

CASTLES & CRUSADES®

THE TOWN OF KALAS

PAUL KIDD

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THE TOWN OF KALAS



itting on the banks of the Ganda river estuary, the town of Kalas has a population of about 8,000. The Town sees a great deal of business pass in through its gates; River barges coming down from the lakes, seagoing merchant vessels and privateers, as well as caravans coming in from the Ust-Aan steppes. The town serves as a trading centre, a rest stop, and as a place to refit vessels, caravans and parties of adventurers.

Coming down through the dusty hills from the steppes, the first sign of Kalas are rows of ancient tombs along the river side. The trail keeps well away: strange old plants grow over the tombs, and sometimes at night, whispers can be heard from strange old Mausolea. But further down near the riverbanks, the vineyards grow. Ox carts and barges plod their way along the towpath towards the waiting town. Wild primroses grow here and there amongst the groves of huge, ancient old fruit trees.

Coming around the river, the Town can finally be seen. Slender Dhows cruise the estuary, with crab boats and fishing smacks floating on the waves. Here and there a merchant ship or privateer can be seen out on the sea. In the marshes across the river, pink flamingos turn the wetlands into a sea of colour. The lighthouse up above the town stands tall and straight – an old, old tower from another age.

Kalas has efficient walls, all recently raised by the new Lady of Kalas. The old curtain wall has been doubled in thickness and fitted with heavy towers and bastions. But within these new walls, the town remains chaotic and full of colour. Wide streets bask in the warm climate. New buildings mingle with the very, very old. Tile roofs of ochre, red clay and dark burgundy gleam, while trees and window boxes planted along the streets make a welcome touch of green. In the streets below, the business of the town throngs the streets. Dusky islanders, and ebony visitors from the Dark Continent mingle with steppe men, pale blonde barbarians from the north, and the swarthy, warm-eyed locals. Grass elves, their skins painted brown and green – grey elves from the forest, even sea elves from the shore bargain in the bazaar with Ebony dwarves from the desert, pale Dwarves from the north, leaf gnomes, marsh Halflings and the dark skinned Halfling wanderers from far distant veldts.

The town itself is pleasant. The streets are patrolled by relatively easygoing guards. Daylight thievery and nighttime banditry are controlled. Sewers carry away household filth, and fouling the streets is a crime carrying a fine. Defaulters and minor felons are sent down into the sewers to clear out fungi and blockages. Along main streets, there are street lamps: Main roads remain lit and patrolled all night, with street vendors working their booths until midnight.

WELCOME TO KALAS!

Playing Adventures in Kalas.

Kalas is designed to be a rip-roaring fun adventure location for starting parties of adventurers. A party could adventure here for many many happy months of game time, and eventually call the place home.

Kalas has a somewhat light hearted feel to it. The drinks in the taverns



are always an adventure – the Mayor is almost always in a foul mood!

There are three different basic types of campaign that could be played here in Kalas.

WANDERING ADVENTURERS

Kalas is THE location to start out an adventuring party. Walking in from little villages off the river, or arriving by ship or caravan, the characters can begin to hunt about and purchase equipment, find a place to stay and have fun crawling the bars. Every location and every character here have been created with the potential for adventures!

Player characters might find themselves press-ganged into the 'special plumbing patrols' clearing out blockages in the city sewers (and incidentally discovering secrets and treasures), or they might become involved in axe-beak racing through the streets, or working with local Patrons. It is a place full of mysteries.

KALAS STREET BLUES

The player characters can end up working with the law! The town's patrol is always hungry for new recruits, and the PC's might just be looking for a steady job! The player characters begin a life where regular street patrols lead them into solving arguments, chasing baddies and keeping the peace – as well as uncovering some of the strange little 'silent agreements' that let the town exist in peace. There are missions galore, and the Castle Keeper can always feel free to send stalwart player characters off into the world on search and rescue missions or diplomatic embassies.

2 CASTLES & CRUSADES

C'EST LE GLOIRE D'L LEGION!

Players keen on martial adventure can have their character press ganged into the Town's desert patrol force, stationed at a fort outside of town. The town becomes a backdrop and occasional place to visit. The focus of the campaign becomes the quelling of tribes, the sinister ambushes set by desert kobolds, and the discovery of ancient lost cities on the steppe (with all the attendant curses therein). A potential power struggle within the military will make player characters have to choose sides and abide with the consequences.

RECENT HISTORY.

Kalas is a republic that sits at the join between a river trade route to the west, vast steppe lands to the north and north west, and ocean trade routes to the frozen Nordic north, tropical islands, and a vast 'dark continent' that is virtually unexplored. More civilised lands lie far, far to the south through a largely unoccupied wilderness.

The steppes are renowned for being a place of lost cities, hidden ruins and ancient tunnel systems hidden beneath the hills. They are also home to predatory nomads, ancient ghosts, and (in the sandy wastes of the north west), the dreaded Desert Kobolds. Tribes of 'Grass Elves' roam the grasslands immediately to the north of Kalas. Caravans from the inhabited towns of the steppes bring exotic goods into Kalas, which are then trans shipped off to far kingdoms.

To the south, the wreckage of an older kingdom remains. There are cities that have half sunk beneath the frog-filled marshes, and old roads that lead to nowhere except ruins. The immediate southland is made dangerous by roaming tribes of pig-snouted orcs, often led by the menacing horned ogres of the southern hills. Many undead can be found haunting the caves and long lost villas to the south: The forests are dark, dire and decidedly unhealthy.

Visitors from kingdoms far to the south, and Nordic archipelagos to the north are common, and seagoing commerce is the life's blood of the town. Most importantly, Kalas is a palace where ships call from the Dark Continent far to the east, brining an influx of new races and new ideas.

Kalas is in theory controlled by a council of 12 elders, selected by the guilds, nobles and commons. They are presided over by a Council President (or "Mayor"). The current President is female – Lady Zooren. Zooren is a short tempered female Ebony Halfling wizard of 8th level. She took command of the town after the last president turned corrupt, nasty, and had to be rebuked via fireball. Not wanting this situation to happen again, the council have voted the crotchety Zooren in as President. She does a good job keeping the town running.

THE RATS

Well known to Lady Zooren (but unknown to most), there is a pair of annoying female Were Rats living in the sewers beneath the city. These were rats run the local thieves' guild (although most thieves never see or even directly hear from the guild leaders). A delicate truce holds sway between Lady Zooren and the rats: if trouble breaks out, it will be assassinations 6 to the gold piece, and blood running in the streets. So for now – the guard leaves the sewers alone and the were rats make sure nothing rocks the boat too badly...

TEMPLE TROUBLE

The town is theoretically 'good' in alignment – a little too disorganised to count as 'lawful', but it pays lip service to ideas such as justice, fair play and good public order.

The temples in town include temples of some of the colourful gods from the Steppes, the dark continent, and the far north. Worship of trickster gods is also inevitable, but kept on the QT... Religious brawls are forbidden, and if a religion is going to start trouble in town, the Council might ban them and make them take their trade elsewhere.

Most recently, a new cult of priests have arrived, and have set up a temple in an old building. They are not taking on recruits, but have raised some suspicions amongst the council. The temple of Serket – goddess of venomous creatures – is not on the face of it 'evil' – but a few people are expressing... concerns. However, the high priestess of Serket seems personable enough. And you can go to the temple for anti poison spells any time of the night or day!

DEFENCES

Kalas maintains 4 guard boats (crew c. 20 men each) that patrol the estuary and harbour, rescuing stranded boats and meeting incoming vessels. The sandbars in the estuary require a local guide, and each guard boat has a pilot on board. The cargo of a ship is briefly inspected before she is allowed to dock. Pirates are not welcome at Kalas.

A larger 'navy' rests in the harbour in the form of 1 large war 'Carrack'. This ship has a full time crew, and in times of war can take on a crew of marines from the town garrison.

Three hippogriff-mounted air cavalry operate from the main palace. These riders serve as scouts and dispatch riders, and a pair of them frequently patrol out over the coast, nearby ocean and steppes looking for potential dangers, or caravans/ships in need of assistance.

A regiment of tough "Legionnaire" cavalry guard the caravans and police the steppes. Their exploits are becoming legendary.

The nobility of the town can raise perhaps 50 fully armoured knights. Their personal retainers would amount to about 200 well armed men (half halberdiers, half bowmen). A militia system and scutage provide the main garrison – heavy crossbowmen backed by pavisers with spear and large shield. The town can muster perhaps 1000 drilled infantry, as well as an assortment of hired caravan riders, privateer crew and adventurers.

BASIC LAWS

There is no slavery in Kalas. Any slave who enters the town is automatically free under law. Slavers are automatically seized by the law.

Public brawls that threaten life are immediately quashed by the patrol. The Sewers can always use another "Special Plumbing Patrol"!

Murder is a no-no. The patrol will actively hunt for repeat offenders. Bereaved families will hire bounty hunters from the Mercenary guild to track down offenders.

No casting mind-controlling spells. Punishment starts with fines, and can end with a trip into 'the gauntlet'.

Damage caused by area effect spells, reckless stampedes etc must be paid for.

COMMON RACES IN KALAS

Kalas is a mixed community, where race matters very little (except to prospective mothers-in-law). The town itself was founded by Humans, Elves, Dwarves and Halflings from the far southern kingdoms, and these fill the usual roles in the town's population. Some remnants of the old Steppe Kingdoms have left their mark, with Egyptian Gods and elegant, brown-skinned races of Human and Halfling being an integral part of the town.

Ebony Humans, Ebony Elves, Ebony Dwarves and Ebony Halflings are all immigrants from the Dark Continent to the east. They are always very dark skinned, with black hair. Their varied magical and culinary traditions can be found all through the town.

Steppe Men are compact, rugged folk well used to the winds of the far northern steppes. Many are remarkably bow-legged from a life spent in the saddle.

Northerners – usually Elves, Humans and Dwarves – are extremely common here, and often come south for the climate. They tend to be blonde haired, hard drinking and boisterous. Norse religion is extremely popular in the town.

Grass Elves are the most common Elf found in the Kalas area. A culture adapted to riding the tall grasslands of the immediate steppes, they tattoo their skins with stripes of green/blue camouflage to allow them to blend in with the grass. Their hair tends to be silvery grey-green, or silvery blue.

The streets are also home to quite a few 'exotic' races. Lizard folk commonly visit from their marsh villages close to the city. Centaurs, Aquatic Elves, a Hippocampus, and even an intelligent plant or two can all be found in town.

STREET PATROLS!

Most important to player characters are the Street Patrols of the Civic Guard. These are a permanent force owned and run by the Lady of the Town. Civic Guards stand at the doors to major public buildings, and patrol the streets to keep down crime. They are dressed in bright multicoloured clothing. They are outfitted with banded mail and helmets. Maces with brass heads are the symbol of their office. Patrolmen's uniforms are all painted with the symbol of a rampaging mammoth.

PATROLMAN

ROOKIE PATROLMAN (These 1st level fighter's vital stats are HD 1, AC 16/18, HP 8. Their primary attributes are physical. Half of them are crossbowmen with an armour class of 16, armed with a heavy crossbow, +2 to attack, and 1D10+1 points of damage; or a mace, +1 to attack, 1D8 points of damage. The other half are armed with heavy maces and shields, making them armour class 18, with a melee attack at +3 to attack and 1D10+2 points of damage. A typical street patrol consists of 4 Patrolmen, plus a patrol mage and a sergeant. Typical highlighted characteristics for patrolmen are Strength (14+), Constitution (12+) and Dexterity (12+). They are rarely picked for their beauty (Charisma 6 to 9). One man in each patrol is likely to have a significant Intelligence (13+) – a useful thing for spotting hidden opponents or hidden loot.)

SEASONED PATROLMAN (These 2nd level fighter's vital stats are HD 1, AC 16/18, HP 14. Their primary attributes are physical. Half of them are crossbowmen with an armour class of 16, armed with a heavy crossbow, +3 to attack, and 1D10+1 points of damage; or a mace, +2 to attack, 1D8 points of damage. The other half are armed with heavy maces and shields, making them armour class 18, with a melee attack at +3 to attack and 1D10+2 points of damage. A typical street patrol consists of 4 patrolmen, plus a patrol mage and a sergeant. Typical highlighted characteristics for patrolmen are Strength (14+), constitution (12+) and dexterity (12+). They are rarely picked for their beauty (charisma 6 to 9). One man in each patrol is likely to have a significant Intelligence (13+) – a useful thing for spotting hidden opponents or hidden loot.)



PATROL SERGEANT (These 2nd level fighters vital stats are HD 2, AC 18, HP 14. Their primary attributes are physical. They each have attack bonus at +3. Since they specialise with a heavy mace, their attack with that weapon is at an additional +1 to hit and damage.)

SEASONED SERGEANT (These 3rd level fighters vital stats are HD 3, AC 21, HP 21. Their primary attributes are physical. They attack at a +4. Sergeants are armed with a large mace (damage 1D10+2) and shield. They also carry a set of bolas, which are thrown to entangle fleeing suspects (roll to hit vs AC 10. Defender makes dexterity save to avoid becoming entangled for 1D3 rounds). Sergeants have Wisdom as a highlighted characteristic, allowing them to see through most elementary fast talk and sort out arguments between citizens on the spot. The highlighted characteristics are wisdom (12+) constitution (12+) and strength (14+). Most will have a significant dexterity (12+) as well.)

PATROL OFFICER

Each tower, each gate, and each civic building also has an officer on call. These men are tougher than their patrolmen, and are usually very canny.

PATROL OFFICER (This 4th level fighter's vital stats are HD 4d10, AC 20, HP 25 each. Their primary attributes are physical. They can attack in melee at +7 with a large mace doing damage of 1D10+2. They are armed with plate mail armour, shields and large heavy maces as a badge of office. Senior patrol officers would be fighters of Level 5, adding 1 to their attack bonus and +1D10 hit points. A Patrol Officer's highlighted characteristics are strength 14+, intelligence 12+ and wisdom 14+. A typical officer will have one of the other of charisma or Intelligence at a fairly high level 14+.)

PATROL MAGE

Mages are rare, but the Civic Guard makes sure it hires quite a few.

PATROL MAGE (These 1st level wizards vital stats are HD 1d4, AC 10, HP 4. Their primary attributes are dexterity, constitution and intelligence. They carry staves and attack at a -1. They typically have 3 first level spells (a typical mix would be two sleep spells and a magic missile spell). The highlighted characteristics of most patrol mages would be intelligence 16, dexterity 12+ and constitution 12+. They would normally be fairly weak physically with a strength of 6 to 8).

A sleep spell is the first response when a patrol encounters any fights or riots. Since most Wizards are attached to the patrol on a 'rental' basis, they will usually flee rather than fight hand to hand.

The Patrol does have access to some tougher wizards when a major crisis blooms. A fourth level wizard can be contacted given about 20 minutes notice.

The guard also commands some minor clerics. Any 'response squad' of Civic Guard racing to a big fight will have a first level cleric attached them well loaded up with healing spells. Response teams also always include a first or second level Ranger, used for trailing escaping criminals.

The Civic Guard answer only to Lady Zooren (although in theory they serve the city council). She insists that they keep the peace – no fights in the streets, no arson, no theft. It is generally accepted amongst the population that a 1 GP donation to the local guard patrol, or free drinks at the bar, will ensure their extra attention.

The Civic Guard are famous for being easy going about minor complaints, and extremely vindictive with anyone who messes with the Civic Guard. Several brawlers who have busted the heads of guards have later found themselves tied up and adrift out to sea on a barge, neck deep in manure.

STEALING STUFF!

BREAK-INS, ROBBERIES AND PICK POCKETING IN KALAS.

Both the thieves' guild and the mayor want to keep the town fairly safe for the full time residents. Most robberies etc will be conducted by small time thieves, or by new arrivals. Anyone setting up a protection racket, a pick pocketing ring or a team of house burglars will attract the ire of both the guard and the thieves' guild.

PICKING POCKETS: People do not normally carry all that much money when they are out on the street. Picking pockets yields rewards that vary according to the target:

PEASANT: 2D6 CP

TOWNSMAN: 2D6 CP, 3D6 SP

VISITING TOURIST: 2D6 CP, 3D6 SP, 2D6 GP (50% chance that their gold coins are a weird foreign currency, such as little cast golden frogs worth 2 GP each)

MERCHANT: 1D6 CP, 3D6 SP, 3D6 GP

NOBLE, PRIEST OR MAGIC USER: 4D6 SP, 5D6 GP

Every robbery of this kind has a 50% chance of also gaining an additional object from the following list:

- 1 Boiled sweet
- 2 Turnip
- 3 Set of keys (house keys, vault keys, or possibly keys to a chastity belt?)
- 4 Used handkerchief
- 5 False teeth (magical). *The teeth of Vecna!*
- 6 Folded piece of a dungeon map, or a map to some ruins in the steppes
- 7 Folded paper: If read, save vs level 5 spell or turn lavender for 1D10 days
- 8 Flask of bright green gin
- 9 Small vial (magical aphrodisiac worth 10 GP. Looks exactly like healing potion)
- 10 Membership card for the leprosy sufferer's association
- 11 Letter of introduction (to Temple of Serket, to Temple of Odin, or to Thieves guild)
- 12 Duck call
- 13 4 Brothel tokens. Each worth 5 GP at Madam Mika's
- 14 Cursed coin (the thief feels a terrible need to confess all of their crimes – even some they only *imagine* they have done!)
- 15 Written notes about daily movements of Lady Zooren
- 16 An excellent recipe for brownies, needing special herbs from the town druid.
- 17 A perfumed lady's kerchief, with a racy little love note hidden inside.
- 18 2 Bath tokens, each one worth a full bath and massage at the town baths.

- 19 A token allowing goods stored at the dock warehouses to be retrieved (could be gold! Could be 400 pounds of salted river toads. Could be a giant pet lobster on a leash – who knows until you try?)
- 20 A black kerchief with a spicy perfume (were rat sent). Anyone sniffing the kerchief becomes more susceptible to deals and suggestions made by were rats for the next 2 days (Constitution save vs difficulty 5).

Magic users are difficult to target for pick pocketing due to possible additional traps on their person (50% chance of a magical trap). Nobles are usually accompanied by a follower or two who are keeping an eye out for trouble.

Oddly enough – the thieves' guild of Kalas does not condone house robbery and muggings on the street. Lady Zooren insists that the town be liveable! As long as it seems to be fairly peaceful, the town guard will not declare all out war on the rats.

BURGLARY

Typical houses have a dog or some other creature (eg a and lady or mother-in-law) that can detect intruders. Break-ins should be well planned.

A typical townsman's house will yield a few portable valuables that can be spirited away (candlesticks, paintings, grand dad's ashes in an antique urn...) Usually 1D6 items, each worth 1D6 GP. A store of cash (D100 SP, 3D20 GP) will be well hidden somewhere in the house. These savings will be well hidden, and usually protected with a trap of some kind (even if it is just a rat trap guarding a peasant's horde!)

Breaking into shops at night is more difficult. Traps will usually have been set, and the night patrols will have to be avoided. Most shopkeepers live above their shops. Their savings will be well hidden (usually money to the value of 10 times the value of their most typical trade good). Rabid guard dogs and rabid mother in laws might also have to be contended with.

Daylight robbery of a shop's till will usually yield about 4 times the value of one of their typical items for sale. But there is a 50% chance that yells and screams will immediately bring a patrol to the rescue of the shopkeeper.

NOTABLE CHARACTERS

LADY ZOOREN – COUNCIL PRESIDENT (“THE MAYOR”)

“Small but perfectly formed”. Lady Zooren is an ebony-skinned Halfling woman from the ‘Dark Continent’.

(This short-tempered, 8th level Halfling wizard is Chaotic Good, HD 8, AC16, HP 32. She has a melee attack of +3, using a +2 flaming dagger which deals damage of 1D4+2, +1D6 fire damage.

The other magical gear that she wears/carries on her includes the following:

Cirlet of persuasion, Bracers of armour +4, Ring of counterspell (fireball), wand of magic missiles (16 charges, level 8). Amulet of protection vs normal missiles, potion of gaseous form, potion of extra healing.

Spells per day: 5 x 1st level, 4 x 2nd level, 4 x 3rd level, 2 x 4th level



Spells: Polymorph, remove curse, dimension door, resilient sphere, stinking cloud, fly, fireball, lightning bolt, gaseous form, mirror image, scare, web, shatter, see invisibility, sleep, magic missile, shield, unseen servant, shocking grasp.

- Her preferred spell is a 'Polymorph' blast – often targeted to turn her enemies into a large pink woodlouse or a giant duck.)

Lady Zooren is notable for her sense of fair play, her impatience with idiots, and her irritable temper. She reacts badly to jokes about size and height (the local 5 SP coin – originally called a 'half piece' or "shortie" has been hastily renamed a "Silver star").

Lady Zooren is perfectly aware that the Were Rats hold sway beneath the streets of the town. Thus far, a truce exists – the Were Rats do not indulge in wholesale thievery or murder, and the town guard does not enter the sewers. So far, the truce has held – although there is an occasional jockeying for power.

Her highlighted characteristics are Intelligence (18) and Wisdom (16). She also has a Charisma and Constitution of 14.

FAMILIAR: Lady Zooren has a fairy dragon familiar – a butterfly-winged creature called "Spooverwekki". This little creature always sits where he can see his mistress.

SPOOVERWEKKI (This 3rd level creature is HD3, AC 18, HP 18 Hit Points. He has a bite attack at +3 to hit and 1D3 damage. Spooverwekki has a breath weapon that shoots out a cloud 10 feet wide by 25 feet long. Anyone caught in the cloud must save vs gas or become lost in euphoria for 3D6 rounds. The breath weapon can be used 3 times a day, but only once every 3 turns.

The fairy dragon can fire off 3 first level and 2 second level spells per day. His spells include acid arrow, detect magic, sleep, charm monster, hold person, and major image. He loves using "Major Image" to fool and trick pompous passers by.)

DAELIA AND DAHLIA - WERE RATS

"Were rat girls – making Chaotic evil sexy since 1974..."

Twin female wererats live down below the town, and between them, they run the Thieve's Guild of Kalas. Slim, svelte and wicked, these two girls have three or four other wererats as subordinates.

Daelia and Dahlia are identical twins. Anyone not in the know can find it easy to confuse the two. They will use this to great effect in combat or if pursued.

These two women are always accompanied by a few 3rd or 4th level thieves – often as secret bodyguards concealed in the nearby crowd.

DAELIA

Svelte, sleek and pretty, Daelia is an ex-human female.

DAELIA (is a 6th Level Rogue is Chaotic Evil (but funny!) HD6, AC 23, HP 31 Hit Points. She can attack at +8 using a +2 mace of terror for a damage of 1D8+2. She carries several masterwork darts and a bag of caltrops. These weapons are all tipped with venom of delusion (Difficulty level 4 save). In combat, she will usually try to lay a trap with caltrops, throw her darts and then hide herself, waiting for pursuers to hit the caltrops. Her identical twin sister will pop up from somewhere nearby to confuse the attackers.

Her magical equipment includes a ring of protection +2, restorative ointment, +2 mace of terror, enchanted leather armour (+3 leather, +1 save vs fire), Boots of striding and springing, a vial of citrus oil (signals to giant ants that you are not an immediate threat – the ants will bring a 'sage' to speak with you...).

Daelia's highlighted characteristics are Dexterity (18), Intelligence (16) and Charisma (14). Her other significant characteristic is her Constitution (14.).

DAHLIA

A dead ringer for her sister (though perhaps more intellectual and indulgent), Dahlia is an ex-human female.

DAHLIA (is a 6th Level Rogue, Chaotic Evil (in a laid-back kind of way...). HD6, AC 23, HP 31. She has an Attack at +8 (+2 Mace of rusting 1D8+2 (+ defender must make a luck (Charisma) save at -2 for their metal armour to avoid their armour rusting and degrading by 1D3 AC). This were rat also carries a +2 dagger 1D4+2 poisoned – but prefers to use her ring of the Ram (11 charges, 1 to 3 D6 damage)

Dahlia's magical gear includes a +1 mace, a cloak of displacement (factored into AC), enchanted leather armour (+3 leather, +1 save vs fire), a potion of extra healing, gauntlets of ogre power, a vial of citrus oil (signals to giant ants that you are not an immediate threat – the ants will bring a 'sage' to speak with you...). She also carries masterwork throwing darts and, a bag of caltrops. Both darts and caltrops are tipped with venom of berzerker rage – save vs difficulty 5 or attack all living beings in sight for the next 2D6 rounds). She prefers to lay down caltrop traps, and then lure her enemies into running over the damned things. Her highlighted characteristics are Dexterity (18), Intelligence (16) and Charisma (14). Her constitution is 14.)

CARRADON - GENERAL

Carradon is a steppe man – a human from far off across the grass. He escaped the ruins of the fallen city of Daarran, and after many wanderings, has ended up in Kalas. He commands the garrison and navy of the town (though not the Civil Guards - those answer only to the President!) Carradon is constantly at odds with Lady Zooren. He would like to pursue an aggressive policy – expand out into the steppes, and colonise the local islands. Under his protection, privateers operating against local pirates have Kalas as a safe base of operations. Carradon would very much like these ships to be state sponsored, and to begin to attack the shipping of other towns with an aim to gaining power for Kalas. Lady Zooren keeps Carradon on as tight a leash as she can.

CARRADON (is a Level 6 fighter is, Lawful Neutral. HD 6, AC 22, HP 40. He has an attack of +11 with both his +2 Bastard sword (1D10+5 damage), and his Composite bow (1D8+2 damage). His magical items include a +2 lion's shield (attacks 3 times per day for 2D6 damage), a +2 bastard sword, a potion of neutralise poison and a potion of extra healing. Carradon is almost always accompanied by one or more local warriors (either comrades, bodyguards, or adventurers seeking advice about the steppes). His significant characteristics are Strength (18), Constitution (16) and Charisma (14). He also has a Dexterity of 14.)

SCARLET

In general, Scarlet looks like a bad tempered, freckle-spattered red-headed female elf. In actuality, she is a juvenile red dragon that has been polymorphed into elven form. She has lost her dragon abilities (except some spells, and the ability to fight). She has no idea of her true origins, and no memory of her past – she woke up outside of the main city gates a year ago with 50 copper pieces, a dress, a waterskin and three jars of crab-apple jam.

Scarlet has been befriended by a priest of Thoth, Konesh, who keeps her out of the worst trouble and makes certain that she is housed and fed.

Scarlett has no money to speak of, and lives near the Bazaar. She is restless – slowly verging from evil nature to neutral under the tutoring of her friend Konesh. She can still lash out in rage, but her truly evil tendencies have faded. She does not know that Konesh is actually a Gold Dragon set to watch over her and cure her of her evil ways...

Scarlet is a restless and fiery soul who is at the centre of the axe-beak racing circuit in town. She might also commission PC's to head off seeking magical items to restore her memory. Konesh would gently work to make sure that any such expedition is a farcical failure...

SCARLET (is a 4th level fighter, Chaotic Neutral. HD 4, AC 15, HP 24. She has an Attack of +8 with both her +1 2-handed axe (damage 2D6+4) and her masterwork thrown darts (damage 1D3+3). When on the streets, Scarlet usually wears her 'riding leathers' (masterwork leather armour). A luck stone (+2) hangs about her neck. As long as she wears armour no heavier than leather, she can cast each of the following spells one per day: Sleep, shield, magic missile, burning hands.

Her significant characteristics are Strength (16) and Intelligence (16). She also has a significant Dexterity (14) and Charisma (16: Yep – she's a freckled hottie!)

HANNAS - HIGH PRIESTESS OF SERKET

Happy, laughing, generous, charismatic and TOTALLY dodgy, Hannas is a riot. This woman is a schemer if ever there was one. She is a newcomer in town, and has just set up the brand new temple of Serket, the Egyptian god of scorpions, venomous creatures and poison. (She has occupied some premises that were vacated by the previous owners when they were mysteriously plagued by a horde of asps and spiders...)

HANNAS (is an Elven Female Cleric, Level 6 - Chaotic Neutral. HD 6, AC 22, HP 26. She has an attack of +5 with her +2 mace of disruption (damage 1D8+2), or attack 4 with her 3 +1 envenomed throwing daggers 1D4+1, level 6 venom.) She is armoured in plate armour +1 and a shield. She is immune to poison (a bonus given by the Goddess Serket to all of her priests). She also carries a brooch of shielding, a potion of healing, a potion of teleportation, and usually has a little box on her belt that contains a trained pet scorpion. Hannas highlights her Wisdom (18) and Charisma (16 – she is happy, full of jokes and tales – and rather hot...). Her other significant characteristic is her Intelligence (14). She is extremely funny, scheming and persuasive.)

Ostensibly a temple of help and healing, the temple will offer poison cures etc, and also charms (100 GP each) that give a +1 save vs poison. Since small bitey poisonous creatures seem to keep appearing all around the temple, Hannas gets a great amount of custom from bite and sting victims running in desperate for a cure. But help is at hand! For a mere 50 GP, a warding charm can be bought that banishes small poisonous creatures from the home...!

Several Rogues operate from this temple. Hannas might possibly start running her own thievish activities, and so could end up in conflict with the Thieve's guild, and also with Lady Zooren (who needs thieving kept to a minimum, and wants no wars with the were rats). PC rogues might find themselves gaining missions and commissions clandestinely passed on by the Temple of Serket.

THE LIZARD KING

The swamp lands near the town are home to a tribe of Lizardmen who have a fair level of civilisation. They have excavated an underwater village in caves beneath the swamps, and desist from attacking traders and other townsfolk. The town pays the lizards a subsidy of metal ingots and meat. In return for this, the Lizardfolk lend their warriors to naval expeditions and rescue operations, and bring swamp goods to the town market.

The Lizard King is a large, black speckled Lizardman who leads the lizard folk. He speaks some of the common tongue. Proud and sharply intelligent, he visits the town regularly to consult with the council. He likes Lazy Zooren, and is irritated by Carradon. The Lizard King is always accompanied by a lizard shaman and a personal guard of six maximum hit point lizardmen. He will usually carry beautiful cowrie shells rather than gold coins: c. 10 cowrie shells worth about 10 GP each.

THE LIZARD KING (is a Level 5 fighter, Neutral. HD 5, AC 19, HP 46. He has an Attack of +11 with his magical 2 handed war club (damage 1D10+7). He is specialised in 2 handed war club, and sets great store in his +2 war club, which grants him a +3 save vs magic. The king also carries a potion of gaseous form, a potion of healing, potion of giant strength. His highlighted characteristics are Strength (18) and Dexterity (16). He has an Intelligence and Charisma of 14.)

CURRENT FADS AND ACTIVITIES.

AXE-BEAK RACING

If there's one thing every middle aged resident can agree on, it's that those damned kids and their axe-beaks need to be banned!

Axe beaks are a flightless carnivorous bird found out on the veldt of the Dark Continent. Eggs reached Kalas via traders – and the fad began. These big colourful birds make excellent riding beasts (and even work well as 'dungeon mules'). But their talent for taking sharp corners, running up steps and handling rough/urban terrain was the start of a very odd fad.

Now, Axe-Beaks are used for semi-clandestine street races by young idiots. The madcap races disrupt traffic and cause chaos. The council tried to ban the races, but there was such a storm of graffiti and resistance (and the races kept on going) that the council was forced to semi-officially sanction the races. They are now legal in the afternoons, three days a week on the city streets

AXE BEAK – FLIGHTLESS BIRD. AC 15, Hit Dice 3, Attacks: 1x beak for 2D4, 2x claw for 1D3

(More experienced birds can climb to 4, 5 or 6 hit dice, and increase the damage of their attacks by +2)

Axe beaks are intelligent enough to learn to speak a few simple words and phrases. Some come with quite beautiful plumage, and different sub-breeds are much sought after by the racing and riding community. They eat game, land crabs, coconuts, and people who poke at their cages.

Special quirks for racing birds!

Roll a couple of times on the chart below for positive quirks for racing birds.

- 1 Agile. +2 AC. Takes corners extremely well (loses no speed on the turns, and gains a +2 to dodge around obstacles)
- 2 A fine leaper. +1 AC. Can easily sail over obstacles (fallen crates, bales, arch-bishops etc)
- 3 Powerful runner in the straights (move +5ft per turn if no turns made)
- 4 Big! +6 hit points. Can shove other birds aside.
- 5 Clever. Bird easily manoeuvres out of the pack (+2 constitution check to take the lead when in a pack, or when faced with options like plunging through a tavern window or running along a restaurant table). These birds are also good at solving problems, picking open the latch to its cage, and eating stuff out of its owner's backpack...
- 6 Gorgeous plumage (16-18 charisma). Can overawe other birds (charisma check to make them drop their speed by 10 for the first turn in a race or back down from a fight). Riding this animal gives the rider a +2 Charisma bonus. Bystanders LOVE this creature. (It's so much easier to pick up elf gals when you drive a firebird red Axe-beak!)
- 7 Piercing scream! Gains a +2 on its first round of melee in any combat, and can more readily clear traffic out of its way.
- 8 Jet black. These birds have excellent endurance. They gain a +2 save vs fatigue during the end stages of a race. Another variant (50% chance), the 'skull bird', has a white beak and skull-like face markings. Instead of increased endurance, these birds have a wicked bite (+2 to their beak damage).
- 9 Firebird. Fireproof, and confers a +2 save vs fire to its rider. Firebirds are fast starters, and always get an extra 10 movement in the first turn of any race.
- 10 Regal blue. +4 save vs magic, and confers 1/2 this bonus to its rider.
- 11 Canary Yellow. Amazing singers. Better vestigial wings allow these creatures to brake more swiftly than other birds (+2 save to avoid impacting traffic obstacles), and they ignore the first 10 feet of fall when calculating fall damage, even when carrying a rider.
- 12 Brilliant green. These incredibly alert birds easily spot trouble. They gain a +2 save to avoid surprise and traffic tangles, and give their riders a +1 bonus to notice hidden enemies and ambush.

Negative quirks for racing birds

Every bird has something a little odd about it...

- 1 Beautiful plumage – extremely vain. Reluctant to get dirty.
- 2 Singer! This bird's raucous song peals out at the crack of dawn each morning.
- 3 Gourmet. This bird has an ongoing hunger for a particular weird type of item: roast meat, wine, silver coins/buttons, womens hats, etc.
- 4 Irritating vocabulary. This bird has picked up embarrassing phrases, and will use them to get its owner into trouble.
- 5 Fussy. This bird costs 50% more to feed, since it insists on some weird foods and rejects anything but the best, tastiest bunnies for its midnight snack.
- 6 Lazy. This bird goofs off every instant it can. It sometimes will feign injury to avoid exercise.
- 7 Bad tempered. This bird tends to snap at anyone that isn't its rider.
- 8 Randy. This bird has a habit of sneaking off to seduce axe beaks of the opposite sex, and loves to make a display to gain the attention of possible mates.
- 9 Cowardly. Far more interested in keeping out of trouble than in pursuing a life of adventure!
- 10 Show off. The bird loves to take an extra risk, or make a display of itself.

The courses run by Axe-Beak racers vary. Courses tend to go thundering down the town streets, with 'pit stops' at major taverns such as the Happy Hippocampus, Blood-Tick Tavern, Madam Mika's and the Were Rat Inn. The riders must leap off, quaff a tankard of strong drink, then leap back on their birds and race onwards. The birds also have picked up a habit of drinking ale at the pit stops. The races thus become less and less controlled as they go on, with spills, stumbles, falling asleep in the sun or vomiting on sergeants of the city patrol all fairly common occurrences. The races, however, tend to be cheered by many of the population. Bets are made, and at Madam Mika's, the balconies are usually packed with patrons who cheer the contestants onwards. There are cash prizes for winners. There are even plans to issue a silver trophy cup! Most racers seem to hang out at the "Blood-Tick Tavern" and the "Were Rat Inn".

Protesters against the races are regularly found at "Ranter's Corner". Unfortunately, Ranter's Corner is also a frequent part of axe-beak racing routes!

(NB: Dahlia the Were Rat is a frequent race contestant, running an all-blue bird called 'Twiki'. She often finishes neck and neck with Scarlet and her big red bird "Flash Point".)

PRIVATEERING

Kalas is a definite refit, repair and recruiting base for privateering vessels who operate against the pirates of the open sea. The incoming ships are usually filled with strange goods and treasures, rescued captives and rescued gold. The presence of the privateers makes Kalas pirate free, but can also cause trouble. Rival ships crews sometimes brawl, and the influx of sailors with money in their pockets often causes odd sights such as sedan chair races on the high street.

PETS

A great many inhabitants keep pets for companionship and pleasure. Elegant ladies can frequently be seen walking their "Anubis Hound" dogs. In the last year, a few faddish pets have become popular in the town.



MINI-GRIFF

Miniature griffins, with a rear half patterned like a cat and the front half similar to a superb blue wren or a very small peregrine falcon have become popular 'shoulder sitter' pets. Elegant ladies and wizards swear by them! A typical Mini-Griff can cost about 1000 GP

COUATLI

Miniature couatls are another 'shoulder sitter'. Magnificently plumed, these beasties are non venomous. A Couatli can cost 1100-1200 GP

DINKY-DERMS

Miniature woolly mammoths. Smart and often playful, these beasts are about knee high to a human. Dinky-Derms can cost 800-900 GP.

FESTIVALS

Once each spring, the city hosts a major festival of wine and dance. Everyone dresses in monster costumes, and there is much dancing and revelry. Sweets shaped like coins and gems are hidden in gardens and in houses, where children are encouraged to find them. Some 'treasures' are trapped with harmless traps or guarded by a fake monster.

In the evenings, the more adult part of the festival takes place. There is a program of theatre events, with the first wines of the season all being offered for tasting. There are dances in every street, with a grand unmasking at midnight on the final day.

In Autumn, there is a festival of the dead. Large model skeleton

puppets are paraded through the streets. People flock the streets with skull masks and exchange candies shaped like bones. Anyone who accepts a candy will then don a skull mask and join the parade. At midnight, the skeleton puppets are met by five members of the city council dressed as gods. The Skeletons flee into a temporary Mausoleum and are sealed in. All those wearing skull masks unveil themselves, and are greeted joyfully by the population who had remained without masks. No one quite knows what this festival re-enacts, but it is performed in the exact same way every year.

PUNISHMENT

Minor infractions (axe beak racing out of specified time limits, shop lifting, dumping chamberpot contents on the City Guard, etc) are usually punishable by 'civic service' for a few days or weeks. This inevitably consists of clearing the streets of dung at night, and portaging it out to the fields. Real troublemakers (eg – player characters) will be sent into the sewers as a 'special plumbing patrol' to clear blockages.

(Note! Special Plumbing Patrol duty is a great thing to hit player characters with! The poor slobs will be given hooks, rope and poles and sent into the sewers to clear log jams and blockages – possibly dealing with all kinds of monsters on the way. Priestesses of Sekhmet are a common addition to these parties, since the Sekhmet sisterhood has a bad habit of getting drunk and busting bar stools over peoples' heads!)

Arguments and contentions that reach a murderous level are usually handled by judicial combat, either defendant against prosecutor or defendant vs monster. Zooren far prefers this to the tedium of hearing out long court cases, and this system does prevent the creation of a professional class of lawyers.

The most common punishment for murderous troublemakers is to toss them into "The Gauntlet" dungeon. This is a complex of abandoned tunnels and caves outside of the city. Prisoners are stripped naked and tossed in through the dungeon doors. Feel free to use a random dungeon generator on this one. It should be a fun trip! PC's might – just – survive the experience. So don't feel too bad about chucking them in here.

CELEBRATING TO EXCESS

Every now and then, players will drink the wrong drink, drink too much, or just plain party hearty. If a player totally loses control, evil minded umpires can roll 1D20 to see the aftermath.

- 1 Wake up next to a dead elk
- 2 Wake up in a dungeon
- 3 Cure disease spell needed
- 4 Dear Gods – my head! (1/2 Dex and Int for next day)
- 5 These are not my pants!
- 6 Dressed like a Valkyrie
- 7 Broke
- 8 10-60 GP in winnings!
- 9 Whose pig is this?
- 10 The rooftops are breezy this time of year!
- 11 Webbed (spiders web? Magic user spell?)

- 12 Naked in the court house
- 13 Hallucinating
- 14 You have the deeds to an abandoned tower or mansion
- 15 Why am I wearing a wedding ring?
- 16 Oh my god – her husband's coming!
- 17 Sleeping peacefully on main street
- 18 Only able to walk backwards
- 19 Polymorphed into a giant duck (hopefully this lasts only a day or so...)
- 20 Gain 50 XP. You sure learned something!

DAILY EVENTS

- 1 AXE-BEAK RACE:** A race will be on in the afternoon, disrupting traffic and filling the roads with goofy birds. A typical bet will get 2-1 odds, with the PC winning on a 1 in 6. Increase this to a 2 in 6 if the PC can look over the birds and make a Wis check vs 3, and to a 3 in 6 if the PC can make some streetwise rolls to finds out about the jockeys and past performances of the birds. Better chances come from being more proactive – either riding a bird, spiking drinks etc etc etc. There are other people with the same ideas – and other people out trying to stop them! So a storm of magic spells, dirty tricks etc can be expected.
- 2 TRIAL BY COMBAT:** Bets will be placed! Crowds will gather! If an out of town lawyer has to face down a gargoyle, manticore or some such, good crowds will be drawn. Sometimes mighty champions will clash. PC's might get offers to act as substitute champions
- 3 PRIVATEER VESSEL ARRIVES:** Drunken sedan chair races along the harbour streets, drunken sailors in taverns, big bonuses earned by prostitutes! Unusual goods will arrive at the bazaar. All prices for food and equipment rise by 10% (unless you are very well known to the shopkeeper or tavern owner)
- 4 CARAVAN ARRIVES:** A caravan from the steppes arrives after a long journey. There will be a sudden rush on rooms at inns and tables in restaurants. Strangers from colourful far lands walk the streets looking at the sights. The Bazaar fills with goods, and prices for silks, cloth, spices, leather etc drop by 10%.
- The Caravan will begin readying for its return journey into the steppes. This is a good time to ask for work as caravan guards, or to find a place in the caravan.
- 5 THEFT OCCURRED LAST NIGHT:** The streets are filled with murmurs and speculation. A house was burglarised, a tower broken into, an important citizen was held up, or a coach robbed outside the city. Rumours as to who did it, how, why and where abound. Rewards are offered.
- 6 BAD WEATHER :** Rain or storms in winter, sandstorms or sizzling heat in summer. Street traffic is minimal!
- 7 VERMIN!**: Fly swarm (summer), Mouse swarm (autumn), frog swarm (winter) or moths (spring).
- The town becomes host to great numbers of these irritating things. Pennies can be earned in chasing away vermin or installing screen doors.
- 8 COUNCIL MEETING TODAY:** Bring in your petitions, your complaints, your comments. Just don't make and 'height' jokes! The area outside the council house must be kept QUIET! Any riots, brawls or disturbances will end up with the culprits being assigned to 'Action Plumbing Teams' quick smart!
- 9 COURTS IN SESSION TODAY:** Keep the area outside the courts QUIET! This is a day for witness protection, witness 'relocation', kidnapping, and getting your alibis straight.
- On the good side – when court recesses at mid day, most bars have a 'happy hour'.
- 10 RELIGIOUS PROCESSION:** One weird religion or other stages a religious procession or festival. This could include having chanting and odd prayers, or carrying of an altar through the streets. Flagellants could be dancing, and become incensed if they see anyone wearing a red hat or pointy shoes... On the other hand, processions might give out ritual gifts of 1 silver piece to every nearby citizen, or free wine and beer! (Or free wine and a charm person spell if they think you'd make a good recruit for a special mission!)
- 11 SEWER BLOCKAGE:** Several street sewers are backed up. The Civic Guard are on the look out for some wrongdoers to arrest and use as an "Action Plumbing Team"
- 12 MONSTER SPOTTED!:** A large and unwelcome monster has been spotted – on the rooftops, behind a gutter grate, in a cellar, down an alley.... A reward is offered for slaying the beast. Typical monsters might include gargoyles, manticores, oozes
- 13 BLOOD-DRAINED BODY FOUND IN STREET AT DAWN.:** Holy neck-rupture! Reward offered for delivery or destruction of the culprit.
- 14 BIG FIGHT!:** A large scale brawl will breakout between rival groups: possible rival ship crew or caravans, supporters of one noble house vs another etc etc. Choose an intersection or a street, choose a time, and have the punch-up spread. PCs might be drawn in due to mistaken ID, or might see an opportunity to steal goods, rescue beleaguered citizens, or drink themselves silly before the cops arrive.
- 15 RECOVERY NEEDED!:** A valued pet, familiar, animal, experiment, child, brat, wilful daughter or some such beastie has gotten away from its 'rightful' home. The owner is offering a reward for safe recovery.
- 16 DWARVEN CARAVAN ARRIVES:** Good Dwarven arms and armour arrive from the Dwarven forges. Plate armour, mail and masterwork weapons are 10% off normal price. Special orders are taken by the huge-bearded Dwarven armourers.
 - And some incredibly cute Dwarf girls wander around town taking in the sights! Careful! Their guardians might get violent if they think their wards are being taken advantage of...
- 17 RECRUITING PARTIES ON THE STREETS:** Drums are being beaten by recruiting parties. The recruiters might be gathering crew for a privateer, or hiring mercenaries for an expedition to far islands or the Dark Continent – or it might be a caravan who needs more fighters and mages to protect them from a bandit gang.
 - Or maybe even a group of peasants hoping to save their village from banditos, but only able to pay the PC's in rice!
 - A really GOOD recruiter can be really convincing! Like – hypnotically convincing... There is often a patter of fast talk, music, jokes, free booze, free food and signing bonuses.
- 18 MAGICAL EVENT:** This could be a team of skeletons marching down main street, a man caught inside a 'sphere of darkness 20ft radius' is blundering helplessly down the street, a stone golem walks in through the city gates, deposits a dead musk oxen on the steps of the council offices and then departs - a minor curse turns the town crier into a frog, or two mages start having a lethal battle in the streets.

19 HUE AND CRY: A chase scene of some sort disrupts part of the town. Possibly a gang of thieves try to make a break for escape, or a swashbuckling lover is escaping a jealous husband's armed guards.

20 MINOR ACCIDENT: A minor accident adds colour to the life of the city. EG: A ship crunches part of the docks, a hayrick catches fire – horses stampede out of the horse market. The new delivery of rugs at the bazaar included giant caterpillars that are now eating all the stock... something of that ilk!

STREET ENCOUNTERS

There is a 1 in 6 chance of PC's having an encounter any time they travel a block or two through the city.

Night time encounters can never result in a 'monster' if the encounter takes place on a lit main street. Instead, the encounter will be a nice nighttime patrol of city guards.

Some encounters are self explanatory (prostitutes, hostile thugs etc). But in other cases, the umpire can roll for a motivation for the person the player characters encounter:

ENCOUNTER: NPC...

- 1 Wants information
- 2 Wants money
- 3 Wants lodgings
- 4 Tries to pick fight
- 5 Offers a drink and a party
- 6 Offers a job
- 7 Has a hot tip for the next axe-beak race
- 8 Is injured
- 9 Is being attacked
- 10 Tries to pick pocket
- 11 Is selling something interesting
- 12 Is looking for a prostitute
- 13 Is engaged in a man hunt
- 14 Is hiring spies
- 15 Needs help to save a friend
- 16 Just saw something scary
- 17 Is setting the PC's up for a gang of thieves
- 18 Gives PC's a gift
- 19 Challenges PCs to a contest
- 20 Needs extra players for a card game

HARBOUR QUARTER

- 1 Bocce game blocks the street (but PC's can play!)
- 2 Prostitute in colourful costume
- 3 Sailors
- 4 Travellers from afar (possibly of exotic race)
- 5 Priests or scholars
- 6 Thieves or pirates canvassing a ship or warehouse
- 7 Noble of official and escort
- 8 Non humans – Dwarven shipwrights, Elven navigators, halfling pirates
- 9 Lizard men – trade party, shaman or princess and escort, warriors or marines
- 10 Drunken privateers having a sedan chair race

11 Patrol

12 Famous swashbuckler, lover or privateer, or a disguised Were Rat female

Night time

- 1 Prostitute
- 2 Really inventive prostitute, non human prostitute, or spy posing as a prostitute
- 3 Brawling drunks
- 4 Thieves (1D6)
- 5 Secret night transport (2D4 guards + secret cargo)
- 6 Were Shark
- 7 Fortune teller or Map seller/ Magic charm merchant
- 8 Non humans: Exiled pixie, Gnoll bodyguard, Elven bounty hunters etc
- 9 Harbour toughs (2D4 belligerent toughs)
- 10 Monster (1-3 on 1D6 = an aquatic creature such as sahaugin, drowned zombies, giant leeches - otherwise roll on monster chart)

CARAVAN QUARTER

- 1 Mercenaries
- 2 Tangled caravans block the street
- 3 Street performers!
- 4 Non humans from afar
- 5 Street stalls
- 6 Thieving urchins
- 7 Beggars
- 8 Axe-Beak racers
- 9 Prostitute
- 10 Priests, sages, monks, or wizard and entourage
- 11 Patrol
- 12 Noble or civic official and escort

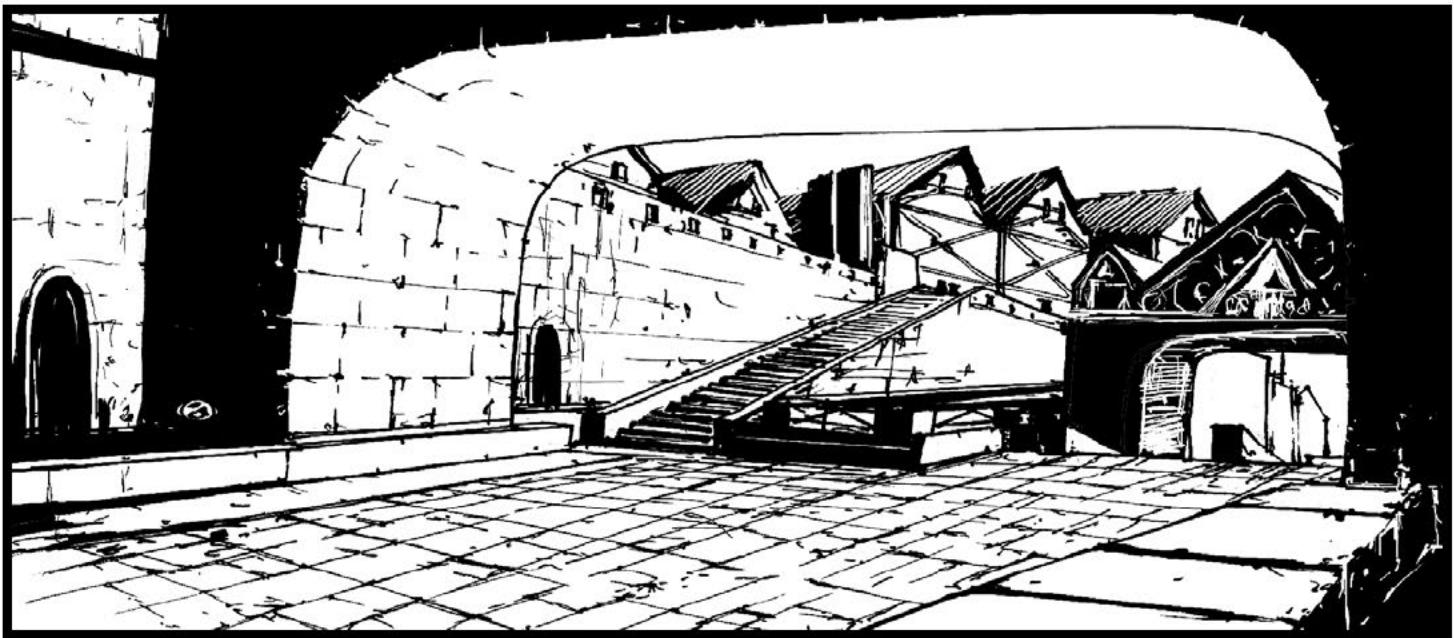
Night time

- 1 Prostitute
- 2 Wine seller
- 3 Pick pocket
- 4 Street performers
- 5 Priests
- 6 Shady trader (selling contraband or rare goods)
- 7 Special – assassins on the job, thieves, spies, exotic non humans, mages etc
- 8 Patrol
- 9 Major character (Lady Zooren, Were Rat, Scarlet, Carradon, Hannas etc)
- 10 Monster

PALACE QUARTER

- 1 Wedding party blocks the street.
- 2 Funeral procession
- 3 Patrol
- 4 Elegant ladies escorted by bravos
- 5 Jousting champions
- 6 Men arguing about court cases or business
- 7 High-ranking priests, or wizards
- 8 Lady Zooren, Carradon or Hannas. Or a leader of a temple
- 9 Bored noble youths
- 10 Giggling maids, angry cook, or overladen servants

12 CASTLES & CRUSADES



- 11 Patrol
- 12 Noble or civic official and escort

Night time

- 1 Fleeing lovers
- 2 Lothario (possibly pursued by enraged husband)
- 3 Serenading lover + backing band
- 4 Night time transit (1D6 guards + cargo)
- 5 Street patrol
- 6 Love sick poet
- 7 Drunken revellers
- 8 Bravos
- 9 Patrol
- 10 Monster

OLD TOWN

- 1 Beggars
- 2 Passing flagellants
- 3 Footpads
- 4 Prostitute
- 5 Monk seeking charity
- 6 Street seller
- 7 Patrol
- 8 Mercenaries
- 9 Women
- 10 Brats
- 11 Annoying dogs
- 12 Bocce game blocks the street

Night time

- 1 Monster
- 2 Drunken revellers
- 3 Thugs and thieves
- 4 Street fight
- 5 Exotic Prostitute

- 6 Drug dealer or dealer in dark contraband
- 7 Homeless
- 8 Patrol of charitable priests, or proselytizing fanatics (take your pick!)
- 9 Street gang
- 10 Monster

NIGHTTIME MONSTERS

- 1 Stirges
- 2 Giant rats
- 3 Dark mantles
- 4 Giant ants
- 5 Moth swarm (save vs Dex, or clothes and backpacks are eaten!)
- 6 Exceptional monster

EXCEPTIONAL MONSTERS

- 1 Carrion crawlers*
- 2 Were Rats
- 3 Vampire
- 4 Grey ooze
- 5 Crocodile emerging from sewers**
- 6 Gargoyles

* Or yellow mould if on rooftops

** Or Allip if on rooftops

ROOFTOPS AT NIGHT

- 1 Thieves
- 2 Stirges
- 3 Bats (as 'bird of prey')
- 4 Slippery tiles
- 5 Assassin vine
- 6 Fleeing Lothario
- 7 Goodwife emptying chamberpot
- 8 Imp
- 9 Giant rats
- 10 Exceptional monster

LOCATIONS, LOCATIONS LOCATIONS!

1 THE LAUGHING HIPPOCAMPUS



cheerful inn near the waterfront, this place offers food, drink and a place to stay for wandering adventurers, privateers, sailors and explorers. The tap room always has several exotic foreigners. The Landlord, Gleethorpe Perkins is assisted by his wife, Plump Hanna, two serving wenches, and Goddak, a Lizardman bouncer.

Renowned for its excellent food, prompt kitchens and its saucy hostess, the *Laughing Hippocampus* is a truly excellent tavern. Perkin's taste for weird drinks brought in by traders can make drinking at the bar an adventure all by itself.

GLEETHORPE PERKINS – LANDLORD OF THE LAUGHING HIPPOCAMPUS

Rotund, one eyed Gleethorpe Perkins was once a privateer. He took his prize money and set up the Laughing Hippocampus bar. He rapidly found himself owning one of the most boisterous and popular meeting places in town. Gleethorpe loves his food, he loves his drink – and he is often too busy to keep a close enough eye on his amorous wife. Perkins has many tales of the sea. Anyone standing him 3 or more drinks will certainly gain clues to possible quests or treasure. Many of these tales have tragic flaws and dangerous omissions!

GLEETHORPE PERKINS (is a a 3rd level fighter with HD 3, AC 10, HP 36, and a +5 Attack with the 2 hd club he keeps beneath the bar (damage 1D10+2). This is now his 'specialised weapon'. His significant characteristics are Strength (15), Constitution (15) and Charisma (13). He is decidedly unwise! (Wisdom 6))

PLUMP HANNA – LANDLORD'S WIFE

Plump Hanna is a round and fairly attractive woman who helps with cooking and serving drinks. Her unhappy marriage is made far happier by having constant one night stands and affairs.

Plump Hanna has a roving eye. But anyone caught with Hanna will certainly be pursued angrily by Gleethorpe Perkins and possibly fed to the weresharks!

(HANNA is a 1st level human rogue, Neutral, HD 1, AC 10, HP 5. Attack +1 (Rolling pin, damage 1D4). Her significant characteristics are Dexterity (13), Constitution (13), and Charisma (15). She is also fairly wise (Wisdom 14).)

KITTY - SERVING WENCH

Kitty is a saucy Halfling serving wench with a flouncing, flirtatious manner. Kitty is not above occasional attempts at pick pocketing when customers become abusive – but good tipping will keep her peculating habits at bay.



KITTY (This girl is a 2nd level rogue, Chaotic Neutral, HD 2, AC 12, HP 10. She can attack at +0 with either a slap or (if pressed) a dagger. Her significant characteristics are Intelligence (16) and Dexterity. She also has a significant Charisma (14).)

MILIANA - SERVING WENCH (SORCERY STUDENT)

Miliana is a slim, freckled and somewhat shy niece of the Landlord, who is working as a waitress to pay her way through Wizard school. She is pretty in a bookish kind of way, but deals badly with flirtatious patrons, not really knowing how to deal with them. Her sleep spell comes in good use if things get rowdy in the bar.

MILIANA (This Human female is a 1st level wizard, Chaotic Good. HD 1, AC 18, HP 4. If pressed into melee she attacks at -1 with a dagger (damage 1D4-1) or darts (1D3-1).)

She can throw 3 first level spells per day. Typically, she memorises 2 sleep spells and a shield spell. Her significant characteristics are Dexterity (14), Intelligence (18) and Wisdom (12). Millie has a very low strength (7), but a fair charisma (15) – mmm! Freckles!

GODDAK THE LIZARDMAN - BOUNCER

Goddak is the bouncer of the Laughing Hippocampus. He tends to sit in a niche beside the front door, but occasionally takes a swim in the fish tank.

This lizard man is a little surly, but can be befriended by gifts of spiced sausage, which he rather enjoys. He is thinking of organising an expedition to hunt for a wrecked ship said to have been carrying a valuable sword and helm.

GODDAK (This Lizard man is a 2nd level fighter, Chaotic Neutral. HD 2, AC 17, HP 14. If real trouble starts, he will attack with his 2 handed axe (Attack +5, damage 1D12+3). This is his 'specialised' weapon. His highlighted characteristics are Strength (17), and Constitution (16). He is not particularly bright (8 intelligence), but has a good dexterity (15). Who knew that Lizard men can tapdance?)

The rear wall of the tavern is made from glass (treated with the 'glass steel' spell – a gift from an old patron of the inn). This serves as the front plate of a large aquarium that contains a pink-striped female hippocampus. "Pinky" is a major attraction at the tavern, serving as a rather 'exotic' dancer. She is happy to stick her head out of the water and converse with locals, but she speaks only

elven and a few scattered words of common. Pinky enjoys candy and chicken legs, and can often be found cruising about the bay and the river during her off hours.

ACCOMMODATION

Good clean rooms can be had for 1 GP a night for a single room, 2 GP for a double room with a hip bath, with breakfast thrown in. Many rooms have view of the harbour, and of the street (popular during bird races).

Wise patrons know that the 'Admiral's suite, while costing 1 GP more, has ready access to a handy tree should the patron have to escape an enraged husband.

Horses can be stabled for 4 CP per night.

Axe Beaks can be housed and fed for 5 sp per night.

NOTICE:

All furniture broken in brawls must be paid for.

Anyone attacking tavern staff will be chastised by Binknel

Do not tap on the aquarium glass.

Be warned! Waitresses operate on a 'you touch, you pay policy'.

MENU

BREAKFAST

Second-run ale, raisin gruel, figs and apples:	2 CP
Toasted stock fish, Honey Ale, pancakes and rosehip syrup:	2 sp

LUNCH

Wild boar pies:	2 SP
"Scotch" stirge eggs (stirge eggs wrapped in crumbed sausage):	2 SP
Roast shadow duck with raspberry sauce:	2 GP

DINNER

Beef and brainwarp pie*, with mashed neeps and gravy:	5 SP
Baked barracuda#:	1 GP
Roast moa with oiled leeks, sauces, artichokes, and a salad of sweet grasses:	4 GP

DRINKS

Kelp Beer	1 CP
Brainwarp ale	5CP*
Dancing Dwarf mead	1SP**
Tanglevine wine	1 GP***
Sack (red wine apparently strained through an actual sack)	1 SP
Litch tipple	5 GP****
Mulled wine with herbs	2 SP
<i>Salted chestnuts served free at the bar.</i>	
<i>Remember - Tip your waitress!</i>	

* Con save difficulty 1 or suffer mild hallucinations for next 20 minutes.

** Will save vs difficulty 1 (difficulty 6 for Dwarves), or suddenly feel the urge to dance.

*** Con save difficulty 1 or lose 1D3 dexterity for the next 4 hours.

**** Extremely potent, but also tasty. Each serve counts as 3 normal drinks. For the next day after drinking, imbibers will be unable to see themselves in a mirror.

Slight chance barracuda may contain ring finger or glass eye. No extra charge!

GAMES

Card games are often found up on the upper level of the taproom. These games get happy and hilarious – particularly when privateers bet with weird chunks of their loot. (See 'card games' at Madam Mika's for card game rules)

In the main tap room, dice games are common. The House asks for a 2GP fee for running a game.

Random Patrons

There are always 3D6 patrons in the bar from lunchtimes onwards, and usually 1D6 guests staying overnight.

- 1 Sailor with gold teeth!
- 2 Female swashbuckler (feeling like companionship)
- 3 Privateer officer – flush with cash.
- 4 Visiting lizard man or lizard woman
- 5 Sea Elves
- 6 Droll swashbucker
- 7 Missionary or scholar
- 8 Floozy!
- 9 Spy for pirate group (could be sailor, floozy or wandering scholar)
- 10 Disguised Were rat
- 11 Garrison sailors (rivals to privateers)
- 12 Aggressive marines (rivalry with sailors – potential punch up!)

Random events!

In a typical evening's drinking, things tend to happen...

- 1 Celebrating sailors! (PCs are bought weird drinks!)
- 2 Landlord's wife makes an amorous suggestion
- 3 Hornpipe contest. Dance, you landlubbers! 50 xp to the winner!
- 4 Drinking contest. Quaff it down. 50 xp to the winner!
- 5 Chance to brag. Char roll. Success brings amorous
- 6 Make a new friend!
- 7 Sailors hide from the Civic Patrol. Either hide 'em, or help the cops.
- 8 PC "gets a pull" – potential companionship (wake up next to a lizard woman?)
- 9 Bar room brawl! Let's rumble!
- 10 Pick pocket tries their luck.
- 11 Spell secretly fired off at PC – gives him illusory zombie face, or halves the size of 1 body part. (Usually times for when PC is with a lady friend...)
- 12 Someone tries to sell PC's a map, or recruit them for an expedition

2 THE WERE RAT INN



A wonderful rough and tumble inn catering to adventurers, caravan crew, and some of the students from the Wizard's collage. The Were Rat inn is not, in fact, run by were rats (not has it any associations with the thieves' guild). It is a great, smoky dive rife with games, drink and cheap eats - plenty of tall tales and singing around the bar

The Inn is usually host to several gypsy dancing girls, some musicians, and exotic guests from all across the steppes and seas. The Inn is run by Shazella, an ex barbarian from far off in the Land of Lost Cities. She is partnered with a Centaur Mage, Tenki. Several tame giant rats have the run of the inn. There is a staff consisting of a cook and cooks boys, an urchin to run errands, some buxom barmaids, three part time barbarian bouncers, and a team of musicians and gypsy dancing girls

SHAZELLA

Shazella is a human female barbarian with long white hair and a chattering, garrulous air. Full of stories, tall tales and half-truths, she now runs this tavern between heading off on adventures. She tends to wear a rat skin cloak, rat skin boots, and always keeps her sword handy.

Her particular pets are her white giant rats, and she spoils them shamelessly. Shazella is always holding court and talking to people in the bar. She is an excellent source of rumours, potential adventures and legends - though she always massively underrates potential dangers.

SHAZELLA (She is a 5th level barbarian, Chaotic Good. HD 5, AC 18, HP 48. When she attacks, it will normally be with her trusty +1 2-handed sword: Attack +8 (2 Hd Sword 1D12+4). Her other gear includes a ring of defence +2, necklace of magic missiles (25 shots left), potion of extra healing. Her significant characteristics are Constitution (18), Strength (16) and Charisma (14). Her other significant characteristics are a Dexterity of 13, and a somewhat poor Wisdom (8).

TENKI THE SPOTTED CENTAUR – PATIENT FEMALE WIZARD

Tenki is an appaloosa centaur from the northern steppes. She has long hair (part white and part black), and a black and white patterned body. Tenki is the business head behind the tavern. Ever patient with Shazella's enthusiasms, Tenki tends to be dour, with a droll view of life. She enjoys the occasional drink, and will smack anyone who shows too much interest in her tail. She often accompanies Shazella on her expeditions.

Tenki is always ready with her web spell to stop really REALLY major sword fights, but a bar room brawl with fists and barstools is neither here nor there.

TENKI (She is a 3rd level wizard, Neutral Good. HD 3, AC 16, HP 12. In melee, she attacks at +2 with her magical +1 dagger (damage 1D4+1) or can flail with her hooves (2 attacks at +1 attack, 1D6 damage). Her memorised spells are: Web, Acid arrow, Sleep x 2, Charm person, burning hands. Her highlighted characteristics are Intelligence (16) and Constitution (14). She also has a high wisdom (16).)

BAR MAIDS

There are 4 barmaids working the bar: a Lizard girl, an Ebony Human, a Nordic human and a Gnome. The girls are well used to dodging patrons, and give good service if the tips keep flowing.

GYPSY DANCING GIRLS

There are 1D3 gypsy dancing girls that entertain the crowds. These girls can be a little thievish when Tenki's sharp eyes aren't on them, but as long as they are dancing, all is well.

(THE GYPSY GIRLS are all 1st level human female rogues, HD 1, AC 12, HP 4. In melee, they attack at +0 with a dagger (damage 1D4). Typical highlighted characteristics are Dexterity (18), Intelligence (12) and Charisma (16). Sly and scrummy!)

WHITE RATS

Rather large, silky white rats cruise behind the bar and around the tap room. They are clean little rats, and do not have any diseases. However, they are chosen sacred animals of Skikkit, the god of rodentia. Anyone who kills one of these white rats will always miss their first hit against any rat or were rat in any combat from that point onwards...

The rats have their own nest and hutch out the back (which occasionally contains coins and items dropped by customers). The rats are friendly, and will accept pats on the head or treats of food. They will run to defend Shazella or Tenki if either is honestly in danger. There are usually 1D3 rats running about the bar, with another 1D3 in their nest.

GIANT RATS (These creatures vital stats are HD 2, AC 16, HP 13, Attack +2 (Bite 1D6) – no diseases. Highlighted characteristics are Dexterity and wisdom, allowing them to spot interesting things and speed off out of trouble.)

HAGGA - BOUNCER

Hagga is a small, talkative halfling hired to ensure the security of the house. He is sharp eyed and good at ferreting out pick pockets (who end up on 'Special Plumbing Detail' for the city within hours of being deposited at the Gaol!). Hagga speaks like a dockyard tough. Most of the respect people give him comes because of the 7-foot tall berserker, Koorg, who hovers behind Hagga doing everything the halfling says.

HAGGA (He is a 2nd level fighter, Neutral. HD 2, AC 16, HP 16. He attacks in melee with two short swords, +4 to attack and 1D6+2 damage each. His highlighted characteristics are Strength (14) and Intelligence (16). He also had a Dexterity of 15 – but his Wisdom is only 7.)

KOORG - BERZERK BOUNCER

Koorg likes oatmeals!

Koorg is a berserker – a big huge thing with a bald head and a thousand yard stare. He would love to be involved in a really great bar room brawl! Yes siree! Hagga tries to make sure Koorg keeps out of anything but the most extreme security situations.

KOORG (This human 3rd level barbarian berzerker is Neutral. HD 3, AC 15, HP 24. He attacks with a to hit bonus of +6 (+8 when berserk). His fists deal 1D4+4 damage. His 2 handed axe dishes out a damage of 1D12+4). Koorg's highlighted characteristics are Strength (18), Constitution (18) and Dexterity (11). He is notably dumb (Intelligence 3) – OATMEALS!)

URCHIN

A sprightly urchin – often a Halfling or Gnome child – is available at the bar for running errands, delivering post, taking care of horses etc.

NOTICE

- Please be kind to the rats!
- Leave all Axe-Beaks outside in the yard!
- See Tenki for racing odds!
- Sorry - Kraken Calamari is off.

ACCOMMODATION

The Inn can take care of animals easily – it is geared up for caring for caravan travellers and wanderers. The care here is a little better than at most other inns, with a farrier and groom working in the stables and sleeping on site.

Horses can be stabled for 5 cp per night.

Prime war horses can be stabled for 2 sp a night, with malt and molasses feed.

Axe Beaks can be housed for 6 sp per night.

There are also riding horses for hire for 5GP a week.

The upper floor of the inn has clean but very simple rooms with straw mattresses, wash bowls and a chest for keeping valuables (these have a lock with a key). A room costs 10 SP a night. Breakfast of yak milk, gruel and fruit comes with the price.

There are some double rooms with 2 beds. These cost 15 SP a night. Breakfast of milk, gruel and fruit is included

NOTE: When caravans come in, the inn rooms will almost always be totally booked out!

A bath house of the back of the inn has hot water available, soap and towels. A bath costs 2 CP.

Common room accommodation – sleeping on benches in the taproom – can be had for 1 SP a night, with a breakfast of gruel thrown in. "Common Room" patrons often wake up with white rats nestled up against them.

Overflow accommodation (sleeping in the stables) also costs 1 SP, but breakfast and horse blankets are thrown in.

DRINKS

Steppe grass ale	2 CP
Fermented mare's milk	2 CP
Prickly pear cider	2 CP
House white	3 SP
Dead Shaman Wine*	5 SP
Vintage wines (retrieved from ruins and dungeons)**	5 GP
Pickled giant frog eggs served at the bar	1 CP

* Anyone having too many of these will begin to be pestered by the ghost of a dead steppe shaman, who delivers warnings (possibly nonsense), messages (almost always insane) and quests (always dangerous and ill conceived!)

** Brought in by adventurers and explorers, these vary widely and excitingly in colour, taste and

1 – Delayed action! Feels non alcoholic, but catches up with a vengeance!

2 – Strange aftertaste of rat urine.

3 – Strange dreams and portents

4 - Rich, mellow and incredibly tasty.

5 – Extremely potent

6 – Acts as a potion: 1 = Blur, 2 = Clairvoyance, 3 = Gaseous form, 4 = Giant strength, 5 = Fly, 6 = Longevity

MENU

Roast squirrel on a stick	1 CP
Pickled toad	1 CP
Giant frog surprise! (alright – maybe not such a surprise) Feeds 4-6 people	4 GP
Snapping turtle a la crème	10 SP
Stirge pie	5 SP
Try our succubi sausage! (Pork and duck, and decidedly juicy)	5 SP

GAMES

There are always games being played in the huge taproom with its nooks, sub levels and crannies. Typical games include:

DICE: Dice games are common. Liar's dice is the most popular of all. Players contest by making Charisma rolls against one another's Wisdom scores to bluff each other out.

DARTS: Players throw military darts at a packed straw kobold on the wall. High scores are gained for hitting the heart, head or groin. There will be two to four players at any time. The winner is usually bought drinks by the losers. This booze-happy game is a great way to make friends. Wise patrons don't drink at the tables behind the throwing arms of drunken dart throwers.

RAT RACING: A race track at the rear of the tap room has a racing track used for racing rodents. Many patrons breed and bring their own. Rat races are run on weekends, with bets ranging from a few drinks to a few gold coins. This is an entertainment rather than a business. The hobby has become quite popular. A good racing rat can sometimes be had from breeders who hover about the bar

JOUST: Two tracks have wooden horses designed to slide along rails. Contestants are run along the rails mounted on their horses, and may slam at each other with padded poles. Anyone toppling from their horse falls into a tank of water. Contestants bet against each other, and the spectators bet on their champions. The house caps bets at 2 GP. (No one goes broke at the Were Rat).

RANDOM PATRONS

There are always at least 3D6 patrons in the bar. There are usually 2D6 guests staying in the rooms, and 2D6 in the tap room – but these numbers increase when Caravans come in.

- 1 Axe-Beak racers!
- 2 Outcast elf woman, in her cups
- 3 Explorers, swapping tales.
- 4 Wizard, witch or crazed scholar
- 5 Half-starved wanderers (having escaped a lost city!)
- 6 Pilgrims, keen for cut price guards and guides
- 7 Missionary, mad shaman
- 8 Tipsy noblewoman in disguise, or very irritating bard
- 9 Spy for bandit group (could be merchant, floozy or bard)
- 10 Scarlet (could be either drunk, morose, frisky or up for a challenge)*
- 11 Thirsty caravan guards

- 12 Bragging barbarians
- 13 Disguised Were rat
- 14 Rowdy priestesses of Sekhmet, looking for a wrasslin' contest!
- 16 Drunken Amazon, looking for a jousting opponent
- 17 Scholar, looking for an adventure party.
- 18 Lizard man/Lizard woman with a weird egg eating and drinking game.
- 19 Nervous wizard or cleric, hoping to attach themselves to an adventure party
- 20 Happy go-lucky jester girl (rogue), will only talk to you via sock puppets.

*25% chance that Konesh, High Priest of Thoth, will be here clandestinely watching over Scarlet from afar.

RANDOM EVENTS!

In a typical evening's carousing, things tend to happen...

- 1 Celebrating caravaneers! (PCs are bought weird drinks!)
- 2 Gypsy girls offer PC a good time. Careful – they're thievish!
- 3 Singing at the bar! Make Char roll and Con roll for 50 GP
- 4 Drinking contest. Quaff it down. 50 xp to the winner!
- 5 Shazella holds court! Characters hear tales and stories.
- 6 Gypsy girl tells PC's fortune (could be interesting news!)
- 7 Escapees from "Special Plumbing Duty" have a wild tale to tell!
- 8 Wealthy gambling winner insists on buying you a round
- 9 Bar room brawl! Let's rumble!
- 10 Pick pocket tries their luck.
- 11 Wand of wonder fires off – confusion reigns!
- 12 A broke, mad explorer is trying to recruit for an expedition
- 13 Giant rat steals your dinner
- 14 Giant ticks have invaded a room upstairs!
- 15 PC is dragged into a jousting contest. But big drinkies come first!
- 16 PC is serenaded by Gypsies!
- 17 Dance the double-fandella! Dex roll, and win companionship for the night
- 18 Someone casts an illusion over ugliest gal/guy at the bar, and they make eyes at a PC.
- 19 Who let these damned pixies in here? Gettem off!
- 20 Big axe-beak race challenge delivered. (PC's possibly recruited to guard against accidents, sabotage and 'fixers'!)

3 BLOOD-TICK TAVERN

An absolute dive – smoky, raucous and with dubious hygiene. Female guests can occasionally make a copper or three lap dancing. Bar room brawls are frequent. The ragged band at one end of the tap room keeps on playing no matter how fierce the fight. This is a place for making illegal deals, for finding hireling bandits, thugs and pirate crew, or for hiding from the patrol after escaping from Special Plumbing Detail.

This place is decidedly rough. The local patrol is paid off to ignore the place completely.

KORLONTH SMEG

Smeg is an unshaven, smug and shifty eyed fighter who made his money in banditry and caravan guarding out on the steppes. He has settled in town and runs the shadiest tavern on the coast.

Smeg has an eye for patrons that seem to have a lot of money or a lot of deals going on. He arranges for rogues to trail and spy on such people. Smeg thus has a lot of information, and occasional 'windfalls' of cash.

Smeg is aware that were rats rule the underworld; he has been visited by one who told him his limits and some of the horrible things that would happen if he crossed them. Smeg is too terrified to cross the rats – but would secretly love to find some allies who would evict the rats and free up Smeg to start some serious racketeering.

SMEG (This shady character is a 3rd level human Fighter, Neutral Evil. HD 3, AC 14, HP 20. When he attacks, it is preferably from behind. His favourite weapon is his (specialised) battle-axe, attacking at +5 for 1D8+2 damage. His significant characteristics are Strength (15), Intelligence (13) and Charisma (12).)

HAKANEEZIE

A Sly rogue who is a part owner of the bar. Hakaneezie would be the rogue of choice that Korlonth Smeg would use to trail wealthy visitors.

HAKANEEZIE (This human is a 3rd level rogue, Neutral Evil in alignment. HD 3, AC 16, HP 13. His short sword attacks and throwing dart attacks gain a bonus of +2 to hit and +1 damage. He carries a ring of protection +2, a poison potion (strength 3), and a potion of healing. Highlighted characteristics are Dexterity (16), Intelligence (12) and Strength (15). He has a very bad charisma (6).)

MUCKANEEZIE

Hakaneezie's twin sister – a sly, nasty piece of work, much smarter than her brother, but less likely to plunge into a direct attack (unless the victim has their back turned).

MUCKANEEZIE (This 3rd level rogue is Neutral in alignment. HD 3, AC 12, HP 16. If she attacks, it is with her +2 short sword, with an attack bonus of +2 (damage 1D6+2). She has boots of speed, and masterwork leather armour. She also carries a potion of invisibility. Muckaneezie's highlighted characteristics are Dexterity (18), Intelligence (16) and Charisma (14). She is also fairly wise (Wisdom 13).)

GOM THE BOUNCER

A quasi-human lumpen thing, Gom is a vast, dull creature that looks like he might be half ogre, half human, half laboratory accident. He could care less about bar room brawls. His only task is to protect the barroom's cash box, and make sure the girls are paid for their services. He tosses comatose drunks out into the street after relieving them of their valuables to help pay for his dry cleaning bill.

GOM (This towering THING is a 3rd level Barbarian, Chaotic Neutral. HD 3, AC 16, HP 35. When he attacks, it is with a 2-handed axe: +6 to hit, and damage of 1D12+3)

Highlighted characteristics are Strength (18), Constitution (18) and Dexterity (11). He is notably dim (Intelligence 3, Wisdom 5), and has a Charisma of 5. Gom has a great deal of trouble doing maths.)

CAGE DANCERS

Sometimes a girl can't pay her bar tab. This ends her up inside a cage at the bar. She has to dance at a set rate of 2 SP per day until her tab is paid off. Usually some kind hearted patron will strike a deal with the caged girl to pay off her tab in return for services rendered.

ACCOMMODATION

Really? You want to stay here?

Rooms can be had for 3SP a night. There is a 1 in 6 chance that a visitor will be robbed blind in the night. There is also a 1 in 6 chance that the patron will gain a collection of little insect companions to feast merrily upon their nethers.

Otherwise, visitors are allowed to sleep on straw pallets in the empty bar for 1CP a night. For an extra CP, the guest can partake of a sumptuous breakfast of highly suspect gruel.

The management denies all rumours that the staring, naked ghost of a dead cage dancer haunts the tavern in the dark hours before dawn.

MENU

Rat stew	2 CP*
Rat burgers	3CP*
Rat flambé	4 CP*
Rat-gazie pie!	5 CP
Crayfish Thermidor served in the Provencal manner with a rat on top.	2 SP

Strawberry tart (may contain some rat) 4 CP

*1 in 10 chance that a constitution roll is required to avoid gastric consequences....

DRINKS

Black beer	1 CP
Hanging-tree cider	3 CP
Snake-head gin	5 CP*
Embalming fluid	5 CP**

** Very potent. Drinkers can become convinced that a snake is hiding nearby, waiting to strike.

** Drinkers of embalming fluid soon lose all ability to feel pain! Ignore 1 pt from every damage dice rolled against them. Prolonged use will cause the shakes (-1 Dex)

GAMES

The games played here are rough and ready, with violent brawls and arguments breaking out at the drop of a hat.

ARM WRESTLING

The game can be made more ‘interesting’ by having lit saucers of oil on either side of the table. An arm can be upright, slightly angled, angled, or flat (you lose!). Both players must roll Strength vs Strength, con vs con. The winner pushes the loser one stage in the desired direction. Any loser’s arm whose is flat or at an angle will take 1 point of damage from flames.

Betting can be heavy. Slipping drugs into the drinks of Str 18 champions before a bout is not unknown! Losers are often sore losers, and fist fights are common.

AXE THROWING

Like dart throwing, only more prone to accidents.

DICE

The locals prefer dice to cards, and stakes can get damned high! Simple luck-based games are preferred, with all contestants rolling 2D6 to beat each other’s rolls.

These simple luck-driven dice games are often enlivened by cheating. Cheats make a Dex roll vs their opponent’s wisdom. If they succeed in the roll, they win the game. If found out – well, nobody would cry over a dead cheat!

RANDOM PATRONS

There are always 3D6 patrons in the bar from lunchtimes onwards, and usually 1D6 guests staying overnight.

- 1 Rather dirty prostitute! (But the deals are fantastic)
- 2 A pair of female rogues (one distracts – the other picks pockets)
- 3 Gamblers flush with cash – buy you a drink!
- 4 Missionary trying to save souls
- 5 Roaring, boastful ½ orc arm wrestler
- 6 Fallen priest
- 7 Bounty hunters
- 8 Gang of thieves
- 9 Spy for a group of brigands
- 10 Carradon (in mufti)
- 11 Thugs
- 12 Thieves

RANDOM EVENTS!

Colourful events for colourful people!

- 1 Cage dancer pleads for help!
- 2 Lap dance offered – or Priestesses of Sekhmet want PC to dance!
- 3 Spitting contest. 2D6 contestants! Test con for range, Dex for accuracy. 50 xp to the winner!
- 4 Drinking contest. Quaff it down. 50 xp to the winner!
- 5 Arm Wrestling. Success brings amorous companionship and possible vendetta with ex boyfriend.
- 6 Tomb robbers want to recruit PC’s for a job
- 7 Someone slips PCs a Micky.

- 8 PC offered 10 GP to perform a weird, lewd or dangerous act.
- 9 Bar room brawl! Let’s rumble!
- 10 Pick pocket tries their luck.
- 11 Savage fight – weapons and spells.
- 12 Bandits want to recruit PC’s for a job.
- 13 Someone passes the PC a secret note (pleading for help! Or is it a trap?)
- 14 This strawberry tart is off!
- 15 Character is felt up or insulted.
- 16 Female rogue pretends to know PC! (Escaping pursuers? Working a scam? Or just mistaken identity?)
- 17 Crazed zealot tries to warn PC’s of impending doom.
- 18 Local drunk pleads with PC’s for drinks. Will trade a treasure map.
- 19 Stirges fly in through the chimney!
- 20 Dealer offers poison, weapon venom or drugs.

4 MADAM MIKA’S

Knokking shoppe to the discerning adventurer

A joyous house of assignation, usually full of smoke and laughter. This is a mixing pot where PC’s can meet seafarers, adventurers, Dwarven miners, caravan scouts, cartographers, priests with healing spells, magicians who can identify artefacts – as well as gamblers, drinkers, buffoons and scoundrels.

Musicians play, and a waitresses serve wine and ale. There are always girls dancing and stories being told. The downstairs bar /gaming area is lavish and comfortable. The girls not currently working with clients lounge about here, talking to customers. Most have interesting stories to tell. Anyone mingling with the girls and patrons can make a Char check to pick up a rumour (but this will cost them a drink or two!)

Mika’s place is decorated with plush tapestries, rugs, intriguing paintings, velvet cushions and a warm fireplace. Bookshelves are stocked with naughty stories. Patrons are asked to leave all arms bigger than a dagger, all armour and magic armament in the cloakroom behind the bar, where they are watched over by the trustworthy bouncers. It is not permitted to cast magic inside the house. Exception: mage hand, unseen servant and prestidigitation all have their entertainment uses, and so are still allowed.)

Mika’s pet Pseudo Dragon – a sly little beast called “Zooki”, keeps a sharp eye on the bar and the cloak room.

The downstairs hall is always filled with 3D6 patrons and 2D6 girls “at leisure”. The daily “upstairs” takings of 3D20 GP are kept in a locked box nailed to the floor behind the bar (lock DC6). The House’s gambling purse of 1000 GP is kept in a secret compartment (DC 8) in Mika’s quarters, protected by a sleeping gas bomb underneath the cash box (DC 6 to spot. Save vs poison DC 5 or lose consciousness). A magic mouth spell will call out the alarm if the box is disturbed by anyone who does not say the word “featherwinkle”.

20 CASTLES & CRUSADES

OWNER: MADAM MIKA – INTELLIGENT, SEDUCTIVE BUSINESSWOMAN

A slim, svelte older woman with a little bit of demonic blood in her. This gives Mika a definite allure (and also horns and a tail, and 5 points of damage resistance vs fire). A hard bargainer, sly and clever, Mika likes to keep her place clean, safe and raucous. She makes sure that the girls are clean and enthusiastic, and keeps thievery to a workable minimum. She will suffer no fights inside the house – all arguments are to be taken out to the arena in the yard, which is overlooked by balconies from which bets can be taken.

Mika has some potential jobs to offer skilled and cunning adventurers. She knows the location of a long lost wizard's tower on an island far out to sea, and will give PC's a map to the locale if they swear to bring her an iron crown deep in the tower's depths. (PC's stand to gain some real treasure here! If only the island wasn't dotted with stone statues for some reason...)

(This 5th level rogue is Chaotic Neutral. She is HD 5, AC 15, HD 22. If she is ever forced into melee, she will throw dust of blinding at her enemies, then attack with a +2 Dagger (attack +4, damage 1D4+2, sleep venom strength 6). Her significant characteristics are Dexterity (16), Intelligence (15) and Charisma (18). Her Constitution is also quite high (14))

BOUNCERS - OPU AND EEKU, GLOWERING HALF ORCS.

These pair of huge half orc twins serve as Mika's bouncers. They never drink when on duty, and keep an eye out for potential troublemakers.

(They are both 3rd level fighters, Neutral. HD 3, AC 20, HP 28. They use 2 handed swords (their speciality) that attack at +7 and do 1D12+4 damage. Their significant characteristics are Strength (18), and Constitution (18). They are also fairly bright (Intelligence 14))

If a real fight against Mika and the bouncers break out, 1D6 clients will come to their aid.

ZOOKI – ANNOYING VIGILANT PSEUDO DRAGON

Zooki is a purple Pseudo Dragon who loves lounging on the bar. He is sly and clever – but has a weakness for big fat insects (his favourite chewy treats). His sleep venom is milked to provide extra sting to the darts and daggers of the brothel staff.

(This creature is Chaotic Neutral. He is HD 2, AC 18, HP 12. Zooki attacks enemies with a tail sting that hits with a +4 bonus dealing 1D2 damage and delivering a strength 6 sleep venom. Zooki's highlighted characteristics are Dexterity (16) and Intelligence (15).)

SALAANA – 1/2 ELVEN CROUPIER (RUNS ROULETTE WHEEL)

Salaana is a sly, talkative, fast talking and charismatic croupier. She runs the roulette table as well as card games, and has a real skill at getting uncertain gamblers to somehow bet their all!

(This attractive female 1/2 elven rogue is level 2. HD 2, AC 12, HP 10. She can attack at a +2 in melee or +3 in missile combat, using a masterwork dagger or masterwork darts – all coated with strength 6 sleeping venom. Her highlighted characteristics are Dexterity (16) and Charisma (16). She is also rather smart (Intelligence 15).)

RUJAKU – EBONY HUMAN BAR MAID

Sardonic, statuesque, intelligent Rujaku serves drinks at the bar. This shapely, bespectacled, muscular human hails from the Ebony lands.

Rujaku moves about the bar serving drinks. Annoying customers might get a shot of potion put into their drink that will induce them to be ludicrously generous with their money (they will spend two or three times as much as they intend, throwing it about as tips). She is keenly interested in weird jokes, strange music, and archaeology. Rujaku has no interest in the male of the species whatsoever, and has a sardonic reply for anyone who tries a pickup line. There is a bet on amongst some of the clientele: 200 GP to whoever can finally seduce the bar maid. So far, there have been no wins, but several injuries.

(This character is a 1st level fighter, Chaotic Neutral. HD 1, AC 12, HP 11. In melee, she attacks with a 2 handed axe (specialised) with +3 to hit, damage 2D6+2. Her significant characteristics are Strength (14), Constitution (15) and Intelligence (14). Other significant characteristics include a Dexterity of 14. She keeps a potion of healing on her at all times. Behind the bar, she has a loaded crossbow, a bag of dust of appearance, and a bag of dust of sneezing – all for use in emergencies.)

DRINKS

Iron Ale	3 CP
Medusa Mead (guaranteed you turn hard as a rock or your money back!)	1GP*
Green gin	1GP
Tatania's invigorating tonic	5 GP**

* Works on the peccant parts as advertised. As a side effect - makes you feel absurdly generous unless you make a wisdom roll vs. 1. (Typically you will tip your waitress and your girl 1D10 GP)

** Invigorating tonic removes all fatigue. Take more than one in a single day, and Constitution drops by 1D6 for 1 day.

FOOD

Crumbed oysters	1 GP
Hot beef shins in wine	10 SP
Pickled stirge eggs:	3 CP
Free breakfasts of giant pike eggs and stockfish burgoo for all overnight customers!*	

*The distinctive smell of this fishy breakfast will make some puritanical citizens view the PC with a huff for the rest of the morning.

Card games are common. These are games of skill played between individuals. Players may make Char or Int rolls to survive each round of betting, anteing an agreed amount each round. The last player in the game wins the pot (There will be 1D3 potential NPC players in the game, with characteristic bonuses of 1D3 each. On

a roll of 3, keep the total and roll again, adding the scores, keeping the new total and adding yet a new roll of 1D3, etc. In this way, a real 'card sharp' can be found!) Characters can elect to cheat in any round by making a Dex roll with a difficulty level of the highest opposing card skill total. If a character is found to be cheating, a fight will instantly start. The house will prevent a bloody brawl inside the building, but will immediately set up a deadly duel in the side yard. Bets are taken on the result of the duel!

The Roulette wheel is run by the house. Players may bet for odd or even, getting 2 to 1 odds on a bet, or may opt to bet on a single number.

Roll 2D6. Award bets for odds or even as they fall. If the dice score a 12, then a PC who has bet on a single number wins 32 times their bet (max bet 50GP). The house always wins on any roll of 2.

To leave the betting, PC's must make a wisdom roll vs difficulty 6. If this roll is failed, then the player will bet 10-60 GP regardless of their current purse. PC's can get carried away and bet more than they possess. This can lead to them being asked to pay off their score by doing some jobs and adventures for Madam Mika. This can include such things as

- Rescuing a working girl who was stolen by some overenthusiastic sailors.
- Food keeps disappearing from the pantry. Fix it! (Those damned giant ants get everywhere!)
- Deliver a message to a certain someone down in the dark, scary sewers...
- Steal a letter from the 4th floor office of a Lieutenant of the Guard.

The lower level includes an extensive bathhouse that can be used for entertainment (1 GP surcharge). An all night room plus "executive relief" has a basic cost of 2 GP to the house, plus an individual charge made by each of the girls.

GIRLS!

SPECIES

- 1 Elf (Base price 10 GP)
- 2 Half Elf (Base price 8 GP)
- 3 Grass elf (green) (Base price 10 GP)
- 4 Human – Islander (Base price 5 GP)
- 5 Human – Dark Continent (Base price 8 GP)
- 6 Halfling (Base price 10 GP)
- 7 Gnome (Base price 6 GP)
- 8 Lizard Woman (Base price 10 GP)
- 9 Were rat (disguised as human – and never up to any good!) (Base price 20 GP, and worth every penny)
- 10 Dwarf (Base price 5 GP)
- 11 Half orc (Base price 5 GP)
- 12 Centaur (Base price 5 GP)
- 13 Human – Gypsy (Base price 8 GP)

- 14 Human – Nordic (Base price 6 GP)
- 15 Sea Elf (Base price 10 GP)
- 16 Gnoll (Base price 7 GP)
- 17 Human – Albino (Base price 20 GP)
- 18 Tiefling (part human, part demonic) (Base price 12 GP)
- 19 Plane-kin (part human, part angelic/animal) (Base price 10 GP)
- 20 Human – Totally translucent (Base price 12 GP)

QUIRKS

- 1 Tireless (works through until next lunchtime. +1 morale bonus for next 48 hours)
- 2 You learn a thing or two! (+50 xp)
- 3 Prestidigitation magic (highly enjoyable! 50% chance of peculation of PC funds)
- 4 Superb performer (add +5 GP in tips)
- 5 Thievish (lose 1D6 GP)
- 6 Storyteller (PC gains 1 rumour or legend)
- 7 A good time had by all... 10 xp! PC now has a friend.
- 8 Aggressive (PC make a constitution roll vs difficulty 1, or take a -1 morale bonus on all rolls for a week)
- 9 PC is enamoured! (Stay with her for another day and night – pay fees again!)
- 10 She's very impressed! (PC gets +1 morale bonus on all rolls for next 48 hours)
- 11 Put your back out! (-2 Dex for 1D3 days!)
- 12 A bit savage! Take 1 Hit Points damage (But gain a +1 morale bonus for 1 day)

RANDOM PATRONS

- 1 Nervous merchant cheating on his wife
- 2 Boisterous privateer
- 3 Amazon warrior – a little embarrassed.
- 4 Happy-go-lucky thief.
- 5 Enthusiastic barbarian
- 6 Lofty elf
- 7 Swashbuckling female privateer
- 8 Young nobleman
- 9 Banker
- 10 Local priest (or rowdy priestess of Sekhmet)
- 11 Wandering adventurers
- 12 Caravan owner
- 13 Tomb robber – just found a new job
- 14 Lord Carradon
- 15 Gambler
- 16 Dwarven armourer/trader
- 17 Halfling outrider
- 18 Roving exorcist

- 19 Shop Keeper
- 20 Ship captain

RANDOM EVENTS

- 1 Happy patron buys PCs a drink!
- 2 A rival argues with PC over his girl
- 3 PC becomes besotted with his girl. Wisdom roll to avoid seeing her at least 2x a week!
- 4 PC's end up as rival for 1 girl.
- 5 A patron offers PC's a job (guarding a house, an item – retrieving a lost object...)
- 6 Find discarded pants containing 2D6 GP
- 7 Giant ants steal your pants!
- 8 Girl offers you a quest, sob story or offers you 'in' on a quest (or possibly hits you with a geas)
- 9 Someone creeps into your room to fetch something (or rifle your possessions!)
- 10 A rush of privateers causes total chaos! Free drinks, but bidding war starts for girls!
- 11 Axe beak race! Course goes past the brother. Make your bets! (PC is possibly approached to sabotage a racer, or protect a racer from sabotage)
- 12 Poetry contest! Int rolls to win vs 1D6 other contestants – winner gains great (and free!) appreciation of 1 girl

5 MISS PRIMULA'S TEA HOUSE, BOARDING HOUSE AND READING ROOM.

A very very neat house with wide clean windows, natty little garrets and a trim garden. Miss Primula's is clearly the right place for Paladins, good clerics and other do-gooders who wish to stay in the town. The guest house is immaculately clean, with rooms aired and cleaned daily. The place smells faintly of bees-wax polish and lavender. Rooms come with good quality beds with writing desks, wash basins, cupboards and a nightcap delivered by the hostess before bed. Guests have free access to the bath on the lower floor of the building – nice clean towels are provided. Breakfast is served early, consisting of tea, toast, eggs, kedgeree, and a choice of kippers or bacon.

No visitors of the opposite sex will be tolerated in the rooms, or rowdiness in the rooms after dark.

MISS PRIMULA - OWNER

A tall, slender and rather pretty woman with long straight black hair and a beautiful speaking voice, Miss Primula is gently incarnate. Intelligent and often outspoken, she runs a good, decent guest house. She is a lead campaigner against noisy axe-beak races in the streets, and regularly petitions the council for better street lighting, a dedicated anti-monster nighttime patrol, and official funding for anti-slavery privateers.

Miss Primula uses the proceeds from her guesthouse to finance the foundling home next door. She also takes a close personal interest in freed slaves, helping them to find homes, work, or return to their people.

This was not always the case.

Many years ago, Miss Primula was actually "Prazula, Queen of the Razor Isles" – a seafaring pirate and slaver with a reputation for butchery. Upon finding a 'cursed' girdle in a pile of loot, Prazula magically changed alignment from CE to LG, her hair from blonde to black, and her eyes from blue to lavender. She awoke in the far steppes, and found her way to Kalas, where she built a new life. The Girdle has disappeared, and Miss Primula has no memory of her past life. She is occasionally haunted by strange urges and images – violent or lustful impulses – and has thus far managed to fight these down.

Kenneth keeps Miss Primula's old armament of a jet black +4 longsword, +2 black plate armour decorated with flames, and a +1 shield well hidden beneath the potting shed floor. SEEING these items will throw her into terrible mental conflict. These items are evil, and will slowly cause anyone wearing them to develop a taste for bloodshed and piracy.

(MISS PRIMULA is a human female, and a 6th level fighter (!). She is Lawful Good, HD 6, AC 14, HP 36. In melee, she attacks at +9 with a dagger (1D4+1 damage). In dire straits, she would attack with a longsword, in which she specialises, gaining +2 to hit and doing 1D8+4 damage). Day-to day, she carries a broach of shielding, a potion of cure disease, a dagger, and 1D50 copper pieces to give to the poor. Her significant characteristics are Dexterity (16), Strength (15) and Charisma (15). She is also quite Intelligent (Intelligence 15). Oddly attractive – and strangely troubled...)



KENNETH – WAITER, BELLBOY AND HIRED HELP. HUGE!

Vast, lumbering Kenneth is both massive and also strangely silent on his feet. He is cunning but not intellectual. He is utterly devoted to Miss Primula. Unknown to her, he knows her secret. He protects her by taking care of anyone who seems about to unveil Miss Primula's past – strangling them and burying them in the rose garden.

(KENNETH is a 3rd level rogue or Neutral alignment. HD 3, AC 12, HP 21. He attacks with +4 to hit – either strangling from behind for 1D6+3 damage, or attacking with a club for 1D6+3. He backstabs or chokes from behind for double damage. His significant characteristics are Strength (18), Dexterity (15) and Constitution (18). He is rather dim (Intelligence 4), and has a face not even an Aboleth could love (Charisma 3). He is, however, amazingly stubborn and devoted (Wisdom 18))

ANABELLE – HALFLING MAID

Sweetly bookish Anabelle is the waitress and maid who lives at the guesthouse. She is shy and rather helpful, and would like to be a priestess of Anubis one day. Miss Primula is helping Anabelle finish her schooling.

(ANABELLE is a level 1 cleric, Lawful Good. HD 1, AC 11, HP 8. If ever caught in melee, she attacks at +0 with a dagger. Her significant characteristics are Dexterity (14) and Wisdom (15). She is also rather pretty (Charisma 14). She does not as yet know any spells.)

KLEMTROPP

The cadaverous Klemtrupp is a tall, lean, grey-faced human who grooms visitor's horses and attends to their mounts at the Guesthouse stables. Like Kenneth, he knows Miss Primula's secret, and intends to see that the secret is kept. He is Kenneth's particular friend and assists him with any... digging required.

(KLEMTROPP is a 1st level fighter, Neutral. HD 1, AC 10, HP 8. He attacks with a shovel or a pitchfork at +2 to hit, 1D6+2 damage. His significant characteristics are Strength 14, Intelligence 15 and Wisdom 12. He has an excellent constitution 14, but poor charisma (7).)

ACCOMMODATION

Accommodation costs 2 GP a night. Care of a single horse or dungeon mule is included in the price. The management will NOT tolerate the presence of those nasty axe-beaks on the premises!

TEA ROOMS

The tea room is open to customers all day – but rowdy, ill kempt or overly well armed and untrustworthy looking visitors will be turned away by Kenneth.

Crayfish soup and fresh baked bread with yak butter: 2 SP

Pot of tea, cucumber sandwiches, fluteberry scones with home made jam: 5 SP

Luncheon of hot roast yak sandwiches with marsh radish sauce, tea and biscuits: 8 SP

At dinnertime, a meal is served at a large dinner table, but only for house guests. Dinner costs 1 GP, and is served promptly after sunset. The meal consists of good soup served with rolls of savoury bark, fresh bread with yak butter, and a main course of one of the following:

- 1 Roast saddle of yak in a red wine sauce.
- 2 Turbot cooked in dill butter
- 3 Roasted reed-walkers with a sweet-grass salad
- 4 Steppe antelope in a red raspberry glaze
- 5 Anteater flambé
- 6 Pelican pie

Accompanying wine:

- 1 Home made grass wine. Delectable!
- 2 Holy water wine. Burns evil characters for 1D3 Hit Points damage.
- 3 Mausoleum vintage. Warm and soporific.*
- 4 Sea fruit wine. Tart, but clarifying**
- 5 Nightflower wine. (can become quite a favourite for sweet-tooths!)
- 6 Truthberry wine.#

* Puts Miss Primula in a warm and sometimes talkative mood.

** Character researching or doing any clear thinking get a +2 DRM on their Intel rolls.

Anyone telling a lie after drinking truthberry wine must make a Con save (difficulty 6) or get hiccoughs.

There will be berries and cream for afters.

Tea and biscuits are available for free in the lounge after hours.

READING ROOM

Guests have full access to the reading. Quiet is requested in the reading room at all times. There are comfy chairs and plenty of light, as well as some tasteful curios mounted on the walls – a stuffed Thought Eater, a stuffed Jackalope, and an array of tastefully interesting Steppe-Nomad masks. The masks are faintly magical, and can be used to avoid guardian spirits that protect hidden Steppe Nomad shrines.

Books are packed into neat shelves around the room. This is an excellent place to plan expeditions and adventures. The reading room has maps of the area around the town, maps of the steppes, of the seas and islands. There are some diaries of adventurers, as well as books of local history, and tomes on animals and weird beasts. Characters who can read can make an Intel check to unearth any information that they need. A natural roll of 20 will unveil an old hand written note or obscure passage that will have a good, solid clue for a quest or adventure of some kind.

In addition to such research material, there are also books of stories and tales, recipe books and a collection of tomes on self improvement and the conversion of evil to good. Anyone actually seeking to rid themselves of evil impulses can gain good inspiration from these tomes.

RANDOM PATRONS

There are usually 2D6 guests staying at the guest house.

- 2 Ever-so-nice scholarly wizardess (ooh – bookish!)
- 3 Prim Priestess
- 4 Avid scholar
- 5 Rugged explorer
- 6 A mighty paladin!
- 7 Far-travelled merchant
- 8 Bounty hunter/witch hunter
- 10 Haunted adventurer with a secret.
- 11 Konesh, happy-go-lucky priest of Thoth (gold dragon in disguise)
- 12 Missionaries!
- 13 Mountebank
- 14 A were rat female in disguise (in the guise of a rather sweet gentlewoman)
- 15 Scarlet (a bit of a 'grooming and etiquette project' for Miss P!)
- 16 Exotic tourists from afar (Dark Continent or Far North). Keen on hiring a guide.

RANDOM EVENTS

- 1 Rowdy individuals disturb the peace outside*
- 2 Extra wine served at dinner loosens tongues and causes irregular behaviour
- 3 PC suddenly suffers evil evil urges!
- 4 A guest under influence of Charm Person spell commits a crime
- 5 A fellow guest has an interesting proposal
- 6 Stirge nest in the attic!
- 7 A ghost is seen in the halls
- 8 A giant stag beetle is sitting on the roof!
- 9 Giant ants break into the pantry!
- 10 Bones found in the garden
- 11 Interesting discovery in the reading room
- 12 Someone breaks into PC's room at night to find a book from the reading room

*1,2 = Axe beak racers, 3 = Massed professional mourners at a funeral, 4 = Drunken privateers, 5 = Hooligans, 6 = Religious nuts or Missionaries

6 PRE-LOVED WEAPONS AND ARMOUR

This store buys weapons scavenged from fights and battles. Privateers and caravan guards bring in chipped swords and scarred shields, armour with a few bite marks out of it, etc. Typically Huntsfield Flatt will pay $\frac{1}{4}$ of the 'new' value of most weapons and equipment, but this drops to 10% of value if the equipment is badly mauled or badly made (eg Orcish). He will not pay for equipment that is essentially unsalable – eg Kobold weapons and armour, Goblinoid or Orcish armour, equipment made for large beings like bugbears, ogres etc etc.

Sign over the door

A good workman never blames his tools!

HUNTSFIELD FLATT, HALFLING SHOPKEEPER

The cheerful owner of this shop is an expert at convincing people to forget the flash and dazzle of new weapons, and just buy what works! His patter is good, and he does seem to make good sense.

HUNTSFIELD FLATT is a Halfling, chaotic Neutral, Level 1 with 4 hit points. His significant characteristics are Intelligence (15) and Charisma (15). He has a longsword, but gains no attack bonus with it. His shop normally keeps about 50 GP in the till, and another 200 well hidden under the loose brick beneath the guard dog's bed.

Huntsfield has a secret trapdoor behind the main storeroom that leads down into the sewers. He keeps in touch with the Thief's guild via this trapdoor, and sells choice weapons (and magical weapons) to the thieves.

Huntsfield loves a pretty face. A female character who makes a Char roll should be able to winkle a good rumour out of him.

GUARD DOG - SPOTTISWOOD J. HUBERMAN

Spottiswood the guard dog has a collar that allows him to detect magic. He barks three times if anyone enters the shop carrying a magical object.

Good dog!

PC's can hunt through the bins here and find bargains. There is a 50% chance of finding any type of weapon or armour you might be looking for. Roll 2D6 once a weapon is found.

- 2-3 Cursed weapon
- 4-6 Pre-loved weapon (a bit manky)
- 7-8 Pre-loved weapon (fair condition)
- 9-10 Pre loved weapon (odd markings!)
- 12 Good as new

All weapons cost $\frac{1}{2}$ the normal price. Armour costs $\frac{3}{4}$ price.

Pre-loved weapons break if a roll of "1" is made on the roll to hit.

Pre-loved armour and shields can shatter. If a blow inflicts 10 or more points of damage, pre-loved armour and shields stand a 1 in 6 chance of shattering.

7 CRAB CAKE BAZAAR

THE BAZAAR!

In addition to having stalls selling delicious fried crab cakes (2 cp a serve), and ale stalls selling weak Reed Ale (1 CP a mug), this bazaar is the place to find goods from incoming steppe caravans, ships from the tropical isles and ships from the Dark continent. Alive with street stalls, this is a place of bright awnings, of stalls crammed with weird goods, of shoppers from fantastic homelands, and the smell and sizzle of exotic foods.

This is the place to buy spices, vegetables, flour, meat, fish, shellfish, crabs, fruit, nuts... Also silks, linen, flaxen cloth, gauze, cotton cloth, velvets. Firewood, lumber, herbs, cheap clothing, cheap shoes, small pieces of jewellery (in the 1 to 5 GP bracket), parchment, paper, musical instruments...

There is also a sheep and cattle market here. Typical local sheep come in both black and white varieties. The local 'cattle' include both Cows, and also Yaks from the steppes. There are also pigs of a particularly toothy, snapping island breed.

The sewer grates here feed straight down into the main sewers. Be careful! There is actually a public toilet here that is kept clean thanks to the efforts of the Special Plumbing Patrols. Behind the toilets is a statue of a toad. This swivels aside to reveal a secret entrance straight down to level 2 of the sewers, and is used by the Were Rats to access their home tunnels in the dark of night.

LOOKING FOR BARGAINS!

If a player character is hunting for something, have them make a Wisdom roll. If they succeed...

SUCCESS: Minimal success

Item is found – normal price

SUCCESS: 2 points over minimum

Unusual version of the item is found. Normal price.

SUCCESS: 4 points over minimum

A bargain! Either normal quality goods at -20% cost, or a high quality example to be had for normal price.

SUCCESS: 6 points over minimum

Exceptional find made! For high prices, the PC has discovered a truly marvellous example of the goods they sought.

FOOD!

Anyone looking about for food will find speciality booths aplenty. They include the following

Fried fish booth.

Tasty fried fish in batter, 1 CP.

Rumour has it that someone once broke a tooth on a magic pearl left inside a piece of fish – but what are the odds of THAT ever happening again?

Food from the Dark Continent!

5 CP for bread and meat fried in chilli spices.

Chilli beer 3 CP

Delicious with hot spices, this cuisine can be a bit of an acquired taste. Roll vs con. If the roll is failed, roll below

SPICE EFFECTS

- 1 Run madly off in search of the strongest possible beer to kill the pain!
- 2 See into ethereal plane for next hour
- 3 Drink from nearest horse trough
- 4 Incapable of speech for one hour
- 5 Random belching for next hour – breath weapon, 1D3 damage, range 5 feet.
- 6 Weirdly refreshing! Hot spices will never bother you again. On the other hand, one of your eyes is now a different colour to the other...

Once a character passes their con test, they need never make the test again. Oddly enough, those who eat this food and survive gain a +1 bonus vs disease for the next 72 hours (this effect fades after becoming a regular diner for a while)

HOT BREAD

1 CP for a brown bulrush loaf.

2 CP for white loaves

Hard tack for Iron rations can be ordered here. This hard biscuit is made from flour, powdered dried meats, bone meal and herbs, and is literally hard enough to use as armour. It can be pounded to pieces with a sword hilt and then boiled into a tasty 'burgoo' porridge, or broth can be poured over the biscuits to soften them. One biscuit costs 3 CP, and provides 1 meal. They do not mould or go off unless kept in the damp for too long. Giant rats find these biscuits to be the tastiest of all treats.

STEPPE DELICACIES

The front of the booth sells sizzling yak meat served on pats of flat bread and doused in yoghurt sauce for 4 CP.

Vole-in-a-bun 2 CP

Yoghurt drinks are 1 CP

Yoghurt 2 CP

The rear of the booth sells dried meats ideal for do-it-yourself trail rations:

Dried yoghurt curd (excellent for iron rations) 3 CP

Dried Marmot 3 CP

Dried Yak biltong (Marinated yak meat rolled in spices and then dried) 2 SP

ROAST RAT!

Roast giant rats turn on a spit! Get yourself a serve carved off, served on hot bread with garlic sauce for only 5 CP

Rat crackling 1 CP extra!

Mushroom ale 1 CP a small mug

Dried rat stew – a must for Iron rations! 6 CP a packet.

ISLAND PARADISE

Roast pork (it's pork – swear! That “ring finger” episode was ages ago! We're under new management!)	10 CP
Green turtle soup	2 SP
Dried bananas	2 CP per bag
Banana beer	4 CP

NORSE DUMPLINGS

Some big Norse women with big Norse dumplings!	
Hot dumplings in broth	3 CP
Saucy dumplings	6 CP
Creamy dumpling surprise	1 SP

ELVEN CUISINE

Vegetarian foods.	
Crisp reed stalks in a sharp lime sauce	1 SP
Slow-baked tubers filled with spices and marmot cheese	1 SP
For wayfarers, elven waybread is sold. This costs	2 CP for a day's supply.
Most half orcs will tell you that this stuff tastes like wet leaf mould.	

HUNDREDS OF CIDERS!

This shop stocks an amazing pile of weird ciders. Customers take pot luck. Cider costs 1 SP

Roll on chart A, then B, then C for the type of cider.

If all three dice end up with the same number, then the cider has a weird effect.

A - CIDER COLOUR

- 1 Red
- 2 Blue
- 3 Green
- 4 Gold
- 5 Black
- 6 Luminous
- 7 Sparking
- 8 Chunky

B - ORIGIN

- 1 Moon
- 2 Sun
- 3 Swamp
- 4 Forest
- 5 Mountain
- 6 Island
- 7 Tomb
- 8 Ice

C - FRUIT

- 1-3 Apple
- 4-6 Pear
- 6 Berry
- 7 Plum
- 8 Fruit

Weird effects (if triples are rolled)

- 1 As ‘potion of flight’
- 2 Attacked by illusory swarm of stirges 10 minutes after imbibing
- 3 All characteristics randomly interchange with each other for next 12 hours
- 4 Change sex for 24 hours
- 5 As potion of gaseous form
- 6 Possessed by spirit of a dead Viking chief for next 6 hours. He may head for the brothel, bar, or start a mighty brawl...
- 7 Gain a mystic vision (a clue leading to a quest)
- 8 Tell truth from lies for the next 24 hours
- 9 Take on semblance of a were rat for next 48 hours
- 10 Regenerate 1 point of damage per turn for next 24 hours

RANDOM BAZAAR PATRONS

- 1 A sleek, svelte lizard woman
- 2 Three proud, surly lizard warriors
- 3 A Lord from the Dark Continent, his concubine and guards
- 4 A merry privateer
- 5 A thoughtful scholar
- 6 Bargain hunting maidens, crazed with enthusiasm
- 7 A haughty courtesan
- 8 A noblewoman, maid and guard
- 9 Islanders keen on weapons, armour and steel
- 10 Steppe merchants – very canny
- 11 Norse Barbarians
- 12 Dwarven traders (can be either Ebony Dwarves or Northerners)
- 13 A gaggle of Halfling women berating a Halfling man
- 14 The High Priestess of Serket (happily bargain hunting), or Lady Zooren (looking smoking hot – and alone!)
- 15 Scarlet (trying to scrape together enough food to last the week!)
- 16 A group of bad-boy/bad-girl axe beak racers
- 17 Elf babes!
- 18 River men and barge men, drinking noisily
- 19 A druid followed by a pet giant spider.
- 20 A confused wizard's apprentice with a long shopping list.

EVENTS IN THE BAZAAR

- 1 A Charm Person spell hits PC, trying to get him to insult a barbarian or a wizard.
- 2 PC is serenaded by an enthusiastic (and possibly terrible) bard or Elven mariachi band.
- 3 That food REALLY didn't agree with you! Ai-eeeeeeeeeeeeeeeeeee!
- 4 Beggars accost PC's for money. Failure to give can result in minor curse.
- 5 Giant crab is disrupting the market!
- 6 Kids start pestering PCs with endless questions.
- 7 PC is offered 30% off for goods that may very well have been stolen

- 8 PC sees a thief snatch a woman's purse!
 Prankster magician hits PC with a minor spell (eg gives him fake breasts, makes him talk only in growls and roars, makes him hear all amounts and numbers as double etc.)
- 10 Odd little trinket catches your eye. 10 GP (it's actually a luck stone!)
 Nifty gee-gaw you bought contains one part of a map, poem, letter or scribbled clue. Find the other half, and you might be onto something...
- 12 Exotic fashions found! Dark Continent, Egyptian etc.
 Find a dried Java mermaid for 10 GP (eat it, and it acts as potion of healing + cure disease. Tastes horrible!)
- 14 An old jug contains something weird. Like an imp shaped like a prawn that wants to swap you information if you let it go!
- 15 *We need this!* Player blows 1D6 GP on inexplicable geegaw (a marmot call, or a badger fur hat!)
 Chase the lady! A street gambler is running a game, and it looks like easy money... Player must make Wis roll to avoid losing 1D6 GP. On a roll of 20, PC wins 1D6 GP
- 17 Fortune teller. Pay her 1 GP, and she will tell your fortune. For 10 GP, she can predict the day's events and give player a +1 to any 3 rolls they must make for the next 24 hours
- 18 Packages get mixed up! PC loses one item, and instead gains something in its place. Possibly illegal drugs, a weird little animal, a severed head, or some sort of really big egg that is making noises...
- 19 PC is adopted by a weird raucous tooki-tooki bird, a thievish genet cat or strangely affectionate pig.
- 20 Exotic Dark Continent stall proves veeery interesting. Minor magic item is for sale. (EG some +1 arrows, +1 darts or dagger, +1 club...)

8 FOR RENT! (MANY LOCATIONS AROUND THE TOWN)

This house is for rent at a rate of 6+2D6 GP per week. The house comes furnished with simple furniture. It has 1-4 bedrooms, a kitchen, a main room, a cellar, and an outhouse connected to the sewers. Locks are on all doors and windows. And possible something extra!

- 1 Secret door contains a skeleton! (And possible clues to old murder or a treasure)
- 2 Giant ants can enter the pantry via a secret door
- 3 Secret door leads down to sewers
- 4 Kid next door is learning to play the alpen horn
- 5 Axe beak races go right past the front door
- 6 Stirges in the attic
- 7 Druid next door. His animals keep getting into your garden (plus he bangs drums all night!)
- 8 One bedroom has excellent view into next door courtesan's bedroom and bathroom.
- 9 Bunch of student wizards live next door
- 10 Bunch of elf babes live next door
- 11 Next door neighbour keeps all windows shuttered and blocked with black cloth. Never ever comes out in daylight!
- 12 Unexpected fittings! Big bath house, or luxurious extra garret, meditation garden with fountain, library with some books, mammoth master bedroom with luxurious bed and mirror on ceiling, strange cellar room with rack, chains and cages...

9 FOR SALE (MANY LOCATIONS AROUND THE TOWN)

This house for sale 1000 + (2D6 x 100 GP). Quirks as for the rented house above. They also have an extra fitting, as rolled below

- 1 Observatory dome or summoning room
- 2 Most excellent roof garden.
- 3 Shrine
- 4 Unsettling murals
- 5 Big aviary cage.
- 6 Dream lodge
- 8 Funky little tower
- 9 Secret escape tunnel to far side of street
- 10 Rather exotic garden (planted with weird plants)
- 11 Magical portal to a weird location in the airing cupboard
- 12 A relatively harmless ghost – can scare the living crapula out of the new residents when they first encounter it!

MILITIA DUTY!

Hey! Becoming a land owning citizen? Then you now owe militia duty!

Your local 'quarter' of the city organises a militia regiment. You choices are to either pay 5 GP a month in 'scutage' fees to hire a substitute, or do militia service yourself.

What's involved in doing it yourself? For a big strong PC like you? Ha – it's nothing! Once a week you will turn up to the local hall, meet the gang, do some weapons drill, swap rumours and hear the local gossip – then all thunder down to the pub for a drink!

Huzzah!

And OK – so technically you're in the militia, and be called out for duty. But hell – what are the odds that you'd find yourself drafted to escort some crazy expedition into the wilds, or find yourselves conscripted on a spying mission to penetrate a nest of slavers?

Trust me! It could never happen!

10 FOUNDLING HOME

Miss Primula from the boarding house personally finances this home for orphans and abandoned children. The place is well kept, with 5D6 orphans in residence at any time. The house is staffed with one male servant, 2 nurses for babies, a cook, 2 governesses/ School mistresses, and an administrator.

ADMINISTRATOR ROOLFE – DWARVEN FEMALE CLERIC

A patient, well meaning Dwarven Cleric of Freja looks after the foundling home. The administrator is very good at persuading passing player characters to help her. Such jobs and favours might include tracking down a missing child (possibly seized by caravaneers for some fell purpose), finding an obscure sewer mushroom as medicine for a sick child, or chasing stirges out of the attic. She might also ask PC's to take some kids out on a 'scared straight' outing, showing the kids the sewers etc where bad people might end up on special plumbing patrol!

ROOLFE(This character is a 3rd level cleric, Lawful Good. HD 3, AC 10, HP 15. She has a +1 attack with her mace (damage 1D8). Her spells are: Hold Person, Augury, Sound Burst, Cure Light Wounds, Command . Her highlighted characteristics are Wisdom (15) and Charisma (15). She is also notable Intelligent (14).

GEMMA - FRECKLED ORPHAN

Male human brat.

Gemma is a smart talking, streetwise little orphan who knows far more than anyone else about secrets of the town. He has glimpse were rats changing into human form. He has seen Scarlett looking wistfully off at the clouds – and had seen the priest of Thoth secretly following her. He also knows an awful lot about axe-beak racing.

KEEKA – FEMALE HALFLING - TEARAWAY BRAT

Keeka is a pre-teen Halfling. She is turning out to be a bit of a bad egg, and has made a few coins by acting as a 'scout' for some thieves. She is very capable at wriggling in through windows and listening under eaves.

Keeka(This 1st level rogue is Neutral, HD 1, AC 13, HP 3. Her highlighted characteristics are Intelligence (15) and Dexterity (18). She also has a charisma of 15. Shame on you for leading a waif into a life of crime!)

ZUKI – HALF ORC FOUNDLING

Half Orc

This kid is an avid reader. He latches onto anyone who looks like a Wizard or Illusionist, and asks questions questions. The kid does have an ability for magic, and he is keen to become an apprentice. He is always good for a rumour or two.

His highlighted characteristics are Intelligence (15) and Charisma (15). He is also quite sturdy (Constitution 14)

The children are all being schooled in reading, writing, arithmetic, geography and crafts. Children can be recruited out as apprentices, provided an augury spell by the administrator shows that this is a good future for the child. Well accredited merchant ships may apply here to find likely lads as ship's cabin boys (but privateer ships will find no recruits here!) PCs who need Squires or apprentices might be able to get a good recruit from the Administrator provided they are of good alignment.

The children here all attend school during the day, but the also make pennies as messengers, horse holders and the like. The kids basically hear most of what goes on in the town! They are always good for a rumour or two.

A few little tearaways make money as errand runners during axe beak races. The kids here are in the know as to who has the fastest birds, what weaknesses the different riders have.... Befriending the kids and tapping them for inside stories is a huge benefit to racers and gamblers alike.

This is a great place to hire messengers. Kids will happily deliver letters and messages for a copper piece or three.

11 SCHOOL

A school for children – although there is a side section where freed slaves, barbarians and the like are also taught to read and write. Barbarians are asked to please not break the furniture. There will usually be 2D6 children in the school during daytimes, as well as 1D6 adult students. An odd recent addition is a few lizard men who come to learn to read, and learn geography and mathematics. This is a good place to go to find talkative, intelligent lizard folk.

Miss Jiddle is assisted by a gnome called Hookenweldt – a clever linguist and historian.

MISS JIDDLE – SCHOOL MA'AM

Miss Jiddle is a very tall, very grave but patient woman in her middle years. She speaks many languages, and has a particular fondness for Barbarians. She is an avid emancipationist, and allies herself with Miss Primula from the boarding house in petitioning the town council to make firmer efforts against pirates and slave ships.

HOOKENWELDT

Hookenweldt is a gnome who helps teach and run the school. He can be engaged for private research into special matters, such as local history, verifying legends and lore etc etc. He can also translate most old languages, given time.

Hookenweldt suspects that Miss Primula has an awful past, but he approves of her current life. He will protect her from investigation or censure.

Characters who want some further education might find help here. Barbarians can learn to read and write, if they make a wisdom roll every week they wish to study. At the end of a full 5 weeks, make an Intel roll. If successful, they have learned their letters. Critical failure at any point will usually result in a brawl with other Barbarian students who are mocking the PC's efforts. Lessons cost 2 SP a week.

Some advanced mathematics and navigational principal can be learned as a specially tutored course by Miss Jiddle. 5 weeks of applied study allow an Intelligence check to see if anything has been properly learned. At the end of such a course, the character will have understood basic trigonometry and the mathematics of navigation (they will not be highly skilled – but will have a good found basis for further study).

Players who spend much time here might get clandestine offers from the emancipation movement to investigate some of the 'Privateers' and merchantmen operating from the docks. The emancipationists believe that some of these vessels may be actually pirates and/or slavers, or are helping to supply slaver bases hidden somewhere in the islands.

12 GLEEBLE AND GORRIK - UNDERTAKERS

Tasteful funerals can be booked here, with the funeral rites of the religion of your choice. Gleeble and Gorrik – tall men of grave demeanour – run this business with absolute sympathy, courtesy and intelligent politeness. They are assisted by six strong ex-slaves – all men who sadly lack their tongues.

Beneath the innocent façade, the Undertakers here have a rather sick side business. The more beautiful female 'clients' are immediately embalmed and usually sold to necromancers. Since open coffins at the chapel services are common, no one in the least suspects that this has been going on. The switch takes place in the hearse after the funeral service, where the coffins are locked onto a swivelling floor. The coffin with the body swivels down, to be replaced with a new coffin properly weighed with a straw and sand-filled sack. The embalmed bodies are then sent off in the dark of night, off to the docks where they are shipped off to the distant purchasers. One particular merchant vessel, the Black Clam, is in on the whole evil trade, and has exclusive contact with the necromancers in a far off city.

One wonders what might happen if a big order for 'special product' came in, and there were currently no dead maidens in stock to fill the demand... Player characters might have a creepy little mystery to solve here!

As a result of this 'mortuary peculation', less bodies are actually being buried in the graveyard. The lack of bodies is starting to enrage the local ghoul tribe, who are now wandering afield to attack living prey.

GLEEBLE AND GORRIK (*The two undertakers are damned unsavoury characters, but put on a grave and 'caring' façade. Level 1 rogues, Neutral, HD 1, AC 12, HP 6. They can attack at +1 – usually with 2 handed shovels for 1D6+1 damage. They also have a vial of lethal poison (save -4) which might be served in the tea of anyone who is getting a little too close to discovering their secret. Significant characteristics for these men is their Dexterity (12), Constitution (14) and Charisma (16).)*)

SERVICES!

Streamline burial	5 SP
(Simple excavation, organic burlap corpse shrouding, organic natural wood grave marker)	
Streamline plus	2 GP
Upgrade to boxwood coffin in natural 'un-planed' finish. Grave marker inscribed with name of the deceased	
"Eternity in slumber" package	5 GP
Deeper grave in a more select location. Headstone engraved with simple message of endearment. Varnished coffin.	
"Respectful Journey" funeral procession	50 GP
– Black draped hearse, black horses with plumes, accompaniment of full priest etc	

MUSIC

As an unusual option – why not try our merry "Soul Band"? These performers play funeral dirges during the procession, and can be asked to break into jubilant song once the coffin is in its grave.	20 GP
Extra for burial hallowed ground	50 GP
Marble slab, memorial statue and inscriptions of your choice:	250 GP
"Kalas Deluxe" casket	100 GP
(Locked, with poison needle trap. Iron sided coffin to prevent breaking and entry by ghouls)	
Anti vampire proofing –	10 GP

Wafers, blessings, garlic etc

Safeguard system!

100 GP

String-activated "Magic Mouth" alarm to guard against accidental live burial is a special service that costs 100 GP. But well worth the investment!

TOMBS

Full mausolea start at 2000 GP and up. Come see our 'afterlife architects' for more details.

For that extra send off (or just as a gift for a special friend!)

Professional mourners can be hired for 3 SP each. 3D6 can be found at short notice – three times this amount with a week to organise the event.

13 TRIPPING TOAD BATH HOUSE

A big echoing, domed building that has murals and tiles designed to simulate a great big forest pond. Hot water spills from the mouths of giant toad statues (the water heated in a big elevated tank that is outside the rear of the building. There are two baths – one for men and one for women. Customers are washed off with soap and then may soak in the hot baths and the tepid baths.

Baths cost 3 SP

Massages cost 5 SP, and include whisking with herbs and salt grasses as well as a profound pummelling. Wizards and illusionists swear that it clears the magical synapses (halving study time required to regain spells that evening and the evening after).

A refreshing swamp-berry wine is available for 1 SP.*

*People who indulge in this wine tend to laze away far, FAR more time in the baths than they originally intended.

The baths are extremely pleasant. Exotic plants from the islands grow in mossy rockeries. People come here to relax, play games and swap news. The baths are an excellent place to hear rumours (make Wis rolls to overhear gossip, or Char rolls to befriend someone and catch some local news).

Games of the various 'chess' style games common to the Dark continent, the domino-games of the coast and a clever game from the steppes similar to 'jackals and hounds' are commonly played here. Players can learn strategies from these games that can earn them experience points if they play well (roll Intel, gaining 5 xp for each point scored over minimum).

Calisthenics are also held in a gymnasium attached to the baths.

RANDOM PATRONS

- 1 Lizardman/woman. Enjoying the heat. Oddly talkative.
- 2 Ebony Elf – charismatic traveller from afar
- 3 Ebony Dwarf – Gruff traveller
- 4 Ebony Halfling. Looking for work.
- 5 Dwarf. Trader, armourer, explorer.
- 6 Halfling
- 7 Grass Elf from the far steppes
- 8 Forest Elf
- 9 Privateer

30 CASTLES & CRUSADES

- 10 Half orc
- 11 Merchant ship crew
- 12 Far travelled caravaneers
- 13 Mercenary soldier (male) or councilman's wife (female)
- 14 Council member
- 15 Shopkeeper
- 16 Happy townsfolk
- 17 Avid games players
- 18 Axe beak racers
- 19 Wizard or cleric
- 20 Major character.*

*EG: Scarlet, Lady Zooren, Carradon, Daelia or Dahlia the were rats, Miss Primula, Hannas (priestess of Serket), Lizard King, Shazella (from Were Rat Tavern), Korlonth Smeg (Mafioso from Blood Tick Tavern) or any other business that might sound fun!

RANDOM EVENTS

- 1 A whispered offer
- 2 Challenged to a game! Is a 5 GP bet too much?
- 3 A round of drinks for free
- 4 Giant frog in the baths!
- 5 You overhear some plans (axe beak nobbling? A theft? Smuggling? Political plans?)
- 6 Someone offers you a healing potion for 50 GP
- 7 Someone needs help with an investigation. The PC's look like just the folk for the job...
- 8 Lounge about posing and solving riddles! Make Wis roll to earn 10 XP
- 9 Invited to wrestle!
- 10 Great grooming gives to a +1 on charisma rolls for the next day.
- 11 You accidentally blow the entire day in the baths! But BOY are you relaxed!
- 12 A strange, creepy, haunted feeling...

ART!

Oddly enough, some artists come to the baths. They ask female patrons to model for them in the nude, and are honestly studying anatomy to lean their craft. Typically they can only pay a silver piece to a model, and provide a drink – but this can be an introduction into the rather weird and exciting world of local art. Artists do not care about the beauty of their models – interesting body shapes, faces and personality are what grip their attentions. A Dwarven mason or a lizard woman are as likely to receive offers as a majestic elven princess.

Kalas is the home to a burgeoning art community that are deeply and sincerely studying their media. There is some truly excellent work being done here. Artists are passionate, sometimes argumentative – easily depressed, easily elated. Strange jobs and commissions can result from knowing the art community:

- Commissions to find rare pigments from far off places or old tombs.
- Find rare animal furs to use as brushes.
- Pose for the artist in some socially dubious, or downright dangerous place

- Entreat a noblewoman to be their model.
- Escort an artist to find lost cities, majestic waterfalls or mighty glaciers.
- Prevent sabotage at a gallery opening
- Find an artists model who has disappeared. He cannot paint without his muse!
- A patron asks PC's to find an artist who has disappeared into the drink sodden underworld of the town.

THE HAUNTING!

According to the staff, the womens' bath is haunted. As such, the bath closes down promptly after sunset, and the staff do not linger.

Anyone checking very carefully for clues will find anomalies in the floor of the womens' bath – but only if the main pool is drained. A 'detect magic' spell will reveal faint emanations coming from beneath the mural on the floor of the math. If the mural is levered up, a sealed lead coffin can be found buried beneath the bath.

Inside the coffin is the withered corpse of a young woman. She is dressed in torn finery, including a 250 GP necklace (in the style of the dark continent), a ring of protection +1, and a golden pectoral worth perhaps 500 GP. However, ripping off the pectoral will dislodge a wooden stake that was in the corpse's heart. The body will instantly turn to mist and fly off down into the sewers. (Hey! The PC's just made a Boo-boo! A vampire has been released!)

Someone buried this woman here when the baths were being constructed 11 years ago. Buried with respect – but buried in great secrecy. The builders who made the bath are still in town... As long as the PC's have been discrete in their exploration, the chief builder can be found and questioned. He remembers being approached by a tall masked man and paid 1000 GP to vacate the building site for a few hours back when the site was cleared... The mask was distinctive. It is one of the masks on the walls of the reading room at Miss Primula's boarding house. She remembers being given the mask some years ago by none other than Carradon! It turns out that Carradon's beloved wife had become a vampire. He vanquished her, but was unable to bring himself to destroy her. Instead, he pinned her with a stake and sealed her up, burying her where she would never ever be found (right?). The PC's discretion would be appreciated! Carradon knows that his wife had a secret lair somewhere in the ruins of old buildings that had been covered over when the current town was constructed. He does have some old notes or clues that might help a party who heads out to track down and destroy the vampire before it begins killing once again...

14 ARMOURERS

A noisy armour makers' workshop. Splintered armour is a speciality. Plate armours can be made to order, but will take about 4 weeks to deliver. All other metal armours are available.

This shop is co-owned by a Dwarven master artisan and an Elven master artisan. They are fierce friends, and are forever arguing and bitching with each other over the best designs, criticising each others work and choice of armour fittings, etc etc. Splintered armour can be had for a 10% discount if a PC manages to convincingly

support the view of one armourer over and above the other! Mind you, the slighted armourer will be forevermore convinced that the PC is a Philistine.

ETTIS

Ettis believes armour is a delicate art form. He loves smooth flowing shapes, polished surfaces, and forms inspired by the organic flow of nature. Good shaping of plates is surely a substitute for thick metal!

ETTIS (This craftsman is Chaotic Good. HD 1, AC 10, HP 6. His significant characteristics are Intelligence (14) and Dexterity (15).)

BORKRUM

Borkrum likes armour to be strong, with well engineered angular shapes. He believes in glancing surfaces, protection over speed, and good solid engineering.

BORKRUM (He is Neutral good, HD 1, AC 12, HP 9. His significant characteristics are Strength (17) and Dexterity (15).)

Special bargains do appear every now and then. There is a 1 in 6 chance that there is either mail armour or scale armour at 10% off normal price, or that a masterwork item can be had at a 10% discount.

This shop employs about 6 apprentices/journeymen, and a boy to run errands. The boy is usually keen for a surreptitious nip of gin, and will swap rumours and information for liquor.

THE ARMOUR OF NOOREN

Both Ettis and Borkrum have heard of the great masterwork armour made by a famous armourer, Nooren silver-hand. They would love to have this armour to study its design. They would provide superb masterwork armours for any team who quested for this item. The armour was last seen in the possession of a warlord who led a bandit band in a lost city on the steppes (rumours that the warlord became a Wight are surely false!)

15 WEAPON SMITH

This shop is run by Deeker Smith. He makes weapons. He is, in fact – the town weapon Smith! And this guy never tires of that joke!

DEEKER SMITH – GNOME WEAPON SMITH

A cheerful guy who loves the noise associated with really banging out a good sword. His work is excellent, but he is not quite up to masterwork standards yet.

Deeker will knock a couple of GP off the price of a weapon if the buyer can tell him a couple of damned good jokes.

DEEKER (He is a 4th level fighter, Neutral Good. HD 4, AC 12, HP 24. He can attack at +4 with a sword. His significant characteristics are Dexterity (15) and Charisma (13). He is none too bright (Intelligence 8), but is quite stubborn and intuitive (Wisdom 14).)

All common weapons can be found here for sale. Less common

ones (non halberd pole arms, weird exotica etc) have a 1 in 6 chance of being in stock – but can be commissioned and made.

The store has a pair of human apprentices who are learning their trade – and also the occasional help of some of the kids from the foundling home.

THE MISSING BOOK

Deeker would love to be able to make a masterwork sword. He knows there is a book – the Manual of Puissant Craftsmanship – that could help him achieve the needed level of skill. The book HAS been seen in town. Surely someone must have it? Deeker would give his first masterwork weapon to whoever helped him track down this elusive volume!

The book itself is actually owned by Dahlia the were-rat down below the town.

To track the book down: Miss Primula did have to book in her reading room. She remembers that she traded it to a merchant in return for some books on self improvement. The merchant can be traced down – he remembers trading the books to a stall at the Bazaar. The stall holder remembers trading the books to a rather interesting svelte lady she met at the baths.

The 'svelte lady' turns out to be none other than Dahlia the Were Rat, who always turns up at the baths after new wine shipments come in at the docks. She can be found at the baths (under the false name "Shasta", a trader in antiques). Dahlia will trade the book in return for a bunch of 3 dusty old crossbow bolts that are in the keeping of the Temple of Serket (actually 3 'lycanthrope-bane' crossbow bolts). Easy!

16 STEPPE BOWS

The good composite bows of the steppes are sold here. Bowmakers from the steppes come and bring in their latest creations. There is a 1 in 6 chance that masterwork or special bows will be available each week.

KOLYATH KEK – BOW MERCHANT

Koylath Kek is humourless, but he loves a good bow. He is willing to talk about bows, arrows, legendary archers etc to a true enthusiast. He wishes that he could somehow get a supply of Bullette scales; there is a craftsman who has a technique for using these to make a masterwork bow. In fact, he will promise one of these masterwork bows to anybody who can locate some Bullette scales.

MR KEK (He is a 1st Level Barbarian, Chaotic Neutral. HD 1, AC 13, HP 10. He can attack at +0 to hit with a scimitar, but +2 with a bow. His significant characteristics are Wisdom (12) and Dexterity (15). He is also quite intelligent (Intelligence 15), with a hugely accurate memory for details.)

Carradon is a frequent visitor to this store, and the local Patrols keep a friendly eye upon the place to make sure all is well. The arrows for sale here are excellent. Masterwork arrows are always available.

32 CASTLES & CRUSADES



17 UNDERWORLD LEATHERS

This leatherwork store is run by Sandi Blackavaar – a female halfling with a decided love for the smell and feel of leather. She is a spry, sly, very attractive woman of middle years, who takes a particular delight in finding new types of leather and skins.

SANDI BLACKAVAAR – HALFLING FEMALE LEATHER ENTHUSIAST

Funny, enthusiastic about her work, and addicted to the smell and feel of leather, Sandi makes an entertaining (if disturbing) companion. She is often found in the Were Rat inn. (She does in fact have contacts with the thieves guild, and personally tailor makes magical leather armours for the town's were rats).

SANDI is actually a level 3 halfling rogue (Nordic! With long blonde hair). She has a particular amorous taste for quiet, bookish types...

(This 3rd level rogue is Chaotic Neutral (and a bit disturbing!). HD 3, AC 17, HP 12. She can attack at +2 to hit with a +1 whip in one hand (damage 1D3+1, plus entangle) and a +1 short sword in the other (1D6+1 damage). Pity help you if she entangles you, and you end up in her cellar! Her significant characteristics are Dexterity (17) and Charisma (15). She is also fairly sturdy (Constitution 14).

Masterwork leather armour is readily available. These are made from exotic skins and hides.

PRICES:

Leather armour	7 GP
Leather boots	8 GP
Rat skin boots	5 GP

Giant-rat skin cloaks (with the head still on) 5 GP

Wolf skin cloaks (with the head still on) 10 GP

Custom made masterwork armours cost 70 GP. These take a day of the customer's time for measuring and fittings etc, and will take two weeks to deliver (more if special leathers need to be found).

Special orders:

Special masterwork leather armours can also be ordered. These are made from rare leathers using special techniques. The leathers have to be specially ordered (50% chance per week that the leathers have finally arrived).

“ANGELIC” THEMED LEATHER ARMOUR

200 GP

These armours add an effective +1 to the wearer's Charisma rolls when beauty or seduction may be a factor in the roll. A residual blessing gives the wearer +1 protection against evil.

“DARK LORDS” THEMED LEATHER ARMOUR

200 GP

These armours add an effective +1 to the wearer's Charisma rolls when beauty or seduction may be a factor in the roll. A residual blessing gives the wearer +1 protection against fire.

(A modified version of this model is worn by the Were rat mistresses of the thieves guild – although in their case, the armour is magically enhanced to +2)

FOREST THEMED ARMOUR

200 GP

Armour made in the hues and textures of either green growing

forest, or of autumn leaves. They grant the wearer a +1 to all hiding checks made in appropriate terrain.

THE "DUNGEONEER"

200 GP

A model of which this store is extremely proud! This close-fitting suit provides total body coverage. It is made from the tough, supple skin of a giant slug (smoothed out and usually dyed a very becoming shade of ultra dark green that is almost black). These masterwork suits include attachment points at the rear for safety ropes (so that a dungeoneer's companions can save them from falling prey to pit traps). Pockets on the upper arms, thighs etc are designed for safely holding small tools such as lock picks, small mirrors.

These suits are resistant to acid. They reduce damage from acid attacks by 1 point per strike, and add +2 to any save to escape the effects of Green Slime.

LEATHER HUNTING!

Need a job? This store pays top prices for the following!

Giant rat hides	1 GP each
Giant frog	20 GP
Sewer crocodile	40 GP
Hell hound skins	100 GP
Owl Bear skins	200 GP
Manticore wings	300 GP
Giant slug hide	500 GP

18 PUBLIC LAVATORY (MANY LOCATIONS ABOUT THE TOWN)

THE PAUSE THAT REFRESHES!

These places are well kept, thanks to the local 'public service' punishment system. They are safe, and sometime rumours and gossip are exchanged here (more common for the women's facilities, which are far 'chattier' than the men's.)

19 WEAPONS OF THE DARK CONTINENT

This shop is run by a tall, lean, saturnine warrior from the Dark Continent, Ubuthaazi of Kantuur. He sells the high quality weapons of his home continent.

Weapons for sale include some magnificent one and two handed clubs and mauls, stabbing spears, throwing spears, and long self bows.

Darts	5 SP
Masterwork darts (+1 dam)	5 GP
Clubs	1 GP
Masterwork club (+1 dam)	10 GP**
Masterwork club (+1/+1)	25 GP**
Spears	1 GP
Masterwork spears +1/+1	25 GP**
Throwing irons	5 GP
Talismans	10 GP

*1D6 will be available in any given month.

** 50% chance of one item being available any given month

*** Gives a +1 save to one of poison, fire or disease, 1 use only.

Multi-branched 'throwing irons' (multiple bladed knives) do 1D6 + 1 damage, but are bulky to carry.

There are some excellent juju bags for sale here amongst the various talismans. These bags are magical, and will grant +2 armour class to anyone who wears them, provided the wearer is carrying no more metal upon them than a short sword, a few darts or dagger. They cost 100 gold pieces to create. And in order to create them, the wearer will have to collect fresh parts from three different magical monsters (as determined by the umpire).

20 HOSPITAL

A broad, wide-eaved building surrounded by gardens. The gardens are used to grow medicinal herbs collected from all over the world. Skilled gardeners attend the crop. A hot house is heated by the kitchen's baking ovens. There is a bake house, a bath house, a small mortuary and a separate house for the main administrator and his wife.

Not everybody can afford magical healing. The hospital here, run by the town Council, takes care of the sick and injured. Extreme cases of life threatening injury will result in a cleric being called to throw a healing spell. But in general, herb assisted healing in the rule of the day. The good herbs here brewed by the Steppe Healers accelerate healing by 1 extra point per day.

Patients with diseases are kept in separate rooms. Again, herbal cures are the preferred healing method, but in the case of a contagious disease, a remove disease spell will be used. (This is not a huge town: Local clerics can usually only manage level 1, 2 and 3 spells at most.)

Citizens of the town can be in the hospital for free. Outsiders are asked to pay 4 SP a day. If the bill cannot be met, then the patients are asked to help with chores at the hospital for a few days after they are healed (carrying water, sweeping, helping with fires and cooking etc). No sick are ever turned aside or left to suffer.

JARCONY – ORDERLY

While PC's are recovering in the hospital, they will almost certainly run into Jarcony – a slim, energetic and damned funny human male from the Islands who assists the staff. Jarcony is extremely willing to run errands. He is also an expert at smuggling in contraband for patients, such as jugs of gin and ale, and delicacies to eat. For this service, he charges a silver coin or three. He also runs a nightly card game for the patients and night staff that would definitely NOT gain the approval of the chief doctors.

Jarcony is very knowledgeable about the town. He brings in rumours that are well worth listening to. He can also help PC's with getting better odds at the Axe-Beak races.

(This 2nd level Rogue is Chaotic Good, HD 2, AC 12, HP 10. He can attack at +2, usually with improvised clubs (1D6 damage). His significant/highlighted characteristics are Intelligence (15) and Charisma (15). He always has a drink or an off colour anecdote to share.)

34 CASTLES & CRUSADES

"MATRON"

More of an elemental force than a human being, 'Matron' is rumoured to have superhuman powers of perception. She is also rumoured to have killed men with one blow of her tongue. A huge woman bursting with authority, the sweeps about the hospital keeping things in line. Jarcony is her own personal nightmare!

MATRON (He is a 2nd level Fighter, HD 2, AC 10, HP 23. Her highlighted characteristics are Intelligence (15) and Strength (15). Her constitution is also impressive (18).)

ITEMS FOR SALE

The hospital sells some special items that help keep the place running in the black

FIRST AID PACKS

1 GP

Bandages and pads steeped in herbs, and small vials of bark extract that help dull pain. These packs can be applied to a fresh wound, and will accelerate healing by 1 point for the first day of treatment.

BANDAGES

1 SP

Good bandages treated with honey. These prevent wounds from infecting. Healing out in the wilds without decent bandages is just asking for trouble.

RESTFUL TEA

1 SP

Soothing teas that really help wizards and illusionists get that night's sleep they need to restore their spells. Taking this tea ensures a good night's sleep, and lots on nice fresh spells in the morning!

There is such a thing as 'too much'. Anyone who drinks too much of this stuff will have very convincing and vivid dreams, and can be very reluctant to wake up in the morning.

SMELLING SALTS

1 GP

This wakes up unconscious characters. If combined with a first aid pack, player characters that are at 0 to -3 Hit Points will be healed of 1 hit point of damage, and will rouse enough to croak a message, or even crawl a little way

MOSQUITO REPELLENT

1 GP

A vial of oils that keeps mosquitoes away. It also serves to repel Stirges. Stirges must roll a 1, 2 or 3 on 1D6 when attacking a character smeared with this oil, otherwise the Stirge must flee the area! One vial holds about 3 doses of oil.

SHARK REPELLENT

1 GP

Repels 100% of all man eating sharks, or your money back!

Weird event

Someone (the were rats!) has destroyed the hospital herb garden's wolfsbane seeds and wolfsbane supply. But the herb is now needed to cure some pilgrims who are suffering from a form of steppe rabies! The quickest way to find more would be to quest out to a ruined fortress out in the wilds, where a traveller remembers seeing wild wolfsbane growing. The PC's are offered the job of making the trip - but beware! All sorts of things might be lurking in those ruins. (And whoever sabotaged the wolfsbane supply might try to stop the PCs from returning. Hey - need a rogue to go with you in case of traps in those ruins? Or a handy guide? There just happen to be some guys who are offering to help you...)

21 POOR HOUSE

The town runs a poor house, designed to provide very basic housing, food and care for the destitute. The building consists of kitchens, outhouses, a wash house, offices, and a large dormitory for the poor. The house can take 20 or 30 residents. There are usually only about 2D6 people living here at any time. Half of these are slaves who have been freed, and need a halfway house to live in while they get onto their feet. The rest are drunks and destitute folk. The drunks are taken in hand, and are rehabilitated if possible. Those who wish to be rehabilitated must agree to stay on site here, or at some useful place of work where they can be prevented from drinking. The really truly hopeless are housed separately where they will not drag down the efforts of those who truly wish a second chance at life.

Residents have a straw mattress, blankets and a small lock box for their few possessions. Meals of gruel, fruit, bread and cheese are provided, with the evening dinner being enlivened with vegetables and eggs from the poor house's own gardens. The evening meal will always include fish from the bay, and sausage - all caught or raised by the inmates. Miss Primula very often comes over to donate large pies.

There are five small cottages that are reserved as retirement homes for aged folks who have served the city well. These houses are provided with good food.

The poorhouse is a good place to find cheap labour. An augury spell is often used to make sure that the job offer will actually come to some sort of good. Inmates are encouraged to get onto their own two feet. A fishing boat is taken out every day crewed by poorhouse inmates and captained by an easy going old fisherman. He teaches his skills to the inmates, and some later manage to set up their own boats. Likewise the poorhouse runs a small vegetable farm and a chicken run, and sells eggs to most of the town. Inmates who have an idea for a workable small business venture can approach the council, and may be given either a donation of a loan.

OLD NORMAN THE PROPHET

Norman is an alcoholic who largely tries to stay on the wagon. However, when he drinks copious amounts, he receives visions. He can cast an augury spell or gain a vision or insight if fed 3-4 drinks in rapid succession.

At some point after the PC's first use this skill of Norman's, they will find him hiding and trembling near their lodgings. Norman has SEEN something. An image of a procession of ragged, skeletal beings floating down an ancient hall. They halted before a sealed door made from stone. The door bulged and shook - cracking slightly.

One of the bony figures suddenly turned, paused and looked at Norman, then slowly reached towards him, chuckling, and saying the word "soon"....

Ever since this vision, Norman has been desperately trying to warn the town that something terrible is about to happen. But no one listens to a drunk! Norman wants the PC's to help him bust into the next council meeting and tell them the news face to face!

22 FORT HOKK - CAVALRY BARRACKS

The Town maintains a force of cavalry, the "Steppe Legion", who patrol and protect the local steppes, shielding caravans from predation. The cavalry are recruited from a wide collection of ex pirates, ex drunks, failures and wanderers who have come to the regiment as their last chance at glory. The Legion takes failures and turns them into a crack force of cavalry – rugged riders of the steppes who love only the regiment.

C'est le gloire d'l legion!

The Steppe Legion largely fights steppe nomads and bandits (occasionally making forays against slaver camps, pirate bases and monsters). They are skilled at small unit actions, at scouting and survival in the wilderness. All members are taught to use concealment, to move fast – to fight mounted with bow and light lance, and on foot with sword and bow. Magicians and clerics, rangers and even rogues are recruited for their skills. Any given patrol will always try to include a cleric and a wizard if possible (the regiment has access to one level 1 cleric, and two level 2 magic users).

STANDARD EQUIPMENT: Light warhorse, mail armour, small shield, composite longbow (fireable from horseback), light lance, sword or battle axe, dagger – waterskin and a days hardtack are carried at all times.

The Cavalry Regiment is quartered in a small fortified base just outside of the main town. The base includes stables, watch towers, forges, guardhouse etc. At any given time, there are two squadrons on patrol and one squadron in the barracks.

The fort is also home to four war mammoths and their crews. These big hairy plodders are a big help in civic engineering projects, and look great all decked out for parades.

Quite recently, a small half-squadron of mounted axe-beak riders has been recruited. These riders can operate in terrain too broken and rugged for horses. Opponents of axe beak racing in the city are extremely miffed that there is now a legitimate reason or the city to support bird riding.

COLONEL RAKOO – CAVALRY COMMANDER

Shaven headed, round shouldered and gruff – a hardnosed commander, but entirely fair. He has no time for whiners and complainers, and yet sometimes turns a blind eye to tricks and soldier's games. He runs an efficient regiment, and takes pride in policing the steppes.

Colonel Rakoo's loyalty is to the council of the town. But he does not like Carradon, and sees the man as a danger. Colonel Rakoo gets on well with Lady Zooren: the two of them see eye to eye, and neither one of them ever has to wonder if the other is doing their job.

(THE COLONEL is human: A 6th level fighter, Lawful Neutral in alignment. HD 6, AC 21, HP 50. He has +7 to hit in melee, and +11 to hit with a +2 magical bow (his specialised weapon).

He uses a bastard sword (damage 1D10+1), a +2 composite bow (damage 1D8+5), and has horseshoes of swiftness upon his horse. His significant characteristics are Strength (15), Constitution (16) and Dexterity (14). He is not particularly intelligent (Int 8), but is fairly stubborn willed (Wisdom 14).)

CAPTAIN AANABA - ADJUTANT

A slim, charismatic man with a scar down one cheek a dark goatee and cunning eyes. He dresses with great flair, and is lackadaisically competent at soldiering.

The adjutant is turning more and more towards supporting Carradon. A mutiny in the regiment which puts Aanaba in charge would give Carradon control over the caravan routes, and a powerful force of cavalry and war mammoths in his control...

(SCHEMING AANABA is a 5th level fighter, Chaotic Neutral. HD 5, AC 20, HP 41. He has a melee attack (specialised) of +7 with a large mace (damage 1D10+2), and +6 with a bow (damage 1D8+1). He is also equipped with boots of elven kind, and a single +2 poisoned arrow (strength 6). He is saving this arrow for a special assassination (the Colonel!). His significant characteristics are Strength (15), Constitution (14) and Charisma (16).

LIEUTENANT FIZBI – HALFLING BIRD SQUADRON COMMANDER

A laughing, drawling, laconic halfling cavalryman from a land far to the south, Fizbi is a great enthusiast of axe-beaks, believing them to be the perfect rough terrain transport. He has gathered a small half-sized company and equipped them with the big carnivorous birds. They operate in rocks and bandlands, mountain slopes and crater lands where most other troops fear to tread. The bird squadron has a heavy percentage of rangers in its ranks, and has its own Druid, a 2nd level worshipper of the lord of the steppe winds.

FIZBI is a hard task master – tireless, but extremely competent. Neither the Colonel nor the Adjutant are convinced that the bird squadron is useful. Fizbi will go to great lengths to prove the value of his command.

(This halfling is a Chaotic Good, 4th level ranger. HD 4, AC 18, HP 29. He has an attack of +4 to hit (+5 with a bow). He also has a potion of healing, a potion of cure disease, and carries a periapt of proof against poison. His highlighted characteristics are Constitution (16) and Intelligence (14). He has a high Charisma (16).)

CAPTAIN KERZEL DINKET – HALF ELVEN MAMMOTH MASTER

Kerzel Dinket is 50% grass elf – and is therefore grass green in colour.

Kerzel Dinket loves his mammoths. He utterly embodies the true spirit of the mammoth corps – barging into places and totally wrecking up the joint with minimal provocation. He does not know the meaning of fear – in fact, there are quite a few words that he knows absolutely nothing about. Mammoths love and adore him. He knows many recipes for weird drinks that involve alcohol, fruit and little umbrellas sticking up out of the glass. He throws some legendary parties, both outside the fort, and in the main city at the brothel.

Kerzel rides a prized max hit point mammoth called 'Dinky', that is black and covered with spots. Dinky is usually nearby during Kerzel's

drinking binges, and will often carry him home. Dinky is quite fearful of white rats.

Kerzel believes that he is blessed by the Mammoth spirit. A mighty mission awaits him somewhere – he simply hasn't found it yet.

(CAPTAIN KERZEL) is a 4th level Barbarian, Neutral, HD 4, AC 20, HP 48. He attacks at +4 in melee with his longsword for 1D8+1 damage (or by pike if on elephant back at 1D6+1), and at +6 with his bow. Attacks from mammoth back should gain a bonus to hit lesser mortals due to height advantage. He carries a healing potion, and some bananas soaked in extra healing potion for healing any injured mammoths. His highlighted characteristics are Charisma (15), and Constitution (16). He is also quite strong (15).)

The Mammoth Corps are a law unto themselves. Very often in town helping engineers, they turn up in military actions as a decisive winning hand, lumbering across the hills and scattering bandits. Each Mammoth is crewed by a howdah containing 3 archers and a pikeman, and has a driver armoured in plate mail sitting astride the beast's neck (usually also armed with a bow).

Service with the mammoths would be seen as easy duty, were it not the chance of being crushed or stepped on. Anyone coming face to face with the beasts must make a charisma roll to see if the beasts like them. Anyone they don't like, they will quite possibly smash flat the moment the opportunity arises...

MASTER SERGEANT ZINDER NERF – HALF ORC RECRUITING SERGEANT WITH STRANGE ACCENT AND BIG TEETH...

A huge, dour, glowering sergeant major is in charge of new recruits, and is the top soldier in the regiment. Ill educated but wise in the ways of the steppes, Zinder mercilessly takes incoming drunks, lost wayfarers and failures, and turns them into men.

His methods are.... Novel. Harsh... OK – he's horrible. But he gets results!

Zinder is loyal only to the regiment. If it came to a war between the colonel and adjutant, Zinder's position would make or break the mutiny. But many recruits would join the side that is against Zinder, just because they are fixated on hating the man!

ZINDER (He is a 5th level half orc fighter. He is Lawful Neutral, HD 5, AC 18, HP 46. He gets a +9 to hit with his specialised weapon, a +1 large mace (1D10+4 damage). He also uses a composite bow with a +6 to hit and 1D8+2 damage. His other magical items include a potion of healing, and +2 boots of arse kicking (not actually magic – but they get results...) His highlighted characteristics are Strength (16) and Constitution (16). He is pretty horrible to look upon...)

RECRUITS!

PC's can find employment with the regiment! Alternatively, if they are drunks and wastrels, they might be slung into the regiment as an alternative to jail.

New recruits will be put through a month of hell under Sergeant Major Zinder. But they will also get the chance to come under

the sway of the Adjutant, who is looking for supporting a coup. Recruits are taught discipline, steppe survival, discipline, tactics, discipline, route marching, and also have training in discipline.

Think of the regiment as being a cross between the French Foreign Legion, and a U.S. Cavalry regiment from a John Wayne film. They deal with savage natives, slavers, pirates and bandits – and also with monsters, cursed ruins and undead menaces. Adventures might include.

- Save a wagon train of settlers from rampaging nomads and guide them to town.
- Slaves who have escaped from slavers stagger up to a patrol. During their days on the waterless steppes, they have stumbled across an ancient shrine – a shrine where a sinister power is being gathered by the terrible desert kobolds.
- Retrieve a wagonload of children kidnapped by bandits.
- Ruins the party camp in suddenly collapse, dumping the PC's down in sandy tunnels beneath the steppe.
- Undead terrors are stalking caravans, sucking the life from the guards. Are the attacks coming from outside the caravans – or are they coming somehow from within?
- Pirates are making a secret base on the shore. But they have disturbed something in the ruins nearby. Now, strange lights are being seen at night.
- Doppelgangers have infiltrated a patrol. Man by man, they will try to murder the Legionnaires... Meanwhile, the patrol must trail a bandit raiding party that seem to have the aid of local ogres...
- Orc cavalry on wolves are amazing in the hills. They have been summoned by a hooded figure who preaches war against the town.

Meanwhile - Things are building up to a possible mutiny. An abused recruit might be the trigger to make the PC's start the mutiny – or the Adjutant might arrange for a patrol led by the Colonel (and containing the PC's) to be sent into certain death...

23 NAVAL YARD

The naval yard is a place where incoming ships can be victualled, repaired and restored. At any given time, the area is populated with workers, carpenters, riggers and drunks. The yard is home to the town's guard boats, the town's war ship, and is used by privateers. At any given time, there will be 1 or 2 vessels outfitting at the yards. There is also currently a large and incredibly well armed privateering vessel being built on the stocks.

Boats that can be used in this world correspond with medieval levels of technology: Basically round bottomed CARRACKS that can be outfitted with fore and stern castles and fighting tops. Propulsion is via 3 masts and a bowsprit. Some are lateen rigged, and others square rigged. The sail plan and sailing capability far outstrip those of earlier COG style vessels. Ships can be ordered at the docks. 50% payment must be paid on commission of the job, with regular 10% payments for the next 5 months. Delivery after 5 months is typical.

SMALL CARRACK

COST: 20,000

SPEED: c. 100 leagues/day downwind.

MANOEUVRABILITY: Excellent

CARGO: C. 100 tons

CREW: 20 to 30 sailing crew. 3-4 officers. Can take 10-30 fighting men.

Perfect for exploration, small carracks are round bottomed and can actually be beached. They are faster than larger vessels in light airs, but suffer in steep seas since their lower masts can become 'wind shadowed'.

These vessels are typical small trade ships. They are also used for exploration, being small enough to tow up rivers or beach on strange foreign shores.

MEDIUM CARRACK

COST: 30,000

SPEED: c. 100 leagues/day downwind.

MANOEUVRABILITY: Good

CARGO: C. 200 tons

CREW: 30 to 40 sailing crew. 5-6 officers. Can take 30-50 fighting men.

The main decks and castles of Medium carracks are higher than those of the smaller version, giving a height advantage in melee and a cover advantage vs missile fire. Some medium carracks can carry a bolt throwing artillery piece or mangonel.

GRAND CARRACKS

COST: 60,000+

SPEED: c. 90 leagues/day downwind.

MANOEUVRABILITY: Poor

CARGO: C. 500 tons

CREW: 40 to 50 sailing crew. 6-7 officers. Can take 80-120 fighting men.

These huge vessels are the grandest made. While they cannot turn as nimbly as smaller vessels, they are unstoppable once they have the wind gauge. Bearing swiftly down on opponents who cannot outrun them, they carry a huge fighting contingent designed to carry enemy ships by boarding. Many carry an artillery piece on the foredeck.

Given the environment, most vessels have a bottom well sheathed in copper (and they are made of oak a few feet thick – so underwater creatures cannot simply cut or bite their way in through the hull.

Magical protection for ships can be had – blessings, protection against fire, against wood warping magics etc. A layer of such enchantments will add 20% to the cost of a ship.

Ship to ship combat is a matter of well armoured crews whittling each other down via bow and crossbow fire, and then carrying enemy vessels by boarding. Ships do carry artillery pieces, but this is not an age at which ships can batter each other to death with artillery.

Oared fighting vessels are only used for harbour defence. Their range is too short to allow travel out to the islands or up to the Nordic north.

Players can find recruiting offices here for both the town's 1-vessel navy, and for the privateers. Some of their adventures capturing slave ships and clashing with pirates sound damned fine! How could you NOT want to be a part of this?

ONE PLANK AT A TIME...

The dockyards are always rife with peculation. On ships, the habit of bosons stealing spars and cordage and selling them ashore actually has its own name! ("Capabarre").

Even so – there are limits!

Late one night, players who are at the dockyards (As guards? As crew?) catch a hint of movement in the darkness. In the morning, there is a fracas on a distant ship. Someone has stolen the ^#&\$ rudder!

There have been a few thefts recently – but this one is certainly the most amusing!

However - A careful investigation will show that thievery in the yards has included surprising things. Timber is missing – massive timbers that would take entire teams of horses to draw off down the road. And the theft of rope is slowly adding up to reach many long miles of the damned stuff! Sails from a sail locker... The stuff cannot have been carried out of the yard...

Has it been tipped into the water and floated out at night? Towed out to sea, perhaps? But how was it taken? The only ways into the yards were guarded. O sure, there's been a giant rat or two seen on the docks at night, but that's only to be expected with the sewer outlets so close by...



Could it be giant rats sneaking into the dockyards and stealing things? But how?

And why steal this stuff? Hell – they've almost stolen enough equipment to make their own damned warship!

24 CITY TOWER

This is the home of the city's 'Civic Guard' street patrol. Here, the guards sleep and eat, get their morning briefings before hitting the streets ("lets be safe out there, people!") The head of the Civic Guard lives atop the tower, with his mistress merrily keeping him company. It's a hive of total fun!

The jail – described below – is an integral part of the tower complex.

The tower's top has a bell tower that is used to strike each midday, mid morning and mid afternoon. There is another special peal struck in times of fire and of civic emergency.

The patrol wear nice blue 'slashed' uniforms and hefty armour. The boys in blue are relatively incorruptible. They have a job to do, and they do it – often heroically. A few little perks come their way (free drinks at pubs, to encourage them to come in and keep their presence known), but on the whole the cops here are a good bunch.

COMMANDER LAUKOON – HALF ELVEN CITY PATROL CHIEF

The stiff, unbending head of the patrol is a stickler for form. He loves paperwork, he loves proper guidelines. He knows his senior patrol sergeant dislikes him, but damn it – his job isn't to be liked!

He is utterly unaware that the statue of an owlbear on his shelf is actually a magical device that the thieves' guild uses to spy upon him. The device is shielded against all but the cleverest 'detect magic' spell (roll Int vs difficulty 8 to penetrate the shield)

COMMANDER LAUKOON (*The commander is a half elven fighter, level 6. HD 6, AC 21, HP 46. He attacks at +9 with his speciality weapon – a heavy mace (1D10+3 damage) His highlighted characteristics are Strength (15) and Dexterity (13). He is not very bright (Intelligence 7), but is damnedly stubborn and cantankerous (Wisdom 16).*)

IRENA – COMMANDERS SECRETARY (AND MISTRESS)

The Commander's 'secretary' is actually his mistress. She is a weak link in the organisation – a girl who is here just for the gain. She can be bribed to steal files or reveal details of guard patrols or safe houses. The thieves' guild definitely knows how to reach her.

She is equipped with magical Boots of Strutting. These give her +2 on all charisma rolls. The owner of the leather armour store would pay top price (800 gp) for these boots!)

IRENA (*She is a 1st level rogue, Chaotic Neutral. HD 1, AC 11, HP 7. She can attack with a dagger at -1 to hit, dealing only 1D4-1 damage. Her highlighted characteristics are Dexterity (15), Constitution (16) and Charisma (16). She is very unwise (6), but quite smart when it comes to conniving and spying (Intelligence 13).*)

JUDDAK - GRIZZLED PATROL SENIOR SERGEANT

A huge half orc is the grizzled sergeant who gives his teams their assignments in the ready room each morning.

"Be safe out there, people!"

Juddak is an old campaigner, who cares about his troops, the sergeant has an ongoing feud with the Commander, who he sees as being a rules-crazy paper-pusher (and as we all know, maverick cops who go by their own rules are the ones who get the case closures! Right?) This guy has a harsh grating voice, yells loudly at all Guardsmen who add to the irritation of his day.

He has a soft spot for Elf girls.

JUDDAK (*The sergeant is a 5th level fighter, Neutral in alignment. HD 5, AC 18, HP 46. He can attack at +8 with his specialised weapon – (inevitably a heavy mace, 1D10+3 damage). Juddak's highlighted characteristics are Strength (15), and Charisma (12). He is also quite patient (Wisdom 15). He always has a negative reaction to people before he has had his morning coffee – brought in specially from the coffee house each morning by the newest patrol recruit).*

CAMPAIGN IDEA: MOUND STREET BLUES!

Player characters might have fun actually enlisting as city guards! The Umpire can run an entire campaign of sleuthing, murder investigation, monster hunting, detective work, cult cracking, racketeer stomping action!

Quite a turn-around from the usual run-of-the-mill campaign!

SAMPLE WEEKLY ASSIGNMENTS

- 1 Street patrol (1 in 6 chance/day of a chase or a fight intervention)
- 2 Bazaar patrol (1 in 6 chance/day of seeing a thief, stampede or argument)
- 3 Tedious guard duty at city hall or ranter's corner
- 4 Dangerous guard duty (hated criminal?)
- 5 Special night patrol – watch for monsters oozes and thieves! (Have some garlic! It's just to keep out the cold, I swear!)
- 6 Monster hunting – old city at night.
- 7 Retrieve and rescue a stuck "special Plumbing Patrol"
- 8 Dangerous night patrol into graveyard
- 9 Tactical response duty! (Hostage situation? Mad shooter? Deadly barbarian? Monsters on the rampage?)
- 10 Witness protection
- 11 Murder investigation
- 12 Robbery investigation

Carradon is looking for allies in the civic guard, just in case he gets the chance to organise a "reallocation of political power".

Lady Zooren is a frequent visitor, and PC's will often end up as her bodyguards at the City Council meetings etc. She is touchy about height jokes, but a nice enough lady. She always feeds her guards well, getting them a meal and drinks at the Were Rat Inn.

25 CITY JAIL

The jail is next to the city guard's tower HQ. There is always a Civic Guard Squad at the gates on guard, but prisoner guarding and care is actually handled by the town Jailers – a different crew entirely.

Thankfully, this is not a place of savage torture and execution. Minor criminals are all kept downstairs in cells before being sent out on street cleaning patrols – or sent to clear blockages down in the sewers as “Special Plumbing Patrol”. Many affairs are settled by trial by combat, or by combating monsters. Monster pits here contain a few special monsters captured for the purpose – Sewer crocodiles dragged in by the Sewer Patrol, an owl bear, a manticore...

Really nasty evildoers are kept up in a tower, not down in the dungeons (it would be too easy to tunnel in and rescue the prisoners). Long term jail sentences are not part of local law enforcement. Murderous criminals are thrown into “the gauntlet” dungeon labyrinth. Minor pests are made to join the Legion cavalry, or are exiled and dropped off naked in the far steppes.

FIMBLE – HALF ORC CHIEF JAILER

A huge, bumbling, fat half orc is in charge of the jail. He takes great delight in putting elves, half elves and ‘ponces’ into the “Special Plumbing Patrol”. Not really a malicious creature, he does, however, have to time or inclination to chat with murderers. He wants these people out of the jail and down into the gauntlet as quickly as possible.

FIMBLE (He is a 3rd level fighter, Neutral in alignment. HD 3, AC 15, HP 26. In melee, he attacks with his specialised weapon, a maul (+5 attack, damage 1D12+2). He also carries a bottle of sleep potion, used to lace the drinking water of irritating prisoners.

His significant characteristics are Strength (15), Constitution (14). He is fairly smart (Intelligence 13) and quite good at spotting escape attempts and smuggled goods. His charisma is appalling (Charisma 7).)

ONOTHAIUS - JAILER

Onothaius is the main jailor's assistant. He can be bribed to look the other way and “lose” someone from a Special Plumbing detail for about 20 GP.

Onothaius delights in getting in new monsters for the monster pits. Particularly interesting and attractive monsters become his particular pets, and are never ever trotted out for judicial combats. He will go to any length to ensure their safety.

ONOTHAIUS (This character is human – a 3rd level fighter, Chaotic Neutral. HD 3, AC 16, HP 22. He can attack with a whip (specialised) at +5 (1D3+2, plus entangle), a club (+4 attack, 1D6+1 damage), or darts (attack +3, 1D3+1 damage). His highlighted characteristics are Strength (14), Constitution (14) and Intelligence (12). He had a low Wisdom (8).)

If there is ever real trouble, Onthaius will release his 12 pet stirges from their cage and set them to attack his foes. They are not tame, so they will bite anyone and everything. Onthaius knows this (in theory), and will try to open the cage then flee the room.

40 CASTLES & CRUSADES

SPIKER

A nasty little pseudo dragon hangs out at the jail. He hides up in the shadows, and has a habit of swooping down and stinging prisoners who try to escape.

SPIKER (This 2nd level creature is HD 2, AC 18, HP 13. He attacks with a tail sting at +2 (1D2 damage + sleep venom level 6). Spiker's highlighted characteristics are Dexterity (14) and Intelligence (15).)

Monsters currently captive in the tower:

1 Owl Bear

1 cage of 12 stirges (Onothaius' pets)

4 sewer crocodiles

1 large spider

1 manticore

26 HORSE MARKET

Several vendors sell pack beasts and riding beasts here. With the steppes in such proximity, there are no real opportunities for sellers of broken down or dodgy animals. The town takes a dim view of anyone who sells bad horses. (The nomads will do worse: if someone sells a nomad a bad horse, they will kidnap the dealer, and deposit him in the far distant steppes with a loaf of bread, a small bottle of mouthwash, and naked except for one sock...)

PACK YAKS

20 GP

Trained shaggy bovines that can carry very heavy loads for great distances. Some Yaks end up having quite loyal personalities.

Yaks are also used for heavy drayage tasks. There are no heavy draft horses in the steppes.

DONKEY

8 GP

Common pack beasts. Local donkeys include a very pretty ‘Himalayan’ style pattern, with cream/dun coloured hides, and dark brown/black ears, legs, tail and muzzle.

MULE

25 GP

Not wildly common in this area. There is only a 50% chance that a mule will be available in any given week.

BACTRIAN CAMEL

30 GP

Another shaggy steppe beast used as a pack animal. They can go great distances without needing water, but are not as insanely strong as a yak.

AXE-BEAK 250

GP

Swift-running bird, 3 hit dice that deliver a bite for 2-8 damage. These birds come in many colours and styles of plumage. They are faster than a horse for short sprints, but over a long straight run, a horse can outdistance them. Where the birds excel is in broken terrain – boulders, streets, ruins, kindergartens, etc. The birds can corner well, and can clamber up obstacles with the agility of a mountain goat.

These birds are used in café racing about the streets of town. They are also good mounts for explorers – as long as you keep them fed. An axe beak makes a surprisingly useful “Dungeon mule”, and is able to pitch in and held defend the adventuring party with its powerful killer beak.

STEPPE PONY

These are the most common horses in the area. Tough, rugged, and able to withstand the cold winds and dry days. They are not pretty, but they have impressive endurance.

70 GP

LIGHT WARHORSE

Light Warhorses are a leggy breed – far more expensive to feed than steppe ponies (usually they require grains etc), but often faster.

Heavy Warhorse

150 GP

Of limited utility in the steppes, these horses are heavy enough to bear a plate-armoured man. They have limited speed and range on the open steppes, and are not useful for long expeditions into the wilds.

500 GP

There is only a 50% chance per week that a heavy warhorse is available for sale.

HIGH QUALITY MOUNTS

There is a 50% chance that a good quality axe beak or horse of each type is available. These cost double price, and roll for a random benefit.

- 1 Swift (10% extra speed)
- 2 Tough (extra hit dice)
- 3 Good endurance (can go for longer, harder...)
- 4 Ornery (+1 damage on its attacks, but animal is uncooperative)
- 5 Incredibly beautiful (+1 charisma when mounted on this beast!)
- 6 Agile (good jumper, corners well)

HORSE MARKET ADVENTURES

* A flesh crawler has slithered into a horse, and nests in its belly. This monster is now causing damage. A horse trader who opened a horse's mouth was attacked and killed by the fleshcrawler, and has been colonised by a spawn of the original monster. The horse trader has now gone off into town, and will come towards the PCs and try to 'embrace' them....

If the original fleshcrawler is not found, then it will surely kill again. But the original horse may have been sold off to an expedition that was heading off in search for a lost city...

* There has been a dispute over 'stud rights' for an axe-beak champion. Bird "A" was supposed to impregnate bird "B" – but instead, the dirty deed was done by another, lesser bird – "C". The owner of the male birds wants this mistake to be rectified – secretly! The patron wants the player characters to sneak into an axe-beak roost while the female birds are sleeping, and swap the eggs under one bird for an egg fertilised by bird "A".

Q.E.D.!

(Let's just hope everyone's telling the truth, and this isn't actually a theft!)

27 GRAVEYARD

The graveyard has two main sections: a walled 'upper' graveyard – consecrated ground, and the outer graveyard, which is use for the cheap burials of the poor.

The upper graveyard contains some very impressive statuary. There are long rows of mausolea and memorials, with shady trees and green grass. Even so, cautious citizens will not come here at night. A ghost stalks the cemetery, and it is merciless...

Some of the mausolea are miniature dungeons in themselves. There are gems and jewels buried with many of the dead. Traps are set to kill unwary grave robbers.

The outer graveyard has some small consecrated chunks of land. There are many graves – some simple, and some elaborate. Willow trees and rows of poplars shade the ground. There is an active tribe of Ghouls living here in tunnels that have secret entrances coming out beneath some of the grave slabs. They have amassed a considerable treasure in their lair.

Some other clandestine visitors to the graveyard include some grave robbers who seek the jewels buried in some of the tombs.

28 TEMPLE OF SERKET

Serket is the Egyptian god of venomous creatures. In theory, the religion placates and protects against these creatures. Dedicated worshippers of Serket are given a +4 to saves against poison, and minor vermin, small spiders, snakes, scorpions etc will avoid stinging or biting worshippers unless the critters are severely provoked. However – climbing in through a window is just asking for trouble! (And gods help you if you climb in through the attic!)

The temple here is new. It was established by the Priestess Hannas only a few months ago, and already there are grumblings in the streets. Scorpions and snakes from the steppes seem to have homed in on the temple in a sort of happy celebration.

It is also well known that Hanna has paid good money for a giant scorpion that was captured in the desert. It is rumoured that she keeps the animal inside the temple as a pet. The city council assures everyone that the temple's facilities have been inspected, and that the giant scorpion is kept safely in a well-locked cage.

The well-armed temple guards have a gem of trueseeing. One side effect of this is that they can spot were rats who try to infiltrate the temple of the congregation. The temple currently keeps 4 first level and 1 second level fighters in plate armour on duty at any given time, day or night.

HANNAS (in main characters listing) is hilarious. Bright, funny, easy going. She easily disarms people's fears if she can only talk to them. Her outfits are sexy, she is generous and cooperative. She volunteers her time to the hospital to help with healing spells that might be needed. There has even been a bake sale!

As for the arrival of scorpions and snakes? It must be a natural phenomenon! The town offers good scavenging and shelter for such creatures. But fear not! Help is at hand!

- Negate poison spells are available for 250 GP.
- For 100 GP, the temple will sell charms that give a +1 save vs injected venoms.
- For a mere 50 GP, a warding charm can be bought that will banish small poisonous creatures from the home...!

- It is also noticed that small venomous creatures – scorpions, snakes etc – do not seem to attack lay members of the Temple of Serket. (And you too can be a worshiper, folks! Just buy this set of basic holy books for 5 GP, and donate 1 GP or more to the temple each week!)
- This temple will also help out adventurers with cure light wounds spells (25 GP each) and restoration spells (500 GP each).

The temple is usually occupied by 2 or 3 low level priests, 3 or 4 guards, some nervous worshippers, and several dozen scorpions and snakes who just like to lounge about the place...

YELVIN – ASSISTANT PRIEST

Yelvin is a smooth, reasonable, sympathetic man who is a great asset in dealing with the public. He handles day to day activities and PR for the temple. An expert in ancient languages, Yelvin will readily perform translation services at a reasonable price.

YELVIN (He is human and chaotic Neutral. A 5th level cleric, HD 5, AC 18, HP 27. He can attack with a mace at +2 to hit and +1 damage but prefers to use throwing darts coated with strength 3 scorpion venom (these do 1D6 of venom damage per turn until a save is made). Serket priests are immune to poison. He has a ring of counterspell, currently loaded up with magic missile. His highlighted characteristics are Wisdom (17), Constitution (16) and Charisma (14). He also has a Strength of 14.)

HOOKI – HALF ORC FEMALE, SNAKE HANDLER

Rather attractive for a half orc, Hooki looks after the temple's snakes, keeping them fed and attended to. She is usually carrying a pet white spitting cobra (enemies must make reflex save to be hit by poison level 3). She is sometimes found in taverns about town, keeping a quiet ear out for news of thieves' guild deals or potential larceny for the temple.

(HOOKI is a female half orc rogue, 2nd level, Chaotic Neutral. HD 2, AC 16, HP 9. She can attack at +1 with a poisoned dagger. Her significant characteristics are Dexterity (15), and Intelligence (14). She also has a Charisma of 14.)

“BOOPSLIE” PET GIANT VINEGARROON

Vinegarroons are scorpion-like arachnids with long, elegant feelers, and a tail that squirts out a blinding acidic spray. This giant, intelligent Vinegaroon is quite playful, and is the particular darling pet of the chief Priestess, Hannas.

“Boopsie” has a free run of the entire back section of the temple. Hannas can keep local inspectors taking at the front of the temple long enough for someone to race the scorpion into her ‘cage’. Boopsie is fairly mellow (as far as giant arthropods go), and is also quite bright. She will hide to observe unwanted visitors, and will go and get help if the intruders are numerous. If she sees Hanna threatened, she will attack from the shadows from behind.

A favoured pet, Boopsie will always be healed up from negative hit points by the temple if they can get to the creature in time, and they would even willingly raise her from the dead. Hannas absolutely dotes upon Boopsie, and reads her bedtime stories.

(VINEGARROON, Neutral. HD 5, AC 18, HP 25. 2 Attacks +5/+5 (2 x Pincers 2D4 each). “Boopsie” can attack from hissing with a ‘backstab’ ability like a thief, adding + 1D6 to damage. When faced by enemies, Boopsie will trigger off her acid spray tail. All enemies to her front must save vs Dexterity or become blinded for 2D6 rounds (usable twice per day). Boopsie’s highlighted characteristics are Dexterity (18), and Intelligence (14). She will usually retreat before reaching zero hit points, and she keeps a potion of extra healing stored in a niche up in the roof for emergencies.)

The temple does in fact have some secret rooms – well guarded by scorpions and cobras – that contain a fair bit of wealth (quite a few thousand GP). There are also the mummified bodies of a great many snakes, scorpions and giant spiders. Some of these are undead...

There are some giant spiders that have taken up residence in the ceiling space, but these merely serve to keep Stirges away...

It is underneath the temple that the action is happening. Hannas is making secret tunnels that link to some newly purchased houses down the street, and is starting to establish a hidden underground lair

Building on the foundation of her ‘anti-venom protection racket’, she is hoping to do quite well as a rival to the thieves guild!

TASKS

- Some ‘concerned citizens’ hire the player characters to quietly case out the temple and see if there are any dangers to the community. Evidence of undead hordes, evil plague bombs or other such things aimed at taking over the city would be much appreciated!
- One of the town Were Rats (in disguise) wants a PC to join the church of Serket as a worshipper, and explore the temple, giving the were rat a map showing the temple layout, the number of guards, monsters, critters etc.
- Carradon is keen to woo the Serket temple as an ally. He has heard of an unusual white cave scorpion seen in the ruins of a lost city on the steppes. He will commission the PCs to capture this creature and bring it to him, so that he may give it as a gift to Hannas. (The scorpion is a 4 HD creature... so a ‘sleep’ spell should KO the animal. Too bad the beast’s lair is in an old tomb filled with hungry wights.)

COMMISSIONS GALORE

Hey! Why not work for Hannas? I mean, the PC’s seem like high-initiative sorts!

Hannas can approach the PC’s and talk to them of the evils of the thieves guild - how it is a threat to one and all. Or she can just out and out hire PC’s and give them ‘mystery commissions’.

- Characters are asked to go out to the desert and collect boxes of scorpions for the temple. The pay is good, but the task is sometimes hair raising – made more difficult by a pack of desert Kobolds operating in the same area who are ALSO looking for scorpions (which they eat as a delicacy). The Kobolds will try to thief the boxes of scorpions from the PC’s after the PV’s do all the work of collecting the damned things...

- Characters will be paid to map out the sewers, taking note of secret entrances or newly made tunnels.
- The player characters are asked to make secret deliveries at night to some ships in the harbour. But enemy rogues from the thieves guild are on the watch for the messages/cargo, and will be cunning opponents.
- Hannas needs the player characters to collect three grey spheres from a trader at the docks, and bring them to her. Unfortunately, they are rust monster eggs! The baby rust monsters hatch and escape the player's hands, then go gadding off about the town.

29 GUARDIAN STATUES

A pair of big old statues stand on either side of the street. They look like big grinning frogs with stylised lion's manes. They have been here since time immemorial. The statues are famous as a handy meeting place.

When a coin is placed in the shallow bowl carved before the left hand statue, the coin will vanish. The statue will then animate and say:

"Grandmother has shot the dog. (pause) I have a plate of boiled crab..."

The statue on the right, if offered a coin, will say:

"I believe that I have buttered the wrong marmoset."

Scholars loftily declare that they are uninterested in deciphering the meaning of these phrases.

In fact – if the statues are both given a coin and simultaneously pushed clockwise (combined Str of 20 needed for each statue), they will rotate on their bases. A misty teleportation gate will then open between them that leads to a weird old base made out of tunnels and glass-paned halls on the surface of the moon. Greenhouse plants have mutated horribly, and weird creatures abound – but the wizard who made the base had amassed some interesting treasures before being eaten by one of his own mad creations.

30 TEMPLE OF THE STEPPE LORDS

A tent shrine to the Steppe Riders' God of Heaven, Sky and Grass" has a special place close to the town gates. Steppe Riders come here to seek visions from the shrine's shamans, or receive blessings before they travel.

The shrine is attended by a skinny shaman, painted like a skeleton. He will give only a nod to most passers by, but will speak and answer questions of approached by a steppe nomad.

For the gift of a horse to the shrine, the shaman will look into the spirit world to help guide the gift-giver. He will look into the future using scapulamancy (throwing a sheep's shoulder blade into the fire and reading the future from the way it cracks). This ceremony takes 2 hours, but will result in a vision that can give clues pointing to any mortal dangers in the player characters' path. Many times, the shaman will instead turn and deliver a set of strange instructions to the player character – directions for a weird and dangerous quest.

Quests

- A nomad woman approaches the player characters. Her child is sick, and can only be cured by taking it to the place where the four winds meet, far out on the steppes. But this area is avoided by the nomads – they claim that the howling winds in the area about the ancient site have somehow begun to raise the dead...
- Something has been seen glimmering at the bottom of a lake far off across the steppes. A dazed traveller has died, babbling about a sunken city of the dead – a city glittering with silver and gold...

31 TEMPLE OF THE SEA GOD

The temple to Mananan Mac Lir is well patronised by Privateers and visiting sea farers. It is the most magnificent temple in the town, made from beautiful sea-green pillars and smoky green stone. Privateers bring tribute here, and the seasonal sacrifice of pearls in accompanied by high ceremony.

There is a great deal of wealth stored at the temple. Most vessels will make offerings before they sail. Lady Zooren is putting pressure on the temple to donate a sizable portion of this treasure to improving the harbour and raising a lighthouse to improve conditions for local sailors. The temple is not rising to the challenge, and is keeping its money to itself.

This is a rather corrupt temple. Lady Zooren hates the feel of the place, and will not venture inside.

NEERAN – HALF ELVEN HIGH PRIEST

Neeran is the high priest of Mananan Mac Lir. He is proud of his temple, and plans to expand the buildings and raise mighty statues at the harbour mouth to glorify his god. He is not a very sympathetic character, taking care of himself and his own luxuries first. He and the clerics of this temple live in extreme luxury, paid for by the offerings of sea farers.

(NEERAN is a 6th level cleric, Lawful Neutral. HD 6, AC 18, HP 28. He can attack with a mace at +2 to hit. He wears a ring of water breathing, and has a potion of cure disease. He can summon a small water elemental once a day from the pool beside his audience throne. His highlighted characteristics are Wisdom (17) and Charisma (14). He is also quite Intelligent (Int 15).)

BEREN – PRIEST AND SEER

This man is a skilled seer, and can foretell good winds and good seas. Many merchants consult him before choosing their travel routes and days of departure.

Beren is secretly in league with the pirate lords of the south. He sneaks information about merchant cargoes and sailing times, the sailing plans of privateers etc to some of the agents of the pirates who live and work along the docks.

The Were Rats want proof of Beren's activities, so that they may blackmail him into handing over a considerable chunk of the temple's wealth. (A possible commission for player characters here!)

(BEREN is a 4th level cleric, Neutrally aligned. HD 4, AC 17, HP 28. He can attack at +2 to hit with his mace (1D8+1 damage). He keeps a lens of true seeing on his belt.

His significant characteristics are Wisdom (15), Constitution (16) and Charisma (12). He is quite strong (14), but not very dexterous (8).)

HAPPENINGS

- Smuggling jobs! Imported wine has to pay a tax to the town. The Temple is organising for some ships to avoid this tax (for a minor fee, of course). The PCs are either hired to smuggle some wine from ships offshore and somehow get the wine into a safe house in town. (And what fun it would be if the wine casks do not contain wide at all – but something dangerous like undead intended to assassinate someone important?)
- Ships are going missing on the high seas. Undead are being used to hijack ships in the area. The bones are being secreted in the ballast of ships that are brought up on shore to be careen (have their bottoms scraped clean of weed and barnacles). The undead are the activated by an evil cleric who enlists as a normal sailor. This trick has been used twice. But a survivor has managed to escape, and has brought work that skeletons are somehow assaulting ships in the dead of night. There are fears of pirate ships crewed by wights and wraiths... The local shipping is avoiding the town. The Temple wants the matter investigated, and hires the PCs to discover the lair of the undead pirates.
- Shopping list! The gourmand priests of Mananan Mac Lir need delicacies for their next feast. The PCs get the job (either in return for a favour, to remove a curse, or for sheer profit). The list includes birds nests from cliff-dwelling swallows, giant frogs from the swamp – and a giant crayfish. The crayfish is a problem – but a fisherman (such as the fisherman form the town poor house) can tell PCs that he has seen one in a sea cave nearby. The sea cave contains an old wrecked ship. But the wreck is also secretly housing a sahuagin war party.

32 SHRINE OF THE LOA

A Voodoo temple patronised by the residents and visitors who come from the Dark Continent. Ceremonies here are simple family affairs consisting of dancing, singing, trances, spirit visitation and doing appalling things to chickens. Axe beaks avoid the place.

The priestess here can paint a character and imbue them with the blessings of the spirits. Any character that remains naked (except for an equipment belt) while painted with these designs will receive +5 armour class, and +2 save vs magic. The ceremony is 5 GP for 'believers', and 20 GP for casual customers. Body paints last for about a day. (There IS a ceremony that can make the paint and its effects permanent, but this requires a fee of 1000 GP, and the blood of some exotic creatures that the supplicant must personally collect.)

ZANUAETU – EBONY HALF ELF VOODOO PRIESTESS

Zanuaetu is the priestess of the shrine. She is assisted by a teenage girl, Saerenidar, who cannot speak – an ex slave who was born mute. Zanauetu requires donation of cash if she is to perform any spells for visitors – substantial donations if the spells are to be performed for non believers.

She is always naked except for body paint and beads. She carries dust of disappearance, and dust of illusion.

(ZANUAETU is a 5th level cleric of Neutral alignment. HD 5, AC 16, HP 23. She can attack at +3 to hit both with a +1 axe, or masterwork throwing axes (1D6+1 damage). Her body paint gives her a +2 save vs magic and extra armour class. Her highlighted characteristics are Wisdom (16), and Charisma (14). She is also very limber and lithe (Dexterity 14).)

There actually are 6 zombies residing in a shed at the back of Zanuaetu's house. These are people who once tried to drive her out of town.

The shrine will see some useful charms against disease (+1 Disease ST, 100 GP), and 1-shot charms against mind controlling magic (+2 ST, 30 GP, only one can be carried at a time)

- Someone wants some holy symbols of the Loa made and charmed – for some reason, they are to be delivered in time for the next axe beak race...
- An invisible stalker is tracking people down and killing them in the town. Zanuetu believes it might be another Voodun practitioner who has a vendetta against people who once let the slave trade go on unabated for so many years.
- Someone comes into a tavern, quaking. He has just seen a man he hasn't seen in 5 years - a man who was once a campaigner against "damned foreigners". The man was walking through the shadows of the docklands... But the man has also been dead and buried for 5 years!

33 TEMPLE OF THE NORSE PANTHEON

The Norse gods have a large following in town. One shrine here serves all. There are priests of Thor, Freya, Odin, Heimdal, etc – but the highest level cleric resident in town is level 6.

Worshipers can purchase weapons and armour from a small store of chainmail, shields, sword, axes, great axes and longbows.

GORDAAR – PRIEST OF THOR

Gordaar is a mighty cleric of a mighty god. He had the strength of an ox, the courage of a lion, the speed of a cheetah, and the brains of a mollusc. The priests of Odin and Freya try to keep him out of trouble as much as possible.

GORDAAR (He is a 6th level Cleric, Chaotic Good. HD 6, AC 20, HP 45. He can attack at +3 with a 2 handed maul (1D12+2). He has a ring of protection +2. His highlighted characteristics are Strength (16), Constitution (12) and Wisdom (16). He is also rather handsome in a rugged, head butting sea serpents kind of way... (Charisma 15).)

44 CASTLES & CRUSADES

NOTHRA – HALF ELVEN PRIESTESS OF FREJA

Poor Nothra is the high priestess of Freja in town. She deals with requests for fertility, healing and her famous berry pies with as much cheerfulness as possible. She tries to keep Gordaar (the priest of Thor) out of trouble, but often loses track of him in the lunchtime rush...

(NOTHRA is a 5th level cleric, Chaotic Good in alignment. HD 5, AC 22, HP 25. In melee, she gets at +2 to hit, using a longsword. Highlighted characteristics are Wisdom (18) and Charisma (16). Her Constitution is also quite high (16).)

RUTGAAN - DWARVEN PRIEST OF ODIN.

Rutgaan, priest of Odin, is the junior man in the temple. He intensely dislikes the Mayor, and will extend this dislike to anyone who seems to be one of her favourites. He also has a huge crush on the high priestess of Serket, Hannas.

(RUTGAAN is a 3rd level cleric Chaotic Good in alignment. HD 3, AC 20, HP 18. He attacks at +2 to hit with a 2 handed sword (1D12+1). He carries a folio filled with embarrassing love poetry. His choice characteristics are Wisdom (16) and, Constitution (14). He is also moderately strong (15). Not too bright, though! (Intelligence 8).)

RANDOM EVENTS AT THE TEMPLE

- 1 PCs asked to find owlbear eggs for a special ceremony
- 2 A dancing sword has gone haywire! Avoid getting killed! Recover that sword
- 3 Mead! The temple must have mead! PCs hired to get honey! (Uh oh – that might come from the giant bees over on the headlands...)
- 4 A drinking contest begins. Defend the honour of your god. Drink! Drink! (Make con rolls vs 1D6 opponents)
- 5 A ghostly Valkyrie has appeared for the last 2 nights, holding up blood stained robes...
- 6 The henpecked priest of Odin needs PCs to hide him from the Priestess of Freja! He's been playing 'ride the Valkyrie', and the Priestess is out for blood!
- 7 A darkmantle is in amongst the ceremonial robes!
- 8 Some looted weapons are amongst the supplies for sale. One is actually a cursed sword of berzerking.
- 9 Giant ants have made off with the honey used to brew mead!
- 10 A woman needs a champion for a judicial duel! (Possibly a fight vs monsters)
- 11 Two ravens start following a PC around – watching carefully, as if expecting him to screw up in an interesting way...
- 12 Bruinhilda, the hottest female Paladin of Thor ever to walk the wastelands, his back in town. Competition for her attentions is running high. Bets, boasts, contests and fights are suddenly going to be rife.

34 TEMPLE OF THE OLD GODS

The Egyptian Gods are fairly popular in Kalas. This temple hallows the trinity of **Thoth**, god of Knowledge, **Hathor**, god of love and music, and **Sekhmet**, goddess of breaking stuff. Worshipers can find priests of level 1-6 here, and will be assisted with healing spells (for a price). The Sekhmet priestesses also have a rather off-colour drinking club that does the rounds of several taverns one night a week (usually resulting in table dancing, punch ups and... breaking stuff!). Priestesses of Sekhmet are a common sight in "Special Plumbing Patrols", working off their minor infractions.

KOKI – TYPICAL 1ST LEVEL ELVEN PRIESTESS OF SEKHMET (UNCOUTH BUT FUN!)

Rough, tough, and a bit ragged about the edges, Koki is a low level Sekhmet priestess. Attractive in a 'look at my bum one more time and I'll punch you in the head' kind of way, she can be a bit of a handful. Her hobbies include drinking with the girls and breaking stuff. She might join up with adventure parties who are in desperate need of a cleric.

KOKI (She is a Chaotic Neutral, 1st level elven cleric. HD 1, AC 18 (+1 Dex, chainmail and a shield), HP 10. She can attack with a large mace at +1 to hit (damage 1D10+1). She also carries throwing maces (+0 to hit, 1D8+1 damage). She likes the breaky noises maces make when they hit stuff! BREAKY! Her significant characteristics are Strength (15) and Wisdom (16). She has a Constitution of 16, and a Charisma of 14. Not wildly bright, though! (7 Intelligence).)

TEELA – PRIESTESS OF HATHOR

Calm, beautiful Teela is a priestess of Hathor. She is a graceful dancer, and her advice is sought by many who are going through the pangs of love. She wishes the Sekhmet shrine could be moved a bit further away from the Hathor shrine (about 200 miles ought to just about do it...)

TEELA (She is a 4th level cleric, Lawful Good. HD 4, AC 20, HP 26. She fights in melee with a mace (+2 to hit, +1 to damage). She wears a ring of protection against evil.

Highlighted characteristics are Wisdom (15), Dexterity (14) and Charisma (17).)

URDOTH – HIGH PRIEST OF THOTH.

The high priest of Thoth is a quiet man with a nose like an axe-beak's bill. He is full of confidence in his ability to translate old texts and interpret weird dreams, signs from the gods etc, but gets these things just sluuuightly wrong about 50% of the time.

URDOTH (This man is a Neutral Good 6th level cleric. HD 6, AC 17, HP 32. He can attack at +2 with a mace (1D8+1 damage). He has a ring of counterspell (loaded with fireball) and a periapt of wisdom +2. His highlighted characteristics are Wisdom (effectively 20), Dexterity (12) and Charisma (14). He is also relatively smart (Intelligence 16), but physically weak (Strength 8)

ADVENTURES

- A Sekhmet priestess dropped her holy symbol while on Special Plumbing Patrol. Unfortunately, she has to attend a service tonight. The PC's are asked to head into the sewers to find her missing holy symbol before the final ceremony in a few hours time. (She's pretty sure she *kinda sorta* remembers where she left it. It was right near that place with all the slime...)
- A Thoth priestess, innocent, bookish and new to town has an invitation from the Sekhmet girls to go out on their weekly 'tour'. The Thoth high priestess wants the PCs to try and clandestinely ensure that the Thoth priestess doesn't get into trouble (but he wants the girl to think that she isn't being baby sat, either!). Too bad the Sekhmet gals have pre-booked a drinking contest with Were rats – and there's a gang of Barbarian raiders who have a bone or three to pick with the girls over the pick-pocketing incident last week...
- There has been a murder in the noble's quarter, and the Thoth priests have been asked to assist in the investigation. The Priest needs an escort to assist him in the investigation. The PCs are it! The murder is puzzling; nothing has been found but the victim's carefully folded skin...

35 SHRINE OF SARKI, GODDESS OF TRICKSTERS, LUCK AND ALCOHOLIC BEVERAGES

This is a natty little shrine all carved from red wood. There are interesting tales of tricks and skulduggery carved upon the walls. The shrine is home to a single very funny, very laid back priest.

Sarki appears in the form of a humanoid arctic fox. She grants her followers +2 AC if they wear no armour heavier than leather, and a +1 to detect and avoid all traps. Her followers are expected to give away 20% of their income to randomly chosen unfortunates, and to only steal money from thieves, the arrogant or the pompous. Worshippers must drink at any drinking establishment that they enter, for the honour of the goddess and the house.

Many worshipers leave a coin or three on the collection plate here. The priest then uses this cash to buy a dinner that he shares with down-on-their-luck travellers. Worshippers (or anyone with a really good story to tell) are welcome to sleep here in the shrine free of charge.

Wanderers often leave goods here to be sold on 'spec' by the priest. This is a good place to find strange little 'handicrafts'. Lockpicks (and masterwork lock picks), boots with hidden compartments in the heel, pepper for shaking off pursuing blood hounds... that sort of thing

SHUDRU NAR – PRIEST OF SARKI, FOX-GODDESS OF TRICKSTERS

The shrine is attended only by Shudru Nar, a wandering priest from the frozen north steppes. Shudru is a sly, funny, easy going man with a taste for hearing about people's screw ups and misadventures. A decent story always earns the teller a drink. Shudru is an excellent source of gossip and rumour (provided you tempt him with a drink or a hot sausage!)

SHUDRU NAR (*He is a Chaotic Good 4th level cleric. HD 4, AC 17, HP 21. He can attack at +2 with his chosen weapon – a quarterstaff (damage 1D6). Highlighted characteristics are Wisdom (18), Dexterity (14) and Charisma (17). He is also rather smart (Intelligence 14).*)

The priest here knows full well about the Wererats beneath the town, but keeps the knowledge hidden (good luck to the rats, if they are smart enough to keep their hungers in check!). He will help out adventurers (for a price!) with healing spells if their wounds have been gained through adventures or colourful misadventures.

There are **ALWAYS** weird jobs and strange tales and rumours to be had here. Shudru Nar collects the strangest gossip in the city!

- Shudru puts the characters in touch with a potential job. Someone wants a love potion (in the form of a perfume) to be sprinkled over a female axe-beak in a hidden stable. This means that the male axe beak also treated with this potion will bond with the other bird when they meet, and a valuable stud pair will be formed (overcoming the resistance of the female bird's current owner. Just be careful not to get any of the damned stuff on yourself!)
- Shudru will pay character 50 gold pieces for a set of Lazy Zooren's underwear (Hell – she hangs it on the clothesline inside her yard – so how hard could this possibly be?)

36 BORNARD QUINN, MASTER FLETCHER TO THE DISCERNING GENTRY

The fletcher here sells custom arrows. No trash! He only sells masterwork arrows, +1/+1, at a staggering 50 GP for a quiver load of 20.

- But boy! These are doozies! Razor honed arrow heads perfectly balanced. The shafts are made of either a pure white reed found only in the swamps of the icy north, or slick ebony from the Dark Continent. Fletchings are personalised for each archer, and can be made from pink flamingo, peacock, parrot, vulture, sun bird, albatross or egret feathers.

BORNARD QUINN

Bornard is a pedantic, exacting pain in the arse, who will drag an order out by wanting exacting specifications of arrow length, arrow heads, personalised fletchings, etc etc. He does not allow crossbowmen into his shop.

BORNARD (*He is a Lawful Good pedantic git – HD 1, AC 10, HP 4, and a dagger at his belt. Highlighted characteristics are Dexterity (14, Wisdom (16) and Intelligence (15). He has a low Charisma (7) due to his appalling, irritating manner.*)

Quinn has a 1 in 6 chance each week of having 1D3 +2 magical arrows for sale, but the prices are extremely high. These are imported elven arrow heads that he personally fits to shafts made from tree ent twigs.

- Quinn contacts the PCs. He has seen an utterly stunning axe beak, and he simply MUST have its tail feathers to use on his arrows. He will pay 50 GP for a bunch! But the axe beak is a champion racer that is kept in a secret stable (possibly "Scarlet's" personal racing bird!). Finding it is the first problem - and plucking feathers without losing an arm is the next!
- The PC's are commissioned to go to a far off grove and collect straight shoots of saplings for Quinn to use as arrow shafts. But once the PC's get there, they realised that the grove is a native sacred burial grove.... And that the spirits (and natives) are somewhat angered...

37 CARNIVOROUS PLANT

A large carnivorous plant grows here at the juncture of the streets, right by the main public water fountain. The plant is amiable enough, with three big toothy maws. It is fed with the occasional chicken or ham haunch to prevent the plant from biting passers bye. It is tolerated because the plant's presence somehow purifies water in the city fountain. Damaging the plant is therefore punished by a spell in the city gaol.

Anyone who can talk to plants will find that the plant is very amiable. It hears an awful lot of gossip. For payment in different and exotic meats, the plant will provide a rumour.

SNAPPY THE GIANT PLANT

Snappy is a rather happy plant, and relatively well regarded. He is immune to piercing attacks, slingshot etc. He can plunge into the fountain to put himself out if he catches fire. If hacked down, he will regrow next season unless his root stock is yanked out of the ground.

He is a rather interesting and attractive plant. He loves to eat duck and baked ham.

SNAPPY (He is a 6th level creature, Chaotic Neutral. HD 6, AC 15, HP 36. He has 3 toothy heads that each attack with a +6 to hit and do 1D8+2 damage. Snappy's highlighted characteristics are Dexterity (14) and Charisma (17). Snappy is also rather strong (16).

The fountain here is a broad pool fed by water splashing from a breathtakingly beautiful fountain. The fountain is sculpted from stone to represent a nymph bathing in a grove of ferns and flowers. The central naked nymph is clearly modelled on Lady Zooren, and is so sensually and utterly anatomically exact that it has been a great cause for sniggers ever since it's appearance. Lady Zooren is braving it all out, but she had been in a seething bad mood with an Elven artist ever since the statue was unveiled. (Could someone have a scrying spell that looks into her bedroom? Or have found a way to watch her in the public baths?)

This fountain is a favourite place for people to meet and sit. There are benches here, shaded by trees. Ducks from the swamp alight on the fountain - sometimes disappearing down Snappy's maw.

A stall here offers refreshment to idle citizens:

Sizzling seabird on a stick!	5 CP
Frog sausage in a bun	2 CP (Bet you can't have just one!)*
Cold, refreshing kumiss! Now in cherry flavour!	2 CP**
*No – really – there is a 50% chance the character will insist on eating another 1D2 of these damned things!	
** For the gods' sake, just ask for it plain!	

Events

- Snappy has eaten a woman's hat. The plant refuses to give it up until he is swapped something tasty for it. He has his heart set on a fresh giant rat – like the ones now scurrying for cover behind the icecream stand.
- A disgruntled giant duck is paddling about the fountain. He insists that he is a privateer who has been somehow changed into duck form. The town guard want him to come out of the pond, and he is refusing – since he no longer has the money to pay for a hotel bill.

38 AQUEDUCT FOUNTAINS (MANY LOCATIONS ABOUT THE TOWN)

Clear, fresh spring water is brought into the town via aqueduct. It is far, far cleaner than the river water, and is used for drinking, brewing and baths. The water flows out of stone spouts shaped like frogs, tortoises or ducks and into stone basins. Householders come and fill water urns at these fountains to take home for use, although large noble houses have access to their own water spouts.

An aqueduct fountain is a good place to meet people and talk. The fountains occasionally harbour some interesting frogs. Fouling a public fountain will earn you an immediate stint down in the sewers.

These areas usually have a couple of locals sitting under an awning playing board games, some kids playing games – housewives collecting water, or some attractive young maidservants. There will usually be a food stall selling snacks.

SNACK STALL

- 1 Pickled frogs! Just the way you like 'em. 1CP. Cockles, mussels and whelks 2 CP (slight chance the mussels will still have some fight left in them... Nyuk nyuk nyuk!)
- 2 Sizzling weasel on a stick! 2CP
- 3 Fresh baked bread 1 CP
- 4 Dark Continent kebabs. Scorching hot spices! 3 CP and a con test.
- 5 Giant crab claws. A real find! These 2 ft long beauties cost 1 GP, and are utterly delicious. Served with garlic butter. Ale 2 CP extra.
- 6 Genuine Norse fare. Walrus pies 3 CP, semi-preserved puffin on a stick, 4 CP. Whale blubber 1 CP

RANDOM ENCOUNTERS AND EVENTS

- 1 An artist wants to paint your portrait!
- 2 Solve an argument! Two philosophers want a moral question solved.
- 3 Irritable giant duck (a polymorphed citizen) needs help to break his curse.

- 4 Gossiping housewives can give hints of strange doings at a local location.
- 5 Travelling peddler/inventor wants to make a sale to YOU!
- 6 Dinky-Derms stampede (Hey! These things can pick pockets!)
- 7 Axe beak racers hanging out ('Scarlet' might be amongst them)
- 8 Patrolmen goofing off and ogling women. They will pay PC's 2 silver pieces if you dance!
- 9 A drunken aquatic elf is sleeping in the fountain.
- 10 A "Special Plumbing Patrol" burst up out of the sewers, desperately looking for help!
- 11 A local prostitute is looking for customers. A very interesting girl!
- 12 A water weird has taken up residence in the fountain! Toss in 1 GP to gather water, or the water weird will attack! Locals will pay 50 GP to get rid of the damned thing!

39 RANTER'S CORNER

This intersection is traditionally the place for people to stand on an old crate and harangue the crowds. There is always someone here having their say – sometimes two or more people at once. Each speaker will have an audience of 1D6 listeners (either attentive, dumbfounded, or heckling, depending on the speaker). It is a public offense to physically attack a 'ranter', but they can be booed off their perches. There is always a Town Guardsman here to make sure there is no trouble.

When the city Council finishes meetings, or the courts empty, the ranters often grow louder, hoping that their points or petitions will gain the attention of an influential citizen.

RANDOM RANTERS

- 1 Insane prophet of doom
- 2 "Crush Elvish Imperialism"
- 3 Conspiracy theorist
- 4 Petition to reduce taxes
- 5 Total lunatic running for public office
- 6 Religious visionary
- 7 Apocalyptically awful poet
- 8 Raising a crusade!

40 ALMONERS SQUARE

The monks and priests of orders who beg for alms are traditionally found in this square. Some sit in meditation with their begging bowl before them. Others stand and pray, or ring bells, or do strange things with chickens. A Town Guard is present to ensure order is kept.

RANDOM RESPONSES TO DONATIONS

- 1 A weird prophecy or warning is delivered (50% chance of being true!)
- 2 Monk babbles psychotically in an unknown tongue
- 3 PC is thanked most sincerely
- 4 PC is ignored
- 5 PC feels the urge to donate another 1D6 coins.
- 6 If at least 1 GP is given, PC is given a blessing. +1 on all rolls for 1 day.



41 SORCEROUS SUPPLIES AND ADVENTURE ACCOUTREMENTS

This business supplies magic users with their basic needs. Turnover is also made by selling general gear to explorers who intend to seek out the lost cities of the steppes, far desert islands, lost tropical paradises, or even travel to explore the unknown majesty of the Dark Continent far across the seas.

The business is run by Antella, and enthusiastic, scholarly female Wizard, and Foothbende, an argumentative dwarf. Antella is forever inventing 'useful' experimental gear to sell in the shop, and Foothbende is forever grumbling about finding the shelf space to display it all.

ANTELLA – SORCERESS AND SHOP OWNER

Antella is a madly enthusiastic, freckle spattered, adorable inventor, who is forever trying to come up with new useful items and spells. She has absolutely no idea that she turns into a were rat at night and lives a life of thievery and fun. Her rat persona has a secret exit leading to a lair well stuffed with treasures. The rat persona is a member of the thieves guild in good standing.

ANTELLA (She is a Chaotic Good 4th level Wizard. HD 4, AC 11, HP 12. She can attack at +1 to hit with a club held in 2 hands (damage 1D6+1), or throw darts (+1 to hit, Damage 1D3). When she turns into a were rat, her AC increases to 16, and she gains the ability to climb and move/hide quietly. Her alignment flips to Chaotic Evil – though not in a truly malicious way (wanton thievery rather than wanton bloodshed).

Her equipment includes a potion of healing, a heal potion, oil of ethereallness, a scroll of 3 x 8th level magic missiles and a club. The were rat also equips herself with caltrops dipped in paralysing venom, and carries some 'darkbombs' (throw to create a 20ft radius area of magical darkness). Highlighted characteristics are Intelligence (18), Dexterity (14) and Charisma (15).)

48 CASTLES & CRUSADES

Foothbende the dwarf considers himself to be a practical man. He will try to convince adventurers to take good, rugged gear, to plan well – and to buy a great deal of ‘emergency backup’ equipment to cover breakages and loss. He is familiar with an ancient library in a mausoleum far off along the river tributaries, but also knows that it is home to a Gorgon. The last party who went there lost 3 members.

FOOTBENDE (He is a 1st level fighter, Neutral Good. HD 1, AC 14, HP 12. He can attack at +3 with a club kept under the counter. His highlighted characteristics are Strength (15) and Charisma (17). He also has an excellent Constitution (16).)

The “magic shoppe” end of the business is filled with little drawers filled with material components for spells. A magician can typically load up on all common spell components here for about 20 GP (with speciality items available). The shop also sells:

POINTY HATS: **2 GP**

Pointy! Can hold a holy water bottle, healing potion, a pocket spell book, or even a pair of darts! A good pointy hat has 1001 uses! It can be used to bail out sinking boats, or can be converted into a megaphone. Deluxe models are offered that are made from exotic fabrics, costing 5 and 10 GP each.

ROBES: **2 GP**

Impressive! Pockets in the sleeves can be used for spell components and a spare dagger or 2.

DARTS DARTS DARTS! **12 GP EACH.**

Hey – why let the damned warriors get all the fun? Antella will customise darts, fletching them with flamingo feathers, hummingbird quills, scarlet egret feathers, and bird of paradise plumes.... These masterwork beauties get +1 to hit and +1 damage.

MASTERWORK QUARTERSTAFF **25 GP**

These gorgeous metallic staves are Antella's special creation. The hollow shaft has a slug of mercury inside it, making the weight shift to the business end whenever the weapon is swung to strike. Comes covered in interesting engravings. +1 to hit, +1 damage.

WIZARD ‘EXPLORER CLOTHING’ **2GP**

Excellent tough clothing with many flash pockets for holding holy water, small mirrors, mapping paper etc etc.

SPELL COMPONENT BANDOLEERS **10 GP**

SCROLL CASES **1 GP**

Bone cases – resistant to ‘heat metal’ or fire spells.

SCROLL CASES – DELUXE **10 GP**

Tough ebon wood wrapped with fireproofed toadskin.

LOOSE LEAF SHEETS FOR SPELL BOOKS **100 GP**

MINIATURE SPELLBOOK! **400 GP**

Contains space for 2 first level or 1 second level spell, designed to fit into a sleeve pocket or a pointy hat

NEW SPELLBOOKS – **200 GP, + 100 PER PAGE**

With protective fire resistant ebon and toadskin covers.

DELUXE SPELLBOOKS – **1000 GP + 100 GP PER PAGE**

With fireproof/lightning proof blue dragonskin cover.

“IDENTIFY” SPELLS –

200 GP

Assistance in copying out spells etc is available. Antella will help with the drudge work of ink grinding, parchment preparation and cross checking, halving the time needed for a wizard to copy out new spells into their spellbooks. Antella charges 10 GP a day for this service.

The “equipage” section of the shop is far more chaotic, with new items and inventions scattered on the main work bench. There are virtually all the basic “non weapon” pieces of gear from the equipment books: Rope, grappling hooks, lanterns, saddlebags for beast and bird, mirrors, holy water... they ARE, however, right out of wolfsbane. There has been no replacement stock available since the hospital herb garden was vandalised. (Antella actually arranged to destroy the stock and vandalised the hospital garden herself, while in ‘rat mode’).

A few special items are available!

SPELUNKING LIGHTS

2 GP

An attachment that goes onto a helmet or a hat. A candle is placed in a small glass fronted box, with a dished mirror behind the candle. The result is a useful cone of illumination pointing in the direction of an explorer’s gaze!

“HANDY POLE”

25GP

A series of metal pipes about 1 inch in diameter, each 2 ft long and threaded so that they can all be screwed together. They form a hollow ‘collapsible’ 10 ft pole. The end can be fitted with a screw-in boathook, a small steel mirror, or a hoe like attachment. It can probe for traps, retrieve items lost down sewer grates, be used as a snorkel – it is hollow, allowing the user to peek through the hole. The 2 ft sections make impromptu clubs, and a 6 ft section makes a handy quarterstaff. For an extra 5 GP, a spear head and spike attachment can be cough, allowing a 3 ft section to be turned into a ‘Swedish feather’ (stake) for deterring charging enemies.

DON’T LEAVE HOME WITHOUT ONE

Strange magic items do occasionally come into the shop for sale- mostly those that have no obvious use for the finders, or can’t be readily traded. There is a 1 in 6 chance each week that a random item has arrived.

- 1 A +2 luck stone shaped like a jackal’s head! Unfortunately, it weights 20 pounds... 1000 GP (but will haggle)
- 2 Magical board game. Not sure what it actually does... 50 GP
- 3 Cure light wounds potions. 1D4 potions. 200 GP each
- 4 Amulet of the planes- rather dodgy... 5000 GP
- 5 Hey! A +2 quarterstaff! 2000 GP
- 6 Potion of protection against neutrality 300 GP
- 7 +1 Crossbow 1000 GP
- 8 Potion of extra healing 600 GP
- 9 Mummified 1 ft long blowfish treated with a permanent ‘light’ spell. 100 GP
- 10 Wand charged with 20 purify food and water spells 400 GP

ADVENTURES

- Foothbende quietly commissions the player characters to head to a far off island up river where wolfsbane can be found. But he wants this kept discrete. Mention it to no one. What Footbende does not know is that the island – well shunned by the river folk – harbours a nest of harpies.
- Giant ants just made off with a blank spell book!
- Travellers have reported a great empty valley filled with bas reliefs. A scholar wishes to study the inscriptions and artwork, but needs an escort of adventurers. (The valley

is a quiet, wondrous place full of secrets – but reaching the valley will be an epic trek).

42 COFFEE HOUSE

A new delicacy imported from the Dark Continent, Coffee is definitely an acquired taste. But in this strange foreign café, made out of deep red woods, woven grass screens and masks form the far jungles, patrons can sample small cups of the extremely thick, sweet and potent brew. The patrons are mostly young nobles, businessmen and the local arts community. Axe beak riders have also taken to hanging out here one or two nights a week.

UMAAN THE TREE TALKER – EBONY ELF CLERIC

The owner of the coffee house is Umaan – a suave and rather likable man from the Dark Continent.

Umaan has an amulet that allows him to talk to plants 3 times a day. He often sits down to chat with 'Snappy' the carnivorous plant.

UMAAN (He is a Neutral Good Cleric, 2nd level. HD 2, AC 11, HP 14. He can attack at +1 with his walking stick (used as a club). Highlighted characteristics are Wisdom (15) and Dexterity (15). He also has a decent Charisma (14).)

KETUMA – HOT EBONY HALFLING WAITRESS (AND DRUID!)

Full of smart answers and 'can do' attitude, Ketuma serves coffee with great flair and style. She's a druid – but everyone needs to pay rent and eat! Ketuma is the darling of the axe beak racers, and a particular friend to Scarlet. Her 'cheering technique' is excellent, and includes a ritual costume. When she cheers for a bird during a race, it has a 50% chance of gaining +10 movement for the round it is within earshot.

KETUMA (She is a 1st level Druid, Neutral Good. HD 1, AC 10, HP 8. She can attack at +0 with a club. Highlighted characteristics are Wisdom (15), and Charisma (17). She is also quite intelligent (Intelligence 15). She has been known to carry a vial of itching powder to deal with 'grabby' patrons...)

DRINKS

Coffee, straight from the Dark Continent:

Per cup	5 SP
Per pot (6 small cups)	2 ½ GP
Giggle mountain java blend – very rich*	
Per cup	7 SP
Per pot	3 GP
New super civetted colonicised power blend!**	
Per cup	2 GP
Per pot	11 GP

* Make a constitution check if you drink more than 3 cups. If the roll fails, then you see everything shifted 6" to the right for the next few hours. You also lose the ability to whistle.

** Chance of tossing your cookies once you realise this has been processed in the mouth and out the sphincter of a small noxious breed of civet cat. But two cups of this, and you will stay away aaaaaall night long! Yes siree! And you'll insist on drinking another 1D12 cups of this damned stuff! Which might keep you awake for yet another 12-16 hours! And you'll talk a LOT!

RANDOM PATRONS

- 1 Lady Zooren (knows the staff well!)
- 2 Priest/priestess of Sekhmet, Thoth or Thor
- 3 Axe beak team, planning secret tactics
- 4 Babbling, excited trainee wizards.
- 5 Artists arguing over the merits of their different styles
- 6 Hannas, High Priestess of Serket
- 7 Young bravos, discussing their conquests.
- 8 Adventurers, planning an expedition
- 9 An illusionist – who REALY has to lay off this damned coffee!
- 10 Mysterious visitors from the Dark Continent

In addition there are always one or two of the following people present

- 1 Jarcony (from Hospital)
- 2 Miliana (trainee wizard from Laughing Hippocampus)
- 3 Tenki (Were rat inn)
- 4 Girls from Madam Mika's
- 5 Klemtropf – cadaverous gardener from Miss Primula's
- 6 Gleeble and Gorrik (Sinister undertakers)
- 7 Antella (sorcerers' supply shop)
- 8 Huntsfield Flatt (pre loved weapons)
- 9 Irena (bribable secretary to commander of the city guard)
- 10 Cavalry Legion officers (Lt Fizbi, Col Rakoo or Captain Aanaba)
- 11 Sandi Blackavaar (underworld leather)
- 12 Miss Jiddle (emancipation activist from the school)

ADVENTURES

- A particularly expensive brand of coffee is made by having selected beans 'pass through' the digestive system of a civet cat. So – beans were acquired – and so were some civets... It all looked good, and then suddenly a pack of damned pseudo dragons descended on the beans and have eaten the lot! Hyped up on caffeine, the pseudo dragons have gone flying off into some of the most difficult rooftops in the town. The café owners would really like the – uh – processed beans to be collected ASAP. They are paying 1-00 GP for the job.
- After a night of quaffing down coffee, a player character starts to hear a faint voice from another plane softly calling for help...
- An expedition is being organised to find a legendary coffee bean from the Gova-Gova Mountains on the Dark Continent. That sounds like fun!

43 TAILORS

This store provides high quality clothing for the wealthy merchants and the gentry. For more functional clothing, the Bazaar is the place to go.

50 CASTLES & CRUSADES

BANTHOLD BOKKERSNOOD – “TRUE ARTISTE”

Banthold Bokkersnood is a self-proclaimed fashion genius, exiled from a far off land. He has taken life it its stride. In this wilderness, the gods have bid him CREATE! His designs are bold, using fabrics and colours brought in from the steppes and far away lands. He is constantly at odds with Zozi, his assistant.

ZOZI – ENERGETIC DESIGNER

Zozi, a brusque female half elf, believes in more rugged colours and fabrics than Banthold. The two are constantly at odds, and trying to chance each others creations. Walking into the shop is sometimes like intruding into a private war.

GORDI – DRAMA LLAMA

Banthold and Zozi have a total drama llama of an assistant, Gordi. Gordi panics easily, fuels every quarrel by going to pieces, and turns pouty if his opinions are not heard.

Magnificent garments can be had (eventually) for prices running from 10 to 200 GP. Delivery times will be 1D6 weeks, depending on the boldness and originality of the design. Make sure you make your needs CLEARLY known; otherwise your new ensemble might turn out to be extremely surprising!

ADVENTURES

- Gordi's father and brothers – all barbarian Berserkers from the north – have come to town. Gordi wants to impress them that he is living a good, decent life of wenching, drinking and bar fights. He needs the PCs to help him somehow carry off this illusion. Help!
- The big ball! A major social event is coming. Many of the noblewomen are keen to out do one another's fashions. PCs might find themselves hired to break into the tailors shop at night and 'adjust' patterns etc so that disasters ensue. Other plots might include sending PCs to find cloth eating moths in a old tomb, then releasing them into an opposing girl's dressing room an hour or so before the ball. Player Characters might have to race to find last minute replacement dresses, or deal with enemies providing illusory dresses for their enemies. PCs might find all kinds of weird adventures in the service of these mad maidens!

44 JEWELLERS AND PAWN SHOP

The assayer's office will evaluate gems, jewellery and valuable of all kinds. The city council keep a close watch on such things, and so the assayers are honest. But they will charge a 5% fee for assessing gems and jewels. What they *will* do, is fail to report any magic items in amongst items they assess – they will try to keep such items as their 'payment'. So 'detect magic' spells are a must before handing any good over...

It is hard to fence stolen Jewellery via this shop. The patrol will have descriptions of any important jewellery that has been burgled or stolen. The Pawn Shop is the patrol's first stop when making inquiries. (If you were in EXTREMELY well with the owner, he might do an under the counter deal... Giving half value on the stolen items...)

The business will loan amounts of money up to c. 500 GP secured against valuable items. When payments lapse, the items will be offered for sale in the shop window. Bargains can sometimes be had.

The main vault here is well protected, in an inner room, with a metal plate in the floor beneath to prevent anyone tunnelling into the shop. A magic mouth spell will raise the alarm if anyone enters the room without knocking three times on a wall or door. The main cash chest always holds 2D4 thousand GP's. It is protected by a delayed action 6 dice fireball trap. Anyone who opens the chest and does NOT place their hand flat against the inside lid of the chest will trigger the trap. It will detonate 3 rounds after the chest is opened... (tee hee!)

The wererats have managed to install a small 'lucky' votive statue on a shelf beside the desk. This allows them to see the faces of customers, and the treasures that are sorted. The wererats use this to select potential victims for thievery. The establishment, however, is innocent of any collusion with the rats.

ISEBORD HANKK – DWARVEN PAWN BROKER

Isebord is a rotund man with long, pendulous ears. He is an expert at assessing the worth of items. He also deeply dislikes Lady Zooren, who has come down hard on his business when a few 'irregularities' were found. He would support any move against her.

ISEBORD (He is a 2nd level rogue, Neutral in alignment. HD 2, AC 9, HP 8. with 8 hit points. His alignment is decidedly Neutral. He is rather podgy, and so is only armour class 9. He keeps a club beneath the bar (+2 attack, 1D6+1 damage), but in a real crisis relies on hurling a small vial to the floor that fills a 10 ft area with sleep gas (strength 3). Highlighted characteristics are Dexterity (12), and Intelligence (13). He has a low Charisma (5), but is quite strong (Strength 15).)

DOKKU – EBONY HALF-ORC SECURITY GUARD

Dokku is paid well for his services. He keeps a loaded heavy crossbow handy at all times, but prefers to use his heavy sword. He has a terrible crush on the Halfling waitress at the coffee shop. He is a handsome black half orc:

DOKKUIS (He is a 4th level fighter, Lawful Neutral. HD 4, AC 20, HP 33. He wears plate armour, carries a shield, and uses a bastard sword (+6 to attack, damage 1D10+2). He has a potion of healing and a ring of counterspell (currently loaded with a fireball spell). Highlighted characteristics are Strength (15), and Constitution (17). He is also rather handsome (Charisma 13).)

BUNTER, HOOPER AND HIKKER – ASSISTANT GUARDS

Three assistant guards help to protect the shop. They keep a careful eye on the back of the shop, the back alley, and the roof.

BUNTER, HOOPER AND HIKKER (These characters are human 1st level Fighters, Neutral. HD 1, AC 17, HP 10. They are all armed with longswords (attack +2, Damage 1D8+2), crossbows (attack +1), and carry healing potions. Strength (14), Constitution (15) and Dexterity (12) are their highlighted characteristics. They are not known for their looks or wisdom (both Charisma and Wisdom are 8).)

PAWN SHOP ITEMS

- 1 Masterwork large "holy water sprinkler" mace – slightly bloodstained (500 GP)
- 2 Clever silver beer steins that look like dragon's heads: (100 GP)
- 3 Some excellent jewellery (worth 1D10 x 100 GP, but selling at 10% off)
- 4 Elaborate serpent-shaped telescope (250 GP)
- 5 Weird looking dagger (5 GP)
- 6 A painting of a giant duck sitting on a chair. (20 GP)
- 7 Leather armour (5 GP)
- 8 Banded Mail (180 GP)
- 9 Mail shirt (60 GP)
- 10 Two handed sword (20 GP)
- 11 Masterwork heavy crossbow (2000 GP)
- 12 Plate armour (800 GP)

Adventures

- Someone has pawned the wrong item! Rather than pawning some useless silver dragon flagons, a townsman has accidentally left some magical dragon shaped beer steins with the pawnbroker. The townsman wants a PC thief to somehow make a switch, and swap the magical steins in the ship for an identical non-magical pair he will provide.
- The Pawnbroker is in a bind! A 'black pearl' that he recently assayed for a client turns out to have actually been a rust monster egg! The rust monster is due to hatch in the next day or so. The client (A privateer lord? Lady Zooren?) will be totally enraged, and will stomp the pawnbroker six ways through Sunday! So the PCs are asked to perform a discrete break in and replace the rust monster egg with an actual black pearl the pawnbroker will provide...
- When you stare at that duck painting, you can feel as if it is almost trying to tell you something... as if there is a strange clue or magical effect that is juuust out of reach.

45 CARAVAN COURT

This is where incoming caravans halt, or new caravans assemble. There is a 1 in 6 chance per day that a caravan is making ready to depart. Since caravans have numerous armed guards, some basic magical support and a cook wagon, this is the most comfortable (and safe) way to cross the steppes. Passage to a far city is about 20 GP for 'ordinary' class, or 50 GP for 'luxury' class (riding in a well appointed passenger wagon, with good quality wine and food provided).

Most caravans consist of wagons towed by pack yaks. Some big plodding Bactrian camels also carry bundles of goods. A typical caravan will consist of 2D6 goods wagons (each with a wagoneer and crossbowman), 2D6 camels being led by half as many merchants, 1D4 passenger wagons with driver, crossbowman and 6 passengers each, a 'command wagon' for the caravan owner (owner, wagon repair team, crossbow sergeant), a cook wagon, and 3D6 guards mounted on horses or axe beaks. Wizards and clerics are highly sought after as additional protection. Players can find jobs on outgoing caravans as scouts and guards.

52 CASTLES & CRUSADES

Some markets are attached to the area. Bulk food – flour, beans, rice, millet, salted fish, salted meat, lizard-back bacon – can be purchased here. There is also a bland ale for sale by the barrel load. A wagon sales yards sells steppe wagons of good quality.

There are always Civic Patrolmen here when caravans are due to depart, or when they arrive. Their job is to watch for trouble, inspect incoming goods, and also to answer questions and help travellers find lodgings.

RANDOM EVENTS

- The Serum must get through! A settlement far off in the steppes is in need of medicine! But hostile (orcs, natives, kobolds, 1 stirge swarms) stopped the convoy from getting through! The PCs have a chance to enlist in the new mercy convoy being organised.
- 2 Someone smuggles a dead wizard off an incoming caravan, hiding them inside a sack of grain...
 - 3 A really stinky camel eats someone's hat.
 - 4 The yaks are restless!
 - 5 Shady trader offers PC's contraband (drugs, cursed items, poisons etc)
 - 6 Street fight starts between two entangled caravans. Chaos in the streets! (Someone jams contraband into a PCs hands – or someone attacks PCs – or an escaped criminal dives down into the sewers, laughing manically...)
 - 7 A Quasit in a green glass bottle offers you 200 GPs to break the bottle and set it free.
 - 8 A girl being sent off on a caravan for an arranged marriage secretly asks PCs to help her escape.
 - 9 A prostitute makes an interesting offer.
 - 10 Wagon + yaks for sale – half price!

46 BARGE JETTY

Barges from the long river and its tributaries dock here. Yaks and oxen tow these barges along the tow paths. The barges bring in loads of grain, cheese, fruit, linen cloth and will from the river lands. They take spices, salt fish, meat and exotic goods back west along the rivers.

RANDOM EVENTS

- 1 Rats and thieves overrun a barge, steal a coffin from the barge, and then run off with it. (It contains drugs? A mummy? Magic?)
- 2 An incoming barge of herbs discovers that caterpillars have gotten into the cargo. The caterpillars have eaten all the magical herbs – particularly wolfsbane – down to the last crumb.
- 3 Bargemen claim to have seen a giant pike cruising about just up the river.
- 4 A seagull takes great interest in a player character.
- 5 Survivors claim that skeletons rose up out of the water and overran their barge.
- 6 Free wine! Sample the new vintage!
- 7 Pilgrims are looking for guards to help them reach a fane at a far off mountain lake.
- 8 A corpse is found on a barge. Its heart is missing – bittern cleanout of the body (are those bird tracks beside the body?)

- 9 Religious zealots hand you a pamphlet, and offer to help you change your life!
- 10 Two people are wrangling furiously over an enormous, really stinky cheese! (Hey – is one of them Antella from the sorcery supply shop? What the hell does she want with a 200 pound cheese?) Careful – this stuff is rank!

47 CHANDLERY

All things boaty are for sale – ropes, tackle, spare spars, small boats. Also bulk foods such as:

Ship's biscuit
Dried yak
Dried fish
Dried peas
Dried lentils
Portable soup (dried soup. Also makes a decent glue!)

There are considerable storehouses here, but the place is remarkable clean.

LEMMY THE LICKER

Lemmy is a chuckling, lumen faced man with a fine collection of chain moles. He does a good business in selling second hand items that sailors purloin off their vessels and resell to Lemmy. It is this business that allows Lemmy to conceal the REALLY illegal things that go on here. Lemmy has an eye for a pretty face, and gives minor discounts to any pretty females he might encounter.

LEMMY (He is a 1st level rogue of Neutral alignment. HD 1, AC 10, HP 4. His highlighted characteristics are Dexterity (12), Strength (16) and Intelligence (12). In a crisis, he can fight with a club at +2 attack and 1D6+1 damage. Be he would prefer to blow the whistle that hangs about his neck and summon a dozen burly storemen and dock hands to defend him.)

This business is in fact run by the thieves guild. They find is a useful way of swapping smuggled goods and getting things in and out of ships and barges. Oddly enough, a lot of the guild's money is made by smuggling in uncustomed alcohol, which is transferred from ships down into the sewer outlet beneath the floor of this building.

Adventures

- Hey lads! Do you fancy a quick 5 GP? Just take that boat full of boxes there, and row it out to the ship just outside the sand bar yonder? (Only problem is, when the players get there, the ship seems strangely deserted. All except for that horrible stench of carrion. And a slight scent of sulphur...)
- Someone carrying a heavy crate out to a boat on the docks drops the crate, revealing that it is packed with manacles. But why would a ship be taking on a cargo of hundreds of manacles?

48 MERCENARY'S GUILD

This large building has fighter and ranger training facilities, as well as maps and the latest rumours about the trade routes and steppes, islands and coasts. Registered guild members are welcome to stay here for a fee of 2 SP per night. This gets sleeping room in a barracks block. There are a few colourful characters here that make a stay a bit more interesting. If a player character is looking for armed help to fill out an adventure party, these guys are for hire!

RAZOR RAKHAM – TWITCHY, CRAZED FIGHTER

A twitchy individual with a 1000 yard stare. He has night terrors, flashbacks, and cannot eat buns. He has a feeling he is supposed to warn the player characters about something, but can't for the life of him remember what or why!

MADMAN RACKHAM (He is a 1st level fighter, Neutral Good. HD 1, AC 17, HP 12. He attacks at +3 with his specialised weapon, an axe (damage 1D8+2)

Highlighted characteristics are Strength (15), Dexterity (14) and Constitution (17). He is notably flaky and crazy (Wisdom 4).)

ACE THE FACE – FACE MAN AND RANGER

A 'face man' – a glib, charismatic talker who is forever getting himself in trouble over women, cards or ill conceived plans. Keen to start up a game, or head off into town and checkout the girls. He will often be found fleeing from enraged husbands, or defending himself in a brawl over marked cards...

ACE THE FACE (He is a 1st level Ranger, Chaotic Good in alignment. HD 1, AC 16, HP 10. In combat, he attacks with a bow (+1 to hit, damage 1D8+1), or with a short sword and axe (Attack +1, 1D8+1 damage with the sword, 1D6+1 damage with the axe). Highlighted characteristics are Constitution (15), Dexterity (16) and Charisma (17). He is also quite strong (14), but very unwise (Wisdom 6).)

SAGOMON – EBONY HUMAN WITH BLING!

A huge man, an expert brawler with a short temper – but loyal to a fault. He always wears about 200 GP worth of gold chains. He has a deep seated terror of riding on any horse, beast or wagon. If he has to be transported this way, it is best to hit him with a sleep spell. But watch out for trouble when he awakes!

I pity the poor fool who defies him!

SAGOMON (He is a 1st level fighter, Neutral Good. HD 1, AC 18, HP 12. His favourite weapon is a 2 handed maul (+4 to hit, damage 1D12+4) – though he also uses a crossbow (+2 to hit, 1D10 damage). In amongst his "bling" there is a gold chain that acts as a +1 luck stone, adding +1 to all of his saving throws. Highlighted characteristics are Strength (18), Dexterity (14) and Con (17). He is none too bright (Intelligence 6).)

The main function of the guild is to provide guards for caravans and for merchant ships. Players can register here if they can pass

some searching questions as to their skills and background, and find at least two respectable locals or ship owners/caravan leaders to vouch for them. Membership then cost 4 GP per year.

The guild does not just represent fighters. Rogues and rangers are valued by caravans for scouting work. Wizards, clerics and druids are important for the magical support they can offer.

In any given week, there is a 1 in 6 chance that the guild can find work as a guard for a player character. Missions will normally be for caravans or merchant ships – but can also include escorting scholars and expeditions, rescue missions, or raids on pirate or slaver depots.

Carradon would very much like to control the Mercenary's guild, and spends time here making his presence felt. Lady Zooren is careful that the Mercenary's guild does not become a nest of lawless rabble or a recruiting station for coup makers. She inspects the building regularly.

The Thieve's guild, of course, has a secret tunnel that leads up into the rear of the guild's armoury.

FOR SALE:

Scale Armour:	50 GP
Shields (small, wooden):	3 GP
Short composite bows:	75 GP
Long swords:	15 GP
Arrows:	2 GP for 20

ADVENTURES

- A team of explorers have been washed down an underground river into some caves. A team of rescuers is needed! But the original river entrance has caved in. The underground river can only be reached by swimming down through a sink hole in the open steppe – so heavy armour etc will be impossible to take on the mission.
- A vital beer shipment must be taken into the wilds to supply a distant garrison. The huge, unwieldy barrels will be a pain to transport – but damnit man, this is beer! However, a team of desert kobolds have heard rumour of the shipment, and they're keen to siphon away the beer for their own use. Everything is made worse by a *Mimic* that is pretending to be a beer barrel...

49 DRUID'S TREE

This park grove is full of very old, very beautiful willow trees. There is a pond much frequented by newts – including a giant fire newt about three feet long. A tree house by the pond is the home of the town's resident druid. Anyone messing with the newts is looking for a swift hit on the skull with a shillelagh.

XOADDAN – FRIENDLY NEIGHBOURHOOD DRUID

Big on beard but short on small talk, Xoaddan lives up in his tree with a collection of civet cats, a scruffy sabre tooth lion, and a family of geen tree frogs.

Don't lick the frogs.

XOADDAN (He is a 5th level Druid, Neutral in alignment. HD 5, AC 17, HP 24. He can attack in melee at +2 with a club (damage 1D6) – although he would prefer to throw a shillelagh spell before combat. His club is spiked, and the spikes are coated with tree frog venom (a strength 3 poison). He has +2 hide armour, a potion of extra healing, and pipes of the sewers (very useful for summoning help!). Highlighted characteristics are Wisdom (17), Con (14) and Intelligence (13). He is rather uncharismatic (Charisma 7).)

GRAAAR - SABRE TOOTH TIGER

GRAAAR (A raggy tiger with goofy big teeth. Graar is a 3rd level companion animal, HD 3, AC 15, HP 24. In combat he attacks with 2 claws (+5 to hit, damage 1D6) and a bite (+5 to hit, 1D10 damage.)

The druid will help out fellow druids, and has a soft spot for rangers. He does not take payment in cash – but in acts of kindness to animals. (Saving rats caught by the local Special Plumbing Patrol, freeing monsters from the jail – little things like that!)

He can bless an axe beak to make it 'swift' – but for that, he is going to want a *major* animal-oriented favour!

The grove here sells seedlings and plants – mostly flowers and commercial plants. (Hey! The Druid had to pay his scutage fees somehow!)

GOODS FOR SALE

Cooking herbs (best in town!):	5 CP
Common flowers:	5 CP
Roses:	5 SP
Rare orchids:	1GP
Special druidical relaxant herb:	5 GP an ounce
Hookeyberry wine (a superb restful drink for wizards or the overstressed!):	1 GP*

*Due to the druid brewing this rather carelessly beneath an assassin vine seedling, some assassin vine sap sometimes drips into the vat. There is a 50% chance that bottles of this wine will cause a drinker to sleep walk out into the streets and do some pretty strange things at night! (Buy bulk cheese, pole dance at the Blood Tick Inn, talk like a pirate, go swimming in the sewer – share a beer with giant rats etc)

Adventures

- The Druid would like the PCs to secretly break into the pet shop next door and check for some secret pens of illegal animals (baby crocks, blood lemmings etc) that he is sure are hidden there somewhere. The Druid neglects to mention the pseudo dragon that lives in the ceiling of the shop...
- The Druid wants some royal jelly for a potion – either ant or bee will do. But the bulk that he wants is going to be REALLY hard to gather from normal sized insects...
- A treant seedling has gone missing! If it takes root in the sewers, r in a beer vat, chaos could result. The druid would like the thing tracked down discretely, and returned to his grove.

50 PET STORE

Directly opposite the Druid's place is the pet store. The nervous owner knows his is under the Druid's eye, and goes to great lengths to make sure that the pets here all go to good homes. He even goes so far as to send the Druid lunch every now and then – a nice hot steaming pie (vegetarian pie!). The owner lives in an on going state of fright. The appearance of 'sewer crocodiles' has been directly linked to his store, and the town council now take in interest in the pets he sells. Crocodiles are now off the permitted pets list, and new critter species are examined by Lady Zooren before being allowed to be sold.

IANEKI THE HALFLING – NERVOUS PET STORE OWNER

A nervous man who suspects that the previous store owner was eaten by celestial badgers summoned by the Druid over the road. Ianeki will try to make sure pets go to good homes, and are not going to be abused, used for sacrifice or otherwise treated in horrid ways. He is actually a total expert on local animals and habitats, and can readily identify creatures or point out where different types of critter can be found.

IANEKI (He is a halfling, Neutral Good in alignment. HD 1, AC 9, HP 4. He keeps no weapon in the store. Highlighted characteristics are Wisdom (12) and Charisma (12).)

A pseudo dragon called Hoki lives at the store. She is not a pet, but chooses to be a close friend to Ianeki. She has a substantial aerie in the ceiling space that is filled with plants, shiny objects and tasty treats. She will sting anyone who gives Ianeki a hard time (including the Druid). She is extremely good at hiding (-3 to all rolls to spot her), and has many secret routes around and behind the shelves that allow her to strike enemies in their shorts without warning.

HOKI (She is a 3 HD pseudodragon, HD 23, AC 18, HP 18. She attacks (usually from behind) at +3 with a venomous tail (1D2 + sleep venom level 4).)

This shop is a good place to find little companion animals

Spiders:	5 SP
Lizards:	2 SP
Cats:	5 SP
Birds:	5 CP
Bats:	1 GP
Trained glow beetles (about 2 foot long. Excellent mobile illumination for dungeoneers):	5 GP
Firefly colonies in a jar (great for illumination!):	2 GP
Stone toads (tough as nails!):	1 GP
Flying hopper toads (great familiars!):	5 GP
Hedgehogs (great for keeping pests out of a wizard's garden!):	5 sp
Guard dogs:	20 GP
Speedy steppe hounds (extremely fast hunting dogs):	25 GP
Ornamental carp – now with bio lights!:	1 SP each
Experimental walking carp:	1 GP

Foxes (fennecs and arctic foxes):	2 GP
Miniature stiff-bristle pigs:	5 GP
There is a 2 in 6 chance per week that a minigriff will be available.	
There is a 3 in 6 chance per week that a Dinky-derm will be in stock.	
There is a 1 in 6 chance of a couatli being in stock.	
New! Vegetarian stirges! These odd little things suck the juices out of melons, large peaches and fruit. They come in an interesting array of colours.	10 GP

ADVENTURES

- Spiders! The High Priestess of Serket is really keen on giant spiders. The pet store wants to help her out (discreetly!). The town Council would go ballistic if they knew!). Player characters are being hired to find eggs of giant spiders. The pet shop owner has some likely clues! (Hey – it's not THAT dangerous! You could use a sleep spell on the mother – or throw a drugged giant fly into the web!)
- Dinky-derm drive! A delivery of Dinky-derms (miniature woolly mammoths) has been arranged. The PCs are asked to meet the creatures far up in the north, and ride herd on the creatures as they are taken through the grasslands to the town. This could be a journey rife with predators, Dinky-Derms rustlers and movement problems (swaying rope bridges, flooded rivers, grass so tall you can't see the Dinky Derms etc)

51 WAREHOUSE

Cargo is stored here after being brought in from vessels at the port – or is stored here so that it can be transferred to outgoing ships.

OUTGOING CARGOS

Ale (for shipboard consumption)
Ale (weird local variants for export)
Bulk food (ship's rations)
Medicinal herbs (Famous product!)

Silk
Tea
Gauze
Cotton cloth
Tin ingots
Steppe furs (marmot, snow leopard, lynx, ermine)
Pearls

INCOMING CARGOS

Spices (pepper, chilli, nutmeg, cinnamon)
Coffee
Garrum (fish sauce)
Whale bone
Whale oil
Dye woods
Exotic woods
Arctic furs and hides
Dark continent hides (zebra, quagga, panther-lizard, lion, cheetah, leopard etc)

WINE

A typical warehouse has one manager, 1D6 storesmen, 1D6 porters, and (if furs etc are present), 1D6 guards. At night, a warehouse will be guarded by 3 or 4 night watchmen if there are valuables inside. Many merchants hire mercenaries from the mercenaries guild to stand guard over high value cargoes.

ADVENTURES

- The player characters are hired as guards to protect a shipment of pearls. Supposedly the transfer is secret... But everyone seems to know the things are here! Thieves guild, rival merchants, and even traitors from the mercenary's guild all have an eye on the goods. - And if a huge fight breaks out.... Hey! Did you know that flour dust can explode?
- While PCs oversee some barrels being hefted onto wagons, rot grubs bust out of barrel after barrel of rotten pork! They cut the PCs off from a route out of the warehouse. Will they use torches to burn themselves a path, possibly triggering off a fire? Or will they notice those loose boards that lead to an escape tunnel down into the sewers?
- Warehouse guards are going missing in the dark of night. The place is now rumoured to be haunted. One of the 'barrels' in one warehouse is actually a mimic. Since it is existing on a diet of wine-sozzled night watchmen, its mimic ability is slipping a little. The "barrel" is standing outside the main warehouse, in an area normally used by guard for relieving their bladders.

52 CITY HALL

A very beautiful building, with a high dome and interesting walls smothered in sculpture. The meeting hall has the largest stained glass window on the continent.

The civic hall is the meeting place of the town council. It also holds the office for the militia, land sales offices, records office, sewer maintainance department, the tax office etc. There is not all that much of a political structure needed to run the town. Each of these little offices has one chief clerk. The 12 person council are all volunteer workers who have to spend a sizable amount of their time on public business. They are paid a stipend that is useful for low income members, and pointless for high income earners. It's customary for the higher income members to donate their stipend to the town's poor.

There are always a pair of civic Guardsmen at the main doors, and an officer on duty.

The clerk for the sewer maintenance department is better dressed than most, and – while a pain in the arse to the Special Plumbing Patrols – is otherwise very cooperative. He is in fact in the pay of the thieves guild, and the were rats make sure that maps of the sewers make no mention of their secret tunnels, or of their 'special areas' down below.

There is a library here of civic records. This includes maps of the known world, and travellers reports. The library hall has a clerk on duty at all times, who watches to make sure that books are not damaged or stolen. But people are welcome to come here to research their journeys.

56 CASTLES & CRUSADES

Meetings of the council take place once a week. The public are allowed and encouraged to watch. After 'standing business' is handled, the public are free to petition and to ask to speak before the council. But if you waste their time, they will have you booted out of the building. There are always extra guards on hand duty at these open meetings just in case of troublemakers.

ADVENTURES

- The PCs attend a council meeting. At the meeting, a madman leaps into the meeting and tries to slay one of the councillors. The man is shot – but before he dies, he tries to warn the PCs that the council is filled with imposters. The town is in terrible danger!
- Hand written notes are found inside a map book in the library. These notes are recent – and might possibly be notes for a slaving expedition!
- Plumbing patrol supervisor! The council have decreed that some new sewer work should be done. A team is being put together to explore the sewers and decide where log jams occur, or decide where new tunnels should be made. It needs a special breed of man! Fearless! Proud! Obsessed with delving down into holes in the ground!

53 COURTS

The town court house is utterly deserted most of the time. It only sees any business once a week, when two councillors chosen by lot get the job of acting as twin judges for the day. Minor infractions are heard. Major cases are arraigned for longer debate over the next day. It's all a pain in the arse, and the judges prefer to deal with things justly, swiftly, listening to all possible evidence. The lack of lawyers tends to make things simpler (mute or incapable people are allowed to have a friend or relative speak for them if they desire).

Really harsh disputes are solved via judicial combat – so thankfully long trials etc are utterly unknown. This lets everyone get out of the court house and back into the taverns as swiftly as possible. Some 'nonlethal' contests are solved by fist fight right there in the court (so quite a few people turn up at court in the hope of seeing something interesting)

The building is always guarded by 2 Civic Guards. On days when the building is not in use, this is easy duty, and the guards spend a lot of their time in the main doorway playing board games with each other.

ADVENTURES

- Witness relocation! A witness to a crime needs to be protected before a big trial in a week's time – and then delivered to court. The PCs are asked to take a somewhat irritating NPC witness and keep them safe until the trial.
- Find the evidence! A young caravaneer has been cleverly framed for a murder. The PCs are asked to investigate the murder. But Carradon has a personal interest in seeing the Caravaneer convicted. He has his own team out there, who will try to make sure that the needed evidence is never found...
- Judicial champions wanted! Total non combatants (aged folk with no strapping sons, bar maids claiming to be

pregnant etc) are never placed into judicial combat, even non 'to the death' combats! They look for substitutes who are willing to champion them in a fight. PCs can pick up paid jobs fighting enemies man-to-man in the arena, or facing down a monster to prove the innocence of their client! (But what if someone was 'fixing' the contest? Sending in a worse monster than was bargained for, or making sure the PCs weapons were cursed? Hmmmmmm)

54 ARENA

The Town arena is used for judicial fights. These are not encouraged as 'spectator events', since this plays to impulses the town council do not want to see encouraged. The 'Arena' is therefore a sealed building with a labyrinth inside. A councilman and randomly selected witnesses from the town are present in an upper gallery mostly to make sure that extra combatants have not somehow hidden themselves in the maze before fights begin.

A caretaker with a gelatinous cube cleans up any mess. The cube is manoeuvred along by means of a heated 10 ft prod.

ADVENTURES

- Someone is planning to tunnel up into the arena, and send is a squad of goons to slay one contestant in a combat. The PCs might discover the plan while on sewer patrol – or be asked to join a covering group who will ALSO burrow up into the maze to even up the odds...
- The PCs become involved with a big arena combat involving multiple contestants all at once. But suddenly giant ants come boiling up into the fray. Unless some sort of alliance can be struck, all the combatants are likely to become ant chow!
- The PCs are asked to try and bring in a monster that was used in a combat in the labyrinth. It should be all quiet and happy! After all, it HAS just eaten...

55 LADY ZOOREN'S MANSION

Lady Zooren lives in a tower house, rather pretty, with well defended windows and a balcony that looks out over the town. She lives here with her fairy dragon, four armed guards, 2 servants, a cook and an apprentice wizard. She has no love life, but wishes that she did. Her house is tastefully decorated, but is not crammed with pointless treasures. Being a Halfling, her main insistence is on absolute comfort. She eats well, and has a very well stocked cellar of wines, ales and liqueurs. Her gardens are excellent. She has an extensive library of novels and romances.

Visitors here to talk business are asked to do so by appointment only, and then only in the afternoons. Evenings are precious free time when the Lady prefers to relax, walk about the town, visit the coffee shop or read a bodice-ripper novel. During the mornings, the Lady is usually off about the town's business and is not at home.

A climbing rose bush that clings to one wall of her tower is semi sentient, and works for Zooren as a house guard. It will grip and entangle anyone who tries using the plant as a ladder, doing 1D3 points of damage due to thorns.

The top of the garden wall is covered with sharp spikes dealing 1D4 damage to anyone trying to cross, unless the spikes are somehow dealt with. There is also a brass bell on a stick in the middle of her garden. It will ring if anyone fires off a spell in the garden or the lane immediately outside.

Lady Zooren keeps several pet miniature stiff-bristled black pigs, who have the run of the garden. These creatures put up a hellish shrieking if any strangers enter the garden, try to enter the house or climb upon the roof. The pigs avoid any food except food that is set down on the ground in a basket – as any time spent observing the garden from a nearby rooftop would tell you.

There are four well armed guards who will come and investigate disturbances.

FOUR PLATE-ARMOURED GUARDS

Big men with sharp eyes and suspicious natures. They keep a close eye out for disturbances.

GUARDS (The guards are Neutral Good, 4th level fighters in plate armour with shields. HD 4, AC 20, HP 30. They attack with bastard swords (+6 attack, damage 1D10+2), or with hurtled spears (+4 attack, damage 1D8+1). Highlighted characteristics are Strength (15), Dexterity (14) and Con (17). They are also fairly bright (13 Intelligence) – useful for spotting intruders.)

NORGEN OF IKING - APPRENTICE MAGIC USER

Fearless and overenthusiastic, Norgen would love to be able to impress his teacher one day.

- There is no sign of that happening any time soon!

Norgen is extremely overconfident and reads too many adventure novels. Norgen will help out the guards if there seems to be trouble. He keeps a sleep spell and a magic missile spell handy.

In an emergency, Norgen will immediately run for a super special secret dagger hidden in the workroom. He THINKS that this dagger is a special "dagger of striking" that always hits its target and deals fire damage. He is almost right. Anyone who wields this dagger has a 50% chance per round of triggering off a 5 dice fireball centred on the dagger (the dagger is destroyed in the explosion).

NORGEN (He is a Chaotic Good 1st level Wizard. Norgen has HD 1, AC 11, HP 4. In melee he attacks with a dagger (-1 to hit, 1D4-1 damage). Highlighted characteristics are Intelligence (17), Dexterity (14) and Wisdom (15).)

The yard contains citrus trees, a meditation garden with a fountain, and a clothes line (often decorated with Lady Zooren's 'delicates'.) Servants come in and out of the area from time to time, except when Lady Zooren is meditating.

A deactivated stone golem lies in the main hall. Zooren is trying to find a way to reactivate it safely. Anyone stupid enough to repeat the word "Koka" written in mirror writing on the creature's forehead will activate it, sending the golem crunching out through the wall and off into the town. (Write the word out in mirror writing, and hold it up! See



(if any genius player will say the word out aloud!) To prevent accidents, Zooren keeps the monster's head covered with a jute sack.

There is an invisible stalker living in a box under Zooren's pantry. The stalker will relentlessly come after anyone who has taken anything owned by Lady Zooren off the property without her permission – including underwear stolen from the clothesline...

ADVENTURES

* *"Can we have our ball back?"* Some kids have vital information that the PCs need on a quest – but they will only give it up if the PCs can get their football back from that grouchy ol' Lady Zooren! (Zooren has an ongoing feud with the kids – this is the third pot plant they've broken this month!)

56 CARRADON'S HALL

Lord Carradon has a well protected house. Although fortified residences are not allowed inside the town, his high walls and small windows make it quite clear that his house is designed to keep attackers at bay. What he does not know is that the were rats have a tunnel dug almost up into his defences from beneath. They can complete it with only a brief few minutes of digging if they ever need to send assassins into his home. They also have a pet black pudding that they would introduce into Carradon's house via the toilets.

Carradon's personal guard consists of 6 knights, 6 men at arms (all plate armoured melee specialists of levels 3-4), representing $\frac{1}{4}$ of the 'knights' in the town. He also has a 12 halberdiers (2nd level) and 12 first level crossbowmen – the most the civic charter will allow for 'personal troops'. A second level wizard is kept on retainer, as well as a 3rd level cleric of Morrigan for healing the troops.

ADVENTURES

- Carradon would like to have somewhat better relations with the thieves guild (he is unaware that they are Were Rats). He would like the PCs to try and contact the thieves guild and ask for a meeting. Finding them without being taken as police spies might be a problem!

58 CASTLES & CRUSADES

DUNGEONS

SEWERS

The town sewers are an extensive network of tunnels designed to drain storm water from the town streets, and to carry away household effluent. Each street has a narrow (1 ft square) drainpipe every 20 yards or so that leads to the sewer system below. Most households have a narrow pipe connecting to the sewers from their outhouse and waste water areas. But at each intersection of a main road, there is a manhole with a stone-rung ladder that leads into the sewer network. The Civic Patrol will take great exception to people heading down these manholes unless they are on accredited missions for the Special Plumbing Patrol or the city Sewer Engineers. In times of war, the manhole covers can all be locked.

The sewer system pipes in river water from higher upstream in an underground aqueduct. This water flushes through the system, cascading into the freshwater cistern at the westernmost point of the network. The sewers flow out into the river quite some distance below the town.

The sewers flow east, always running in flat bottomed stone tunnels with pointed, high arched ceilings. 3 ft wide walkways run along each wall about 3 feet above the bottom of the tunnel. The 'stream' area between the walkways is about 6 feet across. On a typical day, the 'water' is about 2 feet deep, but it can easily double or even triple in times of heavy rain. Sewers have carved signs naming the street that runnes above.

Several forms of life grow here naturally. There is a large pink-coloured shelf fungus that clings to the walls, and can jut 3 or 4 feet out into the air. There are weird toadstools that can grow 6 to 8 feet tall, and whose caps spread out 2 yards wide (and can also cluster at knee height). Another common find is a big sphere like a puffball that roots itself in the muck on the floor of the water channels, and can swell large enough to block off the flow.

Sometimes these fungi grow so profusely that they block the tunnels, or wash down in a surge of water and jam the tunnels.

When a sewer section jams, the effluent backs up. It can come out onto the streets or come up household drains – which no one wants to happen. So minor criminals get the job of checking the sewers for blockages, and freeing up those log jams as they occur. Armed with grappling hooks and ropes, long hooked poles and axes, the hapless Special Plumbing Patrols must free the waters.

The sewers must flow...

The town was built over the ruins of earlier settlements. Some of these old buried buildings and tombs have been accidentally pierced by the main sewer routes. Others have been opened up by the busy work of giant ants, giant rats, thieves, or the sewer engineers trying to lay new pipes. Some of these have

Two types of creatures have made considerable nests in the sewers. A sizable colony of giant ants makes there home down here, and make their own tunnels up into the town to raid pantries, warehouses and store rooms. They love meat, sweet foods, and ale. They are semi intelligent, and trade shiny objects that they find to 'passers by' for food.

The other creatures that nest here – and nesting great abundance – are giant rats. These rats live in colonies made up from small interlocking tunnels, opening into nesting chambers. They occasionally have some trinkets and coppers, but on the whole have nothing to offer explorers except infected rat bites. The rats here will all readily serve the were rats who lair down below.

There is a second level to the sewers – a secret level unknown to most. This is almost entirely formed from old ruins, and is relatively dry. Some areas are haunted by terrible creatures that cling to their old lairs and ancient tombs. The Were Rats who head the thieves guild have created a command centre for the thieves guild, and protect it with secret entrances, traps and guards.

Umpires should feel free to design any dungeons, offshoots and buried areas they see fit, and add it to the map. Cave-ins, tunnel break throughs and accidental discoveries can always open out new areas to explore.

MAIN SEWERS

The main sewers are divided into two types of zone. The inner section of the sewers – the section below the inner town – is relatively benevolent. But there are far more dangerous areas – the so called "Black Zones" scattered here and there about the sewers. These zones are characterised by the dark black mildew growth that clings to the walls – a mildew which somehow seems to make the environment more appealing to some particularly dangerous monsters.

There is a 1 in 6 chance that any given street's sewer has a minor blockage. Roll again – there is a 1 in 4 chance that such a minor blockage is actually a major log jam!)

SEWERS – INNER SECTION

Chance of encounter = 1 in 6 per 10 minutes

- 1-2 Giant rats attack (2D6)
- 3 Giant frogs (1D3)
- 4 Fire beetles or rust monsters
- 5 Orcs (2D4) or Doppelgangers (subtle ambush)

- 6 Thieves (2D3, with 1 magic user)
- 7 Giant ants (1D6 workers, 1D6 soldiers)
- 8 Gelatinous cube
- 9 Crocodile
- 10 Stirge swarm (2D6)
- 11 Dark mantles (1D3)
- 12 Grey ooze
- 13 Sneezing spores. Con save or sneeze for 1D6 rounds.
- 14 Shrieker fungi. 50% chance of attracting wandering monsters.
- 15 Sudden deluge of ordure from an overhead pipe
- 16 Something dead floating in the water (a dead elf, a dead hellhound, a zombie, an orc etc)
- 17 Pile of gnawed bones, a good pair of shoes and 1D6 SP, 1D3 GP
- 18 Glowing fungi. Might make great illumination. Withers in full sunlight
- 19 Giant rats run squeaking off down the sewers. One of them is large and sleek and black...
- 20 Fungi blocks easy passage. Deal 30 points of damage to it all to hack it down.

SEWERS – BLACK ZONES

Chance of encounter = 1 in 6 per 10 minutes

- 1 Crocodiles (1D3)
- 2 Gibbering mouther
- 3 Ochre Jelly
- 4 Carrion crawler
- 5 Green slime
- 6 Dark mantles (1D6)
- 7 Ottyugh
- 8 Shadows (1D4)
- 9 Ghouls (2D3)
- 10 Yellow mould
- 11 Violet fungi
- 12 Cloaker
- 13 Sneezing spores. Con save or sneeze for 1D6 rounds.
- 14 Shrieker fungi. 50% chance of attracting wandering monsters.
- 15 Sudden deluge of ordure from an overhead pipe
- 16 Half a zombie comes floating down the stream
- 17 Skeleton colonised by green slime, brown or yellow mould comes blundering own the path.
- 18 Puffballs explode and cover you with a sticky, stinky goo.
- 19 Con Saves vs swamp itch.
- 20 Fungi blocks easy passage. Deal 30 points of damage to it all to hack it down. Any roll of "1" to hit will corrode and destroy the attacking weapon.

SECOND LEVEL

- 1 Wights
- 2 Skeletons
- 3 Shadows
- 4 Mimic
- 5 Mummy
- 6 Were rats (1D2, plus magic user and 1D3 thieves)

LOCATIONS IN THE SEWERS

Feel free to create your own!

1 THE FRESH WATER INFLOW CISTERNS. A large 6 ft aqueduct pipe gushes fresh river water into a wide, deep pool. Channels then take this water off into the sewers. The water here is potable. Plumbing teams must occasionally dredge out the river silt that collects in the bottom of the cistern. A manhole shaft leads up into the upper world.

This area is free of fungi growths

2 RAT NEST. 1d6 giant rats and a 50% chance of 1D6 SP of trinkets or trash. Very low ceilings here!

3 MAJOR RAT NEST. 2D6 giant rats, many pinky rats, and an 8 hit point 'king rat'. 1D6 GP worth of trinkets and trash.

4 DEADFALL. The rats can pass through these areas, but the ceilings can cave in upon human sized travellers crawling up the tunnels. The ceiling has a 50% chance of falling in and burying 1 or 2 intruders. Make a Str check each turn to burrow out, taking suffocation damage of 1 pt per turn.

5 ANTS NEST – QUEEN'S CHAMBER. A huge chamber which houses the huge ant queen HD 10, AC 14, HP 42, doesn't move about much!), and her guard of 20 warrior fire ants (soldier ants that can breath fire once per day, 20 ft range x 10 ft wide cone, 1D6 Damage.)

6 GIANT ANTS' SENTRY CHAMBER. 1D6 soldier ants. 1 ant immediately races off to find help if intruders are detected. If the intruders smell of citrus oil or lemon juice, the ants will bring a "sage ant" from their temple, who will ask the characters what they want. If the newcomers want to trade, then an arrangement can be made – the ants will trade for beer, tasty rare foods, or occasionally special magic items. They can offer in return gold trinkets etc from their storeroom, or medicines that fight disease or restore lost characteristic points.

7 FIRE ANTS. The special response squad. Contains 1D6 fire ants, who race to help hold off any immediate intruders. Fire ants are soldiers ants that can breathe fire once per day, 20 ft by 10 ft cone, 1D6 damage. They can combine shots so that three ants can pack side by side and fire at once.

8 GIANT ANTS' EGG CHAMBER. 1D6 soldier ants guard 3D6 worker nurses who tend to many hundreds of eggs and larvae

9 ROYAL JELLY STORAGE. 1D6 worker ants tend the store. Royal jelly can be eaten in bulk by a player character, and will increase their CON by 2 points (once only) – but will also increase their fertility! 2D6 doses can be found here. It sells on the 'specialised drugs market for about 500 gp a dose.

10 ANT'S FOOD STORE. 2D6 workers file in and out bringing sacks of stolen grain, urns of honey, sides of bacon, dead elves, giant pike, a decaying yak, etc. There are many many barrels of beer here stolen from various taverns. The ants seem to quite like the stuff.

11 ANTS' TREASURE STORE. Guarded by 6 soldier ants. The chamber holds treasure the ants know can be traded for food, beer and other things. There are 3D6 golden trinkets, typically worth 1D10 GP each, bottles of wine (some of very ancient vintage @ 2D20 GP each), jade statuettes worth 200 g each, some swords, axes and crossbows, a slightly rusty suite of plate mail, and a +2 two handed sword

12 GIANT ANTS FUNGI GARDEN. A huge meandering chamber filled with 3D6 busy workers. The ants farm a great many types of edible fungi here. They also farm medicinal fungi that can help cure diseases or restore lost characteristics. Conferring with the ants might be a good move! Rub yourself in lemon juice and come in to see the priest of the ant god!

13 GIANT ANTS TRAP ROOM! The ceiling here is designed to collapse upon intruders. Make a Dex save, or be buried under rubble for 2D4 damage.

14 SAGE CHAMBER. Sage ants are intelligent, and have the powers of a first level wizard or a first level priest. They are otherwise identical to a worker ant. Sages can approximate a few words of mammal speech, and are used to communicate with pink squishy creatures from the surface.

In their chambers, 1D3 sages will potter about relaxing, talking, eating or investigating weird trinkets or finds from above.

15 GIANT ANTS HAVE UNCOVERED AN OLD MAUSOLEUM CHAMBER, TOMBS AND CELLARS. A pair of wights have been sealed in here by the ants – along with their treasure of 2D6 x 100 GP, a crystal with a permanent light spell cast upon it, and a jewelled codpiece worth 500 GP.

16 GIANTS ANTS CHAMBER – chamber of the weird blue light. A coruscating blue light shimmers and dances here, projected from a crystal in an old bronze bowl. 3D6 worker ants and 1D6 soldier ants relax with beer and watch the light, apparently finding it to be extremely entertaining and soothing. Characters entering the room should save vs Wisdom or stand around watching the light for the next 1D6 hours (then may roll to save again!).

17 DORMITORY CHAMBER. 5D6 ants rest here, fast asleep.

18 NEW TUNNELS. 1D6 worker ants are excavating new chambers and tunnels.

19 LABORATORY. 2 Sage ants (a 2nd level wizard and a 2nd level priest) try to puzzle out the meaning of a deck of many things...

20 CHAMBER OF THE ANT GOD. A giant statue of an ant that has been gnawed out of rock is the focus of worship by giant ants. The statue is tended by 1D6 workers and a 6th level ant sage wizard. A pit before the statue contains 2D3 magical items that have been tossed here as a sacrifice to the god. If they lay here for more than a few more days, their magical charge have been syphoned away.

21 THE SEWERAGE OUTFLOW. Several sewer routes come together, gushing into a large chamber. The dirty outflow moves off down this larger, arched tunnel.

Light glimmers from the outside world. The tunnel exits somewhat above the river banks, pouring into the river. This area is usually inhabited by 2D6 giant frogs, who like the cool and the damp. They are not wildly hostile, but they will happily snap at anything they think they might cram into their mouths.

22 SMUGGLING DROP-OFF POINT. Canoes dragged in from the sewer outlets are used to carry contraband cargoes – usually uncustomed wine and cheese, but also occasionally opium etc – are brought to this point. There is a 25% chance that there is transfer going on, with 2D6 thieves present moving goods up through the manhole and into a safe house up above. Other wise, there is simply some bits of evidence that something odd goes on here – empty bottles, sandwich crusts, or perhaps an empty canoe.

23 SAFE ZONE FOR SPECIAL PLUMBING PATROLS! Some big ol' wooden gates can be closed and bolted, allowing the patrols to fend off any pursuing monsters. Escape can be made by going up the manhole above. Groups usually enter the sewers at these points, opening up the gates as they leave. There is, however, a 1 in 10 chance that some inconsiderate bastard has locked the gates already, and has never come back to open them up again!

24 EDIBLE MUSHROOMS. This cave is filled with several edible mushroom species, as any ranger or druid can tell. Do please wash them carefully – and we do not recommend eating them raw!

25 THE STONE CATFISH. A huge green statue of a catfish sits here, with the “waters” dividing around it. The stone on the walls of this area gives of a strange greenish glow.

Any creature with an evil alignment entering this room immediately gets a splitting headache, and will take 1D3 damage if they remain in the area for more than 1 turn.

26 SEWER BARNACLES! These big weird barnacles can stick out considerable fan-shaped tongues. They sieve the sewer flow for nutrients, but will spit a disgusting slippery black oil at any people who disturb them

27 SECRET DOOR, HIDING A TUNNEL THAT HEADS UP TO A SECRET EXIT INTO THE WORLD ABOVE – usually emerging behind a building or in a quiet lane.

28 SECRET TUNNEL DUG DOWN FROM THE TEMPLE OF SERKET. The tunnel is home to a very large spider. The body of a Halfling hangs in its web. The body has leather armour, a short sword, a broken bullseye lantern, tinderbox, a leather trombone and 28 GP.

29 A SECRET TUNNEL LEADING FROM LADY ZOOREN'S HOUSE, used by her as an emergency escape route. The well-hidden secret door (level 6) is trapped with a 3D fireball spell.

30 A SECRET TUNNEL LEADING UP INTO THE OUTHOUSE OF CARRADON'S MANSION. A huge glass sphere stored in this tunnel contains a black pudding. The were rats plan to smash the glass and let the pudding find its way up into Carradon's mansion (56) if it ever comes down to a war between the were rats (or Lady Zooren) vs Carradon.

31 SECRET DOOR (not too well hidden) leading to a small tunnel that must be crawled through.

32 FALLEN ROCKS have been used to hastily block up the entrance to this chamber.

Inside, an erotic statue depicting Lady Zooren in bed with a female Were Rat has been hidden beneath some old jute sacks.

33 A SECRET DOOR OPENS ONTO BROAD STONE STEPS THAT DESCEND DOWN ABOUT 100 FT TO THE SECOND LEVEL OF THE SEWERS. Close examination of the mildew on one wall will show a recent handprint that looks a little like a rat's paw...

SECOND LEVEL

1 THREE WIGHTS LURK INSIDE THIS OLD MAUSOLEUM. They cannot cross a line of blessed silver inlay set into the doorframe. They still wear their grave finery of 2 x ruby runs worth 200 GP, and a candelabra made from fragile jade worth 1000 GP.

2 A STATUE IN A NICE HERE HAS BEEN COLONISED BY YELLOW MOULD. It looks remarkably as if the statue is made of gold. If the statue is tilted forward, it operates a switch that opens up the secret door on the far wall.

3 A MUMMY STANDS ON A DAIS, MOANING AND CROAKING A GHASTLY TUNE. Golden bindings on the mummy are worth perhaps 900 GP. In the niches of the surrounding rooms, there are about 200 skeletons. The mummy's tune is keeping the skeletons sedated – if intruders attack the mummy, its song will end and hostile skeletons will awaken. Intruders who are careful can creep through this area without disturbing the mummy.

4 THE CELLAR OF AN ANCIENT WINE MERCHANT. Bottles here come in all sorts of weird shapes and sizes – there are about 200 bottles here. A person can carry about 12 in a backpack. Roll below for each bottle

- 1 An excellent cleaning fluid for brass and silver
- 2 Thick, sweet liqueur. A soft sound like laughter as it is poured
- 3 Imbiber can see ethereal entities for the next 2 hours
- 4 Drinker goes rigid as a board for two hours
- 5 Drinker takes on semblance of a were rat for 1D3 hours.
- 6 Sweet, potent – and in 30 minutes from now, the drinker will becomes utterly obsessed with angles and measurements.
- 7 Everyone around you is naked!
- 8 Your mind takes a wander through the abyss
- 9 A piquant little wine, with definite woody overtones, and a slight hint of a 3 story building with games room, expanded basement and excellent hillside views.
- 10 One sip and you're anybody's!

5 SKELETAL ANIMALS ARE LOCKED IN RUSTED OLD CAGES. The animals twitch and jerk, as if improperly animated into skeletons.

A sarcophagus in the middle of the floor contains a body that is in a high state of desiccation. Anyone touching the body will lose 2D6 Hit Points as their fluids are sucked into the body, awakening the MUMMY in the sarcophagus and allowing it to attack. A secret compartment beneath the body inside the sarcophagus contains a scroll with 9 levels of spells.

6 A RECESSED IMAGE OF A FACE WITH ITS MOUTH OPEN IS SET INTO THE WALL.

If someone puts their face into this space and sticks their tongue in the hole, the wall will side aside to reveal the corridors beyond.

It does NOT taste like chicken...

7 THIS OLD TORTURE CHAMBER RADIATES A FEELING OF SHEER HORROR.

Fear checks's to enter the room. A rack, an iron maiden etc, all still seem to be in immaculate condition. A painting of a man in spiked leather armour in on the wall. Anyone who stares at it must make a wisdom check or become temporarily possessed by the spirit of Uthaag the chastiser, a nobleman and torturer form 200 years ago. For the next 24 hours, the player character will go forth and seek victims for this torture chamber.

8 A DANGEROUS TUMBLE OF RUBBLE AND ROCK.

Make a strength roll to clear a passage through. But there is a 50% chance of a rock fall that will require a dexterity roll from anyone digging to avoid 1D6 of damage.

9 ENTRANCE TO THE THIEVES GUILD HEADQUARTERS.

A secret door – difficulty level 10.

10 A "Y" SHAPED INTERSECTION.

The left fork leads to a secret door, difficulty 10. The right fork leads to a trap – a false door that surges a 3D6 jolt of electricity when the handle is gripped. This can't really be 'disabled'

11 BEHIND A METAL DOOR, A FIRST LEVEL THIEF IS ON GUARD, PEEING THROUGH A SMALL SLOT IN THE DOOR.

The guard will pull a chord to ring a bell far back in the rooms far behind, alerting the thieves guild to the arrival of intruders. (Or, if the new arrivals are authorised folks who can say the password before approaching the door, and answer the 'question of the day', then this guard will open up the door.

In a small guard room further back, there are two 3rd level fighters, AC 20, heavy crossbows, Hit Points 20, +4 to hit, Swords (1D8+1). These 'heavies' will hold the breech against intruders while a thorough defense is being organised behind them.

12 FAKE 'ARMOURY'. A glass-fronted case marked "Emergency – just break glass" contains 3 arrows of backbiting.

13 THERE ARE FIVE RUST MONSTERS KEPT HERE IN A CAGE WITH WOODEN BARS.

If anyone attacks the guild and enters the main room, five rust monsters will be released to attack the intruders. Once the rust monsters have done enough damage, a guild mage will fire off some offensive spells, and some thieves will fire crossbows from each of the side halls. They will try to draw intruders into splitting the party and giving chase – right over pit traps containing gelatinous cubes. Each of these side passages will have 2D3 thieves of levels 1D6 defending them, led by 1D3 were rats. The thief defenders make good use of secret hiding places to deliver backstabs galore.

14 THIEVE'S LOUNGES, plotting rooms and quarters.

This is where the defending thieves and mages normally live. Luxurious quarters have rugs and rich beds, tables and chairs. A rack of vintage wines (20 bottles, all worth 4D6 GP each), a keg of brainwarp beer from the 'Laughing Hippocampus', and ivory gaming sets worth 1000 gp.

There are 5 or 6 very attractive maidens kept here as entertainment.

15 LOOT ROOM. A lightning bolt trap is on the door (difficulty 6 to see), difficulty 10 to disarm).

Inside the room are bales and bales of loot. Carpets (1D10 worth 1D6 x 100 GP each), bales of spice (1D6 worth 1D6 x 50 GP each), bottles of vintage wine (2D20 worth 4D6 GP each), and vast amounts of cheese (2D10 giant stinky cheese wheels 3 feet across, each worth 30 GP). There is also a trapped chest containing 2222 GP. A secret compartment in one wall contains another trapped box that holds 12 pieces of jewellery.

16 ARMOURY. A locked, trapped door (level 5 to see, poison needles with a level 4 poison) opens onto a room filled with thief weapons and tools.

There are masterwork lockpick kits, several leather armours, some excellent masterwork leather armours, short swords, masterwork sling bullets, crossbows, daggers, and darts. There is a +2 shortsword that is good aligned, sealed in a wooden case and marked with a warning rune.

17 CELLS. People who the guild wants to keep alive for some reason – hostages, or people with information – are kept here in cages. A trained owl bear prowls around the cages. Anyone the were rats really take a dislike to will probably be torn apart either by the rats themselves or the bear. There is likely to be at least one hostage kept here at any given time.

18 HOME OF DAHLIA AND DAELIA – WERE RATS. The locked door is trapped – touch the door without putting a were rat paw onto the brass plate beside the door handle, and a hatch opens in the roof dropping a gelatinous cube into the 10 ft square in front of the door. Ouch!

The were rats are not keen to fight to the death. If intruders break in, both rats will hurtle poison gas bombs into the entryway, and immediately retreat back to the next hall, stepping over the pit trap. They will take cover, grab two crossbows, and open fire, hoping intruders will rush them and fall into the pit trap. They will fight hand to hand with anyone who manages to cross the trap, but will only fight until they reach ½ Hit Points. If still under attack, they will change to giant rat form and dodge into a small rat tunnel, speeding off into an escape tunnel that comes up under the Were Rat Inn.

The rooms here are luxurious. Two bedrooms have beds covered with mink fur (Daelia) or ermine (Dahlia), both bedspreads being worth 2000 GP each. There are books here (120 books worth 4D6 GP each). There is a silver and ebony hookah pipe with 2000 GP, with a block of high quality resinous 'smokables' that might bring 100 GP if sold. There is also a rather smelly, highly expensive cheese here worth 200 GP.

SUNKEN SHIP

Dangerous! Suitable only for parties with a few levels to lose!

Long ago, a pirate vessel sailed into a cave to conceal itself. When the cave collapsed, the crew were trapped. The captain set his crew to trying to dig an escape tunnel. He fed the crew on the bodies of slaves chained below. This evil act slowly turned the captain into a wraith. As he crew succumbed to the toxic gasses and starvation, the Captain finally turned on his officers, sucking out their lives. But now he was trapped here, waiting for some foolish adventurer to set him free to roam the open seas...

The ship is aground on rocks, and the bottom has rotted badly. The rest of the ship, while solid, is in bad condition. The huge old cave laps with sea water that leaks in from the outside world. It is an cold, silent, terrifying place.

The pirate captain of the ship is a Wraith – still kitted out in remnants of his old costume. He is served by his old first mate, his mistress, and a captive ebony human princess, all of whom are half wraiths. The rest of the crew are skeletons under their command.

The Skeletons will lie silently about when player characters first appear, with the wraiths watching events though the skeletons' eyes. Skeletons will move to strike when a PC is alone or vulnerable. Once the PCs know the skeletons are a threat, the skeletons will arise and become serious opponents, moving back and collecting into a force that will be sent into battle by the wraiths.

1 TUNNEL: The tunnel has been raggedly hacked out of rock and rubble – a mere crawl space. The shattered bones of three men lie crushed by rocks, as if they have been killed by a cave-in while making the tunnel.

2 TUNNEL MOUTH: A pair of broken skeletons lie by the tunnel. One has a broken pick nearby. Both look as though they have crawled here long ago. They were the remnants of seamans' uniforms, and carry rusted swords. The bones of another man lie tangled up amongst the rocks, as if a cave-in has buried him.

The bones of yet another man lie crammed up against the rock wall nearby. He seems to have run himself through with his own sword....

3 FIRE PIT: An old fire pit, with a roasting spit and ancient ashes. Many dozens of discarded old iron manacles lie about the area. Gnawed bones are scattered about the edges of the pit, or lie in the water. A close examination will reveal the horrifying information that these bones are human.

Two sailor's skeletons lie here. One has been run through with a sword, which still juts through its ribcage. Another has been nailed to the ground by iron spikes.

4 THE OLD SHIP: A vast old Carrack lies half up on the rocks. The skeletons of three pirates lie sprawled over the rocks, still clutching rusty weapons.

Old planks make a gangplank up onto the deck. The skeleton of a hanged man still dangles beside the gangplank. The whole area is horribly, horribly silent...

4 MAIN DECK: The deck of the old ship is an eerie place. Gnawed bones lie scattered about – victims of the cannibalistic feasts of the trapped pirate crew. Four pirate skeletons lie about the deck. A fifth skeleton hangs in the broken, tattered rigging. There is another in the crow's next. All of these skeletons can animate to fight if needed. But they are more likely to simply be eyes and ears for the wait, and then to silently rise and follow the PCs once they go inside the ship.

There is a glint of gold from the skeleton in the rigging. It has a gold ring worth 50 GP.

On the far side of the ship, a skeleton lies against the hull. A canny thief would spy that this skeleton has a gold-hilted dagger worth about 250 GP. If anyone goes to retrieve the dagger, two skeletons hidden in the water will grapple them and try to drag them silently down to drown.

The hatches leading down to the inner guts of the ship are dark and dank. A save vs fear (wisdom) is required from a character before they will agree to lead the way down.

6 QUARTERDECK: Two pirate skeletons lie beside the wheel. One of the skeletons has a +1 two handed axe. Like the skeletons on the main deck, these will lie still unless they can ambush a solitary PC quietly – striking with 'backstab' ability. If the player characters all leave the decks, the skeletons will silently rise and follow.

7 GREAT CABIN: A horrendous feast has been enacted here. The skeleton of a butchered slave is on a golden platter worth 1000 GP. There are miss-assorted silver knives, forks and plates worth about 500 GP. Four pirate skeletons lie in chairs about the table. The great, withered body of the pirate captain sits at the head of the table, seated in state. He has a ring on one hand that is worth 500 GP.

The Pirate captain is a wraith. He will strike when someone tries to loot his body, attacking with surprise. The skeletons in this room and who may have closed in from the upper decks then animate and attack. The captain will fight until he has taken $\frac{1}{2}$ damage. If this happens, he will lunge beneath the table and down through an open trapdoor into the hold, joining with whatever other forces he has below decks.

8 QUARTER GALLERY: The Captain's dressing room and toilet. Now littered with bones of cannibalised victims. There is a silver hair brush worth 10 GP.

A mirror shows the horrible image of the wraith captain closing in behind the viewer – but when the character turns, there is no one there.

9 CAPTAIN'S CABIN: A decayed cot hung with silks and robes. Gnawed human bones. Wine cups worth 200 GP. A bottle of liquor that is sour and rotten. Old bloodstains are everywhere. There are some dresses hanging here – all tattered. A +2 short sword is underneath the mattress.

Pearls from a broken pearl necklace lie scattered on the floor (600 GP). The body of a rat – with the top half apparently eaten off decades ago – lies amidst the pearls.

An old map here shows the location of a treasure island – a long lost temple of the serpent god.

Upon touching anything in this room, the player character will get an immediate image of a beautiful female pirate having the life sucked out of her by a ravenous black force.

10 FORECASTLE: 4 skeletons hang in hammocks. Small chests here contain various small personal goods – rotten clothes, blankets, trinkets, and 2D6 GP. A pair of loaded dice lie on the floor.

11 ROPE LOCKER: 6 skeletal giant rats instantly attack.

12 SAIL LOCKER: Rotten piles of canvas. Yellow mould has grown amongst the canvas. Anyone searching the old sails will disturb the spores.

13 SURGEON'S ROOM: A skeleton tied to the surgeon's table by leathers and chains still jerks and tries to fight against its bonds. A sawn-off leg tries to hop and bound about the floor. Clinging to the ceiling above is the first mate – a ½ wight. He will attack anyone who passes below him.

Locker here contains 3 healing potions and a potion of delusion.

14 WARD ROOM: A table is littered with bones left over from a cannibal feast. Four skeletons sit at the table, and will rise to attack.

15 CABINS: Cots, rotten clothes, rotted blankets, and 1d6 GP of coins and trinkets in each. Trinkets falling from a rotten shelf might give a character a brief moment of shock. A cursed shortsword of berzerking lying underneath one set of blankets will take effect upon the first character to hold it.

16 SLAVE HOLD: This was a giant slave holding deck. Empty manacles line the walls. The low ceilings mean that characters have to crouch in order to explore the deck.

There is a feeling of sheer dread and horror here. Anyone with a wisdom of 12 or more will in no way want to enter this area.

This is because of the ghost of a tortured slave that haunts the central deck. It will suddenly appear when a character reaches the mainmast, screaming as it re-enacts its cannibalisation

while attacking the PCs. It will then attack anyone in the hold who carries items once owned by the pirates.

Picking up a manacle will show images of the demise of the pirate vessel – the ship becoming trapped, and the slaves becoming cannibal meat – and the transformation of the evil captain into a wraith.

17 SECRET ROOM: A secret door leads to a sealed room filled with bottles of liquor.

18 ORLOP DECK: Arrr! Here's where the big battle takes place!

The area under the main hull runs most of the length of the ship. This place is dark, dank and hung with ropes of mould. Scattered down here are chests, rotten sacks and casks, barrels and leather puncheons. The whole area is well filled with bones from cannibal feasts. Stones form the ballast and piles of rotting rope and sails lie everywhere in mounds.

Here the Captain (a wight), his mistress (a half wight), the first mate (a half wight – unless he died in a fight up above), and the remaining crew of skeletons – 20 skeletons in all – all lie in wait. Once the player characters advance half way into the orlop, the skeletons all rise from the refuse to attract their attention. Once combat is joined, the wights will leap up from concealment beneath the decks behind the characters and attack the characters from the rear.

Blighters!

The rewards of this fight are the pirate's treasure! 3806 CP, 2921 SP, 6060 GP, 201 PP, 6 strings of pearls each worth 500 GP, 7 pieces of jewellery worth 750 GP, a robe of useful items, a +1 ring of force shield, , a manual of quickness of action +2, a potion of protection from evil. A clerical scroll with a resurrection spell, a cure disease spell, and 3 x extra healing spells.

Mind you – now that the wight is dead, its hellish masters wish to claim the ship. In 10 turns time, the ship will quake and start to break up over the next 12 turns. It will then be drawn back into the abyss of hell...



HAUNTED HOUSE

Dangerous!

This house is widely acknowledged to be haunted. It has sat empty and shunned for 10 years, ever since the family inside the house simply... stopped coming out. Some investigators managed to enter the main hall and a few rooms, and came running swiftly out, with 10 years added to their age. Since then, no one who has ever gone in has come out...

RESEARCH: Any decent research at the council records offices etc will reveal that this mansion was once owned by the she-elf Tattiana, who had an obsessive, passionate love affair with the paladin Garrad of Izen. When he spurned her, she turned quite mad with grief. The house was sealed behind a magical fence of energy for a year and a day, after which the house was in its present abandoned condition.

Sometimes at night, a weird, muffled wailing can be heard from deep inside the house... (After midnight)

Yep – there's a Banshee in here.

There is a route marked on the maps. At midnight each night, the banshee of Tattiana appears in the observatory. It follows the route down to the paladin's prison, and tortures the entrapped paladin's soul. Tattiana will be extremely violent if encountered, believing the PCs are here to take the paladin away from her. She will remain with the entrapped paladin until dawn, when she returns to the observatory.

1 FRONT YARD: A stone wall 12 feet high surrounds the mansion. It is topped with sharp spikes. The iron gate has been padlocked by the city council, and a warning notice has been fixed to the gate – but anyone with a bit of strength or dexterity can shove the gate open wide enough to slip through.

The house is vast and frightening. Dead ivy clings to the walls. All of the windows have been sealed off with crudely welded bars. The front door seems to have been nailed shut from the inside, but was broken in by the first investigators many years ago.

The yard is a place of tall, sickly yellow weeds – dried thistles, and twisted grass. A cracked path decorated with weathered Elven runes heads towards the house.

In the grass beside the front wall lies the body of a would-be burglar. He has been dead for about 2 years. He still has a potion of cure light wounds, a rusted short sword, a rope and rusty grapple, and some rusted thieves tools. One of his hands is missing. The body is on its back as if it was trying to scrabble backwards and away from some sort of terror that was stalking towards it from the house.

2 GRAVEYARD: The West side of the yard has a graveyard. There are many graves of household servants, and even a family dog. All of these graves have been dug up many years ago, and the spoil heaped to one side of each grave. Open, empty coffins lie scattered through the yard.

The thin figure of a little girl can be seen kneeling in amongst the weeds, weeping beside a grave. The figure is an Allip, who will attack anyone who comes close enough to touch her. She is babbling and weeping into what was once her own grave....

3 REAR GARDEN – THE GAZEBO! A desolate garden, with a

long dead hedge maze, a dry fountain – and a GAZEBO...

The sinister gazebo is a dark mass shrouded in a dry old vine. There is a silver table service all laid out on a picnic table inside the gazebo – worth about 250 GP. Sadly, the vine covering the gazebo is an Assassin Vine... It is cunning enough to let multiple victims come within reach before striking.

4 FRONT HALL: Dust and cobwebs drape a long hall. The hall was once panelled in silvery elven woods, but many of the panels have scratch marks running down them as if they have been clawed.

The walls are all covered with paintings of a handsome human paladin. The paintings are often badly done by a crazed, amateur hand, and are hung at mad angles on the wall. A full, imposing portrait of the man hangs in pride of place. His stern face has had a smile scrawled across it in ancient, faded lipstick.

Two dead bodies are here – killed by the banshee's scream as they tried to flee downstairs. One is a fighter in rusted banded mail with a shield and a large mace. The other was a cleric of Anubis, dressed in mail and carrying a mace and shield. The Cleric's holy symbol has somehow shattered and melted. There is 5D6 GP on the bodies, as well as a ball of hairy string.

5 DINING ROOM: Two dead thieves lie in the room. They have been stabbed and slashed to ribbons, and a dinner knife or three juts from the bodies of each. They carry swords, throwing daggers and thieves tools, and have only been dead about six months (still slightly gooey!) One lies sprawled in the middle of a huge dining table. The other is in the entrance to the hall.

A huge dining table surrounded by 24 chairs is at the centre of the room. There are 25 place settings – mostly smashed, but there are about 160 GP worth of silver forks. Rotted food, mummified roasts and spilled goblets are scattered about the table and the floor. The body of a man sits in one of the chairs with a carving knife jutting from his skull. The body is decades old, and is dressed in rotted, tattered finery. He has a gold ring of protection +2.

The portrait of a female elven mage is above the fireplace (Tattiana). She is pretty, but has a weird, fragile, 'unstable' look about her. The mantelpiece below has a bust of a human paladin – the same one from the paintings outside. It has dried lipstick kisses all over it.

If the man in the chair is touched, the skull's eyes will glow and his angry spirit will animate the cutlery about the room. 24 knives (ATTACK +1, DAM 1D3), Two carving forks (ATTACK +1, DAM 1 pt), and two carving knives (ATTACK +3, DAM 1D6) will immediately attack the intruders. Half will concentrate on the defiler of the body, and the rest will assault the defiler's companions. The attacking knives can be turned by cleric as if facing skeletons. The attacks continue until the skull of the violated body is destroyed (6 Hit Points damage, requiring either a called shot (AC 15), or on a natural roll of 19 or 20 while raining mad blows onto the corpse).

6 KITCHEN: The skeletal body of a cook hangs from the door, still pinned by a huge knife. The body moves and gropes towards the player characters they approach.

Inside the kitchen, there is a pantry filled with mummified bacon carcasses, ducks and sides of beef – rat-gnawed piles of mildewed bread etc. A big kitchen table has the dismembered corpse of a man at its centre, with a big cleaver jammed into the side of the table.

The Allip of the household cook will emerge from the pantry, babbling and keening insanely about his mistress – how he wants to make the perfect feast for the mistress. The new intruders will be just the thing...!

7 PARLOUR: A sitting room. The walls are lined with bookshelves, mostly filled with soppy romance novels (worth about 50 GP at the markets, but Lady Zooren would pay about 250 GP for the collection). A long dead cage bird flops about in its cage.

A painting of the noble paladin has had its eyes burned out with a hot poker.

8 BALL ROOM: Twenty skeletal ball guests dressed in tattered, blood-crusted finery stand about, staring blankly. Half are male (each with some gems worth 1D20 GP each), and half are female (each with necklaces etc worth 3D20 GP each.)

When the room is entered, all of the skeletons will turn to stare at the player characters. A skeleton of the opposite sex to the first PC to enter will slowly reach out towards them with one clawed hand...

If the PC takes the skeleton and ballroom dances with it, all is well. Otherwise, all 20 skeletons will attack.

9 SERVANTS QUARTERS: A locked door seals off this room. Inside, there seem to be four beds, a dressing table, a wardrobe... the walls are covered with faded, dusty curtains. The bones of a dead cat lie in the fireplace.

Two insane skeletons in Maids outfits hide behind the hangings on either side of the door. They will fling themselves at the first character to enter in through the door. Their attacks are vicious, and if they can make a surprise hit, they will deal an extra 1D4 of damage.

The dressing table holds a silver comb worth 5 GP

10 OUTHOUSES: A toilet, wash basin and towel rails. Rats flee in the dark as the door opens. This may give players the impression that something is lurking in the room, but the place is empty...

Not much here except dust.... A few copies of an old treatise on the true meaning of goodness hang on a nail in the toilet.

11 LABORATORY: The door to this room is chained and locked from the outside. Anyone touching the locks or the door will feel a sheer, intense evil inside the room. A fear save is needed to unlock the door or pass into the room within. Clerics will definitely sense something deadly beyond the door.

The vivisected corpses of three maidens are locked in here, chained down to tables. Organs are preserved in jars. The ghost of one of the maidens is trapped her in the room, and in her frenzy of madness, she will attack anyone who enters. She cannot leave the confines of the room.

There is a masterwork vivisection kit in the room worth 1000 GP. A +3 evil dagger is kept in a case on the wall.

12 SUMMONING ROOM: A horrible summoning room, used for contacting demonic entities. There is a summoning circle on the floor, and the dried up corpse of a sacrificial maiden, still with a +1 dagger in her heart. A book on a lectern is a guide to summoning demonic entities. Other items in the room include a silver bell (100 GP), and a golden bowl (200 GP) filled with a crust of dried blood.

There is a horrible feeling in this room – as if you are being watched. Anyone entering the room feels unclean.

13 SPECIMEN ROOM: Cages contain the animated skeletons of apes, dogs, a vulture, a dolphin.... All in all, 5 animated animal skeletons will attack anyone who enters the room.

Chopped up mummified pieces of a dead unicorn lie scattered about the room. The magical horn is still here.

14 OBSERVATORY: This is where the banshee has its lair. The banshee of Tattiana hovers here, swirling and tearing at its spectral hair, still in a vile passion about the paladin who spurns her charms. She will attack anyone who enters, convinced that they are here to take the paladin away from her.

The room is set up as an observatory, but it has suffered from decades of elven wrath. A carefully ground lens once used to gaze at the heavens has been smashed. Alchemical equipment has been stamped and shattered into ruin. Library shelves contain Tattiana's old spell book – many pages have been ripped out and torn up, but the books still contain 1D6 spells of each level up to 5th. There is a treatise on mind control, with about 1000 GP if sold into the hands of an unscrupulous person (who will use it for evil ends). Some experimental potions are still on the shelves: A love philtre so intense that it causes 1D10 damage to the user, and a potion of glamour that raises charisma by 4 for 3 hours (but is made through so evil a process that the maker irrevocably turns to evil.) A scroll with a *teleport* spell, a *fly* spell and a *shout* spell lies wadded up in one corner.

15 GREENHOUSE: Dead plants crowd this glass-roofed room. The room was once used for growing exotic roses of many many varieties. Only one still survives – a pure black rose. The plant has grown huge and woody, fed by the hatred radiating throughout the house. Anyone who holds one of these black roses will be beset by nightmares for many days afterwards.

The body of a child has been bisected top-to-bottom, and lies to either side of the rose bush's roots.

The door leading to the observatory has a puzzle lock requiring a difficulty 10 Int test to solve. A failed attempt will cause 1D6 of electrical damage.

16 MASTER BEDROOM: Here lies the physical body of poor Tattiana – dead on her bed in a paroxysm of madness. The room echoes horribly with madness and weeping.

A rotting bed draped in velvets – a wardrobe filled with decaying clothing....faded perfumes on the dresser. A mirror on the wall worth about 100 GP.

The dresser has 1D4 pieces of jewellery.

The body has a ring of spell storing, which contains a fireball spell (11 dice) and a web spell. She also wears an amulet of good health +4.

17 BEDROOM: A decayed bedroom. A servant hangs from a noose from the ceiling. Mould in this room burns the lungs like pepper. A severe sense of hopelessness and futility seems to radiate from everything in this room. Make a secret roll for each party member, checking Charisma. Any who fail become more and more affected with a sense of total depression and despair. In about 3D6 turns, they will try to slip away back to this room to hang themselves. Other party members will probably see them slipping away after acting 'funny' for a few turns previously.

18 BEDROOM: An apprentices bedroom. There are several books – basic primers on magic – and a spell book with 2D6 first level spells. Anyone opening the book will receive a horrible image of the wizard's apprentice being blown apart by Tattiana. The shock of this vision requires a Will ST, otherwise the recipient will be knocked senseless for 3D6 turns.

19 GAMES ROOM: A wood panelled room with a long, warped table used for a type of billiards, and a table top one side made from a silvery wood and a cool bluish wood that has holes and elaborately carved pegs used to play a 'sea-serpent racing' board game. The board game table is worth about 500 GP to the right person. Some of the billiard balls are still here (7 ivory balls, worth about 2 GP each)

20 SHRINE: A smashed shrine to the goddess of Love. The little votive image has had its eyes stabbed out, and blood has been splashed all about the walls. The churning energies of goods warring with evil here are physically painful. Anyone passing by here must make a Wisdom save or else lose 1D6 from their wisdom and intelligence for the next hour.

21 BALCONY: This balcony has some weathered chairs and dead pot plants. The doors into the house are locked from the inside. A dead thief who climbed up here via a rope and grapnel has been lying here for about 5 years. He died when pierced by the lethal poison needle trap hidden in the door lock. An examination of the body will show that it is horribly contorted. Two raven's skeletons lie nearby (birds that tried to eat the corpse were immediately poisoned and died)

22 CELLAR: This is a large, vaulted chamber with rows of pillars that hold the burnt out shanks of torches. The floor is covered in dust, and is unmarked by footprints. A small table stands in the middle of the room. Upon the table are three silver cups inscribed with a motif of assassin vines (complete with dead victims). The cups are worth about 100 GP each, but only to someone with rather morbid tastes.

4 warrior skeletons – the remains of Tattiana's old guardsmen – now stand guard against all intruders. They are 2 HD skeletons with an AC of 21 (rusted plate armour), armed with bastard swords (1D10). One of the swords is a +2 bastard sword, doing +1 to hit and +1 damage.

The skeletons stand behind pillars, silently and motionlessly on guard. They are a DC 5 to spot until someone is fully inside the room, whereupon they will attack.

23 CHAMBER OF LOVE: The door to this room is locked. Anyone opening the door to this chamber will summon the banshee

from the Observatory. She will arrive in about 4 turns.

A row of withered skeletons hang in chains along the walls – a horrible contrast to the other décor, which is sickly sweet with flowers and romantic paintings.

A shrine stands in a curtained niche in the wall. A table fitted with shackles stands upright before the shrine. On the wall of the hideous, evil shrine there is a weird pattern painted on the wall. This pattern will make a character very susceptible to feelings of love and dependence. Anyone who stares at the pattern must make a Wis save or fall in love with the first person to speak to them.

24 TORTURE CHAMBER: Nice! A table – brazier, branding irons, pincers, whips. Blood stains everywhere. A big mirror made of silver is on one wall. Anyone looking into the mirror will see a girl, who screams and suddenly has skin, tissue, muscles and organs flayed from her bloody bones. Save vs Wisdom or have your hair turn white in fright!

25 PALADIN'S PRISON: The withered, tortured undead body of the paladin "Garrad of Izen" hangs here, suspended inside a crackling globe of force. A hellish series of patterns are outlines on the walls, floor and ceiling, and these channel energy into the sphere. The while place is filled with the energy of the demonic planes, burning any good aligned characters who try to enter to the room for 1 point of damage/turn (unless they have a protection from evil spell or effect). The paladin's body jerks and writhes in a frenzy of agony.

There are knife switches on each of the four walls. Flipping these UP from their current down position will shut off the power flow. But anyone coming close to a switch will take 1D6 electricity damage.

Flipping up all 4 switches shuts off the terrible forces here. The paladin's body will fall to the ground – finally at peace. The shade of the Paladin will escape the body, look benevolently at the player characters that have helped him. A feeling of peace and relief will flood through the characters. Each person who helped flip the switches and free the paladin will gain a +1 to their saving throws against life drain or evil magic.

Freeing the paladin is worth about 500 XP for each member of the party (if they are good aligned) or 200 XP if they are neutral aligned.

The house will begin to shake. In a few minutes, it will be dragged into hell, which has so long awaited it. Time to leave!

26 A LOCKED SECRET DOOR – DIFFICULTY 5: Poison needle trap in the lock, CL 4.

27 BACK DOOR: The door is bolted from the inside. A doggy doo would admit a Halfling or a gnome, who could unlock the door from the inside.

28 REAR HALLWAY: The place has a feeling of absolute dread – the sense that something is watching.... Waiting.....

A stuffed owlbear looms in the darkness, its claws spread wide. There is a mirror on the wall opposite the owlbear.

29 MAIN STAIRWAY: Dark wooden stairs. The walls here are

hung with paintings. There is a painting of a wise elven priestess – her eyes have been cut out of the painting. The picture of a wise wizard has had its mouth slashed wide. The stairwell is chilly, and there is a definite sense that something terrible has recently passed this way. The floor up above feels far colder than the floor below.

30 A WINE CELLAR: There are about 200 bottle of wine here. Most are worth 2D6 GP. But anyone with a knowledge of wines (Char check) can spot three high value (50 GP) bottles of a very, very rare banana tokay.

RUMOURS

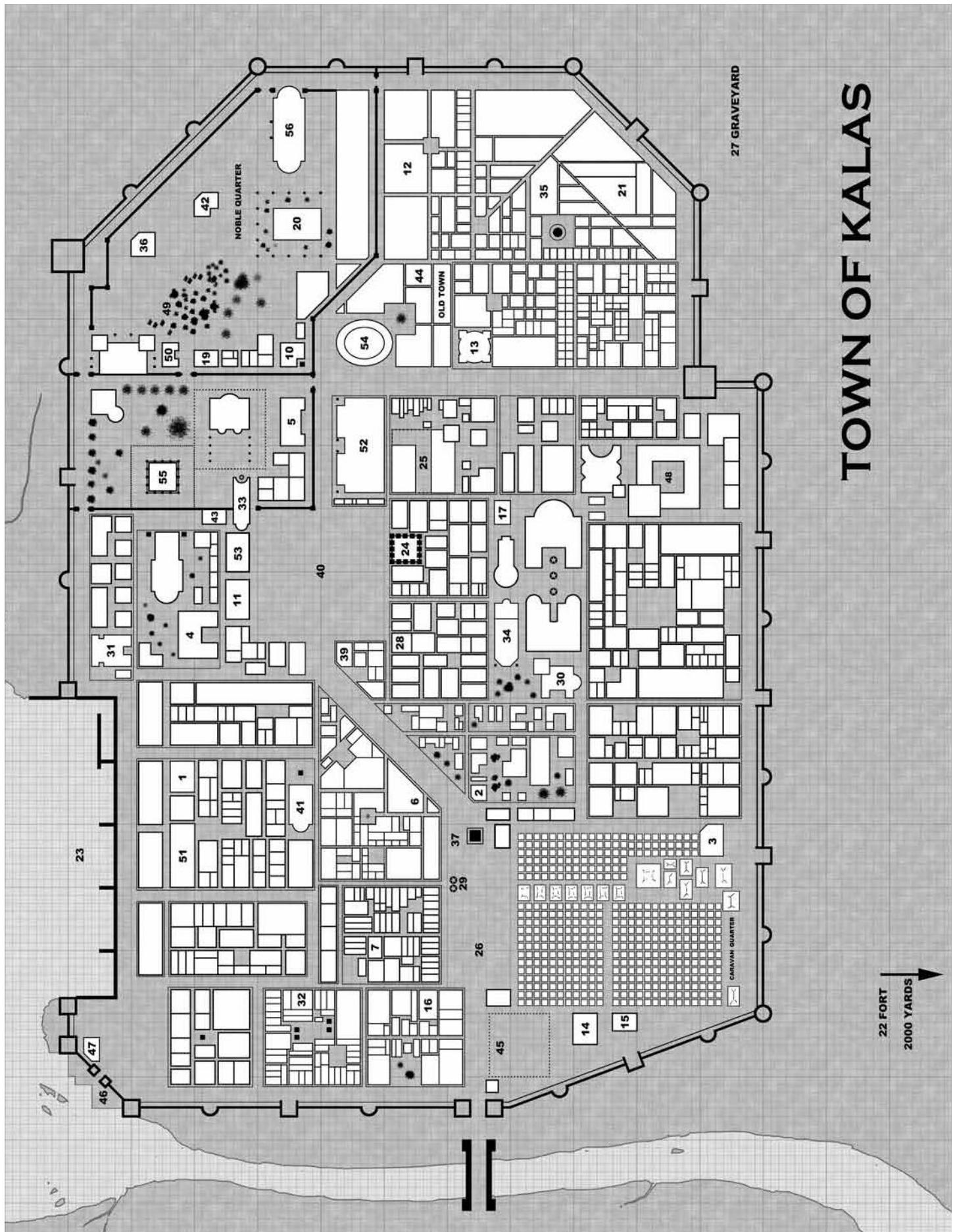
Random rumours can be picked up at taverns, or while gossiping at aqueducts, coffee houses etc. Roll a CL0 charisma test for a character to overhear a rumour wherever good gossiping is found!

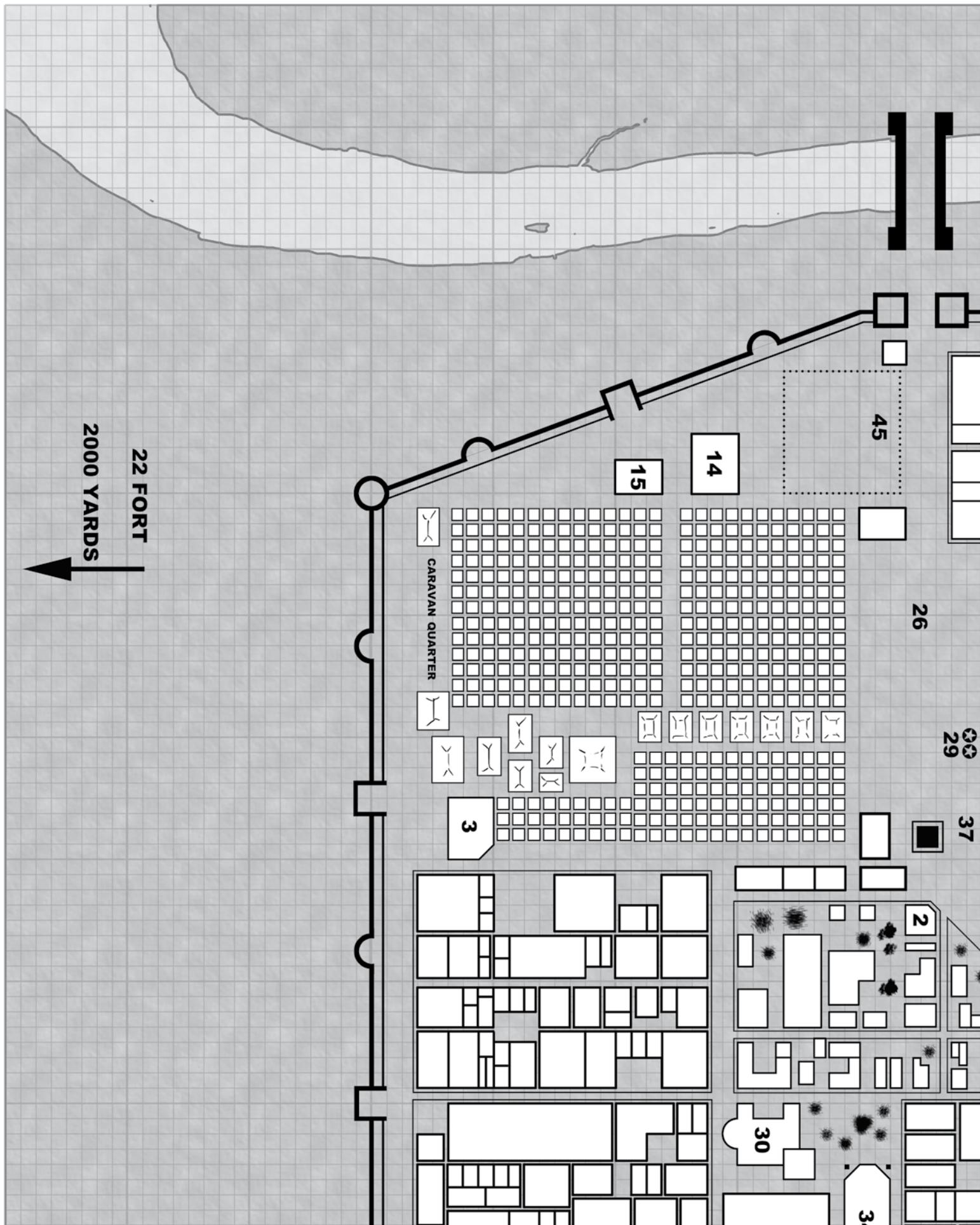
Roll 2D20

- 2 The Blood Tick tavern sells drunken female guests to slavers.
- 3 A wizard needs the eggs of a sewer crocodile for a potion component – and he's paying in hard cash!
- 4 The entire 'gauntlet' dungeon is entirely stocked with illusions.
- 5 An ex slave says they saw a slaver down at the docks, walking around pretending to be a missionary...
- 6 A coffin was found dug up in the graveyard. The lid was off, the corpse was missing, and a torn sack of sand and straw was found littered on the ground...
- 7 A swarm of giant rats, led by a larger black rat, was seen scuttling over the rooftops near the dockside warehouses last night.
- 8 Two men have gone missing in the middle of Almoner's square last night. Nothing has been found but their shoes.
- 9 A trio of giant ducks have been seen fleeing down the street. One duck was carrying a sword belt in its beak.
- 10 Flying ants have been seen taking off into the skies last night. Some people claim they have seen flying ants on their rooftops.
- 11 Killer tumbleweed swarms have been seen on the steppes!
- 12 A swarm of giant bees are settling in inside the old lighthouse out on the point...
- 13 Drinking coffee for three days straight can give you telepathic powers.
- 14 A Black dragon down on the coast is looking for a magician, for a 'special task'...
- 15 A big monster – "Tentacle Bob" – has been preying on Special Plumbing Teams down inside the sewers
- 16 A missing expedition that headed out to the old Ruins of Sangrath tower in the steppes had a +3 bastard sword with them.
- 17 An axe beak race is happening out in the road. Look out!
- 18 Two carts filled with beer bottles have collided. Beer bottles are spilling all over the road!

- 19 An animated cage containing a distressed maiden is walking off down the outside road.
- 20 The gypsy traders who have a stall down at the Bazaar have a +2 bow for sale...
- 21 10% off all clothing at the bazaar for the next thirty minutes!
- 22 A tattoo stall at the Bazaar can tattoo first level spells onto a magic user as an emergency 'spell book'.
- 23 A caravan with some sort of secret cargo is trying to sneak out of the city tonight.
- 24 An expedition hopes to find a lost city somewhere far off down the river.
- 25 A pair of haggard castaway sailors are telling a tale about a volcanic island, an abandoned pyramid, and ancient treasures lying in the sand...
- 26 If you rub yourself with lemon juice, giant ants will refrain from attacking you (actually – true. Were rats that trade with the ants use citrus oil to signal that they are not hostile to the ants. The ants will not automatically attack).
- 27 There's some sort of tick living out in the steppe grass. You have to rub yourself with perfume oil if you don't want to be bitten (those things can carry fever!)
- 28 The thieves guild control the cheese trade coming into the town
- 29 The privateer ship "Netherwhen" is actually a slaver.
- 30 The ghost in the woman's baths was heard again last nigh, over at the bath house
- 31 Lord Carradon is pressing for a new vessel to be raised and manned by the town – and sent off to fight pirates.
- 32 Lord Carradon is secretly meeting with the leaders of the mercenary's guild.
- 33 Lady Zooren sometimes meets with a svelte black-haired woman at the coffee shop, and they talk in whisper. Could she be having an affair with...with another woman? (Note – she is actually meeting a were rat)
- 34 The girl from the sorcery supply shop paid two guys down the street to take some hers out of her shop and burn them in a fire.
- 35 Someone saw a whole row of scorpions marching down the road at 2AM last night. They all filed into the temple of Serket.
- 36 That lady who runs the temple of Serket is a real philanthropist! And she's looking for adventurers for hire.
- 37 Miss Primula was in here looking for one of her guest. The man has been missing for 3 days, and he left all his luggage behind at the boarding house.
- 38 The bad gals from the temple of Sekhmet are planning on another night out tonight. It's a good night to stay clear of the bars!
- 39 Three sheep, and now 1 shepherd have been found dead of 'neck rupture' and drained of blood down at the Bazaar.
- 40 Lady Zooren has a secret sister – who is a were rat! They were seen talking late one night.

TOWN OF KALAS



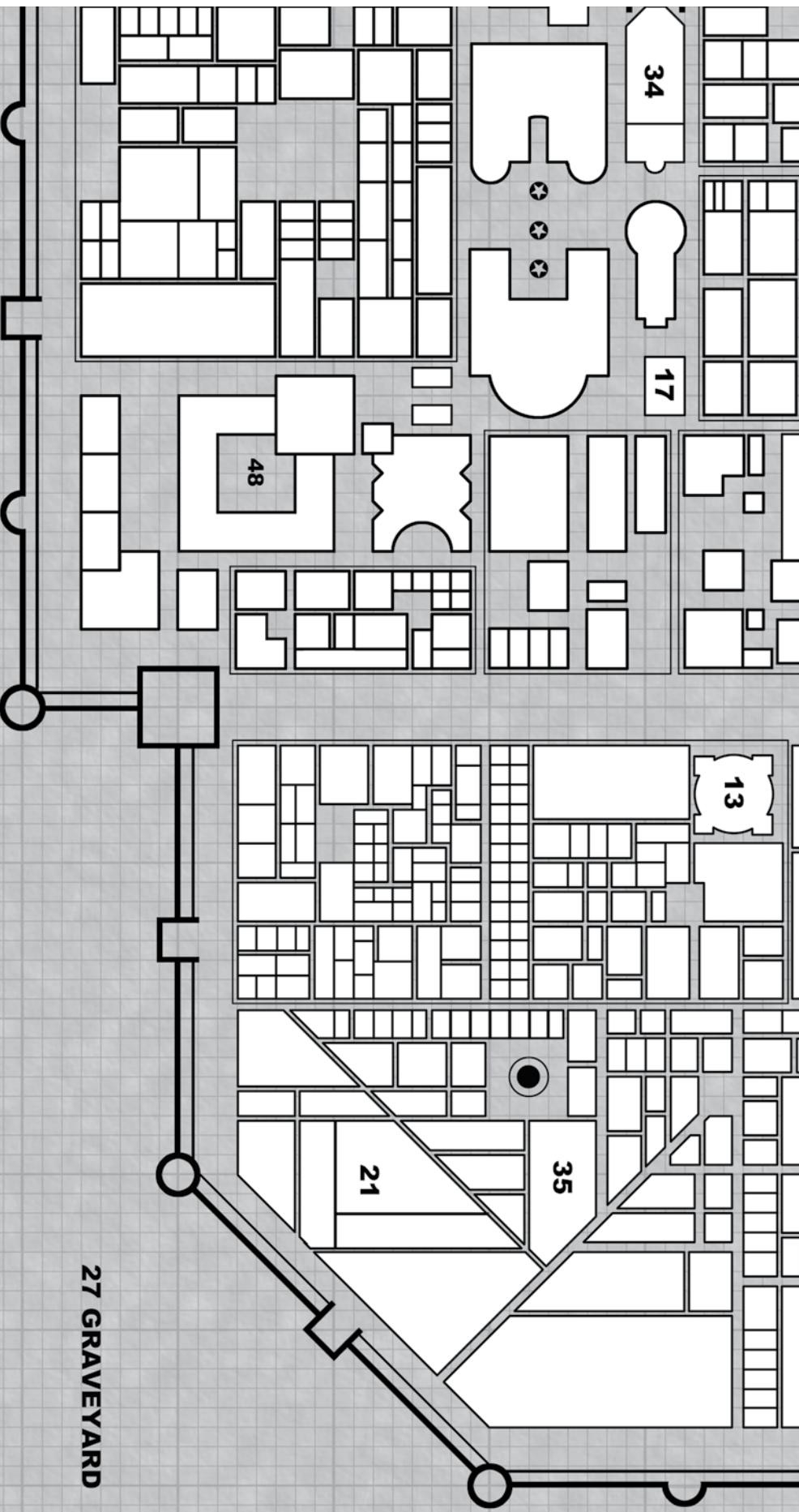


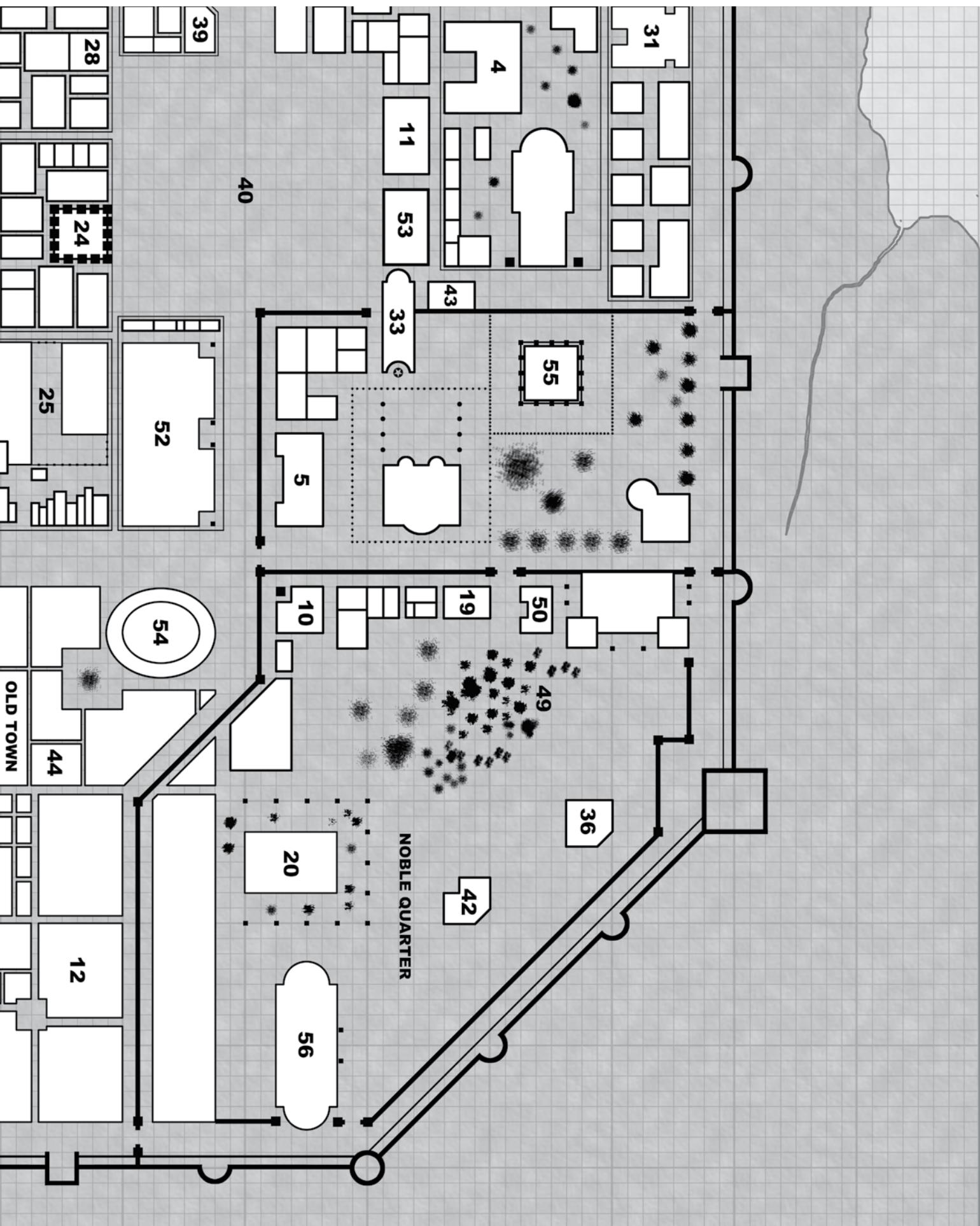


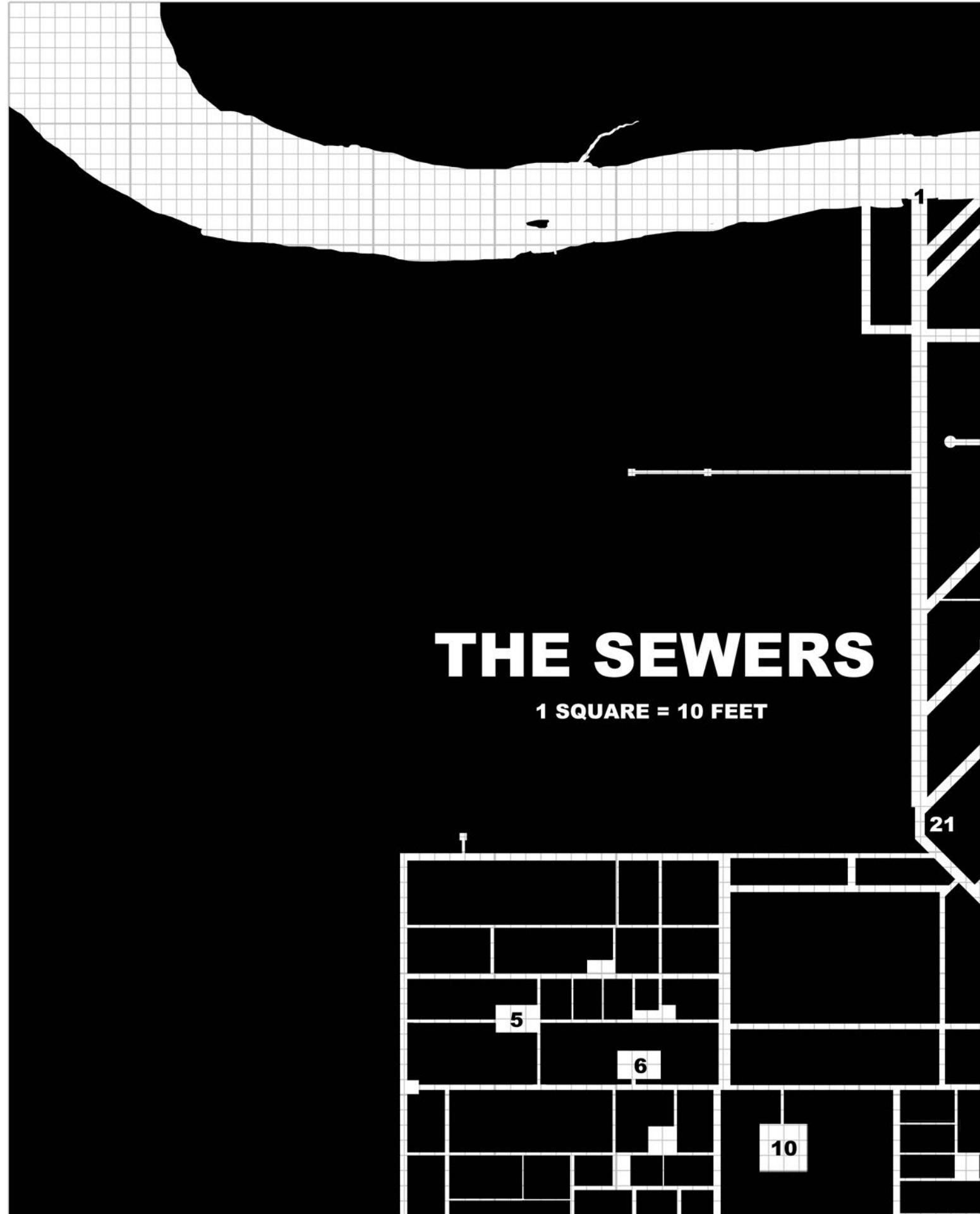
TOWN OF KALAS

1 SQUARE = 10 FEET

27 GRAVEYARD







THE SEWERS

1 SQUARE = 10 FEET

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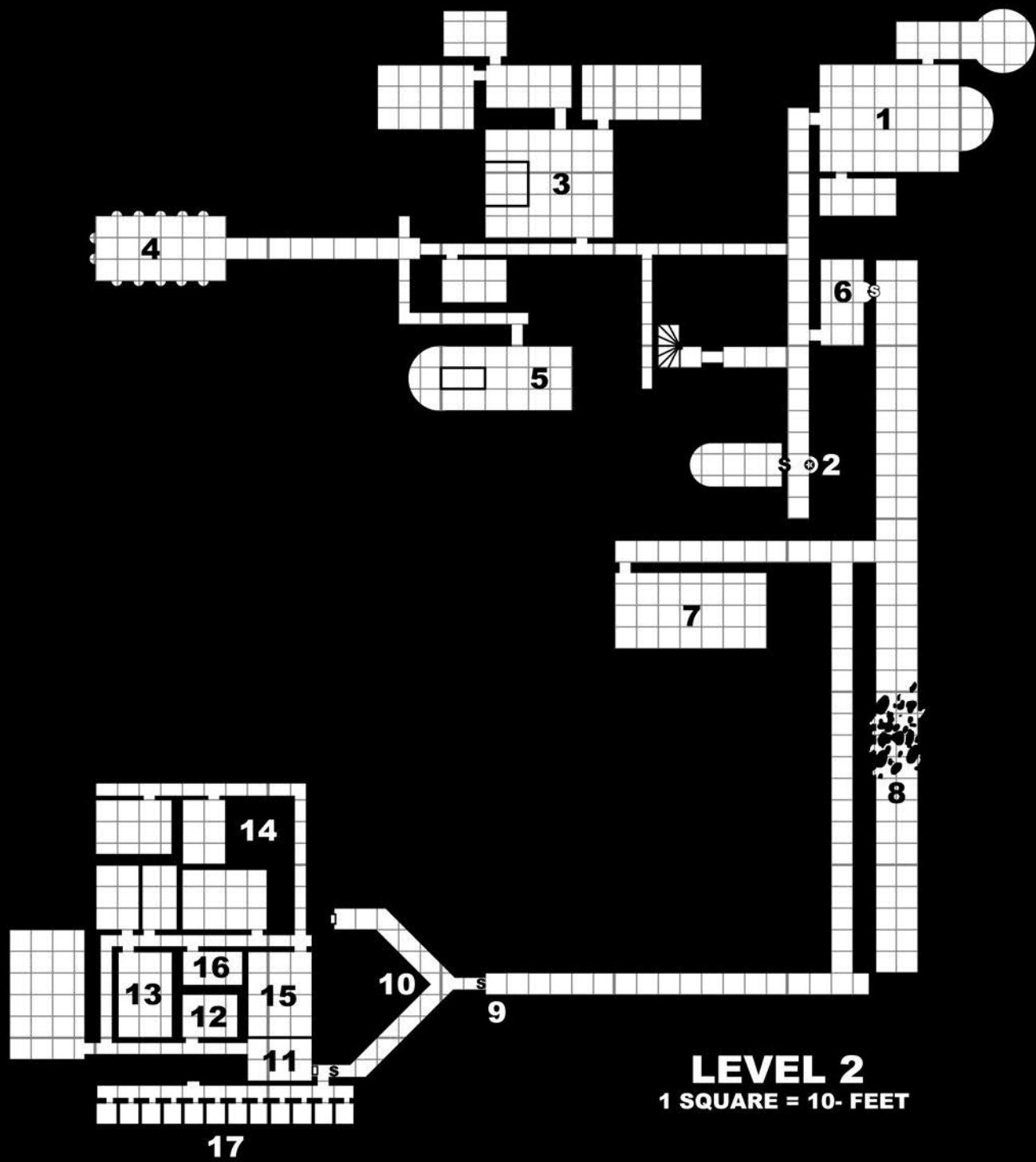
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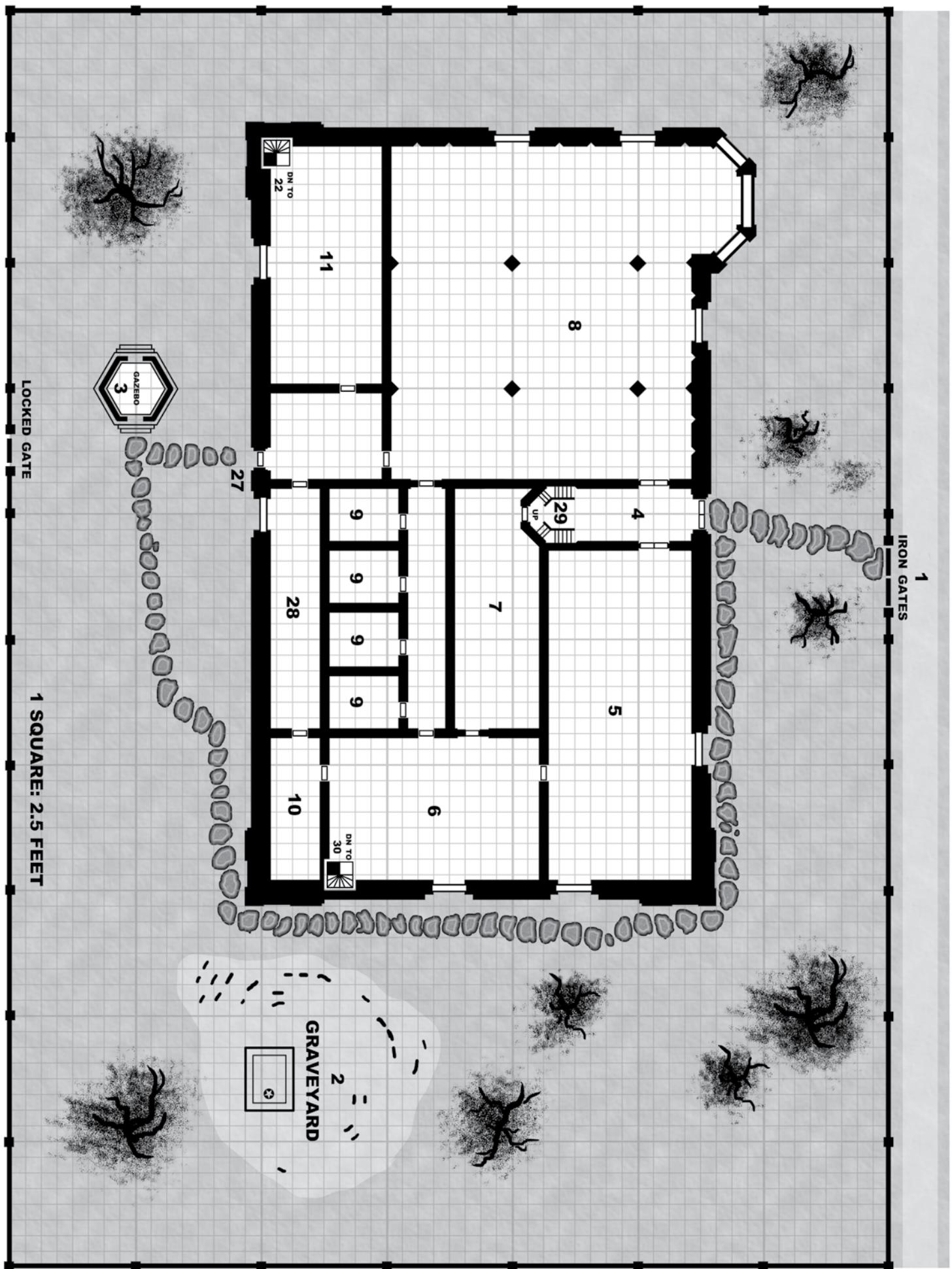
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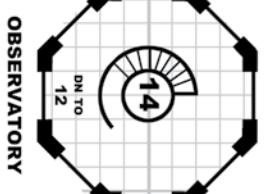
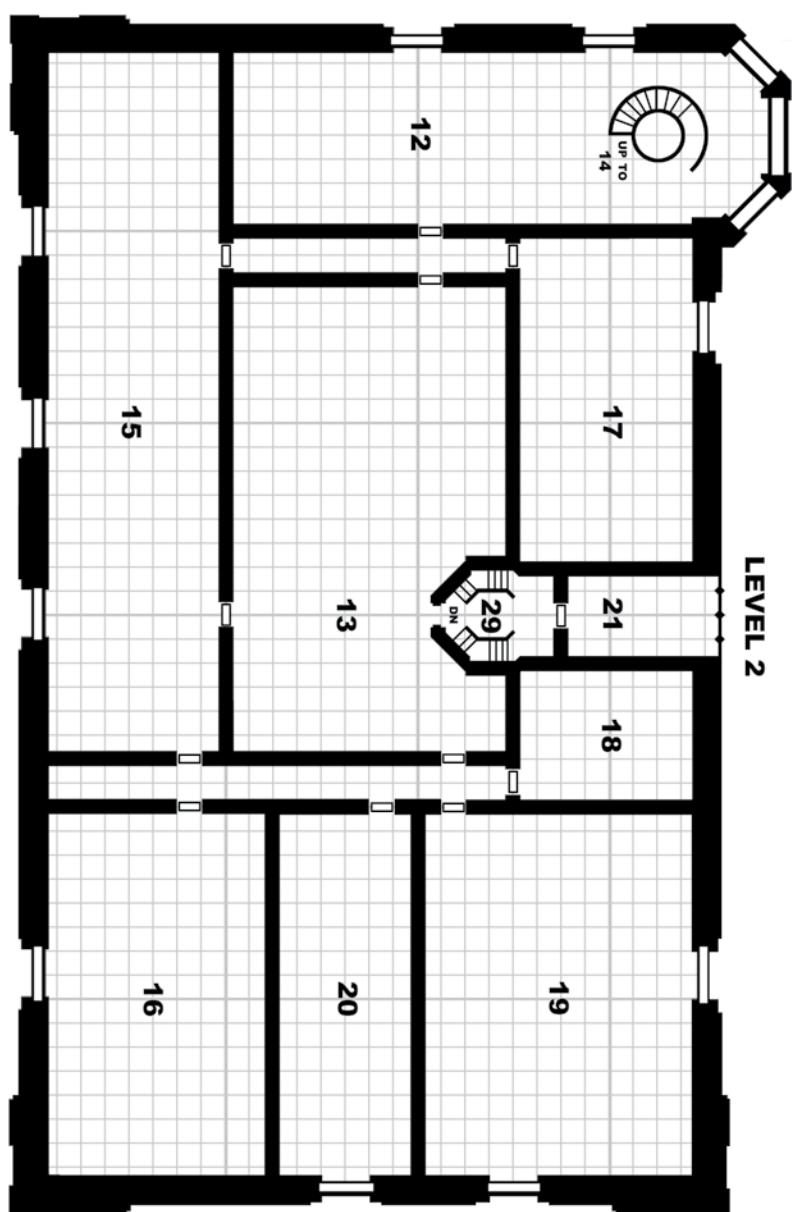
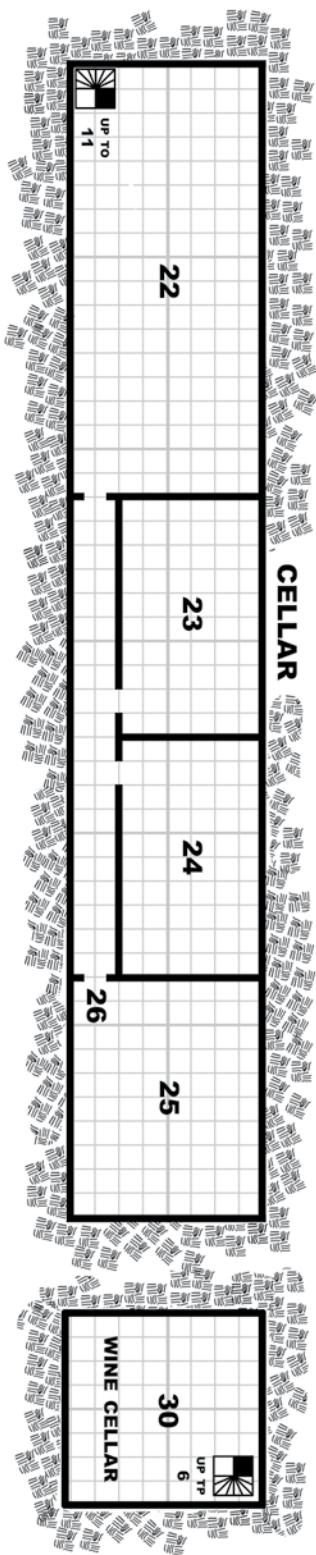












HAUNTED HOUSE

CASTLES & CRUSADES

SITTING ON THE BANKS OF THE GANDA RIVER ESTUARY, THE TOWN OF KALAS HAS A POPULATION OF SOME 8,000 SOULS. THE TOWN SEES A GREAT DEAL OF BUSINESS PASS IN THROUGH ITS GATES; RIVER BARGES COMING DOWN FROM THE LAKES, SEAGOING MERCHANT VESSELS AND PRIVATEERS AS WELL AS CARAVANS COMING IN FROM THE UST-AAN STEPPES. THE TOWN SERVES AS A TRADING CENTER REST STOP, AND AS A PLACE TO REFIT VESSELS, CARAVANS AND PARTIES OF ADVENTURERS.

IN KALAS, DUSKY ISLANDERS AND EBONY VISITORS FROM THE DARK CONTINENT MINGLE WITH STEPPE MEN, PALE BLONDE BARBARIANS FROM THE NORTH, AND THE SWARthy, WARM-EYED LOCALS. GRASS ELVES, THEIR SKINS PAINTED BROWN AND GREEN – GREY ELVES FROM THE FOREST, EVEN SEA ELVES FROM THE SHORE BARGAIN IN THE BAZAAR WITH EBONY DWARVES FROM THE DESERT, PALE DWARVES FROM THE NORTH, LEAF GNOMES, MARSH HALFLINGS AND THE DARK SKINNED HALFLING WANDERERS FROM FAR DISTANT VELDTS.

KALAS IS THE LOCATION FOR AN ADVENTURING PARTY. WALKING IN FROM LITTLE VILLAGES OFF THE RIVER, OR ARRIVING BY SHIP OR CARAVAN, THE CHARACTERS CAN BEGIN TO HUNT ABOUT AND PURCHASE EQUIPMENT, FIND A PLACE TO STAY AND HAVE FUN CRAWLING THE BARS. EVERY LOCATION AND EVERY CHARACTER HERE HAVE BEEN CREATED WITH THE POTENTIAL FOR ADVENTURES!

THIS IS A SANDBOX ADVENTURE SETTING. WRITTEN BY PAUL KIDD, THE TOWN OF KALAS IS A WONDERFULLY CONTAINED SETTING EASY TO PORT INTO ANY GAME. IT INCLUDES ALL THE DETAILS ON THE TOWN, WITH MAPS, AS WELL AS EVERYTHING YOU NEED TO RUN THE MAJOR NPCs. THE TOWN OF KALAS IS FILLED WITH HOSTS OF ADVENTURE HOOKS GOOD FOR LONG RANGE CAMPAIGNS OR SHORT, ONE NIGHT ADVENTURES.



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