

CASTLES & CRUSADES®

FREE CITY OF ESKADIA
JACK OF LIES

CASEY W CHRISTOFFERSON



UNITED

DIRTY BOWBE'S
ROADHOUSE

CHY OF
BROCK

WITCH FENS

RUINS OF
BORTENSH

YERGACH'S
HAMMER



FREE CITY OF ESKADIA

THE JACK OF LIES

BY CASEY W. CHRISTOFFERSON

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The Jack of Lies

*In the City of Danger where life is cheap
Assassins hunt and deadly cultists creep
Dockside owned by middling thief,
All do suffer and drown in hopeless grief.
Life is hard they say, out on these streets.*

•
*A prince ignores the cries of the poor
Noble suits openly wage their alley wars
Laws have failed and righteous gods ignore,
Leaders fueled with demon dust and par-
amours.*

Are there no heroes in Eskadia anymore?

•
*Into the Maelstrom strides the Jack of Lies
The faceless poet deftly plans his rise.
Revenge upon those he has long despised.
A plot to bring about their mighty fall.*

•
*The city begs of him, "Jack what is the call?"
The Jack replies. "With patience friends, we
kill them all."*

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CHAPTER 1— PROLOGUE



The man passed the group waiting their turn to be searched by the shore patrol as they disembarked their ship. They smelled with the stink of the sea, and their flesh was sunburned and wind burned and each seemed as if they longed for a bath and a drink of water rather than the harassment of the harbormaster. Smiling a moment, the man stopped and gave a word to the harbormaster who nodded and left.

“Welcome friends to lovely Eskadia,” the man said twisting a lock of silver hair behind his ear to reveal its gentle point. “I see you have arrived upon my passage back to the mainland.”

The group eyed the man up and down and said nothing save thanks for freeing them of their issue with the tax taker.

“Trust you to watch your back, never go into this city without a sharp blade hid upon your body or tied to your waist. Look to the guards only with their hand out for a bribe, and never, never, never, insult a noble or a middle man!” With that the man chuckled and bowed. Turning on his toe in a sharp pirouette he tossed a leather pouch of coins to the ships captain and made his way to the stateroom without another word.

The group looked at each other as they pondered the bard’s curious warning. Turning their eyes back to the bustling dock ahead they noted a half dozen cruel eyed youths bearing heart designs upon their tunics and worked with gilt into the hilts of glinting steel that filled their fists.

“You there,” a brazen bully called. “You bear no badge of our house foreigner. Perhaps you have coin that will buy your stay in our city?”

Guardsmen up the street walked off, and the band turned to one another and sighed, loosening their blades in their scabbards and tongues in their mouths for spells. So much for a foray to Eskadia!

6 CASTLES & CRUSADES

USING THE WORLD OF AIHRDE

If you are placing the Free City of Eskadia or the Haunted Highlands in the world of Aihrde you have several choices.

USING JUST THE CITY

Eskadia, The Jewel of the North, The Jack of Lies serves perfectly as one of the Hanse Cit States. These cities rest upon the southern shores of the Inner Sea, which itself lies in northern reaches. The cities are controlled by merchants, guilds, tradesmen, freebooters, and the same folk one encounters in Eskadia. It is up to the Castle Keeper to physically place the town; however, Fiume is the best choice. The CK need not worry about nomenclature, for in Aihrde many regions have multiple names given to them by the dwarves, elves, various humans etc. Fiume is one of the oldest cities in the region, tracing its lineage to the days of the Ethrum ascendency; Eskadia is the name used for the city by the Trade Guilds and its use has been spreading for some time.

USING THE HAUNTED HIGHLANDS

As noted on the supplied map the City of Eskadia is separated from the Haunted Highlands by about 250 miles. The Highlands themselves comprise about 250 square miles of terrain, the map continues south into the realm of Rodensia. Fitting this vast swath of country into the Lands of Ursal is difficult unless one shrinks the distances. However, in keeping the integrity of Casey’s distances intact, it is best to place the Highlands and City out of the Lands of Ursal, using them to detail regions of Aihrde that want for more exploration.

In the far west lies the ruins of the powerful colony of refugees, Solarian. Here people who had fled the Winter Dark fought on through the long cold centuries. But they built a network of smaller towns and colonies along the coast; they traded with the people who had long dwelt in the region. Three human tribes originated from these regions, the Engale, Ethrum and Aenocians and the Solarians began a brisk trade with them. One of the largest and most prosperous of the cities that Solarians traded with was the Free City of Eskadia that sat north of the Haunted Highlands, which in turn lay to the north by several hundred miles of the Colony.

When the Colony fell apart after the Winter Dark Wars and lay in ruins the trade to the south broke up, but many peoples who did not return to the Lands of Ursal spread out, mingling with the many smaller realms of the Engale in the region dubbed Rodensia and the Haunted Highlands.

CHAPTER 2 – ESKADIA BACKGROUND



One of the most powerful of the western City-States, Eskadia has the singular distinction of being one of the deadliest cities in all of world. Trade barons and guild-masters constantly vie for power and control over shipping and rights to raw materials. Sweatshops and workhouses crank out finished goods and crafts to be traded and sold throughout the continent. Every guild-master seeks to be an officially recognized representative to the Western League, and earn the coveted title of Prince of Eskadia.

The job of Prince although not necessarily a hereditary, one currently belongs to Prince Cordero DellaMatta. The DellaMatta family has held the title of Prince of Eskadia for over 30 years. Prince Cordero is master of the very powerful Usurer's Union. All taxes and trade are administered in some way shape or form by the Usurer's Union, whose tax revenues provide for civic building programs and pay Eskadia's dues to the Western Defense League, providing naval, troop, and monetary support whenever called upon to crush a large humanoid incursion.

Of course, Eskadia did not get its reputation because of the petty squabbling of its craftsmen and merchants. Eskadia has a long and storied history as a center of underworld

activity, cult worship, and black magic. The Knives of Shambere, Cult of Night, The Middlemen, and the Legion of Swords all have strongholds within its high stone walls. While some of these groups, such as the Legion of Swords work above boards, the Knives of Shambere and Cult of Night wizard-priests remain in the shadows. Each of these powerful groups feasts upon the constant discord of Eskadia like a parasite. The Legion of Swords extorts huge amounts of gold from the citizenry of Eskadia for "protection" under the guise of the local guard, and to prevent staging an organized revolt within the city. The Broad-Toe branch of The Middlemen, that band of halfling "businessmen" control most shipping and smuggling operations into and out of Eskadia, and have their tiny hands on nearly every aspect of life within the city, even extorting money from the original thieves guild and forcing the Order to hand over a percentage of its take to stay in business. Add to this the arcane priesthood of the Cult of Night, and the deadly efficiency of Knives of Shambere assassins, and you find the standard guilds of the city are not the only ones "running" things.

Obviously there are many within and without the city of Eskadia who would see the return of the fiendish Shandimar. Failing that some may even prefer the more direct guidance by Shambere herself.

ESKADIA: DEMOGRAPHICS

(Large City)

Population 81,000; Integrated (45% human, 20% halfling, 15% half-elf, 9% gnome, 5% dwarf, 3% half-orc, 2% other).

Authority Figures: Prince Cordero, Captain Donalbray, Captain Archer, Bishop Arnaud

POPULATION

Eskadia has a standing population of 81,000 permanent residents with a constant flow of foreigners comprised of mercenaries, merchants, travelers, explorers and the like at any given time of the year adding another 10-20,000 to the steady population. Thus the on-average population of Eskadia is roughly 100,000 persons.

Eskadia is home to a good percentage of foreign residents due to its capacity as a port upon the Eskadian Sea. Although the majority of the population is human, there are large numbers of Halflings, Gnomes, half-elves, and dwarves.

Most of half-elves in Eskadia live as humans do, for those who choose their elven heritage tend to do so away from the cramp and squalor of the city.

Gnomes calculating minds and skilled fingers have made them many inroads to power in Eskadia, as they work almost exclusively for the Usurer's Union, causing a growing though thus far silent sentiment of anger and racism towards these diminutive folk.

Dwarves are rare, as the sea holds no secrets which they wish to delve, though they do sometimes come down from their deep mountain holdings to trade. Most dwarves found in Eskadia are outcasts from their clans, living the life of a mercenary or craftsman. As with the dwarves of Karbosk, they are distrustful of one another, though welcoming of all other races.

The human population is diverse, with its elite claiming to be descendants of the refugee founders and its ruling prince. While this claim may be accurate, none can truly claim any direct descendants from the true noble line. In other words the blending of Eskadia's original settlers with folk of Arutania, Karboskian Merchants, local fishermen, pirates, and Shandimar's tyrannical invaders has proven quite complete, for the most common of street beggar is as likely descended from the original Prince of Eskadia as the current Prince of Eskadia is.



THE CITY OF ESKADIA: AN OVERVIEW

Situated on a hilled coastline roughly 480 miles north-west of Dro Mandras lies the City of Eskadia. Eskadia is the largest deep water port in the region. Eskadia's powerful navy and mercantile houses have established trade dominance throughout the region, with foreign traders paying Eskadia a stiff premium for protection against the Sea's buccaneers and outlaw pirates. The established overland trade route with Il Melia offers substantial profit in the driving of raw materials overland. Finished goods, foodstuffs, and objects of art from Rodensia and Karbosk move through Eskadia to find their way to markets in its various overseas monopolies.

With all of this wealth comes constant internal competition amongst the powerful families of Eskadia. Of course where there is great wealth come the vultures who prey upon it. Thievery in Eskadia is as plentiful as the graft of its political machine, and just as deadly as the various guilds compete for supremacy of the shadows. The petty squabbling between both the legal and illegal institutions has earned Eskadia a reputation as the deadliest city in the west.

Come for the sights, stay for the wealth, and sleep with one eye open to the world around you, lest it be plucked from your head for failing to do so.

HISTORY OF ESKADIA

Eskadia was founded nearly 400 years ago by a colony of refugees who were brought to the shores of the Western Sea after a failed rebellion against the Rodensian Emperor. The refugees, led by their great prince quickly subdued and subjugated the surrounding region that they chose for their new world. Allian-

es were formed with those powers of the ancient lands which could not easily be dominated, namely the various fey and elvish folk of the central highlands and the native human clans. Eskadia maintained alliances with the semi-civilized Duchy of Karbosk, and accept trade from its folk to this day.

These defensive alliances held against hobgoblin raids from the hobgoblin Fortress of Yulgum Kak, and incessant attacks on shipping by The Pirates of Umbrego Cove from the southern isles of the Western Sea. Eskadia, backed by the prince's powerful navy quickly established itself as a powerful force. With the backing of troops from Karbosk on the ground their knights showed valorous and nearly unstoppable in ground campaigns against the hobgoblins, saving the growing city many times from total destruction. Despite their alliance of self defense, Eskadia remained largely neutral in most other affairs, contenting itself with the growing wealth that a powerful port city commands.

150 years ago a comet flashed across the western sky, most focused in the constellation of Jokashka, and viewed by soothsayer and seer as an omen of bad tidings. The sighting was followed quickly by earthquakes, and dangerous tides.

Amongst the high priestesses of Jokashka, these portends were viewed as both a blessing and a curse. It was in these days that Saerdian, upon being visited by an evening of prophetic dreams, whispered to her lover Elius that the goddess was angered with their affair and had sent these sigils as prelude to Saerdian's own destruction. She claimed that the goddess was displeased with her worshippers and had sent a destroyer to dwell among mortals, and that this destroyer would bring about a new age of sorrow where Jokashka would reign over a world of magic and tyranny.

A year and a day after the sighting of the comet a fleet appeared off the shore of Eskadia under flag of truce, in a fine vessels of unknown make and design. The great high decked galley pulled into the harbor, rowed by unseen slaves. From the ship was born a man on a golden palanquin dressed in silks of scarlet, adorned with embroidered hounds of gold and silver thread.

He announced himself as Shandimar and made great gifts to the Prince of Eskadia. Courteous and wise, he showed himself to be a wielder of great magic and soon had the whole of the court of Eskadia under his spell, leading as a kindly shepherd does, the lambs thus charmed by his devices to their ultimate slaughter.

Seeing an opportunity to establish a stronghold for his dark mistress in the fertile coastline, Shandimar conspired to seize Eskadia for his own black ends. Shandimar succeeded in his venture and dominated the city through sorcery and deception, without so much as a dull whimper from its stunned populace. A beach-head for his mistress's black ambitions thus established, it was only a small matter for him to shower the nobles of the region with gifts and praise.

Only when it was too late was it revealed that Shandimar was none other than the fiendish consort of his true mistress Shambere, Maiden of Shadows, daughter of Jokashka, the Queen of the Raith Cuirtha. His ambition was no less than the opening of portals that would allow his mistress to unleash her reign of shadow upon the land. Within a year, Shandimar and his fiendish allies had seized control of the city.

Shandimar had also sent emissaries to the Duke of Karbosk and beyond but there was less trust across the seas and into the East for magic baubles and other such things that had crawled up out of the West. Mandras denied the gifts outright. Hence-forth Shandimar sent his trained assassins, the Knives of Shambere against that Duke, attempting to destroy with blade and venom that which he could not buy with magical treachery.

SHANDIMAR'S WAR

The deposed prince of Eskadia, having barely escaped the clutches of the fiend sought refuge amongst the courts of Karbosk, seeking aid from the Duke Mandras Karbosk II.

The fiendish Shandimar was not silent during this time and made an unholy alliance with the hobgoblins of the Northern Steppes, promising the chieftains of Yulgum Kak that he alone through the powers of the goddess Shambere, could draw the Seven and Nine with him into the world and lead them in conquest of the mortal realms. Their allies would ascend to god-hood in the new order, and the old gods be cast down. Legend has it that Shandimar labored over the ritual for three days and three nights, binding the powers of the courts of Hell to mortal vessels.

Within weeks the hobgoblins had landed on the northern shores and had driven south into the Haunted Highlands, but met great opposition there. Much has been made of the battles that were fought in the Ugashtan hills and the war that was waged is epic in the re-telling but its outcomes were thus.

Legend has it that Shandimar met his fate and was somehow overthrown by an unknown band of heroes just prior to the Bat-

tle of Mayfurrow. Despite the loss of their sorcerous master, the combined armies of Shandimar and his hellish allies yet proved a mighty challenge for the unified armies of the west. It was during this epic struggle that the avatar of Shambere was cast down by Mandras II, but only after the Hobgoblin warlord had cut down the Prince of Eskadia in vicious fashion. It is rumored that the wizardry of the elves of Amyan Jymoon brought about their disappearance from the world at this time.

In the end, Eskadia was freed of the yoke which Shandimar had placed upon its shoulders. The cult of Shambere was driven underground and the hobgoblins who survived the battle, returned once more to their high fortress to plot and regroup. The Prince and most descendants of the knights who had once ruled over the original settlers of Eskadia were lost. The Duchy of Karbosk, which had once held much promise of crawling from barbarism, was greatly diminished in power and authority. With the strength of many of its nobles dead in the Battle of Mayfurrow it would once more be known as a wild border march upon a dangerous frontier. The heir to the previous Duke would come to power knowing that he now commanded little actual land than could be seen by a sharp eyed sentry atop the Vulture's Tower. Mandras turned south with half of his surviving hosts, in bitter victory.

RECENTLY

For Eskadia, the time since the wars drastically changed the heroic idealism of its founders dream. Though many claim to be descendant of the original prince of Eskadia and his noble lineage, in truth the title prince of Eskadia is now only semi-hereditary. Instead the ruling of the city has fallen to a consortium of thieves' guilds, mercenary bands, and the ever present guilds structure put in place by the wealthy merchant elite.

Eskadia is known for deception, thievery, and murder. Trade Barons and petty nobles vie for control of the vast wealth that pours through the gates from many lands. Ambitious statesmen see Eskadia as the center of a great kingdom, if only its equally ambitious rivals may be taken out of the equation.

Added to these problems are rampant prostitution, runaway drug trafficking, state sponsored child slavery, and a growing feud between two of the most powerful noble families of the city, fueled in no small part by incessant rumors being spread by all sides.

COMMERCE

All manner of goods move through the city: ivory, bone, seal-skin, furs, fish, cheeses, and hard earned adventuring gold. Crafted goods ranging from barrels, ships, chests, clothing and tools are also produced here. Primitive cannon, arms and armor, and weapons fuel wars on distant shores, as specially brewed and concocted reagents and components contribute to arcane research which stretches even beyond the realms of mortals.

Unless otherwise noted, prices of goods and services range from equivalent to prices listed in the Castles & Crusades Players Handbook, to 5-15% less, as the amount of trade and quality of production results in heavy competition amongst the various trade unions and shop owners.

CHAPTER 3 – THE TRADE GUILDS



skadia's guilds, some of which are quite powerful in this independent and commercially dominated oligarchy. The constant shifting of political and profitable alliances have made this city like that of all the Western region, a hot bed of small wars and the home to hosts of mercenaries as the guilds vie for commercial control. Every trade or craft finds itself represented by a guild, from fishmongers and stone cutters down to the Rafters' Guild that plies the waterways beneath the city.

While there are few limitations to one's livelihood within a guild, there are many benefits and assumed risks. Political power amidst the citizens is determined by the success of the business and the overall might of the guild one belongs to. This also means certain guilds are targets of others, and even select businesses are in turn targeted by ones own guild members should they seem to advance too fast and not have the physical or monetary backing to keep their elevated status.

Those that seek to open a business had best make plans on finding out which guild they fall under, for of all craftsmen, those not in a guild are quickly eliminated. Should one not be a citizen and have still secured the rights of their business by their new guild representative, then they are considered apprentices until the business has lasted six years. Apprentices have little power in the political scene; they are mostly concerned with surviving their apprentice term, before worrying about other things. Gold moves the process along however, and bribes to the right guild members and other officials may sharply reduce the length of apprenticeship.

The well known or influential trade guilds are listed below, with the businesses and shops that are listed as belonging to them, detailed further in this book. The referee should feel free to add any guilds or organizations from their home campaign to those listed below.

GROCERS GUILD

This guild consists of The Grind, Jolly Jade Grocer, The Fifth Season, Cleaved Creatures, and the Curdle, as well as small family run stalls found throughout the markets. They see to the delivery of foodstuffs, ensuring the finest food goes to them first off, than those with the coin. They are politically allied to House Drappes.

ARTISTS GUILD

This guild is made up of the Gold Golem, Gilded and Glazed, Millennial Lexis, the Crystal Shield, and the appointed guild leaders are stationed in the Museum House.

THE ACADEMIC GUILD

Only the most learned of individuals may have their name recorded amongst the lists of this guild. The owners of these busi-



nesses are among those whose education has brought them invitation to this league of learned individuals; The Laden Scrinium, The Quillsword, and lastly the Scholar and Scribe. Their meeting hall changes, as they migrate to the library that has acquired the greatest find in literature, to ponder over the texts, and conduct what they see fit to ensure their continuous scholarly pursuits.

USURER'S UNION

The Usurer's Union sees to the posting of daily as well as annual trade rates for items sold throughout the city of Eskadia. This guild is comprised of barristers, gem cutters, jewelers, bankers, and loan agencies. The Usurer's Union rates the current value of coins based on their mineral content. The Usurer's Union helps the city fathers in establishing the amount of taxes and tithe charged not only to locals but specifically taxes charged to foreigners who visit the city for extensive periods of time. For this reason they are possibly the most powerful moneyed guild in the city.

Members of the Usurer's Union are well trained and employed by all of the other guilds to insure their continuing profitability. The Usurer's Union also sees to the appraisal and value set for gemstones and jewelry worked within the Eskadia. This has worked well for them for many years as their trained gemologists are rumored to inflate the value of gemstones and jewelry sold within the city, selling finer stones and settings overseas through smuggling operations Cordero has arranged with The Middlemen. For example, no gem cutter or jeweler within Eskadia may sell his or her wares without a license granted them by the Usurer's Union.

ARMS AND ARMOR GUILD

Sometimes referred to as the Guild of Smiths, this is the most active of the guilds, seeing to it the city is outfitted with the best weapons and armor, to ensure its success verse any threat. Membership is also most easily obtained, as they found out long ago, it is cheaper to allow any craftsman in the guild, than

hire assassins to take any that couldn't afford the fees. Some the more prominent shops of this guild are the Dwarven Forge, Metal Mask, Second Defense, The Troll's Fist, and Bows of the Rising Sun. The guild of smiths is politically tied to the Legion of Swords and House Itrugio.

WEAVERS AND CLOTHIERS GUILD

Seeing to it that the citizens of Eskadia are clothed in the latest fashions, this guild seeks to teach its art to only those native born, restricting membership not on amount of wealth, but rather nationality. Those stores that have been accepted into the guild include The Clothed Foot, The Knotted Yarn, Pauper's Garb, Fur and Fleece, and The Joker's Cap.

LEATHER WORKERS GUILD

With the other markets in more demand, this guild has had to rely on outside contacts to ensure it is as competitive with the other guilds. They are not above using what they can for leather, and for that fact keep their membership small and self policed. The Studded Bull, Sheathed Horse, and Yoke and Buckle are members of this guild.

WOODWORKERS GUILD

Supplied with what wood is cast down the Greywash River by the small lumbering towns, such as Greywash Falls and what timber can be produced from the meager neighboring woods, this guild does well with its ship building capabilities. The Woodworkers guild supplies warships to the Lighthouse Naval Base, caravels for merchants, and small vessels for other interests (Pirates) should they have the coin to buy a new vessel rather than simply steal one. Businesses belonging to this guild include Sylvan Trove, Knotted Box, The Plastrum, and The Flotsam.

FISHMONGERS GUILD

One would think this guild is mainly a supplier of fish, and has no real influence upon the political scene of Eskadia. Folk who think this would find themselves literally asleep with the fishes were they to voice such thoughts aloud. While every known fisherman calls this guild their own, other side businesses that support them also claim membership. The Bound Coil is and example of one such shop. The fishmongers are politically allied to House Drappes. A strike by the fishmonger's guild could paralyze the city as easily 50% of its food and income are derived from the bounty of their nets.

STONE CUTTERS GUILD

Masons, haulers of stone, engineers all pay the dues and voice their support for this guild. Seen as the first defense of the city for their upkeep of the various walls, towers, and gatehouses, these members have literally free reign about the various wards. This is not to say they can simply walk amongst the streets, save for the group known as the Sweepers, but rather keeping to the walls, they can pass without tax or tariff. The shops well known amongst the Stone Cutters is The Cobbled Web, The Hourglass, Granite Spade, and The Mortared Mountain.

MAJOR CRIMINAL GUILDS AND CULTS

Numerous criminal organizations keep a headquarters for their city based and international criminal empires in Eskadia. For the most part, the guilds have divided their activities into specialties such as house-breaking, pick-pocketing, prostitution and hijacking. Due to the competition and territorial nature of their underground work, the services of various guilds members are often employed by merchants and nobles in their constant feuds with one another.

Aside from traditional criminal enterprises, the mark of Shandimar has never truly left the city of Eskadia. Although a popular uprising cast out the majority of the dark priests and sorcerers upon the defeat of Shandimar, a dark Cult of Night remained hidden in the shadows, and with them, the insidious Knives of Shambere.

KNIVES OF SHAMBERE

This order of assassins was founded by Shandimar in the early years of the wars. Many are assassin/priests, highly secretive, murderous, and altogether evil. They mark their kills with the Seraph of Shambere, being the bruised prints of five fingers arranged to form a pentagram upon the face of their victims. The Black Slayers are a sub-sect of the order made up of evil knights and fighters. Preed Accrious Zan is but one minor member of the guild and is also warden of the Straight.

THE MIDDLEMEN

A wholesale and shipping company, which fronts for the halfling thieves guild it represents. They control the wards Dockside, The Blade, and The Heart. Run by Maggie Broad-Toe, along with the wardens Patellan Knee-Cracker, San Barite, and the secretive 'Gloom'. Their confusing and uninterrupted use of gestures and thieves cant in speech has only been passed off as halfling gibberish by others. The Middlemen run their operation out of a secret underground tavern known as Middles Landing, which serves as a fence, outfitters, and flophouse for members who happen to be on the lam or visiting from other cities in their criminal organization.

CULT OF NIGHT

The Cult of Night is a powerful coven of Necromancers and Death Priests. They zealously seek enlightenment by the hand of Nartarus and long for the Apocalypse of Nartarus and the end of the rule of the world of mortals. The Cult of Night is currently allied with the Knives of Shambere, wielding the assassins and their skill with knife and venom as readily as they themselves wield the power of necrophagous magic.

THE LEGION OF SWORDS

Mercenaries and professional soldiers, they are loyal to whosoever pays them regularly and treats them well. Legion of Swords Captains are reputedly impossible to bribe for their creed demands "honor and loyalty to the gold already spent." Of course,

CHAPTER 3 –

they say that every man has his price, and Captains of the Legion of Swords are sadly no exception to this cruel fact of life.

Members identify themselves to one another and state their service. Any member who finds his opponent to be a member of the Legion may refuse to fight him without losing face. As the second creed of the Legion of Swords declares that “no sword shall be wet upon the blood of a brother.”

Members of the legion are identified by a unique tattoo on the upper left shoulder that depicts an eagle clutching a longsword by the hilts, blade down with a single droplet of blood oozing from the tip, with additional drops of blood added for each successful campaign a mercenary survives.

Most members of the Legion of Swords pay homage to The Khan or Taxus, however a mercenary’s religion is his own business, so long as it doesn’t prevent him from following his captains orders.

MAJOR NOBLE HOUSES

The noble houses of Eskadia hold an interesting place in the political climate of the city. Nobles are affixed in a position above Warden and Den Lord, and are answerable only to the Prince. Nobles and identified members of their retinues cannot be arrested save by a direct order of the prince, which more or less allows the nobles Carte Blanche so long as their agents do not destabilize the city. Wardens and Den Lords seek the favor of the nobles, regardless of their own personal convictions, as the favor of a noble may make or break a Warden or Den Lord’s position of authority.

The nobles of Eskadia have taken suits of playing cards as their insignia going back to old tradition from the first arrival of the nobles from Rhodensia. Their significance is long forgotten to most who claim noble lineage or patronage today. Regardless of its true regal import, their agents within the city display hearts, diamonds, clubs, and spades with ornate tooling, inlay, tracery, and scrollwork upon the hilts and blades of their swords, and embossed, etched or painted onto their gauntlets and armor.

MAJOR HOUSES

HOUSE DELLA MATTIA

Headed by Prince Cordero, the DellaMatta house is the largest and most powerful of the Eskadian nobility who claim direct ancestry to the Rodensian rebels that colonized Eskadia. For the past two centuries the DellaMatta have also ruled the Usurer’s Union with an iron fist, diligently filling their coffers and outfitting their private army. On the outside they are gentle and refined, known to be patrons of the fine arts and donors to public works and giving of bread to the poor when it suits them politically to do so.



Through their management of money and politics the DellaMatta have managed to retain election to the principality for several generations. DellaMatta’s criminal enterprises are of course the most obvious ones, being money laundering, taxation, and foreign export of contraband. The DellaMatta’s main focus is keeping the peace between the other nobles and keeping all approved enterprises secret.

The DellaMatta family has a long standing relationship with the Legion of Swords, and as such has worked the spade into its coat of arms. Personal guards, and members of the Prince’s retinue had a spade emblazoned somewhere on their shield, device, or weaponry as a symbol of their allegiance.

HOUSE ITRUGIO

House Itrugio is headed by their silver haired patron Apollo Itrugio. Apollo is grooming his son Dino to take over the family business, if only Apollo can keep Dino out of the whore houses and drug dens in the meantime. Itrugio’s investments are in arms and armaments, and they possess the contract by which heavy weapons and cannon may be forged, though this work is then subcontracted by the Itrugio’s to various businesses in the Blade District.

The Itrugio's have been locked in a bloody feud with House Benvolio for several years, with gangs of their allies dueling and brawling in the streets.

House Itrugio identifies itself with the stylized heart, its image worked into the armor, weapons, and devices of thugs in their employ, as well as the sigil emblazoned on the house banner.

HOUSE BENVOLIO

House Benvolio headed by Benito Benvolio, is an aggressive noble house who on the surface is diversified into foreign trade on wine and olive oil as they maintain vast inland vineyards and olive groves. They alone hold license to produce gunpowder in the city, which by decree is only to be used for the city's defense and use by the Eskadian navy.

Below the surface they also dabble heavily in the importation and refinement of narcotics, alchemical admixtures, and prostitution. Benvolio's are secretly allied with the Harlots Guild, and import huge supplies of raw tropical drugs from the Pirates of Umbrego Cove, trading gunpowder for the raw drugs, which are then peddled through various houses of prostitution. Should any of the "proper" criminal organizations find fault with their dealings, they are quickly reminded of their own less than noble status.

House Benvolio identifies itself with diamonds and uses the stylized image worked into the armor and accoutrements of thugs in the family employ and their noble banner.

HOUSE ARNAUD

Rich with ancient wealth brought from Rhodensia, house Arnaud boasts several of its members as high ranking officials in the Ataxian religion. Currently ruled by Bishop Arnaud, House Arnaud suffers from the ancient decay that only centuries of wealth and favor can breed. It is well known that the good Bishop is often besotted with drugs, wine, and pliable flesh.

The House of Arnaud's business and trade is in favor. This favor may be curried in the form of either its own ancient monies or with the Deity they claim to represent. Many of the other noble houses seek Arnaud's favor, in hoping that the house may intercede on their behalf with the gods at best, or with a divinely inspired financial investment at the very least.

Members of this noble house are identified with clover like designs from the suit of clubs, which adorn their armor, weaponry, and standard devices as Arnaud is said to be a noble family



raised up from the common folk in days long past, claiming that their ancestor was a peasant hero who gained his riches through slaying the Dragon of Chaos that once terrorized old Rhodensia with a wooden rod given him by the god Taxus.

MINOR HOUSE

HOUSE DRAPPES

Owning substantial inland ranches and having far reaching connections to grains from Karbosk and Rodensia, House Drappes carefully regulates much of the food supply and maintains a sturdy fleet of fishing vessels. Drappes position is both powerful and precarious, for should food shortages in Wards such as the Pitts grow too pronounced, it is the call of "Down with Drappes" that would be most heard once the rioting and looting begins. For this reason Ivan Drappes, master of House Drappes keeps both a fortified home, and tight control on market prices for foodstuffs to insure that the bare minimum of food is handed out to the most influential and important of Eskadia's citizens.

MINOR GUILDS OR GROUPS

The majority of these groups have some power either by the leaders of them being Wardens of one of the district they operate in or from the businesses they run affording them mention due to the ability to transverse the city. Other groups of thugs or street gangs are not mentioned as those types wax and wane in Eskadia, and most are part of some larger guild or cult anyhow. Those not detailed in the descriptions of each group can be found in the Personalities of Eskadia Appendix below.

THE ORDER

This is an established criminal syndicate of rogues found in the older parts of the city, but working mainly out of the Eye. They are throwbacks to the way guilds were run before nobles and tax

CHAPTER 3 –

interests got involved in stealing from the common man legally. The central figure that stays active in the pursuits of the guild is Von. Von ensures that those that perform their tasks loyally and efficiently are well rewarded for it.

THE SWEEPERS

These roof top men use the disguise of their position as masons of the Cobbled Web to gain entrance to the various wards, and in turn ply their craft to enter the various residences found throughout the city. Their crew chief Slate keeps this gangs profile low, taking small gains from the easier targets rather than a major haul.

THE HARLOTS

Name says it all pleasure and profit are this organizations goals. Of course those that are lead by the false promises the Harlots provide may also end up staring at a poisoned knife in their abdomen. Gilda Hedger runs this group of hand-picked prostitutes and spies, using them to extract information and discover what they can to give the Harlots more control over the city.

THE BARNACLED ARK

This is a pirate band with a few in town businesses to off load their goods. Their ship is a converted merchant vessel, made lighter so that it has more speed, and less draft. The ballistae have grapple capabilities, and ensure the fight finishes the way they expect it to. The ship is operated by the pirate 'Little Lass', with the business side in the city is overseen by Brig.

THE HIGHWAYMEN

This group of bandits seems to be an odd assortment, but in reality is a well-knit organization that plies the north coast road leading all along the outer edge of the Arbolian Plateau. Their inclusion as a group is afforded them mention as they work with their guild leader Deems who in turn aides the Woodworkers Guild. Lead by Tork Grimglade, they study the terrain around them diligently and are expert survivalists out in the wild. The other members of the troupe include Tork's wife and a relative of the Potter family found at the Clay Shed; Merry, and Lazlow of the Bluffs, Kane Wulfsbane, Silas Icewind.

THE HIGHWAYMEN

TORK GRIMGLADE (He is a Neutral evil human, 4th level fighter whose vital stats are 4D10+4, HP28, AC 15(16 with shield). His primary attributes are Str, Dex, and Con. His significant attributes are Str 14 and con 14. He wears a chainshirt, and carries a +1 longsword with a small steel shield.)

MERRY (She is a Chaotic good human female, 3rd level fighter/2nd level rogue whose vital stats are HD 3d10+3 plus 2d6+2 hp 31 AC 17. Her primary attributes are Str, Dex, and Chr. Her significant attributes are Str 14 and Dex 14. She

wears expert chainmail (acts as +1), and carries two short-swords, and has a Mug of Endless Ale (like a decanter of endless water but produces ale)

LAZLOW (He is a Chaotic neutral male elf, 3rd level rogue whose vital stats are HD 3D6 HP 16 AC 13. His primary attributes are Dex and Int. his significant attributed are Dex 16, and Chr 14. He wears a +1 ring of protection, and a cloak of elvenkind. He carries an expert shortbow (+1) with 15 arrows.)

KANE WULFSBANE (He is a Chaotic neutral human, 3rd level fighter whose vital statistics are HD 3D10+3 HP 22, AC 14. His prime attributes are Str, Dex, and Con. His significant attributes are Str 16, Con 13, and Dex 12. He wears scale mail and carries a expert battleaxe (+1) as well as a +1 light crossbow with a case of 6 expert bolts (+1).)

SILAS ICEWIND (He is a Chaotic Good male human 3rd level Barbarian whose vital attributes are HD 3D12+3 Hp 34 AC 16. His prime attributes are Str, Dex, and Con. His significant attributes are Str 17, Dex 14, and con 14. He wears a breastplate and boots of the winterlands. He carries a +1 battleaxe.)

EBON MONKS

Named only for the color of their robes, these lawful good monks use black to disguise themselves. The Ebon Monks took up the colors of their orders arch enemies, the monks of Vanium. They seek to preserve the ways of the world, while also performing raids upon the evils of Eskadia, attempting to purge the city of its impurities. Bos Linquall guides these silent monks in the traditional roles one would expect of such an order. Like others within the city, the Ebon Monks make their base in a long abandoned chamber amongst the catacombs and sewers below the city.

RAFTERS (OF THE TENTH WARD)

This group rides shallow draft boats and rafts that are narrow so that they fit in the sewer tunnels, as well as small enough to take sharp corners with merely a small nudging against a wall. The crafts hold about 2 medium sized humanoids and their gear which makes for a confined ride. The rafts are guided by poles of unique design. The elaborate carvings upon a rafter's pole serve as a means of telling which tunnel a rafter typically plies his trade, and how much he typically charges for his services. The rafters have formed a rather loose guild, mainly to ensure that narrower tunnels are only worked by a select few. The confederation seems to work thus far, as there are fewer fights and less traffic congestion in the city below. By the Rafters code, those that walk the sewers get no leeway should it come to the Rafters or the walker in a narrow tunnel. Of course most rafters budge when faced with a well sized group.

CHAPTER 4 – THE LEAGUE GOVERNMENT



The Western Defense League refers to a mostly human based league of city states, principalities, duchies and petty kingdoms of the west that are united in alliance against incursions of humanoid armies, and to settle land or territorial disputes between rival powers.

Current members of the Western Defense League are Eskadia, Mantua, The Duchy of Karbosk. Prior to the recent trade war, the island states of Melia and Zarga were also members of the League, but have had their membership suspended.

Meetings were previously held in Dro Mandras prior Yorgach's conquest of eastern Karbosk. With the recent political turmoil that has left all nations reeling, calls have been made to relocate the league government elsewhere and Prince Cordero has been most vociferous in his desire to move the meetings to Eskadia. Mandras Karbosk V has as of yet not responded to Cordero's inquiries due to his own severe issues back home.

THE LAWLESS JUSTICE

Crime and punishment in the city is garnered more toward wealth than personal health. Those with coin can often turn the city guards' eyes elsewhere, though the Legion of Swords guardsmen do not typically arrest anyone without at least some proof of a punishable crime.

Murder is hardly a crime anyone is actually convicted of. Carrying arms is common if not expected of most adults within the city, as it merely takes a 1 gp "license fee" purchased at any guard station to gain a weapons permit. Most "murders" are typically chalked up to an argument of self defense by the survivor, followed by a stiff fine in the neighborhood of a hundred gold pieces for disturbing the peace.

Theft and arson are what most prisoners of the Bastille have been charged with, and those crimes carry with them no death sentence unless murder has been proven as a result of either. Prostitution, slavery, and assault are not crimes, though they are not allowed in every ward.

Slavery is typically tolerated in that slaves destined for foreign states are shipped through the Port of Eskadia, a fact that perturbs Karbosk to no end. Other forms of slavery are ordered by the courts and typically involve work houses and debtors prisons, where the bankrupt work off their debts to their debt holder or a debt collection agency. Debt collection agencies are typically run by individual Den Wardens but are ultimately in the purview of the Usurer's Union.

RELIGION IN ESKADIA

A city rife with power struggles and wealth is sure to have charlatans posing as priest if it makes one wealthy in tithes and healings. Eskadia does however have its small enclaves of clergy and shrines scattered around the wards. Most churches have long ago been abandoned for the small, localized shrines that lie in homes, businesses and even in blind alleys. It is not to say there

are no temple complexes, the Eye Ward for one has an entire street devoted to religions both old and new, it is simply they are not the central religious places found in other cities.

Of the religions that still thrive, the ruling class pays homage to Ataxus, though the constant construction project of the Law God's temple makes it fairly difficult for even the wealthy to make it to any form of weekly services. As is mentioned elsewhere Cults of Shandimar and Shambere are prominent in some wards, though many of the common folk worship neither demon nor shadow nor the Law God. Instead they pay homage to Forthonus, Lord of the Seas, whose whims control the destiny of most.



CHAPTER 5 – THEWARDS



skadia is divided by nine wards: Dockside; Far Reach; The Main; The Eye; The Pitts; The Straight; The Diamond District; The Blade; and The Heart, though a few claim to know of a tenth ward that lies beneath the city. Each is under the control of a Warden, whose relationship with the various guilds and other Wardens is a constant struggle for territory and power. Wardens are often elected by the guilds working in each district to see to the day to day operations of the ward. This is not always the case, as many Wardens are elected purely on the amount of coin they have thrown around or the muscle they employ.

Wardens who bring wealth and prosperity to the guilds they represent can expect a re-election to their two year terms. Those that fail generally find themselves dead at the hands of their constituency or torn to pieces by an angry populace. The various Wardens frequently employ their own security forces that either supplant the city guard or act to cover up their various corrupt activities.

Ultimately each Warden answers to the Prince, whose main concern is the continued prosperity and security of Eskadia against rival Arutanian City States thus furthering his own political goals and ambitions. Beneath each Warden are lesser Den Lords who oversee streets, docks, and city blocks within each ward. Although they are also elected, they comprise the bosses of the most powerful neighborhoods of a Ward and command them with strength or blade or bribe-able coin for as long as they can hold onto power.

Gates of Eskadia: Watched by mercenaries of the Legion of Swords as well as the local Warden's Porters, heavy taxes are applied to all that do not posses the right marking or pass. Passes are authorized by Wardens or Den Lords, for those on official business, or who have paid out a substantial bribe.

TYPICAL GATE GUARDS (They are neutral aligned humans who are all 1st level fighters. Their vital statistics are HD 1d10+1; hp 11 AC 14(16 with shield). Their prime attributes are Str, Con, Dex with their significant attributes being Str and Con. They typically have Studded Leather armor, a heavy steel shield, shortsword, and a light crossbow.)

1. **THE OUTER GATE:** The outer tower that flanks this stout wooden portcullis. Its towers are mounted with two ten pound cannons and enough shot and powder for twenty volleys. The cannons saw light work during the Arutanian revolution but are only fired now during city celebrations.
2. **HARBORSIDE:** These reinforced wooden doors are blackened and have warped from the immense fires that wracked the Shoreline Piers in the past, preventing them from being closed completely.
3. **BOTTLENECK GAP:** Despite the narrow corridor between its two towers, the name comes from the many undocumented (and thus illegal) bottles of wine and brandy that pass further into the city from here.
4. **THE SOLITARY WAY:** A stout wooden door and port-

cullis guards the city's main southern entrance. Those that pass through here may arrive in Eskadia alone, but soon find their arms held by attractive guides that can show travelers the way around the Diamond District or a brothel bedpost for the right price.

5. **THE DULL DANDY GATE:** A hangout for the less fortunate harlots and call girls, this entryway is a twin door gate comprised of articulate bronze bars. Dues are enforced by the Pimps/Gatemen, who can sometimes be avoided when two or more get into haggling fights over the girls in their employ.
6. **RUNE GATE:** This is the only gate that has worn craved runes running along the towers. It is said that Shandimar carved these runes upon the gate with his staff, in a tongue known only to himself. Rumor has it that one who could decipher this rune would have the power to magically open or close this gate with the wave of his hand. Devotees of Shandimar continue to spread this rumor, and claim that upon their prophet's return he will re-conquer the city with a wave of his fingers. This Pitts gate is abandoned, locked, and barred. Locals fear to walk beneath its shadow.
7. **CHAINED WAY:** While the gate itself has a forged chain link portcullis type contraption, the name comes from the many bound prisoners and slaves who have passed this gate on their way to the Bastille.
8. **THE SAILOR'S PASS:** This gate is used exclusively by the sailors from Dockside seeking adventure in the Straight. The crumbling towers that flank the gap between them are now the roosting place for eagles.
9. **THE CENTRAL PASS:** This old outer gate has lost its wooden gate and iron portcullis to scavengers. Its main use today is to circumvent The Pitts.
10. **BEGGARS' WAY:** If it wasn't for the two towers that flanked this opening, it could then be debated as to where this was a gate or simply a breach in the wall. It is named for the huddled masses that crowd it, and while dues are nonexistent going into the Pitts, they are in fact taken by pickpockets working from the crowd.
11. **KEYSTONE GATE:** Being one of the newer gates has murder holes and twin portcullis that can be dropped on either side of the wooden gates in case of trouble. Each tower houses a six pound gun and enough shot to fire ten volleys from each gun.
12. **CRIMSON-STONE GATE:** The very stone of this entrance way is stained dark crimson, and is heavily manned. Those not presenting either a signet ring for one of the nobles' houses or a merchant token are denied entrance.
13. **MERCHANT PASS:** As with the Crimson-stone Gate, only those with the correct identifiers are allowed passage through this well guarded gate. No exceptions.
14. **SEASIDE GATE:** These towers are riddled with arrow slits that glow with an eerie light as the pitch burning shafts within await some wagon or cart to illegally pass the barrier. Foot traffic takes precedence here, as rich sea captains make their way

to the Heart and further dealings with merchants. The gate tower is mounted with an enormous bronze cannon that can cover a 180 degree arc along the coast. The ornately tooled cannon affectionately known as "Ol'Bess" has holed more than a dozen pirate ships in its years of service. It is filled with fireworks and set off over the harbor during celebrations.

Ol'Bess has a range increment of 600 ft. and deals 10d8 points of damage with solid shot. It takes 1 round to aim and two rounds to load, and is operated by a crew of six guardsmen. Ol'Bess has enough powder and shot for twenty volleys.

15. **THE CORRIDOR:** This well-oiled portcullis is manned by dwarven mercenaries. These towers have been enchanted to dispel any spell from the illusion school passing between them; though not spell like effects or supernatural abilities possessed by creatures such as doppelgangers or vampires.
16. **HIGH TIDE:** A gentle sloped stone ramp leads down to the Dockside ward from this gate.
17. **THE GEMSTONE CORRIDOR:** This gate sees many wagons of gems and ore pass through it bound for the Blade Ward or shops elsewhere.
18. **THE HILT GATE:** This gate has been refitted with stronger iron gates and quick releasing portcullis.
19. **BUCCANEER'S GAP:** A chiseled and hacked wooden gate lies closed between these two towers; only smaller double doors allow single file wagons or sailors to pass through them.
20. **THE SHORELINE PASS:** Twin catapult mounted towers loom over this northern gateway, its newly constructed stone doors have yet to be tested against an onslaught by a brave pirate fleet.
21. **DOCKS OF ESKADIA:** The majority being wooden docks, there are however a few stone piers that jut out into the harbor and are mainly owned and operated by the Navy.
22. **SHORELINE PIERS:** Well maintained wooden wharves, they serve as unloading docks for those that avoid the Dockside ward or can find no other place to make port.
23. **CASTAWAYS:** These docks have seen better years, as the rotted or missing wooden planks are only rarely repaired. It is more dangerous walking them than facing the slavers that use them for their offloading.
24. **FORTHONUS'S FINGERS:** The official docks of the city, they are bustling with activity and never seeming to be abandoned. They are sturdy wooden docks with many tall lantern poles protruding from them for use in nightly deliveries.
25. **THE TEETH:** A set of stone wharves jutting out from the shores of the Lighthouse and the northern Blade Ward.

MARKETS OF ESKADIA

The markets of Eskadia are comprised of individually made craft and perishable goods sold by common folk without the financial means to provide a permanent storefront or stall. They are often as not a trade blanket, lean-to, wagon, or shanty with a supply of goods hanging from tent pole or displayed on a makeshift

bench. License to trade in any market costs a copper a day to the city treasury, though protection prices paid to agents of the local Warden may exceed this rate.

Goods found in these markets run the gamut from cut flowers, or fresh produce, to common necessities such as tin cups, pottery or cookware and perishable foodstuffs, or used (and often stolen) goods of the mundane variety.

The markets also serve as a common meeting place for the common folk, with most featuring a well or fountain where "fresh" water is gathered and ordinary folk do their wash and share gossip or stories during the daylight hours. After hours the markets typically become a more dangerous and lascivious arena of streetwalkers, pimps, and drunkards.

THE HEART MARKET: Found in the ward with the same name, it is the epicenter of trade for those that can gain access to it. Goods of finer quality are found here, as the heart market is ringed by fine shops and the local clientele is considered to be much more upscale than in other wards.

BLACK PLAZA: Illegal black market originally found in the Eye, though other wards lay claim to such places. At first glance, the black plaza appears to be over-run with thugs and gang members who eye anyone they do not know with suspicion and greet them with braggadocio and unveiled threats. In truth the Cult of Night and Knives of Shambere's agents see to it that those who come to the Black Plaza without good reason are never heard from again.

THE CENTRAL MARKET: Mermaid fountain and restaurant dominated market in Far Reach

SHANTY SQUARE: Large market square found in the Pitts

STREETS OF ESKADIA: Mostly cobblestone, with lesser alleys disheveled stone packed passages; the streets are filled by day with bustling crowds but at night only the brave or mischievous venture forth. Street Names-Barter, Beggars, By-Water, Caravan, Constable, Crafts, Cross, Dim, Festival, Haggle, Ox cart, Silver, Sea Rat.

SEWERS OF ESKADIA

They consist of narrow tunnels, 7 foot tall at the peak of the arched ceilings, about a foot of waste water and sewage flows throughout the region, as there are no ledges. Rusty gates block off large portions of the sewer, said to deter thieves, but merely a nuisance to those that don't know where to go. The largest tunnels are plied by Rafters, a small group of poor unfortunate people that make a living by acquiring enough wood to build a water tight craft, and enough strength to keep it so that they can portage criminals, cargo, and just about anything under the city streets.

The most notable location of the sewers is called the Warrens. An area of narrow tunnels and twisting pipe heads somewhere beneath the Main that is a contested area that even the Rafters take care to enter. Said to be a place of monsters and worse, the Warrens prove to be a nearly non stop battle ground between members of the Knives of Shambere and The Middlemen who vie for control of the tunnels beneath the city.

CHAPTER 6 – THE PITTS



he Pitts is the only ward not to have access to any docks or exits from the city walls, and this is reflected in the attitude of the place. The less fortunate reside here, as well as those that have been forced to hide amongst the crowded streets and alleyways, trying in a vain attempt to thwart would be assailants.

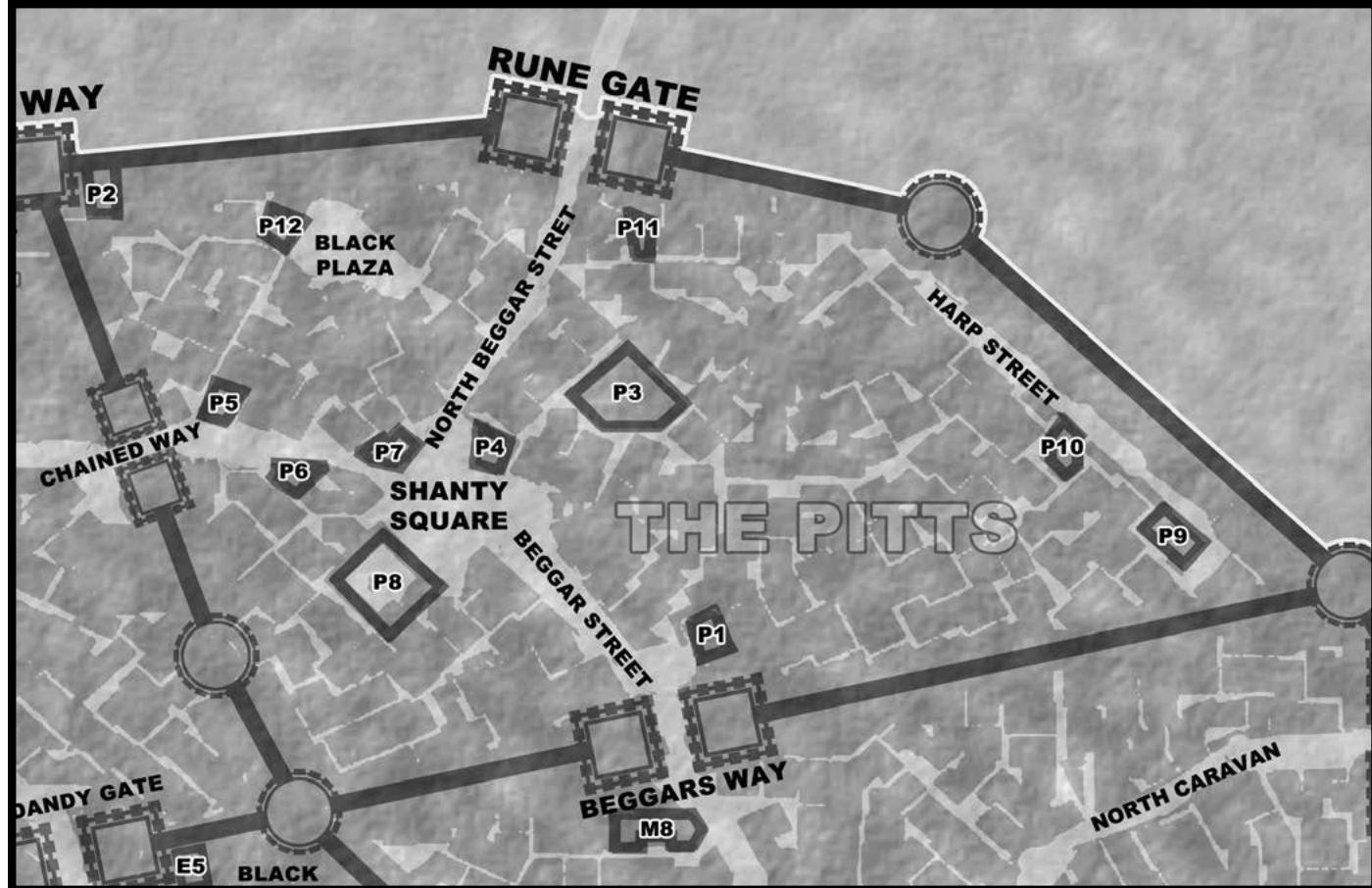
The overall condition of squalor is noted when one steps away from the main streets. Garbage is littered everywhere, a haven for rodents and vermin that if not feeding on the detritus, make use of the usual corpse that can usually be found laying dead in an alleyway. The most prominent building of the ward is the Bastille; prison and city guard quarters. The guards do little to deter crime or even to aid the poverty found here, but without them, the region would have fallen under the sway of chaos and eventually into the waiting arms of the Cult of Night that commonly preach the Apocalypse of the Nartarus here.

Entering the ward one needs no pass or marking, though leaving here without one is another matter entirely. The two gates that allow access to the Pitts are never closed, like it would be

possible anyhow in the condition they are in, though they have been blocked off in times of plague.

Food is readily brought here by members of the Cult of Night who offer prayer bread to their priests and cultists, while others find they must buy stale or rotten food for the same price it would cost for fresh food in other wards. Rarer still is fresh water, as those wells that still stand are nothing more than openings to the sewers. This has left a slight stench to the people and buildings, no one would even think of bathing in the putrid liquid. Of course that means beer, water, and wine are horded and sold, making wagon taverns a profitable business for merchants needing to off load excess brews.

During rain showers the streets are lined with containers of all sorts, placed outside to collect the only clean water the Pitts manage to get. A good rain shower is the only time the residents actually wash their reeking bodies. During a storm it is not uncommon to see whole neighborhood strip down and pass about a single bar of soap amongst them. The unfortunate who gets the last sliver of soap is typically referred to as the "Stinkard King" until the next storm. This makes for a long winter if one ends up being the "King of Stinkards" during the dry months of fall.



PITTS

ROLL D20	RANDOM ENCOUNTERS
1.	1d4 Beggars
2.	Cult of Night Prophet (CE Cleric 4) and 2 Death Guards
3.	Cross Street Gang Members 1d6
4.	Beggar Street Gang Members
5.	Broken Prostitute
6.	Bastille Prison Transfer
7.	Drunk/Drug addict
8.	Rat Swarm
10.	Escaped Zombies
11.	Slaver/Press Gang
12.	Drug Dealer
13.	Street Hustler
14.	Ebon Monk
15.	Pitts Players
16-20.	No Encounter

BEGGARS (These neutral humanoids vital statistics are HD 1d4, HP 2, AC 10. They attack with a club or hat-pin for 1d4 points of damage, and have 2d6 copper pieces.)

CULT OF NIGHT STREET PROPHET (These lawful evil human 4th level clerics vital statistics are HD 4d8, HP 20, AC 14. Their primary attributes are Wisdom, Strength, and Constitution. They attack with a heavy mace (1d8), and wear a chain hauberk under their black robes. Their typically memorized spells are 0th—Detect good, Detect Poison, First Aid, Purify Food and Drink. 1st—Bless, Command, Sanctuary, Sound Burst. 2nd—Hold Person, Silence, Spiritual Weapon.)

CULT OF NIGHT DEATH GUARDS (2) (These lawful evil human 3rd level fighters vital statistics are HD 3d10+3 HP 21, AC 16. Their primary attributes are Strength, Dexterity, and Intelligence. Their significant attributes are Strength 16, Constitution 15. They attack with a cold iron sickle sword for 1d10+3 points of damage and wear a chain hauberk. Their iron helms are done in with a deaths head face mask to hide their true identities.)

CROSS STREET GANG (They are neutral evil humanoid 1st level rogues. Their vital statistics are HD 1d6, HP 3, AC 11. Their primary attributes are Dexterity and Constitution. They attack with a knife (1d4) or club (1d6). They typically have 1d10 sp.)

BEGGAR STREET GANG (They are chaotic evil humanoid 1st level rogues. Their vital statistics are HD 1d6, HP 3, AC 11. Their primary attributes are Dexterity and Constitution. They attack with a knife (1d4), or club (1d6). They typically have 1d10 sp.)

BROKEN PROSTITUTE (They are neutral humanoids. They have HD 1d4, HP 2, AC 10. They have 1d10 sp, and 1d4 diseases. Treat as a cause disease spell with a Challenge Level of +1d4 if they are “encountered”.)

BASTILLE PRISON TRANSFER: This patrol includes a wagon full of prisoners set for detention at the Bastille and four guards. The Bastille guards are detailed in Area P8.

DRUNK/DRUG ADDICT (These chaotic neutral creatures vital statistics are HD 1d4, HP 2, AC 13. Their primary attributes are physical. Their significant attribute is Strength (16** Drug enhanced). They may be prone to violence. Otherwise they are as beggars.)

RAT SWARM (2D10) (These neutral creatures vital statistics are HD 1d4, HP 2, AC 13. Their primary attributes are physical. They attack with a bite for 1d2 points damage.)

ESCAPED ZOMBIES (2D6) (These neutral evil creatures vital statistics are HD 2d12, HP 13 each, and AC 12. Their primary attributes are physical. They attack with a slam for 1d8 points of damage.)

This rare encounter involves zombies who have escaped (or been set free) from Wysemon's crypts below the city.

SLAVER GANG (2D4) (These neutral evil humanoids 3rd level fighters vital statistics are HD 3d10+3, HP 21, AC 15. Their primary attributes are strength and wisdom. They wear a chain hauberk and carry clubs for 1d6+1 points of damage, and broadswords for 2d4+2 points of damage. They wear a hood or mask to hide their identity.)

DRUG DEALER (These are neutral evil humanoid 2nd level bard, 1st level rogues. Their vital statistics are HD 2d10+1d6, HP 15, AC 14. Their primary attributes are Charisma and Dexterity. They wear expert studded leather and carry a longsword, and 2 daggers. They carry 2d4 doses of Shandimar's Ash or other substance. They are accompanied by 2d4 gang members.)

STREET HUSTLER (These are neutral evil humanoid 2nd level bard, 2nd level rogues. Their vital statistics are HD 2d10+2d6, HP 19, AC 13. Their primary attributes are Charisma and Dexterity. They wear studded leather and carry a hidden iron bar dealing 1d6+1 points damage. They keep a sack with 2d10 gp.)

Street hustlers run a variety of fixed or fair games of three card monte or dice. They are usually backed up by 2d4 street gang members whom they are affiliated with, though a portion of their take goes to the guild, den lord, or warden where they operate.

EBON MONKS (1D4) (They are lawful good human 4th level monks whose vital statistics are HD 4d12+4, HP 32, AC 14. Their Primary Attributes are Strength, Dexterity, and Constitution. Their significant Attributes are Dexterity 16. They attack with an open hand for 1d6+1 points of damage.)

PITTS PLAYERS (2D4) (They are Neutral 1st level bards of various races whose vital statistics are HD 1d10, Hp 7, AC 12. Their primary attributes are Intelligence and Charisma. They fight with daggers or clubs for 1d4 points of damage.)

Pitts players work for spare change, wine, or food, performing snippets of famous plays, and play acting the local news for the impoverished throngs of the Pitts.

CHAPTER 6 –

LOCATIONS IN THE PITTS

P1. THE GRIND

A large mill wheel juts out along side of this two story; single windowed wooden bakery. The wheel is turned by slaves who march along the inside of the millwheel like an alchemist's caged rat. From its yeast and flour covered floors, which are swept constantly, many missionaries come and go taking food to the poor within the Pitt. Not all missionaries intend for the bread and cakes to make it to the underclass however.

The shop is run and owned by El'rida and her brother Quellis. Elli fences small items with the use of baked breads, cakes, and other confectioned treats, while Quellis on the other hand is unaware of his sister's dealings.

Elli's transactions have not been seen kindly by Gilda Hedger, the warden of the Diamond District. Their feud has left many dead in the streets of the two wards, as merchants have to play both sides or be seen as a spy of the other fence. Those spies that Elli has caught impeding upon her operations help to create the house special, 'blood pudding' a rich crimson bread pudding with a slightly caramelized sausage taste.

'ELLI' (She is a Neutral Evil half elf, 5th level rogue whose vital stats are HD 5d6, Hp 16, AC 15. Her primary attributes are Dex and Int. She carries a +1 silver dagger, and wears studded leather. She typically has 1500 gp with which to purchase goods and valuables from enterprising rogues.)

'QUELLIS' (He is a neutral human. His vital stats are HD 1d8, Hp 4, AC 13. His primary attributes are physical. He carries a rolling pin which acts as a club dealing 1d6 points of damage.)

P2. PAUPER'S GARB

This small windowless shop lies buried in the winding alleyways of the Pitt. Beyond the bell ringing trapped front door is a room lined with costume dummies and low tables piled with clothes and bolts of fabric, some little more than rags. The owner and tailor, Gneoric clothes many of the underclass from his shop. In Rhodensia, Gneoric was a pammakoni who was disgraced during his last bout and fled the country where he would be less likely recognized.

To support his business, Gneoric also dabbles in torture for hire, using various needles to inflict pain in a method similar to acupuncture. This trick taught to him in his early days by a He performs this service slowly over a week's time, inflicting pain physically, as well as depriving the victim of sleep and food, to weaken them mentally till even the most iron willed individuals provides him with knowledge he seeks. Gneoric's talents are sought out by those individuals who need use of his skills, but would prefer not to involve others in their activities. Typically a victim is brought to Gneoric through hooded intermediaries. Information gleaned through Gneoric's talents is then inscribed with invisible ink and sealed with Gneoric's secret seal.

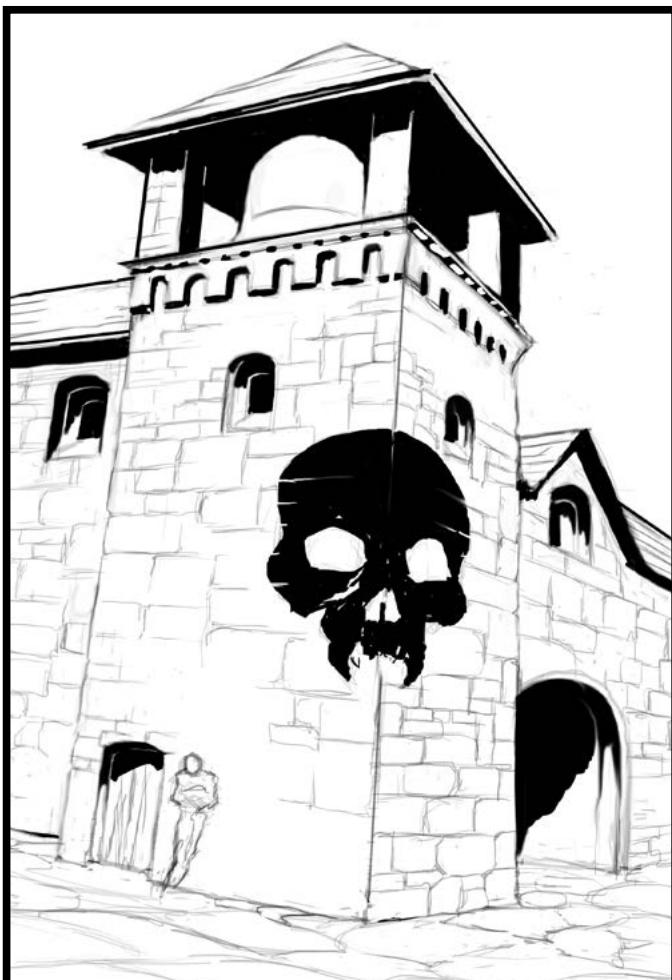
GNEORIC (He is a lawful evil, 4th level pammakoni monk whose vital stats are HD 4d12+4, HP 38, AC 14. His prime attributes are Str, Dex, and Con. His significant attributes are Str

16, Dex 17, Con 15. He carries a dozen torture needles which can be used as darts for 1d2 pts of damage hurled or inserted. When inserted into nerves and muscles they also deal 1d2 points of strength and dexterity damage unless the victim makes a Constitution save vs. Gneoric's torture check. Gneoric tortures as if he were prime in torture gaining a +4 to any torture checks.)

P3. THE TOLL TOWER

A shrine to Nartarus lies in the cold basement of this haunted tower where Wysemon usually presides over the congregation. Hiding amongst the rafters are four imp bell ringers, who toll the bells signaling a call to the Cult of Night. For more information on the Toll Tower see chapter 23 (page 95)

QILLANNA (She is a Neutral Evil female half elf 5th level Wizard/5th level rogue whose vital statistics are HD 5d4+5 plus 5d6+5, HP 37, AC 13. Her primary attributes are Int, and Dex. Her significant attributes are Int 18 and dex 13. She wears no armor and carries a expert hammer (treat as a club). She also has a set of master crafted spell-crafting tools. She possesses the following necromancer powers: Blessed of Nartarus (+1 vs. Undead), Flesh of the Undead (+2 Natural AC), and Taint of Death (-1 Charisma reaction penalty). She has the following spells prepared 0—dancing lights, light, mage hand, read magic x2; 1st—charm person x2, magic missile; 2nd—detect thoughts, invisibility, mirror image; 3rd—summon lesser monster.)



WYSEMON, male human Clr14 CR 14; hp 64; see Personali-
ties of Eskadia.

IMPS (4) (These lawful evil creatures vital stats are HD 1d8, HP 5, AC 15. Their primary attributes are Mental and Physical. They attack with a bite (1d4), or stinger 1+venom (2 pts damage per round for 4 rounds unless save vs. poison is made). Special Imps regenerate 1 point of damage per round, have SR of 3, Darkvision of 60 ft. and may become invisible at will.)

Wysemon keeps many undead in the catacombs beneath the toll tower, unleashing the fell creatures to do his bidding as the time and circumstance permit.

P4. THE CLOTHED FOOT

A broad two story building with graying whitewash is home to a pair of cobblers. This shop deals in the armament of feet, from simple soled shoes, to steel toed boots, to even odder wares that include secret compartments in the heel or a spring blade in the toe. The twin brothers Silan and Sinal Grymms run this place, using the skin from humanoids in their creations, and hunting down the elderly or tougher skinned races in their vile work. An elderly couple who once ran this shop are their current footwear.

SILAN AND SINAL GRYMMS (They are chaotic evil 3rd level assassins whose vital statistics are HD 3d6, HP 11, AC 15. Their prime attributes are Dex, and Int. They wear studded leather and carry leatherworking bow knives that deal 1d6 points of damage.)

The following items are for sale in the Clothed Foot.

THE CLOTHED FOOT

Peasant Slippers	– 2 cp
Soft Soled Boots	– 5 gp
Hard Soled Boots	– 10 gp
Steel Toed Boots	– 20 gp
Buskins	– 50 gp
Secret Compartment	– +10 gp per Challenge Level up to +3.
Spring Blade*	– +100 gp Challenge Level 3 Wisdom check to Notice.

* Treat as a dagger (1d4 damage). Add 300 gp to the price for expert quality or equivalent.

P5. THE UNRESTFUL HUT

The name of this rustic, yet grand four story stone inn whose name is a play on the fact that it is a popular hangout for undead hunters, and goodly clerics crusading against the Cult of Night. The common room is laden with long wooden tables and benches, while the hazy light from the three small hearths provide what light there is in this windowless room. Luthoric Girnard, a former brew merchant and cleric himself, now retired from both professions, is happy with his role as innkeeper. His wife Zherr tends to the rooms above, while the caretaker Noahne runs odd jobs about the inn.

Noahne suffers from amnesia, being unable to recall his own real name, though does slip in and out of real personality at times. Noahne, whose real name is D'caagra, came upon the job by being found in a room bruised and unconscious. Zheer took

the lad in at the distrust of her husband, and tried to help the man get back on his feet.

LUTHORIC GIRNARD (He is a chaotic good male hu-
man ex-Clr2 of Forthonus whose vital statistics are HD 2d8
+2d8(common), Hp 22, AC 12. His prime attributes are Int,
Wis, and Cha. He wears a fine suit worth 100 gp, and bears a
mother of pearl inlaid staff.)

ZHERR (She is a neutral good female half elf 4th level wizard
whose vital statistics are HD 4d4, Hp 8, AC 12. Her prime
attributes are Int, and Con. She possesses expert scribes' tools,
her spellbook and 20 gp. Her Typically memorized spells are as
follows 0th—Detect Magic, Detect Poison, Mending, prestidigita-
tion. 1st—Alter Size, Charm Person, Protection from Evil.
2nd—invisibility, mirror image.)

NOAHNE (D'CAAGRA) (He is a chaotic neutral) male
changeling assassin whose vital statistics are HD 6d6, HP 18,
AC 13. His primary attributes are Intelligence and Dexterity.
He has the changeling abilities of twilight vision, fey wrath, and
iron vulnerability. Spell Like abilities 1/day—change self, cause
fear, charm person, gaseous form.)

D'caagra was a Knives of Shambere assassin who was thought slain when he attempted the murder of a foreign wizard. In truth he had begged to be transformed by the wizard so he could forget the horrors he had seen and the murders he had committed. The wizard acquiesced to the penitent murderer who no longer recalls who he is nor his prior profession, though his razor sharp training occasionally shows itself, as does his changeling nature. The Knives of Shambere would very much like to have D'caagra back in their fold, if for no better reason than to execute him for his failure.

P6. JOLLY JADE GROCER

This lizard green stone building at the edge of the market square has a virtual forest of baskets hanging from the rafters inside. The vast assortment of containers displays the fresh fruits and vegetables, which are hauled in still green wooden crates to the shop.

Grusland is the local grocer for the Pitts and merchant for the farmsteads off to the west, where he bullies the countryside with his druidic magic. Those that do not give him a portion of their goods have come to know his wrath as their crops wither and the farmland is plagued by diseased vermin. He keeps the company of giant rats.

GRUSLAND (He is a neutral male human 5th level druid.
His vital statistics are HD 5d8, HP 28, AC 16. He wears hide
armor, and carries a saber (1d6+1). He has an amulet of arm-
or +2. His typically memorizes spells are as follows 0th—cre-
ate water, detect poison, endure elements, first aid. 1st—Calm
Animals, Entangle, Good Berry, Shillelagh. 2nd—Barkskin,
Heat Metal, Warp Wood. 3rd. Plant Growth/Plant Blight x2.)

P7. BARRED AND BOLTED

Cracked mortar flakes off from this two-story building, its barred windows and iron reinforced door that is riddled with locks ap-
pears in better shape. The front door has the appearance of a
puzzle, its various locks seeming to convey some pattern can be
made from them, though this is not the case, and in fact the

CHAPTER 6 –

door is not locked at all. Inside the small greeting room lays a simple wooden counter, with a few of the used wares propped up on the crumbling stone shelves.

Tyrolik Flintcore deals in used and new locks. A thief by trade and serial killer by predilection is despised for backstabbing friend and foe alike. Tyrolik has taken to re-selling locks that he has collected from his various burglaries. Being slightly paranoid that he may be found out, he re-tools the lock casings to mask their original ownership, selling the locks for whatever he can get in order to pay off his gambling debts. As of yet his wares have not been linked with the many break-ins and murders found throughout the city. He knows for certain that the Order and the Sweepers want him dead, but they have not moved on him as of yet, due to the fact that his gambling debt with the Middlemen has not yet been paid.

TYROLIK FLINTCORE (*He is a Lawful Evil dwarf, 7th level rogue whose vital stats are HD 7d6+14, Hp 32, AC 15. His Primary Attributes are Dex, Int. His Significant Attributes are Int 14, Dex 16, Con 18. He wears +1 leather armor, and a +1 returning dart. He carries expert thieves tools and masterwork artisans tools.*)

The following items are for sale in Barred and Bolted.

BARRED AND BOLTED

Poor Quality Locks (CL 2)	– 20 gp
Hanging Lock* (CL 3)	– 40 gp
Mounted Lock* (CL 4)	– 60 gp
Triple Lock* (CL 6)	– 200 gp
False Lock (CL 1)	– 20 gp
Needle Trapped Lock*	– +200 gp without poison

* Add 300 gp and +2 Challenge Level for Expert Quality.



black striped prison tunic are “Bad” or “Food” and that those wearing the Guardsman’s surcoat are “good”.

The records room contains documents detailing prisoners interred in the Bastille going back nearly 20 years. Commander Vaughn is the only person with keys to the records room. The door to the records room is locked with an expert lock (Challenge Level 8) to open, and locked with a Lock (Reverse Knock) spell, similar to all other doors in the Bastille. One set of records shows the presence of a half elf actor named Cicero Denalian, who shared a cell with a man named Eddie Pincher, a common street thief, who suffered from delusional madness. The men shared the cell for a number of years until Cicero died of pneumonia. Eddie Pincher was released the following year after serving out the remainder of his sentence, and allegedly left the city to return to his home in Mantua.

PRISON GUARDS (50) (*They are neutral aligned human males who are all 1st level fighters whose vital statistics are HD 1d10+1; hp 11 AC 14(16 with shield). Their prime attributes are Str, Con, Dex with their significant attributes being Str and Con. They typically have Studded Leather armor, a heavy steel shield, shortsword, and a light crossbow.*)

WATCH DOGS (20) (*These aggressive neutral creatures vital stats are HD 1d8, HP 4, AC 15. Their Primary stats are physical. They attack with a bite for 1d4 points of damage, and possess the ability of scent and twilight vision.*)

WATCH COMMANDER ‘THE BULLDOG’ VAUGHN (*He is a chaotic neutral human male 8th level fighter who vital statistics are HD 8d10+8; hp 51; AC 16. His prime attributes are Str, Dex, and Con. His significant attributes are Str 18(22), and Con 14. He typically wears Expert chainmail (+1 AC), twin +1 short swords, belt of giant’s strength (+4 Strength bonus), carries manacles, and the Bastille keychain.*)

P8. THE BASTILLE

This looming stone prison is the fortress and home to the official guards of Eskadia. Different from the Citadel, which serves as the Guard Captains headquarters, the Bastille is more or less a prison for those who are sentenced to more than a few days in jail. A full company of guards keeps watch over the Bastille day and night working in four man patrols.

While this group does routine patrols, mainly to appear active, most belong to the Legion of Swords or see to protecting the prison. Watch Commander ‘The Bull’ Vaughn ensures no one makes an escape while on his watch. Guard dogs that roam the hallways are let loose in the event of an escape. He is not above beating a prisoner to make his point to others, or allowing his pets to have playtime with an inmate.

The door to the Bastille is protected by arcane lock spells, and opens only for Vaughn. Those who do try to gain entrance or exit must face experienced guards, the dogs, alarms and various traps upon the locks guarding its prisoners. There have been a few breakouts nevertheless, all on account to briberies and even intimidation. The dogs in particular are a terror to unarmed prisoners as they roam the prison halls free and mostly unfed, and have been taught that individuals wearing the grey and

P9. THE PARADISE THEATER

This huge run-down tenement building not far from shanties square has few windows and those that it does have appear to have been broken out and boarded up long ago. Several odd looking figures lounge about amongst the trash and refuse outside the front door. Winos and derelicts mostly they beg for coins as PCs approach, and scatter if threatened with weapons of any sort. A cracked signboard with peeling paint proclaims the dump to be the "Paradise Theater." Currently the Paradise appears to be being used as flophouse apartments for those down and outs that are still a step or two above being completely out in the streets.

The theater is home to an impromptu performing group made up of beggars, bums, and other transients who have developed a flair for theater known locally as the Pitts Players. Frequently they are directed by a long since has been playwright and director named Robyn Dryquill.

ROBYN DRYQUILL (*He is a neutral 6th level human bard whose vital statistics are HD 8d10, Hp 36, AC 14. His Primary attributes are Intelligence and Charisma. He wears bracers of armor +3, and carries a +1 rapier, 3 doses of Shandimar's Ash, a half bottle of rum, 10 copper pieces, a half bottle of ink, a quill, and an empty parchment book.*)

Robyn was a contemporary of Cicero Denalian in his heyday, but after seeing the public disgrace of Cicero and his subsequent imprisonment, Robyn lost his ability to write and hasn't put anything meaningful on parchment in more than a decade.

Robyn can typically be found directing any number of Pitts Players at any time of day and night. Although they use the Paradise as their de-facto gathering place, their usual performances take place in the streets of the Pitts.

P10. HARP STREET WORKHOUSE

Administered by the Benvolios' this Workhouse was once a school built by Cicero Denalian (Bardic Lore CL 8 to know this), but became city property when Cicero was interred for murder. Currently the Benvolio's use the workhouse as a secret black powder manufacturing site separate from their official operation further down the street.

The cover is that of a shoe shop, constructing shoes from tough leather that are then sold to markets overseas. There are several hundred children living in conditions of squalor. The workhouse secretly produces 25lbs of powder per day which is sold discreetly to various enemies of the state, a fact which Benito Benvolio would very much like to keep secret.

P 11. THE POWDER MAGAZINE

Buried below the foundations of a half crumbled tower, the Powder Magazine is guarded by city guardsmen. The Magazine is the "normal" powder manufacturing center and repository kept by license to the Benvolio family. Adult debtors who owe money to the Benvolio or the city are sentenced to work in the Powder Magazine. Roughly 100 souls dwell in the magazines dungeon like depths working by magical light to grind and combine the saltpepper, charcoal, iron filings, and sulfur together. Benvolio overseers and alchemists insure that the powder is up to grade.

Two tons of powder are kept on hand in stone vaults below the floor and roughly 300 lbs are produced per week.

POWDER MAGAZINE GUARDS (20) (*They are neutral aligned human males who are all 1st level fighters whose vital statistics are HD 1d10+1; hp 11 AC 14(16 with shield). Their prime attributes are Str, Con, Dex with their significant attributes being Str and Con. They typically have Studded Leather armor, a heavy steel shield, shortsword, and a light crossbow.*)

SLAVES (100) (*These are neutral humans both male and female whose vital statistics are HD 1d6; hp 3; AC 10. Their prime statistics can vary but are normally Str, Dex, and Con with significant attributes of Str 10 and Dex 12.*)

BENVOLIO ALCHEMISTS (2) (*These are neutral 5th level human wizards whose vital statistics are HD 5d4, Hp 13,15, AC 11. Their primary attributes are Intelligence, Wisdom, and Constitution.*)

P12. THE HOT SPRINGS

Price (5,000 gp, Starting Profit Per Month 15 gp.)

The Hot Springs was once a finely tuned bathhouse serving wealthy patrons two hundred years ago. Since the decline of the Pitts, its patronage has since moved off and the Hot Springs has become a low rent brothel featuring two broken down harlots and a young but otherwise inexperienced pimp. The Middlemen currently hold the lease on the place, collecting 50% of the profits that Juanito is able to get out of Fat Kate and Scabby Julia.

The Middlemen would gladly lease the property for 100 per month and 50% of the profit or sell it completely for 5000gp.

The natural springs still work, though the waters are currently fouled and the place needs to be re-piped (2000 gp in materials). It otherwise has twenty private rooms, a stateroom, a main courtyard swimming pool (filled with weeds). There is also an office with adjoining bedroom used by Juanito.

JUANITO (*He is a neutral 2nd level Rogue/2nd Level human Fighter whose vital statistics are HD 2d6+2+2d10+2, HP 24, AC 15. His primary attributes are intelligence, charisma, and dexterity. His significant attributes are Dexterity 15, Charisma 16. He wears leather armor and carries a +1 ring of protection, and a +1 rapier dealing 1d6+3 points of damage. He has 400 gp worth of various coins kept in the office. This is his entire nest egg after paying the middlemen for protection money.*)

Juanito was once an orphan in the Harp Street orphanage when it was in the possession of Cicero Denalian, and would give his life for Cicero at the drop of a hat. Juanito is the brother of Asha, the premier show girl at the Golden Camel. Juanito spent every penny he earned prior to landing his current job at the Hot Springs insuring that his sister could gain instruction in Illusion magic, hoping that she could avoid a life of prostitution and imprisonment in the workhouse that Cicero's school had become.

FAT KATE AND SCABBY JULIA (*They are neutral humans. Their vital statistics are HD 1d6, HP 2, AC 11. They carry 2d10 sp and a dose of Shandimar's Ash.*)

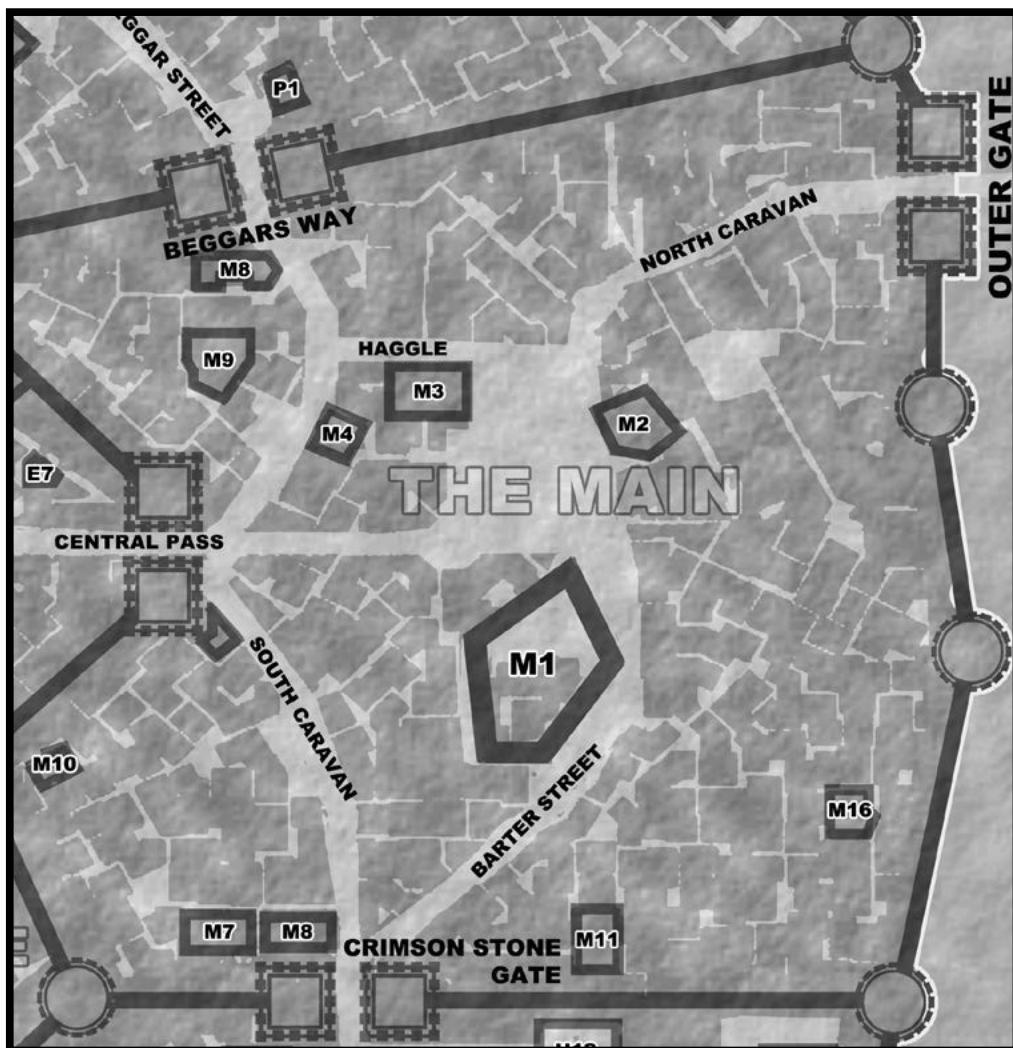
CHAPTER 7 – THE MAIN



The Main is likely the PCs port of entry to the City of Eskadia. The Main is the largest and most dangerous ward serves as headquarters to many guildhalls, street gangs, and just about any foreign business that one must fight to keep. During the day the streets are alive with merchants and city officials. Nighttime does not see any shift in the populace that travels the streets, though the social class changes dramatically as rogues and thugs dominate it then.

The streets and alleys are paved and well tended to by the workers at the Cobbled Web. Coarse graffiti can be found throughout this most active ward for Den Lords; thief markings, struggling artists' works, and bloodstains are found on nearly every surface. No building stands out here, though an odd pillar of wind eroded stone pierces the skyline in this ward's center. Said to be the petrified mast of an ancient godlike ship, its significance is a mystery due to the activities of the ward that encompasses it.

With access to the farmsteads and housing many of the guilds, food and water are readily available. Crude pumps can be found in most small plazas, while window gardens are a common sight, though they tend to have spices growing in them. Dried tack and meat pies are a staple for the many laborers that work here, while the whole gamete of meals and drinks can be consumed here befitting ones station.



MAIN

Roll 1d20 Random Encounter Tables

1.	Wine or Brandy Seller
2.	Food Vendor
3.	Juggler/Street Performer
4.	Guard Patrol
5.	Noble Gang
6.	Street Gang
7.	Street Prophet
8.	Mountebank/Charlatan
9.	Pickpocket
10.	Wagon
11.	Knight Errant
12.	Drug Dealer*
13.	Street Hustler*
14-20.	No encounter

*Detailed in the Pitts Random Encounters.

GATE TOLL PRICES

2 legs: 1 copper

4 legs: 2 copper

2 wheels: 2 silver

4 wheels: 4 silver

WINE/BRANDY SELLER (This neutral humanoid's vital statistics are HD 1d4, HP 2, AC 10. They carry a dagger and have 2d10 gallons of wine or brandy for sale at a cost of 1sp per cup of wine, or 1 gp per cup of brandy. Their strongbox has a lock with a Challenge Level 3, that contains 2d20 gp worth of coins.)

FOOD VENDOR (This neutral humanoid's vital statistics are HD 1d4, HP 2, AC 10. They have 2d20 lbs of various foods for sale. There is a 1 in 10 chance of contracting a disease from whatever food they sell. Treat as a *cause disease* spell with a Constitution save of Challenge Level +1d4.)

JUGGLER/STREET PERFORMER (This neutral humanoid 1st level Bard's vital statistics are HD 1d10, HP 6, AC 12. They carry a rapier and dagger and wear leather armor. They carry a musical instrument, and satchel full of disguises and "acting accoutrements" worth 20 gp. They may be asked for directions or rumors with a chance of success based on the challenge level of the question. They carry 2d10 silver pieces.)

NOBLE GANG (2D4) (These neutral human 1st level Rogue, 1st level Fighter's vital statistics are HD 1d6+1+1d10+1, HP 12, and AC 14. Their Primary Attributes are Strength, Dexterity, and Intelligence. They carry a rapier and dagger and wear warriors jack. Their panoply is marked with diamonds, hearts, clubs, spades or whatever other symbol that their noble family wears upon its crest. They have 1d10 gp and a 20% chance of 1d2 doses of Shandimar's Ash.)

CARAVAN STREET GANG (1D6+1) (They are neutral evil humanoid 1st level rogues. Their vital statistics are HD 1d6, HP 3, AC 11. Their primary attributes are Dexterity and Constitution. They attack with a knife (1d4) or club (1d6). They typically have 1d10 sp.)

BARTER STREET GANG (1D6+1) (They are chaotic evil humanoid 1st level rogues. Their vital statistics are HD 1d6, HP 3, AC 11. Their primary attributes are Dexterity and Constitution. They attack with a knife (1d4), or club (1d6). They typically have 1d10 sp.)

STREET PROPHET (These neutral human 4th level clerics vital statistics are HD 4d8, HP 20, AC 14. Their primary attributes are Wisdom, Strength, and Constitution. They attack with a staff for 1d6 points of damage, and wear a chain hauberk under their robes. Their typically memorized spells are 0th—Detect good, Detect Poison, First Aid, Purify Food and Drink. 1st—Bless, Command, Sanctuary, Sound Burst. 2nd—Hold Person, Silence, Spiritual Weapon.)

MONTEBANK/CHARLATAN (They are neutral human 2nd level bard, 1st level rogue, 1st level illusionist whose vital statistics are HD 2d10+1d6+1d4, HP 17, AC 14. Their primary attributes are Charisma, Intelligence, and Dexterity. They wear a chain shirt, and carry a rapier. Their typically memorized spells are 0th—detect magic, ghost sound, influence. 1st—Hypnotism, Silent Image. They have 2d10 gpb and 2d4 vials of "snake oil" which is no more than grain alcohol and fish oil mixed with pepper.)

PICKPOCKET (1D2) (They are neutral humanoid 4th level rogues whose vital statistic are HD 4d6, HP 12, AC 13. Their primary attributes are Dexterity, Charisma, +1 for human. They carry a dagger and wear leather armor under their clothes. They typically carry 2d6 gp worth of pilfered coin and jewels.)

WAGON: The wagon blocks most traffic one way and carries a variety of materials.

1. Body Wagon or Undertaker's Hearse Coach
2. Noble Coach
3. Fresh Fruits and Vegetables Wagon
4. Refuse Wagon
5. Prisoner Wagon
6. Oil or Alcohol Wagon

KNIGHT ERRANT (They are lawful neutral humans 4th level Knights whose vital statistics are HD 4d10+4, HP 32, AC 18. Their primary attributes are Strength, Charisma, and Wisdom. They carry a longsword dealing 1d8+2 hit points damage, and a large steel shield. They wear chainmail.)

Knight errants seek adventure and the thrill of the hunt. Many knights from both Rodensia and Karbosk, as well as native Arutanian Knights not allied to any noble family have found themselves in Eskadia, Zarga, and Il Melia. They seek challenges and adventure and often as not get drunk and pick fights just to prove their bravado.



CHAPTER 7 –

THE MAIN

M1. THE CITADEL

This small stone fortress like structure serves as Captain Donalbray's headquarters. Holding cells for petty criminals sentenced to a night or two in jail frequently find themselves taken to the Citadel. Those found guilty of greater crimes are spirited away in prison wagons to the Bastille. The presence of the Citadel and Captain Donalbray's private guard does little to dissuade would-be rogues and duelists from taking advantage of the laissez-faire attitude the guard mercenaries take towards such activities. Stalls, shops and merchants affiliated with the cities guilds are generally protected from such problems in the first place, and these are the only folk that the city guard offers any real assistance to. Instead city guardsmen concern themselves with manning city defenses, seeing to the keeping of the various gates, and acting to quell any large-scale civic disturbances such as riots or protests.

Light cannons crown the four towers of the fortress. The cannon have a range increment of 300 ft and deal 5d8 points of damage. The citadel keeps enough solid shot for 20 volleys, and 10 canister volleys per cannon. Canister affects all targets within a 300 ft. cone from the mouth of the cannon. Targets may make a Dexterity save (Challenge Level 5) for half damage.

The Citadel is guarded by 40 Legion of Swords guardsmen. Donalbray's offices are in a square tower in the center of the citadel, though he is seldom found there, as he spends most of his time working as the personal bodyguard of Prince Cordero. Most of the marshalling and training of guards falls to his faithful subordinates.

Donalbray's Guards have caused a certain amount of friction between themselves and other members of the Legion of Swords. Considering both are allegedly members of the Swords, the standard sword members wonder why Donalbray's headquarters is so posh compared to their own quads.

DONALBRAY'S GUARDS (*They are neutral aligned human males all 2nd level fighters. Their vital statistics are HD 2d10+2; hp 17; AC 15. Their prime attributes are Str, Dex, and Con and their significant attributes are Str 15 and Dex 13. Typically these guards are equipped with a chain shirt, halberd, shortsword, and light crossbow with 20 bolts.*)

CAPTAIN DONALBRAY (*He is a neutral evil, male human 10th level fighter whose vital statistics are HD 10d10+20; hp 85; AC 20(23 with shield). His prime attributes are Str, Dex, and Con and his significant attributes are Str 15, Dex 18, and Con 14. He is equipped with a +2 breastplate, +1 heavy shield, +2 defending shortsword, ring of spell storing, minor (holds extended shield other, cast at 6th level), and a full-faced greathelm.*)

M2. THE BLONDE BOAR INN

Upon opening the carved panel door to this inn, one sees a large blonde boar's head mounted upon the far wall. The foyer is dominated by a wooden staircase beyond leading to the rooms above, a granite stone fireplace warming the room along the left wall, and a counter that juts of the floor in the center. There

the owner Trendel Danes, a jolly middle-aged man, or his oldest servant girl Karri, an over friendly woman in her 20's, greet customers at the counter.

TRENDEL DANES (*He is a lawful neutral human male 5th level artisan whose vital statistics are HD 5d2, HP 10, AC 10. Trendel gains +6 to any attempts to make a forgery of an official document and is considered prime in forgery. Trendel keeps a key to his strongbox on his person. The strongbox is hidden carefully in his room, requires a Challenge Level 5 open locks to pick the lock. Within the strongbox are 1900 gp in gems, jewels, and coin.*)

KARRI (*She is a neutral human female whose vital statistics are HD 1d4, HP 2, AC 10. She carries a twelve inch hairpin that deals 1d2 points of damage, and keeps 10 gp in her bodice.*)

Those who seek a room must sign the ledger book, and then are shown to their room and the small taproom off to the right upstairs where ale can be had from barrels.

Named for the founder of this inn; Boaren Danes, who was once a wealthy mercenary that retired with the construction of this inn near the Keystone Gate of the Main Ward. Later the place was passed down through the family line. It has sought to provide a welcome rest for those travelers and merchants seeking cheap rooms with little flare.

Rooms run 1gp, with a light breakfast included, and the ale is free for those paid guests.

The place also provides a service known as 'The Third Pillow', where guests can hire out one of the servant girls to accompany them for a night's rest and other activities. Trendal keeps a second ledger book hidden away, detailing those who have requested the service of one of his girls, and he has yet to use the information to his advantage against others.

Trendel's other side business is in forgery. These skills are often sought out by members of other Eskadian guilds who need any number of "official" documents.

M3. TRADE HOUSE

This large slate roofed four story auction house deals in all goods, both legal and illegal, and all out in the open. While run by the auctioneer Fyless Reah, it has dealings with many organizations; The Middlemen deal exclusively with this establishment. It is a place many like to visit for the good deals but even more pray that they do not find their own possessions on display. A saying goes 'best to face the butt of a joke, than to face the blade of a dagger', as many are lucky that they have only lost their property and not their life. The amount of coin that passes through this place is extraordinary, though the amount the owners keep is enough to keep them in the upper-class. Bribes, protection and upkeep help eliminate the vast majority from tearing the place down.

Thieves have eyed this place for years looking for a way to snatch the take from a large auction. Few however have even lived to tell of the attempt. To date, only one crafty rogue has succeeded. 'Lucky' Vanard Therth a pot bellied swindler did so

only by formulating the plan with others, then backing out of the deal by faking his death. While his companions went on with the plan as scheduled, Lucky waited by the meeting place for those that did survive. When only two showed with sack of coins in hand, he went into action, taking the coins by force and burning the meeting place with his dead companions inside to cover his tracks.

THE TRADE HOUSE

FYLESS REAH (*She is a neutral human female 10th level rogue whose vital statistics are HD 10d6; hp 31AC 12. Her prime attributes are Dex, Int, and Wis and her significant attributes are Dex 16, and Int 14. She normally carries a gavel (treat as small hammer), and an amulet of proof against detection and location.*)

'LUCKY' VANARD THERTH (*He is a neutral evil male dwarf 3rd level rogue whose vital statistics are HD 3d6+9; hp 23 AC 15. His prime statistics are Str and Dex and his significant attributes are Dex 16 and Con 17. He wears expert studded leather and carries a +1 flaming dagger, potion of haste, and 600 gp.*)

M4. BOWS OF THE RISING SUN

The rather plain bricked three-story residence and shop seems lost in the center of the Main Ward. The shop however holds racks of various horn and ash wooden bows, and quivers laden with arrows. A side door leads to a small archery range, where targets are propped up or hang swinging from the ceiling. Arthur Illatorn does his best to provide all sorts of archery supplies. The weapons are of extraordinary work, though the methods of construction can be more a way of deterring buyers.

Horn of all kinds is sought feverishly, and the owner pays poachers from around the countryside to get what they can for him. Further, Arthur knows nothing of being a bowyer, relying instead upon the slaves crammed in his basement to do the work for him. It is not to say that he doesn't know his way around the weapon. The name of his shop comes from the slaughtered band of rangers that once protected the woodlands of the Arbolian Plateau. Some of whose descendants now work in the basement.

ARTHOR ILLATORN (*He is a lawful evil male half-elf 3rd level Fighter/4th level Rogue whose vital statistics are HD 3d10-3 plus 4d6-4 hp 27 and AC 15. His prime attributes are Str and Dex and his significant attributes are Str 16, Dex 16, and Con 9. He wears +2 padded armor and carries an expert composite longbow (+3 Str bonus), with a quiver of 20 expert arrows.*)

SLAVES (*These are neutral humans both male and female whose vital statistics are HD 3d6; hp 19; AC 10. Their prime statistics can vary but are normally Str, Dex, and Con with significant attributes of Str 10 and Dex 12. They typically have no possessions. The slaves that have survived are hardy which accounts for the extra hit dice. They craft bows as if they were prime in the bowyer ability.*)

BOWS OF THE RISING SUN

Composite Shortbow:	- 75 gp
Composite Longbow:	- 100 gp
Expert Composite Shortbow (+1 Damage):	- 750 gp
Greater Expert Composite Shortbow (+1 to Hit, +1 Damage):	- 1875 gp
Expert Composite Longbow (+1 Damage):	- 1000 gp
Greater Expert Composite Longbow (+1 to Hit, +1 Damage):	- 2500 gp
Arrows (20)	- 2 gp
Expert Arrows (20) (+1 Damage)	- 20gp
Greater Expert Arrows (20) (+1 to Hit, +1 Damage):	-50gp

M5. THE COBBLED WEB

Part warehouse and guild hall for these off shots of the Stone Cutters guild; this near castle like building lies near the Central Pass. These stone workers pave the streets and more managed alleyways, also working to roof those houses with clay or stone tiles as a side business. This company is always working on repairing one street or another, which allows them greater access to the other wards. The current owner, Slate, leads a small crew of a dozen trained burglars, known as the Sweepers, which are apart from his main crew of street pavers. This small sect of the business does their work, but also gets a little extra incentive with a break in or two which earns them much more.

SLATE See *Personalities of Eskadia Appendix*

SWEEPERS (*These are neutral males and females of various races except dwarves who are 1st level rogues. Their vital statistics are HD 1d6+1 hp 7 AC 12. Their prime attributes are Dex and Int, and their significant attributes are Dex 14 and Int 13. They wear expert leather armor, and carry a light hammer, expert climbers kit, and expert thieves tools.*)

M6. THE SAFE HOUSE

This two story stone building is only entered from a stairwell leading into a basement. A Search check (CC 10) of the basement reveals a secret door. The secret door leads to a small secure room with a slot in the wall. From beyond the slot a man calls out to whoever steps into the secured room, asking that the visitors state their name and their business. The chamber is under a permanent rune of truth, granting the door guard knowledge of whether or not the visitors are on the up and up. If the visitors answer truthfully they are allowed entry, even if they say that they are there to look for a mark they intend to rob or murder outside the Safe House.

As a precaution the Safe House is only entered, but not exited through the basement, as many secret exits from the Safe House exist. Some of the exits lead several blocks from the Safehouse to the sewers, or to tenements owned by the various factions which use the Safehouse as their neutral meeting place.

CHAPTER 7 –

The Safe House by its nature is a place of neutral ground. Run by Efram Bounds, no fighting is allowed within the Safe House. Anyone caught fighting within the Safehouse is banned for life, no questions asked, as Efram simply doesn't have the time to care. Efram also has strict rules against the use of any magic beyond simple healing spells or magic used to scan or remove poisons from food. His employees are trained in enough spell-craft to discern the difference between a spell to remove poisons and a spell to charm or harm.

Efram made his fortunes as an explorer and adventure and knows the value of a place with sound proofed booths and territory where parties may meet without the hassle of local or foreign guardsmen sticking their big noses where they don't belong.

The Safe House has rooms to let and excellent, if expensive food and drink. Privacy is the order of the day and everyone who makes use of the Safe House understands this, and keeping it foremost in mind for fear of being banned.

Safehouse Stout	– 5sp
Arbolian Brandy	– 5 sp
All Fathers Ale	– 8 sp
Night Elf Wine	– 5 gp, 20 gp per bottle
Chaos Whiskey	– 2 gp per shot, 30 gp per bottle
Eskadian Cognac	– 5 gp per snifter, 50 gp per bottle
Roast Beef Meal	– 1 gp
Bread and Cheese	– 2 sp
Sea Bass Platter	– 6 sp
Beans and Rice with Sausage	– 4 sp
Room for a night	– 1gp per occupant
Private booth, silenced with magical rune of silence spell	– 1sp per hour

Efram employs five wizards and a dozen hardened fighters as guards and servants in his establishment, whose job is to insure the neutrality of the place.

EFRAM (He is a neutral male elf 5th level wizard/3rd level rogue whose vital statistics are HD 3d6 plus 5d4 hp 17AC 15. His prime attributes are Dex and Int and his significant attributes are Dex 16, Int 17. He wears Bracers of armor +2, ring of protection +1 and carries a wand of hold person (20 charges, 5th level), wand of ray of enfeeblement (40 charges, 5th level), +2 dagger, scroll of blindness (5th level), scroll of dispel magic (10th level), and 4 expert daggers. Arcane Spells Known (Cast Per Day 5/4/2/1 0—arcane mark, dancing lights, detect magic, mage hand, message, open/close ; 1st—burning hands, charm person, feather fall identify, magic missile, sleep, true strike; 2nd—darkness, invisibility, levitate, scare, see invisible, web; 3rd—dispel magic, fly, haste, lightning bolt.)

SAFE HOUSE WIZARDS (They are neutral male human 3rd level wizards whose vital statistics are HD 3d4+3 hp 11 AC 11. Their prime attributes are Dex, Int, and Chr and their significant attributes are Dex 13 and Int 15. They wear hooded robes and carry a dagger.)

Arcane Spells Memorized (4/3/1; 0—detect magic, detect poison, mage hand, message; 1st—comprehend languages*, magic missile, sleep; 2nd— invisibility.

SAFE HOUSE GUARDS(12) (They are neutral male human 3rd level fighters whose vital statistics are HD 3d10+3 hp 22 AC 15(17 with shield). Their prime attributes are Str, Dex, and Con and their significant attributes are Str 15 and Dex 13. They each wear a chain shirt and carry a shortsword and small steel shield.)

M7. THE KING'S ARMY

A small block of half-timbered houses makes up this hard labor camp and protection business. Strong men and women can be hired from the Kings Army to perform jobs around the city as day laborers, hauling goods, and in general used as muscle for hire. "Discrete and Quite" is their motto, which is simply a con of course. These meat shields are nothing more than thugs who use brute force to push others out of their territory. Anyone foolish enough to trust them to guard places or people had best hope they are strong in their own regard should the Kings Army decide to turn coat.

Delvyn Shaen 'The Ebon Eagle' heads this group, taking his nickname to irk the followers of Horgrim. The Kings Army would likely have gone out of business long ago had it not been headquartered in the Main, as this has found them quite valuable to other war-dens who vie for as much control of this ward as they can grasp. Delvyn of course has his own ideas and rents his brutes out to those he sees as offering him the greatest alliances and prestige.

DELVYN SHAEN 'THE EBON EAGLE' (He is a lawful evil male half-elf 1st level fighter/5th level wizard whose vital statistics are HD 1d10+1 plus 4d4+4 Hp 27(34 familiar bonus), and AC 15. His prime attributes are Str and Int. His significant attributes are Str 17, Dex 13, and Int 15. He wears a mithral chain shirt, and carries a wand of magic missile (3rd level), and expert handaxe, and a spell component pouch. Due to his familiar, he has double standard ranged vision for a half-elf, granting him an additional +1 to notice things out of the ordinary. Arcane Spells Prepared (5/4/2/1) 0—light, mage hand, message, open/close, prestidigitation 1st—magic missile x3, sleep; 2nd—bull's strength x2,3rd-lightning bolt.)

EAGLE FAMILIAR (This neutral creature's vital stats are HD 2d6, HP 7, and AC 14. It shares the primary attributes and saves of Delvyn Shaen. It attacks with talons 2 talons for 1 point of damage and a beak for 1d2 points of damage.)

LABORERS (They are lawful evil males and females of various races whose vital statistics are HD 4d4 hp 14 AC 11. Their prime attributes are Str and Dex and their significant attributes are Str 16 and Dex 12. They wear padded armor and carry a dagger or short sword)

M8. THE ANTE

Branches of The Ante are found near each of the gates that lead out of the city, even those leading to the docked shores of many wards. All branches of The Ante seem the same in that they consist of four stories of thick granite walls. Every city along the Western has some uniqueness to its coins, and in many cases

each of the various districts or wards adds its own mark. This difference in coins doesn't seem to bother most folk as gold is gold after all. The Ante however exists to squeeze profit where profit can be squeezed for the various guilds. Roundar Gristle-thumb runs this branch of the Ante which is the headquarters of all other Ante Shops. Roundar sees to the exchange of currency to the proper coins for the correct wards of this city by authority and writ of Prince Cordero DellaMatta and the Usurer's Union.

The Ante counts on a foreigner's ignorance of the local exchange rates to rake in profits, watching in dismay as their sack of plunder quickly diminishes to a mere handful of coins. Locals familiar with the rate usually shop around the various other Ante shops, as each branch is in competition with the other to get the best deal and one up the other branches. Each of the individual branches is controlled by gnomes, though they have no clan or family relation. So as to not further alienate them from public scrutiny the gnomes hire other races to act as apprentice money changers, watching them very closely from hidden alcoves within the shops.

ROUNDAR GRISTLETHUMB (*He is a lawful evil male gnome 7th level rogue whose vital statistics are HD 7d6+14 hp 32 AC 10. His prime attributes are Dex and Int and his significant attributes are Con 14 and Int 13. he carries a bag of holding(250 lb Max), and a merchants scale.*)

The following exchange rates are for this Ante.

THE ANTE IN THE MAIN WARD

Pitts Coins	– 30% of value
Diamond District Coins	– 10% of value
Far Reach Coins	– 40% of value
Eye Coins	– 25% of value
Heart Coins	– 10% of value
The Straights Coins	– 15% of value
Dockside Coins	– 10% of value
Blades Coins	– 5% of value
Foreign Coins	– 40% of value

M9. THE GENTLE REPOSE

A warm greeting meets all that enter this white washed barber shop. Old leather padded chairs and long blood stained tables stand out along the perimeter of the entry. Dolman Cavern-walker does the basic service one would expect from a barber, as well as performing minor surgery and mending broken bones on those that can't pay the price for healing magic. While many may find the dwarf's line of work disheartening they have to agree that he does it well.

DOLMAN CAVERNWALKER (*He is a lawful neutral male dwarf 3rd level druid whose vital statistics are HD 3d8+6 hp 22 AC 12(13 with shield). His prime attributes are Dex and Wis and his significant attributes are Con 14, and Int 14. He wears leather armor, and carries a light wooden shield, a club, sling with pouch of 20 stones, also holly and mistletoe. Druid*)

Spells Prepared (4/2/1) 0—create water, detect poison, know direction, light, 1st—cure light wounds x2; 2nd—delay poison.)

The following services are for sale in The Gentle Repose.

THE GENTLE REPOSE

First Aid	– 10 gp
Long-term Care	– 20 gp
Treat Poison or Disease	– 50 gp
Cure Minor Wounds	– 15 gp
Cure Light Wounds	– 25 gp
Delay Poison	– 60 gp
Lesser Restoration	– 100 gp

M10. THE CURDLE

A small weathered wooden shop showing signs of rot is the general store and dealer in cheeses, those of Karbosk and Rodensia as well as some lesser locally produced wheels from Zarga and Il Melia now rare since the civil war. Dewrin has access to seasoned foreign cooking oils and grain. The small grain mill upon the side of the building turns out ground wheat and flour daily for other shops and housewives.

The proprietor Dewrin Laden has been experimenting with molds to see if he can't make a better and cheaper cheese, the results have been mixed; a few of his cheeses have a more yellowish color, though others have actually turned deadly. His storage room in the back is now riddled with noxious molds, and the unintended murderous ooze known as the mold man who seeks to kill any that disturbs its fungal 'paradise'. The mold man has taken to the night time streets haunting the neighborhood, stealing swine and goat heads in the hopes of raising others of its ilk to do its bidding.

DEWRIN LADEN (*He is a neutral male Halfling 6th level rogue whose vital statistics are HD 6d6+6 hp 32 AC 11. His primary attributes are Dex and Int. His significant attributes are Dex 15, Con 12, and Int 15. He wears an Apron, and carries a Heavy wooden whisk (treat as club).*)

THE MOLD MAN (*This neutral evil medium sized ooze's vital statistics are HD 4d10, HP 24, AC 15. It attacks with a slam for 1d8 points damage. Its special abilities are spores, constrict, split, and create spawn.*)

M 11. THE SEVERED ARMS

(Price 15,000 gp, Profit 100gp/month starting.)

Severed Arms is a four story apartment complex with six rooms per floor for a total of twenty four apartments to rent. The apartments are mostly small, designed for a two to four individuals but are often overcrowded with twelve or more tenants per room. The place has a rather shabby and run down appearance considering the size of the structure. Rumor has it that the place is haunted, leaving most who need a more permanent residence to look elsewhere.

CHAPTER 7 –

Currently Mrs. Quar, a nosy widow and washerwoman manages the property which is owned in holding by the Itrugio family, who takes 75% of profit but would lease the property for 400 gp per month to a new landlord. The property could be sold outright for 15,000 gp or awarded as treasure for missions performed on behalf of House Itrugio.

MRS. QUAR (*She is a neutral human female whose vital statistics are HD 1d4, HP 2, AC 10. Her primary attributes are physical. She carries a dagger and keys to all of the apartments at the Severed Arms.*)

CURRENT RESIDENTS

WEN DURRELL

Wen is an alchemist whose specialty happens to be cooking and cutting narcotics from their natural ingredients. Wen is a secretive alchemist who has worked for years in the privacy of his apartment/laboratory. Most consider him a crazy loner and Mrs. Quar complains constantly about the chemical stink that comes from his room and clings to his laundry. When not burned out on his own drugs, Wen simply offers her extra coin to shut her up and keep her out of his 4th story abode.

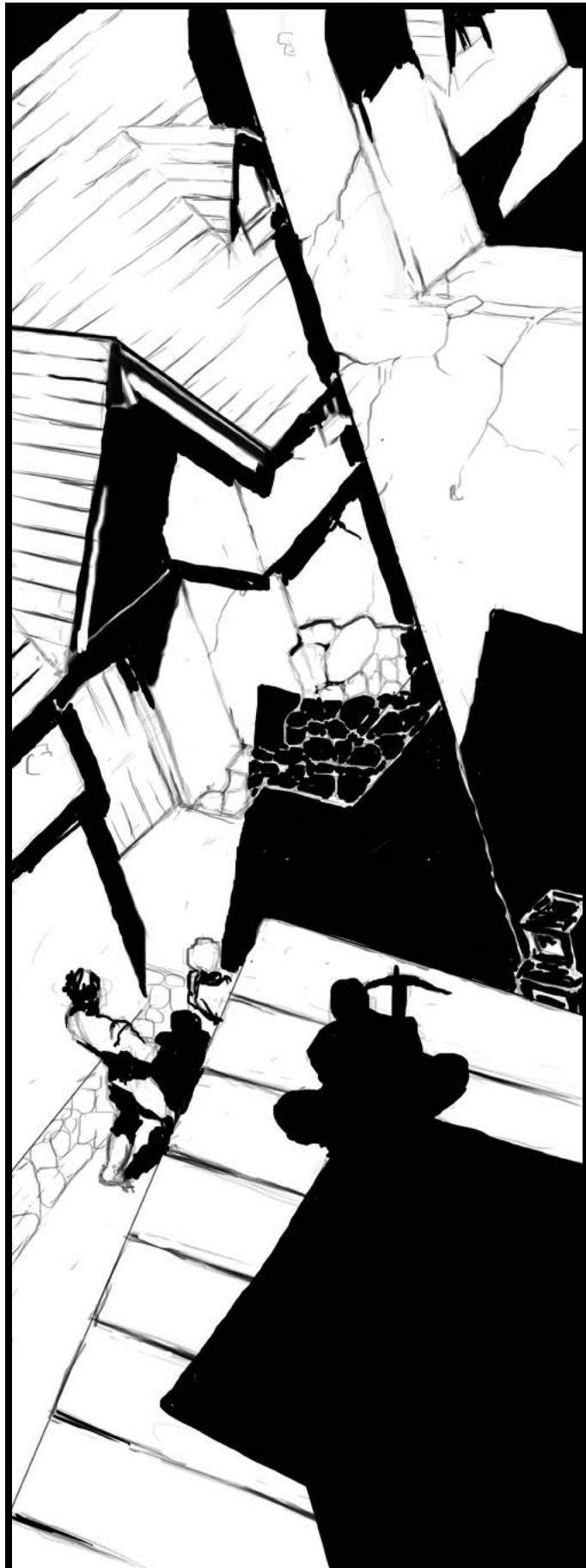
WEN DURRELL (*He is a neutral human 7th level wizard/3rd level Assassin. His vital statistics are HD 7d4+3d6. HP 32. He carries a wand of lightning (50 charges) and wears bracers of armor +4 and a ring of protection +2, 4 ounces of Shandimar's Ash and a dagger +2. His typically memorized spells are 0th—Arcane Mark, Dancing Lights, Detect Magic, Mending, Message. 1st—Alter Size, Charm Person, Identify, Magic Missile, Shield. 2nd—Acid Arrow, Detect Thoughts, Invisibility, Locate Object. 3rd—Fly, Haste, Hold Person. 4th—Charm Monster, Hallucinatory Terrain.*)

THE FRNAKS

The Frnak family are a family of day laborers and builders who occupy three rooms on the 2nd floor. They are expert builders when it comes to concrete, stone, and lumber and are frequently busy. The fifteen brothers and cousins are often hired en-masse but refuse to work exclusively for any builder. That said their licenses and guild memberships are all up to date. The Frnak family could easily increase the value of any building they work on by upwards of 1d20%. Frank Frnak handles the bills and jobs that the family takes on though he is neither the eldest nor the actual patron of the clan. He simply speaks the language and is trusted by the others with the money.

FRANK FRNAKS (*He is a neutral human 5th level artisan. His vital statistics are HD 5d2, HP 10, AC 11. His Primary Statistics are intelligence, strength, and wisdom. He carries artisans tools and wears a leather apron and heavy work boots. He keeps 200 gp worth of coin locked in an iron box (Challenge Level 2 to open) hidden under a loose board (Challenge Level 2 to find) under his bed.*)

FRNAKS(15) (*They are neutral human 1st level artisans. Their vital statistics are HD 1d2, HP 2, AC 10. Their primary statistics are Intelligence, strength, and wisdom. They carry artisans tools and wear leather apron, a steel helm, and heavy work boots.*)



CHAPTER 8 – THE HEART



amed for the heart shaped square in its center, this ward is where the upper class calls home. Those who are not true nobility are wealthy merchants, rogues, or the various mercenaries hired to protect the market, estates, or gates found here.

A district of clean swept brick streets and side passages is the least populated in terms of living residents, though the most crowded when one walks the streets and markets. While many of the buildings are grand, and well protected, it is the Heart Market that is the attraction of this ward. From the decorated shops that line the edge of the market, to the various stalls, pavilions, and wagons that crowd its red granite tiled surface, the heart market has it all.

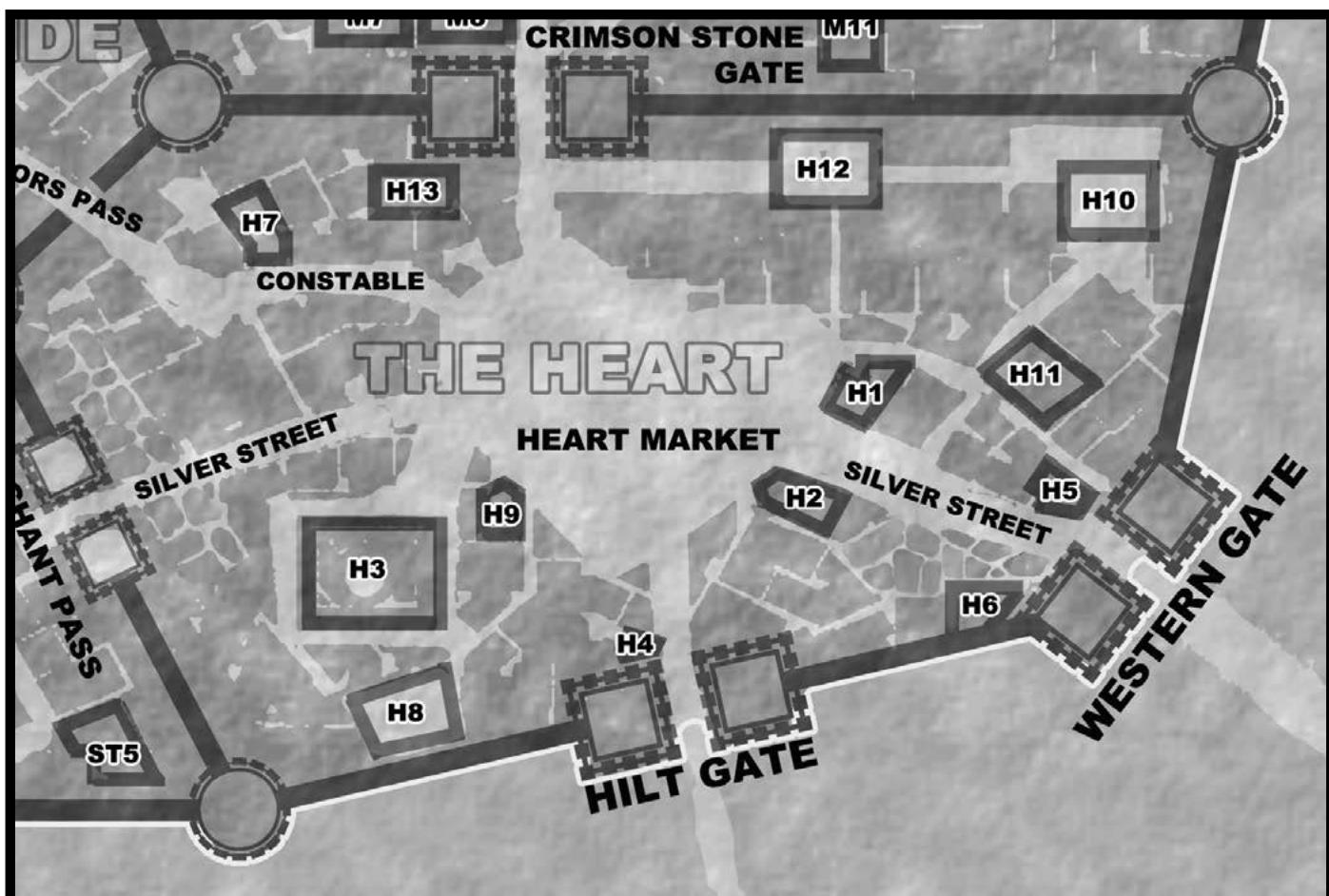
The most heavily guarded and restricted gates are manned by the warden's porters and mercenaries that pummel first, ask questions later, should one try to gain access without a formal pass or badge. No one is immune; it is well known that spies and assassins have posed as well known figures before but no matter; those with no pass, do not get in. Passes are bought or given by the trade guilds.

One would think that the amount of foodstuffs entering the Heart Ward would feed the entire city. Instead it is wasted on feasts and parties that barely see the majority of it eaten or drunk. The excess is carted off to other wards, eventually finding its way

to the Pitt when even that is still too costly for much of the poorer members of the populace. Remarkably water is seen as under one's station to drink as is. Sugar, tea leaves, or rare lemon juice are added before one would even think of drinking it. As for liquors, only wine and the rare grain brews find there way here, and are consumed as much as any other drink found elsewhere.

HEART RANDOM ENCOUNTERS

Roll 1d20	Encounter
1.	Legion of Swords Guard Patrol
2.	Noble Gang
3.	Noble Carriage
4.	Wine Seller
5.	Food Vender
6.	House Wizard
7.	Cleric
8.	Assassin
9.	Burglar
10.	Spy
11.	Knight Errant: See Main District Encounters.
12-20.	No Encounter



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LEGION OF SWORDS PATROL (8) (They are neutral male human 3rd level fighters whose vital statistics are HD 3d10+3 hp 22 AC 15(17 with shield). Their prime attributes are Str, Dex, and Con and their significant attributes are Str 15 and Dex 13. They each wear a chain shirt and carry a short-sword and small steel shield.)

WINE/BRANDY SELLER (This neutral humanoid's vital statistics are HD 1d4, HP 2, AC 10. They carry a dagger and have 2d10 gallons of wine or brandy for sale at a cost of 1sp per cup of wine, or 1 gp per cup of brandy. Their strongbox has a lock with a Challenge Level 3, that contains 2d20 gp worth of coins.)

FOOD VENDOR (This neutral humanoid's vital statistics are HD 1d4, HP 2, AC 10. They have 2d20 lbs of various foods for sale. There is a 1 in 20 chance of contracting a disease from whatever food they sell. Treat as a cause disease spell with a Constitution save of Challenge Level +1d4.)

NOBLE CARRIAGE These carriages are pulled by 2-4 horses. They expect (and receive) the right of way. Typically a nobleman, their family, or their mistress/cuckold rides and two house guards (as Noble Gang) act as driver and bodyguard.

NOBLE GANG (2D4) (These neutral human 1st level Rogue, 1st level Fighter's vital statistics are HD 1d6+1+1d10+1, HP 12, and AC 14. Their Primary Attributes are Strength, Dexterity, and Intelligence. They carry a rapier and dagger and wear warriors jack. Their panoply is marked with diamonds, hearts, clubs, spades or whatever other symbol that their noble family wears upon its crest. They have 1d10 gp and a 20% chance of 1d2 doses of Shandimar's Ash.) Their affiliation is dependant on which house the Castle Keeper chooses to assign. In the heart they are typically from House Drapphes, House Arnaud, or House DellaMatta

ASSASSIN (This is a neutral humanoid 3rd level assassin, whose vital statistics are HD 3d6, HP 10, AC 14. Their primary attributes are Dexterity and Intelligence. They carry a short-sword, dagger, and a vial of type II poison. They wear studded leather armor under their murderer's robes and have 2d10 gp.)

HOUSE WIZARD (These are neutral humanoid 5th level wizard, whose vital statistics are HD 5d4, HP 10, AC 11. Their Typically memorized spells are 0th—Detect Magic, Arcane Mark, Endure Elements, and Message. 1st—Change Self, Charm Person, Shield, Sleep. 2nd—Enhance Attribute, Invisibility, Ray of Enfeeblement. 3rd—Dispel Magic, Lightning Bolt.)

CLERIC (These lawful neutral human 4th level clerics vital statistics are HD 4d8, HP 20, AC 14. Their primary attributes are Wisdom, Strength, and Constitution. They attack with a staff for 1d6 points of damage, and wear a chain hauberk under their robes. Their typically memorized spells are 0th—Detect good, Detect Poison, First Aid, Purify Food and Drink. 1st—Bless, Command, Sanctuary, Sound Burst. 2nd—Hold Person, Silence, Spiritual Weapon.)

BURGLAR (These are neutral evil humanoid 4th level rogues whose vital statistics are HD 4d6, HP 12, AC 12. Their primary attributes are Dexterity and Intelligence. They carry a dagger, 50 ft. of silk rope, lock picks, a mask and a sap.)

SPY (These are neutral humanoid 4th level bards whose vital statistics are HD 4d10, HP 20, AC 14. Their primary attributes are Intelligence and Charisma. They wear warriors jack and carry a shortsword and a musical instrument. They pose as traveling actors and musicians to gain the confidence of various noble houses for their actual employers purposes.)

KNIGHT ERRANT See Main District Random Encounter.



THE HEART

H1. THE CHATEAU

This two story tavern and gambling hall, has a fine marble tiled floor, and a large fully stocked red granite bar. The Chateau is owned by The Middlemen and run by member Fostif Elklan with the aid of a lip pierced bouncer known as Ace Kyn. This place is where successful pick pockets, burglars, swindlers, and other rogues can sit and talk of past 'jobs'. The second floor is only accessible with the approval of the bartenders, and acceptance from Ace who stands watch at doorway above.

A finer establishment, as if there would be anything less in the Heart Ward. The Chateau started out as a wealthy wine merchants abode, until the wine merchant lost everything in a card game with Fostif. Fostif with the assistance of his brothers in the Middlemen quickly transformed the Chateau into its current state. Fostif spends most his time in the rooms upstairs, occasionally visiting the common room below. He offers a smile, and has been known to fetch a few orders himself on a busy night. The local homemade brew is known as Fostif's Perry, a pear flavored liquor which sometimes acts as alchemist fire when swallowed if the batch has gone bad (05% of the time). Buckets of water are kept at the ready to douse a spontaneously combusting patron.

FOSTIF ELKLAN (*He is a neutral evil male halfling 3rd level rogue/4th level fighter whose vital statistics are HD 4d10+8 plus 3d6+6 hp 45 AC 15. His prime attributes are Dex and Int and his significant attributes are Dex 18 and Con 14. he wears +1 leather armor, and bladed boots of striding and springing. He carries an expert short spear cane.*)

ACE KYN (*He is a chaotic evil male half-orc 4th level barbarian/2nd level rogue whose vital HD 4d12 plus 2d6 hp 47 AC 12. His prime attributes are Str and Dex. His significant attributes are Str 20 and Dex 12. He wears expert studded leather armor and carries an iron shod club, silver spiked gauntlets, a pouch of shaved coins, and an expert weighted dice.*)

The following items are for sale in the Chateau.

THE CHATEAU

Ale	– 2 sp
Mead	– 1 gp
Wine	– 5 gp
Fostif's Perry*	– 7 gp
Bread and Cheese	– 1 gp
Full Course Meal	– 10 gp

* This item may act as Alchemist Fire 5% of the time when consumed.

H2. GILDED AND GLAZED

From the tall four-story marbled shop that stands at the edge of the Heart Market, Jebbend deals in crafting precious metals and setting gemstones. The display room is laden with trapped glass chests showing off his works, while a low stone table stands as make shift counter and work table. Jebbend can make signet

rings and other jeweled baubles, seeing to it that his works are precise in etchings and clarity.

As a follower of the teachings of Shandimar, he sees to placing runic verses on all wares, which are predictions of what shall come to this city and those that fail to bow to the goddess. The writings have yet to be deciphered, if they are even discovered, for they are in a code of Jebbend's design. The boldness of his writings has increased over the last couple of years as his strength has started to waste away due to the cursed Bloodstone of Vallis, its resulting disease has only heightened Jebbend's sense of impending doom.

JEBBEND (*He is a chaotic evil male gnome 1st level wizard/2nd level cleric/5th level rogue whose vital statistics are HD 1d4+2 plus 2d8+4 plus 5d6+10 hp 48 AC 12. His prime attributes are Dex and Wis. His significant attributes are Dex 15, Con 15, and Int 16. He carries a Bloodstone of Vallis, an expert dagger, an expert gemcutter's tools, and a magnifying glass. Cleric Spells per Day (4/2) 0—detect magic, detect poison, first aid, light; 1st—cause fear, cure light wounds. Wizard Spells Prepared (4/2) 0—arcane mark x2, detect magic x2; 1st—feather fall, shield.*)

The following items are for sale in Gilded and Glazed.

GILDED AND GLAZED

Signet Ring	– 20 gp
Silver Jewelry	– 25 gp
Gold Jewelry	– 75 gp
Gem Studded Jewelry	– 350 gp

H3. TEMPLE OF TAXUS

This large unfinished structure serves as the grounds for the Temple of Taxus. The Temple of Law has found a home here in Eskadia as Taxus serves as God of Cities, Commerce, Money, and Law. These facets of the Godhead of Taxus make the religion apt for a place such as this. Headed by Bishop Arnaud, the Temple seems to be in a constant state of construction as he seeks ultimately to develop a great pillar in honor of the god. The pillar is his penance, though his sins are as unending as his debauchery. The main sanctuary and the Bishops quarters are finished, as are dwellings for his acolytes. The outer walls and artistic interpretations of the God of Pillars are as yet unfinished and many grumble at the waste calling the temple Arnauds Folly. There is more truth to this than many suspect, considering how Arnaud spends most of his evenings.

2d4 acolytes of Taxus may be found at the Temple of Taxus at all times. These Acolytes may be sought for simple blessings, minor healing and bestowment of luck upon their parishioners. The temple sells healing potions and potions dealing with travel, luck and charming of up to 3rd level, as well as scrolls that do the same. The temple acolytes charge the standard DMG price for these items or for casting spells on parishioners, in the form of donation to the church.

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ACOLYTES (These lawful neutral human 1st level clerics' vital statistics are HD 1d8, HP 6, AC 11. They carry 2d10 sp, and a ceremonial spear which deals 1d8 points of damage if it is forced into service as a weapon. Their typically memorized spells are 0th—Detect Magic, Detect Poison, Purify food and Drink. 1st Bless, Command.)

The acolytes sell potions for the ongoing building projects.

POTION	PRICE
Aid	420
Bless	120
Cure Light Wounds	330
Neutralize Poison	660
Sanctuary	330

H4. THE PLAUSTRUM

While the Eskadian Sea offers a quick and easy means to deliver goods, their still lie numerous other towns and cities without a port. For the merchant wagon trains that ply those roads, this large four story workshop is a necessity when stopping in Eskadia. Deems crafts new carts and wagons and repairs old ones. Kept busy by the outlying farmsteads need for a good cart, Deems quickly puts aside those minor tasks for the wealthy merchants that arrive at his doorstep.

He is not above creating secret compartments in his creations, nor in sabotaging something for the hired gang of bandits known as the Highwaymen that bring him a portion of their loot. Deems marks the more laden merchant wagons or those that appear to be easy targets with some small crude gouge along each side as a sign for the Highwaymen, indicating which wagons would make easy prey.

DEEMS see *Personalities of Eskadia Appendix*

H5. FUR AND FLEECE

This knotted wooden four story store and indoor zoo tailors to the upper class by providing quality furs and other noble garments. Eddshin Medowlark is the furrier, who is aided by a small group of mercenary rangers, each an expert hunter and trapper in their own right. Eddshin's hunters catch about anything they can, selling what they can in the shop. Eddshin and his hunters have come to odds with druids in the past, seeing the nature bound as pests to their profit. This has left them in a deadly cat and mouse game when they make treks outside of the walls. For this reason Eddshin and his hunters kill druids on sight, be they in the city or out of it.

EDDSHIN MEDOWLARK (He is a neutral evil male Halfling 10th level rogue whose vital statistics are HD 10d8+10, HP 75, AC 17. His prime attributes are Dex and Int his significant attributes are Str 14 and Dex 18. He wears a +1 chain shirt of silent moves, and carries an expert composite short bow (+2 Str), quiver of Elohnna, 20 +1 arrows, 30 expert arrows, and a short sword.)

MERCENARY RANGERS (They are neutral evil or chaotic neutral males and females of various races who are 3rd level rangers. Their vital statistics are HD 3d8+3 hp 19 AC 14. Their prime attributes are Str and Dex and their significant attributes are Str 14 and Dex 15. They wear studded leather armor and carry an expert composite short or long bow with 20 expert arrows, and either a handaxe or shortsword.)

H6. SHEATHED HORSE

This wooden three story shop smells strongly of tanned leather and horse manure. Upon the side of the building is an adjoining stable, which houses various trained equines for testing the products found here. Simegn makes saddles, saddle bags, and leather bardings for the various merchants that pass through this ward. This business fronts for horse racing competitions outside of the city. Competition in the racing circuit is intense, with riders frequently attempting to sabotage other riders, going so far as to have opponents ambushed in the gullies and animal paths where the races take place.

For those interested in pitting their skills in the underground racing circuit, Simegn is the man to see.

SIMEGN (Is a chaotic good human male 4th level rogue whose vital statistics are HD 4d6+8; hp 25; AC 12. His prime attributes are Dex and Int, and his significant attributes are Dex 15, and Int 19. He wears expert shortsword, and carries a light crossbow, case of 25 bolts, and 4 potions of barkskin.)

APPRENTICES (They are chaotic neutral human male 2nd level rogues whose vital statistics are HD 2d6+3 hp 19 AC 13. Their prime statistics are Dex, Int and their significant attributes are Dex 14 and Int 12. They typically wear leather armor, and carry shortswords, 6 expert darts, and a potion of barkskin.)

The following items are for sale in Sheathed Horse.

SHEATHED HORSE

Riding Saddle	– 15 gp
Military Saddle	– 40 gp
Padded Bardings	– 15 gp
Leather Bardings	– 30 gp
Hide Bardings	– 50 gp
Saddle Bags	– 5 gp

* Add more if made for a special mount.

H7. 'THE HOARY HOUSE'

This decorative silvery marble estate has the look of a place cracked and aged, with a crumbling tower protruding from its southern face, but all is just the look of the architecture and personal taste for the owner Patellan Knee-Cracker. This wealthy rogue and don of The Middlemen sought to live amongst his enemies, even having his home appear to stand out amongst the more elegant abodes of his neighbors.

Most of the estate is under a permanent illusion, having only the appearance of faulty construction. Spells to detect as such are dispelled by the glyphs hidden beneath the illusion. The basement is a virtual maze of secret business rooms and storage places, which also connects to the sewers and the Middlemen headquarters of Middles Landing.

PATELLAN KNEE-CRACKER *see full statistics in Person-aliaries of Eskadia Appendix*

H8. NOBLE HOUSE DRAPPES

This grand mansion with its high iron fences and heavily patrolled hallways is home to Master Ivan Drappes, a wealthy trader who has complete control of the house. His daughters Xandell, Bethany and Fauhl only serve to aid in the business's operations.

Ivan came to power by the loans to struggling farmers and desperate merchants, and later gaining control of those farmlands and mercantile operations that could not pay back their debts. A major importer of grain and other foodstuffs, he has control over many of the prices for food, but is no fool to try and starve the populace lest he be assassinated and his home burned.

Recently the Lady Sandranne has become engaged to Master Ivan. Many seem happy that the man may have found happiness again after all these years, though his daughters see only another gold digger into their father's fortune.

Ivan's daughters connive against one another for domination of the house. Fauhl and Bethany plot to have their eldest sister Xandell, and the Lady Sandranne murdered and plan a co-regency of family affairs once their control of the house is consolidated.

MASTER IVAN DRAPPES *(He is a lawful neutral male human 2nd level rogue/5th level knight whose vital statistics are HD 2d6+2 plus 5d8+5 hp 40 AC 14. His prime attributes are Str and Dex. His significant attributes are Str 17, Dex 17, and Int 16. He wears a +2 ring of protection, and carries a ruby studded darkwood cane (treat as club) (worth 2000gp), and various other embroidered and jeweled accessories (totaling 1,200gp in value).)*

XANDELL *(She is a chaotic evil human female 5th level knight whose vital statistics are HD 5d8 hp 21 AC 13. Her prime statistics are Str, Dex, and Chr. Her significant attributes are Dex 12, Int 13, Cha 17. She wears expert leather armor and carries a +1 shortbow, +4 arrow, 20 expert arrows, and various jewelry (totaling 1,000gp in value).)*

BETHANY *(She is a lawful evil female human 3rd level knight/3rd level rogue whose vital statistics are HD 3d8+3 plus 3d6+3 hp 35 AC 12. Her prime attributes are Dex, Wis, and Cha. Her significant attributes are Dex 14, Wis 17, and Cha 18. She carries a Bag of holding, various tomes and texts (a small private library's worth), 5 scroll cases, and a scroll of comprehend languages.)*

FAUHL *(She is a lawful evil human female 2nd level knight/5th level rogue whose vital statistics are HD 2d8 plus 5d6, HP 28, AC 15. Her prime attributes are Str and Dex. Her significant attributes are Str 16, and Dex 17. She wears +1 shadow leather armor and carries 3 expert daggers, boots of elvenkind.)*

LADY MYRIAM SANDRANNE *(She is a neutral female half elven knight whose vital statistics are HD 3d8 hp 22 AC 11. Her prime attributes are Str and Chr. Her significant attributes are Str 14 and Cha 18. She carries a +1 silver rapier, a Quaal's feather token (bird), and various jewelry (worth 500gp).)*

H9. THESPIANS CORNER

This elaborate, gaudy opera house is a garish gem in the midst of the Heart Ward. To the denizens of Eskadia it is a cultural masterpiece. To visiting performers and dignitaries it is a towering eyesore of crushed velvet, marble veneer and gilt. To many of the poor and starving in the Pitts it is the very symbol of the decadence of the Heart and Eskadia as a whole.

The theater seats 500 people, and holds two performances a day four days a week, and four performances a day on the weekend with lights out one day per week. Prices to observe a performance are 1 gp per showing. Drinks and refreshments are of course extra.

Thespians Corner is owned by the Benvolio family, who pay actors and opera singers well, but generally treat them poorly, seeking to direct and micromanage the performances that take place here.

Day to day operations are run by Maiena Benvolio, who like her father, fancies herself a great actress and director. Many bards and performers put up with the Benvolio's poor treatment as they pay double the standard rate for a good performance, and the place draws a good crowd.

MAIENA BENVOLIO *(She is a chaotic evil female human 2nd level bard whose vital statistics are HD 2d6+2, HP 11, AC 11. Her prime attributes are Str and Chr. Her significant attributes are Dex 13, Int 14, and Cha 15. She wears a +1 amulet of natural armor, and a ring of protection +1, and an expert dagger)*

H 10. PRINCE CORDERO'S ESTATE

Similar to other manor houses and estates in the city, Prince Cordero's manor house is a large two-story compound with marble pillars and an enclosed courtyard. It is surrounded by a 10-foot high brick wall faced with marble veneer. Prince Cordero conducts the majority of his business from the courtyard of his home, taking meetings and sending out members of the Usurer's Union on their various tasks. Cordero's estate is guarded by 20 special guardsmen taken from the corps of fighters hand picked by Captain Donalbray. Prince Cordero also keeps a pair of skilled operators on retainer to oversee security and protect him from assassins. Their names are Vinchi and Oollo.

PRINCE CORDERO: See details in the important persons of Eskadia section.

VINCHI *(He is a lawful evil human male 3rd level rogue/4th level wizard whose vital statistics are HD 3d6+3 plus 4d4+4 hp 27 AC 15. His prime statistics are Dex, Int and Wis. His significant attributes are Dex 15, Int 16, and Wis 12. He wears +1 leather armor, and a ring of protection +1, and carries 2 expert daggers, a wand of magic missiles (CL 5, 10 charges), and a potion of invisibility. Arcane Spells Prepared (Cast per day 4/3/2) 0—detect magic x2, light, mage hand 1st—alter size, magic missile, shield; 2nd—levitate, mirror image.)*

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OCHOLLO (He is a chaotic evil human male 7th level rogue whose vital statistics are HD 7d6+7 hp 35 AC 14. His prime attributes are Str, Dex, and Con. His significant attributes are Str 12, Dex 20, and Con 13. He wears +1 leather armor, and carries a shortsword of deft hands, and expert thief's tools.)

PRINCE'S GUARD (They are neutral male human 2nd level fighters whose vital statistics are HD 2d10+2 hp 18 AC 15. Their prime statistics are Str, Dex, and Con. Their significant attributes are Str 15, Dex 13, and Con 12. They wear chain shirts, and carry a glaive, shortsword, and light crossbow with 20 bolts.)

H 11. MUSEUM HOUSE

Museum House is as venerable pile of rubble as may be found anywhere in the City of Eskadia. The centuries old manor house has been converted into a museum of sorts, though is open to invitation or appointment only. Here reside many treasures of Eskadia's past, including voluminous copies of ancient document, histories, novels, and other examples of fine art and the written word. Currently the Museum house serves as the headquarters of the Artists Guild. Interestingly one of the halls in the Museum house contains a portrait of every prince in the history of Eskadia, portraits of the last three Kings, a graven image of Shandimar, and portraits of famous actors and musicians. Included here are portraits of Prince Cordero, the famous ingénue Lecrutia Piazz, and her frequent writer Cicero Denalian.

A common tax is secretly levied by the nobility is paid out to the Order and the Middlemen to keep the treasures of the Museum House intact.

H 12. THORN-HEART MANOR

(150,000 gp) (Profit...depends on usage).

This manor house is currently vacant and in need of repairs and upkeep to bring it back to its once grand status. Boasting three stories, thirty rooms, including a third story ballroom and eight baths, the house needs about twenty thousand gp worth of work to make it completely habitable, however two thousand could probably outfit three or four rooms neatly. The Arnaud family owns the estate but due to the Bishop's other hobbies, it goes untended and unlivied in. Aside from its price tag, it turns out that a coven of worshippers of Raichee have taken up residence in the grand old house along with several hundred giant rats that must first be hunted from the premises.

RATS (100) (These neutral creatures vital statistics are HD 1d4, HP 2, AC 13. Their primary attributes are physical. They attack with a bite for 1d2 points damage.)

WERE-RATS (5) (These lawful evil creatures vital statistics are HD 3d8, HP 16, AC 17. They attack with longswords for 1d8 hit points damage, or a bite for 1d4 points of damage. They regenerate 1 hp per round, have rat empathy, twilight vision, and inflict lycanthropy with a bite unless the victim makes a successful Constitution save (CR 3).)

The were-rats have accumulated a treasure of 2000 gps in various coin, gems, and bits of jewelry.

H 13. LA PETIT CORDWAINER

This innocuous shop away from the main market is reputed to make the finest shoes and boots in all of Eskadia, though it caters exclusively to the "small folk".

Run by Robere, and two apprentices, the shop provides custom full service craftsmanship. Full service treatment results in a pair of the softest, most subtle leathers and silks dyed in a variety of colors as chosen by Robere for his clientele, while the shopper is fed with caviar, sparkling wine, and shrimp cocktail. Once all appropriate measurements are taken, the client is asked to return within 1d4 days for their finished boots or shoes.

The footwear crafted at La Petit Cordwainer offers the wearer an additional +1 to circumstance checks for moving silently. A typical pair of boots costs between 200 and 500 gp and comes with a complimentary velvet lined box and certificate of authenticity scribed in Robere's unique script in ink infused with gold leaf.

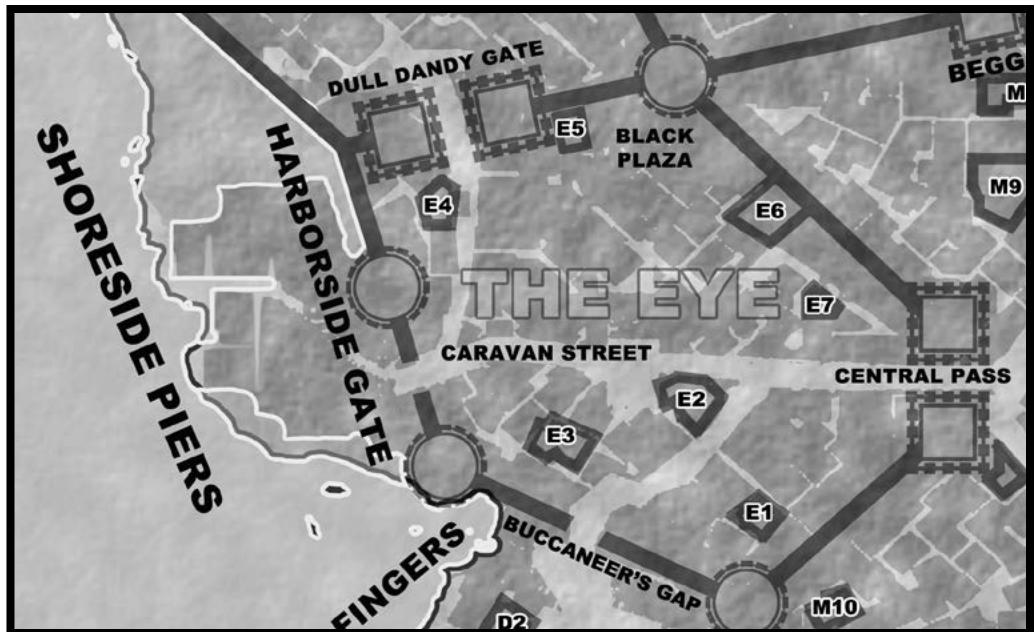


CHAPTER 9 – THE EYE



his small ward got its name from the famous assassin Robin Sands, a madman who stalked the old city streets killing at random and plucking the eyes of his victims. Some say his spirit still lingers in the dark alleyways and streets, though others suspect the rumors are those contrived by people wanting to keep others out of their businesses here.

Weeds find a place here amongst cracked paved roadways and shadowy side streets, and some think it an ill omen to pluck or trample them, but then this is a ward of superstition and countless mysteries. The place that stands out amidst the ancient architecture is the street known as Shandimar's Reach, lined by ruined temples and enshrouded by its past as much as the morning fog that rolls down along it each day.



THIEF(1D4+2) (They are 3rd level neutral evil humanoid rogues. Their vital statistics are HD 3d6, HP 9, AC 13. Their primary attributes are strength and dexterity. They carry a club (1d6), and dagger (1d6), and thieves tools. They wear studded leather armor and typically carry 2d10 gp.)

FISH MONGER (These neutral humanoids vital statistics are HD 1d4, HP 2, AC 10. They carry a guy hook and boning knife each of which deal 1d6 points of damage. They typically have 2d10 lbs of fish for sale at 1sp per lb.)

PERVERT (This neutral evil humanoid's vital statistics are HD 1d8, HP 6, AC 12. He has a robe and is covered from head to toe with lash marks from times he is caught acting "the perv".)

HARLOT (1D4) (These neutral humanoid 2nd level rogues' vital statistics are HD 2d6, HP 5, AC 11. They are armed with a hidden dagger dealing 1d4 points of damage. They typically carry 2d20 gp worth of joins and jewelry.)

Street Gangs in this neighborhood are tied to Caravan, By Water, and Festival streets.

THE EYE

E1. THE AMBER LIGHT

The one windowed shop has a store room full of candle adorned shelves. Beyond the facade, the ancient blacksmith shop now hides a network of smuggling, where weapons, notes, and tools make their way into rogue's hands hidden by shaped wax. The warden of the Eye is Von, Guildmaster of the Order. Von runs this business with a calm precise manner.

Being the largest candle shop in Eskadia, the place is well known, though his sideline business is known to only a few. The interior of the shop is lit with hundreds of candles and Von is

THE EYE

Roll 1d20 Random Encounters

1.	Thief
2.	Pirate (1d4+2)
3.	Wagon*
4.	Fish Monger
5.	Food Vendor*
6.	Wine/Brandy Vendor*
7.	Press Gang**
8.	Cleric*
9.	Pervert
10.	Street Performer*
11.	Street Gang**
12.	Harlot
13-20.	No Encounter

*See Random Encounters for "The Main"

**See Random Encounters for "The Pitts"

PIRATES (1D4+2) (They are 3rd level neutral evil human fighters. Their vital statistics are HD 3d10, Hp 20, AC 14. Their Primary Attributes are Strength, Dexterity, and Constitution. They have weapon specialization with the a cutlass (1d6+3 for specialization and strength). Aside from the cutlass they carry a light crossbow, 20 bolts. They wear leather armor. They keep 4d10 gp worth of gems, coin, and jewelry in their pouches.)

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never seen by anyone who has met him in anything other than the brightest of light. This has led to speculation that Von is afraid of the dark due to a run in with Roblin Sands at an early age. Von lets these rumors perpetuate as they serve as a good cover for his “other” business.

VON see full statistics in *Personalities of Eskadia Appendix*

The following items are for sale in The Amber Light.

THE AMBER LIGHT

Candle, Plain*	– 1 cp
Incense Candle*	– 1 sp
Silver Candle*	– 1 gp
Gold Candle*	– 5 gp
Sculpted Candle	– +25%

* Add cost of hidden item if appropriate.

E2. SCHOLAR AND SCRIBE

From his converted bricked home Ylain Lledir teaches those that are brought to him the fundamentals of reading, writing and anything else he knows. A self taught scholar and rogue, he has become a man who simple watches the city rather than participating in its dangerous schemes. His library of knowledge and stolen texts is second only to the library of Nesturon himself. When not teaching legitimately, Ylain works for The Order, scribing false documents and stashing stolen tomes in his library.

YLAIN LLEDIR (He is a neutral good human male 3rd level rogue/5th level rogue whose vital statistics are HD 3d6 plus 5d6 hp 37 AC 12. His prime statistics are Dex, Int, and Cha. His significant attributes are Dex 18 and Wis 17. He wears expert padded armor and carries a +1 dagger, a crystal ball (Hidden away in a secret room), and many assorted tomes and books (library worth 7,500 gp).

E3. GOLD GOLEM

This small bricked warehouse has been converted into a workroom and art gallery for the struggling sculptor Na'Araor. Na'Araor modifies old statuary, passing it off as his work. Amidst the clutter are a few old golem frames which he gained when he took possession of the warehouse. He has the skills to get the pieces into working condition but cannot enchant them himself, though he possesses an amulet that makes him think he can.

Na'Araor's works have yet to see a wide audience, only those who have visited the shop or happen to know a noble who has actually purchased a piece ever glimpse Na'Araor's own crude statues. Covered wagons roll into his warehouse at night filled with statuary brought from disgruntled former servants, or rogues after a successful plunder.

NA'ARAOR (He is a neutral elven male 6th level wizard whose vital statistics are HD 6d4 hp 14 AC 10. His prime attributes are Int and Cha and his significant attributes are Int 19, and Wis 15. He wears amulet of golem command and carries a wand of levitate with 11 charges), and expert artisan's tools. Arcane Spells Prepared (5/4/3/2) 0—dancing lights, mage hand, mending, prestidigitation; 1st—charm person, magic missile x2, unseen servant; 2nd—acid arrow, mirror image, ray of enfeeblement; 3rd—hold person, lightning bolt.)

GOLD GOLEM (This large neutral construct's vital statistics are HD 9d10, HP 60, AC 22. It attacks with a slam for 3d10 points of damage. See *Monsters and Treasure* for magical immunities and vulnerabilities.)

E4. THE MORTARED MOUNTAIN

This marble bricked warehouse is home to masons that oversee the general brick work around the city. The owner is the goblin Hevuxxaine, spy for the hobgoblin warlords of Yulgum Kak. Hevuxxaine disguises himself as the dwarf 'Draons Strawbeard' and in this guise has found access too many areas of the city. Those who have come close to discovering the goblin have found themselves sealed off in their basement, their screams behind mortar and brick soon silenced by suffocation. The shop finds a lot of work in this ward due to the older style of buildings, the kiln runs nearly day and night with either Draons at the oven, or one of his many actual dwarf apprentices.

HEVUXXAINE 'DRAONS STRAWBEARD' (He is a chaotic neutral goblin male 8th level rogue whose vital statistics are HD 8d6+6 hp 33 AC 16. His prime attributes are Dex and Int. His significant attributes are Dex 21 and Int 13. He wears expert leather armor, and carries 3 iron trowels (treat as daggers), hat of disguise, and a disguise kit.)

APPRENTICES (They are lawful neutral dwarven male artisans whose vital statistics are HD 2d2+2, HP 6, AC 13. They are Prime in masonry. They wear leather armor and carry an iron trowel (treat as a dagger, and steel helmet.)

E5. THE GIANTS CUP

A squat bricked building near the Dull Dandy Gate is home and shop to Burgen Kell, a master cooper whose huge kegs and the smaller barrels, are done in the back room of his shop. While suspected of having false bottoms, which his works do not, he instead makes use of his contraptions for smuggling slaves. This business is rather crude, but the amount he can garner with even a halfling is enough to keep him at it. Of course he does not pick and choose his targets that well, and should the few The Middlemen employees make it back from being shipped abroad in a giant barrel, The Giants Cup would cease to be, along with its owner.

BURGEN KELL (He is a neutral evil human male 7th level rogue whose vital statistics are HD 7d6+7 hp 32 AC 15. His prime attributes are Dex and Str. His significant attributes are Str 17 and Dex 15. He wears a chain shirt and carries a +2 club, 3 doses of shandimar's ash.)

E6. Ol' BITTER'S BREWERY

(Cost: 15,000, Profit 100gp Initial)

This dump of a warehouse and brewery was once famous for its quality brews until the brewmeister refused to pay protection to the Order and was never seen again. The order eventually took over the operation. Unfortunately for the order, the Hygaardian brewmeister died with the secret to his popular and most palatable brew. The Order's beers suffered from an overly bitter pale ale flavor that was largely panned and generally disliked by the denizens of Eskadia. Mystical research determined that the Order would be forever cursed by Bowbe for their murder of the brewmeister. In the end the Order has decided to cut their losses and sell the place, with the intent of re-establishing a tax on whoever the next successful brewer may be.

Unfortunately all new brewers have met with unfortunate accidents, thus the curse continues.

BIDDER BREDDERSON'S GHOST (*This lawful evil undead creature's vital statistics are HD 10d8, HP 60, AC 20. It attacks with a slam which ages its opponents. It is incorporeal and has a horrific moan and telekinesis as a 10th level caster. For more information on ghosts see Monsters and Treasure.*)

The ghost is quite vengeful and needs to be exorcised. The only way this will happen is if Von and other members of the order

are killed in the brewery and their blood spilled upon its floor to appease the spirit!

If the ghost is peaceably exorcised it points the way to the ancient Hygaardian ale recipe. With a trained brewer the operation can be up and going within a month producing an initial 4d10 barrels of ale which may be sold at market price. It is up to the Castle Keeper to determine the ultimate output and profits based on how much work the PCs put into their management of the establishment.

E7. SHANDIMAR'S ALLEY

This is not a shop or church, but rather the stone littered street that is home to the various old burned out husks of temples, which fell to the barbarian raids in the past. Tended slightly by those priests that make pilgrimages here, the long rhythmic masses no longer ring out over this street, only the stirring of wind through the ruins or the sounds of further collapses are heard now. Considered by many as a place best left in the past, and long pillaged of any religious artifacts, it still sees activity by those foolish or brave enough to transverse it.

Legend has it that a relic held within the catacombs of one of the ruined temples brought about the end of Shandimar's despotic reign over the city.



CHAPTER 10 – FAR REACH

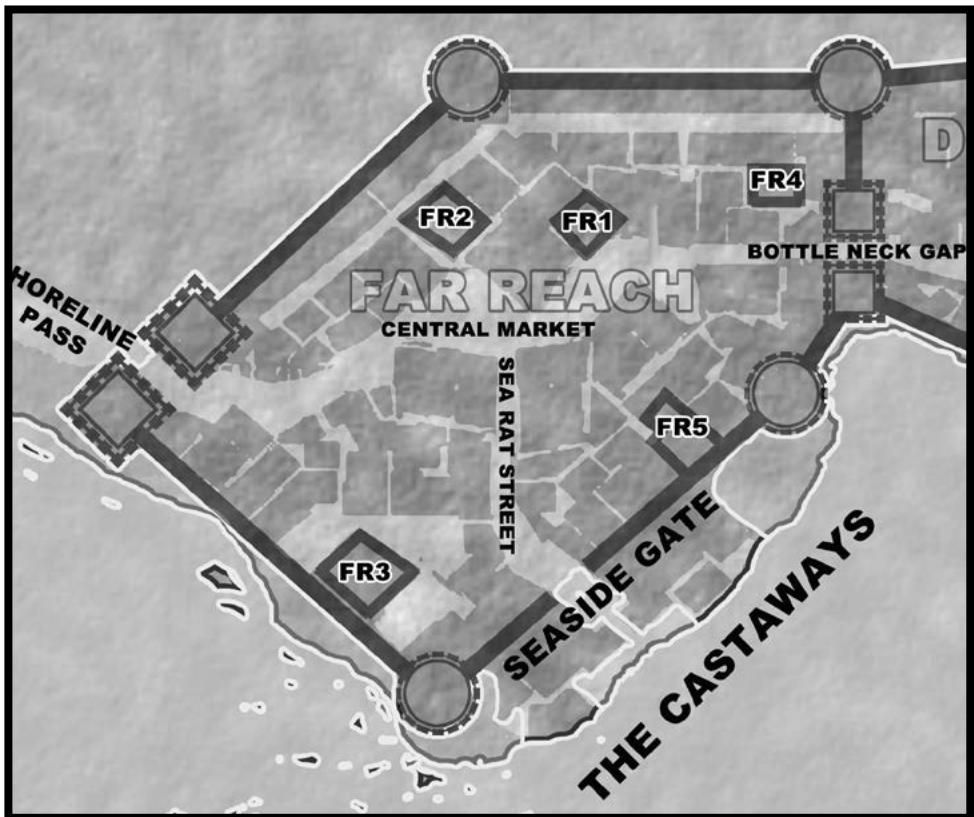


his ward is home to many foreign sailors and the less known merchants wishing to have their wares enter Eskadia, yet not face the tariff and other fees of Dockside. This has left many skirmishes along both shores bloody and further watched by mercenary bands for the next attack.

Gouges run all along the cobblestone thoroughfares, left by cargo laden carts and dock workers. The buildings along the harbor side wall are converted warehouses and pirate dives, which seem to fade a little as one walks further in. The physical features of Far Reach are rather plain when compared to the other wards, and the citizen would have it no other way. There is however a stone fountain in the shape of Eskadia's mermaid in the central market, its outer rim has been worn smooth over the years as sailors and dock men place their hand here each day praying for success in their life.

The gates that allow entrance to this ward are manned by men and women that could no longer serve aboard ship or dock, but still have enough abilities to see that no trouble pass through them. Considered the backdoor to the city, its main foot traffic consists of many foreigners, which also draws the attention of mercenary and guardsman alike to help defend this part of Eskadia. Regardless of nationality, names and fees are taken at each gate, questions are routinely asked, and those that are suspected of lying are slaughtered where they stand. Where this not the practice, the city would have fallen for good long ago.

One's pallet had best be acceptable of the odd dishes and liquors that are scattered about here. While food is geared toward the pirates that make Far Reach what it is, entire streets and the central market have been taken over by restaurants and taverns. A local custom and the only allowed means of begging found here is that of singing for one's supper. This has helped the ward to be more attractive towards bards, though when it is mere coppers given to them, competition can be deadly.



FAR REACH

ROLL 1D20 RANDOM ENCOUNTERS

1.	Food Vendor*
2.	Pirate***
3.	Noble Gang**
4.	Street Gang*
5.	Wagon**
6.	Press Gang*
7.	Sailors on Shore Leave
8.	Wine/Brandy Vendor**
9.	Harlot***
10.	Drug Addict*
11.	Guard Patrol**
12.	Fish Monger ***
13.	Drug Dealer*
14-20.	No Encounter

*See the Pitts Random Encounters

**See the Main Random Encounters

***See The Eye Random Encounters

Noble Gang encounters will be with servants of house Benvolio.

Street Gang encounters will be with Cross Street Gang and Ox Cart Gangs who run drugs for the Benvolio's.

SAILORS ON SHORE LEAVE (2D4) (They are neutral 1st level human fighters. Their vital statistics are HD 1d10, HP 10, AC 13. Their Primary Attributes are Strength, Dexterity, and Constitution. They have weapon specialization with Cutlass or Light Crossbow. They carry a Cutlass (1d6+2 points of damage) and Light Crossbow (1d6+1), and wear leather armor. They keep a pouch with 2d10 silver pieces, and wear 1d20 gp worth of jewelry and silks.)

FAR REACH

FR 1. THE CLAY SHED

Looking out upon the Central market is this narrow three-story pottery shop; its shelf covered walls are filled with many different colored mugs, platters, jugs and various other clayware. In the back rooms lie the potter's wheel and stool, workbenches, and a large kiln. Large barrels of water and clay abound throughout the storage rooms, while an exit in the back, behind a false stack of clay filled barrels, allowing one to enter the small dark alley behind the shop.

The shop is owned by Brig, and run by a group of hired thugs who appear as a family calling themselves the Potter family. Bought by the ex-naval crewman, the shop does little business in the quality clay wares though its mugs do sell quite readily. Its main income is from the smuggling of cargos, both legal for those only wishing to be devoid of tariffs, or illegal and needing a black market to fence them.

Their smuggling operation is mainly in narcotics and stolen jewelry, and is done with an eye to The Middlemen as they wish to avoid being wiped out by halfling gangsters should they ever find out what they are up to.

BRIG See Personalities of Eskadia Appendix

POTTER FAMILY (They are chaotic neutral male and female human 1st level rogues whose vital statistics are HD 1d6-1 hp 4 AC 14. Their prime attributes are Dex and Int and their significant attributes are Str 13 and Dex 14. They both wear expert leather armor and carry 3 daggers.)

The following items are for sale in The Clay Shed.

THE CLAY SHED

Mug	- 1cp
Stylized Tankard	- 5sp
Bowl	- 1sp
Figurine	- 1sp

The prices of all items are negotiable with members of the Potter family.

FR 2. THE QUILLSWORD

This plain plastered wooden shop is owned by Hennan Rain, an alchemist that deals in all inks, from natural plant and animal based concoctions, to his own alchemical formulas. He has even

created a crude invisible ink that fades in time, but its smell makes it unusable for illegal activities. Hennan's constant traveling to find better and cheaper solutions to make his inks has taken him to Klagenfurt recently to find a lycanthrope, so that an ink readable during night could be created. Some of the killings in that town are not all related to lycanthropes. The deaths have been covered up so far, but the small vat of suspected lycanthrope blood in the secret storeroom could be lethal in Eskadia if it contains the dreaded disease.

HENNAN RAIN (He is a chaotic evil human male 7th level cleric HD 7d6+7; hp 36 AC 11. His prime attributes are Int and Wis. His significant attributes are Int 15 and Wis 18. He carries a silver dagger, ring of protection +1, various scroll cases holding parchment and scrolls, and a silver quill shaped holy symbol. Spells (5/4/3/2/1) 0—detect magic x2, mending, read magic x2; 1st—comprehend languages, cure light wounds x2, resist elements; 2nd—aid, darkness, hold person; 3rd—animate dead, cause curse; 4th—freedom of movement.)

FR 3. HOUSE BENVOLIO

A tall, walled manor house near the center of Far Reach serves as the headquarters for House Benvolio. Headed by the aging Benito Benvolio, the mercantile house deals in manufactured textiles and milled grains as well as its several black market dealings in association with The Middlemen, House Benvolio owns the Thespians Corner in the Heart Ward, and their power has grown by leaps and bounds in recent years mostly on the foundation stones Benito has lain for his son and only heir Octoron. Octoron and Benito employ a virtual army of thugs, mostly comprising cousins and other relatives who follow Octoron around acting as his personal gang, stirring trouble with young nobles of other families.

These thugs are well armed and follow the wishes of the Benvolio Clan without question, and can raise double their numbers in mere hours with the right amount of coin.

BENITO BENVOLIO (He is a chaotic evil human male 4th level bard/4th level knight/2nd level rogue whose vital statistics are HD 4d8+4 plus 1d6+1 plus 2d6+2; hp 37 AC 14. His prime attributes are Str, Dex, and Cha. His significant attributes are Dex 13, Wis 18, and Cha 16. He wears +2 bracers of armor, a ring of protection +1, and carries a +1 rapier.)

BENVOLIO THUGS (20) (They are neutral evil male and female of various races 1st level fighters whose vital statistics are HD 1d10+1 plus 1d6+1 hp 11 AC 15. Their prime attributes are Dex and Int. Their significant attributes are Dex 13 and Int 14. They wear studded leather, and carry a shortsword, and a light crossbow with 20 bolts.)

BENVOLIO THUGS (10) (They are neutral males and females of various races 2nd level fighters whose vital statistics are HD 2d10+2 hp 17 AC 14. Their prime attributes are Str and Con. Their significant attributes are Str 15, and Con 12. They wear studded leather, and carry a shortsword, and a light crossbow with 20 bolts.)

CHAPTER 10 –

BENVOLIO THUGS (10) (They are neutral evil male and female of various races 2nd level rogues whose vital statistics are HD 2d6+2 hp 11 AC 14. Their prime attributes are Dex and Int. Their significant attributes are Str 12 and Dex 15. They wear studded leather armor, and carry a shortsword, and a shortbow with 20 arrows.)

FR 4. NAIL'S HOUSE

This squat stone and timber brothel and inn located near the Bottleneck Gates, is operated by Brogen Nailforged, a man who provides, but cares not for who all pays. The place offers the cheapest entertainment one can find outside of the Diamond District. Many smugglers and sailors frequent the place, if not for the experienced men and women, then for the excellent brew. The common rooms downstairs can be used by any wishing no companions, and don't mind the cramped quarters, which are not much different than aboard a ship. The second floor houses the prostitutes and far more comfortable bedrooms.

BROGEN NAILFORGED (He is a neutral evil dwarven male 8th level rogue whose vital statistics are HD 8d6-8 hp 24 AC 15. His prime attributes are Dex and Int and his significant attributes are Str 14 and Dex 18. He wears leather armor and a +4 belt of giant strength.)

The following items are for sale in Nail's House.

NAIL'S HOUSE

Meal	– 3 sp
Dwarven Ale	– 1 sp
Dwarven Beer	– 2 gp
Dwarven Mead	– 5 gp
Dwarven Whisky 'The Nail Biter'	– 10 gp
1 night in Common Room	– 1 gp
1 night in Bedroom*	– 5 gp

* If a harlot is hired add 1 gp per point of Charisma the NPC has.

FR 4. THE "CHOP" SHOP

Not for Sale, 2000 GP/Month operating profit.

The Chop Shop is a private dockside tavern that serves as a front to the true operations going on upstairs. Upstairs the Benvolio's alchemists take raw materials brought in from their allies amongst the Pirates of Umbrego Cove and distill it down to deadly powders and addictive narcotic ingredients that are then re-sold throughout the city through a variety of drug peddlers.

Puccino Benvolio works the front bar which tends to be filled with unsavory pirate types who keep to themselves and shun the company of outsiders. Pucci typically tells folk he doesn't know that the pub is a private club, so get one drink and get out.

PUCCINO BENVOLIO (He is a neutral evil human 5th level fighter. His vital statistics are HD 5d10, Hp 38, AC 15. Their Primary Attributes are Strength, Dexterity, and Constitution. They have weapon specialization with a +1 cutlass (1d6+4 for specialization and strength). Aside from the cutlass he carries a light crossbow, 20 bolts. He wears +2 leather armor, and wears 3d10 gp worth of silks and jewelry. he typically possesses another 4d10 gp in coins.)

PIRATES(2D6) (They are 3rd level neutral evil human fighters. Their vital statistics are HD 3d10, Hp 20, AC 14. Their Primary Attributes are Strength, Dexterity, and Constitution. They have weapon specialization with the a cutlass (1d6+3 for specialization and strength). Aside from the cutlass they carry a light crossbow, 20 bolts. They wear leather armor. They keep 4d10 gp worth of gems, coin, and jewelry in their pouches.)

ALCHEMISTS (4) (They are 5th level neutral evil human wizards. Their vital statistics are HD 5d4, HP 14, AC 11. They carry daggers and wear bracers of armor +2 and an amulet of armor +1. Each has a potion of cure light wounds. One has a wand of magic missiles with 30 charges, the other a wand of web with 25 charges. Their Typically memorized spells are 0th—Detect Magic, Arcane Mark, Endure Elements, and Message. 1st—Change Self, Charm Person, Shield, Sleep. 2nd—Enhance Attribute, Invisibility, Ray of Enfeeblement. 3rd—Dispel Magic, Lightning Bolt.)

Upstairs the cooking operation takes place with six alchemists working on rotating shifts blending down the Movallo Leaf, Shadow Beans, and Fever Seed into a solution of mineral spirits that are distilled into the putrid red powder known on the streets as Chop, The Life, and Shandimar's Ash.



SHANDIMAR'S ASH

Use of narcotics and like elements in gaming is a debatable option best reserved for mature games. The author and TLG do not condone the use of illicit and dangerous narcotics be they real or imagined. That said, it is referenced here, as the setting is considered a mature one and intended for gamers looking for something grittier from their fantasy role play fare.

Shandimar's Ash is deep red powdered drug comprised of alchemical components brought in from the tropics where they are blended and refined. The drug is narcotic, causing minor hallucinations, temporary boost in stamina, feelings of nervousness. Eventually, continued use of the substance leads to addiction and ultimately death. Users of the drug are awed by its power to seemingly allow them to see things as if they are simultaneously peering into heaven and hell. This sensation of being able to view with great clarity things which are both horrifying and beautiful is what frequently hooks individuals on Shandimar's Ash.

Shandimar's Ash initially gives users a +1 Str, +1 Dex and +2 to Wisdom based saves for 1d4 hours, followed by an equivalent amount of time with -2 Str, -2 Dexterity and -4 to Wisdom based saves. To avoid the negative effects, most users take continual doses of the Ash. Users must make a successful Constitution save vs. poison for every dose after the first that is consumed within a 24 hour period with a Challenge Level of +1 per dose. If the character fails any save they become addicted.

ADDICTION: Characters suffering from severe acute addiction face a variety of problems. Addicted individuals must continue to make saves for each dose that they take, regardless of the failed save. Each subsequent failed save deals 1 point of Strength, Intelligence, Wisdom, and Constitution damage to the individual. This damage cannot be healed so long as the individual remains addicted to the substance. Addicted individuals are under the delusional belief that they are completely fine and have suffered no damage. As addicts they must continue to take doses every 1d4 hours as the previous dose wears off, even selling valued possessions for more of the devil dust. Addicts continue to take the drug until cured of the addiction disease or they are dead. Addiction to Shandimar's Ash may only be cured by a Remove Curse Spell followed by a Cure Disease spell, or Paladin's special ability, though paladins may be loathe to cure an individual who willingly consorts with the darkness. Attributes return at a rate of 1 point per attribute per week, though the return may be hastened with restorative magic.

A dose of Shandimar's Ash typically runs 10 gold pieces or more per dose depending on demand, available product, and purity of the drug.



CHAPTER 11—DOCKSIDE



his coastal ward is where nearly all ships dock, course those that try to under cut the fees by docking elsewhere are often marked and later find their ships sunk to the bottom of the harbor.

When one steps off from the docks or even passes through the gates, thy find slightly raised petrified wooden planked streets and drift wood paved alleyways. The reason is not for local uniqueness entirely, but rather to keep the streets above the mud when storm laden high tides wash ashore. While this happens roughly once every few years, it does make for a near standstill should one transverse the side streets that have lost their planking.

The entrances to Dockside are commonly patrolled by soldier and guard alike, they have the highest concentration of roguish second fee takers that can be found in the city. Only those with some form of thief mark can avoid these pickpockets, though those not of The Middlemen are watched for their entirety while being in this ward.

Fish, fish, and well even more fish is found in every variety and cooked in most every way possible for the connoisseurs that make up Far Reach. What isn't fish is likely to be fruit or ale, though one not wishing to travel to another ward can pay the expensive fees for some other consumable.

DOCKSIDE

ROLL D20 RANDOM ENCOUNTER

1.	Pirate ***
2.	Harlot ***
3.	Fishmonger ***
4.	Sailor ****
5.	Drug Dealer *
6.	Middleman
7.	Tax Collector
8.	Wagon **
9.	Wine/Brandy Seller **
10.	Press Gang *
11.	Drug Dealer*
12.	Street Gang*
13.	Pick Pocket*
14-20.	No Encounter

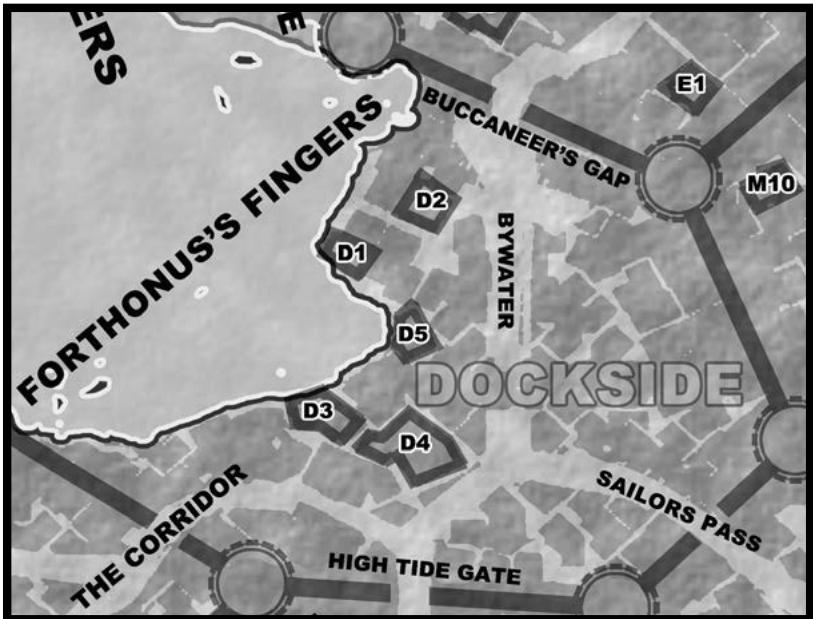
*See the Pitts Random Encounters

**See the Main Random Encounters

***See The Eye Random Encounters

****See Far Reach Random Encounters

Gang Encounters are with By Water or Corridor Gangs.



MIDDLEMAN BAND (1D4+1) (They are neutral halfling 2nd level rogues whose vital statistics are HD 2d6, HP 7, AC 14. Their prime attributes are Dexterity, and Intelligence. They carry short swords, slings, and wear studded leather armor. Their packs include 2d10 gp and thieves tools.)

TAX COLLECTOR (They are neutral humanoid 2nd level rogues whose vital statistics are HD 2d6, HP 7, AC 11. Their prime attributes are Charisma and Dexterity. They carry an ornate staff dealing 1d6 points of damage. They also carry a pen, ink, scrolls, hand scales, and a magnifying glass. He is a member of the Usurer's Union and is assisted by the following bodyguard.)

TAX COLLECTOR'S GUARD(1D4+1) (They are neutral human 2nd level fighters whose vital statistics are HD 2d10, HP 14, AC 13. Their primary attributes are Strength, Wisdom, and Constitution. They carry an iron bar dealing 1d6+3 damage, and wear studded leather armor. They beat with iron truncheon anyone who has a "problem" with their taxes. The guards keep an iron box for the tax collector that contains 3d20+10 gp worth of coin and "collectibles.")

DOCKSIDE

D1. THE BOUND COIL

Near the docks, lies this small wooden shop with rope draped curtained windows and a withered vine bell ringer by the door. Inside is a floor covered in coiled rope, and walls draped with old sails. This rope maker and sail repair shop is run by an elderly couple, Tanner Bore and his wife Leyanne.

They opened their place some 30 years ago, and still many sailors and seafarers visit here. The door to their shop is locked, and only those who ring the bell are welcomed in by the couple. In the basement of their shop, is a secret door allowing access to the sewers. The Bore's help to support the Rafter's Guild in all affairs, and have become quite knowledgeable of affairs throughout the city.

TANNER BORE (He is a lawful evil human male 2nd level rogue whose vital statistics are HD 2d6 hp 8 AC 11. his prime attributes are Str, Dex and Int. His significant attributes are Int 16 and Wis 13. he wears woven padded armor and carries trimming shears (treat as dagger))

LEYANNE (She is a chaotic neutral human female 1st level wizard/2nd level rogue whose vital statistics are HD 2d6-2 plus 1d4-1; hp 8(12); AC 11. Her prime statistics are Dex, Int, and Cha. Her significant attributes are Int 17, Wis 14, and Cha 13. She carries 3 expert darts and some expert silk rope. Arcane Spells Prepared (4/2) 0—arcane mark, mending, prestidigitationx2; 1st – burning hands x2)

TWINER, CAT FAMILIAR (This neutral creatures' vital statistics are HD 2d2, HP 4 Note Twiner provides Layanne with +2 to Move Silently and 4 hit points.

D2. THE MERWENCH

This stout wooden building with its crushed coral plaster is Dockside's premier tavern and rowdy house, visited by sailors and dock men alike. The furniture is bolted to the floor like it is found on a ship, though it has been done to prevent the loss of the furnishings in the daily tavern brawls. Bracken Landon owns and operates this place, with the help of his cousin Jint and hired serving

wenches/bouncers; they are all refugees from the lands surrounding the hobgoblin kingdom. Bracken tries his best to incite hatred of the hobgoblins, and to slowly build up a force of his tribesmen to strike out at the Hobgoblin King and his people.

BRACKEN LANDON (He is a chaotic good half-orc male 2nd level barbarian/3rd level rogue whose vital statistics are HD 1d12+1 plus 3d6+3 hp 18 AC 14. his prime attributes are Str and Dex. His significant attributes are Str 15 and Dex 17. He wears Padded armor, and a ring of protection +1, and carries 4 expert darts, and a club.)

JINT (He is a chaotic neutral half-orc male 2nd level barbarian whose vital statistics are HD 2d12+4 hp 20; AC 12. his prime attributes are Str and Con. His significant attributes are Str 16 and Con 14. he wears expert leather armor, and carries a long hunting knife (treat as shortsword).)

SERVING WENCHES/BOUNCERS (They are chaotic good male and female half-orcs who are 1st level barbarians/1st level rogues. Their vital statistics are HD 1d12+2 plus 1d6+2 hp 13 AC 13. Their prime statistics are Con and Dex and their significant attributes are Str 19, Dex 16, and Con 15. They wear Padded armor, and carry an expert broom (treat as quarterstaff).)



CHAPTER 11 –

The following items are for sale in The Merwench.

THE MERWENCH

Meal	– 4 sp
Ale	– 1 sp
Beer	– 5 sp
Mead	– 1 gp
Whisky	– 3 gp

D3. THE FLOTSAM

This dockside shale roofed warehouse with massive reinforced double doors, serves as home to the multiple shipwrights and sees to all styles of boat construction. Three stories of open space within is riddled with hoists and pulleys, where nimble fingered halflings and gnomes work upon the rigging and tight quarters of the ships, while able bodied human and half-orc carpenters and laborers see to the majority of the construction. A small group of dwarven and elvish shipwrights are on hand for custom made jobs, though they tend to be the makers of armaments of those vessels that require them. Jullana Niat oversees a portion of the crew, but is more apt to talk to visitors than any other member. A ship is rolled out on spell driven rollers every few months, held by a day of revelry around the docks, then the doors to the warehouse close once more as workers go about creating another vessel.

JULLANA NIAT (She is a lawful neutral human female 3rd level cleric whose vital statistics are HD 3d6 hp 14 AC 10. her prime attributes are Wis and Cha and her significant attributes are Int 16 and Cha 16. She carries an expert whittling knife, a miniature expert water clock, a potion of speed, and a potion of enhance attribute (dexterity) cleric Spells Prepared (4/2/1) 0— create water, detect magic ,first aid, light; 1st—bless, cure light wounds; 2nd – Hold person.)

D4. THE MIDDLEMEN INCORPORATED

A squat, rock mortared warehouse, this wholesale and shipping business serves the vast amounts of cargo coming into and out of the Dockside ward. A cover for the guild of the same name, its halfling members have a hand in almost all that is bought and sold in the city. Various other warehouses are connected to this one via the sewers and hidden passages. Maggie Broad-Toe runs this business and the thieves' guild that accompanies it with an iron fist. Those nobles that claim docking fees and tariffs in turn hand the majority of the coin over to them, while only their mer-

chant fleet is allowed to pass by all inspections, though charged the dues in order to hide which ships are their own.

MAGGIE BROAD-TOE see full statistics under Personalities of Eskadia Appendix

D5. TEMPLE OF FORTHONUS

Ragged, somewhat run down temple sits at the centre of the port, where it is dwarfed by massive warehouses, riggers, and shipping outfitters. The temple is surrounded by a colonnade of ancient wooden pillars, now covered with peeling paint, graffiti, and offerings of fish heads and fishing hooks nailed to the bases of the pillars. Old fishing nets hang between the pillars denying entry to the temple in any direction save its front entrance. The only thing that is highly polished and in good standing order is the massive Fountain of Forthonus, which features a 20 ft. tall statue of the Sea God made from exquisitely crafted and magically hardened crystal which sits in the midst of the fountain, so that water always seems to flow in the shape of the god himself. Sailors are known to toss their last handful of coins into the fountain before leaving on a seafaring journey. The inner sanctum of the temple itself is empty save for Uwenu the Caretaker, for true clerics of the Sea God may only worship and gain spells whilst at sea. Those who settle on land eventually lose their connection with the ocean and their lord.

UWENU THE CARETAKER (He is a chaotic neutral human 8th Water Style Monk whose vital statistics are HD 8d12+16, HP 64, AC 18. He wears bracers of armor +2. Uwenu possesses the Ki of Waves allowing him to shrug off 20 points of damage from a single attack once per day.)

Uwenu keeps the keys to the temple strongbox, which contains on average 2000 gp in various coins, gems, and jewels. Most of this coin is used to buy rum for penniless sailors, and pay rent for retired mariners.

Thieves attempting to rob the Temple of Forthonus are cursed by the god with -10 to all attribute checks, attack rolls, and saves as pertain to sailing, sailors, or the sea. This includes swim checks! This curse may only be lifted by another god of equal power, or through atonement and repayment of double what is stolen from Forthonus's temple.

It has become a popular pastime of local thieves guilds such as the Order to send failed prospects to the Temple of Forthonus on a robbery spree... knowing full well the curse such a theft entails.

CHAPTER 12 – THE BLADE



ome to a branch of the Legion of Swords as well as various purveyors of all things steel, this weapon dominated ward is a military minded person's dream. Course it is rife with smugglers and other rogues who make good use of the vast quantities of small weapons and rich laden ore merchants.

Well paved stone streets and byways help to keep level footing as well as nearly ensure a rogue to hear the heavy footsteps of soldiers walking them. Years of drills and heavy ore wagons have smoothed the stone to a near glossy sheen. This results in blinding hot spots on clear days, as well as small hazards for those trying to run along them, let alone around the traffic that passes along.

Of all others wards, The Blade can and has been sealed off with its well constructed gates. Every citizen that hears the slamming of gates has by decree, to gather what weapons and armor they posses and head to the closest wall tower. This drill enacted only once during the Northmen raids would be carried out more sluggishly today.

Various meals are regularly served here, and it is the most nutritious food around, save for the Heart's feasts. Meat and high protein foodstuffs are consumed most, with fermented juices seen as a better form of liquor than the grain alcohols. The dwarven diet has been incorporated by all here as well, mushrooms and sheep's milk make into at least one meal of the day. This diversity has even spread to the discovery of other edible lichens and plants, anything that can be grown quickly in case of siege.

THE BLADE

ROLL 1D20 RANDOM ENCOUNTERS

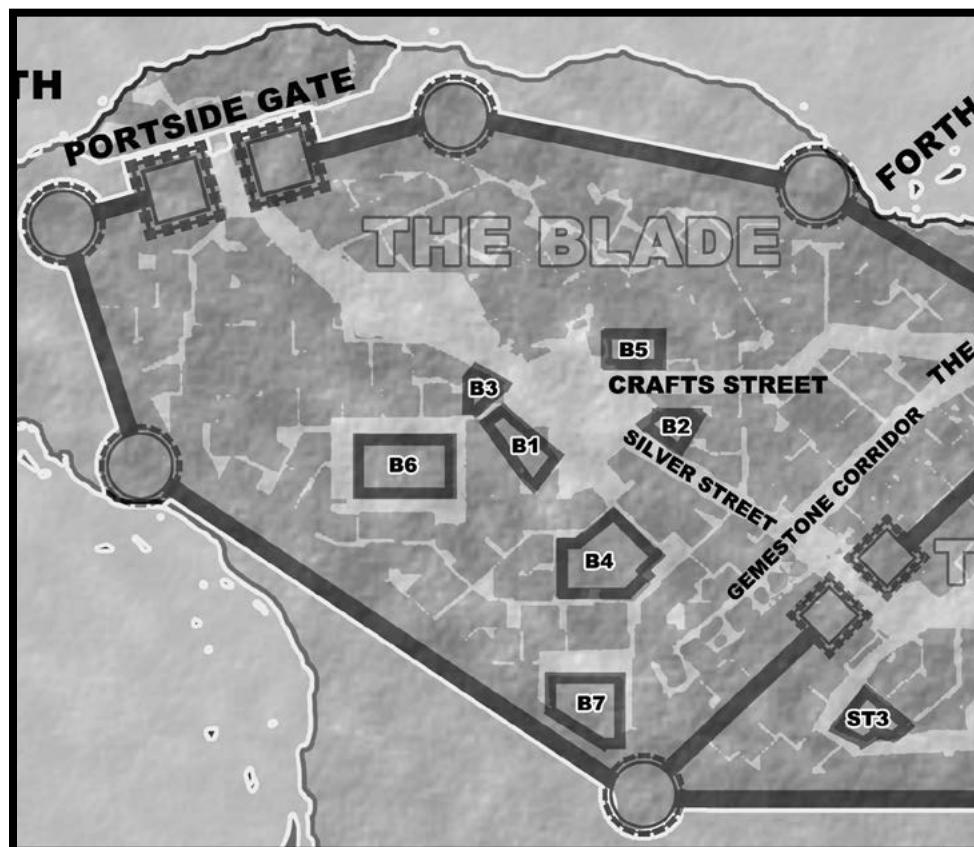
1.	Pirate***
2.	Mercenary
3.	Noble Gang**
4.	Harlot***
5.	Sailor****
6.	Construction Crew**
7.	Street Gang*
8.	Drug Dealer*
9.	Drug Addict/Drunk*
10.	Food Vendor **
11.	Wine/Brandy Vendor*
12.	Street Blacksmith
13.	Street Hustler*
14.	Pickpocket **
15.	Knight Errant **
16.	Fish Monger***
17.	Wagon**
18-20.	No Encounter

*See the Pitts Random Encounters

**See the Main Random Encounters

***See The Eye Random Encounters

****See Far Reach Random Encounters



MERCENARY (This is a neutral humanoid 6th level fighter whose vital statistics are HD 6d10+6, HP 66, AC 19 (20 with shield). He carries a +1 battleaxe, and a large steel shield and wears +1 full plate armor. He keeps two potions of cure serious wounds in his backpack and has 2d20 gp worth of coins. The mercenary may be a member of the Legion of Swords that is unassigned to city duty, or simply a wanderer looking for adventure or a fight.)

STREET BLACKSMITH (These neutral humanoid 2nd level artisans vital statistics are HD 2d2, HP 4, AC 10. They possess artisans' tools and are prime in blacksmithing. They have a small bellows, anvil, and iron firebox built onto a pushcart. They can do minor repairs to most armor and weapons for 1/4th the value of the original item. They keep a locked iron strongbox (Challenge Level 4 to unlock) that holds 2d20 gp worth of coins.)

CHAPTER 12 –

THE BLADE

B1. THE METAL MASK

Having the appearance of a large two story lean to, its sides have been bricked off, and only the iron beaded curtain of a door allows one entrance in to the hot space beyond. Hakine deals mainly in metal armors and helmets, the design tends to favor the militaristic side. No fancy horns, motifs, or even spiked armors can be found here. Hakine is a soldier by decree and mercenary in the Legion of Swords, this rather brash man is one to know how to protect the body. His past however is one that isn't favorable, as the morals of self and the code of the soldier have conflicted. He has clashed with generals and others of higher rank before, as he sees himself capable of leading; he has not the skill or tactical abilities. He is a warrior, plain and simple, he knows how to fight, but nothing more save for making armor.

HAKINE (*He is a neutral evil male human 2nd level fighter/3rd level rogue whose vital statistics are HD 2d10+2 plus 3d6+3 hp 26 AC 17. His prime attributes are Str, Dex, and Int. His significant attributes are Str 13, Dex 14, and Int 15. He wears expert chainmail, and a minor ring of energy resistance (fire), and carries a warhammer.*)

The following items are for sale in The Metal Mask.

THE METAL MASK

Chain Shirt*	– 100 gp
Chainmail*	– 150 gp
Breastplate*	– 225 gp
Banded mail*	– 300 gp
Half Plate*	– 700 gp
Full Plate*	– 1750 gp
Helmet*	– 10 gp

* add 150 gp for masterwork items.

B2. SECOND DEFENSE

This four story granite blocked shop across from the Metal Mask deals in all types of shields, from tower to buckler, and from wooden to metal. The owner, Lanisial even helped to create the glass shield that hangs above the door to The Second Defense. This woman does her craft well though she does dealings with not only those of Eskadia's mercenaries, but even those from Mantua. Her wares have made it to the hobgoblins that deal with Miss Charity of Mantua, which has given her thoughts to move. She stays only for the coin that Miss Charity provides to keep her informed upon what Eskadia is up to politically, and to keep providing the hobgoblins with her creations.

LANISIAL (*She is a neutral evil half-elf female 7th level fighter whose vital statistics are HD 7d10+7 hp 49 AC 15. Her prime attributes are Str and Con and her significant attributes are Str 16, Dex 13, and Wis 15. She wears a chain shirt, and she carries a spined shield, +2 light hammer, 2 potions of shield, and a potion of cure critical wounds.*)

The following items are for sale in Second Defense.

SECOND DEFENSE

Wooden Buckler*	– 15 gp
Steel Buckler*	– 20 gp
Small Wooden Shield*	– 5 gp
Small Steel Shield*	– 10 gp
Large Wooden Shield*	– 10 gp
Large Steel Shield*	– 25 gp
Wooden Tower Shield*	– 35 gp
Steel Tower Shield*	– 50 gp
Spikes	– +5 gp

* add 150 gp for masterwork items.

B3. THE TROLL'S FIST

This soot coated stone shop is a fighter's paradise when one enters the weapon rack lined walls of the shop room floor. Spell cleaned and oiled weapons of most every design are displayed, with a few still imbedded in practice dummies located in the center of the room. Seyilebo is the dealer and maker of armaments, who furnishes many of the mercenaries and rogues of this city, ensuring his mark of two crossed troll fists is known in all circles. As the shop name implies, the weapon that receives the most attention is the fist mace, which has a head shaped like that of a clenched troll fist. Other weapons of note are heavy broad bladed swords, thin bladed swords and daggers, axes, and even pit fighting weapons; the kris and manople. Not found here are military style weapons such as pole arms, lances, or spears. For any killing done in the city, the weapon used would most likely have been bought here.

SEYILEBO (*He is a neutral male gnome 6th level rogue whose vital statistics are HD 6d6+6 hp 40 AC 15. His prime attributes are Dex and Int. His significant attributes are Dex 15, and Int 16. He wears studded leather armor, a ring of regeneration and carries an expert fist mace.*)

How Seyilebo got his ring is anyone's guess, of course no one knows he has it. Even his fascination with trolls has made others believe he is himself part troll blooded. The truth behind this fascination comes from his upbringing in far off troll dens, how he survived is anyone's guess.

The following items are for sale in The Troll's Fist.

THE TROLL'S FIST

Fist Mace (heavy flanged mace)*	– 5 gp
Short Sword*	– 9 gp
Bastard Sword*	– 30 gp
Rapier*	– 15 gp
Dagger*	– 1 gp
Battle Axe*	– 9 gp
Kris*	– 2 gp
Manople*	– 15 gp

* add 300 gp for masterwork items.

B4. THE QUADS

This military style stone barracks, chapel, and training field houses the Legion of Swords, which is separate from the official Rhemish guards. The highest ranking official of this branch, Captain Archer has been in the cult for a long time, while the men under him are a mixture of cult devotees and also many of the city guard.

Nearly a hundred members of the Legion of Swords call the Quads their home. Most are transient fighting men and women who are just passing through. The majority are fighters ranging in level from 2-4, with several higher and several lower level members interspersed that serve as a roughly organized officers and trainee corps. Together they organize into small units that fight for each others mutual survival and profit taking on various duties in and out of the city.

Their Legion training has prepared these warriors to fight as one, even if they have never fought together as a unit before. Unaffiliated fighters are welcome as long as they are willing to take the ink and pay their dues. Cult training regimen may be used by a CK to role play the acquisition of new Feats as PCs level up. In this circumstance it is suggested that the CK charge the PC 50 gps per level to "learn" the new feat from a trained master.

At night the training grounds are used by the rugged woman known only as the Pit Boss. She over sees the nightly gladiator bouts, known commonly as the Cleaver Pits; allowing death matches and bets to be as they may. The only rule of the fights is that no one talks of them, or they find themselves with the Seraph of Shambere marked upon their body. Many believe the Pit Boss to be the wife of Archer.

CAPTAIN ARCHER see Personalities of Eskadia Appendix

PIT BOSS (She is a lawful evil female human 3rd level fighter/3rd level monk whose vital statistics are HD 3d10 plus 3d12, HP 43, AC 15. Her primary attributes are Str, Con, and Wis. Her significant attributes are Str 19, Dex 16, and Wis 16. She wears a ring of protection +1 and carries 3 +1 shuriken, an expert spike chain, 3 potions of speed, a potion of barkskin, and a potion of cure serious wounds.)

B5. YOKE AND BUCKLE

More of an indoor training field than shop, this wooden building is home and business to Arimil. Arimil specializes in making harnesses, belts, and scabbards. Some of his wares seem to exude some minute magical properties. For example he sells scabbards for daggers that can hold a longsword. Other sheaths may be called upon to enchant their blade with frost or fire for 1d2 rounds. Arimil's harnesses even allow those wearing them to be given greater endurance, or move at a faster pace for 1d2 rounds once per day. These effects typically wear off after 1d6 days.

As he cannot charge full price for truly permanent magical items, he still finds many young or down on their luck adventurers and rogues wishing to have his products. Arimil is not one to point out the fact that his items are not permanent. Arimil instead makes use of his own un-trained technique of binding simple elementals and minute other planar beings to his crafts. Although this technique could someday revolutionize the use of magic, Arimil does not fully understand it, and thus the beings are not bound very well.

Beneath the shop lies a room devoted to the conjuring of elemental spirits. Luckily for Arimil, the Cult of Night consider his sorcery to be little more than parlor tricks, and most of his customers never live long enough to lodge a complaint over his faulty magic items.

Prices for Arimil's items vary. Assume that most are high quality belts, harnesses, and accoutrements that act (and cost) the equivalent of a 1d2 potions or oils of similar ability.

Example: Arimil would charge 305-610 gp. for a belt that grants the user invisibility 1-2 times.

ARIMIL (He is a neutral evil elven male 5th level wizard whose vital statistics are HD 5d4, HP 17, AC 11. His prime attributes are Int and Cha. His significant attributes are Dex 15, Con 11, and Cha 17. He carries a +1 rapier with a scabbard of keen edges, a scroll of elemental protection (fire), and 2 potions cure light wounds. Wizard Spells Known (5/4/3/1) 0—arcane mark, dancing lights, ghost sound, light, mage hand, prestidigitation; 1st—alter size, magic missle2, shield; 2nd—knock, levitate, mirror image; 3rd—fireball.)

B6. ITRUGIO ESTATE

This walled and guarded compound serves as the city headquarters of the Itrugio family's financial and criminal empires. Within the compound are several dozen Itrugio thugs and the dwelling chambers of Dino and Apollo Itrugio.

B7. THE DWARVEN FORGE

Located not far from the gate of the Gemstone Corridor the Dwarven Forge is commissioned through license of the Itrugio family with the casting of cannon for the city.

Forty Dwarves live and work at the site, keeping their foundry lit twenty four hours a day seven days a week. A sideline business of the dwarves is the casting of church bells which are renowned for the purity of their peal.

DWARVES (40) (They are neutral dwarves. Their vital statistics are HD 1d8, HP 6, AC 15. They carry a hammer which deals 1d8 points of damage.)

CHAPTER 13 – DIAMOND DISTRICT



ward that serves to please, it also highly protects its businesses and organizations with fervor unmatched save for arcane Knives of Shamberes' methods. Those who know nothing of this ward can be in for a great shock as services and products are presented to them upon entering here.

The paved streets and to lesser extent cracked cobblestone alleyways are nothing out of the ordinary in this city. The abundance of light that permeates the streets when darkness falls however is. Outside shops and upon sturdy wooden posts in the center of street crossings are the mundane to even magical lamps that help to provide the various patrons hanging around them to see would be buyers as well as threats. With the abundant sleeping quarters one finds here, most inns don't rent rooms out unless the renter is in the company of a licensed harlot as well.

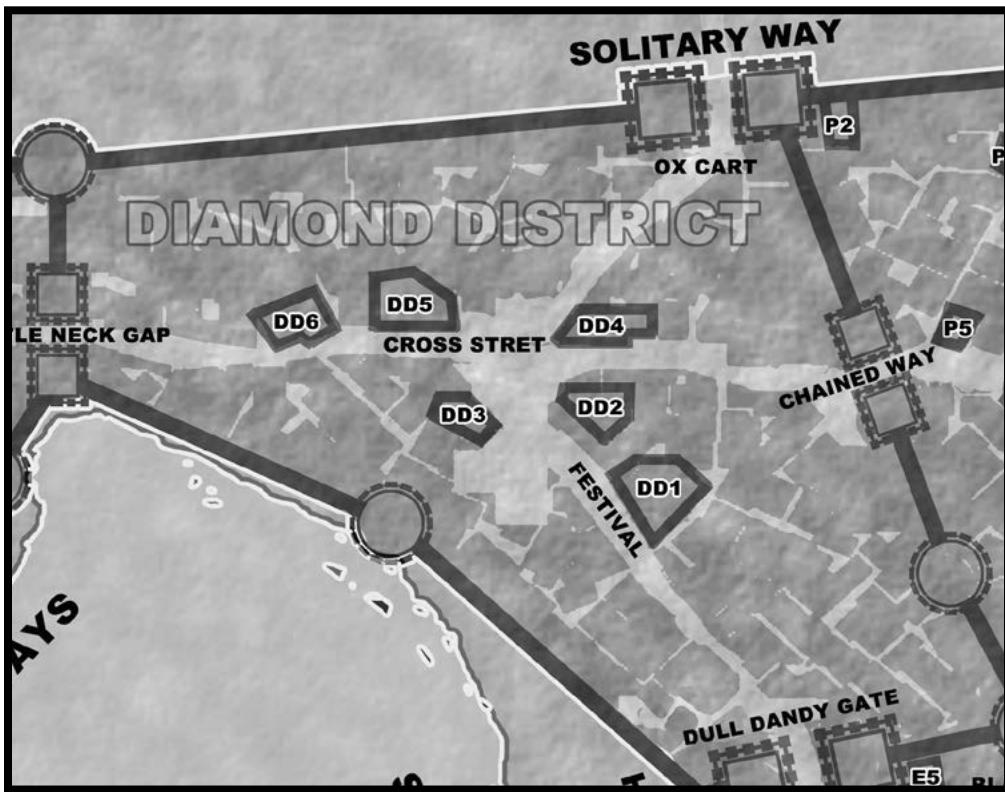
Gates from other districts into the Diamond remain open at all hours. Traffic is heaviest at night, as workers or sailors and even nobles in disguise make the trek here for a relaxing rest, be it by companionship or through consumption of expensive liquors and rare drugs.

Food that provides a sumptuous experience is as readily available here as one would expect. Guild Masters try to please all clients; hiring chefs from foreign lands to local brew masters in hopes of providing the wanted consumable. If the result is a euphoric success, then it has only just lived up to the expectations found here.

DIAMOND DISTRICT

ROLL D20 RANDOM ENCOUNTERS

1.	Harlot***
2.	Pimp
3.	Drug Dealer*
4.	Drug Addict*
5.	Noble Gang**
6.	Mercenary****
7.	Pirate****
8.	Street Gang*
9.	Mountebank**
10.	Street Hustler*
11.	Wine/Brandy Seller**
12.	Street Performer**
13.	Pickpocket*
14-20.	No Encounter



*See Pitts Random Encounters

** See Main Random Encounters

***See Eye Random Encounters

****See Far Reach Random Encounters

*****See The Blade Random Encounters

PIMP (These neutral humanoid fighter's vital statistics are HD 3d10, HP 18, AC 14. Their primary attributes are Strength and Charisma. They carry a club for 1d6+2 points damage, and a shortsword for 1d6+1. They wear studded leather armor and keep 3d10 gp. The pimps are employed by the Harlots Guild to protect the streetwalkers from those would get too rough with them. If needed a pimp can call on 2d4 street gang members to aid them in a fight.)

DIAMOND DISTRICT

DD1. THE FIFTH SEASON

The residence of Rayna Hild, a local spice merchant and dealer and her adjoining quaint shop is a place one with allergies had best not enter. The aroma hits before one even opens the door, smelling heavily of spice, which hangs like a haze over the room. Within lies wall to wall shelves lined with bottles of all shapes and sizes crammed upon them along with further scented trinkets dangling from any place not taken up the bottles. The basement and upper floors of the house also suffer from the hazy aroma, though it hides an even deeper one. Tucked away in those secret rooms is a den of smokers trying the latest drug induced lotus or poppy. All walks of life come to these rooms, paying in coin or stolen property for their fix. None dare cheat

Rayna however, as her drug stimulated guards are not to be trifled with.

RAYNA HILD (She is a neutral human female 2nd level wizard whose vital statistics are HD 2d4+4 hp 8 AC 11. Her prime attributes are Int, Wis, and Cha. Her significant attributes are Int 16, Wis 13, and Cha 16. She carries an expert knife, pouches of various lotus leaves, and a pouch of ground herbal drugs and several ounces of Shandimar's Dust. Wizard Spells Known (4/3) 0—arcane mark, dancing lights, ghost sound x2; 1st—burning hands, charm person, feather fall.)

GUARDS(6) (They are neutral human male 2nd level fighters whose vital statistics are HD 2d10+8 hp 24 AC 15(17 with shield). Their prime attributes are Str, Dex, and Con. Their significant attributes are Str 18*, Con 18*, Int 7*, Wis 8*. They wear expert studded leather, and carry a shortsword, a light crossbow with 15 bolts, and a pouch of ground herbal drugs.)

*Note These stats reflect the changes brought on by the continual use of various narcotic, hallucinogenic and stimulant drugs most typically Shandimar's dust. If ever cured of the drug dependency, they would lose 4 points each from Strength and Constitution, though still suffer from permanent Intelligence and Wisdom loss.

DD2. THE CRYSTAL SHIELD

The very object hangs above the door of this polished stone glass blower's store. The works are displayed in glass cases, comprising everything from mugs and flasks, to miniature window displays. Scattered about the room are large life like glass statues, some are even gilded or colored to look accurate. Stained glass of every color and configuration imaginable may be had here for a price. The owner Noil creates gold glass colored coins on the side, passing them off as the real thing, even etching other markings upon them from cities like Dro Mandras, or fabled nations from across the Western Sea.

NOIL (She is a chaotic good dwarven female 7th level rogue whose vital statistics are HD 7d6 hp 27 AC 13. Her prime attributes are Dex and Int and her significant attributes are Dex 14, and Int 16. She wears +2 bracers of armor, and brooch of shielding. She carries an expert dagger, and false glass figurines depicting each of the figurines of wondrous power.)

The following items are for sale in The Crystal Shield.

THE CRYSTAL SHIELD

Flask	— 1 sp
Vial	— 2 gp
Mug	— 2 gp
Window	— 50 gp
Jewelry*	— 100 gp
Statue*	— 250 gp
Stained Glass	— +25%

* add 300 gp for masterwork items.

DD3. THE WITHERING WICKER

Harvesting the reed grass that grows along the banks of the sea, this deaf basket weaver goes about her task of making baskets for what coin she can pull into her small wooden shop. Her hired help also aid her in the task, and even tend the ovens for the curing of the wicker. This shop fronts for a boudoir and cheap inn, as the prostitutes that use it, stay during the day and store their 'gifts'. Without their coin Iris who is constantly trying to pass off her 'daughters' to her clients would never have kept this business.

IRIS (She is a lawful evil female human 10th level monk whose vital statistics are HD 10d8-10 hp 36 AC 18. Her prime attributes are Str, Con, and Wis. Her significant attributes are Str 12, Dex 13, and Wis 19. She wears a Ring of protection +2, and a scarab of protection.)

DD4. DOUBLED DOWN

Doubled down is three story plastered shop with high vaulted ceilings. Here the odd commodity of pillows and other down stuffed products such as mattresses and coats can be bought. While the sewing rooms, workshops, and show room of the first floor are manned constantly, and visitors looking for a comforter may find it odd that a pair of burly dwarves watch the front door. Asking a clerk for a "goose down mattress special" may get the questioner more than they bargained for as they are escorted to the third floor. Here they discover that the Doubled Down is actually a cover for harlots. Doubled Down constantly competes with the Withering Wicker, and fierce fights are no simple pillow swinging affair, as prostitutes found murdered in the streets here are not some mad man's doing, but rather a deadly feud between the various Harlot Clubs.

EYSTEIN (He is a chaotic neutral male half-elf 7th level illusionist whose vital statistics are HD 7d4+14 hp 36 AC 13. His prime statistics are Int and Cha. His significant attributes are Int 16, and Cha 17. He wears +2 bracers of armor and carries a +1 dagger, and 4 feather tokens (fan). Illusionist Spells Known (5/4/3/2/1) 0—dancing lights x2, ghost sound, light x2; 1st—change self, darkness, daze, silent image; 2nd—blur, invisibility, false trap; 3rd—blink, hallucinatory terrain; 4th—confusion)

DD5. SYLVAN TROVE

This artificially entwined wooden shop is comprised of rich oaks, and paneled in cedar and cherry. The carpenter Ildrease Volcraft deals in the manufacture of bed frames, chairs and other furniture. None of her works are masterpieces, lacking detail or extravagant etchings that would warrant her moving to the Heart or Main Wards, her other business is what keeps her in the Diamond District.

Ildrease's pleasure and pain performances have kept her in demand within this ward, as the small soundproof basement rooms find a broad audience. She has devised odd contraptions that could indeed kill if used to full effect, though they are mainly used to inflict minor pain during amorous pursuits. This ser-

CHAPTER 13 –



vice is usable by any clientele; her own services in the acts may even be hired if one wants to pay the high fee. Some even bring people here to torture, as one room is owned by the Knives of Shambere, and others are known to be retained by a variety of nobles.

ILDREASE VOLCRAFT (She is a neutral evil female human 4th level druid 8th/ level rogue whose vital statistics are HD 1d8-2 plus 8d6-16 hp 17 AC 17. Her prime attributes are Dex, Int, and Wis. Her significant attributes are Dex 19, Int 12, and Wis 16. She wears +2 leather armor, and carries a +1 whip, a wand of rusting grasp (14 charges), a wand of wood shape (35 charges), expert carpenters tools, and holly and mistletoe. Druid Spells Prepared (4/3/2) 0—endure elements, first aid, light, purify food and drink 1st—alarm, entangle, magic stones 2nd- cure light wounds, warp wood.)

DD6. THE GOLDEN CAMEL

This structure has a distinctively foreign look to it with domed roof and faux palm trees of concrete with bronze leaves that are enchanted to glow a shimmering green after nightfall.

The Golden Camel is somewhat of an entertainment mecca in the city, being the place where nobles, den lords, wardens, and foreign dignitaries come to relax and enjoy the various hedonistic pleasures that the world has to offer. Quite literally any desire can be fulfilled in the Golden Camel for the right price. Entry into the Golden Camel requires a specially carved ivory chip. These chips can only be given by members of the Golden

Camel and they are in turn only given by the proprietor and Warden of the Diamond District, Gilda Hedger. Such ivory chips are not earned easily and few save the most elite of the elite manage to gain access to one.

The Golden Camel is the favored watering hole, drug den, gambling hall, and place to catch variety musical productions and dance ensemble. A current performance by “the White Lady” has become a renowned event amongst the cities elite noblemen, though none can truly put a finger on why the performance is so gripping.

Burly guards allow no entry save for those regulars in possession of the ivory chip. Proper attire is expected, meaning battle armor and weapons larger

than a gentleman’s longsword or rapier are forbidden, and even these weapons are frowned upon. A suit of finery of no less than 100 gp in value is required even if the guest happens to be in possession of an ivory chip.

GUARDS (They are neutral 4th level human fighters. Their vital stats are HD 4d10, Hp 28, AC 15. Their Primary Attributes are Strength, Wisdom, and Constitution. Their Significant Attributes are Strength 16, and Dexterity 14. They have weapon specialization with their expert broadswords (2d4+4). They wear a chain hauberk and keep 2d20 gp in their pouch. Each also has a potion of cure light wounds.)

GILDA HEDGER See Personalities of Eskadia Appendix.

FLAMING FLIRTS

The Flaming Flirts is the more obvious brothel of the numerous bawdy houses in the diamond district. The three story manor house whose marble pillars are emblazoned with fiery illusory images of the various pleasure partners that the Flirts has to offer.

The flaming flirts is managed by Mistress Carina, though the property is owned by a one time adventurer and swordsman named Diego Morirse. Diego is a ranking member of the Harlot’s Guild, and if it were up to Apollo Itrugio, Diego would quickly replace Gilda Hedger as Warden of the Diamond district.

CHAPTER 14 – THE STRAIGHT



oth the Cult of Night and Knives of Shambere call this ward a safe haven. The Straight is a place that receives more diverse traffic than other wards. From noble to commoner, those with a vendetta and coin can find someone willing to commit murder on their behalf here. Only the wealthiest and most desperate can afford to hire the deadly assassins of the Knives of Shambere.

Everything in the Straight is well maintained, be it street, alley, or building. New paving stones replace cracked or bloodied ones, as this Ward's masters ensure its well tended image in all that it offers. The Straight is the only ward that does not have a market of any size as all business is done either in shops or in its dark alleyways.

The few restaurants of the Straight are known to offer the option of roasting one's own meal at braziers built into the center of broad marble tables after a variety of foodstuffs is brought to the table for the customers' selection. This practice became common in the Straight nearly a century ago due to a rash of poisonings following a power struggle within the Knives of Shambere and holds true to this day.

Poisoning is a known factor in the foodstuffs found here, even if one has no enemies. A customer may have gotten something intended for another mark by accident after all. Taverns and those shops belonging to the Grocers Guild provide trusted poison testers to further insure their diners' safety. Those foolish enough to allow others to prepare their meals also tend to fall for the charlatan antidotes sold by merchants who make their

way around the ward, promising cures to any poisons. That said, the danger offers its own ambiance and makes eating in the Straight an event to be remembered.

THE STRAIGHT

ROLL D20 RANDOM ENCOUNTERS

1.	Builder/Laborer***
2.	Wagon**
3.	Knives of Shambere
4.	Funeral Procession
5.	Street Prophet*
6.	Pickpocket*
7.	Mercenary***
8.	Wine Seller/Brandy Seller**
9.	Street Gang*
10.	Undead
11.	Guard Patrol**
12.	Ebon Monk*
13.	Food Vendor**
14-20.	No Encounter

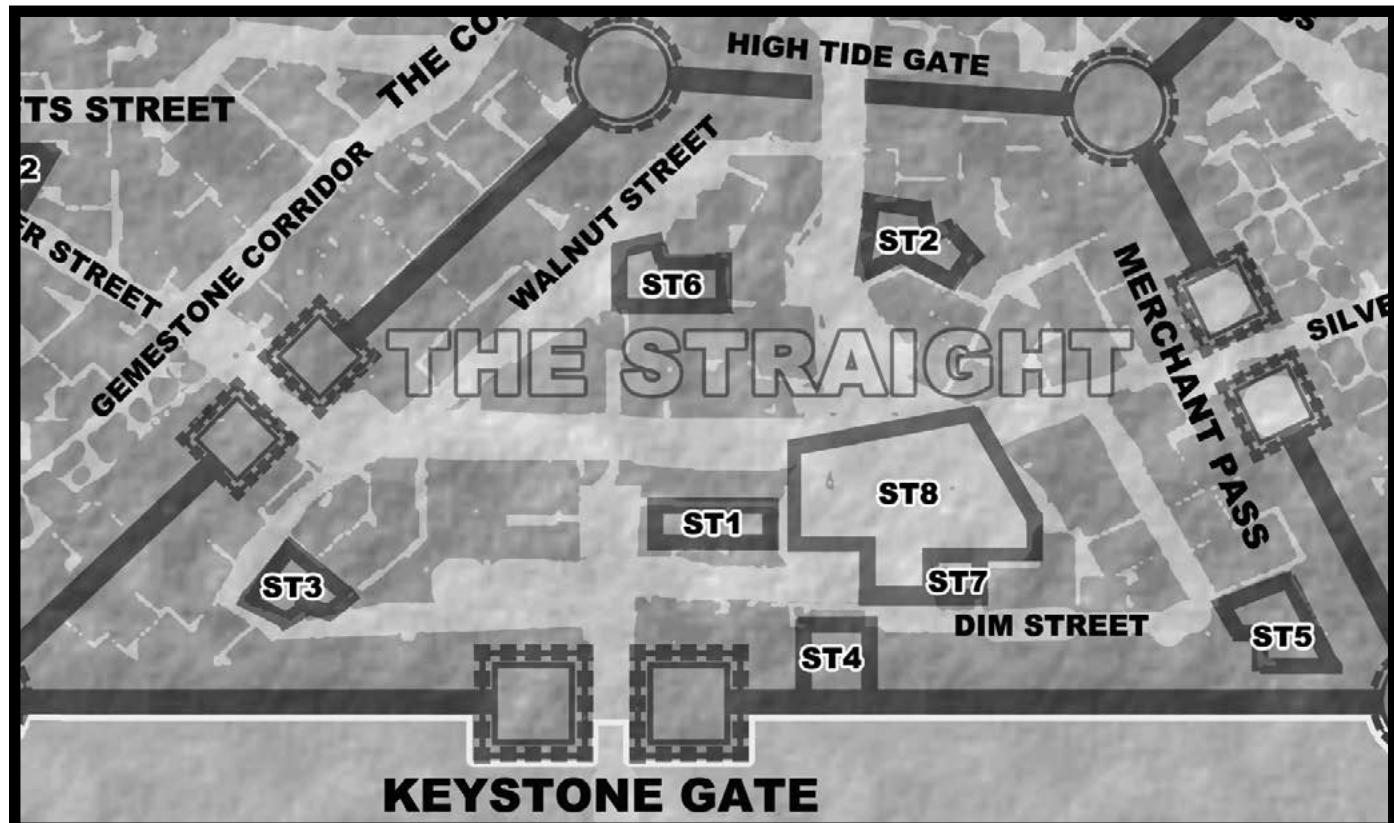
*See Pitts Random Encounters

** See Main Random Encounters

*** See Blade Random Encounter

****See Heart District Encounters

STREET PROPHET: This is with a witch or warlock who follows Shambere or Shandimar.



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Street Gangs in the Straight are Dim Street, Cemetery Boys, and the Wayline Keystones.

FUNERAL PROCESSION: This encounter is with several followers treading behind a hearse hauling a moneied individual to the Straight's Cemetery. The procession includes musicians, a lone horse, bereaved friends or relatives and fills the entire street forcing travel around the procession.

UNDEAD

Not all of the dead in the Straights Graveyard find their restful hereafter. Some creatures occasionally break free from the confines of the graveyard and wreak havoc among the citizenry.

1. Wraith
2. Shadow
3. Ghoul (1d4)
4. Zombie (2d4)
5. Wight (1d2)
6. Spectre

THE STRAIGHT

ST 1. CLEAVED CREATURES

A two story granite butcher shop, it deals in all types of meat, save for fish. The spiced meats that hang from the ceiling assault the senses of those that enter the display room. Peppered hams and links of sausages dangle over the counter as small chilled tables display racks of beef and whole boars. A specialty displayed is a sausage known as Cat Gut, which has the meat from those felines that seem to haunt the backdoor steps of the shop.

The owner Legrans Yarner is also not above grinding a few other sources of meat from the large meat grinders in his back room. The Knives of Shambere make great use of this place to get rid of any evidence of their victim's corpses. No-one ever questions a butcher as to why he has blood on his clothes after all.

LEGRANS YARNER “THE BUTCHER” (*He is a chaotic evil male half-elf 8th level rogue whose vital statistics are HD 8d6-8 hp 23 AC 14. His prime attributes are Dex and Str. His significant attributes are Str 17, and Dex 19. He wears a Leather apron, a ring of mind shielding, and carries an expert handaxe.*)

ST 2. MILLENNIAL LEXIS

This lofty three story wooden paint shop contains room after room of galleries depicting the works of Stucorn the Seer. He paints mainly the portraits of the upper class for profit, but does dabble in the scenic depictions of various places seen through remote viewing with his powers. This has made him popular as the “artwork” may be used by someone planning to burglarize the room portrayed in his painting. Of course the paintings are done as is, and various conditions may have changed from the time the room was initially painted. Stucorn does however keep paintings of treasures and secret rooms in his basement store room, selling those for exuberant fees to the various assassins and thieves guilds of the city.

STUCORN THE SEER (*He is a neutral male human 6th level wizard whose vital statistics are HD 6d4 hp 17 AC 12. His prime attributes are Int, Wis, and Cha. His significant attributes are Dex 15, Int 16, and Wis 16. He wears a ring of protection +1, and carries an expert club, and an expert painters kit. Wizard Spells (5/4/3/2) 0 – arcane mark, detect magic, ghost sound, lightx2; 1st—charm person, identify, unseen servant; 2nd –detect thoughts, locate object, invisibility; 3rd – clairaudience/clairvoyance, suggestion.*)

ST 3. THE LADEN SCRINIUM

From this broad half timbered library, the bookbinder and scribe Lybellis tends to the setting of books and treatment of scrolls. Shelves of paper, books, and all written legal parchments show examples of her work, as well as provide a limited resource for general information. For a small fee one can peruse the information here, though only those that work here can scribe text for those wishing.

Lybellis also dabbles in a rather odd mail delivery service. Trained birds of all kinds perform as many would suspect, but the mail still goes out at night by different carriers. Bats and owls are used for this night service, which is well sought after by those wishing for discrete delivery. Those that trust documents to her best hope they contain nothing important however, as the finest forgers and seal makers are huddled over desks in the back of her shop, working diligently to copy every form of text, and learn every new signet mark.

LYBELLIS (*She is a chaotic neutral female human 9th level cleric whose vital statistics are HD 9d8+36 hp 76 AC 14. Her prime statistics are Int, Wis, and Cha. Her significant attributes are Con 18, Int 16/18*, Wis 20. She wears expert leather armor, and carries a +1 light mace, eyes of the eagle, and ioun stones clear spindle, scarlet and blue sphere*.*)

Cleric Spells Prepared (5/4/4/3/2/1) 0—detect chaos/evil/good/law x2, detect magic, first aid, light; 1st – bless, command, cure light wounds, remove fear; 2nd – aid, darkness, hold person, silence; 3rd – cure serious wounds, dispel magic, prayer; 4th – healing circle, restoration; 5th – raise dead

CARRIER BIRDS (9) (*These neutral creatures' vital statistics are HD 1d6, HP 3, AC 16. They have no attacks that may deal any significant damage*)

BATS (12) (*These neutral creatures' vital statistics are HD 1d6, HP 3, AC 17. They attack with a bite for 1d2 points of damage.*)

OWLS (6) (*These neutral creatures' vital statistics are HD 1d6, HP 3, AC 16. They attack with 2 claws for 1 pt. of damage and a beak for 1d2 points of damage.*)

ST 4. THE HOURGLASS

This cracked mortared building juts out from the city's outer wall. Found beyond the large double doors is the small warehouse for sacks of sand and mixed barrels of mortar. The various hired help deliver the products to construction sites, and glass makers. Freili Gritone and his apprentice Scoll Course work closely with the nearby glass blowers and bricklayers by funding only their wares, and trying their best to thwart any competitors. Those that do become the victims of their attention often find themselves the owners of cement boots, and tossed into the sea at night.

FREILI GRITONE (He is a neutral male human 4th level rogue whose vital statistics are HD 4d6+12 hp 24. AC 13. His prime attributes are Dex, Int, and Chr. His significant attributes are Dex 16 and Con 16. He wears Padded armor, and carries a quarterstaff, and an oil of stone shape.)

SCOLL COURSE (He is a Chaotic Neutral male half-elf whose vital statistics are HD 4d6+4 hp 21 AC 13. His primary statistics are Dex and Int, and his significant attributes are Dex 14 and Con 14. He wears leather armor and carries an expert kukri, and expert thief's tools.)

ST 5. MATTY GANZ'S RAZOR

The crudely scrawled sign above the door to this barber shop and "dentistry" gives its name as Matty Ganz Razor, a likely play on the name of Matigan, an infamous killer and assassin once in the employ of Shandimar. Matigan's Razor was said to have been the end of many a great hero who has struggled against the dark queen and her fiendish consort.

A certain sense of unhealthiness exudes from the parlor of this shop, where an elderly man with shaky hands known as "Pops" Ganz plies his trade of coiffure and tooth removal for the denizens of the Straight. The old man is extremely dirty and missing one of his legs. There are stains upon the floor and walls that appear to be of unsure origins. Folk who ask questions of the Knives of Shambere may find their throat cut and their body tossed down a chute beneath one of the many leather and steel "barbers chairs" into a sewer drain. A secret door in the back of the shop leads to one of the entrances to the Knives of Shambere stronghold beneath the Straight, known only as "The Drop", referring of course to the chute where Pop's victims are disposed.

"POPS" GANZ (He is a Lawful Evil male human 3rd level cleric/5th level assassin whose vital statistics are HD 3d8+3 plus 5d6+1 hp 39 AC 15. His primary statistics are Dex, Int, and Wis. His significant attributes are Str 11, Dex 17, and Int 15. He wears a Ring of protection +3 and carries matigan's razor (see sidebar), 4 expert darts, hat of disguise (barber's smock), 3 vials wyvern poison, 2 vials poison. Pops has the Back Attack and Deadly cooperation Knives of Shambere powers. Cleric Spells Prepared (4/3/1) 0—detect magic x2, endure elements, purify food and drink; 1st—command, cure light wounds, sanctuary; 2nd—hold person.)

TREASURE: Pops has 399 gp, a gem of seeing and 3 vials of type III poison in a cupboard in his dwelling above the shop. His treasures are not locked up as no one in the district would dare to rob him.

LESSER ARTIFACT: MATIGAN'S RAZOR

This wicked weapon, forged from a strange black crystal, is a fearsome weapon when wielded by an assassin. Carved to resemble a barber's straight-razor, this +5 straight razor (1d3+5 damage, gives its wielder a +4 to the Challenge Level of assassinations performed with its deadly blade. In addition, the razor emits a powerful sleep effect as if cast by a 15th level Wizard on any creature(s) of up to 8 HD, when the wielder opens the blade. The razor is lawful evil, and is a sentient item with a Will of 21. The razor never speaks aloud while its wielder is awake. Instead it whispers to the owner while he sleeps, weaving tales of bloodshed and death. The razor's ultimate purpose is to fight holy war on behalf of Shambere against the forces of light. The razor has human like vision and hearing.

ST 6. THE STUDDED BULL

Found in the shadow of the shops along the Wayline Street, is this waddle and daub leatherworker's business. Run by Tergustis Prendan, a robust man with calloused hands and a dry demeanor. Tergustis specializes in thick leather garments, preferably those studded with metal additions. His creations adorn most green soldiers of the Legion of Swords, especially the Warriors Jack, the best protection for anyone who cannot afford metal armor.

Being a shop found amidst a warden of assassins, Tergustis also offers variations of his creations to those silent soldiers. His creations allow for sharper studs upon leather, as well as some studs being removable in a pinch, with the crude caltrops allowing for a quicker escape. The Black Jack is a more flexible and darker leathered version of the Warriors Jack.

TERGUSTIS PRENDAN (He is a neutral male human 2nd level ranger/1st level rogue whose vital statistics are HD 2d8+2 plus 4d6+4 hp 33 AC 15. His prime attributes are Str, Dex, and Int. His significant attributes are Dex 15, Con 13, and Wis 13. He wears a +1 warrior's jack (treat as leather) with expert caltrop studs. He carries a +1 silver dagger, an expert dagger, expert leatherworker tools, and 3 tanglefoot bags.)

The following items are for sale in The Studded Bull.

THE STUDDED BULL

Leather Armor*	— 10 gp
Studded Leather Armor*	— 20 gp
Hide Armor*	— 25 gp
Studded Hide Armor*	— 40 gp
Warriors Jack*	— 50 gp
Black Jack*	— 75 gp
Spiked Armor	— +25 gp
Caltrop Studs	— +10 gp

* add 150 gp for masterwork items.

ST 7. GRANITE SPADE

This logged homestead and adjoining depot is home to a headstone and tomb construction business, which lies near the Graveyard. Those who craft the markers and replace doors to the various tombs have rather a morbid profession, but something they take with pride. The shop is actually a front for the religious order of Vanium, who ensure the dead are forever put

CHAPTER 14 –

to rest, and that evil relics are wrested from the hands of foul overlords and necromancers.

The shrine is hidden away from prying eyes, and tended to diligently by the god's paladins. Larc Nollan sees to the upkeep and worship services at this shrine, as well as the general relations the business has with the citizens of Eskadia. The order follow the laws put forth by Vanium. Thievery is looked down upon by the paladin code. The act of stealthily procuring evil relics and those relics owing their origins to Vanium are considered an acceptable bending of these laws.

LARC NOLLAN (He is a Lawful Good male human 4th level paladin whose vital statistics are HD 4d10+4 hp 38 AC 12. His prime attributes are Str, Con, and Chr. His significant attributes are Str 14, Wis 16, and Cha 18. He wears Expert leather armor, and carries an expert light pick, 2 scroll cases, and 3 scrolls of protection from evil.)

ST 8. THE STRAIGHT'S GRAVEYARD

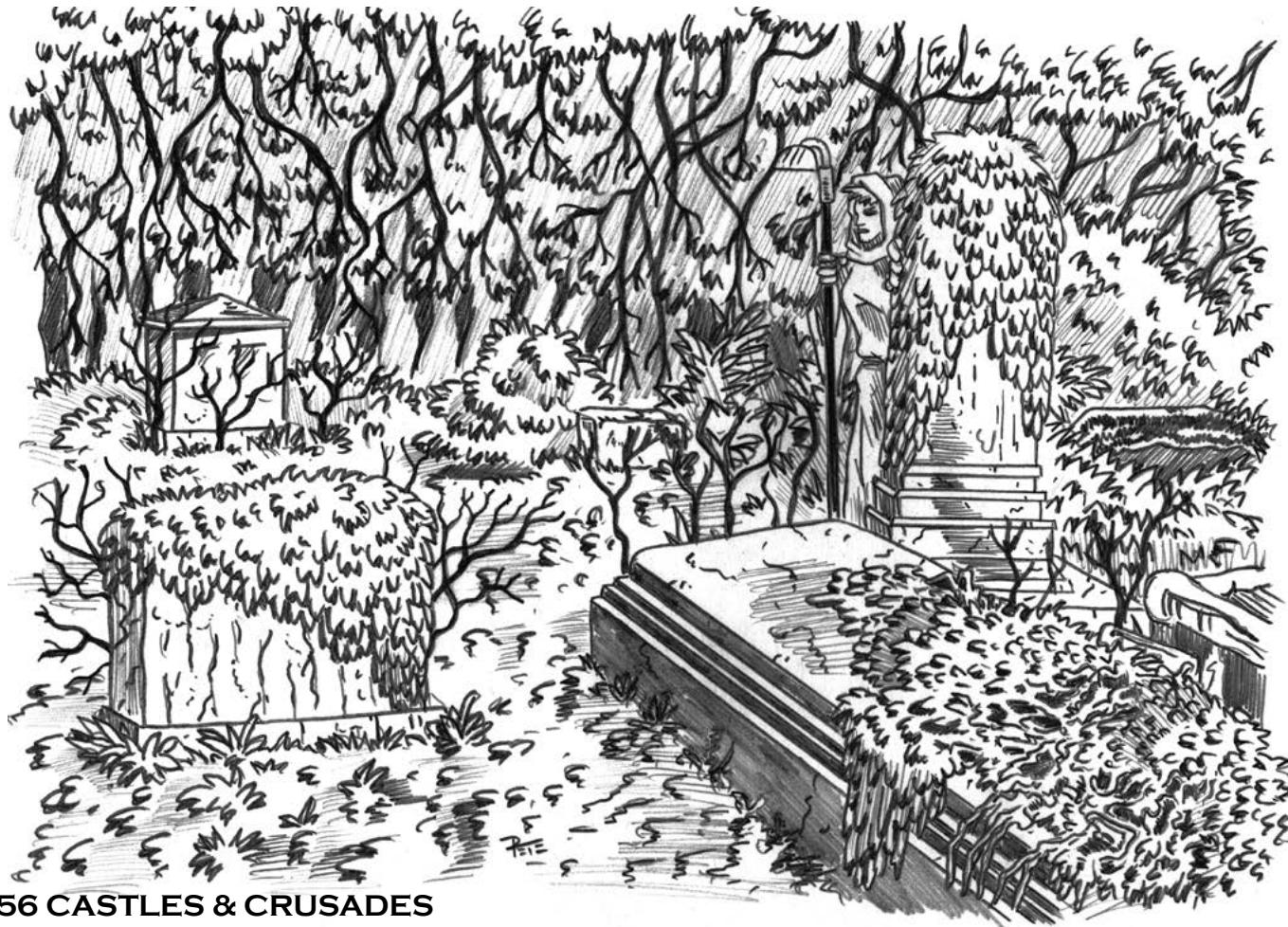
This large weed riddled patch of land in the center of the Straight is home to tombs and grave markers, those newer head stones stand clear of the encroaching brambles, but the more ancient markers and granite blocked mausoleums can be quite difficult to find with the amount of entangled vegetation surrounding them. Bereave Ament is caretaker, mortician, and grave digger all in one. She is lax in her care of the place, but does find time to pilfer trinkets from the deceased and ensure not too many dead walk out of the fenced gates.

BEREAVE AMENT (She is a Neutral female human 2nd level wizard/4th level cleric of Tokaladin whose vital statistics are HD 2d4+6 plus 4d8+12 hp 45 AC 10. Her prime attributes are Int, Wis, and Chr. Her significant attributes are Con 17, Int 12, and Wis 14. She carries an expert Spade (treat as battleaxe), a bone dagger, and 3 vials of holy water. Cleric Spells Prepared (4/3/2) 0—create water, light object x2, endure elements; 1st—bless water, detect undead, invisibility to undead; 2nd—consecrate. Wizard Spells Prepared (4/3) 0—Arcane Mark, Detect Magic x2, Light; 1st—burning hands, magic missile x2.)

The Graveyard is divided into several sections. The wealthier crypts and family mausoleums occupy the front of the Graveyard, showing off the splendor and wealth of the deceased. The middle of the yard is mostly middle class merchants, soldiers and guardsmen who had burial money and a plot purchased. These graves have headstones that are often embellished with some claim or poem about the dead person such as: "Here Lies Mick the not so quick, a poisoned needle did the trick, laid him low as you all know, in the summer of 06.

Further on beyond the middle class graves is the potter's field, where the nameless and destitute are buried by order of the city rulers to avoid the spread of plague and dysentery.

Beyond the potter's field is an overgrown area known as the old tombs. Most are collapsed wrecks of tombs from the days of the Western Wars. One such tomb that is still intact but overgrown with ivy is inscribed with the name "Leerutia Paizzi".



CHAPTER 15 – OUTSIDE THE WALLS

THE LIGHTHOUSE



tall stone fortress tower with its odd glass-like turret is Eskadia's naval base. The base serves to protect the bay, though the captain Mychelon Bingillum is not above raising the Stakes. The Stakes are a contraption that allows for spiked chains and stone tipped wooden spikes in the sound to be hoisted and able to puncture most hulls. He does so for those ships not raising the flags of the Western City States. The four galleasses and smaller vessels at his disposal can be quickly dispatched to deal with any formidable threat.

A second line of attack is the glass contraption mounted at the top of the tower; with it the sun's rays can be focused to produce a beam of heat that is capable of catching ships on fire at a distance of 400 yards. The beam is operated as a ranged touch attack, but introduces an effect similar to a produce flame spell cast by a 20th level Druid dealing 1d4+10 points of damage to the deck, riggings, or sail of a ship and instantly igniting it. The lighthouse beam is only effective during daylight hours.

Unlike the walls of the city, the lighthouse bears no cannon, but is instead outfitted with catapult and ballista to protect it in the event of night time attacks as cannon fired from within the tower would damage the complex mirrors within the lighthouse turret.

Four hundred prisoners are held in the dungeons below the lighthouse and used to row the galleasses as needed. The lighthouse fortress and its ships also house four hundred marines and sailors that comprise the Eskadian navy based here.

MYCHELON BINGILLUM (He is a Lawful Evil male human 10th level fighter whose vital statistics are HD 10d10+20 hp 83 AC 17. His prime attributes are Str, Dex, and Con. His significant attributes are Str 14, and Dex 16. He wears a set of +1 dragon turtle scalemail (see Appendix), and carries a +2 stiletto, an expert rapier, and a spyglass.)

MARINE CAPTAINS (10) (These lawful neutral human 5th level fighters. Their vital statistics are HD 5d10, Hp 38, AC 13. Their Primary Attributes are Strength, Dexterity, and Constitution. They have weapon specialization with the a cutlass (1d6+3 for specialization and strength). Aside from the cutlass they carry a light crossbow, 20 bolts. They dress in leather armor, and wear 3d10 gp worth of silks and jewelry. Each typically possesses another 2d10 gp in coins.)

MARINES SERGEANTS (25) (They are 3rd level neutral human fighters. Their vital statistics are HD 3d10, Hp 20, AC 14. Their Primary Attributes are Strength, Dexterity, and Constitution. They have weapon specialization with the a cutlass (1d6+3 for specialization and strength). Aside from the cutlass they carry a light crossbow, 20 bolts. They wear leather armor. They keep 4d10 gp worth of gems, coin, and jewelry in their pouches

MARINES (200) (They are 1st level neutral human male or female fighters. Their vital statistics are HD 1d10, HP 10, AC 13. Their Primary Attributes are Strength, Dexterity, and Constitution. They have weapon specialization with Cutlass or Light Crossbow. They carry a Cutlass (1d6+2 points of damage for weapon specialization and strength) and Light Crossbow (1d6+1), and wear leather armor. They keep a pouch with 2d10 silver pieces, and wear 1d20 gp worth of jewelry and silks.)

SAILORS (200) (They are 1st level human male or female rogues. Their vital statistics are HD 1d6, HP 6, AC 12. Their Primary Attributes are Dexterity, Constitution, and Intelligence. They carry a dagger or belaying pin which deals 1d4 or 1d6 points damage and have 1d10 sp.

POWER SLAVES (400) (They are human, half-orc, orc, and hobgoblins. Their vital statistics are HD 1d8, HP 4, AC 10. Their Primary Attributes are physical.

FARMSTEADS

The rich soil in this region of the West is great for growing all sorts of crops. The amount of edible crops is not enough to feed the entire city, which relies greatly on the bounty of the sea, and imports from Karbosk for much of its wheat and grains. With the chaos in Karbosk, and much of its Farmland ravaged by Yorgach's forces have greatly diminished these imports. What is grown is used for other uses, such as grain alcohol, and horse feed. Herds of animals are also given plenty of land to graze, providing the city with chicken, lamb, beef and pork, while eggs and milk are also sold to the citizens.

GARDEN OF FYTHELE

This overgrown farm and garden is tended to by all farmers that can spare a moment of their time. Its blossoming fields hide the small wooden lento within its center, where an even smaller altar and oak chalice sits. Every equinox and solstice, as well as every rain shower, the cup is taken from the altar and blessed by the small flock. Any water it contains is poured to the ground to nourish Fythele's lands.

Crumb Muslin is a typical farmer who also tends the shrine of Fythele. He has been tempted by Shambere and her minions in the past. The offered prospect of wealth seems to have proven too great, as Crumb has hidden away a few evil magic items.

CRUMB MUSLIN (He is a Chaotic Neutral male human 4th level druid whose vital statistics are HD 4d8-2 hp 18 AC 11. His prime attributes are Str, Dex, and Wis. His significant attributes are Str 13, Dex 13, and Wis 14. He carries holly and mistletoe Druid Spells Prepared (4/3/2) 0—create water, endure elements, first aid x2; 1st—Alarm, Entangle, Pass without trace 2nd—Barkskin, Cure Light Wounds.)

CHAPTER 16 – ADVENTURE, THE JACK OF LIES



Adventure opportunities abound in Eskadia, not the least of which is the story arc known as “the Jack of Lies.” I have had the privilege of working and re-tooling the “Jack” story arc for the better part of the last decade and play-test elements of the adventure with various gaming groups for several years. The “Jack of Lies” adventure has a complex plot, and requires the Castle Keeper to read it thoroughly so as not to overly confuse the players throughout the course of the adventure. That said, it is not intended to be an adventure that is fully “run on rails” as many adventures on the market today currently are. Instead the Jack of Lies offers players numerous “sandbox” type experiences for them to get lost in as they explore the dangers and wonders of Eskadia. The adventure scenarios for the Jack of Lies, although interconnected, may be stretched out over an extended period of time, allowing players the opportunity to familiarize themselves with the streets and alleyways of Eskadia at their own pace.

THE PLOT

Cicero Denalian, a one-time performer, playwright, philanthropist, and theater owner was long ago betrayed by several of the nobles of Eskadia, who imprisoned him, and had his lover executed as a spy. Forgotten after years of confinement Cicero faked his own death, and returned to the neighborhoods he once looked after and recruited a network of spies, comprised of street children he once mentored. Now, known as the “Jack”, Cicero has begun making moves in an elaborate chess game designed to destroy the nobles who stole his life and love, and in the process cleanse the city of its corrupt rulers once and for all. By plot hook or GM crook, the PCs eventually become embroiled in the Jack’s plot. Cicero, in various guises maneuvers the PCs through the ranks of his enemies as a force of true reckoning, which culminates in the Jack’s revenge, and the unexpected consequences that befall the city upon his victory or defeat.

PROLOGUE: A HARSH WELCOME TO ESKADIA

In this prologue to adventure in The Jack of Lies, the PCs find themselves drawn into the conflicts that grip the city. As they enter the city they quickly find themselves involved in a deadly street fight whose outcomes have ramifications on the PCs reputation and the contacts that they make within the competitive guild structure of Eskadia. The Referee should give the PCs a brief description of the Ward they wish to begin the adventure in, describing its sights and smells.

Then, as the PCs cross from the outer gates into their first ward read the following description.

As you enter the fair and deadly city of Eskadia your ears are assailed with the shouting of men and the sounds of steel on steel. Before you drawn in a wide ring are three sets of players locked in mortal combat with one another. Blood freely stains the flagstones of the narrow streets as drovers halt their carts



and locals stop to watch the grim spectacle, seemingly unconcerned for their own safety. Three bands of men, wearing masks and embroidered velvet doublets of fashionable cut that seem to denote some official affiliation do battle with one another. The combatants seem not to move in the motions of a standard fight, rather, many move in and out between the narrow alleyways looking for a good place to slip a blade between an enemies ribs from behind. The gate guardsmen seem to watch the melee with a bored disinterest, a few even putting coins on who they think shall win the fight.

GANG FIGHTERS (30) (They are 1st Level Fighter/1st Level Rogues, HD 1d10+1d6, Hp 12. AC 15. Their primary attributes are Strength and Dexterity. They wear studded leather. They have weapon specialization in rapier dealing 1d6+2 points damage, and carry a light crossbow with 20 bolts dealing 1d6 points damage. Each also keeps 1d10 gp in coin, 2 doses of Shandimar’s Ash, and a potion of cure light wounds.)

The gangs are divided into groups of roughly 10 each.

At this point the PCs have a few options before all hell breaks loose. They may, attempt to ignore the fight and move around it, they may observe the fight to see who seems to be the weakest or strongest and move to join the fight on the side of one of the battling parties, or they may attempt to subdue or kill the entire group. Listed below are these options and the consequences of the actions that the PCs take. It should be noted to the players that some of the gang members have diamonds, hearts, and clubs emblazoned upon their hilts, blades, and doublets.

The PCs attempt to break up all sides in the fight:

In this event the three bands break off fighting one another and move to take out the PCs figuring them to be freelance assassins. When opportunities present themselves however, they quickly return to attacking their original enemies. If the PCs succeed they are arrested by the guard and led before the Prince who has his own plans for such daring slayers. The PCs also make lifelong enemies with the factions that they defeated, effecting their reactions from those three groups for the rest of their sojourn in Eskadia.

The PCs pick a side and join in the fight:

After reading the Jack of Lies the referee probably has a good idea which family or guild will suit his needs best in goading the PCs into the thick of the adventure. Therefore the PCs happen to side with the NPC troupe that the referee has selected and together they chase off the other two factions. If the PCs and their chosen faction win the fight, the victorious and thankful faction members lead the PCs to a place called the Safe House before the guards arrive.

The PCs attempt to avoid conflict:

Sadly for the PCs this is just not going to happen. One or more of the fighting factions takes notice of the well-armed band of heroes and assumes that they are hired muscle brought in by an opposing band and turns to attack them. As the first band attacks them so too does the second, leaving the PCs and the third band to fight it out against the other two.

Regardless of any actions the PCs take, a patrol of the Prince's guard gives off ignoring the situation in 1d4+2 rounds and proceeds to break up the fight and escort the survivors back to their own wards or noble houses. The guards arrive with a large enough force to subdue the PCs if it comes to that, with wizards and priests as necessary. None are arrested save the PCs as they are new to town and not officially affiliated with any of the guilds, cults, noble gangs, or societies that operate here according to the guards at least. Enough guardsmen and guard sergeants and guard wizards are sent to insure that the PCs surrender or are subdued.

If the PCs use deadly tactics against the guards, more and more guards arrive, including mercenaries from the Cult of Swords, every 1d4 rounds and the PCs are pursued and slain should it come to this. Reroll new characters or find a new (better) RPG group to game with.

No matter what happens, a prominent youngest son of House Benvolio who was involved in the altercation is slain in the fight. His name is Octoron. House Benvolio, who has ties with the Harlots Guild and The Order. The PCs are implicated in his death

CONTACTS AND MISSIONS

Depending on the outcomes of the initial street fight the PCs have several options of contacts that they may make. If the PCs chose a side in the conflict, they are escorted to the Safe House in the Main. Here they are offered a job seeking out an elusive figure known as "The Jack" by a representative of one of the Noble Houses of Eskadia named Porchet.

If the PCs defeat all of the faction members, or are arrested in the streets by elements of the city watch they are taken to The Citadel, where they are questioned by Emille Koenig of the Prince's private guard. Regardless of how the PCs are coaxed into their first mission, the first mission should always be in pursuit of House Itrugio as the source of the "Jack" poems.

THE SAFE HOUSE (M6)

The Safe House is a flophouse, tavern and pub in the northwest of the Main and is considered neutral ground even amongst warring factions within the city of Eskadia. Often it is a place where prisoner exchanges are made, or ransoms are paid off to get guild-members back to their own wards. Here the PCs meet a sub-lieutenant of the guild or house named Porchet that brought them here and are offered a proposition and given an explanation as to why the fight took place.

Porchet explains that three of the four factions involved in the street fighting were brought to The Main fueled by rumors and innuendo. A poem called out by criers and posted throughout the city has set the various houses of the city against one another. Each house now blames the other for the scandalous implication of the rhyme.

Porchet produces a beautifully penned scroll and reads the following:

Houses are there Four, each to the other brought close to war

Upon the fair streets of Eskadia

It would not be meet to name their names

Instead the Jack recounts their shames

For each is but a house of cards

And may crumble upon the winds of war

The House of Diamonds has made its fortune true

Upon the backs of children beaten black and blue

CHAPTER 16 –

*Soon this suits sins revealed will be
Exposing the depths of their depravity*

*And what of the kindly House of Clubs?
That marked its fortunes in days of yore.
Tis said they are the house of sharpest wits,
Borne to them a clergyman known best for amorous trysts.
With blessings of a besotted troll,
Do we trust them with our immortal soul?*

*Worst of all? The House of Spades
For their prince would make us all his slaves.
Plying as he does the Money Trade.
A blind eye turned is a crime thus made
And a lie thus told a pain repaid.
Who now the liar and who the knave?*

*The Jack must thus soon depart.
Return I will with new stories told,
Remember that the lower suits are also bold.
And last a message for those many shaded sharps,
Who ply their trades out in the dark,
Seek not the Jack lest you be exposed
And your many dirty deeds shall also be told.*

Porchet does not say for certain which house each suit of cards in the poem however he alludes that he knows of several lesser houses that is noticeably absent from the “suits” mentioned in the poem various poems, the most recently absent suit being the “Heart” of house Itrugio. Porchet suggests that this “absent suit” is obviously the one behind the poetry of the “Jack”. Porchet indicates that the eldest son of House Itrugio is known to be an accomplished warrior poet, and likely the only person in all of Eskadia with the command of language to have written the offensive verse. Porchet indicates that his Masters within the council would like to see the Jack taken down so that a semblance of order may be restored. He indicates that the Jack’s verses have already brought much bloodshed to Eskadia, and that continued infighting would only harm the City State’s fragile peace and leave the city open to her enemies. He explains that for several months now poems similar to this have been cropping up around town, and have led to several blood feuds between powerful trade houses, guilds, and noble families within the city.

Porchet offers the PCs a proposition, if they can pursue Dino Itrugio, and find any evidence that he is the Jack, his house will pay the PCs 500 gps each. If the PCs make arguments that such a pursuit would not be a “good” act, Porchet makes up some evidence that the Jack is responsible for the murders of several innocent people. Porchet’s argument is not necessarily the truth in a standard sense. The Jack’s words have led to several murders. The “innocence” of those victims is however debatable. Porchet uses his Bluff skill to influence the PCs and make his version of the story more believable. He will also up his house’s price to 1000 gp each, counting on greed to quell any dissension amongst the PCs ranks.

PCs ACCEPT THE MISSION:

In this event Porchet tells the PCs that House Itrugio operates international arms shipments. Itrugio offers weaponry to campaigning members of the Cult of Swords at reduced costs. Itrugio purchases wholesale weaponry from both the Dwarven Forge, and various smaller members of the Guild of Smiths who supply ready arms and armor suitable for campaigning soldiers. Porchet suggests that the PCs may either break into House Itrugio itself, find proof that Dino is indeed the Jack. Failing that Porchet indicates that Dino has relations with a girl at the Fifth Season, where Dino is known to slum, and compose some of his best poems while under the haze of strong narcotics.

PCs REFUSE THE MISSION:

Porchet thanks the PCs for their help in the street brawl and expresses his sadness that the PCs cannot find a way to help his family. He offers the PCs a chance to reconsider, telling them that he will meet them at the Safe House should they change their minds. Shortly after the PCs turn down Porchet’s offer, they are accosted by a group of 1d4+2 thugs from house Benvolio as they explore the city.

Eventually, Porchet sells the PCs out to the City Watch, and they are surrounded and taken to the citadel, where they meet with Emille, Captain Donalbray’s Chief Lieutenant.

TO THE CITADEL

PCs captured or who surrender after the street fighting are taken to the Citadel for questioning and incarceration. The Citadel is a large fort in the northern section of the Main that serves as a stronghold of the city watch and Captain Donalbray’s headquarters. The Citadel serves as a holding area for prisoners who eventually find themselves incarcerated in the Bastille.

If the PCs are brought here after the street fighting they are examined for magic items, and have their thieves’ tools, component pouches, and weapons removed, and are put in a holding tank. Shortly after that they are approached by a middle aged half elf who introduces himself as Emille Koenig.

Emille explains that he is impressed with the skill in which the PCs dispatched the street fighters, and introduces himself as a representative of the Prince of Eskadia. He indicates that the

Prince has need of individuals with such skill as they have shown.

Emille tells the PCs that he can see that they are released from the Citadel with no charges filed if they would be interested in working for the Prince to track down the identity of the one known as the Jack. Of course he points out to the PCs that one of the individuals killed in the street fighting was a young noble by the name of Octoron Benvolio, and that it is possible that the PCs could be charged with murder and executed should they refuse the offer.

The remainder of Emille's conversation with the PCs is exactly like the meeting described above with Porchet in the Safe house. Emille sends the PCs hunting for Dino Itrugio and promises them money and an end to their legal difficulties, and tells them that upon their release they should meet him at the safe-house after their mission is finished, to collect their pay.

CK NOTE: Once the PCs decide how to pursue their investigation of Dino Itrugio, they may pursue their leads to either House Itrugio's manor in the Blade District, or see if they can confront or spy on Dino at the Golden Camel in the Diamond District.

LECRUTIA'S SPIRIT (*This is a neutral undead spirit whose vital statistics are HD 10d8, Hp 60, AC 20. Its primary attributes are physical and mental. This spirit cannot be turned save by a Wish. It attacks with a touch which forces foes to save vs. fear or be terrorized and fall into a catatonic nightmare filled state lasting 1d4 hours. Its alternate attack ages opponents 1d4, 1d6, or 3d4 decades depending on race. It is incorporeal requiring +2 or better weapons to hit. Once per day it may enter the dreams of sleepers as the dream spell in the PHB. Once per day she can Keen as a Banshee causing any creatures within hearing to make a Charisma save or die.*

Lecrutia's spirit has fought its own great battles of will to win its way from the tortured limbo of the murdered. Lecrutia expends a great amount of energy to avoid the darkness that Nartarus exerts over most undead spirits. Lecrutia has long sought to free Cicero of his torment, though the poet's grief is too deep to allow him to "see" her. Time runs short for Lecrutia, for she knows if the Jack's full plan comes to fruition, the evil it wreaks upon the city will damn the Jack to Hell, and their spirits can never be together. It is Lecrutia's imperative to somehow warn the Jack that his ambitions are to no avail.

LECRUTIA'S GHOST: First Visit

Regardless of how the introduction ends, the characters are visited in their sleep by the spirit of Lecrutia Piazz. Lecrutia comes to the PCs through her sending/nightmare ability, in an attempt to convince them to bring the Jack to her. This message is vague, and intentionally so, leaving the PCs to wonder at its meaning, and to wonder "Who" exactly the ghost is looking for.

Each PC has the same dream. In the dream the PCs seem to be following a pale half elven lady. The lady leads them past several ward gates of the city, occasionally stopping before a building here or there, lingering for a moment before she moves on. Ev-

erything seems to be whitish and misty. The mist obscures the details of the buildings so that determining their exact location within the city remains unclear.

They see themselves passing through an iron archway and past row upon row of mausoleums. PCs who have already passed by the Straights Graveyard recognize it instantly, if the PCs have not passed by the Straights Graveyard, they notice it from their dream upon their first pass by it as they travel about the city.

A lilting and sad music seems to rise louder and louder from the beginning of the dream becoming louder and more disconsolate until at last the lady stops amongst a field of unmarked graves in a run down section of the graveyard.

The lady turns sadly to the PCs and offers half of a locket to them. If they attempt to grasp the locket, it falls insubstantially through their hands and they awaken with, worn and exhausted with the words "bring him to me" echoing in their ears. During this first night of fitful sleep, only half the standard number of spells and hit points are recovered due to exhaustion and a sense of dread unless a successful wisdom check is made.



CHAPTER 17—ACT I: IN PURSUIT OF DINO ITRUGIO—THE GOLDEN CAMEL



basic overview of the Golden Camel is described in the Diamond District (Area DD6).

A white chip offers PCs access to private chambers where Shandimar's Ash and other pleasures are administered by Rayna's professional apprentices, known as dream associates. White chips are the equivalent to a "permanent" membership to her secret operation. The cost of whatever goes on behind closed doors is up to the holders personal dream associate.

INVESTIGATING THE GOLDEN CAMEL:

PCs may decide to head to the Golden Camel in the Diamond District and ask some questions about Dino Itrugio, and see if they can meet up with his girlfriend there. A PC making a successful Charisma or Bardic Lore check when asking about Dino's comings and goings (CL 10), discovers that Dino is infatuated with a girl at the Golden Camel known as the "White Lady."

The White Lady is known for the intricate and exotic dances she does for the drug and drink numbed patrons of the Golden Camel. She is called the white lady because of the elaborate semi revealing costume of white silk scarves she wears during her performance, complete with white feather fans and strings of white pearls. A successful Bardic Lore check of 20 or more reveals that the White Lady's real name is Asha, a check of 25 or more reveals that she is the sister of Juanito at the Hot Springs (Area P12).

PCs may attempt to gain the eye of Asha during her dance, with a successful Charisma check (CL 8). This causes Asha to turn her dance in their direction.

If the PCs wait in the many dens of the Golden Camel for long enough the White Lady gives one of her evening performances. Asha comes out in a costume of shimmering pearls, and white silk scarves, carrying a pair of white ostrich feather fans. The White Lady waves her fans through the pots of thick multi-colored incense. She generally gives a fine performance which is enhanced with her illusionist powers. If a PC gains her attention she whispers that an owner of a white chip, may seek her as a "dream associate" and to give the password "Trance" to the guard at her door.

ASHA (The White Lady) (She is a neutral 5th level illusionist Rogue/2nd Level human Bard whose vital statistics are HD 5d4+2d10+2, HP 24, AC 16. Her primary attributes are intelligence, charisma, and dexterity. Her significant attributes are Intelligence 16, Dexterity 15, Charisma 16. She wears +3 Bracers of Armor, +2 ring of protection, A string of pearls worth 400 gp, and a silk performers costume worth 300 gp. Her typically memorized spells are as follows 0th—Dancing Lights, Detect illusion, First Aid, Message. 1st—Change Self, Charm person, Color Spray, Hypnotize, Minor Image. 2nd Alter Self, Detect Thoughts, Mirror Image. 3rd—Major Image).

Despite her apparent occupation, Asha uses deception and illusion to perform nearly all of her amorous activities.



ASHA'S ROOM

Located in the furthest corner of the second floor, Asha's room is guarded by a burly half orc named Yul. Yul knows who Asha's special guests are, and who are not, and refuses passage unless Asha has given her private password to a guest during one of her performances.

YUL (He is a neutral 5th level Half Orc fighter. His vital stats are HD 5d10, Hp 39, AC 17. His Primary Attributes are Strength, and Constitution. His Significant Attributes are Strength 18, and Dexterity 16. He has weapon specialization with the great axe +1, dealing 1d12+6 on a successful strike. He wears a chain hauberk +1 and keeps 4d20 gp in their pouch. He also has a potion of cure light wounds.)

If the PCs enter Asha's room with permission, she offers them her special blend of narcotics, telling the PCs to get comfortable and wait for the White Lady. The PCs will need to make a successful Charisma Check (CL 8) to gain any information about Dino Itrugio from Asha. If the PCs do not play their questioning in a convincing manner, no amount of die rolls will make the difference. If the PC's fail in their questioning, Asha becomes spooked and calls for guards to remove the PCs and ban them from the premises.

If the PCs are successful, she tells the PCs that Itrugio has canceled their appointment for the evening, and that he was called to business at the family warehouse in the Docks District. If the PCs skill check is +5 or more higher than Asha's challenge level, she reveals that she has no real interest in Itrugio, who

ACT I: IN PURSUIT OF DINO ITRUGIO – THE GOLDEN CAMEL

has for whatever reason come to think of her as his muse, when in truth it is more likely the Shandimar's Ash she administers him on his visits. Itrugio has mumbled in the past days of a "big deal" that his father Apollo has put together. What the big deal is she has no idea.

GUARDS (They are neutral 4th level human fighters. Their vital stats are HD 4d10, Hp 28, AC 15. Their Primary Attributes are Strength, Wisdom, and Constitution. Their Significant Attributes are Strength 16, and Dexterity 14. They have weapon specialization with their expert broadswords (2d4+4). They wear a chain hauberk and keep 2d20 gp in their pouch. Each also has a potion of cure light wounds.)

Searching Asha's room without permission requires the PCs somehow get past Yul, and pick the complex lock to her chamber (Challenge Level 10).

There is a 20% chance that Asha is not in the room when the PCs come to call on her. And a 20% chance per round that they search her room uninvited that she arrives (likely finding the dead, charmed, or knocked out Yul lying on the floor). Should she arrive and catch the PCs searching her room, she alerts the Golden Camel guards to their indiscretion and they do anything in their power to kill the PCs. If Golden Camel Guards start dying, Asha flees into the twisting maze of the Diamond District, eventually making her way to the Paradise Theater where she awaits under the protection of the Jack.

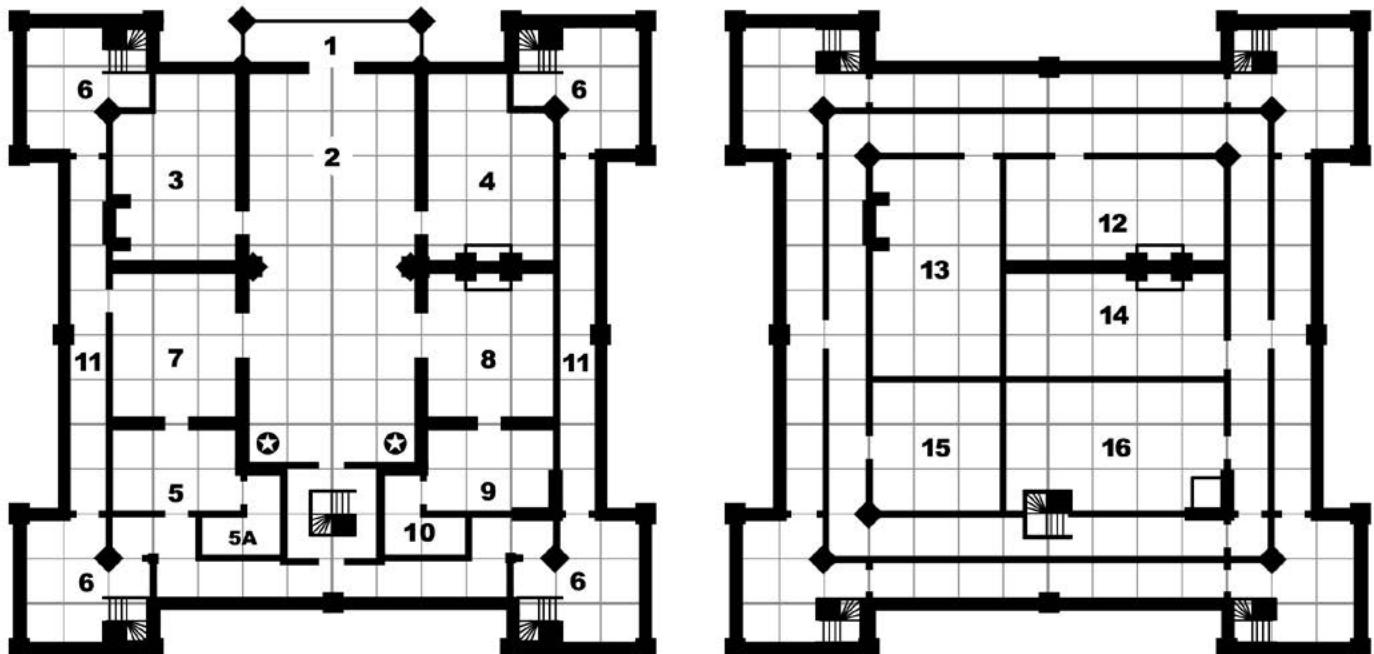
Asha is not a combatant, and killing her is equivalent to murder.

Asha was once a charge at the Harp Street Orphanage, and prisoner there when it changed to its current condition as a workhouse and gunpowder manufacturer. Being found to be one of the more comely orphans, Asha was soon sold to a brothel in the Diamond District. Already working for the Harlot's guild, her brother Juanito did his best to protect his sister, paying for tutoring in illusion to help keep her safe. In recent years she was contacted by the Jack, who taught her a bit about alchemy and a bit more about spying. She has secretly worked for him ever since, although, like other unfortunates who were once his charges, she protects his identity to the death.

TREASURE: Documents found within her room, mostly love poems penned by Dino Itrugio. PCs who make a successful Intelligence check (CL 5) find that they poems prove themselves inconsistent with the quality of the original "Jack Poems". Asha also keeps 10 doses of Shandimar's Ash in a sandalwood box, with which she feeds Dino's addiction whenever he comes calling. The ash, supplied by the Jack, is a particularly nefarious gift, in that the Benvolio family are the main suppliers of Shandimar's Ash within the city, meaning Apollo Itrugio's enemies are ultimately the ones feeding his son's addiction.

Whichever way the meeting with Asha plays itself out, the PCs should gain enough information to learn that a meeting is to take place two hours from the time that they leave the Golden Camel, at the Itrugio family warehouse in the Docks district.

ITRUGIO ESTATE, BLADE DISTRICT



ITRUGIO ESTATE

1 SQUARE=5 FT

CHAPTER 17 –

Sitting on a hill in the eastern end of the Blade District, Itrugio Estate follows the fortress like architecture of much of the buildings in the area. This squat martial two story building has guard towers jutting from the four corners of its rough hewn granite walls. House Itrugio is guarded by a contingent of well paid fighters hired from the Cult of Swords. The guards sound a loud alarm if they find intruders on the premises, and are always wary of assassins sent by Apollo Itrugio's various enemies.

COMMON FEATURES

Unless otherwise noted doors within house Itrugio are iron reinforced wood. The walls of the house are fired brick with marble veneer over them and are approximately 2 feet thick.

1. ENTRYWAY

Beyond the 8 foot tall wrought iron gate that surrounds the Itrugio property is a stout iron reinforced oaken door. A pair of House Itrugio's guards stand watch at the entryway day and night.

HOUSE ITRUGIO GUARDS (2) (*They are neutral 2nd level human fighters. Their vital stats are HD 4d10, Hp 14, AC 15. Their Primary Attributes are Strength, Wisdom, and Constitution. Their Significant Attributes are Strength 16, and Dexterity 14. They have weapon specialization with their expert broadswords (2d4+4). They also bear a spear and light crossbow. They wear a chain hauberk and keep 2d20 gp in their pouch.*)

The guards grant entry to the house only to members of the family, their retinue, and expected guests, whom they have been told about prior to any arrivals.

2. GREAT HALL

The great hall of House Itrugio is lined with tapestries and paintings depicting the rise of House Itrugio from metal smiths to arms merchants, and depicts several battles where the families arms came into play on the side of the victor. They do not however seem to show how the both sides in a given battle used House Itrugios' gear. A staircase flanked by a pair of statues of Agustus stand at southern end of the hall. The statues are solid marble, and armored in golden breastplate, valued at 1000 gp per suit.

3. CADER'S CHAMBER

Cader the half-elf is captain of House Itrugio's private guard. Cader's room is spartan, as befits a member of the Cult of Swords. A neatly made bed sits in one corner of the chamber. Spare weapons and armor hang from iron hooks sunk into the stone walls.

Cader is never far from Apollo Itrugio, traveling with him wherever he goes. If Apollo is within the Estate, Cader makes his rounds of the guards, taking his rest around 1 am, and sleeping but 2-4 hours a night. Cader's chamber has doors that enter into the northwestern guard tower and access a secret entrance to his master's bed chamber. This secret door is locked with a key kept on Cader's person.

TREASURE: A masterwork chain shirt, masterwork longsword, masterwork buckler, and heavy crossbow hang from hooks on the wall. A locked iron box (Hardness 5, Hp 15, Break DC 23, Open Locks DC 24) contains 340 gp, 50 pp, 400 gp worth of gems and jewelry, and a silver gladius.

SECRET DOOR: This secret door is a (Challenge Level 10) to notice with a successful search for traps or Wisdom roll. Its lock requires either the key or a successful (Challenge Level 10) open locks attempt.

4. SITTING ROOM

This chamber is designed for meetings with visitors to House Itrugio, and is a place where Apollo and Dino conduct casual business meetings with their better known clients. When not in use by Apollo or Dino, it is used as a makeshift recreation room for the house servants who may be here playing dice, chess, cards, or music.

Treasure: Paintings on the walls are valued at over 8000 gp.

5. SERVANTS QUARTERS

This chamber serves as the living quarters for an elderly couple who serve as cook, maid, and butler for House Itrugio. A locked chest in their chamber (Challenge Level 3) holds 500 sp, and 50 gps.

5A. SERVANTS QUARTERS RESTROOM

A simple marble privy, and water pump with washbasin are in this corner chamber.

6. GUARD TOWERS

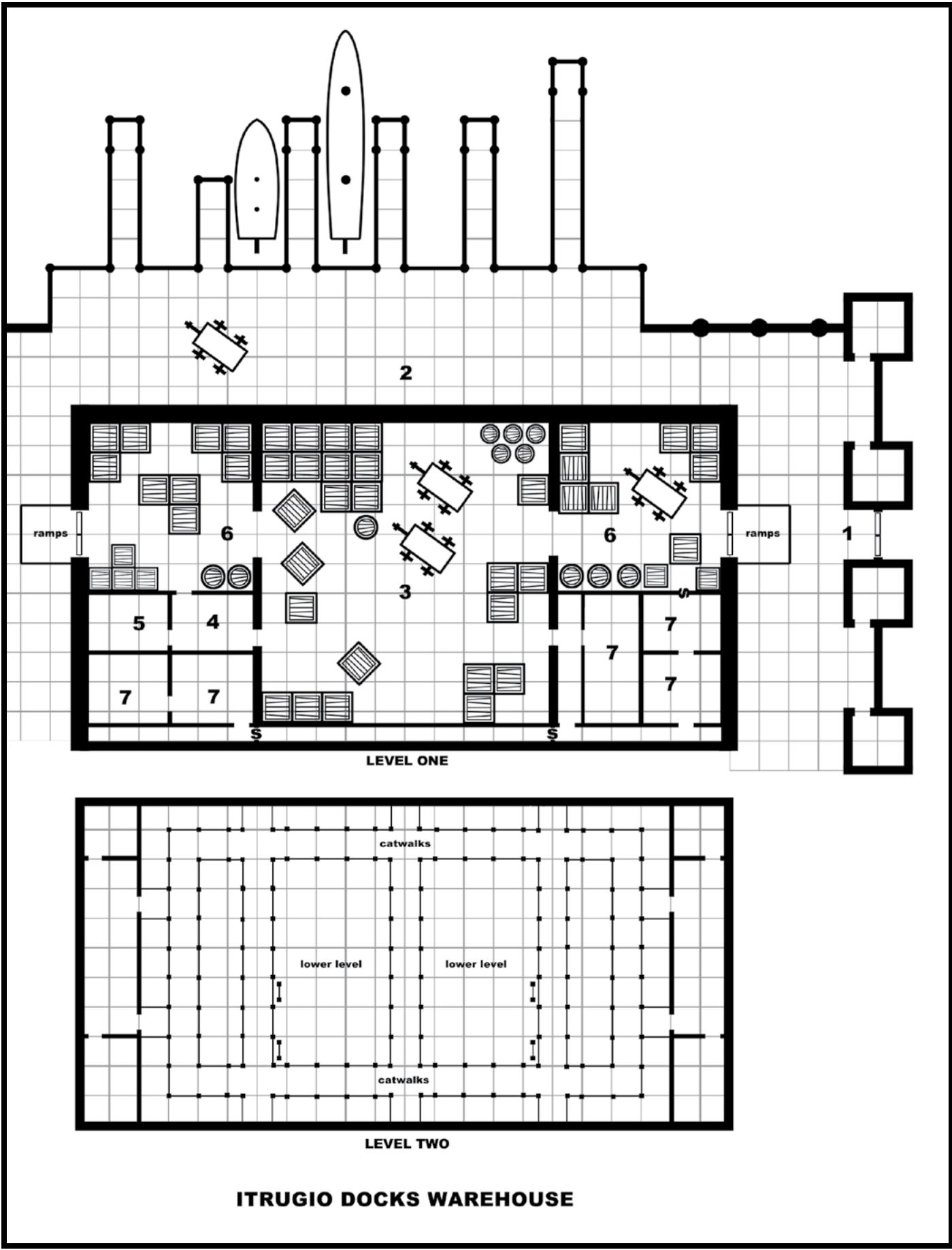
The "towers" of house Itrugio each contain a bunk bed and house four guardsmen, who work their shifts at guarding House Itrugio in pairs with two on duty and two off. The upper story of the "towers" each house four more Itrugio guardsmen. The guards work six days a week with one rotating day off. There are always at least two sleeping guardsmen in the bunk beds of the guard towers, who rouse themselves quickly to action if an alarm is sounded within the household.

HOUSE ITRUGIO GUARDS (4) (*They are neutral 2nd level human fighters. Their vital stats are HD 4d10, Hp 14, AC 15. Their Primary Attributes are Strength, Wisdom, and Constitution. Their Significant Attributes are Strength 16, and Dexterity 14. They have weapon specialization with their expert broadswords (2d4+4). They also bear a spear and light crossbow. They wear a chain hauberk and keep 2d20 gp in their pouch.*)

TREASURE: The guardsmen of House Itrugio keep 2d12 gps each in footlockers in both the lower and upper guards chambers.

7. DINING HALL

This well adorned dining hall serves the needs of the Itrugio family. Fine silver flatware and gilded plates set the small oaken table when guests come to call. A roaring fireplace in the southern wall keeps the chamber warm and inviting. A large painting of the patriarchs of House Itrugio hangs upon the western wall.



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TREASURE: The plates and silverware are worth approximately 500 gps, however their source is obvious as the silverware and plates are monogrammed with the crest of house Itrugio, a red shield set with a field of green and a crossed sword and flail.

8. KITCHEN

The meals for the Itrugio family and their retainers are prepared in this military style kitchen. The food served is excellent if simple. Meat on the bone seasoned with sea salt and served with hot bread and potatoes is the typical fare. Camisia, the cook and maid for house Itrugio sees that the retainers and her patrons are well fed.

9. STORE ROOM

Dried goods and meats are kept in this store room.

10. ICE BOX

This chamber is naturally cooled and serves to store perishables such as eggs and fresh meats delivered via the grocers guild.

11. INNER HALLWAY

The Inner Hallway is patrolled by 1d2+1 of house Itrugio's guardsmen at all hours of the day and night. PCs attempting to sneak past the guards must make successful Hide and Move Silent checks, opposed by the guards Spot and Listen checks.

HOUSE ITRUGIO GUARDS (2) (They are neutral 2nd level human fighters. Their vital stats are HD 4d10, Hp 14, AC 15. Their Primary Attributes are Strength, Wisdom, and Constitution. Their Significant Attributes are Strength 16, and Dexterity 14. They have weapon specialization with their expert broadswords (2d4+4). They also bear a spear and light crossbow. They wear a chain hauberk and keep 2d20 gp in their pouch.

12. SCRIPTORIUM

This second story chamber serves as office and scriptorium for Dino Itrugio. It is piled high with books on military theory and great works of poetry, some of which pre-date the winter dark. Dino's poetry is of course derivative of the great works that he has obviously studied. Piles of crumpled parchment and ink stained sheets indicate a recent frustration in the authors work. The majority of new material opines his dual love of the White Lady and the Devil's Dust. Recent pages appear more erratic with nearly unintelligible verse covering the crumpled pages.

A parchment sitting on top of the desk details the time and place of a meeting (two hours from the time the PCs find the document), at the Itrugio Warehouse in the Docks District. The document seems to indicate a sizeable sale of goods purchased through connections with The Dwarven Forge, and various private arms and armor merchants on behalf of a company of mercenaries called "the Impalers."

PCs making a Bardic Knowledge check (CL 12), recall that "The Impalers" is a nickname for a vicious tribe of orcs that often raid shipments to the east of Eskadia.

CK NOTE: This information should lead the PCs to the Itrugio Warehouse where a deal is about to go down and that they should make haste to the warehouse if they want to catch up to Dino, his father Apollo and their "business partners."

PCs searching the room who make a successful Wisdom Check (CL 10) note a hand painted poster on the wall. It is a playbill for the Paradise Theater and a performance of "The Suicide King". The poster is old, and dates to a performance that took place well over 10 years ago. A Bardic Knowledge check (CL 12) recalls that the show, and the theater were closed after two performances of "The Suicide King". The name of the leading man appears to be Cicero Denalian, and it appears to have been a "one man show."

This clue will no doubt seem useless to the PCs initially, becoming obvious to them later on as they track the Jack to his secret lair in the dilapidated husk of the Paradise theater.

TREASURE: Among the items in the scriptorium are inks, quills, and derivative manuscripts from ancient sources valued at over 1000 gp. Studying the ancient texts on warfare and weaponry for one month grants the user a +2 circumstance bonus to any attribute checks regarding the knowledge of war or ancient history.

13. DINO'S CHAMBER

This finely fashioned chamber serves as the personal quarters of Dino Itrugio. A weapons rack holds a suit of plate mail armor, a well worn masterwork longsword, and a large steel shield. Campaign ribbons denoting the protection of the Western City States against her enemies cover a dress doublet which stands next to the armor. An oak wardrobe contains 1500 gps worth of fine clothing as befitting a noble of Eskadia.

On a nightstand next to the bed, a copy of "Words of Honor, Words of Betrayal" sits open. The book is a treatise of a battle along the Great Wall of Ethrum where Colonel Montcalm knowingly led his troops into an ambush by orc forces a decade ago, allowing all of his brave legion of soldiers to be slaughtered. Montcalm has never been found nor paid for his crimes. A high price has been placed on Montcalm's head by the Cult of Swords. Legions of the Cult of Swords still consider the massacre to be a great personal insult landed upon them by one of their own. The book is underlined in areas and has notes in the margins penned by Dino, one such passage says "I wonder..." next to a drawing of a masked great helm. Characters who have encountered Captain Donalbray may recognize a similar helm if they make a successful Wisdom check (CL 15).

TREASURE: A locked chest (CL10) within the chamber contains a small sum of Dino's personal wealth. Within the chest are 1,500 gps, 2000 gp in gems and jewelry, 3 potions of cure moderate wounds, 1 potion of haste, potion of invisibility, a potion of gaseous form, and a +1 dagger. A further search of the chest (Wisdom Check, CL 10) reveals a false panel where Dino hides 3 doses of Shandimar's Ash.

14. TAZIER'S CHAMBER

This is the private chamber of Tazier. Tazier acts as advisor and sage to house Itrugio. Unknown to many, Tazier is actually a half orc, a fact not readily apparent by his human visage. Tazier's collection of Arcane tomes and alchemical works occupy a pair of tables in the western side of the room. The door to Tazier's chamber is locked with an arcane lock spell.

Like Cader, Tazier is never far from Apollo Itrugio, advising him on business decisions and the handling of house enemies.

TREASURE: Tazier's alchemical supplies are valued at 200 gps. He has an unlocked chest that holds 400 gps and a spare wand of magic missiles (50 charges, caster level 3). A potion of invisibility, potion of haste, potion of armor, and potion of strength sit on the table as well as scrolls of spider climb, shield(x2), web (x2), and acid arrow (x2).

15. DINTIERI'S CHAMBER

Dintieri serves as the official spy for House Itrugio. She is sleek and deadly and has a fascination with traps and poisons. Dintieri is most often employed as personal bodyguard to Dino Itrugio, and keeps an eye on him from a respectable distance during his travels, allowing the 1d4 house guards to do the close in work. Dintieri is Apollo Itrugio's mistress and has been with the family since shortly after an assassination attempt on Apollo left Dino's mother Talia dead.

TREASURE: Dintieri has 4 doses of level III poison, and 500 gp in a locked chest requiring an open locks check (CL 8), as well as various disguises and a disguise kit.

16. APOLLO ITRUGIO'S CHAMBER

Apollo's richly appointed chamber contains his wardrobe and bed. A hidden safe behind a tall portrait of his late wife Talia hides the safe containing much of the Family's ready cash, the rest of their monies being in letters of credit to various businesses and institutions to which they own deed.

A PC making a successful Wisdom or Find Traps check (CL 7) finds the wall safe. The wall safe is trapped with a Poison Gas trap and has a complicated locking mechanism requiring a (CL 14) open locks check to disarm once the trap has been dealt with.

POISON GAS TRAP: *(The trap is a Challenge Level 10 to overcome. If the trap is triggered the entire chamber fills with noxious fumes that render all within the chamber unconscious for 1d2 hours. The trap further triggers a magic mouth spell which alerts all within the house by screaming "help robbers!" Unconsciousness may be avoided if those within the chamber make a successful Save vs. Poison (CL 10).)*

Within the safe are 5000 gp in various coins, gems and jewelry, a gem of seeing with 2 charges, and letters of credit for over 40,000 gps. Documents within the safe indicate a plan to deal light cannon, grenades, and powder, and masterwork arms to the Impaler Orcs in the hills east of Eskadia, a clear violation of the Western League's charter.

CK NOTE: The letters of credit can in no way be cashed by the PCs, as they are not members of house Itrugio, and require two signatures in the presence of a member of the Usurer's Guild to verify. (It could be done, but that is up to the individual CK to work out the details, and weigh weather or not they want that much coin flowing into their campaign.)

ITRUGIO WAREHOUSE, DOCKS DISTRICT

A walled compound, common to the docks district holds materials that House Itrugio deals throughout the Inner Sea and surrounding countries. Eight house sentries patrol the 10 foot high wall and control traffic into and out of the warehouse.

HOUSE ITRUGIO GUARDS (2) *(They are neutral 2nd level human fighters. Their vital stats are HD 4d10, Hp 14, AC 15. Their Primary Attributes are Strength, Wisdom, and Constitution. Their Significant Attributes are Strength 16, and Dexterity 14. They have weapon specialization with their expert broadswords (2d4+4). They also bear a spear and light crossbow. They wear a chain hauberk and keep 2d20 gp in their pouch.*

1. WAREHOUSE GATES AND INNER COURTYARD

The eastern and western warehouse gates are each guarded by a pair of Itrugio sentries. The sentries allow familiar drovers and merchants delivering goods, or exporting goods from the warehouse after examining their passes. If the PCs observe the gates for more than a few minutes a large train of horses led by animal handlers arrive, enough horses to hitch at least 5 large wagons. The sentries allow entry to these horse handlers and appear to be expecting them. It may seem odd to the PCs that so many horses and animal handlers are arriving at a warehouse so late at night. Allow Itrugio's sentries opposed Spot and Listen checks to PCs attempting to scale the walls or enter the compound with stealth.

HOUSE ITRUGIO GUARDS (2) *(They are neutral 2nd level human fighters. Their vital stats are HD 4d10, Hp 14, AC 15. Their Primary Attributes are Strength, Wisdom, and Constitution. Their Significant Attributes are Strength 16, and Dexterity 14. They have weapon specialization with their expert broadswords (2d4+4). They also bear a spear and light crossbow. They wear a chain hauberk and keep 2d20 gp in their pouch.*

ANIMAL HANDLERS(10) *(These are common humans with 1d8 HD and 4 hp.)*

DRAFT HORSES (20) *See Monsters & Treasure by Troll Lord Games*

2. WAREHOUSE

The warehouse has entrances to the east and west that are guarded by Itrugio Sentries. The doors are sliding doors and are currently unlocked. A skylight affords entry to the roof of the 20 foot tall building. The walls of the building are aged brick and afford various hand holds, requiring a successful Climb check (CL 10) to reach the roof. Dintieri guards the roof entrance to the warehouse during the exchange, staying hidden and scanning for any threats as is her job.

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SENTRIES (2) (They are neutral 2nd level human fighters. Their vital stats are HD 4d10, Hp 14, AC 15. Their Primary Attributes are Strength, Wisdom, and Constitution. Their Significant Attributes are Strength 16, and Dexterity 14. They have weapon specialization with their expert broadswords (2d4+4). They also bear a spear and light crossbow. They wear a chain hauberk and keep 2d20 gp in their pouch.)

DINTIERI (She human is a 5th level Assassin/2nd level Fighter. Her vital stats are HD 5d6+2d10, Hp 32, AC 18. Her Primary Attributes are Strength, Dexterity, and Charisma. Her significant attributes are Strength 14, Dexterity 18, and Charisma 16. She wields a +1 rapier for 1d6+3 points damage due to weapon specialization, or a hand crossbow and 10 bolts tipped with type III poison dealing 1d4+1d8 points poison damage. She wears +3 bracers of armor and a +2 amulet of protection.) Dintieri has 2 potions of cure serious wounds Dintieri seldom carries more than 2d10 gp on her person.)

3. MAIN STORAGE CHAMBER

Five laden wagons covered in canvas tarpaulins are arranged in the center of this chamber. The walls are lined with crates and boxes marked with they symbol of House Itrugio. Ten Drovers await the arrival of horses to hitch and haul the goods out of town. Their packing of goods and gear is administered by a homely man in long robes bearing they markings of house Itrugio. Five half orcs stand guard within the chamber, keeping an eye on the wagons.

DROVERS (10) (These are common humans with 1d8 HD and 4 hp.)

TAZIER (He is a 6th level half orc wizard whose vital statistics are (HD 6d4, Hp 21, AC 15. His primary statistics are Intelligence and Constitution, His significant Attributes are Intelligence 17, and Constitution 16. He bears a wand of lightning with 20 charges (6d6 points of damage) bracers of armor +2, a ring of protection +2, 2 potions of cure light wounds. A scroll with shield, invisibility, mage armor, minor globe of invulnerability, and cone of cold. Tazier's typically memorized spells are 0th Detect Magic, Detect Poison, Ghost Sound, Mage Hand, Message. 1st Burning Hands, Charm Person, Magic Missile, Shocking Grasp, Sleep. 2nd Acid Arrow, Levitate, Protection from Arrows, Web, 3rd Haste, Fly.)

IMPALER CLAN ½ ORCS (5) These 2nd level half orcs fighters vital statistics are (HD 2d10, Hp 15, AC 18. Their primary Statistics are Strength and Dexterity, their Significant Attributes are Strength 16. They wear breastplate armor, and carry a large steel shield. They wield a battle axe for 1d8+2 points of damage.)

If trouble breaks out, Tazier casts invisibility from his scroll and moves to Area 4, to warn Dino and Apollo Itrugio. The drovers do not fight and run from any threats, while 2d6 of House Itrugio's sentries arrive from their posts in 2 rounds. The half orcs stand and fight.

TREASURE: The crates are filled with random weapons and armor, nothing better than chain mail. A dozen suits of breastplate

are loaded onto one of the wagons, along with twenty great axes, twenty longspears, twenty heavy crossbows, and 500 bolts, and 30 chain shirts. A second wagon has 100 grenades, and 500 lbs of gunpowder, marked with the symbol of House Benvolio that the Itrugio's hijacked some time ago. Another wagon is filled with cannon balls, and three wagons each carry a light cannon, made at The Dwarven Forge. Paperwork for each wagon indicates that the wagons carry only church bells, scale mail and longspears for sale to the army of Duke Mandras of Karbosk.

4. WAREHOUSE OFFICE

Dino, Apollo, and Cader are finalizing their deal with the Impalers representative Chak, a half orc cleric of Gathaak. Chak has a pair of half-orc bodyguards. A letter of credit worth 30000 gps, and 4000 gps in valuable gems and jewels sits on the table as the various factions close their deal. Again, the letter of credit is evidence and cannot be "cashed in" by the PCs. Where the orcs got all their coin is anyone's guess.

If confronted in the office the conspirators attempt to fight their way out and escape. If the Itrugio family members escape they head for the protection of their fortified home in the Blade District, and the half-orcs seek to escape the city. If their backs are to the wall, they fight to the death.

If the PCs capture the conspirators, and keep Dino Itrugio alive, he refuses to answer questions and denies any knowledge of the Jack or his identity. He offers the PCs a ransom of 5000 gps to set him free, and seeks to flee the city if this is accepted.

DINO ITRUGIO (He is a neutral evil 5th level bard/2nd level Knight. His vital statistics are HD 5d10+2d10, HP 46, AC 20. His Primary Attributes are Strength and Charisma. His significant attributes are Strength 17, Charisma 16. He wears +2 breastplate and carries a +2 flamberge of frost which deals 2d4+6 +1d6 cold damage on a successful hit. He wears boots of haste, and wears a signet ring of house Itrugio worth 200 gp, and carries 50 platinum and 10 gp in his coin pouch. Dino keeps two doses of devil dust hidden in a snuff box around his neck, tucked under his breastplate.

APOLLO ITRUGIO (He is a Lawful Evil 9th level human fighter. His vital statistics are HD 10d10, Hp 68, AC 21. His primary attributes are Strength, Wisdom, and Charisma. He wears +3 steel breastplate and carries a +2 small steel shield and +2 longsword of puncturing, a ring of featherfall, 2 potions of cure serious wounds, and a potion of invisibility. Apollo's signet ring is worth 250 gp and he carries 100 platinum coins and a 1000 gp diamond.)

CADER (He is a lawful evil 5th level human fighter. His vital statistics are HD 5d10, Hp 35, AC 19. His primary attributes are Strength, Wisdom, and Charisma. He wears breastplate and a +1 large steel shield. He carries a +1 battle axe. He has (20) 10 gp gems and 10 gp in various pocket coins.)

CHAK (He is a Chaotic Evil 8th level half-orc cleric of Gathaak. His Vital statistics are HD 8d8, Hp 49, AC 18. His significant statistics are Strength 17 and Wisdom 16. He wears +1 full plate armor, and bears a +2 great axe dealing 1d12+4 points of damage. His typically memorized spells are 0th detect good, de-

ACT I: IN PURSUIT OF DINO ITRUGIO – THE GOLDEN CAMEL

tect magic, detect poison, first aid. 1st—Bless, Command, Cure Light Wounds, Sanctuary, Sound Burst. 2nd Hold Person, Silence, Spiritual Weapon (x2). 3rd Animate Dead, Dispel Magic, Blindness. 4th Unhallow, Harming circle, Level drain.)

HALF ORCS (2) These 3rd level half orcs barbarians vital statistics are (HD 3d12, Hp 24, AC 15. Their primary Statistics are Strength and Constitution, their Significant Attributes are Strength 16. They wear a chain hauberk, and carry a two handed axe dealing 1d12+2 points of damage.

5. WAREHOUSE MASTERS QUARTERS

The keeper of Itrugio's Warehouse is off for the evening, and his chamber is empty save for a sack containing 100 sp.

6. STORE ROOMS

These store rooms contain enough dried foods and generic uniforms to outfit a small army. Each has several hundred spears, arrows for both longbows, shortbows, light and heavy crossbows, and suits of studded leather, scale mail, and several large and small wooden shields. Most of these arms and armor were made by small independent craftsmen from the Blade District.

7. GUARDS BARRACKS

This chamber serves as a barracks for the sentries who guard the warehouse. They each have an unlocked footlocker containing 2d10 silver pieces, spare clothing, boots, uniforms, and a jug of cheap wine.

COMPLETING ACT I

When the PCs have either slain or captured members of House Itrugio and determined that Dino is not the Jack the Act is completed and they may return to the Safehouse for debriefing with their contact. If a great battle took place, or alarms were sounded, city guards arrive after the PCs flee the area, and find evidence that House Itrugio had betrayed the Western Defense League.

REPERCUSSIONS:

Pre dawn raids led by city guards, mercenaries from the Cult of Swords and irregular elements of dwarves from the Dwarven Forge burn both the warehouse and Itrugio Manor to the ground. If the PCs did not slay Apollo and Dino, both are captured and hung outside the Southern gates of the city to show how traitors are treated in the city. By the following evening a new poem from the Jack is called out on street corners or posted on sign-posts in the city streets.

If the PCs have broken up Dino and Apollo's deal but have not managed to keep the half-orcs from taking the arms and equipment with them as they flee the warehouse, all orcs encountered within 100 miles of Eskadia are found to be armed with at least 1d4 pieces of masterwork equipment, and 1d4 grenades. Larger forces of orcs may be armed with light cannon.

A House of Hearts has gotten rich,

By their lord's most greedy bait and switch

May heroes never wonder more

How the black heart beats the drum of war

Outfitting enemies by the score!

Behold now a traitorous Heart has been forced to fold!

Slain now as they tried to flee

Its chips now cashed permanently

Look you of the City and behold

What greed does bring as I foretold

Justice comes to those who seek

To sell you out to mortal enemy!

By the end of this act the PCs likely have more questions than answers as to the identity of the Jack and what sort of corruption has its grips upon the city. As the PCs become aware of the new "Jack" poem, they know that Dino was not the Jack if there was any question before. Returning their information to their contact at the Safe House nets the PCs only half their asking price for the mission, as they did not "bring in the Jack" as they were asked. They have made their presence aware to the Jack who now takes an interest in these industrious visitors who have done so much damage so efficiently.

If the PCs are captured in the process of their mission Emille comes again to release them from jail, moving them to Act II and increasing their debt to their benefactor.

LECRUTIA'S GHOST: SECOND VISIT

Again, on the evening after completing the first mission or shortly after, the PCs are visited by a nightmare sent to them by Lecrutia. The dream seems more desperate than the first. The vision begins outside of a walled building complex, its sign unreadable in the mists, but its location somewhere in a slum. The cries of children can be clearly heard from beyond the walls of the compound. The lady holds the locket in her hand and points to the compound. The vision suddenly swirls, moving rapidly forward to a fine nobles home across town. The vision burrows beneath the place, through the very floor and into a torture chamber beneath the noble house. Here the lady is chained to a rough wooden table. Again the scene changes, but this time the PCs find themselves not looking down upon the woman, but actually viewing the events through her eyes, feeling the pain of the torture. The scene changes again, showing a nobles coach riding past an alley. A bloodied hand lies exposed in the lamplight. Within the palm of the hand a half of a locket can be seen. If PCs approach the locket or attempt to read its inscription they awake instantly in a cold sweat. If not they are roused by their own shivering the memory of the torture aches upon their limbs. Dreamers who fail their Wisdom save CL 10 suffer 1d10 points of damage. No arcane or divine spells are restored or memorized. The words "He must come to me to heal his soul, BRING HIM TO ME!" echo in their ears as they awake.

CHAPTER 18 – ACT II: HARP STREET WORKHOUSE



orchet makes contact with the PCs after the heat has settled a bit and brings them news that the Jack may be making a move against the members of House Benvolio. If Porchet has introduced himself as an agent of the Benvolio family, he may request that the PCs surreptitiously stake out the Harp Street Work House in an attempt to catch the Jack or his spies sneaking into the property, pursue them, and stop them. If Porchet claims to be allied with House Arnaud, then he comes with information proclaiming that the Jack is held up in the Harp Street Workhouse and has been an agent of the Benvolio Family all along. If Porchet has not revealed who he works for, or claims to be an agent of the city council and the PCs believe him, then continue the ruse. Either way Porchet intends to get the characters within the workhouse and see that they either find the Jack or search for evidence of the Jack's true identity within the Workhouse.



The Middlemen for its part are fully aware of the gunpowder manufacturing, however they are not aware, or turn a blind eye to Benvolio's "other" dealings with the children placed into their care by an overtaxed (read non-existent) judicial system.

HARP STREET WORKHOUSE

This decrepit warehouse was once known as the Harp Street Orphanage. The Orphanage was owned and established by Cicero Denalian in his youth. Fees for its operation and expenses were paid in donations from adventurers, or by holding expensive performances at the Paradise Theater. Proceeds were given to the day to day upkeep of the Orphanage. Although Cicero only occasionally taught at the Orphanage, and seldom visited his office there, he was a staunch believer in the opportunity for every child to succeed, no matter what their social standing.

Much knowledge of Cicero and his doings about the city have been long forgotten by progress and change, other bits have been erased by Cicero himself. Death being the common occurrence that it is, a successful Bardic Lore check of (Challenge Level 12) or higher reveals only that the prior owner died of plague as a prisoner in the Bastille over 15 years ago. The majority of information the PCs gather is about the current owners, House Benvolio.

The Workhouse is a place of sorrow and tragedy, where young homeless children are forced to labor eighteen hours a day carefully fashioning gun-powder to be sold overseas, smuggled in packages marked as textiles and dried foodstuffs. At least that's what the homely children do. The more comely youths are sold into slavery, or secretly traded to some of the cities seedier brothels when they come of age. House Benvolio pockets the profits without so much as a blush, claiming that their workhouse has a very low reticence of "graduates" returning to a life of crime. They even go so far as to claim that their workhouse teaches valuable craft skills that in turn strengthen Eskadia's economy.

THE HARP STREET WORKHOUSE

The walls of this compound are covered in peeling stucco that shows traces of mildew, disrepair and neglect. Allow the PCs a Wisdom check (Challenge Level 12). PCs making a successful check recognize the building as being the one the lady in white stopped in front of during the ghostly dream.

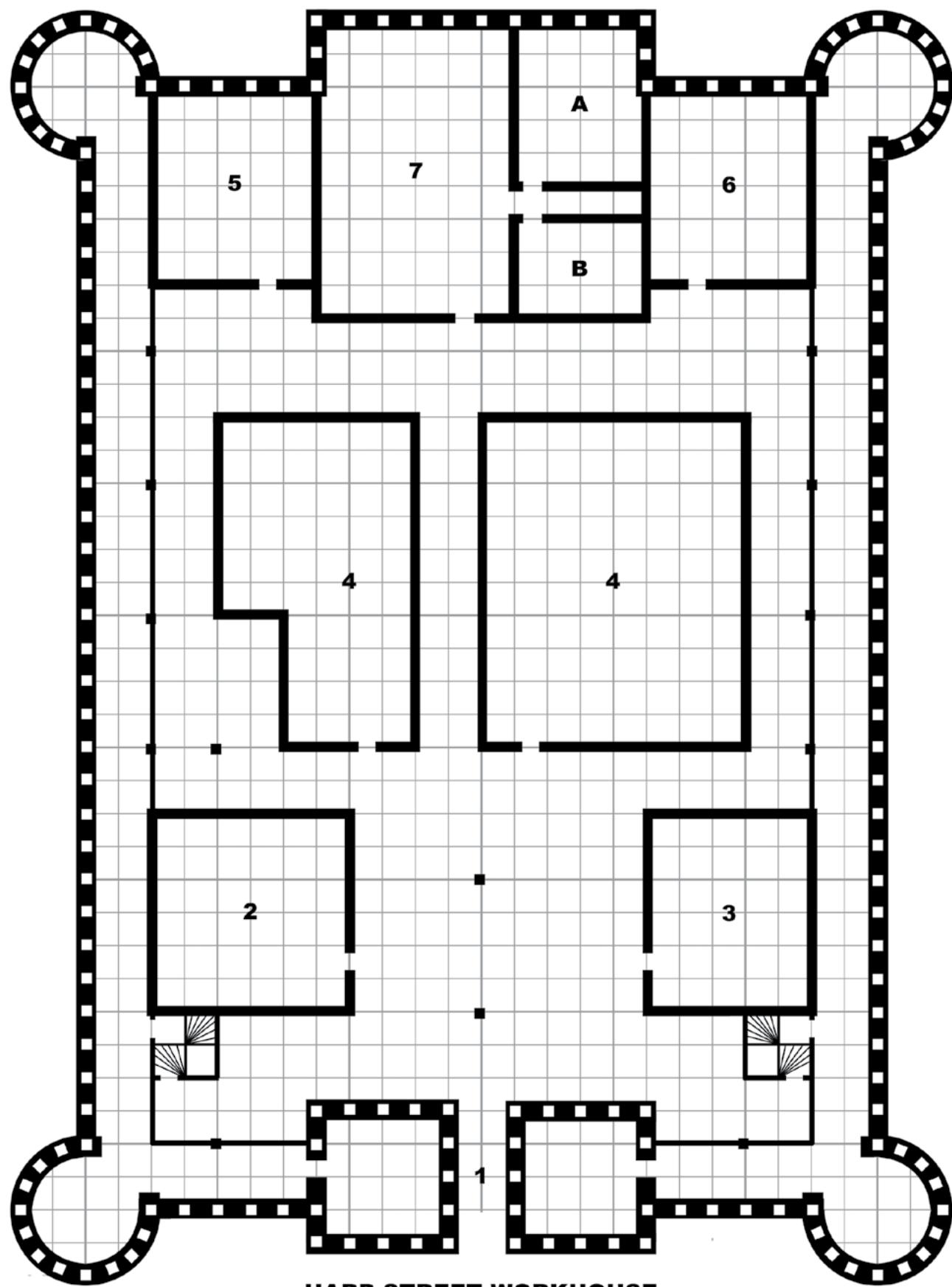
1. GATES AND WALLS

The hardwood gates of the Workhouse are guarded by a pair of Benvolio thugs, who chase away all but City Watchmen bringing prison wagons full of street rats to fill the open work slots. 1d4 other thugs patrol the walls at all times of the day and night, to insure that none of their precious charges escape.

BENVOLIO THUGS (They are 2nd Level Fighter/2nd Level Rogues, HD 2d10+2d6, Hp 22. AC 15. Their primary attributes are Strength and Dexterity. They wear studded leather. They have weapon specialization in rapier dealing 1d6+3 points damage, and carry a light crossbow with 20 bolts dealing 1d6 points damage. Each also keeps 1d10 gp in coin, 2 doses of Shandimar's Ash, and a potion of cure light wounds.)

2. WESTERN DORMITORIES

The Western Dormitories serve as boys dorms for the children imprisoned here. The dormitories have 4 thugs guarding them with six upstairs rooms and a pair of common rooms used as guardhouses by the thugs downstairs. The upstairs rooms each sleep 18 children in triple bunkbeds with three to a bed. The



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children sleep in shifts, each getting about 6 hours of sleep a night. There are 9 children in any of the rooms at any given time. The children have no valuables or personal belongings. These children range in age from 8 to 16 years old, with older children looking after the younger ones.

WORKHOUSE BOYS (18) (They are commoners, HD 1, Hp 2, AC 11. Their primary attributes are physical.)

BENVOLIO THUGS (1D4) (They are 2nd Level Fighter/2nd Level Rogues, HD 2d10+2d6, Hp 22. AC 15. Their primary attributes are Strength and Dexterity. They wear studded leather. They have weapon specialization in rapier dealing 1d6+3 points damage, and carry a light crossbow with 20 bolts dealing 1d6 points damage. Each also keeps 1d10 gp in coin, 2 doses of Shandimar's Ash, and a potion of cure light wounds.)

3. EASTERN DORMITORIES

The Eastern Dormitories are exactly like the Western Dormitories with the exception that they are for the girls.

Many of the girls work in the bakery or operating the looms instead of the powderworks.

WORKHOUSE GIRLS, COM1 (18) (They are commoners, HD 1, Hp 2, AC 11. Their primary attributes are physical.)

4. POWDER WORKS

These two large buildings in the center of the courtyard serve as a gunpowder factory* where house Benvolio forces their nearly endless supply of free laborers to manufacture such dangerous materials, packing the volatile powders into flour sacks. The powder works run day and night without stop. The Masters of House Benvolio joke about the black gold that their child slaves craft for them under the tutelage of Salsidius.

The Salsidius, the Powder Master, is a cruel but careful task-master. The goblin knows his alchemy very well and uses the students to insure that the work is done to his precise standards, beating them severely if they fail him. Salsidius is assisted by a trio of other goblins that help him keep the children in line, threatening to eat any that do not do as they are told.

The manufacturing room consists of several sifters, grinders and the components which are delivered on a weekly basis and kept in huge barrels.

Any fire or spark within the powder works causes the entire structure to explode, dealing 20d10 points of damage to everything in a 60 ft radius, likely destroying the entire compound, and catching objects on fire.

NOTE: If gunpowder is not used in your campaign, make this an alchemical fire factory instead.

SALSIDIUS, ELDRITCH GOBLIN WIZ 7 (He is a lawful evil 7th level goblin wizard whose vital statistics are HD 7d4, HP 24, and AC 14. His primary attributes are Intelligence and Dexterity. He carries a wand of magic missiles with 20 charges and wears bracers of armor +3, 2 potions of cure light wounds,

and a scroll of invisibility, and 300 gp worth of jewelry. His typically memorized spells include 0th—Arcane Mark, Detect Magic, Detect Poison, Ghost Sound, Message, Prestidigitation. 1st—Alter Size, Burning Hands, Change Self, Magic Missile, Shield. 2nd—invisibility, protection from arrows, ray of enfeeblement, web. 3rd—lightning bolt, dispel magic, 4th—Dimension Door.)

GOBLIN APPRENTICES, WIZ 4 (3) (They are lawful evil 4th level goblin wizards whose vital statistics are HD 4d4, HP 9, and AC 12. Their primary attributes are Intelligence and Dexterity. Their typically memorized spells are 0th—dancing lights, detect magic, ghost sounds, message. 1st—Magic Missile, Shield, Sleep. 2nd—Ray of Enfeeblement, Web.)

TREASURE: There is 500 lbs of finished gunpowder between the two buildings of the powder works. There are enough raw materials to manufacture another 2000 lbs of gunpowder (or alchemist's fire).

5. BAKERY

This insanely hot brick structure is the bakery that produces high quality breads baked by the children enslaved at the Workhouse. The breads cooked here are not served to the children, who are instead fed on "oven cake", the charred flour, salt and water paste which is painted daily on the walls of the huge brick ovens. The fine breads that the children cook are sold in the markets and fetch a good price, the money lining House Benvolio's pockets. There are 2d6+4 young girls baking bread here day and night. The girls are overseen by a mean old crone called "Duchess". Duchess beats any girl who cannot seem to work fast enough for her liking, occasionally burning them with a hot spoon, or locking them in cages which hang above the tables used to knead the dough. Spending more than ten minutes within the bakery begins effecting individuals like a hot weather conditions forcing a Constitution save (Challenge Level 5+1 per round) or suffer -2 to all attacks, saves, and attribute checks until the character has been exposed to fresh air for 1d6 minutes.

BAKER GIRLS (2D6+4) (They are commoners whose vital statistics are HD 1, Hp 2, AC 11. Their primary attributes are physical.)

DUCHESS, COM 4 (She is a neutral evil human whose vital statistics are HD 4d4, Hp 8, AC 10. She attacks with a bread paddle dealing 1d2 points of damage.)

6. THE LOOMS

This building houses several looms where raw wool and cotton is woven into durable cloth. House Benvolio has contracts to manufacture uniforms for the City Guard and Eskadia's levee to Karbosk. Few know or realize that these uniforms are actually made from cloth woven by enslaved children.

There are 2d6 +4 girls working the large looms at any given time of the day or night. Madame Troika is the caretaker of the Looms. Madame Troika is rumored to have sewn children's mouths shut who complained too much about their working conditions, feeding them gruel through a reed to keep them alive.

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WEAVER GIRLS (2D6+4) (They are commoners, HD 1, Hp 2, AC 11. Their primary attributes are physical.)

MADAME TROIKA (She is a Lawful Evil 3rd level cleric of Kharzam whose vital statistics are HD 3d8, Hp 16, AC 11. Her primary attributes are Wisdom and Constitution. She wears a +1 amulet of armor and carries a +1 dagger. Her typically memorized spells are 0th—Detect Magic, Detect Poison, First Aid x2. 1st—Command, Shield of Faith. 2nd—Blades of Shambere or Hold Person)

7. HEADMasters HOUSE

Sandwiched between the Looms and the Bakery is the grey stone two story dormitory style building that is the home of the Headmaster. Headmaster Santos is a cousin to Benito Benvolio, and is known for his particular cruelty to children and efficiency in business. The interior of the Headmasters house is set up similarly to other manors within the city having a staff of security guards for the Headmaster and his rather sumptuous living quarters.

The house was once a school, the great hall was once a mess hall, and several of the rooms were once classrooms and are now empty, the desks piled into corners, dusty sheets hanging over racks of books on reading writing and arithmetic, as well as several broader knowledge areas.

The Headmasters quarters are on the top floor and consist of his bedroom and his office. The office was once the office of Cicero.

The house is guarded by several Benvolio Thugs. There is a 1 in 6 chance of running across a pair of these thugs in any given room of the Headmasters house, except for his private quarters.

BENVOLIO THUGS, FIGHTER 1/ROG1 (6) (They are 1st Level Fighter/1st Level Rogues, HD 1d10+1d6, Hp 12. AC 15. Their primary attributes are Strength and Dexterity. They wear studded leather. They have weapon specialization in rapier dealing 1d6+2 points damage, and carry a light crossbow with 20 bolts dealing 1d6 points damage. Each also keeps 1d10 gp in coin, 2 doses of Shandimar's Ash, and a potion of cure light wounds.)

NOTE: There are no more than six thugs in the Headmasters house. If encountered they call for backup and receive it up until the point that all twelve of the Benvolio thugs are overcome or City Guards are summoned.

A. SANTOS'S BEDCHAMBER

Santos's bedchamber is hung with various paintings of actors and performers singing and performing in various shows at a theater somewhere in Capidistria. One of the paintings depicts Lecrutia at the height of her fame, right before her murder. Another painting is an exterior painting of a fine theater house. A sign board on the outside of the illustration reads "Paradise Theater". A PC making a successful Bardic Lore check (Challenge Level 15) or a Intelligence check (Challenge Level 20) recognizes the area as a once affluent section of what is now the Pitts Ward.

Santos has a clothing wardrobe containing 1000 gp worth of fine silk suits, boots, robes and other clothing. A locked chest requires a successful Open Locks check (Challenge Level 8)

contains 1000 gp in gold and jewelry, 3 potions of cure serious wounds, and 2 potions of invisibility.

There is a 50% chance that Santos is in his chambers after dark, for if he is not here he may be found at the Blond Boar, the Flaming Flirt, or at House Benvolio's Mansion taking care of business with Benito. During the day the headmaster occupies himself with signing for shipments of raw materials or organizing shipments of finished products to various warehouses, and markets.

SANTOS BENVOLIO (He is a lawful evil 5th level knight/5th level wizard. His vital statistics are HD 5d10/+5d4+10, HP 40, AC 16. He wears A +2 ring of protection and +3 bracers of armor. He carries a wand of sleep, and a +2 unholy aligned longsword, 3 potions of cure light wounds. His typically memorized spells are 0th—Detect Magic, Detect Poison, Message, Open/Close, Mage Hand. 1st—Burning Hands, Charm Person, Magic Missile, Shield. 2nd—Acid Arrow, Invisibility, Mirror Image, Ray of Enfeeblement. 3rd—Haste, Lightning Bolt.)

B. SANTOS OFFICE

Santos office contains dozens of documents detailing the house's various treacherous and evil deals within the city of Eskadia. These documents are literally so easy to find that there is no need of a Wisdom check to locate them.

HOUSE BENVOLIO'S TREACHERY

House Benvolio has vast holdings in the Far Reach, and have family members who sit on the boards of the Grocers guild, the Weavers guild, and have strong ties with the Middlemen for transportation of their varied goods to different nations and entities throughout the settled world. They have been known to be patrons of the arts and supporters of the Performers Guild, building up Thespians Corner from a small failing theater into the premier theater of the city.

Out of the kindness of its "heart" House Benvolio took charge of the administration of the Harp Street Workhouse from the city. In actuality Benito Benvolio, patriarch of House Benvolio is in essence a want to be actor and playwright, who is much better at business and shady dealings than he has ever been at acting or writing. Being a man who is known for getting what he wants, Benito found himself slighted when his advances on the alluring actress Lecrutia spurned his advances just as she had spurned the advances of Cordero DellaMatta. She refused Benito's attempts to woo her away from the Paradise Theater and join his new troupe at the Thespians Corner. By this time Lecrutia was madly in love with Cicero, who Benito knew, was more skilled and talented than Benito in every way.

Enraged by failure, Benito leaked to Prince Leon DellaMatta the father of Cordero, that Lecrutia was the Rhodensian spy that the DellaMatta's had been hunting. Leon ordered assassins to abduct Lecrutia. His son Cordero was given the pleasure of killing the actress himself and was told by his father to "do it slowly". Little did Leon know, but that he had signed a death warrant for the wrong woman, wetting the hands of his own son in innocent blood.

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Cicero's subsequent fall, proved a boon for Benito and the Benvolio family, who quickly consolidated their power and prestige across the civilized nations of the West. His "acts of kindness" such as taking over the operation of the Harp Street Orphanage, and turning it into a workhouse for "rough elements", and his gifts to the arts, are merely a cover for the evil and greed that he administrates.

TREASURE: PCs making a successful Wisdom check (Challenge Level 15) find a loose board underneath some loose wallpaper. Hidden in the nook behind the board is a small bag of holding. Within the bag of holding is the original deed to the Paradise Theater, signed by Cicero Denalian, a copy of the deed to the Harp Street Orphanage, also owned by Cicero Denalian. Finally, a copy of a play penned in Cicero's own handwriting titled "The Suicide King". There are also 500 gps in gems within the bag and a wand of prestidigitation (20 charges), and Cicero's half of Lecriutia's locket.

THE SUICIDE KING

This play is a one man show acted out in four parts. It details the rise of a noble from Duke to King. The Duke becomes more and more paranoid as he gains power, and eventually turns to murdering all those around him. The play exposes the raw evil of the King as he transforms from a greedy Duke to a lonely and bitter man with nothing left except his power. In particular the play tells of the tragedy of a young musician named Jack, and his love affair with a beautiful maiden named La Tia. In the second act La Tia is strangled by the King's son while the King looks on. In the end the King's policies lead to the death of his entire country.

PCs making note of the diction used and the rhyme and meter of the songs listed within the suicide king may make an Intelligence check (Challenge Level 15) to determine that this writing is identical to the poems attributed to the Jack.

What the PCs learn from the Documents

- House Benvolio is using child slave labor without actually "owning" the slaves who belong to the city itself.
- Prince Cordero is aware of the goings on at the Harp Street Workhouse, and takes a bribe of 1000 gp per month to "keep the operation going".
- Harp Street Workhouse was once an Orphanage belonging to Cicero Denalian
- Cicero Denalian was imprisoned for slander after performing the Suicide King, and House Benvolio took over the orphanage making it into a workhouse.
- Benito Benvolio, Cicero Denalian, and Prince Cordero were all once rivals for the affection of an actress named Lecriutia, who was believed to be a Zargan spy.

REPERCUSSIONS

Should the PCs free the children and clear out members of House Benvolio, guardsmen who come to investigate the altercation find enough remaining documents to damn House Benvolio. Although many guardsmen would say nothing or think nothing of what they find, there are always a few willing to leak so called secret information. Such is the case here.

The use of the child labor to financially benefit house Benvolio goes against the "official" version of their charter with the city. Documents however indicate that house Benvolio has a second deal with Prince Cordero. These documents are damning to both the Prince and to house Benvolio. Karbosk would find associations with both houses distasteful and even the Middlemen would be forced to sever its ties with both or fear losing business on the street, and overseas. Likewise actors and actresses who are employed in Benito's theater would no longer want their good names associated with such horrible benefactors. Lastly although slavery is not illegal in the City, the Knives of Shambere, who aside from their assassinations and intelligence gathering are also the de-facto slavers guild would wonder why they have not been given their share of profits and seek to gather their ends of the funds immediately. In essence members of House Benvolio are walking dead men as Knives of Shambere and the Middlemen move in to seize their assets.

Stalls, shops, warehouses and the Thespians corner are ransacked and burned, house Benvolio's thugs and any surviving house members (to be determined by the Castle Keeper), hold up in the Benvolio estate with Benito, turning it into an armed camp.

The Prince distances himself from the Benvolio family claiming forgery and betrayal at their hands, ordering the guards still loyal to him to refuse any requests for protection from House Benvolio and their holdings. The children held in the workhouse are all released and the workhouse is permanently closed. The children are taken in by followers of Vanium who now look after their care and well being.

A Jack Poem turns up soon after the raid on the Workhouse.

"And so the House of Diamonds does fall

Eskadia Thanks the Heroes one and all

Bravely performed above and beyond the lyricists call

No more will children of the Street

Slave for Benvolio's bread and meat

See now how the Prince doth Lie

Benvolio's Diamonds did thus blind his eye!

Know you now the Lord of Spade's' twisted mind

His wicked dealings are far worse than mine."

HOUSE OF CLUBS

This mission may be run place of the previous mission against house Benvolio, where Porchet or whichever agent the Castle Keeper chooses to use offers the characters new leads to the Identity of the Jack amongst the noble suits. Alternately if the PCs have not yet asked who they work for, or believe that they have been hired by agents of the city council and by extension the Prince himself, then this mission may be run either before or after the Benvolio adventure.

The PCs are told that information has been gathered that would suggest Bishop Arnaud, High Priest of Ataxus and chief advisor to the Prince is involved in a scandal of epic proportions. It seems that the high priest of Law's perverse appetites have gotten him into trouble too deep to drag him out of this time. It is believed that the goodly Bishop has been leaking information to enemies of Eskadia in Rhodensia. It is surmised by the PCs "contact" person, that the "spy" whom Arnaud is leaking his information to is none other than the Jack of Lies himself.

The PCs are to follow Bishop Arnaud from his quarters at the unfinished Temple of Taxus in the Heart District, and from there see where his trail leads, without being found out. Second, the PCs are to uncover who the spy is that Arnaud is trading his information to, as this spy may indeed be the Jack, and the Jack's mention of Arnaud's a ruse to throw off the scent of any who may be after him. Finally, if possible the PCs are to retrieve the documents that the Bishop intends to give to his contact.

PCs may wish to use Intelligence attribute checks or Charisma checks when gathering information from locals to gain more insight into Arnaud and his various dealings within the city. His appointment as bishop has more to do with political ties than any actuality of being the voice of his somewhat strict and demanding god. Scores exceeding a (CL 15) hear a rumor that Bishop Arnaud has actually lost most of his holy power due to some affront to Ataxus. Successful checks cost the PCs a minimum of 1d6 x 10 gp in bribe money.

Arnaud is a man of extremely twisted tastes. This in and of itself is no affront to his god who has a liberal policy towards such behavior amongst his priests, so long as these behaviors obey local and religious law. Indeed where Arnaud has run into difficulties with his faith is in the construction of the temple to Taxus, where temple funds have been used to pay off Arnaud's many secret liaisons. In recent months, Arnaud, has become embroiled in a new scandal which could possibly prove devastating to the citizens of Eskadia. Through a mutual acquaintance, known as Diego Morirse proprietor, of The Flaming Flirt, Arnaud has come into contact with Josafina DeCotti. Josafina is a well known opera singer from Rhodensia, and its most successful spy. The parallels to her role and the situation brought about the death of Cicero's beloved Lecrutia prove ironic to the Jack as he pulls the strings of his plot to destroy the conspirators. No doubt Josafina was the true Rhodensian spy all along, and rival of Lecrutia for the adoration of adoring fans.

AT THE TEMPLE OF TAXUS

The Temple of Taxus, as is mentioned in the Heart District, has been in the midst of a massive building project for some time now. The chapel and Arnaud's rectory have been completed for some time.

It is presumed that the PCs arrive at the Temple and case it for some time before Arnaud and his entourage leave the temple compound heading towards Arnaud's secret rendezvous point. Allow Arnaud and his entourage the proper Wisdom checks against the PCs attempts to blend in and follow. Build up the intensity of the PCs pursuit of Arnaud, making lots of meaningless random encounter rolls until the Pursuit of Arnaud finally leads the PCs to The Flaming Flirt.

THE FLAMING FLIRTS

The basic description of the Flaming Flirt is detailed in the Diamond District. As the PCs arrive at The Flaming Flirt, they find that Arnaud himself has quickly disappeared into one of the many private rooms or hidden chambers of the mansion turned high class brothel.

1. PORTCULLIS AND PLEASURE GARDEN

An open portcullis leads to a beautiful narrow courtyard. A provocative fountain stands in the center of the courtyard. A few comely young men and women dressed in togas sit amongst young nobles and foppish dandies, enjoying flagons of wine and hors d'oeuvres delivered from the mansion on silver platters. At any given time there are 1d4+2 individuals enjoying the courtyard and quiet talk.

A pair of guardsmen in chain mail with clubs and spears stand watch on either side of the open portcullis, waving off armed folk and ruffians not fitting the standard dress code of the place. Individuals dressed in obvious medium or heavy armors are asked to come back when they are dressed properly. Anyone carrying a weapon larger than a longsword is likewise told to leave their heavy weapons behind.

GUARDS, FTR2, (2) (They are neutral 2nd level fighters whose vital attributes are HD 2d10, AC 16. Their primary attributes are Strength and Constitution, they carry longswords, clubs and spears.)

COURTESANS AND FANCY LADS, (1D2+1) (They are neutral 0th level humans, and demi humans whose vital statistics are HD 1d8, Hp 4, AC 12. They wear ornamental costumes worth 10-20 gp. Their vital Statistic is Charisma of 13+)

PETTY NOBLES (They are lawful (any) 1st level knights whose vital attributes are HD 1d10, Hp 8, AC 14. Their primary attributes are strength and charisma. They wear warrior's jack and carry longswords. Each has 2d10 gp's worth of jewelry and coins.)

2. THE PARLOR

Red painted walls with gold lame wallpaper adorn this gaudy room. Young ladies and gentlemen in various states of dress and undress lie about the room on overstuffed cushions. Serving maids with leather collars flit in and out of this bacchanalian scene. A

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well dressed man in silk doublet with a wide brimmed and heavily plumed hat observes the crowd, with his fingers just touching the jeweled pommel of a fine rapier. Half naked brutes with leather masks stand in the shadows of each corner of the chamber seeing to it that nothing gets out of hand.

The chamber usually has 10 or more individuals in it at all times.

Individuals entering the chamber are questioned by Mistress Carina, the madam who runs the day-to-day activities for Diego. If the PCs have passed the dress code, Carina asks the PCs a few questions about their wants and desires for visiting The Flaming Flirt. Prices for a night of pleasures administered by one of the workers is 10 gp times the Charisma of the talent.

PCs asking around the chamber about Arnaud and which direction he has gone are generally ignored or raise the attention of Diego, unless they make a successful Charisma check (CL 10) or higher. Gathering this information will cost the PCs a minimum of 50 gp. PCs making a successful check are pointed to the northeastern door of the chamber.

PCs failing their Check are asked by Diego to leave the establishment, as he doesn't want any trouble. Successful Diplomacy checks or hefty bribes may convince Diego to reveal the location of Josaphina's secret hideout, to which he will only say, check the sewers two blocks to north of The Flaming Flirt. He will only give such information for a bribe of no less than 1000 gp.

GUARDS, BRB2, (4) (They are neutral 2nd level barbarians whose vital attributes are HD 2d12, Hp 17, AC 14. Their primary attributes are strength and charisma. They wear chain hauberk and carry great clubs dealing 1d10+2 points of damage per successful strike. Each has 2d10 gps worth of jewelry and coins.)

COURTESANS AND FANCY LADS, (1D6+2) (They are neutral 0th level humans, and demi humans whose vital statistics are HD 1d8, Hp 4, AC 12. They wear ornamental costumes worth 10-20 gp. Their vital Statistic is Charisma of 13+)

PETTY NOBLES, ARI 1 (1D6+2) (They lawful (any) 1st level knights whose vital attributes are HD 1d10, Hp 8, AC 14. Their primary attributes are strength and charisma. They wear warrior's jack and carry longswords. Each has 2d10 gps worth of jewelry and coins.)

DIEGO MORIRSE (He is a neutral 6th level fighter, 3rd Level Rogue whose vital statistics are HD 6d10+3d6, Hp 44, AC 21. His significant attributes are Dexterity 18, and Charisma 16. He wears a +2 ring of protection and +2 warriors jack. He bears a rapier of speed +1 that affords him two attacks per round and deals 1d6+3 points of damage per successful hit. Diego has two potions of invisibility and two potions of cure serious wounds. If pressed he will use his knowledge of the Flaming Flirts passages to seek escape.

MISTRESS CARINA (She is a 4th level rogue, whose vital statistics are HD 4d6, Hp 16, AC 14. Her significant attributes are Dexterity 16, Charisma 16. She wears a +2 ring of protection she has a 100 gp pearl necklace, and a 250 gp diamond ring on her right hand, as well as a purse secreted on her body that contains 50 gp in various coins and a dagger hidden on her body.)

3. DIEGO'S OFFICE

This little used chamber is Diego's office. Diego spends little time here as he doesn't really run the Flaming Flirt, Carina does. A dust covered desk, and lurid paintings on the walls, and a satin covered couch are all that adorn the room. The paintings are cheap and valued at a mere 20 gp for the whole grouping.

4. CARINA'S BOUDOIR

A sumptuous and well used chamber has bookshelves and stacks of paperwork where she deals with the day to day running of the Flaming Flirt.

Carina's office has a safe built into the floor where she keeps 1000 gps in precious gems and jewels, and various coin, and 1200 gp worth of costumes and outfits of silk, lace, velvet, and fur. Along with the treasure is Carina's black book which details the names and perversions of every client that comes to the Flaming Flirt. The safe requires a successful open locks check (CL 16) and is made of hardened iron and concrete, and is trapped with a poisoned hail of needles trap, which triggers instantly if the safe is circumvented with a knock spell or a failed disarm traps check. The trap itself is fairly simple requiring a (Challenge Level 7) to detect and a (Challenge Level 6) to disable.

Poisoned Hail of Needles Trap. If triggered it makes an attack roll of +8 and deals 1d4 points of damage plus poison on a successful hit. The poison is a type III and deals an additional 1d8 points of damage and deals 2d6 points of temporary constitution damage, unless a successful save (CL 15) is made.

5. DIEGO'S ROOM

Diego's Private room is locked with a professional lock requiring a successful open locks check (CL 10) to open. Diego room is very messy, having satin sheets, silks, and furs tossed about on the bed and floor. A wardrobe contains 500 gp worth of fine clothing and another 200 gp worth of fancy hats.

TREASURE: A successful search of the room (Wisdom, CL 6), finds a loose floor stone under a rug beneath the bed. A locked iron box holds 600 gp in personal valuables and a potion of gaseous form.

6. GUARDS ROOMS

The guards who keep the peace at the Flaming Flirt each have spare weapons and armor, and 4d10 gps worth of valuables in their private chambers.

7. KITCHEN

The kitchen of the Flaming Flirt is also a bar where drinks are mixed and concocted for the clients of the establishment. There are 1d4 cooks and bartenders in this chamber at all hours of the day and night. A doorway in the south central end of the chamber leads to the cellar.

SERVANTS, COM 1 (1D4) (They are neutral 0th level humans, and demi humans whose vital statistics are HD 1d8, Hp 4, AC 12.)

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8. CELLAR

The main cellar is merely that, filled with sacks of grain, hams, dried meats, wine racks, whiskey barrels, and so on are kept in the cellar. PCs making a successful search of the cellar (Wisdom, CL 10) find a secret door in the southern end of the chamber.

There are 100 bottles of wine averaging in value from 10-100 gps value.

9. SECRET MEETING ROOM

This secret meeting room is commonly used by the Jack to communicate information to Diego. Diego lets the room be used by others who have need to speak quietly, hidden from the prying eyes and ears of others. Currently 4 guards of Arnaud's entourage are here guarding the back door for Arnaud's meeting with Josphina DiCotti. The guards attack anyone except Diego, Carina or workers from the Flaming Flirts as soon as the room is entered.

ARNAUDS BODYGUARD (They are Neutral 2nd level Fighter/2nd Level Rogues whose vital statistics are HD 2d10+2d6, HP 19, AC 14, Their Vital statistics are Strength 14, Dexterity 14. They wear studded leather armor and carry a longsword (1d8+1 damage).

PCs successfully searching the area (Wisdom, CL 10) find a secret door in the southern wall which leads to the Sewers. Arnaud and his guide have already left for his secret rendezvous with Josphina via a draft boat piloted by a member of the Rafters guild.

UPSTAIRS

The upper story chambers are the pleasure rooms of the various workers who ply their trade in the Flaming Flirt. Each of the pleasure purveyors has about 4d20 gps in coin and gems. Rooms are adorned to match the tastes of the clientele.

Thick necked guardsmen armed with saps and greatclubs, wearing spiked leather armor keep an eye on happenings upstairs.

GUARDS (4) (They are neutral 2nd level barbarians whose vital attributes are HD 2d12, Hp 17, AC 14. Their primary attributes are strength and charisma. They wear spiked leather armor and carry great clubs dealing 1d10+2 points of damage per successful strike. Each has 2d10 gps worth of jewelry and coins.)

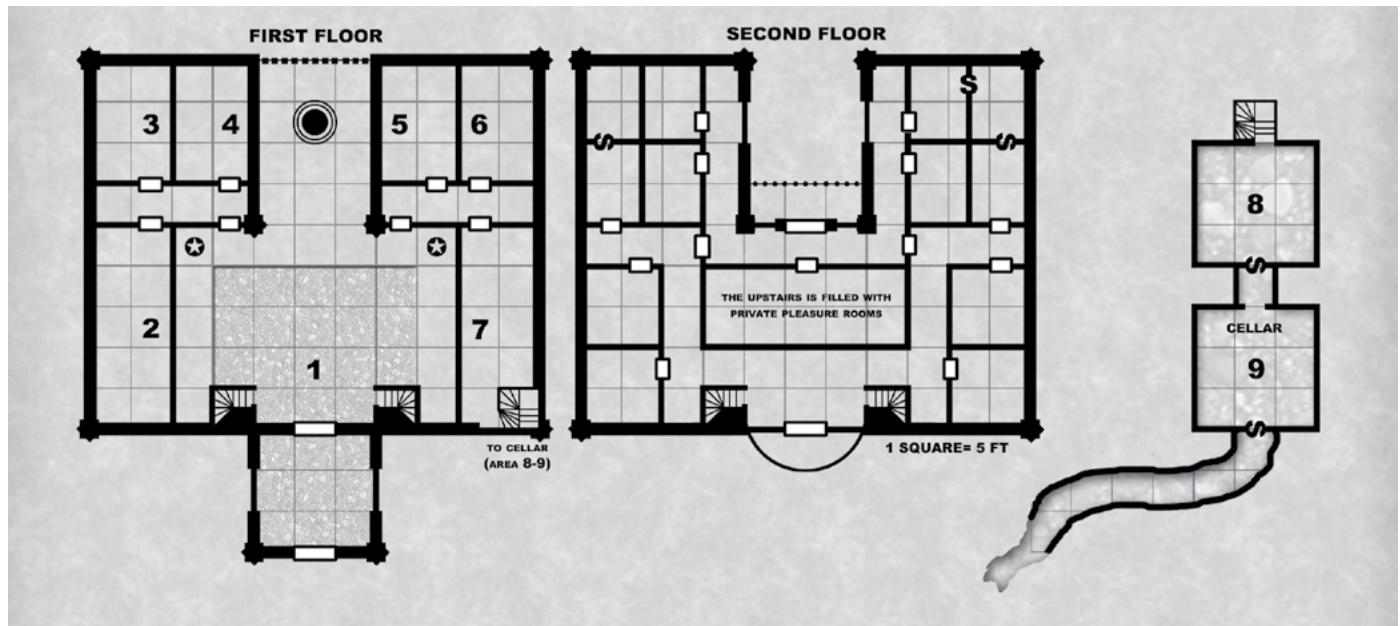
PURSUIT IN THE SEWERS

The PCs, through use of magic or via other means eventually find their way to the sewers in their Pursuit of Arnaud. If they use the information given them by Diego, the sewer grate that they enter is very close to Arnaud's destination, a basement beneath an abandoned apartment building that Arnaud owns the deed to. He likes to keep the place as a private retreat and uses the entrance through the Flaming Flirt as a way to shake off anyone who would follow him. It is very difficult to track through the sewers, however the rafters hooks do make marks upon the wall as they pull their draft boats along.

To see the fresh scratches upon the walls of the sewer a PCs must make a successful Track check (CL 9). Once found, a Ranger or other PC with the Tracking may follow the scratches to the landing that leads to Arnaud's secret hideout.

STREET SEWER ENTRANCE

PCs taking the street sewer entrance find themselves very close to Arnaud's Hideout. Allow the PCs a Listen to hear the sounds of beatings and screams which should easily lead them to the hideout.



FLAMING FLIRTS

1 SQUARE = 5 FT

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ARNAUDS HIDEOUT

As the PCs approach Arnauds hideout, if they have not been spotted they find a stone quay in the sewers with a flatboat docked beside it. The flatboat rafter sits in the boat waiting for his charge to return. A group of hobgoblins stand guard outside a bronze door. From beyond the door the sounds of screams broken only by loud cracking noises can be clearly be heard.

RAFTER (They are neutral 0th level humans, and demi humans whose vital statistics are HD 1d8, Hp 4, AC 12.)

HOBGOBLINS (4) (These medium, lawful evil humanoids, vital statistics are HD 1d10, HP 7, AC 15. Their primary attributes are physical. They attack with short bow for (1d6) points damage, or falchion for (2d4+1) points of damage. Their possessions include a falchion, short bow 20 arrows and 1d6 gp.)

The hobgoblins bar anyone from entering the chamber. Should a fight break out the rafter(s) flee as quickly as possible.

The Door to Arnauds hideout is reinforced wood, and is trapped with a lightning blast glyph. The glyph deals 2d6 points damage to anyone save Arnaud who touches the door. The glyph may be detected with a successful detect traps (CL 9) but may only be disabled with a dispel magic spell.

1. CHAMBER OF PLEASANT SUFFERING

As the PCs enter the chamber their eyes are emblazoned with a fascinating sight. There before them is Bishop Arnaud, bound tightly and strapped to a large wooden rack, blindfolded. Behind him, with a cruel looking whip and paddle is a masked half elven woman dressed all in tight black leather. Arnaud appears to have a wide maniacal grin upon his face. That is until his torturer notes the presence of the PCs barging into the room, and lets out a scream of her own. The sounds of whipping and Arnauds screams are so loud that no-one in the chamber may have heard the fighting on the landing outside the door.

The lady is none other than Josaphina DeCotti, the infamous Rhodensian spy, courtesan, and dominatrix whose bizarre appetites are rivaled only by her current toy. Being unprepared for the PCs, Josaphina snatches for a leather satchel near the doorway and attempts to flee the room, leaving her “assistants” behind to deal with the PCs.

Josaphina’s assistants are a pair of deadly cut-throats whom she keeps close to her no matter what activity she engages in. These rogues are well trained to keep to the shadows and keep silent as their mistress does her work. Allow PCs as a wisdom check notice Whip and Chain’s as they maneuver behind the PCs and slip shortswords between their ribs. The challenge level to Notice Whip and Chain is 1d20+ the level of the NPC.

JOSAPHINA DECOTTI (She is a neutral evil 8th level half-elf bard. Her vital statistics are HD 8d10, Hp 54, AC 19. Her primary attributes are Intelligence and Charisma. Her significant attributes are Dexterity 17 and Charisma 17. She wears +2 studed leather armor, a ring of protection +2, and carries a +2 rapier for 1d6+2 points of damage. She also owns and uses a selection

of whips and torture devices such as flensers, and finger screws. She keeps 3 potions of cure serious wounds, a potion of invisibility, a potion of fly, a harp of charming, and a medium bag of holding)

BISHOP ARNAUD (Bishop Arnaud is a Lawful Neutral (evil) 9th level cleric* 3rd level illusionist whose vital statistics are HD 9d8+3d4, Hp 60, AC 18 (10). His Primary Attributes are Intelligence, Wisdom, and Charisma. His significant attributes are Intelligence 14, Wisdom 16. His personal effects include a +3 ring of protection, +3 bracers of armor, and a +2 amulet of natural armor. He bears a rod of lordly might, and a wand of cure light wounds with 30 charges. *His typically memorized spells are limited by his Deity’s displeasure, thus he has taken up illusion craft to mask his deficiencies. His typically memorized spells include the following. Cleric 0th—Detect Chaos, First Aid, Detect Magic, Light. 1st—Bless, Command, Cure Light Wounds, Sound Burst. 2nd—Hold Person, Lesser Restoration, Silence, Spiritual Weapon. Illusionist 0th—Detect Illusion, First Aid, Message, Mending. 1st—Change Self, Charm person, Silent Image. 2nd—Cure Light Wounds, Minor Image.)

WHIP (Whip is a 2nd level fighter, 4th level rogue, whose vital statistics are Hd 2d10+4d6, Hp 27, AC 15. He wears +1 leather armor and carries a whip 1d2+1, short sword (1d6+2), thieves’ tools, and 25 gp worth of coins.)

CHAIN (Chain is a 2nd level fighter, 3rd level rogue, whose vital statistics are Hd 2d10+3d6, Hp 25, AC 15. He wears +1 leather armor and carries a horseman’s mace 1d8+2, and a short sword (1d6+1), thieves’ tools, and 25 gp worth of coins.)

Josaphina attempts to escape through the northern door to the chamber as soon as the PCs arrive, taking the documents with her if possible. If she succeeds, she makes her way to the streets, and eventually to her room at the Blond Boar. If the PCs fail to catch her she gathers her things and seeks to pull out of town with the documents that she takes in payment from Bishop Arnaud for giving him his regular beatings.

2. UPSTAIRS

The upstairs of Arnaud’s hideout is a dry rotted tenement. There is a decent amount of dust upon the ground, leaving footprints which may be easily found if a PC makes a successful Tracking check (CL 10). PCs may be able to track Josaphina to the Blond Boar, and there through a bit of role-play and decent bribes, find her room.

TYING UP THE KNOTS

Arnaud is all tied up to his torture rack and has no way of escaping while the PCs battle with Whip and Chain. If the PCs untie him he demands to know why they have interrupted his “pleasure”. He is far too arrogant to realize the danger he is in, especially with the blindfold over his eyes. Arnauds gear sits in a carefully folded bundle on a chair in a corner of the chamber. Without the documents the PCs have no proof of Arnaud’s treachery to the Prince, and are merely trespassers upon his private property. With the documents the PCs have enough information to see Arnaud hung at the very most, and promptly assassinated at the very least.

ACT II: HARP STREET WORKHOUSE

Once Arnaud realizes the danger he is in, he begs for his life, and offers the PCs 2000 gp to track down Josaphina and retrieve the documents for him, unless of course she is already captured. He gives the PCs directions to the Blond Boar and her room number there, explaining that his liaisons with her are usually organized through Diego Morirse at the Flaming Flirt.

Any deal that the PCs make that allows Arnaud to live means that he attempts to flee the city, after first hiring Knives of Shambere assassins to deal with the pesky PCs.

If Josaphina is captured she offers the PCs a hefty bribe from her patrons in Rhodensia to let her slip away. If the PCs accept she pays them 2000 gp in gems and jewelry and attempts to flee town.

If Josaphina, Arnaud and the documents are all captured, and turned over to guardsmen the guardsmen likely do not know what to do with them and have many questions of the PCs. A guard sergeant is eventually summoned and the whole group is carted off to the Citadel. As the guard sergeant no doubt reads through the document he finds the information seeming to point to Captain Donalbray as being Colonel Montcalm. The sergeant removes this bit of information from the binding, intent on taking it to the Quads to show to Captain Archer, who cannot stand Donalbray in the first place.

DOCUMENTS: The Documents detail elaborate scams and deceptions on the part of many nobles within the city. One such scam refers to house Benvolio, and their administration of the children's workhouse. It details how House Benvolio has gotten wealthy taking the disenfranchised children, arrested for petty crimes in the city and turned over to their workhouse to toil manufacturing a secondary source of gun powder which is in turn sold illegally to enemies of Eskadia. Comely children are sold to brothels or into slavery overseas. The fact that the children are supposedly being re-habilitated and taught useful craft skills does not seem to even raise a blush upon the Benvolio family members faces as they move through polite society.

Another document sheds a shadow over the Captain of the Guard, a mysterious figure who seldom travels out into the City without a full helm covering his features. That he is a bought henchman to the Prince of Eskadia is no secret. His true identity is questioned by a few. Recently a member of the Cult of Swords was found murdered in the Pitts shortly after drunkenly muttering that he had observed the good captain apprehend a thug in the streets, and that he handled his weapons precisely as the "Devil Montcalm" had done.

One document gives a glimpse into the workings of The Middlemen and speaks of a hidden stronghold located beneath the Docks district called Lumpkin's Landing. Little is known of the actual layout of the structure itself as it has proven difficult to infiltrate due to magical wards and the complex Cant that the members of the Middlemen extended family speak. Equally the entirety of Lumpkin's Landing is built to Halfling scale, meaning the ceilings are a mere 6 ft.

The documents seem to indicate that the Prince is at very least aware of much of the goings on in the city, and likely in collu-

sion with those that grant the Usurers Guild the most profit for the smallest gain.

REPERCUSSIONS Within 24 hours of the guard turning the documents over to Captain Archer, Cults of Swords members begin a revolt in the streets of Eskadia against guard units loyal to Captain Donalbray. The sometime pitched battles force many of the Wards to close their gates in an attempt to contain the fighting, making travel in the city much more difficult and much more dangerous.

If the documents are brought back to the PCs benefactor, Arnaud is soon captured and placed under house arrest, and Josaphina is rooted out, and promptly executed for treason by order of the Prince of Eskadia.

Josaphina has been spying for Rhodensia for many years now, moving with various groups of actors, and performers who play for the wealthy and elite of Eskadia, gathering information by whatever means necessary. It was in fact Josaphina that was the spy sought by the Prince's father when inadvertently the innocent Lecrutia was killed by mistake. Sensing the danger and counting her blessings at the case of mistaken identity Josaphina returned to Rhodensia and has only recently made her way back to Eskadia. The Jack has no real problem with Bishop Arnaud but needs to flush out the identity of the Rhodensian spy in order to exact his final revenge for the death of Lecrutia.

Detailed diaries located in Josaphina's chambers at the Blond Boar are obscured by a secret page spell, prove without a doubt that Josaphina has been spying on the various nobles of Rhodensia for nearly twenty years. The diaries also prove that Josaphina is NOT the Jack as her writing style and handwritten documents are quite different in both meter and word usage than the "Jack" poems.

Criers call throughout the city the day after the PCs deliver their information to their "contact" at the Safehouse or in the Citadel.

*"And so now do two more fall,
those who thought themselves above it all
Foreign coin and impropriety,
have caused the house of Clubs to flee
But not far it is said in his great Haste,
the dirty priest, struck down at the gates
And what too of his cuckold friend?"*

*Bitterest is it to relay the tale of her end
The Prince of Old did miss the mark,
and have slain beloved meadowlark
The Spy then unmasked was not the one.*

*Now the shame lives on within his son,
I shall not rest until all begat has come undone"*

CHAPTER 19 — ACT III: CALLING A BLUFF



nce the PCs have gathered enough information to think they have found the identity of the Jack and a possible location of his hideout they are approached by either Porchet or Emille and a phalanx of city guardsmen. They are told that their benefactor would much like to speak with them about grave and urgent matters and are led to a meeting with the Prince.

The guards and Porchet or Emille do not respond to PCs questions, instead they merely point to the chaos occurring in the streets. By the time that Act III takes place the PCs actions have likely resulted in the destruction of at least 2 noble houses, and the exposing of many powerful figures in the city for corruption. It is equally likely that there is a civil war taking place between city guards loyal to the “coin already paid” fighting for Captain Donalbray, and members of the Cult of Swords led by Captain Archer who contest against them. The mood of the city has become even more dangerous and untrustworthy if possible.

If the PCs do not protest, they are led to the courtyard of the Prince’s Estate in the Heart District, and the gates are closed behind them. If the PCs refuse to go with Porchet or Emille or accuse Emille or Porchet of being the Jack, they are attacked and beat with saps in an attempt to subdue them. If the PCs respond with deadly force, enough guardsmen arrive in 1d2 rounds to apprehend them.

“What the Hell Have You Been Doing?”

Once the PCs are escorted into the courtyard, the Prince arrives with Ochollo and Vinchi. The Prince is outraged when he sees the PCs and demands to know what the hell they think they have been doing. The Prince points out that all of the PCs actions have put him in a precarious position and destabilized the entire city of Capidistria, leaving it open to attack by its enemies.

If the PCs are surprised by this, let the reality of the Prince’s accusations sink in. If they point out that either Porchet or Emille has sent them on all of these missions, they deny any knowledge of the missions. In truth Emille or Porchet only sent the PCs on the first mission, an imposter sent them on all of their other missions. That imposter was none other than the Jack.

If the PCs insist that either Emille or Porchet is the Jack, or point out the name of Cicero Denalian as the identity of the Jack, the Prince becomes even more hostile saying: “Cicero is dead, a dead man could not deal the damage you have dealt to me.”

With that he gives an order to his guards and associates to slay the PCs. No amount of diplomacy or persuasion may sway the Prince’s decision, however a charm person or charm monster spell may sway his mind should he fail his saving throw. It should be noted that if the PCs attempt to cast a spell on the Prince, his associates attack, and continue to attack until called off by the Prince.

In the event that the PCs charm the Prince, he listens to the

PCs, and allows them to go out in search of the Jack to prove themselves to him once and for all. The Prince sends a squad of five of his house troops, Vinchi, and Emille or Porchet to keep and eye on the PCs and assist them as necessary.

Most likely a pitched battle with the Prince’s entourage ensues. If the fight goes against Cordero, he attempts to flee into his house for safety, surrounding himself with a phalanx of the house guards. The doors are locked with a lock spell that only open to Cordero and his personal entourage. The moment that Cordero begins to retreat a flash of magic from a glowing orb lights the scene. A middle aged half elf dressed in street performers garb appears next to the Prince. This is the Jack. Roll initiative for the Jack, making sure to place him in a position to be between the Prince’s guards and the PCs so that the PCs find it difficult to interfere with his activities. On his following turn he says the following words as a free action.

“Now is time for you to pay.

Your evils have brought decay.

*A death would be too good for you
but alas it is the best that I can do.*

*You shall soon recall the many pains
you have brought upon innocents in thy name.*

*The Jack of Lies have thou dubbed me,
so come my Prince and all shall see.*

*A performance have I prepared for you,
so that all may know my words are true
Your wicked schemes have come unglued.”*

The Prince seems stunned by the accusations of the Jack. The Jack makes a touch attack against the Prince with a silver wand, and both disappear with a flash. The Jack’s poem is a Fascination performance causing the Prince to immediately fall into his trap and imbedded suggestion to go with Cicero willingly. Any others who fail their save(s) are inclined to lay their weapons down and stop fighting.

CICERO DENALIAN (He is a neutral half elf 13th level bard. His vital Statistics are HD 10d10+18, Hp 79, AC 18. His primary attributes are Intelligence, and Charisma. His significant attributes are Charisma 18(20). He carries a wand of teleportation, a +3 rapier, a hat of disguise, a ring of protection +2, a ring of resist lesser elements (fire), boots of striding and springing, and a mithril shirt beneath his shabby entertainers clothes.)

ACT III: CALLING A BLUFF

PRINCE CORDERO (He is a Lawful Evil human 8th level knight, 3rd level bard. His vital statistics are HD 8d10+3d10+11, Hp 77, AC 18. His Primary attributes are Strength, Charisma, and Intelligence. His significant attributes are Strength 16 (19), Charisma 16. He wears +2 warriors jack, a +2 ring of protection, a belt of strength +3, and a +4 cloak of charisma. He wields a +3 feather edged longsword (1d8+6), and keeps two potions of cure serious wounds with him at all times, and wears 7000gp worth of gems and jewelry, and the outside half of Lecrutia Piazza's locket, inscribed "Love always, Cicero".)

EMILLE (He is a lawful evil human 4th level rogue, 3rd level fighter. His vital statistics are HD 4d6+3d10, Hp 27, AC 15. His primary attributes are Strength, Intelligence, and Dexterity. He wears +1 studded leather armor and bears a +1 rapier, two potions of cure light wounds, a potion of invisibility, and 250 gp in various coins and gems.)

PORCHET (He is a neutral evil 4th level fighter, 3rd level rogue. His vital statistics are HD 4d10+3d6, Hp 33, AC 14. His primary attributes are Strength, Intelligence, and Dexterity. He wears +1 studded leather armor and carries a frost brand longsword that deals an additional 1d6 points of cold damage. Additionally he carries a potion of invisibility and a potion of cure light wounds, 3 doses of shandimar's ash and 100 gp in various gems and coins.)

VINCHI (He is a lawful evil human male 3rd level rogue/4th level wizard whose vital statistics are HD 3d6+3 plus 4d4+4 hp 27 AC 15. His prime statistics are Dex, Int and Wis. His significant attributes are Dex 15, Int 16, and Wis 12. He wears +1 leather armor, and a ring of protection +1, and carries 2 expert daggers, a wand of magic missiles (CL 5, 10 charges), and a potion of invisibility. Arcane Spells Prepared (Cast per day 4/3/2) 0—detect magic x2, light, mage hand 1st—alter size, magic missile, shield; 2nd—levitate, mirror image.)

OCHOLLO (He is a chaotic evil human male 7th level rogue whose vital statistics are HD 7d6+7 hp 35 AC 14. His prime attributes are Str, Dex, and Con. His significant attributes are Str 12, Dex 20, and Con 13. He wears +1 leather armor, and carries a shortsword of deft hands, and expert thief's tools.)

PRINCE'S GUARD (10) (They are neutral male human 2nd level fighters whose vital statistics are HD 2d10+2 hp 18 AC 15. Their prime statistics are Str, Dex, and Con. Their significant attributes are Str 15, Dex 13, and Con 12. They wear chain shirts, and carry a glaive, shortsword, and light crossbow with 20 bolts.)

Cordero's mansion is similar to every other mansion in the city. Mansion maps are provided at the end of this adventure for the CK to use and stock as they see fit for their own campaign.

Cordero's safe contains letters of credit for 20,000 gps (worthless once the Prince is dead) and over 5000gps in gems, jewels, and various coins as well as his personal spell books.

FALL OF THE HOUSE OF SPADES

Act III ends when the PCs have either killed the Prince, the Jack captures the Prince, or the PCs have somehow captured Cicero Denalian and taken him to Lecrutia's grave.

As the Act ends the PCs now have the choice of tracking down the Jack to find out why he used them on his mission of revenge, or defending themselves against the major factions who no doubt are now out for their blood, including the Knives of Shambere and the Middlemen as they try to escape the city. Should the PCs decide to track down the Jack proceed to Act IV.

If the Jack has escaped them the nagging feeling left behind by the dreams. Lecrutia continues to haunt and plague them until they finally find the Jack and take him to her tomb. If the PCs do not immediately head out in search of the Jack, they are visited by the Ghost of Lecrutia again, and again she demands that the PCs "Bring him to me."

REPERCUSSIONS: If Prince Cordero and his allies are slain before the Jack arrives to snatch the Prince away, or the Jack succeeds in capturing the Prince, the city breaks out in total anarchy at the news of his death. Different surviving factions begin a war of bloody attrition with one another in an attempt to wrest control of the city into their own hands. Foremost amongst them are the Knives of Shambere and Muddles Inc., whose longstanding feud erupts from the sewers beneath the city to open fighting in the streets. Representatives of other cities slip out of the Eskadia sending for armed forces from the Western Defense League to quell the fighting in the city.

If Prince Cordero survives and the PCs somehow stop the Jack from snatching him away he is strong enough and smart enough to maintain control over the city despite uprisings against him and his rule, paying out huge sums of cash to bribe the strongest families to his side and sending paid assassins to take care of others. His name besmirched, he retains control of the city for the time being but there is no longer any doubt as to his evil. The League votes for his expulsion, and Eskadia stands alone.

If the Prince escapes a new poem by the Jack is posted throughout the city blasting the Prince and adding fuel to the chaos taking place in the city streets.

So the Prince he moves his hand

Betrayer to every Woman, Child and Man

Now you know the fate he brings

Death upon fair jeweled wings

A Prince of Spades

Who would be king.

CHAPTER 20 – ACT IV. GRAND FINALE



Act IV begins once the Jack has kidnapped Prince Cordero and taken him to the Paradise Theater. Throughout the adventure many clues should have been discovered by the PCs that lead them to the true identity of the Jack, and possibly taught them a little bit about his need for revenge against the various rulers of Capidistria. Now it is up to the PCs to track the Jack to his secret lair in the Paradise Theater where they may join forces with him, or attempt to stop him from exacting his final revenge on Prince Cordero.

In the final Act the PCs find their way to the Paradise Theater, where a bizarre production is taking place within the Theater itself. Here the Jack is presenting Prince Cordero in all of his glory to a handful of specially selected Wardens and Den Lords of the city. The Jack attempts to get the various Den Lords and Wardens to slay one another so that he may slip free with his allies and slay the Prince once and for all. The PCs should have gathered from their dreams that a ghost named Lecrutia, who was the Jack's lover in life wants someone "brought to her" but it may not be apparent to them whether this person is the Prince, who participated in her murder, or the Jack. These events all find a way to play themselves out here in the final act.

PARADISE THEATER (AREA P-9)

The Paradise Theater is a decrepit tenement building that once served as a grand theater house decades ago, before Cicero Denalian was incarcerated and his properties auctioned off to the ruling families of Eskadia. Much has changed, and all that remains of the glory years is a peeling sign painted by a skilled limner which hangs from a single chain before the entrance area. Hobos and beggars slink along the corners of the building, obviously using the foyer as some sort of flophouse. The smell of trash and human waste fills the air.

1. FOYER

Within the structure the theater has a macabre and somewhat ominous feel to it. Rats scurry along the walls, fat and ignorant of any human or demi-human intrusion into their lair. A pair of bronze bound hardwood doors serve as an entryway to what must be the auditorium at the north end of the foyer, these doors are always unlocked. PCs making a successful wisdom check (CL 10) notice that they are being watched as they enter the Foyer.

Partially collapsed stairwells are found to the east and west lead to the balcony area above the auditorium. PCs attempting to climb these rickety, partially collapsed stairwells must make a successful climb check (CL 5) or step into a broken step suffering 1d6 points of damage. The beggar boys already know which steps to avoid and can take these stairs at a run suffering no penalty.

2. DRESSING ROOMS

Hallways to the east and west lead to what must have once been dressing rooms but now serve as sleeping chambers for members of the Beggar Boys, a gang of beggars who secretly swear their allegiance to the Jack of Lies. There is a 20% chance per room



searched that there are 1d4 beggar boys within any of these rooms at any given time. If intruders are seen at least one beggar boy runs off to warn Robyn Dryquill or the Jack. The others fight or parley depending on the PCs actions towards them. They know that survival is the better part of valor and think nothing of fleeing for safety should one of their members fall.

BEGGAR BOYS (They are 1st level neutral rogues of various races. Their vital statistics are HD 1d6, Hp 3, ANitC 13. They carry a knife and wear the equivalent of leather armor under their rags. They have 1d4 gp worth of various coins or valuables.)

3. AUDITORIUM

This cavernous chamber was once the greatest stage in all of Eskadia. Now it is little more than a shell with a stage at the northern end and a few rows of seats with the stuffing torn from them. A moldy purple velvet curtain hangs over the stage most of the time, and performances are generally held in the thrust proscenium that extends out over the orchestra pit. The whole chamber has a wet musty smell to it.

Rogues, Dwarves, or those characters with construction knowledge note that the pillars holding up the balcony (area 4a) are rigged with guy wires that thread through to the Private Boxes that flank the auditorium in areas 5a. and 5b. should the characters make a successful Traps check (CL 12). Any being caught under the balcony when it collapses suffers 8d6 points of damage and is trapped under the rubble and must be dug free those making a successful Dexterity save (CL 10) suffer only half damage and are not buried. This trap may be disarmed with a successful disarm traps check (CL 10), though any attempt to disarm the trap raises the ire of any beggar boys who may be present.

4. BALCONY

The balcony area with its private booths marked 4a. on the map are structurally unsafe. Persons walking in these balcony area must make a Dexterity save (CL 10) for every 10 feet that they travel or fall through the floor suffering 3d6 points of damage.

The boxes have been specially rigged to collapse and block anyone from leaving the auditorium when the Jack gives the signal to do so. The collapsed balcony leaves access for anyone in the private boxes to easily leave via the front of the building.

5. PRIVATE BOXES

More structurally safe than the balcony boxes, these private boxes once held the elite of Eskadia for encore performances of Cicero Denalian's plays and musicals. Triggers are now hidden in these chambers, set to collapse the balcony boxes upon any who would attempt to flee the auditorium at the end of the Jack's final performance. There are three beggar boys hiding in these chambers at any given time. They each possess a cache of four grenades and two bottles of flaming oil given them by the Jack. When the signal is given during the Jack's performance one of their number is to trip the switch, and the other is to rain grenades and flasks of oil into the crowd of Den Lords and Wardens who have been invited to the festivities.

6. BACKSTAGE LEFT

This room was once used as a greenroom for players at the theater to freshen up and prepare for their performances. Now the room has nothing but a musty pair of couches and graffiti written on the walls describing the titles of plays put on by the Pitts Players. Such titles as "The Maiden, Her Dog, and The Plague", "Love and a Bath", "A Jack of All Trades", and the current production of "Al Rhob and the Missing Manuscript." adorns the walls with rude caricatures of the Pitts Players who worked each performance drawn throughout. A PC making a successful Wisdom check (CL 12), notices a secret door that leads to the alley on the west side of the building.

A straw filled mattress with threadbare blankets stuffed in one of the corners of the room serve as Robyn Dryquill's sleeping quarters when he isn't simply passed out in a bar or laid up on Devil Dust in a flophouse somewhere in the Pitts.

Robyn has a new lease on life with the return of the Jack, and is now subservient to his old friend and rival. Robyn serves as a patient, if sometimes abused confidant. Robyn blames his writers block on the City rulers, and would see the Jack have his revenge. To this end he has begun directing again, so he can insure the Pitts Players and Beggar Boys do their part without messing up the Jack's plan. Robyn would gladly give his life for the Jack, as Cicero has given him back the one thing liquor and years of Shandimar's ash have sought to steal... his dignity.

7. BACKSTAGE RIGHT

This chamber once served as a storage room, and tailor shop used by the players of the Paradise Theater to make costumes and store

props and scenery. There are still many costumes and masks back here, as well as cheap stage weapons which only deal subdual damage. A box weighing 50 lbs covers a trap door in the floor that requires a PC to make a successful Wisdom check (CL 10) to notice. The Trapdoor leads to the cellar of the theater.

8. WINE CELLAR

This cellar was once used for extra storage, and to keep the owners collection of fine wines, which were long ago plundered leaving only empty bottles and a broken wine rack. PCs making a successful Wisdom check (CL 12) find a secret door in the western wall. They also note footprints that have recently disturbed the dust in the chamber. A PC with the Track Feat may roll a Wilderness Lore check (CL 10) to follow the footprints to the Jack's Room, and from there to the Quay, that leads to the Sewers.

9. PROP ROOM

This chamber holds all manner of prop such as wooden, plaster, and papier-mâché set decorations, frames of griffons, dragons, and trees. Most of the items are now coated in a think layer of dust, and their paint peeled and cracked.

10. COSTUME STORAGE

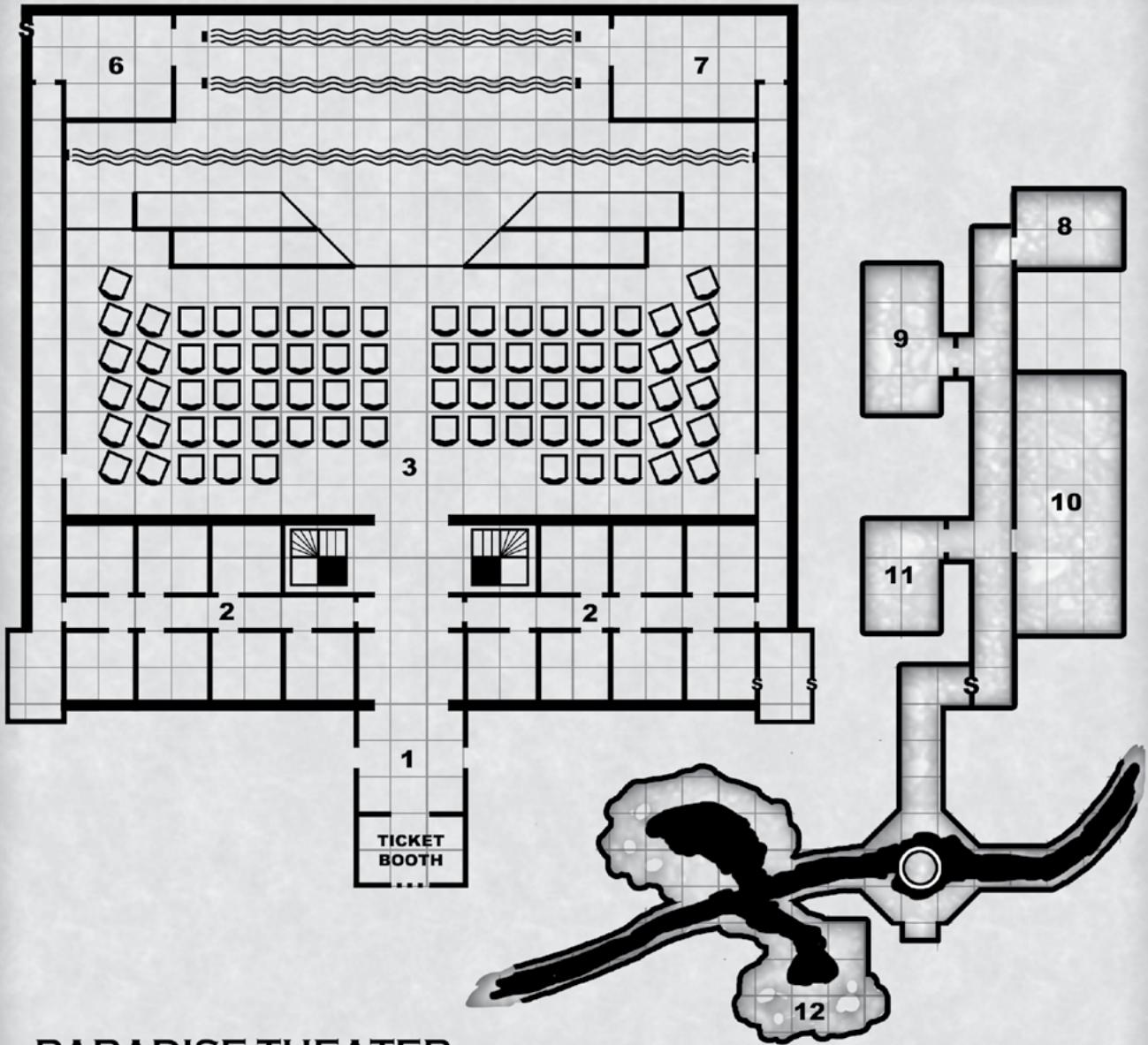
Racks and racks of costumes preserved under moth eaten sheets fill this room. Women's clothes, men's' doublets and the like are all represented and found in all shapes and sizes. Its is obvious however that these are truly "costumes" as the material they are made from only holds up to scrutiny from about ten ft. away. Close up the cheapness of the material, and its lack of daily use durability shows itself, likewise the best costumes are used by the Pitts Players and occasionally the beggar boys when the Jack needs them to look more presentable. The hundred or so costumes would earn roughly 50gp on the market if sold as an entire lot.

11. THE JACK'S CHAMBER

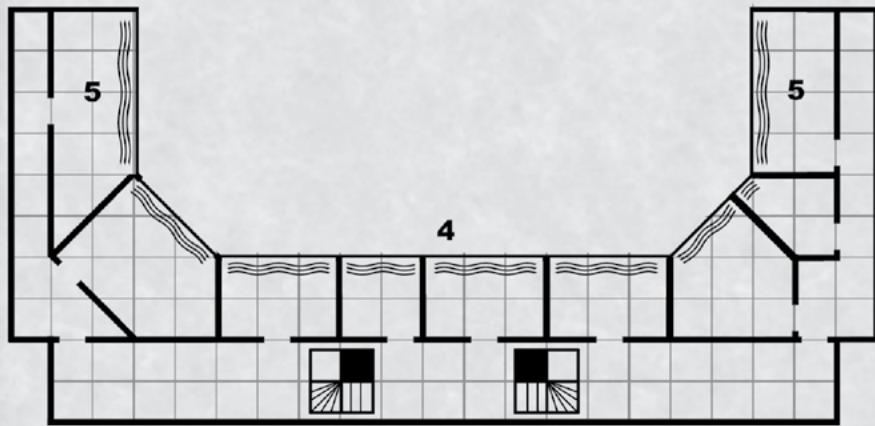
This hidden chamber requires a successful Wisdom check (CL 10) to find the secret door to. The Secret Door is made of stone and requires a successful Open Locks check (CL 10). Beyond the door is a simple chamber with a bed, oil lamp, desk, and a chest of drawers which has become the solitary home of Cicero Denalian. The clothes in the dresser are fairly simple, although there is a disguise kit, and 400 platinum pieces hidden in a false bottom of one of the drawers. All of the documents found within the chamber are written in invisible ink, of which there are 10 vials, the ink is valued at 100 gp per vial. The writer need only write a secret password upon the page and speak it to make the page readable to any reader. See New Magic appendix for description of invisible ink.

The password for the documents is Lecrutia.

The Lecrutia Documents detail the Jacks plans to annihilate many of the Wardens and Den Lords of the city, or rather use the Maestro's Brush and let them annihilate each other. Once the city is torn with chaos, his agents amongst the beggar boys and within the various halls of power will step forward and seize



PARADISE THEATER



1 SQUARE = 5 FEET

control of the city. He has no wish to rule and instead thinks to turn the city over to Diego Morirse or one of his other sleepers.

The Documents speak of the PCs and how easy it has been for him to manipulate them, how they accepted him as their contact person without question, and how he managed to get them to take down some of his more powerful foes, allowing him to concentrate on manipulating the Prince into a position of weakness. The document goes further as the Jack opines at the idea that he may be able to reveal himself to the PCs and get them to join his side, figuring they would be as good as any to help lead Eskadia out of the gutter and give it the respect it once had. The Jack obviously has some admiration for the PCs thoroughness and solid use of blunt force when brains and diplomacy fail.

12. THE QUAY

This stone Quay, extending out into the sewers of Eskadia is similar to others in the city where boatmen come and collect those brave enough to take the short cuts that subterranean travel can offer. A boat is tied up at the quay that holds up to 4 travelers.

RUNNING ACT IV

It is possible that the PCs may have followed up leads on the Paradise Theater prior to the Jacks abduction of Prince Cordero. In this event use the descriptions found in Arrival before Act IV. If the PCs have done a poor job of finding clues along the way the CK may need to use some conceit to get the PCs to the Paradise Theater. One possibility is to have one of the NPCs that they met earlier show up within a few hours of the abduction of the Prince and hand them an invitation to the Paradise Theater, where the Suicide King is being readied for an encore performance... over a decade after it was closed by the order of the Prince.

The PCs notice that their invitation features performance by the Jack of Lies starring as himself, and Prince Cordero starring as the Suicide King, and gives directions to the Paradise Theater.

ARRIVAL BEFORE ACT IV

Should the PCs arrive at the Paradise Theater prior to the start of Act IV, they find Robyn Dryquill, attempting to direct a play about the bumbling wizard Al-Rhob, with members of the Pitts Players.

Robyn is cursing and swearing at the performers as they continue to laugh and mess up their lines before an audience of 2d6 beggar boys. If the PCs stop to watch the play they see that it is about a wizard, named Al-Rhob, who got caught attempting to sell the same scroll for different prices to a Troll, a Necromancer, and a Dragon. All three find out about the ruse that Al-Rhob is attempting to pull on them and become angered thus Al-Rhob must flee for his life.

After the performance Robyn is willing to answer questions that the PCs may have. He tells the PCs that he owns the deed

to the theater, after having bought it off of a drunkard named Eddie Pincher for 3 bottles of whiskey, and that the building is being used as apartments and tenements to help finance his productions. If asked about Cicero, Lecrutia, the Prince or any other questions about the PCs quest, he attempts to use his Bluff skill to turn them off the path. Should this fail, he and the Pitts players attempt to flee the PCs, and refuse to answer any questions willingly.

Should the PCs chase off the Beggar Boys, and Pitts Players, and actually find their way into the Area 8, the Jack's Chamber, they find it abandoned, with the exception of a single scrap of paper, which appears to be an early draft of one of the Jacks Poems from previous acts.

ROBYN DRYQUILL (*He is a neutral 6th level human bard whose vital statistics are HD 8d10, Hp 36, AC 14. His Primary attributes are Intelligence and Charisma. He wears bracers of armor +3, and carries a +1 rapier, 3 doses of Shandimar's Ash, a half bottle of rum, 10 copper pieces, a half bottle of ink, a quill, and an empty parchment book.*)

PITTS PLAYERS (2D4) (*They are Neutral 1st level bards of various races whose vital statistics are HD 1d10, Hp 7, AC 12. Their primary attributes are Intelligence and Charisma. They fight with daggers or clubs for 1d4 points of damage.*)

ARRIVAL AS PART OF ACT IV

If the PCs arrive as part of Act IV, they find that the Foyer area has been cleaned...although it still smells somewhat musky, like it has been recently used as a toilet.

A pair of the Pitts Players stand at the entrance to the auditorium, dressed in somewhat shabby old ushers uniforms. Within the auditorium, the curtain is down but there is a gathering of various well-dressed individuals and their bodyguard milling about near the stage. Other members of the Pitts players move through the small group, carrying platters of food, and bottles of wine to offer the guests. Many of the guests seem to pass on the food, or have one of their bodyguards taste the food before they eat or imbibe anything.

The referee at their discretion include any 1d4+1 Den Lords and any 1d4 Den Wardens they feel appropriate to include in this scene depending on how they are running their campaign.

At length the curtain raises and a light centers on Robyn Dryquill who introduces the play.

"Ladies and gentlemen, welcome one and all to the Paradise Theater, and after many years, an encore one act rendition of the Suicide King, starring the Jack of Lies, and your very own Prince of Eskadia, Cordero DellaMatta. Without further waste of your precious time, let the show begin."

A flash and puff of smoke lights the stage, and darkness falls, replaced instantly by Prince Cordero tied to a throne in the center of the stage, terror in his eyes and a gag tightly bound over his mouth. Behind him looms Cicero Denalian.

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*Now my friends the end has come
A prince is fallen his plot undone*

*Gathered all on fortunate night,
I have the will
I am the Jack
I bear the knife
With which to end his petty life.*

*Before I do let all know,
Was not the Jack who wrote the show
It was the prince, who so dastardly
Murdered my fair ingénue
I her beloved, did he then blame.
Stole my life, destroyed my fame!
In recent days all my words are proven true
So the fate of this prince is turned to you?
I ask the audience with tearless eyes.
Does he now live or does he die?*

At this point the bloodthirsty among the audience, such as representatives of the Middlemen, Cult of Night, and Knives of Shambere call for the death of the prince, causing Cicero to raise his blade above his head preparing to plunge it into Cordero's throat.

If the War Above scenario has been played, the Leader of the winning side (Donalbray or Archer), may be present with a contingent of his officers and bodyguard. Either would call for freeing the Prince. Donalbray wishes to free the Prince so that the Prince will be in his debt. Archer would see the prince freed so that he can be tried by tribunal and put to justice by the populace he has betrayed.

At this point in time, if they have not already, the PCs may attempt to disrupt the proceedings through the following means.

PCs INTERVENE WITH THE LOCKET

PCs try to stop the Jack by telling him that they have encountered the Ghost of Lecrutia and he must go to her in the Straights Graveyard. The Jack may pause at this, especially if he has not already heard this tale before. If the PCs produce Lecrutia's Locket in the presence of Cicero, he produces the other half, and Lecrutia is instantly summoned to the scene.

In this event, Lecrutia flies into a spectral rage kills the bound Prince, who screams hideously and slumps in a chair, his wicked soul wrenched from his body in a horrible jerking motion. With this, the spirit composes itself and says "I love you", to the Jack. It then whispers something else which only Cicero can hear. Cicero nods, as a tear runs down his eye. He straightens, and moves to leave the stage without another word, and is never heard from again. That is... if nobody interferes. This is Castles & Crusades of course, so someone is going to interfere!

Whatever happens at this point is up to the Castle Keeper, and their players!

PCs INTERVENE WITH VIOLENCE

If the PCs attempt to cast a spell, disarm the trapped balcony, draw weapons, Lecrutia appears, as above, though arrives before the first PCs initiative. As she appears on the stage, she turns on the audience and uses her Keen ability, which likely kills half the audience, and Prince Cordero DellaMatta automatically. As fighting breaks out among the survivors, the terrified Beggar Boys in the Private Box begin raining grenades and flaming oil onto the crowd and destroy the Balcony.

PCs DO NOTHING

Lecrutia appears but only the PCs can see her. She implores them to stop him, but disappears, weeping just as Cicero plunges the dagger into Cordero's throat.

At this point Cicero bows and bids the Den Lords and other guests goodnight, and the stage goes dark. Just at that moment, the Beggar Boys in the private boxes trigger the balcony collapse on the waiting crowd, and grenades and fire begins to rain down.

Cicero makes his way to the Quay in 8 rounds in a bid to flee the city unless the PCs catch up with him. The Beggar Boys and Pitts players flee the building, which begins to burn. The auditorium fills with smoke in two rounds and the entire theater is consumed with a firestorm of flame in six rounds, save for the cellar below.

Anyone caught in the auditorium is of course consumed with flame and smoke. The fire deals 3d6 points of damage per round.

THE CASTLE KEEPER COMES UP WITH HIS OWN CONCLUSION

The above are of course options for how the "endgame" plays out. Knowing players, there are a million other possibilities in how the endgame plays out. Smart characters may have figured out the identity of the Jack long before the concluding Act and may have brought the adventure to a completely different conclusion. Either way the various detailed locations afford alternate adventure sites to be used as the Castle Keeper sees fit.

Keep an open mind and use the character motivations and back stories as your guide to create your own epic conclusion to the Jack of Lies Adventure! There is no wrong way for the adventure to be run.

REPERCUSSIONS

Depending on which Den Lords and Wardens survive the battle, the City will be reduced at very least to factions ruled by the Cult of Night, The Middlemen, and Knives of Shambere who immediately begin "The War Below", a battle between these secret organizations for control of the city. If it has not already been played out to resolution, "The War Above", should also break out, leading to chaotic battle in the streets and sewers between the remaining powerful factions of the city.

CHAPTER 21 – THE DROP



etailed below are additional areas of adventure where the PCs may find themselves drawn into. They do not necessarily follow the pursuit of the Jack however they may be used by a creative referee to flesh out the remainder of the city and add to the overall adventure.

KNIVES OF SHAMBERE STRONGHOLD, “THE DROP”

Unless otherwise noted, the Knives of Shambere Stronghold is guarded with Bronze Doors. The doors have a very complicated lock that requires a successful (CL 15) Open Locks check to unlock.

All of the doors have a silent alarm spell cast upon them that notify the Guildmaster and his lieutenants of intruders if they are tampered with.

The entire complex is warded against scrying effects of clairvoyance or clairaudience spells, or spells such as scry, locate object and the like from the outside.

Hidden in the sewers of The Straight is the secret stronghold of the Knives of Shambere. It is here that the followers of Shambere prepare assassinations and hide when their activities draw too much attention from those who would see them purged from the city. It is within these sewers that members of the Knives

of Shambere and The Middlemen wage a secret war with one another for dominion of criminal activities taking place within the city, often sending hit squads against one another in pitched battles far from the eyes and ears of the local populace.

1. ENTRANCE FROM MATTY GANZ RAZOR

The deep dark staircase from the hidden entrance in Matty Ganz Razor leads to a curved subterranean corridor. A PC searching with a successful Wisdom check (CL 10) find the secret door in the northern wall. The secret door may be opened with a successful open locks check (CL 10), but is trapped with a scything blade that requires a successful find traps check (CL 5) to discover. The trap is +10 to hit and deals 3d6 points of damage, with double damage on a roll of natural 20.

2. EUYOBI’S CHAMBER

Euyobi, a priest of Jokashka lives in this sparse chamber. He keeps the so called back door to the compound and has an interest in venomous serpents of all sorts. A series of wooden boxes piled next to the northern door hold many of his cobras, and pit vipers. A locked iron box requiring a successful Open Locks check (CL 8) to open lies beneath his bed. The chest holds some of his personal belongings. These belongings include 200 pp, (20) 50 gp gems, 100 gp, 3 potions of cure serious wounds, a potion of gaseous form, and a bottle of brandy worth 150 gp a spare set of black vestments of Shambere (20 gp), 3 bottles of unholy water.

There is a 25% chance that Euyobi is within his chamber. If he is, and has heard the sounds of the trap going off outside



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his door he summons other assassins and hides in the chamber awaiting the entry of intruders. A complicated series of knocks is required to enter his chamber unmolested.

EUYOBI (He is a Neutral Evil human 10th level cleric whose vital statistics are HD 10d8+10 hp 66 AC 18. His prime statistics are Int, Wis, and Cha. His significant attributes are Dexterity 17, Wisdom 19. He wears +3 studded leather armor of shadow (+3 to hide checks, grants hide ability), and carries a +2 short sword of ice that deals 1d6+2+1d6 cold damage on a successful strike. Rod of Black Shadow*.

Cleric Spells Prepared (5/4/4/3/2/1) 0—detect chaos/evil/good/ law x2, detect magic, first aid, light; 1st – bless, command, cure light wounds, remove fear; 2nd – aid, darkness, hold person, silence; 3rd – cure serious wounds, dispel magic, prayer; 4th – healing circle, restoration, level drain; 5th – Slay Living, Flame Strike). Euyobi's Knives of Shambere powers include Holy War, Poison Use, Back Attack, Deadly Cooperation, Weird of the Shadow Court, and Ear of Shambere.)

ROD OF BLACK SHADOW

GP 28,000 value, XP 4,700

This black rod is possessed of powers over darkness and shadow-stuff.

The rod may be used as a +3 light mace dealing 1d6+3 points of damage. On a successful hit, the victim must make a save vs. blindness or be blinded for 1d6 rounds.

POWERS

Darkness, as the illusionist spell. This power may be used by the wielder at will.

Dark Chaos, as the illusionist spell. This power may be used three times per day.

Major Dark chaos, as the illusionist spell. This Power may be used once per day.

Shadow Conjunction, as the Illusionist spell. This power may be used once per day.

bere apprentices training within it at all hours of the day and night. Yorgyle, the killmaster oversees activities in this chamber with his apprentice Tanpin, an illusionist that adds realism to the training that takes place here.

KNIVES OF SHAMBERE APPRENTICES (10) They are neutral evil changeling assassins, whose vital statistics are HD 1d6, HP 4, AC 14. Their primary attributes are Dexterity and Intelligence. They wear studded leather. They bear scimitars dealing 1d6+2 points damage, and carry a light crossbow with 20 bolts dealing 1d6 points damage. Each also keeps 1d10 gp in coin. They possess Fey Wrath, may use prestidigitation once per day and change self once per day.)

KNIFE OF SHAMBERE ASSOCIATE (He is a neutral evil changeling 5th level assassin, whose vital statistics are HD 5d6, Hp 19, AC 16. His primary attributes are Dexterity and Intelligence. His significant attributes are Dexterity 19, and Strength 15. He wears +1 studded leather armor, and wields a +1 Scimitar. He carries a potion of cure light wounds, and a potion of invisibility. He possesses Fey Wrath, may use prestidigitation once per day, and change self once per day, charm person once per day, and assume gaseous form once per day. His Knives of Shambere special ability include Holy War and Deadly Cooperation.)

FRIGHT LORD (He is a neutral evil changeling 5th level fighter, whose vital statistics are HD 5d10+5, Hp 40, AC 17. His Primary Attributes are Strength and Constitution. His significant attributes are Strength 16, and Dexterity 16. He wields a +1 flamberge for 2d4+5 points of damage. The fright lord wears breastplate armor emblazoned with the holy symbol of Shambere. He possesses Fey Wrath, may use prestidigitation once per day, and change self once per day, charm person once per day, and assume gaseous form once per day. His Knives of Shambere Abilities include Holy War, and Deadly Cooperation.)

WIZ 5 (He is a neutral evil changeling 5th level wizard, whose vital statistics are HD 5d4+5, Hp 17, AC 14. His Primary Attributes are Intelligence and Dexterity. His significant attributes are Intelligence 16, and Dexterity 16. He possesses Fey Wrath, may use prestidigitation once per day, and change self once per day, charm person once per day, and assume gaseous form once per day. His Knives of Shambere Abilities include Holy War, and Deadly Cooperation.)

YORGYLE THE KILLMASTER, CLAW OF SHAMBERE (He is a neutral evil changeling 12th level assassin, whose vital statistics are HD 10d6+14, Hp 47, AC 22. His primary attributes are Dexterity and Intelligence. His significant attributes are Dexterity 20, and Strength 15(4). He wears +3 studded leather armor of shadow (+3 to Hide Checks, and Grants Hide ability), and wields a +2 longsword of blinding*. He wears a ring of protection +2, and a ring of minor fire resistance, boots of haste, and a belt of giant strength +4. He carries a potion of cure serious wounds, and a potion of invisibility. He possesses Fey Wrath, may use prestidigitation once per day, and change self once per day, charm person once per day, and assume gaseous form once per day. His Knives of Shambere special ability include Holy War, Deadly Cooperation, Weird of the Shadow Court, Ear of Shambere, Black Hand of Shambere.)

3. EUYOBI'S SHOP

This shop is used by Euyobi to manufacture, trade, and sell various pieces of assassins' equipment to his Knives of Shambere brothers and sisters. Items ranging from, shortswords, daggers, crossbows, bolts and the like to more interesting implements of torture and death, including the black ink used to mark the bodies of their victims are sold here. If not found in his rooms there is a 60% chance that Euyobi is found in this chamber keeping shop. Otherwise Euyobi is out on assignment somewhere within the city or overseeing quests to retrieve various ingredients for poisons and the like.

4. TRAINING CHAMBER

This chamber is set up with various lifelike human and humanoid targets, wall climbing and tight rope walking obstacles and charts detailing the weak points of various types of creatures which line the walls. This chamber has 1d4 Knives of Shambere

THE SWORD OF BLINDING

GP: 8500 XP 1100

This wicked blued steel + 2 longsword has a long, thin but wickedly sharp blade. Affixed to the pommel is the petrified eye-ball of a giant doom bat. Any living being struck with this blade must make a save vs. blindness whose challenge level is equal to the level of the wielder, or be stricken blind for 1d6 rounds.

TANPIN (He is a lawful evil 9th level half-hobgoblin Illusionist whose vital statistics are Hd 9d4+9, Hp 29, AC 16. His Primary Attributes are Intelligence and Constitution. His significant attributes are Intelligence 16, Dexterity 15. He carries a Staff of Evocation with 30 charges, and wears a ring of protection +2, bracers of armor +3, Cloak of Displacement. His typically memorized spells include 0th-Arcane Mark, Dancing Lights, Detect Magic, Detect Illusion, Message. 1st—Color Spray, Darkness, Charm Person, Silent Image, Minor Dark Chaos, Wards Temporary Strength. 2nd—Blur, Detect Thoughts, Invisibility, See Invisibility, Mirror Image. 3rd—Hold Person Major Image, Suggestion. 4th—Charm Monster, Major Dark Chaos. 5th—Hold Monster. His Knives of Shambere Powers include Holy War, Deadly Cooperation, Weird of the Shadow Court, Ear of Shambere.)

5. YORGYLE THE KILLMASTERS CHAMBER

Trophies of many murders hang grimly from hooks on the walls of Yorgyle's chamber. Prayers to Shandimar and Shambere are written in Yorgyle's own blood upon the walls and ceiling. An locked iron chest (open locks CL 10) is trapped a poisoned blade that triggers if the open locks check is failed or a disarm traps check (CL 10) is not achieved. The blade deals 1d4 points of damage and causes 2d6 points of Constitution damage unless a save vs. poison (CL 10) is made. The chest contains 400 pp, 4 vials of similar contact poison, and a +1 dagger. There are also 4 potions of cure serious wounds and enough components to brew any 1 sort of poison found in the poisons chart found in the Players Handbook or Castle Keepers Guide.

6. TANPINS CHAMBER

Tanpin, the half-hobgoblin, is a skilled Illusionist. His chamber is very tidy and rows of books and tomes about the power of the Arch Fiend Shandimar before his defeat line the walls as well as scrolls and a table used for alchemical study and the craft of magical items.

TREASURE: A locked iron box next to Tanpins bed contain his spell books, a wand of spider climb with 20 charges, a scroll of polymorph self, a scroll of lightning bolt, and a scroll of charm monster.

7. COMMONS

This area is used for gambling, eating or pouring over maps of the Knives of Shambere's targets by teams of killers. There are 1d4 apprentices in this chamber at all times who move to whichever location their commanders tell them a break in may be taking place.

8. LA ANA'S CHAMBER

La Ana, an agent provocateur of the Knives of Shambere keeps permanent quarters here. Her job is to infiltrate enemy houses and acts as a major part of the intelligence gathering arm of the guild. There is only a 10% chance that she is in the chamber. Most likely she is either in the Blond Boar or one of the other brothels in the city working her trade with the visiting nobles and merchant men, ingratiating herself into their inner circle.

La Ana has little in the way of treasure in her chamber, however she keeps a spare suit of +1 leather shadow armor, a wand of cause serious wounds with 30 charges, and a +1 shortsword in a locked box. The box is a CL 10 to open, and is trapped with a Phantasmal Killer Trap intelligence save CL 9 or die, 4d6 points of damage on a successful save. The trap may be found with a find traps check (CL 10) and disarmed with a dispel magic spell, or a disarm traps check (CL 14).

LA ANA (She is a neutral evil 9th level changeling Assassin whose vital statistics are Hd 9d6+9, Hp 41, AC 17. Her Primary Attributes are Dexterity and Charisma. Her significant stats are Dexterity 18, and Charisma 17. She wields a +2 rapier dealing 1d6+3 points damage. She wears +2 studded leather armor, a +2 ring of protection, a brooch of shielding with 50 points remaining, and boots and a cloak of elvenkind. She possesses Fey Wrath, may use prestidigitation once per day, and change self once per day, charm person once per day, and assume gaseous form once per day. Her Knives of Shambere special abilities include Holy War, Deadly Cooperation, Weird of the Shadow Court, Ear of Shambere.)

9. GUILD STORES

Extra food, equipment and dried goods are kept here in case guild members must stay below ground for long periods of time. Most of the 2000 lbs of foodstuffs is valued as it would be on the open market. There are 4 bottles of 200 gp wine amongst the kegs and bottles kept here.

10. GUILD QUARTERMASTER

The quartermaster of the Knives of Shambere, a middle aged knight keeps his room here though there is only a 25% chance he is actually in his room. Most commonly he trains new initiates in swordplay and how to find chinks in opponents armor in the training room.

The Quartermaster has an expert suit of full plate armor on a rack in his chamber, and 1d6 masterwork exotic weapons hanging on the walls.

DINFAYNE (He is a lawful evil 8th level human knight whose vital statistics are HD 8d10+8, Hp 52, AC 20. His primary attributes are Strength and Charisma. His significant attributes are Strength 16 (18), and Charisma 16. He wears Gauntlets of Ogre Power and +2 full plate armor and carries a +2 two handed sword for 2d6+5 points of damage. Dinfayne also carries two potions of cure serious wounds. His Knives of Shambere special abilities include Holy War, Deadly Cooperation.)

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11. TEMPLE OF SHAMBERE

This forbidden temple to the Shadow Goddess features a great statue in the center of the southern wall. If a PC of good alignment ever enters the temple of Shambere, the statue triggers a Gate spell, summoning a Naulith from the nether to assault the PCs. The silk hanging and finery within the chamber are all dedicated to the mistress of shadows and her hellish consort, and are virtually worthless on the open market. There are 1d4 initiates within this chamber as well as 1d4 acolytes of Shambere at all times. Qavidas Nait, high priestess of Shambere keeps mass and leads the Knives of Shambere assassins in their dark masses for the return of Shandimar and restoration of his dread might throughout Eskadia. There is an 80% chance that Qavidas is within the Temple.

The great statue of Shambere has the capacity to summon a Naulith once per week as a Gate spell, cast by a 20th level caster to do the bidding of the priesthood of Shambere.

NAULITH (*This chaotic evil demon's vital statistics are HD 10d8, HP 60, AC 19. Its Primary Attributes are Mental and Physical. It attacks with two claws for 1d8 points damage and a bite for 2d6. Its demonic traits are 1/2 damage from Fire, Cold, Electricity. Spell Resistance 9, Darkvision 120 ft. Twilight Vision. Demons are only wounded by weapons blessed with a bless spell, holy weapons, or weapons anointed with the holy water of a good aligned deity. They otherwise take no damage, even from enchanted items. Its demonic abilities are alter size, detect magic, know alignment, message, see invisibility and clairaudience/clairvoyance. Its Spell Like Abilities are cast as a 10th level illusionist. They include at will abilities of Change Self, Color Spray, Darkness, Silent Image, Invisibility. 4/day Mirror Image. 2/Day Scare, Suggestion. 1/Day Mirage Arcana, Shadow Conjuration, Phantasmal Killer.*)

QAVIDAS NAIT (*She is a 14th level changeling cleric of Shambere whose vital statistics are HD 10d8+24, Hp 78, AC (21, 24 in shadows). Her Primary Attributes are Wisdom and Dexterity. Her significant attributes are Dexterity 18, Wisdom 21. She bears a rod of the changeling (1d8+3 and special) and wears +3 full plate of shadow walking, a ring of freedom of movement. Her typically memorized spells are 0th— Detect Good, Detect Magic, Detect Poison, First Aid, Extinguish Light, Purify Food and Drink. 1st—Bless, Bane, Command, Protection from Good, Cure Light Wounds, Sanctuary. 2nd—Aid, Desecrate, Darkness, Hold Person, Silence, Spiritual Weapon. 3rd—Animate Dead, Cure Serious Wounds, Cause Serious Wounds, Dispel Magic, Curse. 4th—Air Walk, Dismissal, Healing Circle, Harming Circle. 5th—Cure Critical Wounds, Flame Strike, True Seeing. 6th—Banishment, Blade Barrier, Heal. 7th—Holy Word, Repulsion.*)

She possesses Fey Wrath, may use prestidigitation once per day, and change self once per day, charm person once per day, and assume gaseous form once per day. Her Knives of Shambere special ability include Holy War, Deadly Cooperation, Weird of the Shadow Court, Ear of Shambere, and Black Hand of Shambere.

She has a scroll of raise dead, heal, harm, geas, commune, and plane shift.)

ROD OF THE CHANGELING

GP 30,000 XP 5000

This magical rod appears to be a polished yet twisted black root that constantly shifts and twists and changes its shape, while still retaining a more or less rod like shape about two feet in length and the width of a man's wrist. The root is engraved with silver and gold sigils written in the language of the Rath Cuirtha.

When wielded as a weapon it acts as a +3 heavy mace dealing 1d8+3 points of damage on a successful hit, and the victim must make a successful Constitution save or suffer 1 point of temporary strength damage.

The rod possesses the following powers which may be called upon at will.

EBON BANDS OF BINDING: A target must make a successful Dexterity Save or be tied in ebon bands which tie their arms to their sides but allow full movement. The target may attempt to break free with a successful Dexterity save on any subsequent round.

Charm Person: As the spell of the same name.

Three times per day the rod may perform the following powers

Hold Person: as the Spell of the same name.

Suggestion: As the Spell of the same name.

Major Image: As the Spell of the same name.

Once per day the Rod of the Changeling May perform the following

Polymorph: As the spell of the Same Name

Shambere's Stalker: Summons an invisible stalker to do the bidding of the summoner.

Once per Week: *Shambere's Slumber.* A powerful sleep spell which may put any target within 1000 ft. to sleep for 10 minutes per level.

FULL PLATE OF SHADOW WALKING

GP 6000, XP 4000

This full plate armor appears to be partially made from the insubstantial stuff of shadow and weighs nothing in partial or complete darkness. The wearer of this armor gains the ability to hide as a rogue if that ability is not already possessed. When worn by a rogue or someone already possessed of the ability to hide a +3 additional bonus to their hide checks. Three times per day the wearer may step from one shadow to another similarly to a dimension door spell with a maximum distance of 200 ft. In full daylight the armor acts as simple +3 full plate armor and has the same weight of normal steel. A rogue or assassin who is armor restricted for using certain abilities is restricted when wearing this armor in daylight.

12. QAVIDAS'S CHAMBER

The door to Qavidas's private chamber is guarded with a blast glyph which is a CL 14 to locate with a successful traps check, and CL 14 to disarm. The trap may also be disarmed with a successful dispel magic attempt. If undetected, the blast deals 14d4 points of damage.

Qavidas's private chambers contain his personal effects, his armor, his many volumes of both arcane and infernal knowledge, and his favorite torture tools. Qavidas has an unlocked foot-locker containing 3000 gps in precious gems and jewelry.

13. THE FONT OF SHANDIMAR

This small chamber contains a fountain which eternally drips it is said with the blood of the Fiend Shandimar. This font is passed thru by each of the Knives of Shambere assassins as they head out into the night to hunt their prey. The font grants a +1 circumstance bonus to all rolls that the Knives of Shambere assassin may make through the course of their mission. PCs of good alignment passing through the chamber of the font must make a Wisdom save (CL 20) or suffer a -1 to all rolls for the next 24 hours. A PC of good alignment touching the blood dripping from the font suffers 1d8 points of damage and must make a Constitution save (CL 20) or become infected with a demonic fever which causes 2d6 points of temporary Constitution damage and lasts for 2d6 days. Characters reduced to 1 Constitution become comatose. Those who drop to zero Constitution succumb to the disease and die, rising in 1d4 days as a Shadow.

14. FRIGHT LORDS BARRACKS

This guardroom is watched at all times by one of the following Knives of Shambere Fright Lords and their henchmen. The corps of Fright Lords take turns watching the guard room and keeping an eye out for the occasional Middleman raiding party, or whatever strange creature may crawl up from the sewers of Eskadia. Currently a truce* holds between the Knives of Shambere and the rogues of The Middlemen who battle constantly for control of the sewers beneath the city. The Fright Lords all have other safe-houses within the city or camps without, they all agree to a stint as a guard for a few days a week.

A PC making a successful Wisdom check (CL 10) finds a secret door in the western wall which leads to area 16.

*This truce may have been nullified by the "War Below" scenario.

DEGERON, FRIGHT LORD (He is a lawful evil 5th level human knight, 2nd level cleric whose vital statistics are HD 5d10+5+2d8+2, Hp 42, AC 20. His primary attributes are Strength and Charisma. His significant attributes are Strength 16, and Charisma 16. He wears +1 full plate armor and carries a +1 large steel shield and bears a +2 longsword for 1d8+4 points of damage points of damage. Degeron also carries two potions of cure serious wounds. His Knives of Shambere special abilities include Holy War, Deadly Cooperation. His Typically Memorized Spells are 0th—Detect Good, Detect Magic, First Aid. 1st—Command, Sanctuary, Shield of Faith)

DEGERON'S HENCHMEN, GHOUL (2) See Monsters & Treasure by Troll Lord Games for details on Ghouls.

PAERVISH, FRIGHT LORD (He is a lawful evil 7th level Changeling knight whose vital statistics are HD 7d10+8, Hp 42, AC 20. His primary attributes are Strength and Charisma. His significant attributes are Strength 16, and Charisma 16. He wears +1 full plate armor and carries a +1 large steel shield and bears a +1 longsword for 1d8+4 points of damage points of damage. Paervish also carries two potions of cure serious wounds. His Knives of Shambere special abilities include Holy War, Deadly Cooperation. His Changeling abilities are Fey Wrath, prestidigitation once per day, and change self once per day, charm person once per day, and assume gaseous form once per day.)

PAERVISH'S HENCHMEN (They are human 3rd level fighters whose vital statistics are HD 3d10+3. Hp 23, AC 18. Their primary attributes are Strength and Constitution. Their significant attributes are Strength 15, and Constitution 15. They wear chainmail and carry a large steel shield. They wield a broadsword for 2d4+2 points of damage and have weapon specialization in broadsword. They keep 2d10 gp in their coin pouch.)

SADIS, FRIGHT LORD (He is a changeling who is also a 6th level fighter 2nd level assassin. His vital statistics are HD 6d10+2d6, Hp 39, AC 18. Her primary attributes are Strength and Dexterity. Her significant attributes are Strength 16, Dexterity 18. She wears a breastplate and carries a +1 flaming longsword and +1 shield. She keeps two potions of cure light wounds and 3 doses of type II venom which deals an additional 1d6 points of damage on a successful strike unless a save vs. Constitution CL 4 is made.)

SADIS'S HENCHMEN (They are 3rd level assassins whose vital statistics are HD 3d6, Hp 12, AC 15. Their primary attributes are Dexterity and Intelligence. Their significant attributes are Dexterity 16. They wear studded leather armor and carry a shortsword for 1d6+1 points of damage, and a light crossbow dealing 1d6 points of damage.)

15. SALLY PORT

This side entrance to the Knives of Shambere stronghold leads to the sewers. It is guarded by a pack of 6 hellhounds. Secret doors in the eastern and western wall require a PC to make a successful Wisdom search CL 12 to locate. The secret door in the western wall is trapped with a blast glyph on the sewer side of the door. The blast glyph which is a CL 14 to locate with a successful traps check, and CL 14 to disarm. The trap may also be disarmed with a successful dispel magic attempt. If undetected and triggered the blast deals 14d4 points of damage.

HELLHOUNDS (6) (These Lawful Evil creatures vital statistics are HD 4d8, Hp 20, AC 16. They attack with a bite for 1d6 points of damage + 1d6 points of fire damage. Their special attacks are a reach weapon which deals 4 points damage to all creatures within a 5 ft. radius.)

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16. PREED'S OFFICE

Preed keeps a secret office here in the stronghold. His door is never locked when he is gone and seldom locked when he is present. Preed generally uses this office as a torture chamber and doesn't mind being walked in on while he is enjoying his work as he is aware of the psychological effect it has on the humans he works with to see another of their own benefiting from his handiwork. A rack, iron maiden, and other torture tables dominate the room. Several chests are filled with woodworking tools which Preed uses on his victims, especially humans. Preed thinks that this behavior makes him look hard to his Knives of Shambere masters, in truth they find it mostly amusing.

Preed keeps a Spartan desk with detailed diagnostic drawings of his victims and notes on his torture practices and how they effect the various races.



Preed has no fear that his belongings will be bothered with and keeps his prized possessions on his person. He keeps 1000 platinum pieces in a desk drawer.

PREED'S ANALYTICS ON TORTURE AND THE HUMANOID SPECIMEN

This diagnostic work takes three weeks to study and oversees specific areas of targeting an opponent to elicit pain or death. Upon completion the reader gains +1 level in Assassin or Rogue class and gains a permanent +5 circumstance bonus to any Intelligence checks involved in torturing a prisoner for information. Non rogues or Assassins may also benefit in gaining the Torture special ability.

Value 10,000 gp. 5000 xp.

TORTURE (Intelligence)

The act of inflicting pain and violence on an unarmed, helpless prisoner. Torture is typically used to gather intelligence from a victim so that they give up any secrets or information that they may have. For the torture to be successful the torturer must have unrestricted access to a helpless victim. This ability may be trained in by any character class though it requires an expenditure of 1000 xp and a minimum of 2000 gp in training costs with an experienced torturer.

If these circumstances are met, the torturer must then make a successful intelligence check against a challenge level equal to the hit dice and charisma bonus of the victim. If successful, the victim suffers damage equal to the torture tool in hit points or attribute damage and gives up one piece of information. A skilled torturer does not allow his victim to die unless he wishes to. Once a victim has been reduced to 0 hit points he may be held there indefinitely so long as the torturer continues to make successful torture checks. At this point if the torturer fails his check, the victim dies. Various tools of torture may add circumstance bonuses to the torture attempt.

TORTURE DEVICE	PRICE	DAMAGE
FLENSER	20 gp. (1 lb.)	1d4+1
FINGER SCREWS	25 gp. (1 lb.)	1d2 damage and 1 point of temporary dexterity damage per finger. This damage lasts until the character has received full healing.
BRANKS (TORTURE MASK)	30 gp. (15 lb.)	1d4 points damage and 1 point of temporary Charisma damage.
PEAR OF ANGUISH	100 gp (1 lb.)	1d4 points of damage, 1d4 points of temporary Constitution.
CHAIR OF ANGUISH (SPIKED CHAIR)	500 gp, 200 lbs.	1d4 points of damage.
IRON BULL	2000 gp.	1d4 points of fire/heat damage.
HERETICS FORK	10 gp.	1d2 points of damage.
LEAD SPRINKLER	10 gp.	1d4 points of heat damage
HOT PLIERS OR TONGS	3 gp.	1d2 points of damage, 1 point of temporary Constitution damage.
IRON MAIDEN	5000 gp	1d4 points of damage.

17. MASTER BORNE'S CHAMBERS

17A. OFFICE

Master Borne, the true ruler of the Straight and leader of the Knives of Shambere in Eskadia is a much sought after assassin. Known for his efficiency and his very public executions of victims Borne's real name is not even known amongst his own people. Borne has recently begun a campaign of eradicating members of The Middlemen that he and his assassins have found poking their noses too close to the Knives of Shambere stronghold. Both the Knives of Shambere and The Middlemen have done their best to keep their little subterranean war from spilling over to the surface for now. Any destabilization of the surface, where the guard no longer has a presence in the streets could change that as both Borne and Maggie Broad-Toe make moves to seize the city for themselves. Most of this information is encountered in documents found in Borne's chambers, generally in a stack of hand written death warrants that sit on his desk.

MASTER BORNE (*He is a neutral evil changeling 16th level assassin, whose vital statistics are HD 10d6+25, Hp 57, AC 24. His primary attributes are Dexterity and Intelligence. His significant attributes are Dexterity 20 (23). He wears +4 studded leather armor of shadow (+4 to Hide Checks, and Grants Hide ability), +2 amulet of armor, +3 longsword of puncturing. He carries a potion of cure serious wounds, a potion of haste, a potion of invisibility, +3 gloves of dexterity boots of elvenkind and two doses of type VI poison that deals 4d10 points of damage and deals 1 point of attribute damage on a successful save (CL 16 when administered by Borne) and death if the save is failed. He possesses Fey Wrath, may use prestidigitation once per day, and change self once per day, charm person once per day, and assume gaseous form once per day. His Knives of Shambere special ability include Holy War, Deadly Cooperation, Weird of the Shadow Court, Ear of Shambere, Black Hand of Shambere.*)

17B. MASTER BORNE'S BEDROOM

Borne's bedroom simple bedchamber with a small brazier of hot coals to keep it warm. PCs making a successfully search the room with Wisdom check (CL 15) finds a flat stone that hides a treasure chest with Master Borne's valuables. The stone is trapped with a poisoned hail of needles trap.

The trap is +10 to hit any being within 15 ft. of the chest. Any-one thus struck is hit with 1d4 darts for 1d2 points of damage per dart. The character must then make a successful save Vs. Poison or suffer 1d2 points of constitution damage per dart. The trap may be discovered with a successful find traps check (CL 10) and disarmed with a successful disarm traps check (CL 10).

TREASURE: Borne's treasury includes (25) 500 gp gems, (100) 100 gp pearls. (1) 1000 gp pearl, 20 gold ingots worth 200 gold each, a 2000 gp tapestry of a slain dragon laying atop its pile of riches, a cursed robe of powerlessness, an arrow of dragon slaying, a +2 suit of leather armor, an ivory and jet idol of Shambere worth 2000 gp, and 10 doses of VI poison.

18. RAFTERS LANDING

A trio of flat-bottomed rafts are tied to this rafters landing. There is no appearance of any of the rafters guild about. It is not uncommon for Knives of Shambere to disguise themselves as Rafters when traveling through the subterranean pipelines. For their part the rafters know better than to raise any complaints over this practice.

19. SEWER DRAIN-WAY

This chamber appears to be a storm and sewage drain from the surface. The chamber drains into two sections, one being a narrow backwater. A clogged grating in the center of the room serves as the lair of a mimic.

MIMIC (*This large neutral creature's vital statistics are HD 7d8, Hp 40, AC 15. Its primary attributes are Physical. It attacks with a slam for 3d4 points of damage. Its special ability is adhesive, crush, immunity to acid and mimic shape.*)

20. DRAINS

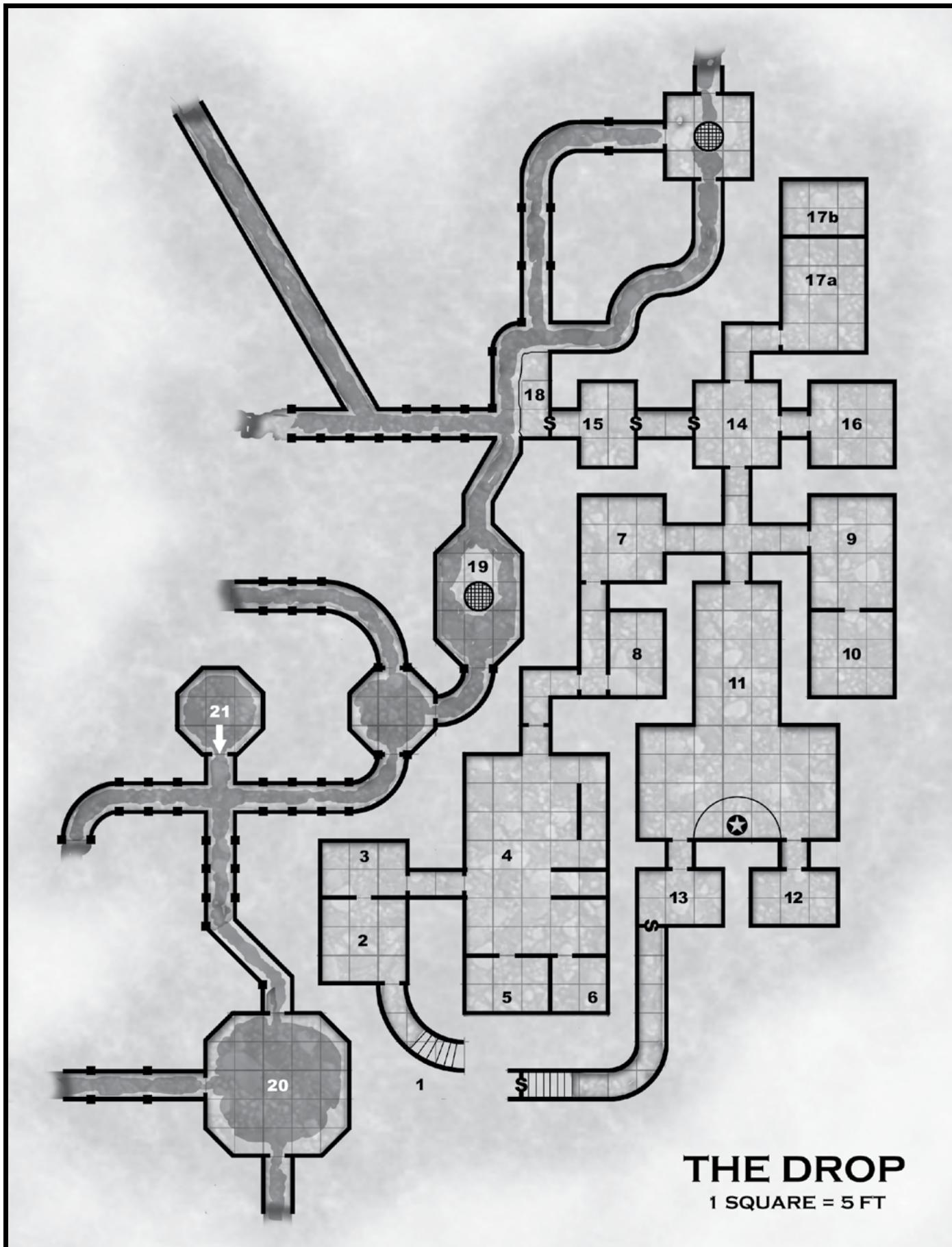
These sewer drains dump rainwater and sewage from the open gutters of the city into the main drainage pipes which feed into the bay. The grates could be pried free but anyone doing so risks a chance of being sucked into the open grate and flushed at a rate of 100 ft. per round towards the pipes under the Shoreline Piers unless a successful Dexterity save (CL 10) is made. The process takes 10 minutes, requiring the character to have the ability to breath underwater lest they drown.

21. OTYUGH LAIR

This fully submerged drain station is the home of an Otyugh that feasts on the refuse that pours down from the streets above. The creature is generally non-violent but will attack any who enter his lair.

OTYUGH (*This large neutral creature's vital statistics are HD 6d8, Hp 27, AC 17. Its primary attributes are physical. It attacks with two tentacles for 1d8 points of damage, and a bite for 1d4 points of damage. It has improved grab and inflicts infectious disease on those who are struck or bit by it unless a successful save vs. Disease (CL 6) is made. The disease deals 1d4 points of random attribute damage to the target with an onset of 1 day.*)

There is a +2 dagger and 150 copper pieces amongst the refuse.



CHAPTER 22 – BROAD TOE LANDING

MIDDLES INC.

The warehouse called Middles Inc. serves as the surface headquarters of the criminal organization “the Middlemen”. This halfling criminal enterprise is one of the most powerful syndicates in the city and is known for its use of threats, intimidation, and grand larceny. The warehouse also serves as the common entrance to the syndicate’s underground hangout “Middles Landing”.

MIDDLEMEN INC. WAREHOUSE

1A. STREET ENTRANCE

A pair of wide but low wooden sliding doors lead from the street to the interior of this cavernous structure. A quartet of middlemen and one of their curious hounds are always found within the vicinity of the entrance, day or night.

MIDDLEMEN (4) (They are neutral evil halfling 2nd level rogues whose vital statistics are HD 2d6, HP 7, AC 14. Their prime attributes are Dexterity, and Intelligence. They carry short swords, slings and a club, and wear studded leather armor. They possess middle cant, middling madness. Their packs include 2d10 gp and thieves tools.)

MIDDLE MUTT (These small neutral creatures vital statistics are HD 2d10, Hp 11, AC 16. Their primary attributes are mental. They attack with a bite for 1d6 points damage. These dogs are normal street dogs mixed with blink dog and possess the ability to blink as a blink dog at will. They do not possess the blink dog's normal teleport ability.)

The middlemen ignore visitors who appear to be on legitimate business at the warehouse, though since nobody goes to visit Maggie un-announced there is a strong likelihood that the Middlemen will turn aside any comer verbally. Should this fail they have no compunction over moving in with clubs to the knees and ankles, their Middling madness confusing and disorienting their foes as they call for backup.

1B. DOCKS ENTRANCE

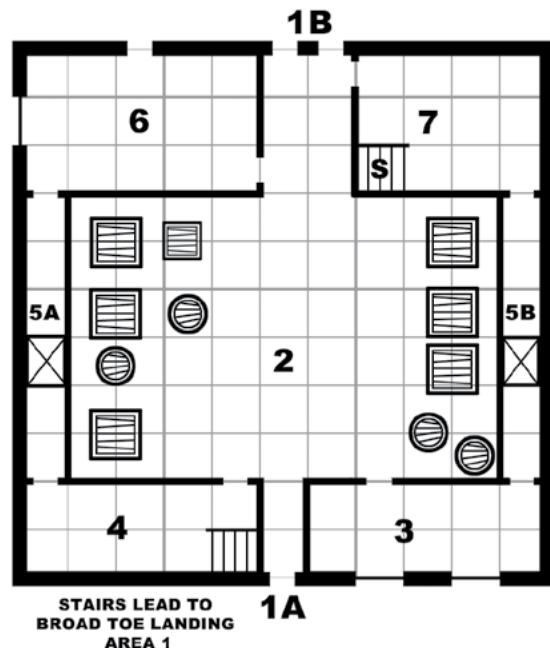
As with the street entrance.

2. GENERAL STORAGE

This large area is filled from floor to ceiling with crates and barrels of the shipping trade. Approximately half of the cargo is materials destined for shipment to foreign ports from Eskadia, and the other is material from foreign ports destined for distribution to towns and cities throughout Eskadia and across land routes to Karbosk and beyond.

Typically there are 10,000 gp worth of goods in the general storage area at any time, however the weight of the goods and the disposition of their packing is such that it would be difficult for a thief to make off with any more than a few hundred gold pieces worth of General Equipment, Provisions, and clothing.

MIDDLES INC.



Four middlemen and a Middle Mutt work the warehouse at any given time, overseeing drovers, and keeping tabs on visitors.

MIDDLEMEN (4) As Area 1.

MIDDLE MUTT As Area 1.

3. GUARD BULL PEN

The Guard Bull Pen is a bunkhouse where a minimum of four Middlemen and four middle mutts at any given time.

MIDDLEMEN (4) as Area 1.

MIDDLE MUTT (4) as Area 1.

The room has four bunks and a variety of general foodstuffs such as apples, bread, cheese, and cured sausage.

A door in the north eastern wall leads to area 5b.

4. LONG TERM STORAGE

The doors label this room as long term storage. The door is enchanted and only opens to the word “Mick Sent Me” spoken in Middle Cant. The door can be opened with a Knock spell or cut down. The room holds 10,000 gp worth of fine home furnishings such as tables, sofas, wardrobes, rugs, and carefully stored tapestries. A cellar entrance is in the southeast corner of the room. Despite the dust on the stored furniture, there is a worn path leading to the cellar that a ranger, elf, or other character with the ability to track or naturally notice concealed doors would see immediately. The staircase has a noticeably low ceiling, just over 5 ft. in height requiring any being taller than five foot to have to crouch or tilt their head in order to proceed.

CHAPTER 22 –

The stairwell leads to Broad Toe Landing, Area 1.

Another door in the northern wall leads to Area 6.

5. OUTER HALLS

5a. This hallway leads to Area 6. A pit trap mid way up the hall is a CL 10 to detect and a CL 5 to disarm. The trap is only triggered if a weight of over 100 lbs crosses the trapdoor lid. The pit is 30 ft deep and spike filled dealing 6d6 points of falling damage and being struck with 1d4 spikes for 1d4 points of damage each.

5b. As with 5a, except the hall leads to Area 7.

6. SMUGGLER'S NEST

This chamber is used by the Middlemen to hollow out normal goods to fill with contraband. The contraband they prep for shipping depends on items that are of the most unique value and profit at the destination point. Typically there are 2d4 middlemen working on stuffing a 500 lb bronze statue destined for Rhodensia with 100 lbs. of Shandimar's Ash. The statue of a mermaid is worth roughly 1500 gp to a prospective buyer, and the Ash has a street value of 32,000 gp. Being caught by the guard with more than 3 doses of Ash guarantees a stint in the Bastille. Being caught with 100 lbs. or more guarantees your execution to "set an example" to others.

MIDDLEMEN (2D4) As Area 1.

7. MAGGIE'S OFFICE

This simple office features a desk, wet bar, and book shelves filled with ledgers. All of these items refer to the legitimate business of operating a shipping company. The low desk and extremely low chairs are Halfling size, though wide enough and strong enough to support the weight of a man sized client. It is the middleman's way to bring folk down to their level, thus creating a psychological as well as physical discomfort that gives them an advantage during negotiation.

There is a 25% chance Maggie is within her office on any given day. If present she is also joined by a pair of bodyguards and her favorite Middle Mutt "Spanky".

MAGGIE'S BODYGUARD (2) (*They are Lawful evil halfling 4th level fighters/4th level rogues whose vital statistics are HD 4d10+4d6, HP 37, AC 16. Their primary attributes are Strength and Dexterity. They wear +1 studded leather and carry a +1 short-sword for (1d6+3) points of damage. They have +1 slings dealing 1d4+1 points of damage. They possess the middle-men powers of Middle Cant, Middling Madness, Time Prescience and Here and Gone. They carry 2d20 gp worth of coin and gemstones in their pouches.*)

SPANKY (*This small neutral creature's vital statistics are HD 3d10, Hp 17, AC 18. Their primary attributes are mental. They attack with a bite for 1d6 points damage. These dogs are normal street dogs mixed with blink dog and possess the ability to blink as a blink dog at will. They do not possess the blink dog's normal teleport ability. He has a collar of armor +2*)

A secret door in the southwestern wall requires a successful wisdom check (CL 10) to locate. The door is trapped with a teleport trap which is CL 9 to detect and requires a successful dispel magic spell to disable. The trap is set to trigger on any non-halfling or non Middle Mutt that touches the door. Anyone thus teleported by the trap finds themselves free falling 50 ft. above the Lighthouse in the middle of Eskadia Harbor. Anyone thus falling takes 15d6 points of damage on impact, with a 50% chance of landing in the water for half damage. Survivors who impact within the confines of the Lighthouse Naval base risk arrest by naval officers. If the trap is thwarted a low ceiling tunnel leads to Maggie's private quarters in Broad Toe Landing.

BROAD TOE LANDING

STANDARD FEATURES

HALLWAYS The hallways of Broad Toe Landing that connect the various chambers have a five foot ceiling. Movement by beings taller than 5 ft. is reduced by 25%, and all beings taller than 5 ft. also lose their dexterity bonus to armor class due to the uncomfortable position they must move in.

LIGHT Sconces are found at the intersections of the hallways and are lit with permanent light spells, casting light in a 20ft radius.

DOORS All doors and secret doors are locked unless otherwise noted and require a successful Open Locks check CL 10 to open unless a key is found amongst one of the Middlemen guards.

PIT TRAPS They are CL 10 to detect and a CL 5 to disarm. The trap is only triggered if a weight of over 100 lbs crosses the trapdoor lid. The pit is 30 ft deep and spike filled dealing 6d6 points of falling damage and being struck with 1d4 spikes for 1d4 points of damage each.

1. STAIRWAY FROM WAREHOUSE AREA 4.

This landing ends at the Storage cellar. The ceiling is low here, being only 5 ft. high and requiring beings of medium height or taller to crouch in order to

2. STORAGE CELLAR

This is the storage cellar for the Middles Inc. Warehouse. At first glance it appears to contain little more than kegs and boxes of expensive brandy and wine. The various bottles and barrels have 2500 gp worth of wine, brandy, and other beverages. A more thorough search via a successful Track check (CL 10), or Wisdom check (CL 15) or find Traps check (CL 10) reveals a hidden door within a large ale keg pushed against the eastern wall.

The keg is trapped with an impaling spike trap which requires a successful Traps check (CL 10) to locate, and (CL 14) to disarm. If the trap goes undiscovered and the secret door is attempted the trap springs engaging 5 spears that stab forth to impale the victim from all directions for 5d8 points of damage on a successful attack roll with a +10 to hit. The spears deal double damage on a natural 20.

The door opens into a dimly lit passage with 5 foot ceilings.

3. BUNKHOUSE

This is a bunkhouse used by Middlemen who are currently on the lam, or just need a room to crash out in after a night of drinking and gambling in the tavern. There is a 50% chance that 1d6 middlemen are in a bunkhouse at any given time. The bunkhouses have three sets of bunk beds and are capable of sleeping six Halflings comfortably.

If empty, the rooms hold nothing more than fresh linens and a basin of clean water.

MIDDLEMEN (They are neutral evil halfling 2nd level rogues whose vital statistics are HD 2d6, HP 7, AC 14. Their prime attributes are Dexterity, and Intelligence. They carry short swords, slings and a club, and wear studded leather armor. Their packs include 2d10 gp and thieves tools.)

4. CAPO'S BUNK

These chambers are set aside for ranking middlemen of at least 4th level who need a place to hide out. Bosses serve a turn of guard duty at least once a week, so a Boss's bunk has a 50% chance of being occupied at any given time.

MIDDLEMAN CAPO (They are lawful evil halfling 5th level rogues whose vital statistics are HD 5d6+5, HP 22, AC 16. Their prime attributes are Dexterity, and Intelligence. They carry +1 short swords, slings and a club, and wear +1 studded leather armor. Their middlemen abilities are middle cant, middling madness, time prescience and here and gone. And dirty dealings. Their packs include 5d10 gp worth of various coins, 2 potions of cure light wounds, a potion of invisibility, a potion of haste, and thieves tools.)

5. THE VAULT

The name is a misnomer, though the vault does contain a variety of treasures. The vault serves mostly as a museum to the opulence of the syndicate's wealth and power. Within the vault is a gold and gemstone inlaid sarcophagus worth 10,000 gp, a series of oil paintings of dragons and scantily clad women by the renowned gnomish artist El More worth 2000 gp each, and a 2,000 gp rug. Other items which line the walls are an archival series of historical books, famous lineages, maps, and exact floor plans of the majority of buildings throughout Eskadia and various other cities of the West. Searching these stacks requires 1d4 hours and a successful Intelligence check CL 10 to find the correct map or information one would seek. A bard could do this in half of the time. Success means that whatever information or map the players are searching for is found. Several chests within the vault contain material spell components and items used in the enchanting of magic arms, armor, and potions valued at 10,000 gp. The chests are locked with lock spells.

The vault is tended by Bortolomeo, and his apprentices. Bortolomeo is the Middlemen house wizard and tends to the magical traps and enchantment of middlemen gear.

BORTHOLOMEO QUICK (He is a neutral evil Halfling 12th level wizard, 5th level rogue. His vital statistics are HD 10d3+12+5d6+6. HP 55, AC 21. His primary attributes are Dexterity and Intelligence. His significant attributes are Intelligence 18(20), Dexterity 20. He wears a robe of blending, bracers of armor +3, a ring of protection +3, a wand of invisibility, a Circlet of Intellect (+2 Intelligence), a staff of Evocation, a +2 shortsword, thieves tools. He possesses the middle-men powers of Middle Cant, Middling Madness, Time Prescience and Here and Gone. Spells (0th—Arcane Mark, Dancing Lights, Detect Magic, Detect Poison, Ghost Sound, Mage Hand. 1st—Alter Size, Burning Hands, Charm Person, Hold Portal, Magic Missile, Shocking Grasp. 2nd—Acid Arrow, Detect Thoughts, Invisibility, Mirror Image, Protection from Arrows, Ray of Enfeeblement. 3rd—Dispel Magic, Fly, Haste, Invisibility Sphere, Lightning Bolt. 4th—Charm Monster, Fire Shield, Minor Globe of Invulnerability. 5th—Cone of Cold, Hold Monster, Transmute Mud and Rock. 6th—Chain Lightning, Mass Suggestion.

MIDDLEMEN SPELL THIEVES (4) (They are lawful evil Halfling 5th level wizard, 3rd level rogues whose vital statistics are HD 5d4+3d6, Hp21, AC 14. Their primary attributes are intelligence and dexterity. They wear bracers of armor +2 and carry wands of magic missile and a +1 shortsword. Their typically memorized spells are (0th—Detect Magic x2, Detect Poison, Ghost Sound, Mage Hand. 1st—Alter Size, Charm Person, Magic Missile, Shocking Grasp. 2nd—Acid Arrow, Protection From Arrows. 3rd—Haste)

5A. BORTHOLOMEO'S QUARTERS

The door to this chamber is locked with explosive runes which deal 6d6 points of damage when detonated, are a CL 12 to discover, and may only be disarmed with a successful Dispel Magic spell vs. a 12th level caster. The door is also locked with a Lock spell. The chamber beyond has a nice woven rug, a bed, and bookshelves containing Bortolomeo's spell books. The contents of the spellbooks include his various prepared spells plus 2d10 additional spells of the Castle Keeper's choice. If the Castle Keeper happens to be the author, that number would be zero.

Additionally there are another 5000 gp worth of spell components and materials used in the manufacture of magical items such as enchanted arms and armor, and enough bits of enchanted equipment to include two suits of Halfling sized +1 leather armor of shadows.

ARMOR OF SHADOWS

This light armor is infused with the stuff of shadow granting a bonus to hide checks equivalent to the defensive bonus of the armor.. Additionally it grants the wearer the ability to hide as a rogue. This enchantment costs double the standard enchantment cost for traditional armor to manufacture. For example a +1 suit of armor would cost 2000 gp worth of materials to manufacture, and requires the dust of an undead shadow or scales of a shadow demon to craft.

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6. EVERWICK'S POUND

Everwick the barkeep is tasked with keeping this secret back door to Broad Toe Landing safe from unwanted intruders. As such he keeps his dog pound here with six hungry, well trained Middle Mutts.

MIDDLE MUTTS (6) *This small neutral creature's vital statistics are HD 3d10, Hp 17, AC 16. Their primary attributes are mental. They attack with a bite for 1d6 points damage. These dogs are normal street dogs mixed with blink dog and possess the ability to blink as a blink dog at will. They do not possess the blink dog's normal teleport ability.*

Everwick keeps a bunk here where he tends to map with his dogs when not tending bar in the Landing. The secret door leading to the sewers is trapped with explosive runes trap, which deal 6d6 points of damage when detonated, are a CL 12 to discover, and may only be disarmed with a successful Dispel Magic spell vs. a 12th level caster. The door is also locked with a Lock spell cast at the 12th level. Only Bortholomeo, Everwick, and Maggie Middles know the secret password into and out of this room.

7. THE LANDING

This subterranean tavern is the hub of activity for the Middlemen Syndicate. The chamber is stuffed with tables and a long bar lines one wall. The ceilings to the Landing are 8 ft. high and a roaring fire pit warms the center of the chamber, vented by a chimney in the ceiling. As may be imagined, the room fairly blusters with middlemen and their associates, though is noticeably absent of any “big folk”.

MIDDLEMAN CAPO (1D2) *(They are lawful evil halfling 5th level rogues whose vital statistics are HD 5d6+5, HP 22, AC 16. Their prime attributes are Dexterity, and Intelligence. They carry +1 short swords, slings and a club, and wear +1 studded leather armor. Their middlemen abilities are middle cant, middling madness, time prescience and here and gone. And dirty dealings. Their packs include 5d10 gp worth of various coins, 2 potions of cure light wounds, a potion of invisibility, a potion of haste, and thieves tools.)*

Each capo is joined by his crew of 1d6 middlemen and 1d2 apprentice spell thieves.

MIDDLEMEN (1D6) *(They are neutral evil halfling 2nd level rogues whose vital statistics are HD 2d6, HP 7, AC 14. Their prime attributes are Dexterity, and Intelligence. They carry short swords, slings and a club, and wear studded leather armor. They possess middle cant, middling madness. Their packs include 2d10 gp and thieves tools.)*

MIDDLEMEN APPRENTICE SPELL THIEVES (1D2) *(They are lawful evil Halfling 2nd level wizard, 3rd level rogues whose vital statistics are HD 2d4+3d6, Hp 15, AC 14. Their primary attributes are intelligence and dexterity. They wear bracers of armor +2 and carry wands of magic missile and a +1 short-sword. Their typically memorized spells are (0th—Detect Magic x2, Detect Poison, Ghost Sound, Mage Hand. 1st— Magic Missile, Shocking Grasp.*

The landing is run by Everwick, a syndicate underboss in his own right, who often serves as immediate fence for the Middlemen's lesser larceny.

EVERWICK *(He is a Neutral Evil male Halfling 8th level rogue whose vital statistics are HD 8d6+6hp 27 AC 17. His prime attributes are Dex and Int. His significant attributes Str 21, Dex 17, and Int 14. He wears +3 leather armor. He carries a +2 dagger, a +2 hand axe, a potion of invisibility, and a ring of shooting stars. He has the Middle Cant, Middling Madness, Dirty Dealings, Time Presence, Here and Gone, and Keyless Entry Middleman Abilities.)*

Halflings, and select invited gnomes and dwarves may drink and feast upon the following items. That is not to say others may not enjoy the landing's delicacies. Instead it is simply the fact that big folk are never really admitted into the landing by their own choice or as invited guests in the first place. Most dealings with large folk take place at the Middlemen's casino “the Hoary House”.

BILL OF FAIR

Half Pint Ale –2sp
Grappa de Patellan –1gp
Middle Estate Red Wine –1sp/glass
Broad Toe Amaretto –8sp
Limoncello –2gp
Everwick's Special –1gp
Prosciutto and Pepperoni Sandwich –2sp
Roast Cornish Hen –1gp
Feast of Seven Fishes- 10 gp
Middle Dog (Sausage, Peppers, and Onions on Roll)—4sp
Spaghetti and Meatball –3sp

7A. PRIVATE BOOTHS

The three private booths marked 7a are sound proofed as by a Silence spell from any listeners on the outside, and permanently enchanted with Non-Detection spells so that middlemen capos and their crews may meet and plot criminal activities without fear of being observed by sorcerers in the employ of their marks. There is a 50% chance they are occupied by a capo and 1d4 of his associates as detailed above.

7B. SECRET BOOTH

This booth is similar in every way to 7a with the exception that the booth has a secret door in the back which leads to the Don's quarters where Maggie, Micky, and Patellan keep secret quarters away from their prospective lairs. The secret door is locked with an Lock spell whose password is known only to Maggie, Micky, Patellan and Bortholomeo.

7C. LANDING STAGE

A performance stage where Paoli the Clown tends to perform for the audience. Paoli is a comedian and sometime crooner who is also the best bookmaker and odds layer in the Middleman Syndicate.

He can be seen performing on the Landing stage four nights a week.

PAOLI THE CLOWN (*He is a chaotic evil 7th level Bard/3rd level Rogue whose vital statistics are HD 7d10+3d6, Hp 51, AC 20. His primary attributes are Dexterity and Charisma. His significant attributes are Dexterity 17, Charisma 18. He wears +2 chain shirt, and carries a +1 shortsword of quickness allowing him two attacks per round. He keeps a hat of disguise which he uses in his act to impersonate miniature versions of local politicians and den lords. He has the Middle Cant, Middling Madness, Dirty Dealings, Time Presence, Here and Gone*)

7D. PAOLI'S DRESSING ROOM

Paoli keeps this dressing room just off the landing stage. The room is decorated in lavish style with four paintings valued at over 1000 gp each, including a portrait of Paoli in clown face. The far end of the room has a miniature dressing table and silver polished mirror which weighs 20 lbs and is worth 300 gp. The drawers are filled with 300 gp worth of makeup, cologne and other performance materials. 2 doses of Shandimar's ash are stashed in a drawer requiring characters to make a successful Wisdom check CL 10 to discover. A jewelry box is filled with 100 platinum pieces, and another 600 gp worth of costume jewelry. The finely woven Arutanian rug on the floor is worth 1000 gp and weighs 50 lbs.

A wall safe hides most of Paoli's book keeping operation. The safe is a CL 10 to find with a Wisdom check or a rogue's find traps check. The safe itself is trapped with a poison dart trap which is +10 to hit and deals 1d4 points of damage plus 1d4 points of constitution damage on a successful save, and death on a failed save. The trap is a CL 10 to disarm. The safe itself is locked and requires a CL 12 open locks check to open. The documents within the safe include names and information on wrestlers, boxers, horse breeders, duelists, who are on the take, owe money, or can be bought, and the winning numbers in the street racket for the next year. The information could be worth 1d4 1000 gps per month in the right hands.

8. THE HEAD

These chambers contain multiple lavatory holes carved into polished wooden seats over shafts which lead to freshwater channels that drain to the sewer of the city. There is a 50% chance that 1d4 middlemen are occupying the head at any given time.

9. PROFIO'S SHOP

Profio is the gear designer for the Syndicate and crafts the majority of their tools and equipment. Trained by dwarves, Profio only sells his wares to members of the family. He is known to purchase weapons and armor collected in heists and raids that his brother Everwick has no use for.

Profio keeps a goodly supply of rope, lockpicks, pouches, packs, boots, knives, hand crossbows, Halfling sized crossbows, bolts, slings, shortswords, iron spikes, and so on as detailed in the PHB. Profio takes orders for a variety of gear and can produce equipment of exceptional quality that may in turn be enchanted by Bortholomeo Quick.

There is at least one of any given common thieving item of Halfling size within the shop, and a 50% chance of any expertly crafted items of the same type.

There is a 25% chance that Profio is in his shop working at any given time. When he is not in his shop he may be in the city (25%), at the Landing (25%) or in his personal chambers (25%).

PROFIO (*He is a Neutral Evil male Halfling 10th level rogue whose vital statistics are HD 10d6, Hp 36, AC 17. His prime attributes are Dex and Int. His significant attributes Str 21, Dex 17, and Int 14. He wears +2 studded leather armor. He carries a +2 dagger, a +2 rapier, a potion of invisibility, and a ring of elemental resistance (fire). He has the Middle Cant, Middling Madness, Dirty Dealings, Time Presence, Here and Gone, and Keyless Entry Middleman Abilities.*)

10. DOG POUND

This kennel serves as the main sewer side gate to the Broad Toe Landing. There are a dozen dogs and their trainer Carmina here at all times. Any non member of the syndicate or anyone entering who isn't in the company of a Middleman is set upon by Carmine and her dogs instantly.

CARMINA (*She is a neutral evil Halfling 6th level ranger /3rd level rogue whose vital statistics are HD 6d10+6+3d6+3. Hp 42, AC 17. Her primary attributes are Strength and Dexterity. Her significant attributes are Strength 15, Dexterity 16. She carries a +2 shortsword, and +2 studded leather armor, a potion of invisibility, and a potion of cure serious wounds, as well as 2d10 gp, a diamond worth 200 gp, and a small bag of holding. She has the Middle Cant, Middling Madness, Dirty Dealings, Time Presence, Here and Gone, and Keyless Entry Middleman Abilities.*)

MIDDLE MUTTS (8) (*This small neutral creature's vital statistics are HD 3d10, Hp 17, AC 16. Their primary attributes are mental. They attack with a bite for 1d6 points damage. These dogs are normal street dogs mixed with blink dog and possess the ability to blink as a blink dog at will. They do not possess the blink dog's normal teleport ability.*)

11. TRAINING GROUNDS

This maze like complex of rooms is designed with the intent of training middlemen initiates in the finer arts of using their powers and honing their thieving skills.

A. The Little Maze

This maze is constructed to look exactly like the twisting alleyways of the city. Filled with secret doors the real objective of this section of the training facility is to find the way into the hall of pick-pocketing without setting off any of the traps and killing oneself. Most middlemen are initiated into the maze by higher

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level capo's and don's. They are only forced to take on the maze alone when they are being tested to see if they have what it takes to become "made" members of the organization.

The Little Maze contains six secret doors, each trapped with a deadly trap. To determine which trap a character finds consult the chart below.

1. **Scything Blade Trap** (This trap is CL 10 to find and CL 5 to disarm) the blade is +10 to hit and deals 3d8 points of damage on a successful hit with double damage on a natural 20 unless a successful Dexterity Save (CL 8) is made to avoid the additional damage.
2. **Hail Of Arrows Trap** (This trap fires off a canister full of razor sharp arrows. The trap is CL 10 to discover, CL 6 to disarm) and is +11 to hit. On a successful strike the target is hit with 1d6+2 arrows, taking 1d6 points of damage per arrow.
3. **Iron Cage Trap** The trap drops an iron cage over the one who triggers it. The trap is a CL 10 to locate, CL 7 to disarm. The trap deals no damage but imprisons the character(s) within a 5x5 section of hallway. The following round 1d4 ghouls drop in from a chute above.
4. **Mmm Pudding** This trap releases a black pudding which has been held dormant in a ceramic canister above the doorway. The pressure plate is CL 8 to detect and CL 3 to disarm. If the trap is triggered the black pudding pours from the ceiling onto the head of the unsuspecting victim, automatically dealing 3d6 points of acid damage.

BLACK PUDDING (This neutral ooze's primary attributes are HD 10d10, Hp 50, AC 3. It attacks with a slam for 3d6 points of acid damage. Its special attack is to constrict its victim for double damage within 1d4 rounds. The black pudding is immune to acid, cold, and electricity and splits into two such creatures if struck with edged weapons.)

5. **Impaling Spear Trap** (This trap is a CL 11 to detect and CL 6 to disarm. Once the trip plate has been set, impaling spears strike the target from top, bottom, left and right, effectively shish kabobbing the target for 6d6 points of piercing damage unless the victim makes a successful dexterity save to jump out of the way in time.
6. **Ye old Smushed in the Ceiling Trap** This trap is a CL 5 to detect, but a CL 12 to disarm and is perhaps one of the more insidious traps in the dungeon. Powerful tension springs in the floor cause the floor plate to trigger, firing the target and the floor plate into the ceiling above, causing death on a failed dexterity save of CL 12. On a successful save the target is partially crushed as they are flung into the ceiling and then splatter on the floor taking 6d6 points of damage.

TREASURE CHESTS

The little maze is dotted with three trapped treasure chests. Each of the chests is set with a summon monster spell that triggers in the event that the chest is unsuccessfully picked and the trap unsuccessfully disarmed.

The summon monster traps are CL 12 to detect, CL 12 to disarm, and their locks are CL 6 to pick.

1st Chest

This chest, when opened inappropriately releases a hydra into the cramped corridor.

HYDRA (This neutral seven headed hydra's vital statistics are HD 7d8, Hp 35, AC 17. Its primary statistics are Physical. It attacks with seven heads which bite for 1d10 points of damage per successful hit.)

If successfully disarmed and opened the chest contains a map of the maze.

2nd Chest

If this chest is opened inappropriately, a behir is summoned.

BEHIR (This neutral evil magical beast's vital statistics are HD 9d10, Hp 45, AC 20 its primary attributes are Physical. It attacks with a bite for 2d4 points damage, a slam for 1d4+1 points damage, and 6 claws for 1d6 points of damage each. Its special attacks are an electrical breath weapon for 9d6 points of damage, constrict, improved grab, rake, swallow whole. The behir cannot be tripped.)

If successfully opened the chest contains a chime of opening, which will open any of the secret doors without triggering the traps.

3rd Chest

If opened inappropriately this chest summons a Dragonne.

DRAGONNE (This neutral magical best's vital statistics are HD 9d10, Hp 45, AC 18. Its primary attributes are mental and physical. It attacks with a bite for 4d6 and two claws for 1d8 points of damage. Its special attacks are roar which causes 1d4+5 points of strength damage to all foes within 120 ft.)

The third chest contains a pair of boots of levitation which may aid the traveler in avoiding physical touch plates of many of the traps in the little maze.

11B. PICKPOCKET'S HALL

This hall is filled with animated mannequins used by the Middlemen to train in their pick-pocketing skills. There are a half dozen mannequins, each attired as the typical "man on the street" in Eskadia, and outfitted with daggers, coin purses, and jewelry valued at approximately 400 gp per mannequin.

The items adorning these mannequins are pressure sensitive and enchanted with a magic mouth which goes off if a pick pocket

attempt is failed. The challenge level for lifting any given item off of a mannequin starts at CL 3 and increases by two for each additional item lifted from any of the mannequins in the chamber. Each mannequin has a minimum of $1d4+2$ items upon its person, thus a mannequin may have a dagger, necklace, coin purse, ring, and bracelet. Often Figaro, the pickpocket trainer, will have a prospect attempt to lift every item off of the mannequins or attempt to lift one item from each of the mannequins in the chamber.

If the attempt to pickpocket the mannequin fails a magic mouth shrieks "thief" and all mannequins animate, attacking the pickpocket with club like arms.

PICKPOCKET MANNEQUIN (6) (*These neutral animated constructs vital statistics are HD 4d10, Hp 20, AC 18. They attack with two slams for 1d8 points of damage per strike. They are immune to magic but suffer double damage from fire.*)

11C. THE RANGE

This range is used for target practice by Middlemen slingers and archers, and is a common area where capo's will bring their crews in to bet on the skills of their fellows. On rare occasion Maggie has been known to bring a syndicate enemy down to the range and allow her crews to use them as target practice. The range is roughly 30 ft long, giving the middlemen an excellent opportunity to hone their point blank shooting skills.

A careful search of the area near the targets (Cl 8) detects dried blood and a signet ring owned by Darbinis, an assassin missing from the Knives of Shambere. Proof of his murder at the hands of the Middlemen would go far in gaining the trust of the Knives of Shambere, possibly goading them into direct action against the Middlemen.

11D. FIGARO'S QUARTERS

Figaro, the lead trainer for the middle men keeps his quarters here within the training grounds. His small cozy room is hung with the various tools of his trade, and trophies taken from his various burglaries and heists. Although Figaro may be found anywhere in the training grounds, he is most often found in his chamber during the morning to mid day hours sleeping off his late night activities.

FIGARO (*He is a lawful evil Halfling thief whose vital statistics are HD 10d6+10, Hp 42, AC 21. His primary attributes are dexterity and intelligence, and his significant attributes are Dexterity 19, Intelligence 15. He wears +3 studded leather armor, a +2 ring of protection. He carries a +2 rapier and a +2 sling as well as a potion of gaseous form, a potion of invisibility, a potion of cure serious wounds, and a small bag of holding. Figaro keeps a 2000 gp painting titled "Maiden of Rath Cuirthal" which is allegedly a portrait painted of Shambere by the demon prince Mocavallo. The painting itself is coveted by the Blades of Shambere and was stolen from them some time ago. Other items include (10) 1000 gp gems, a 2000 gp diamond and scroll of raise dead which will only raise Figaro in the event he is killed, 10 cp, 20 sp, 20 gp, and 100 platinum. He has the Middle*

Cant, Middling Madness, Dirty Dealings, Time Presence, Here and Gone, and Keyless Entry Middleman Abilities.)

12. INTERROGATION CHAMBER

This chamber is used by the middlemen to interrogate those that they catch too close to their operation or otherwise meddling in their affairs.

The chamber contains a rack, finger screws, tongs, a chair of anguish and lead sprinkler as well as three cells, two of which are currently occupied by members of the Itrugio and Benvolio clans, as the Middlemen are also curious as to the identity of the Jack.

Two torturers occupy the room at any given time although typically Maggie and Patellen oversee most of questioning that needs to be done. Although the torturers have expertise in all the equipment in their chamber, they prefer simply tying their victims to an iron chair and beating them with cestus.

TORTURERS (2) (*They are lawful evil Halfling 4th level fighters 3rd level rogues whose vital statistics are HD 4d10+3d6, Hp 34, AC 15. Their primary attributes are Strength and Dexterity. They are armed with +1 clubs dealing 1d6+2 points of damage, or cestus that deal 2 points of damage per hit. They also carry a whip. They wear spiked and studded leather armor and have 2d10+10 gp worth of gold teeth in their pockets. They possess the Middle Cant, Middling Madness, Dirty Dealings, Time Presence*)

13. MAGGIE'S HIDDEN QUARTERS

This suite of chambers is used by Maggie Middles when she is away from her manor house in the city, or in the event that the Middlemen need the added protection of the Broad Toe Landing.

A. Foyer

The secret door to the Foyer is requires a successful Wisdom check (CL 15) to locate. It is trapped with explosive runes which deal 6d6 points of damage when detonated, are a CL 12 to discover, and may only be disarmed with a successful Dispel Magic spell vs. a 12th level caster. The door is also locked with a Lock spell, and a complex physical lock which is CL 15 to unlock.

B. Living Quarters

This area contains a stuffed couch, fine Rhodensian rug, tapestries, and a makeup table with 1000 gp worth of makeup, and a silver mirror worth 500 gp that weighs 10 lbs. An oak wardrobe along the north wall is filled with a variety of silk gowns, dresses, shoes, furs, and chemises of non-magical nature that are Halfling sized and easily worth 5600 gp.

A hidden panel in the side of the makeup table requiring a Wisdom check (CL 14) to locate holds 2 pots of "oil of ethereality", in the event a quick escape from the compound must be made.

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C. Maggie's Bed chamber

This bed chamber contains a small sized goose down stuffed bed. The bed is covered with ermine, sable and silk sheets worth 1200 gp.

A hidden safe in the floor is trapped with a teleport trap which is CL 12 to discover and CL 12 to disarm. The safe is locked with a standard lock which is CL 14 to unlock plus an lock spell which is triggered to Maggie's touch and would require a knock or dispel magic spell to disable. If triggered the thief is teleported naked to a cell in the Bastille where they are assumed to be any other unfortunate prisoner.

Within the chest is a portable hole containing 10,000 platinum pieces, 10 gold bars worth 1000 gp each, a +2 dagger, a +2 shortsword, twenty 1000 gp gems, twenty 100 gp. gems a 500 gp pearl, a 2000 gp sapphire, three potions of cure moderate wounds, and a map leading to the pirate hideout of Um-brego Cove.

14. PATELLAN'S HIDDEN QUARTERS

Similar to Maggie's quarters in layout, with the exception that these chambers are seldom used, and thus less well adorned.

A. Foyer

As 13 A.

B. Parlor

A couch and chairs, and an end table containing a 300 gp box of cigars and 100gp bottle of brandy with dust covered snifter sit in one corner.

C. Bed Chamber

A portrait of Micky Middles hands on the wall, behind which is hidden a wall safe which is trapped with a fireball trap dealing 12d6 points of damage to all within the room unless discovered (CL 12) and disarmed (dispel magic).

Within the wall safe is an extensive map of the sewer systems and paperwork indicating the significant inroads the middlemen have between the various noble families and the Prince. Aside from the documents the safe contains ten 1000 gp sapphires, two 2000 gp diamonds, 300 platinum pieces, 100 gp, 100 sp, and 100 copper pieces in a small bag of holding.

15. MICKEY'S HIDDEN CHAMBER

Mickey's hidden quarters are known to only a few of the Middlemen . they have been "abandoned" for many years as Mickey spends his time exploring the vast alternate universes he has access to, while thieving anything that he can get his hands on.

A. Secret Entrance and Foyer

The secret door to Mickey's hidden chamber requires a (CL 16) Wisdom check to find. It is trapped with a disintegrate spell cast by an 18th level caster. The trap triggers on anyone who

is not of the Middles bloodline. The trap may be temporarily avoided if dispelled, though Maggie doesn't trust Bortholomeo enough to ask, nor would Bortholomeo wish to intrude upon the domicile of the Capo Primeo of the Middlemen.

The door is also locked with a lock spell and traditional lock which is a CL 18 to unlock.

Inside the foyer is a dust covered pair of boots of elvenkind, and boots of water walking.

B. Mickey's Kennel

This kennel once housed Mickey's prized dogs, but is now empty save for some chewed bones hidden under two inches of dust. A successful search of the dust requiring a successful Wisdom check (CL 10) uncovers a +2 amulet of armor attached to a studded dog collar.

A secret door in the northern wall opens into area 15c. The door is difficult to find and requires a successful Wisdom check (CL 14) to notice. Like the other door it is locked to the touch of any save one of the pure Middles blood line, unless dispelled against a lock spell cast by an 18th level caster.

C. Mickey's Study

Like the other chambers in Mickey's apartment, the entire chamber is filled with several years worth of thick dust. A couch sits on one end of the room and portraits of various famous middlemen dons, including a likeness of Mickey himself adorn the walls. The six paintings are worth roughly 500gp each. A large Rhodensian rug carpets the floor. The rug is actually a murderer's rug.

MURDERERS RUG

This seemingly extremely valuable rug is a parting gift designed to trap would be thieves in manor houses and princely estates. When walked across by any save those the rug has been programmed to recognize, the rug springs to life, enveloping its prey and smothering them. Any beings thus standing on the rug must make a Dexterity save (CL 12) or be wrapped within the rug suffering 2 points of constitution damage from constriction per round until the rug is destroyed or its victim is killed. They may make a Strength save (CL 12) vs. constriction may be made each round in an attempt to wriggle free from the rug. The rug itself has 100 hit points, and an AC of 15, but is immune to non magical weapons. Beings trapped within the rug suffer half damage from any attack directed against the murderer's rug. A being may be freed with a successful remove curse spell causes the rug to immediately return to rug state and free its victims.

D. Mickey's Bedroom

This chamber held Mickey's private bedchamber. The bed was seldom used while Mickey still ran operations for the Middlemen as Mickey was hands on in almost all aspects of the syndi-

cate. The small dust covered bed is covered with 500 gp worth of silk sheets and velvet comforter. A small wooden desk sits in the opposite corner, upon which sit a vial of invisible ink, a stack of fine vellum, maps to numerous buildings and structures within the city, a +3 manual of quickness in action. A secret panel within the desk is trapped with a poison needle which requires a CL 18 to find, and CL 18 to disarm. Anyone stuck with the needle must save vs. poison CL 18 or die. Those making a successful save suffer 2d6 points of Constitution damage.

The secret panel opens to reveal a special genie bottle. Rubbing the bottle summons Al Chasisi the Efreet. Al Chasisi is bound to Mickey through blood pact and owes Mickey one more wish. Anyone freeing Al Chasisi from the bottle may ask the Efreeti for the key to Mickey's sanctum. If they ask any other question of Chasisi, the Efreet attacks. Once "destroyed" Al Chasisi returns to her bottle, and from there to her dwelling in the City of Brass until such time as she is regenerated of mortal damage, which typically takes 30 mortal days.

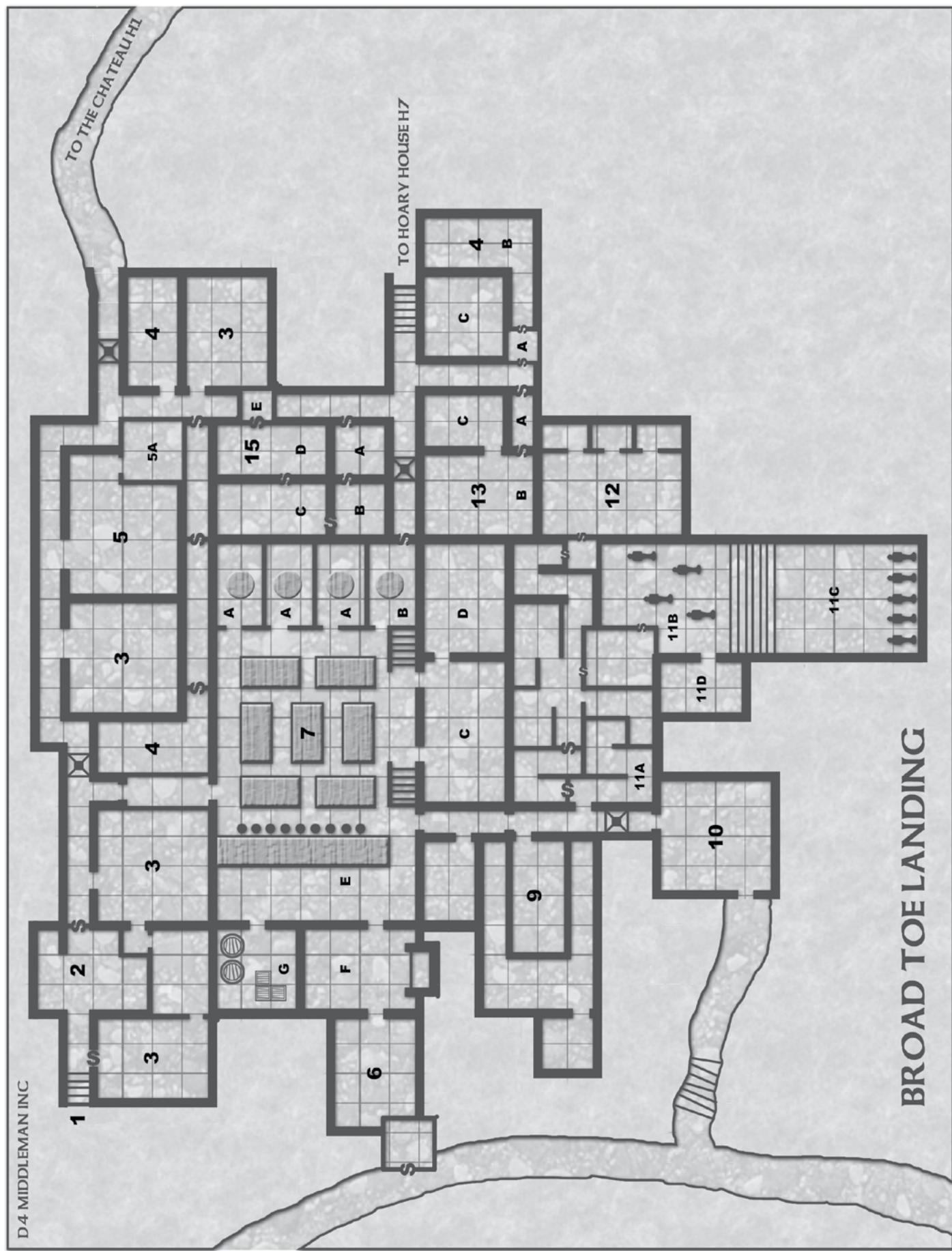
AL CHASISI (She is a Large Lawful Evil Efreeti. Her vital statistics are HD 10d8, Hp 50, AC 18. It attacks with a slam for 2d8 points of damage and has the following spell like abilities Detect Magic, Produce Flame, Pyrotechnics, Scorching Ray (1 ray) invisibility (3/day), Wall of Fire (3/day), Wish granting (3/day), Gaseous Form, Permanent Image, and Polymorph Self, Plane Shift 7/week.)

A secret door in the eastern wall requires a CL 14 wisdom check to find. The secret door on the western wall is locked and requires a special key of which only Mickey and Al Chasisi possess a copy of.

E. Portal Chamber

This chamber contains the well of worlds, an artifact that Mickey stole years ago, and allowed him access to the planes that taught him much of his time shifting abilities. The portal appears as a mirror built into the far wall. When approached and the command word uttered, the mirror opens a dimensional portal to whichever plane of existence is concentrated on. Somewhere on one of the infinite planes, it is believed Mickey still wanders spreading the middling Madness amongst Halfling clans wherever he goes.





CHAPTER 23 – THE TOLL TOWER



he toll tower stands as a tower which once held the bastion of an ancient and now crumbled wall, is also referred to as the Hangman's tower, as it was used as the place of final judgment prior to the construction of the Bastille. The tower is largely avoided by those few living souls in this nearly abandoned Pitts neighborhood. Due to the Tower's haunted reputation, the Toll Tower serves as headquarters for the Cult of Night.

1. ENTRANCE

Huge open portal was once bridged by a pair of iron bound oaken doors that were long since splintered for firewood. An iron portcullis remains closed to all save those cultists brought for worship by the thunder of the tower's bells.

2. CENTRAL HALL

Inscribed upon the floor of the tower base is the skull and rood of Nartarus, cased in silver beneath the smirch of blood. Hundreds of skeleton filled alcoves line the walls from the floor to the very heights of the bell chamber itself. A stone staircase circles skyward to the bare sky above.

Beside the portcullis stands the winch and chain used to lift or drop the spiked iron gateway.

Worshippers of Nartarus may remain within the Central Hall unmolested for as long as they wish. Though non-worshippers need know their own fear as every 2 rounds 1d6 skeletons animate from the alcoves and attack any intruders. This continues until at least 100 animated skeletons have been destroyed, or the intruders have fled the Toll Tower. The skeletons do not chase intruders beyond the portcullis or into the streets of Eskadia.

SKELETONS (*These neutral undead creatures vital statistics are HD 1d12, Hp 6, AC 13. They attack with spears for 1d8 points of damage.*)

While exploring the Central Hall, a successful Wisdom check of (Challenge Level 4) reveals a secret passage which may only be activated by sacrificing a drop of living blood upon the nail of each skeletal finger inlaid upon the floor. A staircase then appears in the mouth of the Skull leading to the Worship Chamber and Wysemon's lair below. Knowledge of how to bypass the entrance may only be gained by a Bard with a successful lore check (Challenge Level 6), a legend lore spell, the successful interrogation of a cultist, or some other form of divination.

3. THE BELL RAFTERS

Atop the staircase is a rickety platform used by bell ringers in days long past to summon the public to the execution of prisoners. The floor is far too unstable now, requiring a successful Dexterity check (Challenge Level 5) to navigate without falling through the floor to the Hallway below. Characters failing their Dexterity check suffering 10d6 points of falling damage.

Amongst the massive bells hide a quartet of imps whose purpose is to ring the bells that summon worshippers to their unholy mass.

IMPS (4) (*These lawful evil creatures vital stats are HD 1d8, Hp 5, AC 15. Their primary attributes are Mental and Physical. They attack with a bite (1d4), or stinger 1+venom (2 pts damage per round for 4 rounds unless save vs. poison is made). Special Imps regenerate 1 point of damage per round, have SR of 3, Darkvision of 60 ft. and may become invisible at will.*)

4. THE CATHEDRAL OF NARTARUS

A 30 ft. staircase leads to the worship hall below.

The worship hall below the floor of the Toll Tower features a conical subterranean chamber. Alcoves cut along the inside of its walls are filled with the skeletal remains of worshippers dating to long forgotten times prior to the coming of Shandimar, and likely prior to the time of Eskadia'd settlement. All that matters is that the chamber is cold and dry and permeated by the sickly stench of slow death.

An altar sits in the southern wall of the chamber at the feet of a twenty foot tall basalt statue to Nartarus the God of Death. The altar is comprised of several hundred skulls supporting a sheet of black glass that serves as the altar's tabletop. A hidden lever on the alter lifts a trap door where sacrifices may be dumped down the chute at 4a into the zombie holding pen at are 9a.

The statue of Nartarus exudes a constant desecrate and unhallow effect on the entire complex, as with the spell of the same name, meaning the undead within the dungeon are +2 to armor class, +2 hp per hit die, and +2 to attacks, saves, and damage and attempts to turn them suffer a -9 penalty.

The statue may only be countered with a consecrate spell cast by a 15th level caster. Any attempt to harm the statue summons 1d4 spectres. The statue itself would take 1d4 hours to destroy using chisels and stone masons tools. Gnomes and Dwarves could halve the time.

SPECTRES (*These lawful evil medium sized incorporeal undead creatures vital statistics are HD 7d12, Hp 42, AC 15(17). They are unharmed by nonmagical weapons. Their touch deals 1d8 points of damage and drains two levels of life from their target unless a successful constitution save is made (CL 7).*)

4A. SACRIFICIAL CHUTE

The lever may be detected on a successful Wisdom check (CL 12). The trap door chute is exceedingly slippery and anyone attempting to climb down it may do so via rope, or through a successful climb check (CL 18). When activated, the portcullis in area 9a. also opens to allow the corpse (or living body, or zombie) to pass into 9b. Once the lever is depressed again, the portcullis closes, trapping victims in the zombie pit.

The altar offers the effects of a desecrate spell to the entire chamber.

There is a 50% chance that a cleric or necromancer of Nartarus

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is within the chamber at any given time. Likewise there is a 25% chance of a common worshipper being in the hall.

There are four exits from the worship hall including the staircase, one leads to a secret door in the sewers, which is used most frequently by cultists. The second leads to Wysemon's crypts.

5. WYSEMON'S VIVISECTIONARY

This chamber of horrors is used by Wysemon to perform experiments that further his understanding of the nature of undeath. A variety of operating tables, cages, and laboratory equipment used by necromancers occupies this broad chamber which rivals the Cathedral of Nartarus in size. The vivisectionary is overseen by Dr. Orleon a vampire possessed of necromantic magical powers.

DR. ORLEON THE VAMPIRE (*He is a Chaotic Evil Vampire whose vital statistics are HD 8d12, Hp 56, AC 20(22). His primary attributes are mental and physical. He attacks with a slam for 1d4. His special attacks include blood drain, children of the night, dominate, create spawn, energy drain, gaseous form, entourage, electrical resistance 50% and spider climb. His typically memorized spells are 0th—Detect magic, ghost sound, light, mage hand, open/close. 1st—Hold Portal, Shield, Magic Missile, Shocking Grasp, Sleep. 2nd—Darkness, Mirror Image, Protection from Arrows, Ray of Enfeeblement. 3rd—Blink, Lightning Bolt, Stinking Cloud. 4th—Fire Shield, Ice Storm*.*)

**Orleon's spells should be substituted with Necromancer Spells from the Black Libram of Nartarus™ where applicable.*

Orleon has several dismembered and partially dismembered bodies upon the tables. These corpses are the beginnings of a horrible experiment which has resulted in the birth of a gibbering mouther.

GIBBERING MOUTHER (*This medium sized chaotic neutral aberrations vital statistics are HD 4d8, Hp 16, AC 19. It attacks with 6 bites dealing 1d3 points of blood drain damage per round. They may engulf a victim by flowing across it. Their special abilities include acidic spittle and gibbering which causes confusion as per the spell of the same name.*)

The racks of gear and equipment would be worth 5000 gp to a Necromancer, Cleric, or Wizard.

5A. GHOUL ALCOVES

These three cells are stacked floor to ceiling with various coffins stolen over the years from the poorest sections of the straits. Currently the cells each house 4 ghouls. Any unusual activity taking place in the laboratory rouses the ghouls who come to the aid of Wysemon or Dr. Orleon in 1d4 rounds.

GHOULS (12) *These chaotic evil common undead creatures vital statistics are HD 2d8, Hp 8, AC 14. Their primary attributes are physical. They attack with two claws for 1d3 points of damage and a bite for 1d6. Their special ability is paralysis.*

5B. FRESH STORAGE

These coffins are filled with corpses of recently slain gang members who were laid to rest in lavish ceremony by their mates.

There are three coffins stacked in each of the three alcoves. Each contains the body of a member of either a member of the Itrugio, Benvolio, Middlemen, Blades of Shambere, or Umbrego Pirate who met his untimely end in the mean streets of Eskadia. There is a 20%* chance that the PCs encounter a victim of one of their encounters with the above opponents. In this event the corpse rises as a Bhuta attacking the character who slew it in life.

BHUTA (*This neutral evil undead creatures vital statistics are HD 7d12, Hp 44, AC 15. Its primary attributes are physical. It attacks with 2 claws (1d8). Its special abilities include grappling, and death grip. If the Bhuta hits with both claws it automatically deals 1d8 points of damage to its victim. The choking victim cannot speak or cast spells requiring verbal components while thus throttled. The bhuta can find its killer anywhere and does not halt its attack until it is utterly destroyed or its killer is also slain.**)*

*The Bowbe isn't fooling anyone. Every CK worth their salt is going to attack their least favorite player with this Bhuta! Good hunting!

**The Bhuta appears in The Black Libram of Nartarus™

The remaining corpses in these alcoves are dressed in their finest vestments. A search of the various corpses reveals 2d10+10 gp each worth of jewelry and a pair of silver coins upon their eyes and one in their mouths.

5C. BARRY, JACK, AND BETTY'S CRYPTS

Each of these partially closed stone crypts house Barry, Jack, and Betty, whose names are engraved upon their tombs. The trio of Wights rise to the aid of Dr. Orleon, or Wysemon. If called upon within 1d3 rounds to enter any combat. Frequently they are used by Wysemon to complete tasks within the sewers such as fetching prisoners or fresh sacrifices from those foolhardy adventurers willing to brave the fetid cesspools of the city below.

WIGHTS (3) (*these lawful evil undead creatures vital statistics are HD 4d12, Hp 22, AC 14. Their primary attributes are mental. They attack with a slam for 1d6 points of damage. Their special abilities include energy drain (1 level) and create spawn.*)

6. WYSEMON'S STUDY

This chamber is part of Wysemon's personal cloister. The door is trapped with a Circle of Death Trap which is a Cl 14 to detect, and requires a dispel magic vs. a 14th level caster to dispel. If triggered the trap deals 14d4 points of damage to all within a 10 ft radius of the door, consequently healing any undead for an equal amount of damage.

Unless previously encountered there is a 15% chance that Wysemon is within his study. If encountered by intruders, Wysemon uses any scrolls and items within the chamber at his disposal to finish off his foes.

The interior of the chamber is staffed with scrolls and books denoting the history of the Cult of Night, treatises on the worship of Nartarus and various books on history and culture of the region. Among the items found within are

Among the materials is a +2 tome of understanding, a scroll of True Resurrection. A scroll of Mass Heal, and divine scrolls with the following spells:

- 1st — command, cure light wounds, sanctuary
- 2nd — aid, darkness, spiritual weapon
- 3rd — animate dead, cure serious wounds, dispel magic
- 4th — neutralize poison, restoration
- 5th — commune, death ward, raise dead
- 6th — blade barrier, create undead
- 7th — regenerate, repulsion.

7. WYSEMON'S SANCTUM

This chamber contains a private shrine to Nartarus, including a blood stained two foot tall idol cast in solid silver worth 400 gp. The idol emanates the desecrate spell effect. Any non worshipper touching the idol must make a successful Charisma save (CL 14) or be cursed with the Rot of Medaju, suffering 2 points of charisma damage per month until their charisma is reduced to zero and they wither to dust. The curse may be removed with a successful remove curse spell cast by a 14th level caster.

8. WYSEMON'S CHAMBER

This private chamber serves as Wysemon's sleeping quarters. Wysemon shares his bedchamber with a variety of well preserved mummified remains which would be recognized on the street as a variety of missing members of the Harlots guild who have gone missing over the years.

There is a 5% chance that Wysemon is within his sleeping chamber, and then only if no other alarm has been sounded that the Toll Tower has been infiltrated.

An iron bond floor safe is hidden beneath a flagstone under Wysemon's bed. The safe is a CL 14 Wisdom check to discover, and is trapped with a Glyph of Warding featuring a cold blast which deals 14d4 points of damage in a 5 ft. radius. It is a CL 14 to detect and may be disarmed with a Dispel Magic vs. a 14th level caster.

The safe contains 2000 gp, 1000 pp, (2) 2000 gp diamonds, a 1450 gp string of pearls, a wand of cure light wounds (20 charges), 4 potions of cure serious wounds, 10 vials of unholy water, a gem of seeing, the stake of San Mergaso, and a page from the black Libram of Nartarus.

STAKE OF SAN MERGASO

This dagger sized Silver Iron spike was the blessed weapon of St. Mergaso, a famous vampire hunter. Any vampire struck with this weapon must make a Save vs. Death or be instantly slain.

9. MOANING HALL

This chamber is used by Wysemon to store zombies for his personal army which he is stockpiling for the Apocalypse of Nartarus, when the dead shall rule and the living shall be called to join the shambling horde.

The chamber is divided into the upper chamber and the pit. A constant whimpering moan echoes up from the floor of the pit and echoes up the halls.

9A. UPPER CHAMBER

The upper chamber contains a wooden and iron crane contraption with a claw arm attached to. A winch and pulley system along the eastern wall allows the crane operator to raise and lower the claw while the crane itself may be moved manually by 2-3 human sized operators. Operation requires a successful Intelligence check (CL 10) in order to understand its operations and requires a minimum crew of 3 to gather things from the pit that stands before the crane.

9B. THE ZOMBIE PIT

A large pit twenty feet deep is filled with moaning zombies.

PLAGUE ZOMBIES (20) (These chaotic evil extraordinary undead creatures vital statistics are HD 2d12, HP 12, AC 12. They attack with two slams for 1d4 and a bite for 1d6 points of damage. Bitten targets must make a constitution save (CL 2) or be infected with the zombie plague, suffering 1d4 constitution per hour (save applicable) until dead. Infected victims rise as a plague zombie in 1d10 rounds.) For more details on Plague Zombies see The Black Libram of Nartarus by Troll Lord Games

9C. CHARNEL CHAMBER

Beyond the pit is a charnel chamber filled with hundreds of corpses suspended in a huge vat of embalming fluid. When drained, and prayed over with the page from the Black Libram of Nartarus the corpses rise as Wysemon's personal army with which to wreak havoc upon the cursed citizens of Eskadia.

SUSPENDED PLAGUE ZOMBIES (200) Stats as above.

10. RAJ RUKHAN'S CRYPT

This chamber houses Raj Rukhan, an ancient mummy from the deep Nulian interior beyond the Rhodensian protectorate. Raj Rukhan has the powers of oracle, and can be called upon by Wysemon to commune with the god of Death.

RAJ (He is a unique, lawful evil undead whose vital statistics are HD 7d12, Hp 42, AC 20 (22). He attacks with a slam for 1d12 points of damage. His special abilities include despair, and mummy rot. His spell like abilities include commune 1/week. He is armed with a +3 two handed khopesh (2d6+3) and a staff of fire. He wears a ring of minor fire resistance.

Raj Rukhan's golden inlaid and jewel encrusted casket lid is weighs 300 lbs and is worth 10,000 gp.

11. ACOLYTES DORTER

This chamber has six beds and serves as the dormitory for Wysemon's acolytes.

There is a 20% chance that 1d4 of the acolytes are present at any given time.

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CULT OF NIGHT ACOLYTES (These lawful evil human 4th level clerics vital statistics are HD 4d8, HP 20, AC 14. Their primary attributes are Wisdom, Strength, and Constitution. They attack with a heavy mace (1d8), and wear a chain hauberk under their black robes. Their typically memorized spells are 0th—Detect good, Detect Poison, First Aid, Purify Food and Drink. 1st—Bless, Command, Sanctuary, Sound Burst. 2nd—Hold Person, Silence, Spiritual Weapon.)

12. QUILANNA'S CHAMBER

Quillanna is Wysemon's confidant and a feared necromancer in her own right. When not tending the moaning hall, or the worship hall she may be found guarding the Central Hall or the Cathedral of Nartarus.

QUILLANNA (She is a Neutral Evil female half elf 5th level Wizard/5th level rogue whose vital statistics are HD 5d4+5 plus 5d6+5, HP 37, AC 13. Her primary attributes are Int, and Dex. Her significant attributes are Int 18 and dex 13. She wears no armor and carries a +1 sickle.. She possesses the following necromancer powers Blessed of Nartarus (+1 vs. Undead), Flesh of the Undead (+2 Natural AC), and Taint of Death (-1 Charisma reaction penalty). She has the following spells prepared 0—dancing lights, light, mage hand, read magic x2; 1st—charm person x2, magic missile; 2nd—detect thoughts, invisibility, mirror image; 3rd—summon lesser monster .)*

* Any of Quillanna's spells may be substituted with necromancer spells from the Black Libram of Nartarus™.

Quillanna has an iron holy symbol of Nartarus hanging from a silver mirror in her chamber.

Her bedclothes are fine silk and worth 1000 gp. Her wardrobe contains seven finely sewn gowns in black, white, and red velvet, each worth 250 gp.

13. DEATH GUARD BARRACKS

This block like barracks chamber houses six death guards who serve as living guard to the temple, that cannot be turned. They have no fear of death, for they know that Wysemon will raise them as an undead servant of their beloved deity.

CULT OF NIGHT DEATH GUARDS(6) (These lawful evil human 3rd level fighters vital statistics are HD 3d10+3 HP 21, AC 16. Their primary attributes are Strength, Dexterity, and Intelligence. Their significant attributes are Strength 16, Constitution 15. They attack with a cold iron sickle sword for 1d10+3 points of damage and wear a chain hauberk. Their iron helms are done in with a deaths head face mask to hide their true identities.

14. COMMANDER GAUNT'S CHAMBER

Leader of the Death Guards, Ignacius Gaunt lives up to his name. Tall, pale, and emaciated, Gaunt's black armor almost seems to hang from his torso and limbs. His thin frame belies his raw boned strength and quick wits.

COMMANDER IGNACIUS GAUNT (He is a an 8th level human wizard (necromancer) 4th level knight. His vital statistics are HD 8d4+4d10+12, Hp 56 AC 17. His primary attributes are Intelligence, Constitution, and Charisma. His significant attributes are Strength 14, Intelligence 18. He wears +1 breastplate, and carries a +2 longsword and a wand of ray of enfeeblement with 14 charges. He possesses necromancer powers Blessed of Nartarus (+1 vs. Undead), Flesh of the Undead (+2 Natural AC), and Taint of Death (-1 Charisma reaction penalty). His typically memorized spells are 0th—Dancing Lights, Detect Magic, Detect Poison, Endure Elements, Prestidigitation. 1st—Alter Size, Burning Hands, Charm Person, Magic Missile, Protection from Good. 2nd—Acid Arrow, Enhance Attribute, Mirror Image, Protection from Arrows. 3rd—Blink, Dispel Magic, Haste, Lightning Bolt. 4th—Charm Monster, Confusion*)

** Any of Gaunt's spells may be substituted with necromancer spells from the Black Libram of Nartarus™.

Ignacius is somewhat jealous of the favor and power that Wysemon wields, and would betray him in a heartbeat if he could figure out a way to overcome the cleric's substantial power. Despite this, he serves Wysemon as Nartarus wills it though fantasizes of a day when both Wysemon and Quillanna are his undead puppets.

His lockbox requires a CL 5 open locks to unlock, unless the key around Ignacius's neck is used. Inside his lockbox are 200 platinum, 300 gold, 112 silver, (3) 200 gp rubies, a string of pearls worth 1000 gp, Ignacius's spell books, a steel unholy symbol of Nartarus, and 2 potions of cure light wounds.

15. LANDFILL'S LAIR

Iron portcullis on each side of this chamber block the exits to the lair of the hideous golem known by members of the Cult of Night as "Landfill" in reference to his creation from various parts of creatures pilfered from the Straights Graveyard.

The portcullis entrances that open into Landfill's chamber require a successful strength check (CL 12) to lift and are locked with a heavy lock and chain. The locks require a successful open locks check (CL 10) to pick. Wysemon, Gaunt, and Quillanna possess keys to these locks, and have been imprinted into Landfill's memory so that he will follow their orders. In the event that the three are together, Landfill follows the orders of Wysemon first, then Gaunt, then Quillanna.

LANDFILL THE FLESH GOLEM (This neutral construct's vital statistics are HD 7d10, Hp 70, AC 18. Its primary attributes are physical. It is immune to magic, though is slowed by fire and cold and heals 1 hp per die of damage from electricity. It attacks with two slams for 2d8 points of damage per strike.)

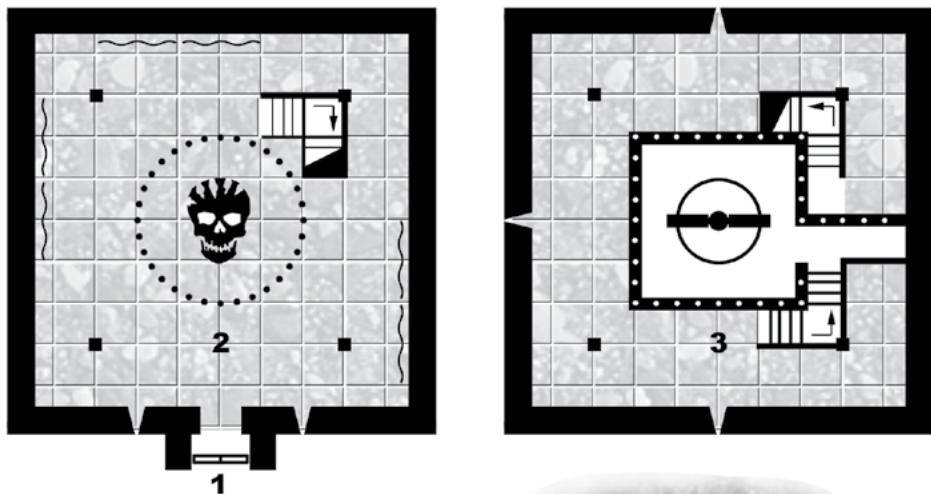
Landfill begins pummeling any creatures who attempt to lift the gates or otherwise unhinge the chains to his lair, even punching through the bars if necessary to chase away opponents. Shattered kobold, goblin, gnome, human, halfling, and changeling bones are strewn along the floor of this chamber.

16. 10TH WARD LANDING

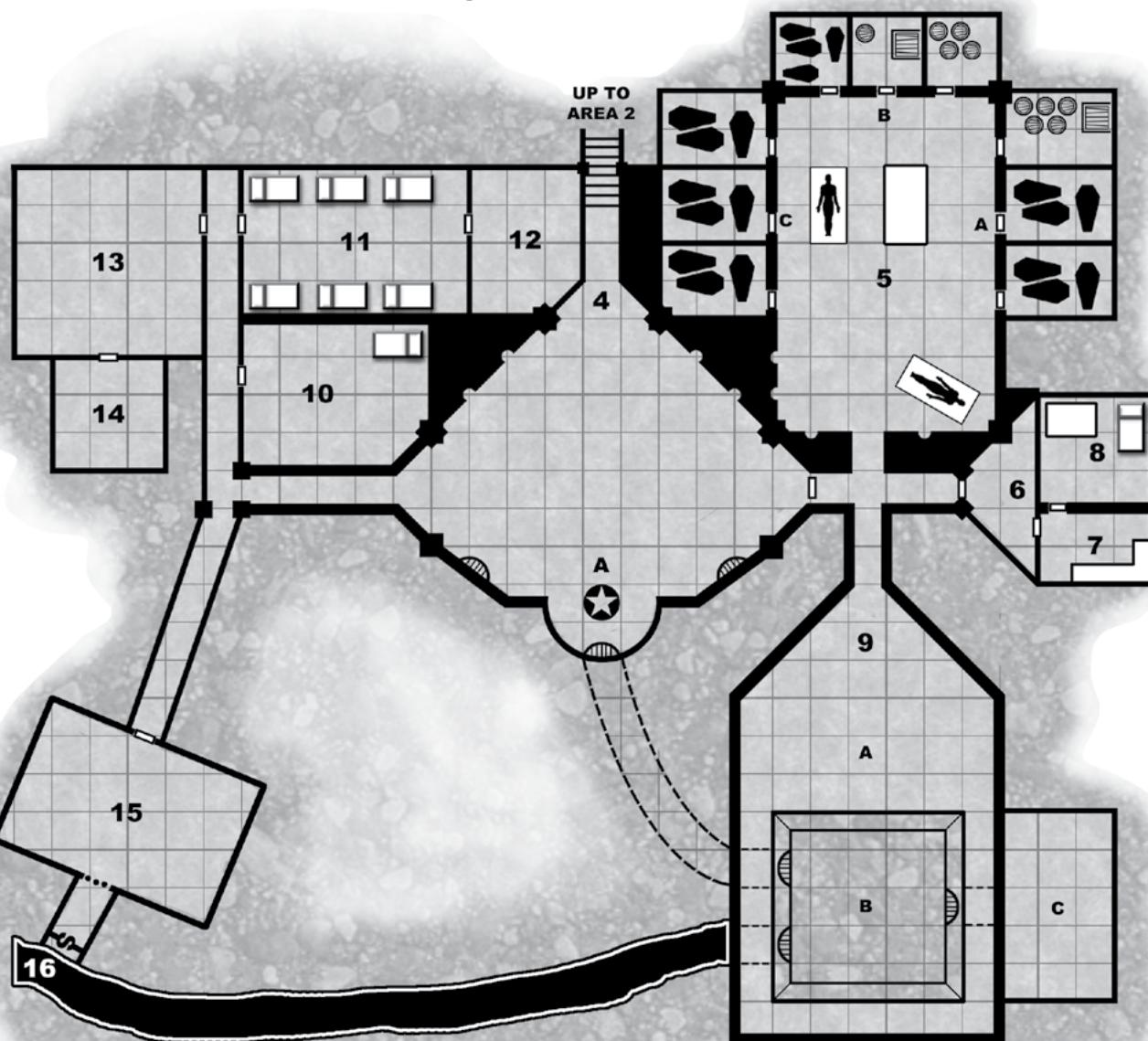
This jetty leads off into the sewers of Eskadia. Rafters of the 10th Ward are wary to drop travelers off at this location, though are known to ferry members of the Cult of Night here for a price.

TOLL TOWER

1 SQUARE=5 FT



1



CHAPTER 24 – THE WAR ABOVE: THE TALE OF TWO CAPTAINS



In this *Fields of Battle*™ Scenario, forces of Captain Donalbray (Aka the Bastard Mont-calm) and the forces loyal to him versus the his arch rival the stayed and loyal Captain Archer. Archer, and his loyal mercenaries of the Legion of Swords have a blood debt to collect from the Captain of the City Watch. As many watchmen were culled from the ranks of the Legion of Swords, this has created a rift in the ranks and a civil war has erupted in the streets of Eskadia.

DONALBRAY'S CITY WATCHMEN

DONALBRAY'S GUARD (36 UNITS)

SIZE/RATIO: 5/1

HD/UHP: 2d10/50 UHP

MOVE: 30 ft.

AC: 15

ATTACKS/AB: Halberd (1d10+2) +4 AB or light crossbow (1d6) +3 AB

SQUAD FORMATION: HP 16, Halberd (1d10+7) / +8 AB or Light Crossbow (1d6+6). +2 AB

SPECIAL: Weapon Specialization (Halberd, +1 to hit and damage), Combat Dominance, Strength 15.

SAVES/PRIMES: Strength, Constitution, Dexterity

MORALE: +2

SPELL LIKE ABILITIES: None

CAPTAIN DONALBRAY (He is a neutral evil, male human 10th level fighter whose vital statistics are HD 10d10+20; hp 85; AC 20(23 with shield). His prime attributes are Str, Dex, and Con and his significant attributes are Str 15, Dex 18, and Con 14. He is equipped with a +2 breastplate, +1 heavy shield, +2 defending shortsword, ring of spell storing, minor (holds extended shield other, cast at 6th level), and a full-faced great helm.)

WATCH COMMANDER 'THE BULLDOG' VAUGHN (He is a chaotic neutral human male 8th level fighter who vital statistics are HD 8d10+8; hp 51; AC 16. His prime attributes are Str, Dex, and Con. His significant attributes are Str 18(22), and Con 14. He typically wears Expert chainmail(+1 AC), twin +1 short swords, belt of giant's strength (+4 Strength bonus), carries manacles, and the Bastille keychain.)

ARCHER'S LEGIONNAIRES (24 UNITS)

SIZE/RATIO: 5/1

HD/UHP: 3d10/75 UHP

MOVE: 30 ft.

AC: 15 (17)

ATTACKS/AB: Shortsword (1d6+2) +5 AB or light composite shortbow (1d6+1) +4 AB

SQUAD FORMATION: HP 16, Halberd (1d6+7) / +9 AB or composite Shortbow(1d6+6). +4 AB

SPECIAL: Weapon Specialization (Shortsword, +1 to hit and damage), Combat Dominance, Strength 15.

SAVES/PRIMES: Strength, Constitution, Dexterity

MORALE: +3

SPELL LIKE ABILITIES: None



LEGION OF SWORDS COMMANDERS

CAPTAIN ARCHER (He is a lawful neutral male Half-elf 12th level fighter whose vital statistics are HD 12d10+32, hp 102, AC 18. His prime attributes are Str and Con. His significant attributes are Str 18, Dex 17, and Cha 14(17). He wears a +1 breastplate of leadership and carries a +3 longsword, a +1 composite shortbow (+4 Str) with a quiver of 10 +2 arrows, and 20 +1 arrows.)

PIT BOSS (She is a lawful evil female human 3rd level fighter/3rd level monk whose vital statistics are HD 3d10 plus 3d12, HP 43, AC 15. Her primary attributes are Str, Con, and Wis. Her significant attributes are Str 19, Dex 16, and Wis 16. She wears a ring of protection +1 and carries 3 +1 shuriken, an expert spike chain, 3 potions of speed, a potion of barkskin, and a potion of cure serious wounds.)

THE WAR ABOVE: THE TALE OF TWO CAPTAINS

CIVILIANS

There are 10 squads of civilian rabble on the streets and 1 new one added for each house seized by a combatant unit.

Civilians flee from troops at every turn as if they are in full withdrawal from the district, moving at double speed in the opposite direction of the combatants. If attacked they begin automatically begin to route unless put under command by one of the battlefield commanders, heroes, or player character heroes. Routing civilians do not force a morale check against any troops that they encounter, though they are destroyed as per the rules on routing troops found in *Fields of Battle*™. Cornered Civilian units attempt to fight to defend themselves.

Player characters can attempt to halt a routing civilian unit and escort them to safety by making a successful Charisma check (base Challenge Level 3+ any additional modifiers deemed necessary by the Castle Keeper).

CIVILIAN RABBLE

SIZE/RATIO: Medium/5:1

HD/UHP: 1d4/13 UHP

MOVE: 30 ft.

AC: 11

ATTACKS/ATTACK BONUS: Club (1d6)/ +1 AB

SQUAD FORMATION: HP 3, Club (1d6+4)/+5 AB

SPECIAL: Rabble cannot form complex formations.

SAVES/PRIMES: Strength, Constitution, Dexterity

FACE: 10 ft.

MORALE: +0

SPELLS/SPELL LIKE ABILITIES: None

ORDER OF BATTLE

The forces are evenly matched, and heroes could sway the tide of battle to one side or the other. Player characters may choose to side with Donalbray, seeing him as the likely leader of Eskadia upon the collapse of the Prince's government. Equally the PCs may side with Archer, after having discovered the betrayal of the Legion of Swords by Montcalm early in his career.

The battlefield for this *Fields of Battle*™ scenario is the narrow streets and confines of the Blade District.

Civilians are trapped on the battlefield and occupy many of the buildings. They remain behind locked doors. This is not to say that the troops within the field of battle will remain on the streets. Tactically speaking the fighting may turn house to house, putting the civilian populace in jeopardy. Added to this is the fact that Donalbray's forces are very arbitrary in their use of fire, and think nothing of torching buildings housing enemy troops.

HOUSE TO HOUSE FIGHTING

A unit may force entry into a structure on its turn. This takes one turn. A typical structure in the Blade can house two fighting units per storey, though only one unit may attack at any given time. Most structures are two or three storey brick buildings.

Troops may fight from within said structures, though only one billeted unit may attack or be attacked regardless of the number of units within the building. Troops within defended structures gain a +4 bonus to their armor class and +2 to saving throws.

TERMS OF VICTORY Victory is achieved when either Donalbray or Archer are slain in battle. Once one of these commanders is fallen, the other quickly takes control of the remaining forces. The victor has the lieutenant of the other commander executed, and consolidates command of the entire force as their new warlord. If Donalbray wins, the Legion of Swords is unilaterally disbanded and folded into a new army of Eskadia. If Archer wins, he assembles all members of the Legion of Swords and they depart the city aboard transport ship for parts unknown, leaving the city and its wicked denizens to their devices.

WILDCARD SCENARIO

(Because everything is better with Zombies!)

In the optional wildcard scenario, Wysemon sends forth a squadron of his Plague Zombies into the city. The Zombies of course multiply with each unit that they successfully destroy. Allow the original combatants 4 rounds of combat before introducing the Plague Zombies to the battle.

PLAQUE ZOMBIES (10 SQUADS)

SIZE/RATIO: Medium 5:1

HD/UHP: 2s12/60 UHP

MOVE: 30 ft.

AC: 12

ATTACKS/ATTACK BONUS: Two slams 1d4, Bite 1d6/+2 AB

SQUAD FORMATION: HP 20, Slam, (1d8+6)

SPECIAL: Undead, Create Spawn

SAVES/PRIMES: P

FACE: 10 ft. (1 inch)

MORALE: NA (Undead Never Check Morale)

SPELLS/SPELL LIKE ABILITIES: None

RAJ RHUKHAN THE MUMMY (He is a unique, lawful evil undead whose vital statistics are HD 7d12, Hp 42, AC 20 (22). He attacks with a slam for 1d12 points of damage. His special abilities include despair, and mummy rot. His spell like abilities include commune 1/week. He is armed with a +3 two handed khopesh (2d6+3) and a staff of fire. He wears a ring of minor fire resistance.

As in the War Below scenario, Raj Rhukhan commands the plague zombies, using his staff of fire as enemy units appear to him and terrorizing those beings who fail the saves vs. his despair ability. Raj has no problem burning dwellings with impunity during his turn. If the battle goes against Raj, he abandons the plague zombies and retreats to the Sewers, and from there the dungeons below the Toll Tower.

The Zombies MUST be destroyed or the entire city may become over-run and the Apocalypse of Nartarus begun in earnest!

CHAPTER 25 – THE WAR BELOW



In this scenario, war has broken out between the Middlemen and the Knives of Shambere for control of the city's criminal activities in light of the collapse of the major noble houses and their various interests. Using the *Fields of Battle*™ rules by *Troll Lord Games*™, characters may take control of the opposing armies of assassins and rogues within the twisted sewers beneath Eskadia. Middlemen and Blades of Shambere leaders act as commanders and may be imbedded with any of their allied units. If the player characters who have made alliances with either the Blades of Shambere or Middlemen throughout the course of their adventures in Eskadia, they may be called upon to serve as officers in this battle for control of the Eskadian Underworld.

Castle Keepers wishing to add some spice to the scenario may introduce a third faction to the battle where the Cult of Night has sent Plague Zombies to feast upon the combatants.

MIDDLEMEN FORCES

MIDDLEMEN (15 SQUADS)

SIZE/RATIO: Small/10-1

HD/UHP: 2d6/40

MOVE: 20 ft.

AC: 15 (+1 size, +2 Dex, +2 Armor)

ATTACKS/ATTACK BONUS: Shortsword, (1d6) AB+1, Sling (1d4) AB+2

SQUAD FORMATION: Hp 8, Shortsword, (1d6+6) AB+8, Sling (1d4+6) AB+9

SAVES: Dexterity, Intelligence, Charisma

FACE: 10 Ft.

SPECIAL ABILITIES: Hide, Move Silent, Back Attack, Climb, Middling Madness*

MADE MIDDLEMEN (3 SQUADS)

SIZE/RATIO: Small/10-1

HD/UHP: 4d6/80

AC: 16 (+1 Size, +2 Dex +3 Armor)

ATTACK/ATTACK BONUS: Shortsword, (1d6), AB +1, Sling (1d4) AB+3

SQUAD FORMATION: Hp 16, Shortsword (1d6+6), AB +10, Sling (1d4+6) AB+12

SAVES: Dexterity, Wisdom, Charisma

FACE: 10 ft.

SPECIAL ABILITIES: Hide, Move Silent, Back Attack, Climb, Middling Madness, Blink (4 Rounds)

MIDDLEMEN MUTTS (MONGREL BLINK DOGS) (6 SQUADS)

SIZE/RATIO: Small/10-1

HD/UHP: 3d10/99

AC: 16

ATTACK/ATTACK BONUS: Bite (1d6) AB+3

SQUAD FORMATION: Hp 18, Bite (1d6+9) AB+9

SAVES: Physical

FACE: 10ft.

SPECIAL ABILITIES: Blink



OFFICERS

DEN LORD IN THE HEART 'GLOOM' (*He is a Chaotic Neutral male (doppelganger) Halfling* 7th level rogue/4th level wizard whose vital statistics are HD 7d6+14 plus 4d4+8 hp 83 AC 17. His/Her prime attributes are Dex and Int. His significant attributes are Dex 18, Con 14, and Int 14. He wears any armor for disguise purposes. He carries a ring of mind shielding, a black bladed dagger, and any item with illusion capabilities. For details of his doppelganger abilities see Monsters & Treasure by Troll Lord Games. Gloom has a command presence of 12)*

CHARMAINE (*She is a Lawful Evil female Halfling 7th level rogue whose vital statistics are HD 7d6+6 hp 36 AC 16. Her prime attributes are Dex and Int. Her significant attributes Str 15, Dex 20, and Con 12. She wears expert padded armor, and a cloak of arachnida. She carries a 'window breaker' dagger, an expert knife, and expert thieves' tools. She has the Middle Cant, Middling Madness, Dirty Dealings, Time Prescience, and Here and Gone Middleman Abilities.*)

Each of the Middlemen Commanders takes command of five squads of Middlemen associates, and one squad of Mutts.

MIDDLEMEN TACTICS AND OBJECTIVES

The middlemen's objective is to keep the Knives of Shambere from infiltrating Broad Toe Landing, and for they themselves to manage to infiltrate "the Drop". At the onset of battle the middlemen and their mutts attempt to sneak up on their foes using their rogues stealth, and attempting in turn to see their opponents and attack them before they themselves are detected.

The middlemen commanders have Time Prescience, so that in the event an encounter goes wrong and allow a reroll for their side. The middlemen constantly chatter amongst themselves causing their (living) foes to suffer a -1 to all rolls for the duration of combat.

MIDDLEMEN VICTORY

Victory is achieved if any mixture of at least 10 middlemen squads find their way to the Drop unscathed, or if all enemy units are slain and their commanders captured or killed.

KNIVES OF SHAMBERE FORCES

KNIVES OF SHAMBERE (20 SQUADS)

SIZE/RATIO: Medium/5-1

HD/UHP: 2d6/30

MOVE: 30 ft.

AC: 15(16) (+2 Dex, +3 Armor)

ATTACKS/ATTACK BONUS: Scimitar, (1d6) AB+1, Light Crossbow (1d6) AB+2

SQUAD FORMATION: Hp 8, (1d6+5) AB+5, Light Crossbow (1d6+5) AB+7

SAVES: Dexterity, Intelligence, Charisma

FACE: 10 Ft.

SPECIAL ABILITIES: Hide, Move Silent, Back Attack, Climb*

FRIGHT GUARDS (10 SQUADS)

SIZE/RATIO: Medium/5-1

HD/UHP: 3d10/75

MOVE: 30 ft.

AC: 17(18) (+5 Breast Plate Armor, +1 Shield, +1 Dex)

ATTACKS/ATTACK BONUS: Bastard Sword, (1d10+3) AB+4, Light Crossbow (1d6) AB+3

SQUAD FORMATION: Hp 24, Bastard Sword, (1d10+8) AB+10, Light Crossbow (1d6+5) AB+9

SAVES: Physical

FACE: 10 Ft.

SPECIAL ABILITIES: Weapon Specialization (Bastard Sword)

KNIVES OF SHAMBERE OFFICERS AND HEROES

LA ANA (*She is a neutral evil 9th level changeling Assassin whose vital statistics are Hd 9d6+9, Hp 41, AC 17(18). Her Primary Attributes are Dexterity and Charisma. Her significant stats are Dexterity 18, and Charisma 17. She wields a +2 rapier dealing 1d6+3 points damage. She wears +2 studded leather armor, a +2 ring of protection, a brooch of shielding with 50 points remaining, and boots and a cloak of elvenkind. She possesses Fey Wrath, may use prestidigitation once per day, and assume gaseous form once per day. Her Knives of Shambere special abilities include Holy War, Deadly Cooperation, Weird of the Shadow Court, Ear of Shambere.*)

DINFAYNE (*He is a lawful evil 8th level human knight whose vital statistics are HD 8d10+8, Hp 52, AC 20(21). His primary attributes are Strength and Charisma. His significant attributes are Strength 16 (18), and Charisma 16. He wears Gauntlets of Ogre Power and +2 full plate armor and carries a +2 two handed sword for 2d6+5 points of damage. Dinfayne also carries two potions of cure serious wounds. His Knives of Shambere special abilities include Holy War, Deadly Cooperation.*)

KNIVES OF SHAMBERE TACTICS AND OBJECTIVES

The Knives of Shambere seek to raid Broad Toe Landing with their assassinations squads and terminate as much of the Middlemen Leadership as they can. In battle they avoid confrontation as much as possible seeking to move to the Landing as quickly as possible. Should any middlemen cross their path they seek to sneak attack them and terminate them as quickly as possible. Dinfayne and the Fright Guards take the most direct approach, moving "up the gut" as it were in an attempt to serve as a distraction from the other Knives of Shambere led by La Ana. As this is a declared holy war, the Knives of Shambere gain a +1 to AC reflected in their stats, and a +1 to all saves and checks.

KNIVES OF SHAMBERE VICTORY

The Knives win if 10 of any squad manage to pierce Broad Toe Landing undetected, or if all halfling units are slain, as the mutts will flee the battle once the Halflings have been killed.

CHAPTER 25 –

CULT OF NIGHT

PLAQUE ZOMBIES (10 SQUADS)

SIZE/RATIO: Medium 5:1

HD/UHP: 2s12/60 UHP

MOVE: 30 ft.

AC: 12

ATTACKS/ ATTACK BONUS: Two slams 1d4, Bite 1d6/+2 AB

SQUAD FORMATION: HP 20, Slam, (1d8+6)

SPECIAL: Undead, Create Spawn

SAVES/PRIMES: P

FACE: 10 ft. (1 inch)

MORALE: NA (Undead Never Check Morale)

SPELLS/ SPELL LIKE ABILITIES: None

RAJ RHUKHAN THE MUMMY (*He is a unique, lawful evil undead whose vital statistics are HD 7d12, Hp 42, AC 20 (22). He attacks with a slam for 1d12 points of damage. His special abilities include despair, and mummy rot. His spell like abilities include commune 1/week. He is armed with a +3 two handed khopesh (2d6+3) and a staff of fire. He wears a ring of minor fire resistance.*

Raj Rhukhan commands the plague zombies, using his staff of fire as enemy units appear to him and terrorizing those beings who fail the saves vs. his despair ability. If the battle goes against Raj, he abandons the plague zombies and retreats to the dungeons below the Toll Tower.

CULT OF NIGHT TACTICS

The Cult of Night has long been allied with the Knives of Shambere, though with the collapse of authority throughout the city, Wysemon sees an opportunity to fulfill the Apocalypse of Nartarus. The plague zombies are ordered into the throngs of any detected combatants attempting to slay and “convert” them to the god of death. Any unit slain by the Plague Zombies rises in 1d4 rounds as a plague zombie unit under the control of Raj Rhukhan. Plague zombies pursue survivors until they are destroyed.

CULT OF NIGHT VICTORY

The Cult of Night wins the encounter if any Plague Zombies or their newly raised spawn survive the battle or if any unit of plague zombies manages to follow prey into either of the gang strongholds.

ORDER OF BATTLE

The War Below scenario is unique in that it combines confined spaces and tunnels with units of beings capable of stealthy movement and sneak attacks. In order to accommodate the unique feel of the battle, the Castle Keeper should make a copy of the map for each player in charge of moving units. Players should mark the location of their units on their personal map and keep

this secret from their opponent as they track the movement of their units through the twisting sewers. The Castle Keeper should make clear the “spot distance” the particular units have based on their racial vision type.

The changelings have a viewing range of 30 ft. in the murk of the sewers, in the minimal light provided by the sconces tended to by the Rafters of the 10th ward.

The halfling middlemen have a viewing range of 15 ft.

The halfling’s “Mutts” can see 30 ft. and possess the ability of Scent, affording them a chance to notice opponents within 30 ft.

If used, the Cult of Night Plague Zombies can “See” 30 ft, though they may not notice hiding opponents, unless specifically directed by their commander.

In order to notice hiding foes, a unit must declare it is searching for enemies and make a wisdom check, whose challenge level is equal to the HD of the hidden opponent plus its dexterity modifier.

For simplicity of running the battle, the dexterity modifier for rogue and assassin units is +2.

Thus a unit of common Middlemen searching for a hiding unit of Knives of Shambere with two hit dice, and a dexterity modifier of +2 must make a Siege check of 22 to find their opponent. Made Middlemen are however Prime in Wisdom, and thus need make only an 8 to spot out foes within 15 ft. of them. The difficulty of detecting foes should make for an interesting battle as units attempt to navigate the sewers.

As players call for a wisdom check to search for enemies allow their rolls and then place their markers on the battlefield accordingly as they are “seen” by enemies. Likewise engagement also begins when units attempt to occupy the same space on the battlefield. Once units are “discovered” they may be placed on the Field of Battle. Units which are unseen by their foes may use their sneak attack or back attack abilities where applicable, making the battle exceptionally brutal and bloody. The mechanic of “hidden” units only revealed once discovered should provide a unique Fields of Battle experience for Castle Keeper and Players alike.

Player characters may ally with either side in this conflict if they have an “in game” reason to do so. Otherwise the scenario may be run as a break from the standard gaming session, and used to determine the outcome of the war below for further adventure in Eskadia. The ramifications of the battle should be evident, as the winning side would be the dominant underworld group in the new order of the city, and the losers likely reduced to only their ruling officers or priests, who would no doubt be on the run.

CHAPTER 26 – MAJOR ESKADIAN NPCS



note on the Den Lords described below, these are not typical Den Lords for their respective wards, but are provided so that one can have a basic idea of how they interact within their respective wards and apart or with the Wardens.

SANTOS BENVOLIO (He is a Neutral Evil male/ human 4th level knight/5th level wizard whose vital statistics are HD 4d8+4 plus 5d4+5 hp 37 AC 13. His prime attributes are Str, Wis, and Cha. His significant attributes are Dex 15, Con 13, and Cha 15. He wears a Ring of protection +2 and carries a whip, and a wand of charm person (CL 10; 13 charges. Wizard Spells Prepared (Cast per Day 5/4/2/1) 0—arcane mark, ghost sound, mage hand, message, read magic; 1st—charm person, feather fall, jump, unseen servant; 2nd—Darkness, flaming sphere; 3rd—lightning bolt.)

PRINCE CORDERO (He is a Lawful Evil human 8th lvl knight, 3rd level bard. His vital statistics are HD 8d10+3d10+11, Hp 77, AC 18. His Primary attributes are Strength, Charisma, and Intelligence. His significant attributes are Strength 16 (19), Charisma 16. He wears +2 warriors jack, a +2 ring of protection, a belt of strength +3, and a +4 cloak of charisma. He wields a +3 feather edged longsword (1d8+6), and keeps two potions of cure serious wounds with him at all times, and wears 7000gp worth of gems and jewelry.)

CORDERO'S GUARDSMEN(5) (They are Neutral male human 2nd level fighters whose vital statistics are HD 2d10+2 hp 17AC 15. Their prime attributes are Str, Dex, and Con. Their significant attributes are Str 15, Dex 13, and Con 12. The typically wear chain shirts, and carry a shortsword, and a light crossbow with 20 bolts.)

MAGGIE MIDDLE-BROAD TOE (She is a Lawful Evil female Halfling 15th level rogue whose vital statistics are HD 15d6+10 hp 67 AC 16. Her prime attributes are Dex and Int. Her significant attributes are Dex 18, Int 15, and Wis 14. She wears Mic's shade leather armor, and boots of speed. She carries a +2 defending shortsword, 4 expert darts, 3 potions of cure critical wounds, and various other potions and magical items when needed. Maggie has the Middle Cant, Middling Madness, Dirty Dealings, Time Prescience, Here and Gone, Keyless Entry, and Time Warp Middleman abilities)

DESCRIPTION: With dark ruddy skin and short wavy black hair, Maggie cares little for her appearance, though is sure to have the least restrictive clothing and gear carried upon her. Her father's namesake armor and tight black boots always adorn her, while an embroidered cloak that can be easily cast aside in case of emergencies, and various weapons at her side ensure she can defend herself against any upstart.

BACKGROUND: The daughter of Micky Middles, the founder of Middlemen, she grew up to learn all there was of the “family business” from her father. When her husband, Ely Broad Toe, and her father-in-law, Exeter, died in the three pit guild war, she took



the mantle of leadership and demanded nothing less than total respect from the rest of the Big Toe family. Highly intelligent with iron clad control over the Big Toe branch of the Middleman's organization, she has brought it beyond the goals of her father, claiming the Docks, Heart Ward, and Straight for the Middles family. Maggie's only regret is that her guild may not be able to keep those wards.

BURGHER LEANS (He is a Lawful Evil male human 14th level knight whose vital statistics are HD 14d8+14 hp 67 AC 13. His prime attributes are Str, Con, and Cha. His significant attributes are Int 15, Wis 14, and Cha 18. He wears +3 amulet of natural armor, and a +2 cloak of charisma. He carries a rod of splendor, various personal noble garments, and jewelry apart from the rod (totaling 4,000gp in value.)

DESCRIPTION: A tall charming figure in his own right, with a well oiled and braided mustache hanging past his chiseled chin. Dark brown eyes speak of intelligence as well as fall heavily upon those trying to argue with him. His garments are the best of the best, most having not seen a day in being worn before they are cast aside for the latest fashion or taste of the city upon which Burgher is attending currently.

BACKGROUND: Burgher is a local figure head for the city, though he sees little to the rulership of the city itself, rather seeing to the diplomatic relations with those of the other cities and towns. While others may see him as weak and nothing of their concern being too diplomatic, he has over the years been more active in his promotion of selling portions of Eskadia to members of the Western League. Another army may soon come to the gates of the city seeking to take that which they have bought claim to.

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CAPTAIN ARCHER (He is a lawful neutral, male Half-elf 12th level fighter whose vital statistics are HD 12d10+32, hp 102, AC 18. His prime attributes are Str and Con. His significant attributes are Str 18, Dex 17, and Cha 17. He wears a +1 breastplate of leadership and carries a +3 longsword, a +1 composite shortbow (+4 Str) with a quiver of 10 +2 arrows, and 20 +1 arrows.)

DESCRIPTION: Trimmed graying blonde hair and ocean blue eyes speak of one more suited for the life of a bard than that of a grizzled veteran. Archer's scars are upon his soul and his long bouts with depression are drowned only by the whiskey he drinks privately in his quarters. The Legion's emblem adorns everything he wears; extending even to the continuing prospect of tattooing his body with the creeds of the Legion of Swords. Runic words run up and down his forearms, neck, back, chest, and legs.

BACKGROUND: Being the second highest ranking official for the Legion of Swords found in Eskadia his deeds would fill books, though his faults would fill libraries. Archer has not the stomach to lead without the benefit of his armor's magic which enhances his natural charisma. Archer has lead legions into bloodied graves, surviving only by his own battle prowess. Seeing the threat of the Arutanian Civil War over, he has settled down to a life more fitting his heart. He leads because the Legion demands it of him, though he has none that he would call friends among the legion, as his friends are all long dead.

DEEMS (He is a Lawful Evil male human 8th level ranger whose vital statistics are HD 8d10+8, HP 53, AC 17. His prime attributes are Str, Dex, and Con. His significant attributes are Str 15, Dex 18, and Wis 12. He wears expert studded leather armor and carries a +1 flaming hand axe, an expert hand axe, flint and steel, and 6 torches.)

DESCRIPTION: Raven black hair lies tied back in a ponytail, while bluish green eyes look past a small pudgy nose, a gift of many childhood accidents. His forest green cloak is bound tightly across his broad frame, while hands constantly fiddle with a small piece of wood in his hands, or the knife he uses to carve such pieces.

BACKGROUND: A woodsman by birth, Deems now finds the city life much more to his liking. Deems has always found a use for the forests gifts. His uncharacteristic methods of cutting and destroying nature for the benefit of precious metal have set him apart from his former townsfolk. He has come under the ire of various druids and forest folk, for the murder of several treants. He considers it simple business as he has found that treant wood makes better products with a richer grain that is useful for his high quality works. Many of the wealthy elite agree, possessing furniture. He has taken to aiding the band known as the Highwaymen which would be looked down upon by other members of the Woodworkers Guild if they knew he were an accomplice to bandits.



SLATE (He is a Chaotic Neutral male half-orc 7th level rogue whose vital statistics are HD 7d6 hp 33 AC 15. His prime attributes are Dex and Int. His significant attributes Str 14, Dex 16, and Int 13. he wears expert studded leather armor and carries a +1 light hammer, 4 darts, thieves tools/roofer tools wrapped in bundle, a grappling hook, 50 ft. silk rope, a light hammer, and climber's kit. He has the Contortionist, Doppelganger, Vanishing Presence, and Up in Smoke Infiltrator abilities.)

DESCRIPTION: Slate is a pale gray skinned man with an athletic build. His head is covered in thick ebon hair, tied back in a long pony tail with black leather bands. Large tan eyes peer lazily at his surroundings, but are vigilant of everything around him. He dresses in thick leather vests and leggings, belts strapped across chest and waist hold pouches of nails and other odd tools, held tight by binding and holsters.

BACKGROUND: Born to half-orc parents and the human slave master that owned them all, he was later sold to the dwarven run business called The Cobbled Web. He took to the business over the years, doing all the odd jobs and anything that required his strength and height. Later he began to rebel from his master, Baric Coalkilns, and undercut the dwarven roofer by performing his own side jobs. His actions forced Baric and his clan to leave for Arbel, where stonemasons were being paid handsomely, leaving Slate able to lay claim to the shop.

The business has become a front for his Sweepers, and has yet to be stopped by the other guilds. Slate however is courted by Middlemen for his efforts, and has been receiving coin on the side to maybe allow for more halfling employees to find work at the Cobbled Web.

BOS LINQUALL (He is a lawful good male Half-elf 12th level monk whose vital statistics are HD 12d8+12 hp 72 AC 16. His prime attributes are Dex and Con. His significant attributes are Str 12, Dex 15, and Wis 19. He wears a Ring of invisibility and a +2 cloak of resistance. He carries 3 potions of neutralize poison, and a potion of gaseous form.)

DESCRIPTION: A dark hood covers most of Bos's features, though when he does pull back the hood, the glistening bald head and stubble of facial hair is all one sees before he disappears.

BACKGROUND: The spiritual embodiment of wrath has consumed Bos's life, and directed him to become the man he is today. Rather than accept the evil of the city and its wicked deeds he has turned his own feelings inward to enlighten his strengths and dampen his weaknesses in hopes he can right what Eskadia's has become. The death of his family brought about this change, and with it he has brought together others of like mind, calling themselves the Ebon Monks. A follower of the faith of Vanium, Bos knows his monks are a rare symbol of hope in a city of murder and mayhem.



PIRATE CAPTAIN FEYLYNE 'LITTLE LASS' (She is a Neutral Evil female gnome 3rd level fighter/3rd level rogue whose vital statistics are HD 3d8+9 plus 3d6+9 hp 44 AC 12. Her prime attributes are Str and Dex. Her significant attributes are Con 16, Int 14, and Wis 13. She wears leather armor, and carries a +2 knife, and a small locked book of all cargo shipments, hidden away in her cabin.)

DESCRIPTION: A warm smile and friendly greeting accompany this charming woman as she greets every ship from over the railing of her own. This disarming nature barely disguises the icy heart reflected in her ocean blue eyes.

BACKGROUND: Raised by a family of carpenters and shipwrights, her love of the sea eventually brought her away from the clan, and out into the world. Her voyage into the buccaneer's life began as she was enslaved and bound on a slaver's vessel, only to be freed by the fellow slave Brig.

Feylyne has since come to take leadership over the former slaver crew, either through charms, bribes, or eliminating those that also vied for the position. No one speaks of the day the ship was termed the Barnacled Ark, as the massacre of the slavers changed the lives of its crew forever.

WARDEN OF THE HEART PATELLAN KNEE-CRACKER 'GRAND PA' (He is a Neutral Evil male Halfing 12th level rogue whose vital statistics are HD 10d6+12 hp 39 AC 18. His prime attributes are Dex and Int. His significant attributes Str 11, Dex 15, and Int 14. He wears a ring of protection +3 and expert leather armor. +2 amulet of armor. He carries a +2 dagger, a +2 light hammer, and has access to other potions and wares as needed. He has the Middle Cant, Middling Madness, Dirty Dealings, Time Presence, Here and Gone, and Keyless Entry Middleman Abilities.)

DESCRIPTION: Patellan is a thin, middle aged halfling, with a slight hunch to his walk as if he was older than he looks. He sports short salt and pepper hair, trimmed as if by a knife and glittering eyes that hide a spark of violence within.

BACKGROUND: Patellan grew up wealthy, having worked for Exeter Big Toe though because of his health he had a habit of getting ill. Never one to travel out of doors Patellan instead learned the business from the desk. Bookkeeping, fairness of goods, and deal making in his later years is his method of theft now. When he was needed to uphold Middlemen control, he does so diligently and violently; which has left many cripples roaming the streets of Eskadia.

Upon Maggie's acquisition of the business he threw in his full support, even backing up her orders for all contracts paid in full. More knees were cracked in those few days. His reputation brought a great deal of coin to the Middlemen at that time and Patellan gained his second title of Grand Pa. Having continued to expand the business in Eskadia he has earned profit and fame. Patellan now looks after the prominent Heart Ward. While usually locked away from the guild in his mansion he does make appearances when some upstart thinks they can muscle their way into the Middleman's territories.

DEN LORD IN THE HEART 'GLOOM' (He is a Chaotic Neutral male (doppelganger) Halfling* 7th level rogue/4th level wizard whose vital statistics are HD 7d6+14 plus 4d4+8 hp 83 AC 17. His/Her prime attributes are Dex and Int. His significant attributes are Dex 18, Con 14, and Int 14. He wears any armor for disguise purposes. He carries a ring of mind shielding, a black bladed dagger, and any item with illusion capabilities. For details of his doppelganger abilities see Monsters & Treasure by Troll Lord Games.)

***DESCRIPTION:** The typical disguise is of a reddish haired male halfling.

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BACKGROUND: Found by Patellan while Gloom was casing a warehouse of his, he quickly took the disguise of a halfling. Patellan came upon 'Gloom' and sought to drop the spy like a stone. To his shock he discovered Gloom's alien nature. Taking advantage of the situation, Patellan was able to turn Gloom and use the doppelganger's knowledge and skills to his advantage. Gloom proved successful and trustworthy to the Middlemen, so that Patellan freed the Doppelganger and took steps to place Gloom as the Den-Lord of the Heart, answerable to the Middlemen's secret empire.

Gloom stays more in the background now, mostly serving as his master's bodyguard and only emerging when needed to complete a job. Gloom has changed his form to that of a different looking Halfling in order to conceal his identity from the spy's former partners. The major role Gloom has yet to accomplish is in locating the hidden sanctuary of the Knives of Shambere and Cult of Night. Of all the Middlemen, Gloom has the best idea of where it is, but even his shape-shifting powers have not yet afforded him access to this unhallowed site.



WARDEN OF DOCKSIDE San 'The Sling' Barite (He is a Neutral Evil male Halfling 9th level rogue whose vital statistics are HD 9d6 hp 39 AC 17. His prime attributes are Dex and Int. His significant attributes are Dex 17, Wis 13, and Cha 16. He wears +3 leather armor, and carries a +1 dagger of returning, an expert sling, a pouch of 13 +1 caltrop sling stones, and an expert disguise kit. He has the Middle Cant, Middling Madness, Dirty Dealings, Time Presence, Here and Gone, and Keyless Entry Middleman Abilities.)

DESCRIPTION: Boyish good looks often peer up from the hooded cloak he wears, a simple russet haired boy that is often seen at the docks. Those that know him have seen the calculating aquamarine eyes pass over them followed by the glint of steel only a second later.

BACKGROUND: San was born into the Middles family as a distant cousin. His mother was a spy who worked for the Middles

Syndicate that had the deplorable quality of a loose tongue when it came to gossip. Through her he came to understand the importance of information. Unfortunately he also learned the cost of not keeping one's mouth shut when it came to the family business.

San's mother, although a masterful spy, had said things about the wrong people and, quite simply, needed to be whacked. It is unclear whether San did the deed himself, or led slings to take her out. What is understood is that San was aware of the hit and participated in some fashion in his own mothers' demise in order to become a made man. Loyalty to the family over loyalty to the individual is the name of the game. Since that time San has served as an enforcer for the Middlemen, making sure that others do not make the same mistakes that his mother made.

DEN LORD IN DOCKSIDE CHARMAINE (She is a Lawful Evil female Halfling 7th level rogue whose vital statistics are HD 7d6+6 hp 36 AC 16. Her prime attributes are Dex and Int. Her significant attributes are Str 15, Dex 20, and Con 12. She wears expert padded armor, and a cloak of arachnida. She carries a 'window breaker' dagger, an expert knife, and expert thieves' tools. She has the Middle Cant, Middling Madness, Dirty Dealings, Time Presence, and Here and Gone Middleman Abilities.)

DESCRIPTION: Dreadlocks of russet brown hair cascade across her back, tied back occasionally in a ponytail when on a mission. She never hides her face beneath the web-like cloak she wears, though her weapons are another matter.

BACKGROUND: Born amidst a traveling circus, her family is said to have been one of the best at tumbling acrobatics. Charmaine cared nothing for the performance side of circus though the schemes to rob the bystanders fascinated her. It was there she watched others, and learned to imitate them. When the circus arrived in Eskadia one summer, she stayed behind at the request of the Middles Family, who had witnessed her successfully pickpocket one of their own members. Rather than kill her for the act they accepted her into the family, though had she not joined she would have been killed.

WARDEN OF THE BLADE JORGAN IKSDRONE (He is a Lawful Evil male dwarf 9th level fighter whose vital statistics are HD 9d10+18 hp 74 AC 18. His prime attributes are Str and Con. His significant attributes are Str 19, Con 15, and Int 12. He wears +2 chainmail, and carries a +1 fist mace, a +2 battle axe, and an expert light crossbow with a case of 12 bolts.)

DESCRIPTION: A stout muscled dwarf, with an oiled black beard and mustache. Garbed in silvery chainmail and decked out with his featured weapons hanging from his belt.

BACKGROUND: Jorgan, a dwarven outcast and hardened mercenary with ties to the Legion of Swords. Jorgan is not at all pleased with his appointment to a ward belonging to the Middlemen but has taken the position in hopes of eventually enlisting the aid of the Legion of Swords and overpowering the Halflings, driving them back into the sewers where they belong. He wants nothing more than to take control of this ward for himself, and will do what he can to achieve that.

DEN LORD IN THE BLADE MARBLE LORIFT (She is a neutral female half-elf 7th level ranger whose vital statistics are HD 7d10+14 hp 64 AC 17. Her prime attributes are Str and Wis. Her significant attributes are Str 12, Dex 15, and Con 15. She wears a umeshti steel chainshirt (AC +5). She carries 2 expert crystal daggers with what ever poison is required at the time.)

DESCRIPTION: Reddish brown locks of hair are kept under the military style helmet she wears, though it impedes nothing of her ability to listen and see. A cloak of fine umeshti steel links covers her body, while the two crystal hollow bladed daggers lie in the wrist sheaths, ready for delivering the vile mushroom poison contained within.

BACKGROUND: Geared her whole life as a hunter of rival dwarves seeking the gold of her clansmen. Marble was recruited by Middlemen to watch over the Hilt Gate and serve as a foil to the warden himself. Should Jorgan favor the Legion of Swords or Knives of Shambere in his feud with the Middlemen it makes her job simple. She removes him from the equation.

WARDEN OF THE DIAMOND DISTRICT GILDA

'THE QUEEN OF DIAMONDS' HEDGER (She is a Neutral Evil female Half-elf 7th level rogue whose vital statistics are HD 7d6 hp 29 AC 16. Her prime attributes are Str and Int. Her significant attributes are Dex 13, Con 11, and Int 18. She wears expert leather armor, a ring of protection +2, an earring of proof against poison, and various other forms of jewelry (totaling 1,600 gp in value). She carries an expert club.)

DESCRIPTION: Gilda is a venerable half-elven woman, with a long braid of graying reddish brown hair, and small dull green eyes which stare out from her tanned thin face. Garbed in dyed leather tunics and leggings which are studded with jade, along with an embroidered fur cloak, the ensemble is further embellished by the multiple rings and earrings, their markings removed from previous owners, adorning her. Her work as a fence has resulted in the removal of the last two fingers on her right hand, punishment from early on in her career for bad dealings.

BACKGROUND: She was a typically troublesome child and then grew into a thief's role. Gilda was a kleptomaniac in the purest sense of the word. She finally lost her desire to steal when she lost two fingers for robbing an angry vendor's stall. Deciding that there had to be other ways for a girl to make money she took up the role of madam and fence of purloined property. Since the majority of her clientele were streetwalkers who had lifted a ring or necklace from a client, she soon took to pandering of another type. Her career transmutation has been quite successful, actually making her more wealthy and respectable than she was in her days as a pickpocket and common thief.

DEN LORD IN THE DIAMOND DISTRICT MIRANDA

(She is a Chaotic Neutral female human 4th level rogue/1st level wizard whose vital statistics are HD 4d6 plus 1d4 hp 15 AC 10. Her prime attributes are Dex, Int, and Cha. Her significant attributes are Dex 12, Con 10, and Int 15. She carries an expert quarterstaff, 3 vials of solution for alchemist fire, 2 doses of Shandimar's Ash, multiple vials of perfume including perfume of charisma, a

perfume of love, and a perfume of truth (treat all magical perfumes as potions of like description. Wizard Spells Prepared (4/3) 0—detect poison, ghost sound, mage hand x2; 1st—disguise self, unseen servant, Magic Missile.)

DESCRIPTION: Strawberry blonde hair and a freckled complexion do nothing to draw others to this charismatic woman, quite unlike her inviting scents of flowery perfume. Wearing only a white wool robe embroidered with dried leaves and flowers, she is never seen without a small padded pouch of tiny perfume vials or the candlestick like wooden staff.

BACKGROUND: Miranda sees to it that the men and women in her employ are more attractive to those purchasers of pleasure. Her concoctions can also be turned into crude alchemist fire or poisons by adding a second ingredient carried by each member of her troupe.

WARDEN OF THE STRAIGHT PREED ACCRIOS

ZAN (He is a Lawful Evil male Changeling 2nd level ranger/3rd level rogue/2nd level assassin whose vital statistics are HD 2d10-2 plus 3d6-3 plus 2d6-2 hp 36 AC 18. His prime attributes are Str and Dex. His significant attributes are Str 12, Dex 18, and Int 13. His racial abilities are Twilight Vision, Fey Wrath, and Iron Vulnerability. Spell Like abilities 1/day—change self, cause fear, charm person, gaseous form. He wears +3 leather armor, and carries 2 expert shortswords, an assassin's dagger, 5 daggers, and small vials of poison (various types for almost any occasion). He has the Deadly Cooperation Knives of Shambere ability.)

DESCRIPTION: A man with darting auburn eyes that he keeps cloaked away from the world as he scans the scene. A warm smile crosses his lips upon meeting him, an odd habit of his as he believes all humans are weak for trusting a trait like that. Deep within his black heart he seeks to rid himself of his human disguise and even to uses the elven name he took from his first victim.

BACKGROUND: Preed was born sickly. At birth he showed signs of illness and malnutrition, and with the death of his mortal mother suspicions arose as to the nature of his actual parentage. It was believed he would not last the first winter upon the harsh plateau. Yet Preed did, for indeed he was a changeling traded with his parents' original child with a spawn of the Rathe Cuirtha. Raised by his brutal adoptive human father on the plains and forests of the Arutanian Plateau, Preed learned the art of survival. Here he learned to stalk game, and secretly how to do the same to humans. He took up the role of bounty hunter upon reaching adulthood and entered Eskadia by this time to try his hand.

His efforts were successful, but also witnessed by the Knives of Shambere, who threatened to slay him if he did not submit to their indoctrination. Readily accepting their training he quickly excelled amongst their cult until gaining some prestige as a figurehead amongst the Knives. Preed manages things in the Ward for them as they go about their more important business of preparing the world for Shambere by murdering goodly priests, paladins, wizards and in general weakening and destabilizing economies and civilizations. As Shandimar taught them: to

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desecrate and destabilize civilization makes the Shadowy Hell of Shambere look like paradise in comparison.

Preed doesn't seem to mind his job, although he secretly fantasizes about the ultimate act of betrayal, dreaming of a night when he sadistically murders each and every one of his human peers.

DEN LORD IN THE STRAIGHT PINELLAS (She is a

Lawful evil female Half-elf 6th level rogue whose vital statistics are HD 6d6 hp 26 AC 14. Her prime attributes Dex and Int. Her significant attributes are Dex 15, Wis 12, and Cha 16. He wears expert caltrop studded leather armor, and carries a +2 dagger, 4 expert daggers, expert thieves tools, expert artisans tools, a gold locket with etchings of parents, marbles and caltrops.)

DESCRIPTION: A charming young woman, with long rust colored hair, a trait of her family. She is dressed in a tight dark gray leather vest, and leggings that appear black when wet. Long leather gloves, creak with a nervous twitch, as she clenches her fists, hoping for the chance to unlock the next great treasure.

BACKGROUND: Pinellas was born to the Cult of Night in more ways than one. Both her parents were rogues and brought her up teaching her their skills. Her other family, the Cult of Night, taught her more as her charms have brought her deep into that necromantic organization. Never one to shy away from a job, she partakes in anything if it mean coin and recognition. She was given the position of Den Lord, in hopes some of her luck could rub off on others.

Pinellas currently still plies her trade in Eskadia, and while deeply in love with the rewards she has grown bored with her success.

WARDEN OF THE EYE VON (He is a Neutral Evil male human 12th level rogue whose vital statistics are HD 12d6-6 hp 42 AC 16. His prime attributes are Dex, Int, and Wis. His significant attributes are Dex 18, Int 16, and Wis 11. He wears Expert leather armor, and a ring of protection +1. He carries 2 daggers, 2 candles of truth, and expert thieves' tools. He has the Contortionist, Vanishing Presence, Doppelganger, and Up in Smoke Infiltrator abilities)

DESCRIPTION: Von is a well toned elderly man, still with a cat's grace. With his white hair cut short and bluish green eyes. He has a habit of picking at his nails, as wax is often crusted there, though sometimes it is the itch he has to perform his old craft once again.

BACKGROUND: A blacksmith's son, who never really accepted the trade, and rebelled as a child. Von accepted the streets, and became quite at home learning the ins and outs of the life. Soon his minor street gang began to plan robberies, and was often successful. Yet those few times that they were caught taught him the dangers of the profession. While his candle making profession came about as a hobby he learned in jail, the truth is that time in solitary confinement gave him a complete aversion to total darkness.

With the death of his father, and the deed to the shop now his, Von moved in and used the place as a meeting house for those



he trusted. He later converted the old smithy to a candle shop, and front for his Order, where he still works as a smuggler of daggers, knives, lock picks, and notes within his creations.

DEN LORD IN THE EYE ENIAVIS (He is a Neutral male 7th level cleric/2nd level rogue whose vital statistics are HD 7d8 plus 2d6 hp 34 AC 18. His prime attributes are Dex and Wis. His significant attributes are Str 13/15 with gauntlets, Dex 18, and Wis 19. He wears Gauntlets of ogre power and +1 scalemail of glamour. He carries a +1 flail, a composite longbow (+2 strength) with a quiver of 8 +1 arrows, and a silver holy symbol. Cleric Spells Prepared (Cast Per Day 6/5/4/3/1). 0—Detect Magic x2, Detect Poison x2, Light Object, Purify Food and Drink; 1st—bless, command, Cure Light Wounds x2, sanctuary; 2nd—aid, Darkness, Silence, Spiritual Weapon 3rd—dispel magic, locate object; 4th—Restoration.)

DESCRIPTION: With broad chin and an even broader nose, Eniavis has an air of command about him. Adorned in a steel gray cloak and gauntlets, along with dark boots, he is never seen without his bodyguards, dressed in similar attire.

BACKGROUND: A devout worshipper of The Khan throughout life, his defiance from restoring the temple lost in hobgoblin raids and a reverence to the sneakier side of war known as spying has given him more resolve. While he has joined the Order so that he is privy to more knowledge his heart lies in war and the balance it brings to the world. Eniavis has sown seeds of hatred toward the faithful of Shambere, which can only mean he is trying to start a civil war in Eskadia.

WARDEN OF FAR REACH LOMARC OLANDER (He is a Neutral male Half-elf 6th level ranger whose vital statistics are HD 6d10-6 hp 44AC 14. His prime attributes are Str, and Dex. His significant attributes are Str 14, Dex 15, and Int 17. He wears expert studded leather and carries a +1 wraith bladed rapier, and a +2 dagger.)

DESCRIPTION: With short cropped white hair and a pale complexion, his haggard frame makes him appear venerable despite his 40 years. His hand always rests upon the rapier at his side, fingers nervously drumming its gilt cup when in thought.

BACKGROUND: Lomarc was born for captaining ships and has done just that, though with brains and brawn rather than the wit and savoir faire that the flamboyantly charming stories of his exploits always portray. Lomarc has a rather grim outlook on life, which seems to match him to Eskadia perfectly. Perhaps once he was the dashing hero of tall tale, but since the loss of his last crew Lomarc has severed ties with the sea. No one knows the exact date Lomarc changed nor does he share the tale but it is true that upon his last voyage his ship and crew encountered the ghost ship Urtillis. Had he not possessed the wraith blade rapier, he would have joined his crew in un-death. Fate has since landed him in Far Reach and his wits and strength carry him as the rough and tumble Ward's elected leader. That said, there is little which may draw Lomarc to set foot upon the docks, and he has not touched a toe to the sea in nearly a decade.

DEN LORD IN FAR REACH BRIG (He is a Chaotic Evil male human 3rd level fighter/2nd level rogue whose vital statistics are HD 3d10+6 plus 2d6+4 hp 36 AC 13. His prime attributes are Str, Dex, and Int. His significant attributes are Str 14, Dex 14, and Con 14. He wears +1 leather armor and carries an expert quarterstaff, a map of the Eskadian Sea complete with likely 'drop points' of loot (stashed away in the Clay Shed.)

DESCRIPTION: A broad muscular man, dark skinned, wearing an even darker cloak. His speech is muffled and short, used only to inform others of potential jobs he needs done. If one were to see past the hood, they'd see his nose is at an odd angle, above his left eye is a never fading bruise, and then his iron shod staff would come crushing down upon their skull.

BACKGROUND: Being raised on the coast of the South Eskadian Sea, his childhood was one of hardship and survival as he helped his family by doing odd chores and running errands throughout the pirate haven. He partook of many successful raids himself upon reaching adulthood and his name became well known in the town. It did not save him, when after one such raid a slaver's ship captured his, and took an unconscious Brig as even more cargo. He eventually got free and helped others as they later took possession of the ship, slaughtering its crew. Since that time Brig has taken to working within Eskadia, avoiding ships and sailing vessels as much as possible.

WARDEN OF THE MAIN SYDNIA ARNAUD OLNES (She is a Neutral Good female human 5th level wizard whose vital statistics are HD 5d4 hp 18 AC 11. Her prime attributes are Str, Dex, and Cha. Her significant attributes are Dex 13, Int 13, and Cha 16. He wears a nobles outfit and various pieces

of jewelry (usually around 500gp worth), and a signet ring. He carries a gilded ivory staff of leadership.)

DESCRIPTION: Slightly plump with a warm smile and elegantly braided russet hair. Syndia's smoldering eyes and wry smile befit her upbringing. Dressed in the silk or fur equivalents of the latest style, Syndia is never without the gilded ivory staff that proclaims her as warden.

BACKGROUND: The pampered only daughter in an otherwise long line of brothers Syndia studied magic as they pursued the knightly arts or the holy cloth of Taxus. When she came of age she was politically and legally married to the Warden of the Main. The elderly Warden Olnes death shortly after their marriage was merely the accident that a younger woman's coupling with an elderly man so often leads to. Prince Cordero appointed her the new Warden due to her husband's name and her brother's status as high priest of Taxus. She is the Prince's sometime paramour and full time puppet warden for the Main. Syndia is simply thrilled to be a charismatic figurehead. She enjoys her work, which most often involves going to art openings, or presiding over judgment in petty crime cases and adjudicating property claims between rival landsmen. She has no clue that her authority is a façade and that the Prince is the true master here, with the Middlemen and their interests finishing a close second.

DEN LORD IN THE MAIN IBLEE WAVORIEN (He is a Lawful Evil male Halfling 6th level rogue whose vital statistics are HD 6d6-6 hp 17AC 18*. His prime attributes are Dex and Int. His significant attributes are Dex 22*, Int 15, and Cha 12. *while wearing +2 gloves of dexterity. He wears leather armor, and +2 gloves of dexterity. He carries 6 expert throwing daggers, 4 knives, and 2 expert clubs.)

DESCRIPTION: Blonde haired and dun eyes, this drab garmented man is all about keeping on the low, as well as advertising his gifts near the Crimsonstone Gate. This street juggler is watching for one in need of a guide, ingratiating himself to those able bodied men and women that may help further his schemes.

BACKGROUND: Iblee has never thought much of guild life; one so tied down can not expect to have control of everything in their lives. He has always sought to befriend everyone, of course this attitude has alienated him from more groups than he can imagine, but his usefulness is still something others wish to use. His small enclave of performers and like minded people who see the guilds as more a burden than aid to the city, flock around Iblee's ever changing residence. His eye is always on those above him, as well as those who seem to be eyeing him.

WARDEN OF THE PITTS WYSEMON (He is a Lawful Evil male human 14th level cleric whose vital statistics are HD 14d8-14 hp 64 AC 20. His prime attributes are Dex, Wis, and Cha. His significant attributes are Dex 14, Int 13, and Wis 17. He wears +2 scalemail, a robe of winter storms, and a Holy Symbol of Nartarus. He carries a Sliver' +2 mace, and a devil's eye. He possesses the following Necromancer Abilities Blessed of Nartarus +3 vs Undead Powers, Flesh of the Undead (+3 Natural AC, Taint of Death -6 Charisma Reaction Penalty. Cleric

CHAPTER 26 —

Spells Prepared (Cast Per Day 6/6/5/4/4/3/3/2) 0— detect magic x2, detect poison x2, first aid, light object; 1st—bane, cause fear, command, cure light wounds, sanctuary x2; 2nd—aid, darkness, hold person x2, spiritual weapon; 3rd—animate dead, cure serious wounds, dispel magic x2; 4th—freedom of movement, neutralize poison, restoration, sending; 5th—commune, death ward, raise dead; 6th—blade barrier, create undead, word of recall; 7th—regenerate, repulsion.)

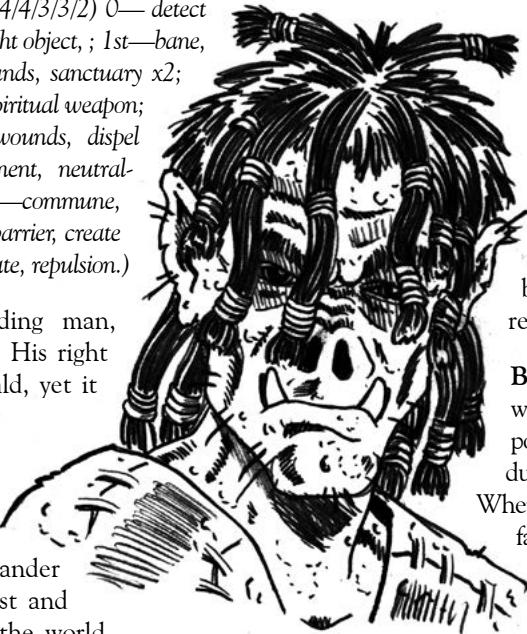
DESCRIPTION: A comely balding man, adorned in black robed and attire. His right eye is a smooth orb of dark emerald, yet it seems to possess a glimmer of life.

BACKGROUND: Born Marcsin Craden, and noble's only son, Marcsin wanted for nothing. He lived the youthful lifestyle of squander and depravity, bankrupting his trust and betraying his noble name. Slowly the world crumbled as his debts took their toll upon the family coffers. Not wanting to have his lifestyle slip away, he fled with everything his hands could carry. Disowned by the Craden clan he did not know how to survive in the world without the bodyguards and protection he had once commanded. He quickly squandered his remaining baubles and found himself impoverished and homeless for the first time.

Hungry, lonely, and afraid, Marcsin hid in the shadows of the Pitt's alleyways, and slowly struggled to survive. He listened to the street prophets of Nartarus utter their oracles, and the witches of Jokashka hurl their bones and curses. Becoming infatuated with the religion of the Lord of the Walking Dead he began study in ancient ritual and tomes bound in the flesh of men. When the hired assassins finally found him, it was then that Marcsin muttered his first prayer. His prayers answered, Marcsin discovered his calling as mortal herald to Nartarus.

Changing his name to Wysemon he quickly took control of the Cult of Night. His first order of business, was to declare holy war on surviving members of his family. Eventually seizing their properties he transformed them to the uses he saw as best serving the nightmare god of death. The old Craden businesses and estates now serve as hideouts and operations bases for the Cult of Night and their vengeful high priest.

DEN LORD IN THE PITTS DURRA SOLLIC (She is a Lawful Evil female dwarf 8th level wizard whose vital statistics are HD 8d4 hp 20 AC 12. Her prime attributes are Int and Cha. Her significant attributes are Str 15, Int 11, and Wis 15. She carries +1 light crossbow with a case of 16 bolts, an expert dagger 'Rat Peeler', and a pouch of poisoned dried cheese curds, necklace of rattails. Her Necromancer Powers include Command Undead (as a cleric of 8th level, Flesh of the Undead (+2 natural armor class), Taint of Death (-7 Charisma Reaction Penalty). Wizard Spells Prepared Cast Per Day 5/4/3/3/2) 0—dancing lights, detect magic x2 ghost sound, mage hand;



1st—Alter size, charm person, magic missle, shocking grasp; 2nd—acid arrow, darkness, levitate; 3rd—blink, dispel magic, hold person; 4th—fear, polymorph.)

DESCRIPTION: With the common dirty bronze skin of her clan, her frame has nothing of the stoutness found in dwarves as she is quite thin and toned. Thick braids of oily black hair fall across her face parted only to reveal her reddish brown eyes.

BACKGROUND: Her heart and home has always been in the Pitts. From her childhood of poverty as Durra's family tried to make ends meet during Shandimar's War, she has fought to survive. When a cult of Riachee's followers slew her adoptive family of homeless and destitute Durra took action, hunting the ratmen and their rat's nests to near destruction. Not only did she exterminate them, but she feasted on their remains, gaining a ravenous taste for their putrid flesh.

Her skill against cultists of Riachee brought her to the attention of Wysemon, who taught her the necromantic skills that have awakened dark powers in the dwarf. Durra continues to hunt rodent and vermin in her Den for she sees them as a delicacy, using the tools of death to achieve her ends. From her squalid three story wooden home, she recites prayer or promise to Nartarus.

**SELF PROCLAIMED WARDEN OF THE SEWERS
EMOSS K'NYARAH 'THE RAT'** (He is a Chaotic Good male half-orc 5th level rogue whose vital statistics are HD 5d6+10 hp 36 AC 13. His prime attributes are Dex and Int. His significant attributes are Dex 16, Con 15, and Wis 15. He wears padded armor and a ring of minor energy resistance (fire). He carries an expert spring blade quarterstaff (treat as short spear), and a pouch of tea leaves.)

DESCRIPTION: This emaciated half-orc has tufts of hair braided and cascading around his face, often hiding his features. Wearing stitched peasant garb and any other clothing he can find, Emoss is never without his well worn staff and means by which he makes his profession, and any wound delivered by it is bound to carry a disease from the sewage it is constantly prodded into.

BACKGROUND: The child of half-orc parents of Far Reach, his life around the cargo ships was one of livelihood. The attack upon the docked vessel where he and crew worked unloading freight left him bruised and poisoned, while the ship was burned along with the wharf. He fought off the deadly effects of the poison, but was weakened for the remainder of his life.

His skill in talking deals and intimidating lesser men has made him the self proclaimed warden of the sewers, though he merely oversees the union of rafters.

KNIVES OF SHAMBERE

Dedicated to the service of the dark god of Shadow, this secret society is known for its unwavering faith in Shambere. Its sinister calling card is a necrotic black handprint upon the body of its victims. To the Knives of Shambere, murder and assassination take on the form of supernatural ritual, where each part of an execution is enacted with exacting devotions to the dark goddess. The Knives of Shambere go about their ritual murders in black togas, their faces obscured by an elfin mask of tooled silver, each reflecting the ancient fey origins of their order. As a criminal enterprise the Knives of Shambere would be considered a hybrid of an assassin's guild and a cult.

Knives of Shambere are typically drawn from the ranks of Rogues, Assassins, Clerics, and Wizards. Many are of some demi-human parentage, such as half elves, halflings, gnomes, and other fey-touched creatures.

HOLY WAR: Knives of Shambere are servants of the dark goddess Shambere and her mother Jokashka. Her word is law to the Knives. When on a mission dictated by Shambere herself the Knives act as if under a special prayer spell, gaining a +1 to Armor Class, Saves, and Siege checks until their mission is completed.

A holy war may be declared against any foe of Shambere, and is typically declared against those who threaten the power of the cult, like meddling heroes, or clerics of opposing faiths for example. Most commonly they are individuals or organizations who stand in the way of the Shadow Mistress's terrestrial ambitions whom she orders destroyed by her minions.

This power costs 500xp to learn, and 1000 gp in training cost.

POISON USE: Many Knives are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade, weapon, meal, or beverage. Non Assassins may train in poison use by expending experience points and one week of training for every 100 xp spent.

Poison Type	XP Cost	GP Cost	Training Weeks
I	100	100	1
II	200	200	2
III	400	400	4
IV	800	800	8
V	Reserved for Assassins Only		
VI	Reserved for Assassins Only		

BACK ATTACK: Knives of Shambere of at least 2nd level may expend 500 xp and 500 gp in intense training to gain the ability to perform a back attack, dealing an additional 1d6 points of damage to a melee attack so long as the conditions for performing a sneak attack have been met. Unlike Rogues who gain this ability normally, classes such as assassin, wizard, cleric, or druid who take this ability do not gain automatic incremental increase in sneak attack damage unless they also expend additional experience points equal to double the experience points spent for every additional +1d6.



EXAMPLE: 3d6 back attack damage would cost 3500 xp and 3500 gp. Back attack damage of quadruple and higher is reserved for rogues and assassins only.

Furthermore non-rogue or assassin classes may not take additional sneak damage until one level beyond the level that a rogue or assassin would earn a damage bonus.

DEADLY COOPERATION: At 4th level, the Knives are so in tune with each others devotion that they may use the "Aid Another" special attack as a free action a number of times per day equal to half their level, although never more than once per round. This power costs the character 400 xp and 1600 gp in training costs to master.

WEIRD OF THE SHADOW COURT: Knives of Shambere of at least 9th level are granted the power to cross into the realm of the dark fey for 1 round per level per day. This ability works the same as the ethereal jaunt spell. As mentioned the ability may not be purchased until at least 9th level and costs 1000 xp to learn and 9000 gp in training costs to master.

EAR OF SHAMBERE: At 10th level a member of the Knives of Shambere is proven to be a true servant of the Shadow. At this level, the servant may commune with Shambere once per week. The servant may ask the Shadow Mistress one question regarding a Holy War he is involved with. This ability costs the character an additional 1500 xp, and 10,000 gp for training costs.

BLACK HAND OF SHAMBERE: At 12th level a Claw of Shambere may use a supernatural death touch ability similar to the monks quivering palm attack. The touch leaves a steaming black hand print indelibly upon the body of the victim. This ability costs the character an additional 2500 xp to learn, and 15,000 gp in training costs.

CHAPTER 26 –

THE INFILTRATOR

In a world of thieves and robbers, highwaymen and beggars, security is always a top priority. Whether to keep the criminals out, or the criminals in, security is everywhere you look. From the common lock on an inn room's door to the magical wards on the wizard's laboratory door, all are in place to keep unwanted people from getting through.

Then there are those who can slip past despite one's measures; as no lock can hold nor does any ward stop their intrusions. These are the highly skilled few who can find their way in the most heavily guarded keep, no matter what the odds against them.

Infiltrators take pride in their ability to get around unseen, and thrill at getting into impenetrable spaces. Some infiltrators serve as spies, others as highly skilled burglars. In any case, it is almost impossible to contain the best of them which makes Infiltrators both dangerous and feared.

Infiltrators are highly specialized rogues or assassins, who focus on the demanding physical and deeply supernatural angles of stealth and cunning while sacrificing specialized rogue attacks for eldritch power. Likewise much of this specialized training requires time, experience, and gold to properly master.

From the moment a rogue takes path of the infiltrator, they lose any progressive attack bonus or damage to their back attack abilities.

CONTORTIONIST: The Infiltrator can contort his body beyond normal limits. Bones and muscles become more flexible to allow the Infiltrator to fit into spaces he otherwise could not. Infiltrators add an additional +3 when on Dexterity checks for attempting to squeeze out of handcuffs, manacles, ropes, or squeezing through spaces designed for a creature half their size.

When moving through tight spaces, the rogue must make a successful Dexterity check, and can move only half their movement rate.

Contortionism costs only 200 xp to learn but takes at least a months training to achieve decent flexibility.

VANISHING PRESENCE: Infiltrator's sneaking abilities become so strong that he becomes partially spell resistant to divination and scrying spells, such as clairaudience and clairvoyance while using their hide ability. Training costs 500 xp and 500 gps and takes five weeks. Upon completion of the training the Infiltrator gains a spell resistance of 4 for every 3 levels the character has achieved.

Infiltrators may first learn this ability at 5th level.

DOPPELGANGER: An Infiltrator who studies the way of the doppelganger may learn the ability to change self as the spell, once per day for every four levels. The transformation is both a physical muscular training of facial features and body contortions as well as an eldritch enhancement to this ability. Training costs 400 experience points and 400 gold pieces and takes at least four weeks. The ability lasts 10 minutes/level. Assuming a new transformation or identity takes one minute of uninterrupted meditation and relaxation. The Infiltrator may learn this ability starting at 3rd level.

UP IN SMOKE (SP): At 10th level, studies of Shambere's secrets grant the Infiltrator the ability to transform himself into a cloud of smoke like the spell gaseous form. In this form he can alter his shape at will to fit through any crack or opening. The Infiltrator can assume this form as a free action, though for no longer than 1 minute per level.



MIDDLEMAN

It takes a special individual to gain employment working for Middlemen Incorporated. It takes something else altogether to earn the title of "Middleman" within the organization. Middlemen are the ultimate operators of their enterprise, putting on a legitimate front while they rob a city blind, and swiftly ship its riches to places and frequently planes unknown. Due to Mack Middles dabbling with eldritch sciences and alien technologies, he has found a way to teach his Guildmasters and their associates how to bend the very fabric of time. Middlemen are also dangerous in large numbers as their incessant chattering in Middleman's Cant disorients foes. Armed with eldritch abilities and the use of alien super-science, the middlemen flow in and out of encounters, incapacitating their foes and making off with riches.

Middlemen Incorporated as a criminal organization is classified as a Crime Syndicate.

BECOMING A MIDDLEMAN

Opportunities for employment in the middlemen are limited to Halflings. Such Halflings must complete a journeyman apprenticeship and be at least second level unless they are born into the business, and even then they must have a full member vouch for them.

Applicable classes for employment in the Middlemen are fighter, ranger, rogue, assassin, wizard, cleric and illusionist. That said typical members are rogues and assassins.

MIDDLE CANT: A dialect of the original halfling language, increased in cadence with certain vowels enhanced and others ignored, the Middle Cant has not been taught to any other race, nor would most care to learn it, as many find it highly annoying. Halflings are forbidden to teach the middle cant to non halflings. Further non middlemen are forbidden to teach it to any save halfling prospects to the corporation.

Middle Cant takes a month training and costs 200xp and 200 gp to learn.

MIDDLE CANT: When two or more middlemen work in concert they cause minor confusion to those around them; this effect causes non middlemen within 50 ft to make a Wisdom Save with a challenge level equal to the highest level middleman plus the number of Middlemen encountered or suffer -1 to all rolls for the duration of the encounter +1d4 rounds.

Learning the use of this power comes at a price. In the case of middlemen that price is 500 xp plus 500 gp and two weeks of intense training.

DIRTY DEALINGS: Middlemen can learn the art of the dirty deal. Training in this skill gives the Middleman +6 to Charisma checks as they relate to deceptive business dealings with merchants and tradesmen. Such deception includes getting a better price on gear or equipment, getting a free room or free meals at an inn or restaurant. Success grants the middleman a percentage roll to see how deep a "discount" they can achieve. Dirty dealings may only equal a maximum value of 25 Gp per level of the Middleman.

Training in this skill costs 500 xp, 1000 gp, and two weeks of intensive training by an eligible applicant. An applicant must speak Middle Cant to learn this ability.

TIME PRESCIENCE: Once per day a Middleman has the ability to perceive an action that is about to effect her and try to change it. This allows the Middleman to reroll any siege roll that you have just made. The Middleman must take the result of the reroll, even if it is worse than the original roll.

To learn this eldritch secret, a middleman must be at least 5th level and expend 1000 xp and 1000 gp.

HERE AND GONE: Rarely, exploration and experimentation into the deeper secrets of sorcery and super science unlock the ability to blink in and out of standard corporeal reality once per day as the spell of the same name. Regrettably this has caused many to call Middlemen 'mutts' regardless of any actual correlation between the Blink Dog or the abilities of a seasoned Middleman.

This ability costs 1000 xps to earn and 1000gp in training. Training takes two weeks.

KEYLESS ENTRY: Starting at 7th level a Middleman gains the ability to teleport herself and up to 50 lbs once per week plus 1/week every 3 levels beyond seventh. This effect is similar to the spell dimension door though range and target do not improve every level. This ability costs 1400 xp and 1400 gp in training costs.

TIME WARP: Once per week starting at ninth level a Middleman may go back in time (1 min per level), and try and change any outcome that she can affect personally. This does not allow her to drink a potion again and gain its effects twice or cast a spell twice, or even use a special ability beyond its limits. Any action that was taken by her in the time she goes back to repeat will have not affected her unless she repeats the process again. She also may not use this ability if she has her hands and feet tied thus escaping imprisonment, though she may always use her Keyless Entry ability to teleport only what she wants to, thus removing the bonds. This ability costs 2000 xp and 10,000 gp in training costs.

CHAPTER 27 — MAGIC ITEMS

DRAGON TURTLE SCALEMAIL

This suit of +1 scalemail is crafted from the hide of a dragon turtle. The wearer also benefits partially from the dragon turtle's fire immunity, as the armor grants fire resistance 10 hit points per round of fire damage. The wearer is also considered to be wearing only leather armor in regards to weight, spell failure and ability checks.

Market Price: 11,000 gp. 1100 xp.

ASSASSIN'S DAGGER

The assassin's dagger is a black bladed poniard with a length of from pommel to tip of roughly 16 inches. The dagger is +3 and grants the assassin's death attack ability to its bearer. In the hands of an assassin the dagger grants an additional +2 bonus to their assassin level for the purposes of a death attack attempt while using the dagger.

Market Price: 12,000 gp. 1200 xp.

AMULET OF GOLEM COMMAND

These rare amulets are mighty in the hands of those who know their secret. A single amulet of golem command allows the user to generate a single golem of its specific type so long as they have the raw materials present for its creation as if they were a spell caster of appropriate skill and level to craft such a golem on their own.

Clay Figurine	Clay Golem	13,900gp	1,390xp
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BREASTPLATE OF LEADERSHIP

This +2 breastplate armor grants its wearer an additional +2 bonus to their Charisma score. It is highly prized and sought after by battlefield commanders to increase their range of command and the morale of their troops.

Market Price: 8500 gp, 1500xp

CRYSTAL DAGGER

These rare blades are formed from a single razor sharp crystal which is hollow from tip to handle. This hollow is often filled with venom so that the crystal dagger may be used to inject poison into lightly armored opponents, almost guaranteeing a quick death. Victims stabbed with this dagger suffer an additional -2 to their save vs. poison. These daggers gain a +1 to damage naturally, but are often enchanted to gain a +1 or more to hit as well. On a natural 1 the dagger bearer must make a successful Dexterity save or the crystal fractures destroying the weapon.

Market Price: 2200 gp, 700 xp

PERFUME OF CHARISMA

This intoxicating perfume has motes of jasmine and sandalwood. It temporarily enhances the user's Charisma by 5 points for 2 hours.

Market Price: 500 gp, 300xp.

PERFUME OF LOVE

Filled with the scents of vanilla and chocolate, the perfume of love acts as a powerful charm spell joining the user with the first person of the preferred sex that they meet with sensations of absolute and complete love as if both users were effected with a Charm Person spell towards one another unless a save vs. Charisma is made with a Challenge Level of 10. The perfume wears off within 10 hours leaving both users with a morose and slightly soiled sensation.

Cost 1100 gp, 330 xp.

PERFUME OF TRUTH

The aroma of lavender and rosewater blend in a mind opening manner so that those detecting the scent are forced to speak only the truth in its presence unless a Wisdom save (CL 5) is made. The perfume lasts 1d4 hours.

Cost 900 gp, 250 xp.

RETURNING DART

A returning dart is like other returning type weapons, able to fly from the hand of its hurler and strike its target, only to magically re-appear within the hurler's hand upon the next subsequent throw. The dart deals 1d2+2 points of damage to its target.

Cost 8900 gp, 1800 xp.

Weight: 1oz.

WRAITH BLADED WEAPON

These blades ignore non-corporeal effects and deal an additional 1d6 points damage to non-corporeal beings such as ghosts, shadows, wraiths, and specters.

Wraith bladed weapons add an additional 10,000 gps and 3000 xp to the value of a weapon.

Sword of Deft Hands: This shortsword is +2. When unsheathed its bearer benefits from unbelievable reflexes gaining a +2 boost to their physical Dexterity.

Cost 8550 gp, 1500 xp.

BLOODSTONE OF VALLIS

This heavy oblong shaped bloodstone is polished smooth, and seems slick as if coated in a thin layer of blood. Any character that keeps this cursed gem within their possession for longer than 24 hours contacts the vigor wasting disease, which may only be cured by a remove curse spell followed by a cure disease spell. The disease may also be halted by the owner imbuing blood from a creature with regeneration. Otherwise the afflicted loses 1d4 points of Strength each year.

Market Price: 12,000 gp.

Weight: 1 lb

DEVIL'S EYE

This tiny midnight green emerald, worth 5,000gp to the naked eye, is a gift rarely received by the priests of Shambere. The eye, which must be placed in an empty eye socket for it to function, grants the bearer normal vision though with a slightly tinged green hue as well as darkvision 30 ft. Upon command the bearer may also cast hypnotism three times a day as if cast by a 10th level wizard.

Market Price: 10,000 gp.

Weight: —

EARRINGS OF SONIC RESISTANCE

These magical platinum earrings provide the wearer with normal hearing against any deafening effect as well as provide resistance to sonic effects depending on the strength of the enchantment. Commonly found with a sonic resistance of 15, others can even grant full immunity to sonic attacks. When the wearer would normally take sonic damage, subtract 15 or more points of damage per round from the total, depending on the resistance.

Market Price: 16,000 gp.

Weight: —

FASAH'S FANTASTIC FIDDLE

This rather plain looking wooden instrument is a benefit to those bards that need to take their act on the road and don't have the strength to carry all their instruments. In its natural form, this item appears as a fiddle, though upon command it may assume the shape of any wooden instrument ranging in size from a guitar down to a panpipe. There is a rumor that a larger version exists from which Fasah copied the design, said to imitate any musical instrument of any size.

Market Price: 2,500 gp.

Weight: 1 lb

MIC'S SHADE LEATHER ARMOR

This halfling sized, midnight blue dyed +1 leather armor appears black in areas of little or no light. Mic Middles had these suits of armor created to protect various members of his family, though only a few are said to still exist in the family. The armor grants its wearer the abilities of bending shadows and dampening sound affording the stealth ability even to those who do not possess it, and an enhancement bonus to stealth checks equivalent to its protection bonus.

Market Price: 90,000 gp. 1500 xp.

Weight: 15 lbs

ROBE OF WINTER STORMS

A simple black cloth garment is only embroidered around the hem with small white dragon runes spelling out the protection from elements (cold) spell. The wearer is granted cold resistance 15 hit points per round. The wearer may deliver freezing

blows with their fists as if they were armed with a weapon dealing 1d8 points of cold damage.

Market Price: 5,000 gp. 500 xp.

SLIVER

Upon inspection one would think this is a simple ebony practice short sword. This weapon is in fact a +2 lawful evil feather edged shortsword, whose blade is as strong as steel and able to deliver even greater blows. Said to be a tiny fragment of the Tree of Knowledge, this evil artifact is indeed a mockery of that. This weapon delivers +2d6 points of lawful damage against all of chaotic alignment and bestows one negative level to any chaotic person who wields the weapon. The weapon can also muddle the senses of one it touches, like the effects of feeblemind, twice a day. The owner is also considered to have the Cleave and Greater Cleave feats when wielding the weapon if they do not already.

Market Price: 60,000 gp. 600 xp.

JOKASHKA'S CALL

This +1 bell tipped heavy mace is bound in fiendish leather along its entire handle. The bell upon the mace's tip is blackened iron, with a heavy clapper that sounds only while in battle, otherwise it remains silent. The weapon can deliver a sonic attack (1d8 points of sonic damage) that also causes fear against the wielder's enemies like the spell and bolster allies like the bard's inspire courage special ability. The weapon when not used in battle protects the owner with an extended alarm spell.

Market Price: 8,500 gp. 850 xp.

Weight: 12 lbs

WINDOW BREAKER

This thin bladed punching dagger has a hilt of finely woven brass wire, and chips of mica adorning its pommel. The weapon is a +1 punching dagger when used in combat, though against objects of ice, crystal, glass, ceramics or porcelain, this weapon has the effects of the shatter spell. Used against creatures composed of such materials, the weapon deals an additional 6d6 sonic damage per successful attack..

Market Price: 25,500 gp. 2500 xp.

MISCELLANEOUS ITEMS GLOSSARY

BUSKIN: Footed leggings with thick soles made from expensive soft leathers and embroidered and brocaded fabrics.

KRIS: A double-edged, wavy-bladed knife/short sword designed primarily for thrusting.

MANOPLE: This exotic weapon is a gauntlet sword consisting of a double-edged blade with two short curved side blades.

WARRIOR'S JACK: A defensive leather and velvet coat of several layers reinforced with metal studs or metal plates stitched between the layers of material. (treat as studded leather but +4 to armor class)

CHAPTER 28 – NEW RACE

CHANGELING (THE GHODELETH)



Changelings are the half fey children born to prisoners in the Rathe Cuirtha of Jokashka and her twisted fey progeny. The changelings, called Ghodeleth in the Rathe Cuirtha, are switched with mortal children who are stolen away to Jokashka's realm. A note or other message insures the understanding that the changeling will be raised in the natural child's place lest the natural child be murdered as punishment to the adoptive parents. These mortal children serve the Rathe Cuirtha as slaves until their 18th birthday where they are given the opportunity to escape in an elaborate game of cat and mouse played by the dark fey for Jokashka's amusement.

The half fey changelings have been twisted by their proximity of the Rathe Cuirtha to the Rings of Hell and the Abyssal Nether so that they exist as shadowy versions of their mortal kin. Although not implicitly evil, they are wracked with wild and uncontrollable emotions and touched with chaos. Most mortals consider the changelings to be bad luck.

DESCRIPTION The Ghodeleth vary in appearance but average in height between three and a half and six feet tall, typically with long thin limbs and long delicate fingers. Their hair is uncombed and wildly tangled and believed to grow to full length overnight even if cut. Their flesh is pale and mottled with color ranging from pink, to blue, to purple. Their mouths are small. Their most alien and distinguishing feature is their eyes which tend to be large and range in color from blue to green, or violet to red. Their vertical pupils, slitted and cat like have an un-natural eye-shine in darkness. Their ears have a slight point to them so that changelings are often mistaken for half-elves or halflings by those familiar with either race. Ghodeleth refuse to wear shoes, though their feet seem unaffected by natural heat or cold (though not lava or magical cold!).

PERSONALITY Changelings are often mischievous, moody, conflicted, and prone to fits of mania and unpredictability. Some seek appreciation and acceptance amongst mortals while others seek to dominate them with their darker gifts. The Ghodeleth are often isolated loners who seek a balance between the more violent aspects of the natural world and the darkly magical world of their birth. This is not always the changeling's fault, as their very makeup is neither fully of this world, nor of the shadowy realm of Rathe Cuirtha.

Although it is true that their adoptive parents feared them due to their unpredictability and the fact that so many of the Ghodeleth have brought about the death of their mortal parents through treachery, murder, or unexplained accident. It is sometimes the case that the Ghodeleth's natural abilities became a crutch by which their mortal parents gained access to riches and power. Thus the presence of the changeling ultimately corrupted the mortal parents as the Ghodeleth themselves were corrupted by their own dark heritage.

RACIAL AFFINITIES Racially and perceptually changelings share most in common with half orcs, half elves, Halflings, humans, and dark elves. They do not specifically mix "freely" with any of these groups but are capable enough of passing themselves off as humans or half elves, or Halflings if the need arises. Typically adult changelings prefer to hide their nature as they are often scorned, hunted, outcast, or otherwise shunned by most societies.

As they typically are not found in large groups they have not developed an actual "culture" of their own so mimic the culture of the mortal race who raised them. Changelings may breed with other changelings or with humans, half-elves, and Halflings. The result is always a changeling, though not necessarily a Ghodeleth.

ENVIRONMENT Changelings may be found in any environment where humans, halflings, half-elves, or elves may be found. Most often they are encountered in out of the way communities and rural locales that are cut off from large population groups and close to enchanted glens, or haunted woodlands. That said there are always exceptions to this rule, and urban centers that are affixed upon vortices tying the mortal realm with the Rathe Cuirtha may also hold a population of changelings. When possible changelings may gather together in secret communities or gather in fiefdoms where they rule over and enslave true mortals.

RACIAL TRAITS AND ABILITIES

ANIMOSITY Changelings suffer a -2 to Charisma based Siege checks when dealing with humans, who are naturally uncomfortable around them.

RACIAL AFFINITY Changelings have a rare relationship with trolls, gaining a +4 to reactions and Charisma based checks in any and all dealings with trolls and neutral or evil fey.

TWILIGHT VISION Changelings can distinguish color and detail up to 1 mile under torchlight, moonlight, and starlight. They see at normal distance underground so long as a minimum of available light is present.

FEY WRATH Once per day a changeling may enter a rage, gaining +2 HP per HD and +2 to damage, lasting for 1d4 rounds +1 per point of Constitution bonus. During the Wrath, the changeling is also suffers a -2 to armor class and -2 to intelligence based SIEGE checks. Upon the end of a Fey Wrath, the changeling is sapped, losing all bonus hit points and suffering -2 to Strength, and Constitution until the changeling feasts. This feast must be three times the size of a normal meal, or the changeling must rest eight hours.

SPELL LIKE ABILITY Prestidigitation, 1/day as the spell of the same name. Change Self, 1/day as the spell of the same name. Changelings who achieve at least 2 HD in any character class may use Cause Fear 1/day. Changelings with at least 3 HD in any character class may use Charm Person 1/day. Changelings who achieve at least 5 HD in any class may also assume Gaseous Form 1/day as a spell of the same name. A changeling's caster level is equal to Hit Dice.

IRON VULNERABILITY Changelings are poisoned by pure iron, and take an additional +2 points of damage from weapons of pure iron. Furthermore iron shackles cause changelings to suffer -2 temporary penalty to Dexterity and Strength. Changeling rogues attempting to pick an iron lock or squeeze through iron bars do so at an additional +2 to the standard Challenge Level.

LANGUAGES Common, Fey, Troll, Goblin, Halfling, Elven.

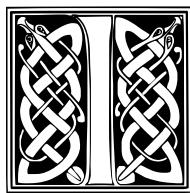
SIZE Small or Medium

MOVEMENT 30 ft.

TYPICAL CLASSES Assassin, Bard, Illusionist, Druid, Rogue

ATTRIBUTE MODIFIERS -1 Charisma, +1 Intelligence

CHAPTER 29 – THE ARTISAN



nsomuch as the Castles & Crusades Role Playing game focuses on full out bare knuckles adventure, there are aspects to the game which in and of themselves turn quite important during the course of an adventure without necessarily meaning to. For example what happens when the PCs go poking around in the mead-hall of a dwarven prince and accidentally break open his most prized cask of Stout? Who ya gonna call? Certainly nobody expects to have a character who just happens to be as skilled a cooper as he is screaming bloody axe warrior right? You need a non-sword swinger, non-spell slinger to get the job done without expending too many of your resources standing around scratching your bum.

Indeed urban campaigns and urban settings also lend themselves to having such characters as “shop keeps” who tend the stores and literally pile bricks or mend fences. These folks may have some useful information. Perhaps the characters need to hire a band of Frnak to help turn their run down tenement into an urban fortress. Players want to know things like “how skilled is my skilled tradesmen?” Why do they want to know this stuff? Curiosity, obviously!

Interest, definitely. Rather than discourage that sort of micro management of campaign resources a Castle Keeper may find it helpful to actually encourage players who are into ticking off every little mark and detail of their characters life. Knowing just how skilled the barrel maker who makes the barrels for the brewery that the PCs acquired in a game of Kings may be exactly what brings that character to the gaming table each week. For that matter how good a brewer is the brewer? If we have to steal the prize stout to get it replaced with equally good stout in an unbroken barrel who do we take it to? As you can see the possibilities of these Non player character interactions are not only things that players may find interesting, they are also things that may prove useful to the Castle Keeper when developing or enriching their campaign experience with their players.

SO WHAT IS AN ARTISAN?

An Artisan is a non player character with a non-adventuring job. This job covers all the basic non-adventurer skill sets one could imagine from armor smith to zebra Skinner and everything in between. Artisans make things, craft things, and build things. Artisans are considered “Prime” in their specific job, be it brick layer, or glass blower. They get a +1 per Hit Die to their roll and should probably also have a significant statistic that reflects their job that offers a small bonus as well. For example if binding books is a Intelligence based job, the book-binder would probably have a +1 (13 Intelligence) and +1 for his 1 Hit Die.

HIT DICE?

Unlike their analogues in Monsters and Treasure, namely the generic named “elf, dwarf, halfling, human, and so on, Artisans are non combatants. They generally do not gain a +1 to hit if they make an attack. Instead they are +0 Base to Hit and generally have a base of 2 hit points per hit dice, modified of course by their Constitution score. That is if as a Castle Keeper you really have a reason to have a Boyer/Fletcher with a Constitution of 18, but hey it’s your campaign so do what you want!

SO HOW DOES AN ARTISAN GAIN A LEVEL?

Admittedly an artisan could be any “level” that the Castle Keeper wishes to give them. They could be a 5th level glass blower, or a 1st level locksmith. Certainly there will be characters who end up collecting Artisans in their retinue at some point in their career, or make friends with an artisan who perhaps designs tack and harness for their dragon or other superfluous flying beast. As the character tracks the Artisans progress you can either play it simple by saying “Yar, the artisan has gained a level,” which would be the easy way. Or you can follow the chart below and track your artisans rise to glory.

Artisans gain experience by making things. To make things they have a challenge level of +1 for every 100 gp value of whatever it is that they are making, with a minimum Challenge of +1. If they score their prime or better on the roll they succeed and earn experience points equal to the gold piece value of their creation. If they fail by more than five they have wasted half of the gold piece value of the item and ruined the materials. If they fail by less than five they have created an item of such inferior quality that it is potentially dangerous and has a 25% chance of breaking every time it is used. The latter is bad if the artisan was a helmet maker, or rope weaver.

ARTISAN			
Level	HD	BTH	EPP
1	2 Hp	+0	0
2	4 Hp	+0	501
3	6 Hp	+0	1501
4	8 Hp	+0	3001
5	10 Hp	+0	6001
6	12 Hp	+0	12,001
7	14 Hp	+0	24,001
8	16 Hp	+0	48,001
9th	18 Hp	+1	96,001
10th	20 Hp	+1	192,001
11th+	192,000 per level.		

CHAPTER 30 – MONSTERS

MOLD MAN

NO. ENCOUNTERED: 1-10

SIZE: Medium

HD: 4d10 (or more)

MOVE: 30 ft.

AC: 12

ATTACKS: Slam (1d8)

SPECIAL: Darkvision 50 ft., Spores, Constrict, Split, Create Spawn, Delicacy

SAVES: P

INT: Animal

ALIGNMENT: Neutral Evil

TYPE: Ooze

TREASURE: 4

XP: 130 +4

Wrought from vile molds and unholy rites, this creature resembles a medium bipedal humanoid with two arms and a head found center mass between the being's "shoulders". Mold men are occasionally the product of accident, where arcane magic, yeast, and cheese come into too close contact with one another. In other instances they may be drafted via murder, when the original mold man slays a living prey, infecting its body with the same eldritch molds that wrought its own animation and half-life. They are murderous semi intelligent creatures that seek to slay living beings so that they may infect them with their spores, creating entire colonies of mold men were there were once living creatures.

COMBAT: Mold men attack with a slam attack dealing 1d8 points of damage. They generally seek to pummel their victims into submission. When pressed with multiple attackers they unleash a cloud of choking spores.

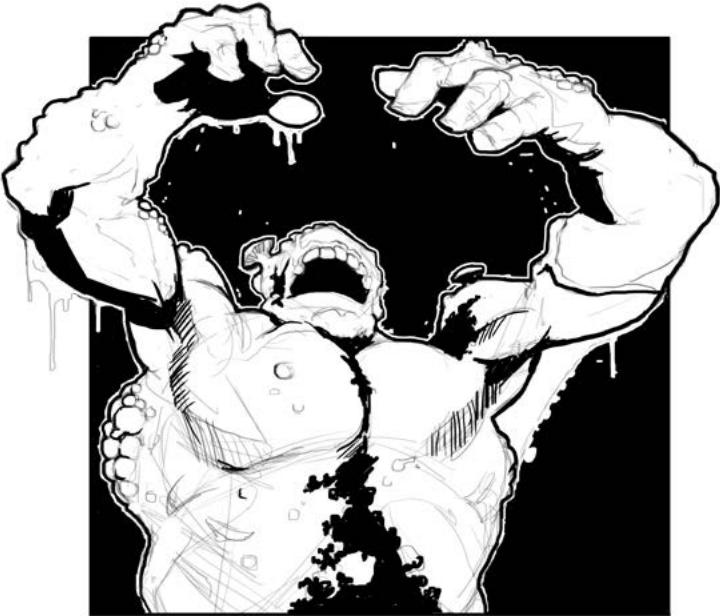
CONSTRICHT: A mold man who lands a successful slam attack can choose to constrict its foe unless the opponent makes a successful Strength attribute check (Challenge Level 4). Constricted opponents take 1d4 points of temporary Constitution damage per round until they fall unconscious or die.

SPLIT: If a mold man is struck by an edged weapon with a roll of Natural 20 it divides into two mold men of half the hit dice of the original.

SPORES: Once per day the mold man may unleash a 10ft radius cloud of spores. Living creatures caught within the cloud must make a Constitution Save (Challenge Level 4) or begin coughing and choking for 2d4 rounds. Creatures coughing and choking are at -4 to hit, AC and Attribute Checks. This effect is removed with delay poison or neutralize poison spells or abilities.

CREATE SPAWN: Beings killed by the mold man rise within 48 hours as a mold man under the command of its creator. These semi sentient beings, grown from the cultures of the original creature do not gain freedom from their original culture until the original is destroyed.

DELICACY The flesh of a dead mold man is a delicacy as it is on par with some of the richest, most flavorful cheeses ever cultured, and is prized by wizards and royal chefs alike. Mold man flesh is valued at 20 gp per lbs. With the average mold man weighing 150 lbs.



ZOMBIE, PLAGUE

NO. ENCOUNTERED: 2d6 +

SIZE: Medium

HD: 2d12

MOVE: 30 ft.

AC: 12

ATTACKS: Two Slams 1d4, Bite 1d6 + infection

SPECIAL: Create Spawn

SAVES: P

INT: None

ALIGNMENT: Chaotic Evil

TYPE: Extraordinary Undead

TREASURE: N/A

XP: 20 +2

Plague zombies are perhaps the most hideous zombie imaginable, or exist as the key to the Apocalypse of Nartarus itself. They move as fast as the living, though are overall fairly weak. Plague zombies are mindless and take no action to defend themselves or avoid blows. Instead they seek to overpower foes and bite them, infecting them with their necrotic plague.

COMBAT: Plague zombies attack with flailing fists and a broken toothed bite, attempting to bite and infect prey with their dark blessing.

INFECTION: Beings bit by plague zombies must make a successful save vs. disease (Challenge Level 2) or lose 1d4 points of Constitution. Each hour thereafter the victim must make an additional save vs. plague or again lose 1d4 Constitution. This continues until the victim is dead.

CREATE SPAWN: 1d10 rounds after a victim succumbs to the zombie infection they rise as a plague zombie, intent on attacking any living creature it comes across.

CHAPTER 31 – OF BOMBARDS AND BLACK POWDER



nderstandably the introduction of firearms may not be suited for every Castles & Crusades campaign, let alone every Fantasy Role Playing Game. In our own human history, gunpowder as a weapon began its development a little less than 1000 years ago, but had possibly existed for much longer.

In the Haunted Highlands campaign gunpowder really requires no further explanation. With powders produced by alchemist and possessed of great pyrotechnic power,

THE SMOOTHBORE CANNON

Made of brass and in rare instances iron ranging in length from four to fifteen ft. long smoothbore are muzzle loading cannon measured by the weight of its ammunition. This ammunition comes in the form of solid ball, exploding shell, spherical case, or cylindrical canister that the cannon fires. Cannons fire at a flat trajectory with a typical elevation of 5° above horizon. Typically the projectile weight ranged from 6 to 40 lbs (fired from huge cannon emplacements) with the average cannon shot weighing in the 6 to 12 lb range. The range of the smoothbore cannon is dependant on the type of ammunition loaded into it and the amount of powder stuffed behind it. In the real world it has a potential of reaching distances of a mile or more, though this would require extreme penalties due to range increment. For this reason such weapons were often fired in battery with several cannons touched off in unison creating a wide area of effect.

SOLID SHOT: Solid shot consists of solid iron balls or shaped stone. It is used to batter down ramparts, hole the hulls of vessels, and to bounce through tight formations of soldiers, spreading panic and death. Solid shot deals 1d8 points of damage per pound. It has a range increment of 600 ft. Solid shot hurled into ranks of enemies effects foes in a ray. Thus every figure beyond the first target must make a Dexterity saving throw to avoid the rolling, bouncing ball, or take half damage. The Challenge Level for avoiding the rolling shot is CL +1 per pound.

EXPLODING SHELL: A hollow iron ball filled with black powder affixed with a fuse. Fuse length determines when the hollow shell detonates, raining shrapnel through ranks of soldiers and spreading terror when fired above their heads. Exploding shell ex-

plodes in a 20 ft. radius and a range increment of 400 ft. Exploding shell deals 1d6 points of damage per pound but has a maximum weight of 8 lbs. All targets within the blast radius may make a Dexterity save with a Challenge Level equal to +1 per pound. Thus the Challenge level for an eight pound shell would be a CL +8. Those making a successful save take only half damage.

SPHERICAL CASE: As the exploding shell, with the exception it is also filled with lead roundball ammunition, increasing the radius of death that the subsequent explosion spreads. Spherical Case has a range increment of 300 ft. and a deadly radius of 30 ft. It deals 1d6 points of damage per pound and has a maximum weight of 12 lbs. All targets within the blast radius of the Spherical Case may make a Dexterity save whose challenge is equal to +1 per pound. For example a 12 pound case would have a Challenge Level of CL +12. Those making a successful save take only half damage.

CANISTER: Canister shot is a can filled with sawdust, and lead or iron round ball. Also known as grapeshot, this ammunition turns the cannon into the equivalent of a short range battlefield shotgun, capable of mowing down charging ranks of foes. Canister has a range increment of 50 ft. and deals 1d6 pts damage per pound with a maximum weight of eight pounds. All targets in the cone receive a Dexterity save whose Challenge Level is equal to +1 per pound. For example an eight pound canister would have a CL 8. Those making a successful save take only half damage.

BLACK POWDER

Black powder is the ignition source for cannon. Typically it takes three lbs. of powder for every 6 lb weight of cannon shot. Black powder is dangerous to make, and a single spark may ignite all of the powder in a magazine to deadly result. In order to explode gunpowder must be tightly packed. It otherwise burns brightly and at high heat capable of catching any flammable materials it touches on fire.

The price of black powder depends on the relative ease of finding its component parts in a given region. A baseline of its value is 10 gp per lb. Thus it requires a very wealthy nation to be able to afford the construction of cannon, or the fabrication of gunpowder if it is to be used as a weapon of war.

SHELL	RANGE	DAMAGE	COST	CREW	WEIGHT
Solid Shot	600 ft. increment	1d8 per lb.	10 gp/lb.	–	6-12 lbs.
Exploding Shell	400 ft. increment	1d6 per lb.	80 gp/lb.	–	6-12 lbs.
Spherical Case	300 ft. increment	1d6 per lb.	100 gp	–	6-12 lbs.
Canister	50 ft. increment	1d6 per lb.	120 gp	–	6-10 lbs.
Cannon, Small	Up to 8 lb	—	32,000 gp	4	Weight 2000 lbs
Cannon, Ships	Up to 8 lb	—	40,000 gp	4	1 Weight 1500 lbs
Cannon, Large	Up to 8-20 lb.	—	80,000 gp	8	3000-4000 lbs.
Smoothbore Mortar	40+lbs	—	120,000 gp	20	5000-10,000 lbs

CHAPTER 32 – COMMON DEITIES

NARTARUS, DEMI-GOD OF THE WALKING DEAD

ALIGNMENT: Neutral Evil

SYMBOL: A Rod of Bones

GARB: Basic Black

FAVORED WEAPONS: Mace or Staff

FORM OF WORSHIP AND HOLIDAYS: Funerals, Internment of the Dead

TYPICAL WORSHIPPERS: Necromancers, evil priests

Natarus is a pale demi-god. He appears to his followers most frequently in the guise of a cruel faced angel made of fluid molten lead whose long feathered wings drip a poisonous ichor. There are some that claim he is no deity at all but truly is one of the Fiends of Hell or the Abyss itself. He bears the Scepter of Death in his left hand. This rod is made from the bones of the first fallen mortal to be claimed by the underworld. Natarus is in league with both Arch Devils and Demon Lords, seeing that souls are delivered to them intact. His priests are known to haunt graveyards and charnel houses, seeking to re-animate the dead to go forth and collect more souls for the nether-realms.

Natarus may cast any necromantic spell at will and may summon 100 Hd worth of undead to his side at a moments notice. Any being struck with the Scepter of Death rises in the following round as a vampire, ghost, or in the case of spell casters of sufficient power... a lich cursed to do the bidding of their cruel slayer.

TAXUS THE PILLAR

ALIGNMENT: Lawful Neutral

SYMBOL: Pillar of the Heavens

GARB: Grey Toga or Athletic Gear

FAVORED WEAPONS: Javelin

FORM OF WORSHIP AND HOLIDAYS: The Games of Taxus represent the best in sportsmanship and by the book play. They are held annually during summer months often marked with unusually calm weather. The games last two weeks and are held in nearly every country and every clime, though the variety of games and events changes to reflect the local flavor.

A winter holiday marking the worship of Taxus is referred to as the Writ of Judgment. This holiday begins on the winter solstice when many other deities hold their holidays. The Writ of Judgment is a time to reflect upon the mistakes of the past and to pray for the dead and the condemned that they find themselves on the right side of the law in their afterlife.

TYPICAL WORSHIPPERS: Athletes, Lawyers, Judges, Monks, Guards and Nobles.

Taxus is worshipped by many as the god of law. He is represented as the Pillar of the Heavens where his strength holds fast against the chaos and discord of the universe. The pillar actually spells out all known laws. As Taxus is the Pillar, he is



also the Divine embodiment of Law itself. The priesthood of Taxus seeks to emulate their god through the use of Taxus's divine blessing and have erected temples throughout many lands which include incomplete copies of the Pillar of the Heavens. These copies may be found in town squares and in the center of temples to Taxus. Clerics of Taxus frequently make pilgrimages to various temples of Taxus, to learn new laws that help further their understanding of the nature of Taxus's divine wisdom. As Taxus is also the patron of athletics and fair play, his clerics work as hard on their bodies as they do on their ecclesiastical studies. Most clerics of Taxus choose Physical as one of their attributes.

DESCRIPTION

Taxus is universally adopted by Judges, Magistrates, Lawyers and Athletes as their favored deity. In events where close attention to rules and law is concerned, clerics of Taxus are called upon to referee or arbitrate based on their lengthy study of the tenants put forth upon the Pillar.

Taxus appears to his followers as a man of perfect physical attributes with glowing blue eyes and short white hair, dressed in a short toga and sandals. Taxus is the twin of Ataxus the Vortex, and is as different from his twisted brother as day is to night.

FORTHONUS, LORD OF THE SEAS

ALIGNMENT: Chaotic Neutral

SYMBOL: Spiral Wave, Dolphin

GARB: Seafarer's garb.

FAVORED WEAPONS: Net

FORM OF WORSHIP AND HOLIDAYS: Sacrifice of gold and blood before hurricanes, fruit and wine at high tide or choppy seas.

TYPICAL WORSHIPPERS: Seafarers, Sailors, Buccaneers, Fishermen, and adventurers.

Forthonus, Lord of the Seas is as chaotic and immensely powerful as the storms that blow up upon his waters. More primal and elemental than most deities, it is unknown if he is a true god in the sense that common folk understand them, or if he is an immortal elemental of unbridled power. The fact that he cares about worshippers at all lends credence to the former rather than the latter.

Forthonus most often manifests as a great water elemental, though he has been known to take the guise of sailor and merman alike, as well as the occasional seafaring bird. His facets and faces are as many as the colors of the sea itself, as are his passions and lusts. When his blood boils too hot there comes death and destruction. When it runs too cold one finds ice and rigidity.

Clerics of Forthonus are only granted spells when actually at sea, or in some manner touching the waters of the sea unimpeded by pier or unnatural form of communion. For this reason the temples

of Forthonus are as often as not guarded by monks who seek the wisdom of the sea as their martial arts form.



JOKASHKA THE HAG QUEEN

ALIGNMENT: Neutral Evil

SYMBOL: Clawed hand engraved upon a stylized cauldron

GARB: Robes of ratty black.

FAVORED WEAPONS: Scythe

FORM OF WORSHIP AND HOLIDAYS: Full moons, All Hallows Eve

TYPICAL WORSHIPPERS: Trolls, Witches, Hags, Harpies, Female Giants, Evil Fey, Some Dark Elves, Scorned Women.

DESCRIPTION

Jokashka the hag queen resembles nothing less than a loose leather sack stretched over twisted and knotted bones. Her face is a fright of hooked, warty nose, shark like teeth, and deep set glittering black eyes. At least that's the guise she most frequently presents herself in. She is also known to appear as a dark and beautiful twin of Fythele, known to seduce both men and women alike with her stygian radiance, only to reveal her true form at the moment she devours their soul.

Jokashka is the goddess of nightmares and bed time stories. Tales of her evil are whispered into the ears of children in order to make them mind, lest Jokashka come to steal them away and grind their bones for her bread. Jokashka resides in Darkalfheim and has a wriggling citadel of tortured flesh there, surrounded by a walls of poisonous thorns and gates made from the bones of children. At will she may make her fortress appear as if it were made completely of candies, cakes and sweets. She is considered to be the mother of hags and patron of witches.

Jokashka assaults her foes through nightmarish dreams and magic, but is known to lay her coup de grace upon her enemies with her wickedly serrated scythe.



CHAPTER 32 –

SHAMBERE (PRONOUNCED SHAM-BEER)

ALIGNMENT: Neutral Evil

SYMBOL: Crossed Daggers Over a Black Gemstone

GARB: Facemask

FAVORED WEAPONS: Dagger, Shortsword

FORM OF WORSHIP AND HOLIDAYS: Drunken feasts following a successful heist or murder.

TYPICAL WORSHIPPERS: Assassins, Rogues, Evil Illusionists

Shambere is the god of thieves and professional contract killers. Greedy and selfish, Shambere is distrusted by most of the gods, but used by few who need his skills in order to achieve their own goals. Shambere appears as a slight man or woman dressed all in black bearing wickedly curved knives and shortswords. Shambere can shape any shadow and step through shadows as if they were doorways.

Rogues and assassins who venerate Shambere are known to sacrifice 5-10% of their ill gotten gains to the deity in order to retain his favor. Shambere is known to break the luck of followers who refuse such sacrifice, causing important tasks to automatically fail.

Shambere never faces foes in open combat, preferring to ambush them and slay them instantly through stealth and careful planning.



VANIUM THE FEARLESS

ALIGNMENT: Lawful Good

SYMBOL: Crowned Helm

GARB: Military or martial clothing, arms and armor.

FAVORED WEAPONS: Lance, Spear, Longsword

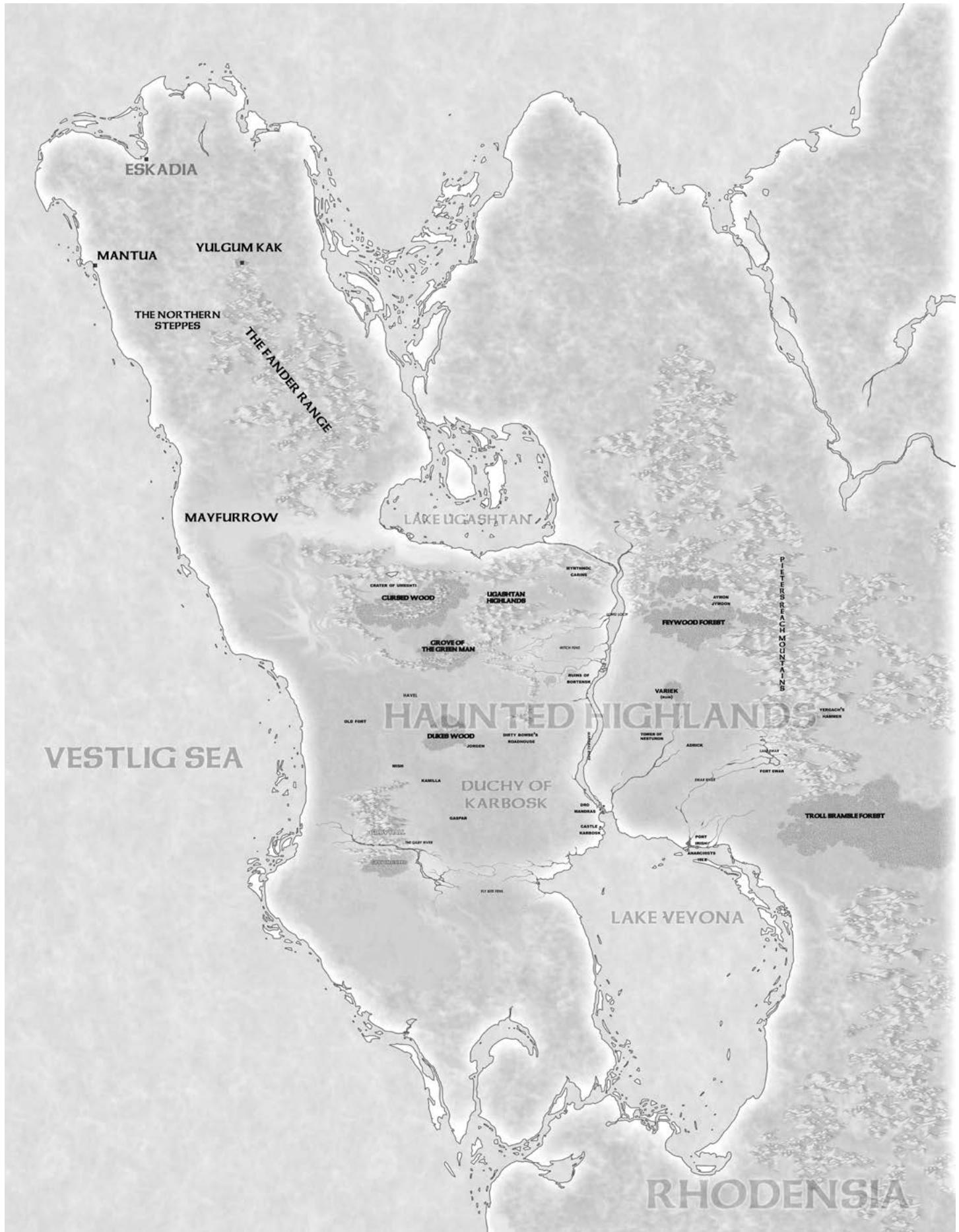
Form of Worship and Holidays: Vanium's holidays are marked with observances throughout the year of famous battles where the forces of good overcame the forces of evil. His key holiday is in mid spring where offerings are made to fallen soldiers and those who were willing to sacrifice their own life for the greater good of the many.

TYPICAL WORSHIPPERS: Knights, Paladins, goodly clerics, healers, and any who observe the tenants of justice, truth, love, and honor above all else.

DESCRIPTION

Vanium is a universally loved and despised deity, known for his righteousness and compassion. Many of his followers are known for their willingness to give to the poor, heal the sick and care for the weak. As thus many paladins are devoted to the path of justice which Vanium's prepares for them. Vanium is the enemy of all that is evil and the foe of injustice. His sincerity in demanding justice often puts him at odds with Taxus, for justice is not served when a law has no heart behind it.

Vanium appears as a very tall man encased in archaic armor whose hand may hold any weapon he calls forth into it. Vanium is inclined to manifest himself in his statues and temples before the faithful to impart wisdom and advice to his most loyal of worshippers.



ESKADIA SEWERS

1 SQUARE= 20'



CITY OF ESKADIA





ESKADIA, THE JEWEL OF THE NORTH. ONE OF THE MOST POWERFUL OF THE WESTERN CITY-STATES, ESKADIA HAS THE SINGULAR DISTINCTION OF BEING ONE OF THE DEADLIEST CITIES IN ALL OF WORLD. TRADE BARONS AND GUILD-MASTERS CONSTANTLY VIE FOR POWER AND CONTROL OVER SHIPPING AND RIGHTS TO RAW MATERIALS. SWEATSHOPS AND WORKHOUSES CRANK OUT FINISHED GOODS AND CRAFTS TO BE TRADED AND SOLD THROUGHOUT THE CONTINENT. EVERY GUILD-MASTER SEEKS TO BE AN OFFICIALLY RECOGNIZED REPRESENTATIVE TO THE WESTERN LEAGUE, AND EARN THE COVETED TITLE OF PRINCE OF ESKADIA.

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