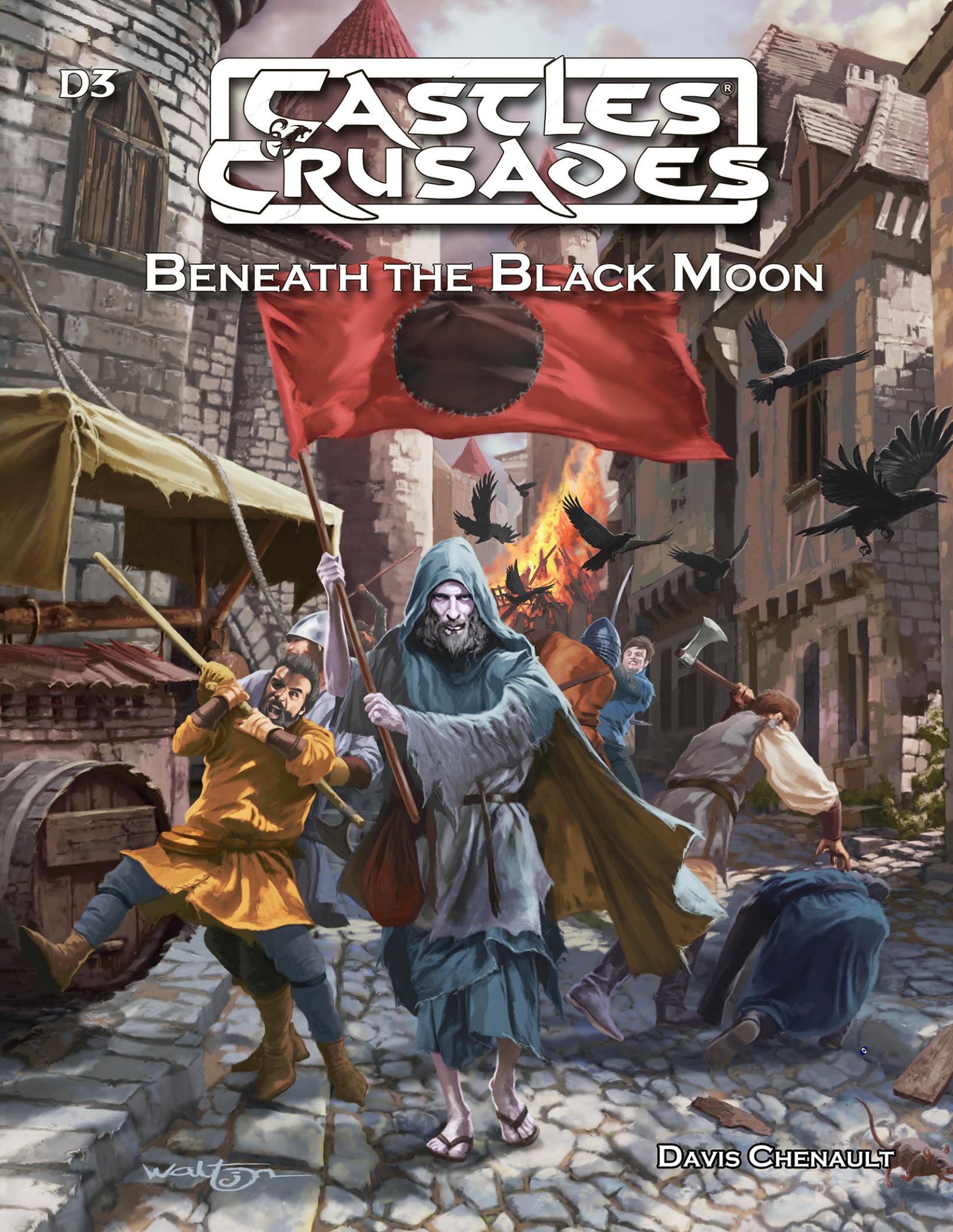


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BENEATH THE BLACK MOON



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THE CITY OF BERGHOLT



CHAPTER ONE: INSIDE THESE WALLS

A DESPOTIC NIGHTMARE: A BRIEF HISTORY OF BERGHOLT

The dwarves ceased to hold sway over Bergholt many centuries ago and men came to dominate the city. The nature of the city's government shifted dramatically over the intervening centuries. There have been despots with murderous rages, beneficent kings, greedy oligarchs, rapacious warlords, confederations, and even outright chaos in the city before giving way the current institutions and, seemingly, the most stable.

Some three centuries ago, a warlord from the far west, Vargis von Thuman I, arrived in Bergholt and after a difficult siege, broke into the city and slaughtered the crop of merchants and petty nobles who likened themselves to be Bergholt's rulers. He then set up an autocratic leadership and passed rule down to his eldest son, Urgird, and Urgird to his eldest son, Vargis II. This was the Thuman Dynasty. Vargis I ruled Bergholt with a firm and violent, though just, leadership. Urgird I ruled with a firm hand for many years. However, in the last decade of his rule, a dementia set in and his rule became ever more dictatorial and brutal, especially in the last years of his life. Urgird died a violent death at the hands of an assassin. Upon his death, Vargis II, the last of the line, assumed rule of Bergholt. Much like his grandfather, Vargis II ruled with a firm but just hand for several decades. Though, like his father, a dementia set in later in his life and his rule quickly descended into a brutal, violent, cruel and a malicious leadership. This lasted for nearly three decades. These three kings ruled Bergholt for nearly a century.

Eventually the bloodshed and random violence under Vargis II began to erode any sense of loyalty and cohesion in the city such that families were pitted against families and various factions within the city became very guarded and protective of their own. Vargis II's mental state deteriorated to such a degree that few but his closest retainers pretended any loyalty at all. Power had slipped from his hands and into that of close relatives and the soldiery who ostensibly guarded Bergholt. The decades of such corrupt rule only encouraged the worst of these the rise to the top. The wanton abuse of power would eventually lead to their downfall.

During the time of the Thuman dynasty, the power, wealth and influence of Bergholt simply continued to climb almost in spite of the horrid leadership of the city. More and more ships would stop in Bergholt to ply their trade and used the city's naturally safe harbor for rest and repair. Bergholt's location midway between the eastern and the western portions of the Interzae also provided a natural mid-journey layover for those travelling the southern shores of that great inland sea. Bergholt was becoming a city of great influence without even an effort being made to do so.

The increase in traffic and need for supplies attracted many a farmer and woodsman to the area. Settlements around Bergholt expanded in size and many dozens of new thorps, villages and

towns were settled. Most paid homage to the rulers in Bergholt, but the reality is that the leaders of Bergholt did not care much for or about those in the surrounding areas and hence, they were generally left to their own devices.

It was during this time that several important towns, though nominally loyal to Bergholt, developed their own dynasties and began to manage their own affairs with little regard to what the rulers in Bergholt wanted. The two most important of these towns were Halpveg and Isenburg. The deterioration in relations with both these cities would later become a problem for Bergholt.

After nearly a century of rule by the Thuman dynasty, citizens, noble houses and merchants alike, long chafing under the rule of these despots, realized a chance to bring the Thuman family to its knees. Central power had eroded to such a degree that Vargis II and the various members of the Thuman family or its cohorts had no manner of effectively enforcing their rule. Not only had they become divided amongst themselves, they were increasingly worried more about their own localized power than any broad power over the city and paid less and less attention to events occurring at large and in the city's hinterlands.

Several of the more wealthy and influential merchants and nobles in Bergholt gathered in secret to plot the overthrow of the government. There were eleven major families involved in this plot. For several months, and with many setbacks, the families managed to sneak mercenaries and soldiery from around the Interzae into Bergholt. These were being paid to help overthrow the rule of the Thuman family. Aiding the eleven families were several of the local guilds, some organizations, those with grudges and even a few of the lays. On the night of the very first Celebration of the Black Moon, the cabal launched their attack.

The intent was to capture, imprison and exile as many members of the Thuman family as possible and disarm the soldiery still loyal to the various Thuman family factions. Only a few were to be put to trial for misdeeds. However, the undertaking did not go as planned as members of the Thuman family and the soldiery, fearing the worst, offered a stubborn, and very violent resistance. The encounters with the guilds and lays turned exceedingly violent and much blood was shed. This exacerbated the entire confrontation and the whole of Bergholt seemed at war with itself.

Very quickly the wholesale slaughter of the Thuman family and those loyal to them were, quite by accident, undertaken. Many sections of Bergholt were put to the torch as one reprisal lead to another in a near endless series of confrontations and counterattacks. Any semblance of order broke down and every person or organization with a grudge took advantage of the situation to attack or kill enemies or those they wanted to take revenge against. This was followed by a near calamitous looting and thieving as throngs of people gathered to rage across Bergholt.

The mayhem lasted for several months. During this time, the city essentially warred within itself as various factions, organizations, guilds and families sought to wrest control of Bergholt from one another. It was only with word that the lord of Halpveg had gathered troops and planned to take control of Bergholt that the situation began to resolve itself.

The original eleven families involved in the plot to overthrow the Thuman family gathered again to address and confront the menace from Halpveg. Realizing that they faced the potential of another dynasty from outside Bergholt coming to rule the city, they quickly agreed to a truce and nominal manner of overseeing the city while they gathered enough forces to confront the forces coming from Halpveg.

The Council of Eleven was formed as a temporary solution. At the time there was no desire to keep that as the form of government; the council was effective in gathering their forces and wresting control of the city from its warring factions. These were then united into a broad and varied army of peasants, soldiery, merchants, professional fighters and nobles. This rag tag army, though ill equipped and poorly lead, managed to move quickly and effectively to the gates of Isenburg before the troops from Halpveg could cross the Vindig River. So great were the numbers and position of Bergholt's army that the forces of Halpveg withdrew before any fight could commence. To this day the victory is celebrated as the Bloodless Battle.

The eleven families gathered in Bergholt and sought to devise some method of bringing the city under control and giving power over to a monarch or leadership of some type. The negotiations and discussions lasted for some great time. Whilst so engaged, the families also realized that the city must be run in some fashion, so each member of the council acted and behaved in such a manner as they saw fit to insure that the city functioned. The negotiations dragged on for weeks, then into months.

All the while, the lesser members of the families went about the daily business of running the city. They codified a law, set some taxes, supplied the city guard, and designated a wharf master and all manner of actions to help ensure the city functioned. And the negotiations dragged on.

And, without planning it, Bergholt acquired a new government and ruling body. The negotiations continued for quite some time before everyone realized that Bergholt had come to rule itself and any desire to give power to a new leader was lost. The Council of Eleven was never officially formed but came into power over time by tradition and lack of any effective usurper or replacement, though several have tried. Nearly three centuries have passed since the founding of the Council of Eleven and their success has brought much wealth and power to Bergholt, but many problems have come with this success.

The stability that the Council of Eleven brought to Bergholt only enhanced the city's commercial activities. Its port has grown enormously as the city not only offers safe respite from the waters around but also has a stable government under which trade is conducted. Taxes and trade derived from this have benefited most of the city's inhabitants. The merchants and

those who sit on the Council have derived the greatest benefit of course, but even the lowliest amongst Bergholt's inhabitants have felt the effects of the wealth. The wealth and influence of the city have spread into the surrounding communities as well and allowed for and encouraged their growth.

As commercial interests reigned preeminent within the council, broader political alliances were arranged more and more around monetary interests rather than political or military necessity and utility. Further, a codified 'lack of central authority' within Bergholt and its surrounding communities has fractured the city's inhabitants into innumerable small and large competing units of gangs, guilds, consortiums and family alliances. From its inception, this has been both Bergholt's strength and weakness.

Once the Council of Eleven gained authority over Bergholt, they enacted a series of taxes that applied differentially in amount and collection procedures to merchants, citizens, commoners, tradesmen and travelers. These included a series of tax and fee reductions for those plying their trade within the city walls. This brought many a merchant to Bergholt's doorstep. The safety of the city and the friendliness of the taxation laws made business in Bergholt worth the investment. Local tradespeople flocked to the city and merchants who had previously conducted business in Firstenfeld and other places transplanted to Bergholt. The city underwent a commercial and population explosion.

At the same time, those cities who had previously hosted these merchants felt the impact of their loss. Foremost among these was Firstenfeld. With its high tax base and autocratic leadership, Firstenfeld was increasingly being bypassed by the many merchant vessels crossing the Interzaa. This accelerated once the Council of Eleven restructured Bergholt. A great enmity for Bergholt's leadership developed in Firstenfeld and relations between the two cities soured. Warfare upon the sea was inevitable. For nearly a century Firstenfeld and Bergholt competed with one another for control of the trade routes along the south shore of the Interzaa. Privateering vessels, war galleys and small armadas crossed the waves in a seemingly endless and deadly struggle.

Only under the brilliant leadership of Captain Oorik Vandemeer of Bergholt did the war finally come to a conclusion. Vandemeer gathered as many vessels as he could under his banner and led his fleet upon a tortuous and dangerous journey into the deep waters of the Interzaa then crossed unnoticed to the westward side of Firstenfeld's fleet. He caught them unawares and sent many to the bottom of those dark waters. Then, Vandemeer moved the fleet upriver unleashing thousands of soldiers upon Firstenfeld's walls. Though he was unable to break the defenses of Firstenfeld and sack the city, Vandemeer managed to devastate the remainder of Firstenfeld's fleet and sent it to the bottom of the river as little more than charred timbers and wooden husks. The war between the two cities has been over for nearly ten years, an ongoing struggle between the two dominates their relations. Firstenfeld still pays a fairly hefty sum to privateers and often attempts to involve itself in Bergholt's politics through means both fair and foul.

At the same time, Bergholt's relations with its nearest neighbors improved with only occasional confrontations. As the city grew in wealth and size, the immediate surrounding communities enjoyed a robust trade in food stuffs, wood products, building materials and the like. The small thorps and homesteads also experienced a population explosion such that, all together, the communities surrounding Bergholt actually exceed Bergholt in population but still depend upon it as their source of wealth and safety. These communities generally consist of homesteads, small thorps and villages. They are spread out for many miles around the city.

Though these communities ostensibly fall under the protection and jurisdiction of Bergholt's administration, the reality is that there is a tenuous relation between them. As a general rule, Bergholt's leadership almost completely ignores the surrounding regions and leaves them to their own devices. However, many furtive attempts over the years to establish greater control have been attempted and then abandoned. Bergholt has constructed quite a number of small keeps, often little more than a fortified tower, in many of the larger communities. These keeps are periodically occupied by a half dozen soldiers; on some occasions the number of occupants can be greater than this. In the past 50 years, a ring of larger forts have been constructed or are under construction on the periphery of Bergholt's territory. Notable amongst these are Nivenfir (near Isenburg) and Hosendrug (to the east along the Kambrian Way). Another massive fortification is under construction to the south called Aagenves.

Not a few of these towns and villages have their own Noble Houses (Adlighausen) who flex their muscles on occasion and often ignore or disobey edicts passed by the Bergholt City Council. Each of the Noble Houses is required to offer services to the City Council several times a year and during times of war they are required to summon local militias for service.

Not surprisingly, the idea of unity between the outlying cities and Bergholt does not quite match the practice. Several of the communities refuse to accept the dominance of Bergholt and maintain their own local forces to enact and enforce laws. Even those that do accept the Council of Eleven's leadership often ignore edicts and act in a manner they deem more appropriate to their circumstances. Bergholt's lax enforcement of its laws and compliance to alliances allows and encourages these activities. From the perspective of the Council, this is of little concern. As long as the communities continue to at least pay nominal amounts of taxes and not cause too much trouble, they tend to overlook all but the most egregious of activities.

Further afield, Bergholt's relations are somewhat strained. Although the council pointedly eschews territorial annexation, it has actually been gaining territory and power simply as a result of its size and wealth. To the west, Bergholt's territorial growth now stops at the Vindig River near Isenburg. The southern boundary is fluid as there is nothing in that direction other than roving bands of robbers, miners and nefarious creatures of the Unterdrook. Its influence extends 100 miles or more into the east along the Kambrian Way as there are few powers there to oppose them.

At Isenburg, where the Kambria crosses the Vindig River, the Isen family rules as they have for nearly five centuries. They almost categorically refuse any offers of alliance or commercial treaty with Bergholt. The Lords of Isen do not consider the Council of Eleven a legitimate government and view most of the Families as upstarts and low life parading as nobility. Open conflict between Isenburg and Bergholt has never occurred, though occasional 'spats' between the Families and the Isen Family have. Conflict has been avoided in part, because the Lords of Isen know they would be defeated in any war with Bergholt and, as for Council of Eleven, they hardly consider it worth the effort to fight the Lords of Isen for control of the Vindig River crossing at Isenburg.

Relations with Halpveg have, over the centuries, alternated between strained and a close alliance. The last decade however has seen relations sour significantly. One of the original members of the Council of Eleven was related to the older Lord of Halpveg, Stadtmeisteren Fomart. The Fomart family ruled Halpveg for many generations and maintained good relations with Bergholt and between the two of them slowly drained the power of the Lords of Isen. This traditional and familial closeness deteriorated over the years due to a variety of personal reasons. Recently, an upstart from Todavia, Baron Premiger, arrived in Halpveg along with several hundred soldiers, killed the ruler and assumed the reins of power. Not a single family in Bergholt is enamored of the current leader.

Stadtmeisteren Premiger, backed by other refugees from the east, started to annex territory around Halpveg and ended all trading agreements and treaties with the Council of Eleven. Though open conflict between Bergholt and Halpveg is unlikely, a slight reduction of pressure on Isenburg's western border has allowed that city to exert more control over Bergholt's western holdings. Many have waited for a war between the Lords of Isen and Bergholt to erupt but it hasn't yet. The pressure on this simmering conflict has lately eased considerably with the arrival of a Zjerd army to the south of Isenburg and very far south of Bergholt (see the **Death on the Treklant** series for more details on the nature of this army).

A Zjerd army has wandered far north of its territory in the Dampfrat and begun waylaying and destroying all the villages, thorps and towns in their path. The carnage has extended into the lands held by Halpveg and even reached some of the smaller thorps along the Vindig River south of Kreutzmark. This war is wide ranging now and dominates the outlooks of all those in this portion of the Graffenvold.

Bergholt has, to this date, refused to commit troops to the war against the Zjerd. The city has a very lucrative trading relationship with a neighbor of the Zjerd, the Kdyzj. The Council of Eleven is afraid that open warfare with the Zjerd would result in an end to their relationship with the Kdyzj should the Zjerd come to control large swaths of territory between the two. Hence, the Council would prefer neutrality in the matter, allowing it to resolve without their contribution. Of note, the trade routes to the Kdyzj currently extend through the lands owned by that of Halpveg and Baron Premiger of Halpveg has made a small effort

to enlist the aid of Bergholt in its current war with the Zjerd. The Council believes that Halpveg and the other inhabitants of the Graffenvold are strong enough to contend with the Zjerd menace and prevent their expansion into the north. The Council has decided to wait before committing any troops and is essentially hedging their bets. They further reason that staying out of the war will allow Bergholt to grow in strength relative to those other areas as continued conflict reduces everyone's strength except their own. Finally, the Families of Bergholt are making large sums of income of traffic in the materials of war.

As always in Bergholt, there is a caveat. Several members of the Council and some wealthier members of the city disagree with this official policy and have already begun secretly supplying gold, weapons and occasionally men to the war effort. Not an insignificant number of Bergholt's inhabitants, to include a few Families or members of Families, believe that they should be openly supporting those communities fighting the Zjerd and have made their opinions known to members of the Council – in secret. Notable amongst these are the Rothenheimer Family, the Vermasten Family, and the Oldentoog family; each of those houses being in serious internal strife regarding the matter. There are also many individuals and minor families who would prefer open war. However, they do not hold sway and the Council of Eleven voted to disallow any participation in the war, even going so far as to strip away the citizenship of anyone who does.

Halpveg is gathering its forces and seeking aid from far and wide in the war along its southern flank. The Zjerd far outnumber the soldiery of that area and have attacked with such rapidity and seeming randomness that no effective counter has been struck. Isenburg and those towns and thorps along the Vindig River have also begun to prepare themselves for conflict, though they are ill suited to large scale warfare. As a result, ever more are turning to Bergholt to counter the threat and supply troops, material and monies.

Word of this war has spread far and wide fairly quickly. Mercenaries, men-at-arms, and all manner of soldier for hire have begun trickling into the region. Though they bring with them ready sword and experience, they also bring trouble. With that lot are always those who are willing to force any and all to their will, becoming little more than bandits. There are those who seek power themselves and others who have such backgrounds as to make them unsuitable even as mercenaries. The vast majority enters the region through Bergholt and has already impacted the city's economy and criminal underground.

The region now stands poised for violent confrontations on all sides. The Zjerd pour in from the south, Halpveg is arming, the Vindig River settlements and Isenburg are coming closer together and gathering forces, Bergholt is seeing an increasing number of mercenaries pour through its gates and its leadership is torn as to what actions to take. Shortly, decisions will be made and the region could unify or shatter into a million shards and chaos reign.

Despite all this, the cargo and gold continue to flow through the city!

EMPTY LOTS, FERTILE FIELDS AND ROAMING VAGABONDS: AN OVERVIEW OF BERGHOLT AND ITS ENVIRONS

In addition to being built on one the more secluded and protected bays of the Interzaa, Bergholt also lies on a very fertile stretch of land along the southern coast of the Interzaa. The black earth has been nourished by thousands of years of flooding from the many streams and brooks flowing off the hills and uplands to the south. Much of this water flows into the Vindig river west of Bergholt but not an insignificant amount rolls across the plains and forests to the east before pouring over the great cliffs into the waters of that great inner sea. These plains flood yearly and when the waters abate, the lands are nourished with the detritus of that flooding.

This fertile land produces abundant crops and great fields of wheat and grass. Into this poured many farmers and herdsmen who came to support the ever increasing dietary needs of a city seemingly always famished. The constant traffic of ships and their need for resupply has allowed the growth of even more lucrative markets for food and other materials such as wood, skins of various animals, hemp, wool and innumerable types of manufactured goods.

Though none know the exact number, it is estimated that upwards of 100,000 people reside in the environs of Bergholt and supply it and the passing merchant's needs. There are numerous villages, towns, thorps and homesteads scattered throughout the plains east, west and south of Bergholt. The population of each varies tremendously but only a few number over five hundred. Of those which do are Brunderbirst, Megledburg, Ordendorst and Vinderbilt.

Bergholt depends heavily on the surrounding communities to meet its needs in food, livestock, wood, stone and sundry other items produced in the hinterlands. These communities depend on Bergholt for protection and a ready market for the goods they produce. The relationship works out well. Those areas around Bergholt have rarely ever been threatened other than by occasional robbers, thieves and the rare creature which wanders out of the southern Graffenvold or Unterdrooks. The communities around Bergholt produce such an abundance of goods and are so well internally managed that there has been little need for the city to intervene in or spend much money on the affairs of those communities.

Nominally, those villages and towns around Bergholt pay homage to the Council of Eleven or the city itself and accept their rule. In actual practice this is far from the case. Most of the villages accept the traditions of the land and act in accordance with the over-arching laws common to the area. However, to greater or lesser degree each of the villages maintains its own set of rules and laws. They obey edicts from Bergholt only insofar as they benefit their local area and ignore those they care little for. The leadership in Bergholt is happy enough with this arrangement as little is asked or expected of them. As long as the food is in plentiful supply and the tax revenues continue to arrive, most consider the arrangement perfect. A few of the

cities have their own Adlinghausen (Noble Houses) who flex their muscles on flauntingly ignore or disobey edicts passed by the Bergholt City Council. None of those 'families' in Bergholt recognize the Aslinghausen as anything special except in the most rare of cases (meaning the truly wealthy ones).

There are stresses in this arrangement and are becoming ever more prominent and some are potentially explosive. There are many in the outlying areas that would prefer to have their complete independence from Bergholt. Some have gone so far as to begin rising and training their own troops and constabulary. Others have developed quiet alliances with their neighbors to ensure that those in Bergholt face a united opposition should any unwarranted or unwelcome laws and enforcement come from the Council. Several of the larger towns have even begun taxing those under their control.

Further afield are Isenburg and the Vindig River settlements up to Kreutzmark. Isenburg is a large fortified castle spanning the Vindig River. The fortress itself is ancient and so well built and fortified it has never been taken by siege (that said, few have ever tried and it has been starved out on several occasions). The Isen family has ruled in that city for many centuries and its name derives from their rule. It is not a large city, numbering only several thousand inhabitants and having only several small villages in close proximity.

Isenburg's importance is its location along the Vindig River. Most traffic passing over the Vindig goes through Isenburg. There is not a hefty tax, but the sizable amount of traffic generates enough wealth to keep the Isen family stable and it troops and needs well met. Of equal importance is that most of the pilgrims headed north from Bergholt to Kreutzmark pass through Isenburg. The pilgrims are not taxed but the merchants who sell wares to them are. The numerous inns and taverns located on the east side of the river are heavily taxed as well.

The Isen family also has strong ties to the settlements along the west bank of the Vindig, both to the north and to the south. There are a great number of small farming and herding communities that dot the road south and north from Isenburg. Isenburg regularly patrols the roads through these communities and offers protection and help to those along the river as well. A small tax is levied in return, but this is more voluntary than edict driven. The nature of this relationship keeps the Vindig River settlements loyal to the Isen Family and helps Isenburg exert control in this region. It also affords Isenburg the opportunity to raise a small and powerful militia in short order as there is no shortage of people willing to forego the unlikely prospect of death (most disputes are settled well before a battle occurs) in battle for the nice pay Isenburg offers.

Isenburg only has a small force of several hundred well trained and armored soldiers in garrison and a highly trained and very well armed troop of knights living in the castle. There several troops of mounted soldiers who range the roads north and south of Isenburg. The militia Isenburg can call upon is large, numbering several thousand trained and several more thousand untrained. These are led by a loyal and well-trained,

select group of knights and professional soldiers. In addition, Isenburg's coffers afford it the opportunity to hire numerous mercenaries or companies to fight for them.

The towns and villages up and down the Vindig River are all involved in agriculture, fishing, husbandry or woodcrafts. The communities are fairly successful and thriving. This is due in no small measure to the staggering fertility of the river bottoms. Crops are abundant and easy to grow. Cattle, pigs and sheep flourish in the green pastures. The forests provide ample wood and material needed for the woodcrafts upon which many depend for income. There is also a brisk trade up and down the Vindig with pilgrims making their way to and from Kreutzmark.

These communities, nominally independent, pay taxes to Isenburg either in specie or kind. Though there is no liege and lord relationship between the two; there are understandings, customs and legal precedents that all the villages follow. The result is that much of the independence these communities have is, in reality handed over to the Lords of Isen, upon whom they depend for their safety.

The southern Vindig River communities consider themselves separate from those communities found around Bergholt and those found in the central and northern regions of Halpveg. Most of the settlements along the river are on the west bank. Few are located on the east bank. This is in part because the Unterdrooks, the hilly region on the east bank of the river, have been infested with all manner of foul beasts and most of those who attempted to settle in those hills gave up due to the hardships imposed on them. Those on the west bank enjoyed more level ground, protection from Isenburg and commercial traffic to and from Kreutzmark and thus thrived.

Kreutzmark is a religious center located south along the Vindig River from Isenburg. At a bend where the forest disappears deeper into the Graffenvold, there are two concentric rings of Kreuts. These kreuts are massive in size, being much larger than those found in any of the nearby communities. The largest of them stands roughly 50 feet in height and the smallest about 30 feet in height. The inner circle contains the largest of the kreuts while the outer ring contains the smaller ones.

These Kreut rings have been known for ages and they have been visited for many centuries by pilgrims and others. Only in the past few centuries though, has an actual 'town' developed around them. Though Kreutzmarc has been visited since the days of the earliest settling of the Reintier, the town of Kreutzmark came into being shortly after the settlements along the western bank of the Vindig River pacified the region and drove out most of the fell creatures and goblins who resided there.

Once cleared, more permanent habitations arose. First amongst these was a residence for the many priests who arrived here for worship. This structure now towers nearly 150 feet into the sky and dwarfs the kreuts nearby. Many farmers and herdsmen came and settled nearby. As the number of pilgrims increased, so did the number of people and the nature of the buildings. Taverns and inns have sprung up in great numbers and all associated shops that support the large number of pilgrims.



No official leadership exists here at all though. Each house, tavern, bar, stage, shop or any structure for that matter, is built by someone with little or no regard to other's location and with no government's grant. The only demarcations are property lines (often moved) denoted by tall standing stones. There are a few customs which guide this though. The first is that there are no structures built inside or within 50 feet of the kreuts and permission is generally asked of those nearby when a structure goes up. Other than this, little guides development. Outside or nearby the habitations and taverns there are large fields which people use for camping.

Kreutzmark is nearly the furthest of any human settlement up the Vindig River in the south. It stands at the crux of the Graffenvold's wilderness, human populations and the

Zjerd Kingdoms. Despite this, it is also a fairly safe place. It is considered holy not only by human and dwarf, but by goblins and others of that ilk as well. Within the confines of the city, murder is not allowed and most sentient creatures adhere to this rule. The consequences for otherwise can be dire as the gods do not look favorably upon those who desecrate holy ground.

The year-round number of inhabitants at Kreutzmark is little more than five hundred people. During the spring and summer festivals this number can swell to upwards of 10,000 or more. This is when Kreutzmark is also at its most dangerous. There are petty thieves, scam artists and the like who make their way to the festivals. Some festivals involve engaging in acts of violence as part of the rituals. Though rare, murders and killings and fights do occur during these festivals.

Further west is Halpveg and the eastern Treklant Creek communities. Halpveg is a large fortified town and castle. There are over two thousand inhabitants in Halpveg while perhaps another 20,000 live in the surrounding area in much smaller villages and thorps.

Halpveg is ruled by Baron Premiger, an usurper from Todavia. Premiger has taken on the habits and legal customs of those in the Troke and Todavia and is transplanting them here. It is not working out as well as he had hoped. Resistance from the locals, temperate at first, is growing more heated. Premiger had decided to solidify the customary and traditional relationship between the rulers of Halpveg and the surrounding communities through the use of taxation, stationing of troops, enforcement of laws and oaths of obedience. The local population at first took these measures in stride, thinking they would abate over time. Enough time has passed and the locals are beginning to take umbrage at the changes. Resistance is again abating since the Zjerd invasion from the south.

As for the relations with Bergholt, Premiger has tried various methods and manners to strengthen those but has found strong personal rejection of himself in the Council of Eleven. The attempt at commercial and military cooperation has failed, but not disastrously. Adding some problems to the issue is the reluctance of the powers in Bergholt to lend Halpveg aid in the war with the Zjerd. This has deeply angered Premiger and his disparaging of the Council is public enough that those in Bergholt know. Premiger intends to enact a heavy cost on Bergholt in the coming years.

Further afield, the various cities and towns of the Gravia continue a rather robust and friendly trade with Bergholt. The only polity of concern is that of Firstenfeld. Firstenfeld is a significant commercial and military power and by nearly all measures should be of greater influence than Bergholt. However, Bergholt has grown enough and continues to grow such that Firstenfeld, feels the influence of Bergholt through lost trade and revenue from merchant vessels choosing to layover in Bergholt rather than Firstenfeld. This has only increased in pace since the defeat of Firstenfeld's fleet.

The leadership of Firstenfeld falls into the hands of a single family. This is an autocratic leadership with the current head of family ruling the city. Though commercial enterprises provide much of the revenue for Firstenfeld, a growing amount of specie is derived from territories it continues to acquire. With the sinking of its fleet and the destruction of some portion of its army, the expansion of Firstenfeld has been delayed, but this is but a short delay as monies are being poured into a new fleet and the hiring of mercenaries.

The war with Bergholt left Firstenfeld in dire straits. As a result, they have signed treaties and agreements with both the Council and family members or consortiums on trade and territory and pricing. The leadership of Bergholt has agreed to these under the misguided impression that all will be well in the future as long as everyone is making some money. Those powers that be in Firstenfeld are just biding their time. The hiring of freebooters is already underway and many other nefarious plots are being laid.

THE CULTURE OF BERGHLT: ODIOS AND INTEMPERATE IS THE HUNGRY MUTT

Bergholt is a city of mixed cultures, a polyglot of manners, customs and beliefs from around the southern Interzaa and beyond. Eastern and western traditions often mix and mingle in a haphazard and unpredictable way producing a culture unique to Bergholt. However, all the values and customs and beliefs, no matter how mixed and mingled and at the forefront of social activities all fall under the near primal heartbeat of the city, its commercial activities. In fact, most of the customs, laws, beliefs, festivals, celebrations and activities have been bent into the service of some type of commercial venture or stem from one and somehow produce a profit (or at least not a loss) for someone, somewhere. Commerce is the overriding concern and influence upon the city's culture. It is said anything can be bought in Bergholt, for the right price. Above everything, this latter aspect of Bergholt's culture should be considered when trying to understand what is occurring or why.

BACCHANALIA, GLUTTONY AND INDULGENCE: CELEBRATING CALAMITY AND CREATION

Bergholt and much of the western Interzaa are well known for their numerous and debauched celebrations which occur at the end of each and every month. There are ten major festivals, each named and each having its own traditions and manners of being celebrated. These regularly occurring events are punctuated by numerous and lesser festivals which are celebrated throughout the year. In addition, there are the numerous, and seemingly random festivals that occur in localized areas or are for very specific groups of people or events.

Most these celebrations are religiously inspired. Many are conducted as a matter of local tradition while others have long standing histories within the broader culture of Inzae. Paying homage to the gods is of great importance to man, for in the past man depended upon the gods for protection, and will do so again both now and in the future. It is also believed that man, in conjunction with the gods, is the only ones able to release the world from the impending calamity of the Dragon's return. But the gods have, for the most part, abandoned man to his own devices and accepted that the Dragon will descend from the Maelstrom from whence it came and return to the world. The celebrations are manners of bringing those gods back to the world and offering thanks to those gods who have remained.

Each celebration has one thing in common; Gettiman. This Firsmin is the Messenger of the Gods and the conduit through which the people collectively speak to those who sit in the High Hallerin or Insalla. The celebrations necessarily require the invocation of Gettiman for the celebrants to successfully speak to the gods. Gettiman is also known as the Dancing God or God of Masks (see below). The latter two aspects of Gettiman's personality greatly influence the celebrations of Bergholt.

All the major celebrations commence in the same scheme (though some specifics differ). Combining dance and a carnival of costumes, people pour into the streets of Bergholt on those holy and sacred nights and days to partake in some of the

bawdiest of activities and burn copious amounts of very fragrant incense to draw the attention of Gettman. The costumes usually replicate the appearance or supposed appearance of any number of gods, beasts, celestial creatures, or the elements while others are original costumes created by the practitioners. The costumes range from simple face paints to those with more elaborate and expensive regalia.

The costumes, not only used as part of the ritual to bring the gods back are, more significantly, used to establish the wearer's social status, wealth or influence. For example, it would be unusual to find a noble wearing simple face-paint as a costume. That would be an embarrassment to himself, his family and others within his social status. Likewise, a peasant would hardly be able to afford the more elaborate of costuming material typical of the elites and would be roundly rebuked for trying to do so were they found out.

All celebrations begin with the lighting of incense. This can be done in anything from small bowls to large cauldrons and even bonfires or even elaborate incense wands waved in the air. Dancing and rhythmic chants predominate the initial hours of a celebration. Often these activities are led by a priest or other notable. The dances and chants, intended to reenact mythical events and ask the gods for aid in the coming days or forgiveness for past transgressions, are followed by a night or day of drinking, eating and gambling and all manner of activities, some of the most unsavory sort and others of more mundane pleasures. It is important to note however that there is no music, as we know it, in Inzae. There are no musical instruments or songs as both are unknown. The closest Inzae has to music is rhythmic chanting.

The celebrants are supposed to follow up their night or day's activities with ritual purification at a bathhouse, spring, lake, river or any in any type of body of water. Importantly, rituals of purification cannot occur in the Interzaa as it is tainted by the blood of Inzae and the waters bound within its shores are considered cursed by the Dragon. These purification rituals can be elaborate and public or private and mundane. The point is to erase or have forgiveness given for any transgressions committed during the celebrations. Whether the gods care or not is a moot point. As a general rule all activities performed in a celebration are not spoken of. Of course, crimes are still crimes and punishment is still punishment.

The importance of water as a source of purification cannot be stressed enough. Irzman, the son of Aselrurd, is said to reside far up in the hills south of Bergholt. The waters flowing down from those hills are both sacred and pure. Because of Irzman's eternal quest for redemption, the waters that flow from his house are believed to have a redemptive quality and in fact do. Sins committed during a celebration can sometimes be forgiven and when any judgement is passed the gods overlook the transgression (this can be effective in removing some curses).

For this reason, celebrations can be either exceedingly violent, sultry, or both. Often, acts of revenge are taken on enemies; stealing, murder and other crimes peak during these periods. Additionally, there are many festivities which involve ritualized punishments such as bloodletting, body piercing and even

torture in the most sadistic of the celebrants. During these festivals, people entertain thoughts and undertake actions they would not in normal circumstances. Drinking, gambling and bawdy entertainments both orchestrated and random are undertaken by many people.

The festivals and the bathing following them are supposed to offer protection from worldly recriminations and punishment for the aforementioned activities. This is only partially true. Though the gods may not care what happens during the festivals, people do. If someone is caught or engages in illegal activities, there will be a cost, extra-judicial or otherwise. Hence, people wear elaborate costumes to hide their identity. As a result, the costumes have become ever more elaborate with time and have come to aid in hiding one's identity.

THE BATH HOUSE: SIN, CRIME, LUST AND THE PURITY OF WATER

As mentioned previously, forgiveness of misdeeds is not automatic. Bathing is an important aspect of this. If transgressions have been committed, they might be erased through ritualized bathing. A result of this belief has been the construction of many bath houses in Bergholt and throughout the surrounding communities. These bath houses were initially built near a source of water, whether a flowing stream, lake or, more rarely, near cisterns. Over time though, bath houses were built away from those locations as water could be pumped or channeled to them. Over time these bath houses have grown in size, scale and technology, becoming rather glorious buildings in their own right. Others have remained small and functional. As a general rule, this is a result of the wealth of the very local community or the social standing of those attending them.

Bathhouses small and large are scattered throughout Bergholt and its environs. The smaller ones are usually made of wood and have a heating room attached to them. They could have large communal tubs or smaller individual tubs. Generally, these are sunk into the ground, however in the poorer areas, this is not the case. The larger ones can be two stories high, constructed all of stone and elaborately decorated with various motifs. Heating rooms and storage are often underground. Anterooms and various other chambers are attached to these as well.

Often these houses are adorned with innumerable small carvings representing the various gods, famous personages, or just likenesses a craftsman thought to make such as deer, sheep, fish and eagles. The more elaborate of the bathhouses have entire mythical events or other scenes from famous plays or stories engraved on them. The average bath house consists of a cold bath, warm bath, and a hot bath along with a room for undressing with exits to both the cold bath and warm bath. The warm bath however is a bit of a misnomer, as there is no pool in that room, just warm air; the warm bath has an exit that leads to the hot bath. While all bath houses have a hot bath, in poorer neighborhoods the undressing room doubles as the warm bath; in more affluent neighborhoods bath houses may have a sweating room added. Most also have a small bar and or tea house attached to them that are not considered 'drinking holes' but, rather as part of the whole bathing experience.

The habit of bathing is deeply ingrained in Bergholt's culture with many people bathing as often as three times a day. The bathhouses are open to both men and women equally, though inside separate pools in the same room separate the two sexes. Dwarves and elves are also allowed in the bathhouses, though their presence there is very rare, while orcs and others of that ilk are not allowed in them. As the bathhouses are considered nearly sacred places, very little untoward occurs within their walls, yet it is not unknown and the aberrant murder, theft or other attracts much attention.

OF DEBATE AND SCHOLARSHIP: BRANDING AND BANDING KNOWLEDGE

One of the lingering side effects of the rebellion which brought about the overthrow of the Thurman family some 300 years ago is the place of political debate amongst the elite of Bergholt. The discussions that followed that revolt involved some very complex matters of political nature; the nature of government, the best type of government or the best arrangement of government. The debates after the rebellion were interminable. No consensus or conclusion was reached amongst the participants, thus by accident the current nature of rule in Bergholt came to be.

After a time, these debates evolved into more of a scholarly nature, and often these debates were recorded. As no one actually sought to change the government, or they realized that no consensus would be reached, the study of government developed with no intent of actually acting on it. The elites continued with the debates and these attracted other scholars from across Inzae. Some of these scholars remained in Bergholt while others left. The records of the earliest debates were studied and then recording these discussions became the norm. Eventually a great scholarship on politics and governments came to exist in Bergholt and to this day, scholars from around the Interzae gather in the Poitzenstat to discuss such things.

Those who debate in the Poitzenstat are held in high regard. The elite send their children there to study both the nature of government and to learn debate. It is a sign of high breeding, though the degree is useless as no one actually intends to put the gathered knowledge to good use. Being accepted to the Poitzenstat is not easy. One must make a donation of 500gp every two months. This considerable expense manages to keep the elite, elite.

THE UGLY, MEAN AND DASTARDLY DEED: CRIME AND PUNISHMENT IN BERGHOLT

With the exception of the Flakmarc and Dockside, Bergholt is a fairly safe town in which to live. Safe though is relative, especially if safe means keeping your nose out of other people's business, avoiding the city guards and magistrate, avoiding dark alleys or any of the numerous lays in Bergholt, avoiding meaningless arguments, committing no crimes, and avoiding the wrath or envy of a notable or powerful individual, citizen or not. Not surprisingly, often times this is difficult to manage for anyone other than those at the lowest rungs of the social ladder. It is a peculiar fact that in Bergholt, it is much more dangerous to be a citizen than a peasant. All the infighting, bickering, and

maliciousness at the upper tiers of society eventually ends in one party or another having a fatal "accident," disappearing or, on occasion, being murdered.

Much of the violence occurring in the lower echelons of Bergholt's society is episodic and localized. The Flakmarc and Dockside are both dangerous places to be late at night as criminals of all sorts tended to linger in these areas and prey on the defenseless, vulnerable, and weak. Occasionally there are localized and city wide strikes or uprisings which are forcibly put down or the council buys off the leaders. On even rarer occasions, the Council addresses the needs of the strikers. The spontaneous strikes often occur in the late winter or early spring when food prices are at their highest and supplies at their lowest. The planned and paid for strikes can occur at any time.

Generally speaking, the surface of all Bergholt's social strata is amiable and polite, if not guarded. This masks some deep seated hatreds and prejudices as well as personal animosity some feel for others. It is considered impolite to loudly or publicly mention one's relations, positive or negative, with another. This social grace is generally followed but there are occasions where an impolitic voice and action are required. All this makes it difficult to know one's enemies great and small.

The upper echelons of society are in a constant state of struggle for more wealth, prestige and power. A significant portion of this struggle is arranged around the humiliation or the gross loss of wealth or social face of those with whom one is in contest. To affect this, there are many small and petty slights, but there are also other attacks on the person or their wealth. For example, being accosted in public by ruffians and robbed will cause a person to lose status as it betrays weakness. There is also blackmail, extortion and sabotage to mention a few things the upper caste of Bergholt are willing to enact on one another. At times, there is a murder or an assassination, although the latter are rare as that can lead to reprisal after reprisal after reprisal.

In the middle echelons of society, petty crimes are uncommon and are often little more than theft of property, fighting and occasional killings. These crimes are dealt with by locals or the city guard and thence the magistrate if the crime is serious enough. Those in the middle tend to stick close, know their limits and avoid the problems of both the upper and lower classes. Much of the criminal activity related to this stratum of society comes from the various guilds and lays in Bergholt. The upper strata tend to be very well guarded and the lower strata too poor to bother with. This leaves the middle strata as the most vulnerable class in Bergholt.

It is in the lowest level of society that one finds a ready mixture of serious and not serious crime, though rare. Generally, it is petty crime such as thievery and burglary. Truth be told, there is so little to steal however that it is not a problem. In addition, since food and housing are often afforded the poor for free, the need for thievery and other nefarious activities is roundly reduced. Each neighborhood, street or area also tends to have a lay that is in control and keeps other lays at bay. If there is violence it tends to be between the lays over personal insults or territorial disputes (as the territories are rather nebulous).

These disputes can get rather violent at time with lays often fighting one another quietly or in large numbers.

THE PITS O'CLEAVER: BLOOD, BRAINS, BROKEN BONES

There is one particularly violent diversion available to those who occupy society's lowest ranks: The Cleaver Pits. These are much like miniature gladiatorial rinks where several people fight one another. There are no large stadiums for the fighters or onlookers; these are small brutal affairs found in basements, areas of the sewers and in the rougher taverns and bawdy houses of the Flakmarc and Dockside. Though officially illegal, these games are so much a part of the social fabric of Bergholt's underclass that the officials are loathe to do anything about them for fear of open revolt. Others surmise they exist for a specific reason; they keep the simmering anger of the underclass focused on them.

Those who decide to partake in the fighting must do so willingly and make a pledge prior to fighting that no family member or friend has a right to claim revenge or blootgilt for any death's that are likely to occur. Survivors of any round are given a certain nebulous social status that places them outside the normal bounds of behavior, though not excluded from it. They are essentially and generally forgiven for any social transgressions previously committed and are allowed more latitude in current or future occurrences that otherwise may be considered criminal or socially unacceptable. Should someone survive five or more rounds, any transgression of any nature that has occurred in the past is forgiven. This is a route through which members of society in the lowest social rung can fight for their lives, innocence and a chance to start over in a controlled environment. Other than that, it is just for fun or to test one's strength. This only applies to situations in which the authorities have not already involved themselves.

The participants tend to fall into three different types.

1. Those who just enjoy fighting and are very good at it. As there are many bets made over the fights, winners have a chance of making a lot of gold. These participants tend to remain in the lower fighting tiers as the likelihood of dying is less than in the upper tiers. However, there is so much more to be made in the upper tiers that they sometime move up.
2. Those who seek revenge against another, have a grudge, owe a debt, etc. These can come from all strata of society because so much gold can be made that even large debts can be covered. This attracts some participants from the upper strata of society, to include some citizens or the children of citizens. These tend to fight in the lower tiers but can occasionally be found in the upper tiers of fighting as well.
3. Criminals who have been accused of or have committed actual crimes outside of magisterial control. Meaning these are people who have been accused of crimes within their group, i.e. other lays, guilds, families etc. This latter group tends to be drawn almost exclusively from the lower rungs

of the social strata but it is not unknown for those from the upper strata to make an appearance. These are people who have committed egregious crimes and are seeking forgiveness for themselves here rather than at the hands of Bergholt's elite.

There are three tiers of fighting in the pits. The first is a bare knuckles fist fight with no grabbing or wrestling of any type, just punching. Occasionally someone dies, but this is rare. The second tier of fighting involves the use of round wooden balls tied and wrapped into one's hand. The two contestants proceed to beat one another until one is knocked out or killed. The death of a contestant is not unusual as no protection is worn and a blow to the head with a three pound wooden ball can easily maim or kill. The third tier is extremely deadly. It involves the use of a metal ball with small spikes attached to it wrapped around one's hand. There is a bonus for these fighters though; they are allowed to use a very small metal shield to fend off blows. The fourth tier almost always ends in the death of one or more participants. In this tier, the opponents are given swords or axes and shields to fight one another to the death. The motto here is "Six shall enter! One shall leave!" The latter fights are very rare, but usually have bets ranging in the thousands of gold placed on them.

Fighting takes place in small rings with wooden, stone or earthen floors. There is a large wooden or stone fence surrounding the pit. Once combatants enter the pit, they are not allowed to leave it until one or the other is completely prone and not fighting or dead. "Only One Shall Leave" is the golden rule here. Bets are common and really famous fighters draw large crowds. Some have even gone so far as to make banners for themselves. And, unlike many other areas of Inzae which have similar fighting pits, females are allowed and even encouraged to fight.

THE CHILDREN OF THE GODS: RATTLING CHAINS, SLAMMED DOORS, PIOUS PITS

WOMEN IN BERGHOLT

As their presence in the Cleaver Pits indicates, females play a commanding and combative role in Bergholt's political and social life. They hold rights similar to a male and can obtain any position that a male can. At least, that is the idea. In reality though, two cross-currents of thought collide in Bergholt. An eastern and more caste oriented belief that women should not be allowed to hold public office and a western tradition in which females have complete parity with men in all spheres of life. These both mix and mingle in Bergholt and in such a way as to produce a unique role for women.

Females in the East suffer from numerous social mores which hold that females are excluded from public offices and stripped of particular rights. The Todavian elite eschew the presence of females in military units, political positions and commercial activities. In some areas in the further east, it is even forbidden for women to learn to read and write. In general, the further west one travels in Inzae, the more parity females have in all commercial, political and military affairs and in the east there

are ever more constraints seemingly, the reality is always different). The admixture of western and eastern cultures in Bergholt has created a bizarre and fluid mix of eastern and western valuations of women.

Although females can enter military service, it is rare and somewhat frowned upon. Any female publicly involving herself with the martial arts is considered of lower standing and her prestige suffers for it. However, most females of the elite classes are taught the use of various weapons of war and not a few have come up in the ranks and fought in many a war. They are trained via private lessons or through the single institution in Bergholt which accepts females for training, the Gradenkluk.

Females can own and operate businesses of any sort. However, an eastern tradition of social interaction holds sway in this realm. Females of standing, especially citizens, are not supposed to interact with the common rabble in public or private. To do so indicates a lack of breeding and concern for the more established traditions of Bergholt. Consequently, women either have large retinues of male employees who conduct business for them or they do it themselves and suffer through the public acrimony. For the most part women choose the former route. This has afforded women the opportunity of acquiring vast numbers of servants who do their bidding. These retinues of employees and helpers have, in practice, allowed women to accrue a great deal of influence in the city and its activities and though their series of contacts and servants, indeed have the greater influence in determining the outcome of affairs than men.

Women can and do hold political offices of all sorts excepting those involved with the martial arts, such as the city guard and military (although there are exceptions to every rule in Bergholt). As such, women can be found on the Council of Eleven, various judicial seats and all other formal and informal political seats. Women are also expected, should their time come, to run the affairs of their families. In this arena women hold greater sway than males. Though their numbers fluctuate, political positions come open fairly often and oft times, males are not present to assume duties because of their involvement in wars, fighting, military matters or other male dominated activities. In times of war the number of females holding political office increases dramatically while in times of peace it usually results in parity.

Women are encouraged to participate in most of the sporting events that regularly occur within and without the walls of Bergholt. These include martial sporting events. Although this may seem to contradict other values maintained in Bergholt, competitive events such as racing, horseback riding, swimming, swordplay and archery are as highly valued as signs of physical beauty that women are not only allowed to participate but encouraged to do so. Most events are not separated by gender.

Women of elite status are expected marry, though not at a young age, rather the expectation is late teens to early twenties if not later. Women of high standing are expected to acquire a certain amount of financial and social independence prior to marriage so that they maintain greater control over their lives in any such arrangement. Most marriages are arranged for political and financial reasons. The 'cult of love' has yet to make inroads

to this community and as such marriage is not considered a conduit through which emotional desires are fulfilled. In fact, the emotional nature of man or woman is considered a curse and too much emotion reveals the person to be diseased vis-à-vis relationships. Cures for such dire ailments as "falling in love" are sold by street vendors throughout Bergholt.

Ideally marriages should be monogamous but in practice this is rarely the case. Extra-marital affairs for males and females are common and quietly accepted but publicly airing forbidden relationships generally results in a loss of prestige. However, for women one problem of great concern arises. Bearing a child not of the husband's blood is problematic. That child is considered a bastard and has absolutely no rights within the laws of Bergholt and cannot become a citizen. Should the mother or her husband choose, the child can be left to fend for itself at the earliest of ages.

THE LESSER RACES

What are considered the 'lesser races,' that is, those that are not human, have an unusual status within and outside of Bergholt.

DWARVES: Dwarves are considered nearly on par with humans and given a lot of latitude because they founded the city. But their general wealth and the near permanent placement of the Oldentoogs on the Council of Eleven has made them some bitter enemies. They are also considered greedy, inglorious and unconcerned with the affairs of the city as they do not support public works. For their part, the dwarves consider humans chaotic, undisciplined, messy and dishonest to the core. They do not care to take part in many public spectacles nor support public works because they consider the city to have been taken away from them and then turned into the fine mess it is today. However, these minor prejudices are rarely displayed and generally overlooked when they are aired. Dwarves do not consider themselves greedy or otherwise. They are primarily concerned with business matters that stretch back a thousand years or more with their cousins in the west and east. There is also a preoccupation with opening up the eastern stretch of the Kambrian Way and reclaiming their many Kloisters along that road. They often finance expeditions to that end.

HALFLING (SINZENMIN): Halflings were not originally part of this setting. This information is included for Castle Keepers who wish to include them.

Halflings have a contentious relationship with those living in Bergholt and single out no race in particular for their dislike. For the most part, halflings live outside the walls of Bergholt in thorps and villages and fairly bristle under the leadership of Bergholt. Of independent mind and nature, the laws governing trade that Bergholt imposes upon them are looked upon with scorn and often skirted. A result of this has been an ever increasing effort of the Bergholt elite to enforce more strict trade laws to circumvent halfling activities. The regularity with which halflings are caught in smuggling operations has led to a quiet prejudice concerning them. Most people consider halflings dishonest and involved in some type of thievery or other scheme.

The Sinzenmin view this quite differently. The elites of Bergholt and others of even lower status are seen as petty and mean spirited, enacting laws and structures that are unnecessary for the creation of a good life. They view these as manners in which to squeeze every single ounce of coin they can out of any arrangement between two people and to thrust their ever curious minds into the businesses of others. They follow the leadership of the Council and generally remain within the mores of Bergholt's social institutions for the sake of being good neighbors.

INZAL: Inzal are rare in Bergholt and still elicit some awe from the populace. As Inzal have never held a position on the Council of Eleven, do not own any businesses in Bergholt nor do any reside within its walls or only very episodically, they have little influence on the affairs of the city. As such, no one really has anything but a distant respect for them. Inzal come to Bergholt primarily for the wood gathered in the Graffenvold. Most especially prized are those trees capable of being used as masts on their sleek vessels that ply the waters of the Interzaa. As a general rule, the Inzal look upon almost all races as impermanent props upon their stage. This is not to say they look down upon nor revile them, rather, the Inzal, being immortal, know that the time of others is short, so short as to be easily forgotten.

IZDADRAD: The izdadrad fall into a similar category though in the opposite direction. They are generally viewed with disgust by most humans and others. They are not even allowed in the upper city without special permit. But they make up only a small percentage of Bergholt's transient population. For the most part, they crew a few of the many merchant vessels that pass through this port. There is even the occasional izdadrad vessel that arrives for trade. Though this is always accompanied by a great deal of anxiety as izdadrad raiding vessels and armadas also frequent the shores about Bergholt. As for the izdadrad, they generally are just passing time between more lucrative jobs and postings with pirating vessels or the occasional armada. The kdyjz are an exception to this as they have traded with Bergholt for a century or more and have established themselves as somewhat better than their kin – though by no means on par with humans, dwarves, halflings or, might I say it, even dogs.

STATUS AND STANDING: THE ROPE WITH WHICH ONE HANGS ONESELF

This section is completely optional. Ignore it as is your desire. It presents some rules for status acquisition. These should be interpreted as loosely as possible, amended or worked with to one's desired effect in the game. It is in part presented to encourage the PCs just to act in a particular manner (a sort of social pressure).

Acquiring status in Bergholt is the only manner by which one can gain citizenship and thereby hold any true, long lasting sway in the community. This is not managed through feat of arms or acts of prestidigitation, but is acquired through acts and manners of behavior most valued by the community. In Bergholt there is one primary measure of one's status: wealth. The only other venue through which status is attained is following the social

dictates and customs of Bergholt's elite. Though following the latter to perfection will never increase one's status as much as the previous. Both in combination are the best and quickest ways to influence.

The CK keeps track of how close or how far away from citizenship a character is by keeping a citizenship point total for each character. Every act a character performs within the city is assigned a point value. If the act adheres to one of the four facets described below and meets or exceeds the CK's standard for carrying the act out, the PC acquires 1 citizenship point. If the act fails to meet the standard the CK set, or if the character publicly or willfully does not follow a facet described below, they lose 1 citizenship point.

It should be noted that it is easier to acquire negative points than positive points. This represents the nature of such things in Bergholt. One poor act can follow a PC for the entirety of his or her life and can even overshadow any positive acts he or she has performed in the community. For example, in a public meeting two PCs are required to speak. One raises their voice in anger while the other remains cool and detached and respectful. The character that raised their voice in anger loses 1 point for not following the Decorum facet, while the character who was respectful earns 1 citizenship point.

PCs start at zero points unless already a citizen, in which case they start with 10. The higher the citizenship point total, the more status the PC will have within the city. When the PC reaches 10 points they will be eligible for citizenship. If the PC reaches 15 points they will be automatically be granted citizenship unless an offer of eligibility for citizenship was refused at the 10-point level, in which case they are automatically eligible for citizenship. Should a PC's citizenship point total fall below 10, their citizenship will be revoked. If the PC's citizenship point total ever falls to zero or less, they will be permanently ejected from the city.

BECOMING A CITIZEN: To become a citizen the PC must have a sponsor, someone who is willing to represent them at any Council meeting and will vouch for their character and standing. The sponsor takes a great risk in doing this, as his reputation will necessarily be associated with the PCs. Also, it is understood that the PCs will be beholden to that sponsor for the rest of their life. This does not mean the PCs become servants, rather, when the sponsor calls in a favor, the PCs better do their best to deliver or their citizenship may be revoked. The sponsor is always able to go to the Council and have the citizenship of those they sponsored questioned and likely revoked.

FACETS OF CITIZENSHIP

- **DONATIONS:** Any donation of 100gp to any public work, feeding the poor, festival decorations or adornments, or any act that supports in some manner the public in such a way as to appear humbling or as an act of largess is considered necessary at least once a year. Subsequent acts under this facet require additional funds. The number of gold pieces required doubles for each subsequent donation beyond the first. Thus the second donation would require 200gp, the

third would require 400gp, and the fourth would require 800gp, and so on.

- **OBEISANCE:** A series of acts designed to show one's willingness and desire to bend to the will of the Council of Eleven or other broad or specific acts of the established Families. Not doing so incurs a certain amount of social appropriation. At least one should not do so publicly. It is expected that if one disagrees with the Council or powerful Families, one would have the grace to keep it quiet and act in secret to countermand any dictates or issues.
- **PUBLIC DECORUM:** A citizen is expected to behave in certain manners. No fighting in public, yelling, screaming or other types of activities that might bring disgrace to one's self or those around the person. Disagreements should be handled in private. Of course, there are lapses but too many or too boisterous a lapse results in a loss of status.
- **WEALTH:** The character must display in a public manner at least 100sp worth of wealth at least once a year and maintain that display for the entire year. Subsequent acts under this facet require additional funds. The number of silver pieces required doubles for each subsequent display beyond the first. Thus the second donation would require 200sp, the third would require 400sp, and the fourth would require 800sp, and so on.

Several ideas for displays of wealth are listed below. The CK should expand this as necessary.

- Wearing Clothes that are fashionable
- Wearing jewelry
- Building more elaborate houses
- Decorating house or residence with statues or adornments
- Hiring servants
- Hiring guards
- Hiring spokesmen
- Donating or supporting public housing
- Donation supporting bath house
- Donation supporting efforts to feed the poor

Bribes, Blackmail, Extortion and the Axe: Judge, Jury, Fate and the Judicial System of Bergholt

A brief overview of the judicial system and punishments was given in the previous installment of the Bergholt setting. Here we look at the judicial system's very flexible code of enforcement. It should be noted that the judicial system in Bergholt is based almost entirely on tradition, power and influence. It is quite malleable. Also, the system of delivering justice is different outside the walls of Bergholt than inside. Then there is the final



note. Whatever the system may be the actual practice of justice in Bergholt and beyond is quite different than what tradition or law may hold. The primary influence on a judicial proceeding or punishment is the social standing of the person accused versus the crime.

There are several classes of people in Bergholt listed below. Generally, a person falls into one of these categories.

CITIZENS: These are people who have been given or acquired by birth, citizenship in Bergholt. This status comes with many perks regarding punishments, fines, taxes and land ownership to mention a few. Another perk is that citizens are treated better under the judicial system than any other class of people. Their word is considered bond and many crimes can be purchased away.

NON-CITIZENS: These are the underclass of Bergholt proper. To fall into this class, one must reside permanently or have a house within the walls of Bergholt.

FOREIGNER OF STATUS: These are merchants, nobles, professionals, tradesmen of high ranks and similar people who are not from Bergholt proper. Legally, these fall into realm between Citizens and non-citizens. They have certain afforded rights due to their influence, wealth and relations with citizens. As such they are often, though not always, afforded more favorable attitudes in the courts of law.

FOREIGNERS: This group refers to those who come to Bergholt as sailors, soldiers, workmen, porters etc. They generally accompany merchants or others of noble bearing. There are

a significant number of itinerant workers in Bergholt at any given time. They are treated less than Non-citizens with regard to their legal standing. Significantly they are not necessarily allowed any representation in court. They depend a great deal on their patrons or employers when legal matters are afoot.

DEPENDENTS OF STATUS: This category refers to all those people outside of Bergholt who are legally bound by tradition or otherwise to the Council or the city. This only refers to those of status and wealth and not the common person. This category is often treated slightly better than a non-citizen, though not always. They do have more rights than foreigners of status.

DEPENDENTS: These are the common people who reside outside of the walls of Bergholt but live within the environs of the city and have some type of legal or other obligation to it or to the Dependents of Status. This includes all the farmers, herdsmen, craft peoples etc. They are afforded legal status just below that of non-citizens.

ENEMIES OF STATUS: This group of people refers to all those who are enemies of Bergholt but are, at the same time, wealthy, nobles, of noble lineage, merchants of note etc. The enemies of status are treated poorly and can be executed or even tortured. However, they have the opportunity to purchase their way out of some penalties if the Council so deems it. They can also be treated differently depending on the value that person holds in negotiations or garnering influence over an enemy.

ENEMIES OF NOTE: These are generally enemies of Bergholt who have no status such as soldiers, crewmen aboard war vessels etc. or are bandits, thieves etc. Typically, the harshest punishments are reserved for these people.

UNCONCERNED: This is an unusual category. Generally, it refers to the itinerant population of unemployed, unemployable and dispossessed who arrive in Bergholt on occasion. As a general rule, these people are removed from the city and left to fend for themselves outside the city walls. They have few legal rights and are nearly at the bottom when it comes to any fair or just representation in court.

SLAVE: This is a rare category as slaves are not common in Inzae. However, there are cases where there are slaves who arrive from other places. Slaves are afforded absolutely no legal standing whatsoever. They are considered the property of the owner and, for legal purposes, have as many rights as a sack of grain.

There are several important aspects of the system of crime and punishment that need be addressed since anyone who stays in Bergholt for long eventually runs afoul the magisterial powers. This is especially true if that person is involved in any nefarious or underhanded activities. Crimes fall into several broad categories.

CRIMES OF COMMERCE

Crimes of commerce cover anything that involves commercial activity, property, banking and the like. This is very broad and intended to be as the people of Bergholt consider prosecuting

these crimes as nearly a financial venture. For example, someone who picks the pocket of a merchant has broken a crime of commerce. Those who fail to make loan payments, break a contract, vandalize, destroy private or public good etc. are all crimes of commerce. In effect, anything that does not involve the physical harming of another and disrupts or adds cost to commerce is involved in a crime of property or commerce.

As a general rule, crimes of commerce are handled by the courts in such a manner as to increase the flow of good and specie or to reduce the disruption of it. Any property crime can be paid for by essentially offering double the value of money in cost to the person against whom the crime was committed (with a little stripped off the top by any officials involved). For example, should a cart of pottery be knocked over and broken, the person who caused the damage should have to pay twice the value of the goods in reparation. Pick pocketing and similar forms of theft follow the same basic rule. Many people cannot pay this and must undergo the punishment prescribed by law. Or if the person who is the victim of the crime refuses the compensation, then the perpetrator must face other punishments as well. The punishments are covered in Book I of Bergholt.

There is, of course, a whole retinue of graft built into this system. Accidents that are blamed on others, pay-offs, bribery of witnesses, corrupt officials, over valuation of goods and all manner of shenanigans. There is little that can be done to circumvent this but a whole industry of researchers and detectives and truth-seers have emerged to make some money of detecting scurrilous behavior. Punishment for misrepresentation can be fairly harsh as well and if it is real serious, the punishment can be execution though generally the punishment remains within the framework of the crime.

CRIMES AGAINST THE PERSON

Crimes against a person are fairly obvious. These include assault, brawling, fighting, or even accidentally running over someone with a horse, carriage or other vehicle. Essentially crimes against a person mean any activity that causes undeserved, unwanted or undesirable physical harm to another person. It also refers to insults or derogatory comments made against others. This is especially important regarding citizens as they take attacks on their honor or status very seriously.

In this broad category, the punishments tend to be measured except in the most egregious of circumstances. In some cases, the punishments can seem extreme but are done so, generally to highlight the status difference between those involved in the crime. For example, should a citizen be accosted by a non-citizen who is drunk, the punishment could range from 50 to 150 lashes. The latter punishment may result in death. (To counter this, the lashings are generally done only until the person passes out – after being revived several times – as the intent is not to kill but to make an example.) If the offense is great enough, a quick death may be at hand.

As with other situations, punishments for crimes against the person are measured differently depending upon status. A citizen insulting a non-citizen is of little concern to anyone.

Even in the case of a beating (not too bloody) the situation tends to be overlooked. Citizen on citizen crimes tend to be settled before the magistrate and other crimes are either settled on the spot or taken before the magistrate.

BLOOTGILD

Another medium through which justice can be served in Bergholt is Blootgild. This is a payment in kind (specie, service or goods) for an offense committed. The process is fairly simple, when an offense is committed (whether commercial or physical), the person who has suffered is allowed to set the price for the perpetrators freedom from prosecution, punishment or persecution. The offense can be of any nature and as long as both agree that a blootgild can be paid, then a price is set.

Unlike many of the larger cities along the southern shores of the Interzae, Bergholt does not have a codified method of handling blootgild. The process is often a bargaining ritual where one demands something of the other and a counter-proposal is offered. Generally, no more than three offers are made. If more than three are made, then the perpetrator is seen as being disingenuous and, at the discretion of the aggrieved party, the offer removed.

As a general rule, coin is the preferred method of meeting blootgild. However, offers of payment in kind are also acceptable (goods or commodities). The offer of service is also used, though rarely. It is common wisdom that the service rendered agreements do not turn out too well for the aggrieved party. Blootgild offers and acceptance have to be made in front of the city guard or magistrate to be accepted. Failure to pay one's blootgild is a crime punishable by branding of the face and punishment for the original crime committed.

GOLD, SILVER, COIN AND GOODS: THE BLOOD THAT FLOWS THROUGH THE HEART OF BERGHOLT

As mentioned previously, Bergholt is a commercial hub and commerce is at its heart. The city veritably breathes the buying and selling of goods. "Everything is for sale, right down to the lie rolling off the tongue," people are wont to say about Bergholt. Although not technically accurate, it is pretty close. Not only do the merchants of Bergholt entertain the barter and trade of most anything made, created, living or dead found under the sun or dug, cut, dredged and removed from the earth, they also sell ideas, stories, hopes, dreams, entertainments and all manner of things someone might be willing to pay for.

The real wealth of Bergholt's merchants comes from the transshipment of goods east to west or west to east. Bergholt offers a safe port and lax trade laws which have encouraged merchants from the southern shore of the Interzae to gather here for trade or barter. This trade is taxed and portage fees are levied. Both are nominal but the sheer magnitude of the trade and number of ships moving through the port creates a staggering amount of wealth. Warehouses and storehouses line the port and are found throughout the upper city. At times these are brimming with goods and materials for sell or trade.

BUYING AND SELLING: THUS ONE TAKETH MORE THAN ONE GIVETH

Buying and selling in Bergholt is ostensibly an easy task. Merchants or others must first register with the city or the port and pay a nominal 1% fee of the value of their goods to begin selling inside the walls of Bergholt. One can set up shop anywhere on the streets of Bergholt and begin selling goods as long as a few rules are obeyed. First, the person must own or rent or have permission to sell out of a building. Second, the person must place a stall, blanket, wagon or personal item at least five feet from a building. Third, if near a house or building in which someone lives or resides the seller can be asked to move 50 feet away. However, that person cannot be selling anything from their residence, otherwise the original seller is only required to move 5 feet away. This third rule is basically to keep people away from purely residential buildings, but there are exceptions. The third rule does not apply to selling from within buildings.

If one is going to do any selling in Bergholt there are two places to go. If the sellers are in Dockside, the seller goes to the Puzier and pays the fee. If the selling is to occur in Bergholt proper, the seller must go to the Rahtsmarc and there is an office attached to the Vermasten residence where one pays the Rinter. The Office is not associated with the Vermasten Family but is protected by them.

With that, one becomes an official merchant in Bergholt. Pricing is left entirely up to the seller. The cost of goods varies a great deal in and around Bergholt. The exact same item can vary as much as 200% depending on where it is purchased. As a general rule, the areas with the highest markup are in the wealthier districts of the city while those with the lowest are in the lower class districts.

STRIKES: OH THE SUFFERING, THE INSULT

As has been mentioned on several occasions, strikes by workers and rallies by the underclass occur on a fairly regular basis in Bergholt. These are an important aspect of Bergholt's culture and some clarification needs be made on their nature, expectations and reactions to the strikes.

Bergholt's lower class members appear to be treated very poorly when compared to that of its wealthier members and the citizens of the city. Not only are they looked down upon, they live nearly at the level of abject poverty, are treated unequally in law and have so few rights that one might look upon them as little more than grass in a field than needs cut every once in a while.

In actual practice this is not the case. The lower classes in Bergholt are often provided with free housing, food and clothing. It is not the best, not really even comfortable in many cases, but it is enough to prevent starvation and hordes of homeless. There are very few people who live on the streets, and living on the streets is in fact a crime. For a variety of reasons, those that do not have housing often choose not to take the housing available to them or do not have the capacity to get into housing. In the latter case, these are not the people who partake in the strikes or gatherings. As a general rule, those who take part in strikes,

street riots or violent gatherings fall into two categories; paid or intentionally roused mobs and other more spontaneous mobs that results from a legitimate concern.

The paid rioters are organized and gathered by various and sundry people around Bergholt. These are often known entities, meaning the people who organize the strikes and gather the crowds for a riot can do so in short order. Of course, payment is necessary as not only does the person in charge need money, the strikers expect something in return. Sometimes this is little more than a beer, but on rare occasions the city council gives in to the requests of the mob. These strikes can be small or large, numbering no more than three score and at other times several hundred persons.

These paid mobs are brought out by a family or wealthy individual in order to emphasize a concern or desire. The mobs are, in essence, used to drive a policy in one direction or another. These mobs can typically be dispersed on a simple command. At other times the mob gets out of hand and takes things in the direction a chaotic bull in a china shop would.

The unpaid mobs or the more organic mobs typically have genuine concerns. This can be as simple as not having enough coal to warm the houses or tenements in which people live, not having enough food, the need for more tenements, or opposition to a policy which unduly affects the lives of those at the lower rungs of society. These mobs can vary greatly in size though tend to be much larger than the paid mobs. Several hundred or more people can be involved in a riot. These riots can be quite violent if the situation and timing are right. These are rare occurrences however and often times the Council or some of the Families will insure the needs of those rioters are met. At other times, when the demand is too high, the Vermasten family is called to bring the mob to heel, which is usually managed in short order. Only on a few occasions have the Vermasten Family been required to use martial force and start killing the participants.

It is not illegal to strike nor is it illegal to call for a strike. It is illegal to harm others or destroy property. Rioters usually do not haphazardly destroy property, but it does happen. Those that do are either corrected by the mob or the Vermasten Family, and made to compensate those whose property they damage. Murder, looting and killing are illegal and anyone caught involved in such faces the stiffest penalties possible.

There are only a few people in Bergholt who have the title of Marbark. These are the ones who run the mobs and gather participants. They are an extremely talented group of people. Their silvery tongues can manipulate and encourage as well as discourage and defuse seemingly at will. They are typically well-known persons and have acquired a certain level of status in Bergholt which prevents them from being arrested or otherwise made an example of through official or non-official means; that is, until the time is right. So theirs is a difficult and precarious situation. Mobs do turn, actions are taken and repercussions to poorly timed decisions can be deadly. The Marbark is always in a precarious situation. Usually they have a retinue of followers, hangers on and guards to protect them.

The Marbark is paid by various families or authorities or others to cause riots or mob gatherings in order to fulfill the desires of their contractor. They are usually protected, at one time or another, by any of their contractors. The marbarks then sets about gathering their followers and finding those who have the time and desire to strike: it is a job more or less. In other cases, the marbark can be called upon to help settle a legitimate grievance. This is usually the case when something in Bergholt has affected those in the lower strata of society where the marbark lives in a negative manner. Locals or others of import contact him and request their aid. This is when the marbark unleashes the true power of their influence and either whips a mob up into a riot or can calm a crowd in short order.

Mobs usually gather in the Flakmarc if the protest is to be in the upper city and in Dockside if the protest is about a Dockside activity or practice. The gatherings are small at first but can swell to hundreds; on very rare occasions some have reached a thousand or so. They march in a fairly regular order, with the exception of the Marbark's guards not usually armed, and move slowly to the Rahtsmarc. The intent is basically to grind Bergholt to a halt commercially and thus get the authorities or families to pay attention to demands the protestors have.

If the protests grow too rowdy and damage to property occurs or people are getting injured, then the City Guard steps in to disperse the crowd. The marbarks should be good enough at their job to prevent this but on occasion are not. Mobs or rioters usually disband quickly once the guard steps in but on a few occasions violence has been necessary. The latter is not good for anyone.

MARBARKS OF NOTE

JUFF VON BESSLHIM (He is a lawful neutral, 5th level bard whose vital stats are HP 36 and AC 13. His primary attributes are charisma, dexterity and wisdom. His significant attributes are charisma 16, dexterity 14 and intelligence 13. He wears leather armor, normal clothes, carries an expert quality dirk with a non-magical +1 to damage and has 40gp in coin and jewelry.)

KARL VIN MARLBOR (He is a lawful neutral, 7th level bard whose vital stats are HP 52 and AC 12. His primary attributes are charisma, dexterity and intelligence. His significant attributes are charisma 17, dexterity 15 and intelligence 16. He wears leather armor, normal clothes, carries a baton and has 120gp in coin and jewelry.)

THE MONTHS AND CELEBRATIONS

OONSMAAT: Effennacht (Mid-winter, The Festival of Ending): The Festival of Ending celebrates the end of a year. Because this celebration occurs during the harshest time of winter, its celebration typically involves a lot of fire. It is a time of thanks and, despite the weather, a time of pilgrimage. Many people make their way to local Kreuts to ask for aid or offer up thanks for the past year if it was a good one. It is celebrated differently throughout the world but, unlike all other celebrations, masks and costumes are not worn.

In Bergholt, large groups gather around fires and the burning in effigy of 'bad tidings' takes place. The fires can be large or small as with the effigies. The effigies can take many shapes but must involve the spiritual commitment of the person burning to be effective. Bad tidings are something someone fears about the future or something that has been prognosticated. For example, a person knocks over a glass of milk and it spills on their feet. That is a bad tiding meaning that person will suffer a dramatic food shortage in the near future. An effigy for this may be a cow or goat from which the milk was taken.

FAALENMAAT: Hemdelnacht (Late winter, Festival of the Casting Down of Inzaa): This festival celebrates the victory of the Firsmin over the Dragon. It is the most popular of celebrations and despite the dismal weather that generally accompanies it, the celebrations are engaged in by almost all people. The celebrations typically involve parades and people donning costumes to appear like one of the Firsmin. It is an extremely raucous affair. There are no likenesses of the Dragon though, as this is forbidden. Symbolic burning of candles that float up into the sky is the norm.

In Bergholt the celebrations involve many theatrical displays. Though these do not involve appearances of The Dragon but involve many of the stories of the wars which the Firsmin fought with one another. Fires and heavy intoxication are, as always in Bergholt, the norm for this celebration.

ENNENMAAT: Nanenacht (Late spring, Festival of Fate): This is an important festival though one that does not involve a lot of festivities. In this celebration the Nanes are given offerings and prayers in an effort to stave off fate or change one's fate. All understand that the Nanes are blind so all prayers go through Mortzva and this is recognized and one of the reasons it is a sedate festival as there is very little chance one's fate can be changed. The celebrations occurring for this festival often involve private affairs where prayers are made in one's house or holy sites. The public processions and festivities involve much eating (though little drunken revelries) and entertainers telling the stories of fate being changed.

In Bergholt effigies of the Nanes are paraded around the city and placed on the walls. Effigies of Mortzva are also paraded around the city though only by members of the clergy who have devoted themselves to the Nanes. Typically, these are women who have been mutilated to appear as the Nanes. They are not to be trifled with for they are also very powerful and Mortzva tends to them.

RAILZMAAT: Indelnacht (High spring, Festival of Rising up against Inzaa): To the people of Inzae this is the second most important celebration that they practice. It is centered on the time and on the Firsmin who rose up in revolt against Inzaa. The practice occurs around the time of the first planting or shortly thereafter. Much of the celebration is centered on rebirth and new beginnings. It is the least bawdy and violent of celebrations. It is considered a time for helping those in need. Gift giving and alms giving often occur during the celebration. At the same time, it is considered a propitious time to begin

a revolt, quit a job, and confront authority and all manner of civilly disobedient acts.

In Bergholt this celebration is a decidedly contentious one. The celebrants engage in drunken revelries, mock fights, actual fights, and often attack figures of authority. The resulting confrontations are sometimes deadly. This is one of the few times the upper crust of Bergholt tried to stay as unobtrusive as possible.

GRAADSMAAT: Arzennacht (Low summer, Festival of Pain): The Arzennacht is a festival that celebrates life's suffering. The acceptance of suffering in one's life is much a part of the Inzaen outlook on life. This festival enjoins its participants to accept the suffering and make of it a better thing. The celebration consists of a great deal of self-mutilation, acts of humiliation or undergoing tests of constitution or strength. For example, one might sit in a pool of cold water for days, or try to pass through fire. The acts during the celebration are oftentimes dangerous or deadly. Not everyone undergoes these rituals but more often than not look on as spectators.

In Bergholt the celebration is marked by games of physical prowess during the day. These games typically involve racing, fighting, wrestling, log throwing, rock throwing etc. As the day wears on and the revelries begin, the games take a sinister turn and the painful acts begin. These involve lashings, beatings, tests of fire and cold etc. Almost all participants in the games are voluntary. On occasion people get thrown into games quite against their will.

RUNEMAAT: Vodennacht (High summer, Festival of Loss): During high summer, after all is planted and the crops are growing the work of the fields slows for a few weeks. People across Inzae take a time to pay homage to those who have passed. In this festival, one's ancestors are acknowledged and the pain and suffering of all who have passed is assessed. The celebrations tend to be dour affairs during the day. Usually during the evening though, the celebrations change dramatically and become rowdy affairs.

In Bergholt the celebration of Vodennacht involve family or professional gatherings inside the city. Effigies of remarkable ancestors are constructed and then paraded around the city in marches. The city becomes crowded at this time as it seems everyone is marching in the street touting a famous ancestor. The marches often lead outside the city to the Turgenhus. There the effigies are burned. In the evening the revelries begin and the taverns and bars fill up with celebration.

HARANENMAAT: Anennacht (Early fall, Festival of Struggle): This festival celebrates the struggle of life. Inzae is, after all, a harsh world and struggle is a daily issue for all who live in it. The celebrations often involve acts of endurance, though not of competition necessarily. Though the celebrations differ in nature throughout the world, a common act is to carry heavy loads for a whole day, make long treks up steep hills, sit in pools of cold water for hours at a time, etc. These acts both celebrate struggle and inure the body to hardship.

In Bergholt the Anennacht is typically celebrated through exposure to the elements. People gather outside the walls or on dockside or any other exposed place and do little more than stand or sit for hours on end with no food, water, drink or nourishment of any type and expose themselves to the elements. Unlike many other celebrations this one is not accompanied by extensive and long debauched revelries. These acts also allow one to gain esteem in the eyes of others. The longer one is exposed and the more arduous the exposure, the higher in esteem that person is held.

KLADLESMAAT: Todennacht (Mid Fall, Festival of the Redemption): This celebration is centered on the act of redemption. The performance of various rituals and alms giving or similar activities of beneficence, self-sacrifice and or ritual purification allows for the forgiveness of past sins or transgressions which may have offended the Firsmin. The celebrants engage in these various activities unique to their culture or realm but all are centered on the same thing. Ritual purification typically occurs at religious shrines, self-sacrificial acts are public or private with acts of beneficence being the same.

In Bergholt the celebrants partake in acts of redemption primarily through ritual bathing. Since the water flowing into Bergholt is considered holy, the act of bathing is an act of redemption. The wealthier members of society and all the citizens engage in some manner of alms-giving. This can be meager (such as feeding a poor person) to magnificent (such as building a tenement). In all cases the acts are also undertaking to raise the prestige of the person performing them. It is rare that acts of beneficence are done privately.

MAGERSMAAT: Hoffnacht (Late fall, Festival of Hope): This celebration concerns itself with the future and all its potential. It is the only celebration which looks to the future and embraces a sense of hope. In Inzae everyone knows that the Dragon is returning and will consume the world and everything in it. All will be spit back into the Maelstrom and nothing will exist. The single thread of hope that this will not be the case or can, minimally, be delayed, is if the Firsmin and man gather together when the Earth Mother returns and then they work together to slay her. Embracing this idea in a small way gives hope that the days years and months following will be better than the previous.

In Bergholt the Hoffnacht festivities involve public gatherings and nightly gatherings in which stories of good outcomes and better lives for the aggrieved are related. Masterful plays and many stories and poetries can be told. Offerings to the Firsmin are made, usually food stuffs, so that they may be maintained in the times ahead.

TRUGENMAAT: Klasternacht (Early winter, The Festival of Death and Dying): As fall ends there is a celebration of death and dying. The celebrations differ in their nature from one end of Inzae to the next and from one community to the next. All, however, have one thing in common: large gatherings where people make offerings to Toden, the Lord of the Dead and remember those who have passed. In some communities people dress up as the dead, some put on plays about the dead, others offer a period of silent remembrance.

This is the only solemn celebration in Bergholt. Although festivities are not forbidden, they are rare. Throughout the celebration people remember the dead in their family and mourn their loss. Typically, this is done in privacy of one's home. Offerings of balls of webbing gathered from spider webs are made in fireplaces or otherwise burned.

BURNING ENTRAILS AND THE FATE OF MAN: DEATH AND DYING IN BERGHL

Death comes to all in Inzae. Even the greatest amongst the world will die and be consumed by the Dragon. Of all those who reside in Inzae, man is unique, for man only truly dies when the threads of their fate are consumed by the Dragon. Otherwise they reside in the world, above the world or beneath the world as mere vestiges of their mortal selves.

Men have souls, silvery tendrils of life that linger after their mortal bodies are killed. There are only three places these souls can reside. They can go and gather upon The Bridge beside Heimdal and fight with him in the Final Battle, they can go the Empty House beneath Mount Nistor or they remain in Inzae as lifeless monsters or cursed creatures.

There are rituals surrounding death to ensure that those who die go to that place they are supposed to. To leave Inzae and not become a lifeless creature wandering the world, those who die must be disemboweled and immolated. If not, the bodies of the dead might wander Inzae as soulless creatures or even just malignant manifestations of their former selves. The smoke from the fire of immolation carries the soul out of the body so Gettman or his minions can see it and deliver the soul to its proper place.

The exact nature of the rituals of disembowelment and immolation differ from place to place, the importance is that it occurs. In Bergholt, the rituals occur according to status. The wealthier inhabitants pay to have themselves ritually gutted and immolated in a special temple outside the city walls at the Turgenhus. This is an expensive affair and often attended by a celebration open to all. The lesser well off often have the ritual performed in a much less elaborate manner nearby. The latter affairs are generally just for family and friends. The least well off are afforded the ritual, if found and delivered to the Turgenhus, in a very simple and industrial manner nearby. Many times the rituals are performed by friends or local members of the clergy.

Before death, if it is known to be imminent or one fears one's upcoming death, a person can request that an Itzenshester be allowed to visit. The Itzenshester eats the sins of the dying, not of the dead. They come in and perform elaborate rituals which involve confessions, the burning of flesh, letting of blood and ritual cleansings. The final act is to embrace the dead and suck the sins from the living and consume them.

The Itzenshester are members of the clergy who stand aside from the others. They devote themselves almost entirely to the worship of Toden though they do perform and partake in the rituals of worship to all other Firsmin they deem necessary. They dress in black cloth and are always hooded. They usually reside



in a House of Heimdal but can also be found living quiet lives away from people. Theirs is a valued service and the Itzenshester are revered and treated with much respect in almost all places.

Their duty is to take confessions and release the sins of those who are dying. The rituals to undertake this are numerous and vary across Inzae but all involve the burning of the flesh of the dying, ritual cleansing, and bloodletting. The last stage in the ritual is to embrace the dead and suck the sins out of their mouth. The sins are then consumed by the sin eater. This is a dangerous feat whereby they gather up the sins in their stomach only to regurgitate them later. The sins then wander the world, often committing malicious acts. The sin eaters themselves grow weary of this after several decades and age very rapidly.

They do it to insure that they can go the Mount Nistor and reside with the Irselmin after death.

GODS: FOREVER BURNS THE FIRMAMENT

THE FIRSTINMIN

Many of the Firstinmin are universally worshipped, prayed to or made sacrifice to as many are still involved in the world and can affect the outcomes of events. There Are Firstinmin who are not worshipped and some who are worshipped only by a few. The nature of the worship is local and different from region to region. Some of the names for the Firstinmin differ as well depending on the location and language and local tradition. Some of the manners and means of worship are universal, only differing in the details and then there are local traditions, manners and means for worship of the same Firstinmin.

The following is a brief description of some of the major Firstinmin. Most of them still act in the world to one degree or another so are worshipped or recognized from one end of Inzae to the next. Each is also given their due and respect or minimally recognition. There are three types of Firstinmin of concern. The Firsmin rose in revolt against Inzaa. The Dorstmin sided with Inzaa in the revolt. The Irselmin remained neutral in the revolt.

THE FIRSMIN

These are the Firstinmin who rose in revolt against Inzaa. They sometimes roam Inzae and occasionally involve themselves in the affairs of the world, though with only a few exceptions, this is rare. The ancestral hall and palace of the Firsmin is Insalla. They gather here to confer and celebrate. Almost all have their own palaces and abodes though. Some simply wander the world.

ATHARIOON: Atharioon is The Mistress of the Athrap River (Virden in Todavian). Atharioon dug the bed of the Athrap River allowing the waters of the Interzae to flow into the Zundinzae (The Sundering Sea) and by this action prevented the world from being submerged by the Waters of the World.

Atharioon dwells in the world and moves up and down the Athrap River. She visits her many temples and gives blessing to all those who pay her heed. When roused to anger, the destruction she can bring is horrible to behold. She sent servants and minions to all the rivers of the world to claim them.

ARDNAL: Ardnal is the Keeper of the Winds on the Interzae. He moves the winds as is his want and desire. Preferring smooth breezes, Ardnal is rarely given to anger and pays little heed to the world anymore. He lives in the winds above the Interzae. He is related to but often in conflict with Inez.

Sailors and those whose livelihood depends on the winds pay homage to Ardnal. This is done on water or at shore. Even inland farmers make treks to the shores of the Interzae to pray for favorable winds and the rains they bring.

BROONIR: Broonir lives in Insalla and is the Keeper of the Endless Keg, the Brewmaster and Festive Maker. It is said that Broonir has never been sober since his lips first tasted mead. He

is more than this though, Broonir enjoys risk taking ventures and can often be found undertaking tasks for which he is ill equipped except in desire to do.

Brewmasters the world over pay homage to Broonir. Not a keg of beer is produced that does not in some way seek the aid of Broonir in its completion. He is also paid homage to by farmers for good crop. There are others who always ring his name in time of ill-equipped undertaking.

ELJEER: The Headless One, Eljeer, wanders the world with his head in hand. Eljeer was captured by Stroomsh ages ago. Stroomsh promptly decapitated him but Eljeer, being so angry at having been caught, refused to die. So Stroomsh let him go. Eljeers' anger is so profound that he still lives because of it and it is only sated when gnawing on the bones of Shtumpf.

The spirit of Eljeer is rarely called upon as the Headless One usually only helps those who are in the process of or intend to do harm to Shtumpf. He is also called upon prior to execution for aid in perhaps surviving death.

FEORG: The Keeper of Pledges, Feeorg dwells in Insalla. She watches over the other Firsmin and insures they keep their pledge. She has a massive stone upon which she engraves all pledges and promises of all people everywhere. This is consulted whenever a pledge is broken.

Feeorg is called upon in most all legal proceedings, contracting between merchants and as a general rule whenever anyone makes a promise. By breaking a promise one does not incur the wrath of Feeorg, rather, their name is recorded as a pledge breaker in Insalla.

HEOR: Heor is a lord of frost and snow and cold. He is renowned for his unshakable resolve. When Heor is of a mind to do something, he never quits. He resides in the north of the world and only travels to Insalla once a year. He drags with him a blanket of snow that covers much of Inzae.

When praying to Heor, people are praying for the spirit of steadfastness or resolve. It is rare that one prays for the snows to leave for this would be an affront to Heor. Offending Heor is not wise for he hears everything said about him.

HILDIR: Hildir is also known as Heimdal. He is the Firsmin who gathered the kreuts from the sky and used them to cast at Inzaa and bring her to bear and bury her beneath the world. Realizing the Dragon will return, he stands upon the Long Bridge, gathering those he considers worthy, to fight in the Last Battle.

Hildir has a cohort of Vindil who aid him in gathering the souls of the worthy. The Vindil reside in Insalla and come to Inzae only to gather the souls of the dead who Hildir wants with him in the final battle. Hildir never leaves the Bridge for he is in eternal struggle with the Dragon. Most bridges are devoted to Hildir and using his name on the bridge is said to bring good luck in any upcoming fight.

MINVIER: Minvier was imprisoned in an iron box for so many ages that she became blind. During the rebellion, Minvier

was freed and fought against the Dragon. Upon the fall of the Dragon, her sight returned. She was so enthralled by the beauty of the world that Minvier has ever since been wandering from place to place to see everything.

Minvier is revered and called upon by all those who have the lust to wander, who feel out of their element or place and desire to move on. She is also called upon when entering lands unknown in the hopes she will pass knowledge along. She is often invoked whenever a journey begins or when leaving a gate.

NIFNIR: Nifnir was forever at the side of Hildir and Beor in the uprising. He kept a ledger of all events as they unfolded and appeared to him. He is the Keeper of the Books, the histories and relations of the Firsmin. Nifnir's knowledge is great. At the request of Hildir, Nifnir gave a written language to six of the thirteen tribes of man.

Many scholars and learned people give offering to Nifnir. All books of heraldry and family histories begin with a prayer to Nifnir for accuracy. He is also called upon in courts and legal proceeding to help with an understanding of events.

OSKAD: Often referred to as The Shield, Oskad saved many of his brethren from certain doom with a shield so strong that the breath of the Dragon could not bend, not melt, nor even heat it. Oskad protects all his kin when called upon and was tasked with building the wall around Insalla.

Oskad is called upon by many a warrior in time of need. Engineers and castle makers pay special heed to Oskad and drop a founding stone dedicated to him in hopes of currying his favor during construction and should their fortifications ever need it.

RIHVIK: The ringing of Rihvik's anvil is like an instrument that brings woe to his enemies. He is the maker of weapons and has given many to his kin throughout the ages. On occasion, when the offering is good and of a mind to, Rihvik's guides the hammer of many who work upon the forge.

Most weapon makers and others who work upon the forge will ask the aid of Rihvik in their labors. The mark of Rihvik can be found on many weapons and occasionally even upon mundane items such as shovels and picks.

TODA: Toda and Virda were created when Tovdir, a Firstinmin, was cast onto the world by Inzaa and split in twain. They appear as twin wolves and are protectors of the tribes of man and are worshipped together in Todavia and elsewhere. They reside in the world. Toda is the Law Giver and gave a series of laws to the people of Todavia to follow. As long as they follow those laws, Toda has agreed to protect them.

All people of Todavia and most beyond pray to the Toda for inspiration and for protection. Toda is always given homage in Todavia in any legal proceeding and worshipped throughout the land.

TOVDIR: Tovdir was a Firstinmin and sister of Hildir. She was cast to the earth by Inzaa and split in twain on a spire near the Athrap River. There arose two wolves, Toda and Virda, from the remains

of her body. These wolves watch over the people of Todavia for ever did Tovdir love the progeny of the Dvechi Shmer.

Tovdir is still worshipped throughout much the world for the sacrifice she made in the rebellion against Inzaa. Tovdir was the one who distracted the Dragon so that Hildir could cast the Kreuts down onto the Dragon and slay her. She is often invoked during a moment of sacrifice.

VEL: Vel battles at the bottom of the Interzae as she watches for the return of the Dragon. She and her progeny do not rule the quiet deeps, rather they war incessantly for dominion over it. It is there that she wages battle with other denizens of the deep and its tumult spills up the surface in whirlpools and massive waves that smoother ships and wipe out towns.

Sailors of all stripes pay homage to Vel for her fury and wrath are not to be matched in all the Interzae. She can wreck entire fleets with the sweep of a hand or wash whole cities into the Interzae with a thrust of her spear. She requires little but expects what she demands.

VIRDA: Toda and Virda were created when Tovdir, a Firstinmin, was cast onto the world and split in twain. They appear as twin wolves and are protectors of the tribes of man and are worshipped together in Todavia, where they reside. Virda's nature is nurturing and she cares deeply for the tribes of man and seeks to guide them in rightful behavior. Her anger at those who do not follow her is great and devastating.

Virda is worshipped throughout Todavia and beyond. Her teachings are collected in large volumes which are often recited at celebrations, funerals, legal proceedings and the like. Many of her teachings are by-phrases. Daily readings of her teachings are common in many parts of Todavia.

THE DORSTMIN

The Dorstmin are the Firstinmin who sided with Inzaa in the revolt and fought against the Firsmin. They scattered to the four winds and hid themselves far and wide after Inzaa was cast down.

BALI: Bali lives in the world wreaking havoc and woe to those who pay homage to Hildir. Her bestial appearance has not changed since she slew Mineer in ages past. Since that time her putrefying sense of rejection has become a heinous vengeance upon the world.

Worship of Bali is rare and even the most heartless of souls revile the thing. But it is said that those seeking vengeance for scorning call upon her and that even in some small corners of the world, her visage is given special offering.

ELOVIR: Ever the keeper of words and laws and in strict obeisance, Elovir fought relentlessly against those who rebelled against Inzaa. Ever since, Elovir has railed against his brethren, with his hammer striking many of them low.

Elovir still has adherents amongst the children of men and other denizens of the world. These have gathered in the far corners

of the world and other unassailable places to give offering and prayers in hopes of receiving his beneficence.

FIGID: Figid, the Lord of Ash, wanders the rim of Inzae gathering the ash of the world and piling it in a hidden palace deep in the bowels of Inzae. Here, those who worship him gather in droves and use the ash to create weapons to war upon those who have taken world above.

The Lord of Ash is worshipped in the deep halls of the Great Palace far from the world above. In great droves his adherents use the ash to make weapons of war and then sally forth at his command.

KLEEDJ: Kleedj is a Dorstmin who fought alongside Inzae when the Firsmin rose in revolt. Kleedj hides in the fetid stench of the world gathering to his fore the Jazrim and others of similar bent to make war upon man and all others who opposed Inzae.

Kleedj is worshipped in many places throughout the world. His likeness can be found anywhere the Jazrim lay hold as Kleedj is the fountainhead of their desires and the fire of their forge.

MARG: Marg sided with Inzaa in the revolt while his brethren chose to fight the Dragon. Before making his intentions known to his brethren, Marg slew each in their sleep in the House of Blood.

Marg sits alone in the world for of all the Dorstmin, he is the least trustworthy. Known as the Kinslayer, Marg is called upon only by the most nefarious of individuals to engender his favor in moments of terrible and unspeakable acts.

SHTROOMSH: This beastly lord, a Dorstmin, sits upon a mound of gore and blood and calls all who eat of the blood of the Firsmin his kin. Shtroomsh despises those who rose in revolt against the Dragon and calls upon his most horrid progeny to slay the followers of the Firsmin.

In it said Shtroomsh reside in a fetid swamp somewhere and from here dispense aid to his many followers. The latter can be found the world over killed and destroying all they are able.

URSHUNGA: This is one of the many brothers of Shtroomsh. Urshunga was birthed under the waters of a deep and river and ever after claimed all rivers of the world his birthright. He has fought since the dawn of his creation until this day to rid the rivers of everything.

Urshunga moves from river to river around the world, running and hiding from Atharioon his sworn enemy. He carries with him waves of depredation, despair and disaster wherever he stops. All men fear his presence.

VEEDIJIR: Long before the revolt against the Dragon, Mineer slew the husband of Veedijir. Ever after Veedijir sought vengeance for this deed. Veedijir, being weak in body, stole quietly into the shadows and began slaying Mineer's kin.

From that time on, Veedijir desire for revenge has never been satiated and to the end of time she slinks the world in search of

Mineer's offspring and slays them. Only the most vile of men pay her homage.

THE IRSELMIN

These are the Firstinmin who remained aloof from the revolt against Inzaa. They neither sided with the Firsman nor against them. Their ancestral hall and palace is on Mount Nistor.

ANE: Ane is an Irselmin who dwells in the world upon a throne in a fortress fashioned from the bones of those he has slain. His skill in combat is rivalled by none and none have ever survived combat with him unless he deemed it so. Ever given to sowing discord and fighting in the world and relishing the glory of combat, Ane was the one who fomented revolt amongst the Firstinmin against the Dragon. Ane fought with the Firsmin or against them as was his desire and want.

Many give offering to Ane before fighting in hopes of gaining his aid while others offer up in effort to satiate Ane's desire for war and bring conflicts to an end. The offerings typically involve some blood-letting ritual.

FENUMIAN: Fenumian resides above the world with her sister Terrivial. As with her sister she observes the world but records only the tales of joy and happiness. These she relates to her sister every night.

Fenumian chose not to war with the Dragon and remained in the firmament with her sister, who was chained forever to the sky. To lift her sister's spirit she tells her the stories of good things she sees. Poets and others pray to her for inspiration.

GETTIMAN: Gettiman is the Messenger of the Firstinmin. He takes messages from one to another and has little capacity to deny a request. He also travels to the dead and informs them of where they should go or sends his messengers to do the same.

Gettiman lives outside the bounds of the others and travels in all places all the time. His knowledge of the world is great though he can only hear. He cannot see, feel, touch, or smell. His voice can be heard in the storms and the roaring winds.

HAEIT: Haeit dwells upon the world but remains hidden to most. It is the silence of mind and spirit that drives this Irselmin. He desires to impart nothing in the world except his mere existence. He hid himself and remained alone during the rebellion. It is said he chose this manner of being after slaying all his children lest they be consumed by the Dragon and this is his penance.

Haeit taught those who desired it to silence their minds and spirits, and simply exist. The adherents to Haeit's teachings are generally found in the eastern end of Inzae though are not unknown in the western portions of the world. People also turn to Haeit for acts of penance.

INEZ: The Lord of waters and rain and storm is a Firsman who resides in winds and rains and storms above the Interzae. Inez is a tumultuous lord whose anger and pain is often loosed upon those who sail the Interzae.

Sailors, fishermen and those who live near the Interzae pay homage to Inez to abate his immeasurable tumult. Inez cares nothing for the world excepting his winds and rains and storm and ego.

IZDADRAD: Izdadrad is an Insilmin and has resided in Inzae since the beginning. He is the father of the goblins, their creator and to whom all of their kind pays homage. He resides under the world bound to his ceaseless labor and does not concern himself with the world.

Izdadrad burrows and builds forever. Izdadrad laid the foundation of the Endless Palace and his ceaseless efforts have stretched that abode of the Dragon from one end of the world to the next. Most of his progeny failed him so ignores the vast amount of them excepting those who labor as he.

MORTZVA: Mortzva is an Irselmin who resides most of the time in Mount Nistor serving the Nanes. He is worshipped by the Zjad and others of that ilk who withdrew from the world and involves themselves in it only as is their fate.

Mortzva, by chance or design, is the only Firsmin who can affect the destiny of men. Men pay homage to him though with care and rarely for Mortzva is a capricious one. The zjad look to him for aid he is loath to give.

NANES: The Nanes are the five fates that reside in the bowels of Mount Nistor. They are blind and without emotion. They weave the Tapestry of Fate of man. However, their weaving is blind and they know not what the tapestry looks like.

People pay homage to the Nanes and there are even adherents who devote their lives to the service of the Nanes. These also pay homage to Mortzva, the only one able to effect a change to man's fate.

NUIZDEERD: Nuizdeerd served Izdadrad in his unrelenting labor. Bound and chained to Izdadrad's leg, Nuizdeerd cut stone for ages uncountable. Only with the fall of the Dragon did the chain slip from Izdadrad's leg and Nuizdeerd freed himself.

Nuizdeerd hides in the Endless Palace and only calls to his people or answers their prayers when the mood strikes him. Other than this, he just sits and rests in silence and darkness as his long years of labor wore him nearly to death.

ORSENGIRD: The Lord of the Doors to the Empty House. Orsengird guards the doors to the Empty House. His job is not so much to ensure that no one enters, rather, to insure that no one leaves. He carries a great shield and hammer to beat back those who try to leave.

Orsengird is seen as a guardian of the world. He is the one who keeps the tragedy that those in the Empty House would bring to the world so is given many thanks throughout the world. Orsengird cares not for this, only that nothing leaves the Empty House.

TERRIVIAL: Terrivial resides above the world with her sister Fenumian. She watches the unfolded events of the ages and

gathers all the tales of woe and tragedy in a great book. She then relates them to her sister.

Terrivial never involved herself in the war with the Dragon as she could not come to the world, only observe it. Considered beneficent for the light she casts at night, most peoples of the world make sacrifice to her. Writers, poets and others pray to her for guidance and inspiration.

TODEN: Toden, the Lord of the Dead or the Tearful One, resides in the world and gathers the essence of all man. These are deposited in the Pools of Fate and Woe beneath Mount Nistor. He is called by fire and flame throughout the world.

Toden is often given offering as thanks for taking the dead from the world and depositing their souls where they belong. Though called upon to bring the dead back to the world, this is beyond Toden's ability.

SPECIAL NOTE

BIVEETER: Biveeter is a Trottigen giant cast out from her people for the unspeakable deed of eating her kin, Biveeter wanders the world trapping, killing and feasting upon giants. Her strength and power are rarely rivalled in the world and she is known to beat mountains to dust when roused to true anger.

Biveeter is worshipped by many a foul creature but especially those other Trottigens and their progeny who were cast out. She is a merciless beast and pays little heed to those who pay homage to her, except not killing them and eating them.

DEVICHI SHMER: These are called The Maidens of Pain and Solace for they are the source of all that is good and wrong with man. They are the thirteen daughters of Tovdir and mothers to the tribes of man. There are six Maidens of Pain and six Maidens of Solace all of whom recognize the Maiden of Judgement as their greatest. The Maidens leave their house when instructed to unleash a Judgment of Insalla.

All men offer prayers or sacrifice to the Devichi Shmer. They are the mothers of man and can give or take at whim to whomever for whatever. The types of worship are different throughout Inzae ranging from simple herbal incense burning to parades of people blood-letting.

ILKREN: These celestial creatures are manifestations of the will of Hildir and the eternal servitude of Toden. Should Hildir choose someone to go to the Bridge to fight in the last battle an Ilkren arrives to take him away. This can occur before or after death and they ignore the rituals of immolation. This is the only instance in which those rites can be ignored and Gettman not consulted.

CHAPTER TWO: PLACES OF NOTE IN BERGHOLT

BELFRIES, BASEMENTS, BEDROOMS

65: HEWY: ARZINBELGER

Arzinbelger's is a long established bowyer, having been in Bergholt for more than two centuries. The current head of shop is Meister Artimis von Bergholt. His family has been running the bowyer since it was founded. The bows offered here are quite expensive but are exceedingly well made. The wood used to make the bows is rare and very expensive itself. The process of making even a regular bow is usually twice as long as any regular bowyer would take. Most bows are made to order and are sized to the person. The draw strength of the bow is not measured to the person. Artimis believes one should grow into the strength rather than have it lowered to their needs.

Currently Artimis has lost access to some fine woods found only south of the Dampfrat. He will pay handsomely for any wood gathered from that region. For example, he would pay 50gp for a six foot long stave of Red Elm and as it is only used it to construct the finest of his bows. He knows that his previous supplier, Samrik Von Frisia used several Kdyzj as guides.

The following is a general idea of the cost of the bows. As expert quality weapons, bonuses are non-magical and result from the draw strength of the bow. To access the bonus of a bow, the PC must both train with and use it. Training to enable the +1 attack or damage bonuses requires 80 hours. The time expands to 160 hours to enable the +2 bonuses, and expands again to 480 hours at +3. Time for training the attack bonus is limited to no more than 40 hours in a month, or approximately an hour a day. The damage bonus requires the same amount of training time as the attack bonus. If both attack and damage bonus training is desired, the training periods can be performed consecutively, but never at the same time.

For example; Ruut vin Grodet (Ruut the Dim) purchases a bow with a +3 to damage and a +3 to hit. In two month he trains 160 hours splitting his time between 'to hit' and 'damage.' He has then accessed a +1 for both the 'to hit' and 'to damage' bonus.

As expert quality weapons, these bows require time to manufacture. There is only a 10% chance of all the materials being ready and at hand for making a bow. Acquiring all the necessary material (wood, stripping, glue, twine etc.) depends upon the bonus that is being sought. To determine the amount of time required to gather all the materials, add the attack and damage bonus together, roll 1d4, and multiply the bonuses by the die roll. The result is the number of weeks needed to get all the material together. Once the materials are at hand manufacturing the bow requires only a couple hours. However, even expert quality bows like these break and degrade over time. To repair one costs 25% of the original price and can only be performed by Artimis or someone equally as capable.

Arrows are also of expert quality and like bows, require time to manufacture. Like bows, there is only a 10% chance of the

materials being present, and the amount of time required to acquire the materials is determined in the same manner. Add the attack and damage bonus together, roll 1d4, and multiply the bonuses by the die roll, with the result being the number of weeks required. Arrows however only require an hour to assemble once the materials are present. An arrow that is broken must be replaced, but a damaged arrow can be repaired for 25% of the original price by Artimis or someone equally able.

Bow and Arrow Costs

TABLE 1: BOW AND ARROW COSTS

BONUS	BOW	ARROW
None	As per Player's Handbook	5sp
+1 attack	x10	5gp
+1 damage	x10	5gp
+1 attack and damage	x25	12gp
+2 attack	x15	8gp
+2 damage	x15	8gp
+2 attack, and damage	x35	18gp
+3 attack	x20	10gp
+3 damage	x20	10gp
+3 attack and damage	x45	22gp

66: ASTERLOOGEN (ASTROLOGER)

Yurdis Vinterminst is an astrologer. He spends much of his time in the upper floor of his tower observing and mapping the stars. He has spent his entire adult life devoted to the study of the stars and making star charts for nobility, sailors, travelers, clerics and collectors. His charts are known far and wide for their accuracy and artistic flair.

Yurdis is involved with many researchers from around Inzae and has contacts as far away as Exxenland, southern Todavia and the Kragenmores. He sends and receives letters from many of fellow researchers. Yurdis is always seeking people to port his charts or retrieve charts and other devices from others. He is currently looking for someone or group to travel to Halpveg to retrieve a package which is being held there.

Yurdis is actually a member of a secret society. This is a very close group of magic users stretching across Inzae. He is a very powerful and influential member of this guild. He is always on the lookout for someone to tutor or mentor. All the tests will take place under the guise of innocent activities. For example, the first test is the retrieval of the package. The package contains a 1000gp value medallion. If the medallion is returned to him and the package unopened (he will know), the first test is passed.

Then a series of strategy games used to test one's intelligence is then undertaken. This game is popular throughout the Gravia and southwest Inzae so any PC should be aware of it. Any magic



user will have played it at one time or another. The CK can run the games however chosen. However, win or lose, Yurdis will notice anyone with an intelligence of 16 or above. The second test is passed.

A third test is that of the nature of the person. Essentially over time Yurdis will discern the alignment of the person. This will be done through magic but also through tests where the PC is asked to keep secrets the revealing of which would be greatly advantageous to the PC, giving money, and generally allowing them to be involved in situations that test the PC morality and character. In essence the PC must lawful and good or neutral.

These tests usually occur over a period many months and even years. Once the tests are passed and Yurdis feels he can trust the person, Yurdis will begin mentoring the PC. The PC will have access to spells, training, gold and other benefits as the CK decides. Eventually, once the PC has proven his worth over a period of years, the PC will be introduced to the society.

Yurdis is also, in fact, an astounding astronomer and cartographer and most of his time these days is spent in that pursuit. He has not left Bergholt in over 10 years and will not for any reason. He will also not engage in any shenanigans around town. His cover is complete and nearly perfect. The CK should expand this encounter as necessary over time always with an eye to character advancement and plot advancement. Yurdis can also be the source of information should the players not be able to figure something out.

YURDIS (He is a lawful good, human, 12th level magic user whose vital statistics are HP 34, AC 22, and Move 40. His primary attributes are intelligence, wisdom and charisma. His significant attributes are intelligence 19, wisdom 17, dexterity 16, charisma 17 and constitution 14. He wears a diadem of protection +4, a shirt of damage absorption (1d6 per hit), a ring of deflection +4 to AC, and a belt of invulnerability +2 to AC. He has a staff of the Magi. He carries 500gp worth of coin and jewelry at all times.)

67: BEKCHVARDEN

The Bekchvarden houses the officials who are responsible for summoning people to court or to any official hearing or gathering for purposes of legal issues. This can include criminal activity, contract dispute, tax issues, land purchases or any related legal issue that needs an official or group of officials to decide upon.

The institution is run by distant relatives of the Vermasten Family, the Oordengurd Family. The current head is Meister Franz Oordengurd. Years of work here have left him jaded and mean. He is grizzled from many a fight and worn thin from decades of close dealings with the criminal underclass of Bergholt. Under his command are six people who serve warrants. All have access to horses and some arms if necessary.

Generally the Bekchvarden are treated with respect and obeyed by those being summoned as they have the legal standing and power of the city guard. They do not patrol or enforce laws

however. If necessary, they are accompanied by some soldiers to insure the person summoned arrives in court as ordered. The Bekchvarden wear black with yellow robes and symbols clearly indicating they are representative of the courts, a stylized noose dangling from a beam.

MEISTER FRANZ OORDENGURD (He is a 5th level fighter whose vital stats are HP 35 and AC 16. His primary attributes are strength, intelligence and wisdom. His significant attributes is strength 14, dexterity 16 and intelligence 16. He wears a scale mail jerkin and carries a dagger, longsword, and spear.)

BEKCHVARDEN X6 (These are 3rd level fighters whose vital stats are HP 17 and AC 13. The primary attributes are strength, intelligence and dexterity. They wear studded leather armor and carry club, dagger and mace. They carry 2-12gp in coin or jewelry.)

68: BOODLES BATH HOUSE

Crammed into a small square amongst several large tenements is a simple stone block bath house. There is an entry on one side and an exit on the other. Atop the blocky structure is a tall tree ascending into the sky, its canopy covers the entire courtyard extending over the tops of the nearby buildings. Its roots wrap around the building in big twisting vines

Boodles is a bath house run by Edric Bodelmuir and his wife Henna. The entranceway leads to a small dressing room which doubles as the warm room. Patrons pass through another doorway into a single large pool recessed into the ground with heating tanks to one side of the wall. Fires are constantly burning beneath the tanks, keeping a constant supply of hot water to those in the pool. It is free and many of the local people enter it.

The pool appears normal. But this is far from the case. In nearly all instance the bath house acts as nothing more than a bath house. The tree is, unknown to all, a sentient creature. It is a splinter of a splinter of a splinter of the First Tree. The tree can think in ways other living creatures can. It can sense, feel and reach deep into many pasts and futures.

The tree's senses will detect anyone bathing who is of chaotic evil alignment and attempt to kill them with a disease. The victim must make a CL10 charisma save to prevent the disease. Failure causes the skin of the victim to gradually harden like the bark of a tree, reducing dexterity by 1 point per month. When the victim's dexterity is reduced to 6, they are rendered virtually immobile. When the victim's dexterity is reduced to 3 the victim can no longer move at all and will die at the end of the month. If the victim has contracted the disease, once per month they may make a CL15 charisma check. Success means the progress of the disease is temporarily halted for that month. Once the disease is contracted, nothing short of a wish can eradicate it.

Lawful good individuals bathing in the pool are granted a boon by the tree. This boon acts like the disease above, but does not affect dexterity. Instead, the target's natural armor class of 10 improves by 1 point per month until AC 20 is reached.

Starting at AC 20 armor class improves by 1 point per 5 months until AC 30 is reached. At AC 30 the rate changes to 1 point per 10 months. At AC 40 the rate changes to 1 point per 20 months, and so on. The hardening of the skin affects charisma as it resembles bark. Starting at AC 20 charisma is reduced by 1 point for every point gained in armor class. A successful CL15 constitution check will halt all progress of the boon.

69: BORGERER

The borgerer is the Master of the Walls. He and his retinue of workers are responsible for maintaining all Bergholt's walls, fortifications and towers associated with them. The master borgerer's name is Edrik Von Girgenheim. Edrik is an elderly man, thin with hawk like features. Years of studying blueprints and measuring and squinting have ruined his eyes such that he is now nearly blind. He carries a monocle with him at all times in order to read. He is scrupulous about his job. The same cannot be said for those in his employ.

There are a host of workers that repair and build the walls. Edrik has three apprentice engineers and half a dozen personal aids that help him. In addition to the walls, almost all the employees work odd jobs around town for wealthy inhabitants building houses and abodes, working on streets, ditches and even the sewers. Several of the people know quite a bit about the walls, towers and houses and even the sewers. They know weak points, secret entries and other information that they should not part with.

But, as they say, everything is for sale in Bergholt. One of the apprentices, a younger man by name of Horace Bint vin Drikstn has collected as much information as he can on secret entries or exits from Bergholt, several of the houses of citizens and other curiosities of Bergholt architecture which could be sold. He does so to a very small clientele and keeps his business to himself. If anyone found out about his dealing in said information, he would be forthwith executed. Should the PCs need this information, Horace is the go-to person. His contact in the Flakmarc is Alfrad of the Findleboont.

HORACE (*He is a lawful neutral, human, 4th level fighter whose vital statistics are HP 22, AC 12 and Move 30. His primary attributes are strength 14, dexterity 13 and intelligence 14. He wears padded armor and carries a dirk and baton. He has 25gp worth of coin and jewelry on his person.*)

70: BRACKEN KONCERN

The Bracken Koncern manages a large and disparate group of contractors who quarry stone from various places around Bergholt and in the Unterdrook. The Koncern is supported or invested in by several Families in Bergholt. It is run by Ufalf von Sallzenburg. He is in his late middle ages but still very fit. Ufalf was once a quarryman that worked his way up through the ranks to become a master of the craft. He still ripples with muscle that just will not seem to go away no matter how much he does not do physical labor. He is gruff and to the point when speaking or negotiating deals.

The Koncern itself is in a small stone building with several rooms attached for record keeping. Record keeping is managed by a slovenly toad of man, Redulv Spinternid, who sits on a stool all day crunching numbers and checking records and keeping track of employees. Though his greasy appearance may indicate otherwise, he is in fact scrupulous with details and manages to keep all the logs in near perfect order. He knows all the details of the business inside and out. He is also very loyal to Ufalf and the Koncern.

A large warehouse sits behind the Koncern. It contains sundry tools and supplies needed for quarry work and samples of stone from around the region. The place is staffed by several stone masons who are constantly carving and shaping and a few helpers whose sole job is to move items from one place to the next.

Ufalf is seeking some help with several of his quarries. One such quarry lies deep in the Unterdrook and his workers refuse to go there unless they are offered guards to prevent any of the beasts and bandits who range the area from stealing from them or even killing them. Ufalf is willing to hire up to 5 people to guard the quarry. His pay is 1gp per person per day. Another quarry, near the eastern periphery of Bergholt's control has been completely abandoned as there is a zwetter rorer in the region that killed two of his workers. No one is willing to return to the mine and all efforts to find and kill or capture the man killing zwetter rorer have failed. Ufalf is offering 200gp for the zwetter rorer. It is a giant beast of a creature that seems preternaturally smart and capable of avoiding traps and being killed.

Another concern of Ufalf's is a contract with the Stadtmeister Premiger of Halpveg. Premiger arranged the delivery of several tons of cut stone and paid handsomely for the rock. The stone has not been delivered as of yet because the Council has forbidden it be delivered. Ufalf is seeking aid from a citizen to encourage the council to deliver the stone; otherwise Ufalf will have to return the money or run afoul of Premiger and suffer immeasurably for it. He is willing to pay the person who helps him successfully negotiate this 200gp.

UFALF (*He is a commoner whose vital stats are HP 6 and AC 11. His primary attributes are strength and intelligence. His significant attributes are strength 15, dexterity 13 and intelligence 17. He wears padded armor or normal cloths, carries a dirk and 200gp in coin and jewelry.*)

71: THE CLOCKWORKS

Dreskl is an aged man and he wears it as a badge of honor. His hair is long and gray, his face wrinkled like a prune, his hands wizened, and his smock is always covered in dust and debris. Dreskl sells clocks and time is something he is very proud of. The Clockworks is located in the Doonburg on Kukenbasser.

The three-story establishment is tall and narrow. The uppermost floor has a steeply pitched roof and a large clock protrudes from the front. It is always chiming the minutes away. A large bell rings every half hour. Within, on the first and second floors are several narrow rooms and chambers which contain all manner of clocks. Some of these are simple and others very complex.

There are mechanical clocks, water clocks, sun dials, candle clocks, incense clocks and hourglasses. They range in the amount of time they keep, reliability and appearance. Some clocks measure minutes, some several, others measure hours and some months. One that Dreskl is particularly proud of is the clock which measures the year. The clocks are strewn about with reckless abandon it seems.

The shop is so cluttered it is difficult to walk through. The chances of knocking something over are high should one be heavily encumbered or carrying much stuff, much less rushing through the room. The cost of the clocks varies from 1gp for a small hourglass measuring a few minutes to hundreds, if not a few thousands of gold for the more elaborate clocks like water clocks and extremely complicated mechanical clocks.

Dreskl is helped by his wife (equally aged) and two daughters as well as a kdyzj named Groodz. Groodz has been in Bergholt for several decades and lives in the basement of the clockworks. He never leaves the clockworks anymore so will not be encountered anywhere but here. He was commissioned decades ago to help Dreskl fix a few clocks and has remained here ever since. He has, essentially become an indentured servant. Groodz wants to return to his home in the lands of the kdyzj. He does interact with many of the customers who come through the clockworks. Very few ever show an interest in him at all so should any of the PCs evince any level of interest in Groodz, he will talk to them about returning to his homeland. He just needs safe passage.

Dreskl is willing to let Groodz leave as he has learned everything necessary for the continuation of the business without him. At least, he thinks he has. The cost for ending his indentured state is 500gp. If Groodz leaves without Dreskl's permission a 200gp bounty is placed on his head and a 100gp bounty for any who helped him escape. This is enough money to get most of the lays involved in the search and for bounty hunters to do the same. Of course, getting an izdadrad through the Halptier in a time of war with the izdadrad will be a problem in and of itself. Getting back may be just as difficult if not more so.

DRESKL (*He is a lawful neutral commoner whose vital stats are HP 5 and AC 10. His primary attributes are intelligence and dexterity. His significant attributes are intelligence 14 and dexterity 17. He wears merchant clothing and carries 100 gp in coin and jewelry.*)

GROODZ (*He is a chaotic neutral, izdadrad whose vital statistics are HD 1d6, HP 5, AC 12 and Move 30. His primary attributes are mental. He can attack with a club for 1-2 damage. He owns nothing.*)

72: EKENVARDEN

The Ekenvarden is responsible for maintaining all the vegetation in and around Bergholt. This is not a very difficult job as there is so little that grows in Bergholt. Outside the city walls for about a half mile or so there is some scattered vegetation, but the area has been scoured so clean over the years that, other than on the properties of landholders, hardly anything grows other than weeds and scrubby grass. The only exception is by the southern

wall where the Meedzaen extends outside the city walls. Here, there is an expanse of garden maintained by the Ekenvarden and those he hires (the garden, Gilderflore is described below).

The Ekenvarden, Drius Hinterdorf von Horzenstadt, is an elderly and stately man, slow of speech and action but intelligent and diligent. His knowledge of flora in the region is extensive and many a dealer in rare herbs and spices come to him for the purposes of identification. He also has a near miraculous ability to grow to perfection nearly any plant in the region. He can also grow more exotic plants in his greenhouse in the Gilderflore.

In addition to Drius, there are some 10 to 20 people he employs to aid him in keeping the vegetation under control around Bergholt and outside its walls. The majority of their efforts are spent in the Gilderflore and in the personal residences of those who can afford to hire him. He hires out at 1gp an hour and his servants at 1sp an hour.

Drius lives in a large, four story wooden building located in the Gedmarc. His wife and eleven children live with him. The building's first floor is for entertaining and, as one might guess, is full of rare plants that require little sunlight to grow. The upper floors are living quarters and the uppermost floor, the attic, is a room in which Drius experiments on plants. He keeps copious notes and dried samples of many hundreds of plants.

Generally speaking, Drius can identify, by sight, almost 80% of the plants found in the Graffenvold. The others may take some time to identify but there is hardly a plant in the region he is not aware of. A successful intelligence check indicates he can identify the plant within 6-48 hours. A failed check indicates more time is required with another check and another 48 hours for identification. In those cases where two failed checks occur, Drius cannot identify the plant.

Drius has worked as a gardener for nearly 30 years but has never been offered citizenship. He does not desire that his sons follow in his path but would prefer that they be awarded citizenship either by merit, by marriage or other means. To this end, he is willing to marry off his sons or daughters to any citizen for no return, to allow his sons or daughters to enlist with any citizen for any purposes with the understanding they will be backed for citizenship.

At this point, Drius is not beyond blackmail to get his way. He has much information on many of the citizens around Bergholt and only needs an accomplice to achieve his goal of having one or more children offered a sponsor for citizenship. In exchange for such help or aid, Drius can help the characters with plant identification, acquisition of plants, the uses of plants and where to go to retrieve rare plants.

DRIUS (*He is a level 1 commoner whose vital stats are HD 1d6, HP 5 and AC 10. His prime attributes are intelligence and wisdom. His significant attributes are wisdom 15 and intelligence 17. He carries 25gp worth of coin and jewelry. He also carries a diadem of gargoyle summoning used exclusively for the gargoyles in the Gilderflore. All plant identification checks are made at +6.*)

73: FARDING THE BILLIER

Farding is a billier or an axe maker. He has a small shop and mostly makes axes used for wood work both in the forest and in the carpenter's shop. His axes range in quality from common to expert. He also makes axes for martial purposes and these are exceedingly good axes. His cost for all axes is listed below. The axes also come with benefits excepting the common axes which cost the regular amount. The nature of his axes reduces the amount of time it takes to perform common tasks such as cutting a tree or hewing planks, or splitting firewood. Martial axes have bonuses to attack or to damage. As expert quality items, these axes are not magical. Repair on any axe is 10% its initial purchase value. As a general rule once an axe has dealt 100 point of damage it loses 50% of its effectiveness so should be repaired.

Farding is a slender man but with massive oversized arms from years at the anvil. He wears a thick beard most of the year though shaves it in late summer. He is friendly though guarded. He will only make martial axes for citizens. There are four helpers in the shop.

Farding is also hiding a secret. He is wanted for murder in the west, in Gravia. He escaped an execution after killing his abusive master and has been hiding in Bergholt for some ten years. He has built up his business, quite unexpectedly, during that time. Recently, he thinks he was spied by someone from Gravia who knew him. That person has been by several times asking about axes. Farding wants the person investigated and is seeking someone from outside Bergholt to do the investigation as no one in Bergholt knows of his past and he wants to keep it that way. The person Farding suspects is from Gravia is actually just someone interested in his axes.

TABLE 2: AXE COSTS

BONUS	COST
None	As per Player's Handbook
+1 attack	x10
+1 damage	x10
+1 attack and damage	x25
+2 attack	x15
+2 damage	x15
+2 attack and damage	x35
+3 attack	x20
+3 damage	x20
+3 attack and damage	x45

74: FORGORIN

There are dozens of ships docked in Bergholt at any given time. One of the more interesting ships is the Forgorin. The Kaptane of the ship, Freedreek Mittlbarrov Von Esterheim, makes regular trips to the Barlang. He is the only ship captain to do so on a regular basis. He trades in rare woods, spices, metals and gems from the Barlang and returns, usually, with finished products such as fine jewelries, clothes and other highly valued material from Bergholt. Although he is not supposed to deal

in weapons, he often meets other ships in the Interzae and purchases or trades for weapons of high make to sell or barter in the Barlang. Though many people suspect that he sell weapons, few ever mention it.

The Forgorin is a large vessel and sits deep in the water even when empty. It is broad with a forecastle and rear castle. Its four masts and triangular sails stretch high into the air. Upon each sail is embroidered the likeness of the two moons which linger over Inzae day and night. Its dark timbers and sturdy build give it a fearsome appearance.

It is a fearsome craft. It is well made and heavy. Though slow in the water it can be turned quickly. A ram sits just beneath the surface of the prow. Its thick timbers and stout construction make it a difficult ship to break. Constant coating prevents it from being easily caught ablaze. The high deck walls and steep castle make it easy to defend. The ship is made as much for war as it is for trade.

The crew of the Forgorin is mixed, consisting of humans, jazrim and izdadrad, though mostly humans. When they arrive in port there is great trepidation in Dockside because of the jazrima and izdadrad members of the crew. For the most part, only the humans go ashore here though the jazrim leader often accompanies the Kaptane on trading discussions as the jazrim leader and the Kaptane have trust issues. When in the Barlang the opposite is the case with most of the jazrim leaving the ship and not the humans.

The Kaptane is almost always willing to take aboard those who need transportation to the Barlang or any of the few other places he stops along the way. He is willing, for the right price, to drop people off at any island or other place the ship can access along the way as well. His normal fee is 50gp per stop and 20gp extra for every person. The price varies on the difficulty though. The ship tends to go west then north straight across the Interzae. He avoids Gravia and that region as well as the eastern end of the Interzae. He knows the location of Raglesborg though will not drop anyone off there.

FREEDREEK MITTLBARROV VON ESTERHEIM (He is a lawful neutral, human 6th level fighter whose vital statistics are HP 51, AC 17, and Move 40. His primary attributes are strength, wisdom and intelligence. His significant attributes are strength 17, dexterity 18, intelligence 16 and wisdom 13. He wears an expert quality leather jerkin +2 (non-magical) and boots of speed giving a +10 to movement. In combat he uses a scimitar of slicing causing +4 damage, a dirk of piercing giving a +3 to hit all metal armors and a baton of stunning whereby once someone is hit they must make a constitution check or be stunned the following round. He carries 300gp worth of coin and jewelry.)

HUMAN CREW X 10 (These are lawful neutral, 2nd level fighters whose vital statistics are HP 15, AC 14 and Move 30. Their primary attributes are strength, dexterity and constitution. Their significant attributes are strength 14 and dexterity 13. They wear studded leather armor and carry scimitar, dirk, club and 1-10gp in coin and jewelry.)

JAZRIM CHIEF (*This chaotic evil humanoid's vital stats are HD 4d10, HP 37, AC15 and Move 30. His primary attributes are physical. He carries an expert quality scimitar +3 (non-magical), dirk, and wears reinforced leather armor +3 and carries 120gp worth of valuables.*)

JAZRIM CREW X 8 (*These chaotic evil humanoid's vital stats are HD 1d10, HP variable, AC13 and Move 30. Their primary attributes are physical. They carry scimitars, small short bow, wear reinforced leather armor and carry 2-40sp worth of valuables.*)

IZDADRAD X5 (*These chaotic evil humanoid's vital stats are HD 1d6, HP variable, AC13 and Move 30. Their primary attributes are physical. They carry short swords, small crossbows, wear reinforced leather armor and carry 2-10sp worth of valuables.*)

75: GILDERFLORE

The Gilderflore is a garden outside the south walls of Bergholt. The garden is very elaborate and contains many rare plants. There are trees, hedges, flowers, bushes and an assortment of other plants which are meticulously maintained. A walking path of smooth cobbles runs throughout the whole garden, crisscrossing and overlapping with itself on numerous occasions. There are small ponds, fountains, creeks and, of course, the edge of the Meedzaen. It is strictly forbidden to touch the plants, pick flowers, consume anything, drink the water or even play or fish in the water.

The entire garden is gated and surrounded by a brick and stone wall nearly fifteen feet tall. There is but one entry to the garden. This is located on the south end near a large stone building. There are smaller entries used by the gardeners and occasionally the keeper who manages the garden. These are locked at all times and a guard or gardener usually sits just inside or outside these entries to keep those who do not belong inside, out. The entry proper is typically guarded by 2-6 men-at-arms from the city guard. To enter the gardens, one must be a citizen or be invited by a citizen and show evidence of the invitation (typically a letter with a seal).

The structure near the entry is an elaborate colonnaded building open on all sides and for much the majority of the roof. Only a few sections are not open to the elements. There are 400 twenty foot tall columns arranged in a six pointed star pattern. The entrance is through one of the points of the star and trails lead hither and non from every other point in the star. Topping each of the columns is a single statue. These depict all manner of creatures and people. Interestingly, all of them are contorted or in positions of agony.

For the most part, the gardens are safe and nothing untoward happens to anyone who enters here. There are, however, dangers which can be stumbled upon and treasures found to those who know what they are looking for. Six of the statues atop the columns are gargoyles. They do not come out except at night and then only once every few years unless summoned by Drius. If summoned by Drius, they obey his command. Otherwise, the

gargoyles make their way into the countryside or into the city to kill one person and devour them. In addition, there are several species of poisonous plants that, when touched by skin can deliver a mild to extremely severe reaction in the person, including death, paralysis, blindness and other maladies. This occurs in 1 out of 20 plants touched or flowers picked or consumed.

Drius has changed the nature of the gardens over the last several decades of his care. He has introduced more dangerous and poisonous plants. At the same time, he has incorporated some of the more rare species of plants in the park. These are generally unknown to most visitors but there are always some herbalists or others making their rounds in the garden who notice them. Drius has gone to great pains to plant some secret gardens inside the garden. To date, only a few other than Drius know of their existence. These rare plants can be used for many herbal remedies such as diseases, help cure the injured and many other possibilities. Drius has surrounded these with some of the more deadly plants he could find.

Occasionally a thief, cut-purse or other makes their way into the garden at night to waylay any visitors who seem vulnerable. This is a very risky endeavor because usually citizens who travel at night are accompanied by guards or are themselves armed. Being caught in the gardens without invitation can be punished by up to 30 days in jail but, being caught as a burglar, one could have an arm removed or executed as these grounds are considered sacred to the citizens.

GARGOYLES X6 (*These chaotic evil, monstrous humanoids vital statistics are HD 5d8, HP variable, AC 16 and Move 45/75 feet. Their primary attributes are physical. They attack with 2 claws for 1-3 damage, a bite for 1-6 damage and a gore for 1-4 damage. Their special abilities are darkvision and freeze.*)

POISONOUS PLANTS: These plants have a contact poison and touching them can cause a variety of effects, for example a mild rash, buboes (swelling), temporary paralysis, or even death. Each time a character touches a plant, roll on the table below to determine the effect, duration, and penalty to the constitution save. Characters may make a constitution save at the previously mentioned penalty to lessen the effects of the poison. On a successful save, the effect and duration are reduced in intensity by one step. For example, a successful save against a bleeding and spreading rash would result in the character instead receiving a bleeding sore.

TABLE 3: POISONOUS PLANT EFFECTS

D%	EFFECT	PENALTY	DURATION / DAMAGE
01-50	Rash	none	1d6 hours
51-70	Bubo	none	1d6 hours
71-80	Burning rash	-1	2d6 hours
81-88	Bleeding sore	-1	2d6 hours, 1hp per hour
89-93	Bleeding rash, spreading	-2	3d6 hours, 2hp per hour
94-96	Temp. blindness or paralysis	-3	1d6 days

97-98	Rash, bubo, Temp blindness or paralysis	-3	1d6+2 days, 3hp/hr
99	Coma	-4	2d6 days
100	Death	-5	Permanent

76: THE KNOT

This is not an establishment or house; rather it is a location in the Flakmarc. There is a tangle of old derelict buildings, tenements, warehouses, outbuildings and sundry other shacks, lean-tos and piles of garbage known as the Knot. This wreckage has not been fixed in ages and is what remains of the original Flakmarc built so many centuries ago. Of course, the buildings are not the same, but many are several hundred years old or more. In two hundred years the Knot has never been cleared and cleaned, revamped or repurposed. It has simply remained and been added to and on top of as buildings collapse.

It is located on the north end of the Flakmarc where a dozen streets converge and then break up around too many buildings resulting in small narrow alleys and passages that seem created in a spasm of building. Buildings hang over one another and across the alleyways cloaking many in near permanent darkness. The Knot is not an inviting place.

There are many people who live in the Knot. Most just go about their business of living and dying but there are those who come here to hide or discreetly disappear for a while. This is done at the behest of one Gaorg the Toothless. Gaorg runs the knot quietly and without interference from the Vermasten or the other lays. He has several dozen followers whose sole job is to insure order in the Knot, hide those who want to be hidden and protect Gaorg. These are not the kindest of people but nor are they horrible, they are just very good at their job.

Gaorg hides anyone for any reason if the pay is right. For those escaping street justice the cost is usually 1sp a day or servitude during the stay. The price goes up depending on the severity of the crime committed and against whom. Gaorg entertains all offers but weighs the high cost of hiding fugitives or wanted men knowing that reprisal can be swift and deadly if discovered. However, if the pay reaches the 500gp mark, Gaorg will hide anyone – or try to – for any reason.

Depending on the situation, Gaorg hides the person in the Flakmarc, in the Knot or takes them outside the city or to Dockside. There, he keeps them until the danger has passed or the money runs out. He can also arrange for escapes from the city if necessary, though in order to do this he has to go through several lays as he does not control access to the sewers except near one wall on the south side of town.

As for the rest of the Knot, the people here are generally beggars, lowly workers, itinerant workers or those of a similar nature. The only other interesting point in the Knot is The Pit. It is the largest Cleaver Pit in Bergholt. Located in a basement beneath a crumbling tenement, Gaorg runs the Cleaver Pit offering one fight a month. These are the deadliest of fights. Several hundred people can gather in The Pit. The bodies of

the dead are disposed of quietly. It is not unusual to find citizens here during those times.

GAORG (*He is a neutral evil, human, 7th level assassin whose vital statistics are HP 36, AC 18 and Move 30. His primary attributes are dexterity, intelligence and wisdom. His significant attributes are dexterity 17, intelligence 16, wisdom 14 and constitution 13. He wears leather armor +3 non-magical, has a dagger of venom, a club +2 to hit and damage, and 280gp in coin and jewelry on his person. He has access to types I-II poisons.*)

CREW LEADER (*He is a chaotic neutral, human, 5th level barbarian whose vital statistics are HP 48, AC 15 and Move 30. His primary attributes are strength, constitution and dexterity. His significant attributes are strength 15, dexterity 18 and wisdom 14. He wears leather armor and carries spikes club and cleaver +1 to hit and +3 to damage. He has 75gp worth of coin and jewelry.*)

CREW X4 (*These are chaotic neutral, 4th level fighters whose vital statistics are HP 28, AC 14 and Move 30. Their primary attributes are strength, dexterity and constitution. Their significant attributes are strength 16 and dexterity 16. They wear leather armor and carry a dirk, club and 20-40gp in coin and jewelry.*)

CREW X6 (*These are chaotic neutral, 3rd level fighters whose vital statistics are HP 16, AC 13 and Move 30. Their primary attributes are strength, dexterity and constitution. Their significant attributes are strength 13 and dexterity 13. They wear leather armor and carry a dirk, club and 1-20gp in coin and jewelry.*)

CREW X12 (*These are chaotic neutral, 2nd level fighters whose vital statistics are HP 12, AC 12 and Move 30. Their primary attributes are strength, dexterity and constitution. Their significant attributes are strength 13. They wear leather armor and carry a dirk, club and 1-10gp in coin and jewelry.*)

77: LOGARTHAN THE BAZIER

The brazier is a maker of fine purses. The shop has been handed down for several generations and is currently run by Bergholt's most sought after maker of purses, Logarthan. He is middle aged and just showing a crop of gray strands on his tightly cropped hair. He is clean shaven and always studiously, if not meticulously, dressed in the latest of trends. His speech is stilted and almost impolite to his perceived inferiors (anyone who is of lesser standing than a citizen). To those he knows are inferior, he is openly rude.

His intent is to become a citizen and is doing by courting the favor of many of Bergholt's elite and fashionable members. This has gained him not a little ire as his actions and words have been misconstrued by some of his actual superiors and they intend to keep him from citizenship. The manner in which he treats non-citizens and those beneath his station has also garnered him nothing less than a bit of hatred.

Nevertheless, Logarthan is a superior maker of purses. Generally, these purses are meant to show status and wealth and are made

of rare materials, unusual leathers and often encrusted with baubles of not insignificant value. The purses can cost quite a lot depending on the amount of gemstone that are attached to them.

He has a skill in making purses that is difficult to match. He does make a variety of types. Some of them are considered security purses. These include hidden purses, purses with metal attachments, and other odd and end devises to serve the purposes of his clientele. The designs are such that the purse is more difficult to snatch, cut or in other ways taken from the owner. These purses can be quite expensive running anywhere from 10gp to 50gp. Technically these purses also have a -1 (10gp) to -5 (50gp) challenge level attached to them should someone try a snatch and grab or attempt to take them. Logarthan also makes satchels, cases, backpacks and other things to carry equipment if requested. These easily cost twice as much as that listed. The designs are such that they can carry a larger load as well. Increase the carrying capacity of any satchel or carrying device by 1 because it is so well designed and contoured.

Logarthan can introduce the PCs to many other citizens in town and, should the PCs who are citizens show an interest in him, he will curry their favor and try to use them to gain citizenship by courting their favor. He will also give them a 10%-20% discount on goods and items constructed if the PCs are in any way active in helping him gain citizenship.

LOGARTHAN (He is a neutral commoner, whose vital statistics are HD 1d6, HP 4, AC 11 and Move 20. His primary attributes are dexterity and intelligence. His significant attribute is dexterity 13. He wears normal merchant's clothing. He carries 50gp in coin and jewelry.)

78: NANA'S (WEAVER)

Nana is not the best weaver in town, nor is she a terribly prolific one, but what she lacks as an artisan and merchant she makes up for in eccentricity. Nana is a middle-aged woman who has spent much of her life weaving, a skill she learned from her mother. She sells her rather eccentric woolen fabrics to costume makers, several of the elite who have a penchant for the unusual and to those rare passing merchants and individuals who find her cloth interesting. No one in Bergholt ever bothers Nana – EVER.

A long string of weaving shops line both sides of the twisting Vekkrinstrasse. The shops are lined with stalls and are packed high with materials from all over Inzae. The fronts, opened like glaring eyes, contain a variety of materials woven into various styles. Hawkers line the street barking out prices and offering services to all who amble by. At the end of the street stands a lonely single-story building with one weaver sitting silently at a loom deftly moving her hands over and across a fabric of bright green.

Nana's cloth is expensive, costing approximately 20gp per yard. Only the wealthiest can afford such a luxury. The rarity and eccentricity of her product is what makes her so popular. There is also one other peculiar aspect to Nana's cloth. She can, should she choose, weave some magic into a cloth. She does this without cost and without informing the person to whom she sells the cloth. She also does it only on the rarest of occasions

because she must find the buyer to be a person whose fate she believes to be tied to that of Hildir.

Should such a person appear and be of good character and they ask Nana to weave something for them. She agrees and does so for free. This cloth takes a month or more to weave and can take the shape of a shirt, skirt, cloak, pants or whatever the character prefers. The magic woven into the cloth allows the character who misses on an attack roll a chance to roll again. Once per round a character that missed with an attack may roll again, with a +1 bonus, to see if they hit. If this second roll is missed, the character's next attack roll receives a +2 bonus. Successive misses will increase the bonus by +1 per miss until the character successfully strikes, upon which the magic starts over again. The character must be wearing the cloth for this to work. The cloth can be destroyed as a normal item would and wears out over time.

For a character to be chosen, their patron deity must have given special recognition to Hildir in their past or have chosen him as their patron or evinced an interest in fighting in the final battle. They must also fight against the minions of the Dragon and generally pay respect to the Firstmin. The character must also be of a good alignment for Nana to choose them for her gift. If any of the above are not met or the PC in some manner insults the Firstinmin then the magic stops.

NANA (She is a lawful good, human, commoner whose vital statistics are HD 1d6, HP4, AC 24, and Move 20. Her prime attributes are wisdom and dexterity. Her significant attributes are dexterity 18 and wisdom 17. She wears normal clothing and has 1gp in coin on her. Her special abilities are Hildir's Shield (grants a +14 bonus to armor class. Any weapon striking the protected person must make a saving throw at a -10 penalty or shatter and do no damage) and can detect Hildir's favored allowing her to determine if a person serves Hildir's purpose.)

79: POITZENSTAT

The Poizenstat is Bergholt's only official house of learning. There is no other avenue through which to gain an education excepting via family or tutors. The Poizenstat has a great value to the citizens of the city and attendance here is considered a sign of great status.

The Poitzenstat is a tall and narrow structure made almost entirely of wood and plaster. It stands three stories in height with a massive attic wherein lies the Baatenhaller or the Hall of Debate. This is where all teaching, discussion and debate occur. The remainder of the building is used for study, book storage, cooking, eating and sleeping as well as individual studies.

The Poizenstat is famed for its discussion of politics, history and philosophy attracting teachers come from around the Interzae to teach and even learn or speak with other teachers. The collection of writings and musings on matters of governance is without rival in this part of the Interzae.

Those who debate here are held in high regard in Bergholt. The elite send their children to the Poitzenstat to study both the

nature of government and to learn debate. It is a sign of high breeding, though otherwise useless as no one actually intends to put the gathered knowledge to good use. Being accepted to the Poitzenstat is not easy. One must make a donation of 250gp every month per person to remain. This considerable expense manages to keep the elite, elite.

The scholar Finneas Vinlerloon is in permanent residence here and is famed in learned circles. He is a historian with an interest in political history. There are several other teachers here as well. Finneas has recently found a book in a pile of dusty books in the basement. This book is a spell book containing various summoning spells that only a wizard can use, Finneas suspects it is used for magic and is waiting to find someone who will definitely identify it for him. This should bring a host of problems for someone.

FINNEAS (He is a neutral, human, commoner whose vital statistics are HD 1d6, HP 3, AC 10 and Move 30. His primary attributes are intelligence, wisdom and constitution. His significant attribute is intelligence 17. He wears normal clothes, carries no weapons and has 50gp worth of coin and jewelry.)

80: RADULFZ

Radulzf is a silver merchant and deals in all types of silver. He is willing to purchase anything with silver in it and then refines it himself and sells it to others who work it into decorative items or otherwise. He does not offer much for the silver, about 50% of its real value. He then marks it up 10% above its real value.

Radulzf knows most of the mines that produce silver or other valuable ores and most of the miners who are working in the vicinity of Bergholt. His connection with the miners is fairly extensive. He has a deal with quite a few to take silver they may have purloined from a mine and pay them for it and not inform any owners or the authorities. Should this be discovered, Radulzf could be headed for an extremely harsh punishment. Radulzf has two bodyguards, one at the shop and one with him.

RADULFZ (He is a chaotic neutral commoner whose vital statistics are HD 1d6, HP 5, AC 10 and Move 20. His primary attributes are intelligence and wisdom. His significant attribute is intelligence 14. He wears normal clothing and carries 100gp worth of coin and jewelry.)

BODYGUARDS X2 (These are 3rd level fighters whose vital stats are HP 22 and AC 14. The primary attributes are strength, intelligence and dexterity. Their significant attribute is strength 17. They wear studded leather armor and shield and carry a dagger, mace and axe. They carry 2-20gp in coin or jewelry.)

81: RADULZ (MINING KONCERN)

Radulz is a Koncern that finances mining operations in the Unterdrook and other areas near Bergholt. The Koncern does finance a few operations outside this area; notable amongst these are those islands north of the Urstin Penninsula and one large one on the south end of the peninsula. Others are found in the area under the control of Halpveg. In all the Radulz Koncern manages 30 mines. It is a very wealthy and influential firm.

There are three managers; Ordol Bilgen, Hoontor Von Jugensborg and Nuin Fithbeart. These three manage hundreds of miners, draftsmen and a dozen or so mine managers and do all the selling and purchasing for the Koncern. They make nearly all the business decisions as well. They are bound to several families who have financed or backed operations for decades or more (the Koncern is several centuries old). Payments are made to those families regularly and those families act to represent the Koncern in all political entanglements and contractual arrangements needed to undertake the opening of a mine.

The Koncern is plagued with problems. This is not unusual considering the size of their holdings but some problems have recently become rather burdensome and the managers want them resolved. To wit, one mine has produced nothing in a year and has been abandoned. Recently the Koncern was informed some ner-do-wells had moved in and begun mining it. They want the people removed from their mine.

Several new mines have opened in the Unterdrook in the past few years. These mines have not gained permission from the authorities in Bergholt to open and are controlled by rival Koncerns. The Council has given Radulz's permission to shut the mines down and take over their operations. One such operation is being run by another Koncern named Leonhirdz in Aagenves.

Another mine on an island off the Urstin Penninsula has not been heard from in three months or more. The managers want this investigated and fear the worst. In all, the concern is seeking people to enforce their will or investigations. With the brewing war to the south, they are having a difficult time finding those who appear reliable and trustworthy.

The Koncern's headquarters is located in the Gedmarc in a rather ostentatiously decorated building. This wooden structure is massive and bulky and spreads over half a city block. Inside are all manner of record keepers, engineers, managers, records and store rooms. The vast majority of the material used to undertake the operations of the concern are located outside of Bergholt in several warehouses nearby.

82: RINTER

The Rinter is the tax office. It is located in the Rahtsmarc next to the Vermasten residence. Here, a long and narrow single-story building, constructed all of stone, leans heavily against one wall of the Vermasten residence. One large iron door is the only entry and exit. Within there are several rooms. The first is small and where any merchants or those needing to pay a tax go to pay their fees. The rooms in the rear of the building house some of the records of Bergholt. Beneath the building are a series of basements stretching down 4 floors. These rooms contain the rest of the records. There is a veritable cornucopia of information down there about Bergholt and its financial past as well as deeds of ownership etc. No one is allowed down there.

There are always half a dozen guards in front of the office and several inside the first room. These are usually from the Vermasten Family's personal guards. They are not allowed in any of the other rooms. Merchants or others are allowed to

enter singly or a few at a time – never more than 3 people. No weapons are allowed inside and the guards enforce this edict.

The day to day manager of the Rinter is Balthazzar von Bergholt. He is a younger man but very studious and more than capable of handling most of the issues and problems that occur. However, the person who runs the Rinter is Meerna vin Jorgenborg. She managed the Rinter for 30 years before handing it over to Balthazzar. She knows the intricacies of most of the record keeping and tax laws in Bergholt. She is also privy to a great deal of information others are not as she pores over records on a constant basis and the taxing of Bergholt for 30 years. To date she has not used this knowledge to any personal gain but has turned an eye, in her near dotage, to doing so in order to insure a future for herself, her children and their children.

The money kept here is picked up by the Oldentooks every evening and deposited in their vaults. This is done just before dusk and always with heavy guard. This one of the few times one will see a retinue of armed dwarves and Vermasten soldiery in the streets. The tax wagon has never been attacked as long as anyone can remember.

BALTHAZZAR (He is a lawful neutral, human, commoner whose vital statistics are HD 1d6, HP 5 and AC 10 and move 30. His primary attributes are intelligence and wisdom. His significant attributes are intelligence 15 and constitution 14. He wears normal clothing and carries 20gp in coin and jewelry.)

MEERNA (Se is a lawful neutral, human, commoner whose vital statistics are HD 1d6, HP 3 and AC 10 and move 10. Her primary attributes are intelligence and wisdom. His significant attribute s intelligence 17. She wears normal clothing and carries 20gp in coin and jewelry.)

VERMASTEN GUARDS X10 (These are lawful neutral, 3rd level fighters whose vital statistics are HP 25, AC 16 and Move 30. Their primary attributes are strength, dexterity and constitution. Their significant attributes are strength 14, dexterity 14 and constitution 14. They wear chain hauberks and carry bardiche, goupillon, dirk and 10-20gp in coin and jewelry.)

DWARVEN GUARD X8 (These are lawful neutral, dwarven 4th level fighters whose vital statistics are HP 36, AC 17 and Move 20. Their primary attributes are strength, constitution and dexterity. Their significant attributes are strength 17, dexterity 16, and constitution 16. They wear chain mail and shield. Their weapons are a warhammer and flanged mace. They have 100gp in coin and jewelry.)

83: SPEENTER

The Speenter is a large rambling structure in the Medham. It appears to be a warehouse from the outside. Its lower floor is made of stone and plaster while the upper two stories are constructed of wood and plaster. The roof is steeply peaked with many dormers running its length. A single wooden door with the likeness of a spider engraved on it faces the street. This is the home of the web makers.

36 CASTLES & CRUSADES

On passing glance it appears there are windows on the lower floors. This is not the case though. The windows are painted on the wall. There are no windows in the structure except in the attic where the Hornengurde family live and reside. The lower two floors are exclusively devoted to spiders, spider cages, spider habitats and the growth of spider food. It is an altogether wretched place to be in.

There are dozens of rooms with all manner of cages on the lower floors. There are cages made of glass, cheese cloth, mesh, burlap, ceramic and various combinations of the above materials. There are dozens of rooms containing many different types of spiders. The spiders are used exclusively for the purpose of making webs. The web are collected and rolled in to balls or other shapes and sold with incense or during the celebrations of the Trugennacht.

There are all types of web making spiders in the Speenter. Almost all lack venom or poison which can affect a humanoid. There is, however, a room in the basement where Hindlamm Von Hornengurde keeps a select few venomous spiders. These rare spiders are only cared for by Hornengurde. No others are allowed near them and most of his family (of 13) does not even know they exist. Hindlamm sells these spiders to a very select clientele.

Hindlamm was once a member of a guild of “problem solvers”, as they liked to call it. They were essentially assassins. They solved other peoples’ problems in a very efficient and final way. The few members left of that guild with whom he has contact are his clientele.

HIDLAMM (He is a lawful evil, human 9th level assassin whose vital statistics are HP 41, AC 19 and Move 30. His primary attributes are dexterity, intelligence and charisma. His significant attributes are dexterity 16, constitution 14 and intelligence 16. He wears bracers of defense +4 and a cowl of protection +5. In combat he uses a dagger of deflection allowing him to avoid one blow every third round he is in combat and a dirk of bleeding causing the person successful struck to suffer a loss of 2 hit points every round after the first. He carries 10gp in coin and jewelry and coin.)

84: TOTENMONGER

On the outskirts of Bergholt, just outside the Vaktriigolt, is a stone building with a stable attached. This broad single-story structure houses the Totenmonger. These are the people who travel the streets of Bergholt and the nearby communities collecting the bodies of the dead. Although most of the dead are taken to the Turgenhaus by relatives or friends, in those cases where they are not, it is the job of the Totenmonger to pick up the corpses, bring them there and have them immolated. The structure houses several dozen rooms where equipment is stored and the Totenmonger live, cook and entertain themselves. The stable that is attached contains a dozen or so horses, carts, wagons and sundry equipment necessary for their daily work.

There are nearly a dozen Totenmonger. They use carts and wagons to collect the dead. Generally a group of three Totenmonger work together. The Totenmonger dress in red capes and clothing, with tall red hoods having only eye slits in them. The wagons

are painted red and the horses are painted red as well. No one is supposed to speak to a Totenmonger and it is a rarity if they ever speak back. This is supposed to bring bad luck (the PCs would know this or be informed as soon as they do).

Speaking to a Totenmonger does in fact incur a penalty. Speaking to one causes the speaker to suffer a -1 to the next roll/check they make (be it a combat roll or otherwise). This would be one sentence. If more than one sentence is spoken, the negatives add up at -1 per sentence. If the Totenmonger is forced or feels compelled to reply, the negatives double per sentence. The maximum is -10 for one roll.

Within the Totenmonger residence there is a chamber which contains quite a bit of sundry treasure. There is about 10,000gp in various types of loot in that room. It is well hidden but not guarded. The Totenmonger can take anything they want from a corpse and keep it. This is how the Totenmonger feed and outfit themselves. They conduct trade via written notes and hand signals.

TOTENMONGER X12 (*These are neutral, human 3rd level clerics whose vital statistics are HP15, AC 11 and Move 30 feet. Their primary attributes are wisdom, strength and dexterity. Their significant attribute is strength 13. The wear reinforced cloaks, carry a knife and 1-10gp in coin.*)

85: TURGENHUS: THE HOUSE OF FIRE AND SMOKE

The Turgenhus is located outside the walls of Bergholt. This where the dead are ritually disemboweled and immolated so that they may pass on to the world of the dead. The area consists of a massive pyramidal stone structure which one ascends from the south. On top of the structure are four pedestals. The space between the pedestals is reserved for burning the corpse. There is a long stone house next to it with many chimneys and doors. Piles and piles of wood and coal are scattered in the yard around the house.

The pyramid is where the corpses of the wealthy are immolated. This costs approximately 1000gp. Most others are immolated in the stone house nearby. There is an area in the stone house which has a fire constantly going and the deceased who can't afford anything else are burned. The disembowelment occurs in the house as well and the remains are thrown in the fires around the complex.

The Turgenhus is attended by a dozen or so of the clergy, dressed in yellow and black cloaks or clothing. They are not the most jovial of people due to the nature of their job but are not unfriendly and consider their duty in life sacrosanct. Very few people come here except to immolate a corpse and give alms to those who undertake this gruesome task.

PRIESTS X12 (*These are lawful neutral, human, 4th level clerics whose vital statistics are HP 20, AC 12 and Move 30. Their primary attributes are wisdom, intelligence and charisma. Their significant attributes are wisdom 14 and intelligence 14. They wear leather armor and have 10-20gp in coin and jewelry. They can cast the following spells; 0 lvl-4, 1st-3, 2nd-2.)*

86: THE VILGARTEN

Crammed between two large residences is a narrow, all wood two story house. It looks out of place along the street, as if a tooth was missing from a jawline and all that remained was the sore rotted stem of a tooth. Over the door a small placard has a tooth engraved on it. The windows are shuttered and a paltry smoke curls up from the chimney on the roof. This is the Vilgarten.

The Vilgarten is the home and office of Silter Hoodentorg, his wife and three sons. He is a dentist. His wife and children all help in his labors. Inside the front door is a large room with several massive chairs in it. In the center, a small fire sits in a stone hearth with pots, pans, and various plier instruments, a hammer and chisel. Arranged around the room are numerous shelves and jars and baskets. The room smells of herbs, spices, and numerous other sweet smelling concoctions mixed with blood, rot, and decay. The mingling of the aromas creates an undesired aftertaste in the mouth.

Silter is of average height and not at all of any distinguishing character, excepting his absolute commonness. The same could be said of the rest of his family. Silter offers an array of dental procedures. These include at the least, compresses and soaks for sore teeth, salves to slow decay on a tooth, drinks to sterilize the mouth and, most importantly, flavored candies to make the breath smell good. He also pulls teeth, a long or short affair depending on the tooth.

Silter's bread and butter is the candy business. He sells candies to many people who have a desire for fresh or aromatic breath. The upper echelons of Bergholt's social strata frequent this place often and pay handsomely for the rarer of the candies. There are cheaper candies which Silter sells to the less well off as well. The candies range in price from 1cp to 1gp.

Though his house is small and appears derelict, Silter is quite wealthy having close to 1000gp in coin hidden throughout his house. He travels often for the purchase of rare spices and materials for his candies.

THE HOUSES OF WAR (ANEINNAN)

There are several institutions which teach the martial arts (Veganen). Each institution specializes in a variety of styles and weapons with which one trains and typically has their own select clientele. The Houses of War are generally open to all, though one must pay a significant amount of specie to get placement and/or be well connected. There are some limitations (by tradition) that restrict training to the most elite of Bergholt's citizenry. The elite of Bergholt attend one or more of these schools while the Vermasten Family exclusively uses in-house trainers. People from many parts of the Interzae come here to learn the use of several weapons which the region is known to specialize with.

Here are a few brief training rules. Apply these as desired.

In the Aneinnan, only fighters, paladins, barbarians, rangers, and knights are accepted. Other classes would need to find a different type of trainer to advance. Using these rules, time

equates to experience points, but training can only take a person so far. Only through actual experience can one hope to truly master their arms, thus the training in the Aneinnan can only take one to 55,000 experience points, or roughly the midpoint between levels 6 and 7.

For training to be effective, the master must have a minimum of 1,000XP more than the trainee. Each day of training consists of eight hours, of which four are used for training while the other four hours are used for practice. Each four hour block of training time must be conducted with a master present while the four hour block of practice time can be performed unsupervised. Regardless of how disciplined the student may be, training will never progress at a constant rate; there will be points where the student's progress will plateau or even regress. For every ten hours of training roll 1d4 and subtract the die roll from the training hours. The result is the number of effective hours. Repeat this process for every ten hours of practice time spent.

It can take a long time to train to gain experience points. The table below lists experience point awards for every hour spent training based upon the trainee's current experience point total. This XP award only applies to hours spent training; however an equal number of hours must be spent in practice to receive the award. For example, a fighter with 7,800XP begins training under a master. If the fighter trains for ten hours and practices for another ten hours they would earn 70XP.

TABLE 4: ANEINNAN TRAINING AWARD

XP RANGE	XP AWARD PER HOUR
1-1000	11
1001-2000	10
2001-4000	9
4001-7000	8
7001-11000	7
11001-16000	6
16001-22000	5
22001-29000	4
29001-36000	3
36001-45000	2
45001-55000	1

87: GRADENKLUCK

The Gradenkluk is a rather large building and of unusual make for Bergholt. It is shaped like a hexagon with each side of the hexagon being four floors in height. Inside the hexagon is a large training ground. Most of the upper floors are devoted to living quarters for the trainers and staff. The second floor houses the storerooms, offices, dining and similar. The second floor is devoted entirely to training and exercise areas. The first floor is devoted to sparring, tests with some offices as well. The courtyard is devoted entirely to training and exercise.

The Master who oversees the Gradenkluk is Varjis Ballrontur Von Essenburg. He is in his late middle ages. He is an energetic,

demanding and exacting person. He brooks no insubordination and requires all who enter his school to obey his every command without question. He also carries with him an air of menace so profound it seems as if animals even scurry at his approach. Varjis rarely trains anymore (only those with over 30,000XP) but manages his other trainers and tests the skills of those who he deems ready. He is always watching. Should anyone step out of line in his presence his retribution is immediate and brutal.

Varjis has 12 trainers working for him. These are the ones who actually do most of the training sessions in the Gradenkluk. There are large classes for those who are just learning the arts of martial combat. The upper level classes tend to be individual or with no more than four people in attendance. The cost for entering the institution is listed below. At each plateau (represented by experience points) the nature of the training changes and sometimes the trainer will change as well. Although anyone is welcome in the Gradenkluk, not many have the money to afford it. The Gradenkluk is the only House of War in Bergholt which accepts females without reservation.

The Gladenkluk typically focuses its training on blunt force weapons, spears and polearms. Varjis appreciates the axe and sword but finds those weapons less well suited to his personal style of fighting. Should a PC acquire 15,000XP from the Gladenkluk, they receive a +1 to hit and to damage with weapons drawn from one of the following categories: polearms, spear, clubs, maces or flails. If 30,000XP are gained though training and practice, then they receive a +2 to hit and to damage with those weapons from that category.

The trainers and their experience points are listed below.

TABLE 5.1: GLADENKLUK TRAINER EXPERIENCE

TRAINER	EXPERIENCE
1	6,000
2	7,000
3	7,000
4	11,000
5	12,000
6	15,000
7	17,000
8	19,000
9	22,000
10	30,000
11	36,000
12	45,000

TABLE 5.2: GLADENKLUK TRAINING AWARD/COSTS

XP RANGE	XP AWARD PER HOUR	COST
1-1000	11	1,000gp
1001-2000	10	2,000gp
2001-4000	9	4,000gp

4001-7000	8	7,000gp
7001-11000	7	11,000gp
11001-16000	6	16,000gp
16001-22000	5	22,000gp
22001-29000	4	29,000gp
29001-36000	3	36,000gp
36001-45000	2	45,000gp
45001-55000	1	55,000gp

VARJIS (He is a neutral good, human 12th level fighter whose vital stats are HP 100, AC 13-22 and Move 30. His primary attributes are strength, constitution and intelligence. His significant attributes are strength 17, dexterity 18, Intelligence 16, constitution 15 and Wisdom 14. He has access to all types of armor and enhanced armors up to +4. He has access to numerous weapon of his fighting style with up to +4 enhancements. He is very wealthy.)

88: DUEHENHAUZ

The Duenenhauz is the top tier of the Houses of War in all the Halptier. It even surpasses or is on par with those found in or near Firstenfeld. Much of this elite status derives from its exclusive clientele and not necessarily its training. To enter the Duenenhauz requires not only money, but pedigree as well. Only citizens of Bergholt and those nobles from outside Bergholt who can prove their lineage have access to this institution. The current master has a great distaste for training any females. However, long traditions and the expectation of said rights means he cannot disallow them. This latter quirk has caused some friction within the Bergholt elite and there is an active effort to rid him of this post.

The Duenenhauz is in a large, three story, stone building. Its elaborate construction does not match its more well-worn neighbors. The first floor contains several training rooms, the dining hall and some offices. The second floor has training rooms for those who have gained some expertise. This is where the most intense training occurs. The upper floors are reserved for the current master and his three aids.

Master Ludeman reached his prime several years ago and it is finally beginning to show. His hair is going from slight gray to complete gray, he has slowed in the sparring room and in training though is still faster than almost everyone he meets in combat. He knows this. He is considering manners in which to extend or bring back the powers of his youth. His mind is turning in directions it never would have several years ago. But for now, he is still training.

The Duenenhauz specializes in swords of varying types. A specialty is the poniard. For every 10000 experience points of training in the poniard the trainee receives a +1 to hit or to damage.

LUDEMAN (He is a chaotic neutral, human 10th level fighter whose vital stats are HP 68, AC 12-20 and Move 30. His primary attributes are strength, constitution and charisma. His significant

attributes are strength 18, dexterity 16, Wisdom 16 and charisma 15. He has access to all types of armor and enhanced armors up to +3. He has access to numerous weapon of his fighting style with up to +4 enhancements. He is very wealthy.)

NEFARIOUS TIDES: THE LAYS OF BERGHOLT

There are many criminal gangs and guilds in Bergholt varying greatly in membership and vocation. The majority of the gangs are small in number, having little more than a dozen members, while the few large organized guilds number up to 100 people. Some are gangs of vicious thieves, others are beggars, there are blackmailers, extortionist, smugglers, thugs, ruffians, confidence men, harlots and the like. Some are less inclined to criminal activity but have organized themselves into unions or guilds that act to exert their will upon the Council of Eleven.

The smaller gangs control or exert influence over only a few blocks within the city while others exert control over larger areas. The smallest have no territory to speak of and generally act anywhere they believe they can get away with it. The members of the smallest gangs live a precarious existence as territories are strongly protected by gang members and any encroachment is harshly dealt with.

Several lays are described below to give an indication of what the CK can do. The remainder are left up to the CK to design. Bear in mind in a population of 13,000 roughly 5% of the population would be involved in criminal activity with only about 1% being involved in serious criminal activity.

FINDLEBOONT

The Findleboont is a lay that works in the Doonmarc but reside in the Flakmarc. They are primarily involved in kidnapping non-citizens and holding them for ransom. They rarely act on their own accord but work for others. There are occasions though in which they act on a whim such as when money is low. The group prefers to kidnap merchants, valued servants, children of the wealthy, non-residents and, occasionally and at great cost, residents of Bergholt. Once someone has been kidnapped they are usually taken out of Bergholt and to one of the smaller towns for safekeeping but typically even further afield for safety. They try and choose a new place for holding their victims each time.

There are 12 members in the organization. Each has their own specialty in the kidnapping ring. The leader of the group is Alfrad Bissenoot. He is an older man, clean shaven, thin and very neat in his appearance. Alfrad is not a cruel man, nor is he a good person. He has developed a tendency over the years to solve problems without violence as quickly as possible and being personable and outwardly jovial, he is often able to bargain effectively and quickly. However, if his attempts at gaining what he wants do not work out, he has several of his followers use extreme measures.

The group works out of the Hauter's (#35 in Bergholt I) in the Flakmarc. However, when they are managing exchanges, they meet up in other places around Bergholt or outside of Bergholt.



Contacting Alfrad is difficult but, should the PC or interlocutor be trusted, a waitress at the Hauter's can direct the PCs to Sara, who then informs Alfrad. The PCs will be spied upon if they are an unknown entity before any contact is made. Sara handles all the contacts until a final agreement needs made. Then Alfrad meets his client.

ALFRAD (He is a chaotic neutral, human, 5th level rogue whose vital statistics are HP 20, AC 14 and Move 30. His primary attributes are dexterity, charisma and wisdom. His significant attributes are dexterity 14 and charisma 14. He wears leather armor, carries a cleaver and dirk and 40gp worth of coin and jewelry.)

SARA (She is a neutral, human 1st level rogue whose vital statistics are HP 3, AC 10 and Move 30. Her primary attributes are dexterity, charisma and wisdom. Her significant attributes are charisma 15, intelligence 14 and wisdom 13. She wears normal clothing, carries a dagger and 10gp in coin and jewelry.)

ENFORCEMENT X4 (These are chaotic neutral, human 3rd level fighters whose vital statistics are HP 18, AC 13 and Move 30. Their primary attributes are strength, constitution and dexterity. Their significant attributes are strength 16 and dexterity 13. They wear leather armor, carry clubs and daggers and have 3-30gp in coin and jewelry on their person.)

EDLENMARK (He is a chaotic neutral, human 4th level ranger whose vital statistics are HP 27, AC 13 and Move 30. His primary attributes are strength, wisdom and dexterity. His significant attributes are strength 13, dexterity 14, and charisma 13. He wears leather armor, carries a dagger, dirk and has 25gp worth of coin and jewelry that he carries on him.)

VINSEL (She is a chaotic neutral, human 3rd level rogue whose vital statistics are HP 10, AC 10 and Move 30. Her primary attributes are dexterity, wisdom and charisma. Her significant attribute is wisdom 13. She carries a poisoned dagger and sap and has 45gp worth of coin and jewelry. The poison causes paralysis for 1-6 in a constitution save is unsuccessful.)

NODAL (He is chaotic neutral, human 2nd level rogue whose vital statistics are HP 6, AC 12 and Move 30. His primary attributes are dexterity, wisdom and intelligence. His significant attribute is intelligence 16. He wears leather armor, carries a club and knife and has 10gp in coin and jewelry.)

RUFFIANS X3 (These are chaotic neutral, human commoners whose vital statistics are HP 9, AC 10 and Move 30. Their primary attributes are strength and constitution. Their significant attribute is strength 14. They wear common clothing, carry clubs and have 1-6gp in coin and jewelry.)

KASY

The Kasy is a group of pick pockets who frequent the Doonmark, There are only six members to this lay and they are led by Villam vin Foe. Villam formed the group out of some laundresses and scullion maids. The five other members work together to target or locate potential victims. Only Villam engages in the act of picking any pocket. The others spy and act to distract the victim while Villam is attempting to pick a pocket or cut a purse.

The women hire out to do laundry or clean. When they note that a particular merchant or traveler or even, on occasion, a permanent resident of Bergholt has a lot of coin or jewelry and intends to carry it around, they inform Villam then try to guess the moves of the person. One of the women who did not hire out follows the target around, and once Villam gives the signal, one of the other women act as a distraction while Villam does the deed. In the above situation, the victim must make a charisma check. If failed, Villam gets a bonus to his pick pocket check of one half the amount the check was failed by, rounding up. For example, if a person fails their check by 5 points, Villam gets a 3 point bonus to his check.

VILLAM (He is a lawful neutral, human 6th level rogue whose vital statistics are HP 19, AC 14 and Move 30. His primary attributes are dexterity, charisma and intelligence. His significant attribute is dexterity 18. He wears padded armor, carries 3 throwing daggers and a dirk and has 75gp worth of coin and jewelry.)

MEMBERS X5 (These are chaotic neutral, human commoners whose vital statistics are HD 1d6, HP 3, AC 10 and Move 30. Their primary attributes are charisma and constitution. Their significant attributes are charisma 13. They wear normal clothing, carry daggers and 1-6gp in coin and jewelry.)

BASTA DAIBUNT

This lay consists mostly of younger children. Their primary job is to steal food and various assorted items of little value from around Bergholt for resale in the Flakmarc. Their leader is an old man and woman who have been running this operation for decades, Derek and Hoonah.

The pair first and foremost tries to keep a regular turn-over of children in their lay. As soon as a member may be recognized as a thief or has grown too old to do the job without garnering some sympathy from their victims, they are tossed out. Derek and Hoonah are both very good at locating dispossessed children and then convincing them to work for them. They are usually kind to those who work for them, but dispositions are punished quite severely (even a few children have gone missing). The children are picked not only for their potential stealth and dexterity but also for their ability to garner sympathy.

The ideal ventures usually take place outside of Bergholt proper and in one of the many villages or thorps around the region. Here, the children steal small amounts of food when they can. They then cart the food back into Bergholt and bring it to Derek or Hoonah who in turn sell the foodstuffs elsewhere. The food is not brought into the city directly. Rather it is brought over the wall near the Flakmarc. A group of guards in that area are on Derek's payroll.

DEREK (He is a neutral evil, human 4th level fighter whose vital statistics are HP 30, AC 14 and Move 30. His primary attributes are strength 14 and charisma 15. He wears studded leather armor, carries a cleaver and a club and has 50gp worth of coin and jewelry.)

HOONAH (She is a chaotic neutral, human 3rd level rogue whose vital statistics are HP 7, AC 11 and Move 20. Her primary attributes are dexterity, wisdom and constitution. Her significant attribute is constitution 13. She wears padded armor and carries a dagger and club and has 150gp worth of coin and jewelry.)

CHILDREN (These are chaotic neutral, human 1st level rogues whose vital statistics are HP1, AC 11 and Move 30. Their primary attributes are dexterity, strength and charisma. Their significant attribute is dexterity 13. They wear normal clothing and carry knives.)

SHPINTESHAY

This lay works out of the Flakmarc but not in Bergholt. The lay's members spread out into the areas surrounding Bergholt and steal from those outside the walls. Their specialty is hitting merchant wagons and picking common goods and occasionally food to bring back in the walls of Bergholt and give the items to others in who sell it for them. Most of the items are sold in the

Flakmarc though a few merchants in the Gedmarc take their purloined goods.

The timing of their thievery is important. It mostly occurs on festival days, market days, trading days etc. On these days the crowds are at their highest and the chances of getting caught are at their lowest. They also have several dozen members of the City Guard bribed to ignore their comings and goings through the gates. There are other methods of entry and egress as well should the members find it necessary.

In the lay, the ones who undertake the actual thievery are the lowest members. Then there are the managers who take the items from the actual thieves and move them into Bergholt. There are those who then distribute the material and others who sell or trade it. It is, all in all, a very complicated piece of machinery with two dozen core members, three dozen or more footpads who steal the goods, a dozen or so sellers and one leader who insures it all runs smoothly.

Boris One Lip runs the entire organization. He is cruel and fastidious boss with waxen hair and gigantic jowls covered in patches of hair and burn marks. He runs his lay with in a rigid fashion and tracks all the members' activities in his head. He is also a coward at heart and is terrified of getting caught. This is the reason there are so many layers of people between him and the actual act of thievery.

BORIS (He is Neutral evil, human 5th level rogue /4th level fighter whose vital statistics are HP 29, AC 16 and Move 30. His primary attributes are intelligence, strength and dexterity. His significant attributes are strength 17, dexterity 15 and intelligence 15. He wears studded leather armor and carries dagger, cleaver, expert quality short axe (+2 non-magical), and has 100gp worth of coin and jewelry.)

ROGUES X12 (They are neutral, human 1st level rogues whose vital statistics are HP 3, AC 11 and Move 30. Their primary attributes are dexterity, and wisdom. Their significant attribute is dexterity 15. They wear normal clothing; carry daggers and 10gp in coin and jewelry.)

THE SANK DEGGLARS

The Sank Degglars are a small group of well-known cat burglars. The name is not theirs but one given to them by the many merchants and citizens who have had objects stolen from them by this notorious group of thieves. The Sank Degglars steal only from the wealthiest members of society and they never steal anything but jewelry and other items of fine craftsmanship. Sometimes they replace the items with fakes - which are usually discovered to be so - or with small piles of white petals from a flowering vine known as the Sank Deglar. None know the identity of any of this crew and not a single item they are suspected of stealing has shown up in Bergholt. Everyone is a little wary of them though and go to great lengths to keep real jewelry hidden.

The Sank Degglars are actually none other than two citizens. Maurik and Felma Tranil are the grandnephew and niece of

Matilda Trandil, a councilmember. The two are 1st cousins and the black sheep of the family. Through the years the two have managed to outwardly conform to the family's expectations. Inwardly however, they are still the rascallions they were as youths. Their need for excitement and adventure slowly turned the two to burglary. They had a propitious meeting with a rather engaging thief at the gaol once. After a few short conversations, they secured his release and learned the scurrilous arts of burglary. He left and the two have entertained themselves ever since by stealing items of value from various merchants and families in Bergholt. They do nothing with these goods. They are stolen and stored in the basement of an estate the family owns south of Bergholt.

MAURIK (He is a chaotic good, human, 7th level thief whose vital stats are HP 20, AC 12 and Move 30. His primary attributes are charisma, dexterity and wisdom. His significant attributes are wisdom 15 and dexterity 15. He wears normal clothing, carries an expert quality poignard (+2 non-magical) and has 300gp worth of coin and jewelry.)

FELMA (She is a chaotic good, human, 7th level thief whose vital stats are HP 22, AC 13 and Move 30. Her primary attributes are charisma, dexterity and intelligence. Her significant attributes are charisma 13 and dexterity 18. She wears normal clothing, carries an expert quality dirk (+3 non-magical) and has 200gp worth of coin and jewelry.)

BENEATH BERGHLT: SWELTERING AND FOUL HOLES

Dark and dank, the warren of tunnels beneath Bergholt is a dangerous place. Tunnels, vents, chambers, rooms and sewage ducts have been constructed beneath this city since its earliest foundations. Initially constructed by the dwarves as underground viaducts, the tunnels were quickly expanded to act as storage areas and places of safe keeping for goods and material. The dwarves dug ever deeper holes to contain the influx of goods and many were eventually expanded to include smithies, barracks, treasures and even bath houses. As wars raged across the southern Inzae during these years, the tunnels became a near permanent refuge for beleaguered peoples of all types.

With time though, peace came to the region and many new people moved into the area. Not being of the same bent as the dwarves, the newcomers preferred living beneath the sun and moons and cared little to expand those dark realms beneath the earth, eventually coming to ignore them almost altogether. As the city grew and expanded many of the tunnels were reconstructed to act as sewage ducts. The dwarves oversaw much of this construction and tried to maintain a livable atmosphere beneath the city. With their dwindling numbers and fortune, the dwarves eventually quit expanding the underground system of rooms and tunnels and came to reside in only a small area. They blocked all access to the chambers and tunnels they wanted to keep and left the world beneath Bergholt to the humans who had come to rule the city.

The humans came to use the tunnels and ducts and chutes and rooms for sewage and water. The lack of expertise in their development and construction has made a wreckage of hollow spaces beneath Bergholt. Only a few of these actually work as intended. One may never know, in heavy rains or excessive flow, where the water or waste will go and what might be in it.

There are three main regions under Bergholt. The uppermost sewers are fairly well mapped, or at least known, by Marlene and Sons. This area contains the working sewage and water ducts. It also contains several warrens or chambers and tunnels where the dwarves once lived, worked and stored material. Some of these are occupied, others not. Most of the water and sewage from these tunnels empties into Dockside. The outflows are spaced up and down the cliffs. Some have chutes to carry water or sewage down, others not. Dockside can be an altogether uninviting place in summer.

Beneath this is a series of smaller tunnels and chambers that extend to about the level of dockside. Some of these areas have been explored but most have been blocked off. Very few people go down here. It was in fact, fairly well laid and built though many thousands of years ago. However, time has taken its toll and it is now beginning to crumble.

The lowest portion of the world beneath Bergholt lies beneath the level of the Interzae. This series of rooms and tunnels extend very deep beneath the world. It even connects to the Endless Palace at some point. No one has been here in ages. Portions have flooded while others remain dry. The chambers down here are large and expansive and exceedingly well built. None have been here in ages and those who know of them, feared them and the creatures which may lurk down here. The dwarves insured this area has been blocked off. Only recently have creatures from the depths of the world found this place.

Speaking in generalities, there are three types of ducts in the sewers. These are described below. The descriptions only refer to those tunnels and ducts in the upper levels of the sewage system. The lower levels are not addressed in this module. These are left for development by the CK with the following in mind. The chambers and rooms in the sewer vary in size. In constructing the place, the dwarves preferred the use of wide tunnels and slopes rather than stairs to move from place to place. The upper region has smaller rooms, the middle have, on average larger rooms but still warrens of smaller rooms while the lower section has great rooms with a variety of small to medium sized rooms. The lower section is where the dwarves spent the majority of their architectural efforts.

TYPE I

These are the main sewage ducts. They are small, 2-3 ft. wide and 5-6 ft. high. For the most part, these are constructed of brick and mortar but on occasion other materials are used, such as wood and local stones. The materials used for their construction are prone to rot and decay resulting in constant collapses, blockages and failures. Ostensibly repaired on a regular basis in fact, they are not. They present the greatest problem for Marlene and Sons.

These passages twist and bend sometimes in concord with the streets above and other times in seemingly meaningless patterns. Many of the Type I corridors beneath the Upper City terminate in large chutes. The chutes drop down to lower corridors and passages that offer egress to the bay. Because the constant dribble of sewage and rainwater was a problem for those living in the bay, several of the really old ones have been blocked off or barricaded with brick and rock since they opened up in the cliffs above Dockside. The newer chutes and tunnels dump directly into the bay or out the base of the cliffs in Dockside. The latter aspect of the sewage disposal has given dockside and the bay an absolutely wretched and disgusting smell.

TYPE II

These passages are fairly large tunnels measuring anywhere from 5 ft. to 10 ft. in width and 6 ft. to 10 ft. in height. A few of these were intentionally constructed as sewage and runoff conduits, others are older tunnels that have been converted for that purpose and many are simply abandoned and unused. Their construction ranges from simple brick and mortar to very fine stonework. Those sections constructed with brick are prone to the same problems of collapse as are the Type I corridors of the same nature. The older sections, those made with fine stone work are fairly stable and well-constructed since the dwarves built them.

As they were not intentionally designed to carry water or sewage, these corridors have been modified to that purpose or are simply used as tunnels for moving around the sewers. Often times there are chambers and rooms attached to the corridors. There are others which have been covered and blocked off. It is rumored that there are still treasures in these areas, though no one can show proof of that.

TYPE III

These passages are small, being about 2 feet by 2 feet. They connect to the streets, buildings and other places throughout the city and serve to move water into the larger conduits of the sewage system. There are also innumerable small tunnels connecting to one another and between the larger tunnels. All in all these were poorly constructed, constantly clog, fall apart and decay.

Few creatures live in these tunnels except for the rats and other small creatures. They are rarely cleaned and when they are, it's usually by children. These children are hired by Merlene and Sons for that express purpose.

THE CRAWLING CREATURES OF THE DEEP

Many things live in the sewers and corridors and chambers deep beneath Bergholt. The entire complex is a vast feeding ground for those creatures that do not require such delicacies as cooked, fresh food, plates, and clean water. Sporadic efforts have been made to clear the upper sewers of some of its more aggressive denizens. These have been fairly successful in the past and the upper portions of the sewers or tunnels do remain relatively clear. In those areas of Dockside and the Flakmarc where few

people wander and the refuse piles high, large rats and other vermin appear often. An even rarer occurrence is for something to crawl out of the deeper areas.

The upper levels of the sewers are also home to vagabonds, criminals, homeless and other displaced peoples who have no other place to call home. Though few make any permanent occupation of the sewers many do stay in them throughout the winter months. Various guilds and gangs have claimed areas of the sewers as their own and often have to fight other gangs to maintain control of them. Many orphans can also be found in the sewers. Some of these young rascallions have banded together to squeak out an existence as petty thieves and beggars. They are fiercely loyal to one another and present, on occasion, a dire threat to those who invade their space.

There are, of course, other creatures living deep underneath Bergholt. The complex of caverns and rooms extends hundreds of feet beneath the surface and many of these deeper rooms are well over one thousand years old with a few nearly five thousand years in age. In these deeper warrens and dens live a few ancient and dangerous creatures whose sustenance does not come from the sludge and slime of Inzae but from a more primordial source. Some were brought into existence as guardians and keepers or as slaves and chattel of those who first walked the world. Some even date to the time before time, when the sun never rose nor set and the stars were the only things that burned in the night's sky.

The base of the food chain in this world beneath the world is the sludge and refuse dumped into the sewers. This offers fertile breeding and eating for roaches, rats, beetles, worms and innumerable other foul, squirming creatures. These in turn offer food for larger creature and them in turn for even larger creatures. In general, the deeper one goes the more voracious and larger creatures are found. These latter animals are far out of the reach and concern of those who live in the upper city as they only rarely, if at all, make their way to the surface to bother the Citizens of Bergholt.

A NEVER ENDING MIASMA OF PAIN AND SUFFERING: BRIEF ADVENTURES HOOKS FOR THE CASTLE KEEPER

1: A merchant, Raolf von Indelburg had some merchandise stolen from him. His bodyguard, Garlint, failed to protect that merchandise and is now under a very sensitive timeline to retrieve it before Raolf discovers the theft. The item stolen was none other than the merchant's wife, Hunda.

Garlint will have to have met one or more of the characters in the past or have become aware of them through rumor. Garlint contacts the PCs either at their home or elsewhere and engages them to help retrieve or to retrieve by themselves, Hunda. Garlint is willing to give the PCs 100gp for their trouble (a sum of which Garlint himself robbed from a vessel docked in the port).

Garlint has some information for the characters. A note was delivered to the house where they are staying claiming that, if 500gp is not delivered to the kidnappers by noon the following

day, a portion of Hunda's body will be delivered to their house. The note mentions a bar in the Rahtsmarc, the Kerner (Book I, Enc. 34, pg 23) where the delivery is to be made. "Look for the three-eyed man" is all the note says to contact.

The kidnappers, members of a kidnap and ransom ring, called the Findleboont are working in collusion with Hunda. There never was an actual kidnapping. Hunda is just trying to get some money and escape with her lover. Her lover, Edlenmark, is a member of the ring of kidnappers. The two plan on leaving Bergholt as soon as the money arrives.

Half the members of the Findleboont are in the Kerner when, or if, the characters arrive. The three-eyed man is actually a carving on one of the support beams of the Kerner. There is an engraving of a three eyed man's head. This engraving sits over a table, at which sits Edlenmark.

How this all plays out is left up to the Castle Keeper; adjust levels to the desired degree of challenge. Bear in mind, no one really wants to get into a life and death fight with a citizen. The Findleboont is not involved in this endeavor and should they discover Edlenmark's activities, he will suffer. All things considered, Edlenmark would rather leave with his life than that of his lover. If returned to Raolf von Indelburg, Hunda will say nothing and Garlint will be indebted to the characters. Raolf is gone for 2-3 days in search of goods north of Bergholt.

2: Marlene and Brothers has run into a problem. They need a section of sewers cleared of ruffians (Marlene and Brothers claims they are ruffians anyway). This is a fairly straight forward adventure. Marlene and Brothers request the characters enter the upper levels of the sewers and clear out a portion that needs repairing. They often ask others to do this type of job to avoid the problems associated with it. At some point the characters should have become known to Marlene and Brothers, either through reputation, need of work or through social contacts. They are offering 5gp per person to do the job.

The area they have to clear is occupied by a band of young orphans who do not want to leave. There are 12 orphans under the age of 15 who occupy this section. They have set up makeshift rooms and other accommodations in halls and apertures. They are loosely affiliated with a group of ruffians who use several of them variously as runners, decoys or other sundry tasks.

The Lay with which they are associated with is the Sandernigs, a gang of seven snatch and grab thieves who work the docks. The gang hides some of their loot with the orphans, which is why the orphans are reluctant to give up their place in the sewer. Not only would they lose a place to sleep, they lose their source of income and protection, for what that is worth.

One of the jobs of the orphans is to snatch things from merchant's counters and make off with them and also to bring valuable items to a fence in the Flakmarc. They have snatched an item that cannot be fenced. If they clear the sewer area, the PCs now have something dangerous in their hands and they can either try to get rid of it or face off the people coming to look for them.

The item is a locket belonging to Henritte vin Sevly. Her Uncle, Mark vin Sevly, is a member of the city council. The Sevly's are a dangerous family. They have come to the fore over a few decades through an array of alliances in the taverns, gambling houses and bars in Bergholt. Their friends and the influence of those friends insured their place on the Council. None is sure what pressure was put on whom to insure this, but it must have been significant.

Henritte is notorious in Bergholt for her mean spirit, vengeful nature, brutal habits and nasty demeanor. None of the fences in town want anything to do with the locket. Most refuse to even acknowledge it. In any respect the PCs have ended up with the locket and must do something with it. It is easily worth 500gp and perhaps 1000gp in the right hands.

Taking it out of town would be the easiest method of dispensing with it. Returning it to Henritte will not be greeted with thanks but rather accusations of theft. She will consider it an insult to have a vulnerability exposed such as having a locket stolen and seek to have the PCs punished. Remember, no good deed goes unpunished in Bergholt.

The adventure is left to the CK to expand upon bearing in mind the PCs will be dealing with various members of the Sevly family, the Council and various criminal elements in Bergholt.

3. This is a fairly simple adventure designed to involve the PCs in the underworld of Bergholt. A group of strongmen have decided to extort several merchants who work on a street which the PCs frequent. After a time, one of the merchants approaches the PCs for help in stopping the extortionists. The merchant claims they are visited once a month by three men and forced to pay gold or take a beating.

The three men who visit the merchants and take gold are little more than thugs for hire picked up in the Flakmarc. The three are hoping to become members of a gang calling itself the Klankjungers and based out of the Flakmarc. Extorting these merchants is part of their trial to get into the lay. Their names are Vinst, Klootter, and Sot. They are a mean lot with hatred in their soul.

The Klankjungers has seven members, three strongmen, two thieves, one prostitute and one member of the local militia who is their leader, Tanut Grossmin. Tanut is a Kaptane in the militia and his power has gone somewhat to his head. He has surreptitiously gathered these people around him by saving them from prosecution and threatening them with arrest and worse if they do not obey him. Once the PCs walk back up the chain of people to Tanut, he threatens them with prosecution for vigilantism through his contacts in the City Guard if they do not leave him be. This is an empty threat as he has no real influence with the City Guard.

TANUT (He is a neutral evil, human, 3rd level fighter /2nd level rogue whose vital statistics are HP 20, AC 13 and Move 30. His primary attributes are strength, dexterity and charisma. His significant attribute is charisma 15. He wears reinforced leather armor and carries a short sword, dirk and has 30gp.)

THIEVES (These are neutral, human, 2nd level rogues whose vital statistics are HP 13, AC 12 and Move 30. Their primary attributes are dexterity, charisma and constitution. Their significant attributes are dexterity 13. They wear normal clothing and carry dirk and club and have 10gp worth of coin and jewelry.)

VINST, KLOOTER AND SOT (These are neutral evil, human, 1st level rogues whose vital statistics are HP 5, AC 12 and Move 30. Their primary attributes are dexterity, charisma and strength. They wear leather armor, carry dirks and clubs and have 5gp worth of coin and jewelry.)

4: A thief tries to snatch a coin purse or bag from a PC. The thief is a middle aged man who works with two women. The women wander down the street and attempt to distract potential victims with various guiles from acting as if they are being chased or have been accosted to seeking company for the night. If a female is the target, the man is the one who attempts to distract the woman. The trio is a group of traveling thieves and is moving through Bergholt on their way to Kreutzmarc. The group is led by Winfrid. She is wanted in many cities in Gravia.

If any of the PCs are sufficiently distracted, the cut purse moves in with the crowd and accidentally brushes the PC. Now this happens all the time in Bergholt especially in crowded areas (where they will be working). The PC will have to make a wisdom check to see if he can even notice the action. If the check fails, the thief receives a +3 to their pick pocket check.

VANDL (He is a chaotic neutral, human 3rd level rogue whose vital statistics are HP 14, AC 12 and Move 30. His primary attributes are dexterity, intelligence and charisma. His significant attributes are dexterity 13 and charisma 17. He wears padded armor and carries a dirk. He has 12gp.)

MARLOT (She is a chaotic neutral, human 3rd level rogue whose vital statistics are HP 15, AC 11 and Move 30. Her primary attributes are dexterity, charisma and wisdom. Her significant attributes are dexterity 14, charisma 16, intelligence 14 and wisdom 15. She wears normal and carries a dirk. She has 21gp.)

WINFRID (She is a chaotic neutral, human 4th level rogue whose vital statistics are HP 16, AC 14 and Move 30. Her primary attributes are dexterity, intelligence and constitution. Her significant attribute is dexterity 16. She wears leather armor and carries a dirk +2 non-magical. She has 22gp.)

5: A murder most foul has been committed. The PCs see a wanted poster up when they are in the Bergplatz. The post is attached to the scaffold upon which executions are conducted. There are perhaps a dozen or more with rewards listed next to them. As the items are perused, a PC notes that one of the men looks like someone that has recently frequented a tavern the PCs attend. The crime is that of murder and the reward is 20gp.

The person, Pater Von Lindshime, seems to be nothing more than itinerant laborer passing through Bergholt. He does frequent a bar tavern which the PCs frequent. Upon hearing

that he was wanted, Pater disappeared and hid himself in the one place he thought no one would look – Bergholt, the PCs very own home.

The truth of the matter is that Pater did not commit the crime; rather he came upon the body and was trying to revive the person when the city guard rounded the corner. At first he asked for help but the guard charged him. Knowing what would befall him should he be captured, Pater ran.

No one really knows who killed the person though it was a member of the city guard who was owed some money. Pater will ask that he be spirited out of Bergholt. What the PCs do is up to them. Pater will be grateful and join the PCs outside of Bergholt if desired. If not, Pater should show up in some future adventure to offer aid.

PATER (He is a chaotic neutral, human 2nd level barbarian whose vital statistics are HP 21, AC 12 and Move 30. His significant attributes are strength 13, constitution 19 and charisma 15. He wears leather armor. His weapons are a hand axe and dagger. He carries 50gp worth of coin and jewelry.)

6: The use of magic is forbidden in Bergholt and magic users in generally are fairly reviled in the city and even in the region. They are not trusted. But they do exist and mostly keep to themselves with their identities concealed. Another reason they keep their identities concealed is that a group, known only as the Hexentoters, seeks out and kills those who use magic.

Raldo Nuffint is a magic user. He arrived in Bergholt only recently and has hidden his identity fairly well. However, one of the PCs should notice something unusual about him that would give him away or maybe give him away as a magic user. This can be in a tavern on the street or in any public place.

There are several things the PCs can do in this case. They can approach and offer to help conceal his identity, offer safe haven or report him to the local magistrate. Whatever the PCs do, Raldo is in some trouble and the PCs may get in the middle of it. Raldo has not been concealing his identity very well (the PCs notice something). A member of the Hexentoters noticed something as well. There are several coming to kill Raldo.

RALDO (He is a lawful neutral, human, 4th level magic user whose vital statistics are HP 12, AC 12 and Move 30. His primary attributes are intelligence, wisdom and charisma. His significant attributes are intelligence 13 and dexterity 14. He wears padded armor. He carries an expert quality dagger (+2 non-magical) and a ring of the ram with 23 charges. He has 75gp in coin and jewelry.)

HEXENTOTERS X4 (These are lawful neutral, human 3rd level assassin /3rd level clerics whose vital statistics are HP 22, AC 16, and Moe 30. Their primary attributes are dexterity, wisdom and charisma. Their significant attributes are dexterity 16 and wisdom 14. They wear leather armor +3 non magical. Their weapons are carry daggers, knives and hand axes. They have 25gp in coin and jewelry. They can cast the following level spells: 0x4, 1x3, 2x1.)

7: The PCs should have, at some point in their time in Bergholt made a few friends. In this case a friend, associate or other approaches the PCs asking for their aid in freeing their cousin. The cousin, Ingel vin Fredrik has been maligned and accused of insulting a member of a local lay. He was taken and is being forced to fight in a cleaver pit or executed. It is a fight for his life nonetheless. The PCs are being asked to rescue him.

The lay who took Ingel is simply using Ingel to fulfill an obligation they made with another lay. They are offering Ingel up as a fighter in the pits to represent their lay. Should Ingel fight, the debt is considered paid. The PCs can intercede or not. As the PCs uncover the truth of the matter, they discover the only manner to clear and save Ingel is for one of them to fight in the cleaver pit. Both lays would gang up on the PCs should the PCs attempt to stop the fight.

The statistics and exact nature of this encounter needs to be created by the Castle Keeper in order to adequately challenge the PC or party involved.

8: A warren of wererats has moved into the sewers below Bergholt. The wererats disguise themselves as beggars most of the time but when the mood or situation is correct, they change into wererats. They have not attracted much attention Bergholt as the wererats are careful who they target. Their victims are typically travelers or itinerant workers. There are suspicions of Marlene and Brothers, and Vargilken knows they are there.

The identities of the wererats in human form are left up to the CK. It is suggested that each be a class and several parading as merchants or gamblers while others are beggars or thieves.

WERERATS X6 (*These lawful evil shapechangers' vital statistics are HD 3d8, HP variable, AC 17 and Move 30/40/20. Their primary attributes are physical. They attack by weapon type or bite for 1-8 damage. Their special abilities are curse of lycanthropy, disease, alternate form, regeneration, rat empathy and twilight vision*)

9: The PCs find a man dead in the street. His face is branded with the sign of Marg (deity). The brand indicates a ritual killing by someone who was willing to call up that deity for aid. That in of itself is such a horrible act as to cause fear in even the most brave.

The person killed is Mandl Von Furtigall. He is a merchant whose was involved in the trafficking of humans. He betrayed his compatriots by returning one of the daughters of a local citizen, overcome by a sense of guilt. For this deed he was tortured and slain.

His compatriots are boarding ship as the PCs discover the body, hoping to escape to their home in Berringvorg (in the Gravia) before anyone discovers their act. There are no real clues on the body of the corpse as to the identity of his slayers. However, if the PCs choose to bring this to the attention of the city guard and magistrate, Godel Vermasten knows his identity and those with whom he travels, the ship and the town they hail as their home. It is only left up to the PCs to seek them out and

bring them to a justice. The humans they traffic in are sold as indentured servants to local lords and ladies or officers aboard ships, with other destinations possible.

These NPCs should be tailored to the party but this could open up an avenue to many adventures.

10: There has been some trouble on the Wisterbasser. As the PCs travel from one village to the next, they are approached by several men who are seeking aid. They are members of a local militia and are searching for a wagon which was supposed to have arrived from a nearby village. They are having no luck locating the wagon or its occupants. They explain that the wagon should have arrived yesterday. They went to the other village (the one from which the PCs just travelled) and tried tracking the wagon but cannot.

Should the PCs agree to help they must backtrack several miles (about midway between towns) to locate the wagon's tracks. If successful in locating the tracks (normal check) the PCs discover the wagon was lead off into the woods. Several miles into the woods the wagon is found but its occupants are not. Another tracking check will locate the tracks of the passengers. There are 5 other distinct tracks as well.

Following the tracks leads to a creek. Several miles distant, the PCs spy a small lean-to with a fire in front of it. The lean-to has the two occupants of the wagon in it, Rastid and Winifred. They are tied up. One man is guarding the two. A spill of material from the wagon lies in front of the lean-to. The other four who were here are gone.

The 'bandits' are actually pilgrims moving through the region and have no intention of hurting anyone at the moment. They are poorly armed, ill equipped and starving and robbing this couple as an act of desperation. The other four will return shortly. They were gathering firewood. Upon spying the PCs two will begin to run while one stand immobile and the other drops and begs for mercy.

The PCs have stumbled up a group of people who are at a crux in life's path. If the PCs rescue the two from the wagon and escort the five to Kreutmarc (or at least insure they are safely on their way, the five will all become good people. One will rise to eminence and help the PCs throughout the years. If the PCs choose to punish the five or send them to jail, turn them in etc. All but one will die in short order. The remaining one should come back to beleaguer the PCs periodically in the future.

PILGRIMS (*These are neutral, human, commoners whose vital statistics are HD 1d6, HP 4, AC 10 and Move 30. Their prime attributes are dexterity and constitution. They carry clubs and knives and 1gp in coin and jewelry each.*)

CHAPTER THREE: A FEW PLACES OF INTEREST NEAR BERGHOLT

UDDLEBORGEN

Uddleborgen lies six miles south of Bergholt. It is little more than a thorp consisting of ten houses, a few out buildings and some barns. The farmers here tend several wheat and barley fields as well as personal gardens. The thorp is only notable for one reason. Living here is Vargilken, the most notable Rat Catcher in the region.

His house is easy to identify. It is a large single story wooden building with several wings attached to it. Many windows adorn the house as and the slate roof is riddled with small chimneys and pipes. A large barn is behind the house, its doors wide open. In front of the house, strung up on posts, beams, poles and hangers are the fresh and not so fresh remains of dozens upon dozens of rats. Cats wander amongst the rat graveyard at random.

Vargilken is a short man, no more than five feet tall and weighing perhaps 110 lbs. His face is lean and thin, wrinkled and dirty. He walks slowly, but with purpose and is always holding a small flute in one hand or the other. His wiry fingers end in pointed nails which he uses to constantly scratch his near bald pate.

Although it may seem demeaning, the life of a Rat Catcher is fairly good. They are highly respected for their services and, though not citizens, are given great status in the community by both citizens and non-citizens. A trustworthy rat catcher is rare and often paid handsomely for their efforts.

Vargilken is far more familiar with Bergholt than most people in power would be comfortable with. He has been in and out of the sewers so often that they are like a second home to him. He has also been in many houses of the elite and is well aware of numerous secret chambers, doors, hallways, attics, and basements in such detail that, should those elites know the extent of his knowledge they would probably have him killed.

Vargilken is a lycanthrope. He takes form at will but is almost always in human form. He is chasing a warren of wererats who live deep in the sewers. These are recent arrivals and are very aggressive. He intends to slay them. Vargilken might engage the PCs to take it search them out and help him kill them.

VARGILKEN (As a human he is a 5^{neutral} 5th level rogue whose vital statistics are HP 21, AC16 and Move 30. His prime attributes are constitution, dexterity and intelligence. His significant attributes are dexterity 17, constitution 14 and intelligence 15. He carries a +3 dirk and a short spear. He wears a leather jerkin +2 non-magical. He carries 3-60gp in coin and jewelry. He owns a pipe of the sewers.

As a werecat he is a medium sized, neutral shapechanger who vital statistics are HD 4d8, AC 16 and Move 40 feet. Its prime attribute are physical. It attacks with 2 claws for 1-3 damage and a rake for 1-4 damage. Its special attack is rake. Its special abilities are curse of the lycanthrope and twilight vision.)

NIVENFIR

This fort has been under construction for two hundred years or more and is still under construction. Nivenfir keeps accreting walls, towers and fortifications with each generation, as if the fortification had a life of its own. The fort was initiated to counter the growing power of Isenburg and is located some 20 miles east of it on a massive up-thrust overlooking the Kambrian Way.

No towns or villages are near the vicinity of the fortification as it is considered bad luck and of ill omen to build too near that fort. It is also rumored that many of the Captains of the Keep have gone insane while in residence as the castle itself is bizarre in its nature as to drive one crazy – this is mere folktale.

It is only occasionally occupied. Its occupation is considered a provocation by the Lords of Isenburg and the Council does not want to aggravate that relationship. Hence it is currently unoccupied. While officially unoccupied, it is often used by occasional travelers, merchants and other seeking a quick respite from the elements. On rarer occasions those of ill repute, bandits or their kind take up a temporary residence here. On the rarest of occasions a troop of Bergholt's soldiery reside here for a month or so at a time just to establish their ownership and guard workers who may be adding to the fortification.

HOSENDRUG

Several decades ago, the Council of Eleven decided to build a small fortification on the eastern stretches of the Kambrian Way near several outlying communities. These communities were beleaguered by bandits and creatures from the Graffenvold and had become somewhat of a breakaway region where those who were wanted in Bergholt and the surrounding communities could take refuge without any fear of reprisal from Bergholt. Hosendrug was built to offer some protection to those communities that were located far on the periphery of Bergholt's influence and to reinforce to other communities the Council's ability to project its power here should they choose to do so.

Once Hosendrug was established it expanded fairly quickly as the locals flocked to it for protection. Hosendrug is one of the few keeps that Bergholt ensures is constantly occupied. There are variously 20-40 soldiers here at all times. They are generally mounted while patrolling the surrounding communities. This is not an easy assignment. Though the region was essentially pacified, it is still used as a refuge for those wanted for crimes elsewhere. Rooting them out is dangerous business. The forests surrounding the area are an uncontested wilderness over which no one has control. Occasionally foul creatures amble forth to pester the area. These are dealt with as quickly as possible. There are nearly 400 people living just outside the walls of Hosendrug.

AAGENVES

Several centuries ago, silver was rediscovered in the Unterdrook south of Bergholt. At first miners moved into the area in small

discreet numbers. The veins were bursting and many more followed. The region was not settled and the hills were rife with conflict. Mining the silver was an atrociously expensive endeavor, in lives. Yet on they came. In order to bring some order to the area and to better tax those who came out of the hills with silver in tow, the Council of Eleven had Aagenves constructed.

It was intended to be a small keep for taxing purposes. It grew over the years to have a large wall and bailey. Aagenves now permanently houses soldiers and polices the area around. These soldiers are not from Bergholt, rather they are local and the ruler, Meister Filmith Vinderboot, has little loyalty to Bergholt. He does, however, follow all the rules and customs laid down ages ago. This may not last long as the region dips into war and the hold that Bergholt has over the people here lessens.

Aagenves is a rough outpost. There is a small town outside the wall that services some of its needs. Others are spread out in the valleys nearby. Miners, travelers, adventures and others make their way here either coming from or going to the hills to the south. The rumbling mixtures of people who are both wary and short of temper create a volatile atmosphere that the soldiery constantly works to keep in check, though typically only make it more contentious.

WAR AND BERGHOLT: BLOOD AND GOLD

The Council of Eleven wants no part of the war with the Zjerd. The Council has encouraged and demanded that members of the city do not involve themselves in it any way. The oligarchs are opposing this in order to keep friendly relations with whoever

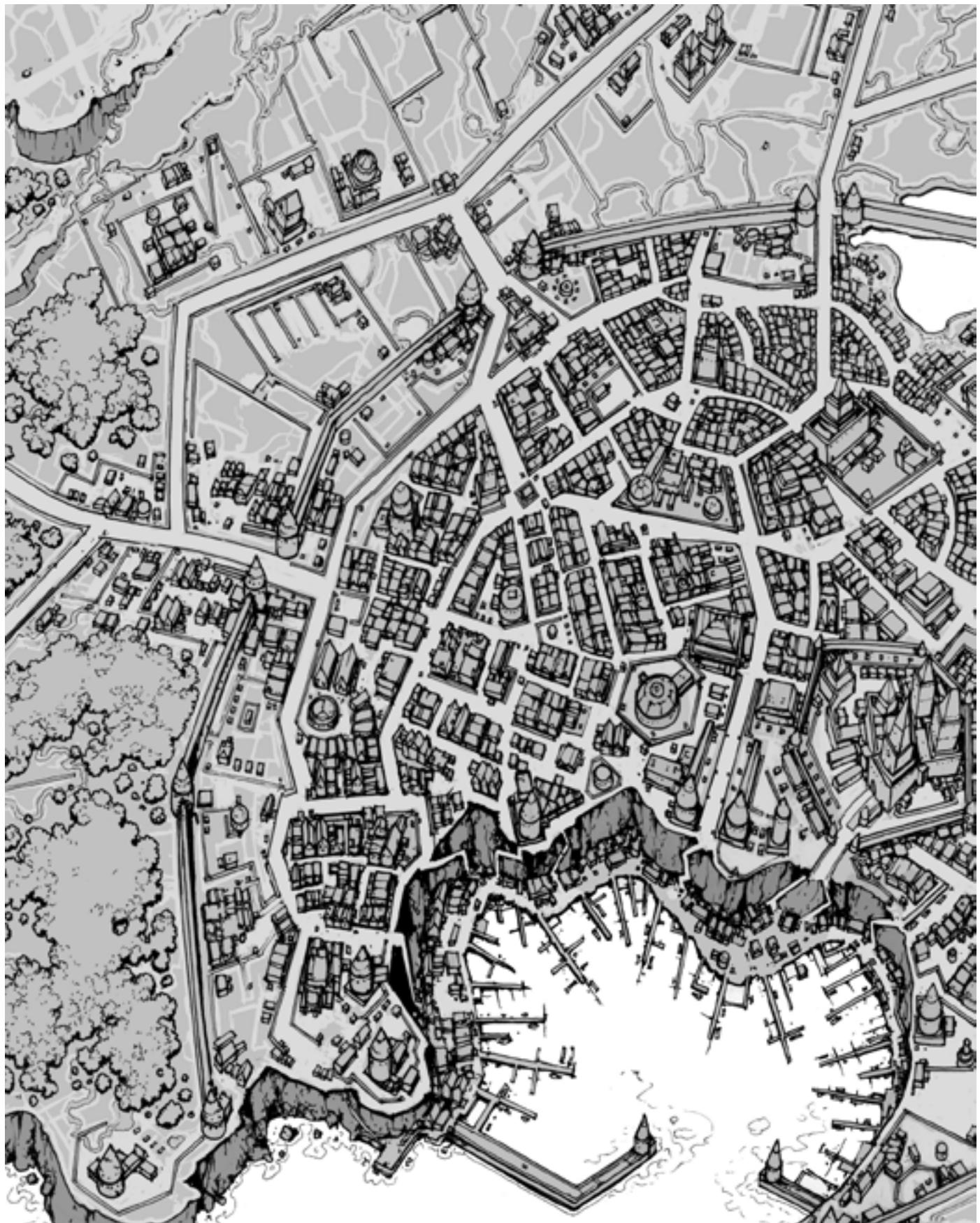
wins the war, maintain the financial well-being of the city and prevent the city from becoming a goal of conquest for the Zjerd.

There is been a backlash against this. Many people who live in Bergholt have relatives, friends and business partners living in the areas the Zjerd are attacking. The depredations of the Zjerd have caused many to react quite negatively towards the Council and its decisions. This backlash is not limited to those outside the Council. The Council is itself split and within the families there is great dissension. Particularly galled are the lesser member of the Vermasten Family. Many in the city are ignoring the instructions of the Council and moving into the frontier region to fight with those resisting the Zjerd.

Further afield, Stadtmeister Ludfridis Edling of Firstenfeld is actively courting the favor of Grogde, the Lord of the Zjerd. He desires that the Zjerd are able to so beleaguer Bergholt such that the city's finances and military are drained and Bergholt's ability to employ and support a naval force becomes nearly impossible or so severely hampered that it is easy to waylay them at sea and take control of the sea lanes. The ultimate aim is to set a naval blockade on Bergholt's port and thence destroy it thereby regaining preeminence in this part of the Interzae.

To this end, Stadtmeister Ludfridis Edling is funneling money, weapons and information into Grogde's hands. Edling has also sent many spies in and amongst the mercenaries and pilgrims who pour into Bergholt. These are tasked with fomenting discontent, gathering information and causing problems as well as contacting the Zjerd with any information that might help them in their raids and attacks.

BENEATH THE BLACK MOON



INTRODUCTION

SOME USEFUL INFORMATION

Beneath the Black Moon is a continuation of the setting adventure **By Shadow of Night** (and while undoubtedly one can use the material in this module without having played in the previous adventure, it would be easier to have the previous adventure handy and to have played it. The entirety of this adventure occurs within Bergholt (or very nearby) and commences about six months after the celebration at the Hall of Nod. The timeline is not specific however; at least a few months should have passed since the events in **By Shadow of Night**.

To a great extent, **Beneath the Black Moon** is an adventure about revenge and numerous conflicts of interest, often violent conflicts of interest. There are many powers in Bergholt, each with their own ambitions, goals and manners of achieving them. In this adventure, the conflicting interests of those who the PCs met in **By Shadow of Night** embroil the PCs in a grab for power by an outsider. The adventure is character driven. Hence, there are a lot of NPCs presented in this installment. There are a few specific events and places described wherein some encounters are likely to occur. But they may not since, for the most part though, the action can occur anywhere and at any time and depend a great deal on what the PCs are doing.

Because there are so many varying plots and motivations amongst the NPCs, many activities and events occur outside the purview of the PCs knowledge. The CK is advised to do some bookkeeping in order to track everything that is occurring. Keeping track of the NPCs actions and the results of those actions vis-à-vis one another and the PCs is important in order to allow for a logical and successful conclusion to the adventure. Much of this can be done on an ad hoc basis but it will be necessary to keep some notes to ensure consistency (believe me, the players will notice).

Bear in mind that above all, the development of NPC plots and machinations should always be with an eye toward creating tension for the players at the table and interesting choices for their characters to make rather than the resolution of the NPCs plots.

There are many powerful NPCs embroiled in this adventure. Determining a level range for the PCs is difficult but it is minimally suggested the PCs be at least 5th – 7th level. Four to six players are optimal. If there are more PCs then it is advisable to add more NPCs to each encounter to balance this out. Also, as each CK runs a unique game, the power of the PCs compared to the NPCs is not entirely level dependent. Power ratios shift due to the presence of magic items. As a matter of course, magic in this setting (and as is written) is rare. The CK should adjust the NPCs accordingly.

The nature of this adventure has necessitated a rather unique presentation. There are two chapters in this small tome. The first presents all the major and minor NPCs the PCs are likely to encounter. A brief description is given of each of the NPC's background, personality, appearance, plotlines and the various

repercussions of those plotlines as they develop. The major NPCs have a much more in depth examination than the minor NPCs. The second chapter of the book presents the numerous encounter areas in which the PCs may find themselves (I would like to emphasize the 'may'). This latter chapter is small as the situation is fluid and determining where the PCs end up is quite out of my control. Should the CK need other encounter areas please refer to **By Shadow of Night** for specific areas or inspiration. Finally there is an appendix with all the stats for the Major and minor NPCs as well as the unnamed NPCs.

BERGHOLT: BENEATH THE BLACK MOON

WHEREIN THE DESERVING REST IN RED REPOSE

The plot in this adventure is fairly simple and if the PCs move quickly and act in particular manners they can unravel it fairly quickly, though probably not resolve it. The CK should act proactively to prevent this in order to allow tension to build and make the adventure more enjoyable. To do this, throw out many side adventures, red herrings and subplots to distract the players and keep them off guard for a time. And remember, the NPCs are not passive actors in the adventure; they are actively trying to ensure their goals are attained and this is where they come into conflict with the PCs.

RECAP

How this adventure begins depends upon whether or the players went through the **Death on the Treklant** Series. If that was the case, the PCs travelled to a Zjerd kingdom to rescue Evanna Rothenheimer from the clutches of what they probably believed to be random bandits and goblins. In the process of rescuing Evanna, the PCs caused a war in the southern Graffenvold (where the adventure takes place) by raiding a Zjerd outpost.

Evanna was rescued and taken back to her home in Bergholt. The PCs would have been awarded citizenship in Bergholt for their efforts. And that should have turned out to be a double edged sword once the PCs discovered they were the target of an assassination attempt immediately after their award. It should also have been a warning that the PCs have enemies everywhere.

What the PCs discovered in the process of the adventure is unknown. Minimally they should have figured out that the assassination attempt was not random and perpetrated by someone inside or outside Bergholt. In fact, that the assassination attempt was ordered by Klaus and/or Tindle (bandits they would have encountered in **Death on the Treklant**). By the end of the module the PCs should have encountered various NPCs who show up in this adventure; Norliana Bonhorst, Arnault Vermasten and Hedvika. The PCs should also be aware of, involved in or have reported a smuggling operation. There would have been repercussions. There should have been loose ends.

This segment of the adventure is intended to wrap up nearly all the loose ends. Though, it must be said, not to tie them in a knot. There will remain many loose ends for the CK or players

to pursue while some plotlines are abandoned and others ignored. However, this adventure is designed to bring to an end the conflict of interests between the two major actors in the story and the PCs role in it; Evanna Rothenheimer and Ubert Von Beck.

Behind the scenes, this is essentially what is happening. Ubert Von Beck is attempting to gain citizenship in Bergholt as his alternate identity Ildin Savil. He decides to marry Evanna Rothenheimer for a variety of reasons. He sent men to kidnap her and planned to 'rescue her' and thereby force a marriage. This failed due to interference by the PCs. Ubert continued his efforts and decided to take vengeance on the PCs, thus the assassination attempt in **By Shadow of Night**. The PCs foiled this as well and even went so far as to disrupt one of his smuggling operations. Even more angered, Ubert Von Beck now wants the PCs killed more than ever and has committed quite a force to insure this happens. It is risky. At the same time, he has decided to make a final effort at convincing Evanna to marry him.

Evanna is blithely unaware of everything regarding these events, unless the PCs have informed her of them, and her focus is on reigning in her family and solidifying her control over it and its businesses. For her part, Evanna has absolutely no intention of marrying anyone, presenting a problem for Ubert Von Beck.

At the same time, Hedvika (should she have survived) is trying to wreak havoc in the life of Norliana Bonhorst (an aid to Evanna and spy for the Bonhorst family) and force her to become a witch like herself. Hedvika was attempting to do this by creating a problem for which Norliana would need her help in extricating herself. Hedvika intended to do this by involving her with Arnault Vermasten's smuggling ring. This effort should have been nipped in the bud by the PCs but may not have been. Hedvika is not angry at the PCs for meddling in her affairs; she sees in them a potential route through which to accomplish her desires anyway.

As you can see, the PCs are simply pieces in a large game being played by various powerful adversaries and actors in and around Bergholt. The PCs may not have seen this until towards the end of the last portion of the adventure but should have some indication that this is the case by the closing of that adventure and certainly shortly after the beginning of this adventure. They should feel like pawns to a certain degree, reacting to events rather than acting on them. As this adventure progresses, the PCs should become the drivers of the action and plot to a great extent.

WHERE WE LEFT OFF

Every campaign is unique and the ending of **By Shadow of Night** was intended to be nebulous with many plotlines left to explore. For this discussion the following is assumed; Arnault Vermasten, Hedvika, Norliana, Klaus, Tindle, Ubert, Evanna and several others survive. If any of those NPCs did not survive, erase them from the current plotline. The only NPCs upon which this installment depends are Evanna Rothenheimer, Norliana Bonhorst and Ubert Von Beck. If any of these died in the previous adventure, this portion of the adventure is fairly

mute regarding the major driving source of activity. However, there will have been other survivors and in that case, the CK is left up to his or her own devises to create an adventure from the parts. The previous adventure ends with the PCs in a confrontation with Klaus, Tindle, Hedvika and Arnault Vermasten. The results of that meeting will have some impact on the overall structure of this portion of the adventure.

The major characters, Evanna Rothenheimer and Ubert Von Beck are handled quite easily. Ubert Von Beck has left Bergholt and will not be back for quite some time. This adventure begins with his return. Evanna Rothenheimer has retired to one of the family estates and is busy with family business. Some of the minor PCs are handled as easily. Klaus and Tindle have left town or are dead. The Wavemaker should have left town along with any of its crew or Ubert Von Beck's compatriots or allies.

Hedvika, if she survived, will have contacted her sisters to help her and they will be on their way to Bergholt and arrive at a time suitable for the CK rather than a time line. Other options are that she has managed to reinvigorate Arnault and involved him in a smuggling operation, begun her own or even engaged the PCs in smuggling or other illicit activities.

If Arnault was not killed there are several things that could be occurring. If reported to Godel, he is either heading to gaol or out of town. If not he could be involved with the PCs in smuggling or breaking up smuggling rings. Alternatively, if left to his own devices, Arnault is holding his head low and working toward righting his life. He could also be involved with Hedvika in various capacities.

Norliana Bonhorst has a fairly wide variety of options depending on what the PCs did at the end of the previous installment. She is likely still working for Evanna but it is possible the PCs managed to expose her, in which case she is either dead or in prison along with Martoof. She could be blackmailing the PCs and forcing them into some illicit activity as well. Also, there is the slim possibility she is working with Arnault Vermasten or Hedvika or both.

HOW THIS ADVENTURE ENDS

The ending of this adventure is impossible to predict. There are too many options, decisions and actions the PCs can take that affect the outcome of the story to predict an exact ending. There is one caveat to this. The ending should involve the revelation that Ildin Savil and Ubert Von Beck are one in the same person. That will wrap up the major drives behind the adventure: Ubert's desire to become a citizen of Bergholt and marry Evanna Rothenheimer or some other well-connected citizen and kill the PCs.

The remainder of the events, plots, and outcomes are secondary to that and can lead in many directions. Although it is best not to overly concern yourself with how these subplots end as they have little overall impact on the adventure at hand, but the endings of those other plots do have an impact on the future as many of the NPCs can show up again in future adventures, should the CK choose to use them.

SOME ADVICE ON RUNNING BERGHOLT: BENEATH THE BLACK MOON

The adventure is designed to occur in five acts. An outline of possible events in that time frame is presented below. However, every group is different and there are so many plotlines and possibilities in the adventure, it is likely that it may take many more than five sessions to complete. With that in mind, it is suggested that at first, each session of play center on the plotline of as few NPCs as possible. This allows session focus and a slow introduction of all the NPCs. As both the CK and the players become familiar with the NPCs and the various effects that their interactions are having, more and more NPCs can come into play with each passing session. Using the low introduction of the NPCs allows for an easier transition into that type of play.

Action and tension should build slowly if possible, with the NPCs being unaware and perhaps confused by what is happening around them. Events, conflicts and otherwise can appear to them to be unrelated. Over several sessions, it should be revealed that what seemed unrelated in the past, may not actually be the case. The following is an outline the CK may want to follow. It is broken up into five acts. Each Act could be a session or several sessions. This depends on the style and length of play and by events in the game. In all cases be fluid and freely amend anything as necessary to meet your particular game's needs.

ACT I INTRODUCTION

In the first session(s), the PCs should be introduced to several important NPCs and encouraged to follow up on any plots generated in the previous installment. NPCs should be introduced in a non-threatening manner and one or more tangential and short adventures undertaken. The goal of this session(s) is simply to lay the groundwork for later development of the plot and for the CK to get an indication of the direction events might unfold.

The key introduction should be with Lamprekt. The plotline development with Arnault Vermasten (or the smuggling ring) and Norliana can either be resolved or minimally addressed. The PCs should meet with Evanna on one or more occasions. In at least one of these sessions the presence of suitors needs occur. Importantly, the PCs should not see nor meet Ildin Savil except perhaps in a crowd or in Dockside. A meaningless encounter can be added for entertainment such as a tavern brawl, a gambling escapade with Lamprekt or any of the adventures presented in the previous installment can be used to provide the players with action or interesting event to manage.

ACT II SET UP

In this session(s), the PCs are being actively set up by Lamprekt and Brodrik for kidnapping or killing. That event should take some time to be accomplished and close out the session(s). At the same time, the PCs should be introduced to a few other NPCs who may have an impact on the adventure. The PCs should meet, be contacted by or have conflicts with numerous NPCs. The PCs most likely have a trajectory at this point and the CK needs to start setting up for event in Act III.

Any of the encounters with NPCs should be orchestrated with an eye to events planned for Act III. The important NPCs in the adventure should all be acting by late in the session either reacting to one another or the actions of the PCs. I would suggest the attempt to kidnap or kill the NPCs occur toward the end of this session(s).

ACT III CONFLATION

At this point in play the various plotlines of the NPCs should be intersecting around the PCs activities. It would be impossible for me to suggest one or another as there are so many variables involved, just that this is the point where the whole adventure begins to conflate. Evanna, Uber Von Beck, Norliana and Hedvika all have major interests in what is going on and intend to get their way. The PCs should be actively opposing at least one of those and up to three of them. As with the previous act, everything should be geared towards the PCs actions. If this means purposely moving events in one direction or another with the NPCs, please do so. The game is for PCs and not the NPCs. The players should feel, at this point, like their characters are pawns in a larger game and perhaps a bit out of their element and simply reacting to events rather than moving them in one direction or another.

ACT IV EXPLOSION

In this session(s) all of the major plotlines and the directions they are going need to come to a head. Most importantly, Uber Von Beck's identity needs to be exposed. Any of the activities of Hedvika and Norliana should probably intersect in a timely manner with these events. There are likely to be many fights in this session(s) and the PCs need to feel a bit beleaguered by the turn of events. As a wrap up to this, Hedvika's plotline needs to come to an end so that she can call upon Tendemon so the Celebration of the Black Moon can occur.

The Celebration of the Black Moon should wrap up the session(s). Uber Von Beck's exposure is just one occurrence within the broader framework of the adventure; the Celebration of the Black Moon is the most important. Hopefully the PCs get through this without being killed, but Bergholt is a dangerous place. The PCs should feel a sense of having gained control of the situation if not having won every battle. Of course they are not in control of the situation, but they should feel that way and should now be proactive movers of the plots.

ACT V CONCLUSION

This session(s) can be a short one. In this act, all the minor loose plot ends need to be tied up. Arrests made, court hearings, meetings with authorities and rewards or punishments dispensed. The act is best played as a long goodbye to a rather troublesome time. It should seem that all is starting to be made right, right up until the end when the CK should judiciously hint, imply or indicate that something is not right. It is also a moment for the CK to offer other adventures for the PCs to pursue as they will now undoubtedly be recognized within Bergholt. And someone, somewhere, somehow will not want them around the city anymore. And without further ado, I present to you...

CHAPTER ONE: THE CELEBRATION OF THE BLACK MOON

WHEREIN FORGIVENESS IS DELIVERED WITH EDGE AND CUDGEL

This is a celebration that occurs nearly at random in Bergholt. None know of its origin nor really of its true nature or intent (more on that later). It has been around for centuries and is ingrained in the very fabric of Bergholt's social milieu. Unlike most of the celebrations in Bergholt, this one is less about the Firsmin and celebrations of mythical events or other acts of religious nature than it is about the individual and the release of primordial powers. In many ways it is an emotional bacchanalia.

The celebration is announced when a person parades the Banner of the Black Moon through the streets of Bergholt. Some person will find the banner and once found, it is their duty to heft the banner and begin the process of travelling through the streets of Bergholt as a manner of announcing the celebration. Citizens and non-citizens both begin the process of preparing. This usually involves the gathering of food and drink in public and private places and making ready for copious amounts of consumption of both. Also, by tradition people begin gathering black capes and cloaks and hats and clothing and costumes. By the time the sun sets, fires are lit throughout the city and in the countryside and the celebration begins.

Capes, shawls and costumes are donned and people gather around fires, drinking or eating. The costumes can be elaborate affairs but are most often common. They have a thematic element as well. Earth, air, fire and water are represented in great number as these essential elements are considered primordial, powerful and representative of the person's inner nature.

As soon as the last sliver of the sun dips below the horizon, the eating and drinking begin. This is accompanied by story tellers' orating to crowds about historic events and peoples. These tend to be focused on the notorious people of the past; those wretched kings and queens and heroes who left a wake of destruction in their lives. Groups of thespians start their plays at the same time. These are almost all age old tells of revenge, murder and deeds of desperate misconduct. Many are repeated in every one the celebrations and the people know them by heart. But there are, on occasion, new ones. The central focus of these plays tends to be acts of revenge, both great and small.

These are accompanied by a gluttonous consumption of food, alcohol and other mind or body altering substances. Usually at the apex of night, when both the moons turn a yellowish hue, these gatherings begin to turn violent. The six or so hours of tales of vengeance mixed with drinking and imbibing of other substances have acted to work those people who have long harbored desires for revenge into action. Some, not all, will act.

On this night there are quite a few killings. Husbands, wives, business partners, siblings, political rivalries etc. are all equally targeted in this time. It is believed by many that one reason people wear darkly hued hats, cloaks, capes and don elaborate costumes (generally of the primordial elements – wind, earth,

fire, water) are trying to hide their identity either from those who seek revenge or because they themselves seek revenge and intend to act.

This event is often the cause of dismay, consternation and a great deal of fear to visitors of Bergholt. Sometimes they join in the celebration, but this rare. Most hide or leave Bergholt for a few days. Almost all the people who live in Bergholt participate to one degree or another; enough so that the streets are crowded with masses of people.

The Celebration of the Black Moon was actually introduced to Bergholt by Tendemon, a rakshasa, some three hundred years ago. She brought with her a banner of ancient origin; The Banner of the Black Moon. This banner carries with it a great magic from the Mother of Worlds, The Great Dragon, Inzaa. When unfurled and the black moon upon the banner exposed, those who see it begin to feel urges and desires about revenge and murder that they may otherwise suppress or not know that they have. Then some few people will act on those urges in the most violent manner. This celebration can be, by the end of the night, a bloody affair.

Several attempts at suppressing the celebration have been attempted over the years, though to no avail. It seems that those who were most adamantly opposed to the celebration happened to meet grisly and untimely deaths. In time, the whole celebration was simply embraced and accepted by all echelons of power. Of course, Tendemon uses this banner judiciously as she knows that ultimately it could cause more problems than it would solve. It is never used more than once a year and sometimes several years pass between uses. In this, case, it has been nearly two years since the banner was used.

Once the celebration reaches a certain pitch, usually about three hours before the sun rises, Tendemon leaves her abode and searches for the bearer of the banner. She then slays him and takes the banner back to her abode. On occasion she returns to the streets in search of prey, but as often as not she remains in her tower relishing the chaos the night causes.

The aftermath is usually bloody. Typically twenty or so people are killed during the celebration not including those involved in accidents or mayhem. Additionally there are many beatings and fights. The city guard does its best to police the mess and solve the murders. The murders are difficult as there are so few witnesses and most everyone is in disguise, but every year another half dozen or so people are convicted of the crimes and sentenced to death whether innocent or not. It can take a few weeks for Bergholt to return to normal, well as normal as one can get after such a celebration anyway because it creates as many desires for revenge as it satiates.

A DEN OF MISCREANTS

This is a list of all the important NPCs who spur the plot of this adventure. And this list contains the information which the



CK will use to run the adventure. It should be read thoroughly as this adventure is non-linear and has many moving parts. The CK should be very familiar with all the plotlines, NPCs' motivations and desires to move the adventure along properly.

Most or all of these NPCs make an appearance in the adventure at some point during play. The major NPCs are described first and the minor NPCs second. Each is given a brief background, personality and appearance in order to allow the CK and players to differentiate them. Then the various activities and plotlines for the NPCs are provided. These should be amended as necessary or desired. Finally, possible repercussions for the success or failure of those activities are presented and, as with everything, should be amended as necessary.

Many of the NPCs should be known to the PCs either through personal contact or, at least tangentially. There are others whom the PCs will not know. It is possible that several of the NPCs on the list are dead as result of the previous adventure. These are Norliana Bonhorst, Hedvika, Arnault Vermasten, Klaus, Tindle and Ardin Hoorsinmiltin. If any of these NPCs died in the previous adventure a brief description of plot adjustments occur. In some cases there are major plot adjustments. With the exception of Norliana Bonhorst, these NPCs can be omitted from the adventure or replaced by near facsimiles.

The list is not arranged alphabetically. It is arranged in order of importance and affiliation. Page numbers are given for reference.

MAJOR NPCs

- Tendemon: Rakshasa who cause problems in Bergholt.
- Evanna Rothenheimer: Head of Rothenheimer Family
- Erdrik Rothenheimer: Personal guard to Evanna.
- Formisen Rothenheimer: Evanna's uncle and trusted advisor.
- Mildred Rothenheimer: Evanna's aunt and advisor
- Arnault Vermasten: Nephew of Godel Vermasten
- Godel Vermasten: Head of the Vermasten Family, City Guard and Judiciary
- Norliana Bonhorst: Personal assistant to Evanna Rothenheimer. Spy for Firstenfeld.
- Martoof: Norliana Bonhorst's bodyguard.
- Ubert Von Beck: Pirate and suitor to Evanna.
- Brodrik: Ubert Von Beck's aid. Trusted by Von Beck to lead expedition in Bergholt to capture PCs.
- Klaus: Ubert Von Beck's man. Dead or Left Bergholt.
- Tindle: Ubert Von Beck's man. Dead or left Bergholt

- Hedvika: Witch who seeks to kidnap Norliana Bonhorst.
- Minor NPCs
- Bagast: Witch and sister of Hedvika. She is heading to Bergholt to help Hedvika.
- Makrit: Witch and sister to Hedvika. She is heading to Bergholt to help Hedvika.

TENDEMON

BACKGROUND: A little information on Tendemon was presented in the previous installment (*By Shadow of Night*, encounter 46). This contains a little more detail. Tendemon is a rakshasa. She has lived for ages beyond count and traveled the world over. She is a malevolent and evil creature with but one insatiable desire, to reap death, chaos and evil amongst the children of the Firsmin. At this, she is an expert. Where Tendemon came from is of little importance as it has no impact whatsoever on whom she is. What is important is that she arrived in Bergholt nearly 300 years ago and came to reside in what is now called Tendemon's Library. Once there she took measure of Bergholt and found it ripe for her interference, lust and manipulation. She immediately involved herself in the constant squabbles amongst its leadership and its people.

For over three hundred years Tendemon has worked in the background of Bergholt causing fights, exacerbating rivalries, aiding those who could be used as pawns and causing not a small amount of chaos in Bergholt. Tendemon works to keep everything in Bergholt a little off balance so that no one group of people gain control over another. She does this not out of some beneficence but rather to keep the structure of power fluid and seemingly attainable by all. She is not always successful but more often than not, she is. Tendemon only acts now when she suspects a group is gaining the upper hand in Bergholt's control, be it the citizens, the peasants, the guilds, soldiery or whatever. Tendemon now senses the elites are gaining more power than she believes they should. Tendemon has also noted that with Evanna Rothenheimer and the vast control the family currently wields in Dockside, that family is poised to become 'the power' in Bergholt.

She also brought with her that inescapable desire to live in some nonexistent point in the past. To help her form memories of these mythical moments, Tendemon collects all manner of antiquities. She attaches memories to them and recollects things that never happened. This allows her some contentment so she does it with fervor. Hence, she is known far and wide as a trader or buyer of rare antiquities. Her collection is vast and extends far beyond the tower in which she lives. She has also taken over sections of the sewers near her Library and uses them to store antiquities.

One of those antiquities is a banner with a black moon upon it. The banner is red and the moon, of course, black. It is a huge banner but weighs next to nothing. It is an extremely potent and powerful magic item created ages ago in a land far, far away (See Banner of the Black Moon at the end of the module). Slowly,

over many years, Tendemon introduced the Celebration of the Black Moon into Bergholt's already thickly crowded celebration calendar. It has now become quite a part of the culture of Bergholt and it is one of the manners in which Tendemon sows discord and problems within Bergholt.

She relishes the chaos in the city for it allows her to act on her other one insatiable desire, the consumption of human flesh. Tendemon leaves her abode once in a while to fulfill this need and never once in 300 years has she encountered anyone who could withstand her in combat. Then again, Tendemon preys on the weak and unnoticed.

PERSONALITY: Tendemon's personality was etched into her the moment she was brought into the world. She is keenly intelligent, observant and given to a wry sense of humor. She finds entertainment in creating and solving puzzles. Tendemon is patient beyond human understanding. She can also, oddly, be very kind to those in need. But this kindness is more akin to a cow herder caring for a calf that will be slaughtered at some point in the future. She is also conniving, brutal, mean, and spiritless. She has absolutely no capacity for empathy or sympathy because most human emotions simply do not exist inside of her.

She also has an obsession with the past. This is because Tendemon has no past to speak of. She does not retain knowledge or memories like people do. She just has categories and catalogues of information used for one purpose only, reaping chaos wherever she goes. A curious aspect of this creature is the actual realization that they have no memories like others do and have come to long them.

APPEARANCE: Tendemon has several appearances as she can change her shape virtually at will. However, she does this only rarely. There is a human form and the form of the rakshasa. She is rarely in the form of the rakshasa. Generally, this form is only assumed when she is out hunting for something to eat or in a fight. Her human appearance changes over the years to fit her needs at the moment. Tendemon assumed her current form several decades ago when the 'previous' owner of Tendemon's library was dying.

As Tendemon, she is a very old woman with but wisps of hair on her head, wrinkled like a prune with small lips, a hunched shoulder and spindly legs. Her eyes are bright piercing green. She dresses poorly and in dirty clothing. Tendemon has access to nicer clothing and can assume the appearance of virtually any human of average size should she feel the need to do so.

As a rakshasa, Tendemon appears as a grotesquely misshapen human with large muscular legs and a wide fat belly. Two long arms extend all the way to the ground and end in fiercely clawed hands. Her face is wide and hairy with canines running the entire length of her mouth and two large protruding lower canines. Large pointed ears top a bald head.

PLOTLINE: Tendemon is not directly involved with many of the plots nor does she care much about how everything wraps up with the exception of the Rothenheimer Family reputation.

Tendemon came across much of her knowledge as usual. She has dozens of spies and informers throughout the region and they keep her apprised of events in and around Bergholt. She is aware of Ubert Von Beck's dual identity and his desire to marry Evanna. She informed the witch Hedvika of Norliana's presence in Bergholt but offered nothing else allowing Hedvika to devise her own plan of action. She was also aware of Arnault Vermasten's attempts to set up a smuggling ring and insured that he would receive some help.

She allowed the machinations to play out in whatever direction they might. Her only ultimate goal in the affair is to insure that the Rothenheimer Family suffers some acrimony or public backlash, especially within the citizenship, in order to prevent their current meteoric rise of influence from continuing. With this in mind, Tendemon works to insure that Ubert Von Beck is revealed as Ilden Savil. Within the family, it is her goal to insure that Norliana is exposed. In this way those in the family and those with whom the family has close contacts will begin to lose faith in the Rothenheimers.

As it currently stands, Tendemon feels she might need to involve herself directly in these affairs for several reasons. She does not want anyone getting to close to her so the witches must all die. She will attempt to aid the PCs in this by weakening the witches or giving the PCs aid in some manner. This could include ensuring one of the lays backs the PCs in combat or that they receive some items that may be of use (Tendemon's library has more than antiquities in it). Should the PCs fail in the effort, she kills the witches herself. She will under no circumstances aid the PCs in direct conflicts.

Ubert Von Beck's identity needs exposing. Tendemon becomes aware of the PCs impending conflict with Ubert and hopes that the conflict results in his being exposed. She does not involve herself in the matter other than as casual observer though. Should the PCs fail she will await another time to take action.

Towards the end of the adventure, and at the behest of Hedvika, Tendemon calls the Celebration of the Black Moon. Ostensibly this is at the request of the witches. This is not true; Tendemon already laid the seeds for the request and intends to use the celebration as cover for killing the witches. She hopes the PCs do this but will do so herself if necessary.

REPERCUSSIONS: Tendemon's actions should play out as they play out. She really has little concern as to the results of what is happening in Bergholt in the immediacy of this adventure with two exceptions. She does not want the witches to survive Bergholt and wants the Rothenheimers to suffer socially. If they survive a fight with the PCs, Tendemon eventually hunts them all down and kills them. This may take years or decades if she does not do it during the Celebration of the Black Moon. The latter occurrence is best left up to the CK to manage so it relates to the plotlines of the PCs and how the CK wants the adventure to progress (for example, if the CK wants the witches to make another appearance in future adventures). As for the Rothenheimers, Tendemon watches to see what happens. Should Ubert and Norliana be exposed, this pleases her. If not, then she develops a plan over the following year to insure it does.

As for the PCs, Tendemon takes note. She is especially aware of their growing influence or effect in and around Bergholt. This interests her but she can sit on this concern for days, months or years before acting on it. If the PCs suspect or notice her, or if their level of influence becomes especially prominent, she will make an effort to have the PCs removed from the city through some elaborate plan that does not directly involve her.

Other than this, Tendemon sits back in sweet repose.

TENDEMON (*This lawful evil, magical beast's vital stats are HD7d8, HP 50, AC 21 (26) and Move 40 feet. Its primary attributes are physical and mental. It attacks with two claws for 1-4 damage, a bite for 1-6 damage or by weapon type. Its special abilities are detect thoughts, change shape, darkvision to 60 feet, and immunity to magic, blessed invulnerability and an SR 16. It can cast spells as a 5th level magic user and 1st level cleric. Please see Tendemon's Library for information on the items she can avail herself to in combat or otherwise.*)

NORLIANA

BACKGROUND: Norliana Bonhorst was born into the wealth and privilege of one of the most important and powerful families in Firstenfeld. Her father, Eofrid Bonhorst commanded the naval forces of Firstenfeld. At the time of her birth, the naval forces of Firstenfeld were unrivalled in power along the southern Interzae. Her father and family were revered, feared and respected. Norliana was Eofrid's only daughter and he lavished her and prepped her for a political alliance through marriage.

Her childhood was without want. All material goods available to the most elite were made available to her. She received the finest education and was even trained in the arts of martial combat. Being the only daughter of Eofrid, from an early age she was allowed to command house staff as she proved very confident and capable. Anything the family could acquire was laid at her feet. Everyone respected Norliana.

This should not be mistaken for love or admiration though. The truth is that most people despised Norliana. She was a vicious, narcissistic child whose outrageous demands and cruel temperament caused fear in all the household staff and relatives. It is said that her cruelty is so great that the Firsmin decided to take her mother's life in childbirth to prevent her from giving birth to another being so remorselessly callous.

Norliana grew up thinking that her position in society was secured and that she would be powerful and independent of any future husband. But all this came to an abrupt end when Eofrid's naval forces were defeated by that of Bergholt's. Both of her older brothers were captured and executed, their heads delivered to Eofrid and Norliana while in a ship's cell; any humanity that remained in her evaporated at that moment.

In the ensuing months, Norliana was used as a pawn in the peace negotiations between the two cities. Eventually she was offered to the Rothenheimer Family of Bergholt as a servant/hostage to insure that the peace between the two cities was maintained. Norliana was dutifully delivered to the Rothenheimer Family

at the ripe age of fourteen. There she was commanded to be Evanna Rothenheimer's handmaid.

As a matter of course, Norliana was trained and accustomed to a life of secrecy. Firstenfeld is, if nothing else, a den of malicious, power hungry, greedy and sneaky aristocrats where only the most cunning survive. Eofrid had instructed his daughter from the youngest of age to fit into this social arena. He had also planned to use her as a spy in whichever family in Firstenfeld he chose to marry her into. Considering this, the instructions she received prior to leaving for Bergholt felt natural to her.

Norliana was instructed to spy on the Rothenheimer Family and others in Bergholt. Information was to be delivered to the leadership of Firstenfeld. It was also planned that Norliana ingratiate herself to her new hosts to such a degree that much later, when she came of age to marry, she could marry a citizen and thereby become a citizen herself. She has succeeded in the first part of her mission.

PERSONALITY: One might say that Norliana is devoid of any personality considering how cold, haughty, arrogant and stand-offish she is. That would not be the case, as Norliana is a viper in human skin. She is not so much evil but rather more akin to a predator seeking prey. It is as if she has one instinct and one instinct only. She is seeking revenge on the world for having been born into it. She is filled with hatred and was since the moment she was conceived. She is conniving and very capable of convincing others of her kindness, gentility and other features one may consider positive in such a beautiful person, but it is all a ruse.

In day to day activities, Norliana is dismissive of those beneath her or those whom she considers to be of little value to her. She is proud of her position and reminds everyone through act and language that she is the aid to the head of the house of Rothenheimer. She is capable of great self-control, both physical and emotional. Like a successful top tier predator, Norliana has a keen sense of when to strike to get her way in matters.

APPEARANCE: Norliana is perhaps one of the most beautiful people to live in Bergholt and perhaps even the entire Halptier. She has long black hair, braided or tied up as is the fashion. She has a dark complexion, gently rounded face and deep almond eyes and pale lips usually lightly touched with red paint. She wears the finery of her station but wears it so well that she often appears above her station and raises the eyebrows of many around.

PLOTLINE: Norliana was sent to Bergholt as a spy. She has carried out her duty well. For the majority of her stay in Bergholt, Norliana has been a passive observer and reporter of events. Recently, she made the decision to change this and become a proactive player in Bergholt. Forbidden from acting in a more public manner being a servant and foreigner, Norliana decided that to affect things in Bergholt, she would need money and power and any of the various lays were her only immediate opportunity to address that desire.

Norliana is attempting to engage several of the lays in smuggling activities, extortion rackets and other activities which are near

and dear to her heart. To date she has had little success. Her latest efforts were with a group of thieves in the Rahtsmarc. This has gone nowhere and Martoof is in the process of attempting to 'remove' any potential contact between them and Norliana. This process may take some time. Other than this, Norliana is still in the beginning processes of acting in Bergholt and simply examining potentials.

Several of these include working with Nocolettes (with whom she has a few contacts), several Lays in the Flakmarc and Dockside and a budding potential with a member of the Isen family in Isenborg. To date she has not decided what to do with this contact. If Norliana manages to engage the PCs In her affairs, she will first begin working with Nocolettes as it seems to be the most potentially lucrative. To this end she uses the PCs as couriers between Nicolette's contacts and Martoof's contacts. This could be a dangerous turn of events for the PCs.

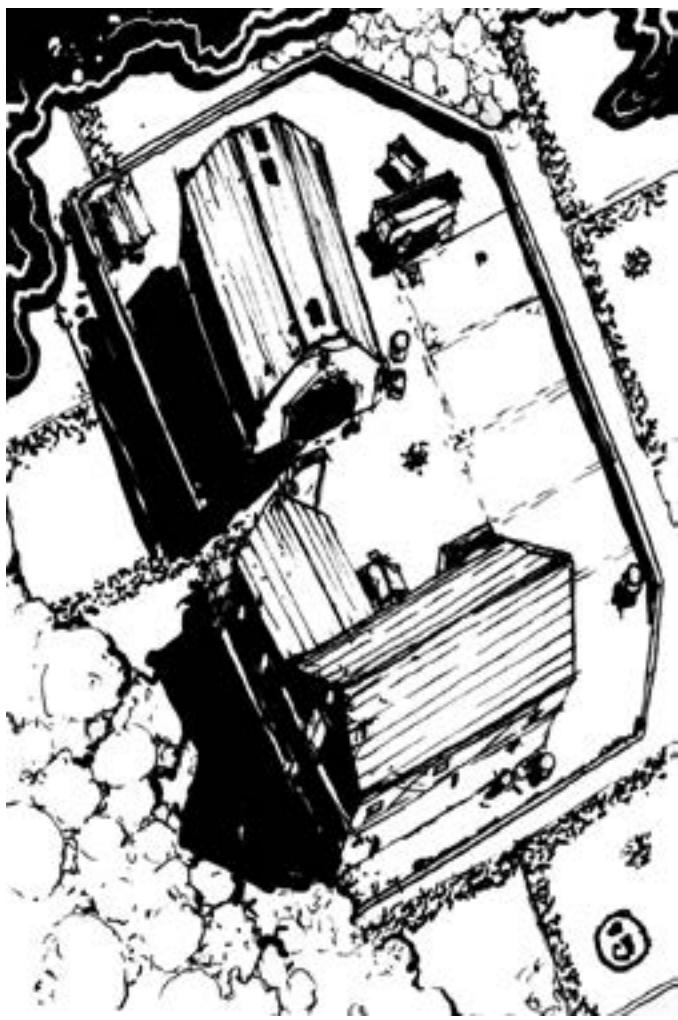
The Lays in the Flakmarc and Dockside are both using intermediaries run through Martoof. Currently, Norliana receives a small amount of hush money from a Dockside lay as well as some information on the comings and goings of various people in the area. The lays in Flakmarc provide nothing currently but owe Norliana (or Martoof in their eyes) a debt of favor as he had several of their members released from the gaol. With few directions to turn that do not seem highly risky under the current circumstances, Norliana is waiting, like a snake, to pounce on the first opportunity she can arrange or finds.

As for her spying, Norliana collects mental notes and keeps vast stores of information in her head. This information is delivered once every few months to Firstenfeld via a courier that appears in Bergholt nearly at random. This has never been discovered but it is one of Norliana's most significant concerns. As this adventure begins the courier has shown up.

The courier reveals himself by dropping a blue scarf on the road near Norliana. This can actually take a long time as the courier has to find Norliana in public (which is rare) and then have a convincing manner in which to drop the blue scarf. Norliana then hastens to write down everything that she feels important and places it in a bottle. Then Martoof takes it and places it on the steps of the temple at sunrise one morning. The courier is there to take it. Norliana has five to ten days to round out this task and the writing generally takes one full day. During this time she sees no one and feigns sickness.

Her interaction with the PCs is entirely dependent on how the previous adventure ended. If the PCs delivered Arnault to her, she will have somehow tried to bring them into her 'employ.' This could result in any of the various outcomes mentioned above. If the PCs passed along the information without conferring with her first, she seethes with anger at a lost opportunity. If she is aware of Arnault's discretion and the PCs did not inform her, if she has not already begun to blackmail them, she will as this adventure begins.

REPERCUSSIONS: Norliana, despite her considerable mental faculties for emotional self-control is beginning to feel the pressure of her position bearing down on her. The stress is finally



affecting her judgement. It is unwise for her to involve herself in Bergholt's politics or criminal activity as this increases her chances for exposure and execution. Yet she persists.

Depending on how the plot progressed from the previous installment, Norliana will have had Arnault killed and she will be blackmailing the PCs to aid her in an effort to set up a smuggling operation. If Arnault survived and her spies have figured out what happened, she will endeavor to blackmail the PCs over their knowledge of the situation and force them to help her with the smuggling operation. All these course of action are unwise as each offers the opportunity for Norliana to become the prey rather than the predator. Yet she persists.

Norliana is unraveling. As the adventure progresses this has an impact on her judgement and the choices that she makes. This plays well into Hedvika's hands. Hedvika (if alive) spends not an inconsiderable amount of her resources keeping a watchful eye on Norliana. Should Hedvika observe that Norliana is involving herself in dangerous escapades, Hedvika works to turn these to her gain. For example, should the PCs be involved with Nicollette's as couriers, runners or elsewise and Hedvika discovers this, Hedvika approaches the PCs with an out. Perhaps by turning the PCs on Norliana and forcing Norliana to acquiesce to the desires of the PCs. Any similar situation would suffice for Hedvika to move in and offer aid, aid that would involve killing the PCs.

Norliana's mental state is such that, when faced with a double-cross or threatened with exposure, she at first looks to Martoof to take care of the situation. She expects a violent resolution. That opportunity may or may not arise but it is certainly an option she chooses. Failing that, she considers trying to solve the problem herself (again violently), though that is the last of her desires.

Acquiescence is Norliana's only reasonable solution and she will follow this route should Martoof inform her that he cannot manage her initial desires. Hedvika works to insure that Martoof cannot do as desired and kill off any potential threat. It would be at this point that Hedvika steps in and offers her assistance in the matter. Having little choice in the matter, Norliana agrees.

From that point, Norliana understands that she is indebted to Hedvika and must, to some degree, do as she desires. Hedvika is not so unwise as to immediately pressure this obligation but rather, offers easier and easier solutions to her problems. And only when Norliana is so entrapped will Hedvika place Norliana in a horrible situation such that leaving Bergholt is the only solution.

The PCs role in this whole affair is very dangerous considering both Norliana and the PCs stand to lose if she is exposed. They are entangled in a dangerous web. Once Hedvika enters the picture, things change and the PCs lives are potentially forfeit should they act in a manner which does not benefit Hedvika.

NORLIANA BONHORST (*She is a lawful evil, human, 6th level rogue/4th level illusionist whose vital stats are HP 19, AC 17 and Move 30 feet. 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*)

MARTOOF

BACKGROUND: Martoof was raised by the streets of Firstenfeld. It was dreary and violent childhood. Scratching food from garbage piles or stealing it from unsuspecting merchants was the easy part of his childhood. Receiving beating from local lays, guardsmen or others was the worst part. Martoof, unlike many of his childhood associates, managed to survive until a young adult. Fighting on the streets of Firstenfeld brought some notoriety if one won often enough. This notoriety landed him in the gaol.

One of the guards, having recognized his fighting skills, pulled him aside after release and offered him a position in the gaol. Martoof much preferred this to the streets. After a time, Martoof was given formal training in the martial crafts. His skill in fighting was superb but what even more astonished his trainers was his 'sixth sense'. Martoof was more observant than any of the others. Again, he was taken aside and the gaolers decided to use Martoof as a bounty hunter. Pairing him with another, Martoof excelled in locating fugitives inside and outside Firstenfeld. Martoof was uncanny in being able to track and guess the intention of others. He was a very successful bounty hunter.

Once he worked with the Bonhorst family in locating a thieving peasant. In the ensuing hunt, chase and locating of the peasant, a large fight broke out. In this Martoof slaughtered six brigands who had attacked him and Orto Bonhorst. Thus he was hired by the Bonhorst family as a personal guard to whoever needed it. After the defeat of the navy of Firstenfeld, Norliana Bonhost was given to the Rothenhemer family of Bergholt as a servant and hostage. Martoof was commanded to accompany her.

PERSONALITY: Martoof is a calm and disciplined individual with a great deal of patience. He is intelligent, keenly observant and focused. Martoof does not speak a lot. He sees his lot in life as one of a servant to others and considers his opinions on any matter other than fighting and hunting to be of little value. Martoof is also a grateful and loyal person to those whom he feels indebted or who have aided or protected him.

He is, however lacking in much emotion. He is neither wistful nor thoughtful and has little capacity to empathize or sympathize with others. He is never ebullient or depressed. He is nearly as neutral as one can be and other than those exceptions mentioned above, considers all life equally undeserving.

APPEARANCE: Martoof is tough and years of fighting and struggling to survive on the brutal streets of Firstenfeld have left him a scarred but strong body. He is solidly built but has nary an ounce of fat on him. His face is covered in a poorly groomed beard and mustache stained from years of smoking pipes. Nearly bald, a prominent brow ridge sits over two catlike eyes.

Martoof dresses every way a bodyguard should and is almost always armored and carrying weapons. On rare occasions, Martoof relaxes in fine, but ill-fitting clothing smoking a pipe.

PLOTLINES: Martoof's role in this adventure is slight. He is Norliana's bodyguard in a city unfamiliar to him even after all the years he has spent there. He has made few friends and even those are of little real interest to him. His loyalty lies to Norliana and he is devoted to her safety. He has no option but to be devoted.

Martoof only follows Norliana's orders and is rarely ever more a few steps from her. He even sleeps in a chamber attached to her room. The only occasions in which he is not close by are when Norliana is conducting official business in private chambers. Even then he stays close by. Martoof is edgy and almost always has a hand on the haft of his weapon, and in those moments when Norliana is out of his company he is especially tense as he expects the worst at any moment and acts hastily if he feels Norliana is threatened.

If Norliana is threatened, Martoof acts with lightning speed to either end the threat or remove her from the situation. He will always fight to the death to protect her even when there is no hope for victory. He also has laid out plans for extricating Norliana from Bergholt should events warrant. Secret chambers and tunnels run the width and breadth of all the Rotehneheimer residences and he has most memorized at this point. His intention is to leave the residence with Norliana in tow and make his way to the Flakmarc. There, a lay that he has already

paid helps sneak him and Norliana out of the city. From there, he plans to go Halpveg and on to Firstenfeld.

REPERCUSSIONS: Should Norliana ever be attacked, threatened or otherwise her position brought into question, Martoof acts hastily to kill or prevent the occurrence and escape from the city with her in tow if necessary. If she is killed outside of his presence, Martoof goes into hiding and spends the rest of his lifeblood tracking and killing each and every person who even might have been involved in the killing. All this is best left up to the CK. As a side note, Martoof can be used quite effectively in the latter case to heighten tension in the game.

MARTOOF (*He is a neutral, human 5th level ranger/2nd level rogue whose vital stats are HP 43, AC 15 and Move 30 feet. 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 a robe of deflection which provides a +2 to his AC versus missile weapons.*)

HEDVIKA

BACKGROUND: Hedvika's real name is Marlena, but she has not heard that name in several hundred years or more. Hedvika was born to servitude. Her parents worked in the Bonhorst family estate in Firstenfeld. Her youth was a misery of work and cleaning, just like that of her parents. Beatings were common and she grew up with nothing. Hedvika was an exceptional child though. She was an attractive child but her keen intelligence is what set her aside from the rest of the servants and, eventually, caught the eye of the Bonhorst family matriarch, Ingala Bonhorst. Ingala would not have a child like that in her houses and had her moved to the dungeons to serve and care for prisoners. There, Ingala thought, Hedvika would collapse and die or be so beaten that none of her positive attributes would ever again outshine those of the members of the Bonhorst family.

Poorly treated, beaten, separated from her parents and stuck in a dungeon feeding prisoners and cleaning up the inevitable disgusting messes, Hedvika developed a specific resentment and anger at her masters and, in general, the world around her. It so happened that an old women was shackled and gagged in of the prison cells. This beastly creature was unagged for feeding and in those moments and over many months, formed a friendship with Hedvika.

This haggard creature taught Hedvika many a horrible things and entranced the young women with a power to take revenge upon the Bonhorst family. Thus, Hedvika became enthralled by and to this beast with no name. In time, an escape was arranged and the two melted away from Firstenfeld and wandered the woods and roads for many decades committing all manner of atrocious acts. Over the course of this time, Hedvika was introduced to two other beasts of similar nature, Bagast and Makrit. They formed a coven and the ancient hag disappeared.

The three perpetrated many an evil deed over the decades. Hedvika, for her part, had long since forgotten the wrongs

committed against her by specific members of the Bonhorst family. Those memories were gone. What remained was only a seething hatred and desires to destroy the Bonhorst family. This hatred grew like a flower in her and one day, it bloomed. She convinced her companions to help her in the ordeal and Hedvika designed a great plot to destroy the disparate members of the family and eventually return to Firstenfeld and destroy the remainder herself. Hedvika arrived in Bergholt some time ago and set her plan into action. None in Bergholt know of Hedvika's true nature or her scheme.

PERSONALITY: Hedvika has little personality. She is of course conniving and extremely intelligent but other than this, her personality consists of a desire to wreak havoc upon the world. It is a preternatural instinct and something she cannot change. Truth and lie are all conflated to her as just words used to gain something or cause pain and no distinction is made between the two. She is vengeful by nature but rather oblivious beyond those two aspects of her life.

APPEARANCE: Hedvika is short though appears much taller than she is. Crooked and old, her face is a crowd of lines, crinkles and bends that look like deep scars. Her hair is braided in a manner of speaking – or has never been combed and hangs in brittle locks and tangled braids down far past her shoulders. Deep, piercing green eyes sit above a crooked nose and moist red lips.

PLOTLINES: Hedvika is after one thing and one thing only on Bergholt. She desires to be the cause of the downfall and destruction of Norliana Bonhorst. At which point Hedvika intends to 'rescue' Norliana and enthrall her in much the same manner she herself was enthralled. Then, no matter how long it takes, Hedvika will train Norliana and then, one day, bring her to Firstenfeld and use Norliana to help destroy the Bonhorst family. To this end, Hedvika has come to Bergholt.

Her efforts are complex and fluid in the details. The overall thrust of the endeavor involves bringing Norliana into some rather nefarious activities and involving her in activities that will reveal her true intent in Bergholt or put her in a position of vulnerability. These need to be known to Hedvika and orchestrated by her so that she can enact the second part of her plan. Once trapped and on the edge of exposure with disastrous consequences, Hedvika intends to step in and offer a way out.

Hedvika, through interlocutors, attempts to inform Norliana of Arnault Vermasten's attempts at smuggling. Her desire is to allow Arnault success in the endeavor and then involve Norliana in the undertaking either as a partner, blackmailer or just someone who knows. This avenue has been stalled due to the PCs actions in the previous adventure. The exact nature of the stalling and the direction it heads from the beginning of this adventure is entirely up to the PCs as Hedvika has potentially lost her influence with Arnault.

This has angered her. Though of little concern in the short term (Hedvika has, if no other good qualities, the patience of a mountain), in the long term, if the PCs begin to interfere with her plans she will be left with little choice but to remove them

from the stage – so to speak. This is done violently and with the aid of her two sisters, Bagat and Makrit (who are on their way to Bergholt as the adventure begins), and one other person, Tendemon.

In the short term though, Hedvika hopes to escape the notice of the PCs and others and begin laying plans anew. This initially involves a desire to prevent Evanna from marrying Ubert Von Beck (whose real identity she has only recently learned of from her sister Makrit) and somehow convincing, bribing, blackmailing Norliana and Ildin to marry one another. In this manner, her interest is with Ubert and she begins to make it known.

Through one of her many contacts, in this case Martin de Bins, Ubert is contacted and informed that Norliana Bonhorst is of marrying age and quite close to the house. Now as a matter of course this marriage would be unacceptable to all in Bergholt unless Norliana were forced out of the Rothenheimer Family or left voluntarily to become an independent citizen. Realizing this, Hedvika has asked Martin de Bins to begin the process of bribing and arranging said situation.

She is also keeping an eye to Arnault's reaction to the situation. If propitious, she approaches him with the possibility of continuing or renewing the smuggling operation. She suggests bringing the PCs into it and may even approach the PCs again if it seems wise (this would be done through another person who owes her a favor, Gerald Flindgrut).

REPERCUSSIONS: Here we get to one of the real powers behind the PCs fate in Bergholt. If the PCs interfere with Hedvika's plans, any of them, she approaches them once through an intermediary who tries convincing them their course of action is wrong. The intermediary also informs the PCs of Norliana's true nature in an effort to get them to help Hedvika create a situation so dangerous she needs aid to escape. If they interfere with other activities or seem likely to create problems for her, she calls upon her sisters and Tendemon for aid.

Should the PCs join with Hedvika in any one of her various schemes, she treats them kindly and even does favors for them, helping them in any of their endeavors. She will even go so far as to give the PCs monies and gold as needed. She does not care; they are pawns in her game. Almost everything can go wrong if the PCs in any manner align themselves with or against Hedvika.

If the marriage route is explored, the Rothenheimer Family rebuffs any marriage proposals to Ildin Savil, whether this is to Evanna or Norliana. Even if Norliana is made a citizen and removed from the city, Ildin Savil refuses to marry her. To all, this is seen as failure on the part of the PCs (if they are involved) as it is likely the PCs who will have to confront Ubert's wrath and fight him anyway.

Involvement with Arnault and smuggling may curry the favor of Hedvika for a time, but for just a short time because the PCs will have to confront Ubert at some point. Further complicating the matter, if Arnault reengages in smuggling, Ubert will be one of the first to figure it out and work to stop it – especially so if the PCs are involved.

In almost all cases, the PCs are going to interfere with Hedvika's plans, desires and goals. Her frustration will mount and she will call upon Tendemon for aid. Tendemon, of course has her own goals, but Tendemon calls the celebration of the Black Moon (See the Black Moon at the beginning of the module). During the celebration the three sisters and several of their servants try to kill the PCs.

Should the sisters succeed, the adventure is at an end. Should one or more of the sisters survive the confrontation, they attempt to leave Bergholt. They will head into the wilderness for months, years or decades recuperating. If Hedvika survives, she just nurses her hatred for the Bonhorst family ever more but simply forgets entirely about the PCs. Unknown to Hedvika, Tendemon sincerely hopes the PCs win the confrontation and works to ensure that is a possibility.

HEDVIKA, ANNIS HAG (*This chaotic evil, humanoid's vital stats are HD 7d8, HP 39, AC 20 and Move 40 feet. Its primary attributes are mental. It attacks with two claws for 2-8 damage each and a bite for 1-6 damage or by weapon type. Its special abilities are improved grab, rend, darkvision to 60 feet, and an SR 7 versus illusions or illusory effects. It can cast the following spells twice per day: fog cloud and change self. She carries a hag eye, candle of invocation, bones of communing, herbs for spells, 150gp in scion and eight small gems. See Hedvika's Squalor for more details on her possessions.*)

ARNAULT VERMASTEN

BACKGROUND: Arnault Vermasten was raised becoming one of his social stature and responsibility. His family has been the traditional enforcement and keepers of the law in Bergholt for many generations. It is a martial family who has strict codes of conducts, expectations of its members and duties for them to perform. Arnault was trained from an early age in the arts of martial combat and is a capable warrior. He was also educated in the law and its management. Proper conduct and performance of duty were expected of him from an early age.

He chaffed under all these demands. Arnault was of a different bent than his relatives and quickly came to resent the position he had acquired in life and the demands placed upon him. He specifically found the demands of conduct too constraining. As a youth he quietly and discreetly began pursuing those habits and activities which he enjoyed most. He would end up spending many hours in private chambers at Paasha's. There, Arnault's desire for wealth, prestige and power came to fruition.

He could not fulfill this desire via traditional methods and through association with the Vermasten Family. Arnault decided to act outside of the family and involved himself with some smuggling. His hope would be to acquire enough wealth and power to remove him from the family and take up residence elsewhere to get what he wanted.

For several years he has had a crew in the Flakmarc running goods from Dockside to the Onteberg. They had been bypassing both the puzier and other lays by smuggling items through a heretofore unused sewer in Dockside, dubbed the Klinker.

After some time doing this, a member of Uber Von Beck's crew observed the movement of goods. In a prolonged series of confrontations, Arnault was forced to allow Ubert's crew to use the same route. This, ultimately, was disrupted. How that disruption occurred depends upon the conclusion of the previous adventure.

PERSONALITY: Arnault has a natural bent to secrecy and deceit. From his earliest years he pilfered small items and broke the rules in and around the Vermasten estate. Naturally a rebellious person buried under the constraints of the family codes, Arnault developed a deep seated resentment towards his circumstance and vowed to change it. This resentment clouds what it is typically a well-trained and highly disciplined mind resulting in emotional decisions.

He is not though, a bad person. He is fair and just, even kind at times. He is also loyal to those who are close to him and whom he perceives as being able to help him. By secretly trying to achieve his goals, Arnault is also trying to manage a deep seated loyalty to family and creed. He has simply expanded the bounds within which he can fulfill his desires.

APPEARANCE: Arnault is middle aged and balding early, He has taken to shaving his head except a long tail in back. A lean face is kept clean and closely shaven. His blue eyes remain narrowed or squinting as if trying to see into a dark corner. He is tall and thin though a powerful stance reveals a body ready to pounce or act.

PLOTLINES: Arnault's role in this adventure depends upon how the previous adventure ended. What is presented is based on the assumption that he minimally survived and was not arrested or his activities revealed to Godel Vermasten. Arnault, despite what he has done, still desires to gain more in life than he currently does. He does not care to remain with the Vermasten Family City Guard or become part of the current establishment in that regard. He much prefers two routes, leaving Bergholt or separating himself from the Vermasten Family and finding some other route for attaining privilege.

After the conclusion of the previous adventure, Arnault is left with few options. He may try to convince the PCs to join him on more smuggling ventures, but this would have to be offered by the PCs as Arnault will not double down on his illicit activity. He will, in fact, after a time turn on the smugglers. He reasons there is no logical or advantageous reason to pursue that avenue once the PCs have become aware of it.

Shortly after the adventure begins Arnault offers information on smuggling operations if the PCs have not otherwise forced Arnault into a compromising situation. He even hands over all the information on his operation and the identities of those involved. He prefers that all those involved simply disappear and not go to court. He offers Ardin Hoorsimiltin to help in this endeavor. It is an effort to move in a different direction and achieve his goals otherwise.

His second option is to try his hand outside of Bergholt. Arnault is a well-trained and well equipped fighter. He is sharp enough

and willing enough to join the war against the Zjerd in the south but cannot figure out a manner in which to do so without bringing shame to his family (Godel Vermasten opposes open war). Should the PCs offer up Evanna's nascent troop as a potential to fulfilling this, Arnault will accept and move to help the PCs in arranging it. To join, he will have to ignominiously leave Bergholt and join the troop later but if he has a hand in its formation, he is willing to do this.

So, should the PCs manage Arnault properly they will have developed an ally, if not friend, who will always be beholden to them. This will also garner the approval of Evanna and help cement an alliance between the PCs, Evanna, and Arnault though relations with the Vermasten Family will be strained.

On the other hand, if pushed the other direction and his secrets exposed and his smuggling operations revealed, Arnault faces the full fury of his uncle and is placed under arrest, tried and thrown in jail. He is later released and expelled from the city. The PCs suffer in a different manner. They will be accused of vigilantism, their name besmirched and their citizenship revoked. It could even go so far as to having the PCs expelled from the city.

If, however, Arnault's wrongdoing is revealed in secret and quietly, Godel Vermasten will be a little more favorably disposed to the PCs for not besmirching the Vermasten name. Arnault will be taken care of internally and asked to leave Bergholt and never return. In this case, the PCs will have acquired a lifelong enemy. That is, unless the PCs manage to convince Evanna to allow Arnault to join her troop.

REPERCUSSIONS: Arnault's involvement with the PCs can end either disastrously or end well. If the PCs do not turn Arnault over to Godel or Evanna or Norliana but rather let his wrongdoing go unnoticed, they can potentially have an ally. However, should the PCs expose Arnault's wrongdoing or else hand Arnault over to just about anyone, the PCs will have managed to make one or more enemies.

If handed over to Norliana, Arnault is killed. If reported to Godel or the authorities, Arnault is arrested and expelled from the city. Because the Vermasten name is besmirched as a result of this, Godel has the PCs accused of vigilantism and their citizenship stripped from them. The PCs are potentially expelled from the city as well. If handed over to Evanna, she will request the PCs do nothing more than supply her with all necessary information and evidence. She then intends to meet with Arnault and use him as a tool in any power struggle with the Vermastens. In this case, Arnault holds a grudge against the PCs and slowly begins to maneuver against them. This could be violent as Arnault will have the smuggling crew killed or expelled or otherwise removed from the city so that there are few to no witnesses to his crimes. He then turns his attention to the PCs.

If, however, his actions are ignored or not addressed, Arnault feels indebted to and not a little threatened by the PCs. His reasoning leads him to befriend or help the PCs in order to maintain their silence and get what he most desires. To this end,

Arnault joins Evanna's troop heading south, though he can only do so once out of town and in Kreutzmarc. If invited to join in smuggling operations he will very, very reluctantly agree and only if he feels his options are limited and the advantage is great as he reasons this route really will no longer gain him his desired ends. If asked to join in cleaning up smuggling operations, he does reluctantly at first but with time, quite some bravado. He also suggests eradicating those he was involved with earlier.

ARNAULT VERMASTEN (*He is a chaotic good, human 5th level fighter whose vital statistics are HP 38, AC 15 and Move 30 feet. His primary attributes are strength, dexterity and charisma. His significant attribute is dexterity 16. He wears a chain shirt, carries a gouffilon and a dagger. He carries 200gp worth of coin and finery.*)

EVANNA

BACKGROUND: Evanna is the only child of Herbert Rothenheimer. As a member of a leading family in Bergholt, she was raised in luxury and always under the watchful eyes of father and kin. Evanna led an ideal and protected life from an early age and was being groomed for marriage to another noble, given a fine education and taught all the social graces expected of one in her position and standing. Combined with a natural cunning intelligence, a beauty, wealth and a well-connected family, eager suitors and a family eager to marry her off, Evanna's life appeared to be headed in the direction of most successful nobles.

This was not to be though. Her mother had a bad bloodline, one that would spell her doom. Her father, Herbert learned of this and fearing for Evanna's life, fled Bergholt with his daughter in tow. This did not end well. Herbert was, at this time, involved in some smuggling deals with a pirate named Ubert Von Beck (whom he had never personally met). When he left Bergholt, Ubert assumed that Herbert had no intention of paying off a debt. So Ubert sent men out looking for Herbert, and by chance, Evanna as well. Ubert's men, an assassin sent to kill Evanna and some bandits all met quite propitiously. The aftermath of their meeting and over several weeks or more, witnessed Herbert being killed, Evanna kidnapped, manhandled and eventually left with some Zjerd for some time before being rescued.

The whole experience left Evanna very hardened. She had a shocking awakening into the world she lived in. Discovering her father was a smuggler was bad enough but combined with his killing and the slaughter that followed afterward, the kidnapping, imprisonment and other fell activities broke her from the fantasy life she dreamed off. Evanna returned to Bergholt hardened, distrustful, a little paranoid, and unwilling to allow others to control her fate.

As it happened, the head of the family seat died while she was away and upon her return found that she was in line to become the next family leader with a seat on the Council of Eleven. Aware she did not know enough to undertake this task alone she surrounded herself with whom she believes to be the most trustworthy members of the Rothenheimer Family. She then left Bergholt for a country estate where she prefers to stay.



She conferred with her select advisors and began receiving the necessary training to run the family business (as well as some businesses of her own choice). She also had to make decisions concerning the future of the family's businesses and what they should do as members of the Council of Eleven.

Evanna has to manage many suitors. As head of the Rothenheimer Family, Evanna's hand is in high demand and she has no shortage of suitors. Of course she has no intention of marrying anyone anytime soon, if ever. However, she cannot make this a public stance as it is unseemly and would incur the wrath of many Family members, criticism from other notables and endanger her position on the Council of Eleven as well as other citizens. Evanna intends to use her matrimonial status to her advantage and wrest whatever she can from whomever with but a nod at the possibility of marriage. This is exactly what she is doing with Ildin Savil. Evanna finds Savil unpleasantly suave. Her skin crawls in his presence. Yet she must politely manage him as well as the dozen or so other suitors who sit at her door in order to acquire or insure favorable trade deals.

She does all this with the advice of several people. Foremost is a cousin, Erdrik Rothenheimer, her aunt Mildrid, her uncle Formisen and a long-time friend and family adoptee, Norliana Bonhorst. These form her inner circle and each has their place within it.

PERSONALITY: The essentials of Evanna's personality have not changed since her youth. Her outward expressions have. By nature, Evanna is a trusting person and willing to give most people the benefit of the doubt in regarding their motivations.

She is also somewhat gullible and willing, almost desiring, to believe anything people tell her. These two traits are, she realizes, potentially damaging to her. As such, she consciously fights her nature. She is generally successful due to a preternatural survival instinct, a deep cunning allowing her to sense danger and often narrowly avoid its pitfalls. She is an intelligent and inquisitive person. A quick learner, Evanna has developed many skills, though mastered few as she bores quickly.

Her experiences since the death of her father have brought forth other latent traits; Evanna has become paranoid of strangers. Her trusting nature has turned inside out such that she only trusts those she already knows. Those outside this circle would have to bend heaven and earth to get inside it. She has become guarded of her personal space and person.

APPEARANCE: Evanna is of average height but appears much taller. She carries herself with grace and projects a sense of confidence and power. She is thin with straw colored hair that extends nearly down to her waist. This is often worn in braids and sometimes tied atop her head but never free. Her face is petite and rounded with bright green eyes and deep red lips.

Evanna dresses in the finery of her class and position. Her hair is always up or braided and speckled with jewels. She wears long cloaks and dresses of purple, red, blue and lined with furs of unusual or exotic animals. All these are tied and decorated with belts and straps of various leathers and lined with silver and gold, delicate embroidered cuffs and neck straps.

PLOTLINES: Even though Evanna Rothenheimer is the lynch pin to this whole adventure, she has a fairly simple and straightforward development. Her desires focus on maintaining and growing the wealth and prestige of the Rothenheimer Family, avoiding any entangling alliances with other notables in Bergholt, insuring no member of her family is involved in illicit activity, keeping Ildin Savil at bay and publically calling for an official war on the Zjerd while funding, in secret, those who want to go. Her goals are bedeviled by various entities. There is Ubert who is intent on bringing her to heel, Norliana who wants the Rothenheimer Family to lose power and prestige, and finally, the Geis-Tot who intend to assassinate Evanna (see the end of the adventure).

Evanna has left Bergholt for the Rothenheimer country estate, Hilfin Etek, where she intends to spend the vast majority of her time. (This is assuming several months have passed since the ending of *By Shadow of Night*. If not, Evanna is at the Rothenheimer estate in Bergholt, the Neufogerin or the official Rothenheimer house, the Adelmont. She remains in those residences making only rare public appearances at celebrations, meetings of the Council of Eleven or legal proceedings. While in residence she focuses on the Rothenheimer Family business and how it works (the Rothenheimer Family controls the docks via the dockworkers guild and other connections).

She also has a personal trainer from the Duenenhauz who she works with every night and morning in the arts of combat. Evanna has decided to never be a helpless victim again. This has come to dominate every aspect of her life. She meets force with

force at this point and is quickly becoming a fearsome member of the Council of Eleven. This in itself propels her along certain paths. When met with violence Evanna does not eschew the use of it and relies on her cousin Edrik to mete out justice as he sees fit. If the PCs come to her with information or need of help in combatting an enemy of the Rothenheimer Family (and by close association, the PCs), she is willing to supply the necessary aid. However, this always comes with a caveat, "Family First". The PCs, she makes clear, will take the blame and punishment for any wrongdoing which comes to court. She, of course, helps as she can.

Evanna does not allow any alliance with others, even the families, unless the advantage is both material and physical. Those offered by the PCs will be rebuffed unless they offer the same. With regard to any work done to enforce the law of Bergholt, Evanna only acquiesces if done to her advantage and under the guidance of Godel Vermasten. Again, there is the caveat.

Evanna intends to 'clean house.' She is slowly and methodically going through her family to figure out who is and who is not honest. Who supports the family and who does not. In matters like this, she intends to fix issues within the family personally and without involving the city. Inside the family, Evanna has several who oppose her. Lammart Rothenheimer, her uncle, does so because he feels he should be head of the family. Another member and third cousin, Jokim Bilder, opposes her because he is involved in smuggling. To clean up the mess, Evanna may turn to the PCs.

She also intends to put an end to as much smuggling in Dockside as possible. If the PCs have maneuvered themselves correctly, Evanna turns to them for aid. The reward for uncovering Ubert's role in the docks and exposing the Gebotenborgers is significant. However, if the PCs have placed themselves within the realm of some illicit activity via Arnault Vermasten, Hedvika, the Gebotenborgers or others, the PCs may find themselves at her mercy as she ruthlessly pursues them. In the latter case, the PCs find their citizenship revoked and Edrik suddenly becomes their foe.

Keeping Ilden Savil from successfully pursuing his desires regarding marriage is outside the purview of the PCs unless they expose his smuggling ring. The reward for this is significant. The PCs support in supplying monies, troops or aid in her quest to outfit a troop for war with the Zjerd will be significant as well, though must be done in secret (though this is outside the concerns of this adventure it is something that can be pursued in the background).

REPERCUSSIONS: As mentioned, Evanna's role in the whole adventure is fairly reactive and primarily has to do with activities the PCs are not initially directly involved with but only tangentially involved with. The decisions the PCs make do affect her decisions vis-à-vis the PCs though. Ubert Von Beck is her biggest unknown problem but one the PCs are to manage until the last moment if not to completion. Then there are Evanna's various subplots within and outside her family that have to be dealt with.

Evanna will keep Ilden (Ubert's) marriage proposals and protestations under control. Should the PCs visit any of the places Evanna may be, there is an opportunity for them to meet Ilden Savil for the first time, if they haven't met him already. Though unlikely, it could prove an interesting encounter which the CK may want to orchestrate or allow if the PCs ever begin to suspect Ilden of being Ubert. However, public accusations against Ilden near Evanna are not advisable as it will be seen negatively and besmirch the name of Rothenheimer and Evanna in particular.

In all things regarding Ubert, Evanna's preferred method of handling the affair is at a distance. If the PCs manage to discover Ilden's identity, expose him to Evanna and kill him or cause him to leave Bergholt without involving the Rothenheimer Family or the Vermastens, there is much reward to be had. If, however, the PCs are involved in more public affairs, the more Evanna distances herself publically from the PCs. Even a successful conclusion to the adventure with all enemies exposed (in this adventure, as Evanna and the Rothenheimer Family have many more enemies), the more public the displays of violence or lack of decorum reflect poorly on her and she removes herself ever further from the PCs publically and the rewards change. Though, her gratitude does not and she rewards the PCs heftily though differently.

Should Norliana be exposed, Evanna will have her imprisoned rather than executed. She, of course, is grateful though afterwards becomes even more unreachable and paranoid as she begins to see enemies everywhere. The PCs will be awarded and brought into her inner circle if she can trust them to maintain the decorum expected of a citizen. This confers a certain level of prestige and power in Bergholt though never so much as one born into citizenship. Evanna actually prefers the PCs act as silent supporters and work to achieve her goals on the periphery of the Family. If Norliana is killed, there better be ample evidence for Evanna to evaluate her guilt. Otherwise, the PCs will be cast out, imprisoned and executed. Or they must leave town.

Smuggling or the exposure of smuggling in Dockside is a double edged sword. All this must be handled with care and Evanna's reactions to it depends almost entirely on how the PCs handle it. With regards her uncovering illicit activity within the family, Evanna is unsuccessful and Jokim Bilders is unknown to her unless the PCs uncover his activities. Evanna prefers all this be handled quietly. The more public the activity of the PCs the more Evanna publicly separates herself from them (though perhaps bringing them in closer in private meetings).

Exposing Jokim and the Puzier (Encounter 63 in *By Shadow of Night*) results in several actions. Jokim is removed from Bergholt by family banishment and not sent to the Vermastens for criminal activity. Indelmass, the Puzier, is removed from his post. He is replaced by another person who is not a family member (as tradition dictates). This position is first offered to one of the PCs. This can result in a very uncomfortable situation for the PCs. If the PCs are dishonest the sudden exposure to Bergholt's criminal underworld may tempt them into dangerous territory. If the PCs are honest, the sudden exposure to Bergholt's criminal

underworld may drive them insane as that person comes to realize Bergholt cannot function without a criminal underclass.

Exposing Arnault Vermasten brings a host of problems to Evanna's table. If the PCs have involved themselves with Arnault and smuggling and are then exposed, she must deal with them harshly and publically despite all they have done for her. If they are not exposed yet Evanna discovers this on her own (unlikely but a possible plot twist for the CK), Evanna brings the PCs to heel, will no longer ever trust them and decides to use the PCs as pawns in any power struggle with the Vermasten Family by threatening to expose Arnault.

As enforcement, Evanna uses Edrik and the house guard. These can be used to either help or hurt the PCs depending on how they have behaved in this whole affair. In other pursuits, Evanna puts together a troop of soldiers and secretly funds their efforts in the south. She may ask several of the PCs to oversee this or be involved (especially if it is the same PCs who rescued her). This can lead to all manner of adventures for the PCs. She works to have the Council of Eleven support a war publically but is not successful.

EVANNA ROTHENHEIMER (*She is a lawful neutral 3rd level fighter whose vital statistics are HP 14, AC 14 and Move 30 feet. Her primary attributes are intelligence, wisdom and charisma. Her significant attributes are dexterity 17, constitution 15, intelligence 16 and charisma 18. She wears leather armor beneath her clothing, carries a +1 dirk, a necklace of protection +1 and 500gp worth of coin and jewelry.*)

UBERT VON BECK (BARON ILDIN SAVIL)

BACKGROUND: Ubert had an easy childhood. His father, Beck Vin Esteheim, was a moderately successful wool merchant. As a child, Ubert accompanied his father on many trips aboard vessels ferrying goods around the southwestern Interzae. It was in this time Ubert's love of the sea developed. It was in the bars and taverns his love of gambling, brew and women developed. From this, his entanglement with rather nefarious peoples increased. He found he liked the excitement of this company and, of course, learned to fight. Then he joined a crew that went pirating. Ubert's vile, cruel nature and cunning instincts came to the fore in this environment. Eventually he captained a ship of his own, then several ships and became one of the most nefarious pirates plying the central Interzae.

Years later he found himself seeking a certain Meister Herbert Rothenheimer from Bergholt. Rothenheimer owed Ubert a debt and had left town in an effort to avoid payment (or so Ubert thought). He sent several men, Klaus and Tindle, in search of Ubert. Discovering Rothenheimer left town with his daughter Evanna, Ubert devised a devious plan. He ordered that Rothenheimer be forced to pay back the money or be killed and that his daughter Evanna be brought back to Bergholt safely. Once there Ubert intended to enter into a marriage with Evanna in order to gain citizenship in that city.

The latter event was supposed to have taken place under the assumed identity of a wealthy merchant from Todavia named

Ildin Savil. However, Evanna was returned to Bergholt safely (or killed, however that plotline developed) and returned to her family rather than in the hands of Klaus and Tindle. As it happened, while Evanna and Herbert were gone, the head of the Rothenheimer Family died and Evanna became heir to the House Seat. Considering this and that his original plan was foiled, Ubert decided to take action as is his nature. He decided to kill those who rescued Evanna or to whom she was indebted and redoubled his efforts to marry Evanna. While the attempt on the PCs life was ongoing, Ubert (Savil) left Bergholt to pursue other matters and insure his name was not associated with the affair.

PERSONALITY: Ubert Von Beck is a wily, cunning, and cruel man. He is a narcissist and prides himself on his good looks and charms to sway others into doing most of his work. If this is not effective, he is very capable of turning to henchman to enforce his desires. And he himself is not unwilling to pull the sword or lash and enforce his will. He is a very capable swordsman and fighter.

Ubert is dishonest to the core. Hardly a word escapes his lips that is not infused with a lie or treachery or entwined with some plot to gain something. His every action in thought and spirit is to acquire more and more power, wealth, money and status. And though he is very capable, Ubert has a tendency to "bite off more than he can chew." This occasionally leaves him at a disadvantage vis-à-vis his adversaries. And this brings out another quality.

Ubert Von Beck can be petty, spiteful and extremely vengeful. He takes many inane comments as slights and seeks to punish those who make them. Intentional slights and embarrassments incur a black rage of vengeance. In instances such as these, Ubert goes to great lengths to exact revenge. In some cases these acts of revenge cost more or cause more problems than the original slight or loss.

APPEARANCE: He is a tall man with long black hair and a stout mustache and goatee both of which he keeps meticulously neat. His angular face and aquiline nose underscore brilliant blue eyes. His smile is infectious but, when turned to grimace his eyes become a darker and malevolent blue. He is of slight build and a bit fidgety. He rarely sits or stands in one place and sleep is something he considers a luxury or absolute necessity.

At sea or as Ubert Von Beck, he dresses in clothing typical of the sea; black breeches and high boots, loose shirts and thick sheepskin jackets. He also lets his hair and beard go unfettered and dons large hats to help disguise him.

As Ildin Savil, he dresses in the refinery of Todavian merchants of wealth. Colorful silken robes or combed cotton shirts and breeches are the norm. These are worn loose. His hair and beard are always clean and cared for with a top knot draped to the left side. A slight amount of makeup helps to alter his facial appearance enough to disguise himself.

PLOTLINES: As is typical, Ubert has several intertwining desires and manners of achieving them. After the celebration at the House of Nod, Ubert Von Beck makes his way to Isenborg and

thence to Halbveg under the guise of Ildin Savil. Once leaving Halbveg, he steers north, headed to Raglesborg. This entire trip should take roughly two weeks.

Once in Raglesborg, Ubert gathers his crews and takes three ships to sea. With the information he gathered in Bergholt and other places, he has decided to target a few merchant vessels and plunder them. This can take several months or so to find the ships, plunder them, and return to Raglesborg. He should also be informed, once he has returned to Raglesborg, of events that have transpired in Bergholt regarding Klaus, Tindle, Mariitz, Evanna and the PCs, as well as some other information on smuggling, goods and where to sell his recent procurement.

All said, Ubert is still intent on marrying Evanna. He has taken her pseudo-rejection personally and intends to have his way more than ever before. At the same time, should any of the PCs involved in **By Shadow of Night** survived, he makes an extra effort to have them killed as well: this is now personal as well. To effect this end, Ubert is bringing his merchant vessel back to Bergholt with a hold full of his loyal seamen and a significant load of wealth. The details of Ubert's courses of action might change as a result of what happened in his absence, but the overall goals do not.

Ubert has brought nearly 20,000gp worth of goods for trade and 5,000gp in silver and another 10,000gp worth of gems in the hold of his largest merchant vessel, the Veerdeenker (Night Skimmer). He intends to use this to influence the decision of the Rothenheimer Family elite to convince Evanna to marry him. The trade goods are offered to the family in total as a gift should Evanna agree. The silver is used to grease palms and bribe family members, officials or any others he deems necessary to get his way. The gems are used for the brideprice and become part of Evanna's personal holdings. It takes a month or longer for any arrangements to be made. If successful, the wedding occurs six months after that. The success of Ubert's actions depend in part upon the PCs and what they uncover, discover, dissever and/or reveal over the course of the next seven months (should the adventure take that long).

As to the PCs, Ubert has a rather violent end planned for each and every one of them. His intention is to capture and torture the PCs for a time. He desires to capture them and interrogate them to gather information. He intends to torture them because, well, that is just who he is. Then he plans to have them killed. Ubert hands the details of how to accomplish over to Brodrik, his right hand man in situations such as these. Please see Brodrik for more details but essentially Brodrik intends to spy on and follow the PCs trying to capture them together. Although instructed to capture them, if necessary Brodrik kills the PCs.

REPERCUSSIONS: Ubert is playing a dangerous game and he knows it. He is showing up in a city with some of his less-than-civil compatriots and trying to manage both them, his merchant crew (who know of his dual identity), a marriage proposal, some trade, assassination and smuggling all at once. His chances for exposure are high, his chance of getting caught is significant and the wild card, the PCs, make the entire undertaking explosive.

Ubert, if pressed, pulls both his crews together to fight their way out of town. There are three ships waiting off the coast about three days away with whom he plans to rendezvous if his operation spirals out of control.

If his proposal to Evanna is spurned once more, he turns his efforts to Norliana. The intent then is to violently unseat the whole Rothenheimer Family over time. If exposed or caught in any of his endeavors regarding smuggling or pirating, Ubert intends to fight his way out of town. He will make for his ship if possible otherwise he attempts to leave by a gate and, using his contacts, make his way to Raglesborg.

If captured, he proudly boasts of his accomplishments and demands freedom or else makes the threat that all his ships will descend upon Bergholt in short order. This will not happen of course, it is but a threat. If this does not garner his release, he offers gold, alliances and any other method he can concoct to forestall an execution.

Ubert's crew and most of the leadership of them intend to leave town as soon as Ubert commands or as soon as trouble is afoot and Ubert seems unlikely to make it back to the ship. There will be some division amongst his leadership. Those loyal to him will want to remain while those who prefer to live will want to leave as soon as possible. A mutiny is afoot and likely occurs should the presence of any troops be noted in the vicinity of the ship or arrests start being made. The mutiny will be a short and violent affair. All those who work for Ubert know that they will be executed if caught. The only thing holding the few who decide to remain is a loyalty to Ubert.

UBERT VON BECK (*He is a lawful evil, human 9th level fighter/7th level rogue whose vital stats are HP 72, AC 18 and Move 40. His primary attributes are dexterity, intelligence and charisma. His significant attributes are strength 14, dexterity 17, intelligence 14, wisdom 16 and charisma 15. He wears +2 leather armor, +2 bracelet of protection, +1 ring of protection, +1 belt of protection, a +2 Kard of slicing [+4 damage], a +1 trident dagger, a pendant of spell resistance +3 and carries 1000 gp worth of coin and jewelry. In addition, Ubert has access to those items in his personal chamber.*)

BRODRIK

BACKGROUND: Brodrik's humble and tortuously difficult upbringing as a gongmin created a hard man. It is as if all emotion was ground out of him and all that is left is sheer determination to see a task through to its end. This applies to most all aspects of his life, from fighting to eating. They are the same thing to him; actions taken to get through to the next difficult moment of his life.

His demeanor landed him in many a fight. Brodrik became a very good fighter. His life of crime started out simply enough; he just took revenge on those who slighted him. He worked his way into an enforcer's position aboard a pirating vessel. Here he learned the brutal hacking and slicing of the short sabre. His expertise was difficult to match. Rising in the ranks over time (usually by getting into an argument with a superior and killing

him), he eventually found himself in charge of one of Ubert's most notorious boarding crews.

PERSONALITY: There is not much to Brodrik's personality. He is short tempered and eager to start a fight. Although not particularly mean of spirit, he is uncaring to the point of being a psychopath. He enjoys his drink, talks too much when drunk, is prone to insulting others (usually to start a fight), enjoys gambling and is a risk taker. Brodrik is also steadfast and unyielding in the face of pain or drudgery or any task at hand. He rarely laughs and then usually only when facing an opponent who is obviously his inferior.

APPEARANCE: Brodrik is not an ugly man but by no means is he attractive. He is haggard and his face shows it. It is as if a storm is beating against his face all day and he just rams right into it. Too many fights, too many long days, too much sun and wind have made a ragged mess of Brodrik's face. He keeps it as clean shaven as possible but with so many bumps, bruises, cuts, scars, wrinkles and ridges, it is always just half shaven. His nose is crooked and one eye perpetually swollen. Graying sandy brown hair is chopped off at the shoulder and sides. This head rests atop a large body with a layer of fat surmounting a mountain of muscle. He is short and appears even shorter because of his broad physique. His clothes are simple and functional tending to drab browns.

PLOTLINES: Brodrik's job is simple; at least, it seems simple. His primary job is to capture the PCs, collectively or one by one, however he sees fit, bring them to the Veerdeenker and hand them over to Ubert for interrogation. Additionally he is supposed to see to it that all the money that needs to go to the various smugglers in Bergholt gets to where it is supposed to. Ensure material is delivered to the ship. And, finally he is supposed to protect Ubert when and where necessary. There is a lot that can go wrong.

Brodrik plans to use Lamprecht as his gateway to capturing the PCs. Lamprecht is a rather gregarious person, affable and very entertaining. He makes friends easily. Brodrik has asked Lamprecht to go into Bergholt, find the PCs, befriend them, and set them up for a kidnapping or a trap. While this is going on, Brodrik slowly moves his men into the Onteberg to two taverns, Gurgon's Sink and Basslers. These are then sent out in force to complete any task necessary.

Brodrik also has a penchant for gambling so will be going to Paasha's often. He also enjoys a dog fight and will find himself at Tadius' weekly fights when possible. He is always accompanied by several compatriots. Brodrik meets with Lamprecht every day if he can. They plan to meet in the Unteberg at a small bar named Bisterboot. Brodrik goes there every day, Lamprecht may or may not make it.

As a matter of his nature, while Brodrik is attempting to manage his various duties, he does so in a violent manner if things do not go as planned. Resistance is met harshly and stout resistance is met with fatal repercussions for either him or his opponent. Negotiations are not Brodrik's forte and he does not dally with words rather, with action. To wit, the PCs are in for a fight and

Brodrik will not care much if one or more die while he attempts to capture them.

Brodrik also makes good his intention to gain control of a smuggling ring. This would be the one that the PCs disrupted earlier in *By Shadow of Night*. He attempts to do this by contacting any remaining members in the Flakmarc and their leader, the Gebotenborger led by Hroar de Ratbetteh. It takes a few weeks but he contacts them. First he pays them. Then with the help of his compatriots, beats the leader and others into complying and setting up a new manner of delivering and receiving goods. This is done through another conduit in the sewers that, coincidentally, opens up into the basement of a warehouse where shipbuilding goods are stored, Egelboden on Saxtbasser right near Tendemon's Library (46 in *By Shadow of Night*)!

REPERCUSSIONS: Though capable and trustworthy, Brodrik is ill suited for the tasks he has been asked to undertake. His temper is short and he rarely thinks of solutions to problems that do not involve violence. Also, he is not a very secretive person such that his tongue and swagger reveal more than it should. Further he does not know how to back out of a situation which he might be wise to do. This result in fights and confrontations that are both unnecessary and counterproductive.

His movement back and forth from the Unteberg to the Onteberg eventually attracts attention and he is followed by several of the Vermasten guard/spies. The repercussions of this alone are bad. A connection is eventually made between Brodrik, Lamprecht and the PCs (if Lamprecht befriends the PCs) and thence to bars in Dockside. From there a connection is made to Savil. Heading up that endeavor is Elois Vermasten and Miniat vin Elois.

Setting up a new smuggling outfit also has its problems. The smugglers in the Flakmarc are a Lay named the Gebotenborger led by Hroar de Ratbetteh (flat nose). This band is notoriously difficult to establish a working relation with as they trust so few people and prefer having the upper hand. The leader does not want the deal established by Broderik, but has been forced to. He will want out immediately and gladly look for any and all allies in the matter.

The sheer aggressiveness of Brodrik also leads to problems. In his encounters with barbers, servants, maids or others, his poor temper and insults make him an enemy of many. This means he will be remembered by many who encounter him and after about a week, his whereabouts are easy to dissever. His temperament creates many ill feelings and this may be a bonus to the PCs.

In a mutiny aboard ship, Brodrik sides with Ubert. He fights to the death, seeing little else in his future and having little concern for his future as well. Ultimately he cares not a whit for his fellow crewmen, no matter how long they have served together.

BRODRIK (*He is a lawful evil, human, 7th level monk/6th level fighter whose vital stats are HP 56, AC 17 and Move 30/50 fast movement. His prime attributes are strength, dexterity and*

constitution. His significant attributes are strength 14, dexterity 15 and charisma 8. He wears normal clothing and carries +2 cinquedea, a +1 katar, a sap of stunning [acts as a monk's stun attack with a successful hit], and 400gp worth of coin and jewelry. He has a magical tattoo which confers a permanent +2 to his armor class.)

DEETRIK

BACKGROUND: Deetrik was special. His calling became obvious at an early age so was sent away to live with a priest. He was disliked immediately because of his petty desires, lack of empathy or sympathy and general rather grating nature. Yet he was allowed to stay for several years before being sent out on his own. It did not take long for him to fall in with a crew of ruffians.

Deetrik supplied a spiritual center for the crew as they worked the docks searching for people to kidnap and sell off as ship's crew. Noting the crew's abilities, Ubert hired the whole lot. Deetrik's spiritual leadership helped keep the crew together and later a whole ship's compliment. He has been with them ever since.

PERSONALITY: Deetrik is petty and small minded. He does not have many aspirations or dreams but rather prays and does as he pleases. He essentially lacks sympathy or empathy for other living creatures as this is all reserved for the deities whom he reveres. His nature is grating and is always on everyone's nerves. However, in times of combat or stress, Deetrik is always there supporting the crew.

APPEARANCE: He has a rather plain appearance. Short brown hair tops a roundish face with thin lips and thin eyes. He sports a small goatee. Deetrik is shorter than most people though not excessively. He wears finer tunics and clothing when possible.

PLOTLINES: Deetrik has a small role to play in this whole affair. He stays aboard the ship awaiting orders and keeps the crew contented until combat is necessary. This produces some tension as the crew quickly starts to split up and Deetrik cannot give the collective support he desires nor lead them. He does not plan to leave the ship until Ubert commands him or it is necessary. Deetrik does join the ambush at the Godelhus. If there is a mutiny, Deetrik sides with Ubert.

REPERCUSSIONS: Deetrik has little impact on the whole affair. He stays aboard the ship, keeps with the crew as much as possible and has a loyalty to Ubert, or more precisely the order Ubert imposes. In all things Deetrik remains true to plan. Once the plan unravels (should it) Deetrik makes his way west (if he survives), by ship if possible or land if necessary.

DEETRIK (He is a lawful neutral, human 6th level cleric whose vital stats are HP 47, AC 17 and Move 30. His prime attributes are wisdom, charisma and constitution. His significant attributes are wisdom 14 and charisma 14. He wears +1 cuir bouille, +2 smock of protection, a circlet of persuasion and carries a +2 mugdar of faith [casts sound burst upon successful hit], +1 mace, staff and carries 500gp in coin and jewelry. He can cast

the following spells; 0- create waterx2, endure elements, first aid x2, light. 1st- bless, command, shield of faith, 2nd- aid, hold person, spiritual weapon, 3rd- cure serious wounds, prayer.)

LAMPREKT

BACKGROUND: Poor, poor Lamprekt; born with good looks, charm and gifted with a mellifluous voice and capacity for telling stories. All this talent gone to waste on a wily, deceptive, cowardly liar and cheat, but he made the best of it. Born to wealthy land holding parents, he received a decent education and studied under some master ode makers. He began entertaining at parties amongst the more elite of central Gravia. All seemed to be going well despite his character. Then, he got caught in an affair with another noble's wife. Death would have come swiftly had he not escaped and ran away. His family disavowed him and cast his away.

He made his way to taverns and other venues and even started entertaining the wealthy again. But, as was his nature, he got caught cheating at cards. He escaped punishment by bribing a jailer. This became much the story of Lamprekt's life for a decade or so until he fell in with Ubert's crew. Recognizing his ability at deception, Ubert brought him onto his crew for very specific tasks. To wit, scouting out towns and cities and crafts for possible leads and information that may be useful.

PERSONALITY: There is not much to be said about Lamprekt's personality. His wit, charm and story-telling have simply become tools to further less than honest ends. He is a consummate liar (except to Ubert, of whom he is petrified) but a very good one. He is deceptive and hides his intentions, desires, emotions and thoughts from most everyone.

Lamprekt is cunning, in the way a mouse is cunning. He instinctively knows when to stick his head out and when to duck tail and run and hide. Cowardly would be a strong word for Lamprekt, more self-preserving to the point that to everyone else he appears cowardly. Only when cornered will he pull weapons and fight; his skill is not inconsiderable, but he just prefers other methods of winning the day.

He lacks pride and cares little for his appearance anymore, his work, or the quality of his odes. He simply prefers that they serve the purpose at hand. Due to his failed aspiration at acquiring status with the noble classes, he has also become very resentful of them. He veritably reeks of resentment and can barely hold his tongue, something he does not have to do much these days anyway. Try as he might, he is often unsuccessful and routinely insults people he should not.

APPEARANCE: Lamprekt, despite years of neglect, still retains his good looks and attractive demeanor. His is tall, lean, with a gentle and inviting face. His hair grows straight and even as does his beard. It is graying slightly giving him a rather distinguished look. A fastidious nature prevents his clothes from becoming excessively soiled even though he lives aboard ship. They are well made and fit well, though a little mismatched. Lamprekt's voice is unaltered since his late teens. It is deep and resonant, as if made for telling stories.

PLOTLINES: Lamprekt's role in this affair seems fairly simple to him and is to his liking. He simply locates the NPCs or other's whom he is requested to find, and befriends them. He then, through conversation, tries to gather as much information about the PCs as possible, especially their movements, locations, residences and habits. He then shares this information with Brodrik. Of course it complicates quickly.

Lamprekt, being a bit frightened, asks that several people accompany him at all times. Two of the crew and Warin follow Lamprekt around. Though they are separate from him, the two crew are boisterous and drink a lot. They do not blend into the crowd at all and are very obvious in the Ontberg. In the Unteberg they are hardly noticed. This grates on Lamprekt and creates tension between them. Warin is quiet and quickly distances himself from the crew. He also pays little heed to Lamprekt, not liking him much nor liking his job. As guards or helpers, all three are essentially failures.

Lamprekt, though capable of entertaining conversation and engaging the PCs in an ingratiating manner, has a problem with his mouth regarding any of noble bearing. He drops small insults that become large over a night of carousing. Although he can manage not to do so with the PCs, he cannot with regards others. This eventually lands him and/or the PCs in unnecessary fights or confrontations.

He must also report back to Brodrik. As Lamprekt is not able to hide himself well, his regular meetings with Brodrik at the Bisterboot do not go unnoticed and, if the PCs follow him enough, this is noted as well. Further complicating this is that two crewmen and Warin begin frequenting the Bisterboot.

The attraction of liquor, gambling and women also distract Lamprekt. While not engaged with the PCs, Lamprekt enjoins himself to gambling and drinking. In time he involves himself with women of note and this lands him and any associated with him, in trouble. Reputation matters in Bergholt. Lamprekt will also try to bring the PCs in on any of his ventures. There are two reasons for this. The first is to set them up for a trap so Brodrik's men can capture them. The second is pure enjoyment.

Lamprekt is also supposed to set the PCs up for a trap. To do this he tries to convince one or more to go gambling or drinking or carousing. At first these are legitimate escapades. However, they are quickly set up as traps. He prefers to do this by bringing the PCs to an abandoned warehouse or an alley where there are 'games or drink.'

In all battles or confrontations, Lamprekt backs off and runs away if possible. He has no desire to get hurt unless absolutely necessary. Should a mutiny occur aboard the Ubert's vessel, he chooses to leave rather than fight. If forced to choose sides, he chooses Ubert, feeling he has little choice. If he feels his life threatened from several corners, Lamprekt chooses to leave town and travel overland to the west. If he manages this, he is eventually captured in Isenborg and imprisoned there for crimes committed in Bergholt.

REPERCUSSIONS: Lamprekt's role in this whole affair has the possibility of going awry fairly quickly. He is a wild card and should be played as such. There are several repercussions to his involvement that should come into play.

His penchant for beer, gambling and affairs with notable women will be pursued. As is his nature, he will cheat at cards, dice or any other game he can. Even when the PCs are present he will do this and, if (when) caught he proclaims innocence first, asks the PCs for aid or character reference second, or runs. If necessary, Warin and the crew members come to his aid and try to disappear into the night. In all cases, should Lamprekt feel his life threatened he tries to escape, first to the ship, then out of town. Once he leaves, should the crew or have helped, they will leave as well.

Within two weeks of his arrival, Lamprekt should be involved in an affair with a citizen's wife. This affair will not end well. He will be caught and any and all associated with him will suffer the consequences. Money should be paid, perhaps punishment depending on who the CK chooses as the woman. Generally the more public the affair is, the worse the repercussions will be. The PCs will experience a significant loss of prestige should Lamprekt be caught. This affects any future legal proceedings against the PCs. Should the CK choose, the affair could result in more elaborate demands of Lamprekt and/or the PCs. The latter case would occur if the affair is not well known or public.

Lamprek's insults do eventually land him in a fight. These can range from ruffians on the street to citizens. The details are left to the CK but, bear in mind, public fighting is forbidden and may result in legal actions against the PCs. Minimally the PCs are seen as upsetting the public confidence and order and treated as such. Legal proceedings in the future suffer as a result and the number of people wanting the PCs removed from Bergholt increases.

Finally and most importantly, Lamprekt is poor at setting the PCs up for a trap. His various attempts are at first impossible, such as taverns or public streets, daytime ambushes etc. This will go on for a week or so before Brodrik loses his temper and veritably beats Lamprekt into finding a quiet place to ambush the PCs at night. He prefers tenements, alleys or other abandoned places. As a last resort, he chooses the Bergod (see preferred ambush below).

LAMPREKT (He is a chaotic neutral, human, 6th level bard whose vital statistics are HP 36, AC 14 and Move 30 feet. His prime attributes are charisma, wisdom and dexterity. His significant attributes are dexterity 13 and charisma 16. He wears leather armor, +1 amulet of protection, boots of speed, +3 karambit, trident dagger, choker of odes [confers a 2 level bonus to all charisma based bard abilities] and 700gp in coin or jewelry.)

WARIN

WARIN (He is a chaotic neutral, human 6th level ranger whose vital stats are HP 34 and AC 16. His primary attributes are dexterity, wisdom and constitution. His significant attributes

are strength 13, dexterity 16, constitution 14, wisdom 13, intelligence 14 and charisma 15. He wears studded leather armor, huntsmen cloak that add +2 to add hide checks and boots of silence giving the wearer a +1 to all move silent checks. He carries 4 daggers, a short sword, a jack of percussion causing +1d4 subdual damage and has access to a +4 crossbow and a dozen +4 bolts usually kept in a lockbox on board ship. He also carries 150 worth of coin.)

BACKGROUND: Warin's life has never been easy but it has never been as difficult as it is now. He began life on the western fringes of the Gravia as a hunter. He proved very good at this so was contracted to hunt a few fugitives. He proved to be very good at this. Warin became a bounty hunter. He excelled. He jaded quickly though and soon found himself hunting anyone and everyone for money. All this went horribly wrong at some point and he caught the wrong person, was imprisoned and nearly executed.

He escaped to the coast and there hid amongst the bustling crowds hoping to move on to the east and start life anew. He fell back on his bounty hunting experience but started taking work from less than honest people. Ubert Von Beck was one. Ubert liked him so much he hired him and eventually forced him onto a pirating vessel. His specialty was going ashore and finding those who abandoned Ubert's crew.

Too many innocents killed over the years have finally worn Warin down. He wants out of this life. He wants a chance to start anew. His intention currently is to try and see this job through nearly to its end, then leave and disappear to the south, joining the fight against the Zjerd.

PERSONALITY: If nothing else, Warin is a patient person. He can sit for hours on end with nothing to do and, at the same time, stay focused on a task. He does not think about much except how others are moving or how they acting or what they might do. He is a keen observer of other's habits and manners.

Warin is not a bad person nor is he an uncaring person. He generally has a capacity to ignore the suffering of others, accept fate and realize his place and the place of others in the world. He reasons, "One ends up where they do because, that is the way it is." However, after a time, he has softened and prefers not to hunt and kill people. Rather, he wants to end his life doing something better.

Warin is not much of a drinker, gambler, carouser etc. He has few bad habits in this regard. He tends to be taciturn and sees the world as a grim place with little hope for anything other than a clean and quick death. He does enjoy a good humorous tale and his laughter is loud and long. He is not quick to anger, but when angered becomes determined and seeks clean and swift resolution to conflicts.

APPEARANCE: Warin is not a forgettable person even though he tries to be. His face is rough and haggard, a little broad and scarred. He tries to hide full lips beneath a burly beard and mustache but only partially succeeds. Large ears are covered by a curly mess of hair. He is, overall, an unattractive person. That

said, his piercing blue-green eyes can be very intimidating. He is broad shouldered and large chested. His legs are a little too long for his body. He looks awkward as if put together from left over parts. He wears fur coats and vests even in the hottest of weather. His preference is for sheepskin. Warin is always wary of conflicts and has numerous daggers and small axes hidden in his vestments.

PLOTLINES: Warin has several jobs only one of which he considers difficult. Finding the PCs, guarding Lamprekt, fighting, reporting to Brodrik or Ubert are all simple tasks in Warin's mind. They may get muddled due to fluid situations, but he is acutely aware of this and is quite fluid in his reactions and expectations. He is unconcerned. What concerns Warin is leaving Bergholt unscathed.

He manages his tasks diligently at first. Watching over Lamprekt is an easy enough job as his whereabouts are easy to guess, his habits consistent and his predilections predictable. Warin does not plan to interfere much with any problems Lamprekt starts. He will in fact stand aside until the last minute to save his life, if threatened. Otherwise he is more than willing to watch Lamprekt get beat to within an inch of his life. The same goes with the crewmen who are supposed to be working with him. These two he pretty much ignores and extricates himself from their presence in all public places.

The ambush on the PCs is being planned by Warin and not Lamprekt nor Brodrik (both believe otherwise). Within two weeks, Warin has found an abandoned tenement with a basement, the Godelhus. Warin intends to have the ambush take place here. It takes him another week to pull all the parts together and then convince Lamprekt to get the PCs there. Once there, Warin's final plan is enacted.

Warin intends for one of two things to happen and he will allow either. His first is to let events spiral out of control. With so many moving parts and conflicting goals, Warin believes the entire venture Ubert has undertaken is ludicrously risky. So, he allows plans to fall apart if headed that direction. Again this is in an effort to enact his final goal. On the other hand, should everything go as planned and the ambush end well, Warin intends to follow through with everything except the very last portion of the plan.

Warin will never return to the ship. He leaves Bergholt for parts unknown.

REPERCUSSIONS: In all actions, Warin is planning to leave. The effect is that initially, Warin only plays a secondary role in the whole undertaking. He is truly a background player, by choice. He wants to disappear into the crowd, to go unnoticed, to be virtually ineffective and forgettable. He does this by being uninvolved. Should Ubert's plans start to go awry and fights erupt or the city guard becomes involved, Warin leaves and does not join the fight. After the ambush and the PCs being delivered, Warin leaves. He never returns to the ship.

Should Warin be captured by the PCs, he reveals all to them. Should this moment arise, Warin figures his part in the whole

affair is over. He does not beg for mercy or ask forgiveness. He will ask for a chance to go fight the Zjerd. Long term, if Warin survives. He does go south and fight Zjerd. He becomes famous and well respected. He will become the person he always wanted to be (unless the PCs find him and kill him).

THE SWAMP OF DESIRE

MINOR PLAYERS

ARDIN HOORSINMILTIN

BACKGROUND: Ardin comes from Bergholt. He was raised in the rough and tumble of the Flakmarc. Not taken to thievery nor work, but fighting, Ardin eventually ended up in the Cleaver Pits to make money. He survived several rounds in the Cleaver Pits and was noticed by Arnault Vermasten. Arnault hired Ardin as a bodyguard and servant. The two have remained together ever since.

PERSONALITY: Ardin finds some pleasure in inflicting pain on others. More precisely, he derives pleasure from besting others in combat and that usually involves causing significant pain to others. Though not an honest person, he does not steal and frowns upon thieves and thieving except where he deems appropriate, typically the wealthy elite. Ardin has the cunning of someone raised on the street. He is loyal to Arnault though loyalty only goes as far as a paycheck for Ardin. He considers his word bond but rarely ever gives it.

APPEARANCE: Ardin dresses in martial garb almost exclusively and always carries any weapons he is allowed. He is short and muscular with long, unkempt hair, a bushy beard and brown eyes set deep in its sockets.

PLOTLINE: Ardin remains loyal to Arnault up until there are problems with the city guard. In this capacity he does most everything Arnault commands him to. However, once it appears Arnault is in serious trouble with the authorities in Bergholt, Ardin makes a disappearance. He is deathly afraid of going to the gaol. Once he abandons Arnault, Ardin decides it best just to leave Bergholt forever. His preferred method is to escape via ship, merchant or otherwise. His second method is by going west.

REPERCUSSIONS: Ardin has little to play in this affair. He carries out his commands as given or tries to escape. If Ardin becomes cruel or malicious in hunting members of various smuggling groups, his name is spread around and members of the lays come to kill him. This may or may not involve the PCs. If he dies his death is considered suspicious by Arnault. Arnault automatically suspects the PCs. Any evidence to the contrary is accepted and, this encourages Arnault to act against the thieves and others in Bergholt.

ARDIN (He is a chaotic neutral, human whose vital stats are HP 41, AC 14 and Move 30 feet. His primary attributes are strength constitution and dexterity. His significant attributes are strength 13, dexterity 13 and constitution 17. He wears hide armor, carries a +2 goupillon and 100gp in coin and jewelry.)

ERDRIK ROTHENHEIMER

BACKGROUND: Erdrik Rothenheimer is Evanna's much older cousin. As the last son in the line of his mother, he was given a martial role rather than a mercantile role. From a young age all that was expected of him was to be able to fight and thence be groomed to a leadership position in the family guard. Other than a moderate education, his entire life has been spent in this pursuit. He proved a diligent student and did as was expected. Rarely ever causing any problems or having confrontations with his elders, Erdrik was quickly advanced to the personal guard of Herbert Rothenheimer and thence to guard his daughter Evanna. The two formed a fast friendship and trust each other immensely to this day.

PERSONALITY: Erdrik is an honest, diligent, forthright and stalwart person. He jokes little and has a very serious demeanor about him. Being an obedient member of the family he takes his job as Evanna's protector very seriously. He is a bit edgy after Evanna's disappearance into the wilds and is inclined, at this point, to consider those he does not know real well to be enemies first. He is quick to act and jokes very little.

APPEARANCE: Erdrik is in his late thirties though he appears much younger. He wears his hair short and cropped close to his head and never has a beard. Brown eyed and thin lipped, he is somewhat attractive though not quite handsome. Erdrik does not make a striking appearance being of average build and size.

PLOTLINE: Erdrik essentially follows Evanna's orders throughout this adventure. He has few habits which will get him into trouble. His wife and five children are safely ensconced in any of the five Rothenheimer estates. He deals mercilessly with those who threaten in any way the life of Evanna or, by association, members of the Rothenheimer Family. Being quick to act, he can cause some harm to any encounter or confrontation.

REPERCUSSIONS: Erdrik's role is small and generally used as a backdrop NPC but like everyone, interactions with him have consequences. By questioning his loyalty to Evanna or the Rothenheimer's, or smearing the Rothenheimer name, he becomes the enemies of the PCs. Evanna trusts his word and judgement and should the PCs leave a bad impression, then Evanna finds out and the PCs will feel the effect of that.

If Erdrik is killed, Evanna will want the killers brought to the Rotheheimer estate for questioning and punishment. There will be only one punishment, execution.

ERDRIK (He is neutral good, human, 4th level fighter/3rd level cleric whose vital stats are HP 39, AC 16 and Move 30 feet. His prime attributes are dexterity, wisdom and charisma. His significant attributes are dexterity 17 and charisma 13. He wears cuir boille and carries a short sword and +3 cinquedea (Italian short sword) and 300gp worth of coin and jewelry.)

FORMISEN ROTHENHEIMER

BACKGROUND: Formisen is the first born in his line and received an education and introduction to the Rothenheimer

Family business from an early age. He was groomed over the years to assume authority over the family holdings and properties. A moderately good student, it took Formisen many years to gain enough trust from the family to manage the estates. By his late 30s, Formisen applied himself to his duty and has, over the ensuing 3 decades, become a master of the estates, its monies, servants, residents, and all associated concerns.

PERSONALITY: Formisen is an honest, though secretive person. He does not speak much, rather holds his tongue and awaits propitious moments to reveal what he knows and then, only if it is to the family's advantage. He is relentlessly loyal to the family.

APPEARANCE: Formisen is approaching his late 70s. He is aged and his face hangs in bags. Having spent much of his life a large man who enjoyed his food too much, he has only recently begun to lose weight so that his skin seems to hang from him. He is bald with no beard and his eyes are graying over.

PLOTLINE: Formisen is loyal to Evanna. He knows the households and estates very well. However, his care for the estates is essentially focused on the material end and not the personnel end. He informs Evanna of everything regarding the estates and their maintenance. Formisen has little role to play in this affair except if the PCs appear to be costing the Rothenheimer's too much money. He then works to cut them off.

The other interaction that he could have is via Norliana. His weakness is staff and, should her part in this whole affair be revealed, it casts a great deal of suspicion upon Formisen. At first he works to defend Norliana, deflect the charges or even have them dismissed. If they are not, Formisen will be shamed and removed from his position. He shall retire resenting the PCs the rest of his life (which will be very short).

REPERCUSSIONS: Few interactions should occur with Formisen. Of importance though are the PCs behavior when around him or within the estates of the Rothenheimers. A positive impression insures the PCs rewards are substantially higher than if the PCs are disrespectful. Comportment and respect are of primary importance here.

The one action the PCs take that can affect Formisen is the exposure of Norliana as a spy or worse. This shames Formisen. Even if the situation is kept secret and handled by the PCs and Evanna, the shame is apparent. Public exposure results in Formisen's removal from office and retirement in shame. If kept secret or at least the exposure is minimized, Formisen will keep his post but be shamed. In both cases he will be somewhat resentful of the PCs.

FORMISEN (*He is a lawful good, human, commoner whose vital statistics are HP 7, AC 10 and Move 20 feet. His primary attributes are constitution and intelligence. His significant attribute is intelligence 16. He wears cloths pertaining to his station and carries 500gp in coin and jewelry.*)

MILDRED ROTHENHEIMER

BACKGROUND: Mildred is an aunt of Evanna Rothenheimer. She is close to 80 years old and has sat at or been close to the various heads of the Rothenheimer Family for nearly 60 years. Being a middle daughter and having an unsightly disfiguration on the left side of her face, she never married and wears a veil all the time. Her father was a family head and proved such a scrupulously honest person that each successive head kept Mildred nearby or in an advisory position as she took on that trait of her father as well. This gave her access to a wealth of knowledge about the family. Though her wealth is tied to the family, she has acquired much outside of the family through contacts in town, especially Tendamon, with whom she deals in antiquities and gossip.

PERSONALITY: Above everything, Mildred is an honest person. She never lies. What she does do however, is withhold commentary or may not tell the whole truth. But if ever asked a question directly, she answers directly and honestly. Otherwise, she keeps her opinions and thoughts to herself and rarely if ever engages in random or inane conversation. Keeping quiet is one of the reasons she has remained so close to power all these years. The one exception to this is her outlet, gossiping with Tendemon.

APPEARANCE: Mildred is aged. She has little hair left so she covers her pate with a hat, shawl, or other covering inside and outside. Her face is disfigured so she keeps it covered with a veil which reveals only her eyes. She is a corpulent woman as well, but it is not a jovial weight, rather a ponderous one.

PLOTLINE: Mildred has little to do with the adventure as she simply sits in the background and gives Evanna either the information she believes she needs to know or that which Evanna asks. She has no opinion of the PCs and if she did, none would know it.

Her knowledge of the family and its activities is extensive and deep. She knows far more than anyone else in the family but holds this information close as it gives her power. Honesty, Mildred has learned, can be a sharp knife that cuts deep leaving wounds that bleed a life away. If wronged, or the family wronged or Evanna betrayed, her truth shall come out. She knows of Arnault Vermastens transgressions, knows Ildin Savil is not who he says he is (though she does not know who he is), and is suspicious of Norliana Bonhorst. The PCs would have been spied upon relentlessly.

REPERCUSSIONS: Mildred's only weapon is the truth. She will use it wisely and to great effect if necessary. This will always be used to increase the power and prestige of the family first and Evanna second. She could care less about any of the PCs no matter what they do.

MILDRED (*She is a lawful neutral, human, commoner whose vital stats are HP2, AC 10 and Move 10. Her primary attributes are intelligence and wisdom. Her significant attributes are intelligence 16 and wisdom 15. She wears clothes pertaining to her station and carries 100gp in jewelry and coin.*)

BAGAST

BACKGROUND: Bagast has wandered the southern fringes of the Halptier for ages. She has sewn so much destruction and misery in her time that the name 'Bagast' has become a byword for misery. She began life as a rather precocious and mean spirited child of farmers. Her predilections were noted by another hag that caused great suffering in this girl's family and eventually killed the parents. Alone and in need of help, the hag stepped in and brought Bagast into the fold of witches and creatures who wander the Halptier spreading pain.

Bagast enjoys watching the slow suffering of those she targets. Her greatest joys are in causing emotional pain, separation, fear, anxiety and psychological scarring. Often times she never bothers killing those she targets. She would rather they live long lives of torment than short ones of fear.

PERSONALITY: Bagast is one of the most deplorable of her kind. She is schadenfreude incarnate. There is no reason behind this and it is her enduring trait. The suffering of others brings the only joy she can experience. When someone suffers tremendously she cannot help but cackle. This is a cackle that can be heard for miles.

APPEARANCE: Bagast is tall, perhaps 7 feet tall. Her legs and arms have grown ever longer over the ages so that she walks like a great thin stick with legs. She appears as thin and emaciated as someone who is starving. Her skin is mottled green and gray. A curly mop of hair sits atop her head.

PLOTLINE: Bagast is coming to Bergholt at the request of Hedvika. They have worked together in the past and along with Makrit, formed a coven. Her intentions here are simple. She intends to sneak into Bergholt through the lake and sewers and meet Hedvika below the city in her lair. From there, Bagast follows Hedvika's orders.

Of course Bagast will not be able to do this without some form of entertainment. She arrives some time before events culminate into violent action and will have time to wander the streets of Bergholt causing misery and pain to others. If the PCs have attracted the attention of Hedvika in a negative way, Bagast focuses her attention on one of the PCs. Importantly, she never reveals herself if possible and simply seeks to make things miserable.

REPERCUSSIONS: Bagast's only role in this matter is to help Hedvika kill opponents or kidnap Norliana. There seems little that can go wrong. This would be a mistake. Bagast's habits and predilections make her as much a liability as an asset. As she has little to do while in Bergholt but await Hedvika's orders, she decides to wander the streets at night looking for a victim to torment.

Although unlikely there is every possibility that Bagast is spotted and rumors begin to swirl about Bergholt like a wildfire. The longer Bagast is in Bergholt the more likely this will happen. After her second week in the city, things begin to complicate and rumors spread. At first they are ignored. This can only go on so long as Bagast continues to sow fear amongst the people

of Bergholt. At some point, the city guard becomes involved at which point Tendemon becomes concerned.

How this plays out is up to the CK but consider the following possibilities; the city guard start tracking down Bagast who continually wanders past the PCs place of residence, Tendemon decides to act early, Bagast is seen and word goes out for her capture as killing, panic and paranoia overcome Bergholt. All this should be enough to cloud the judgement of many NPCs and make any plans for movement underneath Bergholt nigh on impossible to fulfill.

Ultimately all concerns should be with elevating tension for the players, not providing a side adventure or similar.

BAGAST, GREEN HAG (*She is a chaotic evil, humanoid, whose vital statistics are HP 56, AC22 and Move 30 feet/30 feet swim. Her prime attributes are mental. She attacks with two claws for 1-4+4 damage. Her special abilities are weakness, mimicry, hag covey, darkvision to 60 feet, camouflage and SR 6. She can cast dancing lights, ghost sound, invisibility, pass without trace, change self, speak with monsters, and water breathing twice per day.*)

MAKRIT

BACKGROUND: Makrit is a very ancient hag. She has hidden in the dark crevices of the Wemmik Peninsula so long that her presence is known far and wide and considered more a part of its geography than as a being. She was taken ages ago from a caravan. Stolen and dragged into the deeps of the Graffenvold where a coven of hags converted and trained her. A good child turned wholly evil was the result.

Now Makrit wanders in all those dark spaces where others fear to tread. She waits patiently for her victim knowing that time is on her side. When prey is found, some time is spent learning about them. Then Makrit pounces with a violent fury striking fear into her opponents before ripping them asunder.

PERSONALITY: Makrit is patient. Like all of her kind, she is also malevolent. Hers is a deep malevolence, a pure hatred for all living things that have the possibility of satiating their appetite. She enjoys toying with those she intends to eat. It often takes several days for her move in for the kill. Then, once she weakens her prey to an extent that she feels comfortable, she captures them and eats them, slowly, while they are alive.

APPEARANCE: Makrit is a hideous beast, an emaciated shell of a woman whose pitch black skin is covered in bleeding yellow pustules. Long shaggy hair descends almost to her feet and is only kept this short by her continually gnawing its ends. She wears ragged clothing stolen from her victims. Her face, the worst of her, appears only as shades and shadows though hair that dangles in front of it. It is a brutal face, grotesque and ugly with a crooked nose, tiny lips, cracked and broken lips and eyes as baleful as a winter night's wind.

PLOTLINE: Makrit is coming to Bergholt at the request of Hedvika. She does not like the idea of being near so many people and is only doing this reluctantly and half-heartedly.

However, she sneaks into the city under cover of darkness and makes her way to Hedvika's lair underneath the city. There, she remains in hiding until Hedvika desires her to do something specific. She arrives before Bagast.

Makrit no longer cares much for Bagast's presence. Bagast has become dangerous, Makrit reasons. Bagast is too aggressive and brings too much attention to her. Hedvika is also becoming dangerous. Hedvika's desire to take Norliana and train her to become a hag is foolhardy and ill conceived, so she reasons.

Makrit is highly intelligent, even for one of her kind. She also has a heightened sense of self-preservation. She is very guarded in all her actions and avoids situations which appear dangerous. She is very aware that she, Hedvika and Bagast are in a dangerous situation.

REPERCUSSIONS: Makrit's actions in this affair are very limited. She remains in Hedvika's lair until called upon for other duties. She defends herself in the lair but quickly makes an escape rather than defend the lair. She has no intention of dying in Bergholt. If she is attacked in the lair, she will leave forever and abandon her covey. Makrit makes her way back to the Wemmick Peninsula. If called upon at the end of the adventure to fight in the streets of Bergholt during the Celebration of the Black Moon, she does so, but only reluctantly.

MAKRIT, NIGHT HAG (She is a neutral evil, extraplanar; whose vital statistics are HP 48, AC 22 and Move 20 Feet. Her primary attributes are mental. She attacks with two claws for 1-2+2 damage. Her special abilities are dream haunting, immunity to fire, cold, charm, sleep, fear and SR 10. She can cast improved magic missile and ray of enfeeblement three times a day. She can cast ethereal jaunt, detect alignment, polymorph self, great sleep and gate once a day.)

MARTIN DE BINS

BACKGROUND: Martin is a native of Bergholt. He has only left the city's confines a few times in his 35 years and then only to a nearby communities. Being raised in a tavern, Martin developed quite an ear for information. He listened intently to the many stories passed around the table. This information was sold. Over the years, the price simply became higher and higher.

At some point, Martin faked his death and went into hiding. Since that time he has existed in the shadows of Bergholt. After a time he hired his own ears on the ground and has managed to acquire quite a few informants throughout the city and at all strataums of society. There are only a few he talks to directly and then only in disguise.

PERSONALITY: Fastidious in all things, scrupulous in all details, quiet as a mouse, neither cruel nor mean, Martin de Bins is a perfect spy. He has a chameleon's personality and face. Martin de Bins exists in the background of himself only.

APPEARANCE: Whatever he decides is best. His aptitude for disguise is so great that he would not even recognize himself in a mirror.

PLOTLINE: Martin de Bins only serves the purpose of courier in this adventure. In no way does he involve himself in the matters at hand. Each time he makes an appearance it is as a different person. His preferred method is as a person on the lower end of the social stratum but always adjusts to his particular setting. In any ensuing fights, challenges or aggressive activity, Martin makes a hasty departure from the scene and will not return.

Hedvika and Martin were brought together by one of Martin's informants (whom Martin subsequently killed). Being aware of Hedvika's power and wealth and potential as an ally in a vast web of spies, Martin opted to deal with her directly.

REPERCUSSIONS: There is one thing that can cause Martin to act in this adventure, and woe to those that cause this. Martin does not take lightly threats to his person or his identity being exposed. Any PC who even hints at such becomes a marked man. Martin will eviscerate that character.

MARTIN DE BINS (He is a neutral, human, 9th level assassin whose vital stats are HP 48, AC 23, and Move 30 feet. His primary attributes are dexterity, wisdom and charisma. His significant attributes are dexterity 18, charisma 17 and wisdom 17. He wears +4 leather armor, two +2 arm bands of protection, and whatever clothes he desires per circumstance. He carries a +3 dagger of venom, a +2 dagger of sharpness, +2 trident dagger, gloves of spider climbing, a medallion of darkvision to 120 feet and a hat of disguise.)

GERALD FLINDGRUT

BACKGROUND: Gerald is and always has been a rather lazy person. This landed him in all manner of trouble over the years and also landed him on the street. With no way to support himself, Gerald turned to petty thievery. He has kept it that way to avoid confrontations with the law or other powerful personages.

One time he decided to steal from an old lady in the Flakmarc. She was not what she seemed. Hedvika rounded on him and dragged him into the sewers. There, she convinced him to become a courier. Gerald decided it would be best to do as Hedvika commanded.

PERSONALITY: Gerald is lazy and not terribly smart though has a wry quick wit that can entertain those around him or, more precisely, draw their attention away from where his hands are. He is fearful and easily threatened into doing things he would rather not.

APPEARANCE: Gerald is a disheveled mess. He has no place to live except in the sewers beneath Bergholt. His clothes are used rags he gathers from around town or off drying lines. Gerald is short and thin with sparse beard and beady eyes.

PLOTLINE: Gerald does as he is told by Hedvika. Essentially he does nothing but pass information between the PCs and Hedvika. For the most part, Gerald is a completely forgettable person and is capable of doing what is asked of him. However, as with most aspects of this adventure, there is much that can go wrong.

Gerald is easily threatened and should the PCs threaten him, he quickly passes along any information he knows about Hedvika. This is very little. All he knows is that he is deathly terrified of this old woman who lives in the sewers and cannot really explain why. Of course, Gerald then tells Hedvika that the PCs threatened him. If cornered between the PCs and Hedvika, Gerald breaks with tradition and goes to a local lay for help in extricating himself from the situation, the Gebotenborgers.

REPERCUSSIONS: Gerald's actions have little immediate impact on the manner in which the adventure develops. He passes along information and little more. There may be some miscommunication and alteration but, unless the CK prefers it be the case, this will be of a minor nature.

The only actions he can take which endanger himself or the PCs is approaching the Gebotenborgers. This could lead to some entanglement and cross purpose as to goals of the various NPCs involved and likely drag the PCs into an immediate conflict with any of those NPCs.

GERALD (*He is a neutral, human, 3rd level rogue whose vital statistics are HP 13, AC 11 and Move 30 feet. His primary attributes are dexterity, constitution and intelligence. His significant attribute is dexterity 13. He carries a dagger and 5gp in coin.*)

LAMMART ROTHENHEIMER

BACKGROUND: Lammart is a distant nephew of Herbert and cousin to Evanna. He was raised in the same manner as many members of the family. He proved of average facility and capacity, left no discernible impression on others and managed to disappear into the backdrop of the Rothenheimer Family.

His relation to Herbert is of a dubious nature. The parentage of Lammart has always been brought into question, albeit behind closed doors. Lammart's mother believed that Lammart should have received the position of family leader and not Evanna. Lammart believes this as well.

PERSONALITY: Lammart is a scheming person by nature and breeding. A heavy drinker though not inclined to drunkenness. He is gregarious and talkative though makes awkward jokes.

APPEARANCE: Lammart is portly and approaching the point of becoming corpulent. He has taken to eating prodigious amounts of food since Evanna was given the leadership role of the family. His face shows the rose glow and swollen look of years of drink. He has a mop of curly hair, bushy eyebrows and wide eyes.

PLOTLINE: Lammart may become involved in the adventure should the CK desire to throw another problem at the PCs. One possible issue would be that Lammart is sending spies out to find some information out about the PCs. Specifically, if the PCs start smuggling or working with the smugglers and Lammart finds out, he could use the information to embarrass Evanna or blackmail the PCs into doing something for him. He could also note contacts with the less than savory sorts that the PCs will likely be consorting with (such as Lamprecht) and try to use this as leverage to get something he wants.

LAMMART (*He is a neutral, human, commoner whose vital statistics are HP 7, AC 11 and Move 30 feet. His primary attributes are constitution and intelligence. He wears clothes befitting his position and carries a poniard, 300gp worth of coin and jewelry.*)

JOKIM BILDER

BACKGROUND: Jokim is a member of the extended Rothenheimer Family. He does not live in any of the estates but is allowed in them for extended stays. His relationship is maternal and was brought into inner family at the behest of his mother (who was married to a relation of the Fal smooth family). This was done in an effort to cement relations between the two. It did not work.

Jokim resented being raised primarily by the Rothenheimer's and not his parents. This resentment has created a desire to see that as many problems occur within the Rothenheimer Family. In any course, Jokim prefers to cause, allow or encourage problems, hence his desire to see Evanna unseated and replaced with Lammart.

Jokim's parent are less than well off and, in an effort to increase his income, Jokim has taken up with the Muuzen to increase his revenues. Jokim passes information and monies between peoples in exchange for a small cut. All this is illegal of course but it has allowed Jokim to accumulate a small sum of money.

PERSONALITY: Jokim is a busybody. He is always inquiring about other people and their problems. He talks a lot and is quite liberal with the information that he has gathered. The only limits he places on himself are in reference to his dealing with the Muuzen and some of the wool merchants he works with.

APPEARANCE: Jokim is still young. He is 25 years old. His hair is sandy blonde and is gathered around shoulder in small braids. He is clean shaven with an angular face.

PLOTLINE: Jokim is an information man and a runner. He has access to and knowledge of many of the wool smugglers or some of those who avoid the laws of Bergholt and Rothenheimer strictures. He has, simply by extensive association, quite a lot of knowledge of the Muuzen's activities in Dockside. He has no direct role in the plot of the adventure but can be used as a source of information should the PCs find out about him.

On the other hand, Should the PCs become involved with the Muuzen and the Gebotenburgers, it will only be a matter of time before Jokim discovers this. As with all the PCs, it is best left up to the CK how to handle the situ-

ation but, Jokim may inform Lammart of the PCs involvement. This would be done in order to help defame Evanna and unseat her. Jokim could also use the information in an effort to try and persuade the PCs to allow him in on any of the smuggling.

In most circumstances, Jokim backs out of any of these activities should he himself become threatened in any way or risks exposure. If it came down to it, in order save himself the shame of all his illegal and shady dealings, he will leave Bergholt.

REPERCUSSIONS: If Jokim is caught in any of his illegal or poorly thought out decisions regarding the Rothenheimer Family, he makes an effort to take his money and leave the city. He makes his way to Isenburg and thence to Halpveg where he will begin life anew.

If he discovers the PCs involved with the Muuzen or the Geborenbogers, he passes this information on to Lammart. Lammart then uses it against the PCs or Evanna in an effort to shame her and have her unseated.

JOKIM (*He is a chaotic neutral, human 2nd level fighter whose vital statistics are HP 13, AC 12 and Move 30 feet. His primary attributes are strength, dexterity and charisma. His significant attribute is charisma 13 and dexterity 13. He wears leather armor and carries a poignard and 50gp worth of coin and jewelry.*)

CREW, UBERT'S PIRATES

BACKGROUND: This motley crew consists of people with quite varied backgrounds from farmers to scions of a noble house. They each, by way of personality, choice or fate have taken a position on Ubert's best boarding crew. All have proven to be ruthless and efficient in combat and following orders. Thus they were chosen for this job.

PERSONALITY: The personalities vary but most are given to drink and gambling and carousing. They also tend to have bad tempers and are quick to take action. The crew is also mostly trustworthy and will mostly side with Ubert in a mutiny.

APPEARANCE: Their appearance is as varied as are their personalities but tends toward darker clothing, large wide brimmed, floppy hats and long hair. They wear breeches and loose fitting shirts with large sea-boots. They are generally unkempt but this varies from person to person.

PLOTLINE: The crew has several jobs: capturing the PCs, engage in smuggling and enforce Ubert's will when necessary. They will slowly move into Bergholt and split up into two different taverns, Gurgon's Sink and Besslers (see below). From there they are ordered around as necessary to meet their various demands.

Ubert's crew is reliable in a fight. However, in a city the size of Bergholt with so many distractions, their reliability tends to

become less and less over time. The more time they spend in Bergholt, the more likely it is the crew will have confrontations with other seamen, gangs, riff raff, the city guard or notables in and around Bergholt.

However, for the most part the crew sticks to the plan. They slowly make their way ashore in small groups and take up residence at either Gurgon's Sink or Besslers. From there, depending on how things proceed, at least half of them enter the Onteberg for the ambush. Again this is done in small groups. Things can go wrong. They may start fights, may be caught cheating while gambling, spied by the city guard or any number of other problems. These may or may not be solved easily.

Importantly, the crew eventually faces a rather difficult decision. At some point it is likely that Ubert will be killed or exposed. Ubert's initial reaction is to gather his crew and go to the ship and leave Bergholt – even if he has to fight his way out. Should the latter occur, the vast majority of the crew will stay with Ubert with perhaps 10% abandoning him and escaping into the warrens of Bergholt and leaving the city via some other route.

If Ubert does not come back to the ship, the crew is essentially left leaderless with the exception of Deetrik and the ship's captain, Assulbin Raker (in absence of Ubert)

Should the crew get into any trouble in Dockside, it will at first be handled by Brodrik or Warin. Should that fail one of the sergeants or corporals will handle the situation. There are bribes aplenty to be made but they are not hesitant to resort to bloodletting if the situation seems ideal.

Movement to and from the Onteberg is fraught with problems if it occurs too often. As a general rule sailors do not enter the Onteberg but stay in the Unteberg. If noted at the gate, spies are set out to watch them. This could prove propitious or not for the PCs.

In the case of a mutiny, 90% of the crew sides with Ubert while the rest mutiny. Again, the mutiny occurs when the situation with regards to Ubert seems out of control and the city guard, PCs or others appear to be moving against them imminently. If Ubert is not present and a mutiny occurs, roughly 50% decide to jump ship and leave.

REPERCUSSIONS: As a general rule the crew stays in the background of the action. However, as always they can be the source of many an adventure and interesting encounters and twists in the plotline. Should they become engaged in too many extracurricular activities (such as fighting and gambling) problems may arise. In the case of a mutiny they also can cause havoc in the bay or the town.

Whether in the Unteberg or Onteberg, this motley crew can wreak havoc if given too much time, money and drink to while away. Between the gambling and drinking, fights will erupt. This attracts the attention of the City Guard and others who may begin to intercede. This could lead to even more fighting and the exposure of the crew's real identity. If the PCs are embroiled with the crew through any means, their association

could be problematic. Should a mutiny occur, fighting aboard ship, in the bay, on dockside etc. could embroil the PCs. The PCs could also be asked to identify members of the crew or even track them down.

UBERT VON BECK'S CREW

NOTE: The following characters have been fully detailed in the NPCs section and can be found there: Deetrik, Lamprekt, Warin, Brodrik, and Ubert Von Beck.

CREW, FIGHTERS X10 (These are chaotic neutral, human, 1st level fighters whose vital stats are HP 7, AC 13 and Move 30 feet. Their primary attributes are strength, dexterity and constitution. Their significant attributes are dexterity 14. They wear leather armor and carry dirks (1-4 damage), saps (1-3 subdual damage) and 1-4gp worth of coin.)

CREW, FIGHTERS X10 (These are chaotic neutral, human, 2nd level fighters whose vital stats are HP 16, AC 14 and Move 30 feet. Their primary attributes are strength, dexterity and constitution. Their significant attributes are strength 14 and dexterity 14. They wear studded leather armor and carry dirks (1-4 damage), saps (1-3 subdual damage) and 1-6gp worth of coin.)

CREW, CORPORALS X5 (These are chaotic neutral, human, 3rd level fighters whose vital stats are HP 24, AC 15 and Move 30 feet. Their primary attributes are strength, dexterity and constitution. Their significant attributes are strength 14 and dexterity 15. They wear cuir bouille armor and carry dirks (1-4 damage), saps (1-3 subdual damage) and 1-10gp worth of coin.)

SERGEANT X1 (He is a chaotic neutral, human, 5th level fighter/2nd level rogue whose vital stats are HP 40, AC 17 and Move 30 feet. His primary attributes are strength, dexterity and intelligence. His significant attributes are strength 16, dexterity 17 and intelligence 14. He wears a chain mail shirt, a +1 belt of protection, and cloak. He carries a large flanged mace for 1-6 damage and +1 to hit versus any armor type, a dirk, and 80gp in coin and jewelry.)

CREW, MERCHANT X15 (These are neutral human 0 level commoners whose vital stats are HD 1d6, HP 4, AC 11 and Move 30. Their primary attributes are dexterity. They carry clubs (1-4 damage) or knives (1-3 damage) and carry 1-4gp in coin or valuables.)

CAPTAIN ASSULBIN RAKER (He is a lawful neutral human 3rd level bard whose vital stats are HP 18, AC 12 and Move 30. His primary attributes are strength, charisma and wisdom. He wears leather armor and carries a scimitar (1-6 damage), one dirk (1-4 damage) and 200 gp in coin and jewelry.)

HROAR DE RATBETTEH

The leader of the lay Gebotenborger; forced to comply with Broderik, he wants out and looks for any way he can without getting in trouble.



HROAR (He is a Lawful evil, human 5th level rogue whose vital stats are HP 17 and AC 13. His primary attributes are dexterity, wisdom and charisma. His significant attributes are dexterity 13 and wisdom 14. He carries a +2 club and hand axe. He wears a leather vest and has 100gp worth of coin and jewelry on his person.)

THUGS X2 (These chaotic evil, human 4th level fighters vital stats are HP (24, 28), AC 14 and Move 30 feet. Their primary attributes are strength, constitution and dexterity. Their significant attributes are strength 14 and dexterity 13. They wear hide armor. They carry clubs and dirks and 5gp each in coin and valuables.)

CHAPTER TWO: ENCOUNTER AREAS

The following is a list of significant places found in Berholt. The list contains all those places mentioned in the section on continuing the adventure as well as a few other places of interest. They are listed numerically and in order after those starting after the last section in *By Shadow of Night*.

LIST OF PLACES

- Veerdkeenter: Merchant vessel belonging to Ubert Von Beck
- Godelhus: Preferred ambush location
- Gurgon's Sink – bar in dockside that Brodrik's men use
- Besslers - bar in Dockside Brodrik's men use
- Bisterboot; bar in Unteberg that means (Blistered Foot)
- Egelboden on Saxtbasser: Warehouse in Dockside where Brodrik and Flakmarc thieves find new conduit of moving goods. Ship building material.

BESSLER'S

There is a tall and thin building with half a dozen floors and subfloors and balconies sitting at the intersection of four lanes. It teeters and leans and sways as if on wobbly legs. This is Bessler's, a bar, tavern, inn, gambling house and place for all entertainments of the mean variety. There is an unhealthy stench to building and a rather frightening air, as if the building itself were ready to implode or totter over.

Of course the look and smell of the place is deceiving. Bessler's is unlikely to fall over or implode at any time as it is built almost entirely of stone laid in place by dwarves many ages ago. The façade has changed and it has been added to, but it is as sturdy as a mountain. Within there are many chambers. Because the original rooms were small, several of the ceilings/floors were removed to give areas greater height. But this was done with no plan in mind such that rooms sit askew one another with floors and ceiling stretching into or down to chambers beneath. It is a veritable warren of rooms.

The rooms in the lower section of the building are devoted to drinking and gambling, cooking and serving or otherwise entertaining the numerous customers who make their way here. The upper floors are used for sleeping. There are a few private rooms but most have enough room to squeeze 2-6 people inside. Sleeping costs between 1sp and 5gp a night the latter for the rooms in the upper most areas and that have balconies). Food ranges from 10 to 20cp and beer 5-10cp.

The owners are two sisters, Patrice and Inglird, and their brother Zargurd. They have half a dozen helpers keeping track of orders and rooms. Bessler's is not well run and it can take some time to get served, rooms are often overbooked, change is often not forthcoming and many times a bill is forgotten. The owners make their real money off of all the gambling. They get a cut of everything on the table. In return they offer a safe gambling

environment. This is understood by all who come in here and the social pressure to keep it that way is high. The main job of the half dozen helpers is to enforce this rule.

GURGON'S SINK ON BINDLBASSER

Gurgon's sink is a rather ugly little establishment sandwiched between two large warehouses. It is a bar with a large attic space reserved for those who need a place to sleep off their drunk. The establishment is frequented by, for the most part, by those who work in the warehouses nearby. Some sailors and others who work the docks come here as well.

Between two large dark warehouses is a smaller building, uncomfortably place beneath overhanging eaves and squeezed by its neighbors size. This is Gurgon's Sink. A large wooden door is sunk beneath the street level and is reached only by a broad and steep set of stone steps, worn smooth with time and moist with the run-off from the street. This opens on to a cramped series of rooms with a low ceiling and multiple fireplaces. It is a smoky foul smelling place crowded with the detritus of a days labor.

Gurgon's is often crowded in the afternoon and evening. The morning crowd generally consists of those who came from the loft above and are drinking or eating off a night drunken revelry. Prices here are cheap and the beer is essentially swill and left over from the various dealers in town. It is even watered down after all this. The meals are about the same quality as the beer and without exception consist of some type of soup with bread or cheese on the side. Meals run 10cp and beer 5cp.

There is a room above the bar floor. It is an open loft about 50 feet long and 30 feet wide. There are no partitions and the floor is covered in hay and blankets. It is a first come first serve sleeping area and costs but 1cp a night. Thievery is not uncommon up here.

The owner, Renfrid, lives in the back of the lower floor in a sordid little room. He cooks in there as well. Renfrid is a friendly enough person to those he knows but to strangers or others he is quite untrusting and lets it be known. He requires payment up front until he feels comfortable that the person being served will pay. Renfrid employs 3-6 helpers to serve and cook for him. These show up variously throughout the day.

Gurgon's sink is where one half of Uber von Beck's crew resides during their stay in Bergolt. Though they generally try to keep a low profile, they do gamble, drink and carouse. At first they will be able to stay out of trouble but the longer they are in Bergholt the higher the likelihood one or members of the crew will cause some trouble that attracts the ire of the authorities.

EGELBODEN ON SAXTBASSER

This is a large warehouse that holds goods for the construction of ships. The central floor is about 300 feet long and 30 feet high. There are two floors above this. The ground floor is

where most of the work occurs and is very busy in the day. Up to thirty workers are in here preparing wood, rope, pegging, tar and other portions of a ship. The place is a cacophony of activity that usually lasts until the sun sets. The upper floors are generally used for storage. These are filled with wood, steel and many hundreds if not thousands of pieces of material used for constructing a boat. The uppermost floor is used by several workers and the foreman as a temporary house when working late into the night.

The basement of the warehouse is rarely used. It is often flooded and a sewer line opens up at the very lowest part of the floor. When there is a heavy rain that the sewer lines can discharge the water, it well up in the basement. Long ago the workers quit using it as storage. There is a narrow grate over the opening but it is not bolted down. The weight of it (200lbs) is enough to hold it in place. This is where one can enter the sewer line.

This is the location of the new place to move goods in and out of the Unteberg without paying a tax and where Brodrik and the Gebotenborger have agreed to manage their transactions. Overall this is a safe location. The Gebotenborger's know several of the workers and have keys to all the locks. They only use this passage occasionally in an effort to not attract attention. They have other preferred methods of moving goods and this is their fallback. Brodrik insisted on this locale because it is closer to where their ships moor and because it is so seldom used. A few bribes and movement of goods through here is easy.

However, there is another reason it is seldom used. A long time ago the sewer below the warehouse was a major conduit through which goods were moved. At some point, people started to die in the sewers, or disappear. Then something truly strange happened and there are many a tale as to what occurred, but the gist of it is that dozens of people were killed in one evening, the bodies flayed and both body parts and entrails stretched up and down the tunnels. It was a warning and has been given heed for a century or more. Not so much now.

The truth behind this event in the past is that Tendemon (46 in **By Shadow of Night**) slaughtered everyone she could find that one night. All the activity in the tunnel was attracting a great deal of attention from the city guard and others. As her abode is close to the warehouse, she decided to put an end to its use. For decades it worked. Recently, the Gebotenborgers have been using it occasionally. She has put up with this because it is rare. However, if the amount of activity increases it attracts her attention and she goes to investigate. If she finds out about the PCs, she watches them and then spies on them and then uses the PCs to further any random goal she has. She also goes on a killing rampage in the sewers if there are more than two or three people meeting beneath the warehouse.

BISTERBOOT

The Bisterboot is located in the Doonburg and has a long and storied history in Bergholt. Once housing a family who were all slain within its walls, it was abandoned, then acquired by a wealthy merchant and his family, all who were slain sometime thereafter. This happened on a few occasions until the house

was abandoned altogether. Eventually an old drunkard acquired the house for nearly nothing and set it up as a bar. His name is Matias Bisterboot. It has remained a safe place for several generations in the Bisterboot family. It is now a rather quiet place with two large rooms in which many merchants come to enjoy some beer or wine and a simple but good dinner. The upper floors of the place are occupied by the members of the Bisterboot family who run the establishment.

On the corner where Vinterbast and Elsenbasser meet is an old stately structure. Its time worn wood is black with age and the stucco is mottled with green algae with cracks and chips spreading out at various angles an in odd locations. A warm glow comes from open windows and the sound of laughter often spills out. Within are two large spacious rooms, separated only by a long central fireplace. A bar extends the full length of one wall. Tables are spread throughout and are crowded with merchants and others of a seemingly well to do nature.

Inside, the lower floor of the house has been cleared so that there are two large rooms. The tables are all set off by partitions though. Many of the tables and partitions are made from lumber acquired from other parts of the house. There are no stools at the bar, one either sits or stands to talk and/or eat. Eventually one of the Bisterboots will arrive to serve. The prices are higher than most with dinner being a silver piece or more and drink running at 10cp or more. One is paying for privacy and safety at Bsterboot's, not necessarily quality though. Two fireplaces are burning and are poorly vented so that the whole of the downstairs is smoky and everything has an ashy taste to it.

GODELHUS (PREFERRED AMBUSH)

Warin searches for and finds a place that he prefers the ambush occur. This is a small tenement that is nearly abandoned. He ensures it is abandoned the night the ambush is to occur by giving all the inhabitants some silver to leave for a day. His plan is to have Lamprekt convince the PCs that there is some gambling and brew to be had at the tenement. Over several days, Warin then gathers his entire crew and scatters them in the Onteburg. They all congregate one evening in the basement of the tenement and start gambling and drinking. Warin's idea is that everyone gambling is actually the crew and at his word, they attack and subdue the PCs.

The tenement is large and rambling and appears abandoned. No lights shine from the windows. To one end of the building is a door, open, with light spilling out and the sound of laughter from within.

Beyond the door is a long square room stretching nearly a third the length of the building. The broad stair leads down to a cobbled floor with sand and hay strewn about. Odds and ends are stacked and piled against the walls. There are no windows. A large group of men are broken up into various areas with several playing dice and others cards or various types of games. Several small casks with beer are sitting in a crate with a nearly drunk old man pouring beer into a mug.

The PCs may notice something unusual as soon as they enter the room. The salty smell, the general nature of the gamblers as there is not the typical mix of clientele. The clothing is rather drab and belongs in Unteberg not the Onteborg. There are other factors as well, the languages spoken are almost all foreign dialects, the tawny skin and general rough look of the players all indicate something less than normal. A simple wisdom check should note this should any PC take the time to investigate their surroundings a little. A CL3 check shows something even more disturbing. Many of the people gambling are carrying clubs or sticks and even a dirk or two.

Warin hopes to have the PCs spread out a little and begin gambling and drinking. The crew has been ordered to allow the PCs to win a little to make them focus on the games rather than anything else. Giving the PCs beer to drink makes them more vulnerable so that is freely given. At some point in the following hour, Warin closes the door. That is the sign to attack.

Much can go wrong. The PCs can become suspicious and want to leave, in which case Warin attacks immediately if that situation arises. The PCs may refuse to enter. In this case, Warin allows them to walk out but after a couple of minutes gives chase hoping to catch them before they get far.

Only a few PCs might show up for the gambling. In this case, Warin goes ahead with the plan and captures who he can. He knocks out all of them. As Warin and Lamprekt should know where the PCs are staying, they carry one of the bodies to that house and knock on the door. They, and a few crew members, then tell whoever answers that one of their friends have been found. Warin and crew attack as soon as the PCs start to pick up their companion.

Should the encounter become deadly in quick order, Warin has ordered his men to go ahead and kill the PCs and be done with the business. They are then left for dead and Warin orders the crew and others to return to the ship. Warin leaves Bergholt by other means and heads south to the wilderness.

There are 15 crewmen, the sergeant, Lamprekt and Warin in the room.

VEERDINKTER (NIGHT SKIMMER)

The Veerdinkter sits heavy and deep in the dark water at the wharf, gently tilting in the wind. The dark timbers are highlighted in gold and silver with prayers to the Firsmin embossed on the main sideplanks from stem to stern. Three furled sails sit high up in the rigging. The bowsprit stretches far out from the forecastle and is topped with the head of a goat, an open prayer to the acquisition of wealth. A loan guard paces back and forth on the main deck carrying nothing but a spear.

This ship is primarily a merchant vessel, though is designed with an eye to defensive open sea warfare and is fairly typical of those found on the southern reaches of the Interzae. It is about 90 feet long and 30 feet wide at the center. It has an elliptical structure with a stern castle and small forecastle. There are

three lanteen masts. It is a very shallow boat with two holds and a deck. It is capable of maneuvering up many large rivers and has the capacity to be oared from the upper hold if necessary. It is maneuverable and fast at sea. It was not designed for warfare but rather for carrying large loads. Empty it is fast but full it is slow.

1: LOWER HOLD:

Typically used for carrying material, the heaviest of the trade goods are located in boxes and barrels in the lower hold. In this case the lower hold is where Ubert Von Beck's brigand crew is staying. It is one single room about 15 feet wide at the bottom and 20 at the top. It is crisscrossed with hammocks and cluttered with the debris and detritus of those staying in here.

2: UPPER HOLD:

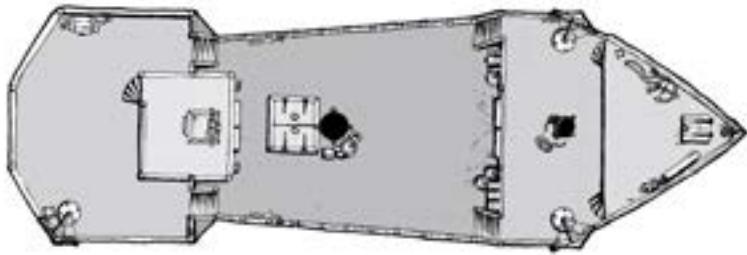
The upper hold contains most of the trade goods. The goods are dispersed in barrels and crates. The upper hold is divided into three sections. The rear (beneath the sterncastle) section contains foodstuffs, tools and material used aboard ship while travelling. It is locked with a padlock whose key is held by the Captain. The forward section is the quarters for the ranking shipmen and weapons. The middle section houses some of the regular merchant crew and trade goods. In this case most of the area is turned over to the materials (the majority of the crew sleeps on deck).

3: CAPTAIN QUARTERS:

Two guards sit beside the door to the Captains Quarters. This small area is where Ubert Von Beck sleeps. This room has a bed, a desk, a table, two bureaus and three chests. There are three watch dogs in here at all times. The bed has drawers underneath that contain clothing. The table has maps, invoices, logs and lists of items on board. These are in a box nailed to the table. There is also a rack for navigation gear. The top of the table actually has a map of the southern shore of the Interzae etched into it. This map stretches from just west of Bergholt to just east of the edge of the Troke. Distances times and wind charts are on the map as well. There are six chairs on pegs. The desk is clean. It has four compartments. One contains inks and quills. One contains papers. One has a knife and some personal care items in it while the last has a small game board in it.

GUARDS X2 (These lawful evil, human 4th level fighters vital stats are HP (30, 36), AC 18 and Move 20 feet. Their primary attributes are strength, constitution and dexterity. Their significant attributes are strength 14 and dexterity 15. They wear leather armor with breastplates, helm and shield. They carry small well-crafted scimitars (+2 to hit and damage), dagger x2 and 10gp each in coin and valuables.)

DOGS X3 (These are neutral, animals whose vital stats are HD 3d6, HP (17, 17, 15), AC 12, and move 40. Their primary attributes are physical. They attack with a bite for 1-6 damage. Their first attack is an overbearing attack. If the overbearing attack is successful they receive another attack as if against a prone individual.)



CHEST 1: This is an iron box with no apparent lock or lid. The entire box is crisscrossed and overlaid with metal straps, each with inscriptions running their length. The inscriptions are curses to all those who open the box. The lid is difficult to note because it is asymmetrical and lifts off rather than being opened by hinges. There are four locks to the box. One is located on each side. Each has to be unlocked in order for the lid to be removed without a trap being set off. The locks are hidden within the straps and difficult to note (CL4). If any attempt to open the box is made after one lock has been picked (CL0), a glass vial within the lid is cracked and a gas comes out of the lid's seams. All four locks have to be picked in order for the glass vial to not be punctured. The locks were designed to be easy to pick assuming no one would look for all four. Once the vial is cracked the gas leaks out. It is an odorless and invisible gas. This gas fills the room in 3 rounds. It will take 6 hours for the gas in the room to clear before it can be safely entered.

A constitution check must be made or the person breathing it goes into a nervous spasm (CL 5). The spasm lasts for a full minute in which the body twitches and slams around. This causes 1-6 damage. After one minute the nervous system begins to shut down. Another constitution check needs be made. Failure indicates the person is slowly being paralyzed (CL 3). A success indicates recovery in 6-24 hours minus constitution bonus. Failure indicates irreversible physical damage has occurred within 6 hours. This gives the PCs a six hour window to find a cure. The person loses 1-2 points of strength, constitution and dexterity. Another Constitution check needs be made at this point (CL 2). Failure indicates the person poisoned suffers the loss of another 1-2 attribute points. This continues until a successful save is made or an attribute is reduced to zero, in which case the PC dies.

Within the chest are 20,000 pieces of gold. About half the gold pieces have the Bergholt mint on it while the other half comes from various cities around the southern Interzae.

CHEST 2: This is an all iron chest with a traditional lid and hinges. It is elaborately decorated with glyphs and emblems of various monsters of the deep and depictions of mythic events related to the Interzae. There are two locks opposite the hinges. The design is near flawless in hiding the true lock and hinges. The hinges are the true locks and the locks are the true hinges, though each contains elements of the other. Should both the surface locks be picked, a trap is set and a gas exactly as that described above, is released. On the other hand, should it be determined that the apparent hinges are the locks (CL5) and successfully picked, no trap is set.

The chest contains various pieces of jewelry collectively valued at 10,000gp and 1,000 pieces of platinum coin. Roughly 10% of this coin is minted in Bergholt with the remainder coming from around the Interzae.

There is one magic item in this chest. It does not radiate magic and is difficult to recognize. There is a silver braided choker with various types of precious gems set in it. Most would think of it as nothing more than a valuable piece of jewelry (500gp). However, anyone with a special knowledge of jewelry will note its ancient style and foreign nature. The style derives from southeastern Todavia and its like is rarely seen these days, especially in this area. When worn, the choker confers a +1 to all wisdom and intelligence checks as it carries with a blessing of Minervian. Sold to an antiquarian it is worth 2,000gp. Sold to someone who knows its value it can go for 5,000gp or more. Its magical properties become apparent when worn as the wearer feels the influence of Minervian. It will not work on those who actively worship any of the Dorstmin as the blessing is conferred by the will of Minervia.

CHEST 3: This chest is long and all metal. There are three hinges and a padlock. There is nothing unusual about the chest in its make and construction. The lock (CL 6) is trapped. To deactivate the trap, the lock must be unlocked, locked, unlocked, locked and unlocked. Without that progression, a small vial is punctured upon opening the lid and a gas like the one described in chest one is released. This small vial of poison only covers about 10 square feet of space and dissipates rapidly thereafter, typically within an hour.

The chest contains clothing valued at 500gp, jewelry valued at 500gp, boots and hats, capes, belts and other personal items. There is also a sabre of great quality that delivers +3 damage (non-magical), a dagger of throwing (+2 to hit when thrown), a +1 buckler of speed (AC bonus applies to two foes in a round) and a spyglass of seeing, doubles the effective range of a normal spyglass.

4: FOREQUARTERS:

This room houses the crew's captain and his first mate. It also contains provisions and supplies for immediate use on the decks. There are two bunk beds in here, four small trunks, 2 large chests and a large rack. The rack contains tools and assorted items for daily use aboard ship. The two large chests contain tools, ropes, and some netting. Each of the small trunks contains personal items such as clothing and grooming material. The trunk belonging to the Captain is in here (as Ubert has taken the Stern deck). His chest contains 200gp worth of coin and jewelry, maps for sailing, navigation equipment and other odds and ends of a personal nature. The trunk belonging to the shipmate has a silver statue in it representing the deity Inez. It is worth 50gp but is difficult to sell. Both trunks are wooden with padlock (CL 2).

There is at least one guard on deck at all times and two are at ready just below deck or sleeping on the deck. The location of the crew is dependent on the time of day. In the early morning 75% of the crew is on board. In the late afternoon less than

50% of the crew is on board. The Captain is on board most of the time except for a few hours in the morning and a few hours in the evening.

HEDVIKA'S SQUALOR

Hedvika lives in the sewers beneath Bergholt. She has occupied a large chamber deep underground where she hopes never to be found and can be used as a place to meet her sisters or to rest should that bizarre desire come over her. The chamber is exceedingly difficult to find as one must crawl through various small tunnels and large tunnels in that portion of sewer without any maps and which has not been maintained in hundreds of years. It is infested with rats and small vermin. The stench in parts is unbearable and the entirety of the place sodden with moisture.

Hedvika has found a chamber that leaks only a bit and that rests above a larger artery. Entry is gained by climbing up through a hole in the ceiling of the conduit.

There is a small room here, ugly and disgusting. Smoke fills the top of the chamber and sits sullen and in place, neither carried nor shifted by any breeze. The floor is littered with dead rats, some half eaten and all in varying states of decay. A small cauldron sits over a tiny fire to one side of the room. A pile of discarded clothes and blankets are piled nearby.

This is where Hedvika lives when she is not moving about Bergholt or wandering the sewers while thinking. She cooks her rats in the cauldron and uses it to help cast spells. Beneath the cauldron is an ever-burning log. This log stays lit with a small flame and will not go out unless the command word is spoken, extinguish. It lights with the command word, burn. Amongst Hedvika's possession is a blanket of protection from the elements. This is a heavy blanket weighing in at 5 pounds and made all of coarse wool. There are about 300gp worth of jewelry and coin in the room. There is also a staff of negation in her bedding and a bottle of Restorative Ointment (20 applications.)

REWARDS

As one reads this adventure, a question that occurs in many of my modules should crop to mind. What do the PCs gain after all the trouble and fighting and battles. There seems little material reward. The PCs may pilfer a little here and there if they choose, but there are not large amounts of gold, magic or even rare antiquities or valuable items for the PCs to stash away. They will not be allowed to keep any of the holdings in the Veerdinkter if it is captured, nor will they be allowed to take any of Ubert Von Beck's or anyone else's possessions for that matter. These all belong to the city of Bergholt now. They are held by the Vermasten Family in their vault and used to support city improvements, pay etc.

What the PCs gain is something equally important: status and prestige in Bergholt. This in and of itself garners the PCs some amount of wealth and freedom of action. There are also more tangible rewards offered by the Rothenheimer Family should

the PCs carry out the wishes of Evanna in a manner that she desires and approves.

The following are potential tangible rewards for the Players Characters. They are listed in order of greatest to least. It is up to the CK to give out the rewards based on play, what has happened and who is involved.

THE ASSELBILT ON BILDERSTRASSER: This is a new house. It is quite spacious, three stories with an attic and basement, with a dozen rooms and several outbuildings. It is a well-built building made entirely of wood covered in plaster. A stone wall encloses a large lawn and the house. One servant is provided. All the expenses for the house are covered for one year, except taxes which are 500gp a year. This means the PCs must produce money. The house is roughly 1/3 again larger than the Bergod. The house was recently occupied and is clean of debris and other problems or issues.

PUZIER: The PCs may be awarded control of the puzier's office and duties in Dockside. This is an involved affair but allows the PCs (or those they appoint) to collect duties on ships and cargo. Traditionally a source of massive corruption, the office will not come without its problems, but the reward is given solely by the Rotheheimers in an effort to clamp down on some of the corruption. Several accountants and those that know the law and tax and tariff and duty requirements will also be provided. The job entails constant work in Dockside and dealings with merchants and others from across the southern Interzae. The PCs are not required to run it themselves, but they are responsible for anything that occurs at the office.

SERGEANT OF THE PILTHER GUARD: This position is outside of Bergholt. If the PCs are so inclined and desirous of the position, they are offered leadership roles within the troop. Evanna is trying to muster to fight the Zjerd in the south. She will eventually be successful at organizing this troop. Within four months of the adventure's undertaking a troop of 100 foot soldiers and 10 mounted soldiers makes their way south to Kreutzmac in small groups. There they will meet up and form a troop named the Pilther. The troop is to be offered to any decent general or to those whom Evanna has decided to ally herself with. The PCs shall each receive 500gp worth of credit in Bergholt to outfit themselves. They then go to war with the Zjerd.

THE BLOODY LINE OF HERITAGE – LAST PAGE

It is dark, inky. A smudge of light illuminates a door in a fetid alley. A long fingered hand reaches out from beneath a burlap cloak. A fist forms and this raps lightly on the door, three, four, then five times. The knocking does not stop until the door opens. An orange glow creeps into the alley bringing a face into view. It is an ugly face, scarred, burned, wrinkled and misshapen. A forced smile creeps into the cheeks.

A silken voice dripping with disgust utters rather ominously. "I have been sent to finish what you could not."

CHAPTER 3: THE HALPTIER AND REINTIER

MISTY GROUNDS, BLACKENED EAVES

The Halptier is a region along the shores of the Interzaa in the northern and eastern portion of the Graffenvold. The area described has rather porous borders or meanings for various peoples but generally conforms to the description offered below. It is also a geographic area and not a political region though is often used interchangeably as a political description. A political region called the Reintier exists in approximately the same area.

Typically, the Halptier refers to that area around and between the Vindig River, the Roteening River, the coast of the Interzaa between the mouths of those two rivers and the areas stretching back as far as the Dampfrat and slightly beyond. This is a vast region that falls within the Graffenvold and covers an area roughly 250,000 square miles or 500 miles north/south and east/west. It contains of many distinct features and landscapes. The major landforms are discussed below in Part One: The Halptier.

The Reintier refers to the major political entities in what is roughly the same area as the Halptier. This area is more an economic, political and social region than it a distinct set of political entities. The three main influences on the region are Bergholt, Firstenfeld and the Izdazvertin (the goblin kingdoms) on the southern periphery of the area. There are many other contributors as well. Many of these are discussed below in Part Two: The Reintier.

PART ONE: THE HALPTIER

The Halptier lies within the Graffenvold, that vast evergreen forest on the south shore of the Interzaa. It is a geographic region which stretches from the area around the Vindig River in the East to the Roteening River in the West. The northern boundary is the coast and the southern boundary extends to the Dampfrat, those areas east and west of it and a spur to the south of it. The region is distinct because, other than a few small creeks, all the waters from the area drain into either the Vindig or Roteening. Between these two rivers are numerous landforms and distinct features. The major geographic features are discussed below.

GRAFFENVOLD: The Graffenvold is an evergreen forest stretching hundreds of miles along the southern shore of the Interzaa and reaching back deep into the interior of the continent. It embraces many landforms including hills, rivers, swamps and vast rolling plains, but is typified by its massive firs that stretch three hundred feet or more above the ground. In many places the trees are so widely spaced that wagons can move through them with little hindrance and in others so tightly packed that the land is shrouded in permanent darkness. Glades and small lakes are found in abundance throughout the region. It is well watered and provides much fodder for wildlife.

Much of the western Graffenvold falls under the rule of men. Its southern and eastern ranges are teeming with goblins and other fell beasts. Its southern regions are a tumultuous cacophony of

creatures pouring out of the deep holes of the Kragenmores and the dark woods of the deeper Graffenvold and the Furthingvold. Its eastern stretches are sparsely inhabited with gulfs of uninhabited wilderness.

REGIONS OF THE GRAFFENVOLD

BERGLAND: This is the region controlled by Bergholt. Typically it stretches from the Bay of Arev to the Vindig River and the Unterdreek. The eastern and southern areas shift considerably.

HALPLAND: This refers to that area under the control of Halpveg. The borders typically stretch from near the Vindig and up to the Treklant Creek and to the Interzae. The Urstin Peninsula is not included in this. This is a rather large area and Halpveg only nominally controls or influences most of it.

IRDUDRALAND: These lands extend south of the Treklant Creek and deep into the Graffenvold. They are under the control of the numerous izdadrad warlords and lords. The extent of the lands is unknown as few have ventured much further south than the Treklant Creek

VITTERLAND: This region has historically been under the control of or heavily influenced by Firstenfeld. It consists on several cities and towns stretching from the Roteening in the west to the Makling in the east. It is currently fractured.

MAARLAND: The Maarland is a broad region stretching hundreds of miles to the west of the Roteening. The area is comprised of many large and small towns all coming under the influence of a lord in Maarl. The region has an extremely complex system of family alliances binding these towns together.

AREAS OF INTEREST IN THE GRAFFENVOLD

1 BAY OF AREV: The Bay of Arev is located on the south shores of the Interzae nearly midway between the major ports of the Troke and the Gravia. It is the location of Bergholt and the only safe harbor on that stretch of the shoreline coming from the Troke. There are few safe harbors between the Bay of Arev and those ports of the Gravia proper. The bay is surrounded by a steep rocky peninsula and series of smaller islands extending out into the Interzae. This breaks the storms and ship crushing waves that often swamp the unprepared or inexperienced. The bay is generally calm and well patrolled by Bergholt's fleet.

2 VINDIG RIVER: The headwaters of the Vindig are unknown to those in the Reintier. What is known is that the source of the river lies very deep in the Graffenvold and many hundreds of miles from the nearest habitation of man. The river snakes shallow, wide and slow out of the Graffenvold before tumbling into the Diltvelt. From here, the many streams and creeks flowing from the Gosstering and Unterdrook change the river's slow flow into a tumultuous rush.

As the Vindig leaves the Diltvelt, it tumbles through narrow passes with many wicked rapids and dangerous waterfalls. It then

widens and follows along the western edge of the Unterdrook and into the Elsfeld before dropping off into the Interzaa over the Fetzenpeel.

It is claimed that Irzman, the son of Aselrurd, lives near the river in the Unterdrook. The waters flowing from those creeks and streams near his house are believed to have redemptive qualities. These waters flow into the Vindig making the Vindig a river of holy power. Because of this, Atharioon sent some of her children, the athnahga, to guard the river. Urshunga sent his minions, the slumph troll, to challenge the athnahga. Or so it is said.

The Vindig is home to many fish in the northern portion and supplies the communities along that course with plenty of food and sustenance. Though not densely populated except between Isenborg and Kreutzmark, one finds settlements as far north as the Shlipp and a little further south of Kreutzmark. The southern portion of the river is populated with many animals; bear, elothar, boar, mammoth, deer, elk, moose and the ever feared zwetter rorer as well as other more rare creatures.

3 TREKLANT: The Treklant Creek is a small creek that flows from the Dampfrats eastern terminus. The creek flows easterly along the northern stretches of the Shatten escarpment before breaking to the north as the Shatten Escarpment breaks to the south. The creek then flows north to empty into the Interzae.

Though the creek is generally small, during spring melt the creek swells in size and runs five to six feet deep at its southern stretches and much deeper to the north.

4 MAKLING: This river has its origins somewhere on the west and southern side of the Shatten Escarpment. It flows from that region taking up a trickling of water from the various creeks and streams in the area. Once the Makling abuts the Kladov Ridge it gathers more water and broadens.

The Makling tumbles down the western fringes of the Maklov swinging west then north. The river is broad with a deep channel at its end. It swings back to the east as the land to the west rises just before it dumps over the cliffs of the Schlipp into the Interzaa.

The northern portion of the river has a fairly fertile river valley and many small villages can be found near its banks. The southern portion of the river is uninhabited and considered dangerous territory for many creatures from the deeper Graffenvold and the Dampfrat wander that area.

5 KLITTERSUNG: This river comes tumbling out of the Graffenvold and from around the south side of the Dampfrat. It then skirts the edges of the Nam uprising before bending to the north and where it slows its race and moves gently and broadly along the eastern Biisten' before pouring into the Roteening.



The Klittersung is narrow at its southern end and carries a lot of water making this area of the river difficult to travel and dangerous to traverse. As it moves north and banks against the Nam uprising and spills into the Faragea the river broadens and slows its pace. The further north the river flows the deeper the channel becomes. At the northern end of the river, just before it empties into the Roteenzup, the river is broad and deep enough for deep water ships.

Firstenfeld is located on the northern end of the river. The river has abundant resources and the floodplains surrounding it are nutrient rich. Much of the land in this area has been put to the plow with thorps, villages and small towns dotting its banks as far south as the southern portion of the Nam uprising.

6 ROTEENING: This river flows north from uplands deep in the Graffenvold. It carries a vast volume of water moving at a lazy pace as it snakes its way through the forest only to run up against the Biisten's then swings west before moving north again. The river valley below the Biisten is thickly forested in hardwoods and evergreens interspersed with large lowland swampy regions where the Biisten overflows its banks every year. The river takes in a lot of flow from the surroundings areas before it breaks up as the land levels out dozens of miles from the shores of the Interzaa. Here the Roteening almost ceases to be a river as it enters that region known as the Roteenzup.

That portion of the river north of its confluence with the Klittersung and before the Roteenzup is liberally scattered with farms, thorps, villages and small towns. South of this area there are settlements some distance up the Biisten before reaching that area of the Graffenvold uninhabited by those of the civilized peoples.

The southern ends of the river are wild even though hunted on a regular basis. Mammoth, elk, deer and large bovines can be found in abundance in that area. Many small hunting communities and fortifications are scattered in those lands. Zwetter rorer, huana, wolf and bear are also found here making it a dangerous area for all who travel these wilderlands.

7 ROTEENZUP: The Roteenzup is a broad estuary. As the Roteening flows onto the plains at its northern end, the land drops to nearly the level of the Interzaa and the river's flow is sluggish and slow and spreads out in a vast marshy area with many waterways coursing in and out of the main channel of the Roteening. The region near the coast line is called "thousand islands" because there are many small islands of land surrounded by water.

The southern portion of the Roteenzup is dotted with small villages and thorps. The interior is fairly empty of any habitations other than those few fishing villages which have grown up around or near castles which act to guard the main waterways through the Roteenzup.

The area is teeming with life year round and many mammoth, zwetter rorer, wolf, deer, elk, elothar and other animals can be found along the periphery of the Roteenzup. Large crocodiles, snakes and other beasts forage and make the central areas of

the Roteenzup their home. The marshes of the interior are also home to other more fell and dangerous creatures.

8 SCHLIPP: The Shlipp refers to the coast of the Interzaa as it stretches from around the Vindig to the Roteenzup. The coastline consists primarily of cliff faces and steep drop offs through much its length moving east to west. Only as it approaches the Roteenzup do the cliffs diminish to long beaches and lowland until finally disappearing altogether in the watery estuary of the Roteenzup.

The cliffs in the east range up to several hundred feet in height and are very steep, usually dropping straight into the water of the Interzaa. These cliffs continue around the Urstin Peninsula but become smaller ranging to perhaps 100 feet in height west of the Urstin. From here they slowly drop off to the beaches in the western stretches and estuary further on.

The cliffs are riddled with caves and coves and crevices. The various rivers, creeks and streams that make their way to the coast end in magnificent waterfalls that are wonder to behold when the waters of the rivers run full. These cliffs are also exceedingly dangerous to travel near as underwater spires dot the coasts and powerful currents pull and push lighter craft around uncontrollably.

9 URSTIN PENINSULA: The Urstin Peninsula is a broad landform reaching out from the Schlipp and stretching into the Interzaa. The peninsula rises above the elevation of the Schlipp by several hundred feet to the north. The cliffs here drop 400 to 500 feet into the Interzaa. There are a few rivers which run the interior lengths of the Urstin Peninsula and pour over a series of falls named the Ezenpild on its westward side. The cliffs along the peninsula are riven with many narrow fjords that can extend up to six miles inland. The fjords are quite numerous and often fjords are found within fjords. The whole of the peninsula is covered in ancient firs and hemlocks. Rare and valuable diminutive cedars are found clinging to the windswept cliffs along the northern end of the peninsula.

The Urstin, also referred to as the Bahzenzt (The Rocky Finger), is a dangerous place and has never been settled. Great shlumpf are said to dwell all along the coastline's fjords. The cliffs and waters of the peninsula also crawl with less than beneficent creatures that have come up from the depths of the Interzaa. The interior is home to many zwetter rorer and a few great Vilgenbirst remain in the region.

It is well known that many pirates, freebooters, bandits and others make the inhospitable region their home. They are said to be hiding deep in the fjords or the difficult to access regions of the interior of the peninsula for safety and far from the powers of those who rule the Interzaa.

10 BIISTEN: This is a hilly region located between the Roteenzup and Klittersung rivers. The Biisten is a series of tall and knobby up-thrusts and buttes atop gently rising broad low hills. The valleys between are filled with rubble from the collapsing buttes. Though firs are common, cedars and pines predominate with swaths of hardwoods found in the deeper valleys. The trees

cluster thick in the valleys but tend not to live long and grow to their greatest potential heights due to periodic flooding, poor soil and unstable ground as the buttes and cliffs collapse on a regular basis. Travel through the hills is made difficult by this. Creeks and streams which swell in the spring have carved a few broad valleys and have scoured valley floors clean of any debris. Those valleys on the northern periphery of the Biisten is usually settled while those in the interior of the range are still pristine and home to many creatures unique to the region.

There are many natural caverns dotting the Biisten range and are rife with precious stone. This has attracted quite a few miners to the area, though the dangers of the region have prevented it from being fully mined. Many of the cliff faces of the buttes have a rare miniature cedar that grows on them. This cedar can be sold far and wide for those willing to scramble up the cliffs and gather one. It is said the berries from this cedar has medicinal and magical uses. Dangers are common, for other than those animals common to all the Graffenvold, there are hosts of beasts of ancient lineage who roost in the more remote regions and seek little more than the blood and bone of those who opposed the Great Dragon.

11 GOSSTERING: This is a hilly region south of the Vindig River and east of the Dampfrat. The hills are part of the same formation that make up the Unterdrook and the two have many similarities in form. The Unterdrook and the Gostering are separated by the Vindig River and their primary difference is nothing more than that.

The Gosstering consists of small hills that roll and tumble off into the Graffenvold. The hills are generally between 400 to 600 feet in height from the floodplain of the Vindig. The valleys are narrow in the northern portion of the Gosstering but broaden in the southern reaches. The portions of the Gosstering nearest the Vindig and especially that portion which swings north and into the Shatten Escarpment have been undercut and scoured by the river leaving many cliff faces along the river's edges and in those areas of the Gosstering where the river once flowed. These have exposed caves and caverns which have been used for ages beyond count by the many creatures that live in this area.

The Gosstering has a plethora of wildlife in its southern and northeastern areas. The western region of the Gosstering has been hunted for many centuries by the Zjerd of the Dampfrat leaving it seemingly barren by comparison to neighboring areas. The area nearest the river is home to many unusual creatures which gather in the caves found in the cliffs there. The region is also home to many small bands of Zjerd and runaways, wanted men and bandits who come from further north.

12 UNTERDROOK RIDGE: This hilly region is located on the east bank of the Vindig. Its low rounded hills rise from the Vindig River's east bank along its southern reaches and stretch eastward for dozens of miles before tapering off in the thick forests of the Graffenvold. The hills are not very tall, rising only 600 or 700 feet above the Vindig River floodplain at their highest.

The Gosttering Ridge is cut by numerous shallow valleys. Annual and perennial springs with seasonal rainfall fill many of these with tumbling creeks and streams most of which empty into the Vindig River. The ground is rocky and many of the valleys have overhangs and crags along their length. There are many fracture caves found throughout the region. It's forested mainly in pines, firs and cedars with hardwoods dominating its many valleys.

Ages ago the dwarves once lived here and mined the hills for silver and gem. They have long since departed but the old mines and underground works of the dwarves remain. Many are now home to izdadrad and their kin, bandits and other fell creatures. Deer, elk and their kin are found here in abundance as well as wolves and zwetter rorer.

13 KLADOV RIDGE: This is a long and narrow uprising stretching several hundred miles from the Schlipp inland toward the Dampfrat. The uprising is only 400 feet higher than the surrounding area and several dozen miles wide at its widest. Creeks flow down both sides of the uprising to fill the waters of the Treklant Creek on the east and the Makling on the west. The ridge acts as a division between the Faragea and the Halpvold.

The Kladov is inhabited at its northern ends, both along the Treklant Creek and the Makling river. The ridge line itself once had a series of forts on its northern end but most of these have long since been abandoned. The southern portion of the ridge is taller than the northern and is a favorite haunt for birds of prey and other beasts.

14 NAM UPRISING: The Nam uprising is located on the western banks of the Klittersung River though extends over its eastern banks and into the Faragea. This area of small hills and long serpentine valleys is forested in beech and firs. Lazy creeks and streams flow down to the Klittersung and out of the Biisten to the west. The hills rise in elevation to the west as they merge with the more rugged Biisten formation.

The Nam Uprising is home to many villages and towns with its fertile valleys providing excellent soil for growing crops and raising cattle or sheep. Though hunted for many centuries, one still occasional finds a zwetter rorer and packs of wolves in the area. Otherwise, elk, deer and mammoth can be found here.

15 ELSFELD: This is a stretch of land east and west of the Vindig extending slightly beyond the Treklant in its western reaches. The Elsfeld is a low and fertile land, with little elevation change from one end to the next. Many small creeks and streams, ponds and lakes riddle the region. Like much of the Graffenvold, the Elsfeld is dominated by large evergreens such as firs, hemlock, spruce and several highly valued pines. There are many stretches of open grasslands found throughout the Elsfeld.

Bear, wolf, deer, elk, elothar and mammoth are found in the Elsfeld. The populations of zwetter rorer and bear are small since they have been hunted in this area for centuries and typically only the occasional straggler from other areas is found within its confines. Though not densely inhabited, the areas around

rivers and the Kambrian Way are dotted with many thorps and villages. It is said that many of the ponds and small lakes were formed when the blood of the Great Dragon fell to the world and scarred the land.

16 HALPVOLD: The Halpvold is a densely forested region north of the Treklant Creek and south of the Elsfeld. Tall dark firs with wide boles and thick undergrowth give this region its distinctive and claustrophobic atmosphere. Small creeks and warm ponds are found throughout the area.

The Halpvold does not support a wide variety of wildlife and its soil is not the most conducive to growing crops. These two factors have stymied any settlement over the centuries though along its periphery one finds some smaller settlements or outposts whose main source of income is forestry and supplying the ever increasing demands for wood in Bergholt. It is now mostly prized for its taller trees since these are used for making masts for many of the ships that ply the Interzaa. The remains of a few furtive attempts at settlements can be found in the interior.

Wolf, zwetter rorer, elk, deer, antelope and elothar are found in the Halpvold. Bandits and those escaping the law can also be found hiding in the forest. Occasionally creatures wander out of the Dampfrat or deeper Graffenvold and wander this forest. There are rumors of other malevolent creatures as well and the woodsmen here travel with care.

17 FARAGEA: This area of the Halptier stretches from the Shatten Escarpent in the east to the Klittersung River in the west then south over the Klittersung and into the Graffenvold. The Faragea consists of gently rolling hills, creeks, streams and small ponds. An ancient beech forest dominates the landscape. Here the trees reach 150 feet or more in height and spread across the hills like a ghostly cloud. The beech is interspersed with hemlock and pine groves as well as a few stretches of grassland where the land is too moist to sustain the trees for long.

The Faragea has wildlife typical of the region. There are large wolves that roam the Faragea and seem to prefer the more open forest floor of this area to the more densely undergrown areas found elsewhere in the Halptier. These large wolves are said to have come in from the deep Graffenvold and carry horrid diseases with them. Hunters seek them out as their hides bring a high price at the Houses of Heimdel.

The Faragea has been used for centuries as a source of wood and many settlements are located on its northern periphery. These diminish the further south one travels as it becomes more dangerous the further away from the coast one travels

The Vindig snakes down the Elsfeld to the Schlippe where it tumbles over a 100 foot cliff into the Interzaa. The waters of the Vindig pick up pace quickly just before the falls and then collapse into one long column of water well over 300 yards wide. The cliffs around the Fetzenspeel are covered in mist from the constant stream of water pounding into the surf below. The remains of a castle hang precariously to the cliffs next to and over the falls. Most of it has crumbled into the waters of the

Interzaa below. The great eagles of the Vindig roost here all year long and this place is known as Ingelbeerz (The Eagle's Roost) because of this.

18 SHATTEN ESCARPMENT: This is a ring of hills around the northern Dampfrat. This uplift of steep cliffs, precipitous rock faces, and boulder fields bounding the northern, western and eastern edges of the Dampfrat are the remnants of a volcanic cone. The Shatten is no more than a few miles wide at its widest points. It rises about 400 to 500 feet above the surrounding lands in the north (especially along the Treklant Creek) and diminishes in height until disappearing altogether in the south and merging with the Gosstering in the east. The escarpment acts as a border to the Dampfrat in the north, east and west.

The Shatten Escarpment's rocky ridges, jumbled with massive sandstone boulders, crumbling cliff faces, and thick underbrush are home to giant firs, heavy with a scent of pine and dark with green needles. The region is also thick with undergrowth and many unique plants only found along the ridge. Many creeks, springs and streams come out of the ridge. Not an insignificant amount of them are hot or warm creeks and often hot or warm as their waters come from the Dampfrat.

The Shattens are home to many creatures of a dangerous nature. Zwetter rorer are found in abundance near the escarpment, bears and their cousins and other creatures of more ancient lineage as well.

19 DAMPFRAT: The Dampfrat is the remnant of a massive volcano. It is a morass full of steamy swampy grasslands, hot springs, geysers, warm creeks and pools, thick evergreen copses, hardwoods, hemlock and beech with tangled underbrush and open grassy fields. It is the most wondrous place in all the Halptier. It is also the most hazardous.

The changes in landscape from mile to mile are stark and dramatic. The warm waters and sodden grounds of the lower elevation allow for a great variety of plant life that would not otherwise survive the climate of the region. The northern portion is the most varied while the southern end slowly devolves into a great evergreen forest dominated almost exclusively by Hemlock before breaking way into the ancient towering firs of the Graffenvold proper.

The region is teeming with wildlife as food is found in abundance nearly year round. As winter strikes, many animals from around the area migrate into the Dampfrat congregating near its warm pools and more abundant foods. It is also prowled by many of the greater carnivores of the region including the zwetter rorer, wolves and bear.

20 DILTVELT: The Diltvelt is a floodplain between the Gosstering Ridge and the Unterdrook through which the Vindig River flows as it leaves the Graffenvold proper and tumbles down into the Elsfeld. Creeks and streams flowing from the Gosstering and Unterdrook flow into the Diltvelt where the waters gather in many ponds and lakes before finally draining into the Vindig.

The lower floodplain of the Vindig dominates the Diltvelt. This area stretches many miles from the river. It is a sodden region with many ponds and lakes, muddy grasslands, peat bogs, sedges, dwarf pines and cedars. In spring, the lower floodplain of the Diltvelt erupts in color as the many thousands of varieties of flowers come to bloom. It also becomes rather difficult to travel because of the dense shrub and scrub growth every spring brings.

The upper floodplains rise slowly to the surrounding hills and are well drained for most of the year. During the early spring and early fall the ground is waterlogged with the seeming unending rains or snow melt. These areas are thick with hemlock and firs. During the spring and into late summer the undergrowth can be thick making travel difficult excepting in the deep forests.

Mammoth, bear, elk, moose, and deer are found in abundance throughout the Diltvelt. Plenty of beaver and otter are found in the area as well. The beavers do much to keep the Diltvelt a rather unique region with an ever-changing appearance as they build and abandon many homes and dams in the area. Several varieties of flowers are said to have medicinal, magical and other values. These are highly sought after in Bergolt and beyond.

21 FETZENSPELL: The Vindig snakes down the Elsfeld to the Schlipp where it tumbles over a 100 foot cliff into the Interzaa. The waters of the Vindig pick up pace quickly just before the falls and then collapse into one long column of water well over 300 yards wide. The cliffs around the Fetzenspel are covered in mist from the constant stream of water pounding into the surf below. The remains of a castle hang precariously to the cliffs next to and over the falls. Most of it has crumbled into the waters of the Interzaa below. The great eagles of the Vindig roost here all year long and this place is known as Ingelbeerz (the eagle's roost) because of this.

WANDERING MONSTERS

The Halptier covers a very large region comprising many different ecologies with different species of animals that live in them. There are also numerous settled areas that vary greatly in density and type of settlement. There are three encounter type areas, wilderness, marginal and settled. One encounter chart is provided with differing chances for differing encounter types. Some encounters only occur in particular areas. Should an encounter for a specific environment occur, simply reroll the encounter. Most encounters are benign. Travel in Inzae is dangerous, but not impossible. On occasion they are not. Encounter types that include humans, izdadrad or other types of creatures need to be individualized to the area where the encounter occurs.

Roll 1d10 three times a day for marginal and wilderness areas. Roll four times a day for settled areas. A 1 indicates an encounter. In marginal and wilderness areas encounters occur around dawn, during the day and around evening or late at night. In settled areas there are two daily encounters with the second encounter receiving a +25 bonus to its roll.

TABLE A: ENCOUNTER CHARTS

TYPE	WILDERNESS	MARGINAL	SETTLED
Boar	01-05	01-04	01-03
Bovar	06-07	05-06	04
Elothar	(well-watered areas)	08-13	07-10
Trigontus	(near rivers only)	14-15	11-12
Olekothier	16-20	13-17	09-12
Kundiz	21-22	18	13
Goat	23-28	19-22	14-16
Elk	29-30	23-24	17-18
Ildar	31-32	25	19
Deer	33-38	26-30	20-23
Moose	39-42	31-33	24-25
Mammoth	43	34	-
Ingel	44-46	35-40	26-27
Eagle	47-49	41-44	28-30
Hawk	50-51	45	31
Owl	52-54	46-47	32-33
Oondal (Greater Owl)	55	48	-
Beaver	(rivers, ponds, lakes)	56-58	49-51
Otter (river, creeks)	59-60	52	34-35
Hislkle	(Wild Horse small)	61-65	53-56
Coyote	66-68	57-58	39-40
Wolf	69-71	59-60	41
Gravenveelf	72	61	42
Zwetter rorer	73	62	-
Bear	74-75	63-64	43
Huana (large hyena type)	76-77	65	-
Kreahkus	(tree tiger small)	78-79	66
Vilgenbirst (lrg bear)	80	67	-
Farmers	81-82	68-73	45-60
Huntsmen	83-85	74-80	61-70
Merchants	-	81	71-75
Caravan	-	82	76-80
Pilgrims	86	83	81-85
Patrol	87-88	84-87	86-90
Bandits	89-93	88-95	91-91
Bounty Hunters	94	96-97	93
Zjerd/human patrol*	95-97	98	94-97
Zjerd/human*	98-99	99	98-99
Unique	00	00	00



*Depending on the dominant race in the area, these encounters are the opposite race, i.e. in human areas these are Izdadrad, and while in Izdadrad areas these are humans.

Unique creatures are those that the CK provides. These encounters should be individualized to the party and contain adversaries and adventures in such a manner no wandering monster chart can provide. Monsters in Inzae are rare and mystical, magical, or mythical beasts are rare as well. As much of the adventuring in Inzae is character driven it is necessary to keep these at a minimum to increase their impact and allow for more in depth role playing.

PART TWO: THE REINTIER

The Reintier refers to a political region and not a specific geographic area. This region roughly coincides with the Halptier and is often used in conjunction with or interchangeably with that designation. The area comprising the Reintier refers to those regions heavily influenced by the culture, economy and military of Bergholt and Firstenfeld. There are other influences as well such as the Izdavertin kingdoms to the south and the small communities of men found along the stretches of unclaimed land near and around the southern periphery of the Reintier.

In brief, the region is dominated by Bergholt and Firstenfeld. These two cities are the most influential mercantile and military communities in the area. Both are engaged in managing the flow of goods from the eastern and western portion of the Interzaa.

either by sea or via the Kambrian Way. Bergholt and Firstenfeld have long been in commercial competition and occasional warfare. Recently, a war between the two witnessed Bergholt's ascension as the more powerful and influential polity.

Though each controls small hinterlands and can field only small military forces and naval forces, each has significant economic influence locally and regionally. Although this might, in many circumstances, allow for a centralization of power, an elaborate system of familial alliances, military alliances, economic consortiums and a long tradition of independence has prevented this occurrence. Between the two cities is an array of small Marks – politically or traditionally independent regions – and cities which wield substantial power through their system of alliances, though little when considered individually.

Most are independent cities with little or no power beyond their very local area while others control large swaths of land. Neither Bergholt nor Firstenfeld have ever been able to bring all or even a significant amount of these cities under their sway; Bergholt due to lack of desire and Firstenfeld due to lack of capacity, though Firstenfeld has had much more success than Bergholt. The recent destruction of Firstenfeld's army has fractured their system of alliances and allowed those cities once under their control to break away and form their own policies. This is leading to ever more conflicts as a new power structure or system of alliances arise.

In addition to these are the Freelancers along the southern periphery of the Reintier. These settlements of small cities and villages are completely independent of one another with no allegiance to Bergholt, Firstenfeld and other cities of the Reintier. Though unaligned and seemingly less powerful, their independence has created some problems in the southern regions of the Reintier as they claim ever larger swaths of land as their own and cause problems with the Izdavertin further south.

The Izdavertin of the southern Reintier are quite fractured and usually of little or no concern to those in north. The Zjerd, Kdyzj, Grijz and Zharj are all separate tribes. Only the Kdyzj are united and even trade with those in the Reintier while the others have warred amongst themselves more often than with the humans and others to their north. Recent developments have, however, lead to open warfare in the eastern Reintier as the Zjerd are uniting and making war to their north.

CITIES OF THE REINTIER

The following is a list of some of the more important cities or locales of the Reintier.

T1 BERGHOLT

Population: 13,000

Government: City Council

Economics: Fishing, transshipment, agriculture, wood, shipping

Religious Centers: House of Heimdel

Military: 400 regular, 1000 militia

Bergholt is a large mercantile city located on the southern coast of the Interzaa. It has become the major transit point

for commercial, intellectual and social exchanges between the eastern and western halves of the world. There is a staggering amount of wealth derived from this trade and this wealth has garnered the city much accidental influence over its neighbors.

This city is located on the south shore of the Interzaa, east of the Vindig River. It is potentially the most powerful political actor in the region but has such a serpentine political system that it is unlikely to ever amount to much more than an economic powerhouse incapable of formulating policy outside its walls and immediate environs.

Bergholt is ruled by the 'Council of Eleven.' The Council of Eleven is composed of a single individual from each of the most powerful 11 families in the city. Ten of those families are merchant families while the eleventh, the Vermasten Family, controls the city's military and police. The Vermasten Family controls neither commercial interests nor do they levy tax but are responsible for collecting it. The Vermasten Family is supported entirely by dispensations from the other ten families. Each of the ten families has monopolized a particular aspect of the city's economy and garners their wealth and power from that control.

All decisions concerning internal or external policy are made by the City Council and a majority vote is required to pass any initiatives. On the ground this has been disastrous to the growth of the individual Families, for if any Family perceives the possibility of another Family gaining more influence, they use everything in their power to halt the initiative. On the other hand, overall the city has grown at a staggering rate. With regards to the Vermasten Family, no Family cares to see them acquire more influence and any military expansion is tightly controlled. The Council's politics have essentially paralyzed any territorial expansion.

Bergholt sits astride the Kambrian Way and is centrally located between the Troke and the Kambrian Mountains. A tremendous amount of merchandise passes between the two and Bergholt acts a central waypoint for this movement of goods. Most ships crossing the southern Interzaa stop in Bergholt for provisioning as do most caravans traveling the Kambria. It is from this movement of goods and provisioning that Bergholt derives much of its wealth. All ships and caravans are taxed for use of the docks or passing through the region. Further, provisioning the caravans and ships has created a boom in the shipping and agricultural industries. Most of the production in the region is geared in this direction.

Bergholt controls those areas in the immediate vicinity of the city and a swath of land extending to near the east bank of the Vindig River. All the towns in this region are aligned to the city through economic treaties, long standing traditions, legal bindings and marriage alliances. Not a few have their own Noble Houses (Adlighausen) who flex their muscles on occasion and often ignore or disobey edicts passed by the Bergholt City Council. Each of the Noble Houses is required to offer services to the City Council several times a year and during times of war they are required to summon local militias for service.

T2 FIRSTENFELD

Population: 16,000

Government: Oligarchy

Economics: Fishing, agricultural, shipping, leatherworks, wool

Religious Centers: House of Heimdel, House of Ane, House of Letario

Education Centers: The Eddenborstall

Significant Guild houses: Shepstern (textile), Kuhstern (leather), Blattstern (dockworkers)

Military: 100 elite, 700 regular, 1600 militia

Firstenfeld is located on the Klittersung River where it empties into the Roteening. This is politically and militarily a very powerful city. It is located on the fertile plains of the Kliitersung River and its environs are peppered with towns and villages. The city is known for its woolen textiles and dominates that market. However, the city is hemmed in by the neighboring territories to the west, the Faaderland and Marlland, both of which have formed elaborate military and economic alliances to counter that of Firstenfeld. To the east of the Roteening river are the traditional allies of Firstenfeld and disparate independent cities. These are less powerful and wealthy than those cities to the west.

Firstenfeld is ruled by Stadtmeister Ludfridis Edling. He is the patriarch of the Edling Family. The Edling Family owns much of the property in Firstenfeld and the patriarch sets and levy's tax, can raise the army, call the militia, and sits as head judge in those cases he deems necessary. He is a virtual monarch in the city, though this is not an inherited post and lacks the legitimacy of a true monarchy. It's a power the Family assumed over time. His power however, is offset by the guild houses, each of which controls significant financial reserves, important commercial connections, regional allies outside the city, and are, in dire emergencies, able to call up their own armed troops.

Decisions regarding the city's commercial, military or political alliances must go through a series of tortuous secret negotiations before being approved. Generally, Stadtmeister Ludfridis is able to cajole the Guild Houses into giving him what he wants, but there are occasions when the Guild Houses oppose him and he bends to their will.

The Guild Houses each control one aspect of Firstenfeld's economy. The most powerful guild is the Shepstern. They control the lucrative woolen trade, the taxes from which bring much wealth to Firstenfeld. Their influence and contacts reach as far away as the Troke. This gives them considerable financial and mercantile power and hence influence within the city. The same can be said of the Kuhstern. The Blattstern controls the docks. They are involved with shipping, packing, and the movement of goods. Their contacts with water born merchants are considerable and they can halt any trade leaving Firstenfeld in a day should they choose.

Economically, Firstenfeld produces more wool than any other area in Inzae of comparable size. Much of the wool is produced by families who live outside the city. The weavers are well renowned for the high quality of their products - be they rugs or smocks - and are highly sought after in the west and east.

The leather makers guild raises cattle specifically for their hides (though dairy and meat are lucrative byproducts). Their products - which range from suits of armor, to chairs, to book covers - are sought throughout much of the western portion of the Interzaa. Additionally, Firstenfeld at one time controlled Fallzingburg on the Kambria and taxed merchants traveling overland across the southern shores of the Interzaa. This tax was a major source of revenue for the Edling Family. Other produce of significance in the region is barley, wheat and apples. The fishing industry also produces much food for the city.

The Eldenborstall is a school and library maintained by the Edling Family. It is one of the few institutions in the region devoted to education. The specialties at the school are philosophy, geography and the natural sciences. The school is associated with the House of Letario. The latter is a religious shrine devoted to the pursuit of knowledge.

Firstenfeld has a strained relationship with its neighbors to the west; the Faaderland and the Marlland. The rulers of Firstenfeld have consistently attempted to expand their influence in these directions but have met with stiff resistance. Despite this, Firstenfeld has slowly been acquiring small tracts of land from them through marriage, economic alliance or, more rarely, military conquest.

T3 BALRODIN

Population: 6,000
Government: Lord
Leader: Shtadmeiter Ibsh vin Bissen
Economics: Fishing, maritime, pottery
Religious Centers: House of Heimdel, Oostermikl
Places of Note: Malrodin, Braken Beerk
Military: 400 regular, 600 militia

Balrodin is a large city located on the periphery of the Roteenzup near the coast. The city is far from the major trading routes but has grown in size due to its safe location and its prodigious harvest from the fisheries off the coast and in the estuary of the Roteening River. Many small villages have cropped up near Balrodin and with Firstenfeld's fall from dominance in the region it has grown in power. Balrodin is only reached via boat or through a series of wood, mud or stone causeways, many of which are heavily guarded and easily defended.

The Oostermikl is a large pottery production center inside the city of Balrodin. It is also the source of much commerce as the



clay vessels produced here are very strong and sought far and wide. The guild running the facility is very influential and plays a major role in the decisions made in the city. The Oostermikl is constructed around a kreut and is run by a guild who have the favor of the Firsmin.

T4 BEZJRIDT

Population: 10,000
Government: Chief
Leader: Unzdl
Economics: Agriculture, trade
Religious Centers: Bit
Places of Note: Agstagl
Military: 2000 regular, 4000 militia

Bezjrdt is the capitol of the Kdyzj. This disparate group of izdadrad is united under a staggering influential chief named Unzdl. His age is unknown but he has managed over the centuries to unite his people and bring them under his sway. They have grown very powerful and wealthy as the trade with those to their north brought them much wealth.

The wealth generated by this trade has allowed Unzdl to gather a rather large and formidable army, but one that he has yet to test in battle. This worries his neighbors to the north, especially since war has broken out between the Zjerd and the human kingdoms north of the Dampfrat. This military also worries Unzdl's kin to the east and west. Its lack of use is causing some growing unrest within the ranks as well as many of the Kdyzj warriors seek to prove their mettle in battle since the war between the humans and the Zjerd began.

Agstagl is a large complex that spans much of the city and is home to the 'clockworks.' Here the many small and large clocks for which the Kdyzj are well known are constructed. These clocks are valued far and wide in the Reintier and beyond. It is rumored to be much more than that though.

T5 DOONENBORG

Population: 3000
Government: Lord
Leader: Jurgen Hollengird
Economics: Fishing, agricultural, shipping,
Significant Guild houses: Lippenspin
Military: 300 regular, 1000 militia

Doonenburg is a military outpost of Firstenfeld. It was constructed a hundred years ago on the west bank of the Roteening on a southern spur of the Biisten. The fortification grew in time such that it now encloses a sizable town. The fort was built as an expansion into the Marland. Its commander is loyal to Firstenfeld as much of its wealth is taken from that city as well.

Most of the inhabitants are engaged in fishing the Roteening and supplying communities near and far with foodstuffs. Though not insignificant, the material wealth derived from this is not enough to support the city. Most all the fishermen belong to the Lippenspin, the guild house which runs the trade and sell of fish and their by-products.

T6 BELZNEMBURG

Population: 300

Government: Stadtmeister

Leader: Stadtmeister Evinnt vin Jokim

Economics: Agriculture, husbandry

Places of Note: None

Military: 10 regular

Belznemburg is important and notable for two reasons. The first is that it has an official representative from Isenburg stationed in the town at all times. Though ostensibly independent, the Stadtmeister always obeys the edicts from Isenburg. There is a small square tower in the town with an attached stable. The patrols from Isenburg station here when they need rest or need to resupply.

Belznemburg is also one of the few locations where there is another crossing of the Vindig. This is done by ferry. A large block house is on the east bank of the river and is occupied nearly year round.

T7 GASTERFELD

Population: 5,000

Government: Lord

Leader: Hersh Von Nedlheim

Economics: Agriculture

Religious Centers: Kreut, House of Heimdel

Military: 100 regular, 200 militia

Gasterfeld sits on the west bank of the Roteening midway to the coast. The unwalled sprawl is more a conglomeration of smaller villages combined into one larger city. Most of the inhabitants make their living off of the river while the remaining is involved in agriculture. In addition to this, many of the inhabitants offer their services aboard seagoing vessels. The city's law is provided by Hersh Von Nedlheim. His soldiery rules with an iron fist but truly only enforces the laws he sees fit to and the one's that help to maintain his power.

There is a Kreut along the western periphery of the city and nearby this is a House of Heimdel. Nedlheim resides in a fortress outside the city proper. It is a fairly lawless place and it is said should one need a crew for nefarious tasks, there are few better places than this to locate ready men.

T8 ISENBURG

Population: 3000

Government: Lord

Leader: Gayorg Von Isen

Economics: Taxation, agriculture

Religious Centers: Hidlinkrug

Places of Note: Vakheesin

Military: 300, 4000

Isenburg is a large fortified castle spanning the Vindig River. This nearly indomitable fortress has stood for ages and has always withstood a direct siege. It is of ancient make, said to have been built by the Trottigen, and is home to the Isen family and their retinue. The Isen family has ruled in that city for many

centuries and its name derives from their rule. It is not a large city, numbering only several thousand inhabitants and having only several small villages in close proximity.

Isenburg's importance is its location along the Vindig River. Almost all the traffic passing over the Vindig goes through Isenburg. There is not a hefty tax, but the sizable amount of traffic generates enough wealth to keep the Isen family stable and its troops and needs well met. Of equal importance is that most of the pilgrims headed north from Bergholt to Kreutzamark pass through Isenburg. The pilgrims are not taxed but the merchants who sell wares to them are and the numerous inns and taverns located on the east side of the river are heavily taxed as well.

The Isen family also has strong ties to the settlements along the west bank of the Vindig River, both to the north and the south. There are a great number of small farming and herding communities that dot the road south and north from Isenburg. Isenburg regularly patrols the road along the Vindig and offers protection and help to those along the river as well. A small tax is levied in return, but this is more voluntary than edict driven. The nature of this relationship keeps the Vindig River settlements loyal to the Isen Family and helps Isenburg exert control in this region. It also affords Isenburg the opportunity to raise a small and powerful militia quickly since there is no shortage of people willing to forego the prospect of death in battle for the nice pay Isenburg offers.

Isenburg only has a small force of several hundred well trained and armored soldiers in garrison and a highly trained and very well armed troop of knights living in the castle. These troops of mounted soldiers range the roads north and south of Isenburg. The militia they call upon is large, numbering several thousand trained and several more thousand untrained. These are led by a loyal and well-trained, select group of knights and professional soldiers. In addition, Isenburg's coffers afford it the opportunity to hire numerous mercenaries or companies to fight for them.

The Hidlinkrug is the bridge over the Vindig. It is broad and wide enough for two or three wagons to cross at the same time. The Vakheesin are the block towers and walls which surround the bridge. There are buildings on either side of the bridge that are reserved for prayers and offerings to the Firsmin. Within the stone superstructure of the bridge are the remnants of the original bridge built by the Firsmin Jogand.

T9 HALPVEG

Population: 2000

Government: Lord

Economics: Stadtmeister Premiger

Religious Centers: Kreut

Military: 200 regular, 20 knights, 200 militia

Halpveg lies on the Kambria midway between the Treklant Creek and the Vindig. The fortification and surrounding community have been here for many centuries. Currently the city is ruled by Baron Premiger. He is an usurper who killed the previous ruler and assumed command of the city. Halpveg controls much of the Elsfeld but not those portions along the

western bank of the Vindig and just south of the Treklant Creek near the Dampfrat. The city is walled with a dozen or more thorps in the vicinity.

Premiger has taken on the habits and legal customs of those in the Troke and Todavia and is transplanting them here. It is not working out as well as he had hoped. Resistance from the locals, temperate at first, is growing more heated. Premiger had decided to solidify the customary and traditional relationship between the rulers of Halpveg and the surrounding communities through the use of taxation, stationing of troops, enforcement of laws and oaths of obedience. The local population at first took these measures in stride, thinking they would abate over time. Enough time has passed and the locals are beginning to take umbrage at the changes. Resistance is again abating since the Zjerd invasion from the south.

As for the relations with Bergholt, Premiger has tried various methods and manners to strengthen those but has found strong personal rejection of himself in the Council of Eleven. The attempt at commercial and military cooperation has failed, but not disastrously. Adding some problems to the issue is the reluctance of the powers in Bergholt to lend Halpveg aid in the war with the Zjerd. This has deeply angered Premiger and his disparaging of the Council is public enough that those in Bergholt know. Premiger intends to enact a heavy cost on Bergholt in the coming years.

T10 JUGENSBORG

Population: 1,000
Government: Lord
Leader: Stadtmeister Veelhilm
Economics: Agriculture, trade, fishing
Religious Centers: Kreut
Places of Note: Boofron, Trastlbeert
Military: 50 regular, 50 militia

Jugensborg is a small town located where the Kambrian Way crosses the Treklant Creek. It is situated on the west side of the creek though there are farmsteads on the east side of the creek. Jugensborg is subject to the rule of Halpveg though this relationship is currently under strain.

The town serves as a transit point and trading/taxation post for goods travelling east to west over the Kambrian Way. It also offers a safe place for travelers to rest. The vast majority of the town serves in one form or another in the above capacities. There are some farmers and fishermen here as well though. Being fairly safe, the area around has several smaller villages and farms which supply the food requirements of the city and the travelers moving through the region.

The Boofron is a trading post known far and wide for the exotic and rare goods for trade. A loose federation of travelers, traders, hunters and adventurers manage the establishment and controls those who are allowed to trade on their premises. The Trastlbeert is a large tavern located in Jugensborg's center. It is capable of holding nearly a hundred occupants and offers

numerous services to travelers who make their way here. It is also the home of Stadtmeister Veelhilm.

T11 KLEDNIJ

Population: 20,000
Government: Chief
Leader: Grodge
Economics: Hunting, agricultural
Religious Centers: Uzil Hrad
Places of Note: None
Military: 2000 regular, 6000 militia

Klednij is the “capital” of the kingdom of the Zjerd. It is a vast and sprawling city located deep in the Dampfrat. The city is comprised of many small single story buildings built mostly out of wood and brick. One of the few exceptions to this is the Uzil Hrad, the fortress and holy site which sits in the center of the city and is the seat of the king of the Zjerd, Grodge.

The city sprawls far and wide around a series of hot pools and geysers. As the land changes shape with time so does the city. It is in a constant state of falling apart and being rebuilt as the ground gives way in one area and many habitations slip into the dismal swamps, typically with several inhabitants. Klednij produces nothing other than just enough food to keep itself from starving.

The Zjerd are traditionally a rather insular lot who fight and war amongst themselves fairly constantly and have not brought war to their neighbors in many centuries. This has recently changed. Grodge has decided that retaking what he believes to be his people's traditional kingdom is his destiny. He now intends to make this happen by bringing war to the north. He is in the process of proving his battle worthiness and is beginning the process of uniting the many tens of thousands of disparate Zjerd under his command.

T12 KREUTZMARK

Population: 500
Government: None
Economics: Pilgrims
Religious Centers: Kreut, House of Heimdel
Places of Note: House of Heimdel, The Vingkreut, Bazzentill

Kreutzmark is possibly the most distant of the human settlements on the Vindig River to the south. It stands at the crux of the Graffenvold's wilderness, human populations and the Zjerd Kingdoms as well as the settled and wilderness areas of the region. Despite this, it is also a fairly safe place. It is considered holy not only by human and dwarf, but by izdadrad and others of that ilk as well. Within the confines of the city, murder is not allowed and most sentient creatures adhere to this rule, at least within the kreut rings. The consequences otherwise can be dire as the Firsmin do not look favorably upon those who desecrate holy ground.

The year-round number of inhabitants at Kreutzmark is little more than five hundred people. During the spring and summer festivals this number can swell to upwards of 10,000 or more. This is when Kreutzmark is also at its most dangerous. There are

petty thieves, scam artists and the like who make their way to the festivals. Some festivals involve engaging in acts of violence as part of the rituals. Though rare, deaths are not unheard of and occur most often during these celebrations.

The House of Heimdel in Kreutzmark is the largest in the entire Halptier. Its five stories stretch nearly 150 feet above the ground. There are no year round caretakers but the place is always home to several dozen of the clergy and is one of the most significant religious centers in the Halptier and beyond. The Vingkreut is a series of kreuts which have been placed around a central Kreut of immense size. This area is where the Firsmin communicate and express their will to men and others. The Bazzentil is a large disc outside Kreutzmark tended by Trottigen Giants.

T13 BRAKSMINDEN

Population: 500
Government: Lord
Leader: Stadtmeistin Himgleerd
Economics: Taxation
Military: 100 regular

Braksminden is a fortification that sits on a cliff above the Kambrian Way. It is located on the east side of the Makling river. The fortification is ancient in origin but has been reshaped over the centuries to fit whomever happens to inhabit it. Currently, Stadtmeistin Himgleerd rules the Braksminden and the surrounding territory. For several decades the leaders of Braksminden have been allied with the leaders of Firstenfeld. However, developments in the past decade have ended that relationship.

Braksminden is independent of any other rulers and controls several of the surrounding villages and thorps. The revenue for the city is derived from the taxation of goods that cross through the city. It is also rumored that the current lord has a secondary and significant income derived from the lords of Bergholt to insure a lack of loyalty to the leaders of Firstenfeld, Halpveg or others.

T14 RALLNINGBERG

Population: 3,000
Government: Lord
Leader: Ingle vin Bassl
Economics: Agriculture
Religious Centers: None
Places of Note: Speengeert
Military: 50 regular, 100 militia

Located in the hinterlands of the Faragea, this city was once a member of Firstenfeld's extended group of allied cities. Ingle vin Bassl was one of the first powerful leaders in the region to break away from Firstenfeld's rule. This has led to numerous small conflicts with Firstenfeld but Ingle called upon some freelancers to the south to help keep the forces of Firstenfeld at bay. It has worked thus far. But he now finds his city squeezed between two powerful forces that threaten to overwhelm his claims.

The Speengeert is a spring enclosed by a massive fortification. It supplies water for the community in times of war or siege, but is

also, as the legends relate, a source of great power for the ruler of the city. It is attended to by an elite organization of soldiers or guardians who also protect the city.

T15 TALLZINGBURG

Population: 4,000
Government: Lord
Leader: Otto vin Puzien
Economics: Agriculture, wool
Religious Centers: None
Places of Note: Aldioznen, Virtmin
Military: 200 regular, 200 militia

This city lies north and east of Firstenfeld along the Kambrian Way. Fallzingburg was a longtime ally of Firstenfeld and acted as a westward fortification and extension of their power. The recent war with Bergholt and Firstenfeld's loss of power in the region has given the ruler, Otto vin Puzien the opportunity to break free of those who once exerted control over his city and his will. Otto has quietly been breaking his ties and gathering forces for a complete break away. This has not gone unnoticed by those in Firstenfeld. The city's influence derives from its location on the Kambrian Way. The city has been here for ages and it has significant monetary resources at its disposal. Currently the city has few troops, but this is being remedied.

The Aldioznen is a stronghold within the city in which a clan of dwarves live. The relationship of these dwarves with others in other locations has offered protection for the city. They are also a significant power to be reckoned with. Virtmin's is a guild of sheepherders. The wool from the outlying villages produces a great deal of wealth for the city and the guild is another node of power in Tallzinburg.

AAGENVES

Population: 300
Government: Lord
Leader: Meister Filmith Vinderboot
Economics: Taxation, mining
Places of Note: Leonhird
Military: 50 regular, 100 militia

Meister Filmith Vinderboot rules Aagenves at the behest of the Council of Eleven in Bergholt. The reality is that Vinderboot is virtually independent of the Council of Eleven and is in the process of declaring his complete independence. He is raising a militia of his own, allowing settlers to move in and taxing the miners and others within his area of influence as he desires.

Other than Vinderboot himself, the most important entity here is the Leonhird consortium. This is a group of merchants and others who finance mining operations in the Unterdrook. They are quickly acquiring a bit of wealth and Vinderboot takes a significant sum from them for protection. This has not gone unnoticed in Bergholt both by its leadership and other consortiums.

APPENDIX A: NPCs

ALFRAD (He is a chaotic neutral, human, 5th level rogue whose vital statistics are HP 20, AC 14 and Move 30. His primary attributes are dexterity, charisma and wisdom. His significant attributes are dexterity 14 and charisma 14. He wears leather armor, carries a cleaver and dirk and 40gp worth of coin and assorted jewelry.)

ARDIN (He is a chaotic neutral, human whose vital stats are HP 41, AC 14 and Move 30 feet. His primary attributes are strength constitution and dexterity. His significant attributes are strength 13, dexterity 13 and constitution 17. He wears hide armor, carries a +2 goupillon and 100gp in coin and jewelry.)

ARNAULT VERMASTEN (He is a chaotic good, human 5th level fighter whose vital statistics are HP 38, AC 15 and Move 30 feet. His primary attributes are strength, dexterity and charisma. His significant attribute is dexterity 16. He wears a chain shirt, carries a goupillon and a dagger. He carries 200gp worth of coin and finery.)

BAGAST, GREEN HAG (She is a chaotic evil, humanoid, whose vital statistics are HP 56, AC22 and Move 30 feet/30 feet swim. Her prime attributes are mental. She attacks with two claws for 1-4+4 damage. Her special abilities are weakness, mimicry, hag covey, darkvision to 60 feet, camouflage and SR 6. She can cast dancing lights, ghost sound, invisibility, pass without trace, change self, speak with monsters, and water breathing twice per day.)

BASTA DAIBINT CHILDREN (These are chaotic neutral, human 1st level rogues whose vital statistics are HP1, AC 11 and Move 30. Their primary attributes are dexterity, strength and charisma. Their significant attribute is dexterity 13. They wear normal clothing and carry knives.)

BATHAZZAR (He is a lawful neutral, human, commoner whose vital statistics are HD 1d6, HP 5 and AC 10 and move 30. His primary attributes are intelligence and wisdom. His significant attributes are intelligence 15 and constitution 14. He wears normal clothing and carries 20gp in coin and jewelry.)

BEKCHVARDEN X6 (These are 3rd level fighters whose vital stats are HP 17 and AC 13. The primary attributes are strength, intelligence and dexterity. They wear studded leather armor and carry club, dagger and mace. They carry 2-12gp in coin or jewelry.)

BORIS (He is Neutral evil, human 5th level rogue /4th level fighter whose vital statistics are HP 29, AC 16 and Move 30. His primary attributes are intelligence, strength and dexterity. His significant attributes are strength 17, dexterity 15 and intelligence 15. He wears studded leather armor and carries dagger, cleaver, expert quality short axe (+2 non-magical), and has 100gp worth of coin and jewelry.)

BRODRIK (He is a lawful evil, human, 7th level monk/6th level fighter whose vital stats are HP 56, AC 17 and Move 30/50 fast movement. His prime attributes are strength, dexterity and

constitution. His significant attributes are strength 14, dexterity 15 and charisma 8. He wears normal clothing and carries +2 cinquedea, a +1 katar, a sap of stunning [acts as a monk's stun attack with a successful hit], and 400gp worth of coin and jewelry. He has a magical tattoo which confers a permanent +2 to his armor class.)

CAPTAIN ASSULBIN RAKER (He is a lawful neutral human 3rd level bard whose vital stats are HP 18, AC 12 and Move 30. His primary attributes are strength, charisma and wisdom. He wears leather armor and carries a scimitar (1-6 damage), one dirk (1-4 damage) and 200 gp in coin and assorted jewelry.)

DEETRIK (He is a lawful neutral, human 6th level cleric whose vital stats are HP 47, AC 17 and Move 30. His prime attributes are wisdom, charisma and constitution. His significant attributes are wisdom 14 and charisma 14. He wears +1 cuir bouille, +2 smock of protection, a circlet of persuasion and carries a +2 mugdar of faith [casts sound burst upon successful hit], +1 mace, staff and carries 500gp in coin and jewelry. He can cast the following spells; 0- create waterx2, endure elements, first aid x2, light. 1st- bless, command, shield of faith, 2nd- aid, hold person, spiritual weapon, 3rd- cure serious wounds, prayer.)

DEREK (He is a neutral evil, human 4th level fighter whose vital statistics are HP 30, AC 14 and Move 30. His primary attributes are strength 14 and charisma 15. He wears studded leather armor, carries a cleaver and a club and has 50gp worth of coin and jewelry.)

DOGS X3 (These are neutral, animals whose vital stats are HD 3d6, HP (17, 17, 15), AC 12, and move 40. Their primary attributes are physical. They attack with a bit for 1-6 damage. Their first attack is an overbearing attack. If the overbearing attack is successful they receive another attack as if against a prone individual.)

DRESKL (He is a lawful neutral commoner whose vital stats are HP 5 and AC 10. His primary attributes are intelligence and dexterity. His significant attributes are intelligence 14 and dexterity 17. He wears merchant clothing and carries 100 gp in coin and jewelry.)

DRIUS (He is a level 1 commoner whose vital stats are HD 1d6, HP 5 and AC 10. His prime attributes are intelligence and wisdom. His significant attributes are wisdom 15 and intelligence 17. He carries 25gp worth of coin and jewelry. He also carries a diadem of gargoyle summoning used exclusively for the gargoyles in the Gilderflore. All plant identification checks are made at +6).

DWARVEN GUARD X8 (These are lawful neutral, dwarven 4th level fighters whose vital statistics are HP 36, AC 17 and Move 20. Their primary attributes are strength, constitution and dexterity. Their significant attributes are strength 17, dexterity 16, and constitution 16. They wear chain mail and shield. Their weapons are a warhammer and flanged mace. They have 100gp in coin and jewelry.)

EDLENMARK (He is a chaotic neutral, human 4th level ranger whose vital statistics are HP 27, AC 13 and Move 30. His primary attributes are strength, wisdom and dexterity. His significant attributes are strength 13, dexterity 14, and charisma 13. He wears leather armor, carries a dagger, dirk and has 25gp worth of coin and jewelry.)

ERDRIK (He is neutral good, human, 4th level fighter/3rd level cleric whose vital stats are HP 39, AC 16 and Move 30 feet. His prime attributes are dexterity, wisdom and charisma. His significant attributes are dexterity 17 and charisma 13. He wears cuir boille and carries a short sword and +3 cinquedea (Italian short sword) and 300gp worth of coin and jewelry.)

EVANNA ROTHENHEIMER (She is a lawful neutral 3rd level fighter whose vital statistics are HP 14, AC 14 and Move 30 feet. Her primary attributes are intelligence, wisdom and charisma. Her significant attributes are dexterity 17, constitution 15, intelligence 16 and charisma 18. She wears leather armor beneath her clothing, carries a +1 dirk, a necklace of protection +1 and 500gp worth of coin and jewelry.)

FELMA (She is a chaotic good, human, 7th level thief whose vital stats are HP 22, AC 13 and Move 30. Her primary attributes are charisma, dexterity and intelligence. Her significant attributes are charisma 13 and dexterity 18. She wears normal clothing, carries an expert quality dirk (+3 non-magical) and has 200gp worth of coin and jewelry.)

FINDLEBOONT ENFORCEMENT X4 (These are chaotic neutral, human 3rd level fighters whose vital statistics are HP 18, AC 13 and Move 30. Their primary attributes are strength, constitution and dexterity. Their significant attributes are strength 16 and dexterity 13. They wear leather armor, carry clubs and daggers and have 3-30gp in coin and jewelry on their person.)

FINDLEBOONT RUFFIANS X3 (These are chaotic neutral, human commoners whose vital statistics are HP 9, AC 10 and Move 30. Their primary attributes are strength and constitution. Their significant attribute is strength 14. They wear common clothing, carry clubs and have 1-6gp in coin and jewelry.)

FINNEAS (He is a neutral, human, commoner whose vital statistics are HD 1d6, HP 3, AC 10 and Move 30. His primary attributes are intelligence, wisdom and constitution. His significant attribute is intelligence 17. He wears normal clothes, carries no weapons and has 50gp worth of coin and jewelry.)

FORMISEN (He is a lawful good, human, commoner whose vital statistics are HP 7, AC 10 and Move 20 feet. His primary attributes are constitution and intelligence. His significant attribute is intelligence 16. He wears cloths pertaining to his station and carries 500gp in coin and jewelry.)

FREEDREEK MITTLBARROV VON ESTERHEIM (He is a lawful neutral, human 6th level fighter whose vital statistics are HP 51, AC 17, and Move 40. His primary attributes are strength, wisdom and intelligence. His significant attributes are

strength 17, dexterity 18, intelligence 16 and wisdom 13. He wears an expert quality leather jerkin +2 (non-magical) and boots of speed giving a +10 to movement. In combat he uses a scimitar of slicing causing +4 damage, a dirk of piercing giving a +3 to hit all metal armors and a baton of stunning whereby once someone is hit they must make a constitution check or be stunned the following round. He carries 300gp worth of coin and jewelry.)

FORGORIN HUMAN CREW X 10 (These are lawful neutral, 2nd level fighters whose vital statistics are HP 15, AC 14 and Move 30. Their primary attributes are strength, dexterity and constitution. Their significant attributes are strength 14 and dexterity 13. They wear studded leather armor and carry scimitar, dirk, club and 1-10gp in coin and jewelry.)

GAORG (He is a neutral evil, human, 7th level assassin whose vital statistics are HP 36, AC 18 and Move 30. His primary attributes are dexterity, intelligence and wisdom. His significant attributes are dexterity 17, intelligence 16, wisdom 14 and constitution 13. He wears leather armor +3 non-magical, has a dagger of venom, a club +2 to hit and damage, and 280gp in coin and jewelry on his person. He has access to types I-II poisons.)

GARGOYLES X6 (These chaotic evil, monstrous humanoids vital statistics are HD 5d8, HP variable, AC 16 and Move 45/75 feet. Their primary attributes are physical. They attack with 2 claws for 1-3 points of damage, a bite for 1-6 damage and a gore for 1-4 damage. Their special abilities are darkvision and freeze.)

GERALD (He is a neutral, human, 3rd level rogue whose vital statistics are HP 13, AC 11 and Move 30 feet. His primary attributes are dexterity, constitution and intelligence. His significant attribute is dexterity 13. He carries a dagger and 5gp in coin.)

GROODZ (He is a chaotic neutral, izdadrad whose vital statistics are HD 1d6, HP 5, AC 12 and Move 30. His primary attributes are mental. He can attack with a club for 1-2 damage. He owns nothing.)

HEDVIKA, ANNIS HAG (This chaotic evil, humanoid's vital stats are HD 7d8, HP 39, AC 20 and Move 40 feet. Its primary attributes are mental. It attacks with two claws for 2-8 damage each and a bite for 1-6 damage or by weapon type. Its special abilities are improved grab, rend, darkvision to 60 feet, and an SR 7 versus illusions or illusory effects. It can cast the following spells twice per day: fog cloud and change self. She carries a hag eye, candle of invocation, bones of communing, herbs for spells, 150gp in scion and eight small gems. See Hedvika's Squalor for more details on her possessions.)

HEXENTOTERS X4 (These are lawful neutral, human 3rd level assassin /3rd level clerics whose vital statistics are HP 22, AC 16, and Moe 30. Their primary attributes are dexterity, wisdom and charisma. Their significant attributes are dexterity 16 and wisdom 14. They wear leather armor +3 non magical. Their weapons are carry daggers, knives and hand axes. They

have 25gp in coin and jewelry. They can cast the following level spells: 0x4, 1x3, 2x1.)

HINDLAMN (He is a lawful evil, human 9th level assassin whose vital statistics are HP 41, AC 19 and Move 30. His primary attributes are dexterity, intelligence and charisma. His significant attributes are dexterity 16, constitution 14 and intelligence 16. He wears bracers of defense +4 and a cowl of protection +5. In combat he uses a dagger of deflection allowing him to avoid one blow every third round he is in combat and a dirk of bleeding causing the person successful struck to suffer a loss of 2 hit points every round after the first. He carries 10gp in coin and jewelry and coin.)

HOONAH (She is a chaotic neutral, human 3rd level rogue whose vital statistics are HP 7, AC 11 and Move 20. Her primary attributes are dexterity, wisdom and constitution. Her significant attribute is constitution 13. She wears padded armor and carries a dagger and club and has 150gp worth of coin and jewelry.)

HORACE (He is a lawful neutral, human, 4th level fighter whose vital statistics are HP 22, AC 12 and Move 30. His primary attributes are strength 14, dexterity 13 and intelligence 14. He wears padded armor and carries a dirk and baton. He has 25gp worth of coin and jewelry on his person.)

IZDADRAD X5 (These chaotic evil humanoid's vital stats are HD 1d6, HP variable, AC13 and Move 30. Their primary attributes are physical. They carry short swords, small crossbows, wear reinforced leather armor and carry 2-10sp worth of valuables.)

JAZRIM CHIEF (This chaotic evil humanoid's vital stats are HD 4d10, HP 37, AC15 and Move 30. His primary attributes are physical. He carries an expert quality scimitar +3 (non-magical), dirk, and wears reinforced leather armor +3 and carries 120gp worth of valuables.)

JAZRIM CREW X 8 (These chaotic evil humanoid's vital stats are HD 1d10, HP variable, AC13 and Move 30. Their primary attributes are physical. They carry scimitars, small short bow, wear reinforced leather armor and carry 2-40sp worth of valuables.)

JKIM (He is a chaotic neutral, human 2nd level fighter whose vital statistics are HP 13, AC 12 and Move 30 feet. His primary attributes are strength, dexterity and charisma. His significant attribute is charisma 13 and dexterity 13. He wears leather armor and carries a poignard and 50gp worth of coin and jewelry.)

JUFF VON BESSLHIM (He is a lawful neutral, 5th level bard whose vital stats are HP 36 and AC 13. His primary attributes are charisma, dexterity and wisdom. His significant attributes are charisma 16, dexterity 14 and intelligence 13. He wears leather armor, normal clothes, carries an expert quality dirk with a non-magical +1 to damage and has 40gp in coin and jewelry.)

KARL VIN MARLBOR (He is a lawful neutral, 7th level bard whose vital stats are HP 52 and AC 12. His primary attributes

are charisma, dexterity and intelligence. His significant attributes are charisma 17, dexterity 15 and intelligence 16. He wears leather armor, normal clothes, carries a baton and has 120gp in coin and jewelry.)

KASY MEMBERS X5 (These are chaotic neutral, human commoners whose vital statistics are HD 1d6, HP 3, AC 10 and Move 30. Their primary attributes are charisma and constitution. Their significant attributes are charisma 13. They wear normal clothing, carry daggers and 1-6gp in coin and jewelry.)

KLANKJUNGERS THIEVES (These are neutral, human, 2nd level rogues whose vital statistics are HP 13, AC 12 and Move 30. Their primary attributes are dexterity, charisma and constitution. Their significant attributes are dexterity 13. They wear nnormal clothing and carry dirk and club and have 10gp worth of coin and jewelry.)

KNOT CREW LEADER (He is a chaotic neutral, human, 5th level barbarian whose vital statistics are HP 48, AC 15 and Move 30. His primary attributes are strength, constitution and dexterity. His significant attributes are strength 15, dexterity 18 and wisdom 14. He wears leather armor and carries spikes club and cleaver +1 to hit and +3 to damage. He has 75gp worth of coin and jewelry.)

KNOT CREW X4 (These are chaotic neutral, 4th level fighters whose vital statistics are HP 28, AC 14 and Move 30. Their primary attributes are strength, dexterity and constitution. Their significant attributes are strength 16 and dexterity 16. They wear leather armor and carry a dirk, club and 20-40gp in coin and jewelry.)

KNOT CREW X6 (These are chaotic neutral, 3rd level fighters whose vital statistics are HP 16, AC 13 and Move 30. Their primary attributes are strength, dexterity and constitution. Their significant attributes are strength 13 and dexterity 13. They wear leather armor and carry a dirk, club and 1-20gp in coin and jewelry.)

KNOT CREW X12 (These are chaotic neutral, 2nd level fighters whose vital statistics are HP 12, AC 12 and Move 30. Their primary attributes are strength, dexterity and constitution. Their significant attributes are strength 13. They wear leather armor and carry a dirk, club and 1-10gp in coin and jewelry.)

LAMMART (He is a neutral, human, commoner whose vital statistics are HP 7, AC 11 and Move 30 feet. His primary attributes are constitution and intelligence. He wears clothes befitting his position and carries a poniard, 300gp worth of coin and jewelry.)

LAMPREKT (He is a chaotic neutral, human, 6th level bard whose vital statistics are HP 36, AC 14 and Move 30 feet. His prime attributes are charisma, wisdom and dexterity. His significant attributes are dexterity 13 and charisma 16. He wears leather armor, +1 amulet of protection, boots of speed, +3 karambit, trident dagger, choker of odes [confers a 2 level bonus to all charisma based bard abilities] and 700gp in coin or jewelry.)

LOGARTHAN (He is a neutral commoner, whose vital statistics are HD 1d6, HP 4, AC 11 and Move 20. His primary attributes are dexterity and intelligence. His significant attribute is dexterity 13. He wears normal merchant's clothing. He carries 50gp in coin and jewelry.)

LUDEMAN (He is a chaotic neutral, human 10th level fighter whose vital stats are HP 68, AC 12-20 and Move 30. His primary attributes are strength, constitution and charisma. His significant attributes are strength 18, dexterity 16, Wisdom 16 and charisma 15. He has access to all types of armor and enhanced armors up to +3. He has access to numerous weapon of his fighting style with up to +4 enhancements. He is very wealthy.)

MAKRIT, NIGHT HAG (She is a neutral evil, extraplanar; whose vital statistics are HP 48, AC 22 and Move 20 Feet. Her primary attributes are mental. She attacks with two claws for 1-2+2 damage. Her special abilities are dream haunting, immunity to fire, cold, charm, sleep, fear and SR 10. She can cast improved magic missile and ray of enfeeblement three times a day. She can cast ethereal jaunt, detect alignment, polymorph self, great sleep and gate once a day.)

MARLOT (She is a chaotic neutral, human 3rd level rogue whose vital statistics are HP 15, AC 11 and Move 30. Her primary attributes are dexterity, charisma and wisdom. Her significant attributes are dexterity 14, charisma 16, intelligence 14 and wisdom 15. She wears normal and carries a dirk. She has 21gp.)

MARTIN DE BINS (He is a neutral, human, 9th level assassin whose vital stats are HP 48, AC 23, and Move 30 feet. His primary attributes are dexterity, wisdom and charisma. His significant attributes are dexterity 18, charisma 17 and wisdom 17. He wears +4 leather armor, two +2 arm bands of protection, and whatever clothes he desires per circumstance. He carries a +3 dagger of venom, a +2 dagger of sharpness, +2 trident dagger, gloves of spider climbing, a medallion of darkvision to 120 feet and a hat of disguise.)

MARTOOF (He is a neutral, human 5th level ranger/2nd level rogue whose vital stats are HP 43, AC 15 and Move 30 feet. 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 a robe of deflection which provides a +2 to his AC versus missile weapons.)

MAURIK (He is a chaotic good, human, 7th level thief whose vital stats are HP 20, AC 12 and Move 30. His primary attributes are charisma, dexterity and wisdom. His significant attributes are wisdom 15 and dexterity 15. He wears normal clothing, carries an expert quality poignard (+2 non-magical) and has 300gp worth of coin and jewelry.)

MEERNA (Se is a lawful neutral, human, commoner whose vital statistics are HD 1d6, HP 3 and AC 10 and move 10. Her primary attributes are intelligence and wisdom. His significant attribute s intelligence 17. She wears normal clothing and carries 20gp in coin and jewelry.)

MEISTER FRANZ OORDENGURD (He is a 5th level fighter whose vital stats are HP 35 and AC 16. His primary attributes are strength, intelligence and wisdom. His significant attributes is strength 14, dexterity 16 and intelligence 16. He wears a scale mail jerkin and carries a dagger, longsword, and spear.)

MILDRED (She is a lawful neutral, human, commoner whose vital stats are HP2, AC 10 and Move 10. Her primary attributes are intelligence and wisdom. Her significant attributes are intelligence 16 and wisdom 15. She wears clothes pertaining to her station and carries 100gp in jewelry and coin.)

NANA (She is a lawful good, human, commoner whose vital statistics are HD 1d6, HP4, AC 24, and Move 20. Her prime attributes are wisdom and dexterity. Her significant attributes are dexterity 18 and wisdom 17. She wears normal clothing and has 1gp in coin on her. Her special abilities are Hildir's Shield (grants a +14 bonus to armor class. Any weapon striking the protected person must make a saving throw at a -10 penalty or shatter and do no damage) and can detect Hildir's favored allowing her to determine if a person serves Hildir's purpose.)

NODAL (He is chaotic neutral, human 2nd level rogue whose vital statistics are HP 6, AC 12 and Move 30. His primary attributes are dexterity, wisdom and intelligence. His significant attribute is intelligence 16. He wears leather armor, carries a club and knife and has 10gp in coin and jewelry.)

NORLIANA BONHORST (She is a lawful evil, human, 6th level rogue/4th level illusionist whose vital stats are HP 19, AC 17 and Move 30 feet. 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)

PATER (He is a chaotic neutral, human 2nd level barbarian whose vital statistics are HP 21, AC 12 and Move 30. His significant attributes are strength 13, constitution 19 and charisma 15. He wears leather armor. His weapons are a hand axe and dagger. He carries 50gp worth of coin and jewelry.)

PILGRIMS (These are neutral, human, commoners whose vital statistics are HD 1d6, HP 4, AC 10 and Move 30. Their prime attributes are dexterity and constitution. They carry clubs and knives and 1gp in coin and jewelry each.)

PRIESTS X12 (These are lawful neutral, human, 4th level clerics whose vital statistics are HP 20, AC 12 and Move 30. Their primary attributes are wisdom, intelligence and charisma. Their significant attributes are wisdom 14 and intelligence 14. They wear leather armor and have 10-20gp in con and jewelry. They can cast the following spells; 0 lvl-4, 1st-3, 2nd-2.)

RADULFZ (He is a chaotic neutral commoner whose vital statistics are HD 1d6, HP 5, AC 10 and Move 20. His primary attributes are intelligence and wisdom. His significant attribute is intelligence 14. He wears normal clothing and carries 100gp worth of coin and jewelry.)

RADULFZ'S BODYGUARDS X2 (These are 3rd level fighters whose vital stats are HP 22 and AC 14. The primary attributes are strength, intelligence and dexterity. Their significant attribute is strength 17. They wear studded leather armor and shield and carry a dagger, mace and axe. They carry 2-20gp in coin or jewelry.)

RALDO (He is a lawful neutral, human, 4th level magic user whose vital statistics are HP 12, AC 12 and Move 30. His primary attributes are intelligence, wisdom and charisma. His significant attributes are intelligence 13 and dexterity 14. He wears padded armor. He carries an expert quality dagger (+2 non-magical) and a ring of the ram with 23 charges. He has 75gp in coin and jewelry.)

SARA (She is a neutral, human 1st level rogue whose vital statistics are HP 3, AC 10 and Move 30. Her primary attributes are dexterity, charisma and wisdom. Her significant attributes are charisma 15, intelligence 14 and wisdom 13. She wears normal clothing, carries a dagger and 10gp in coin and jewelry.)

SHPINTESHAY ROGUES X12 (They are neutral, human 1st level rogues whose vital statistics are HP 3, AC 11 and Move 30. Their primary attributes are dexterity, and wisdom. Their significant attribute is dexterity 15. They wear normal clothing, carry daggers and 10gp in coin and jewelry.)

TANUT (He is a neutral evil, human, 3rd level fighter /2nd level rogue whose vital statistics are HP 20, AC 13 and Move 30. His primary attributes are strength, dexterity and charisma. His significant attribute is charisma 15. He wears reinforced leather armor and carries a short sword and dirk and has 30gp in coin jewelry.)

TENDEMON (This lawful evil, magical beast's vital stats are HD7d8, HP 50, AC 21 (26) and Move 40 feet. Its primary attributes are physical and mental. It attacks with two claws for 1-4 damage, a bite for 1-6 damage or by weapon type. Its special abilities are detect thoughts, change shape, darkvision to 60 feet, and immunity to magic, blessed invulnerability and an SR 16. It can cast spells as a 5th level magic user and 1st level cleric. Please see Tendemon's Library for information on the items she can avail herself to in combat or otherwise.)

THUGS X9 (These chaotic evil, human 4th level fighters vital stats are HP (24, 28), AC 14 and Move 30 feet. Their primary attributes are strength, constitution and dexterity. Their significant attributes are strength 14 and dexterity 13. They wear hide armor. They carry clubs and dirks and 5gp each in coin and valuables.)

TOTENMONGER X12 (These are neutral, human 3rd level clerics whose vital statistics are HP15, AC 11 and Move 30 feet. Their primary attributes are wisdom, strength and dexterity. Their significant attribute is strength 13. They wear reinforced cloaks, carry a knife and 1-10gp in coin.)

UBERT VON BECK (He is a lawful evil, human 9th level fighter/7th level rogue whose vital stats are HP 72, AC 18 and Move 40. His primary attributes are dexterity, intelligence and

charisma. His significant attributes are strength 14, dexterity 17, intelligence 14, wisdom 16 and charisma 15. He wears +2 leather armor, +2 bracelet of protection, +1 ring of protection, +1 belt of protection, a +2 Kard of slicing [+4 damage], a +1 trident dagger, a pendant of spell resistance +3 and carries 1000 gp worth of coin and jewelry. In addition, Ubert has access to those items in his personal chamber.)

UBERT'S CREW, FIGHTERS X10 (These are chaotic neutral, human, 1st level fighters whose vital stats are HP 7, AC 13 and Move 30 feet. Their primary attributes are strength, dexterity and constitution. Their significant attributes are dexterity 14. They wear leather armor and carry dirks (1-4 damage), saps (1-3 subdual damage) and 1-4gp worth of coin.)

UBERT'S CREW, FIGHTERS X10 (These are chaotic neutral, human, 2nd level fighters whose vital stats are HP 16, AC 14 and Move 30 feet. Their primary attributes are strength, dexterity and constitution. Their significant attributes are strength 14 and dexterity 14. They wear studded leather armor and carry dirks (1-4 damage), saps (1-3 subdual damage) and 1-6gp worth of coin.)

UBERT'S CREW, CORPORALS X5 (These are chaotic neutral, human, 3rd level fighters whose vital stats are HP 24, AC 15 and Move 30 feet. Their primary attributes are strength, dexterity and constitution. Their significant attributes are strength 14 and dexterity 15. They wear cuir bouille armor and carry dirks (1-4 damage), saps (1-3 subdual damage) and 1-10gp worth of coin.)

UBERT'S SERGEANT X1 (He is a chaotic neutral, human, 5th level fighter/2nd level rogue whose vital stats are HP 40, AC 17 and Move 30 feet. His primary attributes are strength, dexterity and intelligence. His significant attributes are strength 16, dexterity 17 and intelligence 14. He wears a chain mail shirt, a +1 belt of protection, and cloak. He carries a large flanged mace for 1-6 damage and +1 to hit versus any armor type, a dirk, and 80gp in coin and jewelry.)

UBERT'S CREW, MERCHANT X15 (These are neutral human 0 level commoners whose vital stats are HD 1d6, HP 4, AC 11 and Move 30. Their primary attributes are dexterity. They carry clubs (1-4 damage) or knives (1-3 damage) and carry 1-4gp in coin or valuables.)

UFALF (He is a commoner whose vital stats are HP 6 and AC 11. His primary attributes are strength and intelligence. His significant attributes are strength 15, dexterity 13 and intelligence 17. He wears padded armor or normal cloths, carries a dirk and 200gp in coin and jewelry.)

VANDL (He is a chaotic neutral, human 3rd level rogue whose vital statistics are HP 14, AC 12 and Move 30. His primary attributes are dexterity, intelligence and charisma. His significant attributes are dexterity 13 and charisma 17. He wears padded armor and carries a dirk. He has 12gp.)

VARGILKEN (As a human he is a 5^{neutral} 5th level rogue whose vital statistics are HP 21, AC16 and Move 30. His

prime attributes are constitution, dexterity and intelligence. His significant attributes are dexterity 17, constitution 14 and intelligence 15. He carries a +3 dirk and a short spear. He wears a leather jerkin +2 non-magical. He carries 3-60gp in coin and jewelry. He owns a pipe of the sewers.

As a werecat he is a medium sized, neutral shapechanger who vital statistics are HD 4d8, AC 16 and Move 40 feet. Its prime attribute are physical. It attacks with 2 claws for 1-3 damage and a rake for 1-4 damage. Its special attack is rake. Its special abilities are curse of the lycanthrope and twilight vision.)

VARJIS (He is a neutral good, human 12th level fighter whose vital stats are HP 100, AC 13-22 and Move 30. His primary attributes are strength, constitution and intelligence. His significant attributes are strength 17, dexterity 18, Intelligence 16, constitution 15 and Wisdom 14. He has access to all types of armor and enhanced armors up to +4. He has access to numerous weapon of his fighting style with up to +4 enhancements. He is very wealthy.)

VEERDINKTER GUARDS X2 (These lawful evil, human 4th level fighters vital stats are HP (30, 36), AC 18 and Move 20 feet. The primary attributes are strength, constitution and dexterity. Their significant attributes are strength 14 and dexterity 15. They wear leather armor with breastplates, helm and shield. They carry small well-crafted scimitars (+2 to hit and damage), dagger x2 and 10gp each in coin and valuables.)

VERMASTEN GUARDS X10 (These are lawful neutral, 3rd level fighters whose vital statistics are HP 25, AC 16 and Move 30. Their primary attributes are strength, dexterity and constitution. Their significant attributes are strength 14, dexterity 14 and constitution 14. They wear chain hauberks and carry bardiche, goupillon, dirk and 10-20gp in coin and jewelry.)

VILLAM (He is a lawful neutral, human 6th level rogue whose vital statistics are HP 19, AC 14 and Move 30. His primary attributes are dexterity, charisma and intelligence. His

significant attribute is dexterity 18. He wears padded armor, carries 3 throwing daggers and a dirk and has 75gp worth of coin and jewelry.)

VINSEL (She is a chaotic neutral, human 3rd level rogue whose vital statistics are HP 10, AC 10 and Move 30. Her primary attributes are dexterity, wisdom and charisma. Her significant attribute is wisdom 13. She carries a poisoned dagger and sap and has 45gp worth of coin and jewelry. The poison causes paralysis for 1-6 in a constitution save is unsuccessful.)

VINST, KLOOTER AND SOT (These are neutral evil, human, 1st level rogues whose vital statistics are HP 5, AC 12 and Move 30. Their primary attributes are dexterity, charisma and strength. They wear leather armor, carry dirks and clubs and have 5gp worth of coin and jewelry.)

WERERATS X6 (These lawful evil shapechangers' vital statistics are HD 3d8, HP variable, AC 17 and Move 30/40/20. Their primary attributes are physical. They attack by weapon type or bite for 1-8 damage. Their special abilities are curse of lycanthropy, disease, alternate form, regeneration, rat empathy and twilight vision)

WINFRID (She is a chaotic neutral, human 4th level rogue whose vital statistics are HP 16, AC 14 and Move 30. Her primary attributes are dexterity, intelligence and constitution. Her significant attribute is dexterity 16. She wears leather armor and carries a dirk +2 non-magical. She has 22gp.)

YURDIS (He is a lawful good, human, 12th level magic user whose vital statistics are HP 34, AC 22, and Move 40. His primary attributes are intelligence, wisdom and charisma. His significant attributes are intelligence 19, wisdom 17, dexterity 16, charisma 17 and constitution 14. He wears a diadem of protection +4, a shirt of damage absorption (1d6 per hit), a ring of deflection +4 to AC, and a belt of invulnerability +2 to AC. He has a staff of the Magi. He carries 500gp worth of coin and jewelry at all times.)

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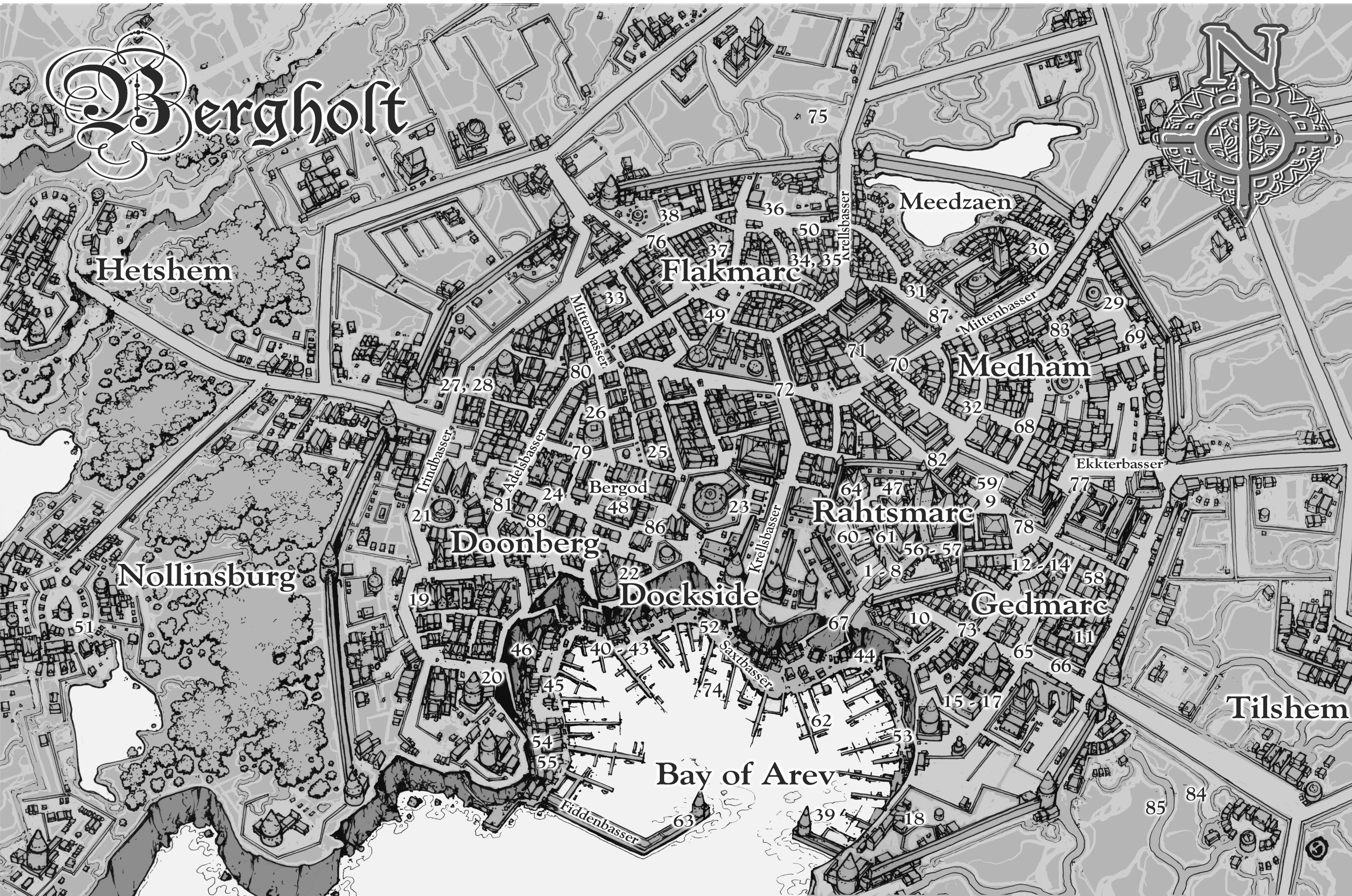
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