



RIGHT UNDER OUR NOSES

A BLUFFSIDE ADVENTURE

PEZZ
BROOKS
2007

RIGHT UNDER OUR NOSES

BLUFFSIDE WEB ENHANCEMENT

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This module is designed
for 3-4 characters at 4th
level

OGL

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RIGHT UNDER OUR NOSES

BLUFFSIDE WEB ENHANCEMENT

ADVENTURE SUMMARY

Right Under Our Noses is a short 1-2 night adventure designed for a party of four 4th level characters, and is set in the Bluffside Campaign Setting. This adventure features locations and NPCs which are detailed in the **Bluffside: City on the Edge** sourcebook. It takes place in and around an old sewer dumping station controlled by shady steam gnomes. They have disturbed a delicate ecological balance and the results are now affecting others as a horrid stench is sickening people in the streets above. The party investigates the issue, only to find the gnomes have bitten off more than they can chew, and it is up to our heroes to find a solution.

BACKGROUND

While building a small expansion to the sewer system five years ago, engineers designed a small stop-gap mechanism to manage the waste until the sewer's completion. The mechanism dumped sewage into a natural crevasse, while a guard post watched for unfriendly denizens and maintained the pit. Within weeks of its opening, the guards all quit, complaining of an unnatural stench coming from the crevasse. Steam gnomes (whose noses are used to soot, ash, and sulfur) barely noticed the stench, so a small group was hired as the new crew. Two weeks later, the stench subsided and the pit has functioned to this day.

The gnomes are related to Uzzell Longbottom (W1) and the guard post has become a shop for his fencing and item procurement. They are always making improvements to the place and recently dug a mining tunnel following a small vein of adamantine ore. It led them to a natural passage where they were accosted by winged demons. This assault prompted the gnomes to set up a war post to defend the pit and their mine from the demons. Since the incident, the cesspit has begun to stink again and the smell has reached the surface, causing Denis' Adventure Exchange and other nearby shops considerable grief and illness.

THE STENCH

The stink is caused by a mix of sewage, minerals in the underground stream water, and the droppings of insects gorging on the mushrooms and algae covering the offal. The algae and mushrooms in turn feed on the stinky by-product and keep the smell away. With no creatures feeding on the bugs, all but a small amount of the algae and mushrooms has been eaten away, and thus the stench has returned.

SET UP: HOOKS

The simplest method of getting the party involved is by bringing the problem to their attention while they are getting supplies or selling loot at Denis' Adventure Exchange. However, if they rarely go to the Military District, here are some additional hooks.

- Uzzell Longbottom (W1) sends the party to the steam gnomes to pick up a late delivery. He tells them the fastest route is by the manhole closest to Denis'

Adventure Exchange. This works well if the party has a number of rogues with connections to Uzzell. However, this changes the object from getting rid of the smell to getting the gnomes back to work (on Uzzell's project).

- Denis has put out information that he needs help through the Society of Explorers and Adventurers (described in Chapter 9: Guilds) or using the Bluffside Criers (NC6).

STARTING UP: DENIS' ADVENTURE EXCHANGE

Once the party is approaching the Exchange, read the following:

As you approach the exchange, you notice the unpleasant smell of sulfur. Looking around, you see people in the area holding cloths over their mouths. Some have a faintly green tinge to their skin.

The party is in no immediate danger from the stench. If they ask around, the locals inform them the smell has been around for a week or so and most people are planning on closing up shop if it does not go away soon. They might also notice over half the shops in the area have already closed. If the party enters the Exchange (M5), they find Denis (statistics found in **Bluffside: City on the Edge**, Appendix 1) with his head down on his desk and a light greenish tinge to his forearms. He doesn't notice them until greeted. He then relays the following information during their conversation (paraphrase as you wish):

- I'm not much in the mood to trade today. In fact I am closing up shop soon, I would imagine. This stench is killing me and I need to get away from it.
- I'm looking for a group to find out the cause of the stench and remove it if possible. It seems to be rising up out of the sewers.
- I'll pay with a strange map I acquired recently, or 3,000 gold, your choice. If you remove the stench in the next 3 days, I'll give ya both. The city will most likely get around to it in 2-3 weeks, but I cannot wait that long.
- I'd do it myself, but have fallen ill (he is at -5 to all stats currently, and dropping one per day). Denis is supernaturally ill and only time away from the stench or a *restoration* spell can cure him. If he remains in the area, he could die.

A shrewd negotiator can get Denis to agree to allow up to five days instead of three, or gain improved payment for their trade-ins in addition to the above reward (charisma check, CL 7). Those who look for signs of the stench can see a light green mist in the area.

The party may take some time to gather supplies and information before descending into the sewers beneath Denis' shop. Some things that may occur are vinegar-soaked cloths to hold the stench at bay, and bullseye lanterns or torches for light.

2 CASTLES & CRUSADES

If they decide to spend more than a day in preparation, remind them that time is at a premium.

A localized map of the sewer can be obtained if the party thinks about it. This is Map A. The gamemaster may populate the other cesspits; otherwise, they are all simply closed down.

LOCATION 1: ENTERING THE SEWERS

Assuming the party agrees, Denis has enough strength to close up shop and lead them over to the

closest manhole. Denis is not familiar with the layout of the sewers, and cannot give them directions.

Here it is, friends. I wish you luck. I'm getting away from here for a few days to recover. If you need to contact me, I'll be at Brocail's Inn (NC3) until this is fixed.

The iron manhole is heavy and difficult to lift (strength check).

As the manhole is lifted, the pungent smell of rotten eggs wafts up from a circular gray stone tunnel below. A ladder leads down into the darkness.

Those who look for signs of the stench can see a light green mist in the area. If it is day, they can see it gently rise out of the hole 10-15 ft. into the air and fall back down onto the streets. If it is night, they see the mist continue almost straight up out of the hole, not settling down onto the streets. This is because the stench is light sensitive. When it is in sunlight, it becomes heavier than air.

The tunnel goes down 50 ft.

You are in a 40 ft. diameter sewer pipe with 5 ft. walkways on either side of a 30 ft. water trough. It leads in two directions, one lit and the other in darkness. The walls are covered in swatches of red and green moss, with occasional dripping of water or brown slime from the ceiling.

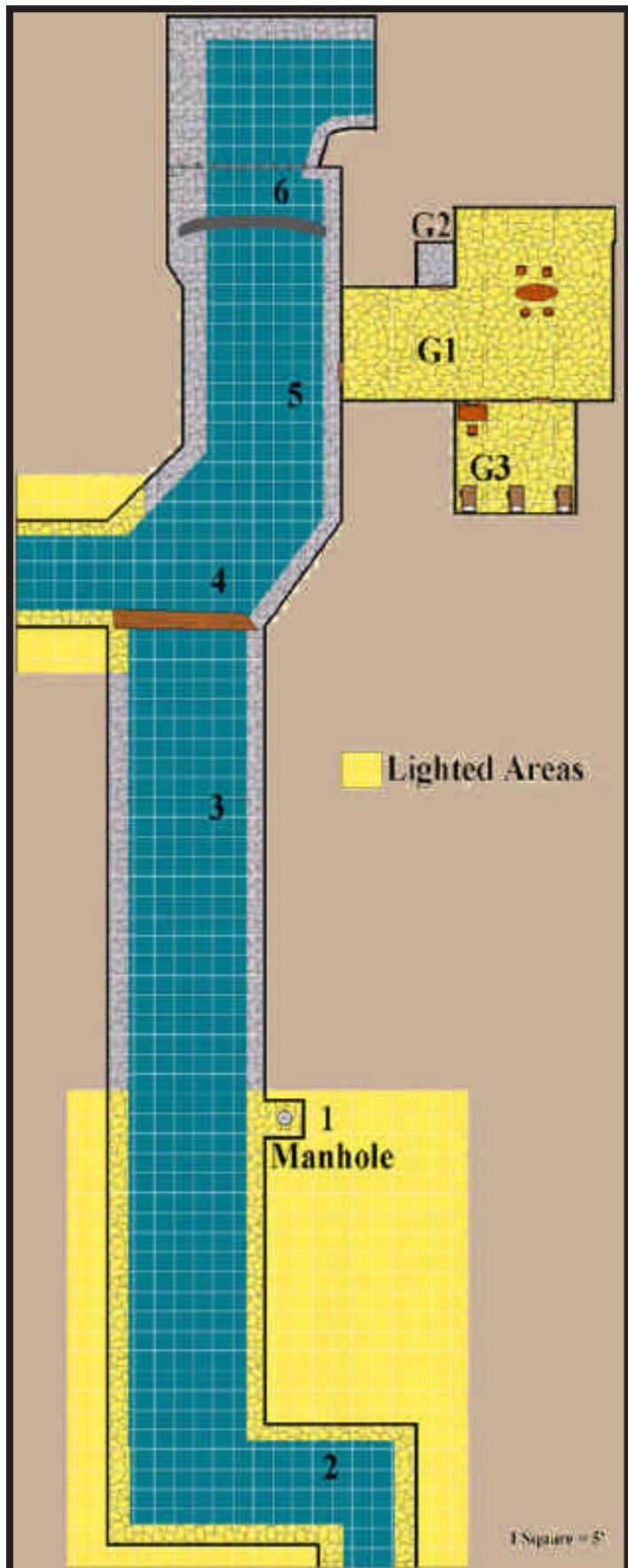
The stench is stronger down the dark passage.

Blackened Lamps: As detailed in *Bluffside: City on the Edge*, all lamps in the sewers are blackened. If the party investigates the lamps in the darkened area they will find half of them broken and the rest painted black. If they attempt to spin the lamps around, they find the back sides of the lamps have not been blackened and doing so lets them generate light in a 30 ft. radius.

LOCATION 2: GALWIN'S RESTING PLACE

Galwin Toose is a tosher wandering the sewers, collecting trinkets, and doing whatever he can to get

by. Galwin's 5-ft.-11-inch, lean build makes him look much like a child in his new leather armor. He has succumbed to cholera, a disease of the stomach, and has taken residence under the lamp here. His normally vibrant emerald green eyes have glazed over



When the party approaches, he is holding his stomach. He will look up, but says nothing, nor runs away. Once he is addressed he'll speak, greeting them politely, but coughing occasionally and holding his waist most of the time. He relays the following information during their conversation (paraphrase as you wish):

If asked about the stench, Galwin will tell them where it comes from for 1 gp. If they pay him, or threaten him successfully, he will tell them they need to go back the way they came into the darkened area and take a right at the fork. He knows nothing more about the stench.

Though it is likely they will associate his condition with the stench, if asked how he can stand the stink he will tell them about his *dead nose* potion. He's selling his last one for 10 gp.

If asked about his stomach, he'll say he's been sick a while.

Persuasion or threats can get the price of the dose down to little as 1 gp, or even free, but the

other toshers will hear about it. Help in treating the disease will also get the doses for free.

Galwin is not tinted green like Denis.

A skilled healer can diagnose Galwin's illness, but it has already taken effect and requires constant care for a week to cure him. *Remove disease* will cure it instantly.

LOCATION 3: SPIDER'S NEW HOME

In the past two weeks a cave spider has made its home here in the dark, eating the occasional tosher. It is completely unafraid of people, having bested up to five at a time before, and attacks without fear.

The spider is well hidden, both by the darkness and its natural abilities. Only those with deepvision or darkvision have a chance to see it in the darkness (wisdom check, CL 13). Otherwise, it is too far out of the range of light spells to be noticed. The lamp closest to the spider is busted, not blackened.

GIANT CAVE SPIDER (*These neutral creatures vital stats are: HD 3d8, AC 16, HP variable. Their prime attributes are psychical. They attack with a bite for 1d6 damage or a slam for 1d8 damage. Special: Poison, stun*)

The giant cave spider is fully detailed in *Bluffside: City on the Edge, Appendix: Creatures*,

Tactics: Disliking the light, it will attack the first person with a light source in the party. If it successfully slams while the target is holding a light source, the stunned character drops the light into the water, possibly making everything go dark just as this large ominous shape falls from the ceiling. If taken to less than half its normal maximum hit points, the spider will jump into the water and flee.

LOCATION 4: CROSSROADS

There is a fork in the sewer system here. In one direction there is light, down which you can see a ladder some 50 ft. off and a water-lock 100 ft. away. A good amount of water is flowing down in the other direction, where the darkness continues.

Those with darkvision or deepvision can see a door 50 ft. down the tunnel.

A half-rotten wooden plank crosses over the water here to allow passage. If someone of Medium-size or larger crosses the bridge, it has a 20% chance of breaking, dumping the person into the sewage. It is only 5 ft. deep here due to buildup on the bottom, but the player may develop filth fever in 1d3 days (ref. *Bluffside: City on the Edge*).

Someone in the party may note the smell is stronger down the darkened corridor. If they move down the lit section, they may notice the smell getting more faint.

LOCATION 5: GNOME OUTPOST ENTRANCE

The stench noticeably increases down this passage. The sewers here are well kept and no slime or moss grows upon the walls. The water moves quickly down the passage and under the iron wall. There is a wooden door with a view slot. Blackened lamps are on either side of the door, which bears a bronze sign: Cesspit #7 outpost and operations.

The door is locked.

The door can be broken down (strength check, CL 5) or **opened** (open lock, CL 10). If it is broken down before the party talks to Snivlee, jump immediately to location G1.

If the door is knocked on (including a failed bash attempt), Snivlee will come over and open the slot to talk to them.

Snivlee keeps himself surprisingly well for a steam gnome, having his slightly bluish skin visible. He wears a city worker tabard over his high quality mail shirt. He is average height for a steam gnome and has a pitifully small nose. His beady eyes betray his frantic nature, constantly looking about. He rarely carries his weapons, instead having a blueprint or plan in his picks holster.

When Snivlee opens the door a bit of soot and ash puff out.

Snivlee will speak in a hurried and frantic voice.

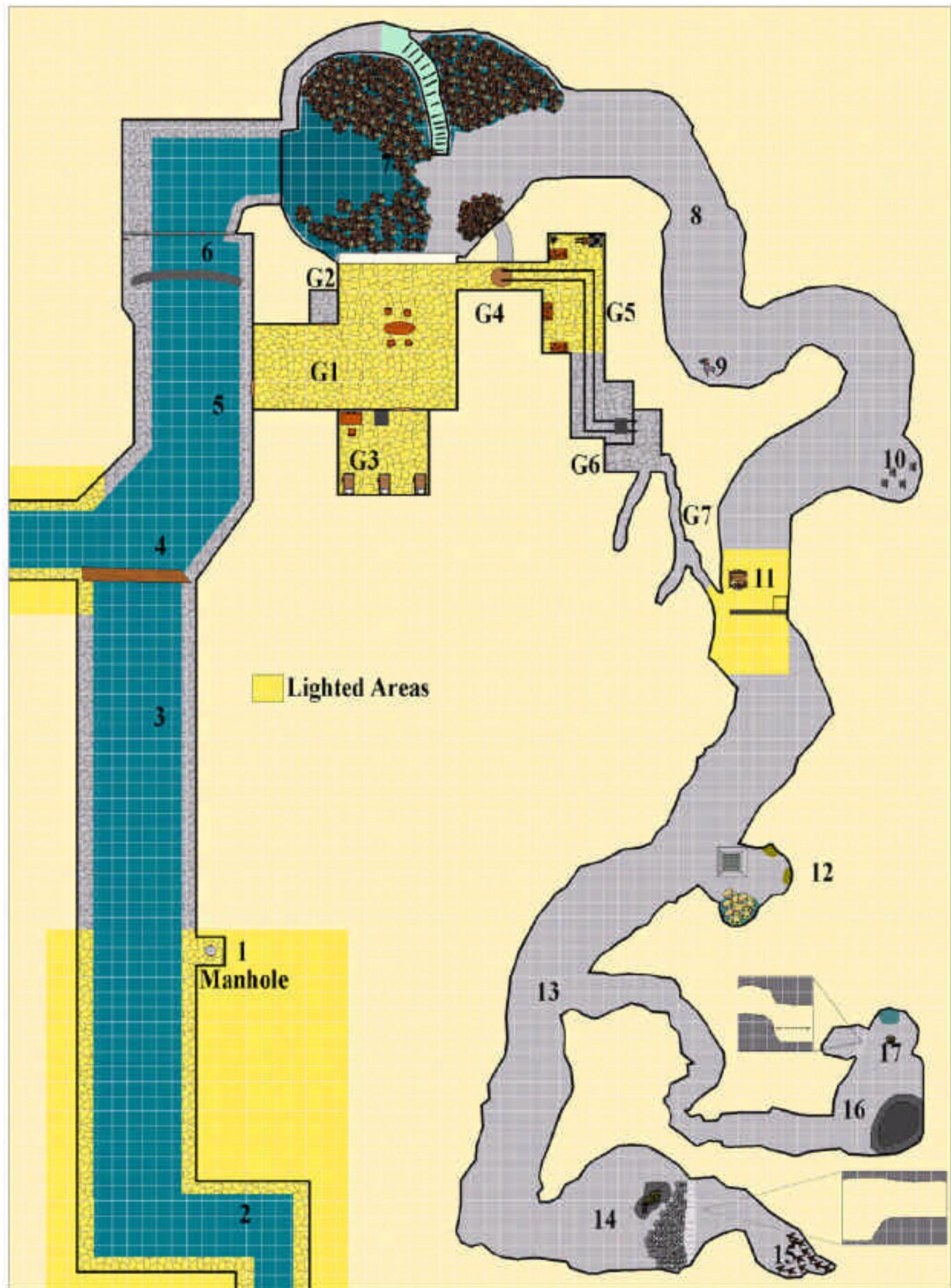
His questions will come without pause, talking over any attempts of the party to respond.

Did Uzzell send ya? Then you're from the city? We have not killed the demons yet, but will soon, so go away... We have it under control.

Snivlee will then slam the view slot on them, not waiting for a response.

If the door is knocked on again, Snivlee will answer, but this time give them a moment to speak. Do not give the PCs much time to formulate a response.

The characters may try to convince Snivlee they are from Uzzell or the city (charisma check). Snivlee only considers the first party member to respond and only really considers people from those two places worth his time.



RIGHT UNDER OUR NOSES: BLUFFSIDE WEB ENHANCEMENT 5

If the party convinces Snivlee they are from the city or Uzzell, he will ask them to wait a moment and frantically tell Vinknee that they have visitors. "We have inspectors, inspectors, cover it up!" Vinknee quickly casts silent image, to make an illusionary wall covering the way to location G4, while he remains sitting at the table. Once Vinknee casts the spell, Snivlee invites the party to enter.

Short for a gnome at 3 ft. 0 inches, and fully bald, Vinknee has an otherwise unassuming appearance. He wears gray mage robes, is covered head to toe in soot and has work tools all over his body and grease on his face. Vinknee wears his double crossbow proudly, fidgeting with it constantly to call attention to his masterpiece.

If the party does not convince Snivlee they are from the city or Uzzell, he will say:

"Go away topsiders, your help is not wanted here."

He will then not open the door again, regardless of arguments or pleas. He will frantically tell Vinknee they have visitors, who will then sit and cast the spell as above. He will sustain the wall for five minutes or so. If the party busts the door down after this conversation, go to Location G1.

LOCATION G1: LOOKOUT ROOM

This large room is well kept and clean, with light gray brick walls. There is a human-sized table covered in blueprints in the center, with four human-sized chairs. The chairs have metal "booster seats" complete with stairs on them. Bolted on the back of the front door is a metal stairwell, allowing the gnomes to look outside the view-slot. There are blueprints plastered all over the walls. Lift systems, modified crossbows, mining machines, and even egg beater plans can be found here. Two other wooden doors rest on the north and south walls. The most startling feature of the room is a 40 ft. long slanted glass wall with a faint greenish glow beyond it. Set along its length are four human-sized stools, also modified with metal ladders.

The glass wall looks down into the pit and the glow comes from the beetles there. Snivlee and Vinknee are in this room. There is also a four-foothigh tunnel leading to G4, but it is possibly hidden by Vinknee's illusion when the party comes in. The room is lit with sewer-gas lamps.

If a party member looks down into the pit from the glass wall, read the following:

You are looking down on a pit some 40 ft. in depth. Small glowing orbs move erratically upon its surface like starlight reflections on the sea. The orbs are thousands of small, luminescent bugs. There is a walkway which starts out of your view to the left and hugs the wall some 40 ft. above the pit floor. A heaping pile of offal comes up to the walkway, and in some places covers it lightly. Pipes from above the pit drip sewage onto the hill.

Snivlee knows all about the fights with the demons and that the gnomes seem to be losing, but is determined to design a contraption to beat them back. His orders to the gnomes at Location 10 are to hold their ground until he can build a machine. He is deathly afraid of losing the small adamantine mine they have and is trying to hide its existence from the party (even if they are from Uzzell, who does not know about the mine). If he is found out, he will spill the beans and offer them something special if they keep his secret quiet. He is frantic and curt until he enters **negotiations**.

If the party breaks in without ever knocking on the door, or comes back five or more minutes after they stop knocking/yelling on/at the door, they find Snivlee and Vinknee sitting at the table working over the blueprints, surprised by the interruption. Snivlee will immediately begin **negotiations** (see below).

If the party breaks in shortly after knocking, Snivlee will turn, chuckle and say:

"Guess you are from the city!" (or Uzzell if that's who they said they were from)

He will then act like he had invited the party in (see below).

If the party is invited in: Vinknee will sit at the table and just stare at the wall (which he has masked with illusion). If he is asked about Vinknee, Snivlee will say he is meditating and is not to be disturbed. Anyone talking to him, touching him, or making loud noises will cause him to lose focus on the illusion. If Vinknee fails to keep the illusion up, Snivlee will go to **negotiations** as it falls.

As long as the illusionary wall is up, Snivlee will be curt and to the point, constantly trying to get the party to leave. He will try to stop them from entering Location G3, but do that as well as protect Vinknee. He has the following question when they come in:

"Why are you here? We have everything under control, now please leave!"

Perceptive characters may realize he is hiding something (wisdom check, CL 5). Regardless of what they ask, Snivlee will constantly try to get them to leave. If they leave, Vinknee will drop the illusion moments after they are out the door.

If Snivlee is questioned he has the following pieces of information.

Questions on the smell:

- What smell? Snivlee honestly does not smell anything. If pressed, he will suggest the smell comes from the pit. (true)

Regarding the demons:

- They have already killed most of the demons and it is all under control. (lie)
- He does not know what they look like. (lie)

- If asked how he could kill them, yet not know what they look like, he will nervously fidget about, then suggest that he misspoke, and they look like demon bats. (true)
- If asked to see a body, he will say they were disposed of and avoid more questions on the subject if possible. (lie)

Regarding the soot (if they noticed it puffing out the slot earlier):

- Snivlee will get nervous at this point. Probably just steam from our heads as we worked. (sarcasm, obvious lie).

Regarding the pit and the glowing balls of light in it:

- The pit has thousands of luminous bugs which feed there. Their population has grown recently. (true)

To get into the pit:

- They use a lever to open the steel wall (see Location 6).

Regarding maps beyond the Pit:

- Snivlee has none. He does, however, have maps of the sewers, and will show the party these first before informing them he does not have any for past the pit. (true)

On what is beyond the Pit:

- Snivlee does not know for sure. This is how he will phrase it. If pressed, he will say it goes down into the earth. (true).

If the party is particularly effective in intimidating and negotiating with Snivlee, the GM might allow them to go to **negotiations** even if they do not find out about the entrance to Location G4.

Negotiations: If the party sees the gnomes' secret tunnel to **Location G4**, Snivlee spills the beans, defeated. He relays the following information.

- Yes, we have made a few improvements to the outpost. I know they are not human-sized like the city requires, but we will get to that.
- We would be willing to tinker with your items in exchange for not reporting us just yet.

If anyone walks over and takes a good look down the tunnel (at the forge), Vinknee says to Snivlee (in steam gnome):

"Just tell them everything so we can get back to work!"

If this occurs, or he is further threatened or intimidated, Snivlee reveals the rest of the situation.

They have a mine and forge here. If pressed, he will show them his pick (stored in G5) and tell them Adamantine is the mined ore; however, it comes slowly, and they can only make about one small weapon a month or so with what they mine (two months for

a large weapon). They don't have any for trade at the moment. The gnomes believe they have broken the law, although they have not. However, they are more afraid about someone coming in and taking over the claim by force than the law.

Recently the mine tunnels broke into a larger passage. When they explored it in one direction, it lead to the Cesspit. In the other direction, they encountered black-winged demons. They fought them off and erected a wall for defense. Over the last two weeks, the demons have attacked a number of times, killing some of their best miners. Now Vinknee and Snivlee are designing some fighting machines to combat them while the others hold the wall.

At this point, Snivlee and Vinknee offer tinkered items, a percentage of the take (up to 25%), enchantment of a single item in 2 weeks time, or even an adamantine weapon (in a month's time) for the party to keep quiet. If the party offers to take care of the demons, the gnomes agree and give them more than they would otherwise. During these negotiations, grant the party as many of the above items as you feel they successfully negotiate for. If the party suggests that they are going to take the gnomes to the authorities, the gnomes attempt to persuade them out of it. If hostile action is taken, the gnomes flee, using spells as needed. Otherwise, Snivlee and Vinknee stay in G1 after the party leaves and continue working on their machines of destruction.

If the party decides to go after the demons or otherwise go into the pit, Snivlee will come out to fix the broken lever on the other side if told about it. The party (unless all gnomes and halflings, or somehow able to be reduced) cannot use the mine tunnels (Locations G6 and G7) to get down to the natural passageway.

LOCATION G2: WASHROOM

This is a small, human-sized water closet complete with running water. A small metal stair leads to the toilet and bath and a small bucket with (cold) coals is next to the bath.

LOCATION G3: PERSONAL QUARTERS

This is the gnomes' personal quarters. Three sets of human-sized bunks have become six gnome homes. Up against the east wall are a bunch of eight-foot steel beams and three-foot by three-foot steel plates. Elaborate four-columned mechanical lifts are next to each bed, allowing access to the top bunks. Gears and spinning axels cross the top of the room from the lifts and converge on a ten-foot by 10-foot box full of spinning gears and switches just to the right of the door. In the northwest corner of the room is a human-sized desk and chair, complete with gnome ladder.

On top of the desk are the maps of the sewers. These are general blueprints and can be pieced together for form the map found in **Bluffside: City on the Edge**. Fixin and Sander are sleeping in two of the top bunks. They need to be physically shaken to wake up. Hidden in each bed are small boxes containing the gnomes' personal effects (1d6 pp, 1d20 gp, a blue quartz (10 gp) in one, a piece of adamantine (170 gp) in another, tons of forged metal trinkets in them all).

Fixin and Sander sleep in their work overalls. They are identical twins with youthful faces covered in soot and short white beards.

LOCATION G4: THE DUMPING STATION

This four-foot-high hall contains a small dumping station and floor wheel for a mine cart. Mine tracks lead up to the wheel and into the forge area beyond. Two levers are here. The lever on the wall opens the slot which leads to the pit. The other locks or releases the floor wheel for spinning.

LOCATION G5: THE FORGE

This five-foot high room is lit with torches. There is a forge, smelter, anvil, bucket of water, and other metalworking items, including expert craft tools for a blacksmith, armorsmith, and weaponsmith here. A party member may discern that the setup is specifically geared towards crafting adamantine (wisdom check, CL 5). Mine cart tracks lead from G4 to G6 through the room.

LOCATION G6: THE LIFT

There is a gear box similar to the one in G3 in this five-foot high room. A square, four-foot tall, single gnome birdcage elevator descends into the mines. Beings over four feet tall will have to squeeze into the small lift. Those wearing medium or heavier armor cannot fit into the lift at all. The lift could be removed or destroyed, leaving a three-foot-wide, 40-foot shaft people could climb down.

LOCATION G7: THE MINES

Save for the lift room, which is five-feet high, the mine tunnels and rooms are three-to-four feet in height and very cramped. A professional miner discern that the ore mined here is adamantine. One fork leads to Location 10.

LOCATION 6: THE IRON WALL

Fifty feet past the door at Location 5, the water runs under a solid metal wall blocking the way. The wall is shiny black iron save for some rust around the edge of a bronze sign. Etched in common: "Keep out, Demons Below!" There is a raised, arched iron bridge here to the other side of the sewers, with gnome-height handrails on its side. On the far side of the sewer is a lever.

Party members with no nose protection will notice the stench is stronger here and it is making them nauseated. The bridge is big enough for medium-sized beings to cross without difficulty.

If the lever is pulled down, the wall will open for 1-2 minutes before closing again. The wall lifts up over the sewer and the walkway on the lever's side. If this is opened, the party immediately is subjected to the full effects of the stench. The inside lever is broken, so if the party all enters, they will be trapped unless they can force it to re-open (strength check, CL 8) or fix the broken lever (wisdom check). There is a grating attached to the bottom of the wall which blocks passage under it (in the water). Agile types may be able to get through the grating going into the cesspit (dexterity check CL 10), but will find it more difficult coming back through (due to water flow) (dexterity check, CL 15).

Stench : The effects of the stench are as follows: -2 to all rolls (including damage), except spell damage. No saving throw is allowed against this effect as it is too overwhelming. Steam gnomes are immune, as are those who quaff *dead nose* potions and those protected by air filter type spells. If an effort is made to protect from this effect before entering (not after), the penalty is -1 instead. Efforts include wax in the nostrils, handkerchief with perfume or vinegar over nose/mouth, etc. Note to the players that even with the protection, the smell permeates through most everything.

If for some reason the party stays in the area of stench for more than one day, they begin to sicken, much like Denis (constitution save, -1 to all stats, cumulative each day).

LOCATION 7: CESSPIT #7

The path follows around a walkway which hugs the wall some 40 feet above the pits floor. It leads to a downward stairway. A heaping pile of offal creates a hill that comes up to the walkway and in some places covers it lightly, while covering much of the stairway. Pipes from above the pit and under the walkway drip sewage onto the hill. The sewer trough creates a waterfall which seeps into the hill at its base. Thousands of luminous bugs crawl about, chewing on the scant remains of some massive mushrooms. A green algae-slime covers a small portion of the offal near the sewer falls, and the bugs are devouring it along its edges. A glass window 40 feet up the wall looks down on the mess. Next to it is a smoking, soot-covered pipe, under which is a pile of rubble some 30 feet high. Finally, there is a natural passage leading off into the darkness.

Allow the party to move into the room. Once a character reaches the slippery area of the walkway, the largest of the bugs attack.

GIANT FIRE BEETLE X6 (These neutral creatures vital stats are: HD 1d8, AC 16, HP variable. Their prime attributes are physical. They attack with a bite for 2d4 damage. Special: *darkvision* 60 ft.)

GIANT BOMBARDIER BEETLE (These neutral creatures vital stats are: HD 1d12, AC 16, HP variable. Their prime attributes are physical. They attack with a bite for 1d6 damage. Special: *darkvision* 60 ft., *acid spray*)

Tactics: The bombardier beetle explodes out of the offal and up onto the walkway, while the six fire beetles move up the offal hill, attacking the walkway from the side.

Characters of 150 lb+ climbing down the offal hill are too heavy and fall through into the pit. Creatures under 150 lb can climb on it. On the slippery stairs (area shaded light green), if a PC moves more than 5 feet each round or takes 5 or more points of damage from a single attack, he may lose his balance and fall prone. He could even drop into the offal.

Those in the offal take no falling damage (it slows their fall) and stop, suspended within it 6 to 10 ft. down. Each round they may try to move 5 ft. in any horizontal direction, but vertical is impossible. For each round they are actually within the offal, they have a chance of contracting a random disease (ref. **Bluffside: City on the Edge**, pg 47).

Once in the chamber, those looking at the ceiling who can see it (based on light sources) may notice there are markings on it (wisdom check, CL 3). Anyone who manages to get to the ceiling finds scratched markings similar to dwarven runes but in an unknown language. It is a written marking of the chiroptera which says: "Tadar feeding grounds. Stay out!" Tadar is the name of the chiroptera tribe.

LOCATION 8: CHIROPTERA ATTACK

The cavern passage from here is 20 ft. in height with a moderate number of stalactites.

In this area there has been some runic writing scribed on the walls. It reads in chiroptera: "Tadar territory!"

The cavern passage from here to Location 14 will be 15 to 20 ft. in height at any given spot.

After the party has moved a bit farther into the passage, a chiroptera spots them while he is gorging on a beetle on the ceiling. He made it past the gnomes in the last attack and has been feasting ever since.

CHIROPTERA (*These chaotic neutral creatures vital stats are: HD 1d12, AC 20, HP variable. Their prime attributes are physical. They attack with a shortsword for 1d6 damage or a dart for 1d4 damage. Special: Sonic Blast, blindsight 100 ft., light bindless, rage, vulnerability to sonic*)

The chiroptera is fully detailed in **Bluffside: City on the Edge, Appendix: Creatures**.

Tactics: Spooked by their size and number, the chiroptera drops the half-eaten beetle and flees (after passing through the party's sight) down towards the gnomes. The party has a chance to see him before he acts. The gnomes will not be prepared for him and he will get past them if he survives the party. If he does so, he is one of the four chiroptera at the ambush site (Location 13). If he is killed, there will still be four at that location. If he is captured by the party (unlikely) he relays the following information if they manage to find a way to communicate with him:

- We kill gnomes. They block us from food, put monster to attack us. Beyond that he does not say much else, regardless of the methods used.

LOCATION 9: DEAD PETE

The party comes across a dead gnome here. He wears a mail shirt and still grasps a heavy pick. All his other possessions have been looted (by the chiroptera). Examination will reveal he was killed by giant mandibles, and has been dead 1-2 days.

LOCATION 10: GRAVEYARD

The stone of this recess has obviously been worked. The ground is crushed stone and soot. In the center of the recess are four gravestones with abstractly placed metal bits sticking out of them.

This recess holds the gravestones of dead gnomes: Varry, Mills, Drummel, and Falmod. On the graves are small chunks of raw adamantine (100 gp each) (in tribute) and some etched writing in gnome (their full names, Varrithirfuffer, Milsonitch, Drundruthanvillti, and Falmondoriexiwi).

The party should notice at this point that the smell is no longer affecting them (the penalty is removed). If they return to Locations 6-9, its effects return.

LOCATION 11: GNOME WALL AND MINE

There is a large iron wall here which goes to within three feet of the ceiling and blocks all but five feet (or ten feet if Yank does not have the illusion up) of the passage. There is a ten foot box full of spinning gears and switches and a lift elevator here, which takes the gnomes up to a walkway near the top of the wall. There are also a number of picks resting up against the wall and an empty mine cart.

Whistler is up on the wall and shoots a bolt down at the party when they first come into his view at 120 ft. Zind quickly yells an apology to them and beckons them forward, while Yank casts *silent image* to hide the mined portion of the wall. (He does this even if the gnomes here have already been informed the party is coming and knows of the mines. Yank is overly cautious.) Yank is worried and nervously glances over at them. The others say he is meditating on a design. If talked to or touched, he loses his concentration and the illusion falls.

One might believe Whistler was a dwarf at first glance, with his polished breastplate and stern face. He is well built and, at 3 ft. 10 inches, is the largest of the gnomes here.

Zind has blue eyes and white hair and stands 3 ft. 5 inches tall. He is almost always clean, with his bluish skin and shiny chain armor rarely having more than a speck of dust or dirt upon it.

Yank is the spitting image of Vinknee and is his nephew (and thus Uzzell and Snivlee's as well). He is short at 3 ft. 2 inches and already bald despite his youth. He wears soot-covered robes and tons of tools.

If they don't know the party is coming (via Snivlee's negotiations at G1), have Snivlee also here. Use the conversation items from G1, with Vinknee being replaced by Yank as the illusionist. Adjust their reactions based on the actions of the party thus far. Otherwise the gnomes are fairly friendly. They tell the party they are to hold the wall and will not join the party except through force. If asked about the demons:

- They have not attacked for 2 days.
- The gnomes think their lair is on the left up ahead. That's where Varry died.
- The demons come in and stun you somehow, your wits all lost for a moment. Then they draw swords and attack. They are about our height, with batlike wings 8 to 10 ft. across.

LOCATION 12: OLD LAIR OF THE BALDEN

As you turn the corner you see a natural cavern here, dripping water into two small pools of a greenish slime. There is a sewer drain here, pouring into another mound of offal. The pile is covered in bluish green slime and tons of mushrooms of all sizes.

Those who are immune to the smell will not notice, but everyone else has a chance to find the offal heap does not smell (wisdom check). This is more difficult for those with some sort of protection (wisdom check CL 5).

The slime is harmless. One pool was the sleeping den of the balden and the other where it stored its treasure, some of which is still here.

TREASURE

Item	Description	Value
Coins	712 gp	712 gp
Weapon	Expert shortspear	302 gp
Item	4 lodestones	100 gp
Item	3 torches	3 cp
Item	50 feet of rope	1 gp
Weapon	Battleaxe	10 gp

TREASURE

Item	Description	Value
Scroll	CL 5—Lubricate*, acid arrow, detect precious ore*	688 gp

*These spells are fully detailed in **Bluffside: City on the Edge**, Appendix: Spells.

LOCATION 13: THE AMBUSH

An ambush group lies in wait here. It allows the party to commit to one direction of the fork before the ambush occurs, thus it has the possibly of hitting the back of the party if they choose to go to the left (towards the balden's lair).

CHIROPTEA X3 (These chaotic neutral creatures vital stats are: HD 1d12, AC 20, HP variable. Their prime attributes are physical. They attack with a shortsword for 1d6 damage or a dart for 1d4 damage. Special: Sonic Blast, blindsight 100 ft., light blindsight, rage, vulnerability to sonic)

The chiroptera is fully detailed in **Bluffside: City on the Edge**, Appendix: Creatures.

Tactics: The chiroptera were told to attack any incoming enemy and send one back to inform the tribe, but with battle lust and fury, none of them want to be the one going back.

Thus they all attack and will come in from hiding (if they get it) on the ceiling or from the direction of Location 14. They **rage** the first round of combat. If any are still alive two rounds later, one will flee back to the tribe to inform them. The morale of the others is desperate and they fight to the death, screaming things in their tongue and occasionally undercommon (the largest one speaks a little of it). Possible screams include, “*Down with the invaders!*”,

“*You shall die!*”, “*For the glory of the wing!*”, “*Kill the invaders!*”, and “*What a rush!*” If the party starts to capture one of the fallen here or otherwise dallies about, have some chiroptera from Location 14 throw darts from out of sight (if possible) to lure them into that area.

LOCATION 14: CHIROPTEA CAVE

The ceiling here is domed to 40 ft. and covered in stalactites. A small 10 ft. deep pit has tons of beetle carcasses covered in a furry mold. On the far side of the cave, some 20 ft. above a hill pile of rubble, is an alcove.

Once the party gets to the beetle pit they will see Bankor on the ledge along with four other chiroptera (plus any alive from the ambush) and two additional chiroptera flying about in the cavern. The two flying chiroptera will harass the party by flying about and landing on the ceiling to drop splat sacks (see *Appendix 4: New Items*) as the party approaches.

The hill of rubble is easy to climb.

If the party comes forward trying to talk instead of fight, Erie will say to them, “*Yes, we talk!*” in auran, chiroptera and undercommon. Bankor will then get in a vocal fight with Erie for two rounds, declaring himself the leader and finally physically attacking Erie (and dealing 10 points of damage to him). Erie will then hold up his wings and say in chiroptera, “*You lead, you lead, me just trying to save us.*” and Bankor charges as described below (note: in this case Bankor does not get the *sacrificial speed* from Erie).

If the party comes forward armed:

Bankor will scream down in chiroptera, “*Death shall now come to one of our tribes. May Lusos let it be the invaders!*” and throw a dart. That same round Erie casts *sacrificial speed* (see *Appendix: New Spells*) on Bankor from his scroll. The following round, Bankor will have a heated conversation in chiroptera with Erie, who suggests talking with the party. Careful listeners may be able to make out their discussion.

Bankor Charges!

Bankor will yell back at Erie, “*Time for talk is gone, invaders shall die!*”, put up his damage reduction and move at the party to kill them. That same round, his guards put up their damage reduction. The following round his two guards (and any left from the ambush) will join him while the four other chiroptera retreat into the alcove after Erie yells in chiroptera, “*No Bankor, we should talk, we should talk.*” and shakes his head sadly before moving away.

Bankor and his guards will attack blindly once engaged, attacking the nearest opponent, raging immediately and showing no mercy.

BANKOR (He is a 3rd level barbarian, chaotic neutral chiroptera. His vital stats are 3d12 HD, 25 HP, AC 17 (DEX +4, beetle armor), MV 40 ft., 50 ft. (fly). His primary attributes are dexterity and constitution. His attributes are strength 12, dexterity 21, constitution 14, intelligence 10, wisdom 10, charisma 12. His basic to hit bonus is +2. He speaks the chiroptera language. He carries beetle armor, 5 expert darts, expert short sword, horn of fog, amber (100gp), 15 pp, 34 gp)

10 CASTLES & CRUSADES

Regardless, after Bankor and his guards are incapacitated or killed, Erie will return to the ledge

and say “*we talk, we talk*” in every language known to him. If the party understands he wants to talk, but have no way to talk to him, he will rest in the evening and prepare comprehend languages the next day, so at least he can understand what they say. If the party still attempts to attack him, he and the pregnant females retreat into the back of the alcove and prepare for battle.

ERIE (He is a 2nd level cleric, neutral chiroptera. His vital stats are 2d8 HD, 15 HP, AC 19 (+4 DEX, expert mail shirt), MV 30 ft. His primary attributes are dexterity and wisdom. His attributes are strength 9, dexterity 20, constitution 16, intelligence 10, wisdom 13, charisma 11. His basic to hit bonus is +1. He speaks *auran*, *chiroptera*, and *undercommon* languages. His spells known are (4/3). He carries 20 expert bolts, heavy pick, expert mail shirt, 6 pp, 14 gp)

Sharp-eyed individuals may notice these last three chiroptera are females and are pregnant (there are other females, including one Bankor’s guards, these are simply the three pregnant) (wisdom check, CL 3). They try to stay out of combat as much as possible, but will attack if provoked.

If the party talks to Erie: Erie is trying to keep alive as many of his people as possible. He is unwilling to send them at the balden, which he knows will kill them with little difficulty. In the talks, Erie will heal Bankor or use the *raise dead* on the scroll to raise Bankor if possible, and relay the following information and questions:

- This cave is one of their homes. They come here on occasion to feed.
- Gnomes are evil. Gnomes put a monster in way of escape and prevent them from getting food.
- If the party removes the monster from their way, they will leave.
- Erie is the new leader. Bankor was defeated and now belongs to the party, along with all his stuff and the stuff of their fallen. It is their way. He wants to trade for Bankor and is not keen about letting the party leave with prisoners.

The party has to bring up the possibility of letting the chiroptera get by the gnomes to the food, as they will not. The chiroptera want access to food, but more importantly they want their exit unblocked and will not move from here until it is.

If the party helped out dying chiroptera, the bats are more grateful and offer them some healing and even a *raise dead* if Bankor did not die.

If the party agrees to removing the monster, Erie will heal them, and allow them to rest here for the evening. The chiroptera will barter beetle stuff and weapons for food at this point. The chiroptera will not agree to any other demands until the way is cleared.

If the party tries to say it is not their problem, the bats will give them five minutes to leave and say they will not discuss this again.

If specifically asked about the monster they know the following:

- It is human sized with long fingers on its mouth and smooth skin.
- It is angry and blocks their hole out.
- They can show the party where it is.
- The monster blasts them and hurts their heads.

LOCATION 15: THE ALCOVE

This is a small alcove the chiroptera call home. It is really nothing more than a crack in the earth. In the back are some soft floor beds, but most of the alterations to the place are on its ceiling, where a number of metal pipes and rods have been set.

TREASURE

Item	Description	Value
Weapons	8 shortswords	80 gp
Weapons	22 darts	11 gp
Weapons	3 expert darts	900 gp
Weapon	hand crossbow	100 gp
Weapon	10 bolts	1 gp
Coins	190 gp	190 gp
Scroll	CL9—cure moderate wounds, neutralize poison, <i>raise dead</i>	2,475 gp

LOCATION 16: THE BALDEN'S PASSAGE

This passage slowly shrinks down to a small 10- foot-high tunnel with a large 250-foot-deep pit at the back (which leads into the depths). A balden lives here.

Note: The party will most likely be rested before confronting the monster. If not, remove the skeletons from the encounter.

BALDEN (These neutral creatures vital stats are: HD 3d8, AC 17, HP variable. Their prime attributes are mental and physical. They attack with a 2 claws for 1d6 damage each. Special: *Destructive harmonics*, *improved grab*, *rend*, *sense thoughts*, *blindsight* 80 ft. This balden carries an orb of animation and control, ring of the dauntless, and 2 splat sacks.)

For a complete description of the balden, see **Bluffside: City on the Edge**.

SKELETON X2 (These neutral creatures vital stats are: HD 1d12, AC 13, HP variable. Their prime attributes are physical. They attack with a 2 longswords for 1d8 damage each. Special: Undead)

Tactics: The balden will attack the party while they come down the passage towards its lair.

The balden has gone crazy from all the thoughts it has been subjected to over the last few weeks and the death of her two children. It has become overly aggressive and will attack anything it sees with no fear for its own life. It will throw one of its two splat sacks (taken from chiroptera it killed recently) if possible before engaging. It then sends its skeletons forward (which are immune

to its sonic attacks) as it comes up behind them blasting the party. Note that the destructive harmonics ability can be used in addition to its normal attacks each round. She will attempt to get as many of the party in her harmonics each round and move herself into the most effective position using the *ring of the dauntless*.

LOCATION 17: THE BALDEN'S NEW DEN

The sound of dripping water on metal rings in this 30- foot-high jagged cave. A lantern resides on a mound of coins in the center of the cave, radiating a sparkling blue light. Behind the mound is a large pool of slime. There is a five-foot high opening roughly 20 feet up the left wall.

The sound is water dripping on some of the coins near the back of the cavern. The small alcove 20 feet up holds the bodies of the balden's two dead children. Though most balden do not keep items from their victims, this one recently developed a fascination for hoarding stuff. Its dead children once played in the mound of coins. A potion is hidden inside a hooded lantern.

TREASURE

Item	Description	Value
Gem	Blue quartz	10 gp
Gem	Violet garnet	500 gp
Potion	<i>Cure moderate wounds</i>	300 gp
Coins	10 pp	100 gp
Coins	400 gp	400 gp
Coins	1,231 sp	123 gp
Coins	700 cp	7 gp

CONCLUDING THE ADVENTURE & AWARDING EXPERIENCE

Assuming the party kills the balden, the chiroptera are willing to either leave the area or no longer harass the gnomes so long as they may feed on the beetles. The gnomes, for their part, will agree to let the chiroptera pass by, especially if the party points out that by removing the stench they stop more people coming down to check them. It takes two days for the smell to dissipate.

If the party kills off the chirpotera, but figure out the beetle issue and then talk to the gnomes, the gnomes get to work on an ideal machine to kill off the bugs. It takes them four days and the smell is gone six days after the adventure is finished. This can be accelerated if the party is willing to personally exterminate the

bugs. They need to find a way of doing so without fire, since it will kill off the algae and mushrooms as well.

The party can also kill the gnomes or force them to leave. The smell will dissipate in three days if this occurs. However, the party will then have to deal with Uzzell.

ADVENTURE AFTERMATH

There are a number of leads and further adventure possibilities:

- The gnomes tell Uzzell the party is hampering their profits. Uzzell then uses his contacts to make their lives very difficult or sends out a group to remove them as a problem.
- The gnomes are found out by the authorities and the city guards start looking for people carrying around adamantine and magic weapons with Vinknee's mark and number.
- The Tadar tribe of chiroptera gets into a war with another, more powerful group. They send a representative to find the party for help or they are wiped out by a more aggressive tribe, which comes up from below and causes havoc in the sewers. The gnomes blame the party when they are questioned by the authorities.
- Uzzell hears of the party's exploits and decides he can use them to his advantage (and possibly get rid of them at the same time). He uses them to infiltrate one of his enemies, involving them in illegal activities with or without their knowledge. If they are not willing, he gets them press-ganged for the Aceldama.
- If the party killed the gnomes, both Uzzell and agents of the city eventually come looking for them.
- If the party was particularly rude or threatening to Galwin (the Tosher), their future adventures in the sewers can be complicated by Galwin getting the word out about their malice. If he was killed, it is unlikely anyone will ever find out who killed him or why.
- If they try to take over the mines themselves, they will be in for some real challenges.
- Feel free to do whatever you want with the old map they get from Denis. It most-likely leads to an adventure all its own.

APPENDIX 1: NEW BLUFFSIDE POI

EXPANSION CESSPIT #7

Type of Establishment: Specialty Shop

Description of Establishment: While building a small expansion to the impressive sewer system two years ago, the city first set up a smaller stop-gap project to manage the waste until the new portion was completed. This project dumped the sewage into a crevasse. A small guard post was set up to watch for unfriendly denizens from below and to maintain the pit. Within weeks of the opening, the guards all quit, complaining of an overwhelming stench coming from the crevasse. It was so potent it made its way to the streets above, where people began to sicken. Steam gnomes (whose noses are used to soot, ash and sulfur) could hardly smell the stench and were assigned to take over the project.

Unbeknownst to the city officials, the gnomes have made substantial renovations to the post, which now has a forge, a small mine (adamantine), and a design room, in addition to its normal areas.

They work as custom designers for Uzzell Longbottom (W1), casting the *item* spell for smuggling, and forging special weapons for customers eager to avoid unwanted attention. Visitors may or may not be welcome, but to those who are, it is the best place in town to get custom-made items when other means fail.

Owner/Prominent Resident: Vinknackkulslovirrhiz (Vinknee "Tink" Props) Male steam gnome.

Description of Owner/Prominent Resident: Vinknee is a cousin of Uzzell Longbottom (W1). Snivlee was recently brought up

topside to help fence and forge goods. Vinknee is an excellent weapon crafter, a true master at the art—at least in his mind. He started his career as a miner in the homeland but was kicked out for not adhering to safety requirements such as not leaning on support rails being planted and not eating while mining lead, and telling everyone to get out of the way before turning on the digger machines. Indeed, his mining career spanned all of a week. He moved on to crafting (where they could confine him) and it was there he excelled. His family got him training in the arts to improve his abilities, and Vinknee became the legend (his word) he is today. Vinknee has been working behind the scene, forging and crafting for Uzzell and Snivlee, but recently won a small design contest against his fellow steam gnomes and has gained charge of the post. Thankfully, he has placed the running of it in Snivlee's hands, as he feels he is far too important to run a simple mining and cleaning post (though he still takes his share off the top). Vinknee tinkers a lot and loves carrying around his enhanced hand crossbow. He can fix almost any weapon or improve it magically.

REGULARS

Snivlee, Fixin, Sander and Zind

Uzzel Longbottom (W1) occasionally comes by to check on his various projects.

HOOKS

- Good source of custom-built gadgets

Item or service for sale	Notes	Cost
+1 Magical Enchantment of a expert Weapon	Inscribe with an Arcane Rune denoting its enchantment by Vinknee.	3,000 gp
Small Adamantine Weapon (1d6 damage or less)	Inscribe with an Arcane Rune denoting its enchantment by Vinknee. Takes 1-2 months to have made.	5,500 gp
Medium (1d8 damage or more)	Inscribe with an Arcane Rune denoting its enchantment by Vinknee. Takes 3-5 months to make.	12,000 gp
Object "itemed" into cloth (5th level caster)	Vinknee tends to do this for less than the normal 150 gp price.	100 gp
Tinkered Double Hand Crossbow	See the steam gnome races for details.	400 gp
Tinkered Double Light Crossbow	See the steam gnome races for details.	600 gp
Tinkered Double Heavy Crossbow	See the steam gnome races for details.	750 gp
Tinkered Silver Eggbeater	See the steam gnome races for details.	40 gp
Ratcheted Lock (good, CL 5)	See the steam gnome races for details.	600 gp

APPENDIX 2: NPCS

BANKOR

Bankor is 3-ft.-9-inches tall with white tufts on his ears and numerous scars over much of his body where no fur grows. The fur he does have is jet black. His armor and weapons are clean and well kept. He tends to drool and spit when he rages.

Naturally aggressive and no longer willing to be swayed from attacking, he is determined to remove the invaders and the gnomes. His desire has turned from freedom to conquest. He is hot headed and violent.

BANKOR *He is a 3rd level barbarian, chaotic neutral chiroptera. His vital stats are 3d12 HD, 25 HP, AC 17 (DEX +4, beetle armor), MV 40 ft., 50 ft. (fly). His primary attributes are dexterity and constitution. His attributes are strength 12, dexterity 21, constitution 14, intelligence 10, wisdom 10, charisma 12. His basic to hit bonus is +2. He speaks the chiroptera language. He carries beetle armor, 5 expert darts, expert short sword, sonic crown, amber (100gp), 15 pp, 34 gp.*

ERIE

Erie looks nearly identical to most other chiroptera, standing 3-ft.-2-inches tall with red ear tufts and black fur. His only distinguishing feature is the silver painted symbol of the Traveler on his breastplate.

Eire is much more calm and reasonable than most chiroptera and wants to save the tribe. He is sick of Bankor constantly putting down his plans for a diplomatic approach, but fears that if he pushes too far, there will be a conflict that will divide his tribe against itself.

ERIE *He is a 2nd level cleric, neutral chiroptera. His vital stats are 2d8 HD, 15 HP, AC 19 (+4 DEX, expert mail shirt), MV 30 ft. His primary attributes are dexterity and wisdom. His attributes are strength 9, dexterity 20, constitution 16, intelligence 10, wisdom 13, charisma 11. His basic to hit bonus is +1. He speaks auran, chiroptera, and undercommon languages. His spells known are (4/3). He carries 20 expert bolts, heavy pick, expert mail shirt, 6 pp, 14 gp.*

FIXIN AND SANDER

These apprentice gnome twins are calm and quiet, especially for gnomes. They shy away from people, preferring to deal with their machines, which they believe are the only things truly reliable.

ZIND

Zind likes charades and humor and is constantly picked on by the other gnomes, who say he is halfsurface gnome. On top of this, he likes to clean things, which drives the other gnomes stationed with him crazy. When they have to have someone talk to the surface people, he is forced into it if Snivlee is not around.

ZIND *They are 2nd level explorer, chaotic neutral steam gnomes. Their vital stats are 2d6 HD, 18 HP, AC 14 (mail shirt), MV 20 ft. Their primary attributes are constitution and intelligence. Their attributes are strength 13, dexterity 10, constitution 17, intelligence 16, wisdom 9, charisma 12. Their basic to hit bonus*

is +1. They speak common, dwarf, gnome, steam gnome, and undercommon languages.. They carry 20 bolts, mail shirt, heavy pick, light crossbow, 6 pp, 14 gp.

GALWIN TOOSE

Galwin is a tosher wandering the sewers, collecting trinkets, and doing whatever he can to get by. Greedy and lazy, Galwin is always looking for the best deal, or easiest way to do something, but is thankful when helped.

GALWIN *He is a neutral good human. His vital stats are 3d4 HD, 8 HP, AC 13 (DEX +1, leather armor), MV 30 ft. His saves are physical. His attributes are strength 9, dexterity 13, constitution 9*, intelligence 11, wisdom 15, charisma 8 (*-3 Dex, -2 Con, and 3 less hit points due to the disease (ref. Bluffside, City on the Edge, pg 47). His basic to hit bonus is +2. He speaks the common language. He carries a bag of food (dead rats), leather armor, dead nose potion, shortspear, 3 gp, 15 sp.*

SNIVLEE

Snivlee is conniving, frantic, and has a tendency to over explain. He constantly talks and says things he wishes he had not. Having been ostracized from his culture due to his morals, he takes his position here very seriously. He encourages Zind's cleaning, especially in the "human" areas of the outpost.

SNIVLEE *He is a 4th level explorer, neutral evil steam gnome. His vital stats are 4d6 HD, 22 HP, AC 17 (DEX +2, expert mail shirt), MV 20 ft. His primary attributes are dexterity and intelligence. His attributes are strength 13, dexterity 17, constitution 14, intelligence 17, wisdom 12, charisma 10. His basic to hit bonus is +3. He speaks common, dwarf, gnome, steam gnome, and undercommon languages. He carries maps, expert artisan's tools (tinkering), 20 expert bolts, expert mail shirt, expert heavy pick, expert light crossbow, 60 pp, 140 gp.*

YANK

Yank never talks. This is an assignment from Vinknee to teach him self-control. The other gnomes are truly thankful to Vinknee for his wisdom. Of the many things Yank has learned from Vinknee, cowardice is perhaps his best area.

YANK *He is a 2nd level illusionist, neutral steam gnome. His vital stats are 2d4 HD, 7 HP, AC 10, MV 20 ft. ft. His primary attributes are constitution and intelligence. His attributes are strength 13, dexterity 11, constitution 13, intelligence 17, wisdom 11, charisma 12. His basic to hit bonus is +1. He speaks common, draconic, gnome, steam gnome, and undercommon languages. His spells are (4/4). Spellbook: 0-level: arcane mark, dancing lights, detect illusion, dragon mark, first aid, ghost sound, influence, light, magical aura, message, mending, prestidigitation, 1st level: change self, color spray, darkness, dragon armor, dragon image, head fog, minor dark chaos, preserve*, read magic, silent image, snip*, ward's temporary strength (*See Bluffside: City on the Edge, pg 131). He carries a heavy pick, 3 pp, 53 gp.*

VINKNEE

Vinknee is wise enough realize how unwise he is. He is quiet, talking only when he thinks it is needed. He has a very high opinion of himself and uses arcane mark on every weapon he makes or enchant, so that any who see it will know who was responsible for such fine craftsmanship. When confronted by dangerous situations, Vinknee tends to cower, fidget, or hide.

VINKNEE He is a 5th level illusionist, neutral steam gnome. His vital stats are 5d4 HD, 30 HP, AC 11 (DEX +1), MV 20 ft. His primary attributes are constitution and intelligence. His attributes are strength 9, dexterity 13, constitution 16, intelligence 17, wisdom 7, charisma 8. His basic to hit bonus is +1. He speaks common, dwarf, gnome, steam gnome, and undercommon languages. His spells are (5/5/3/1). Spellbook: 0-level: arcane mark, dancing lights, detect illusion, dragon mark, first aid, ghost sound, influence, light, magical aura, message, mending, prestidigitation, 1st level: color spray, dark chaos, dragon armor, dragon image, preserve*, read magic, silent image, ward's temporary strength, 2nd level: alter self, blur, fog cloud, pyrotechnics, 3rd level: detect precious ore*, major image (*See Bluffside: City on the Edge, pg 131). He carries a +1 adamantine dagger, expert artisan's tools (tinkering), 20 expert bolts, expert hand double crossbow, potion of protection, scroll of gaseous form, scroll of invisibility, 14 pp, 153 gp, expert armorsmith tools, expert blacksmith tools, expert weaponsmith tools at the forge (Location G5).

WHISTLER

Whistler is grumpy and a bit overconfident. He plans to have his breastplate enhanced by the other gnomes at some point and is constantly changing his mind on what exactly he wants. He tends to speak his mind.

WHISTLER He is a 1st level fighter, lawful neutral steam gnome. His vital stats are 1d10 HD, 18 HP, AC 16 (+1 DEX, steel breastplate), MV 20 ft. His primary attributes are strength and constitution. His attributes are strength 16, dexterity 14, constitution 20, intelligence 12, wisdom 10, charisma 7. His basic to hit bonus is +1. He speaks common, steam gnome, and undercommon languages. He carries 20 bolts, steel breastplate, heavy pick, light crossbow, 2 pp, 37 gp.

APPENDIX 3: CREATURES

BEETLE, GIANT BOMBARDIER

NO. ENCOUNTERED: 2-5, 6-11

SIZE: Medium

HD: 1 (d12)

MOVE: 30 ft.

AC: 16

ATTACKS: Bite (1d6)

SPECIAL: Darkvision 60 ft., Acid Spray

SAVES: P

INT: None

ALIGNMENT: Neutral

TYPE: Vermin

TREASURE: 1

XP: 11+1

These creatures feed primarily on carrion and offal, gathering heaps of the stuff in which to build nests and lay eggs. A giant bombardier beetle is about 6 feet long.

COMBAT: Giant bombardier beetles normally attack only to defend themselves, their nests, or their eggs.

ACID SPRAY: When attacked or disturbed, the creature can release a 10-foot cone of acidic vapor once per round. Those within the cone must succeed on a constitution save or take 1d6 points of damage.

BEETLE, GIANT FIRE

NO. ENCOUNTERED:

SIZE: Small

HD: 1 (d8)

MOVE: 30 ft.

AC: 16

ATTACKS: Bite (2d4)

SPECIAL: Darkvision 60 ft.

SAVES: P

INT: None

ALIGNMENT: Neutral

TYPE: Vermin

TREASURE: 1

XP: 7+1

These luminous nocturnal insects are prized by miners and adventurers. They have two glands, one above each eye, that produce a red glow. The glands' luminosity persists for 1d6 days after removal from the beetle, illuminating a roughly circular area with a 10-foot radius. Giant fire beetles are about 2 feet long.

APPENDIX 4: NEW ITEMS

Orb of Animation and Control

This orb has three functions. First, any undead within 20 ft. of it gain +3 resistance to any attempt to turn them. Secondly, it empowers its owner to cast animate dead as a 5th level cleric. These undead are bolstered by the orb such that their hit points are maximized. Finally, it allows a cleric to control undead using a normal turning attempt. Using one of the two latter abilities costs one charge. The orb has 3 charges. When its charges are depleted, it turns to dust and cannot be recharged. Value: 75 gp

Splat Sack

These sacks are filled with a gooey substance made of slime and fungus that act as an acidic. A successful hit deals 1d6 damage. Value: 75 gp; Weight: 5 lbs.