

The Village of Bex

A Standard “Base” village for Labyrinth Lord.



Copyright 2015 – Zachariah S. Edwardson

Acknowledgements and Copyright notes.

Village of Bex ©2015 Zachariah S. Edwardson. Labyrinth Lord © 2007-2009 Daniel Proctor. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the written permission of the copyright owners. Labyrinth Lord™, Advanced Labyrinth Lord™, and Goblinoid Games™ are trademarks of Daniel Proctor. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental.

Cover art is by Andrew Krahne and was released in "Spears of Dawn" Artpack.

Page 8 art is by Luigi Castellani and was released in "Scarlet Heroes" Artpack

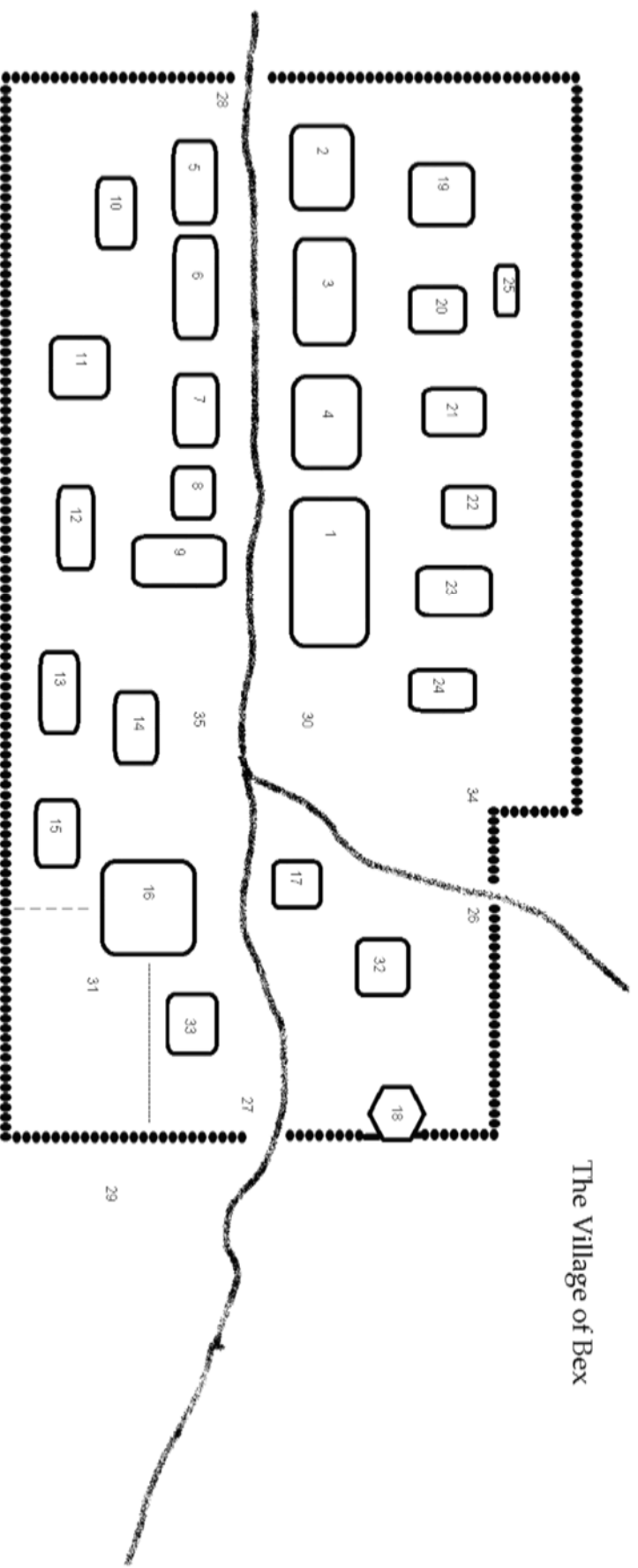
Page 9 art is by Luigi Castellani and was released in "Spears of Dawn" Artpack

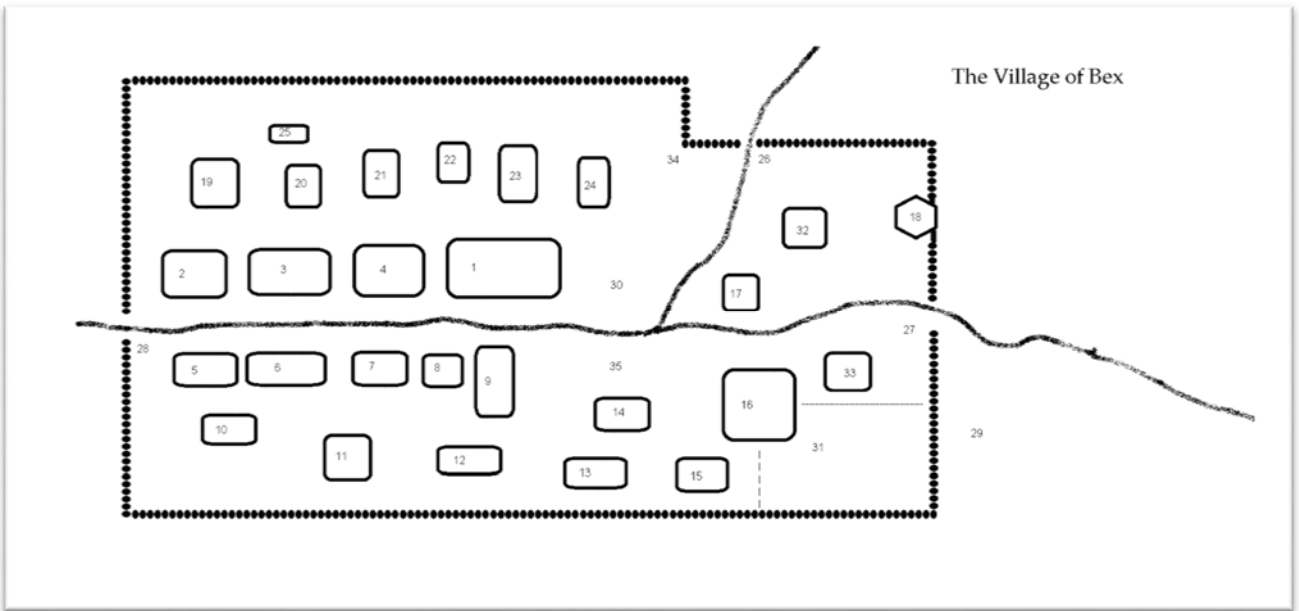
Page 12 art is by Joyce Maureira and was released in the "Scarlet Heroes" Artpack

Map "Village of Bex" is drawn by Zachariah S. Edwardson and is released into the public domain.

If you have any concerns about incorrect attribution please contact the writer at Zedwardson@gmail.com or at Dragonfoot as "Distorted Humor"

The Village of Bex





Author notes: This is designed to be a “Plug and play” village for a Game master needing a vibrant town for his or her group of adventures needing a place for rest, resupply, and perhaps explore. While I give brief locational information, it can easily be placed in most settings, be homemade (Homebrew) or commercial setting. If you do find this village to be useful, please drop me a line and let me know – that is the only payment I ask for someone to use it is to give me some feedback. It is based off my previous efforts such as the desert town of Sweetwater.

Best of luck in all your adventures, and have fun.

Zachariah S. Edwardson

The Village of Bex is located in the semi-wild hills north of Cavasse, and many travelers have been thankful when coming across the ridges to see the small Village of Bex surrounded by its stockade as a welcome refuge from the road. It is a friendly town, used to visitors, but expect those visitors to be on the best of behaviors.

History: It started as charcoal and blacksmith shop deep in the woods. Built on crossroads it slowly grew. The blacksmith shop has "Always been their" as the locals say, and a man named Piter has always operated the forge, over the years the village has expanded, and expects new growth as recent discoveries in the region mean that adventures will continue to arrive seeking fame and fortune.

Key

1. **The Hoodwinked Maid** – This is the inn and unofficial town Hall. Made of stone and two stories with a large stable to hold at least twenty (20) horses and mules. The Inn has beds for twenty five (25) guests and additional "Hay berths" for an additional ten (10). The inn serves food and beverage at book rates.

The Inn is of standard design and décor is very much of warm wood. The Ale and bird is noted as good, while the pork is viewed as subpar.

Persons of note:

Darren VanCleft : Neutral Male Human, Lvl: 4, Atr: 16/13/16/17/13/8 , AC: 6, HP: 24 Equipment: Padded, Scimitar +1

A retired adventurer and now owner of "The Hoodwinked Maid. His beard is already turning grey, and he is known to mutter if he forced to work. He runs an honest inn and is well respected. Almost the entire town would defend him in a fight. He does not tolerate fighting and hangs a crossbow to remind folks that he serious about it.

In a trapdoor under the kitchen hearth is his life savings. 4000 CP, 5054 SP, 578 GP, 3 gems worth 500 each. He will also have a lockbox in his room with 2000 SP and 1000 CP used for day to day transactions of the inn.

Adora of Longgrove: Lawful Female Elf, Lvl: 2, Atr: 17/14/14/18/10/9 , AC: 0, HP: 11

Equipment: Plate Mail, Hand Axe, Long sword

Spellbook: First (2): Floating Disc, Manipulate Fire, Comprehend Languages, Hold Portal.

Natar of Longgrove: Neutral Female Elf, Lvl: 2, Atr: 8/14/11/15/16/16 , AC: 3, HP: 12

Equipment: Banded Mail, Hand Axe, Longbow

Spellbook: First (2): Magic Missile, Mending, Shocking Grasp, Jump.

These two are sisters, in fact, twin female Elves who are long time patrons of "The Hoodwinked maid". They remain aloof from any attempt for the party to contact them, and will refuse to join the party. In fact they have been sent by a council of rangers to keep watch, as there has been increasing worries of

what exactly is happening outside of Bax. They will keep track of the party, and if the party is noted as seeking to eliminate the evils, they may give unexpected help. As the party gains levels, you can add levels to keep them in the range of the party. Have 2,000 SP in their room in a lockbox.

Altos Chigurh: Chaotic Male Fighter, Lvl: 3, Atr: 15/14/11/11/13/13 , AC: 4, HP: 17

Equipment: Banded Mail, Light Crossbow, Light Hammer

This man will be at the bar and will drink the night away. He will try to present himself as being harmless as possible, but the reality is that he is an agent of the Temple of Set and is passing information along to the temple about the going on in the town.

Iruri: Neutral Female Human, Lvl: 0, Atr: 10/7/12/10/12/17 , AC: 10, HP: 4

Equipment: None

Iruri is a dark haired, dusky lass who serves ale to the patrons of " The Hoodwinked Maid ". She is quick with a joke or a light of your pipe, and she wants to get out of sweetwater, as she was left here as a child by a merchant.

Gillota: Lawful Female human, Lvl: 0, Atr: 14/12/9/10/9/13 , AC: 10, HP: 3

Equipment: None

Gillota is an older blond woman who works the kitchens and serves ale at " The Hoodwinked Maid ". She has three children by three men who are long outside of her life.

Yllara Sourleaf: Chaotic Female Halfling, Lvl: 0, Atr: 9/16/12/12/14/14 , AC: 10, HP: 4

A loud, foul mouthed Halfling, she is well loved by some, and hated by others. She will say what she feels and does not care about what others think.

Orius of Whitetop: Chaotic Male Magic-user, Lvl: 3, Atr: 14/17/14/12/9/12 , AC: 9, HP: 9 Equipment: No Armor, Dagger

Spellbook: First (2): Feather Fall, Protection from Evil, Ventriloquism, Enlarge, Read Magic. Second (1): Stinking Cloud.

Orius is a unique man. He will come up the party and say "wanna see magic?" and then pull a copper out of someone ear. Dressed in garish robes, he could be mistaken for a fool. He will by all appearances appear to be a (not very good) stage performer pretending magical ability to entertain guests. He will also try to sell fake amulets and rings of protection and other false magical goods. If confronted he will admit that he is a fake magic user.

The reality is much darker. He is a devoted follower of Mortica the Pale, and he has come to town to spy on the town, as the party gets stronger, and closer to the Mortica Temple levels, he will try to ask for information on where the party is going, so that he can feed that to his bosses so they can arrange an ambush.

There will be 2d6 additional patrons, plus 1d4 caravans. For the Caravans, please use the random encounter table to generate numbers.

2. **Beltran General Store** - This is the main general store and trade house for the Village. It will buy items at 50% and sell at book value. It will have most items that groups want, but mirrors are 150% book value.

Beltran of Bex: Lawful Male Shopkeep, Lvl: 0, Atr: 10/8/16/9/11/16 , AC: 8, HP: 5

Equipment: Leather, Mace

A quiet man who has run his store since he was 14 winters old. He can buy up to 500gp of items at a time, and takes a week for him to rebuild his cash as traders travel in and out of the town.

3. **Militia House** - This square building of stone is the home of the town militia. The first floor is a training room and the armory, while the 2nd floor is the sleeping quarters. The Militia has steady turnover as men and woman sign on and off being caravan guards and move along. However there is a number of men and woman who make this their profession.

Captains of the Watch

Zindel Sas: Lawful Male Fighter, Lvl: 8, Atr: 18/13/15/14/15/9 , AC: 2, HP: 52

Equipment: Chain Mail+1, Shield, Bastard Sword+2*

Zindel Sas is the captain of the guard. He is not cruel, but does not warm to the "adventuring sort" and will keep an eye on the party till they show they are following the law. He is inflexibly just, but has the respect of the town for being fair to all. He is on duty for the day.

* his Bastard Sword, named "Izor", consists of a fine, red metal blade and the pommel and grip is made of the chitin skeleton of magical giant insects formed into the material. His Chain mail is made of the same material. It is +2 and +3 vs. Gnolls and Goblins.

Ghost of Bex: Lawful female Fighter, Lvl: 5, Atr: 17/14/5/9/12/13 , AC: 4, HP: 23

Equipment: Scale Mail +1, Shield, Battle Axe +2

Ghost is a no-nonsense woman, who normally keeps her head hooded to protect her face and to prevent strangers to see that she is female. She is an Albino, and runs the watch at night to avoid the sunlight. She promised to protect the town from evil to her god and has carried out her vow ever since.

Lieutenants

These men will be guarding the gates and patrol the town with 1d6/2 zero level humans.

Jamis Carnif: Chaotic Male Fighter, Lvl: 2, Atr: 17/12/13/11/7/12 , AC: 5, HP: 11

Equipment: Chain Mail, Mace, Light Pick

Jamis is an agent of the Temple of Set. His goal is to take over the watch

Alard: Neutral Male Fighter, Lvl: 1, Atr: 10/12/12/11/10/15 , AC: 6, HP: 3

Equipment: Studded Leather, Shield, Light Pick

Crocus: Neutral Male Dwarf, Lvl: 2, Atr: 11/12/13/14/13/8 , AC: 5, HP: 13

Equipment: Scale Mail, Long Sword

Baldric Foothair: Lawful Male Halfling, Lvl: 2, Atr: 14/10/13/13/13/12 , AC: 2, HP: 9

Equipment: Plate Mail, Short Sword

Isembart of Ninepennies: Lawful Male Fighter, Lvl: 2, Atr: 7/10/10/9/11/13 , AC: 6, HP: 11

Equipment: Studded Leather, Shield, Bastard Sword, Longbow

Samwise Wilk: Lawful Male Fighter, Lvl: 2, Atr: 12/10/10/11/6/12 , AC: 7, HP: 13

Equipment: Studded Leather, Spear

If a crisis (such as an attack) there is enough maces, longswords, and crossbows to arm all the lieutenants and 15 zero level human militia men.

4. **Piter Ironworks** – This is the blacksmith shop for the town, he sells his goods at 125% book value, since he can. He was a Wildman from the hills who at age 8 was taken in as a apprentice by the previous owner (Piter the old) and took his masters name and forge in time. He will have 5,000 gp in coin (mostly under his anvil.) and is the lay head of the local “Old faith” (Druidic).

Piter the Young: Lawful Male Blacksmith, Lvl: 0, Atr: 18/9/11/16/17/12 , AC: 6, HP: 8

Equipment: Leather, Light Hammer



5. **Anna's Apothecary** -This is a large Apothecary, and well stocked with herbs from the Woods. Anna sells items related to medical, potions, and spell casting components. She is well respected by the townsfolk, and woe to anyone who harms her. She is young (18) as she inherited this store from her mother at age 12.

Anna of Bex: Neutral Female Magic-user, Lvl: 3, Atr: 9/9/10/9/15/18 , AC: 9, HP: 7

Equipment: No Armor, Dagger

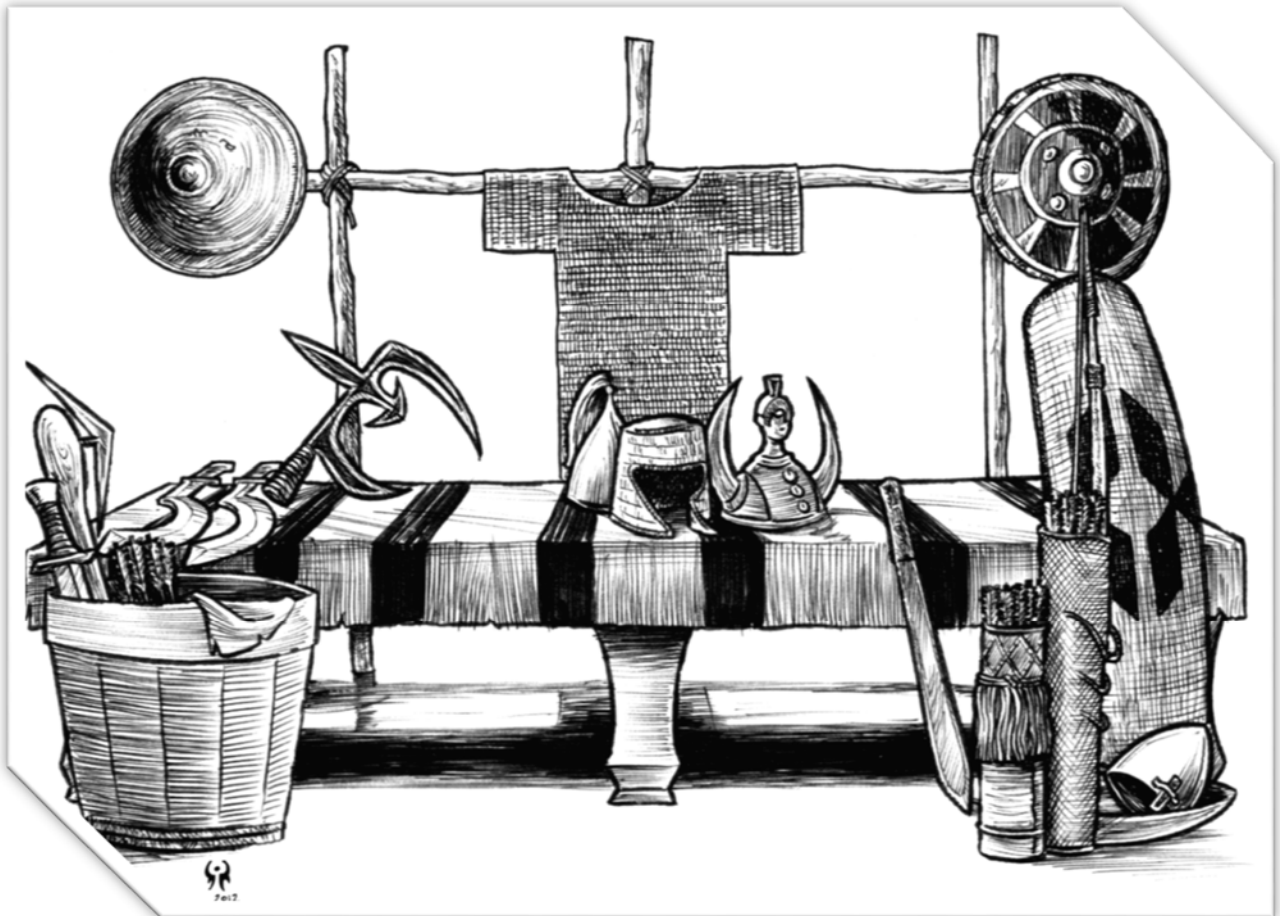
Spellbook: First (2): Summon Familiar, Ventriloquism, Sleep. Second (1): Continual Light, Amnesia, Magic Mouth.

6. **Jensa Flophouse** - This is a homestead turned into a flophouse. The widow Jensa hires rooms out by the month to men and the occasional woman who need to stay in town for longer time,

she charges at the first of the month a rate equal to two weeks in an inn. She provides a common stew (pottage) for her houseguests, at normal rates. It is plain but healthy fare. If the party catches meat, she trade for meals. Will have 750 GP in silver and copper, as she made a good living running the flophouse.

Jensa of Bex : Chaotic Female townperson, Lvl: 1, Atr: 11/13/16/16/16/13 , AC: 9, HP: 3

7. **Open for GM flavor**



8. **Yellow River Traders** - This general store was opened to help supply all the types seeking fame, glory, and money in the new ruins, as the owners rightfully thought that selling to these types would be almost as profitable as going out themselves. To everyone the owners, the siblings of Mary and Hefron seem to be normal, in fact, there are rumors that Mary and Hefron are a little too close. They buy anything at 50% of book and will sell at book rates. They also will seek information on the ruins from returning adventures. Will have 625 GP in varied change.

Mary Katal: Chaotic Female Thief, Lvl: 3, Atr: 11/6/13/14/13/6 , AC: 7, HP: 11

Equipment: Leather, Darts, Short Sword

Hefron Katel: Neutral Male Magic-user, Lvl: 3, Atr: 12/11/11/13/15/10 , AC: 8, HP: 14

Equipment: No Armor, Dagger

Spellbook: First (2): Sleep, Erase, Shocking Grasp, Detect Magic. Second (1): Stinking Cloud, Arcane Lock.

They are siblings, and use Hefron skills to detect and ID magical items. They are very close and also worship Mortica the Pale. They are a set of eyes and ears for the temple, and use there store to detect how close the parties are reaching temple underneath.

9. **Temple of the Faith** – This is a Temple of the Campaigns Lawful faith, and Players can obtain much needed temple services for minor donations. The details are left for GM flavor.

Rolland: Lawful Male Cleric, Lvl: 5, Atr: 10/10/16/16/14/16 , AC: 5, HP: 24

Equipment: Padded, Shield, Quarterstaff, Mace

Suggested Spells: First (3): Resist Cold, Detect Evil, Light. Second (2): Spiritual Weapon, Resist Fire. Third (1): Remove Curse.

10. **Oakbark Homestead** - This is a simple farmer homestead, Will have common goods and 125 SP

Mitri of Bex

Lawful Female Farmer, Lvl: 1, Atr: 18/12/15/15/13/13 , AC: 9, HP: 3

Oakbark of Eastport

Lawful Male Farmer, Lvl: 1, Atr: 11/9/15/10/13/14 , AC: 9, HP: 4

Oakbark was a trader who found a sweet girl named Mitri, they have seven kids named Coren, Rylon, Kathryn, Khailey, Kenyse, Jarvas, and Emersen (Names starting with K being female) They live in a simple house and farm and raise goats to the south, but come indoors at night. Rylon wants to be an adventurer, but does not have his fathers permission. Coren is normally stays overnight with the goats.

11. **Jakor Qoherys Homestead**

Jakor is a retired caravan guard, who found farming in the woods harder then he thought. He is madly in love with Kathryn (location 10), and would accept her younger sister Khailey once she comes of age, but Oakbark does not like Jakor (And Kathryn refuses to talk to him). After 3 months with the party being at the location, Jakor will seize Khailey on her name day and go into the woods. The Party can earn a lot of good will in rescuing Khailey when this happens. If they refuse in 2 months he will return with a newly expecting Khailey and force the marriage. (It is up to the DM to decide if Khailey is seized willingly in an elopement, or more Jakor is more dastardly). Will have 50gp.

Jakor Qoherys

Neutral Male Fighter, Lvl: 7, Atr: 18/17/15/14/14/15 , AC: 2, HP: 42

Equipment: Chain Mail+1, Shield, Scimitar +1, War Hammer

A somewhat swarthy and strong fighter from Redfort, his father was a merchant from an unknown land, and thus his odd last name. No one cares for him greatly, but he is one of the best fighters in the town. His Scimitar is named Crescent Shadow and is one of the fabled 99 blades of Declan star, made from a star that fell from earth. Its value is double a normal magical blade of its enchantment due to its historic nature.

12. **Homestead** – This is a homestead to be developed by the GM

13. **Merson Homestead** -The Merson family lives here, Chersi keeps a house, he works a woodworker at (14)

Merson of Bex

Lawful Male townsmen, Lvl: 1, Atr: 15/13/15/12/15/13 , AC: 9, HP: 6

Chersi of Motte-Ford

Neutral Female Townsmen, Lvl: 1, Atr: 10/15/18/14/12/16, AC: 9, HP: 6

14. **Carpentry shop** – This is where Merson (13) works, and provides woodworking to the locals. Prices are as book.

15. **Merobaudes the Sage** – Merobaudes is an Old Sage that is willing to pay for information in the area. He is wealthy (10,000 GP) and it is well hidden in his well-built house. He will for a fee identify items or give information to the party, and he is willing to trade with the party for information. However if the party lies to him he will never trust them again.

Merobaudes: Neutral Male Magic-user, Lvl: 4, Atr: 10/15/13/11/14/11 , AC: 9, HP: 12

Equipment: No Armor, Dagger,

Spellbook: First (2): Light, Read Languages, Shocking Grasp, Dancing Lights. Second (2): Stinking Cloud, Amnesia, Phantasmal Force, Darkness Globe.

16. **Ethithal Horses and Mules** - Horses and Mules is a local horse selling location, and one can also sell horse related gear. At the start of the week Ethithal will have 1d6 pack horses and 2d6 mules. She does strong trade with the caravans who ply the roadway. She sells at book prices. Even if she sells out, she will have additional mule within 24 hours, but otherwise will take a week to replenish her stock.

Ethithal Fourleaves

Female Elf, Lvl 1 Atr: 14/13/14/17/12/14 AC: 7 HP: 4

Ethithal owns Ethithal Horses and Mules. She is an outcast of the elven society since she has bad issues with alcohol. While she is a drunk, her natural elven abilities with animals means she can operate the horse business. She is viewed as a town leader since she has lived in Bex for decades.



17. **The Yellow Company**— consists of 6 out of work caravan guards who are hiring themselves to parties looting the nearby ruins. They will fight mostly honorably for 25GP up front, and 1/2 a share. There is a constant rotation of fresh faces to replace the fallen.

Neokles: Lawful Male Dwarf, Lvl: 1, Atr: 15/9/17/16/11/15 , AC: 5, HP: 1
Equipment: Leather, Shield, Long Sword, Short Sword

Artiza: Neutral Female Fighter, Lvl: 1, Atr: 16/13/11/15/14/11 , AC: 4, HP: 2
Equipment: Chain Mail, Battle Axe, Heavy Flail
note: a drunk

Eutolmius: Neutral Male Thief, Lvl: 2, Atr: 12/11/9/16/16/13 , AC: 6, HP: 6
Equipment: Leather, Dagger, Mace
Note: Fired for stealing from a caravan he was hired to guard.

Manimico of Heartwood: Neutral Male Elf, Lvl: 1, Atr: 14/17/12/8/11/13 , AC: 6, HP: 6
Equipment: Scale Mail, Shield, Shortbow, Quarterstaff
Spellbook: First (1): Read Languages, Feather Fall.

Ivara of Heartwood: Lawful Female Elf, Lvl: 1, Atr: 16/13/12/9/16/16 , AC: 3, HP: 6

Equipment: Plate Mail, Heavy Flail, Bastard Sword
Spellbook: First (1): Shield, Jarring Hand.
Note: No relation to Manimico, Devout follower of Janos

Serell: Chaotic Male Fighter, Lvl: 1, Atr: 16/9/16/15/14/10 , AC: 7, HP: 5
Equipment: Padded, Battle Axe +2
Note: the only thing he loves more than himself is his Battle-Ax he has named "Anna". He does not know it is magical, but will never sell it.

18. **Wizard tower** – This is a newly built Wizard Tower by a Magic user named Aunphelice. The reasons for the tower being placed here is up to the GM.

Aunphelice: Neutral Female Magic-user, Lvl: 7, Atr: 10/15/12/13/9/14 , AC: 8, HP: 17

Equipment: No Armor, Dagger +1

Spellbook: First (3): Spider Climb, Magic Missile, Read Languages, Jump, Jarring Hand. Second (2): Levitate, Detect Evil. Third (2): Haste (reversible), Fire Ball, Flame Arrow, Protection from Normal Missiles, Water Breathing. Fourth (1): Globe of Invulnerability, Lesser, Wall of Fire.

19. **House for Sale** – the previous resident moved away, and the town is willing to sell the house. It is a bit of a fixer upper.

20. **Halfling Hall** This is a hall built for the Halfling residents. Everything in this house (much of it buried under the ground, its hobbit sized and has a garden. It serves as a "Inn for Halflings"

Langlif: Neutral Female Halfling, Lvl: 1, Atr: 17/14/17/12/14/17 , AC: 5, HP: 5

Equipment: Scale Mail, Shield, Darts, Light Pick

Xaxi: Neutral Female Halfling, Lvl: 1, Atr: 12/18/17/17/14/14 , AC: 2, HP: 5

Equipment: Splint Mail, Long Sword

Tom-Tom: Chaotic Male Halfling, Lvl: 1, Atr: 13/16/7/12/15/7 , AC: 3, HP: 6

Equipment: Splint Mail, Shield, Flail, Mace

Tom-Sam: Neutral Male Halfling, Lvl: 2, Atr: 14/13/11/11/16/15 , AC: 8, HP: 11

Equipment: Leather, Mace, Scimitar

Baladi the Hairy: Lawful Male Halfling, Lvl: 1, Atr: 15/11/12/10/10/15 , AC: 7, HP: 4

Equipment: Padded, Shield, Light Hammer

Rigar Dustbowl: Chaotic Male Halfling, Lvl: 5, Atr: 14/14/11/11/16/10 , AC: 3, HP: 30

Equipment: Splint Mail, Shield, Heavy Crossbow, Darts

21. **Old Lad Hamma Homestead** -This is the home of Old Lad Hamma, who is a former adventurer and guard who settled in Bex in his old age. Everyone thinks he is massively wealthy, but the reality is that he is dirt poor but gets a small amount of money from his illegitimate daughter Moon-shadow who is an entertainer in the Imperial city. He is past his adventuring days.

Old Lad Hamma : lawful Male Fighter, Lvl: 2, Atr: 16/15/8/12/14/12 , AC: 5, HP: 18

Equipment: Scale Mail, Shield, Darts, Hand Axe

In his mattress is 30sp, and 57 cp, his life savings

22. **Homestead**

23. **Homestead**

24. **Homestead** These homesteads (22-24) are to be fleshed out by the GM for local flavor

25. **Midden Heap**- this is the community Midden heap, where anything the goats or hogs will not eat is dumped. The Halflings rotate the heap to keep the smell down.

26. **North Gate** – This is the North Gate – in the day it will be open with 1d4+2 guards. At night it will be closed (except for a sally door) and a night-watchmen. There is a 25% chance the Captain of the watch will be located here.

27. **East Gate** – This is the East Gate – in the day it will be open with 1d4+2 guards. At night it will be closed (except for a sally door) and a night-watchmen. There is a 25% chance the Captain of the watch will be located here.

28. **West Gate** – This is the West Gate – in the day it will be open with 1d4+2 guards. At night it will be closed (except for a sally door) and a night-watchmen. There is a 25% chance the Captain of the watch will be located here.

29. **Outsiders Camp** - Outside of the town walls lies an old ruined building. It is forgotten what it was, some say it was a large farmhouse, others say it was an inn. It is without a roof, but the 5 to 10 foot walls provide some protection from the wind at night. Those who are not allowed into the town for bad behavior or those who are too poor to own a house or rent a room at an inn are forced to live here. While there are some cutthroats here, for most it provides some protection in numbers.

Some common residents.

Katheryn Cena: Neutral Female Thief, Lvl: 1, Atr: 14/13/8/17/12/14 , AC: 6, HP: 4

Equipment: Leather, shortsword

A petty thief who is serving a 2 month exile from the town for being caught pick-pocking a wealthy trader. May be willing to join the party if she is giving a 1/2 share and some money up front.

Marko Skiotis: Neutral Male Human Lvl: 0 Atr: 13/13/13/13/12/8 , AC: 9, HP: 2

A sickly man who tells stories, some of which are true. He will give at least 2 rumors to anyone who talks to him, and if he befriended and given enough money to stay at an inn for a week, he will pass

away but leave the person giving him the money a map that would lead the party to the cave of splendor.

Triton Thornbush: Neutral Male Fighter, Lvl: 2, Atr: 16/12/15/13/7/13 , AC: 2, HP: 9 Equipment: Banded Mail, Shield, Darts, Short Sword

A former Caravan guard who lowered himself to trying to charge people who wish to sleep a copper a night. He is a coward so any response other than meekly paying the copper will cause him to back down.

Elanor De Vris

Lycanthrope, Wererat

[AL C, MV 120' (40'), AC 7 (9), HD 3, #AT 1 (bite or weapon), DM 1d4 or weapon, THAC0: 17, SV F3, ML 8, XP 95, LL 85, HC XX] HP 18

A young, good looking woman with a short sword attached to her side. She can be found 20% of the time helping those in need, and 30% of the time at the Two Drake Inn (11) She is actually a spy for the Rat King, and uses her time here to make folks think she is just a kindhearted woman.

Elanor is looks like 18 year old woman with brown hair appears to be very attractive except for a odd nose and over sized ears (which she covers with her hair)She is skittish around horses, as they sense the fact she is a Wererat, and may expose her for what she is.

In addition, there will be 1d6+1d4 Zero level humans and demihumans at this camp, many are ill maimed. They may be hired for torchholders, but the moral will be very poor. However sick individuals who have "cure disease" cast on them will 80% of the time become very loyal followers.

30. **Bex Bazaar** – The Bex Bazaar is an open air market where folks can buy and sell goods without a full time building. This is a popular spot for trade and gossip in the day, though at night it is mostly empty. One can find all sorts of goods being traded in the Bazaar, there is a number of regular traders and a steady stream of part time or one time dealers. If the party wishes, they can open a stall for 25gp a day, or 100 gp for a week to sell loot.

Common traders

Hira Longbottom: Neutral Female Fighter, Lvl: 3, Atr: 16/12/6/14/13/10 , AC: 7, HP: 19

Equipment: Leather, Short Sword, Spear, shortbow

Tomas Longbottom: Neutral Male Fighter, Lvl: 3, Atr: 17/13/14/10/12/13 , AC: 7, HP: 13

Equipment: Leather, dagger, Longbow +1

The Longbottoms are hunters who sell the game on at the Bazaar. It is 50/50 on which of the siblings will be selling, as the other one will be hunting. They will normally have varied meats, ranging from fowl and

pronghorn to far more exotic meats. they sell it at book rates. What they cannot sell in the day they sell to the inns for the night stews.

Dusza Karmickle: Neutral Female Human, Lvl: 0, Atr: 14/11/10/7/16/11 , AC: 9, HP: 6

Equipment: none

Dusza is the resident dealer of produce from local farmers. She sells here every day. She will have 50SP in small change on her at any time.

Omar: Neutral Male Human, Lvl: 1, Atr: 10/15/10/9/10/14 , AC: 9, HP: 4

Equipment: No Armor, Dagger

Omar is the local spice trader. He will have 100 SP in change on him.

There will be 1d6 additional traders selling on any day. For each Merchant roll on this table to find out what they are trading. Goods will be at book cost.

Roll 2d6

2	Magic Items
3	Textiles
4	Leather (Including Armor)
5	Iron Goods
6	Pottery
7	Household goods
8	Equipment
9	Bows, Crossbows, and arrows and Bolts
10	Horses and Mules
11	Jewelry
12	Potions

31. **Horse Stockade** – this is the Horse Stockade for **16**

32. **Riska Homestead** – This is a simple dirt-brick farmhouse owned by Nathan Riska. Nathan does not intend to be evil, but will sell his own mother to survive. (In fact, his mom was sold to illegal slavers and is reported to be in a harem in Kush Kush) He will have odds and ends and will buy things for cheap, and sell dearly. He also has a small farm outside of the city walls, but enters the city at night for protection.

Nathan Riska: Chaotic Male Farmer, Lvl: 1, Atr: 13/11/10/14/8/10 , AC: 9, HP: 2

Equipment: Sling

Looking old, and withered by the sun, he is still cold and calculating, and will do best for himself.

33. **Thighair house** - Thighair one eye is by all appearances a nearly blind old man suffering from illness, and begs on the shade in the day. The reality is that he is a masterful thief who runs the

limited underworld of Bex. He has contacts from both brigades in the woods, and any pickpocket who operates in town. He expects 10% of any shady dealing in the area. Both the Eastport and Imperial city thieves' guilds recognize that this is his territory. A party thief operating for more than a month in the area will be approached to pay up. Buried in a trapped chest under his hearth is 5,000 GP in mixed coinage, and an additional scroll of 1d4 spells of 1-3rd level.

Thighair One Eye: Neutral Male Thief, Lvl: 7, Atr: 11/7/12/13/7/10 , AC: 6, HP: 25

Equipment: Leather+1, Shortsword +2, Trident

His sword is known as Greed Kills, and faintly glows when gold is nearby.

Normally dressed as a old begger, but will get dressed in his thieves attire if need be. Thighair collects protection "tolls" from the caravans, and will deal with anyone threatening the caravans. If he feels that the person cannot be dealt with by himself, he can have 1d4+2 fighters of 2-5th level in 2 days time (Local toughs) to enforce his will.

34. **Thighair begging spot** – This is where Tighair can be found for most of the day, leaning on the Stockade.
35. **The Well** – This is the community well, and it is always watched, anyone trying to damage or poison the well will be dealt with severely.

DESIGNATION OF PRODUCT IDENTITY

The names Labyrinth Lord™, Advanced Labyrinth Lord™, Goblinoid Games™, and Village of Bex™, when used in any context, are product identity. The title Village of Bex is Product Identity. All logos, and presentation are product identity.

DESIGNATION OF OPEN GAME CONTENT

All maps, text, tables, and game statistics are open game content, with the exception of text and terms defined above as product identity.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content;

(f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement. 2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000, Wizards of the Coast, Inc.;

Authors Jonathon Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.;

Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document Copyright 2002-2004, Wizards of the Coast, Inc.;

Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Basic Fantasy Role-Playing Game Copyright 2006-2008, Chris Gonnerman.

Castles & Crusades: Players Handbook Copyright 2004, Troll Lord Games;

Authors Davis Chenault and Mac Golden.

Labyrinth Lord™ Copyright 2007-2009, Daniel Proctor;

Author Daniel Proctor.

Labyrinth Lord™ Advanced Edition Companion Copyright 2010, Daniel Proctor;

Author Daniel Proctor.