

Castle ZAGYG™



THE OUTS
INN

MBER SEA

Castle Zagyg, Volume 1 Yggsburgh

by
Gary Gygax

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

So thank you Darlene!

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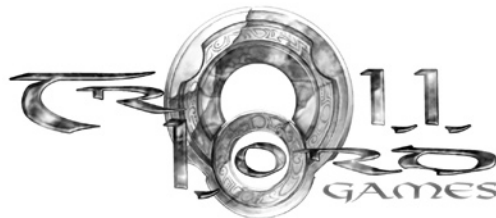
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Yggsburgh

Background and Overview



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

As one comes nearer to the fortifications, it can be seen that there are war engines, scorpions and catapults on the gatehouse and tower roofs. A careful survey reveals a massive citadel at the west end of the town, it having two regular towers and a great one looming above the confluence of the Nemo and Urt Rivers. The thick town walls sprout 36 defensive towers by your count, not including the pair that flanks each of the three gatehouses by which the place might be entered. The wall towers are set with about 500 feet distance between each. At the intervals between them are semi-circular wall bastions that thrust outwards from the walls, as do the towers. On each of these 36 bastions you can see a pair of scorpions and a catapult. One thing is certain: if Yggsburgh has a strong military garrison, this town can be defended against a massive attacking force.

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

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

lovely, but not prone to fire even in crowded lower-class sections.

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

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

History



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

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

Neither of Talworth's rivals was satisfied with the outcome, so Baron Redfort and Count Easmoor made common cause. Thus allied, their forces met and defeated those of the Marquis in what is known locally as the Battle of the Westfields. However, their victory did not bring the desired result. A local petty noble, Edward, Lord

Yggs (to whom the village and salt mine had belonged), with a handful of knights, cut down the foreign garrison, closed the gates and defied the would-be conquerors. Because the local populace were heartily fed up with heavy-handed rule and ruinous taxes, those in the community as well as those from the lands around flocked to the town in arms and swore vassalage to Lord Yggs, promising to defend it, him and his lands. Even so, there were scarcely enough warriors to man all the walls and towers properly. The massed forces of Baron Redfort and Count Easmoor laid siege to Yggsburgh.

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

So it came to pass that the town was ruled by Lord Yggs for some 20 years, and under his guiding hand it grew and became wealthy from trade and manufacture, as well as exploitation of nearby mineral resources. As it prospered, he caused a great temple to be built in thanks for the deliverance, and the flourishing condition of town and lands around. When Lord Yggs died childless, his officers and knights were astonished at the contents of his will. Lewis Garmonde (Lord Yggs) commanded that his estates be kept

as their own by those holding the lands, and that the town become a free one, the nobles owing vassalage to the community at large and its Lord Mayor. His will decreed that a council of eight great men of the community serve to make laws, and elect for a period of 10 years one other like man (who was not a council member) to serve as Lord Mayor and administer the town. At least six council members had to agree to the one to be chosen as Lord Mayor. The Lord Mayor was to see to the maintenance, policing and security of Yggsburgh, enforce the council's laws, and levy taxes approved by the council.

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

Of course the citizens of the town and its surrounding lands were overjoyed at this bequest. Not all of the officers and knights of the deceased lord were so pleased, though. There was much muttering and clandestine meetings amongst the two dozen or so highly influential persons in Yggsburgh, but all came to naught in regards to declaration of Lord Lewis Garmonde's Last Will & Testament as invalid. The most powerful figures decided that being a permanent council member was better than risking a many-sided fight for rulership of the town, for surely those who elected its Lord Mayor held the real reins of power. So the will of the last Lord Yggs was carried out, and Yggsburgh and its adjacent lands are free, ruled by an elected Lord Mayor, this condition existing for over 90 years.

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

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



Castles Zagyg: Yggsburgh

Encounter Area 80. The Outs Inn

Location: East Road and Nemo Street

Reason: Need you ask?

Sign: A jolly innkeeper opening a door for a burgher waiting outside

Encounters: Outs Inn Random Encounters (Appendix C, Urban Encounters, The Outs Inn)

The Outs Inn is located on the southeast corner of East Road and Nemo Street. It is a very large, low-walled inn of highest quality. Its customers are usually well-to-do travelers, whether coming to the area by water or land. Most patrons are coach borne, traveling between points eastwards and the city of Dunfalcon. Those regular visitors coming to Yggsburgh on business that are able to afford the rates generally stay at the Outs Inn, for it is clean, very comfortable, has all the amenities and the food is excellent. Thus there are a number of chair carriers and small carriages always near the main entrance in daylight hours, their operators ready to convey inn patrons to the nearby town.

The proprietor's great grandparents purchased the place, then a mere tavern, over 80 years ago. By investing all of their money and considerable labor, they made the new inn a most successful enterprise. Over the intervening years the Outs Inn has been expanded and made more lavish, so that it is now a famous landmark.

The buildings comprising the Outs Inn form a rectangular compound that is 450 feet long east-west, and 300 feet deep north-south. The whole is set back from the road and street 20 feet. Separate buildings are connected by 12-foot high fieldstone walls set with curved iron spikes.

The main entrance is a double gate on East Road that is 30 feet from the corner wall paralleling Nemo Street. There is a single gate for tradesmen and freight on Nemo Street, 50 feet from the southern end of the wall there. There are 25 fruit-bearing trees in the compound—apple, cherry, peach, pear, and plum intermixed. Some number of the bushes inside the compound are currant—black, red, white—and dewberry and raspberry, while others are flowering. There are many structures comprising the Outs Inn. Each is shown on the accompanying map and described below.

A1. Main Entrance Two reinforced wooden gates, each 8 feet wide and 12 feet high, lead into the forepart of the cobbled courtyard. Any arrival here by horse or wheeled vehicle will be heard plainly by the stable boys and grooms on duty in buildings 4 and 5. The Castle Keeper might wish to include a pair of mastiffs that bark a welcome to persons entering, thus alerting the staff. If added, these dogs patrol in the cobbled courtyard at night, being trained to stay in that area. Guests, after dismounting, are escorted to area 3. There are 17 handle mounts and vehicles here.

By day Groom Wilfred is the stable manager. He is a tall but average-looking man of around 35. He is assisted by the stable boys: Merton, a boy of 16, and Grins, a cheerful lad of 12.

Groom Wilfred (*He is a neutral good, human, 3rd level fighter whose vital stats are: HP 17, AC 13. His prime attributes are: str, con, cha. He carries ring mail and a dagger.*)

Merton (*He is a neutral good, human, 1st level fighter whose vital stats are: HP 6, AC 13. His prime attributes are: str, con, cha. He carries ring mail and a dagger.*)

At dark the groom is Big Roger, a dark fellow age near 40. He is assisted by the stable boy Morris.

Big Roger (*He is a neutral good, human, 4th level fighter whose vital stats are: HP 26, AC 13. His prime attributes are: str, con, cha. He carries ring mail and a dagger.*)

Morris (*He is a neutral good, human, 2nd level fighter whose vital stats are: HP 11, AC 13. His prime attributes are: str, con, cha. He carries ring mail and a dagger.*)

The day porter is Byron, a heavy-set and strong chap of some 50 years. He is polite and talkative. After 10 PM the night porter is George, an older, taciturn man of near 70 but quite spry.

Byron (*He is a lawful neutral, human, 5th level fighter whose vital stats are: HP 33, AC 13. His prime attributes are: str, con, cha. He carries ring mail and a dagger.*)

George (*He is a neutral good, human, 3rd level fighter whose vital stats are: HP 18, AC 13. His prime attributes are: str, con, cha. He carries ring mail and a dagger.*)

Mastiffs (*HD 3d8, HP 15, AC 14, PA physical, AT 1 bit, DA 2-8.*)

A2. Side Entrance Two reinforced wooden gates, each five feet wide and 10 feet high, lead into the rear of the cobbled courtyard. This gate is used mainly for the pickup and delivery of laundry, provisions, and goods stored in the goods storage facility. The Castle keeper might also wish to include another pair of mastiffs here (see above) that bark a welcome to tradesmen entering, thus alerting the staff. If added, these dogs patrol in a pack in the cobbled courtyard at night.

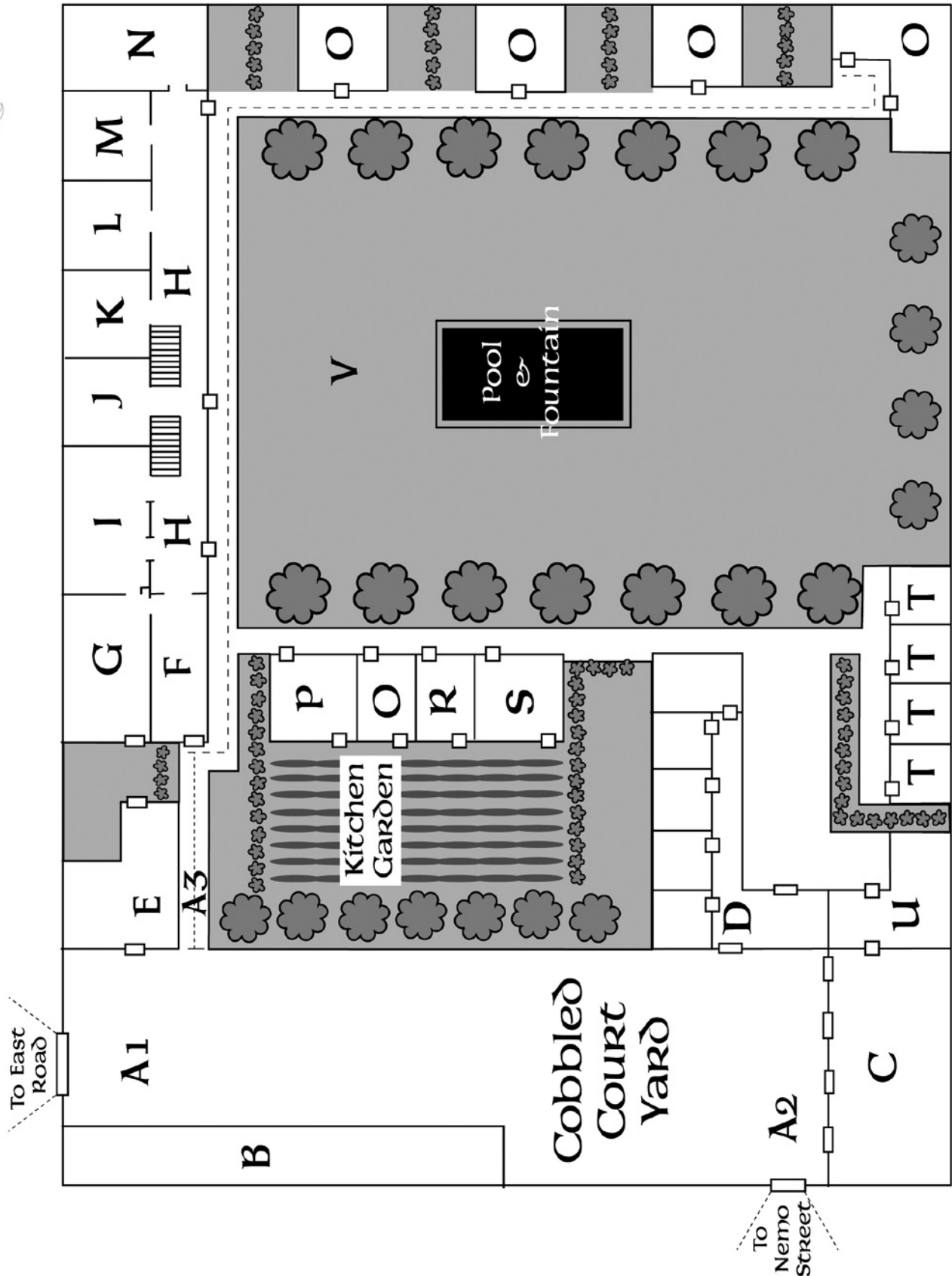
The inn's laundry (aprons, table linens, bed sheets and the like) are washed and dried by the Riverside Laundress, an establishment at the end of Nemo Road. A cart delivers clean laundry to the inn in the early afternoon, taking away the soiled linen to be washed and returned the following day.

A3. Loggia-like Portico This roofed walkway leads from the cobbled courtyard to the main entrance of the inn. It continues all along the front of that structure, and then turns south and covers the path all the way to the last of the four private villas.

B. Stables and Feed Storage There are accommodations for as many as 30 animals here. There are two riding and four draught horses here for rental purposes. Outdoor stabling at hitching posts can accommodate 16 additional horses. The floor above the stables has four rooms for staff members. Who lives in them is a matter for the Castle Keeper to decide.

The stable master is Jason Barger, a handsome sort, about age 30 with long chestnut hair and spade beard, who is an excellent horseman and good judge of character. Jason is a cousin of the owner and he is currently making moves on his cousin Gretchen

The Outs Inn



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Gunderson. He is thinking to make her his mistress—temporarily at least. If the party are spying for Uvull, the wizardly right-hand man of the Marquis Talworth, Jason is one of the contacts. He has been promised status as a gentleman and ownership of the inn, should the Marquis rule the area. He can lead them to a gang of cutthroats in Yggsburgh who are glad to take the Marquis' coin to make trouble in the town (see Yggsburg Encounter 59, River Rat Tavern). Jason is a pigeon fancier and has a dovecote at one end of the first floor of the stable building. Several of the birds are homing pigeons he uses to communicate with the marquis' other agents.

Grooms “Red” Weaver and Tyler Watson, neither very bright, both in their early 20s, and needing supervision, serve as footmen for a rented carriage or coach. With them are stableboys William “Little Willie” Blue and Edwin “Eddie” Eager.

Jason Barger (*He is a lawful neutral, human, 8th level fighter whose vital stats are: HP 49, AC 12. His prime attributes are: str, con, cha. His significant attribute is: str 17. His secondary skill is: bullying. He carries leather armor, crossbow, longsword and a dagger.*)

“Red” Weaver (*He is a neutral good, human, 2nd level fighter whose vital stats are: HP 14, AC 13. His prime attributes are: str, con, cha. He carries ring mail and a dagger.*)

Tyler Watson (*He is a neutral good, human, 2nd level fighter whose vital stats are: HP 16, AC 13. His prime attributes are: str, con, cha. He carries ring mail and a dagger.*)

C. Coach and Carriage Barn As many as 12 vehicles can be kept in this place. There is a small and a large carriage, plus a large coach for rent, so only nine customers' vehicles can be housed most of the time. The floor above the barn has eight rooms for staff members. Who lives in them is a matter for the Castle Keeper to decide.

The barn master is “Wheels” Littleham, a short but strong man who loves carriage and coach work. His assistant is Sylvester Drover, who will serve as a coachman when so required. The hands are Bertie Wilson and Helga Rivers, who see to cleaning vehicles and general labor here.

“Wheels” Littleham (*He is a chaotic good, human, 3rd level fighter whose vital stats are: HP 19, AC 13. His prime attributes are: str, con, cha. He carries ring mail and a +2 dagger.*)

Sylvester Drover (*He is a chaotic good, human, 2nd level fighter whose vital stats are: HP 12, AC 13. His prime attributes are: str, con, cha. He carries ring mail, whip and a dagger.*)

Bertie Wilson (*He is a neutral good, human, 1st level fighter whose vital stats are: HP 7, AC 13. His prime attributes are: str, con, cha. He carries ring mail and a dagger.*)

Helga Rivers (*He is a neutral good, human, 1st level fighter whose vital stats are: HP 5, AC 13. His prime attributes are: str, con, cha. He carries ring mail and a dagger.*)

D. Goods Storage Facility To the north are five locked storerooms, while in the south is a long open area for goods of no great value. The storehouse master is Tad the Packer, a husky fellow of average looks, blond hair cropped short, always willing to talk about the value of goods and how to pack and move them around. He keeps his battle axe handy. The grooms are called on to move things stored here when necessary. “Packer” assists the porter when needed.

Tad the Packer (*He is a lawful good, human, 4th level fighter whose vital stats are: HP 29, AC 13. His prime attributes are: str, con, cha. He carries ring mail, battle axe and a dagger.*)

E. Kitchen and Bakery This large detached building is where all the food for the inn is prepared. It is at a distance because of the odors, heat, and fire danger. To the south of this place is an extensive herb and vegetable garden that supplies fresh produce for the inn from late spring through late autumn.

Harold Greene, the Head Chef, comes in at 11 AM. He is an irascible, bald man of 40 years who cooks superb food, and demands acknowledgement of his artful creations. Matilda Button, the Cook, works from 5 AM until 3 PM. She is a large and rather plump woman of 37 years who is meticulous and hard-working, making all the more ordinary food with the help of Burns. She is very fond of Harold, but her affection is not returned. Donald Burns, the Assistant Cook, works from 8 AM on. He is 25, a former kitchen attendant of a noble, who dreams of opening his own eating house. Fred the Baker, a somewhat portly chap of around age 30 who enjoys his pastries, is the chief baker. Chalf Brownly, the baker's helper, is a lad of 15 who is learning the trade. The scullions are Fay Harper, Murdoch Downey, Karna Hill, and Terrance Griner, who are aged 17, 38, 23, and 20 respectively. They are typical of the lower class town dwellers, though Fay is quite well-built and pretty.

Fred the Baker (*He is a lawful neutral, human, 3rd level fighter whose vital stats are: HP 20, AC 11. His prime attributes are: str, con, cha. He carries padded armor and a rolling pin [club].*)

Chalf Brownly (*He is a neutral good, human, 1st level fighter whose vital stats are: HP 8, AC 11. His prime attributes are: str, con, cha. He carries padded armor and a rolling pin [club].*)

Harold Greene (*lawful good, 2nd level fighter, HP 14, AC 11, PA str, con, dex, EQ padded armor, cleaver.*)

Matilda Button (*lawful good, 1st level fighter, HP 8, AC 11, PA str, con, dex, EQ padded armor, knife.*)

Donald Burns (*neutral, 4th level fighter, HP 21, AC 11, PA str, con, dex, EQ padded armor, knife.*)

Fay Harper, Murdoch Downey, Karna Hill, and Terrance Griner (*neutral good, 1st level fighters, HP 5, 9, 6, 7 respectively, AC 10, PA str, con, dex, EQ knife.*)

Outs Inn (proper) The Outs Inn is a large and busy place. The Castle Keeper must consult the Outs Inn Guests Encounter Table in Appendix C in order to determine what other persons, and in what numbers, are staying here. That table also includes a sub-

table detailing those guests and any possible adventure associated with them. It would be best to undertake this prior to, rather than during, play in order to expedite action at the game table.

The prices of goods and services at the Outs Inn are listed below, after which comes a description of particular areas of the inn.

Goods and Services	Cost
Ale	1-3sp per pint
Beer	1-2sp per pint
Wine	2-10sp per glass; 1-25gp per bottle
Liquor	2-12sp per glass
Brandy	4-50sp per glass
Coffee	1sp per cup
Tea	1-3sp per cup
Hot Chocolate	2sp per cup
Cider in season	2sp per pint
Ginger Ale	1sp per pint
Root Beer	1sp per pint
Buttermilk	5cp per pint
Breakfast	5-10sp
Dinner	1-4gp
Supper	12-30sp
Dormitory, one night	11sp
Dormitory, one week	6gp
Dormitory, one month	21gp
Private Room, one night	5gp
Private Room, one week	33gp
Private Room, one month	112gp
Suite, one night	14gp
Suite, one week	55gp
Suite, one month	188gp
Villa, one night	20-25gp
Villa, one week	125-150gp
Villa, one month	450-575gp
Stabling, one night	1gp
Stabling, one week	6gp
Stabling, one month	21gp
Vehicle Storage, one night	1gp
Vehicle Storage, one week	5gp
Vehicle Storage, one month	17gp
Goods Storage, one night	5cp (per square yard space taken)
Goods Storage, one week	2sp (per square yard space taken)

Goods Storage, one month	3sp (per square yard space taken)
Private Storeroom	20-30gp (per square yard space taken)
Riding Horse, rental	3gp per day and 125gp security deposit
One horse, two person carriage, rental	7gp per day and 500gp security deposit
Two horse, two person carriage, rental	10gp per day and 500gp security deposit
Two horse, four person carriage, rental	13gp per day and 500gp security deposit
Two horse, four person coach, rental	17gp per day and 500gp security deposit
Four horse, six person coach, rental	25gp per day and 500gp security deposit
Coachman, rental	10gp per day

F. Lobby Entrance and Waiting The floor here is of slate tiles, with red rugs over them in non-traffic areas. The walls are whitewashed, walnut, wainscoted, and display many oil paintings. These are mainly of the Gunderson males, Lord Yggs in several poses, and all of the Lords Mayor of Yggsburgh, including the current one, Druid Lochinvar Beechwood. There is an L-shaped counter immediately to the north of the entrance. This bar is 20 feet long, and it is where overnight guests are served. To the east of this is a large desk and cabinets for record storage. Along the south wall just beyond the entry are racks for hanging outer garments in cold weather, and after that a half-dozen padded armchairs. Any time after 7 AM and before 7 PM, the innkeeper, Goodman Walter Gunderson, and his wife, Goodwife Helga Gunderson, are on duty to greet and see to the settling in or departure of a guest. They are assisted by their children, the eldest pair of whom see to the management of the place when their parents are not on duty.

The innkeeper, Goodman Walter Gunderson, is a solid citizen of 56 years. He is jolly when things are in order, and a good parent. Walter is tall, heavy, and clean shaven, with only a fringe of reddish hair remaining, so that his girth and bright blue eyes are the first things noted. As a good businessman, he welcomes all who can pay and he remembers names and faces. Those who are regular customers are recognized and address him by name. He does not talk about other guests but, when not busy, he is happy to discuss most other polite subjects, especially over a pint of ale.

The Goodwife Helga Gunderson is a tall and plump woman of age 50 with gray hair, and shows signs of the good looks she had as a girl. Helga is a strict disciplinarian, but otherwise a doting mother, whose concern is to see that all of her children do well, not just Rudolph (who will inherit the inn). She has no time for small talk, but choice gossip might lure her into conversation.

Ingeborg Gunderson is the youngest daughter, age 11, who clears tables in the dining room. A tall and pretty young girl with her titian blonde hair worn in a long braid down her back. Ingeborg is strong for her age, serious, and a willing worker.

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Karl Gunderson is the youngest son, age 13, who clears tables in the dining room and does other menial chores at the inn. Young Karl could pass for 16, as he is big and strong. He prefers to be outside fishing, hunting, or playing at arms to being a servant. His mother does not like this, especially his admiration for Jason Barger, her husband's "no good" cousin who encourages such "foolishness." Karl wants to become a horse breeder and own a large farm where he can hunt and fish.

Lavinia Gunderson, age 16, serves meals in the dining room. She is a very pretty girl with flaxen hair she wears in a bun, as her mother does. Lavinia is practical, strong-willed, and knows she will marry a handsome man with property, so that she will be mistress of a fine household.

Olaf Gunderson, age 18, assists serving in the bar room. He is able but lazy. He prefers to drink and be merry with the opposite sex, rather than do regular routine work, and his clean good looks make him popular with the local girls, even some female patrons, much to the concern of his mother and father. Olaf knows he must make his own way, and his plan is to become a warrior of

sorts, perhaps a guard for a merchant at first, with an eye towards grander things, adventure and wealth.

Drogat Gunderson, age 20, is barkeep much of the time. He is a rather plain fellow, a no-nonsense sort of young man cut from the same cloth as his mother. He has learned a good deal of combat by being a member of the local militia and from handling rowdy patrons. Although he is not as tall as is typical for a Gunderson, he is wiry and naturally strong. Drogat hopes to save sufficient funds so that one day he can open his own small place, a tavern if not a full-blown inn. As bartender, he hears and sees much. Drinking little, he knows much of what goes on, and he suspects his cousin Jason Barger is a subversive, but kinship prevents him from revealing what he believes to his father, Walter.

Gretchen Gunderson, age 22, is assistant manager of the inn. She is a most pretty young woman, a Valkyrie-type, tall, buxom, and strong. She combines her father's commercial sense with her mother's practicality. She has several beaux, and would have married Rodney Meadows, the eldest son of a local gentleman farmer, but for her devotion to her parents. She feels she must stay and assist in running the inn until Lavinia or another of her siblings can assume her managerial duties. Currently, her cousin Jason is making advances on her, but Gretchen is not impressed or interested despite Jason's lavish spending.

Rudolph Gunderson, age 25, is the night innkeeper and an excellent swordsman, as well as a lieutenant in the local militia. He is larger and stronger than his brother Drogat, stands over six feet tall and weighs no less than 200 pounds. He is a fine young man, but one who causes his parents concern. Rudolph is not really interested in being an ostler. Just as his younger brother Olaf, he too would rather be an adventurer. While Rudolph has all that it takes, including natural drive, he remains at the inn. His father expects that his eldest son Rudolph will inherit the inn when he passes on. Many a local lass has her cap set on him, because of that and his rather handsome appearance.

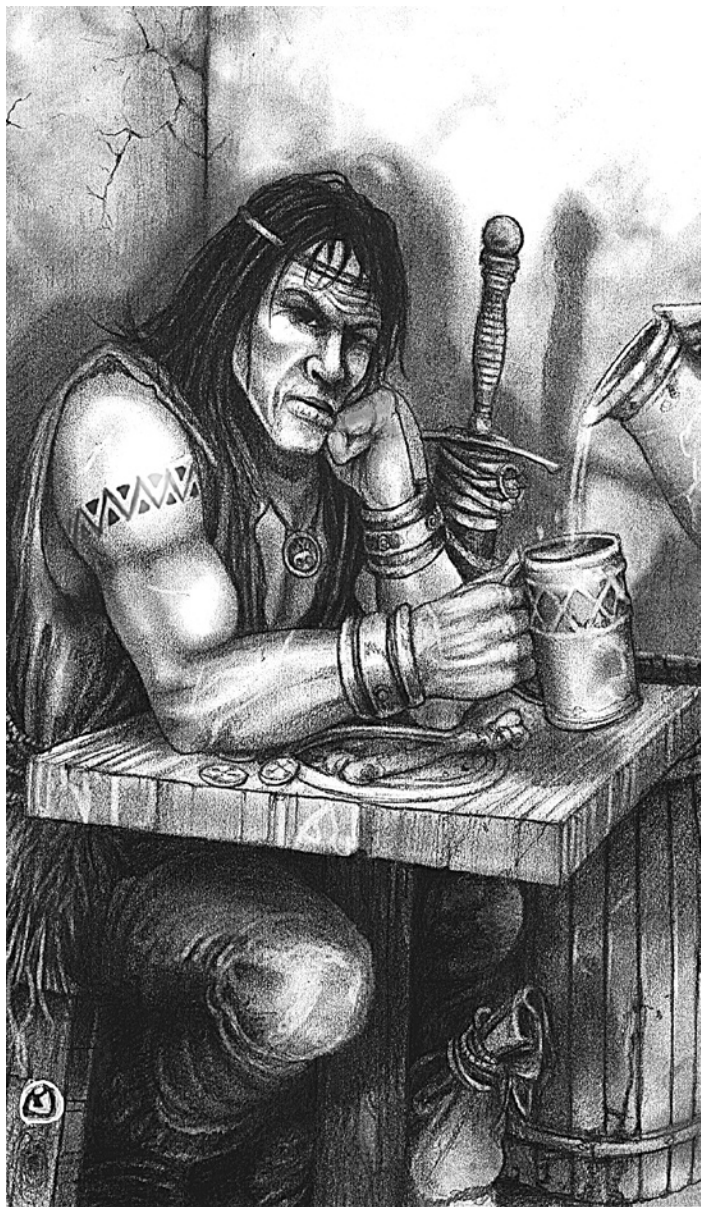
Goodman Walter Gunderson (He is a lawful good, human, 3rd level fighter whose vital stats are: HP 18, AC 13. His prime attributes are: str, con, cha. His secondary skill is: business. He carries scale mail and a short sword.)

Karl Gunderson (He is a chaotic good, human, 1st level fighter whose vital stats are: HP 6, AC 11. His prime attributes are: str, con, cha. He carries padded armor and dagger.)

Olaf Gunderson (He is a lawful good, human, 3rd level fighter whose vital stats are: HP 22, AC 13. His prime attributes are: str, con, cha. He carries studded leather armor and dagger.)

Drogat Gunderson (He is a lawful neutral, human, 4th level fighter whose vital stats are: HP 22, AC 13. His prime attributes are: str, con, cha. His significant attribute is: str 14. He carries studded leather armor, club and dagger.)

Rudolph Gunderson (He is a lawful good, human, 6th level fighter whose vital stats are: HP 33, AC 13. His prime attributes are: str, con, dex. His significant attribute is: str 14. He carries ring mail, longsword and dagger.)



G. Dining Room Ordinary servants are not permitted here! The room has golden oak flooring and like wall paneling. The walls are decorated with bright paintings of still life sort—fruit, flowers, vegetables, eggs, game birds ready for plucking. This large room has two big fireplaces at either end for warmth in winter. There are 15 tables spaced at wide intervals in the place so as to ensure both comfort and relative privacy for patrons. Long sideboards to east and west hold table service ware, and drink and food dishes when meals are being served. Meals are served here from 6 AM to 9 PM, 11 AM to 2 PM, and 6 PM to 8 PM, and after 8 PM only cold food is available.

The head serving man here is the 42-year-old Albert. He is a nervous and thin fellow of impeccable performance in his duties. The morning service is handled by Belinda Stout, a woman of 45 years. She is large, stern, and of the very able sort. Serving during noon and evening meals are Susan White and Robert Diggs, aged 24 and 27 respectively. They are both well-trained at table service.

H. Main Hallway This room is wainscoted and floored in oak, with a long carpet of deep green covering its center. The walls are whitewashed, making this place restful to the eye. There are many windows along the south wall, and several small tables and large chairs are placed along the length of this corridor. Paintings of chase scenes, hunting dogs, and game animals are hung on the north wall. Note the two staircases to rooms on the first and second floors.

I. Lounge Ordinary servants are not permitted in this room. It is paneled in fruitwood, cherry and apple, half-way up, floored in oak and carpeted with various patterned rugs, with two large fireplaces on the north wall for warmth in winter. Various landscape paintings and bright tapestries showing people from the past decorate the pale yellow walls. There are finely upholstered chairs and divans in six groupings here, each around a low table, each grouping seating up to 10 persons.

One of the Gunderson family checks on this room every half hour or so from around 10 AM until Midnight to see if there are patrons in need of service. If so, they alert either the Dining Room or Bar Room personnel, or else see to minor service personally.

J. Bar Room This place is fully paneled in maple, with paintings of hunting and sporting events decorating the walls. The oak floor is uncarpeted. There is a large fireplace on the north wall. The bar proper runs most of the length of the west wall, and 10 persons standing at it are accommodated without problem. There is a concealed door in the southwest corner accessing the lounge. The eastern two-thirds of the room has 12 tables of varying size with chairs to seat up to 40 patrons. If the crowd exceeds this capacity, the door to the lounge is opened, and overflow is seated and served there.

Olaf and Drogat Gunderson are the main bartenders here. During very busy nights Gretchen Gunderson and the flirtatious Alita Hobbs, a maid of 18 years, are serving tables here.

Perry Fish is the other man who tends bar, he being a very large fellow of about 30 years, and a good conversationalist and listener.

Perry knows all the local gossip and much lore regarding the area. If he is well-treated to drink and gratuities, he will relate much. Perry is a friend of Jason the Stablemaster and an unwitting accomplice in Uvöll's spy and traitor ring, he relating all "choice" information to Jason or Jason's gang of associates.

Of the latter, four to six of these will be found here during a busy weekend. Describe them as well-dressed young bravos of generally average looks that have a slightly overbearing stir about them, an attitude of superiority, and acting in a somewhat aggressive manner. If any are slain, simply cross off their names from the roster of such miscreants. Uvöll's gang members are listed below. Their class division should be about equal, but more of fighters than of thieves in most circumstances.

Perry Fish (*He is a chaotic good, human, 6th level fighter whose vital stats are: HP 40, AC 13. His prime attributes are: str, con, dex. His significant attribute is: str 14. He carries ring mail, mace and dagger.*)

Rod Painter, Devlin Herrity, "Dick the Oak," Gorbat, "Serjeant" Cullkin, "Archer Jack," "Pradik the Hammer," and Hal Goodman (*These are neutral, human, 5th-7th level fighters whose vital stats are: HP 7+1d3 per level, AC min 14. Their prime attributes are: str, con, cha. Their significant attributes are: variable. Their secondary skills are: bullying. They carry chain shirts, long swords and daggers.*)

"Badger" Barger, Merton Bailey, "Lucky Jack," "Flash Eddy," "Squire" Worthy, "Scholar" Hamish, "Black" Watson, and "Ten" Finch (*These are chaotic neutral, human, 6th-8th level thieves whose vital stats are: HP 4+1d2 per level, AC min 13. Their prime attributes are: str, dex, cha. Their significant attributes are: variable. Their secondary skills are: ambush. They carry studded leather armor, short sword and dagger.*)

K. Private Salon: This place is available to anyone willing to pay the rental fee of 1gp per hour, or 5gp for up to eight hours. It is a walnut, wainscoted room with walls above painted blue, thus the Blue Salon. There are paintings of river and lake scenes on the walls, as well as mounted fish of great size. It has an oak floor with several small carpets scattered around on it. In addition to the large fireplace on the north wall, there are three tables that can be set together for a banquet or a meeting, 14 straight-backed chairs and four upholstered ones in the chamber.

L. Private Salon: The same as K above, only this is the Red Salon, and the decorations are all of martial sort.

M. Open Meeting Room Ordinary servants are not permitted here! This place is open to any other sort of guest of the inn for a quiet business meeting. The room is much like K and L above, although its walls above the woodwork are painted green, so it is the Green Salon. Paintings here are of the major buildings and street scenes in Yggsburgh—the Citadel, the Temple, Market Plaza, etc. In the corners of the chamber there are four tables with six padded chairs around each.

N. Gaming Room This big chamber is open at all times. It has a large fireplace in the center of the north wall. The walls are fully

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paneled in light-colored pine, and there are a few paintings here showing scenes of sports and game play. The floor in the southern half of the room is slate, for this is where the billiard and snooker tables stand, as well as a pair of dart boards.

The upper (northern) portion of the room has a large card table for as many as eight players, two tables seating four persons each, and three small tables for two-person games. Decks of cards, backgammon and chess sets, and various other games such as checkers and dominoes, are found in the cabinets spaced along the east and west walls. If there is overflow for game play, the Green Salon is used.

On weekends several young men of “sporting” sort, friends of Jason the Stablemaster (and willing accomplices in Uvonn’s spy and traitor ring) will be found playing herein.

Four to six of these dastards will be found here, their class division being more thieves than fighters. Describe them as well-dressed young bravos of generally average looks that have a slightly overbearing air about them, an attitude of superiority and condescension. If any are slain, simply cross off their names from the roster of such miscreants.

First Floor These rooms are well appointed, with hardwood floors, fine carpeting, wainscoted walls, and a broad central hallway with large windows at the east and west end. At dark it has magical illumination coming from bronze and crystal fixtures spaced along the walls. There are two three-room suites and four two-room suites on this floor.

The chamber maids are Boann Conner, age 39, “Mother” Tilde Voss, age 47, and Yolanda Garza, age 32. They are all sturdy, hard working peasant-type women of meticulous sort. These three also take care of the three villas along with assistance from any of the lesser status chamber maids not busy on the second floor or loft.

Second Floor The second floor is less lavishly appointed, but similar to the first floor, and also magically lit when dusk comes. There are 24 large single rooms spaced 12 per side here. There is a linen closet opposite the stairway to the uppermost floor.

The chamber maids are Clarinda Thatcher, age 17, Hope Bidwell, age 22, Margot Grover, age 31, Vilone Larchmont, age 28, and Winnie Goode, age 19. They are typical maids and all of reasonably attractive sort.

Loft This spartan space is divided into four dormitory rooms sleeping up to 14 persons each, these areas being mainly for the servants of wealthy patrons. There is also a small linen room and a closet for cleaning supplies up here.

The chamber maids are Gilda Burns, age 33, Madge Lowton, age 20, and Trudy Metz, age 28, who are also typical maids, and of generally plain and hefty sort. They work as a team, going from dormitory to dormitory as needed.

Basement This is a partial basement, accessed by doors under the steps leading to the upper floors. The stairs to the east lead to several large store rooms and a wine cellar. The door is always

locked and only the Gunderson family has keys to it. It has various sizes of wooden barrels containing wine, small ones filled with brandy, racks of bottled wine, and shelves of liquor and liqueurs.

Servant Dining The west door leads downstairs to a 50-foot-long corridor ending in a refectory, in which the inn’s lesser help and guests’ servants eat. This room is 40 feet long north-to-south, 30 feet wide, and has a fireplace in the middle of its north wall. Along the west wall are two archways leading to a 40-foot-long, 10-foot-wide sub-kitchen with another fireplace and various kitchen furnishings. Herbal tea, porridge, beans, soup, stews, and like common fare are prepared for servants’ dining. Leftovers from the bakery and main kitchen supplement the menu, these being sent down by dumbwaiter from the dining room above.

“Old” Luffle is a crotchety man of over 60 years. He is the cook. The server and potboy is “Little Nog” Noggin, a hulking lad of around 14, who is a bit slow-witted but most cheerful. If there are paying patrons eating, inn staff will see to serving them before getting their own food from the kitchen.

Also here when not busy outdoors will be Herbert Grafton, the gardener and groundskeeper for the green.

Herbert Grafton (*He is a neutral good, human, 3rd level fighter whose vital stats are: HP 15, AC 12. His prime attributes are: str, con, dex. His significant attribute is: str 13. His secondary skill is: woodsman. He carries leather armor, guisarme or pruning hook and heavy knife.*)

O. Private Villa for Guests There are four villas but only three are for rent, as the southernmost and largest has been converted into a chapel (below). Each of the three smaller villas has a lower main room and an upper floor for sleeping. Each is separated from the adjacent buildings by lawn and a thick privet hedge.

A villa has a fireplace and lavatory on each floor. The ground floor has a dining area in the main room and a lounge. All furniture is very well made and the wall decorations are of good artistic sort, although not expensive per se. There is in each a rear door leading outside the inn compound. This door is concealed from both the inside and outside.

Chapel Building As the Gundersons are devout, they recently decided to make the large villa into a chapel, so that guests could attend services there, pray, and have the care of a priest. The northern portion of the villa is the cleric’s office, and the southern part has an area for worship but is not the chapel proper. It is 50 feet east-to-west, and 20 feet north-to-south. It has a shrine and image of the deity honored (Castle Keeper’s choice), an altar, pulpit, and in the western 30-foot section comfortable pews for as many as four dozen worshippers to be seated in.

The Venerable Ragly the Devout is a vigorous man of some 40 years who is honest and devout. Ragly is most interested in helping others so that they come to have faith in his deity. He collects fees for his services in order to keep up and improve the chapel, as well as to assist the poor in The Outs. The income from this place has allowed him to build a shrine in The Outs, where he

also preaches and holds services. A lesser cleric, who is a follower of his, resides there and tends to the daily needs of those who come to the shrine.

Ragly the Devout assists characters with all manner of spells, but he expects that in return, those with the wherewithal to be generous in their contributions to the chapel and to his good works to aid the needy will do so. Persons who accept his deity as their principal one are expected to contribute at least 5gp per level of spell he used to assist them. Those of other faiths are expected to voluntarily give at least twice that for such services.

Ragly the Devout (*He is a good, human, 10th level cleric whose vital stats are: HP 50, AC 22. His prime attributes are: str, wis, cha. His significant attribute is: str 16. His secondary skill is: judgment. He carries +2 full plate armor, +2 shield, +4 mace and staff. He can cast the following number of clerical spells: 0-5, 1st-4, 2nd-4, 3rd-3, 4th-3, 5th-2.*

P. Bank and Currency Exchange The bank has a small outer room of about 10 feet square, walled off, and with a barred window above a counter ledge in its west allowing customer service. There is a steel door to the south that allows entry to a 10-foot-wide, 20-foot-long office for transacting business with important customers (such as those wishing to make a large deposit, exchange money, or here because of a letter of credit to be drawn up or cashed). Behind that is a 20-foot by 30-foot working office in which the personnel break and rest. A cabinet and two chairs with a small table are along the west side of this back room. There is a strongbox in here beside the desk on the north wall. The heavy iron box weighs 500 pounds and has two locks, both protected by mechanical traps and magical ones. It normally holds a total of 2,500gp in various coin. Profits from a day's operation are taken home by the banker. The bank is open from 8 AM until 6 PM only.

The banker is Jebel van der Leeks, a small and nervous man of about 50 years. He has a fine house in town. The teller is Henry MacDugal, an average sort of accountant-type. He signals the banker by a pull cord if a customer needs attention. A level near his knee drops a locking steel shutter over the window grill if he is threatened. It also sounds a general alarm throughout the compound.

The men and the place are well-protected by magical guards and wards. It is left in the able hands of the Castle Keeper to add all the protective amulets, charms, and talismans for the personnel, as well as glyphs and sigils inflicting damage on would-be robbers. This is not a place where reckless and greedy characters can gain wealth, and that should be made apparent to any player considering robbery.

Services

Changing Currency: There is a fee of 5% of the amount changed to local coinage.

Buying Gems: Only diamonds and corundum gems (rubies and sapphires of all colors) will be purchased. The payment will be 90% of standard value when traded for precious metal or goods.

Loans: Loans from 50gp to 25,000gp are possible at this establishment. All loans are made secured against property (personal items such as a fine carriage, a horse, armor, jewelry, objects d'art, or real property within a 20-mile radius to which a notarized deed can be given over). Appraisal is made by the banker with the assistance of the teller, both being experts. The loan amount is 50% of assessed value of personal property, up to 75% of the value of real property. Money is paid the day following the signing of the agreement for the loan. Interest is 2% of the amount in transaction fee, and 2% of the loan amount per month or fraction thereof. If interest is not paid as specified in the signed agreement, then notice of foreclosure against the secured property is posted one week thereafter and foreclosure is legally perfected three weeks thereafter. For example, 500gp borrowed against a jeweled necklace worth 1000gp for a period of one week would have, as a requirement, total repayment of the loan in seven days, the amount called for being 520gp.

Available Money: For exchange there is no more than 1000gp per day except by pre-arrangement. Drawing on a letter of credit is the same, 1000gp per day limit save by pre-arrangement. In regard to gem purchases, no more than 500gp is available for such purchase, save by pre-arrangement.

Jebel van der Leeks and Henry MacDugal (*Non combatants, HD 1d6, HP variable, AC 10, PA int, SK business.*)

Q Notary The notary is open from 8 AM to 6 PM. This establishment has two arm chairs and a table in the front room for patrons waiting to be served. The rear room of larger size has a desk, three chairs, and various file cabinets. The notary will sign and seal all legal documents brought to him. The fee is 3gp per document, but transfer deeds where there is a value above 1,200gp are at 3gp per, while those above 2,500gp are notarized at 6gp per. Copies are available from the scribe below.

The notary under seal of the Town of Yggsburgh is Kalvid Fleur (non-combatant), a pudgy, fussy fellow around age 35 who had hoped to become an attorney, but was unable to pass the examination so settled for notary status.

Kalvid Fleur (*Non combatant, HD 1d6, HP 2, AC 10, PA int, SK business.*)

R. Scribe The scribe is closely associated with the Outs Inn. This establishment handles both the recording of meetings and copying of documents. The front of the place is the waiting room, and it has a half-dozen chairs and a table. The rear is accessed by a magically-locked door that leads to the scribe's workroom, this always being done in private. As he is sometimes at the inn proper, recording what is said in a business meeting, there is depository slot in the inner door for documents to be copied. Forms to attach to such papers are on the table in the waiting room. The place is open from 8 AM to 6 PM. He charges 5gp per hour for recording and 5sp per page copied.

The scribe is Oldad of Shalik, a lean fellow of swarthy complexion and sharp face. He is well-educated. He lives in the town.

Oldad of Shalik (*He is a lawful neutral, human, 4th level wizard whose vital stats are: HP 9, AC 10. His prime attributes are: int,*

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wis, cha. He carries clothing. He can cast the following number of wizard spells: 0-4, 1st-3, 2nd-2. Special: He possesses the spell Duplicate Writing.)

S. Valley and Laundry Its hours are from 5 AM to 7 PM. All manner of tailoring, mending, cobbling, and boot black services are performed here. There is a counter in the front, 10-foot-square, room of this place, where customers come to leave items for service. The remainder of the place, the back, is given over to the various equipment needed for these services, as listed below. The Castle Keeper should infer prices of other services based upon those listed.

The establishment is run by Susan Thatcher, a large woman of middle age who does all the cleaning, pressing, and laundry. She is aided by Harry Quince, the tailor and mender, and Macuba Eastling, who does all the cobbling and boot blacking.

Services	Cost
Cleaning and pressing a suit or dress	5sp
Laundering	5cp per item
Tailoring	1gp per hour (fitting a doublet = 5 hours)
Mending	2sp per area
Cobbling heels	4sp
Cobbling soles	15sp
Cobbling stitching	2sp
Boot blacking	2sp per pair

T. Staff Cottages This building houses the staff of the Outs Inn. Key staff members are quartered in these four two-storied buildings. The innkeeper's family now occupies two of these cottages, and the other two are tenanted by the chef and his assistant, and the brewer and his assistant.

U. Brewery The brewery belongs to the Outs Inn, though many initially think otherwise. In this place the inn brews its excellent ales, porters, and stouts, with a passable beer also made. Brewing vats and ingredient stores are on the first floor of this stone building. The ground floor is where aging takes place. Barrels of various sizes are brought to the brewery through the carriage barn, and some surplus brew is taken out for sale in Yggsburgh by the same route.

August Elmann is the brewer, he being of some 50 years of age and an excellent brew master. He is assisted by Palley Cromner, a journeyman of 26 years.

V. Central Courtyard This area consists of a large lawn broken here and there by flowerbeds. Its main feature is a large reflecting pool in which there are coy, painted turtles and a fountain.

Fountain

The water in the fountain is kept aerated by a central double fountain of bronze fish spouting water from their mouths north and south. Naiads pour water from amphorae east and west. Detect Magic will reveal that there is some spell on the fountain. No amount of other investigation will discover anything save for the following:

If Dispel Magic is cast upon the bronze naiad figures between the hours of 10 PM and 4 AM they come to life. Both have been trapped in the statues, and the spell will free them to return to their riverine home. In gratitude, one will give the characters a word of command that will cause the north-facing fish to jet forth up to 12 Healing potions, when commanded to do so at Midnight. The other naiad will relate a word of command for the south facing fish. This bronze figure discharges up to 12 Flame Gout potions, likewise at midnight. The latter potion is detailed in the magic appendix.

If freed, the naiads will remember the characters if they were treated with respect. Naiad Crystalie will be in a river, and if the party is in or on the water and in need of her help, she is 50% likely to appear and aid them. Naiad Auradine will be in Greatfish Lake, and if the party is in or on the lake and in need of her help, she is 50% likely to appear and help them. Each naiad will assist the party only once.

Naiad Crystalie (*She is a naiad, 12th/12th level cleric/fighter, HP 70, AC 22, PA mental, MR 7, EQ +3 trident, Clerical Spells 0-6, 1st-5, 2nd-4, 3rd-4, 4th-3, 5th-3, 6th-2.*)

Naiad Auradine (*She is a naiad, 10th/10th level cleric/fighter, HP 60, AC 20, PA mental, MR 6, EQ +5 longsword, Clerical Spells 0-5, 1st-4, 2nd-4, 3rd-3, 4th-3, 5th-2.*)

Pool

If a Detect Magic spell is cast upon this body of water it will reveal that there is some dweomer active therein. This is because one of the coy is magical. This particular carp is able to speak, and can grant a Limited Wish to any one person it chooses once per year. If this fish is caught and not harmed it will plead for its life, promising to help the party by magical means if they release it back into the pool. All they need to do thereafter is to return and ask for it to aid them, and it will use its power according to their request and the limit of its ability. Should the characters choose to harm or kill this coy, it will curse them with bad luck, so that all concerned will have a penalty of -2 on their to hit die rolls and -1 on damage die rolls from then on until the curse is removed. The curse affects spells, and healing ones will also suffer the indicated penalty.

Table 6. Inn or Large Tavern Common Room

01-04	A party of three travelers are being evicted for failure to pay their reckoning
05-09	A sign proclaims, "No (name a demi-human race) allowed"
10-12	A strangely garbed person, a wizard perhaps, seems to make everyone uneasy
13-15	A wealthy merchant demands he be given a room rented to a party member
16-18	An important ecclesiastic with lesser and servants is being received in the inn
19-21	Armed men appear suddenly, proclaim a robbery with a cry, "Stand and deliver!"
22-25	Dark and none-too-clean, this place is likely on the disreputable side
26-30	Four halflings have come in and seem to be expecting service here
31-33	Gambling is evident in the common room, with many wealthy persons participating
34-36	Many non-human patrons are seen in this place
37-39	One of the serving wenches seems to be trying to get your attention
40-43	Patrons are discussing a room burglary that happened here last night
44-48	Someone remarks that the bank in the inn has low exchange rates
49-53	The arrival of a noble and entourage is causing a great commotion here
54-58	The inn's facilities include both bath and barbering
59-61	The innkeeper inquires pointedly about your ability to pay
62-64	The innkeeper requires the services of very able persons to guard the storage barn
65-68	There seems to be an excellent tailor shop located here
69-72	This place is filled with nobles and their retainers
73-77	Three men of one faction are being threatened by seven of another faction
78-82	Two wealthy freeholders are offering to buy virtually barren rocky hill land nearby
83-86	Voices raised in a private room indicate a dispute there involving an lawyer
87-90	Whispering overheard indicate there are assassins hunting someone staying here
91-93	You are invited to play cards in a private room by several well-dressed fellows
94-97	You note a gemner and jeweler shop that is filled with merchandise
98-00	No notable event occurring

Table 7. Outside the Establishment

01-03	A beggar found here is being whipped from the grounds by the porter
04-06	A gilded coach enters the inn's yard as you observe the place
07-10	A shifty-looking fellow slips from a side door and dashes off into an alleyway
11-13	A troop of 12 mounted soldiers is heading into the courtyard of the place
14-18	All demi-human folk seem to be patronizing this establishment
19-21	Although on the small side, this inn looks charming, comfortable
22-25	Armed guardsmen are evident on the inn's grounds
26-29	Beggars are beginning to congregate around you
30-34	Entertainers in two wagons are unloading to perform at the inn
35-38	Farmers are bringing their best produce and some livestock to sell to the inn
39-42	Huge mastiffs are used to guard this place
43-49	Many persons in dark garments are entering and leaving the place
50-55	Noise from the stable yard indicates a horse has gone mad there
56-60	Pilgrims and peddlers seem the main patrons of this place
61-65	Several rough-looking fellows are watching you surreptitiously
66-70	The sign here proclaims the place of elven nature ("Elf Meadow Inn")
71-74	The sign here proclaims the place of odd nature ("The Greedy Gnome Trader")
75-78	The stable, barn, and warehouse here are very large; this is an important inn
79-82	There are cries about a coming raid, and the gates are about to be shut fast
83-85	There is a large stagecoach coming, bringing eight passengers to the inn now
86-87	Travel-stained horsemen in twos and threes have been riding into the courtyard
88-90	Wagons from a merchant caravan are unloading their goods at the inn's storehouse
91-93	While seemingly a fine place, this inn appears strangely deserted
94-95	You see some oafs being directed to the stables to sleep
96-97	You wonder how many seemingly masterless folk can afford such a inn such as this
98-00	No notable event occurring

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Beneath the shadows of that ancient, dreaded
Castle stands a town of stout walls and
cobble ways, where the bold gather . . .

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In hushed tones they recount tales of a terror
that dwells in the tumbled ruins
of the upper works, that was the wizard's tower.
Castle Zagyg Vol. II Castle Ruins

*For over three decades we have waited for the ultimate dungeons.
We have longed to hurl ourselves into those deeps and unearth what
lies hidden . . .*

Beneath the tumbled ruins of the tower lie a nest
of narrow passages, deep pits and darkened crawls,
where the wizard crafted eldritch sorcery.

Castle Zagyg Vol. III: The Dungeons



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