and a pouch with 5 gp. The small desk contains a list of hostel applicants awaiting interview. During the evening, FRANK will be here either doing paperwork or sleeping.

#K. A small closet containing cleaning supplies. Hidden behind a series of crates is the mayor’s missing gift as described in #31. If the characters open the package they find a gilded map of Yggsburgh intricately scribed upon beaten silver and inlaid with precious stones, it is worth 150 gp.



APPENDIX

APPENDIX A: THE CULT OF LOKI

IN THE MIDST OF this poor section of Yggsburgh a plot to sow discord is afoot. The beneficent efforts of the Common Temple's clergy have not gone unnoticed by the powers of trickery and mischief. Specifically, their works have interested the god Loki who gleefully sows seeds of distrust where happiness and goodwill exist. The Common Temple is dedicated to his envied brother Thor and Loki has decided to shake up this bastion of faith, its proximity to certain less salubrious areas of housing made matters all the easier.

The characters may be drawn into this messy situation through a variety of means, since the Common Temple is a place of care and healing the party may well call here for healing magic and thus begin to forge a relationship with the priests. Alternatively a player character cleric or paladin could be assigned duties at the temple.

Whatever introductory method is used eventually the clergy will ask for their assistance, this will be noticed by Loki's agent of mischief Melchor who will gleefully pull the characters into his fiendish plans, making them pawns in his plot.

Melchor has many such pawns already; those hired locally have limited knowledge of their lord's true identity or purpose. His different identities ensure anonymity, only his trusted lieutenants, fellow devotees of Loki, know that he and Osgood Lane are one and the same man.

Melchor (in his Osgood Lane guise) should be introduced carefully to avoid arousing the party's suspicion; he can become a continuing thorn in the adventurers' sides. He has the magic necessary to evade capture, play this up so when he eventually does meet his fate at the characters' hands the moment will be all the sweeter for their frustrated players.

Note: While the characters may be suspicious of different folk in the East Corner there is still a rule of law. Worship of Loki is not illegal, just looked upon unfavorably. Melchor/Osgood and his associates will avail themselves of the watch and guard if harassed by the characters. Moreover, directly illegal acts will have repercussions if the characters are caught: violent assaults, breaking and entry and other crimes all have serious consequences (see CZ:Y Appendix B), at the very least such acts will sour the party's the relationship with the Common Temple. However, if the adventurers can garner sufficient evidence the authorities will sanction direct action against Melchor and his cronies, commissioning them to enter the "Woodcrafters Guild" and place the evildoers under arrest.

APPENDIX B: EXPANDED ADVENTURE HOOK INFORMATION

WHILE SOME ADVENTURE HOOKS herein need no further explanation others are more complex, for these some additional information is given below:

THE BLACKMAILED NOBLE: This adventure begins when the characters are approached by a man who rushes into the tavern where they are dining and looks around excitedly. On spotting the party he makes his way over to them directly.

He is dressed in a plain grey cloak with the hood drawn up; observant characters can tell he is making a clumsy attempt to mask his appearance. He introduces himself politely and quietly as Baldwin Webber, brother of the Common Temple. He begs the party's indulgence and asks them to accompany him forthwith to a meeting with his superior to discuss a matter of great secrecy.

If pressed for details Baldwin pleads ignorance, to find out more the characters must attend the Common Temple. If they are willing he sets off immediately.

The meeting is held in the temple's Library and Study Room (#D) where (if they have not met them before) the characters will be introduced to the Venerable Albert Goshert, Garth Mason, and Stanley Woods. Albert will ask for the character's assistance:

"Thank you for coming gentlemen. Your assistance is requested on a matter of utmost secrecy. We of the common temple have a calling to assist the poor and needy. Our work incurs many expenses and is funded by the generosity of the town's wealthier residents. I recently went to visit one such contributor, he was shocked to see me and commenced to berate me saying that 'this was not part of the deal.'"

I did not know what he was talking about but once I understood the situation promised to have it investigated. Gentlemen, if you will all swear to secrecy, I will begin."

Once the characters have sworn to secrecy they will learn the following:

A benefactor of the Temple, **MASTER BERTRAM GROVER** (for a complete description, please see *Yggsburgh Town: High Gardens #3*) is being blackmailed by someone claiming to be Venerable Albert Goshert's representative.

The issue at hand is quite embarrassing; Grover is the owner of the **GOLDEN SWAN BATHHOUSE (#63)** and has entered into an inappropriate relationship with Alice Carter, one of the serving girls.

Alice was recently visited by a group of unsavory looking ruffians who said they new about the affair and would reveal it to Grover's wife Virginia unless paid to hold their tongues. As his wife is the cousin of Yggsburgh's Lord Chancellor, Master Grover readily agreed – the scandal might ruin him.

This is where it gets strange. The blackmail amount is 100 gp per month that Alice is to tithe to the Common Temple – the ruffians claimed to be in the Temple's employ and said they would "know if the cod ain't paid."

This is all the information that is available. The next logical step would be for the characters to visit Alice at the Golden Swan Bathhouse.

Albert tells the characters that Master Grover is offering 200 gp per person if they will help to resolve this matter. Unbeknownst to the good priest Bertram has also hired an assassin that poses as his personal secretary.

Going under the name Calvin, the assassin appears short and boyish. A pale, quiet fellow in a black wig, and always dressed in dark clothing like that worn by a barrister. Articulate and plain-spoken, Calvin seems a bit shy and meek when spoken to (an act).

In fact "Calvin" is actually Morgana Little, a skilled assassin in disguise! Morgana can use either her "Calvin" persona or her own identity to infiltrate almost any area of Yggsburgh society in pursuit of her quarry. She has long, blond hair and soft-features, cuts a striking figure, and is very confident when not portraying "Calvin". She is also a studied and expert killer. Even Bertam is unaware of "Calvin's" true identity.

MASTER BERTRAM GROVER (He is a lawful neutral noble whose vital stats are HP 5, AC 13. His significant attribute is dexterity 15. His secondary skill is Business. He wears a finely tailored outfit, has a featherstaff and a +1 ring of protection.)

"CALVIN"/MORGANA LITTLE (She is an 8th level, lawful evil assassin whose vital stats are HP 35, AC 16. Her prime attributes are: dexterity, intelligence, charisma. Her significant attributes are dexterity 18, charisma 16. Her secondary skills are: Thespianism x3 and Suborning. She carries leather armor, a dagger of venom, sap, and a +1 ring of protection.)

It is possible Morgana will mistakenly identify the party as associates of the blackmailers as she will be following the same clues and may see them talking to those she suspects – if so she may well attempt to interrogate one or more of them (not a pleasant experience and one that often proves fatal). In any event the adventurers will find that some of those they question are found dead shortly thereafter, their corpses showing signs of brutal mistreatment and torture. The authorities may consider the characters to be their prime suspects in these crimes.

THE UNQUIET DEAD

This brief adventure might also begin with a request from the Common Temple, alternatively the party might have cause to visit the undertakers and hear of the matter directly. Note that necromancy is a crime in Yggsburgh punishable by branding and 15 years of penal servitude, the authorities will certainly investigate this matter and unless given evidence to the contrary may conclude that rogue elements at the Temple are somehow involved.

TROUBLESOME PIXIES

Again the VENERABLE ALBERT GOSHERT might send the characters a message through the PIOUS BALDWIN WEBBER asking them to meet DOROTHY SINGER (#11) or alternatively the party may enter the shop one morning and find it in a state of disarray. Questioning the pixie leader will give the party their first clue a malicious individual is at work, one that may have an alternate identity.

ILLEGAL GAMING HOUSE

This adventure may begin in several ways. Operating under the guise of an Animal Handlers' Guild is a poor way to hide an illegal establishment – this was Melchor's idea, the front of the woodcrafters' Guild having proved effective – and a party member may call here seeking a guild member's services only to be turned away. Alternatively a visit to ANIMAL EXTRAVAGANZA (#6) or a request from VENERABLE ALBERT GOSHERT will lead to a meeting with Alan Fletcher who knows the operation is illegitimate. While he is not a worshipper of Thor, Fletcher is good friends with some of the temple's influential patrons; Venerable Goshert will be grateful if the party helps him and thereafter offers them healing services at a reduced cost.

STOLEN FIRE

The characters may well find this quest on their own, if not they may overhear mention of another worshiper's troubles (#13) at the Common Temple. While it initially seems a mundane issue the characters continued successes may lead to a direct request to intervene. Once again circumstantial evidence may cause the authorities to suspect rogue elements at the Common Temple with the fallen paladin Kora Nash now viewed as the chief suspect – indeed the party may well come to believe she has a role in the plot, could she be responsible for blackmailing Master Bertram Grover too?

Other Adventure Hooks, SHE AIN'T DEAD, FALSE SILK WORMS, MELCHOR'S LOCKER, THE MAYOR'S PACKAGE, THE MAD ARTIST, THE FAMILY WOES OF DAISY PAGE and THE CAVE OF EVIL SPIRITS, are sufficiently described in the text at their relevant locations. The party should either stumble upon these quests or be lead to them by following up on clues gleaned during other adventures.

APPENDIX C: SKILLS

THE LIST BELOW INCLUDES brief descriptions of skills used in this module, for full details of these and other additions to the Castles & Crusades game visit www.trolllord.com and download the CZ – Options & Skills document.

ANIMAL TRAINING & HANDLING (CHA+WIS/2): training and handling of natural living creatures of avian and mammalian sort and extraordinary ones similar to them.

ARTISTIC CAPACITY (WIS+DEX/2): one of the following areas:

- artistic drawing and painting, sculpting, jewelry making, appraisal of art
- musical composition and performance
- poetry and prose authorship

BUSINESS ABILITY (INT+WIS/2): accounting, banking, commerce, finance, investing, trading (*assures literacy and numeracy*)

CONSTRUCTION ABILITY (STR+INT/2): building, carpentry, engineering, fortification, masonry, mechanics (*assures basic literacy and full numeracy*)

DETECTION (INT+CON/2): detecting, examining, investigation, observing, searching, and watching, as well as researching and tracking down information.

KNOWLEDGE SPECIALIST (INT): one of the following areas:

- 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

SWINDLING ABILITY (CHR+INT/2): cheating, deception, fixing (contests), fraud, gambling, odds (establishing), promoting events (*assures numeracy*)

THESPIANISM ABILITY (CHR): acting, disguise (makeup), impersonation, mimicry, orating, performing, reciting, singing (*assures literacy*)

APPENDIX D: NEW MAGIC ITEMS

Urn of Frightful Spirits: This common looking metal urn has handles its sides but no lid, one placing their hand inside feels a chilling cold. Handling the urn for any length of time causes an indeterminate sense of unease. When the sun sets the item's full effects are felt, a cloud of frightful insubstantial forms flow from the urn and begin flying around it in a 50' radius. Creatures caught within this area must save vs. spells at -20 or be paralyzed, staring in terror at the illusory forms. The effects wear off at sunrise when the "spirits" retreat into the urn. XP: 1000, GP value: 500

Brazier of Cold Fire: This seems like an ordinary brass brazier, it has two handles and is mounted upon a tripod stand. Any normally flammable substance can be added to the brazier and lit but when the fuel is burning instead of heat the brazier radiates a winter-like cold in a 50' radius. Any creature not suitably dressed will begin to feel the effects of extreme cold, eventually suffering from hypothermia. The fuel is consumed as if it was burning in a normal fire but the flames are blue in color. XP: 2500, GP value: 750

APPENDIX E: MAPS

SCALE OF MAPS: ONE SQUARE = 10 FEET

