

CASTLES & CRUSADES[®]

BY SHADOW
OF NIGHT

DAVIS CHENAULT



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THE CITY OF BERGHOLT



CHAPTER 1: THROUGH THESE GATES

A GOOD NIGHTS REST: A BRIEF HISTORY OF BERGHOLT

After Inzaa was cast down and her vast sprawling palace laid to ruin, the dwarves sought to link their disparate lands, for they were split in two groups so far distant from one another that they had little contact. Between these two kingdoms of dwarves few lived and travel was made arduous by those endless forests and the beasts of foul temperament which dwelled therein. In those days before the filling of that great inland sea the Interzae, a road was constructed to serve as an artery between those two kingdoms. This road, fashioned of indomitable granite, stretched from the Kambrian Mountains in the west to the banks of the River Athrap in the distant east. The road was named the Kambria, for all the stone used to lay it were carted from the tops of those mighty cliffs of, the Kambrian Mountains, and laid across endless stretches of forest.

Along this road of many miles and many days, the dwarves built houses of rest known as Kloysters. Midway between the beginning of the Kambria and its end, one such Kloyster was placed upon the cliffs overlooking the gulf that would soon become the Interzae. The Kloyster was named Medeland and it offered a safe resting place for those traveling the Kambria. In time, the Kloyster was fortified and deep halls were dug beneath it to house the caravans and the treasures they carried, for in those days the great dragons and beasts of terrible imagining roamed plentiful and free. The number of caravans increased with each passing year and Medeland expanded to make space for all in need. For long did the dwarves dwell here, defeating all who came to their door seeking to force entreaty upon their grounds. But the deep halls and thick walls afforded the dwarves not in the long run and they lost their city to those who came as friends and partners.

Long after the great gulf was filled, those lands housing men in the East became too small to hold them and they continually expanded into the West following the trade routes along the southern shores of the Interzae. They eventually arrived in Medeland and took up residence in this city by the sea. As men settled the lands further west near the Kambrian Mountains, the volume of trade passing through Medeland increased and the number of settlers increased as well. Trade routes along the southern shores were ever expanding. With time, as humans and others mastered the sea, goods were increasingly moved by ocean going vessels rather than on caravans. The dwarves, as a whole, never cared to master the sea and the trade moving along the Kambria was slowly being supplanted by those who plied the sea lanes. So much rarer are caravans these days that many long stretches of that road lie abandoned to the wild and innumerable Kloysters have been closed or fallen into ruin.

During the years in which the ships began plying the Interzae in great numbers they were in need of a port in which to put while crossing the southern Interzae. Medeland, being midway between the Kambria and the Troke, sitting on a bay well-guarded from the sea's tumultuous buffeting and having

access to some of the best woods in Inzae, offered the ideal location for a port geared for refitting and a short respite for sailors. Medeland's maritime importance increased with time as more ships stopped for refitting and supplies. In time, the city became a significant trading center as well as a highly renowned producer of round ships and cogs.

As Bergholt grew in importance, the make-up of the population and shape of the city changed. Non-dwarven architecture came to dominate the city scape and it expanded further inland as well as down by the waterfront at the base of the cliffs. Many of the dwarves left the city and many halls, cellars and underground passages were closed and sealed. As humans came to dominate the city's political superstructure the name changed as well. Humans began referring to Medeland as Bergholt, meaning little more than 'Port City.' Little evidence of the original founders of the city is to be found now. The only remnant is the blocky remains of the original Kloyster and a single banking firm owned by a dwarven family of ancient lineage.

The men who came to dominate the city brought with them a particularly loose form of government and many traditions from the east that mingled with those of the West. They were followed, in short order, by halfling settlers from the Troke who spread out and settled the environs around Bergholt and even further beyond. Orcs from the north shores of the Interzae began a rather robust trade with Bergholt, exchanging ores, rare metals and food for wood products and other finished goods. Inzal make their way here from the far northeastern shores of the Interzae in an effort to acquire some of the rarest woods in the entire world, though they rarely remain long in Bergholt. For these they pay hefty prices and exchange rare and wonderful things not found anywhere else in this part of Inzae.

MOTLEY BANDS AND HAUGHTY CLIQUES: AN OVERVIEW OF BERGHOLT

Bergholt is a large city located on the southern banks of a vast inland, freshwater sea named the Interzae. The city itself is a vast collection of houses, warehouses, taverns, inns, shops, tenant buildings, and markets in varying stages of repair, disrepair and collapse. It sprawls over a large area that even contains a portion of a man-made lake used as a water reservoir. All of this is encompassed by a massive wall. The city is divided into two distinct parts. There is the upper city, the Unterberg, which lies above the bay on the hills atop the cliffs overlooking the Bay of Arev. The lower city, the Onteberg, is that portion at the base at the cliffs and lies on the rocky shores of the bay. The two are connected by a series of crooked ramped roads and narrow staircases. The bay is circled almost entirely by large white faced cliffs with only a narrow opening on its northern end allowing egress into and out of the port. The lands about the city are dotted with farmsteads and small thorps whose inhabitants reap and sow the bounty of the earth, raise cattle and sheep and grow wheat, barley and other staples, supplying much of the city's agricultural resources.

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Bergholt's population ranges up to 13,000 regular inhabitants with another several thousand transients (merchants, travelers, etc.) staying there temporarily. The city is a commercial hub. Most of the traffic in goods and ideas moving east to west and west to east passes through Bergholt since it sits astride one of the largest trade routes in the world. Most of the city's inhabitants are humans though halflings are common, especially in the outlying thorps. Dwarves still remain in Bergholt but their numbers are few except when, on those rare occasions, caravans from the Kambrian Mountains arrive and then they seem to fill the city. Orcs are not an uncommon sight in Dockside, but are forbidden in the upper city. Inzal make their way here also, though in such small numbers and so rarely that they are still a sight of wonder to many of the inhabitants. One occasionally finds a giant (Trottigen) or a goblin (Kdyzj) trading party as well. It is a truly a polyglot city.

It is the shipment of goods that dominates the cities culture and outlook. Commercial activity and the success of Bergholt's various commercial ventures are of paramount importance to its leadership. Those who steward their wealth, invest successfully, and measure their actions with care and cunning climb a devious path to the highest rungs of power. A council, consisting of eleven members, controls Bergholt. Each council member represents one family, guild or firm from Bergholt. Membership in the Council is constantly shifting due to money, politics and innumerable insidious schemes. There are only two exceptions to this rotating membership. The Vermastens are a powerful family who control the City Guard, the militia and all judicial posts with the head of the family being the city's magistrate. There are also the Oldentoogs, a dwarven family of ancient lineage who control Bergholt's mint and are responsible for collecting the taxes due to the Council of Eleven.

The people are also caught up in the commercial culture. Businesses dealing in shipping and caravaneering predominate while those that deal in the goods moving through the region

follow a close second. The trading markets are huge and much gold and goods are moved between merchants and traders from distant lands. Local craftsmen specialize in shipbuilding and all its associated technologies, wagon making, the raising of draft animals, outfitting, and the like. The artisans fill a different niche supplying specialized wood products, rare lumbers, and other sundries associated with that industry.

The vast majority of Bergholt's populace occupies the lowest rungs of society. They are involved with the manual labor associated with the various industries, act as porters, butchers, wheelwrights, sewer cleaners, and the mass of unemployed rabble. So significant is the unemployed segment of the population that in order to keep them submissive the City Council sees to their upkeep. Free grain handouts occur daily and a small amount of housing is offered in one of the districts of town: the Flakmarc. This mob fuels the ranks of innumerable smuggling operators, guilds of beggars and canting crews.

DIRTY WATER, HONORED LIES, AND SHARP EDGES: CULTURAL NOTES ON BERGHOLT

The culture of Bergholt is a mish-mash of traditions from the various peoples who have settled in the city and its reinterpretation of them in light of its remoteness and high level of commercial activities. A code of honor adopted from the eastern empire of Todavia convoluted with the independence notable in Trokian governments has produced a loosely organized ruling caste whose power radiates from a city council, membership in which is based, in part, on one's standing viz a viz a code of honor that values mercantile wisdom and social graces above all else. Further, western Inzaen traditions concerning highly public expressions and displays of one's personal wealth, honor and community standing are evidenced in Bergholt's numerous and highly frequented gambling halls,





taverns, bathhouses, open markets and parades as avenues to express or attain status.

But the ultimate status is only available to a few. Citizenship in the city is only offered to a few people. Most inhabitants of Bergholt are considered non-citizens; they just reside within the city and play no part in its designs. The life of a non-citizen is not an easy one, though it is not as difficult as it is burdensome. One is not recognized in courts, sentencing is generally very tough and property cannot be owned. However, they are offered free food should they need it, tenements are built by the Council of Eleven to house the less well-off and they are afforded the general protection a walled and fairly well guarded city offers.

Citizenship is one of the highest awards the city offers anyone. Attaining citizenship can be difficult because only the Council of Eleven is capable of offering it. With citizenship come many rewards. One is recognized within the judicial system and the Magistrate is not allowed to summarily sentence for crimes committed by citizens. Citizens are allowed to own property, import goods, sell goods, acquire servants, construct houses and, should they be so wealthy, create a personal guard. Citizens are generally treated better than non-citizens and the City Guard more readily responds to complaints by citizens than non-citizens. They comprise perhaps ten percent of the population.

One is expected to wear all the symbols of one's status. Although in much of the surrounding region ostentatious displays of wealth are considered less than desirable and generally are believed to indicate a person of low moral or ethical stature, citizens of Bergholt are encouraged to indicate their prestige and status through ostentatious displays of wealth and badges of honor. These include, but are not limited to, wearing gold medallions, earrings, rings, growing hair below one's shoulder, yellow capes, and large ermine hats. Most citizens also carry either a long sword or poniard with them: the one sure indicator of citizenship. On the other hand, wearing armor is considered dishonorable and a sign of one's lack of refinement (except for members of the City Guard and the Vermastens Family). Though not specifically legislated against, it is heavily discouraged.

Another special note, only those Families who are represented in the Council of Eleven are allowed to wear red. Although any other color is allowed, use of earth tones is considered a sign of low breeding and usually an indicator of non-citizenship.

The non-citizens are characterized more by what they are not allowed to do rather than what they are allowed to do. They are not allowed to display gold in any form except during purchases. Wearing hats is strictly forbidden except to those who work the fields. Red and yellow clothing are strictly for citizens. Carrying

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weapons of any sort is against the law. Non-citizens mostly dress in drab colored breeches with girdles and loose fitting shirts. This is just as well because few of them could afford better clothing.

An important distinction between citizens and non-citizens is the wearing of weapons. Non-citizens are exclusively forbidden from carrying weapons in all but the most unusual of circumstances. This is a right reserved for citizens and members of the City Guard. The weapons fall into three general types. There are poniards, longswords and goupillons. Many of these are highly ornamental and very expensive and are a method of displaying status and wealth. Citizens generally carry either poniards or longswords depending upon their preference while the City Guard and members of the Vermastens Family prefer the goupillon as the traditional weapon of the warrior class.

Equally important to those material expressions of status are those public manners and actions that express one's beliefs and adherence to a code of honor. Remaining within this code of honor raises even those of the lowliest of material wealth to higher status and on occasion, citizenship. The honor code requires a certain level of public decorum, both in appearance and in manners (polite speech, correct title recognition, eating habits, dancing etc.).

Male citizens are always addressed with the title 'Meister' and females by 'Meisten,' followed by the first name. Importantly, one detractor of status is public arguing and fighting. All disagreements are settled behind closed doors and not in public view. The only exception is if one's honor is called into question in a public space. A dual can be fought to restore it. The duals are generally private affairs and rarely result in death.

Additionally, the code of honor involves religious devotion, alms giving, building public spaces (such as bathhouses), public entertainments (such as parades), integrity, loyalty and honesty. Military prowess is not considered a sign of high breeding nor the most efficient manner of acquiring another's respect.

Few live up to the rigorous standards imposed by the code of honor, but most at least try to make the public appearance of doing so. There is fighting, scheming, cheating, stealing, smuggling, bribery, blackmail, extortion, arson, thieving and the very rare assassination used to gain other's wealth, lower an opponent's status, or take credit for another's accomplishments.

One aspect in which all the groups vie for power and prestige is through mercantile activities. This is the surest and quickest route to citizenship, for, as in most societies, the wealthier one is, the more power one has. All families are involved in some mercantile activity, be it shipping or even raising cattle. The success of the activity is far more important than the nature of the activity, thus a lapidary is no more respected than a wheelwright if the wheelwright is making more money. This mercantile activity drives Bergholt's aristocracy and is an unending source for shady deals of all sorts.

Bergholt's populace gathers in public spaces on a constant basis. Taverns, ale houses, tea houses, markets, and town squares are

generally crowded throughout the day. The general population can be rowdy and boisterous and almost everyone has an opinion on something. Of special note are Bergholt's gambling houses, sporting events and bathhouses.

Bergholt has an impressive array of gambling houses, both small and large, that allow almost any type of game imaginable and cater to both the wealthy and poor alike. Dice and cards games abound, small board games similar to checkers are common and betting on a wide arrange of events is not uncommon (in the more macabre atmosphere of the execution yards, bets are made concerning the length someone might remain alive once impaled or otherwise laid out to die). Gambling houses are respected establishments and often serve as informal meeting areas for merchants, citizens and others seeking to conduct business.

Bath houses also act as informal meeting places for Bergholt's citizens. The bath houses can be very elaborate affairs that accommodate up to a hundred people or more at a time. Generally constructed of wood and occupying large swaths of land, the bath houses have heated pools, cold pools, and lukewarm pools. The better ones contain saunas and special mud baths.

Sporting events are fairly common. Horse racing, carriage racing, rooster fights, dog fight, sprints, pole lugging, rock throwing, and wrestling events occur on both an informal and formal basis according to season or temperament. These are vastly important to the inhabitants of Bergholt and most have a high attendance, especially the horse races. Betting is common and encouraged. Mixed with a little drink, these affairs sometimes erupt into violent clashes between groups of fans which are often forcibly put down by the City Guard.

Of special note in Bergholt and the Graffenvold in general is the status of wizards and sorcerers. Both these groups of people are considered nearly criminal elements of society. Many years ago, the region was ruled by people who used arcane magic to their advantage.

Eventually, after centuries of repression, the people rose up against them and overthrew them. To this day, those who use arcane magic are hunted and killed by a small and secret band of warriors known only as Hexentoters, though there are no official statutes concerning wizards and sorcerers. As such, magicians tend to keep a very low profile and work in the shadows rather than in public, often using business or craftsmen fronts to cover their true identity. Some of the Families are rumored to have magicians working for them.

All things considered, there is a cloud of pessimism resting over the city, for it is still rustic and far removed from the more refined areas of the world. Rapacious pirates roam the waters off its coast while marauding armies crisscross its landward side and no true central authority exists in the city capable of controlling the disparate powers at work in and around Bergholt. This has created a quiet desperation in the city, a residing fear that all the malevolence surrounding it might come crashing through its gates at any moment. The result is a creeping paranoia which underpins the city's mind set, a paranoia that is not wholly unjustified.

THE DARK HEAVENS AND DEEP HOLES:
GODS OF RENOWN

The following is a list of the major gods of Inzae and specifically of Bergholt. There are no churches to individual gods and one does not choose to worship any particular god to the exclusion of others, though many pay greater attention to those gods whom have the greatest impact upon their lives. All are prayed to as each offers something unique to man and beast. The only two religious edifices found in Inzae are Kreuts and what is generally referred to as the Houses of Heimdal.

Kreuts are large stones that were cast from the skies when the gods last battled Inzaa and are considered holy and sacred. They are collected, inscribed with prayers and used as conduits for speaking with the gods. The Houses of Heimdal are simply large structures used to house clerics and others who have devoted themselves to the gods. They are generally only occupied by clerics, paladins, druids or others of a strong religious nature. Killing within the confines of these edifices is strictly forbidden with the killer acquiring the ire of the Gods for such a transgression.

- ANE:** The god of war.
- ARDNAL:** The Keeper of the Winds. He is paid homage to by sailors and those who depend upon the winds for their livelihood.
- GRODII:** The god of cunning and stealth, often worshiped by thieves
- HEIMDAL:** The guardian of the sacred bridge and defeater of Inzaa, and often called The Protector.
- INEZ:** The lord of the Waters of the World.
- INZAA:** The Earth Dragon and creator of the world. This god is not worshiped and her return is feared.
- KLEEDJ:** The god of the Chazrim. Often, he is associated with conquest and pillage due to the recent expansion of the Chazrim in the east.
- FENUMIAN:** Goddess of the Fallow Moon, the twin of Terrevial.
- LETARIO:** The god of knowledge.
- MORTZVA:** A goblin god who works as the handmaid to the fates.
- NANES:** The Five Fates weave the fabric of destiny.
- RUTTINVERD:** The lord of shadow and dark places.
- SHTROOMSH:** A god worshiped by ogres. Shtroomsh's primary duty is as the forger and miner.
- TERREVIAL:** Goddess of the Dreary Moon, twin of Fenumian.
- TODEN:** The Collector of the Dead, often called The Taxman.
- TODA AND VIRDA:** The twin wolves who protect the tribes of men.
- ZANE:** The god of the Interzae.

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THE END AND BEGINNING TIMES: TIME IN
BERGHOLT

Time in Inzae is measured by two calendars. There is the dwarven calendar and a human calendar. The human calendar, called the Fenumia, is most often used. There are 400 days (Tag) to a year (Fenum) that are divided into 10 months (Munad) of forty days. Every ten days is a week (Orsen). Each month has its particular holidays and holy days. Every 400 years is referred to as a 'Krissle' and denotes the ending of a period or epoch. The ending of a Krissle is often associated with great calamities. The more optimistically inclined view the end of a Krissle as the beginning of new Krissle in which great things are possible. However, it is said that the end of the 400th Krissle, called the 'Indenkriss,' will witness the return of Inzaa and the beginning of the end of the world.

The dates are generally measured in this manner; "It is currently the 2nd Indenkriss, the 283rd Krissle, 396th Fenum, 4th Munad and 15th Tag." Laymen often only mention the month and day. Each hour, day, month and year has its own name, though they are generally only used for formal speeches and rituals. Several months are of greater religious significance than others. There are five seasons.

TABLE 1: THE MONTHS (MUNAD)

MUNAD	SEASON	FESTIVAL
Oonsmaat	Winter	The Festival of Snow and Death (Klasternacht)
Faalenmaat	Spring	
Ennenmaat	Spring	The Festival of Planting (Fulmachen)
Railzmaat	Low Summer	
Graadsmaat	Mid-Summer	The Festival of Tears (Totmacht)
Runesmaat	High Summer	
Haranenmaat	End Summer	The Festival of Harvest (Doochnacht)
Kradlesmaat	Fall	
Magersmaat	Fall	The Festival of Life and Death (Libsten)
Trugenmaat	Winter	

SWORDS, PLOWSHARES, PIRATES AND
CLOCKS: THE POLITICAL SITUATION

Politics in Bergholt are difficult to follow due to the complexity of power sharing inside Bergholt and its relations to both its trading and military partners. However, a brief examination of its macro relations and micro relations should suffice to indicate the current political atmosphere.

A war is currently being fought in the southern Graffenvold. The goblin kingdom in the Dampfrat is expanding north into the lands of man. These goblins are known as the Zjerd. Although the City Council in Bergholt and most of its

inhabitants do not care to see this happen, Bergholt derives a significant amount of its wealth through trade with the goblin kingdom neighboring the Dampfrat, the Drazkleed (small metal clocks being the most expensive and luxurious item traded). The goblins of the Drazkleed are known as the Kdyzj. In an effort to keep the trade route with the Kdyzj open and maintain good relations with the Zjerd, should they win the war, Bergholt has maintained an outward appearance of neutrality in the war. This has garnered the enmity of nearby cities that have military alliances with Bergholt.

Much 'hand wringing' is occurring in Bergholt at the moment since no officially sanctioned movement of troops has been made to fight the advancing goblins. There are, however, innumerable soldiers and nobles who have elected to go fight this war without the approval of the City Council. The Council is, in turn, threatening to revoke their citizenship.

Locally, the City Council maintains tight relations with most of the outlying towns and villages. Most of these are without walls and incapable of withstanding any attacks should they occur. Though nominally independent, most villages pay a hefty tax in return for the offer of help should war occur in the immediate vicinity of Bergholt.

These towns also supply the greater majority of the foodstuffs needed to feed the ever-growing population of Bergholt. Many guilds have formed in these villages and are currently wielding great influence over the City Council, especially the shepherd's guild from Nollinsburg.

Bitter rivalries, which have heretofore been kept private, are surfacing in an all too public manner. Taxes and shipment charges have increased of late and the guilds and families are substantially increasing the numbers of 'helpers' (thugs, ruffians, henchman and guards) in their ranks. More often than not they are being used to make a point about the control and movement of goods and specie. Many times, groups collectively strike or, in the case of the dockworkers, refuse to allow debarking.

Within Bergholt the situation becomes infinitely more complex. Though ostensibly controlled by the eleven most powerful and respected families in the city, Bergholt is, in truth, run by agreements and alliances between the Families, Guild House, merchants, wealthy individuals and unions who may or may not have a seat on the Council. All are vying for a greater portion of power and influence within Bergholt. Alliances change on short notice and occasionally in a very brutal fashion.

In general, one can say the Vermastens are attempting to wrest all control from the Council through judicial and military means. The Rothenheimers are attempting to control access to and from the docks, the Utennoors are attempting to gain control of the entry points in the city and access to the public markets while the Isens are allying with the Flakmarc guilds to squeeze the city via meat, dairy and leather production. Each group is attempting to strip their rivals of power. Machiavellian in nature, the process manages to create an environment of decentralized power.

JANGLING COINS AND GREEDY FINGERS: AN ECONOMIC OVERVIEW OF BERGHOLT

Bergholt's economy is a fairly simple one to understand. The city itself produces very little outside of those crafts supporting shipbuilding and caravaneering but sits upon one of the most lucrative trading lanes in the world. Almost all trade passing from east to west and vice versa moves through Bergholt, as at the least ships use the port for supplies and as a layover. Taxing, tracking and protecting these goods are the ultimate source of Bergholt's wealth, power and prestige.

Bergholt acts as a transshipment point for goods and as a harbor for ships and its few indigenous industries reflect this. Bergholt produces large quantities of lumber (especially renowned are the trees gathered from the Graffenvold that are used for masts) and has many craftsmen whose expertise is in shipbuilding and refitting as well as wheelwrights and wagoners. They also have a significant agricultural base used to support its local inhabitants as well as all the travelers passing through the region.

The trade passing from the Troke and Kambrians consists of almost all types of items from raw materials (ores, exotic woods, etc.) to finished items (weapons, clocks, books, etc.). The trade also encompasses foodstuffs, spices, wines, pottery, statuary, etc. Almost anything can be purchased in Bergholt, for the right price and depending upon availability, given time, chance, and opportunity.

Because most merchants are seeking to make a hefty profit off the items they cart in, high prices are to be expected. Also, because local industries are nascent or non-existent, competition fails to keep prices depressed. Any item valued at over 20,000gp can be purchased in Bergholt but at a 20% increase in cost. Further, its availability is indeterminate so that, acquiring the item can take between 2-8 weeks. Items over 40,000gp in value take an addition 1-4 weeks to acquire.

Bergholt is the transshipment point for most merchants. Goods are passed from one ship to another or one caravan to another in exchange for other items. These exchanges are daily occurrences in the city, though there are special days set aside for large volumes of trade. These market days were instituted to afford the elite more control over the trade so that it could be more easily taxed. During the market days and at the market, there is a 25% chance any item costing between 4,000 and 10,000gp can be found and a 10% chance for those items over 10,000gp in value. For those items over 20,000gp there is a 3% chance of it being at the market. Everything should cost 10% to 40% more than listed in the **Players Handbook**.

There are three markets and three market days. There is the Dockside market, the Markplatz market and the Finnmarc market. The Dockside and Markplatz markets are both located within the city. Dockside is in Dockside and the Markplatz is in the Gedmarc. The Finnmarc is located outside the western walls of Bergholt. The Dockside market is located on the Saxtbasser and is open twice a week. The Markplatz is open every day to those merchants willing to pay the fee of 10gp.

The Finnmarc is the largest market and is open on the last day of every month. The latter market is the largest and most lucrative for purchasers. There is a chance for virtually any item to be acquired in the market. For prices, roll 1d6. 1-2 indicates it is lower than market average by +1d20% and a 3-6 indicates a higher than market value at +1d20%.

TABLE 2: ITEM AVAILABILITY

VALUE	AVAILABILITY
500gp or less	100%
501 – 1,000gp	50%
1,001 – 20,000gp	25%
20,001 – 40,000gp	10%
40,001 – 50,000gp	5%
50,001gp or more	1%

GAVELS, BEHEADINGS, EDICTS AND HERALDRY: THE ADMINISTRATION OF BERGHOLT

Bergholt is ruled by a city council called the Council of Eleven. There are eleven members on the council. The city council makes all administrative decisions concerning the city, passes its laws and edicts and empowers certain of its members to enforce those laws. This is, at least, the manner in which it works on the surface. Truthfully, the Council makes many decisions and is the official governing body but, guilds, bands, unions, merchants, and nobles from various nearby cities and a local context exert a tremendous amount of influence over the Council's decisions.

The Council of Eleven is composed of one member from each of the eleven most powerful Families of Bergholt. (When referring to 'The Families,' it is generally meant those that sit on the Council of Eleven.) The representative is chosen by the Family, each according to its own methods. Selection of a Family to be allowed on the Council is based on a number of mechanisms and with several considerations.

The Family must, first and foremost, be considered of high standing within the elite groups of Bergholt. This generally equates to its member's adherence to the honor code. The Family must also be wealthy though this can be mitigated by other circumstances (as there are a number of very wealthy families that have no membership on the Council) but in general, the family must be very well off. The family must exert some influence over a sector of the economy. Though this is not a hard and fast rule, it certainly is a significant determining factor.

Placement on the Council generally results from a power-play in which one family threatens to upset the economic activity of the city, bribes the right people, threatens others, or actually has huge popular support from such things as building bathhouses or putting on sporting events.

For example, the newest member to the Council, the Rothenheimer Family, managed to get placed on the Council by

threatening to shut down the docks via its connection with the Dockworkers Guild while building a new bathhouse in Dockside and sponsoring a city-wide foot race with a substantial reward for the winner. An election is held once every year (During the Festival of Life and Death) for membership and every member of the Council votes to remove and add a Family from or to the Council. If seven votes for a removal occur, that Family is removed and replaced by any number of other eligible families.

Needless to say, there is a lot of blackmailing, extortion, bribery, deal-cutting, and other nefarious activities used in an effort to be placed on the Council. It is a highly sought after post for, not only does the Council rule the city, it has access to its coffers and dispenses funds according to need and desire.

The council has one permanent member family. The Vermastens hold a hereditary seat in the Council. This is an historical accident. Each Family is responsible for some aspect of the city. This can be water supply maintenance, tax collection, accounting etc. The Vermastens Family is in charge of the military and policing authority of Bergholt. This unique duty and their longstanding position on the Council makes it nearly impossible for someone to replace them. The Vermastens control the City Guard, the Militia, and the Army. Though all are scant in size and do not represent a very powerful force to many outsiders, within Bergholt there is no one who can access as many armed and loyal fighters and warriors. Further, their loyalty to the Family is fairly well secured since the Vermastens are sure to appoint a Vermastens to every important post. The Vermastens are kept in line because they are not legally allowed to own any businesses, collect taxes or otherwise acquire wealth. All the money they receive is at the behest of the other ten members of the Council. The Vermastens residence is located in the Rahtsmarc.

The Oldentoogs also present an interesting case. This is a family of dwarves who have resided in Bergholt since its founding. They have been members of or influential in every type of government Bergholt has had over the centuries. This family is in charge of taxes, tax collection, banking, money storage and minting. They are the repository of all the information concerning Bergholt's commercial activity. They are a very powerful Family and virtually unassailable as members of the Council. The only thing that keeps them from becoming even more powerful is that they are a small minority in the city. The Oldentoog residence is located on the outskirts of the Rahtsmarc.

The council is composed of nine other Families of renown. Each is briefly discussed below.

ROTHENHEIMER FAMILY: The Rothenheimers' control the city docks via a dockworkers guild. The family residence is located in the Doonberg and is called the Adelmont. The current head of the family is Evanna Rothenheimer.

SANDLIE FAMILY: This family controls the shipbuilders/craftsmen guild. Their residence is located in the Gedmarc. The current leader is Manmooth Sandlie. They are also influential with a guild of loggers who import woods from the Graffenvold.

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ISEN FAMILY: They control the wool market. The current leader is Godel Isen and the residence is located in the Doonberg near the Flakmarc. This is a very powerful family with significant influence in the communities surrounding Bergholt due to its close familial ties with the leaders of Isenborg.

KRAKENHAUER FAMILY: This family controls the herb and spice market. Their residence is located in the Gedmarc and the leader of the family is Boris Krakenhauer.

FALMOOTH FAMILY: They control the wood market in Bergholt. This is an important aspect of the local economy and closely related to the shipbuilders and craftsmen's guild. Their residence is in Medham and the current leader is Erwin Falmooth. The Falmooths are in stiff competition with the Sandlies. It is rumored they have even hired 'people' to 'look after' their interest in the forests of the Graffenvold.

SEVLY FAMILY: The Sevly's reside in the Medham and controls the lucrative gambling houses through a bizarre and nearly unfathomable array of alliances that have lent this family and unusual and speedy climb up the social ladder in Bergholt. The current head of the family is the genteel Franz Sevly.

UTENNOOR FAMILY: The Family controls a guild of drovers and transporters who work the Kambria. This family residence is the only one located outside the city, though one is kept inside the city to allow for local custom and law. They also maintain a small force of 'caravan guards' who are never allowed in the city. The current leader is Ninniat Utennoor. Ninniat's influence derives from her contacts with other drovers' guilds and her ability to raise and lower prices almost at will.

TRANDIL FAMILY: This Family has, by virtue of its honorable standing, connections with merchants, and capacity for fairness, managed to gain a seat on the Council. They are unassociated with a particular industry in Bergholt. Their residence is located in the Doonberg and the current leader is Matilda Trandil. Matilda's scrupulous honesty and decorum have made her a few enemies on the Council.

ORNDORFF FAMILY: The Family is in charge of the city's water supply and the sewer systems. Their current leader is Beorn Orndorff and their residence is in the Doonberg. They are responsible for well upkeep and the city reservoir as well as the Bay of Arev.



CHAPTER 2: BERGHOLT - UNDER EAVES AND DOWN COBBLESTONE PATHS

The following is a physical description of Bergholt. It includes most of the significant buildings, streets, areas, organizations and places of note. Wandering encounter charts are also included. With these are specific and detailed encounters that the CK can use to begin adventures or enhance those already underway. Although much of the following chapter can be read by players with little or no effect on the game, some of it can detract from play if the PCs are aware of it. So, those who intend to play in Bergholt should read no further.

WHERE SLEEPS THE WILLS OF MAN: THE PLACES OF BERGHOLT

Bergholt consists of two interconnected cities, an upper city and a lower city. The upper city, the Unteberg, sits on the cliffs overlooking the bay. The lower city, the Onteberg, is in the bay. Both are connected by a series of roads and steps. Bergholt is further divided into six districts or Marcs, each with its own associated industries and distinct flavors. The six Marcs are Dockside, Flakmarc, Gedmarc, Rahtsmarc, Doonberg, and Medham. Dockside is the only Marc in the lower city. Each Marc is discussed individually and several places of note within each Marc are described in the following section.

There are six gated entrances to Bergholt. All are located in the upper city. They are, starting from the southeast, the Vakmund, Vakdamend, Vakfelder, Vaktheismund, Vakesset and Vaktriigolt. Each is manned by the City Guard and a member of the Oldentoog Family. Upon entry, one pays a tax of 10% for trade goods, otherwise there is no fee. Weapons are supposed to be removed as one enters the city. This facet of Bergholt has created a whole slew of jobs for porters. Around each of the gates are many people who are willing to port weapons for soldiers or citizens if help is needed. Generally honest, these porters are members of a guild and make a decent living doing such. They are also a wealth of information about the comings and goings of Bergholt. Each tower has 5-12 guards in it. All are 1st level except the Sergeant who is 5th level. For stats, please refer to Chapter Three: The City in Traces.

There are several major arteries that crisscross the city and have a unique flavor to them.

The Krellsbasser crosses the center of the city from north to south. It has a lot of traffic on it as the goods going to and from dockside all move along this road. It is well paved and regularly patrolled. Very few merchants actually sell anything along this street though it is quite packed with taverns and warehouses. Traffic volumes become so high during fairs and trading days that it seems to come to a complete stop for hours at a time.

The Mittenbasser crosses most of the city from east to west in a semicircle. This road passes through the Bergplatz, and past several other very important buildings and residences of significant Families of Bergholt on its east end. On the west end,

it skirts the edge of the Flakmarc. It is well paved. Though a lot of traffic passes along the Mittenbasser, it is not nearly as crowded as the Krellsbasser. It is considered the height of fashion to have a house on the Mittenbasser along its eastern stretches.

The Ekkterbasser enters the city's east end and almost immediately dumps into the Markplatz. It is a crowded and narrow street, indifferently paved and jumbled with merchants of all types, though primarily it is known for its houses of pleasure. This street and its environs are known to be prowled by many of the more fearless thieves of Bergholt.

The Trindbasser is located within Bergholt and along its western side. This street houses some of the finest craftsmen to be found in the region. Each street off of this one has its own series of merchants who specialize in a single craft. The street is fairly well patrolled but made safe primarily because the merchants pay an exorbitant protection fee to various gangs around town.

The Adelsbasser is located near the Trindbasser and has associated businesses though is primarily the location for residential buildings, taverns and teahouses. This is a quiet area of town, fairly well patrolled and the area where 'up and coming' merchants and citizens live.

The Saxtbasser is located in dockside and essentially consists of the paved dock. It is almost always crowded with sailors and merchants and goods that are being moved to and fro. It fronts various taverns, inns, warehouses, records houses and guard posts. Though patrols are ostensibly present, one rarely notices them and when in need, it is better to depend on a helping hand from passers-by than the City Guard.

The Fiddenbasser is a stone quay that extends out into the bay. The street is primarily used for fishmongers to sell their daily wares. At the end of the Fiddenbasser is the office of the very influential and powerful Puzier.

All houses in Bergholt have names. They are not numbered and referencing them requires the house's name and the street on which it is located.

BLACK GOO AND RAVENOUS RATS: THE SEWERS

Since Bergholt's founding there were underground sewage tunnels built beneath the city. The dwarves created superb drainage facilities for their initial settlement. These were small tunnels built beneath the streets that drained water and refuse away and dumped it into the bay below. As the city grew, these tunnels expanded in size. Further augmenting this underground warren were the storage rooms and underground facilities used to house caravans traveling through the region. Many were built after traffic through Bergholt increased as did raids from bandits.

The underground facilities were initially also used to house travelers who came through the city. During this time, the dwarves greatly expanded this complex and extended it deep beneath the city. But eventually the non-dwarf population came to dominate the city and the number of dwarves living in Bergholt decreased, so much so that many of the deeper holes were blocked off, collapsed, closed or simply forgotten about. At the same time the port of Bergholt was opened and began receiving ever increasing amounts of traffic. The sewage drainage points were blocked and some rerouted to avoid dumping water and waste onto those who lived in the bay.

What has resulted is a bewildering array of tunnels, drainage pits, holes, tubes, and passages constructed over nearly a thousand years. No one has ever attempting the daunting task of mapping all of them but a few hazard the depths to fix or repair collapsed tunnels in the upper reaches and upon which the city depends for its drainage.

These hardy and daring folk of Melana and Brothers have all the major tunnels of the upper levels mapped out, though somewhat poorly as much of it is culled from historical reference and memory. Others brave those depths out of necessity. There are many orphans, homeless, thieves and those on the run from the law who hide out in the nooks, crannies and abandoned holes of the sewers making it, at times, a dangerous place to tromp around.

PLENTY OF ROOM TO SELL AND DIE: THE DISTRICTS OF BERGHOLT

Bergholt is divided into six separate districts, each with its own unique flavor. Each is briefly discussed in the following section. The first part contains a brief description of the district. It contains information the PCs would know or could easily learn. The second part of the section, which should be read only by the CK, describes places of interest within the district and some organizations. Wandering encounter charts for each district are located in Chapter Three.

Five of the districts are located in the Unterberg. These districts are considered the true Bergholt while the single district of the Onteberg is considered by many just a waypoint or conduit to the real city. Regardless of how the various peoples perceive these things, the two areas are intimately related in political, financial, criminal and administrative ways and for all intents and purposes are one city.

THE RAHTSMARC: WHERE DWELL THE WILL AND BILL

The Rahtsmarc is located near the city center. It is home to most of the official buildings and gathering places including the city goal, the courthouse, the Kreut, The House of Heimdal, the Bergall, the House of Nod, the Vermastens residence, and the 'Anhangerin.' The only Family that lives in the Rahtsmarc is the Vermastens. This is perhaps the safest area in town since the Vermastens live here; the sheriff's office is also located here as are several troop barracks.



The vast and stately structures in the city's center loom and peer over the rest of the city like too many eagles watching a winter roost. Tall slender wooden and stone buildings are mixed in with wide low slung structures of varying architectural styles many of which encompass thick green gardens. All of these wrap and twist around narrow and broad avenues in a haphazard manner. The sight is ungainly to the eye as having no balance or symmetry. Its wealth is evident in the statuary found on almost every structure, the intricate wood carvings, the lavish displays and the dress of merchants and citizens both.

The Rahtsmarc is actually a very small part of Bergholt. Within the confines of this district are virtually all official buildings. Many wealthy merchants and citizens also live in the district though only two of the current members of the Council of Eleven live here. Most official business occurs in this district including trials and punishments, the minting of coin, record keeping, council meetings and public proclamations. The area is well patrolled and very safe.

1: THE VERMASTENS RESIDENCE

The Vermastens residence is located in the Rahtsmarc on the Bergplatz. This rambling three story stone structure looms like a massive golem on the city's central square. The building consists of three wings, one for the Family, one for the soldiery and one for the City Guard. All these groups live within the residence. The residence has a blacksmith, fletcher, cooks, stable and others associated with arming and caring for the troops. It is well guarded. No one is admitted to the residence without an invitation.

The City Guard numbers only about 300 individuals spread throughout the city so that at any given time, only between 10-40 of them are present at the residence. Karl Vermastens is the leader of the City Guard. The City's soldiery consists of 150 troops with 20 mounted. 10-20 soldiers are gone at any given time. In times of war, the Vermastens's can muster a militia of up to 1000 troops. Godel Vermastens is head of the soldiery and Family Leader. He is also the city's magistrate.

The Vermastens residence is not without its intrigues. Not only is Arnault Vermastens (the son of Felman Vermastens who is, in turn, the first cousin of Godel Vermastens) involved in a smuggling ring, several members of the Family acquire money through less than legal and acceptable methods. Tristan, the House Steward, is involved with a group of extortionists who strong arm money from merchants in the Gedmarc. Halga Vermastens, the wife of Felman, blackmails several of the city's other Families with the help of her numerous spies. And Lasiter Vermastens makes a lively income as a card cheat. Godel Vermastens attempts to keep his family in line but, as he is torn between family loyalties and duty, the decision as to how to manage this is never easy. In the long run, he almost always sides with his family and chooses to overlook numerous escapades.

2: THE BERGALL

The Bergall, the seat of the Council of Eleven, is located in the Rahtsmarc in the Bergplatz. This large, ornate stone building houses all the meeting chambers and ancillary chambers for the Council. It is also the location of the City Records. Citizens and only citizens are allowed entry to the Bergall. Once inside this building, one is greeted by numerous civil servants, other citizens and guards. Importantly, this is where the city magistrate holds his court.

3: THE HOUSE OF HEIMDAL

The House of Heimdall is also located on the Bergplatz. This is a tall wooden structure devoted to the worship of the Gods. It is not an official residence to any particular order or group and is open to all cleric or priestly classes who need a place to stay or worship. Entry to the House of Heimdall is forbidden to those not of the clerical or priestly class and can be very deadly to those who disobey these rules. For each hour that a non-priest stays within the confines of this structure they randomly lose one point from one random attribute, no saving throw applicable. Any lost points are only regained at the rate of one point to one random attribute per 24 hours of rest. This is generally called the Curse of Making, for in the making of these houses, the Gods cast a curse upon them to prevent them from being defiled.

Along the north side of the Bergplatz rests the massive edifice known as the House of Heimdall. This wooden structure soars 100' into the sky, towering over all the buildings located in Bergholt. Its silence is ponderous and its immensity is deafening. It looms as a beacon of hope to all, for it is home to those servants of the Gods,

those who will stand first in the coming battle with Inzaa, those who will protect the souls of man to the end of their existence.

The House of Heimdall consists of four floors, each smaller than the previous. The number of floors is significant as four is a holy number. None have windows except the uppermost. The lower floor is bare except for stairs leading up and perhaps the possessions of those who are staying here. This is where traveling priests stay. The second and third floors are reserved for rituals, the second for rituals of the body, the third for rituals of the soul. The fourth floor has a hole in the ceiling. It is reserved for the holiest of rituals (resurrections, communions, etc.), the counting of time, and the immolation of high priests. Entry to this floor is strictly forbidden except under those circumstances. Entering the fourth floor at any other time activates a double-strength Curse of Making that also affects clerics and druids. It is rare that any clerics are in the House of Heimdall, but is cared for by numerous acolytes.

ACOLYTE: *These are 1st level clerics whose vital stats are HP 5 and AC 12. Their primary attributes are wisdom, intelligence and strength. They carry cudgels or maces and wear padded armor. They have 1-10sp worth of coin or jewelry.*

4: THE COURTHOUSE

The Courthouse, also known as the Dead Man's Tale, is also located on the Bergplatz. The courthouse is the place where all non-citizens go to conduct official business. It is also the location of trials for non-citizens. The reason it is called Dead Man's Tale is because many people who come here for trials get to tell their tale and are then sentenced. Often this is nothing more than public humiliation and associated punishments, but for those who have committed grievous crimes it is another story. When one is sentenced to death, the executions are enacted almost immediately while those who are sentenced to the Gaol usually never return.

The Courthouse is a tall and stately stone structure housing many records and magisterial technocrats. There are also numerous guards posted hither and yon in a seemingly random pattern that underlies the general disorganization and haphazard nature of the whole judicial system.

5: THE GAOL

The city Gaol is located next to the courthouse. The Gaol houses Bergholt's criminals. This is an ancient structure that extends deep beneath the city. It is an inhumane place and many who enter, no matter how inconsequential the crime, never return. Outside the Gaol is the 'Executioners Palace.' Though this is no palace, it is so called because the executioner spends so much time here. It really consists of nothing more than a wooden platform upon which public executions are carried out. The flagstones beneath and around are stained ochre from the many thousands who have seen the sharp end of an axe over the past centuries.

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6: THE MUNZEN

This is the home of the Oldentoog Family and the location of the City mint. This large bulky construction sits like a ponderous and immovable weight in the city center. It is said that the mint is connected to large storerooms buried deep beneath the city that were made at the city's founding. Within are treasures collected by the dwarves from eons of travels. Whatever the rumors, the Munzen is perhaps the most heavily guarded area in Bergholt and never has anyone claimed to have broken into the place.

7: THE HALL OF NOD

This is one of the most ancient structures in Bergholt. It is not actually a hall at this point, but rather an elegant courtyard in the administrative district of the town in which official parties and the presentations of rewards are conducted.

8: THE BLOOMEN

The Bloomen flower shop is located in the Rahtsmarc also. This is not actually a flower shop; rather it is an exotic plant shop. Most of the plants sold in the Bloomen are primarily for decorative purposes and the establishment is often frequented by Bergholt's gentry, however, there are a few of a very special nature. The Bloomen is owned by Anndelmoon Niabootin, a halfling. Most of the plants are grown outside of town by an herbalist family, the Tefenmakkers.

The Tefenmakkers are herbalists who live nearly 30 miles from Bergholt in a small secluded grove. They can cast various spells upon the flowers and other herbs for their own amusement or by order of Anndelmoon. The prices for these special plants can be exorbitant but the effects may be worth it. Two are described below. Expand as necessary.

TULIPS OF MANY BLOOMS: This odd tulip grows much like a gladiola but with tulip blooms. It can reach heights of six feet. It costs 10gp.

LAVENDERS GRACE: This plant grows as normal lavender does but, when the blooms are pressed and dried and then added to a warm bath it confers healing upon those who are in it for more than an hour. It can *cure disease* (as spell) or heal wounds up to 1d8 a day. The plant costs 400gp and only has these qualities for one growing season.

ANDELMOON NIABOOTIN: *He is a 1st level druid whose vital stats are HP 4 and AC 11. His primary attributes are wisdom and intelligence. His significant attribute is wisdom 14. He carries a cudgel and a leather jerkin. He also has 100gp in coin and valuables in his house.*

PROFIDIOUS TEFFENMAKKER: *He is a 5th level druid whose vital stats are HP 18 and AC 14. His primary attributes are wisdom and dexterity. His significant attributes are intelligence 17 and wisdom 15 and dexterity 17. He wears leather armor +2 and carries a cudgel +1 and dagger of venom. He also has 80gp worth of valuables on his person.*

TABLE 3: RAHTSMARC ENCOUNTERS

D20	ENCOUNTER
1	Merchant, poor
2	Merchant, wealthy
3	Peddler
4	Commoner
5	Porter
6-8	City Guard
9	Cleric
10-11	Family member
12	Special
13	Dockworker
14	Seaman
15	Fisherman
16	Craftsman
17	Thief
18-19	Traveler
20	Town Crier

Roll 4 times per day, 1 time in the evening.

See Chapter 3 for Overview Of Encounters

THE GEDMARC: WHEREIN IS ANGUISHED DESIRE

This is the merchant district. Most of the more successful merchants and their businesses are located here. The district's streets reflect local specialties. There is Potsbasser (most ceramics shops and dealers), Ardsenbasser (armorers and weapons makers), Gimsbasser (rare metals, jewelers) and the Tinksbasser (woodworks and bowyer/fletcher). Several notable families live in this district and one also finds many of the more expensive bathhouses and taverns. The Markplatz is the central node around which activity in this district revolves.

In addition to the numerous honest and forthright shopkeepers, artisans and craftsmen who reside in the Gedmarc there are several more interesting places the PCs may find themselves.

9: THE MARKPLATZ

The Markplatz is a crowded and busy market square located in the Gedmarc. Merchants from all corners of the Interzae can be found here hawking their wares. Weapons, animals, pottery, spices, artwork, jewelry and woodcrafts can all be found here. Most merchants are willing to haggle. Pickpockets and other small time thieves abound in the Markplatz and those unwary shoppers who show too much gold or wealth may find themselves the target of several of them.

10: THE OFFICE OF GAM NEDLOC

Gam Nedloc is a very influential lawyer in Bergholt. He is a halfling and associated with the Nedloc Family in Nollinsburg. His knowledge of the laws and traditions of Bergholt are

extensive, though in many cases flawed. He has yet to lose a case on which he has served, either as prosecutor or defense. However, most of the cases he has worked have been solved/settled prior to any judicial activity for Gam is far better at cutting deals, making friends and acquiring favors than he is at practicing law.

11: THE JANDULARS, RUG MERCHANTS

A singularly deceitful group of people, this family of Shvartin Naga (see below) moved into Bergholt nearly three years ago. They have disguised themselves as rug merchants from Todavia. Their cover is fairly complete and they have been very successful in keeping up their guise as merchants. The reason they came to Bergholt is to access an ancient temple buried deep beneath the town.

The Shvartin Naga are descendants of Neerfingilt, the Second Born. They have recently found the old temple they were looking for. This temple is the remnant of that time when the ancient palace of Inzaa spread across the length and breadth of the world. It is located in the lowest depths of the sewers and tunnels beneath Bergholt. They believe that the occasional sacrifice of a living being will appease their god, but the need for sacrificial victims has increased of late and they have recently brought in kin to help them carry out their vile practices. To further help gather the proper number of sacrificial victims, they are involved with a group of kidnappers in the Flakmarc. The kidnappers usually go to one of the outlying towns and pick up someone or take them from a caravan. Others are taken from the docks or other places they may not be noticed. They prefer victims that have few or no family connections or friends.

The Shvartin Naga's connection to the kidnappers is through the man who runs the kidnapping clan: Klaus. Yes, *that* Klaus. Klaus thinks that the people he is kidnapping are being sold into slavery. Although Klaus does not mind killing and such, he would not countenance anything that resembled prayers to Inzaa or human sacrifice.

Since the sacrifices have increased in tempo in recent months the kidnappers are reluctant to supply the demand as it may bring unwanted attention to them. As such, one of the Shvartin Naga is now plying the streets at night in search of someone to take. The most powerful of the Shvartin Naga never leaves the chambers deep beneath Bergholt. It instead stays in the sacred chamber and uses the *pipes of the sewers* to summon aid if necessary.

The entry to the sacrificial chamber is located in the Rug Merchants house. It goes down a circuitous series of passages and sewers before opening into the sacrificial area. Travel to the sacred chamber is long and arduous. It is riddled with traps and well hidden.

The house they live in is fairly opulent. It is two stories tall with a central courtyard in which they conduct their business. Shvartin Naga are all dressed in long silken robes of bright colors and golden threads. They are heavily veiled (a practice common in Todavia) and generally use servants to haggle and conduct business for them. They hide their true identities through their *alter self* special ability.

SHVARTIN NAGA: *These lawful evil creature's vital stats are HD 9d8, HP 65 and 72, and AC 14. Their saves are mental and physical. They have superior intelligence. They attack with a bite (1d4) and sting (2d4). Their special abilities are poison, spells, guard thoughts, immunity to poison, resistance to charm, alter self, hide in shadows.*

TREASURE: Most of the treasure the Shvartin Naga possesses is in goods. They are fond of expensive and beautiful things. In their merchant shop, will be found 15 pieces of jewelry (20-80gp each), 100 rugs (10-60gp each), 26 statues (40-240gp each), 1,500gp, 2,900sp, and 10,000cp.

12: MARTIN HOFFMAN, BOTANIST

Martin is an expert on botanical matters. He collects and grows all manner of plants. Although he knows most of the properties of the plants he collects, he is not always sure how they should be prepared. He often refers people with this interest to several other people in town.

Martin's knowledge of the lands surrounding is phenomenal. Not only does he wander from town to town in search of plants, he collects old maps of the region. He parts with this knowledge gladly - being somewhat proud of himself - and even allows people to copy his maps.

13: LUFT VERKER, HERBALIST

Luft Verker is an expert on the properties and preparations of most of the beneficial and dangerous plants of the Graffenvold. As with most merchants and experts in Bergholt, he is constantly on the lookout for people who can bring him some of the rarer herbs he needs to conduct his experiments or just to replenish his stock. The rarer the plant or herb, the more he is willing to pay for its retrieval.

14: THE TEA HOUSE

This establishment is run by two men, Sander Mak Teston and Ferris Mak Denard, who serve teas with various medicinal values. They hire people to go out and find or purchase some of the rarer tea leaves. The establishment is fairly large with a patio and enclosed courtyard. It is often crowded, especially in the mornings and evenings. Most of the teas served are common and have no side effects other than the usual relaxation a glass of warm tea offers a person. Others, very expensive and rare, offer more interesting side effects.

Herbalists who have studied the effects of various fruits, vegetables, and herbs on the body over the years brew these teas. These teas can only be brewed by some herbalists, and the recipes for the teas are well guarded secrets. The teas are followed by their cost and availability on any given day.

Here is a sample of some of the teas Sander or Ferris can prepare. They know the recipes but do not part with them willingly unless there is a whole lot of gold on the table. The teas are only effective if consumed warm and within an hour of preparation.

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TABLE 4A: TEA COSTS AND PREP TIME

TEA	COST/BAG	COST/SERVING	PREP TIME	EFFECT
Endurance	600gp	150gp	2 hours	+1d4+1 points of constitution for 6 hours
Perseverance	400gp	100gp	2 hours	+2d8 temporary hit points for 4 hours
Power	600gp	150gp	2 hours	+1d4+1 points of strength for 6 hours
Fleetness	600gp	200gp	2 hours	+1d4+1 points of dexterity for 6 hours
Attentiveness	200gp	50gp	1 hour	+3 to wisdom saves for 1d6+1 hours
Determination	200gp	100gp	1 hour	+5 to constitution saves for 1d4+1 hours
Resilience	300gp	100gp	2 hours	+5 to strength saves for 1d4+1 hours

15: SCRIPTORIUM

The scriptorium is the unofficial repository of business transactions in Bergholt. All contracts, deeds, legal statements, tax information and other documents that might require legal enforcement are drawn up in the scriptorium. Every time a document is drawn up, a copy is made of the original and stored for future needs. It is also a good place to have fake documents produced. Often times, if the money is available, the workers change, alter, destroy, misplace, remove or create documents as per the needs of those requesting such. Fake documents made here could cost anywhere between a few gold pieces for an inconsequential 'market pass' for merchants, to several thousand gold pieces for a forged lineage.

The penalties for those caught are very high. Removal of one to ten fingers is the usual punishment depending on the importance of the forgery, though this too can be bribed away. So, care must be taken. Those in possession of the document also suffer this penalty.

16: FARSTOOL'S ARMORY

The Farstool family has been in Bergholt for many years, some say as far back as when the dwarves ran Bergholt. Redgulf Farstool and his family make and sell armors of many types and varying qualities depending on the needs of the customer. In general, he makes all types of light and medium armors. All heavy armors are made by request only. Redgulf can often be found in Dockside and most often, while there, he goes to Paasha's.

Redgulf has recently lost a son. Two months prior, his son, Franz, went to Dockside to purchase some material and was never seen again. Redgulf is seeking someone to locate him. Redgulf only knows that he was last seen at Paasha's.

For more information on armor see the appropriate section on arms and armor in Bergholt.

REDGULF FARSTOOL: *He is a 3rd level barbarian whose vital stats are HP 21 and AC 14. His primary attributes are strength, constitution and dexterity. He wears leather armor +2 and carries a crowbill. He carries 50gp worth of coin and jewelry.*

17: AEGIS, POTTER

Aegis Grayman is a Wizard. Because wizards are considered outcasts and those who practice those arts are, as often as not,

strung up or imprisoned, Aegis must hide his true identity. He has chosen, as his facade, that of potter. In addition to being a wizard, he is no mean potter either. His factory employs several people and produces a large volume of ceramics for sell in the city and surrounding communities.

Aegis is being blackmailed by a group a clique of blackmailers, the Nicolletes. They are threatening to expose his identity as, what they believe, is a spy for a lord in the west. They have no idea he is a wizard. Aegis goes along with this blackmailing to prevent any attention being brought to him, though he is also seeking anyone who might be able to rid him of this annoyance.

AEGIS GRAYMAN: *He is a lawful neutral, 3rd level magic-user and 2nd level rogue. His vital stats are HP 14 and AC 14. His primary attributes are dexterity, intelligence and constitution. He significant attributes are dexterity 16 and intelligence 14. He wears +2 bracers of defense and carries a dagger and cudgel. He also has 25gp worth of coin.*

18: ARDRIKT LUDDEN, ARMORER

Ardrikt owns an armory. He makes pieces of armor and repairs others. Though he cannot make complex suits, he is good at those he does make and charges 10% less for them. However, his excessive drinking and laziness has a side effect on the armor he makes. There is a 20% that the armor the PC purchases may not be quite up to par and suffer a -1 to the armor's normal modifier.

Ardrikt is in debt to a money lender and his work is becoming shoddier as he tries to make more of it quicker. The people to whom he owes money are becoming angrier and have recently threatened to kill him if he does not pay.

TABLE 4B: GEDMARC ENCOUNTERS

D20	ENCOUNTER
1-3	Merchant, poor
4-5	Merchant, wealthy
6	Peddler
7	Commoner
8	Porter
9-10	City Guard
11	Cleric

12	Family member
13	Special
14	Dockworker
15	Seaman
16	Fisherman
17	Craftsman
18	Thief
19	Traveler
20	Town Crier

Roll 4 times per day, 1 time in the evening.
See Chapter 3 for Overview Of Encounters

THE DOONBERG: SLEEPING WELL BENEATH THE MOON

This is primarily a residential district of Bergholt. It houses farmers and herdsman who work the fields on the south and east sides of the city. Most of the streets are narrow and twisted with large two and three story tenements dominating most of the district. There are several businesses here and some producers who specialize in processed foods. The bakers, confectioners, several mills and cheese makers are all located here.

19: BLOOCHER'S FURRIER

Fardnand Bloocher is always on the lookout for someone to bring him a new and rare fur or skin. Bloocher deals mostly in more common skins such as beaver, mink, otter and others. He also has quite a lucrative trade in wolf, bear and wolverine skins. He knows the location of a few hunting grounds and willingly divulges them, neglecting to mention whether or not they have been staked out by others. He also offers hefty sums of money for rare pelts, though often refuses to pay the value offered claiming the skins have been destroyed in the process of removal.

20: HANS YOONKER, MONEY LENDER

Hans is an unofficial banking house. He primarily serves merchants and the nobility in Bergholt, though has been known to lend to a few less than highly reputable individuals. His rates are extremely high (20% interest) and his conditions equally stiff. Failure to pay what is owed often results in legal actions, cut-offs and official confiscations. In those cases, that the law cannot reach or in which Hans needn't bother with repercussions, he sends a band of 7-10 thugs to beat the offender or steal back what is owed.

He is usually involved in some type of legal dispute with a merchant or some other notable in Bergholt. He is also almost always on the look-out for people upon whom he can depend to do some checking up for him.

Currently he is seeking some people to;

- Trace the whereabouts of a one Thadius Erstmeyer of Kongsberg, a small town some 50 miles east of Bergholt.

- Find a cargo which disappeared between Bergholt and Isenborg.
- Help strong-arm some members of the Docker Gang into returning some money lent almost 6 months ago, and a job for which his usual thugs are not quite up to. The Docker gang, of course, works on the docks.

HANS YOONKER: *He is a 5th level fighter and 6th level rogue whose vital stats are HP 45 and AC 17. His primary attributes are strength, intelligence and dexterity. His significant attributes are strength 15, dexterity 16, and intelligence 15. He wears a chain shirt +2 and carries a dagger +3. And hammer +2. He carries 200gp worth of valuables on his person.*

THUGS: *These are 2nd level fighters whose vital stats are HP 14 and AC 12. Their primary attributes are strength, constitution and dexterity. They wear leather armor and carry clubs and daggers.*

21: THE ROSENSHPEEL

This playhouse/theatre is located near the Bergplatz. Plays are offered once every three or four days within the Rosenshpheel. Though it is generally attended only by citizens, it is open to non-citizens as well. Three groups vie for position as top acting troupe; the Tattlers, Maksterin and Bawdeemen. The Rosenshpheel is owned by Fedious Mannhammerin and his wife Troohelda. Both are excellent actors in their own right but have not aged too gracefully. They have access to some of the more notable Families and are often found as guests at numerous parties.



18 CASTLES & CRUSADES

Mr and Mn Mannhammerin also have a secret they strive desperately to conceal. Both are Doppelgangers. The real Mr and Mn Mannhammerin were killed years ago, while on a trip to a neighboring city. In the meantime, these doppelgangers have managed to ensconce themselves within the political elite. They have an insatiable desire to consume Inzal flesh. Unlucky for them, Inzal are fairly rare in Bergholt so when one makes an appearance, they begin seeking for a manner in which to kill them. This is always done very quietly and often they wait until the victim is leaving the city before pouncing. This might occur once a year.

They have a large stash of treasure beneath the Rosensheep where they keep the treasures they have collected from their victims and the money they make from the playhouse.

DOPPELGANGER X2: *These neutral evil shapechangers' vital stats are HD 4d8, HP 22 and 31 and AC 15. Their saves are physical. They attack with a slam for 1d12 or by weapon. Their special abilities are twilight vision, detect thoughts, change shape, and immunity to sleep and charm. One doppelganger acquired all the abilities of a 5th level rogue while the other has the abilities of a 5th level illusionist. Their valuables include the following in coin 200pp, 550gp, 1,560sp and 15 pieces of jewelry valued at 5-50gp.*

22: RUDOLF LITZ

Rudolf Litz is a merchant who has acquired quite some status in Bergholt. He is vying for a citizenship position on the council. To succeed, he must ensure that one of the families is removed from that position. Though Rudolf does not have a large extended family, he does have significant resources at hand. Years of crisscrossing Inzae has allowed him to accumulate quite a hefty sum of gold with which he has purchased land and exclusive supply deals with several merchants in Bergholt. Rudolf has no comparable fighting skills.

Rudolf is involved in a nefarious scheme to oust one of the families from power. This has placed him in a precarious position within Bergholt. Should his scheme be uncovered, he would be executed with little recourse to the law. His is a twofold scheme. He has aligned himself with several groups of brigands outside of Bergholt. He has contracted them to attack specific caravans. The point of the attacks is not kill people (though that is most often the result) but rather to steal goods, thereby reducing the financial holdings of the family. To accomplish this, he has hired a person in the Isen family circle to report certain cargoes to him.

The other scheme he is involved in is a set up. He is looking for some unwary adventurers to suck into a ruse. He lent several miners money some months back. They were planning a trip to the mountains south of Bergholt to do a little prospecting. They have lived up to their promise and paid back most of the money they owe Hans. However, Hans now wants to claim the mine for himself. He might ask the characters to go investigate, claiming someone is taking his mine from him and asks the characters to kill the interlopers. This involves a trip to an area swarming with goblins and bandits and riddled with mines and caverns that have been dug into the earth over the last thousand years.

23: THE HOUSE OF SEVERUS

This is a school that teaches certain aspects of combat. It is attended by every member of the Vermastens Family and many of their upper tier commanders. Admission is by appointment only. The weapon of choice at the House of Severus is the goupillon though they also teach all medium sized martial and ranged weapons. They also teach the use of all light and medium armors.

For game purposes, the House of Severus can be one of many schools that train fighters. If used within the culture of Inzae, each school teaches the use of particular skills, feats and weapons. Training at this school for six months can confer a +1 to hit and +1 to damage if the goupillon is used in combat.

THE GOUPILLON: This weapon consists of a wooden shaft with three small spike balls attached to it by chains. When attempting to disarm a character, you get a +1 to your opposed attack roll. The goupillon can also be used to trip opponents. Cost: 15gp, Damage: 1d8, EV3.

24: PHEASANT'S

Konnop Errhard runs a spice and tea shop. He imports common and rare spices from around the Interzae and cooks as teas or sells the spices. He is well known for his knowledge of the use of these spices in teas and, incidentally, making fine scented candles. The shop is divided into two sections, the Tea House and the Spice Shop. His wife Thora runs the Tea Shop. It is a simple affair with a small veranda. Most teas are cheap and refreshing. The following special teas are all available 65% of the time.

TABLE 5A: TEA COST AND EFFECT

TEA	COST	EFFECT
Sasoon	10gp	Doubles healing rates for 24 hours
Fraylin	10gp	+1 to concentration checks for 24 hours
Tiffnan	10gp	+1 to knowledge checks for 24 hours
Hure Nommin	13gp	+1 to dexterity for 24 hours

Many merchants come to the Tea House for a refreshing drink of tea. It is a good location for gathering information concerning merchant activity. Many of the not so wealthy merchants gather here to make deals. Often the goods they trade are not the best quality, but they sure are cheap.

25: THE GLASS HOUSE OR TAM'S

Tam Feederan is a halfling and runs a small shop in which he makes glass objects. For the most part his goods are common wares consisting of drinking glasses, bowls, and plates. However, he is very skilled at glassblowing, and can make all manner of odd shaped objects.

Tam, having collected glass objects for ages, accidentally stumbled upon a significant collection of some small vials. He keeps these

in a locked metal chest hidden in his basement. He has only recently discovered what they are. Each contains the spirit of a homunculus. In his nervousness in putting away the glass vial, after discovering this, he dropped one of the vials and the misty vapor of the homunculus floated through holes to the surface and coalesced in his shop.

The homunculus is now free in Bergholt and looking for a quiet place to rest before trying to free his brothers. Tam, fearing he is in trouble, but unwilling to go to the authorities thinking they will punish him, is looking for a few hardy souls to track down the homunculus before it causes more harm.

HOMUNCULUS: *These chaotic neutral constructs vital stats are HD 2d10, HP 14, and AC 14. Their saves are mental. They attack with a bite for 1d3. Their special abilities are twilight vision, darkvision, poison and bond.*

CK'S NOTE: This is a potentially good encounter if played well. If the PCs become acquainted with Tam and visit him often then a good set up for the encounter with the homunculus can be made. Have the PCs come into the workshop. It is mangled and ransacked; Tam is nowhere to be seen. The homunculus is lurking about the house looking for both the glass vials and Tam. Tam is hiding underneath a bed, shivering with fear.

26: BERNT EDORN

Bernt Edorn is a dwarf from the far Kragenmores. He and his children settled here nearly 20 years prior. Bernt came to Bergholt in search of some silver mines rumored to be some miles south of Bergholt, a rumor that persists even to this day. And it is true, there are mines in that region, but after nearly a decade of searching and suffering, Bernt has come to believe that there is no ore left in those hills. As he was searching, he made a tidy sum selling mining goods to those who tried their luck there as well, eventually becoming a major outfitter in Bergholt.

With time, he became disheartened with both professions and retired in order to decide what to do next. Bernt is a vast store of information about the hills south of Bergholt. It takes some badgering and entertainment to start getting this information to flow, but eventually it does. He may even agree to sell the characters a map or two of the region. Any one of his children would be glad to accompany a party traveling south to those hills as they are ready to try their luck at adventuring.

BRENT EDORN: *This chaotic neutral 3rd level fighter/2nd level rogue's vital stats are HP 22 and AC 15. His primary attributes are strength and constitution. He wears leather armor and carries a buckler. He has a military pick (2d4) and a dagger (1d4). He also has 35gp worth of coin and jewelry on his person.*

27: FALLOW FIELDS

This is a large two story tavern located near the city gates. The first floor is a twisting series of small rooms with stone floors and low ceilings, with each room sporting its own fireplace. The upper floor is a series of more spacious rooms with high ceilings and large windows. The tavern primarily caters to farmers and

herdsmen who work in the fields during the day. Considering this, Fallow Fields is very crowded early in the morning and late in the evening, before sunrise and after sunset. The lower floor of the establishment caters primarily to halflings and the upper floor to the larger folk. Halflings work the lower floor while the upper floor is run by three friends of the owner and some hired help. The tavern is owned by Ernst Unger and his wife, Leena. Both were born and raised in Bergholt and inherited the establishment from her father.

Fallow Fields is also the near permanent residence of a one Mienst Teffler. Mienst is an old and weary explorer who has retired after a lifetime of losing money and collecting cuts and bruises. After his last venture, from which he was lucky to return, Mienst gave up adventuring. He owns virtually nothing at this point. He seeks to redress this issue by finding that person in Bergholt who hired the bandits that raided the caravan he was on. He is close to discovering the person and needs some help in righting the wrong. The person he is looking for is none other than Rudolf Litz.

MIENST TEFFLER: *He is a neutral 7th level ranger whose vital stats are HP 49 and AC 18. His primary attributes are dexterity, intelligence and wisdom. His significant attributes are dexterity 17, constitution 16, and wisdom 15. He wears +2 leather armor and carries a +2 broad axe. He has 200gp of coin and valuables on him.*

28: THE OXEN

The Oxen is widely praised as the best Inn in Bergholt, for the price. Though this might be the case, few merchants of repute stay here as it is far from the commercial centers of the city. The Oxen is located off the main byways and nestled in a block of large houses near the town walls. The place remains cheap because most of its patrons are herdsmen, horse traders or others staying in Bergholt to sell cattle or horses in the nearby markets of the Flakmarc. Most of these merchants come from nearby places such as Isenborg, Halbveg, and around Kreutzmarch. The Inn is also frequented by several gangs of rustlers who, on occasion, fight bloody duals in the alleys nearby.

The inn is a tall four story affair. Its narrow entry opens onto a dimly lit but jovial tavern. Locals frequent the establishment and mingle freely with those who are in Bergholt on business. Tafford Vorsik, or Geezer as he is more commonly known, runs this establishment.

TABLE 3B: DOONBERG ENCOUNTERS

D20	ENCOUNTER
1	Merchant, poor
2	Merchant, wealthy
3	Peddler
4	Commoner
5	Porter
6	City Guard
7	Cleric

20 CASTLES & CRUSADES

8	Family member
9	Special
10	Dockworker
11	Seaman
12	Fisherman
13-15	Craftsman
16-17	Thief
18-19	Traveler
20	Town Crier

Roll 4 times per day, 1 time in the evening.
See Chapter 3 for Overview Of Encounters

THE MEDHAM: PARADISE NEVER FOUND AND NEVER SOUGHT

The Medham is primarily a residential and service oriented district. Most of the Families and many of the more affluent of Bergholt maintain their residence in this quarter. As such, the businesses located in this district cater to the needs of the elite. There are physicians, tailors, jewelers and the like located in the district. Consequently, the businesses charge higher (5-20%) for items here than one might find in other areas of the city.

29: FURMOG, THE HOUSE ON TABSBASSER

Ostensibly the house of the wealthy merchant Markus Dressler, this abode houses a secretive society. Markus Dressler is very, very wealthy and his rambling stone mansion shows it. Golden bas reliefs cover almost every door, exquisitely carved expensive marbles are found in every room, his courtyard is host to hundreds of rare plants and his clothing is of the finest imported cloths. Markus is not a citizen and rarely leaves Bergholt these days. He primarily purchases goods at the markets and sells them later deriving a hefty income from the mark-up. He is known far and wide and often seen at the Anhangerin.

Markus Dressler is the leader of a group called the Geis 'Tot. This group has an agenda that even most its members are not aware of. Even Markus, who is high up in the chain of command has never met those who truly run the organization. What he does know, is that he takes his orders to have certain elements 'removed' and is paid very well. He has five people who work for him. Each very capable and very dedicated. Each poses as a merchant, bodyguard or something and awaits the orders from Markus, who in turn awaits his orders from a rare, but much anticipated messenger.

MARKUS DRESSLER: *He is a lawful neutral 10th level assassin whose vital stats are HP 55 and AC 18. His primary attributes are dexterity, intelligence and constitution. His significant attributes are dexterity 18, charisma 16 and intelligence 15. He wears +4 bracers of defense and padded armor. He carries a ring of gaseous form, a hooded cloak of hide in shadows (+4 bonus to hide checks), a +3 dagger that returns on command (range 30 ft.), an expert quality dagger (+4 to damage), and poison. He generally carries 200gp and has at least 1,000gp of jewelry.*

30: MINDARIN'S HOUSE OF HAT

Mindarin is a well-known tailor in Bergholt. He offers his services to the wealthiest inhabitants of the city. He is insulted when those of lower standing, even citizens, come to him for service. One must be well respected to receive an audience with him. However, once received, Mindarin can prove to be a valuable source of knowledge about Bergholt's elite. To impress upon those who come to him his own importance he name drops and rumor drops a great deal.

When asked any particular question about Bergholt's elite, their habits, the places they frequent, their double-crosses etc., make an intelligence check to determine if he knows the correct answer. But it does not matter if he knows the truth because he says something anyway. Mindarin has no comparable fighting skills.

31: GOONTER'S GAOL

Goonter's is a gambling establishment located in an old Goal. Services of most any sort can be purchased here as well. Although no one has ever known a Goonter nor does anyone really know who he or she was, everyone offers an opinion. The establishment is run by Adalia Trepsik and managed by numerous employees. Goonter's never closes.

Adalia is well connected in Bergholt and beyond. She allows merchants and others to build debt in order to acquire favors or position that would otherwise be unavailable to her. This is problematic for her. For, although most patrons pay in specie or service, several do not care to meet their obligation and would like for Adalia to disappear. There are contracts out on her. She has two loyal bodyguards with her at most times.

Adalia keeps a detailed list of debts and other information gleaned from years of associating with Bergholt's elite and those merchants who happened to find their way to her establishment. This list is kept in her private apartment in a locked chest. She also owns a *cloak of charisma* which she wears on many occasions, especially when she is confronting strangers and those she feels may bear ill will towards her.

Adalia is also the head of the Jauncery, a group of prostitutes, maids and servers who gather information on people of note and blackmail them. The information contained in Adalia's books reveals much about the economic strength of Bergholt's Families and others.

ADALIA TREPSIK: *She is a chaotic neutral 6th level rogue and 3rd level cleric whose vital stats are HP 26 and AC 15. Her primary attributes are charisma, intelligence and strength. Her significant attributes are dexterity 16, intelligence 16 and charisma 14. She wears +2 leather armor, carries a +3 dagger, a cloak of charisma and a ring with a small amount of sleeping poison on it. She also carries 300gp worth of coin and finery.*

BODYGUARD: *These are neutral 3rd level fighter and 2nd level rogues whose vital stats are 19, 14 and AC 15. Their primary attributes are strength, dexterity and intelligence. Their significant attributes are dexterity 14 and strength 14. They*

carry +2 maces, daggers and wear chain shirts. They carry 50gp worth of coin and jewelry.

32: EINHART FEDERMAUSS, PHYSICIAN

Einhart is an Inzal. His real name is Thalaïum Fahathalium (son of Thala, son of Fahath) but has, over time, just acquired a human name and more often than not goes by Einhart. Einhart has lived in Bergholt for nearly one century and has seen the city change significantly in the years since his arrival. He acts as one of the healers for the community, and these days he caters mostly to the needs of the wealthy as they are now his closest neighbors. He also tends to the poor in the other districts of Bergholt when the time suits him. His knowledge of healing is extensive as is his knowledge of herbs.

Einhart makes little effort to involve himself in the Council’s activities though he is well respected. He has primarily remained in Bergholt to acquire rare herbs that can be found nowhere else. He regularly receives guests from the south and west and from the north. His position in Bergholt has also allowed him to establish and maintain contact with groups of Inzal scattered along the coasts of the Interzae.

Einhart was expecting company recently, but they have failed to arrive. These were his cousins and he is seeking someone to track them down and see if they ever even arrived in the area. They were all killed about a month ago, in the hills south of Bergholt, the Gedlerinds. As the armies of the zjerd have expanded further north, bandits have begun to swarm the region to take advantage of lax patrolling and the general chaos war creates. The Inzal were captured by the Magelrod Gang and killed.

EINHART FEDERMAUSS: *He is a 7th level magic user and 5th level fighter whose vital stats are HP 49 and AC 14. His primary attributes are dexterity and intelligence. His significant attributes are dexterity 15 and intelligence 17. He wears +1 leather armor and carries a +2 long sword as well as 200gp in coin and jewelry.*

TABLE 6: MEDHAM ENCOUNTERS

D20	ENCOUNTER
1	Merchant, poor
2	Merchant, wealthy
3	Peddler
4	Commoner
5	Porter
6-7	City Guard
8	Cleric
9-10	Family member
11	Special
12	Dockworker
13	Seaman
14	Fisherman
15-16	Craftsman

22 CASTLES & CRUSADES

17	Thief
18-19	Traveler
20	Town Crier

Roll 4 times per day, 1 time in the evening.
See Chapter 3 for Overview Of Encounters

THE FLAKMARC: OH, THE BURDENS OF THE FLESH

This is the meat packing district of Bergholt. It is a nasty smelly sprawl located in the southwestern region of the city. Most of the buildings are poorly constructed single story affairs with wood or thatched roofing. Only one road in the area is cobbled, the others are worn, muddy and filled with the offal and urine of all the animals passing down them to the slaughterhouses.

Bergholt breaks on the south side into a series of low, rambling structures known as the Flakmarc. The cacophonous bleating of sheep and bellowing of cattle fill the air both day and night. Several pens stuffed to overflowing with cattle and sheep sit at the edge of the Flakmarc. Beyond are the slaughterhouses, distinguishable by the large slabs of meat hanging from hooks in stalls outside large doors. The street is muddy and reeks of urine and offal.

The Flakmarc is nearly the meanest district in town second only to Dockside. The people who live here are the lowest on Bergholt’s social strata. They know it and they resent it. The meatpacking industry serves little as part of Bergholt’s overall economy, essentially serving to feed the wealthier members of the community. The western edge of the district houses the tanneries, leather workers, and woolen textile industries.

There is no formal Guild House under which the meatpackers work, however, they do have a rather powerful and very informal ‘union’ that is very active in the Flakmarc. The union never meets, has no formal house or representatives, but on those occasions when the inhabitants of this area feel as if they are being taken advantage of, they gather and come out in force to make demands of the City Council. Often the City Council meets the demands as the meatpackers can, and occasionally do, stop the flow of beef to the city and threaten violence. Often, these gatherings are promulgated by ‘rabble rousers.’ These highly influential people can calm and rouse a crowd quickly. The City Council pays them enormous sums of money to keep the masses calm.

There are small taverns at almost every corner in the Flakmarc. Most of these are tiny affairs frequented only by locals. They are usually rough and the patrons do not like outsiders in their establishments. Several of the more notable of these are ‘Mantel’s,’ ‘The Cleaver,’ and ‘Hauter’s.’

33: GRELMAN FARSTEN

Grelman Farsten lives in a tenement amongst the wretched and poor of the Flakmarc. He is an artist of great renown but little sanity. His ‘vision’ is in part a result of genius and part a result of a second sight allowing him to view the world as Inzaa might. He

is a master of oil paintings which often have disturbing effects on their viewers. Grelman's paintings are sought far and wide. He is usually working on several pieces of art at the same time. His tenement room, the whole upper floor of the house, is filled with canvases, finished and unfinished, easels, paints, brushes and all manner of junk useful for his art. Grelman sleeps, eats, cooks and receives visitors in this room also.

In general, his paintings run for 300-500gp. Special paintings or portraits are often four or five times as expensive. Occasionally one of his paintings acquires a magical property resulting from Grelman's second sight. Looking at these paintings can have various affects ranging from the calming the nerves to inducing madness.

Grelman has recently finished a portrait of Meister Thoma Isen. It sits in his studio awaiting delivery. Close inspection reveals that the painting has magical qualities. In this instance, it drives the person who looks at it too long into a frenzy of burning things. This is a cursed painting. If a PC looks at it, a charisma check (CL12) must be made to be able to look away. If unsuccessful, the PC remains fixated by it and keeps staring into it. The PC must then make another charisma check (CL 18) or become afflicted with a desire to burn something. The PC may act on this urge. Once each day the PC must make a charisma check (CL 1) or be overcome with the desire to burn something; in general, the larger the fire the better so a simple fireplace burning will not do. Buildings are prime targets. Each time the charisma check is failed, the CL increases by 1 (i.e. CL 2 after one failed check, CL 3 after two failed checks, and so on) until the PC has become so driven to burn things that it consumes their life.

34: KERNER

The Flakmarc is not known for its good taverns or inns though it has its fair share. This is one of the most notorious in the district. Most of the patrons work in the district's slaughterhouses. They are a burly and surly lot. For those in need of a few hired hands for jobs of a not so legitimate nature, this would be one of the first stop off points.

The Kerner is a low slung rambling building which appears to have been thrown together by shoving too many houses into too small a space. The interior is dimly lit with a fairly dirty series of large interconnected rooms.

Sergei Fosterman runs the Kerner. He is a large and overbearing brute of a man. He dislikes and distrusts outsiders, gives them the cold shoulder and unless they quickly prove themselves to be of the right temperament, has them thrown out. Although he does not allow gambling in the front halls of the Kerner, there is a large basement in which dice games of all types are allowed and encouraged.

A gang of ruffians, under Sergei's watchful eye, controls the gambling and enforces the rules. There are quite a few cheaters and rigged games that occur. Although one might harangue Sergei about these games, he could care less and most likely has the complainer beaten rather than the cheater. The local Lay (a gang of thieves), the Reggers, works out of the Kerner. In return

for allowing them to gather in this establishment, the Reggers allow the gambling to proceed without their oversight. The end of this section contains more information on the Reggers.

SERGEI FOSTERMAN: *He is a 9th level barbarian whose vital stats are HP 72 and AC 13. His primary attributes are strength, dexterity and constitution. His significant attributes are strength 17 and dexterity 14. He wears a leather apron and carries a large flanged +3 mace or a +2 axe of splitting (triple damage on a natural 20) and carries 20gp in coin and jewelry.*

35: HAUTER'S:

On the intersection of several nameless streets roots a dilapidated old cutting house. In front of the two large doors is an old wooden statue of three goblins stacked one on top of the other. Each of the goblins is drinking from a tankard of ale. The top goblin holds a sign stretched above its head and upon the sign the word 'Hauter's' is engraved. Light spills out of the numerous windows and open doors. From within rolls the raucous and gruff laughter of those who work too long and too hard for too little.

Mattais Hauter, the grandson of Gunter Mattais and founder of this establishment, is the current steward of this bar. Hauter's is not an inn and there are no rooms to rent, it is simply a very popular bar in the Flakmarc. Hauter's is built in an old slaughterhouse and the establishment still bears the marks of its old uses. The floor is a mixture of sand and mud. The tables are old, scarred and darkly stained cutting boards and a large display rack has been converted into a bar. Stacks of ales casks sit behind the bar as does Mattais.

Mattais is older, wrinkled and gray haired with a large portly frame. A thick mustache, yellowed from too much smoke, hides a face, glassy from too much drink. Mattais is gruff with strangers initially, though serves them heaps of beer if they pay up front. He prods and pushes them into drinking as much as they can hold. Mattais is part of the loose connection of the 'union' and unrelenting dodger of taxes and fees. He often presses for greater unity amongst the meatpackers but this has resulted in little change. For this reason, he is disliked by the Vermastens though the other families occasionally bribe him into rabble rousing or dispersing. He knows most of the people in the Flakmarc and most of the business that goes on there but usually does not have very specific or accurate information.

If the characters are searching for someone in particular, he only divulges information if well paid (5gp or more) and can do so in private. Even then, his information amounts to little and he eventually just tells the characters, "I think yu' need tu' be heddin' o'wer to Matel's o' d' Cleaver" for more information.

The clientele is a surly lot. Most of them live in the district though a few halflings and others from the outlying regions drop by on market day. Though rarely overtly hostile, the people who frequent this bar do resent the wealthier members of Bergholt's inhabitants, especially citizens. If the characters flaunt their position or wealth in an offensive manner, they might find

themselves in a fight in the bar or, more likely, the victims of a mugging outside.

MATTAIS HAUTER: *He is a chaotic neutral 5th level rogue whose vital stats are HP 21 and AC 16. His primary attributes are intelligence, dexterity and constitution. His significant attributes are dexterity 14 and charisma 13. He wears +1 ring mail and carries a dagger and hand scythe. He has 25gp in coin or valuables on him.*

36: THE STOCKS

Though cattle and sheep pens are found throughout the Flakmarc, the central portion of the district, known as ‘the Stocks’ or ‘the Pens’ is nothing but stock gates. These are variously full and empty. On market day, they are invariably full. Burly pen keepers keep an eye on the animals day and night. The bleating of the animals is a constant droning sound and can be heard throughout the district.

In the center of the Stocks is a large Kreut. Upon it are etched all manner of symbols, both ancient and more recent. During market days, herders bring their animals to the Kreut for a blessing. Nidfrundis, a cleric, comes to the Kreut every market day that he is in town and blesses each of the animals that are being sent to the slaughter houses. His blessings actually impart a good flavor upon the meat if it is done so at least 12 hours prior to its butchering. It also prevents any rot setting in for 24 hours and for 48 hours there is no chance of food poisoning. Nidfrundis is not the friendliest of people, tending to prefer the company of animals. His relations reflect that.

37: SHOTTMOOLERS’S LEATHERWORKS

This establishment is no longer run by the Shottmoolers but by the Radden family. They kept the name due to the fame the business had already acquired. Shottmoolers is a rather extravagant building for the Flakmarc and also very clean. The head of the family, Johann Radden, is very proud of his establishment and works hard to ensure that what is produced therein is of high quality. They produce leather armors, belts, straps, or anything one could imagine needing that is made of leather. Any leather item can be made at Shottmoolers.

His daughter Halla is the most talented member of the family. Halla Radden is in trouble. She has, for a very long time, been having an affair with a notable in town, Markus Fredelman. Recently, this affair came to light and the wife of that notable, Sania, wants to see Halla suffer. Halla is aware that she is now being sought and seeks to stave off her undoing. Knowing her family will not back her in the matter she may, if she feels so inclined, inform the PCs that Sania Fredelman is attempting to frame her and Markus in an effort to divorce Markus and lay claim to the bridewealth Sania’s father bequeathed them.

38: FALMOOTH’S

Gunter Falmooth sells horses. He is one of the few reliable horse traders in town. There are others but they do not have as high a quality of horse as does Falmooth. Most of his horses are

purchased from the region but the best are shipped in from as far away as Todavia and the southwestern Gravia. This is the only horse dealer in town who regularly sells warhorses. These are of exceedingly high quality (roll hit points as normal, but add an additional 2hp per die) and are sold at 20% above listed price.

Gunter is unmarried and hires locals to work his stables for him. Being a lonely old man, he often travels into the wilds far from Bergholt for weeks at a time. In the interim his stable hands run his business. A recent foray into the wilds proved disastrous. Not only was his favorite horse killed, but when he returned, he surprised his employees and found that many of his mares had been sold. He suspects they had him set up and intended to take over his business when he did not return. Although he fired a few of them,

Gunter abides by a piece of wisdom suggesting one keep one’s enemies close at hand. He may suggest one of the PCs try to find out who was behind this event.

In truth, the old man has grown paranoid. Nothing happened and no one is attempting to have him killed. The stable hands actually thought he was dead. However, pursuing this can get the PCs into all manner of trouble.

TABLE 7: FLAKMARC ENCOUNTERS

FLAKMARC	ENCOUNTER
1-2	Merchant, poor
3	Merchant, wealthy
4	Peddler
5-6	Commoner
7	Porter
8-9	City Guard
10	Cleric
11	Family member
12	Special
13-14	Dockworker
15	Seaman
16	Fisherman
17	Craftsman
18	Thief
19	Traveler
20	Town Crier

Roll 4 times per day, 1 time in the evening.
See Chapter 3 for Overview Of Encounters

**THE DOCKSIDE: SALTY WATER AND LEATH-
ERY HIDES**

The infamous Dockside is virtually a city apart from Bergholt proper. Dockside is located, in its entirety, on the sandy shores of the bay and beneath the cliffs upon which Bergholt rests. Access to Bergholt proper is only possible by the few tracks and roads that have been cut into the cliffs surrounding the bay.

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Access to Bergholt is controlled by gates placed at the top of the cliffs. This is where taxes are levied and the unwanted refused admittance to Bergholt.

There is little law in Dockside as the Vermastens rarely attempt to flex their muscles here. The Rothenheimer family exercises a significant influence over the inhabitants though by way of bribes, work and handouts. There are also two other important methods by which the Rothenheimers exert their influence. The family has an intricate web of contacts in the upper and lower cities that enable the Rothenheimers to move goods at cheaper rates than is available to outsiders, and they have a fairly strong family 'retinue' which attempts to enforce the laws of Bergholt proper.

However, the Rothenheimer family often finds itself at odds with the guild of dockworkers, goods handlers and others, those who labor in Dockside. Each attempt to outmaneuver the other in constant tit for tat conflict for influence and power. Thrown into the mix are several independent operators and smugglers. Each acts in its own way to undermine both the authority of the City Council and of the Rothenheimers or other groups they may find themselves in conflict with.

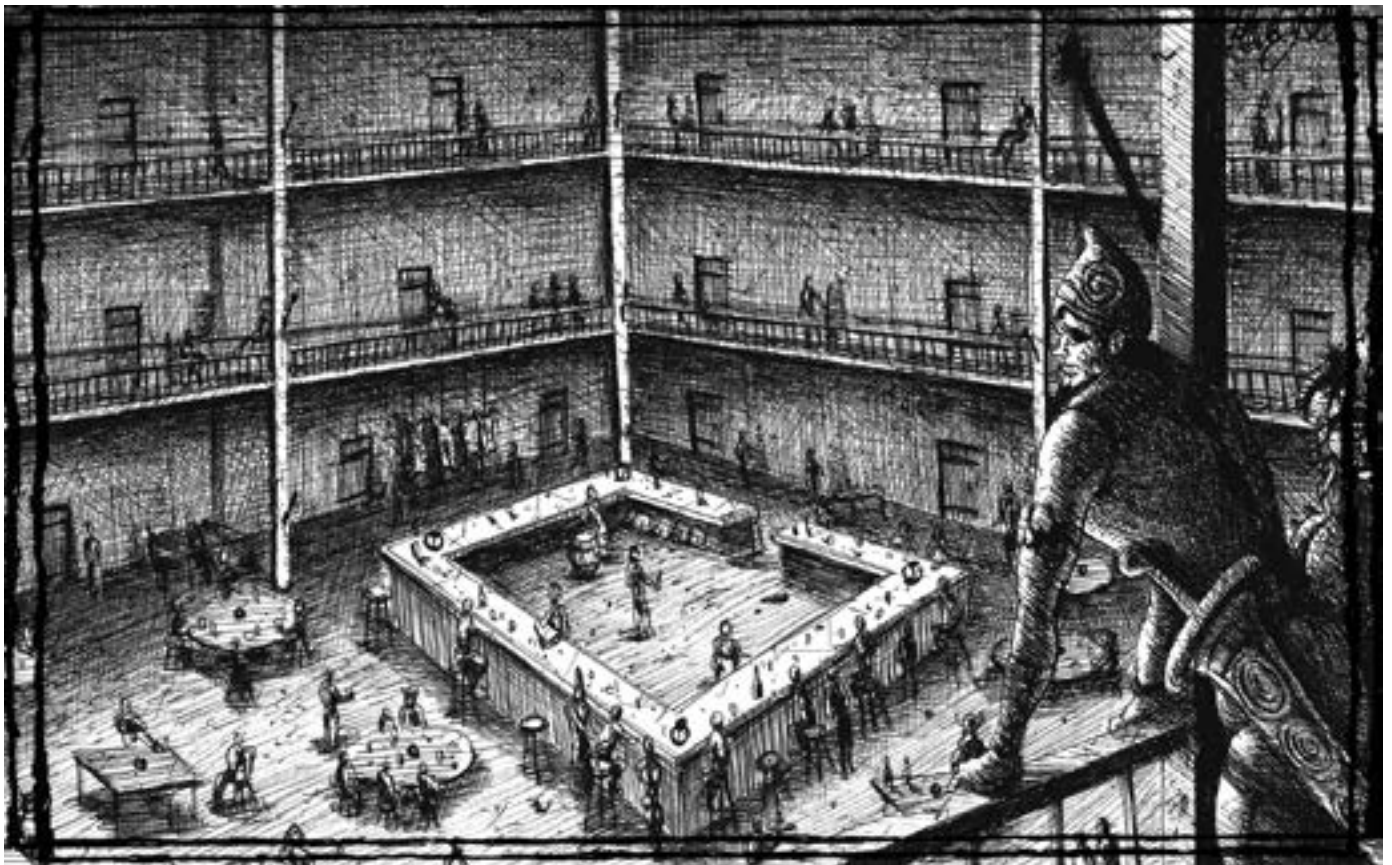
There are several taverns in Dockside. Most cater to the large assortment of dockworkers, fishermen, mariners and others who rarely make their way to the Upper City. The taverns, bars and eateries are, in general, rough places where fighting is a sport used for passing the time. The mix of peoples is also volatile. Mariners from around Inzae gather here and many hold age old grudges with one another and proximity and beer do not allow the easing of those tensions. There are, however, a few well run

and orderly establishments which the less feisty cater to in order to sit back, enjoy a few beers, eat a decent meal and relax. As one might suspect, most of the food served in the taverns of Dockside is fish and other foodstuffs garnered from the Interzae.

39: THE PAASHA

This is a large brothel located at the far western end of the bay. The Paasha, or Paasha's, is the only building at the end of the seabreak. Its doors and windows are usually thrown open and the joyous and raucous laughter of the patrons can be heard from within. It is a five-story behemoth of a building, a good portion of which rests upon stilts and hangs over the bay. Windows adorn every floor while the uppermost floor has a small wooden tower protruding from it which houses the famous, but rarely seen, Paasha.

The establishment caters to most needs; there are rooms for rent, a bar, gambling hall, fighting pit, bath house and brothel. Though The Paasha is located in Dockside, it is fairly well managed and has all the trappings of the more elite establishments of the Upper City but keeps its prices low to attract a wide crowd. There are reasons for this. The owners of Paasha's, Renfrid and Henna Doktern (Paasha), are demons. Renfrid is an Incubus and Henna is a Succubus. They maintain the appearance of a beautiful couple open to all. They occasionally have private parties to which only several nearly-notable merchants or travelers are invited and from this list they choose a victim. This person is invited to either Henna or Renfrid's rooms late into the evening or upon some lonely night to be devoured in a feeding frenzy or coupled with to produce demonic progeny. This only occurs twice a year.



Paasha's is likely the most notorious brothel/inn/tavern in Bergholt. It is known far and wide for its 'comforts.' It does not offer the most sumptuous of accommodations, neither the best food nor best drink, but it is known for its entertainments. Many of these are expensive while others are less so. Many stop at Paasha's to revel away free time with a very mixed clientele. There are lowly dockworkers mixing freely with citizens and wealthy merchants. Dwarves make their way here as well as inzal, orcs, 1/2 orcs and others. There are rarely any fights and should one occur they are ended fairly quickly by the most notorious bouncers in Bergholt, The Gang of Five, or more commonly known as Paasha's Fates (Paashinain).

In an environment, such as this one can only imagine the foul machinations that are afoot. Gangs of thieves, robbers and smugglers meet here regularly. Its open atmosphere allows a type of secrecy in anonymity thus inviting Bergholt's well-to-do and lowly scum. It is here they often hash out plans with underlings for various deeds and misdeeds.

PAASHA, SUCCUBUS: *Her vital stats are HD 11d10, HP 87 and AC 20. Her primary attributes are mental (human form) and physical (normal form). She attacks with 2 claws for 1d6 or by weapon. She carries a whip of constriction. Her special abilities are the standard demon abilities, glamour, immunity to elements, insanity, sleep, spell-like abilities, and SR 10.*

RENFRID, INCUBUS (MALE SUCCUBUS): *His vital stats are HD 11d10, HP 91 and AC 20. His primary attributes are mental (human form) and physical (normal form). He attacks with 2 claws for 1d6 or by weapon. He carries a katar of holding. His special abilities are the standard demon abilities, glamour, immunity to elements, insanity, sleep, spell-like abilities, and SR 10.*

PAASHA'S FATES: *These are lawful neutral 6th level monks whose vital stats are HP 32 and AC 21. Their primary attributes are dexterity, constitution and wisdom. Their significant attributes are strength 16, dexterity 16 and constitution 15. They wear +4 bracers of defense and +2 belts of defense.*

40: DEVTMAN'S

Devtman's is a tenement and tavern catering to sailors, and other unhoused transients living in Dockside. The tavern is located in the basement of the tenement. Devtman's regulars are a surly lot. Most have come off long voyages aboard ship and are seeking a little rest and relaxation. At times, their idea of relaxation is a brawl. Several of the seamen can place the characters with jobs on board vessels if they are looking to hire on. One of the men here has been to the Wemmick isles and knows the way about fairly well. Several of them have stories of lost isles, treasures, pirates and what not. Not but a few of them are the truth.

One of the regulars at this establishment is a man named Gaorg or, more colloquially, Damdog. Damdog is always looking for a sucker to play a game of dice with. He is a good cheat and rarely loses a game when he is paying attention. Damdog is also a rumor monger. Although he always seems to have a fist full

of words in his mouth waiting to come out, this is really just a ruse to open people up. His knowledge of smuggling operations is extensive as he often plays cards with the smugglers who frequent Devtman's.

DAMDOG: *He is a 5th level rogue whose vital stats are HP 19 and AC 14. His primary attributes are dexterity 15 and intelligence 13. He carries a dagger and club. He wears leather armor. He has a deck of marked cards and a pair of loaded dice, each giving him a +2 to all card or dice game-related checks. He also carries 40gp worth of coin and jewelry.*

41: HEEDENBORN'S SHIPPING

Otto Heedenborn is ostensibly under the control of one of the Rothenheimers, but has actually managed to extricate himself from total control through bribery and blackmail. This independence has allowed the firm to grow in power and prestige.

Otto's dealings with the locals are quickly landing him in hot water. He has blackmailed and bribed local officials, guards, dockworkers, Family members, merchants and others into doing what he likes. Often the blackmail and bribery is followed up by veiled threats. Additionally, the threats are generally aimed at the family members of those bribed rather than the person themselves. This has made Otto an unending supply of irritated people. Recently it has been rumored a 'hit' has been placed on him. He has several thugs upon whom he depends for protection.

OTTO HEEDENBORN: *He is a neutral evil 3rd level rogue and 1st level fighter whose vital stats are HP 21 and AC 13. His primary attributes are intelligence, dexterity and constitution. His significant attribute is intelligence 13. He wears leather armor and carries a dagger and a +1 longsword. He also carries 40gp worth of coin and jewelry.*

THUGS X4: *These are neutral human 2nd level fighters whose vital stats are HP 13 and AC 11. Their primary attributes are strength, constitution and dexterity. They wear padded armor and carry clubs. Each has 11-20gp worth of coin or jewelry on them.*

42: KRETTIN'S, PAWNBROKER

The Pawnbroker, Tristan Krettin, owns a pawn shop and lends money at steep interest. In addition to being well connected with the Families, he has extensive connections with Bergholt's criminal class.

Although he is loath to admit it, Tristan can contact just about any of the numerous thieves' guilds in Bergholt in a matter of hours. He himself is never involved in such activities, as he tries to live an 'honest' life, he is an excellent contact man for Bergholt's less than civil society.

43: THE DOG FIGHTS

Weekly dogfights are held in the basement of a large tenement building. The owner, or the one who runs the pit, is one Tadius

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Filmouth, a large halfling of bad temperament. Tadius is always on the lookout for a new dog or a new customer.

Tadius' only genuine concern is making money. Early on in his youth he noticed an affinity he had with dogs and decided to use it to his advantage. His dogs are deadly (roll hit points as normal, but add 4hp per die for the dogs he raises), mean and well trained (+1 melee bonus). He sells them for a very high price (+100%) and makes a decent living at it.

TADIUS: He is a chaotic neutral 3rd level fighter and 2nd level rogue whose vital stats are HP 27 and AC 14. His primary attributes are intelligence, wisdom and dexterity. His significant attributes are intelligence 13, dexterity 14 and wisdom 13. He carries a club, whip, and wears leather armor. He has 60gp worth of coin and jewelry on his person.

44: MARLENE AND BROTHERS

Marlene and Brothers is a guild which oversees the construction and cleaning of the sewers beneath Bergholt. The guild lacks much influence in Bergholt and its members are generally considered to be on the bottom rung of the social ladder. Their jobs are, for the most part, the upkeep of the sewers. Very little construction occurs beneath Bergholt these days as the haphazard warren of tunnels beneath it serve to drain the city well enough.



The guild is run by Marlene Tuterling. She inherited leadership of the guild from her father Heinrich and, as tradition dictates, the guild's name was changed when she assumed leadership of it. Though Marlene rarely makes her way into the sewers these days, in her youth she relished exploring the deep halls and old tunnels. She remembers much of those dark, wet places, sometimes with longing and at other times with dread.

The engineering firm is full of information on many portions of the upper levels of the sewers. Few travel off the major tubes and they generally only enter them to clear a passage or fix a problem that interferes with the flow of water into the bay. On many occasions they find bodies or other oddities. They also know that there are innumerable rooms, tunnels, shunts and hallways beneath the upper levels of the sewer but only a few have ventured deeper than necessary. These older spaces connect all over the city and are a remnant of the earliest inhabitants' underground abodes.

Rumors seep out of the guild house in an endless parade of information and disinformation. The members are fond of embellishing their stories and making the mundane exciting. Stories of wild creatures, beasts of the dark, giant slithering creatures, treasure rooms and all manner of craziness abound. Some of the rumors and stories are true for the sewers are very old and house many ancient and terrifying creatures as well as lustrous treasures from the city's first founding. Finding them, on the other hand, is not so easy.

The guild has accumulated quite a bit of wealth over the years but manages to keep this secret, preferring to care for its own without help or the awareness of those outside their social circle.

MARLENE TUTERLING: She is a 6th level ranger whose vital stats are HP 39 and AC 16. Her primary attributes are dexterity, strength and wisdom. Her significant attributes are dexterity 14, strength 14, intelligence 16 and wisdom 13. She carries a dagger and poniard and wears a chain shirt. She has 30gp in coin and jewelry.

45: THE OFFICE OF GEELDER AND SONS

Geelder and Sons is a guild. He has official sanction to run the port's activities from both the Rothenheimer Family and the Vermastens. Geelder and Sons controls some of the dockworkers, the porters, ship fitters and is a good place to find passage aboard a ship as well as employment. The office is located on the wharf in a large and thin three story building. There are 6 City Guardsmen tasked to enforce the edicts.

Edson Geelder is involved in all manner of shady dealings. Though Edson never really partakes in any smuggling or less savory activities, he allows them to take place. Once informed of a mission or the unofficial movement of goods he takes some cash and turns his eye away. At the same time, he concentrates his patrols on the end of the dock away from the smuggling activity.

Geelder's wife is dying and though Geelder is not a very nice person, he truly loves his wife and seeks aid to cure her ailment. Most of the community finds him a distasteful man and so offer little help. He has spent most of the money he's made at the various gambling halls in Bergholt but most of it has been wasted at the dog fights. He is willing to pay most of his life savings to help her.

EDSON GEELDER: *He is a 3rd level rogue whose vital stats are HP 15 and AC 11. His primary attributes are dexterity, intelligence and wisdom. His significant attributes are dexterity 13 and intelligence 14. He carries a dagger and 20gp worth of mixed coin.*

CITY GUARDSMEN X6: *These are neutral 1st level fighters whose vital stats are HP 8 and AC 15. Their primary attributes are strength, constitution and dexterity. They carry a goupillon and wear chain mail.*

46: TENDEMON'S LIBRARY

Tendemon's is not actually a library, it is only called such because Tendemon collects all manner of ancient goods and as many valuable objects as possible, including manuscripts and books. Tendemon's is located along the cliff face. It is a large tower built half into the cliff and reaching almost to its top. There is one known entry, though many say the sewers and tunnels beneath Bergholt offer others. One has to travel up a dizzyingly high stair case to be greeted by a narrow metal door.

Inside Tendemon's is a vast array of ancient treasure, though little coinage. Tendemon collects ancient and rare artifacts, be it clothing, chairs or books. Tendemon is little interested in magic. Few people are allowed in and those who are, are greeted by a bespectacled wizened old man who does all the dealings.

Tendemon herself is rarely seen. In fact, she makes only one public appearance a year. At the Celebration of the Black Moon, Tendemon leaves her abode to enter the celebrations. Like many, she dresses in elaborate costumes usually dressed as one of the four elements. Many people comment on this and the rumors abound. Some say she is a wealthy aristocrat from the Far East who is nothing more than a recluse. Others say she is a demon from the bowels of Inzae who controls the City Council, others still say she is the head of a secret society bent on extending their influence to Inzae. All admit that no one ever bothers her and any who do seem to come up missing.

Tendemon is actually a Rakshasa. If one is seeking to locate the source of much of the evil that haunts Bergholt, one needs look no further than Tendemon. She has her hands in almost every pocket and has constant contact with the thieves and other nefarious louts found in this city. Her influence is immense but completely unknown. If things are moving slowly, she hires an assassin to have someone killed, if power tends to accrue with one group of people, she financially supports another.

Likewise, should the City Council seem to be losing control, she clamps down hard on the thieves, smugglers and others. She is seeking a perfectly imbalanced system whereby she is allowed

to ply her evil trade and gather the pieces of the past she so desperately craves. On rare occasions, she herself makes her way into the city, in the dead of night to slaughter those whom she feels it necessary. The latter occurrence is very rare as she prefers to keep her identity secret and does not want to attract any attention to herself.

TENDEMON, RAKSHASA: *This is a lawful evil magical beast whose vital stats are HD 7d8, HP 50 and AC 21. Her primary attributes are physical. She attacks with 2 claws for 1d3 and a bite for 1d4. Her special abilities are detect thoughts, change shape, darkvision 60ft., SR 16, immunity to magic and blessed invulnerability. She can cast spells as a 5th level magic user and 1st level cleric She has 20,000gp worth of antiquities and books in her abode. She also has a censor of controlling air elementals capable of burning 4 incense cubes at once and a ring of air elemental command.*

AIR ELEMENTAL: *These neutral creature's vital stats are HD 8d8, HP 49, and AC 19. Their primary attributes are physical. They slam for 2d8 damage. Their special abilities are air mastery and whirlwind.*

TABLE 8: DOCKSIDE ENCOUNTERS	
D20	ENCOUNTER
1	Merchant, poor
2	Merchant, wealthy
3	Peddler
4	Commoner
5	Porter
6	City Guard
7	Cleric
8	Family member
9	Special
10-11	Dockworker
12-13	Seaman
14-15	Fisherman
16	Craftsman
17	Thief
18-19	Traveler
20	Town Crier

Roll 4 times per day, 1 time in the evening.
See Chapter 3 for Overview Of Encounters

CHAPTER 3: THE CITY IN TRACES

This chapter provides some of the mundane necessities for running an adventure in Bergholt. Included in this chapter are encounter tables, price guides, samples of NPCs, crimes and punishments, specific rules, a description of some of the gangs and 'Interesting Encounters' the CK can use.

THE COST OF DOING BUSINESS

Prices range widely in Bergholt. Goods, depending on availability, can be anywhere from 20% below to 20% above the listed price. Please refer to the markets for costs specific to those areas and the economic overview of the city for more details. Listed below are some of the costs for taverns, rooms, inns and such.

INNS AND TAVERNS

Rooms for let in Bergholt range in price even within each establishment. The general guidelines listed below should suffice to establish some coherency to a very fluidly valued commodity. The prices are nightly.

TABLE 9A: ROOM PRICES AND AMENITIES

QUALITY	PRICE	AMENITIES
Excellent	25gp	Furnished, lush
Very Good	15gp	Furnished
Good	2gp	Bed, chair, trunk, table
Average	10sp	Bed, table, no heat
Below Average	3sp	Bed, no heat
Poor	1sp	Community sleeping (straw mat), no heat
Tenement	1cp	Tiny room, unfurnished, no heat

EATING OUT

Dinners generally come in the same classes as do rooms. The cost of the food does not necessarily relate to its taste. Being a port city, Bergholt has a wide range of produce from which to choose and it is fairly plentiful. As a result, food is cheap and the populace a little overweight because of it.

TABLE 9B: MEAL PRICES

QUALITY	PRICE	FOODS SERVED
Excellent	10sp	Meats, breads, vegetables, rare
Very Good	5sp	Meats, breads, vegetables
Good	1sp	Meat, bread
Average	10cp	Broth, stews, breads
Below Average	5cp	Soups, bread
Poor	1cp	Bread

Drinks range widely in value depending on location

TABLE 9C: DRINK PRICES

DRINK	COST
Ale	5-10cp
Beer	10cp-1sp
Wine	1sp-50gp
Tea	10cp-1gp*
Coffee	5-10cp

*Rare teas are described in Chapter Two above.

CRIMES AND PUNISHMENTS

Accessory after the fact: 50 lashes

Accessory to a crime: Punishment as if crime committed

Adulterating food or drink: Removal of tongue and fingers.

Aiding/comforting an enemy: Hanging until dead

Arson: Burning at stake

Assault: 20-100 lashes

Assault with a Deadly Weapon: 100 lashes

Battery: 50 lashes

Breaking & Entering: Removal of a finger

Bribery of an Official: Lashes equal to the amount of bribe

Burglary: Removal of a finger

Coercion: Broken legs

Coin Shaving: 25gp fine

Counterfeiting: 25gp fine or imprisonment

Criminal Trespass: Broken foot

Disobeying a Lawful Order: 10 days in gaol

Disorderly Conduct: 25gp fine and 10 days in gaol

Disrespect to a Noble or Ecclesiastic: 100 lashes

Endangering life by careless use of magic: Death by removing one body part at a time

Extortion: Life in gaol

Flight from Arrest: 1 year in gaol

Harboring a Felon: Punishment equal to criminal

Inciting a Riot: 50 lashes and depending on severity, death

Kidnapping: 10 years in gaol, then execution

Maiming of an Innocent: 25 lashes and 10 days in gaol

Manslaughter: 20-50 years in gaol depending on circumstances

Murder: Beheading

Mutilation of an Innocent: Mutilation in kind

Perjury: Removal of tongue

Piracy: Drowning

Pocket Picking: 2 years in gaol

Racketeering/Protection: Fed to wild dogs

Rape: Public Castration followed by community beating until dead

Resisting Arrest: 75 lashes

Rioting: 100 lashes

Robbery: 1-5 years in gaol

Rustling: 3-15 years in gaol

Sale of Stolen Goods: Loss of all property and 5 years in gaol

Sedition: Public execution

Smuggling: Loss of all property and 2 years in gaol

Treason: Death

Crimes conducted by citizens are rarely prosecuted but when they are they usually suffer half the punishment, except in the case of crimes where death occurs.

Despite the listed punishments, the administration of justice is haphazard and subject to bribery, favoritism and other machinations (not the least of which is sheer incompetence), so that the punishments are rarely administered as the laws says. It is more or less done via ad hoc decisions.

ENCOUNTER TABLES FOR BERGHOLT

To begin with, most of the inhabitants of Bergholt are commoners. They are just going about their daily business of going to and from work, buying food, carousing or just gossiping. Easily 50% of all encounters should be commoners. The following encounter charts deal with those encounters of an uncommon nature. An encounter chart for the whole city is presented. This is followed by a brief description of how to make those encounters more interesting. Feel free to amend this as necessary. Some examples are provided at the end of this chapter.

Roll 1d20 4 times per day, 1 time in the evening.

TABLE 10A: CITY ENCOUNTERS

RAHTSMARC	GEDMARC	DOONBERG	MEDHAM	FLAKMARC	DOCKSIDE	ENCOUNTER
1	1-3	1	1	1-2	1	Merchant, poor
2	4-5	2	2	3	2	Merchant, wealthy
3	6	3	3	4	3	Peddler
4	7	4	4	5-6	4	Commoner
5	8	5	5	7	5	Porter
6-8	9-10	6	6-7	8-9	6	City Guard
9	11	7	8	10	7	Cleric
10-11	12	8	9-10	11	8	Family member
12	13	9	11	12	9	Special
13	14	10	12	13-14	10-11	Dockworker
14	15	11	13	15	12-13	Seaman
15	16	12	14	16	14-15	Fisherman
16	17	13-15	15-16	17	16	Craftsman
17	18	16-17	17	18	17	Thief
18-19	19	18-19	18-19	19	18-19	Traveler
20	20	20	20	20	20	Town Crier

OVERVIEW OF ENCOUNTERS

The number in parenthesis is the number of persons encountered.

TABLE 10B: MERCHANT, POOR (1-3)

D20	RESULT
1-10	Looking for Markets
10-14	Looking for Store
14-17	Negotiating with Craftsman
18-19	Carousing
20	Lost or just robbed

TABLE 10C: MERCHANT, WEALTHY (1-3)

D20	RESULT
1-8	Looking for Market
9-12	Looking for a specific Merchant
13-16	Looking for store, bar or official residence
17	Looking for City Guard
18-19	Carousing
20	Just robbed

30 CASTLES & CRUSADES

TABLE 10D: PEDDLER (1-2)

D20	RESULT
1-12	Selling wares
13-15	Buying wares
16-17	Arguing with a customer
18-19	Fixing cart
20	Just robbed

TABLE 10E: COMMONER (1-6)

D20	RESULT
1-10	Carousing
11-15	Arguing
16-19	Gambling in the Street
20	Fighting (each other, wife, son, guards)

TABLE 10F: PORTER (1)

D20	RESULT
1-10	Porting ungainly load
10-14	Seeking work
15-16	Recently robbed and despondent
17-18	Harassed by Citizen
19-20	Begging

TABLE 10G: CITY GUARD (5-10)

D20	RESULT
1-10	Patrolling
11-12	Carousing
13-15	Going to Vermastens Residence
16-18	Interrogating thief
19-20	Rushing to scene of crime

TABLE 10H: CLERIC (1)

D20	RESULT
1-10	Preaching
11-12	Going to House of Heimdal
13-14	Blessing people
15-17	Carousing
18-19	Having a Vision
20	Preaching for war on the Treklant

TABLE 10I: FAMILY MEMBER (1-4)

D20	RESULT
1-4	Purchasing items
5-13	Carousing
14	Giving Speech

15-17 Talking to City Guard

18-20 Making deal with Merchant

TABLE 10J: SPECIAL

D20	RESULT
1-2	See thief pickpocketing
3-4	Prostitute
5-7	See thief stealing item
8-10	See man beating wife
11	Find corpse
12	Stumble on item (25-100gp value)
13	Witness mugging
14	Witness murder
15	Overhear a City Guard being bribed
16	Overhear a smuggler talking about a deal
17	Person screaming for help
18	Building catches fire
19	Witness funeral bier
20	Soldier asking for help with wars on frontier

TABLE 10L: DOCKWORKER (1-10)

D20	RESULT
1-10	Unloading
11-15	Searching for work
16-17	Carousing
18-19	Screaming at other porters
20	Demanding money from ship's Captain

TABLE 10M: SEAMAN (1-10)

D20	RESULT
1-10	Carousing
11-13	Working
14-15	Fighting
16-17	Bargaining with merchant or other
18-20	Lost and drunk

TABLE 10N: FISHERMAN (1-6)

D20	RESULT
1-8	Unloading cargo
9-14	Selling fish
15-16	Carousing
17	Cutting fish
18-20	Working the boats

TABLE 10P: CRAFTSMAN (1-3)

D20	RESULT
1-5	Carousing
6-10	Looking to sell wares
11	Arguing
12-17	Working
18-20	Looking for porters

TABLE 10Q: THIEF (1-3)

D20	RESULT
1-4	Pickpockets PC
5-8	Snatch and grabs PC
9-12	Shadowing PC
13	Running from City Guard
14	Running from merchants
15-17	Witness stealing
18-20	Witness Pickpocketing

TABLE 10R: TRAVELER (1-6)

D20	RESULT
1-7	Adventurers
8-13	Caravan Guards out of work
14-17	Knight
18-19	Cleric
20	Noble

TABLE 10S: TOWN CRIER (1)

D20	RESULT
1-10	Announcing new law/ordinance/news
11-19	Announcing public celebration
20	Announcing execution

ENCOUNTERS OF INTEREST

Every city needs a few interesting encounters to liven up events. Each encounter presented above can be elaborated upon to produce these, but here are some ready-made encounters to spice up an evening.

THE SNATCH AND GRAB OR THE RAMPING COVE

Three thieves have eyed the PCs and chosen them as a target of opportunity. There are two males and one female. All are young and both acting and dressing like customers in a market where the PCs frequent. The female (Tes) is the ploy, but is also a pick pocket. One male (Beorn) is the snatcher and the other (Feinst) is the blocker. Tes attempts to attract the attention of one or more of the PCs by asking the price of something, requesting they barter for her or some such ruse, using her charisma to

keep their attention. While the PC(s) are distracted, Beorn runs beside one of them and snatches an object (using pick pocket) and runs pell-mell through the crowd. Tes screams in fright and jumps for one of the characters acting as if she needs help. Should any of the players pursue, Feinst, who happens to be a few feet away, jumps in front of the character attempting to slow him or her down and/or tripping them up. He does so in such a manner as to appear as though he is stepping out to see what is happening. If closely followed Beorn drops whatever he stole. It is Tes who tries to pick pocket the valuable item.

Afterwards, Tes and Feinst try to disappear into the crowd. They plan to meet up with Beorn at a bar in the Flakmarc. Should any be caught in the ruse, they deny, deny, deny until blue in the face. In the long run though, Tes owns up and asks for forgiveness as does Feinst. Should any trouble arise, Tes has a brother who fights in the Cleaver Pits in the Flakmarc; he gathers folk to come help her. Feinst is a loner who lives in a flat in the Flakmarc while Beorn is a fairly successful thief associated with the Ogletooth thieves guild.

TES: She is a chaotic neutral 4th level rogue whose vital stats are HP 16 and AC 13. Her primary attributes are dexterity, charisma and intelligence. Her significant attributes are charisma 16 and dexterity 17. She carries a dagger and has 30gp in coin or jewelry on her.

FEINST: He is a 3rd level fighter and 1st level rogue whose vital stats are HP 15 and AC 12. His primary attributes are dexterity 15 and strength 15. He carries a dagger and wears padded armor. He has 20gp worth of coin and jewelry.

BEORN: He is a neutral evil 4th level fighter and 4th level rogue whose vital stats are HP 35 and AC 14. His primary attributes are strength, dexterity and wisdom. His significant attributes are dexterity 13 and strength 16. He carries a dagger, padded armor and 40gp worth of coin.

RUNNING OF THE RHINO'S

There are numerous exotic animal merchants in the Markplatz. Angrim Nardlebrd, a dwarf, has one of the most unusual animals, a woolly rhino. The dung is collected from this rhino, dried and mixed with powdered sulfur and later, water. The paste is then dried again and sold in blocks and used in many religious and ceremonial rituals. These little blocks are worth nearly 15 gp each.

The rhino, for its part, is fairly compliant but has recently eaten grass that was a little too wet for it. As a result it has stomach cramps that are making it so irritable the woolly rhino bursts from his chains and goes charging through the crowded stalls of the Markplatz. The PCs find themselves at one of the stalls as the great beast bursts through a crowd of people. The characters can either choose to kill it, subdue, or ignore it. Killing it garners them little reward other than the thanks of a devastated crowd and the ire of Angrim. Ignoring it and hiding garners the characters nothing. But subduing it and bringing it back to Angrim garners the crowd's appreciation as well as a reward from Angrim.

Angrim is an exceedingly wealthy dwarf from the Troke. He immediately gives each PC 100gp for their trouble if they subdued the beast. He also invites the PCs to the Anhangerin for some gambling and a good time. Angrim knows many of the merchants in the place and introduces the PCs to them if they feel inclined to be so introduced. Angrim remains in Bergholt for a month or so before moving on to Firstenfeld.

WILD RHINOCEROS: *This animal's vital stats are HD 6d8, HP 45 and AC 14. Their primary attributes are physical. Their saves are physical. They have a slam attack (2d4), a gore (1d12), and trample (1d8).*

THE NARROWS

Along a stretch of the cliffs above Dockside are a series of covered staircases that lead to the upper city. Many are abandoned or closed off due to poor construction or are simply falling apart at this point. Some of these are stone staircases, others are wooden. They are generally very narrow and the covered ones can be very dark at night. The PCs accidentally go up one that is not marked as closed but has been for a very long time. The reason being is not so much that it is falling apart; rather it is plagued by some dread beast. Though several attempts have been made to rid the city of this creature, all have failed, primarily due to lack of interest as the creature never travels outside the staircase.

The creature is in fact a Gargoyle of monstrous size. This dread and foul beast has shambled up from the depths of the sewers and tunnels beneath Bergholt. It was released some years ago, while someone was unplugging long plugged holes. It originally appeared in the depths and it still lingers, for the most part, deep in the sewers of Bergholt. But it occasionally gets hungry and sits in the shaft of the staircase waiting for a victim. There is also a large sewer grate that opens into the staircase shaft near the steps but not on them. If it is forced to flee a combat and cannot get to the sewer opening it runs into the upper city and tries to disappear into the many statues around Bergholt.

GARGOYLE: *This creature's vital stats are HD 7d8, HP 50, and AC 17. Its primary attributes are physical. It attacks with 2 claws (1d4) a bite (1d8) and gore (1d6). Its special abilities are darkvision and freeze.*

OTHER ENCOUNTERS FOR DEVELOPMENT

In this encounter, the PCs go to a bar where they see a girl being accosted by a group of men. Both the girl and men are members of one of the Families of Bergholt. The PCs must diffuse this situation. One of the guys in the bar then goes on to help the PCs.

Another encounter involves a simple pick pocket who could be the disowned or disaffected child of a moderately well-off family who, through thieving, both pays his bills and casts shame on his family's honor. Capturing or killing him or her might lead to a trial, a pay-off, a scandal or worse. Placing NPCs and seemingly innocuous events within a larger framework with consequences, both good and bad, keeps the mood of Bergholt and offers much livelier and interesting roleplay.

NICOLLETTE'S

This is a guild of Blackmailers. The guild is small in number and loosely organized, consisting variously of 10-20 members. The 'Lay' specializes in blackmailing citizens, wealthy merchants, or personages of import within Bergholt. Many of the blackmails involve adulterous affairs, association knowledge, and political intrigue. The organization is ostensibly run by Nina Lutf, however, she has problems within her own community and is variously at odds with other guilds, ne'er-do-wells and citizens.

Most of the active information gathering members are barmaids and prostitutes (Bodulhusen) who work a number of establishments in Bergholt. Should the characters involve themselves with any of these members, the Bodulhusen begin seeking out information to use against the PCs. Specifically, what they are seeking is information that can be used against those on the City Council and to use as threats against the PCs in order to control them.

One manner in which this occurs is through the use of thieves cant. Cant is a tightly guarded language and few outside of the thieving world know anything about it. Mere knowledge of it is indicative of association with the thieving community and is enough to have one thrown in the gaol. If one of the PCs uses the cant in the presence of one of these individuals, the Bodulhusen are immediately on cue to blackmail those who used the cant.

Rather than immediately making their intention clear though, the Bodulhusen try to drag the characters into a nefarious deed or two. They then take this information and make it known to the characters that they know this information and are going to turn them over to the City Council if they don't pay them some money. Specifically, they try to get the characters to take or steal something and give it to them, something they can use to show that the characters committed a crime.

Again, within the legal system, only a little evidence need be presented to prove the innocence or guilt of an individual. The characters do not want to be brought before a tribunal.

NINA LUTF: *She is a 6th level bard and 2nd level cleric whose vital stats are HP 46 and AC 17. Her primary attributes are charisma, dexterity and wisdom. Her significant attributes are charisma 15, dexterity 14, wisdom 17 and intelligence 16. She wears a +5 amulet of protection and carries poisoned daggers. She has 200gp worth of coin and finery on her person.*

BODULHUSEN, EXPERT: *These are 4th level bard and 3rd level rogues whose vital stats are HP 33 and AC 13. Their primary attributes are charisma, intelligence and dexterity. They wear +1 leather armor and carry daggers. They have 200gp worth of coin and valuables.*

BODULHUSEN: *These are 3rd level bard and 1st level rogues whose vital stats are HP 23 and AC 12. Their primary attributes are charisma, intelligence and dexterity. They wear leather armor and carry daggers. They have 100gp worth of coin and valuables.*

CHEATING AT GAMES OF CHANCE

When a character wishes to cheat at games of chance, such as cards or dice, the cheating attempt requires a combination of bluffing and sleight-of-hand. To determine if the character is caught cheating, have the opposing character(s) in the game make a wisdom check opposed by the cheating character's intelligence or dexterity check. If the roll for the cheater is higher than the roll for the PC being cheated, the cheat is successful.

For example, Ponduet is trying to cheat at a game of dice. He has a 16 in intelligence and a 12 in dexterity. They choose intelligence to make the check, which gives him ability modifiers of +2. Ponduet rolls a 13 for a total of 15 (level is not included unless cheating or games of chance is a specific skill set). His opponent has a 14 wisdom giving them a +1 to their roll. They roll a 9 for a total of 10. Ponduet succeeds and wins the game.

NPCS

The following stats are generic and should be used for the City Guard and others the PCs encounter. There are many different type of thugs, thieves, gang members, ruffians, rapscallions and other nefarious characters. The details of their personalities and actions are left up to the CK but it should be noted that most thieves or muggers belong to gangs or groups or guilds – no matter how small. Some may control several blocks and others perhaps no more than a tavern. They also tend to work as groups with tasks designed for each member to effectuate a successful robbery or con job or whatever they undertake. Most will not take the risk on the well-armed, well-guarded, or well-known. The risk is simply too high. This is not always the case though, there are those few brave and capable thieves who push the limits.

Also, most inhabitants of Bergholt should have no level. They are simply people going about their business. This includes the scribes, merchants, common or petty thieves, beggars, seamen, porters or others. They have no comparable combat abilities. This does not mean they are non-entities. These can be some of the more interesting catalysts for adventures and useful for creating plot twists and problems for the PCs. Also, the more 'alive' the CK makes them, the more alive the adventure will become.

The following are some standard stat blocks should you find them necessary.

THUGS: *These are chaotic neutral or evil humans whose vital stats are 1d6 and AC 10. Their primary attributes are physical. They carry clubs (1d4), knives (1d4), cleavers (1d4) or other similar weapons. They wear common clothes and have 1d10cp.*

THUG LEADER: *These are chaotic neutral or evil humans whose vital stats are 2d6 and AC 11. Their primary attributes are physical. They carry clubs (1d4), knives (1d4), cleavers (1d4) or other similar weapons. They wear leather jerkins and have 2d10cp.*

THUG GANG LEADER: *These are chaotic neutral or evil humans whose vital stats are 3d6 and AC 12. Their primary attributes are physical. They carry clubs (1d4), knives (1d4), cleavers (1d4) or other similar weapons. They wear padded armor and have 3d10cp and 1d10sp.*

CK NOTE: *Thugs generally are the type who seek to bully, beat or fight their way into loot. They are not, as a general rule, intent on killing anyone.*

ROGUE, COMMON: *These are chaotic neutral 1st level rogues whose vital stats are HP 5 and AC 11. Their primary attributes are dexterity, strength and intelligence. They carry a dagger and have 10gp in coin or jewelry.*

ROGUE, EXPERT: *She is a chaotic neutral 4th level rogue whose vital stats are HP 16 and AC 13. Her primary attributes are dexterity, charisma and intelligence. Her significant attributes are charisma 16 and dexterity 17. She carries a dagger and has 30gp in coin or jewelry on her.*

MILITIA: *This is a lawful neutral 1st level fighter whose vital stats are HP 8 and AC 13. Their prime attributes are strength, constitution and intelligence. Their significant attribute is strength 13. They wear leather armor and carry the goupillon and halberd. They have 1d6gp in coin and jewelry.*

CITY GUARD SERGEANT: *This is a lawful neutral 2nd level fighter whose vital stats are HP 15 and AC 14. Their prime attributes are strength, constitution and intelligence. Their significant attribute is strength 13. They wear ringmail and carry the goupillon and halberd. They have 2d6gp in coin and jewelry.*

CITY GUARD LIEUTENANT: *This is a lawful neutral 3rd level fighter whose vital stats are HP 25 and AC 15. Their prime attributes are strength, constitution and intelligence. Their significant attribute is strength 13. They wear ringmail and shield and carry the goupillon. They have 10-60gp in coin and jewelry.*

CITY GUARD CAPTAIN: *This is a lawful neutral 5th level fighter whose vital stats are HP 45 and AC 16. Their prime attributes are strength, constitution and intelligence. Their significant attributes are strength 14 and intelligence 14. They wear chainmail and shield and carry the goupillon. They have 20-80gp in coin and jewelry.*



BY SHADOW OF NIGHT



PREFACE

This module is a follow-up to the adventures begun in the 'Death on the Treklant' series (Vakhund, Dzeebagd and Felsentheim), though it is designed to be played completely independently of them. Having successfully negotiated those adventures greatly enhances play in *By Shadow of Night*. The adventure begins a short time after either returning Evanna back to Bergholt or returning Meister Rothenheimer's signet ring to him in Vakhund. If used as a continuation of the series, alter the presence or absence of any Non-Player Characters (NPCs) accordingly. If the players were not involved in the previously mentioned adventures, please refer to the section 'Involving the Player Characters' below.

By Shadow of Night begins in the city of Bergholt where the PCs are being offered honorary citizenship. On their way home from the award ceremony, the PCs and the person they are traveling with, Meisten Norliana Bonhorst, are set upon by a band of thugs. Although the attack is actually an attempted assassination of the PCs, this should not be clear to the PCs appearing as a random attempted robbery. The attack offers the possibility for investigation: virtually demanded by Meisten Norliana. The PCs, using clues gathered from the scene of the attack, attempt to locate the perpetrators.

Unknown to the PCs and all but a few, the attack was arranged by an Ubert von Beck, the leader of a murderous band of pirates. Ubert von Beck is present at the celebration in which the PCs receive their citizenship but is disguised as the Baron Ilden Savil, a respected merchant. Von Beck wants the PCs killed for various real, perceived or potential wrongs they may have or will inflict upon him (see 'Involving the Player Characters' below). Von Beck leaves town after the attempt.

The investigation leads the PCs in many different directions as each clue points to something different. The clues lead to several bars, an apothecary, a soothsayer and many other possible points of interest. If properly conducted, the PCs end up at a bar named the Karpenknot. The Karpenknot acts as a front for the pirate's secret gathering place. Behind the Karpenknot is a tunnel that leads into the cliffs of Bergholt and connects with the sewers that run beneath the city. This section of the sewers is controlled by the pirates and is called the Klinker. Here, the PCs encounter the several gangs of pirates and the foul creatures that harbor here, hopefully discovering that Ubert von Beck ordered the assassination attempt. With this, the goal of the adventure will have been met. Along the way, the PCs discover many other things of interest as well. What is done with all this information is left in the capable hands of Castle Keepers (CK) and Player Characters alike.

MEASLY ADVICE FOR A CASTLE KEEPER

By Shadow of Night can be a fairly complicated affair for both the players and the Castle Keeper. The PCs are trying to discover who is behind a, hopefully, foiled attempt at assassination. In the ensuing investigation the PCs are introduced to a wide variety of NPCs and are given the opportunity to explore many

of Bergholt's inns, taverns, gambling houses, merchants, and more. Within this framework, the PCs become involved in an ever deepening mystery concerning the attempted murder and, very likely, other happenings as well.

The collision of these numerous individuals, political and criminal machinations with their many conflicting and tiered motivations, loyalties, interests and desires offers an opportunity for extensive roleplaying. Half the fun of adventures in Bergholt is all the unusual places to visit and managing the unexpected events which do occur. Considering this, the CK must do a lot of NPC 'tracking.' Tracking the course of each NPC may take a little concentration and much preparation beforehand and during play. So be prepared by reading the module thoroughly, preparing notes and being somewhat familiar with the NPCs herein and their motivations.

Because the adventure takes place in a city with its innumerable distractions and potentially involves so many elements, it is difficult to present the adventure in a linear and comprehensive format. Though I have attempted to address many contingencies, PC actions are nearly impossible to guess and, at many points in the adventure, these actions may affect all play thereafter in an unforeseen manner. My advice then is to be fluid and prepared to address issues not addressed in the module.

As is standard, text is to be read only by the referee, with those sections in bold being read aloud to the players during play if the CK finds it necessary. The fold-out map included at the rear of the module should not be made available to the players prior to play but perhaps after a few sessions. No other maps, charts, or information should be divulged until the appropriate time. The party should contain 4-6 players of levels 4-6 (with an average level of 5 and cumulative levels of around 22). All classes are useful during play, but a rogue greatly enhances the party's chances of survival. Several of the major NPCs are included in the Important NPCs section. The pictures there can be copied for use as visual aids during play.

INVOLVING THE PLAYER CHARACTERS

The CK must find a suitable reason for involving the PCs in the adventure in a seamless manner. The most significant plot element for the proper development of the module is that of Von Beck, an infamous pirate who wants to kill the characters. A logical reason must be developed for his dislike of the PCs. This can be anything from the PCs having staved off an attack by one of his ships or interfering with a smuggling operation to a perceived or actual insult delivered in some prior meeting. These events would have had to have occurred prior to the beginning of the adventure.

Secondly, the characters are being offered honorary citizenship in Bergholt. To be offered citizenship requires a sponsor, someone to whom the characters have performed a significant service or are, perhaps, in some manner related to the sponsor. The sponsor can be a relative, friend, or trading partner of the

PCs. The characters can be offered honorary citizenship for a variety of reasons including past exploits or royal lineage.

Outside of completing the 'Death on the Treklant' series, the best mix is to have the PCs offered citizenship for having foiled an attack by one of Ubert von Beck's pirating vessels (he has many) and saved a member of the Rothenheimer family. It should also be noted that, in reality, the PCs are not being offered honorary citizenship for any of the above reasons; they are being offered citizenship for the potential power and influence they bring to a sponsor. Should they fail to live up to expectations...?

If the 'Death on the Treklant' series was used prior to this adventure, the characters are automatically and easily integrated but consider the following:

- If Evanna is returned alive, she becomes the PCs' sponsor and convinces (through bribery, threat, guile or offers of aid) the Council of Eleven to give the PCs honorary citizenship. They have also gained the ire of Ubert Von Beck, having foiled his plans to force her to marry him (or, more accurately, his secret identity, Baron Ilden Savil).
- If Evanna was killed and the signet ring returned (see Vak-hund), Evanna's cousin, Gabrielle Rothenheimer, then becomes the PCs sponsor. They have, at the same time, gained the ire of Ubert Von Beck for interfering with his plans for Evanna and incidentally, for potentially interfering with his new plan of marrying Gabrielle.

If the 'Death on the Treklant' series was used, Evanna is the only significant character whose identity may need to be changed due to actions in the 'Death on the Treklant' series. If the characters did not successfully rescue her in an earlier adventure or retain the signet ring, simply have her cousin, Gabrielle, sponsor the PCs. Other characters that may need to be changed are Klaus and Tindle.

Should the aforementioned adventures not be used, the best manner in which to introduce the players to the adventure is to have a short prequel adventure to set up the story line.

Before running the adventure, end a previous adventure (see suggestions below) with characters arriving in Bergholt and play out Chapter One, 'Black Awards and Silvery Celebrations.' Do not let the players know they are going on this adventure, rather spring it on them unknown. This heightens tension, creates suspense and, most importantly, provides continuity.

Rescuing Evanna is the best manner in which to begin the adventure. I offer three possible scenarios the CK could use to facilitate this type of introduction.

- Evanna is attacked on a carriage ride on the way back from a nearby city. The PCs are in the path upon which the carriage races and rescue the princess.
- Evanna is kidnapped by a group of brigands or members of an opposing city and the PCs are sent to bargain for her release - or rescue her.

- Evanna has fallen ill and a special herb is needed to revive her. The Rothenheimer family asks the PCs to find the herb and bring it back.

NON-PLAYER CHARACTERS

An important point to bear in mind from this point forward is that Ubert Von Beck has two identities. He is a notorious pirate known to roam the shipping lanes along the southern coast of the Interzaa. But he is also known as Baron Ilden Savil, a noble from the Empire of Todavia. Both identities are real. He uses the Savil identity in cities and the Von Beck identity as a pirate. Throughout this module, he is referred to as Ubert Von Beck except in those situations where he has assumed the identity of Savil, for example, in the first chapter.

Bear in mind that there are many NPCs in this adventure. The NPCs are often complex by nature, neither being good or evil, but just striving to survive in this dangerous and deadly world. The NPCs have layer upon layer of motivations, loyalties, desires and goals, often in conflict with those around them and even within themselves. And they are a secretive lot.

Information is power, so the less the NPCs give out, the more potential power they have. Also, all are working with incomplete or faulty information and so can offer the PCs only partial truths or falsehoods, not even knowing they are doing so. Be sure to take advantage of this and create greater confusion for the PCs rather than clarifying things. This adds to the overall 'stress' for PCs in the adventure and creates the sense of helplessness needed to successfully instill the paranoia that grips the inhabitants of Bergholt.

As a final note, the adventure takes place in a city where the characters are expected to behave in a manner appropriate to a citizen. There are a significant number of NPCs the characters will meet and while most of the meetings are benign, several could result in confrontations. A few confrontations are acceptable, but should they happen too often or become too violent it attracts the attention of the City Magistrate, Godel Vermastens.

If this happens, he requests the PCs adjourn from their activities and act as befits a Citizen. Should the PCs inform him of their business, he suggests the PCs cease with their vigilantism and allow the Magistrate to take over from here. And, should the latter occur, Godel Vermastens has some ruffian arrested and convicted of the crime. The ruffian is then executed. Godel has little care to discover the true thugs but only to ensure that justice appears to have been done to keep the PCs quiet. Godel then proceeds to have the PCs watched and begins the arduous task of having them thrown out of town.

CHAPTER 1: BLACK AWARDS & SILVERY CELEBRATIONS

Wherein our heroes are offered honorary citizenship in Bergholt and plots are formed behind their backs.

THE MAJOR PLAYERS: All male citizens are addressed as Meister (Mr) and female citizens as Meisten (Mn). For the major NPC's stats see the Important NPCs section.

- Mn Evanna Rothenheimer: Leading member of the Rothenheimer Family.
- Mn Gabrielle Rothenheimer: Evanna's first cousin.
- Mr Alger Rothenheimer: Evanna's uncle.
- Mn Norliana Bonhorst: Personal assistant to Evanna Rothenheimer.
- Mr Arnault Vermastens: Member of the city guard and nephew of Godel Vermastens.
- Mn Vellana Vermastens: Arnault Vermastens's first cousin and daughter of Felman Vermastens.
- Mr Godel Vermastens: City Magistrate and leader of the militia.
- Mr Karl Vermastens: Sheriff.
- Mr Mager Falkenheim: Local citizen.

THE MINOR PLAYERS: These are several of the many Citizens and Family members present at the ceremony.

- Mr Thanut Isen: Representative of the Isen Family.
- Mr Boris Krakenhauer: Representative of the Krakenhauer Family.
- Mn Mishella Krakenhauer: Wife of Boris Krakenhauer.
- Mr Erwin Falmooth: Representative of the Falmooth Family.
- Mn Nicollette Falmooth: Wife of Erwin Falmooth.
- Mr Argram Oldentoog: Representative of Oldentoog firm. Argram is a Dwarf.
- Mr Geoff Utennoor: Representative of the Utennoor Family.
- Baron Ilden Savil: Suitor to Evanna, and the pirate Ubert Von Beck. Addressed as Baron denoting his rank in Todavia.

SETTING AND EVENTS

In this chapter, the PCs are awarded honorary citizenship at a celebration in the Hall of Nod and introduced to many of the significant peoples of Bergholt. Most of this chapter focuses on introducing the PCs to NPCs, familiarizing them with important people and potential political intrigues.

Honorary citizenship is being conferred for any one or a combination of reasons mentioned in 'Involving the Player Characters.' Honorary citizenship conveys specific rights to the characters. The foremost is that they are allowed to carry a weapon. This weapon is a poniard or longsword given to the characters at the celebration in this chapter. No other weapons are allowed to be 'openly' carried within the city's walls and the wearing of any metal armor is strictly forbidden by tradition - but not law.

Honorary citizenship also conveys the right to own property and conduct trade without a license. In addition to being offered citizenship, the PCs are also given a house, Bergod, the House on Felthbasser, as their property (See Chapter Three).

The celebration consists of a series of speeches and a dinner followed by the actual award ceremony. The adventure begins towards the end of this celebration when the actual ceremony conferring citizenship begins. A short informal mingling follows this event during which the PCs are afforded the opportunity to meet as many of the personages present as the CK desires. Minimally, the characters should meet Evanna, Arnault and Vellana Vermastens, Baron Ilden Savil, and Norliana. The characters should meet others at the party as well for, as the adventure develops, it becomes plain who is and is not involved in the adventure. If the PCs only meet those NPCs mentioned, they might too quickly delineate the significant actors. Further, to cast red herrings to the party, feed them a little more information than they can handle. The characters should be somewhat confused and dazed from having met so many people with so many conflicting motivations. And remember, everyone is up to something and has something to hide!

Discerning the motives and reading between the lines of the NPCs conversations and thoughts during conversations with the players is potentially important for ongoing adventures in Bergholt and even the surrounding areas. Likewise, the NPCs are trying to determine the motives and true nature of the PCs. Should skill checks be used to try and discover the truth of a statement or a NPCs true intent, a CL of 6 is appropriate. All rolls should be made in secret so that the players never really know what they think they know. Bear in mind, no amount of rolling can indicate planned actions of NPCs such as those of Norliana.

After the awards and the informal mingling that follows, a light drizzle begins ushering an untimely end to the affair. At this juncture, the characters are offered a ride in Norliana's carriage. The footman at the carriage is the assassin hired to kill the characters.

47: THE HALL OF NOD

The Hall of Nod is one of the most ancient structures in Bergholt. It is not actually a hall, but rather the remnants of an older structure converted to an elegant courtyard in the Rahtsmarc, the administrative district of the town. It lies in between the

Bergall (the Courthouse), and the large Vermastens residential structure. The only portions of the original building remaining are a flag stoned floor, one section of which is raised about one foot above the rest and upon which is a delicately carved triple arch of gray granite extending across its length. Ornately carved wooden benches and tables are placed along the sides of the Hall. The raised portion is used to sit representative members of the city's high council or the Council of Eleven. The central area is used for dancing and mingling and one portion is used to sit a bard. The dinners are prepared and brought in from the Vermastens' residence.

The Hall of Nod is a spacious courtyard located between several buildings. Small, leafy-green ivies cling to the surrounding walls, tracing circuitous paths around closed windows as they coil up to entangle a trellis overhead where it forms a dense canopy that blots out the sky. The courtyard is broad and long, laid with black and red circular flagstones. At the far end from the entry is a raised portion, upon which rests a delicately carved, but crumbling, triple arch of gray stone covered in twisting pictographs and iconographs. Set beneath the arches are eleven simple, though large, wooden chairs. To the edges of the courtyard are tables and benches of equally simple make.

The scene is such: The characters have been invited to the Hall of Nod for the ceremony in which they are offered honorary citizenship. Prior to the ceremony, there is a large and elaborate dinner during which all the characters are introduced to those in attendance. This is primarily a formal gathering and most conversation is muted but polite. Conversations with the NPCs, even with the character's sponsor, is limited as most in attendance have their minds on other things and are, by tradition and breeding, aloof with non-citizens. After those gathered have eaten and had time to socialize, the official proceedings begin. Unless the CK prefers to roleplay the entire sequence, the module should begin at this point.

The air in the Hall of Nod is heavy, thick and moist with impending rain and impregnated with the spicy aromas of a sumptuous and satiating meal. Dark wines of Todavian vintage have been served and the honored persons summoned before the dais to be presented with the badges of citizenship. Upon the dais, the representatives of each of the eleven 'Families' of Bergholt are seated upon large chairs.

The characters are all arranged before the dais. Members of the city council are seated in the 11 chairs upon it. Evanna, who is the presenter, is in the middle seat. She offers a short speech and requests each character come forward to accept citizenship. Each character should be called forward. The characters are presented with either an expert longsword or poniard, badges of citizenship. Each player should indicate the type of weapon they prefer. They would have been consulted prior to the celebration so that Evanna would know which weapon to present to whom.

The celebration has about 30 participants, including the PCs. There are representatives from each of the families and they

are seated at two tables placed on either side of the courtyard. Both tables contain notables from various families. All are finely dressed. Each carries an ornamental sword or poniard.

Evanna Rothenheimer, resplendent in a turquoise velvet gown and white ermine overcoat rises from her seat. Her blonde hair flows in waves, framing the austere features of her face and the radiance in her eyes to collapse full upon her chest. To either side of her sit the ten other representative members of the families that rule Bergholt.

"It is an honor to welcome these heroes to the fold of Bergholt. Their acts of courage and heroism need no elaboration here for they are well known to all present. We of the Council have convened and after discussion have decreed that such individuals are few and their value beyond knowing. In recognition of their courage, the Council presents each of the following persons (insert individual's names) with citizenship of Bergholt. Henceforth they shall be allowed to wear their sign of citizenship and own property in accordance with the traditions and laws of this city as passed down by our fathers and their fathers beyond."

Each individual is then named and ushered forward by a guard to accept either a longsword or a poniard.

Evanna picks up (appropriate weapon) from the table in front of her and says, "Do you accept the citizenship of Bergholt and agree to abide by its laws and traditions and defend its walls against all intruders and its people from harm?"

If the character agrees, then the weapon is passed to his or her hand, pommel first. The same procedure is followed for all the characters. After the last character receives a weapon, Evanna steps back and pronounces the PCs as "citizens." After this, each member of the council stands and pronounces the same. After all the council members have pronounced citizenship upon the characters, the keys to the house, Bergod, are surrendered to one PC and the formal ceremony ends.

At this juncture, a quiet falls and Baron Ilden Savil, the most likely future husband of Evanna, steps forward. He has already spoken with The Eleven about awarding the characters a gift himself. The gift is awarded to the PCs for saving, or attempting to save, Evanna's life. And if not even this, they are being given the gift as a reward for service to Evanna. The gift is a medallion in the shape of a small golden sphere attached to a purple silken necklace (25gp value).

The Council agreed to allow this for several reasons. The council intends to make Baron Ilden Savil a citizen in the near future. They are aware he has plans to marry Evanna (or Gabrielle if she is being used). Many of the council believe that Savil is more amenable to their desires than is Evanna and would like him to offset her growing power and popularity. By allowing the Baron to present the PCs with this gift, they hope to split the loyalties of the new citizens between Evanna and Savil.

Baron Ilden Savil, tall and graceful, dressed in such silken finery as is normal in Todavia, steps lightly forward from his place at the table. His long black hair, tied neatly in a top knot, hangs proudly to the right side of his angular face. "I, Baron Ilden Savil, Prince of Gastonid, do also and humbly present the brave souls symbols of faith from my family for service to Evanna and the city of Bergholt."

After intoning such in a mellifluous voice, the Baron Ilden Savil's servant steps forward holding a gold rod upon which are hung several necklaces. The necklaces are blue silk with a small gold sphere dangling from the bottom. He draws one off of the rod and places it around the neck of the first in line. He then kisses both cheeks and moves to the next person.

If any character should not accept citizenship, the ceremony proceeds. This is the height of insult to those at the celebration and everyone takes it personally, including Evanna. However, after the ceremony, no one speaks with the non-citizen except for a courtesy greeting. Also, the machinations to have all the characters stripped of their citizenship begin. Several members of the council were reluctant to offer citizenship in the first place and shortly begin to actively speak of betrayal, spies, inconsiderate behavior, and a double cross. Godel Vermastens is particularly concerned with Evanna's growing influence in the city.

These plots would be slow, involved and dastardly. It is unlikely to involve any killing, but rather shaming, blackmail, bribery or framing the PCs for petty crimes to have them thrown in the gaol or expelled from the city. But in short, those who did not particularly want the PCs as citizens are the Vermastens Family, the Utennoor Family, the Krakenhauer Family and the Isen Family. The remainder voted for them. The Family's desires for removing the PCs from the city are not, necessarily, of a personal nature. The PCs only come into the equation as a power relationship factor.

Conversation after the ceremony is, for the most part, dull and stilted, though mingled with innuendos concerning the honor and applicability of some people being on the council. Most of those present are all vying for greater influence and each distrusts the others. Regarding the adventurers though, some ask the PCs about past exploits and experiences. They are asking to gage the characters, to learn what they are capable of and what their limitations might be. If given the time and circumstance, they also ask about their plans for the future. Again, although all of this is in the guise of polite conversation, most of those present are adjusting to a new power structure and trying to find the measure of the town's latest citizens.

Evanna, Arnault Vermastens (who, unlike his Uncle, prefers the presence of the PCs) and Baron Ilden Savil are very friendly in their conversation. It should come out in conversation that there are plans for Baron Savil and Evanna to marry sometime in the near future. The Baron's conversation nearly approaches obsequiousness. Several people are fairly haughty, though not rude, in their tones. Norliana is especially dismissive as she has little interest in the newcomers. The Krakenhauer's are likewise dismissive of the newcomers as they have a long-

standing dislike for the Rothenheimer's. Karl Vermastens is suspicious of the characters, though tries not to show it. The Falmooth's are genuinely nice to the characters and interested in their past. Oldentoog is, for his part, fairly unconcerned and converses with the characters as if they were already long standing citizens. He is especially disposed towards the group if there are dwarves in the mix. It should become clear during the conversations that much political maneuvering is occurring. Snide comments about competitors, their lifestyles, and their loyalties as well as honesty are always in the offing if prompted.

The one conversational necessity is with Evanna. She tells the character(s) that she is going to the country for a few days as soon as the celebration is over and would like to meet with them when she returns. She is planning to be gone at least one month. The country house she refers to is 75 miles away. She actually stays away nearly two months. She is conducting business and consolidating her position.

However, the conversations play out, the characters should speak with the following characters; Evanna, Norliana, Arnault Vermastens, Vellana Vermastens, and Baron Ilden Savil. The personalities of these NPCs should display themselves through the course of the proceedings, with Baron Savil being the only exception as he can easily keep his identity as Ubert Von Beck hidden. For more information on these NPCs, see the Important NPCs section.

After a short time, it begins raining and the celebration is cut short.

The skies, churning the day long, eventually release a warning of an impending torrential rain. Thunder shakes the buildings and lightning arcs across the black sky. The musical plinking of rain falling upon the leaves overhead fills the Hall of Nod. It drips, uninvited and unceremoniously, onto those gathered below. Godel Vermastens immediately calls an end to the celebration by requesting the footmen bring the carriages.

The carriages are brought to the entry of the Hall of Nod. They arrive in order of importance. Footmen escort each member of the various Families to their carriage. The third to last carriage to arrive is that of Norliana's. The second to last carriage, by request, is that of Evanna's. The last is Baron Ilden Savil's (not being a citizen he is last). Presumably the only people remaining at this point are Evanna, Norliana, the Vermastens, Baron Ilden Savil and the Characters.

Evanna offers the characters a ride in Norliana's carriage. Norliana is going to the Rothenheimer residence in the city and the house the characters were offered lies along that route. Evanna is leaving Bergholt.

The rain has become dreary and heavy. Dark thunders rumble overhead and lightning flashes brightly sending cascades of light along the street and within the Hall of Nod. Evanna stands beneath a thickly leafed trestle alongside Baron Savil and Meister Vermastens.

Norliana, of course, agrees to give the characters a ride as Evanna's request was little more than an order. Though displeased at the prospect, she graciously steps aside to allow the character's entry to the carriage. The carriage is large. There is enough room to seat at least 6 people. Two more can sit on the back. The driver is an older man sitting on a high seat in the front. There is no canopy over his seat. There is a broad green canopy over the seating portion of the carriage which shields those inside from much of the rain. Norliana's personal guard, Martoof, is in the carriage. He exits when it pulls up and waits to the side. Depending on the number of people in the carriage he either rides in the carriage, on the back, or walks alongside it.

At this point, the footman comes up to escort the characters to the carriage. The footman is dressed in a deep green velvet smock with a wide brimmed red velvet hat. He carries no other ornamentation, is clean shaven and of slight build. Describe the footman in detail only if the characters ask or the PCs are paying particular attention to the details of their environment. This footman is the assassin Mariitz (see the Important NPCs section for details). He is looking for the necklaces that the Baron gave the characters. This is the symbol marking them for assassination. He has waited patiently throughout the proceedings and is marking them and the carriage so he can easily identify it later. After escorting the characters and Norliana to the carriage, he goes up to the horses and holds them until everyone is settled. While there, he loosens a lead

strap. Unless the players are paying attention to the details there is little chance they note the footman with the horses.

As soon as the carriage lurches forward to leave, the loosened lead strap becomes fairly obvious and the driver gets down to fix it. While this is occurring, the assassin darts off to gather his helpers and set an ambush near the character's house on Felthbasser.

If the characters remove or conceal the necklace, it becomes difficult for the assassin to identify his targets. The Baron is aware of this. This is one of the reasons he remains at the celebration until the characters leave. If the characters are not openly wearing their necklaces at the end of the celebration while awaiting the arrival of the carriages, he requests to see them. "Ahh, but let me see my paltry thanks that glitters upon your chests." He tries anything to get them to keep the necklaces visible. If the characters still refuse to show them or conceal them at the last moment, one can assume the assassin notices at least one necklace on one character resulting in at least one target. Finally, if the assassin never sees a necklace, he calls off the attack, delaying it until such time as the targets are identified by Klaus (another of Ubert Von Beck's men).

If the characters decide to walk, the attack occurs as planned. Regardless of whether they ride in her carriage or walk, Norliana is removed from the plot loop for a while though she will be able to reenter in the future.



CHAPTER TWO: PAINFUL AWAKENINGS

Wherein the dastardly deed is performed and our heroes receive an ebon welcome

THE MAJOR PLAYERS

- Mariitz Hiitat: Assassin
- Mn Norliana: Servant to Evanna
- Martoof: Norliana's Servant

THE MINOR PLAYERS

- Franz: Driver
- Hanz, Deeter: Thugs

SETTING AND EVENTS

In the second chapter of this adventure, the characters are attacked by the assassin, Mariitz and his gang of thugs while on their way to the house they were awarded. The attack occurs at a dark intersection several blocks from the house. The assassin, along with several thugs, launches a surprise attack on the carriage or the party. They wait for the characters until the early morning hours if necessary. The attack is hastily planned and the thugs unreliable, so it should fail. However, Mariitz is a very competent assassin so the encounter should be a significant challenge to the players. It is also the only 'fight' scene that is necessary to running this part of the adventure.

In virtually all cases, the assassin should be able to attack one or more of the characters. If the attack occurs on the carriage, the object of the attack is neither Norliana nor Martoof; it is the characters. This, however, is not to be made immediately obvious to the players. If the attackers are beaten off, several clues to their identity can be recovered. For her part, Norliana believes the attack is aimed at her and indicates as such. The closing scenes involve Norliana's request to secure the aid of the characters in finding the ruffians.

THE ASSASSIN'S SNARE

Mariitz Hiitat, the assassin, is in a difficult position. He was commissioned in Raglesborg several weeks prior by Ubert Von Beck's man, Klaus, to assassinate the PCs. Klaus described the characters rather dismissively as vagabonds with swords and fairly well mislead Mariitz into thinking the characters would be an easy target. To make matters worse for Mariitz, Klaus threw in a bonus for the quick, public and collective execution of the characters. Being true to his insatiable need to kill and fondness for expensive intoxicants, Mariitz accepted the money and the assignment.

With little to go on, Mariitz arrived in Bergholt several days prior to the celebration and stayed in The Empty Hold (a tavern located in Dockside). He met with Klaus several times in 'The Klinker,' the den where Klaus and his crew are staying and where the PCs should eventually end up. To ensure that the correct people were being targeted, Klaus explained to Mariitz

that the targets would be wearing a particular medallion after leaving a celebration at the Hall of Nod. Klaus gave Mariitz a medallion of like make, told him where the Hall of Nod was located, instructions on how to contact him in an emergency or for regular updates (at 'The Bent Anchor', a bar in Dockside) and told him that they should meet in Raglesborg (a haven for pirates located on the west side of the Wemmick Peninsula) after the assassinations were accomplished to receive final payment.

Mariitz had to act fast. He knew only the number of targets and the time they would be at the Hall of Nod and lastly learned about their house, Bergod. He needed a collective, public kill to receive the bonus, so he decided to attack them on route from the celebration to the house. He managed to round up several thugs from the Flakmarc with Klaus's help. He scouted the area around the house on Felthbasser for a good place to attack and set about making plans. On the night of the celebration, as it neared its end, Mariitz killed a footman, took his clothes and slipped into the footman's role unnoticed.

After escorting the characters to the carriage (or at least identifying them), Mariitz leaves the Hall, gets on a horse and goes to the point where he plans to launch the attack. The thugs had been told to wait there for his arrival. Upon arriving, Mariitz noted that several of the thugs had been drinking. The rain was growing heavier and the lightning more common. Mariitz was in an increasingly poor situation and he knew it.

THE RIDE TO PERDITION

To engage the players and relax them prior to the attack, the trip from the Hall of Nod to their house should be briefly described and an occasional die rolled as if for random encounters.

The carriage trundles down the cobbled streets, the metal rims grating loudly against the cobbles. The rain pours ever more heavily, thunder rumbles through the town and lightning flashes brightly, illuminating, for moments, old buildings stretching up several stories and careening dangerously into the street. The street bends and twists. It is cluttered with the refuse of a day's labor and the evening's revelries. Carts, crates, piles of wood, jugs, large ceramic vessels, and barrels line the edges of the avenue. The few bars along the way are full and not a few patrons, several drunk, wander to and from houses, homes, and other places unknown.

Norliana is unwilling to allow the carriage to stop and pretends not to hear any request by the characters to stop it. The Driver does not stop the carriage without Norliana's permission. Describe the city as necessary and add conversation to build suspense or even a smidgen of boredom for the players to throw them off guard.

While in the carriage, Norliana makes polite conversation though she certainly remains distant in tone. Near the house on Felthbasser and towards the end of the ride, Deeter (one of

Mariitz's thugs) makes his appearance. A dice roll at this point would be useful. Although a description is provided below, it would be best if the DM created his own description to make it sound as if this is not scripted, as if it is a random encounter. At least memorize certain portions and be able to describe Deeter's arrival without looking at the module. Also, do so with a slight grin to lessen the air of danger.

From out of a dark overhanging lintel emerges a bedraggled and wobbly man, soaked through and holding a large bottle in his hand. He watches you pass, and once safely behind the carriage begins shouting obscenities.

Deeter follows the carriage and wanders out of an alley several blocks prior to the point of attack. His role is to attract the attention of those in the carriage and keep their focus to the rear rather than to the front. To manage this, he was supposed to act drunk and begin casting obscenities at those in the carriage. Rather than act drunk though, he chose to go ahead and get drunk. This does not affect his ability to regale those in the carriage with his particular brand of foul poetry but rather increases it. He dutifully follows the carriage yelling at them for two blocks to the point where the attack occurs. He remains at least 30 yards from the carriage at all times. The problem is, Deeter is more interested in drinking than fighting at this moment. When the fighting breaks out, he decides that his physical efforts would be better rewarded by obtaining more drink than new bruises, and leaves, running back down the street from whence he came.

THROWN BOTTLE AND WHISTLING BOLTS

The attack on the carriage occurs at an intersection near the House on Felthbasser. The Felthbasser is paved with cobblestones. The street is wide enough to allow two carriages to pass with little trouble. Mariitz sets up his attack at a narrow cross street allowing several escape routes should things go wrong. The assassin has taken up a position across from where the carriage is coming. He stands behind several crates with two loaded crossbows, a vial of poison, a bottle of beer sitting beside him and a small bag with personal stuff in it.

Five thugs (or more, this is at the CKs discretion, templates are provided) are spread out in empty doorways along the street. Several have placed a 'barrel carriage' at one corner and stacked several other barrels across the street at the corner opposite. Mariitz hides behind the latter while three thugs hide behind the 'barrel carriage.' Two other thugs sit in a recessed doorway while Deeter follows behind the carriage being drunk. See the map for the layout and location of the attackers. Also, feel free to increase the number of assailants to adequately challenge the party.

The attack begins when another thug, Hanz (their leader), starts walking towards the carriage from the opposite direction of Deeter. He is carrying a bottle in one hand and dragging a cloak in the other. The characters may or may not notice this person. Remember, they have passed several people on the street before, so this one should not offer any undue attention, though a really astute character may notice the rapier at his side. As he passes the horses, he slings the cloak over the horses' eyes and

Mariitz fires a bolt at the driver. There is a chance the PCs may notice Mariitz or several of the other thugs who are hiding. Skill checks should be amended due to the weather and darkness (-5 penalty). While, or if, any 'conversation' is occurring with Deeter, interrupt it and read the following:

Norliana wraps her cape more tightly around her as a fresh wash of rain pelts the carriage, she scowls and hides her face when the driver suddenly lurches backwards howling in pain. He falls over into the carriage ripping the tarp and bringing it over him and onto those in the carriage. A large bolt is lodged deep in his upper chest, the pointed and bloodied end sticks out of his back. He grabs frantically at the shaft, screaming all the while.

The attack begins with Mariitz shooting the driver. The thug who threw the cloak over the horse's eyes tries to keep control of the horses (CL 2 with a +1 to each check each round thereafter). The thugs move in for the attack. Mariitz reloads his crossbow with a poisoned bolt and readies a shot. The thugs first attack anyone who is outside the carriage while Mariitz plans to shoot the first person getting out from under the canopy.

The PCs must extricate themselves out from under the canopy. The front has collapsed and covers those characters facing the rear. Norliana ducks low, yelling for Martoof to protect her. Martoof - if he is in the carriage - initially lurches over her, intending to protect her from any more bolts. Martoof remains by Norliana's side the whole time and does not give chase nor does he come to the aid of the characters unless it appears there are absolutely no other threats. His job is to protect Norliana and his loyalties lie in that direction. Removing the canopy takes 1-2 rounds. This is exacerbated if all the characters are attempting to do so at the same time, adding 1 round for each character that tries to help beyond the initial two.

It is, of course, impossible to plan the whole course of the battle. The following should suffice to cover the nature of the assassination attempt and its possible failure. Bear in mind, the thugs are not really keen on getting killed. They were told this would be an easy heist and would be paid well for its success. When confronted with armed and potentially deadly adversaries above their capabilities, they break and run if two or more of them die. Mariitz's plans and skills are hampered by the rain and the lack of dependable help. The attempt to kill the PCs is unlikely to succeed but Mariitz should escape.

The thugs attack halfheartedly. If no one exits the carriage, Mariitz waits one round before firing another bolt blindly into the carriage. The important aspect of the second bolt is a tension builder, have it thud into the carriage door or rip through the canopy and thud into the seat. The bolt should be retrievable. It has poison on it. Mariitz does not attack the characters directly unless the battle is going well. As soon as the thugs begin wavering, he knows his moment of surprise and initiative is lost and quickly races from the scene. But if he approaches the carriage he loads another bolt into a crossbow before doing so.

A tall cloaked figure strides forth from the darkness across the street, a dark red cape swirls around him

as he hefts a small cocked crossbow. He approaches the carriage warily, taking careful aim, when lightning flashes and the cowl around his face whips off. A gaunt face with hollow eyes and mirthless grin stares blankly down the end of a crossbow aimed right at you.

In any case, the assassin lets fly one bolt, trying to hit a character or two before charging the carriage. At this point one of the characters may recognize the assassin as the footman from the party (CL 4). Also, if the assassin is involved in close quarters combat or moves within 10' of the PCs, the PCs may notice that he smells of rotten fish (DC 10).

Mariitz spent a few hours too many in the fish stall adjacent to the Klinker and, as a consequence, smells like fish. If things are going badly and Mariitz runs with a character electing to chase him, Mariitz runs for the crates to pick up his stuff and when he gets there, grabs the small bag and throws it at any pursuing character, then proceeds to run away into the darkness, leaving the extra crossbow and the bag. If he is not chased, in his haste to get away, he leaves the bag and the crossbow. In either case, the bag and the extra crossbow should be left behind. The bag contains clues the characters may be able to use to figure out who attacked them.

If the character's chase Mariitz, he runs far and wide trying to break off the chase. Only once he has decided the PCs are no longer after him or have lost him does he head down to Dockside and make his way to the Empty Hold. If really pressed by the characters, Mariitz dives into a crowded bar, casting aside his cloak and other accouterments that may give him away. He then moves into the thick of the crowd and attempts either going to a room and leave via a window, or tries to find a rear exit and leaves that way. If Mariitz is cornered, he fights to the death and willingly uses his poison, without regard to his own safety. If Mariitz is subdued, see Interrogating the Assassin in Chapter Seven.

The thugs head directly to the Flakmarc and attempt to hide in its serpentine alleys, backstreets, innumerable bars, taverns, gambling houses, safe houses or abandoned buildings. If one is captured, he quickly admits to being hired to rob the PCs. They claim and explain that they were hired by two people, both outsiders, but do not know where they are staying. They were hired at a bar named Fleches and were supposed to meet their employer they're after successfully completing the robbery. "De udder man, 'e showed up 'ater at Felches and duh nut know 'im. Ask 'de Zeeters, dey know more, de Zeeters."

One of the thugs is Arnot Zitter. If any of the thugs escape, it should be Arnot as he will be encountered later in the adventure. Should Hanz survive the fight, he leaves Bergholt and goes first to Isenborg then on the Halpveg. Deeter, assuming he survives, goes down to Dockside to lay low for a few weeks and can be found at a tavern named 'Paashas'.

After the encounter, Norliana becomes furious and is beside herself with anger. She begins ranting and raving about Bergholt, its unruly ways, unkempt streets, riff-raff and so on, "There is no fouler city than this! Where are the city guards? Martoof,

get me to the Adelmont (the Rothenheimer residence) now!" Importantly, the PCs may note Norliana is neither scared whining. She is a very powerful person who is living a double-life at the moment. She has yet to receive so brash and direct a threat and from such "low life as common street thugs."

Norliana, coming from a wealthy and highly respected family in Firstenfeld, has never been on the receiving end of such an effrontery. Within a few moments after the attack, she offers the PCs 200 gp each to locate and bring to justice the perpetrators of the crime. "Bring those thugs to me and I will have them summarily dealt with." She requests that PCs meet her as soon as possible at Adelmont. She is very adamant about this, going so far as to tell the PCs it is their duty to the Rothenheimer Family to do so. For his part, Martoof gives the PCs a few moments to get into the carriage then gets up in the driver's seat and begins to lead the carriage away at a quick pace.

The characters are of course free to do as they please. Norliana explains to those PCs present where they can find their house. It takes 3-6 minutes for Martoof to get the carriage up and running and leave the area. This should be ample time for the characters to survey the scene.

THUGS X5: *These are neutral evil humans whose vital stats are 1d6 and AC 11. Their primary attributes are physical. They wear padded armor and attack with small clubs (1d4) and daggers (1d4). They possess peasant garb, 3-6cp each and 1gp (see Clues below).*

ROGUE X2: *These are neutral evil humans whose vital stats are 2d6 and AC 12. Their primary attributes are physical. They wear studded armor and attack with clubs (1d4+1) and dirks (1d4+1). They possess peasant garb, 7-18cp each and 1gp (see Clues below).*

ARNOT: *He is a chaotic neutral, 2nd level fighter whose vital stats are HP 13 and AC 11. His primary attributes are strength, dexterity and wisdom. His significant attributes are dexterity 13. He carries a cleaver (1d4+1).*

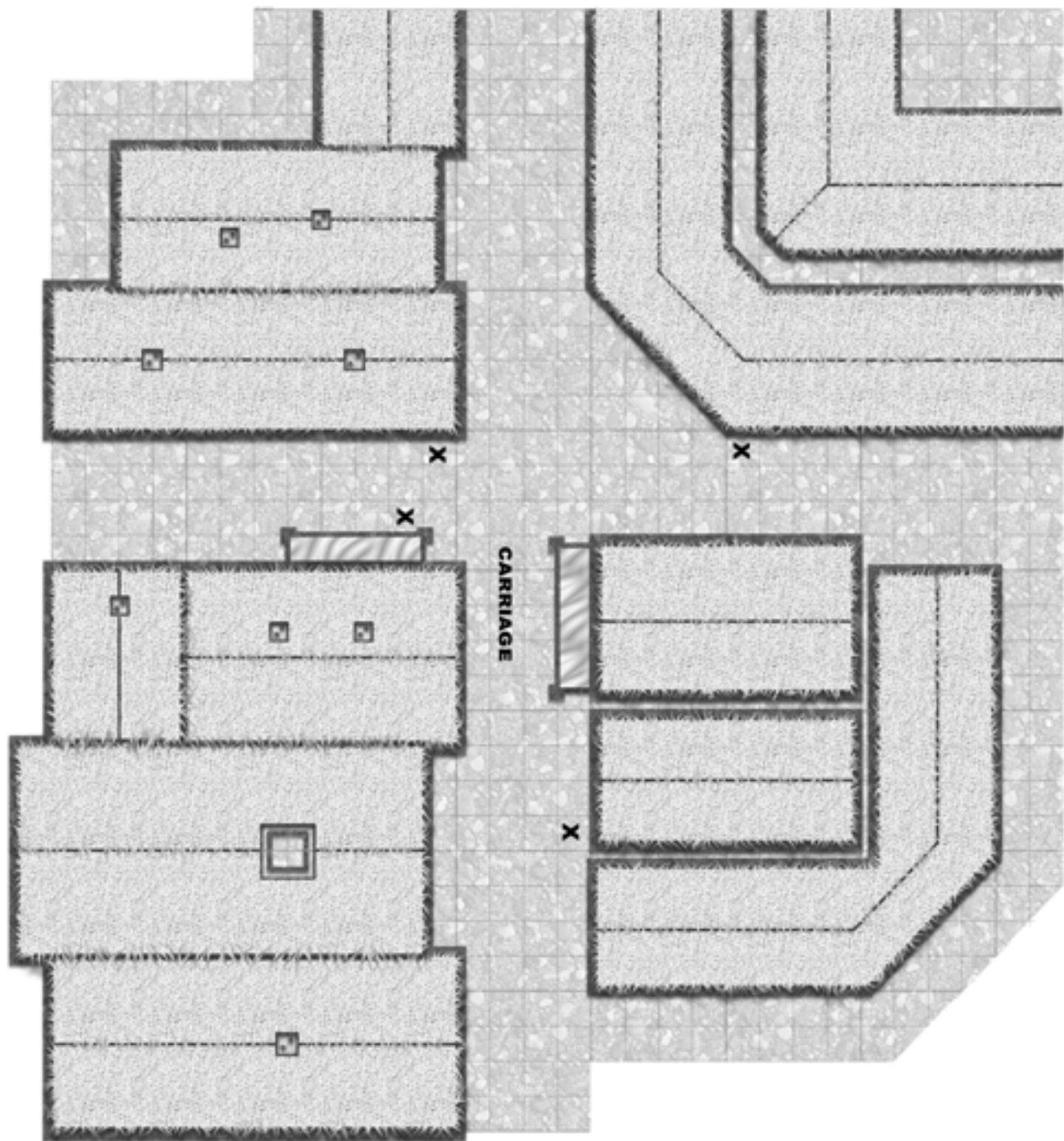
HANZ: *This 3rd level neutral rogue's vital stats are HD 3d6, AC 14 and HP 13. His primary attributes are dexterity, intelligence and wisdom. His significant attributes are dexterity 15 and intelligence 14. He wears a studded leather jerkin. He attacks with a short sword (1d6), throwing dagger (2-3) or dirk (1d4). He possesses peasant garb, short sword, four throwing daggers, a dirk, 12cp, 2sp and 2gp (see Clues below) and a cape.*

DEETER: *This 4th level neutral rogue's vital stats are HD 4d6, AC 15 and HP 12. His primary attributes are dexterity, charisma and wisdom. His significant attributes are dexterity 16 and charisma 14. He wears a studded leather jerkin. He attacks with a cleaver (1d4+1) or dirk (1d4). He possesses peasant garb, cleaver, a dirk, 17cp, 1sp, 2gp (see Clues below) and a pewter flask half full of liquor.*

The stats for Martoof, Norliana and Mariitz are provided in the Important NPCs section as they may appear at several junctures in the adventure.

44 CASTLES & CRUSADES

ASSASSINS' SNARE



THE CLUES

Behind the crates where Mariitz was hiding, the characters can find a crossbow, a beer bottle, and a bag (unless the bag was thrown at one of the characters earlier). They can also retrieve the bolt lodged in the carriage door, driver or perhaps in a character. These are all clues the PCs can use to locate the assailants. If any of the thugs are captured or killed, the PCs find a freshly minted Firstenfeld gold coin on each of them.

First, there was a slight chance one of the PCs may have recognized Mariitz as one of the footmen at the celebration. If the PCs choose to follow this up and find out if any of the other footmen knew him, they must go to the Vermastens' residence and speak with the Vermastens' footmen or the head footman. In short, once they go there, the PCs learn about the murder of a footman.

The bottle of beer can be used as a clue to begin tracing Mariitz. This is a bottle of cheap ale in a cheap ceramic container called Nollinsale. The ale is widely known though sold in only a few taverns in Dockside and Flakmarc. One can go to the brew house outside of Bergholt and ask the local brewer or almost any regular in a bar where the beer can be had. In sum, the bottle of beer can potentially inform the PCs of where the assassin might be staying or at least buying his beer. It is an important lead and can eventually bring the PCs to the doorstep of the Karpenknot, where dwells the smugglers and Von Beck's pirates. Chapter Four, "Liquid Lunch and Mean Spirits" contains information for the CK if the PCs follow this lead.

Mariitz left a bag by the crates as well. The bag is lying on the ground in a puddle of muck that has the normal street refuse in it. The bag itself is a clue because it smells like rotten fish. The bag smells like fish because Klaus left it in the Klinker before giving it to Mariitz. Fish entrails and oils from the fishmongers dripped on it the entire time.

An observant character might notice that the street muck does not smell like fish, but he or she would have to say they are interested in the smell of the bag and street or the CK can mention it in passing to allow the PCs a chance to pick up on this clue. Since a significant portion of the module's 'action' is based upon the PCs detective abilities some outcomes should not be based on dice rolls. In any respect, the smell of fish on the bag and on the assassin, should lead the PCs to dockside or several of the fishmongers in the Flakmarc.

The bag also contains 10 freshly minted gold coins from Firstenfeld. Following up this lead is discussed in Chapter Six, "Golden Coin, Delightful Trinket, Taxes and Narrow Eyes."

The final clue to the assassin's whereabouts is the bolt fired from the crossbow. The bolt itself is simple and not unlike thousands of others. However, it is dripping with a very rare and dangerous poison. Identifying the type of poison might help the characters locate the assassin since it is made from an unusual fish, the Inzablood. This is covered in Chapter Five, "Black Blood Coursing."

Many other possibilities that need addressing such as: the PCs capture or identify one or more of the thugs; have future encounters with Mariitz or manage to capture him this early in the adventure; visit the Vermastens residence or the Adelmont. Please see Chapter Seven, "Tedious Talk, Brass Knuckles, and Greasing Palms."

Chapter Two should end with the characters interested in pursuing or in the process of pursuing the assailants. It is also very important that the PCs know that Norliana wants the thugs brought to her. She wants to mete out justice. This should also be a clue to the PCs about Norliana's strength of will, power and her disregard for the 'laws' of Bergholt. It offers insight into her character in such a manner that her later acts become believable.

TROUBLESHOOTING

- If the PCs try to leave the celebration without Norliana or travel alone the CK should try to find a plausible encouragement for them to travel with Norliana, though do not press the issue. In this case Mariitz remains at the intersection until first light, so it is possible the characters can still be attacked after a long night of carousing. Should the PCs split up and travel alone, well, Bergholt is a dangerous place. Mariitz attacks individuals as targets of opportunity if necessary. Norliana will be sidelined from the adventure for a short time but can enter later.
- If the players show no interest in pursuing the assassin, you might want to discuss 'adventure hooks' with your fellow players. Nevertheless, it is sometimes the case that the players are just not interested enough to follow up on something. In this case, it really does not matter because Mariitz is very interested in the characters and eventually attracts their attention when he attempts to kill them again and again and again. In any case, if Norliana finds out about the attacks (and she likely will), she demands the PCs find the villains behind the attack and bring them to her for justice. As the 'Rothenheimer's' 'Men' now, the characters are almost obligated to perform this duty. A heinous injury to one of the characters may also prompt some investigation. See Chapter Four for how subsequent attacks can occur.
- If the PCs fail to locate any of the clues this bodes poorly for the PCs ability to detect subterfuge but... If the PCs fail to find the items mentioned above, have Mariitz drop one or two of them during later encounters with the characters.
- Should Norliana drop from the story line for any reason, she must be reintegrated to allow for full development of the plot and for future adventures. To do so, the following events should occur. During the following weeks, several Hags in the Klinker send someone to steal a dress from her so they can finish a ritual of 'turning.' After the dress is stolen, Norliana contacts the party to investigate and find the culprits. She insists the culprits be brought to her. The thieves leave several clues behind. These can be of the CK's design or can mimic any of the clues the PCs failed to locate after Mariitz attacked them.

CHAPTER 3: CRACKED GABLES AND CRUMBLING EAVES

THE MAJOR PLAYERS

- Fenrid Tadmum: Ghost
- Marion Shottmooler: Neighbor
- Edric Zimmerman: Peddler

SETTING AND EVENTS

This chapter primarily focuses on the PCs new house, Bergod, the house on Felthbasser. The characters should have been given the key to the house at the celebration so that they can enter and make it their own. The house is not occupied, other than by a ghost. At this juncture, little relating to the plot of the story occurs. The house is used to make the PCs feel as if they are part of the Bergholt aristocracy and it should be used to create, in the characters, a vested interest in Bergholt. Its atmosphere can be used quite effectively to establish mood as well so do not underestimate role play in and around the house. In all, Bergod should be used as the character's safe haven. It provides an anchor and pivot for developing further campaigns and more intimately involving the players in this campaign setting.

There are several interesting aspects of the area the PCs may want to explore. One of their neighbors, Marion Shottmooler, is well over 100 years old and knows much about the history of Bergholt, its families and the town's less than savory aspects. Encounters with her can prove interesting and informative. Edric Zimmerman is a peddler who stops at the door every morning trying to sell items he has collected on the previous day. These can be anything from charms and trinkets to pans and clothing. Edric is also very familiar with the dark alleys and nefarious undertakings of the city's 'inferiors.' Finally, there is Fenrid Tadmum, the ghost who inhabits Bergod. Fenrid committed suicide some 70 years ago. As his body was never properly immolated, his essence remains in this house to haunt those who live here.

48: BERGOD: THE HOUSE ON FELTH-BASSER

The following is a brief description of the house. Bergod has not been occupied for nearly a year and is in a state of disrepair, though not horribly so. The Rothenheimer Family has been in possession of it for a while and has not allowed it to fall into total ruin.

Where the Felthbasser rises from the rambling mess of houses in Mount Uderholt in the Doonberg, several well-built, older houses sit in small weedy lots. At the top of a series of small stone steps is a simple wooden plaque with the word Bergod etched into it. Beyond looms a large three-story house. The lower portion is constructed of thick blackened beams and stone work while the uppermost floor is a wrapping of finely crafted planks of wood. In the uppermost floor, facing the street is a single round window, open to the elements and

looking onto the street below, as if keeping watch for any passers-by of interest. Angled to the side is a rusty wrought iron fence with a massive lock dangling from its gate.

As part of their citizenship, the characters are allowed to own property. Evanna decided to deed the characters, en masse, this house on Felthbasser: the Bergod. A merchant and previous owner of the house, Fridas Nottgliger, died en-route from the Troke to Bergholt over a year ago. The house was taken over by the city council and the Rothenheimer Family purchased rights to it. The deed stipulates ownership is divided equally amongst all members of the party and tax burdens are likewise divided equally amongst all owners. Payment of 100gp a year to the City Council is required.

There are several stipulations to ownership. First, the house can never be sold, rented or otherwise divested of without permission from the Rothenheimer Family and the City Council. Second, since ownership of property is a right offered by the City Council to citizens, property ownership can be revoked at any time if the Council believes it is necessary to do so. Finally, the characters are required to keep the street in front of the house lit at all times and must unfurl a banner from the roof, indicating the residence of a citizen.

The house is a rambling structure built over 100 years ago, for a wealthy merchant, Fenrid Tadmum, who happened through Bergholt on his travels from the Troke to the Kambrian Mountains. It is well constructed, solid, but in need of a little repair and a good cleaning. Several thieves have ransacked it and, after the Rothenheimer Family acquired the property, they removed much of the better furniture and goods. However, there are still a few valuable objects stored in the house in secret hiding spots. There is also a series of secret chambers and halls allowing access to many portions of the house without being observed by its inhabitants. Few knew or even suspected that Fenrid had these chambers constructed, hence, they have remained relatively undisturbed for quite some time and several secret chambers have never been discovered.

Refer to the map of the house for the layout. A brief description of each of the rooms and areas around the house follows. The house sits in a high spot in this district so that the upper floors of the house offer a decent view of the neighborhood. This house is not connected to any other structures. There is an entry to the sewers in the garden. See the end of this chapter for a description of Marion, Edric and the ghost of Fenrid.

A ENTRY

The stairs to the front of the house are constructed of stone and spiral up to a landing before the front door. They are a little cracked, though overall in good condition. There is a 3' tall stone banister alongside the stairs. The banister is ornately carved in a series of tiny statues of creatures of fey affixed to it.

Some of the carvings of the fey creatures on the banister are actually alive. These creatures (Stinekinnen) have resided here since the banister was first constructed and have hidden themselves in the stonework. Twice a year (the longest day and the shortest day) they come out of the banister and make their way to the house's garden. There, they dance in the evening around a toadstool ring and leave just before the sun rises. The sprites do not bother the house's occupants nor directly interact with them unless approached on one of those two days. They are generally harmless and often quite willing to help people of a kind disposition. They might, on those two days, clean the lawn, cut some wood, and clean the house or some such to show their respect. On the other hand, if approached in a mean-spirited manner, they do everything in their power to make the lives of the inhabitants difficult on those two days, though never going so far as to kill or physically harm anyone. There is no manner in which to detect these creatures as they are not in any way alive until those two days arrive.

STINEKINNEN X36: *These are neutral good tiny humanoids whose vital stats are HD 1d4 and AC 15. They attack with spears for 1-3 damage. Their spell-like abilities are entangle, mirror image, daze, hypnotic pattern, and transmute flesh and stone.*

B GARDEN

This is an overgrown garden which wraps around one side and the back of the house. The garden has not been tended in over a year and is fairly dense in weeds and small brush. One can still see where there was once a trail though. It has small red marble footstones leading to the rear of the house where some steel benches have been placed. There is an 8' tall wrought iron fence atop a short 3' stone base surrounding the entire yard. Vines are thickly entwined along the fence's railing making it virtually impossible to see through the railing.

There is a sewage grate at one end of the garden. It is nearly impossible to see as the covering has ornamental stones placed on it to hide its nature. If the garden is actually tended at any point, the sewage grate will, of course, be located. The grate leads to the sewage system beneath Bergholt. The grate opens onto a small shaft (3' diameter) that drops 20' down and into a larger corridor. This sewer entrance allows avenues for further adventure in Bergholt. There is also an outhouse in the garden. The remains drop directly into the sewer system through a tiny hole.

A NOTE ON THE HOUSE

There are a series of secret halls connecting most of the rooms. These are tiny spaces set between the paneling and the outside walls. They are also offset from the floor and ceiling such that they do not run level with the floors but between the floors; above the lower floor windows and beneath the upper floor windows. Each of the rooms through which the corridors pass has a peephole through which to view occupants and several actually have hidden doors that lead into the rooms. There is a staircase leading down to a secret chamber underneath the house. These doors are so well made they are exceedingly difficult to find (CL 10). However, a diligent search eventually

reveals them. These passages offer great potential for interesting role playing as time progresses; especially should the CK choose to have the ghost of Fenrid Tadmum haunt the house. See the house map and display for further details of the house's structure.

ROOM 1: ENTRY HALLWAY

The door to the Hallway is locked but can be opened with the large skeleton key provided by Norliana. It is paneled in a light-colored wood. There is no furniture in the hallway though there are two openings, one to either side, two doors at the far end and a staircase leading up to the second floor.

ROOM 2: DINING AREA

Like the hall, it is paneled in a lightly colored wood. There is a large ornately carved wooden table in the center of the room but no chairs. On the far wall is a massive stone chimney. Shelves line the walls to either side of the fireplace, though they are empty. Some trash is piled on the floor by the window.

ROOM 3: THE STUDY

Like the hallway, the room is paneled in a light-colored wood. There is a fireplace in the far corner. Two large overstuffed and rat infested chairs sit haphazardly to the side of the room. A plush, though dusty and water stained red carpet, lies half rolled up in the middle of the room. The far wall has shelves built into it. Several broken vases are still on the shelves as well as a few cheap candle holders and other nick knacks. A large desk sits to one side of the room with one of its legs broken off. Several papers lie on the floor nearby and each drawer is open. There are two windows in this room. The papers are nothing more than old invoices.

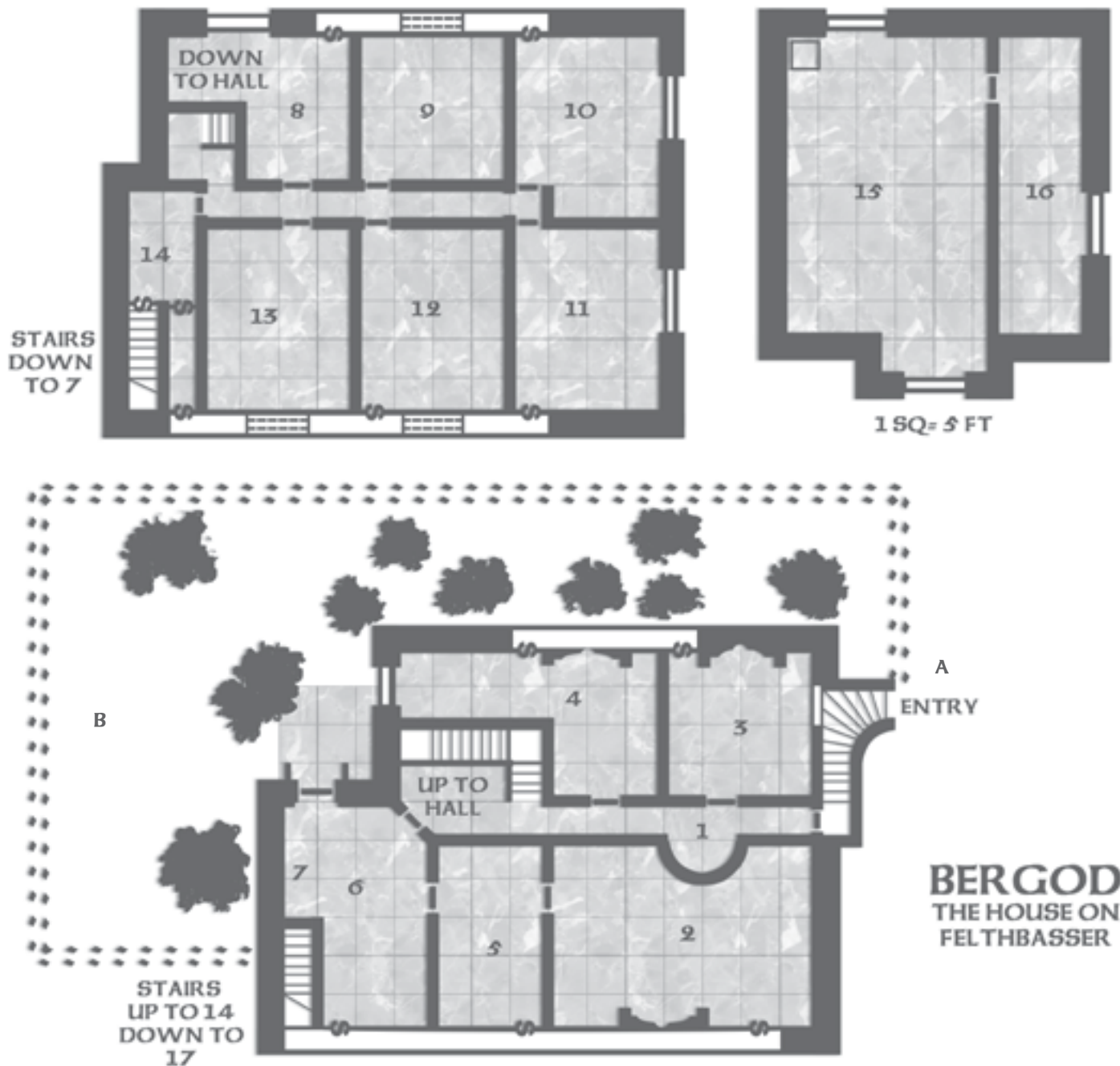
ROOM 4: THE OFFICE

This was once the personal office of the Fridas Nottlinger. He kept records of his transactions and other business matters in this room. The room has been completely cleaned out by the Rothenheimers. They were seeking any information on trade routes, contacts or other information that may have been of value. They even found the secret chamber in the wall where Fridas kept his most valuable trade route information, and a little gold. Having satisfied themselves with this information, the Rothenheimers did not conduct a thorough search of the remainder of the house.

There is a desk in this room pulled away from the wall. A chair lies on the floor next to it and a few old papers, dried out ink bottles, quills, candle holders etc. are spilled across the floor. On the wall above the fireplace is a panel of wood, pulled aside to reveal an empty hole.

ROOM 5: KITCHEN PREP

This is the preparation room for the kitchen. There are piles of broken dishes, a few rusted pots and pans still dangle from the ceiling and some knives lie on the floor. A large cutting board sits in the middle of the room. The room is fairly messy and has seen quite an infestation of rats and roaches.



ROOM 6: THE KITCHEN

This is the kitchen. The walls are lined with shelves. The shelves are cluttered with old jars and ceramic vessels. Many have fallen on the floor and broken. A large wood-burning stove is pushed up against the far wall. A broken window looks onto the garden in the back.

ROOM 7: WOOD STORAGE

This room was used to store wood during the winter months. A large pile of rotted wood still remains by the back door.

ROOMS 8-11: BEDROOMS

These are all bedrooms. Fridas was fond of entertaining and maintained rather lavish rooms. Each room has a small fireplace, bed, table and a few chairs in it. They are dusty and moldy, but the bedding still remains; though rat, flea, and bug infested. All the valuables have been removed from these rooms. Room 10 has a wood-burning stove in it with a metal flue leading to the ceiling instead of a fireplace. Room 11 was Fridas' room.

ROOM 12: STORE ROOM

This room was used for storage. It once contained bedding and extra clothing. The room is empty now.

ROOM 13: STORE ROOM

This room was used to store Fridas' personal belongings. All of his personal belongings have been removed and the room is now empty.

ROOM 14: WORK ROOM

Fridas had two passions; selling and collecting exotic skins as well as timepieces. Broken clocks line one wall of this room and rotting skins line the other wall of the room. The floor has a pile of broken clocks on it. There is a crate, opened, with some rotted furs in it. A large horseshoe shaped desk is located at the east end of the room. On it is a huge array of tools used for fixing clocks. Most of these tools are broken, the better ones having been removed some time ago. None of this material was removed by the Rothenheimer Family and its resale on the 'black market' is minimal so the few thieves who have made it here have not bothered leaving with them. There are 5 working clocks on the wall. Each is worth 10-20 gp if one can find a place to sell them. Thieves never took them due to their bulk and the difficulty in selling them.

The 'u' in the desk is hinged on the bottom on drops. The wall behind it is a secret door which is easily pushed open at this time. Behind this is a staircase which leads down to a basement (rooms 17 and 18). Halfway down the steps is a very narrow but tall crawlspace which runs along the wall to rooms 6, 5 and 2.

ROOM 15: STORE ROOM

This is a large stone walled store room. There are many crates and boxes, a pile of unused furniture, including several beds, chairs, tables and desks. Most of the crates have been opened and the contents rifled through. There are few items of any value here.

ROOM 16: ROOM

Fridas rarely used this room. When he did, it was as an escape or place to relax. He came up here to concentrate and look out to the sea. There is a large round window on the north wall which has an excellent view of the bay. The room has been stripped of all furniture and valuables.

ROOM 17: SECRET CHAMBER

This is a secret chamber underneath the house, accessed via Room 14. This room is occasionally haunted by the ghost of Fenrid Tadmum (see Fenrid Tadmum below). It was intended to be used in case of any trouble. The room is small and poorly ventilated. It has not been entered in many years as Fridas became terrified of the room after a haunting by the ghost of Fenrid Tadmum and none of those who searched the house managed to find the door.

It is a dank room with stone walls, stone floor and large wooden beams crisscrossing overhead. Everything is covered in dust, cobwebs and mold. A large oaken table lies in the center of the room and upon it are heaped several books (see below) and a massive brass candelabra. Two leather-seated chairs are arranged at the table. Several trunks and a bed are arranged against one wall and against the opposite is a small wood burning stove with some wood piled nearby. The bedding still remains though tattered and filthy. Leaning against one wall is a massive old framed oil painting depicting a man standing alongside a young woman.

The trunks contain a few of the personal belongings of Fenrid. Fridas refused to remove them and never used the trunks. The trunks contain several items of elaborate though rotted clothing, a lantern, a sheaf of papers, some small toys and a tiny elaborately carved box.

In this box is a wedding ring. It is a decorative gold band with a sparkling gem set in it. The ring is valued at 100gp. However, this ring is very special and is the source of Fenrid's unrestful sleep.

One of the books is titled, "*The Elemental Bindings of Inzae and Man: The Peculiar Nature of the Four Burnings and Immolation of the Dead.*" This is primarily a book on burial practices and the correct manner in which to allow a person's soul to depart Inzae and enter to land of the Gods. With a few exceptions burning and burial of the ashes is the only way to insure a person's soul will never return to Inzae. Additionally, the book contains several spells: *death ward*, *slay living* and *create undead*.

ROOM 18: SECRET EXIT

If the oil painting is moved, it reveals a small passageway. This leads to a secret exit from the house. The passageway leads to the garden beneath one of the metal benches. This exit is virtually undetectable outside as several inches of dirt and grass cover it. It can only be located from the tunnel leading to it.

FENRID TADLUM

Fenrid Tadmum built this house over a century ago. He chose Bergholt and this location for a very particular reason. Fenrid had fallen in love with Ethelraed Shottmooler, the mother of Marion Shottmooler (a current neighbor). She, in turn, fell in love with him. However, Ethelraed was a citizen of Bergholt, Fenrid was not, and Ethelraed's family would not contenance a marriage to a non-citizen. So, they remained neighbors and she refused to marry any other. They did consummate their love and Marion was conceived. Once the pregnancy became known by Ethelraed's family, she was taken to Firstenfeld for the delivery and not allowed to return. Her exile was too much for her and she died in the same year she delivered. For his part, Fenrid tried everything within his power to have Ethelraed returned but it was all to no avail. Financially ruined and emotionally broken, Fenrid committed suicide. He bled himself to death in the secret chamber in his basement.

Much later, when Fridas discovered the corpse, he had what remained burned. The cremation was not completed though, for

much of Fenrid's 'will' had removed itself to the ring located in the trunk. This ring was intended for Ethelraed and all his hope rested in it. Until the ring is destroyed (melted down and cast into the ground), Fenrid's ghost can never know eternal rest.

As for the ghost, it is more accurately described as a poltergeist. It occasionally haunts the house without doing any physical harm unless the oil painting is, in any manner, marred, sold, torn or damaged. When he returns, he primarily spends his time in the house staring at the painting of him and Ethelraed. The ghost of Fenrid comes back to the house on the occasion of his suicide and the anniversary of Ethelraed's death. If not staring at the painting, he wanders about moaning and groaning. The ghost can communicate with the living and, when the opportunity presents itself, does so. Most often, the ghost rambles much about his past life and love but to the inquisitive PC, the ghost of Fenrid can divulge many secrets about the Falmooth family (the Shottmoolers are cousins of the Falmooths). What the ghost truly seeks is escape from this world and a peaceful death. He cannot inform the characters about the manner by which this can occur, but often voices his desires to join the fair Ethelraed in death's eternal slumber. Importantly, the ghost *cannot* be turned in the house. Should any of the PCs manage to figure out the method to dispel the ghost of Fenrid they should be rewarded appropriately.

FENRID TADLUM: *This neutral, undead poltergeist's vital stats are HD1, AC, 15 and HP 3. Its special abilities are telekinesis, invisibility, fear, immunity to normal weapons.*

MARION SHOTTMOOLER

Marion Shottmooler is the daughter of Ethelraed and Fenrid. She returned to Bergholt long after Fenrid's death and moved into the house once owned by her mother. She never knew her father and citizenship in Bergholt was never granted since she was a bastard. The Falmooth family did, however, see to her upkeep. She never married and has taken many lovers over the years and learned much of those arts concerning entertainment. Lost in that social status between citizen and non-citizen, Marion had power in both worlds. She had, in her youth, much influence in those machinations that have always occurred behind Bergholt's closed doors but now, old and of failing health and mind, her influence is small.

After the PCs move into the house, Marion quickly makes herself known to them. She invites herself over for visits on a fairly constant basis. Her ramblings and pontificating are often laborious to follow and not infrequently misrepresentations or outright falsehoods. However, every once in a while, a peculiar gem of knowledge comes to the fore, as she was once privy to many of Bergholt's darker secrets.

Marion should be used as a foil in the game, someone with whom the PCs can interact and use to get to know about the town. She can also provide seeds for future adventures, information the PCs may not otherwise be able to get and - I hate to say it - comic interlude.

MARION: *She is a neutral human whose vital stats are; HD1, AC 10 and HP 1. She dies of a heart attack if ever involved in a fight.*

EDRIC ZIMMERMAN

Edric is a peddler who sells his wares along the Felthbasser. Within a day of the PCs arrival at Bergod, Edric arrives peddling his wares. In general, Edric gathers cheap pots, pans, candles, and sundries from the various markets around town and resells them. Edric has a 5 in 20 chance of having any common item on his cart. There is a 15 in 20 chance that he can acquire any common item within 1-4 days. His prices are somewhat more expensive than those in the market (by 10%). He never sells weapons or armors of any sort though some nice cutlery might be found on his cart on occasion.

Edric is a useful NPC for information and daily utilitarian items the PCs may need. He is well acquainted with many of Bergholt's non-citizens, especially those found in the Flakmarc. He offers the PCs invaluable 'surface' information on the city's less than legal activities. He knows the location of several 'fences' in the Flakmarc. However, this knowledge needs to be used with some care, as the players should be encouraged to explore the city's environs rather than getting all their information from one source.

Although Edric knows a great deal, he does not know everything and he is not privy to the 'ins and outs' of the thieving world. He knows a few street thieves, knows of a few others, but cavorts with them only rarely. Often times his information is wrong.

EDRIC: *He is chaotic neutral human whose vital stats are; HD1, AC 10 and HP 3. He carries a dagger.*

TROUBLESHOOTING

There is little that can go awry in this chapter as it is one in which the PCs are given their house. However, all players have the inexplicable quality of being able to take the simplest of events and creating nightmarish situation for the CK to deal with. For the most part, in Chapter Three, the only problems that may arise are those that involve the PCs taking actions that are not related to the adventure. This should not be discouraged, as it is good roleplaying however, if the PCs do seem to lose their focus for too long, they should be tracked back to the adventure.

INTERMEZZO

Chapters 3-8 all deal with the investigation of the clues left behind after the attack in Chapter Two. Each chapter covers a specific clue and the trail it may lead the PCs on. As with any investigation, it is nearly impossible to determine where the PCs go to gather information. As such, each clue is dealt with individually and the direction they may lead is followed. However, it is likely the PCs are going to jump from clue to clue and bounce around a little bit. Be fluid and be familiar with the direction the clues lead. No single encounter is absolutely necessary for locating the assassin.

The PCs should eventually end up at the bar, the Karpenknot. This bar and the fish stall adjacent to it are the front for a gang of smugglers. Built in the cliff face and beneath the fish stall is a series of underground chambers referred to as The Klinker. Inside are some smugglers, thieves, pirates, other more hideous

creatures and, most likely by the time the PCs narrow in on him, Mariitz is also there.

While the PCs are conducting the investigation, Mariitz is still planning on killing them. He tries to attack a PC when they alone or there are just a couple of them together. These attacks occur once every two or three days and most likely at night. Mariitz never tries to enter the house on Felthbasser unless a perfect opportunity presents itself to catch a PC alone. The house, he reasons, offers too much room for getting caught and too little room for escape: it is just far too dangerous. These attacks may involve a few or more thugs depending upon the challenge the CK wants to present his PCs with.

Also, the investigation potentially involves a lot of roleplaying. This may get tedious if the PCs are not making any headway. If that is the case, a few random encounters are nice to spice up events.



CHAPTER FOUR: LIQUID LUNCH AND MEAN SPIRITS

This chapter examines the events and encounters that may occur should the PCs follow up an investigation of the origins of the beer bottle. This is perhaps the most lucrative of the clues as it leads directly to the Karpenknot and the Klinker.

This is a bottle of cheap ale in a cheap ceramic container with an engraving of a hand holding a mug upon it. The bottle contains a beer locally known as Nollinsale, named after the founder of the brewery and the town from which it comes. It is primarily served in bars and taverns catering to the poorer elements of Bergholt's society. For purposes of the adventure, the most important bars the beer are served in are three bars in Dockside, the 'Empty Hold,' the 'Bent Anchor' and the 'Karpenknot' and one in the Flakmarc, 'Fleches.'

There are several ways finding where the beer came from. One can go to a brew house and ask a local brewer, or any regular in a bar where the beer can be purchased, will know where the brew house is or where the beer is served. Most know that the beer is actually brewed a few miles outside of town in Nollinsburg at a tavern named 'Nolin's.' Another piece of information the PCs may want to know is that a brew wagon comes to Bergholt once a week to deliver the beer and sell it to residents of various boarding houses, tenements and taverns.

When asking anyone about who serves the beer, the person asked must make an intelligence check (CL -4). If they are successful, they correctly name a bar in which the beer is served, if not, they name a bar in which it is not served. If, however, asking people in those districts in which the beer is served (Flakmarc and Dockside), the CL is -8.

The PCs should be able to locate the Karpenknot following the clues offered in this chapter and figure out that something odd is taking place there. In the meantime, there are many pleasant and unpleasant diversions for the PCs. While exploring the pubs around Bergholt, the PCs can encounter any number of foul minded individuals, especially in the Flakmarc, observe or take part in fights, be accosted by beggars or make friends/enemies of the many inhabitants of the city.

CHOPPED LIMBS, BLOODY STREETS AND GUSHING GUTTERS: FLECHES AND FLAK-MARC

Bear in mind the following information about the Flakmarc. The PCs are entering the meat packing/butchering section of town. Most of the industries here deal with those 'lower' professions and the people are generally reviled. There are a few citizens who live here and most are looked upon with anger and receive not a slight amount of disrespect. The area is poorly patrolled by the city guard and generally left to take care of itself. As such, underground organizations have arisen to act as authorities in the Flakmarc. Various thieves' guilds, families and guild houses form the backbone of the community's structure.

Additionally, any investigation of the thugs who attacked the PCs invariably ends in the Flakmarc because this is where they all come from. Unlike other sections of town though, those who live here generally present a united front when dealing with outsiders. However, within the Flakmarc power shifts constantly and a friend one moment may be an enemy the next. Strong-arming, bribery, blackmail, thievery, extortion and other ruses used to enforce the wills of the varying groups are fairly common occurrences.

49: FLECHES

This bar houses some of the meanest members of the Flekkers, an unofficial guild of workers representing the many people who work for the butchering industry. This bar is more or less a series of small old houses that have been connected by overhangs and extensions. It has many rooms and spreads out in several directions. Many of the regulars here are those that work in the butchering industries: leatherworkers, butchers, meatpackers, hawkers, corral tenders etc.

Where one street ends and another begins is anyone's guess. But ahead on a corner, of sorts, across the yellowed and muddy street scattered with the dung of sheep, horses and cattle, a dilapidated structure rises uneasily from a mist of decay and trash. The odd angles, numerous doors and shoddy construction make it difficult to tell where the establishment ends and where it begins. Boisterous laughter and the grimy light of cheap oils and lanterns spill out of the many windows and doors ahead. Hanging by a single chain is a darkened and aged sign scored heavily with the word 'Flech.'

The owner of Fleches is Tagrin Entlemeer. He is a thin, wiry fellow with tasseled and greasy hair and an unenviable amalgam of filthy clothing. Tagrin refuses to greet any newcomers until they present coin at the bar, otherwise they are completely ignored. If the PCs are obviously citizens (wearing swords or excessive ornamental wealth) many of the patron's eye them guardedly. Citizens are rarely found in this bar. Should the PCs become aggressive or rude in behavior, Tagrin has them forcibly removed from the premises. If the PCs offer a fight, a fight is to be had and much of the bar lines up against them. Essentially the PCs should be made aware that they are outnumbered and outgunned in this environment. A wrong move might have all the bar's carousers descend upon them in a hail of fury, though they generally never kill anyone.

Should the PCs proceed carefully in Fleches, there are friends (of a sort) to be made and information to be found, though usually at a price. Once coin is presented at the bar and the PCs act politely or at least respectfully towards the patrons, the people begin to open up. If asked about the beer, Tagrin tells the PCs that he is the only one that sells it in the Flakmarc, though he lies. Others in the bar may disagree, many saying that the beer can be had aplenty at 'The Pit' and other bars. The latter

is true. Tagrin is the only person in the Flakmarc who purchases Nollinsale from the brewery. He makes money on the side by watering down half of it and selling to even seedier bars.

Should the PCs ask about the identity of any of the individuals involved, no one offers up any ideas on Mariitz or Klaus (should he come up), though several guesses as to the identity of the thugs are made at a price. In the latter case, the PC's description measures, in part, the answer. To accurately describe one of the thugs the PC must make an intelligence check. The person asked makes an opposed check. Should the check of the person being asked be lower than the PCs' then it is likely one of the culprits can be identified. However, if it is 1-4 points lower than the PCs there is an 8 in 10 chance it is the wrong person. If it is 5-8 lower there is a 5 in 10 chance of it being wrong. If it is 9-12 lower there is only a 3 in 10 chance of it being wrong while 13 or lower indicates an exact match.

TAGRIN ENTLEMEER: *He is a lawful evil 6th level rogue whose vital stats are HD 6d6, AC 15 and HP 22. His primary attributes are intelligence, dexterity and wisdom. His significant attributes are dexterity 15 and intelligence 16. He fights with a dagger (1d4), spiked club (1d6) and wears a leather jerkin beneath peasant's garb.*

PATRONS: *These are chaotic neutral human commoners whose vital stats are; HD 1d6, AC 10 and HP3. They have no primary attributes. They carry an array of daggers, knives, clubs and large cutting instruments (1d6).*

In the case of a wrong match, just send the PCs to another bar and have someone appear that matches the description. The person the PC picks is entirely random; they could be a lonely worker, a member of the Flekkers, someone with whom the identifier has had a disagreement, a member of a gang or any combination of the above. Follow one of the two examples offered below in 'Wrongly Accused'.

Also, Klaus stays at Fleches as often as he does the Klinker (Stats in the NPC stat appendix). He has ingratiated himself to the local community through bribes, exclusive deals and threats. This has occurred for two primary reasons. The first is that, as he is taking over a smuggling ring, he is coming into greater contact with those on the lower end of the power rung like the smugglers themselves, the fences and transporters. The Flakmarc happens to have the one cover that Arnault has been using to move goods into Bergholt. In the rear of a slaughterhouse, 'The Sheep's Koral,' is an entry to the sewer systems beneath Bergholt. These connect (in a serpentine manner) to the Klinker. Klaus has taken over the Flakmarc end of the operation and there are those in the Flakmarc who are beholden to him or in his employ.

Should Klaus be spotted in Fleches and confronted, he can call upon 7-12 thugs of 1st to 2nd level to aid him in any combat. If Klaus sees the PCs in Fleches, he beats a hasty retreat out of the many exits in the bar and rounds up some thugs to attack them later in the evening. Klaus is found in Fleches only during the late evening hours and even then there is only a 1 in 6 chance of him being there.



WRONGLY ACCUSED

The following people can be used for NPCs that have been wrongly identified by the patrons of Fleches.

SEFAN TANDER

Sefan is a cattle picker. His job is to pick the cattle for slaughter. He acts as a middleman for many of the local meat vendors and buys cattle for them. He has many friends and numerous debts are owed to him. He lives with his wife and children in the Flakmarc. Sefan is outraged at the suggestion that he might be a mugger or worse yet, an assassin. If approached and accused in a public place, he accuses the PCs to be members of one family faction or another seeking only Heimdal knows what. He is indignant, but offers little resistance if arrested. However, if the PCs elect to approach him during the evening at a bar, Sefan receives 'material' support from the bar's patrons. He has many friends. There are 4-12 people who offer to defend Sefan from the PCs. Delicate, yet crude, negotiations must occur to 'unrouse' the rabble.

If Sefan is arrested or agrees to talk to the PCs, he might be willing to yield a little information if the PCs drop the charge (as he is likely to receive some punishment if brought before the magistrate, innocent or not). Sefan knows of a gang involved in cattle rustling. He suggests that the thugs came from this group or at the very least, these people might be able to help the PCs find the thugs who attacked them. He is actually setting the players up. He is hoping the PCs confront the rustlers and are either killed or the PCs put an end to their rustling. Either way, he wins because it either rids him of the PCs or the rustlers. For his part, Sefan is trying to get cheap cattle and, though he

usually buys from these rustlers, he is trying to buy from others who offer cattle at lower prices. At present, he is not 'allowed' to do this. The rustlers are found in the Flakmarc and travel in a gang of 5-12 thugs and their leader, Untgar Fund.

SEFAN TANDER: *He is a human commoner whose vital stats are HD 1d6, AC 10 and HP4. His primary attributes are physical. He carries a club.*

RABBLE: *These are chaotic neutral human commoners whose vital stats are; HD 1d6, AC 10 and HP3. They have no primary attributes. They carry an array of daggers and clubs.*

UNTGAR FUND: *He is a neutral evil, human, 4th level fighter whose vital stats are; HD 4d10, AC 12 and HP 31. His primary attributes are strength, wisdom and dexterity. His significant attributes are strength 15 and dexterity 14. He carries a club (1d4) and dagger (1d6). He wears padded armor beneath his garb.*

RUSTLER: *These are chaotic neutral human commoners whose vital stats are; HD 1d6, AC 10 and HP4. They have no primary attributes. They carry an array of knives, clubs and large cutting instruments (1d6).*

THE MOINKER

The Moinker's real name is Mauldin Gutenboot. The Moinker's job is to clean the street gutters in the Flakmarc. He is one of many Moinkers in the Flakmarc. Mauldin is a stand-up member of the community (as stand-up as they come anyway). He is involved in nothing illicit. He is a middle-aged man, quite disheveled and very smelly, who lives with his two children, both in their late teens. The daughter, Hause, is exceedingly intelligent but lacks any outlet for her abilities. Hause has an intelligence of 16. She can be used for many adventures as she is constantly testing the limits of her abilities and smarts, as a replacement character or other purposes should the CK care to pursue that avenue.

If accused of some wrong doing, Mauldin is beside himself with anger and quickly denies everything. If he is accused in front of his daughter, the players should be put to the test because she rarely forgets anything and can out think most people and attempts to outsmart the PCs in any dialogue. As for Mauldin, he denies any involvement in the event or knowledge thereof. He does not turn anyone in or suggest anyone to whom the characters can go for information, even though he knows several people who are involved in some of the less than legal activities in the Flakmarc.

Mauldin's son, Knet, on the other hand, is a more interesting and wily opponent. He is a leading member of a local gang that acts as the strong arm of an extortionist ring due, not so much to his strength, but his wily intelligence and loyalty. He intends to defend his father with whatever resources he can muster. In this instance, the PCs are accosted within 2-4 days of confronting Mauldin by 3-6 thugs. They attempt to scare the PCs with threats and go so far as to vandalize their house. As a last resort, they will engage in non-lethal combat in an effort to degrade the PCs.

MAULDIN GUTENBOOT: *He is a human commoner whose vital stats are HD 1d6, AC 10 and HP 4. His primary attributes are physical. He carries a club and dagger.*

HAUSE GUTENBOOT: *She is a human commoner whose vital stats are HD 1d6, AC 10 and HP 2. Her primary attributes are mental. She carries a knife.*

KNET GUTENBOOT: *He is a chaotic neutral, human, 3rd level fighter whose vital stats are; HD 3d10, AC 12 and HP 14. His primary attributes are strength, dexterity and charisma. His significant attributes are strength 13 and charisma 14. He carries a club (1d4) and dagger (1d6). He wears padded armor beneath his garb.*

THUGS: *These are chaotic neutral, human, 1st level fighters whose vital stats are; HD 1d10, AC 11 and HP 7. Their primary attributes are physical. They carry clubs (1d4) and knives (1d4). They wear padded armor beneath peasant garb.*

50: CLEAVERS AND AXES, CHOPS AND SLICES (FLAKMARC)

If the PCs are given the correct location of one of the thugs who assailed them in Chapter Two, they end up at a butcher's stall. The butchers are generally congregated within a large area by the animal stalls. The only person to be correctly identified for purposes of the adventure is one of the Zitter brothers. Borfon, Arnot and Avid Zitter all work together in one of the stalls.

Amidst the jumble and dilapidation of the Flakmarc is one large sprawling maze of small open air stalls buzzing with flies, gnats, mosquitos and innumerable other flying and crawling vermin. They are all making their way into the vast market of meat known as the Flishrip. Dangling from hooks, ropes and twine and stacked, piled and gathered on tables, casks, cutting boards and burlap rugs are pounds of freshly cut chunks of meat, limbs, heads, bodies and various animal parts. The limbs, flanks, ribs, tongues and eyes of goat, cow, beaver, dog, horse and seemingly everything in between are displayed in all their vast and wretched glories. The stench is nearly unbearable and the ground is covered in a deep ochre mire of discarded entrails, blobs of fat and pools of blood.

Located in this maze of stalls is a place owned by Kreeter Mindleson. He rarely ever works here anymore, preferring to spend his time downing brew in a local tavern and depends on the Zitter brothers to run things for him. As the PCs approach the stall (should they choose to), the Zitter brothers act as if nothing untoward is happening and continue to hack with gargantuan cleavers, quite viscously, at the carcass of a large cow. Interaction with the Zitters can proceed along many lines. The direct affront is the least likely to have positive results. Threats are met with counter threats and the brandishing of cleavers. However, a fight is avoided at almost all costs. Should the PCs call on the local guard, it takes some 10-20 minutes before they arrive. In the meantime, the Zitters try to make a hasty exit from the scene.



If a subtler approach is made, or one of the Zitters is cornered alone at a later date in a friendly, forgiving sort of way, some information useful to the PCs may be gathered. If no threats are made and the Zitters do not feel threatened, one eventually admits to being involved in the incident and quickly describes both Mariitz and Klaus to the PCs as the ones who put them up to the attack. They have no idea where they are, but believe Mariitz is staying in the Doonberg (because of the money he flashes) and know that Klaus is found in the Flakmarc quite often 'Hoppin' from bar to bar like flies on carcass.'

The only exception to this is if the PCs killed one of the Zitters during the attack. Unless the PCs killed all the assailants or too many of them, the CK can opt to avoid this problem. In this instance, though, the Zitters offer no information and beat a hasty retreat if they believe their lives are threatened. If cornered in a bar or some other place in the evening they can call on the aid of several friends. Between 2 and 6 (1st level warrior) friends should be found with the Zitter brothers. Once the Zitters believe they are being sought, they go into hiding. The Zitters contact friends in the Flakmarc who offer protection and hide them in the sewers beneath Bergholt.

ARNOT: *He is a chaotic neutral, 2nd level fighter whose vital stats are HP 13 and AC 11. His primary attributes are strength, dexterity and wisdom. His significant attributes are dexterity 13. He carries a cleaver (1d4+1).*

BORFON AND AVID: *These are chaotic neutral, 1st level fighters whose vital stats are HP 8 AC 10. Their primary attributes are strength, constitution and dexterity. Their significant attributes are strength 14. They carry clubs (1d4) and cleavers (1d4+1).*

THUGS: *These are chaotic neutral human commoners whose vital stats are; HD 1d6, AC 10 and HP4. They have no primary attributes. They carry an array of knives or clubs (1d4).*

51: NOLLINSBURG (OUTSIDE BERGHOLT)

Several miles outside of Bergholt is a small town named Nollinsburg. The PCs may find their way here to get information on the distribution of the beer they found after the attack. It is named after its largest and most powerful family, the Nollins. The Nollins are a very large family and clan who own virtually

everything in the town. Of special note in Nollinsburg are the large grist mills (all windmills, twelve of them), the Karterflug (where the very powerful and influential sheepherder's guild meets), the Raggertook (a race track for mostly horse and buggy type races), the Dunkelstump (a downs which is supposedly haunted by the ghost of Bergholt's long dead founder, a dwarf commonly known as Holten the Krag), and – of course – Nollins, a tavern and brew house owned by the Nollins family.

Several miles down a dusty lane leaving the west side of Bergholt is a quiet town. Giant windmills line up on the far north side of the town, their fans turning slowly in the breeze. Small brick and wood buildings dot a well-manicured landscape. The bleating of sheep is overwhelming and the white fluffy animals are sprinkled about the hills like an early and spotty snow. In the center of town are two large buildings. One, made of intricately carved woods, is stacked high with floors of various sizes making it appear as if it were built in fits and starts by giants and dwarves. From the rear of the building are large copper pipes topped by conical hats. Steam and smoke trickle from them, emptying into the sky above. A large wooden sign hangs from the roof in the front of the building and has a mug of beer etched into it and a name reading 'Nollins' carved into it.

Nollins is a large rambling structure designed to house both dwarves and humans. There is one special room in the back reserved for trottigen giants, though occupied as a common room when none are in town. Its four stories and five wings encompass one of the most hospitable, cheap and well-run taverns around Bergholt. It suffers only from being off the beaten path and often attended by the farmers and herders found sprawled about the countryside nearby. The owner, Gamnit Nollin, lives in the tavern and is often found in the kitchen or behind the bar exchanging stories and jokes with new comers and old timers alike.

Nollins is crowded with locals and a few travelers during the late afternoon and evenings. Most of those present are humans and an occasional dwarf is also found amongst the crowd. In general, this is a very affable group. When asked about anything to do with Bergholt, most patrons are derisive. The people of Nollinsburg do not care for the rabble and riff-raff they associate with the city. Least likeable are those members of the Council of Eleven that lord their power over all the others and disallow locals to have a choice in the manner in which markets are organized. There is not a little tension between those in Nollinsburg and those in Bergholt. If asked about the ale, Gamnit quickly tells the PCs which bars in town he delivers to; easily a dozen bars and most in the Flakmarc.

GAMNIT NOLLIN: *He is a 5th level Halfling rogue whose vital stats are HP 21 and AC 15. His primary attributes are dexterity, intelligence and wisdom. His significant attributes are dexterity 18 and intelligence 16. He wears leather armor and carries an expert quality (non-magical) +2 dagger, as well as wearing 20gp worth of jewelry.*

Although Nollinsburg seems to be a safe place in which the PCs can find respite from the tedious and endless machinations of Bergholt, it is not without its 'issues.' Gamnit is also the leader of the shepherders' guild. This guild can muster up to 600 people from outlying villages for support and traffics in a very valuable commodity: finished wool. The guild has long avoided paying most taxes in Bergholt by sneaking wool products through the city (via sewers, hidden in other products etc.) and selling them to merchants at a cut rate. Gamnit is currently working with Arnault Vermastens in this endeavor. If any of the PCs indicate that they are looking for smugglers or are concerned overly much with the happenings of Nollinsburg, they attract Gamnit's attention in a less than favorable way. Although Gamnit tries to avoid any confrontation of any sorts and deflects all comments concerning the wool trade, he worries and has the PCs watched if they become too involved in his business.

Importantly, as this adventure wraps up, or Arnault is arrested or the smuggling stops, the PCs must then deal with representatives from the Gamnit and the Shepherders' Guild.

If Arnault's smuggling operation is disrupted, so too is a lot of income for this guild; they will want compensation and seek it in any number of ways. The first is to subtly ask for a new smuggling operation, a lucrative deal to be made with the Rothenheimer family, or some other deal in which they can continue in this trade. If this is not in the offing, perhaps a little blackmail, bribery or threats provide an opening.

SALT, FISH AND ALE: THE SEA AIR AND DOCKSIDE

The PCs should eventually find their way to Dockside to investigate various leads. There are several bars the PCs may go to in order to find Mariitz, Klaus and the entry to the Klinker. They are the Empty Hold, where Mariitz is staying, the Bent Anchor, where Mariitz and Klaus meet, and the Karpenknot, the bar where Von Beck's smugglers congregate. The Karpenknot is adjacent to the fish stall where the entry to the Klinker is located.

52: THE EMPTY HOLD (DOCKSIDE)

This tavern is located on the Saxtbasser, adjacent to the bay and wharves. The front of the three-story establishment looks out over the ships in the bay. The clientele is primarily seamen and dockworkers. The crowd is a rough and surly lot who, when not working or pursuing other more expensive pleasures, gather here to tell stories, drink, smoke and fight.

The salty air comes in breezy off the bay, carrying with it cold moisture even on the hottest days of summer. The bay also brings with it rowdy seamen, workers and others seeking relaxation and entertainments of the night. Many gather at this tall thin building that peers gloomily out to sea. The Empty Hold is a busy place, its dark interior is filled to overflowing with grimy, wind scoured patrons swapping tales of high adventure at sea, smoking foot long pipes and quaffing a plentiful and cheap beer.

The establishment is run by Odeus Fingmoor, a retired naval captain with one leg, one eye and one arm. His brusque manner and uninviting attitude does little to keep the customers out, though it helps keep them in line should they begin to present much of a problem. He buys his beer from Nollins' brewery as it is the cheapest beer in Bergholt and perhaps, he opines, the best. To make matters more lucrative though, he waters down the beer and charges just a little less than his competitors. Odeus feels no compunction to help the PCs in any manner and as much says so, "Tees none o' my bidnezz wat gose on out there... now geet wit yore questions or buy some ale... huh?" There are cheap rooms to be had and daily meals at noon and after the sun sets.

The clientele does not, in general, respond to questions favorably, especially from citizens. A 'me vs. you' atmosphere prevails in the Empty Hold with 'me' being the seamen and 'you' being everyone else. However, with a few beers, some clinking gold and a well-placed question, one can hear much speculation about various smuggling rings and shady deals that occur under the noses of the authorities.

If the PCs accurately describe Mariitz, there is small chance one of the patrons can identify him. Mariitz is staying in the Empty Hold. He is located on the third floor in a rear room. The room overlooks an alley and offers easy egress should he ever be discovered. Mariitz rarely spends time in the common room, preferring to have his beer and food brought to his room.

The same waitress, Dana, delivers it to him every time he orders. There is a 1 in 10 chance Mariitz is in the common room when the PCs are present. If not there, there is a 1 in 8 chance that he is in his room should the PCs care to check. With a little encouragement (3 gp) Dana points out the room Mariitz is staying in.

To accurately describe Mariitz, the PC must make a wisdom check. The person asked makes an opposed wisdom check. Should the check of the person being asked be lower than the PCs, then it is likely he can be identified. However, if it is 1-4 points lower than the PCs there is an 8 in 10 chance it is the wrong person. If it is 5-8 lower there is a 5 in 10 chance of it being wrong. If it is 9-12 lower there is only a 3 in 10 chance of it being wrong while 13 or lower indicates an exact match. In a similar fashion to encounters in the Flakmarc, wrongly accused persons are for the CK to invent, with Tevan Smaggler (see below) as an example.

For this setting, it is important to know that if Mariitz believes he has been located, he leaves and finds lodging in the Klinker. Klaus welcomes him but does not allow him to leave the Klinker for a week for fear he may be spotted again. After that point, Mariitz leaves the Klinker through the exit in the Flakmarc or other sewer tunnels and thence removes himself from Bergholt.

TEVAN SMAGGLER

Tevan is a dockworker and fisherman. He does odd jobs in dockside depending on need and desire. He spends much of his spare time in the Empty Hold enjoying the beer and company.

His other haunt is Paasha's. Tevan actually knows little of what is occurring in Dockside, though pretends to have extensive knowledge thereof. He lives in a tenement along the Saxtbasser. If confronted by the PCs he, of course, denies everything and offers to show the PCs where the person they are looking for is located. Having no real idea whom the PCs are describing, Tevan makes an honest mistake. He directs the PCs to a person he derisively describes as a thief in merchants clothing, Reeze Sarath.

Reeze is actually a merchant who buys goods in dockside and sells them at various markets and stalls in the upper city. He is also a notorious card cheat and gambler. Reeze lives in the Upper City in Doonberg in a small house several blocks from Bergod.

TEVAN SMAGGLER: *He is a chaotic neutral, 1st level fighter whose vital stats are HP 6 and AC 10. His primary attributes are strength, dexterity and wisdom. He carries a knife (1d4).*

REEZE SARATH: *He is a chaotic neutral, 4th level rogue whose vital stats are HP 17 and AC 13. His primary attributes are dexterity, intelligence and wisdom. His significant attributes are dexterity 16 and wisdom 14. He carries a knife (1d4) and two throwing daggers (1d3). His possessions are leather armor and 24gp worth of coin.*

53: THE BENT ANCHOR

This bar is located in one of the small alleys leading off the Saxtbasser. It only has a single room and attracts several of the ne'er-do-wells, riff-raff, unemployed and beggars located in Dockside. It is on the lowest floor of a warehouse and has only one door through which both the owner and patrons make their way. Mariitz and Klaus meet here to discuss events and make plans.

Down at the end of a twisted alley, along the backside of a large warehouse is a shoddy wooden door, half open, through which a mean spirited yellow light spills. A bent anchor is carved above the door on a greasy lintel. Within are many small tables and wooden chairs and benches resting on an earthen floor. The light from several cheap candles almost, but not quite, fills the smoky common room. Linger in the half darkness, old men are hunkered over large tankers of ale whispering stories of maybe's, perhaps' and could have been's.

This 'out of the way' bar serves only beer, cheap bread and occasionally a broth-like fish stew for dinner. Everything is very cheap. The beer is watered down as is the soup and the bread tastes like sawdust. The air is rank with sweaty bodies, fish smell and cheap tobacco. The owner is Crattle the Older. She is a very old lady who has spent her entire life in Bergholt and claims "Ne'er lest dis place, ne'er been outside dose walls and don't car tuh go." Her wrinkled, wizened old face set with beady and glassy eyes stare loosely around the room. She rarely talks but sits behind the bar drinking her ale and munching on bread. When she decides, the bar is ready to close she hollers something like, "Geet out o' here ye rascals, geet ya gone before yas eat me out o' house and home." She closes and opens on whims that few can decipher.

Any questions asked of Crattle concerning a patron's identity is met with an obtrusive curse and a "mint yo' own bidnezz... carry yo' takin' to de Magistrate." Not only is she unwilling to divulge any information about her clientele, in reality, she cannot, because she knows nothing of them and can generally not even see them clearly so bad is her eyesight nor hear them so poor is her hearing.

No one ever bothers or pesters Crattle, or those few who do disappear and are never heard from again. Crattle's daughter was murdered nearly a decade ago. After her murder, Crattle's husband committed suicide in despair and Crattle was left to fend for herself. Or so she thought. Crattle's daughter was killed by a shadow and in turn became a shadow. She still remains near the bar, with two other shadows, in the basement of a nearby abandoned building. The daughter now protects her mother and kills anyone who attempts to rob or otherwise manhandle her.

SHADOW: *It is a chaotic evil undead whose vital stats are HD 3d12, HP 27 and AC 13. Its primary attributes are mental. It attacks with an incorporeal touch for 1d4. Its special abilities are create spawn, strength drain, darkvision (60ft), incorporeal, blend, and sunlight vulnerability.*

Mariitz and Klaus meet here once a week to discuss plans. They meet early in the morning or as soon as possible after opening) and only for a few hours. Mariitz is disguised as a beggar and Klaus comes disguised as a seaman. If the PCs remain long enough and are present in the morning, then they have a chance of spotting Klaus and Mariitz, though they must make successful intelligence checks to discern the true identity of the duo. Should either Mariitz or Klaus have a chance to spot the PCs prior to the PCs spotting them, they beat a hasty retreat and never meet here again. If cornered in the bar, they fight to get out and then flee into the streets and never meet here again. If they are caught, see the appropriate description in the Important NPCs section to determine what they say or do.

The PCs can get information from the Bent Anchor by watching and waiting. Several workers from the Karpenknot come to the bar about midmorning every two or three days to pick up some beer. Crattle sells watered down beer to the owner of the Karpenknot, Theron Whisenhunt, for a very low price. The barrels are brought back to the Karpenknot by donkey. Theron prefers this arrangement for several reasons. First there is no tax on the beer he purchases; he can serve it to the locals for a little better than he pays for it and he avoids attention of most discerning customers by serving such swill to the public. Should the PCs be present while this occurs they can easily follow Theron's men to the Karpenknot.

54: THE KARPENKNOT

This bar is a small affair located on the eastern extreme of Dockside, adjacent to the cliffs. The bar is next door to a fish stall called the Samaklin. The Karpenknot is little more than a front and 'public' gathering place for those involved in smuggling goods to and from Bergholt's upper city. There are several locals who gather here, mostly poor fishermen and the like, because the beer is so cheap.

58 CASTLES & CRUSADES

Tucked away in a series of narrow winding streets, leaning up against the white cliffs of Dockside is a dilapidated, clapboard building that appears to be standing only because it has no place to fall. Several windows and a door face the grimy street. Beyond the door is a small room with an earthen floor. Several tables are crammed together, made more crowded by too many chairs and stools haphazardly slung about the room. A bar consisting of no more than several planks of wood resting on old casks is managed by a graying middle aged man who has spent too much time in the wind and rain. The clientele is a mixed bunch.

There are two doors in the bar other than the entrance. One leads into the cliff face and is a storeroom that contains several barrels of beer, some chairs and a pile of mugs. The other door is in the corner of the room and leads to the space between the bar and fish stall next door. The bar's clientele consists almost entirely of members of Von Beck's gang, Arnault Vermastens's gang and assorted smugglers from around Dockside. There are a few locals who come here to drink as the beer is very inexpensive. It is one of the few places in Bergholt where there are a plethora of weapons publicly displayed.

Outsiders are not welcome. The bartender, Theron Whisenhunt, a graying middle aged man with skin tanned like leather and covered in tattoos, says as soon as any PCs enter, 'yore kine ain wekome here, why don' you move on down to the road an fin a place more suited to yore fancy.' That is, unless the PCs are in disguise and appear to be poor fishermen or such. Even in this case they are treated poorly and questions asked about where they come from and who they know. Theron was once a soldier in one of the many armies of the Gravia. After some time and many grievous battles, he met and was befriended by Baron Savil and joined his cohort as a smuggler. After a time, he was given this place to oversee some operations in Bergholt.

Should a fight break out, the PCs are set upon by almost everyone in the bar. The initial idea is not to kill the PCs but rather to beat them up, humiliate them, rob them of their goods and throw them out into the street. They do not want to attract the attention of the constable, magistrate or other parties who may be concerned with the murder of a citizen.

Many of the gang members use the door at the side of the building to go to the Samaklin and enter the Klinker. Others use the traditional exit. An observant PC notes that the armed individuals are the ones using the side entrance.

TERON WHISENHUNT: *He is a 6th level fighter whose vital stats are HP 42 and AC 15. His primary attribute are strength, dexterity and constitution. His significant attributes are strength 15, dexterity 16 and constitution 14. He carries a short sword +1, a ring of protection +2 and 55gp. He wears leather armor.*

55: SAMAKLIN

Samaklin is a fish stall. The owner, Gronart Meepure, and his daughter, Tania, run the place. They purchase fish after the morning catch and sell it for the remainder of the day. Neither

is directly involved with the smugglers but they are in a very precarious position as their stall is used as the entry to the Klinker. They know this and tend to mind their own business.

A long lean wooden shack leans up against the cliffs and dips precariously to one side. Its makeshift roof shows signs of many repairs. Rotted timbers supporting an extensive overhang attest to the age of this building. In front are several large tables stacked high with fish, both cut and uncut. Most of the fish are plain fair but there are a few rare species and some unusual ones like squid and eel. Scurrying to and from among the stacks is a young greasy haired girl dressed in rags and moving fish from one pile to another.

Gronart and Tania run an honest business, for the most part. They are well aware that the smugglers are using an entry to the sewers found in the back of their house for a route to move goods into the upper city and as a hideout. They are being paid a little money to keep quiet, money that is backed up by threats. Tania is willing, if properly coerced, to reveal the location of the entry to the Klinker.

The house they live in is divided into two parts. One room is the living quarters while the other room is reserved for cutting and storing the fish. Gronart spends most of his time cutting and cleaning fish in the cleaning room while Tania sells and arranges the fish in stalls in front of the house or from a wheelbarrow along the docks. The two share the living room with several cats. There are two beds, a stove, several dishes and a table. All their worldly possessions are in this room. A small stash of 25 silver pieces and 120 copper coins is located under a loose plank in the floor.

The cutting room is full of tables, barrels, boxes and crates. Several are filled with salted fish; some have fish entrails, while others have sawdust and straw as well as dirt. There are many hooks on the ceiling from which hang the carcasses of larger fish. There is also a door that leads to the space between this building and the Karpenknot. This is the entry though which most of the smugglers make their way to the Klinker. Underneath a pile of empty boxes is a large trapdoor that leads to the Klinker. This room is never guarded.

NOTE: Refer to Page 69, Chapter 7, for the Klinker

Gronart occasionally sells exotic fish. He is the one who sold the fish, the Inzabloom, to Mariitz. Gronart occasionally purchases this rare fish and sells it to upper scale inhabitants of Bergholt. The fish is considered a delicacy, in part because poor preparation might lead to the death of the eater. Gronart is one of the few people in Bergholt who knows how to cut it and prep it for cooking. He used the Inzabloom to create the poison used by Mariitz. Gronart and the smugglers assiduously ignore each other except when necessary.

GRONART MEEPURE: *He is a commoner whose vital stats are HP 2 and AC 10.*

TANIA MEEPURE: *She is a commoner whose vital stats are HP 2 and AC 11. Her significant attribute is dexterity 14.*

CHAPTER 5: BLACK BLOOD COURSING

This chapter describes events which may occur if an investigation of the poison is undertaken. This end of the investigation can be instigated by one or both of the following events; a character is poisoned during the initial or a subsequent attack by Mariitz or a PC discovers poison on one of the bolts used during the attack. If a PC is poisoned, they shortly discover that the poison cannot be counteracted by spells. An antidote is necessary. Finding an antidote can lead them in several directions, but they must eventually locate the apothecary described below to find a successful cure. In so doing, they also discover some elements of the poison's nature that should help them pinpoint the location of the Klinker if not the identity of the assassin. In the meantime, the PCs could elect to find a cleric.

If a character was shot by one of the assassin's bolts, he has to find an antidote. There is only one solution. The PCs must find the apothecary in the Gedmarc who knows the antidote, though it takes him several days to discover the type of poison and several more to concoct an antidote. There are several manners to locate the apothecary, as he does not make it known that he is in the business of curing poisons. The soothsayer in the town square, the Bergplatz, can tell the PCs about him or an herbalist or healer might mention him as being able to help. Clerics in town will not cast spells upon the character realizing that he has the evil of Inzaa upon him. Any character that is playing a cleric will know that the character has the taint of Inzaa and a *neutralize poison* spell cast upon this poison may bring about a curse.

After finding the apothecary, the PCs are going to have to get another Inzablood and have it butchered. This brings them to one of the two people in Bergholt who can manage this. One is Gronart of the Samaklin. If the PCs make their way here - and they should - their suspicions better be aroused! The other is a fisherman currently out at sea and who will never return (he is being eaten by a shark as you read this).

THE POISON

The poison is derived from the bladder of a fish called the Inzablood. This is a deep-water fish that comes up to the surface once every six months in order to mate. This fish is considered a delicacy and it is highly valued in the lands but it is poisonous, so many die upon eating it. Eating it is a sign of elitist bravery. The fish is only served to the heartiest, bravest and wealthiest of souls. Only experts can cut the fish correctly. A fishmonger must make an appropriate skill check (CL 10) to do so correctly. If unsuccessful, the person who eats the fish suffers the same effects (see below) as if he or she were poisoned, only at half the rate.

If the male of the species is captured during the mating season, its bladder removed and contents emptied, the bladder contains one of the most powerful poisons in Inzaa. It's expensive and rare as few of these fish exist. Only 10% of the species is male, very few people capture it, and even fewer care to butcher it. In Bergholt, there are only two butchers who do so. The fish feeds on the blood of Inzaa (who, incidentally rests at the bottom of

the Interzaa and whose blood leaks into the water). This makes the poison so powerful it is virtually immune to cure.

This poison does not work as normal poisons work. It only takes the slightest amount of the poison to affect an individual. When the poison is ingested or enters the bloodstream, the poisoned character loses 2 points of constitution per day. The character dies if his constitution score reaches zero. The character is entitled to a constitution saving throw (CL 12). Success results in the character only losing 1 point of constitution per day.

The only antidote is a concoction from the same fish, but from its blood and brain, which the character must mingle with his blood via an open wound (1hp of damage). Constitution points are recovered at the rate of one per day if the antidote is successfully administered. *Delay poison* is ineffective. *Neutralize poison* slows the effects of the poison by reducing the constitution point loss to one point per day if the saving throw failed, or one point every two days if the saving throw is made. *Neutralize poison* is a temporary measure, usable only once. Anyone casting *delay poison* or *neutralize poison* attracts the Wrath of Inzaa, and spellcasters will be reluctant to use these spells on a poisoned individual. The rangers neutralize poison ability will not trigger the Wrath of Inzaa, but like the spell can only be used once.

WRATH OF INZAA

This curse is acquired by performing an act which attracts the attention of the goddess Inzaa. The first time the curse is inflicted the recipient is left with a sense of both doom and dread for the rest of their life. Each time thereafter that the curse is inflicted, the recipient receives a cumulative -1 penalty to all checks. For example, an individual that triggers the Wrath of Inzaa four times would have a sense of doom and dread, and a -3 penalty on all checks. The curse can only be lifted by a *remove curse* spell cast by a 12th level or greater cleric.

56: THE HOUSE OF HEIMDAL

If the characters attempt to cure the poison themselves, they shortly discover that it does not succeed. Considering the failure of the spells, the PCs likely seek out a priest to cast a similar spell. Should they do so, there is really only one certain place to go, that is the House of Heimdal.

Along the north side of the Bergplatz rests the massive edifice known as the House of Heimdal. This wooden structure soars 100' above the city, looking over all the buildings located in Bergholt. Its silence is ponderous and its immensity, deafening. It looms as a beacon of hope to all for it is home to those servants of the gods, those who will stand fast in the coming battle and those who will protect the souls of man in the coming battle with the Earth Dragon and the world's creator, Inzaa.

The House of Heimdal is a safe place for clerics, druids or other religiously inspired peoples, no matter the god they worship. All

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gods are worshiped within the House of Heimdal. At the time the PCs make their way to the House of Heimdal, there are no Clerics in residence. There are several acolytes in residence though. None of them have the power to heal or cure poisons. The best they can offer the PCs is advice on where to find a few of the notable clerics in Bergholt. There is the Vermastens personal assistant, Myers Theen Frankmooler, Trindhoos Neelgotten in the Flakmarc, and Gorneeg Trooknooter in the Doonberg. There are also numerous clerics who have made semi-permanent residences in the taverns and bars around town. Of those mentioned, only Trindhoos Neelgotten has any information that may be of value.

ACOLYTE: *These are 3rd level cleric whose vital stats are HP 13 and AC 13. Their primary attributes are wisdom, intelligence and strength. Their significant attribute is wisdom 13. They wear ring mail and carry heavy maces (1d6) and have 2-12gp worth of jewelry or coin on them. They can cast 4 -0 level spells, 2 -1st level spells and 1 2nd level spell.*

MYERS THEEN FRANKMOOLER

Frankmooler is an aged and mean spirited cleric. He believes fate has not been kind to him and is ending his life as a lackey to a local Citizen. Not the most pleasant of ways to end a life. In reality, his lack of faith in himself and unwillingness to take chances has landed him in this position. As such, his bitterness shows through and he takes it out on anyone he considers beneath him.

Frankmooler lives in the rambling Vermastens residence and is completely unresponsive to the PCs requests to see him. An excuse is made due to his busy schedule. If the PCs persist for more than three days, they are offered a room in which to wait.

Eventually persistence does pay off, but not how they hoped. The PCs are answered curtly with any question they pose and Frankmooler tells the PCs that events are hopelessly out of their control and should accept the whims of fate rather than fight the tide of chaos they unleashed upon themselves.

MYERS THEEN FRANKMOOLER: *He is an 8th level cleric whose vital stats are HP 41 and AC 17. His primary attributes are strength, wisdom and intelligence. His significant attributes are strength 15, dexterity 14 and wisdom 17. He carries ring mail +3, a mace +2, a periapt of health and 250gp in jewelry/coin.*

TRINDHOOS NEELGOTTEN

Neelgotten is a druid and not a cleric. He is a middle aged and kindly man. His business in Bergholt is one of blessings. He stays in the Flakmarc to help with the butchering. Neelgotten blesses as many animals as possible before they go to the slaughter. This ritual is looked upon favorably by Bovnous, the herder god. In fact, the meat taken from an animal so blessed cannot rot for one month. If asked about the poison, Trindhoos recognizes its dire nature, though can offer no cure. He suggests the PCs seek out an herbalist or another who is better informed about such things.

TRINDHOOS NEELGOTTEN: *He is a 6th level druid whose vital stats are HP 25 and AC 14. His primary attributes are strength, wisdom and charisma. His significant attributes are wisdom 16 and charisma 15. He carries a staff of the python and a +2 flanged mace. He wears +1 ring mail and 175gp worth of gems in jewelry.*

GORNEEG TROOKNOOTER

Gorneeg resided in a small complex in the Doonberg devoted to the worship of Fenumian and Terravial. Gorneeg is tall and slender with light black hair. He spends most of his daylight hours in quiet solitude or slumber while spending his evenings observing the twin moons above Bergholt. He takes in disciples and welcomes most anyone within the confines of his abode. His pride and joy is a small Kreut, about the size of a young child, sitting in his garden. Unlike most Kreuts this one has no inscriptions upon it. Any cleric resting beside it for 24 hours gains a temporary level for 12 hours.

Although Gorneeg is unwilling to help the PCs by casting a *neutralize poison* upon them, he can inform them that the poison has the taint of Inzaa upon it and that it is very rare, likely coming from a fish from the Interzaa. He suggests the PCs seek out the soothsayer at the Bergplatz for information about their fate, as it seems the Five Fates have woven their final thread for the character so afflicted.

GORNEEG TROOKNOOTER: *He is a 6th level cleric whose vital stats are HP 25 and AC 14. His primary attributes are strength, wisdom and intelligence. His significant attributes are wisdom 14 and strength 15. He carries a staff of fire, and a +2 mace. He wears +1 ring mail and 175gp worth of gems in jewelry.*

There are other clerics in town. One, Shadstow Blaket, works as a fisherman, has his own skiff and is at sea at the moment.



Several work in the poorer district of Bergholt dispensing aid when they can. Another, Parston Malldy, is a semi-drunkard who lives in a tavern in the upper city, The Kerner. Many clerics also reside in Dockside. There are usually clerics associated with each family. They generally try to stay out of everyone's business. The Rothenheimer family cleric has gone to the country with Evanna. Hounding all the clerics in Bergholt other than the named ones above, arouses suspicion and word gets back to the magistrate, at which point the characters are asked to cease and desist with all activities saying the magistrate will handle it from that point forward.

57: DIVINING EVIL INTENT AND MALEVOLENT PORTENT

There is a soothsayer who lingers around the Kreut in the Bergplatz every evening. She is a special cleric, one devoted to the Five Fates of Inzae. As such, her fingers have been lopped off, eyes gouged out, nose chopped off, ears removed and lips cut off. She is truly horrible to behold.

As the evenings sun starts to descend into the east, a ghastly figure strides across the smooth cobbles of the Bergplatz. Those gathered around make way for it as it moves haltingly forward. This woman is truly a hideous caricature of her previous self. In lieu of eyes are large gaping scarred holes that sit above an empty slit where

once her nose sat. She mumbles constantly from a lipless mouth and cradles a staff in two hands that have no fingers. She sits unceremoniously before the Kreut and all avoid looking at her and speaking with her.

She senses the world through the fates and has premonitions constantly. She can indeed thwart her fate. If she knows it is her fate to trip over a stool, she can avoid the stool, as she knows her fate. This logic applies to all things. But she also knows that the time will come when her body will fail her and she will not be able to avoid fate. She sees the immediate future for herself but not her far future. She can sense the fates of others and explain how they might avoid it, though she is not infallible.

If the characters come to her seeking advice, she throws her bones and can tell any one of the characters something about themselves they might not know. This can include a cryptic remark about a flight of birds seeking them out (arrows or bolts from the assassin), dark caves and gooey ichor (travel in The Klinker) or that one of the characters has been poisoned by the blood of Inzaa (the poison the assassin used). She can tell that the shadow of death lingers in their background (when she senses this she screeches and cries), she sees the messenger of the gods of revenge upon the character's back. All her predictions and premonitions are cryptic and should never be too specific allowing the players can interpret her words as they choose.

If she notes that one of the PCs is poisoned, she screeches and mumbles to herself about the end of times and the return of the Earth Dragon "All will fail and the world's mountains taken down, we are doomed and Inzaa's eyes are upon us." Then she goes on after a few moments, "Save yourselves, only that which is killing you can save you, seek the King's breakfast."

The latter comment is a reference to the antidote and the apothecary. The apothecary is better known as a cook, he is, in fact, known as the King's Cook. The king, in this case, is Godel Vermastens. To follow up this clue, the PCs must interview one of the cooks at the Vermastens's residence. This is fairly easily accomplished as the cooks and kitchen help linger around a bar just outside the rear of the Vermastens's residence, "Tankurds." They can inform the PCs that the King's Breakfast is simply a meal prepared by the apothecary once a week for Godel Vermastens. Further, all the cooks in the Anhangerin know this to be the case as do many of the guards who serve the Vermastens's.

SOOTHSAYER: She is a 10th level cleric whose vital stats are HP 45 and AC 20. Her primary attributes are charisma, intelligence and wisdom. Her significant attribute is wisdom 17. She carries nothing but a bag of bones and a staff of power. In addition to her spells, she has one unique ability; the capacity to see her immediate future. This gives her a +10 to her AC.

58: AN OMELETTE FULL OF TOAD'S WINGS

The apothecary, Michael Maglemeer, lives in the Gedmarc in a rambling three story building. The first floor is devoted to his offerings. The room is narrow and long with all types of junk hanging from the ceiling. He is a mixture of herbalist and scientist but most especially, cook.

As you enter the home of the Apothecary you are awestruck by the aroma. Its fragrance fills the room as a deep dark broth bubbles and simmers on a large metal stove. All about the room are piles of cookware, slabs and cuts of meat, numerous vegetables, fruits and legumes of all types. Dried herbs and flowers hang from the ceiling and amidst all of this, upon a large stool sits Michael Maglemeer with his finger stuck in a jar of honey. He is a large man, very large with flabs of fatty skin hanging off of him like so much blubber on a whale. He looks up as you enter and wipes a hand across his closely shaven head and smiles.

Michael has large sweaty jowls, beady eyes, a thick forehead, small ears and is nearly bald. He wears thick wool pants and a large green smock. When the characters arrive, he is cooking a delicious meal that has the whole place smelling good. Though he conducts business and can be very serious when the time requires, he offers food and makes jokes as often as he can. He offers the PCs food, a new recipe he is trying out. The meal is good; it is seafood with some beans and rice in addition to some spices he says come all the way from Todavia. The apothecary, besides his fascination with the experimental end of his life, enjoys cooking. More often than not when someone goes in, the apothecary is cooking some delicious aromatic meal rather than experimenting.

When asked about the poison, he sputters and claims to have little knowledge of poisons. However, if the PCs are polite or at least tasted the food, Michael reacts favorably to them and decides to take a look at what they have. He muses over whatever sample the characters have to give him or the PC so poisoned for a few minutes, pricks a crow in a cage with the sample or some blood on a piece of food. After the crow eats the food or is pricked with the poison, it immediately reacts by slowing down (the crow actually dies within 12 hours). He then tells the PCs they must wait and see.

After the crow dies, Michael summons the PCs and informs them that they are in grave danger. He asks no questions as to its origins, nor does he pester the characters with questions but says he will immediately proceed to discover what it is. It takes him 2 days of research to discover the nature of the poison unless the PCs inform him of its suspected nature in which case he knows for sure within 24 hours. He tells the PCs about their danger.

The poison is called 'blood knot' or more properly the Inzablood (same as the fish's name) and is fatal to all who have it in their blood and there is only one known cure. The poison comes from the bladder of a rare fish, the Inzablood, and so does the

antidote. The character must be bled and an antidote allowed to enter his system. After speaking with PCs about it, he sends a runner to pick up an Inzablood for him and informs the PCs that the fish can only be acquired from two places, the Samaklin and a fisherman known only as Pesternod. The antidote is merely a mixture of lymphoid fluids and brain matter that must be allowed to enter the system of the poisoned person. Once the cure has been administered, the person so poisoned recovers lost points of constitution at the rate of one per day. It takes two days to concoct an antidote.

The second floor of Michael's house is a lab and library with all the associated material for experiments. It is very cluttered, but there is much of interest here. Michael sells herbs that can be used to salve wounds, cure infections, reduce cramps, help heal bones, and other ailments. He has all types of aromatherapy candles available, and also has some interesting potions and salves. He also has concoctions designed to corrode metals (some specific, some general) as well as other concoctions designed to kill animals such as mild poisons, glues, goops, waxes, puddings, etc. Michael also sells precious metals and gems in powdered form, as well as powders that cause smoke or burn extremely hot. He has oils of various consistency and many types of lantern oils. There are also all types of animal parts in here: ground bone, bladders, hearts, furs, teeth, ears and other sundry items. Some of these are from exotic creatures while others are from more mundane animals. An enterprising character who decides to rummage through the mess in his upper floors discovers a book of poisons and antidotes. The third floor is the living quarters, sumptuous and clean.

Mariitz knows about the antidote. If he discovers the characters are seeking an antidote for the poison, he buys all the fish so that no one can make an antidote.

MICHAEL MAGLEMEER: *He is an 8th level wizard whose vital stats are HP 23 and AC 17. His primary attributes are wisdom, intelligence and charisma. His significant attributes are wisdom 13, intelligence 16 and charisma 13. He wears a +7 smock of protection and has a wand of magic missiles with 38 charges remaining (used as a stick to stir with).*

TROUBLESHOOTING

- Should the PCs seek assistance from other herbalists in Bergholt, they are of no help, though they might be able to point the PCs in the direction of the apothecary. Tea houses are also known for cures for various ailments but, as with the herbalist, they are of little help.
- Should the PCs seek Pesternod, they find out that he is out at sea and not expected back for at least a week or two. If the PCs wait for Pesternod, they can find him at the docks in 5 days. Though he has no Inzablood with him, he claims to have caught a few in his day and most recently sold them to the Samaklin. He did not actually die in a shark attack. That was a ruse. Pesternod offers to take the PCs fishing in order to capture one. It could take anywhere from 4-16 days to capture one (it is breeding season).

CHAPTER SIX: GOLDEN COIN, DELIGHTFUL TRINKET, TAXES AND NARROW EYES: COINS AND THINGS

This chapter deals with the coins found in the bag in Chapter Two. The unusual nature of the coins should pique the character's interest. These coins were given to Mariitz and the thugs by Klaus as a good faith payment. The bag contains 50 freshly minted coins from Firstenfeld. A character with keen observation skills notes the coins have not been clipped or hardly even used. Further, the coins are of inferior quality as the gold is debased with other metals. This fact is not widely known and unless the coins are scaled with other pure gold coins, the PCs have no chance of knowing this at this juncture. Their true value is about 3/4 of a pure gold coin (15sp). These coins are not common in Bergholt, as all coins are supposed to be re-minted before being used within the city walls.

Though the coins do not lead directly to the Klinker or the Karpenknot, they do indicate that an outside agent is working to have someone killed. Also, the recent minting of the coin indicates it is a recent arrival in town. The one merchant of significance the PCs may encounter while tracking information on these coins is in Dockside, the owner of the ship the *Wavemaker*, Merkado Salvid. Merkado works for Ubert Von Beck or Beck's Baron Savil identity. Though he most likely does not reveal any significant information to the PCs, the PCs presence at the boat alerts him to potential trouble. Other interesting places the PCs may end up are the Markplatz, the Bergplatz, the Anhangerin, the Munzen, or the Puzier's in Dockside. Each has events and NPCs which may shed light on the events going on around the PCs.

59: MARKPLATZ

If the PCs look for a merchant from Firstenfeld, there are about twenty in town. The PCs may spend a great amount of time trying to track down who has Firstenfeld coinage, but the fact is, enough coinage exists to make it impossible to pinpoint their origin. So many merchants from Firstenfeld are passing through that the coin is liberally distributed around Bergholt, despite the law. Most merchants from outside Bergholt congregate in two areas to sell and trade goods, the Markplatz and the Finnmarc.

The Markplatz is a large open square located in the Gedmarc. Here, merchants from both east and west gather to trade in an open market. The market is fairly crowded throughout the day. Items of almost any nature, from exotic to mundane, can be bought and sold within the market. What they find are coins from the around the world and many merchants using any coin available to them. What they may regret is not watching their pockets, watching their back, or angering a keen-eyed salesman.

The narrow street known as the Ekkterbasser twists up a hill between tall, many storied wooden buildings. Balconies and overhangs stretch nearly across the street and many windows are cast open both day and night. From the balconies and from within the windows, the bawdy men and women of 'ill repute' bargain their time

away to each passerby who appears to have a silver to spare. The Ekkterbasser is noisy, but not nearly as noisy as the Markplatz where the street ends.

The great bazaar of Bergholt, the Markplatz, is spread out like an old lumpy and colorful blanket beneath a hot summer sun. The Markplatz is crammed with row upon row of stalls and tents from which merchant's hawk wares from as far away as Todavia. Exotic animals, rugs, cages, swords, foodstuffs, cloth, silks, brassware, trinkets, herbs, and sundries of all types abound. Hawkers, merchants, sellers, buyers, customers, travelers and others scream and yell prices and counter prices in a hectic cacophonous mess of languages, dialects and accents, desires, wants and wishes.

The Markplatz is the only public place within the walls of Bergholt where merchants from outside Bergholt are allowed to sell their wares to the public. Dockside, being outside the walls of Bergholt, is an exception. Payment of a large tax allows merchants to sell goods there. They otherwise must sell their goods to local merchants who sell it for them or attend the monthly fair at the Finnmarc outside of town. As such, prices are generally lower here than elsewhere in Bergholt. However, the availability of goods is spotty.

Most merchants could care less if the PCs produce the coin and have no comment upon it, though a few may drop a warning about using the coin. There are two merchants who do have comments to make.

The first is Jodennes Tarlshoomter, a tool salesman. Jodennes is a medium sized man, grizzly faced but mirthful. He comes from Firstenfeld and has only recently arrived in Bergholt. He sells 'specialty' tools for use in shipbuilding such as rasps, drills, bits, files, squares, chisels etc. He has yet to pay the extra tax to sell items in Dockside so is doing so here until approval is granted. If presented with the coin, Jodennes laughs and tells the characters, "I theen ya might wanna drop dees coin for anoooter, eets all bad gode." Jodennes explains the situation to the PCs. He produces a scale and weighs the coins against a pure Bergholt coin. The Bergholt coin weighs more for equal size. "Dee impure metals ees being used ya see." Jodennes knows little else about the coin other than it has only just begun being minted in Firstenfeld in the past two months.

The latter piece of information should prove somewhat valuable to the PCs. It tells them the coin is newly arrived in town, most likely straight from Firstenfeld. This should weigh out most merchants or others who have been here for a time. The trip from Firstenfeld to Bergholt takes, minimally, three weeks. So this should point to the newest arrivals for information.

The second merchant is Leon Vofe. Leon is a garrulous older man helped by two, younger, long haired, bespeckled servants.

He is not very talkative, but when he sees a potential customer pounces like a madman. Leon sells parchments, paper, quills, empty books, gall ink, charcoal sticks, paints etc. Leon is from much further afield than many of the merchants here (from Feetermoath) and when shown the coins from Firstenfeld, goes into a short tirade. "Those thieving scoundrels, this coin is worthless!" Leon then breaks off and describes the merchants of Firstenfeld as thieving merchants, corrupt leaders, incompetent politicians and such. He describes the city as a nasty den of sin and evil ripe for revolution.

Primarily, Leon is offering the PCs information on the nature of the city from which the coins arrived. This prepares them for future adventures (should they choose to go to Firstenfeld) and lets them know that some foulness is afoot and the source is in Firstenfeld. Leon is also aware of most of the merchants from Firstenfeld in Bergholt. He can trill off a good 20 merchants in the city, but only a few who have arrived recently. He suggests the PCs try the Anhangerin (see below) for those merchants who have recently arrived and would be using freshly minted coins.

60: BERGPLATZ

Most of Bergholt's official activity occurs in or around the town square. This is the location of the gaol, the courthouse, the Kreut, The House of Heimdal, the Bergall, the House of Nod, the Vermastens residence and the Anhangerin. The characters almost certainly end up in this place at some point during the adventure. Specifically, they should be looking for merchants, the Vermastens Residence, or the Anhangerin.

The Mittenbasser opens onto a great space, all paved in cobble, Bergholt's town square, the Bergplatz. Dominating the center of the square is a massive Kreut. This huge megalith stretches nearly 50' into the sky and dwarfs those who linger around its base. It is scribed top to bottom in glyphs of all languages and meanings. Ranged along the south side of the square is the massive, blocky House of Vermastens, the Courthouse, the Bergall, and the entry to the Hall of Nod. On the north side of the square rests the House of Heimdal. Like a sentinel watching over the city, it stands alone and untouched by any other building, its heights soaring over 100' into the heavens as if reaching for those airy heights. The West end of the square houses the low, windowless and mean gaol with its row of gallows and next to it the airy Inn known as the Anhangerin.

The town square is always crowded during the day and late into the evening. Caravaneers and merchants who ply the waves, citizens and others often gather or move through the Bergplatz on official business. It is very well patrolled and often the city constable, jailers, and guards linger in the courtyard.

The Anhangerin is famed throughout the region and is by far the best Inn and Gambling House that Bergholt has to offer. The House of Heimdal, though rarely housing those religious figures who frequent the Graffenvold, is a rest house for those clerics and religious characters who wish to use it. The gaol is a small building with a vast series of underground cells housing those

criminals that Bergholt's aristocracy is loath to admit exists. Any characters that commit a crime will become familiar with these environs. The Bergall is the meeting place for Bergholt's city council. It is often busy with the comings and goings of Family members or their representatives. The Hall of Nod is a sacred courtyard squeezed between the Vermastens's residence and the Courthouse. The Courthouse is a tall wooden building of numerous floors where trials and public meetings are held. The Vermastens's residence is a series of large blocky towers built like a miniature castle. It houses the entire Vermastens Family and some of the troops under their command. The Kreut acts as the religious center of Bergholt and during any festival the square is packed as people attempt to get as close as possible to its healing and redeeming qualities.

The characters are likely to be in the Bergplatz on official business or coming and going to the Anhangerin. Little untoward ever occurs in the square, as there are so many guards. Interesting encounters here might include the soothsayer, several beggars, or the occasional Family member. Encounters with the Family member should be planned and devised by the CK as fits the moment.

61: ROLLING DICE, WHEELING AND DEALING: THE ANHANGERIN

The Anhangerin is an upscale Tavern and Gambling house. It is mostly frequented by traveling merchants and the wealthier members of Bergholt's society. This is where merchants carry out most of their business and hobnob with Bergholt's elite. It is a fairly safe and hospitable establishment where PCs can interact with people they might otherwise never encounter.

The west end of the Bergplatz is dominated by the great tavern known as the Anhangerin. Its three spacious stories stretch up in neat stacks, one upon another. Balconies adorn the entire structure and are covered with long flowing vines and leafy plants. The ground floor has many openings and windows revealing a house of pleasure beyond.

Within are many tables, couches, chairs and other adornments to ease the consumption of dark ales, gambling, gathering and talking. The crowd is genteel, well dressed and rather boisterous. The clink of coin and rattle of dice underpins the constant hummmm of merchants and other wheelings and dealings.

The Anhangerin is a costly establishment. It is the most expensive tavern in Bergholt. Those who patronize this place are all wealthy or at least purport to have wealth. The doors to the Anhangerin never close. Gambling occurs 24 hours a day, seven days a week. The favored game at the moment is Troll Knuckles, a simple dice game from which one builds numeric hands.

If the PCs care to enter this establishment, they must first establish a relationship before anyone bothers with them. They must have something to sell, want to buy something (a lot of somethings), or be willing to gamble away a lot of money before anyone pays attention to them. There are several card cheats

and dice cheats in this establishment at any given time. Should the PCs appear vulnerable or new to any of the patrons, they descend upon them like flies on a carcass and attempt to draw the PCs into a game of dice or cards, and fleece them like sheep.

Mostly the PCs should be looking for certain merchants. Two merchants have arrived from Firstenfeld in the week prior to the attack in Chapter Two, Merkado Salvid, the owner of the Wavemaker, and Fromas Herenton.

FROMAS HERENTON

Fromas is difficult to locate. He is not a gambler, nor a drinker; rather, he prefers more sultry pursuits when seeking his pleasures. Although he stays at the Anhangerin, he spends most of his time dockside at the Paasha. There is only a 1 in 10 chance of Fromas being in the Anhangerin at any given time and a 7 in 10 chance of him being at the Paasha at any given time. If Fromas is ever located, he knows nothing of the assassins or of anything regarding Bergholt's politics. He can produce Firstenfeld coin in plentiful amounts and owns up to it. (Of course, promising to turn it to Bergholt coin as soon as possible, thinking the PCs are spies for the Magistrate). If pressed, what he can reveal for the PCs is the nature of the docks. He explains that many goods are moved in at night and never taxed since the Puzier is being bribed by many merchants to turn a blind eye to cargoes. He can also introduce the PCs to the pleasures of the House of Paasha.

Fromas also knows Baron Savil. The two-conduct business on occasion in Firstenfeld. If the PCs mention him, Fromas explains that Baron Savil is one of the only honest merchants in Firstenfeld that he knows. Baron Savil is scrupulous in his business dealings. Fromas knows that Baron Savil is headed to Firstenfeld at the moment. (This is not really true. Savil/von Beck told several people he was headed to Firstenfeld but is really headed towards Ranglesborg.)

FROMAS HERENTON: *He is a 1st level fighter and 3rd level rogue whose vital stats are HP 16 and AC 13. His primary attributes are dexterity, intelligence and charisma. His significant attributes are dexterity 17 and intelligence 13. He carries a bag of holding and a deck of marked cards as well as 90gp worth of coin.*

MERKADO SALVID

Merkado can be found in the Anhangerin almost any day of the week. He is the Captain of the Wavemaker and sells whatever cargo he happens to be carrying. Merkado does not enjoin the PCs in conversation for long. He reveals that he works for the Baron Ilden Savil and sells merchandise for him. His current cargo consists of delicate wines, herbs, and cloths from Todavia. He is a well-dressed, tidy and powerfully built man with an air of superiority about him. He does not brook insolence from anyone and does not believe in talking to anyone below his station. As such, he spends most of his time with the wealthier members of the Anhangerin's clientele.

Merkado is quietly dismissive of anyone who asks too many questions about the Baron Ilden Savil. Merkado is his front man

and is used to conduct legitimate business to sell stolen goods. Merkado himself was once a member of the Todavian elite before turning to a life of piracy. In the long run, he started working for Savil. Although Merkado knows nothing of the assassin (who happened to have arrived on his ship) or Savil's machinations in this regard, he becomes very suspicious if questioned too much about any activities relating to himself, his passengers or Savil. Fearing the PCs are spies for the Magistrate he clamps down and has some of his men follow the PCs.

In the latter case, Merkado has one of his men, follow and gather information on the PCs. It takes 2-5 days for him to discover that they are not working with the Magistrate (unless they have agreed to). After this, he sends 2-4 thugs after the PCs to give them a warning about sticking their noses in other people's business. The thugs, of course, do not know who has hired them to do this. Should any rough housing or fisticuffs occur in the Anhangerin, everyone involved is arrested and sent to the gaol for a few days.

MERKADO SALVID: *He is an 8th level fighter/4th level rogue whose vital stats are HP 47 and AC 15. His primary attributes are strength, dexterity and charisma. His significant attributes are strength 14, dexterity 16 and intelligence 13. He wears ring mail +1 and carries a +2 spear. He also has a periapt of proof against poison and a cloak of the manta ray.*

62: FURLED SAILS AND EMPTY HOLDS: THE WAVEMAKER

The encounters in the Anhangerin might lead the PCs to the Wavemaker. The Wavemaker is a large merchant vessel moored in the bay owned by Merkado Salvid and used to transport and sell goods stolen by Ubert von Beck. At the time the PCs arrive, all the goods have been removed from the ship.

The bay beneath the cliffs of Bergholt is crammed tight with ships and boats of all shapes and sizes from small fishing dinghies to large trading vessels. The masts are like a great forest in the dead of winter, waving to and fro in the slightest of breezes. Amongst the many ships moored in the bay stands a proud and dignified merchant vessel, the Wavemaker. Its long sleek hull and well-kept riggings and accouterments place it amongst the better ships in the bay.

Investigating the Wavemaker gives little information to the PCs. Its cargo has already been emptied and most of its seamen are busy attending to their entertainment needs in Bergholt, mostly in Dockside. It is well guarded though. Several orcs (not uncommon in Dockside) and humans are on a constant watch. If asked about anything, they tell nothing, but inform Merkado about the PCs. If the PCs manage to find themselves onboard the Wavemaker, the holds are empty and no records of any interest can be located. In the captain's room are several large trunks in which personal items are kept. One trunk contains some gold and a medallion. The medallion is not magical but quite ornate. It is worn by most people who regularly visit Ranglesborg and often those who wear it receive special treatment while there.



If the PCs elect to swim through the bay to sneak aboard the ship they are likely to be attacked by a squid. This squid lingers at the bottom of the bay and only comes out after nightfall. It has found some easy feeding in the bay since so many rotten fish are dumped at the wharf and the occasional drunk falls in and drowns. The bay is a veritable cornucopia of food for the squid. Any thrashing or activity in the water attracts its attention. Should the PCs manage to cause significant harm to the squid (2 damage), it retreats back to the bottom to heal itself.

Although Merkado does not stay aboard the ship while in port, he oversees refitting during the day if he is not busy in town. There is a 6 in 10 chance he is onboard the Wavemaker during the day. His ally and compatriot, Cervan, is almost always aboard the Wavemaker. Cervan is a priest of the God of the Interzaa, Zane. He has devoted himself to the study of the night skies and the interaction between the shadows of the moon and the fates of man. There are 2-4 guards on deck at any time along with 6-10 deckhands.

If the PCs keep a vigilant eye on the Wavemaker after dark, they may witness some interesting activity. Every night there is a change of guards. Those leaving make their way to one of the bars or taverns in Dockside. There is a 1 in 10 chance that one of the groups of sailors leaves the Wavemaker and makes their way to Fleches and do not come out!!! They will have gone into the Klinker through the secret entrance located inside the fishmongers. If this occurs there are 1-4 guards and 2-6 deckhands in the group.

ORCS X5: These lawful evil humanoids vital stats are HD 1d8, HP 5 and AC 11. Their primary attributes are physical. They carry scimitars and shields and 1d6gp worth of coin and jewelry.

PIRATES X5: These are chaotic neutral humans whose vital stats are; HD 1d8, AC 10 and HP 6. Their primary attributes are physical. They carry an array of knives or clubs (1d4).

ORC CHIEF: This lawful evil humanoid's vital stats are HD 5d8, HP 31, and AC 16. Its primary attributes are physical. It carries a +1 scimitar, +1 chain shirt and 50gp worth of jewelry.

CERVAN: He is a 6th level cleric whose vital stats are HP 23 and AC 13. His primary attributes are dexterity, intelligence, and wisdom. His significant attributes are wisdom 15. He carries a +2 scimitar, +1 shield, ring mail, and a ring of underwater action. He can cast 5 0-level, 3 1st-level, 3 2nd-level, and 2 3rd-level spells.

PIRATE X2: These are neutral evil 2nd level fighters whose vital stats are HP 15 and AC 12. Their primary attributes are physical. They carry short swords (1d6) and daggers (1d4) and 3d12 worth of coin and jewelry.

ORC PIRATE X2: These lawful evil humanoids' vital stats are HD 2d8, HP 13 and AC 12. Their primary attributes are physical. They carry scimitars and shields and 1d6gp worth of coin and jewelry and wear leather armor.

PIRATE X3: These are neutral evil 3rd level fighters whose vital stats are HP 20 and AC 12. Their primary attributes are physical. They carry short swords (1d6) and daggers (1d4) and 4d12 worth of coin and jewelry.

63: THE PUZIER'S

The Puzier is the Dock Keeper. Purportedly he and his hirelings are supposed to keep track of all incoming cargo, log it, and report it to both the town council and the Rothenheimer family. Though the Puzier manages this task for the most part, if some wily merchant were to offer him a few clinking coins, he ignores the cargo. The Puzier, Mathias Indelmass, manages quite a hefty secondary income by accepting bribes.

Mathias is an average sized man, closely shaven with a short crop of hair on his head. He often wears spectacles when recording cargoes and the like. The Puziers office is located square at the end of the Fiddenbasser on the quay.

Where the waves lap against the quay and the Fiddenbasser spills out onto the dock hulks the bulky gray Puzier's office, stretching a good giant's height into the sky and rising above most surrounding buildings, affording it an opportune vista of the bay. The Puzier's office can track each incoming and outgoing vessel with ease from atop their perch. The entry is up a short flight of stone steps and through a narrow and tall door.

The Puzier's office is a cramped and crowded affair. Numerous desks are positioned haphazardly about the room, each piled with stacks of documents. There seems to be no order to the mess and certainly no person to report to should there be a problem or inquiry. This, however, is not actually the case. Each person in the office is responsible for all paperwork with regards to a particular ship. The only person they report to is Mathias. Mathias takes their information and passes it along and taxes accordingly. Though it is rarely the case, if someone refuses to pay a tax, Mathias simply requests the aid of the city guard

to enforce payment, usually at a much higher rate for all the trouble. Normally taxes are set at 5% of the value of the cargo. There is also a 10gp per day charge for staying at the quay.

Mathias knows much of what happens in Dockside and guesses, fairly accurately, at the rest. He has many friends in places both high and low. As the need arises, he calls upon aid from either set. Though many officials suspect his involvement with smugglers and other ne'er-do-wells, they generally tend to overlook it because of his ruthless efficiency in making negligent merchants pay their taxes and his uncanny ability to raise money when necessary. Ostensibly he is allied with the Rothenheimers, though he is a member of the Indelmass Family. Mathias really follows nothing other than his own desires. Mathias has several goals in mind. He intends to overshadow the power of the Rothenheimers along the docks. As he is already a citizen, very wealthy and capable of calling in many favors, he is well positioned to do so and is constantly seeking allies within the family to allow him access to the Rothenheimer inner circle. He may even be willing to trade valuable information to secure such a contact.

Mathias is aware of numerous smugglers in Dockside. However, he only reveals their names and locations under extreme duress or if he is well rewarded, and money is not a reward. And even then, if he believes he can get away with a lie or half-truth, he does so. If the characters present a proposal for Mathias, he reveals information about several merchants and their shady deals. He however does not reveal information about the Wavemaker and its owner. The relationship between Mercado, von Beck and Mathias goes back a long way and Mathias is well rewarded for his secrecy. Further, von Beck (as Savil) intends to back Mathias' bid for overlordship of Dockside (actually, this is a promise Beck has no intention of fulfilling, he is just offering it to ensure Mathias' loyalty and intends to rid himself and Bergholt of this Puzier should he manage to marry into the Rothenheimer family). Generally, Mathias can call upon 6-15 thugs or patrols from the city watch should he need any help.

MATHIAS INDELMASS: *He is a 7th level rogue/2nd level fighter whose vital stats are HP 27 and AC 12. His primary attributes are dexterity, wisdom and intelligence. His significant attributes are dexterity 15 and intelligence 17. He wears padded armor and carries a +1 dagger of puncturing. He has a ring of discern lies and carries 50gp in coin on him at most times.*

THUGS: *These are neutral evil humans whose vital stats are 1d6 and AC 11. Their primary attributes are physical. They wear padded armor and attack with small clubs (d4) and daggers (d4). They possess peasant garb and 3-6cp each and 1gp (see Clues in Chapter 2).*

64: CLINK, JINGLE AND TAX, THE WILDEST OF THIEVES: THE MUNZEN

The Munzen, or more commonly "The Mint House or House of Tax," is located near the Bergplatz. The Munzen is controlled by the Oldentoog Family. As Bergholt's mint, the Munzen is a very busy and well-guarded place. All the coin (at least according to law) is supposed to pass through the city mint. This is an

ancient structure built by the dwarves when the city was first settled and has been added onto ever since.

A thousand years of constructions, styles, reconstructions, renovations and other works have left this structure with a rather incoherent blocky facade. Although definitely dwarf-made, it appears as though several houses, towers, fortresses, battlements, guard towers, entrances and edifices have been piled haphazardly upon one another and plopped down in the midst of a crowded city square.

The PCs may approach the Munzen to have their coin reminted. This is a rather wise move on the PCs part. Doing so immediately ingratiate them to the city council and a certain level of trust is purchased. Though no one would ever accuse the PCs of keeping other coins, almost everyone suspects them of doing so regardless of their actions, since every other citizen does the same. However, at least publicly minting some coin reveals a certain respect for community mores.

The PCs may also seek to discover the nature of the coin they discovered earlier. In this case, the Oldentoog's provide some information, though perhaps not the most useful. The coins from Firstenfeld, they say, are quite devalued, being perhaps 70% gold while the remainder is baser metals. If the PCs show them the coin from the bag they estimate that it has only been in circulation for a few months and has not seen a merchant's fist. The latter is explained by the lack of clips and cuts made from the coins. All merchants weigh coin before accepting it - foreign coin that is - because of its variable value. They then clip and cut as is necessary to get the proper amount. To their eyes, this is the first of this type of coin they have seen from Firstenfeld. Usually it is not devalued so much. As for its origins, they haven't a clue but suspect it may not even be from Firstenfeld.

There are too many merchants from the West in the city, both from Firstenfeld and beyond, who may have had the opportunity to acquire the coin while passing through that region so they can offer no advice on from whom it came. They do suggest checking the various gambling houses in Bergholt to find who is passing the new coin. Should the PCs check the various gambling houses or inquire about them, it immediately becomes clear that the Anhangerin is the most notorious and most popular for merchants in the upper city. In the lower city, Paasha's is the most popular.

The Munzen itself is an interesting place. It is very well guarded and very well organized despite its outward appearances. Within, there are various offices and cubicles the PCs are allowed to enter to conduct business, whether it is retrieving coin or depositing coin. These offices are very well guarded and generally allow no more than one customer to enter at a time. Further, it is said that vast wealth lies within the deep halls of the Munzen, treasures acquired from the many ages the dwarves have called this place home. Somewhere, it is said, within the labyrinthine structure are mounds of gold so high that it would fill all the holds of the ships of the bay. It is even whispered that the sewers offer access to these caverns and most everyone in the Flakmarc attests to such.

68 CASTLES & CRUSADES

CHAPTER 7: FOUL SLUDGE, DINGY ABODES & EBONY CLAWS

THE KLINKER

This chapter describes the environs of the secretive abode of Ubert von Beck's pirates; the Klinker. The Klinker is a small knot of sewage tunnels and chambers that have been expanded upon and are now occupied by assorted criminals and other odious creatures. Some NPCs will be found in the Klinker when the PCs enter it. Whether or not Mariitz, Klaus or others are in the Klinker is determined by events prior to their arrival here. There are always several smugglers here and the hags leave the Klinker only a few times a year. Arnault Vermastens will be in the Klinker when the characters arrive.

NOTE: The Entrance to the Klinker is found in Area 55.

This encounter area is not intended to be a slaughter fest, though the characters are certainly entitled to kill whom they choose. Should any of the smugglers die no one cares. Mariitz's death is not of any concern. Arnault Vermastens's death could prove problematic for the PCs should anyone of note discover this (Godel Vermastens will have the PCs killed). Should Klaus die, his friend Tindle becomes hell-bent on revenge. It is unlikely that any or all of the hags are killed though no one is concerned with their death.

What the characters discover is the heart of the smuggling operation and should be able to identify its major actors. This alone attracts the attention of Merkado Salvid and Baron Ilden Savil. Both of these, should the identities of the PCs become known, attempt again and again to have the PCs killed. Arnault, if outmatched and survives, attempts to bargain with the PCs either enjoining them to help in the smuggling, bribes the PCs to turn a blind eye, threats or even if pressed, promises to mend his ways.

1: PREPERATION ROOM

The preparation room of the Samaklin (see **Area 55** above) stinks with the remains of butchered fish and is piled high with cutlery, crates and boxes. If the PCs enter this area Gronart and Tania both leave (if they have not already) and go to Dockside to await the results of the encounter.

The room is long, angled and bent, conforming to the white cliffs surrounding the bay. Several tables line the street side wall, piled with fish heads and entrails and cutting instruments of all types. A few piles of fresh and not so fresh fish lie in limp piles by the open shutters. Crates, boxes and barrels of various sizes are piled, crammed and tucked against the cliff wall and scattered on the floor. The ichor of fish remains has soaked the floor to a bloody sheen. At the far end of the room is a door, slightly ajar.

This is the preparation room of the Samaklin. No one is here (except as mentioned above). The boxes and crates contain

salt, sawdust, potatoes, radishes, flour and water. There is little of any value in the room excepting the cleavers and knives, but even those are of poor quality, old and in some cases rusty and bent.

Three large boxes near the cliff face are empty. They are easily moved and reveal a trap door that leads to a large sewer shaft and the Klinker.

2: SEWER SHAFT

A ladder leads down into the sewer shaft and Klinker. The Klinker is little more than a series of old sewer shafts and alcoves which have been expanded upon. The main shafts are large and oblong, about 7 feet tall and 4 feet wide. Smaller shafts branch off from the major shafts as do several alcoves and room. Lanterns hang from hooks in the walls periodically so that those down here can move with ease. The floor is level and about 2 feet wide before angling up.

The trapdoor creaks open revealing a wide hole with a rickety wooden ladder descending into a dank and shadowy tunnel. A trickle of brown and sluggish water covers the floor. Rounded walls create an oblong shaft. A lantern hangs from a hook in the wall where the shaft leads into the cliff face. In the other direction, toward the bay, it is dark. A bark of laughter can be heard down the tunnel beyond where it bends away and out of sight.

The tunnels are slick with slime, ichor, mold, mildew and what little detritus still flows in them. The tunnel leading to the bay collapsed many decades ago. A few efforts have been made to repair it, but were abandoned as the sewer lines were rerouted. The lines here have been blocked at various points to prevent any significant amount of run off from the upper city coming through them. Removing the blockages is time consuming but could be done. This would lead to overflow problems in the future though.

The laughter comes from several smugglers down the hall drinking and telling jokes.

Lanterns hang in the main hallways. The floors are so slick that quick movements (running or fighting for example) require a dexterity check or the person slips and falls. Water trickles constantly from the ceiling and sound is muffled in the dense air (+1 to all move silent checks).

3: PASSAGEWAY

Rounding the bend in the tunnel one can see light spilling out of a shaft up to the left. Laughter and talking can be heard as well. Smoke drafts up and down the tunnel. A lantern hangs further down the tunnel. The men in the room around the bend are from the Wavemaker and a few ruffians/porters from the Flakmarc. They are talking about a bawdy house in the Flakmarc and some of the patrons.

There is rubble and broken rock in front of this passageway. The wall has been dug into, evidenced by the rough, large, claw like scars in the rock. Beyond is a room aglow with fire and a thick pall of smoke. In the center of the room a small fire crackles. A large pot hangs above it smelling of boiled fish. One man squats, back to the door, swirling a large spoon in the pot and telling a tale... "oyi, eef ya could see 'er face when I tossed 'er a copper." Another is busy prying a box open. More voices can be heard away where the rest of the room is out of sight.

This room has six occupants. Three smugglers from the Wavemaker, their leader and two porters from the Flakmarc. They are preparing to take a few boxes up to the Flakmarc and thence in to town. The crates contain spices and tea. There are ten boxes of them, each about 2x2x1 feet in size (each box is worth 10-20gp). A pile of burlap bags lie nearby. The spices and tea are being put in the bags for ease of carrying. There is a fire, a table with some food and a small cask of beer on it.

The two men initially viewed are the porters. They are armed with nothing more than large knives and dressed in peasant garb. They are filthy and disheveled. Neither is in the mood for a fight and back away from one if at all possible. They both know the way through the myriad of tunnels to the exit in the Flakmarc.

The room expands out of sight from the entry. There are three other people over in this section. These are well armed smugglers. They are willing to fight but, are at first wary and somewhat dismayed that someone they do not know is in the Klinker. This happened occasionally so are not immediately given to a fight but once engaged, they fight to the end. They call for help right away. Those in room 8 have a 20% chance of hearing them and coming to their aid in 2-8 rounds.

PORTERS: *These are neutral evil humans whose vital stats are 1d6 and AC 11. Their primary attributes are physical. They wear padded armor and attack with small clubs (d4) and daggers (d4). They possess peasant garb and 3-6cp each and 1gp (see Clues in Chapter 2).*

SMUGGLERS: *These are lawful neutral, 1st level fighters whose vital stats are HP 7 and AC 11. Their primary attributes are strength, dexterity and constitution. They wear padded armor and carry short sword (1d6) and 2-12 gp worth of coin.*

SMUGGLER LEADER: *He is a 4th level fighter/1st level rogue whose vital stats are HP 26 and AC 14. His primary attributes are strength, intelligence and constitution. His significant attribute is constitution 14. He carries an expert quality scimitar (1d6, +3 to damage), wears a chain shirt, and carries 20gp worth of coin.*

4: STORAGE

This room is used for sleeping and storage of material that has no other place; lanterns, torches, tools, rope and such. One smuggler is sleeping off a drinking spell and his snoring can be heard about a dozen feet away. There are no lights down this corridor.

A large gap has been dug into the tunnel facing. Muffled snoring can be heard from within. Here, in a small alcove are several foul bedrolls and a hammock. In the hammock is the stifled snoring of an old man, his arm hanging over the side still clutching a bottle of ale. The place smells like vomit in addition to the reek of refuse permeating all the tunnels. A pile of broken wood from crates is piled near one wall and on another are many tools such as chisels, picks, axes, shovels and a small two-wheeled cart.

The smuggler is too drunk to give any fight and it takes a full 6 hours for him to recover from his stupor. He works on the Wavemaker. There is little of value in the room.

SMUGGLER: *He is a lawful neutral, 1st level fighter whose vital stats are HP 7 and AC 11. If pressed to fight, he trips over his feet, falls onto the floor and immediately begins snoring.*

5: GUARD ROOM

This room is ostensibly used as a guard room to watch the comings and goings leading up the sewage shaft going to the Flakmarc. However, so few people use the tunnel that it is never actually guarded. The tunnel beyond the room has a bar door covering the shaft leading up to Area 7. It is currently locked and a smuggler in Area 8 has the key.

The tunnel has another hole knocked out of it side and beyond is a dank unlit small room. There is a table with two stools by it, a pile of old rotted, roach covered food on a platter and an unused fire ring by one wall. An unlit lantern dangles from the center of the ceiling. One wall has a stack of crates and urns lined against it.

There is nothing else in the room. As the PCs move up the tunnel the smugglers in Area 6 will hear them and come to investigate if they have not already gone on to Area 3. The crates (7 of them) contain silks and other rare or expensive cloth (worth around 200gp a crate). The urns (5 of them) contain wine (50gp per urn).

6: GUARD ROOM

This room has been carved out of the cliff and was not an original part of the sewers. The entry is about one foot above the floor. Within is a table with some tools on it, rope, nets and bags. One bed sits against the far wall, another set of makeshift shelves has torches and lanterns piled on them.

This is a dark room roughly cut from the surrounding cliffs. The chiseled white walls reflect light and shadow making the place appear as if some great clawed creature dug its way in here. There is a blackened table with ropes and debris on it, a pile of torches and stack of lanterns against one wall and a makeshift bed against another.

This room is supposed to have a guard in it. But it does not and rarely ever does. There are lanterns, several casks of oil, rope, bags and torches aplenty in the room. Many of the torches have

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been used. Those who frequent the tunnels know not to go in without torches or open flame.

7: TUNNEL

This area refers to the door that opens to the tunnel leading to the Flakmarc and the tunnel heading up. Movement up this tunnel is dangerous for a variety of reasons. First, there are two guards up the tunnel of a not so human nature and secondly because the sewage tunnels beneath Bergholt are voluminous and convoluted. They have been built, rebuilt, rerouted, added to, and fallen over several thousand years making them a veritable maze, and a deadly maze at that.

A tunnel, with a small trickle of water coming from it extends of the main shaft. It is smaller, danker and smells of offal and worse things. The entry is blocked by a grated iron gate. Rods twice as thick as a finger stretch from wall to wall and floor to ceiling. A gate with a chain and massive padlock keep it closed. The tunnel beyond the gate bends to the city and rises in a pitch-dark reeking of a charnel house.

The grate is locked. The key is held by the smuggler in Area 8. It is a complex lock (CL3) and the chain is nearly one-half an inch thick. The sewer shaft is about the same size as the one the PCs are in, but it just appears more cramped. Due to the lighting and the poorly done brickwork at the bend, an accidental optical illusion of a smaller tunnel was created.

Up the tunnel are two alcoves set into the walls. These were constructed when the initial tunnel was constructed and sit about 2 feet off the floor. They were originally used for sewage workers to sit in should there be a rush of water and the workers had no quick egress. Currently a statue sits in both alcoves. These statues are poorly carved totems of the deity 'Ruttinverd' – the Lord of Shadows – ostensibly placed here to offer protection to those travelling in the tunnels. The statues appear as an eight-armed man sitting upon his haunches with arms spread out like a fan. The face lacks eyes. Everyone would be familiar with this deity.

Two Lurensputz (see New Monsters) reside in the tunnels nearby. These creatures have become attracted to the sounds in the rooms beyond and have taken up residence nearby. There is an 80% chance one is here and a 20% chance both are in the tunnel. One waits on the roof or floor and the other does the opposite nearby if present. Lurensputz are very wary of open flame and torches while lanterns do not bother them. Either Lurensputz must make a charisma check (CL = twice the number of torches being carried) in order to attack.

LURENSPUTZ: *This neutral creature's vital stats are HD 8d10, HPs 56 and 65, and AC 15. Its primary attributes are physical. It attacks by constriction (1d6). Its special abilities are flight and camouflage.*

8: GATEWAY

This room houses five smugglers and is used for sleeping and as a gateway to the rooms further down the corridor. The occupants are all awake when the PCs arrive, drinking, eating and playing dice games. The room contains personal items, a table, a few chairs and little else.

Two braziers heat and light this space; a room carved out of rock extending from both sides of the corridor. Two sets of wooden bunks line the walls; a table strewn with dice sits in the middle of the room. The shaft continues on the other side of the room.

Unless the five smugglers went to investigate earlier, they are in here lounging, playing games and drinking. Two of the occupants are from the Wavemaker and the other three are local thugs hired by Klaus to guard the tunnel beyond. No one is allowed beyond this point unless asked. They fight if they have to but surrender if overwhelmed. The leader warns the characters to leave before they get into more trouble than they care to. He also carries the key to the grate in Area 7.

SMUGGLER: *He is a chaotic neutral, 6th level fighter whose vital stats are HP 47 and AC 16. His primary attributes are strength, dexterity and charisma. His significant attributes are dexterity 16 and strength 16. He carries a scimitar (1d6) and dagger (1d4). His possessions are a chain shirt, garb, 47gp and 22sp.*

SMUGGLER: *He is a chaotic neutral, 3rd level fighter whose vital stats are HP 17 and AC 13. His primary attributes are strength, dexterity and charisma. His significant attributes are strength 14. He carries a scimitar (1d6) and dagger (1d4). His*

possessions are ring mail, garb, 27cp and 14sp, and the key to the grate in the hallway.

THUGS X3: *These are chaotic neutral, 1st level fighters whose vital stats are HP 6, 7, 10 and AC 12. Their primary attributes are strength, dexterity and constitution. They carry short swords (1d6), clubs (1d4) and knives (1d4). Their possessions are leather armor and 11-20cp.*

9: TUNNELS

The tunnels in this direction have all been carved and nicely laid out. They are smaller than the sewage tunnels, being about 6 feet tall, squared, and 3-1/2 feet wide. Hooks for holding lanterns are spaced at regular intervals. These are part of the dwarven tunnels and rooms which spread out deep beneath Bergholt. They are closed off from the deeper tunnels but an enterprising dwarf or miner could quickly figure out where. A dwarf should also make a check to determine that these are indeed of dwarf make.

Where the sewage tunnels end and the well-made tunnels begin is obvious. The construction is entirely different. The tunnel is squared and the walls laid with aged brick and crumbling mortar, the floor smooth with flagstone.

The brick is old and crumbling and the mortar is held in place only by the weight of the bricks. These tunnels are old, perhaps 500 years or more and in a state of decay.

10: AMPHITHEATRE

The tunnel leading to this room has a makeshift door in it. There is a bar lock on the room side of the door. The planks of the door are not solid and there are holes and slits in it. It is not locked and the wooden beam leans against a wall next to the door.

The room beyond is shaped like a tiny amphitheater. It was once used for small gatherings but is now used for sleeping should the other rooms become crowded.

This room is rather large and shaped like a miniature amphitheater. A metal candelabra hangs quietly from the ceiling with two candles lit creating a soft orange glow around the room. Waterfalls of wax cling to the candelabra above a pool dingy wax on the floor. There are half a dozen unoccupied makeshift beds on the floor crowding around or near the glowing remnants of a fire. Several weapons and bags are piled against a far wall. A curtain, partially covering a tunnel, hangs across the wall at the far end of the room.

As mentioned, this room is used for sleeping. It is also used to cook in. The bags at the far end of the room contain nothing of real value, being the personal effects of those inside such as blankets, bedrolls, clothing, a dagger or two, some pans and the like. If the PCs are quiet they can hear muffled talking coming from down the hall across the room.

What they hear are a smuggler and thug from the Flakmarc walking down the hall and talking. The characters hear, in

a gruff commanding voice, "Ya we gonna drop it off here as ever. Yo take it up and geeve it to Jorg ya ear?" In response, a coughing and hacking response; "oy ya, but 'ow is it bedder uh? Who geets more? Jorg alls I see as geetin more." In response "Eh, ya get tuh live, how's that for pay..."

At this point the two are at the curtain and open it. They are not expecting company. The smuggler works for the Puzier and the thug for a gang in the Flakmarc under the guidance of Arnault.

SMUGGLER: *He is a chaotic neutral, 3rd level fighter whose vital stats are HP 17 and AC 13. His primary attributes are strength, dexterity and charisma. His significant attributes are strength 14. He carries a scimitar (1d6) and dagger (1d4). His possessions are ring mail, garb, 27cp and 14sp.*

THUG: *These are neutral evil humans whose vital stats are 1d6 and AC 11. Their primary attributes are physical. They wear padded armor and attack with small clubs (d4) and daggers (d4). They possess peasant garb and 3-6cp each and 1gp (see Clues in Chapter 2).*

11: ALCOVE/MARIITZ'S QUARTERS

Down the hall from the previous room is a very large alcove, like a room. Originally used for storage, Mariitz now occupies the room though he is unlikely to be here. The location of Mariitz at this point is entirely up to the CK. There is a bed and a small trunk as well as a rack with several articles of clothing on it.

As one passes the large alcove it immediately becomes clear that this is being used as a room. There is a lantern hanging from the wall above a small bed. A roll of bedding is tucked up on the end in a ragged heap. A small trunk, locked with a padlock, is visible under the bed. At the other end of the room is a wooden rack with several articles of clothing on it.

The clothes on the rack are of several differing types. There is an expensive cloak, pantaloons and hat, some common street garb, a thick leather apron smeared with blood, and a shirt and pants of loose make typical of those found at Dockside. These are portions of the various disguises Mariitz uses.

The trunk is locked, though not trapped. Within are several articles of clothing, a couple of wigs, and boots. A half dozen closed ceramic jars are tucked inside, gingerly placed in cloth strips. The contents are various types of makeup. Quills and brushes are wrapped up in another cloth. At the bottom is a small mirror and glass vial. The glass vial contains about 20 applications of the poison described in Chapter 5.

12: DINING ROOM

The rather long room has been intersected by a sewer line. Behind the door is a long table with seven chairs placed at it. The table is littered with the flatware and silverware of several diners. Candles are set all down the table. Several braziers smoulder and four lanterns provide a poor and shadowy light. The room is transected by a massive gouge where a 3-foot diameter sewer line hit this room. There

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are several occupants in the room engaged in conversation when the characters enter.

An animated conversation between two people draws you to the table in the middle of the room. There is a tall man, lean of face and middle aged wearing chain mail and hauberk bearing the symbol of the Vermastens family. His hand rests firmly on a pot helm placed on the table. He looks in the direction of the door as his other hands reaches for a goupillon hanging from a thick leather belt at his side.

Across from him is slender man, tall, ugly scarred and pocked from some dreadful disease of his youth. His greasy long hair hangs in limp clumps. Beady eyes narrow as his hand glides over a dagger.

Near a sewage line running with thick brown, sluggish, water transects the room, a thickset, short man stands slowly and faces the door. His curly hair and broad cheeks counter the menace in a smile so forced it seems bones are breaking in the effort.

Two bare chested men with corded muscles heft broad scimitars before jutting smiles and a cocking of the head reveal their true breeding as ragged canines and cropped ears become visible. Another man, feeding coal into a brazier, with a chain shirt, black breeches and blue cloak of the City Guard, turns to face the door in a mixture of surprise and anger creasing his bearded face.

But it is across the room, on the far side of the fetid rivulet that the eyes rest. There stands a tall, cloaked figure. A woman of slight build, bent slightly to avoid her head rubbing the ceiling. Her hair hangs in threatening braids from a gauzy face crisscrossed with a spider web of aged lines and cadaverous creases. Scintillating green eyes pound like throbbing hearts in deep sockets. "Who, who are you?" her wet lips mouth without moving inviting an answer that one knows should not be given.

The PCs have now stumbled into the veritable den of thieves. The NPCs in play are Arnault Vermastens and his henchman Ardin Hoorsenmiltin, Klaus and Tindle (see below), two half-orcs, Jorg von Bildeboorgen and Hedvika. They are in the midst of a conversation about how their current and future smuggling arrangements are to proceed.

Arnault, the nephew of Godel Vermastens, has taken an unusual step within that family to garner more wealth. Some years ago, he joined efforts with a gang in the Flakmarc to secure stolen goods and sell them in Markets of Bergholt. His loyal henchman, Ardin, has slid into the role of enforcer with ease as he always had a bend toward cruelty anyway.

For his part, Arnault hopes that the deal will help him secure enough influence to peddle more power once he takes over as Magistrate. Arnault is here negotiating about details of the arrangement and expectations, though he believed he was only negotiating with Godel.

Jorg is here as a representative of Ubert von Beck. Jorg is actually playing a double game. Though he does represent Beck's interest in the negotiations and arrangements, he is, in reality, working for Hedvika, insuring that her desires are met. They just happen to coincide (at the moment) with Beck's. Beck has no idea who or what Hedvika is.

Klaus and Tindle are here as an accident. They are both in Bergholt to check on Mariitz's progress and decided to enjoin themselves in this conversation without Jorg's approval. Jorg intends to have them both killed as soon as possible. The half-orcs work for Jorg as they were presented to him by Hedvika.

Hedvika is an old and cursed creature; a human whose practice in witchcraft and sorcery lead her down dark paths such that she has become a vile and putrid thing with hate in her heart: a hag. Its desire is to bring Norliana to her knees and turn her into a slave, to beguile her and lead her down paths similar to its own. To this end, Hedvika intends to disrupt and upend the Rothenheimer family and Norliana's place in it, leaving her desperate and alone, and ultimately designing events such that Norliana has only one place to turn for help: Hedvika.

The actual presence of Klaus or Tindle depends on prior activities. If they are not present for whatever reason, simply replace those NPCs with new ones.

It is into the middle of a discussion/argument between these various actors that the characters have stumbled. Unless those in the room had prior warning of the PCs arrival (lots of noise or a survivor from a previous attack) these NPCs are just as surprised as the PCs.

Arnault would recognize the PCs unless disguised and would be hesitant to attack and delay. Ardin awaits Arnault's lead though readies himself.

Klaus would want to attack but his initial desires are suppressed as he finds the moment not a little humorous and would have a new-found respect for the PCs. He will, however be ready! Tindle, as with Ardin, awaits Klaus' lead and, in preparation, positions himself such that Ardin is between him and the PCs line of site.

Jorg's initial jolt passes quickly as his mind races through some possible actions, attacking being highest on his mind but not knowing, nor trusting, the situation. Being a devious person, he expects betrayal but is not sure from which quarter.

Hedvika, having no idea who the PCs are but sensing the threat in the air is suddenly wary, curious and surprised though is by no means fearful. She is the first to speak and waits a reply, as do all the others.

From this point the CK is left to decide what happens considering the following. Should any character attack right away, Arnault backs out or joins the PCs attacking the others. He explains later that he has been working to uncover this group of smugglers for a time and the PCs arrival was timely as he was in a danger. This, of course is not true and as details emerge it should be apparent to the PCs. Godel will have none

of it and if any accusations are made against Arnault it results in the PCs expulsion from the city. Should the PCs go along with the tale, Arnault will either allow this sleeping dog to lie, enjoin the PCs to join him or have the PCs killed or work to expel them. This is up the CK and other events.

Hedvika backs out of any fight, goes to her room and awaits the results. Should the characters find her there, she attempts to engage them in conversation and wants to ally with them or use them to further her desires, no matter how. If attacked, Hedvika gives a fight and then tries to escape into the sewers. Hedvika then reappears at some later date, still focused on her goal. The PCs are of little concern to her. From her point of view the PCs can either help or hinder, outside of that no thought is wasted on them.

Klaus wants to bargain his way out of a fight. He is not likely to spend his life for any for this, realizing there is more to be had later and all this can be fixed in time. And should the PCs have made it this far, Klaus has found a new-found respect for their strength. If a fight erupts, he gives it his best but has an eye to escape and attempt to drop down into the channel in the middle of the room and crawl through a sewage shaft to safety. Tindle, on the other hand, approaches a fight differently and goes down fighting.

Jorg does not want a fight either but this is because he cannot gauge the strength of his opponents. If he senses a hesitancy, lack of resolve or other he attacks by signaling the half-orcs. The half-orcs attack without reservation. Jorg fights to the death knowing full well he has no manner of extricating himself from this situation that does not involve his eventual death.

In all, this culminating moment is for the PCs and CK to figure out. This stand-off and the results of it drive all future adventures in and around Bergholt, for better or worse.

HEDVIKA, HAG (ANNIS): *This is a chaotic evil humanoid whose vital stats are HD 7d8, HP 39 and AC 20. Her primary attributes are mental. She attacks with 2 claws (2d4) and a bite (1d6). Her special abilities are improved grab, rend, spell-like abilities (fog cloud, change self), darkvision 60 ft., SR 7 against illusions or illusory effects.*

JORG: *He is a 6th level fighter and 5th level rogue whose vital stats are HP 55 and AC 15. His prime attributes are dexterity, strength and intelligence. His significant attributes are dexterity 16 and intelligence 14. He carries a chain shirt, +2 longsword, ring of the ram and 200gp worth of coin and jewelry.*

HALF-ORCS: *These are twin 6th level barbarians whose vital stats are HP 44 and 53 and AC 11. Their prime attributes are physical. Their significant attributes are strength 17. They carry +1 scimitars and have 20gp worth of jewelry.*

ARNAULT VERMASTENS: *He is a 5th level fighter whose vital stats are HP 38 and AC 15. His primary attributes are strength, dexterity and charisma. His significant attribute is dexterity 16. He wears a chain shirt and carries a goupillon (2d4) and dagger (1d4). He carries 200gp worth of coin and jewelry.*

ARDIN: *He is a 7th level fighter/2nd level rogue whose vital stats are HP 34 and AC 14. His primary attributes are strength, dexterity and constitution. His significant attributes are strength 13, dexterity 16, and constitution 14. He wears a chain shirt and carries a +2 short sword. He has 50gp worth of jewelry and coin on him.*

TINDLE AND KLAUS: *See Appendix A: Important NPCs.*

13: HEDVIKA'S QUARTERS

This room is the temporary home of Hedvika. She lives some distance away where her coven meets. Hedvika knows many manners of entering and leaving the city and this room makes it easy. There is a large hole in the center of the room that overlooks the intersection of four major sewer lines. If pressed, Hedvika drops into the sewage line, uses her polymorph ability, and disappears only to come back later.

Down a corridor, a portal opens onto a room bathed in blue light. It is a round room, domed and in the center, is a large hole, through which one can hear water rushing. About the room many small gauzy tapestries and curtains of green and brown, and yellow are strung in a haphazard manner. A small stool sits beside a bubbling cauldron hanging above a fire.

Upon the stool sits a young woman, perhaps in her 30s, maybe 20s, maybe 40s with black, brown or blueish hair. She looks up as you enter with friendly green eyes.

Hedvika sits on a stool beside the hole in the center of the room. She is desirous of speaking with PCs rather than fighting and if challenged, throws up some diversion and jumps through the hole to disappear into the sewers. Her desire is to engage the PCs in conversation to see if she can convince them to help her. She explains that she is not allowed in the city of her birth anymore and only wants to help her family. She is cursed, she claims, as she engaged in some magical research which she should not have. Hedvika claims to be escaping the curse and running from those who would do her ill. Having hidden here, she had planned to use any monies to help her relatives by giving them money, as she points out to her surroundings, "I need so little." That family is, of course, the Rothenheimers. If Hedvika can not engage the players, she requests to be allowed to leave and make her way in the world. If not this, she tries to escape and at the end fights.

If the characters agree to go along with Hedvika's desires to help the Rothenheimer's she explains that it must be done in secret because if anyone were to find Hedvika, she would be executed. Her plan is to use the PCs to keep an eye on Evanna and family.

The room has little else in it other than the curtains, stool and some food stuffs. There is a bag with lots of finger bones in it (throwing these bones during any *commune* or divination type spell increase the likelihood of success), some herbs in bags (used to enact certain spells), a *candle of invocation* and a leather pouch with 150 small silver coins in it and 8 small green gems. One of the green gems is a *hag eye*.

CHAPTER 8: TEDIOUS TALK, BRASS KNUCKLES AND GREASING PALMS

This chapter covers some of the motivations and natures of the NPCs encountered in this adventure. It also discusses the movements and activities of Mariitz, Klaus and others while the PCs are conducting their investigation.

THINGS THAT GO SLIT IN THE NIGHT

Mariitz, having failed to kill all the PCs during his initial attack, must continue to try and do so, both for the money and his reputation. The attacks on the PCs occur at irregular intervals but minimally 3 days apart and often more. By this juncture, Mariitz has lost the opportunity to receive all the money for a collective quick kill so goes after the PCs one at a time or in groups of two.

The follow-on attacks are much better planned and executed and likely result in a PC death if they are not on their guard. This alone should encourage the remaining players to seek out the assassin and get on with the plot. In the event the characters leave town - sorry, the assassin follows them for a while and tries to kill as many possible. The assassin attempts to bring back proof of each killing by taking the medallion or taking other identifying articles.

The attacks occur in any place the characters can be found at a disadvantage. Mariitz follows the PCs and awaits an opportunity to attack. Though he prefers not to make that attack in a public place, he does so if necessary. Mariitz also uses poisoned bolts for the attack. Mariitz's use of poison is of great import. The first part of this chapter explains the nature of the poison and its side effects.

It is unlikely that Mariitz ever attacks the PCs in their house. This is too bold a move and presents opportunities for counterattack he cares not to face though it is not completely out of the question. By making attacks in the streets or the public areas of Bergholt, Mariitz attempts to make it appear as though the PC(s) have been attacked and killed by street thugs.

Capturing or killing Mariitz should be fairly difficult. Though he is not the best assassin in the world, he is a good one with an uncanny sixth sense that has gotten him out of many scrapes. Under only extreme circumstance does he allow himself to be fought into a corner and has absolutely no compunction about running away from combat. If Mariitz is killed during any of the encounters, the players will have successfully located the assassin but not the person who paid the assassin. So the investigation is still on, though it becomes increasingly difficult to find his employers as Mariitz carries no clues on his person. In the case that he is killed, if the PCs search him, they locate a key to his room in the tavern.

In the room where Mariitz is staying are several items of interest. In a locked trunk is a small vial of poison, several pieces of clothing, a few daggers and a gold medallion identical to the

one located in the Wavemaker. This medallion, though offering no immediate clues as to who paid Mariitz, does indicate a conspiracy. Other than the smugglers in the Karpenknot and several pirates found in Dockside, no one in town knows what the medallion is used for. This is a medallion used by people of import in Rablesborg. It is a type of passport.

However, if Mariitz is captured, he claims he is working for someone named Klaus, but does not know who Klaus is or who Klaus works for but does know what he looks like and that he is occasionally found in the Flakmarc. Mariitz quite quickly dispenses this information in hopes of ingratiating himself to the players so that they spare his life, for he knows it is forfeit, especially if turned over to the Magistrate. He does not reveal everything though. He does know the location of The Klinker but keeps this information to himself. He plans to use it as a hideout should he be freed. He then plans to leave Bergholt and make his way to Rablesborg.

What he will reveal though is that he thinks Klaus works for someone in Dockside. He claims to have met Klaus in Firstenfeld and came here to 'settle some family business' on Klaus' account. This is not true, he met Klaus in Rablesborg and was hired there to come and kill the characters. He does reveal that the characters are the object of the assassination attempt and not Norliana. He claims to know nothing about Norliana. As with the other claims, this is not true. Mariitz knows Norliana's family in Firstenfeld and quite rightly guesses at her motives in Bergholt.

He admits to having arrived in town a few days prior to the celebration in the Hall of Nod on board the Wavemaker. He claims to be staying at the Empty Hold. This is in part true. Mariitz is staying at the Empty Hold and spends a great deal of time there. However, he has, after the first attack, established a second identity as a traveler. This second identity is used as a cover. He has rented a room in a place called the Tankard and Ale in the Gedmarc and goes by the name Toma Ruttinger while there. This identity was established in case he needed anonymity. Even Klaus does not know about this identity.

As for Klaus, Mariitz describes him as a mean and ill-tempered man who wants to exact revenge upon the PCs for some wrong they have committed. Mariitz has no idea why Klaus wants the characters killed and could really care less, "it's all business you know, nothing personal." His knowledge extends only this far. Mariitz describes Klaus to the characters as well as points out a bar which Klaus frequents, the Empty Hold. If forced, he even takes the characters to the bar and points Klaus out should he arrive. He also describes how he was given the medallions to identify the characters.

In all cases, Mariitz tries to escape. He is very good at this; when and if he does, he leaves town and disappears, traveling back to Rablesborg, where the PCs may encounter him again and,

if they have treated him well, can look forward to his help in that city.

CLUB FEET AND HACKLES: THE STRANGE TALE OF KLAUS AND TINDLE

Klaus lives in a constant state of fear. From his earliest years, he has been under the knife. A deranged father who associated with thieves and louts in the foulest city of the Interzaa, Magdalzborg, created in him a deep seated and often justified paranoia. This shadows his every move and thought.

Klaus prefers to act in the shadows, far away from prying eyes and ready revenge. He uses surrogates for almost every action and keeps his plans tightly to his chest. With this in mind, Klaus should only rarely, if at all, make an appearance in the adventure.

He does not stay in one place for long lest someone become too acquainted with his face. The only exception is the Klinker. He feels somewhat safe in this sewer infested with thieves, smugglers, killers, hags and others. He trusts their desire to see him dead therefor, he reasons, they are predictable and safe.

Klaus' right hand man, Tindle, stays in the Klinker throughout the adventure. His predilections and personal habits make it difficult to act in normal society in a prolonged manner, so he generally opts not to. Tindle is, however, utterly loyal to Klaus and remains by his side no matter the circumstances. Both of them try to make an escape from the Klinker if there is an attack and they feel at all threatened. Tindle knows this portion of the sewers and wastes little time entering them and exiting at a point midway up the cliffs near one of the stairs leading from Dockside to the Upper City.

NORLIANA BONHORST: THE VIPER'S SOUL

Norliana is a spy for the Bonhorst family in Firstenfeld. She was sent here to gather information on the Rothenheimer Family and pass it back to her Family. Their desire is to overtake the Rothenheimers and, through the marriage of Norliana to another family (that family has not been chosen yet), acquire citizenship in Bergholt and eventually a seat with the Council of Eleven.

As such, Norliana is very interested in all the happenings in Bergholt, especially those concerning illegal activities. Her goal is to build a small following of thugs, assassins and what-nots to help her undermine the Rothenheimer's influence in the city. This is part of the reason she wants the perpetrators of the attack brought to her. She intends to give them the opportunity to work for her, or die.

Additionally, though, Norliana is aware of the Klinker and knows that Arnault Vermastens is running a smuggling operation out of it. She has two plans concerning this. She is considering taking it over (this is where the PCs come in) or blackmailing Arnault into helping her. She refuses to be taken out of the picture and expects regular updates from the PCs. She demands they kill no one until she has had a chance to interview them.

Norliana is driven to do what she does not because she is inherently evil. She is virtually incapable of understanding the world in an evil/good context. What drives Norliana is anger. She is a seething mass of fury and her life is simply a process of venting. What drives her is a primordial hate at being alive and being aware that with life comes death. She is taking revenge for this and those who fall in her path are not her concern.

GODEL VERMASTENS AND MAGISTERIAL INTERVENTION

Should the PCs use of force become a fairly common or should they cause many problems in town by 'pestering' merchants or others, the Magistrate becomes involved. Godel Vermastens is an unforgiving man and really wants the PCs out of his city. If they are brought to his attention too often, he begins the task of having them removed.

Unless the PCs are involved in a major crime, they are not arrested as this would be too great an affront to the Rothenheimers. Rather, Godel chooses a subtler route. He attempts to disparage the PCs in a public manner. He blackmails and bribes others into framing the PCs or gathering information about them that might be unsavory. Then, working with other Families, creates a case against them. This case is eventually presented to the entire council and the PCs are likely asked to leave the city.

Killing a Citizen or Family member has disastrous consequences. Should any member of the elite be killed there is a major investigation and the attackers are executed. There will be no bribing oneself out of such a crime.

WRAPPING UP

It is impossible to completely wrap up the adventure at this point as is its intent. The idea is to allow for the CK to continue the adventure in whichever direction they choose. It does not upset the continuity of the game if the PCs are involved in other adventures. On the contrary, should the PCs become involved with the various NPCs located throughout Bergholt, this also allows cross-pollination of adventures that only add more depth to plots, subplots and metaplots. To allow for this, extend the time between Mariitz's attacks.

The plot, as it unravels proceeds something like this: The smuggling ring the PCs break up is in a power transition. The nephew of the town Magistrate, Arnault Vermastens, was running the smuggling ring but he is now being taken over by pirates and several hags loyal to Ubert von Beck. Arnault wants help in fighting these intruders. The hags, for their part, are in Bergholt to cast a spell on Norliana to turn her into a hag. Norliana, who will have been secretly following the investigation and requesting information from the PCs, wants to replace Arnault Vermastens with her own people to run the smuggling operation. She has been using the PCs to accomplish this.

From this point, the plot can extend in several directions. If the characters stay true to their word and bring Arnault Vermastens back to Norliana, as she has requested, they shortly discover they have been duped. She has Arnault killed and threaten the

PCs, saying she will tell the Magistrate that they killed Arnault if the PCs choose not to help her. If the characters turn Arnault Vermastens over to the Magistrate, they quickly experience the town Magistrate's wrath for vigilantism (not to mention besmirching the Vermastens name) and likely suffer expulsion from the city, or worse. Killing any of Von Beck's men causes him to redouble his efforts to kill the characters. Raiding the den of smugglers gains the antipathy of the hags and the ire of the local shoremen involved in the smuggling, and the anger of the band of thugs who oversee the dock's criminal element.

In short, most actions the characters take result in some negative impact. This represents the nature of politics in Bergholt. Only the wisest of players will be able to manage the entire adventure without incurring the wrath of one or another faction and/or

defeating them all. The best method is to side with Arnault Vermastens to rid the Klinker of the interlopers. Then, refuse to turn him over to Norliana and cover up the whole mess. This, however, infuriates Norliana.

In any case, if the PCs manage all the disparate entanglements, they gain notoriety in the city with both the high and low. In either case, this adventure can be used to propel the characters into the follow-up adventures, such as a raid on Raglesborg, in an effort to clear their names, head off further assassination attempts by Von Beck, find Norliana - should she need to escape - or further ensconce themselves with the political elite of Bergholt by raiding Raglesborg, a secret pirate den, and killing Von Beck. All of these plot twists and turns are covered in the next installment of the adventure.

APPENDIX A: IMPORTANT NPCs

This appendix contains the stat blocks and significant information for important NPCs the PCs may encounter throughout the adventure.

EVANNA ROTHENHEIMER

Evanna is a young woman of fine breeding. She has straw colored hair that extends well below her shoulders. Often she wears her hair in braids as is the custom in Bergholt. She has piercing green eyes and delicate features. Her beauty is renowned throughout Bergholt and beyond so that suitors are never far from her doorstep.

After the death of her father, Herbert Rothenheimer, Evanna is declared Kofmaestern of the family and all its holdings and interests. This decision was made in keeping with family traditions and Herbert's desires. Most of the seniors in the family support the appointment but there are a few who do not. The latter keep their opinions to themselves for the most part. Evanna has only been in the position for a short time and is quickly learning about all the types and nature of the family's relationships and holdings. At the same time, she is trying to figure out who, within her family and without, are her enemies.

Evanna is somewhat paranoid and is having a very difficult time figuring out who it is she should trust after the assassination of her father. For a greater degree of safety, Evanna removed herself to the family estates (Hilfin Etek) south of Bergholt near the town of Oglesturt. Here, she has surrounded herself with those she trusts the most as well as several of the Family's seniors. They are engaged in updating her concerning the family and its interests.

Evanna has placed her personal servant, Norliana, in charge of her personal affairs in Bergholt while she is gone. This, of course, was a poor decision. While in Oglesturt the acting Kofmaestern is Hertvin Rothenheimer (Evanna's uncle on her mother's side). His loyalty to Evanna is unquestionable. However, within the family residence in Bergholt, the Neufogerin, are several spies from other families and family members who would like to see Evanna removed from her position. Chief amongst these are Lammert Rothenheimer (second cousin) and Jokim Bilder (third cousin).

Evanna has to return to Bergholt within thirty days, at which point she intends to take control of the family and solidify the family's interests on the docks with the intent of bringing as much smuggling to an end as possible. She also intends to support, financially, a troop in the wars to the south. At the same and rather secretly, she is willing to fund an expedition south to locate the Magdole Gang and bring them to heel or at least punish them for their part in her father's death.

She is a lawful neutral 3rd level fighter whose vital stats are HP 14 and AC 14. Her primary attributes are intelligence, wisdom and charisma. Her significant attributes are dexterity 17, con 15, int 16 and cha 18. She wears expensive clothing and jewelry worth 500gp and carries a poniard.

NORLIANA BONHORST

Norliana is perhaps one of the most stunningly beautiful people in the entire Graffenvold. However, her beauty is rarely seen or recognized because of the dour look upon her face and eyes smouldering with superiority.

She is a 6th level rogue and 3rd level illusionist whose vital stats are HP 17 and AC 17. Her primary attributes are dexterity, intelligence and charisma. Her significant attributes are dexterity 17, intelligence 15 and charisma 18. She wears +3 leather armor and carries a dagger of venom, a bracelet of chameleon power, a bracelet of counter spells, and has access to a periapt of charisma +2.

MARIITZ

Mariitz's appearance is of a fairly common nature. Something he tries to cultivate for, he reasons, the more he stands out the less capable he is of doing his job. He has sandy brown hair, a slight build and an indistinguishably common face except when fighting. Then his entire soul seems to slip out from under a cloak and reveal itself in a maniacal grin, shifting pinpoints of eyes and flared nose.

He is 7th level assassin whose vital stats are HP 25 and AC 18. His primary attributes are dexterity, intelligence and constitution. His significant attributes are dexterity 16, intelligence 14, and constitution 16. He carries +3 leather armor, +2 ring of protection, cloak of protection +1, dagger (1d4), expert quality shortsword (1d6+1), +1 crossbow, 20 bolts and has 15gp on his person in various coinage in addition to that mentioned above.

MARTOOF

Martoof is a solidly built man with features squared from years of fighting in the brutal streets of Firstenfeld. He is balding but wears a thick beard and mustache. In those hours when he is not guarding Norliana, he relaxes with a pipe and fine clothing that sits poorly on this killer's body.

He is 5th level ranger and 2nd level rogue whose vital stats are HP 43 and AC 15. His prime attributes are dexterity, strength and wisdom. His significant attributes are strength 14 and dexterity 17. He wears ring mail and carries a +2 dagger of stabbing and robe of deflection (when worn, provides a +2 bonus to AC versus missile attacks).

GODEL VERMASTENS

Tall and lean, Godel's narrow face sports a long hawk like nose and noticeable chin. Desperately intense eyes belie his common exterior and plain clothes.

He is a 10th level fighter whose vital stats are HP 67 and AC 18. His primary attributes are strength, wisdom and charisma. His significant attributes are strength 17, dexterity 14, charisma 16 and wisdom 14. He wears +2 chain mail, a +1 shield, a +3 longsword of sharpness, a belt of hill giant strength, a +2 periapt of wisdom, as well as 500gp worth of jewelry or coin.

KARL VERMASTENS

Karl is an older fellow sporting a slim beard and balding head. His round face and wide eyes give Karl the appearance of a dotard. His stiff posture and round barrel like body only add to the illusion, for in truth Karl is unusually intelligent and acts in deadly earnest.

He is a 6th level ranger whose vital stats are HP 49 and AC 16. His primary attributes are dexterity, wisdom and charisma. His significant attributes are dexterity 17, and strength 13. He wears +1 chain mail, shield, and carries a +2 goupillon, dagger and 175 worth of jewelry and coin.

KLAUS & TINDLE

Klaus is a tall and thin man with wisps of hair on his head and chin. He is acne scarred, beady eyed, and thin lipped. His clothing is simple, fairly dirty and unkempt but quite functional. He speaks with a lisp and gesticulates wildly when excited. Klaus is motivated by little other than Ubert von Beck's desires. He is wily and quite unwilling to lay his life down for anything, obsequious when necessary, and blustering when useful. Klaus carries a longbow and spiked chain into battle. In combat, he uses the spiked chain to disarm or trip an opponent while Tindle moves in for the kill.

KLAUS *(He is a chaotic neutral, 5th level rogue whose vital stats are HP 15 and AC 14. His primary attributes are dexterity, intelligence and constitution. His significant attributes are strength 15, dexterity 15 and intelligence 13. He carries a +2 short sword, a spiked chain that deals 1d4 points of damage and can be used to trip opponents at the same time, an expertly made suit of leather armor that confers a +1 to armor class, longbow, 12 arrows, thief's tools, and 100gp in coin and jewelry.)*

Tindle is a fairly handsome man with stubble covering his face. His eyes are a piercing blue and his voice firm and powerful.

Tindle walks "tall" and carries himself pompously, glowering at most that bother to talk to him. He is fairly loyal to Klaus, having traveled with him for nearly five years. Tindle carries a battle axe or a longsword with a shield into combat. As a combat tactic, he tries to knock opponents prone with his shield and deal with them one at a time or attack those Klaus has tripped.

TINDLE *(He is a chaotic neutral, 3rd level human fighter and 2nd level rogue whose vital stats are HP 30 and AC 18. His primary attributes are strength, dexterity and constitution. His significant attributes are strength 16 and constitution 15. He carries expertly made scale mail conferring a +1 to AC, an expertly made large metal shield conferring a +1 to AC or to hit, a longsword, battle axe, thief's tools, platinum armband (5gp), 2 rings (25sp, 15sp), a belt with silver emblazoned upon it (10gp), and 10sp in a pouch.)*

APPENDIX B: WEAPONS

THE GOUPILLON: This weapon consists of a wooden shaft with three small spike balls attached to it by chains. When attempting to disarm a character, you get a +1 to your opposed attack roll. The goupillon can also be used to trip opponents. Cost: 15gp, Damage: 1d8, EV3.

WHIP OF CONSTRICTION: This is a +1 whip. A successful hit indicates the whip has wrapped around the target. The target must make a dexterity check versus the level of the user. If successful nothing more happens. If unsuccessful the whip remains wrapped around the target and on the next round begins constricting them. Depending on who wins initiative, the target can make a strength check to break the constriction before taking damage. If not, the target constricted takes 1d6 points of damage and attacks at a -5. Each subsequent round the whip causes one extra point of automatic damage. The strength check to break the hold of the whip is reduced by one as well.

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