

BARROWMAR
A City of Adventure

By Joseph A. Mohr

BARROWMAR: A CITY FOR ADVENTURE

A City Adventure for Advanced Dungeons and Dragons

By Joseph A. Mohr

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CREDITS

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Cover Page “City Gate”
Antovinius leading the army

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INTRODUCTION

Barrowmar is the capital city of Zanzia. This kingdom located centrally between several hostile lands on the continent of Dunar. The palace of the king is the most prominent feature in the city. Barrowmar has about fifty thousand residents crammed inside of it's walls at any time. There are farms located just outside the walls which produce much of the food needed to sustain the city.

Barrowmar is just north of the Blood River. In fact the river runs under a bridge less than one mile from the southern entrance to the city. Fishing is another industry which raises some of the food needed to sustain the citizens. It is not unusual to see fishermen along the shores of the river casting nets into the river. Boats go up and down the river for commerce as well. A few hundred miles to the east of Barrowmar is the coast of Zanzia and the town of Freeport.

Barrowmar open to all races and alignments as long as they obey the laws. Virtually anyone is welcome here as long as they are not a known criminal or from a hostile country. It is not unusual to see a dwarf or an elf in town. Even an occasional orc or half-orc is allowed in town as long as they are not committing crimes. The taverns and inns of Barrowmar frequently have guests who are demi-human. The population is quite used to demi-humans being present and rarely pays them any special notice.

Barrowmar has a strong military presence within the city and patrolling around it. This is the center of Zanzian government. The city guard has an outpost near the palace. The Zanzian army patrols the country side and has barracks at keeps around the country.

LAW AND ORDER

Barrowmar is a city of laws. While it is tolerant of other races it is not so tolerant of crime. Thieves who are caught are punished in the city jail or flogged publicly. In severe cases criminals are executed publicly. Signs as one enters the city make it clear what the penalties are for the more serious crimes:

Murder

Peasant	Flogging
Merchant	One year in city jail
Noble	Death

Dueling

Winner gets one year in city jail
Loser gets what he deserves
Those caught before a death are put in stocks

Theft

Flogging, first offense
City Jail one year for a second offense
Death for a third offense

Adultery

Flogging or stocks or both

Carrying weapons or wearing armor in town is not illegal but will cause a great deal of suspicion with the city watch. Travelers coming into the city from one of the gates normally will be armed but normal citizens do not typically visit stores, taverns or other establishments in full armor. The city watch

will harass adventurers that run around everywhere in armor. At first it will be random stops. Later it may turn into an arrest on some trumped up charges.

The city watch patrols the inner city. The city guard patrols the walls. And the Zanzian army has a large barracks in the town. Even powerful high level player characters may find that it is not advisable to be on the wrong side of the law here. In the event of extreme necessity there are many high level and powerful NPCs in the town that can be recruited for enforcement of the law.

WEATHER

Barrowmar is located in central Zanzia. The weather here is mild generally. In the winter the temperature ranges from twenty degrees (Fahrenheit) to forty five degrees typically. In the summer the temperatures may reach the mid nineties. Weather conditions may be determined on the following tables:

WEATHER AROUND BARROWMAR (WINTER/FALL)

1. Rain
2. Snow
3. Wind storm
4. Lightning storm
5. Flooding
- 6-12. Normal

WEATHER AROUND BARROWMAR (SUMMER/SPRING)

1. Flooding
2. Drought
3. Tornado
4. Rain
5. Lightning storm
- 6-20 Normal

OTHER ISSUES

All alignments are welcome within the city of Barrowmar. Temples of various faiths and deities are present. While criminals are punished no one in authority here discriminates on the basis of belief or religion.

Magic is also welcome in the city limits. Wizards may come and go as they please here. The use of magic, however, is not welcome. Violators may find themselves thrown in jail if they cast destructive spells within the town. It is not unusual to see strange sights in certain districts of the city. Magic spells do frequently occur in town but anyone considering using them should first consult with the Wizard Guild on what is allowed and what is not.

The streets of Barrowmar are dark and dangerous at night. There is lighting in the form of lanterns but there are many dark streets and alleys. Muggers and thieves are rampant. The streets are dangerous despite the laws and the attempts by the city watch to enforce them. The slums and thieves quarter are dangerous places to be at night.

Disease and filth are also present here. Like most places where many people are crammed together in this world it is difficult to keep things as clean as one would like. Rats are common in the streets and houses. Rats are especially common in the sewers. The rats do frequently carry disease. Plagues are not uncommon here. One such plague recently wiped out nearly one sixth of the population before finally burning itself out. A bring out your dead cart can be seen nightly here to collect dead bodies for burning.

The city walls here are made of solid stone.

They are well kept and well patrolled. Towers dot the city walls around the city. Each is manned by several men at arms with long bows. The guards keep vigilant against raiders. While Zanzia is not currently at war it is no secret that the neighbors are all hostile. To the north are the barbarian lands. Raiders from the north often venture into Zanzia looking for loot and pillage. To the west are deserts which separate Zanzia from the Jural Empire. Zanzia most recent war was fought over the borders with Jural. That war was finally resolved through diplomacy but clearly there are still issues between the two countries. To the east is a barbarous zone known only as "the horde." A series of fortress outposts and keeps watch this border quite closely for raiders and invaders. To the south is the coastline of Zanzia. Even there one must be watchful. Pirates as well as sea raiders often visit the southern coast.

All is not so bleak, however. Zanzia itself has been at peace for some time now. The last serious war in Zanzian history was a civil war. A mad wizard named Malcon the Firebringer attempted to seize control of the Kingdom from the rightful rule of the Zanzian royal family. Malcon was the seer to the king for many years. After a time he began to resent being just an adviser. He went away for a time and became a Lich. He brought his army of undead and sacked what was then the capital of Zanzia. The ruins of the city of Onm are still present in western Zanzia. Malcon was finally defeated by a great paladin by the name of Antovinius. A statue of this paladin stands in the courtyard of the Palace here in Barrowmar. Malcon was trapped in his own volcanic lair for nearly one hundred years before finally being released by gnomish excavators who were looking for relics at the Mountain of Fire. The mountain still burns occasionally in the Dragonteeth mountains in the North

East of the country. Malcon was again defeated soon after his release by a powerful band of adventurers. However, they failed to destroy his phylactery so his restless soul still seeks it's revenge upon the land.

There is no real zoning in Barrowmar. Buildings of various shapes and types are scattered. Businesses of various types are scattered as well. There are a few districts, however, in which certain establishments have clustered together on their own.

The streets are cobblestone. The rocks forming these stones are white stones and are quite durable. There are, of course, many potholes in the streets despite their durability. Wagons frequently lose wheels to these hazards.

THE DISTRICTS OF BARROWMAR

The city is divided up into several distinct districts. Each of these districts has it's own distinct look and feel. Some of these areas are more well patrolled by the city watch than others. Some of these areas are less affluent than others. And some of the districts are dangerous places to be at night. These districts are:

- The Palace District
- The Temple District
- The Jail District
- The Warehouse District
- The Slums and Thieves Quarter
- The Arcane District
- The Merchant District
- The Nobles District

SIDE QUESTS AND FACTIONS

At the end of many of the location descriptions you may find a side quest that could be offered to the adventurers. This should encourage interaction with the NPCs in the town as it may turn out to be profitable for the adventurers. Some of these quests provide monetary rewards. Some may provide experience. And some may provide improvement of relations with certain factions within the city. Some of these quests may provide more than one of these rewards.

There are many factions within the city. Improvement of relations with these factions might provide the opportunities for more profitable side quests, lower prices for goods or services from members of that faction, training or spell purchase from members of that faction or other perks. Lowering faction may result in higher prices, being totally shut out of a shop or guild house, being offered quests that are merely designed to result in the adventurer's deaths.

Some of the possible factions in Barrowmar:

The Yuan Ti Cultists
The Living Flame
Society of Bahamut
The Followers of Simaru
The Law Givers
The Cult of Tiamat
Death Bringers

A WORD ABOUT MAPS

Most of the structures within the city use the Barrowmar Standard Shop map. While many

of the buildings use different materials and have different types of roofs many of them have things in common. Most of the shops have two stories. The owners typically live above their place of business. Other structures and buildings in this city will have a separate map provided for them where appropriate. The standard shop ground level has shelving for wares and a wooden bar which the owner stands behind to conduct business and collect payments from. Behind that bar is usually a locked chest that the owner has the only key to.

DUNGEON MASTER NOTES

This city is always fluid. Shops close frequently and new ones open. Fires burn down buildings and new ones are built in their place. Many of the buildings in the city maps are unmarked. This is for future expansion and to allow you, the dungeon master, to add shops and personalities of your own. There are many fixed locations that will be set out in great detail in this module. These locations will have maps of their own in many cases or in some cases I will suggest that you just use the generic shop map that will also be provided.

RANDOM ENCOUNTER TABLES

CITY ENCOUNTERS (GENERAL) (DAYTIME)

01	Food riot
02-03	Town crier calling out news
04-05	City watch looking for escaped criminal and questioning people
06	A duel in progress between strangers

07-15	Pickpockets bump into a player and try to steal something
16	Thugs attempt to mug a stranger in the streets
17	Players witness a murder
18	Funeral procession
19-20	Bring out your dead cart
21-22	A chamber pot is thrown from a high window onto a player or into the street
23	Wild Animal is loose in streets
24	Street thugs accost players
25	Slavers looking for escapees
26	Food stalls offering strange meats for sale
27-50	Someone bumps into players (sub-table)
51-55	Beggars
56	Thief tries to lure players into an alley
57	Duel challenge after someone bumps into player and feels insulted
58-60	Pilgrims visiting city temples
61-63	Aristocrats traveling to the palace
64-70	Merchants
71	Adventurers
72	Escaped slaves
73-89	Towns people (sub-table)
90-95	Peasants (sub-table)
96	Spy
97	Assassin
98	Nobles
99	Gypsies
00	Tax Collector

**CITY ENCOUNTERS (GENERAL)
(NIGHT TIME)**

01-05	Building fire
06-10	Drunks
11-12	Ruffians
13-18	City watch patrol

19-20	Town crier calling out the time and that all is well call
21	Gypsy caravan
22	Press gang
23	City watch chasing a criminal
24	Thugs
25-26	Pickpockets
27	Brawl
28-32	Beggars
33	Were Rats
34-39	Harlots
40-69	Peasants (sub-table)
70-97	Towns People (sub-table)
98	Bring out your dead cart
99	Assassin
00	Spy

SLUMS ENCOUNTERS (DAY)

01-10	Beggars
11-30	Street urchins
31-40	Pickpockets
41-45	Thugs
46-96	Peasants
97-98	Bring out your dead cart
99	Lepers
00	Plague

SLUMS ENCOUNTERS (NIGHT)

01-10	Building fire
11-15	Drunks
16-20	Ruffians
21-25	Thugs
26-30	Harlots
31-40	Pickpockets
41-45	Chamber pot dumped on player
46	Bring out your dead cart
47-99	Peasants (sub-table)
00	Lepers

**ENCOUNTERS JUST OUTSIDE THE
CITY WALLS (WITHIN 1 MILE) (DAY)**

01-10	Pilgrims
11-20	Travelers
21-30	Adventurers
31-50	Farmers
51-75	City guard patrol
76-00	Zanzian army patrol

ENCOUNTERS JUST OUTSIDE THE CITY WALLS (WITHIN 1 MILE) (NIGHT)

01-15	Raiding party (sub-table)
16-30	Bandits
31-60	City Guard Patrol
61-00	Zanzian army patrol

TEMPLE DISTRICT ENCOUNTERS (DAY)

01-25	Pilgrims
36-50	Priests
51-55	City watch patrol
56	Town crier - crying news
57-65	Beggars
66-80	Peasants (sub-table)
81-00	Townsppeople (sub-table)

TEMPLE DISTRICT ENCOUNTERS (NIGHT)

01-10	Pilgrims
11-15	Priests
16	Town crier - crying the hour and all is well
17-30	Beggars
31-50	Peasants (sub-table)
51-95	Townsppeople (sub-table)
95-99	City watch patrol
00	Were-rats

WAREHOUSE DISTRICT ENCOUNTERS (DAY)

01	Town crier - crying news
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02	Duel in progress
03-26	Merchants
27-30	Pickpockets
31-35	City watch patrol
36-60	Peasants (sub-table)
61-00	Townsppeople (sub-table)

WAREHOUSE DISTRICT ENCOUNTERS (NIGHT)

01-10	Building fire
11-15	Burglary in progress
16-29	Merchants
30-40	Beggars
41-60	Peasants (sub-table)
61-87	Townsppeople (sub-table)
88-93	Thugs
94	Town crier - crying hour and all is well
95-98	Press gang
99	Spy
00	Assassin

ARCANE DISTRICT ENCOUNTERS (DAY)

1-59	Apprentice running errands
60-69	Familiar (sub-table)
70-74	Errant lightning bolt or fireball
75-79	Wizard
80-84	Illusionist
85-89	Librarian
90-94	Sage
95-99	Scribe
00	Town crier - crying news

ARCANE DISTRICT ENCOUNTERS (NIGHT)

01-25	Familiar (sub-table)
26	Towns crier - crying hour and all is well
27-31	Errant lightning bolt or fireball

32-40	Gargoyles flying in the night
41-50	Gypsies
51-00	Townspeople (sub-table)

NOBLES DISTRICT ENCOUNTERS (DAY)

01-39	Nobles
40-59	Aristocrats
60-78	City watch patrol
79	Town crier - crying news
80-97	Servants running errands
98	Duel challenge to a player
99	Spy
00	Assassin

NOBLES DISTRICT ENCOUNTERS (NIGHT)

01-20	Nobles
21-30	Aristocrats
31-50	City watch patrol
51	Town crier - crying hour and all is well
52-98	Townspeople (sub-table)
99	Spy
00	Assassin

PALACE DISTRICT ENCOUNTERS (DAY)

01-05	Public execution
06-10	Flogging
11-20	Peasants at the well
21-40	Townspeople at the well (sub-table)
41-48	Beggars
49	Town crier - crying news
50-69	City watch patrol
70-79	Palace guards
80-95	Nobles
96-97	Royals
98	Spy
99	Assassin
00	Tax collector

PALACE DISTRICT ENCOUNTERS (NIGHT)

01-25	Peasants at well
26-49	Townspeople at well (sub-table)
50-58	Beggars
59	Town crier - crying hour and all is well
60-79	City watch patrol
80-89	City guard patrol
90-98	Nobles
99	Spy
00	Assassin

JAIL DISTRICT ENCOUNTERS (DAY)

01-25	Peasants
26-59	Townspeople (sub-table)
60-79	Jailors
80-99	City watch patrol
00	Town crier - crying news

JAIL DISTRICT ENCOUNTERS (NIGHT)

01-05	Escaped prisoners
06-10	Jailors searching for escapees
11-30	Jailors
21-40	City watch patrol
41	Town crier - crying hour and all is well
42-00	Peasants

PEASANTS SUB-TABLE

1. Peasants looking for work
2. Peasants doing chores
3. Peasants begging for scraps
4. Peasants with their children

TOWNSPEOPLE SUB-TABLE

1. Shopkeepers
2. Artisans

3. Merchants
4. Residents
5. Tradesmen
6. Workers

FAMILIAR SUB-TABLE

1. Black cat
2. Owl
3. Imp
4. Quasit
5. Homonculus
6. Bat

RAIDING PARTY SUB-TABLE

1. Barbarians (berzerkers)
2. Orcs
3. Goblins
4. Gnolls
5. Hobgoblins
6. Brigands

SOMEONE BUMPS INTO YOU SUB-TABLE

- 1-9 Incidental bumping
- 10 Pick Pocket Attempt

RANDOM ENCOUNTER DETAILS

Adventurers

Many would be adventurers come to the big city to provision, learn rumors, do research and to find employment. These groups can be any alignment. Some possible examples of such groups might include:

Group One

This low level group has recently begun exploring caves and ruins close to town. They have not achieved much wealth or experience as of yet but are learning their trade.

Kandut Ironfury, Dwarf, Fighter: F2: AC 3; HP 12; **chain mail +1**; shield; **battle axe +1**; AL N. He carries the party loot in a large sack: 243 copper pieces, 45 gold pieces, a silver candlestick worth 50 gold pieces and a moonstone worth 75 gold pieces.

Pallnil, Gnome Thief: T3: AC 5; HP 9; leather armor; short **sword of light +1** (gives off light when commanded to do so equal to a continual light spell); DEX 17; AL N.

Leena Virrieth, Half-Elf Magic User: MU2: AC 10; HP 5; wooden staff; **robe of useful items**; scroll with the following spells: **web, mirror image, hold person**; AL N; Spells memorized: **magic missile, detect magic**.

Connor Dawson, Human Ranger: R2: AC 4; HP 14; **long sword +1; long bow +1**; chain mail; shield; **6 arrows +1**; 24 normal arrows; AL NG.

Blaise Dyer, Human Cleric: C3: AC 2; HP 12; **mace +1**; plate mail; shield; AL N; Spells memorized: **bless, cure light wounds, protection from evil, sanctuary, silence 15' radius, hold person, find traps**; WIS 18.

Group Two

This group is a much more experienced group. The characters are higher in level and are evilly aligned. They will respect the laws while in town but should they be met on the road..... And they are not above getting into

bar room brawls or defending themselves when necessary. They have been quite successful but are not bound by annoying morals.

Aaron Stephenson, Human Fighter: F12: AC -1/-4 ; HP 85; STR 18/22 (+1 to hit/+3 to dmg); CON 16; **plate mail +2; tower shield, large +1/+4 versus missiles; ring of free action; ring of cold resistance;** AL NE. Carries a **potion of super-heroism.**

Xoknath, Half-Orc Fighter F10: AC 2; HP 89; STR 17 (+1 to hit/+1 to dmg); CON 17; **plate mail +1; two handed sword +2/+3 versus lawful creatures;** AL CE. He wears a **ring of fire resistance** and a **ring of feather falling.** Carries a **potion of fire giant strength.**

Odo Underfoot, Halfling Thief: T14 AC 1; HP 35; DEX 18; **leather armor +3; ring of protection +1; short sword +2** (poisoned with type B insinuate); carries a scroll with the following spells: **fireball, haste, dispel magic;** AL NE. Carries a **potion of invisibility.**

Finlay Watts, Human Magic User: MU12: AC 3; HP 28; **robe of the magi (black); ring of protection +2;** wears a **ring of spell storing** with the following spells in it: **power word stun, teleport, cone of cold;** carries a **wand of lightning** with 12 charges on it; AL NE; Spells memorized: **magic missile, shield, comprehend languages, hold portal, mirror image, web, esp, knock, dispel magic, fire ball, haste, slow, dimension door, confusion, wizard eye, ice storm, teleport, cloud kill, passwall, hold monster, death spell.** Carries a **potion of extra-healing.**

Grayson Austin, Human Cleric: C14: AC -2; HP 60; **plate mail +2; shield +2; mace**

+3/+5 versus Kirins and Coultis; WIS 18; AL NE; Spells memorized: **curse, command, bless, detect good, detect magic, remove fear, sanctuary, protection from good, hold person, know alignment, silence 15' radius (x2), augury, chant, find traps, speak with animals, animate dead, prayer, dispel magic (x3), speak with dead, locate object, cure serious wounds, detect lie, lower water, neutralize poison, speak with plants, protection from good 10' radius, cure critical wounds, flame strike, slay living, harm, heal.** Carries a **potion of levitation.**

Wilkie, Gnome Illusionist: I8: AC 0; HP 24; DEX 18; bracers of defense AC 4; dagger +3; wand of illusion with 10 charges on it; AL N; Spells memorized: **color spray, detect illusion, detect invisibility, hypnotism, mirror image, improved phantasmal force, blur, spectral force, fear, phantasmal killer.** Carries a **potion of ESP.**

Apprentices Running Errands

Wizards are busy people in the city. And they do not like being disturbed or having their time wasted on mundane tasks. So they employ servants. These servants may be encountered shopping in the market, buying spell components, at the library doing research or doing other menial tasks on behalf of their masters. Usually these apprentices will be a 1st level magic user or illusionist or perhaps even a zero level NPC who aspires to one day study magic.

Aristocrats

These folks are too important to have conversations with the likes of adventurers. They will demand to be left alone and will

have the city watch called to enforce this wish if necessary.

Artisans

Many skilled craftsmen are employed in the city. These are generally zero level NPCs. Sculptors, painters, architects and other such craftsmen are often found here in the city.

Assassin

Assassins who work in the city better be members of the guild. Those who are not....will not live long. Typically assassins will be encountered for various reasons:

- 01-70 Assassin in the process of murdering his target
- 71-95 Assassin is attempting to sneak into the palace to assassinate an official or noble
- 96-00 Assassin is hired to assassinate a player character by some unknown enemy

A typical assassin might look like this:

Xagu, Half-Orc, Guild Assassin: A8: AC -1; HP 37; DEX 17; STR 17 (+1 to hit/+1 to damage); **short sword +3** (coated with type D insinuate poison); AL CE; **leather armor +3; shield +2.** He is a hired killer who works for the guild. He will not murder just anyone. Only targets that he has been paid to kill will feel his blade unless he has to defend himself or unless he needs to escape from being captured. If he surprises a target he has been hired to kill then roll on the assassination table for him.

Bandits

Bandit encounters are rare but do occur on occasion on the roads leading to the city.

Zanzian patrols usually keep bandits off of the roads close to the city but the army cannot be everywhere at once. A typical bandit encounter might look like this:

Bandit Leader: F2: AC 4; HP 12; chain mail; shield; footman's flail; light crossbow; 20 bolts; medium war horse; AL N; MM page 66.

Bandits (10): AC 8; HP 3 each; leather armor; light crossbow; 20 bolts each; short swords; light war horses; AL N; MM page 66.

These gangs are typically not very professional. They will flee with any serious resistance or if a few of their friends fall in combat.

Barbarian Raiders

These encounters have been occurring more frequently lately. Various barbarian kings send their warriors out to prove themselves against the other lands around theirs. These warriors are berserkers.

Berserkers (3-24): AC 7; HD 2-7 hit points; HP 4 each; # AT 2; Dmg by weapon; each carries some combination of mace, battle axe, broad sword or flail; all wear a horned helm and ratty furs; AL N; MM page 67.

Bat

Some of the old buildings in the city are known to be inhabited by bats. But perhaps this one is a familiar of some wizard in town. The bat flies overhead for a while and then is no longer seen.

Beggars

Although sometimes thieves and assassins

have been known to disguise themselves as beggars most of the beggars are legitimately poor and harmless individuals. These people merely seek shelter where they can find it and a coin or two to buy food with.

Black Cat

The adventurers encounter a black cat. This cat could be the familiar of many of the wizards in the city. Or it could just be someone's pet. This one seems to keep crossing paths with the adventurers. Perhaps it is keeping an eye on them for someone.

Brigands

These men are more ruthless and violent than the bandits that often travel the roads. These men are bloodthirsty and will often attack instead of trying to intimidate or rob.

Brigands (2-20): AC 8; HD 1-6 hit points; HP 3 each; each wears leather armor; half carry long swords or battle axes and half carry short swords and short bows (with 12 arrows); AL CE; MM page 66.

Brawl

The streets of the big city can sometimes be a rough place. Violence is not uncommon. It is not, legal, of course. And it will draw the attention of the city watch before long. Brawls are typically between groups of street toughs that might number 2-12 each. Anyone who gets too close to such a brawl is likely to be assumed to be part of one group or the other. Those individuals will soon be attacked by one side or both.

Street Toughs (Various): F3: AC 8; HP 20 each; clubs; leather armor; AL NE. These men are usually offended easily. They are not particularly brave but will fight when

they encounter resistance to their power as a group. Both sides will be engaged and there will likely be more than a few who are injured already when the adventurers encounter the brawl. If either side loses more than a third roll a morale check on percentile dice. A roll of greater than 50% will indicate a failure. That group will attempt to flee or will beg for mercy if they are unable to do so.

Bring Out Your Dead Cart

This encounter is detailed later in the "special npc section."

Building Fire

Fires are not uncommon in the city. Everyone is aware of how easily a small fire can turn into a massive conflagration in a big city where many of the structures are made of wood. On any given night there is likely to be at least one building on fire somewhere in the city. With a mad arsonist on the loose it is likely that there will be more than one fire in any given night. Local citizens pitch in during these trying times because each knows it could be their home or business next. When fires are encountered citizens can be seen lining up all the way to the city well trying to put it out.

Burglary in Progress

Burglars will always be members of the Barrowmar Thieve's Guild. The guild has a crew which looks for targets of opportunity. Warehouses, merchants and nobles with low security are always opportunities to make money for the guild. A typical encounter might look like this:

Jamus Starks, Burglar: T5: AC 5 ; HP 20; **short sword +1; leather armor+1; DEX**

16; AL NE. He will be encountered carrying a large sack and a crow bar. With him are some helpers. His skills are: PP 50%, OL 47%, F/RT 40%, MS 40%, HS 31%, HN 20%, CW 90%, RL 25%.

Street Toughs (4): F3: AC 8; HP 20 each; clubs; leather armor; AL NE. These guys are muscle and will run interference for Jamus while he escapes into the sewers or into a dark alley.

City Guard

The men who man the walls of the city may sometimes be encountered away from their posts when they are not on duty. Such encounters will be with a single man or a group.

Men at Arms (various): F0: AC 5; HP 3 each; each will typically carry a long sword or battle axe; typically they will leave their crossbows at home until they need to man their post; each wears scale mail and carries a shield; AL LN.

City Watch

These encounters will involve a patrol that is looking for an escaped prisoner. They will ask tough questions and will be very suspicious of everyone they talk to. These patrols will typically involve 3-12 city guardsmen and one higher level lieutenant.

City Watchmen: F1: AC 5; HP 6 each; scale mail and shield; mace or flail; each carries a whistle and if they find trouble they will begin blowing them to call for help (other city guardsmen will arrive in 2-8 rounds once they begin blowing their whistles); AL LN.

Lieutenant: F4: AC 2; HP 25; plate mail

and shield; **broadsword +1**; he carries a horn (if he blows the horn both city watchmen and city guardsmen will arrive in 2-8 rounds); AL LN.

Chamber Pot

It is not unusual to see people empty their chamber pots into the streets. A few unfortunate people have this mess land on them.

Drunks

Drinking is the favorite past time for many of the citizens here. Most of the citizens are relatively peaceful drunks. But occasionally liquor and beer can make individuals braver and rowdier than normal. 25% of encounters with drunks will become a “ruffians” encounter.

Duels

Duels are not uncommon in Zanzia. But they are illegal. The loser usually dies or is terribly injured. The winner gets thrown in jail. With the abundance of people in the streets of the big city people bump into each other frequently and sometimes tempers flare. A typical duel might involve nobles who know each other or private citizens who just met for the first time.

Occasionally some rich noble or dandy may bump into a player character and be offended. He may challenge that player to a duel. Accepting the duel might mean death or jail. Refusing it might lower one’s reputation with various factions.

A typical duelist might look like this:

Anabar Jameson: F1: AC 8; HP 6; leather armor; long sword; AL CN.

This rich young dandy is the son of a prominent noble. As such he feels superior to all but the highest born members of society. He will not tolerate insults and is easily insulted. He will challenge anyone he feels offended by to a duel at an appointed time or place or immediately if necessary.

Errant Fireballs or Lightning Bolts

In the arcane district there is always the possibility of a dangerous spell going off unexpectedly. While use of magic is not welcome in the city it is not unknown either. Accidents do happen. If such an encounter occurs there is only a 1% chance of the spell going off in direction of a party member. The other 99% chance is that some building will be struck or some innocent bystander.

Escaped Prisoner

Usually an encounter of this type will involve one prisoner. It is a very rare occasion for more than one prisoner to escape at one time. A typical encounter might look like this:

Lewis Hawkins, Escaped Lunatic: F4: AC 10; HP 32; STR 18/05; dagger (a makeshift shank he created while in his cell and then used on one of the Jailors in order to escape; AL CE. Lewis has murdered twelve people in the city. He was captured eating his last victim. He is insane and is very dangerous. But he has the capability of appearing normal for a short time before giving away his obvious mental defects.

Farmers

There are several farms just outside of the city walls. But there are many more farms across the land of Zanzia. Many of these farmers bring their produce to the city to

sell. These are typically zero level NPC. Typically they will be encountered in groups of 2-12.

Floggings

Some crimes and offenses draw public punishment. These punishments are administered in the public square in the palace district.

Food Riots

Occasionally even the relatively safe and prosperous citizens of Barrowmar have bad times. When those times come sometimes there are riots in the street as people scramble to buy scarce food. Famine is not common but is not unheard of in Zanzia. A riot will typically involve 10-100 townspeople and will be broken up in 1-3 turns by the city watch or the city guard or both.

Food Stalls

Enterprising individuals have small stands on the edge of city streets all over Barrowmar. Everything from rat on a stick to pickled griffin toes are offered for sale at various prices. Anyone eating any of these offerings must save versus poison or suffer nausea for 1-4 days.

Funeral Procession

When a noble or a wealthy merchant dies it is not unusual to see a funeral procession in the streets. Most graveyards for the rich and powerful are outside of the city gates. Paupers are buried in the potter's field in the slum district. Processions of this sort are usually accompanied by 2-20 city watchmen and will have 20-200 townspeople and either 3-30 noble born or 3-30 merchants in the

group. These people will be dressed in black and will be in mourning for the deceased.

Gargoyles Flying Overhead

Some of the evil temples of the city and at least one wizard's tower are known to have gargoyle statues atop them. Whether any of these gargoyles are more than just statues... is just a rumor. But occasionally strange creatures are seen flying over the city in the temple district and in the arcane district. So far no one can confirm if they are real gargoyles.

Gnoll Raiders

Gnolls are not commonly seen raiding in Zanzia but it does occasionally happen. Most of the Gnolls in the Horde feel the need to stay at home to protect their own lands from other demi-human tribes. But occasionally small war parties do cross into Zanzia.

Gnoll War Party (3-12): AC 5; MV 9; HD 2; HP 10 each; # AT 1; Dmg 2-8; AL CE; MM page 46.

Goblin Raiders

Goblins frequently cross the border from the land known as the Horde into the Dark Forest of Northern Zanzia. From bases inside of these thick woods the goblins raid villages along the border and occasionally venture as far as Barrowmar into central Zanzia.

Goblins (5-30): AC 6; MV 6; HD 1-7 hit points; HP 4 each; # AT 1; Dmg 1-6; AL LE; MM page 47.

Gypsies

Gypsies will rarely be encountered walking alone in the city. Typically if they are encountered it will be a gypsy caravan either rolling into town or departing it. There will be 3-6 wagons.

Harlots

Ladies of the evening are not uncommon on the streets of Barrowmar. Typically they will be traveling to or from a rendezvous with some rich gentleman. Most of the ladies from Madam Kate's Place stick to the slums district. Those encountered elsewhere will be independent contractors. These ladies are quite willing to step into a dark alley to conduct business if they find an anxious customer.

Hobgoblins

Small band of hobgoblins raid across the border into Zanzia from the Horde on occasion. These bands typically prefer to hit weak villages but sometimes are brave enough to come within a mile of the Zanzian capital city.

Hobgoblins (2-12): AC 5; MV 9; HD 1+1; HP 6 each; # AT 1; Dmg 1-8; AL LE; MM page 52.

Homonculus

This strange creature serves a wizard named Ixviar who is a member of the Council of White. It is keeping tabs on the adventurers because Ixviar has heard rumors about their recent successes. He is curious about these newcomers and wants to know more about their intentions.

Zxuum, Homonculus: AC 6; MV 6/18; HD 2; HP 12; # AT 1; Dmg 1-3; SA bite causes sleep; SA telepathic link with his master

(who is within 48" of him at all times); AL CG (the master's alignment); MM page 53.

Illusionist

More than a few illusionists may be found in the arcane district of the city. One such example might be:

Uzohr the Magnificent: I9: AC 4; HP 20; **dagger +2; robe of scintillating colors; wand of illusion** with 15 charges; **bracers of defense AC 4; AL CN; Spells memorized: color spray, wall of fog, phantasmal force, hypnotism, gaze reflection, blur, mirror image, misdirection, fear, suggestion, spectral force, phantasmal killer, minor creation.**

Uzohr is a trickster who makes his living in town as a performer. Typically he only works for the nobles and rich merchants. He does shows to entertain them. But in the past he has been a serious adventurer and is always on the lookout for new illusion spells or magical objects which might improve upon his skills.

Imp

This devilish creature is the familiar of a conjuror named Vrajemaex who lives in the arcane district. His familiar occasionally runs errands for him such as picking up spell components or finding certain objects necessary for his summoning. His familiar is evil but will not immediately attack anyone it encounters. Generally he will attempt to stay out of sight and out of mind.

Zukmam, Imp: AC 2; MV 6/18; HD 2+2; # AT 1; Dmg 1-4; SA poison tail (save or die); SA can polymorph itself at will into an animal (raven or rat); SA detect good or magic at will; SD regenerates 1 hit point per round; SA invisible at will; SA once daily it

can use suggestion; SD only silver or +1 weapons can hit it; SD immune to cold, fire and electricity; SD saves versus spell as a 7HD creature; Magic Resistance 25%; AL LE; MM page 54.

Jailors

Generally if these men are encountered it is because a prisoner has escaped. They will be in a group and will be questioning all that they meet to find out if anyone has seen their prisoner.

Jailors (2-12): F1: AC 5; HP 6 each; scale mail and shield; mace or flail; AL LN.

Lepers

Lepers and other unfortunate souls often come to the city. Some are so disfigured that they are just turned away at the gates. Those who wear robes covering their face are often able to sneak in despite their deformities. Once in the city they often beg for money to hire some priest, to cure their disease, if possible. Typically such groups will involve 2-12 lepers.

Librarian

This pale gentleman wears a light gray robe. Jedatrix is his name. He is a junior librarian at the city Library. He is out trying to get possession of an important tome which was borrowed by a wizard. The book is centuries old.

Jedatrix: MU 7: AC 10; HP 22; wooden staff; **wand of polymorphing** with 14 charges on it; AL LN; Spells memorized: **charm person, unseen servant, shield, identify, invisibility, detect evil, rope trick, blink, suggestion, dimension door.**

Merchants

Merchant encounters might be with a single shop keeper who is closing or opening his shop or it may be with traveling merchants bringing in goods to the city.

Nobles

Many nobles live in the city. Some are Zanzian royalty. Others are minor nobles with minor estates or perhaps no estates at all.

- | | |
|--------|---|
| 01- 50 | Minor Nobles traveling to court to petition the king for some reason. These nobles are not wealthy and own no estates but have noble blood. |
| 51-75 | Minor Nobles traveling to court just to be seen. These nobles are moderately wealthy and have time to waste sitting in court gossiping idly. These types of nobles are easily offended by those who are not of their kind. They may challenge insulting parties to a duel if they feel it is warranted. |
| 75- 99 | Important Nobles traveling to court on urgent business. Barons, knights, counts and other such titles might be encountered. Typically they will have bodyguards and be armed themselves.. |
| 00 | The King disguised as a peasant. Sometimes he likes to be among his people so that he may understand their needs. |

Orc Raiders

Orcs from various tribes in the land known as the Horde are known to cross the border with Zanzia to raid and pillage. Occasionally they come as far as Barrowmar and will attack people on the roads or on the outskirts of the city. These raids are coming more frequently as rumors are flying around the city about a new charismatic orc chieftain who is uniting the tribes in the Horde.

Orcs (3-30): AC 6; MV 9; HD 1; HP 5 each; # AT 1; Dmg by weapon; these raiders carry long swords, battle axes or spears; AL LE; MM page 76.

Owl

This owl could be the familiar of some wizard. It sits on a lamp post and watches as the adventurers go by.

Peasants

Many poor people can be encountered in the city in various districts. These individuals may be looking for work, may be drawing water from the well or may be haggling for goods at the market. These individuals are zero level NPCs and typically will have 1-3 hit points and alignments varying from LG to N. Very few will be evil.

Pickpockets

Thieves are busy on the streets of the big city. From the street urchins playing in the streets to the beggars who stand on the corners. Any could be a thief looking for a mark. All of the thieves in Barrowmar are members of the Thieve's Guild. Some of the pick pockets that work the streets of Barrowmar on a regular basis include:

Jimmy, Street Urchin: T3: AC 6; HP 9; no armor; no weapon; DEX 18; AL N; PP 40%. Jimmy typically plays with a band of boys kicking a ball to each other in the streets. One of the boys will kick the ball towards the mark and Jimmy will bump into the mark hard while pretending to try to get to the ball. If caught he will flee into the alleys or cry for help from the city guard if he is caught. He will claim that the mark attempted to solicit sexual favors from him in order to get the city guard to arrest the mark instead of him.

Tyro, Blind Beggar: T4: AC 7; HP 10; no armor; carries a dagger (coated with type B insinuating poison); AL CN; PP 50%. Tyro wears a dark cloth covering his eyes. He pretends to be blind and is quite good at it. He will “accidentally” bump into potential marks and then lift their purse. If caught he will use his poisoned dagger and then try to run for the nearest sewer entrance.

Pilgrims

Many pilgrims come to Barrowmar from far away places. Some even come from lands other than Zanzia. There are many temples in the city. These temples represent many different deities and alignments.

Occasionally people from Barrowmar travel on pilgrimages to holy places beyond the walls. One popular pilgrimage among those of the Druidic faith is to travel to the Tree of Life which is the oldest living thing on the continent of Dunar. Typical pilgrim encounters will involve 2-20 pilgrims which are normal zero level NPC. Occasionally a higher level priest or monk may be with these pilgrims.

Plague

One of the most feared dangers of the city

are the nasty plagues that can quickly ravage the population. Some possible ways such an encounter might take place:

- A diseased body is found by the adventurers in an alley or in the streets
- A diseased man stumbles into the adventurers and then drops dead
- Panic in the streets as others find a body that has died from unknown causes
- A sudden influx of dead bodies to the Bring Out Your Dead Cart Man has the city in a panic

Press Gang

During times of war these gangs are frequently seen patrolling the streets gathering recruits. Occasionally naval vessels will recruit here and have the new sailors brought to Freeport for “enlistment.” During war time both the navy and the army of Zanzia recruit heavily on the streets of Barrowmar. These gangs are filled with street toughs with clubs who make the new recruits feel welcome. Press gangs in Barrowmar are typically 2-20 street toughs.

Street Toughs (various): F3: AC 8; HP 20 each; clubs; leather armor; AL NE.

Typically these will be sailors from naval vessels in Freeport. The toughs will beat their targets senseless and have the new recruits sent in shackles to Freeport to be put aboard a ship.

Priest(s)

Priests may be encountered in the city alone or in a group. Typically such a group might include one high level priest with many

subordinates who are low level. As there are many alignments with temples in the city it is possible for an encounter to take place with a group from any of the religions that are represented in Barrowmar. Priests are unlikely to react with hostility in the city.

Public Executions

On rare occasions a crime justifies the ultimate punishment. Some of these crimes are punished publicly in order to discourage similar crimes by others. In Zanzia a hanging is the typical method of public execution.

Quasit

This creature is the familiar of Dominic Vossen an evil wizard of some notoriety. He was once a teacher at the Arcana University but was fired after summoning a demon which killed many of the students. Now he does his research privately and keeps himself out of sight.

Rar'adal, Quasit: AC 2; MV 15; HD 3; HP 14; # AT 3; Dmg 1-2/1-2/1-4; SA can polymorph itself at will into a bat or a wolf; SA claw attacks causes a burning itch which drains 1 point of DEX unless saving throw versus poison is made; SA detect magic and good at will; SD regenerates 1 hit point a round; SA invisible at will; SA once per day can cause a blast of fear in a 3" area; SD only cold iron or magic weapons can hit it; SD immune to cold, lightning and fire; SD saves as a 7HD creature; AL CE; MM page 80. Rar'adal is very interested in becoming a Type II demon and is actively encouraging his master to do greater evil. At the moment Rar'adal is following the adventurers because his master has learned or heard rumors that the adventurers have gained possession of some arcane item that he

wants.

Residents

Many people live in the city. Most are zero level NPCs.

Royals

Members of the royal family do venture out into the city streets on occasion. When they do they generally will have a contingent of 10 royal guardsmen and a platoon or more (30 or so) city guardsmen as protection. On very rare occasions, however, the king himself has secretly snuck out into the city in a beggar's disguise so that he may see exactly what goes on without the filter of his many advisers.

Ruffians

Ruffian encounters are an encounter with a band of men who are spoiling for a fight. They are not specifically angry at the adventurers but the adventurers will do for what they have in mind. What they are looking for is a brawl. Ruffians are a band of street toughs. They come in large groups as they are not particularly brave alone. Typically 3-12 will be met at one time and sometimes may be joined by another 2-5 as the fight progresses.

Street Toughs (various): F3: AC 8; HP 20 each; clubs; leather armor; AL NE. These fellows are typically inebriated and are just looking for a little fun...at someone else's expense. But they are not particularly brave. If one third of their number is killed or down then roll a morale check for them. On percentile dice any roll of 26 or higher will indicate that morale has failed and they will flee or beg for mercy if they are unable to escape easily.

Sage

This old man wears a plain grey robe. He carries a stack of books with him when encountered. The old dusty tomes look far older than he is. His black cat familiar Seeva will be following him. His name is Zoshan. When encountered he will be on his way to or from the library.

Zoshan: MU5; AC 10; HP 9; **wand of illumination** with 22 charges; AL N; Spells memorized: **light, comprehend languages, write, read magic, locate object, esp, tongues.** His major field of study is Humanoids and Giant Kind. His special categories in that field are history and law and customs. His minor fields are the supernatural and unusual and Demi-Humankind.

Scribe

This scrawny little man is only about 90 lbs in weight and is about five feet tall. He works for the sage and copies important texts for him. He is a zero level NPC and is neutral in alignment.

Servants Running Errands

Wealthy merchants and nobles often have many servants. These servants may be encountered shopping, drawing water, haggling in the market or doing many other menial tasks for their masters. These are typically zero level NPCs.

Shopkeepers

Shopkeepers work long hours in the city. When they are encountered it will almost always be on their way home from their shop (unless they live above it which many do) or on their way to their shop. These are

almost always zero level NPCs.

Slaves, Escaped

Few slaves that are brought to Barrowmar are human with the exception of Barbarian raiders that are captured and brought here. The others are typically, orc, goblin, hobgoblin, gnoll or bugbear. On a few rare occasions a dark elf might be among them. Typically they are not looking for combat but are looking to avoid recapture.

Slavers

Sometimes slaves escape from the market or while being taken to and from the slave market. Typically a gang of slavers will involve 2-12 of their kind and all will be questioning people and searching homes and shops.

Slavers (2-12): F2; AC 7; HP 10 each; leather armor; shield; mace or flail; AL NE.

Thief Tries to Lure Into Alley

Occasionally travelers encounter this popular trap. A single thief, often an attractive female, attempts to lure someone into the alley. And then her friends arrive and take the person's money.

Bait: T3; AC 10; HP 10; dagger; AL NE. This lovely young lady uses her wiles to entice the victim to come into the alley where her friends will mug him.

Brutes (5): F3; AC 8; HP 20 each; clubs; leather armor; AL NE. These brutes will attempt to muscle and intimidate potential marks. They will pull people into a dark alley and rough them up a bit.

Spy

Spies come to Barrowmar from various enemies of the land. The Jural Empire is the primary source of these spies but occasionally Barbarian tribes may send one. On rarer occasions humanoid races from the Horde may try to slip one into the city. A typical spy might look like this:

Zufar al-Niazi, Spy from the Jural Empire: A7: AC 6; HP 24; **dagger +3** (coated with insinuating poison type C); does not wear armor while on a spying mission to avoid being perceived as a threat; AL CE. He is disguised as a traveling merchant from Jural. He is here counting city guardsmen and observing military preparations.

Street Urchins

These young kids are commonly found in the streets playing alone or in groups. Many (75%) are orphans. Many (25%) will be thieves of 1st or 2nd level. Those young thieves will act as lookouts for the thief's guild. If someone of means comes near them they will bump hard into a mark and attempt to lift a purse. Often they will employ their friends to kick a ball towards their target and they will "accidentally" run into the target to get to the ball. Groups will usually involve 3-18 kids working or playing together.

Tax Collectors

The tax collectors will not be encountered walking alone in the streets. They will always have a squad of city watchmen with them and they will be out squeezing money out of anyone they encounter. There are lots of taxes one could be assessed. And one must prove that they have already done so if they want to avoid being charged a second time.

Thugs

Some of the less skilled members of the Thief's Guild prefer a more direct method for achieving wealth. They work in teams and usually stick to the dark alleys during daylight hours. But at night they are more bold and will sometimes accost people in the dark streets. One possible gang of thugs might look like this:

Street Toughs (3): F3: AC 8; HP 20 each; clubs; leather armor; AL NE. These brutes will attempt to muscle and intimidate potential marks. They will pull people into a dark alley and rough them up a bit.

Backstabbers (2): T3: AC 7; HP 10 each; daggers; leather armor; AL NE. These cowardly men hide in the shadows of the alley and will backstab anyone putting up resistance to their friends. Their backstab will do double damage. Their HS ability is 20%.

Town Crier

The town crier is detailed later in this document. He calls out the time and that all is well (unless, of course, all isn't well for some reason). At other times he may be reciting the days news, public proclamations, new laws, decrees or other such things in a public place.

Tradesmen

Lots of people come to Barrowmar to find work. The city is the place to go for such work. There are always jobs to be found here. Carpenters, masons, wood workers and other tradesmen always find work here. These are typically zero level NPCs.

Travelers

Many people encountered in Barrowmar have come from far away places and lands. About 1% will be spies from such lands. The others come for various reasons such as:

- To join the army
- To join the city watch
- To join the city guard
- To find employment
- As a merchant to sell their goods here
- To conduct some sort of diplomacy
- To petition the king for some favor
- Many other possible reasons

These will generally be zero level NPC (except for spies). These will often be met singly or in a small group such as 2-5.

Were-Rats

What fantasy city does not have a cult of were-Rats living in it? Unfortunately for the were-rats of Barrowmar there are bigger and badder cults that live here. The Yuan Ti Cult, for example, has far more power and numbers.

But there are a few of these cultists in Barrowmar who are hoping and waiting for the day that their fortunes will rise. An encounter in the streets is likely to be with 2-7 of them and will either be near a dark alley or near a sewer entrance. There is a 50% chance that some of the group will be in rat form and the others in human form. Once combat commences all will transform into were-rats. If none are in rat form when they are encountered then they may attempt to surprise the adventurers and turn into rat form.

Were-Rats (Various): AC 6; MV 12; HD 3+1; HP 13 each; # AT 1; Dmg 1-8 (swords); SA surprise on a 1-4 (if they are not in rat form; SD silver weapons or +1 or better weapons to hit; AL LE.

Wild Animals Loose in Streets

There are many animals within the city that can get loose from their owners. Some owners, however, have more exotic and dangerous creatures in their possession. The menagerie and the arena both employ dangerous creatures from outside the walls of the city. But others sometimes bring dangerous creatures in such as bears, wild dogs, lions and the like. Typically an encounter would involve just one of these creatures.

Witnessing a Murder

While Barrowmar is well patrolled by the watch violent crimes do happen. The city watch cannot be everywhere at once. Sometimes a robbery goes wrong. Sometimes assassins do their deeds in public. And sometimes hot blood between townspeople prevails over common sense. But witnessing a murder is not safe either. For sometimes the person doing the deed did not wish to be seen. One such example might be:

Algam Breakskull: A5: AC 6; HP 22; leather armor +1; shield +1; short sword +1 (coated with type A insinuating poison); AL CE. Algam is a member of the Assassin's guild. He is a half-orc. He was recently hired to terminate the life of a merchant who failed to pay his gambling debts at the Bloody Knuckles Tavern. He caught his victim in the streets and is seen doing in his victim by the adventurers as they walk by a dark alley. If they call the watch, detain him

or attack him the guild will not be pleased.

Wizard

There are many wizards in the city. They come in various alignments and skill levels. Most will be encountered in the arcane district. These wizards will generally be on urgent business if they are met outside of their homes or studies. Rarely do they leave these places unless it is important to them. They have servants and familiars that can get almost anything else that they might need. One possible encounter would be with, Ixviar, a member of the Council of White. He is curious about the adventurers after hearing reports about their exploits. And he might wish to question them about certain arcane articles that they may have come into possession of during their travels.

Ixviar: MU11: AC 2; HP 25; **bracers of defense AC 4; ring of protection +2; ring of shooting stars, robe of useful items; wand of frost** with 12 charges; AL CG; Spells memorized: **magic missile, shield, comprehend languages, charm person, levitate, invisibility, esp, mirror image, lightning bolt, hold person, fly, dispel magic, dimension door, wizard eye, fear, teleport, pass wall, contact other plane.**

Workers

Various types of workers can be found in the city. Nobles, merchants, royals and others have hirelings that do various menial tasks such as cooking, cleaning and other chores. These are usually zero level NPCs.

Zanzian Army Patrol

These patrols are often on horse back. A typical group might look like this:

Lieutenant: P3: AC 3; HP 23; carries a **two handed sword +1**; wears plate mail but carries no shield; carries a heavy lance; rides a heavy war horse with plate barding; AL LG.

Sergeant: F2: AC 4; HP 12; carries a battle axe; wears chain mail; carries a shield; has a light crossbow and 20 bolts; rides a medium war horse with chain barding; AL NG.

Men at Arms (20): F0: AC 5; HP 3 each; half carry horseman's flails and the other half carries horseman's maces; each rides a light war horse; each wears scale mail and carries a shield; all have light crossbows and 20 bolts; AL N.

These groups are looking for raiders, invaders and wanted criminals. They will stop and question anyone who looks suspicious but will generally not harass anyone who does not appear to be one of the three groups they are looking for.

PICK POCKET ATTEMPTS BY PLAYER CHARACTERS

It is inevitable that when player characters get into a busy city the thief member of the party will want to attempt to pick pockets from some NPC. The results of such an attempt, should it be successful, will need to be determined randomly on one of the following tables.

BASIC RESULT

If the player succeeds then roll on this table first.

01-75 See Common Item Table
76-95 See Valuable Item Table
96-100 See Special Table

COMMON ITEMS

Common items are the normal junk that city dwellers might have with them at any time.

01-05 A key
06-10 Comb or brush
11-20 Dagger
21-30 Pipe and tobacco
31-40 Hat
41-50 Holy symbol of their faith
51-60 Knucklebones (dice)
61-70 Documents of no real importance
71-80 Quill pen
81-90 Waterskin
91-00 A dart

VALUABLE ITEMS

01-30 1-20 copper pieces
31-40 1-20 silver pieces
41-50 1-20 gold pieces
51-60 1-10 platinum pieces
61-70 1-12 electrum pieces
71-80 1-6 gems (base 10 gp)
81-85 1-4 gems (base 50 gp)
86-90 1-3 gems (base 100 gp)
91-95 1 gem (base 500 gp)
96-00 Jewelry worth 200-800 gold pieces

SPECIAL ITEMS TABLE

01-25 A silver dagger with jeweled pommel worth 75 gold pieces
26-50 A gold necklace with a golden locket worth 150 gold pieces
51-60 A silver tiara with small red garnets decorating worth 250 gold pieces
61-68 A jeweled goblet with cats eye agates worth 500 gold pieces

69-74 A golden ring worth 100 gold pieces
75-79 A silver ring with a small emerald chip center worth 600 gold pieces
80-89 A golden earring with a diamond chip worth 500 gold pieces
90-94 A silver armband with a large pearl center worth 750 gold pieces
95 A star sapphire ring worth 2250 gold pieces
96 A black opal pendant worth 1750 gold pieces
97 A black pearl ring worth 3750 gold pieces
98 A platinum anklet with a blue diamond worth 4500 gold pieces
99 A treasure map
00 A random magical item

ROLL MODIFIERS

These modifiers are applied to only the roll on the basic result table and not the others.

NPC is a Merchant	+ 05
NPC is an Adventurer	+10
NPC is a Noble	+15

MAGIC ITEMS AND TREASURE MAPS

Magic items will be selected randomly on the DMG tables for such. Results indicating something far too big to be in a pocket, an artifact, or something far too powerful to be walking around in town will be ignored and another roll will be made. Treasure maps will need to be determined by the dungeon master for his or her campaign.

special non player encounters in

BARROWMAR

Some encounters are provided here for local flavor. You should determine if and when to offer these encounters rather than just letting the dice dictate. These encounters are not listed on any of the tables but are here for times when you feel like inserting them into the game. Some of these encounters are likely to recur frequently after the first meeting.

01 - 06 Bungo Barrowes

Bungo is a halfling who deals in information. He wears a dark robe and skulks around the streets of Barrowmar. He seems to know everything about everyone in and everything the city and will reveal it only for a price. He is a “zero” level npc and is neutral in alignment. He is unarmed and never carries more cash than the last deal he just made. Where he lives is unknown as none have ever seen him anywhere but on the streets.

09-20 Gareth West, Town Crier

Gareth is a short and pudgy middle aged man. He wanders the streets day and night calling out the hour and announcing important edicts from the king and other news. He is a “zero” level npc and is neutral in alignment. He often knows things that might be valuable to visitors to the city and will share them at no cost if asked. He certainly knows where most of the important establishments are and places one might wish to avoid.

Some specific things he knows:

- There are rumors about

possible war with the orcs of the Horde

- An important criminal is to be publicly executed in the palace square
- There is to be a royal wedding soon between a noble’s son and another noble’s daughter
- The city wide archery contest is coming up. The elvish fletcher has won three times in a row
- The king has decreed that no one in the city is to defecate in the streets. All such business should take place in dark alleys or outside the city walls. Modesty is expected from all citizens
- An important noble has been assassinated!

21- 24 Puppet Show

A small wooden stand is set on the side of a street and appears to be drawing a crowd. Two individuals are running a puppet show which is a thinly disguised attempt to sow dissension and spread anarchy. The themes of the show tend to insult the royal family and those in authority in Zanzia. The puppeteers are actually spies from the Jural Empire.

Zain el-Iman

He is an assassin and spy. He is not here to gather knowledge, per se, but to create havoc among the locals of the city. He attempts to do this through his puppet show since the local officials have been tolerant so far. He is A5: AC 4; HP 21; **leather armor +1** under his robes; **dagger +1** (coated with type A insinuating poison). Dex 17. AL CE.

Sahar el-Nasser

She is the wife of Zain. She is an illusionist and helps with the show occasionally by using her magic. She also works on behalf of the Jural Empire and seeks to create trouble in the capitol of their enemies. I4; AC 10; HP 9; dagger; no armor; AL CE; spells known: **color spray, change self, phantasmal force, hypnotic pattern, misdirection.**

25- 28 A Street Circus

Occasionally jugglers and acrobats will form a small circus and travel the land. Often they will visit Barrowmar and perform in the streets for coins. The troupe occasionally is infiltrated by spies from Jural and other enemies of the kingdom so that they might report military readiness to their masters.

29 - 32 Mimes

Mimes occasionally work the streets of Barrowmar trying to get a coin or two out of those who pass by. Most of these are harmless but occasionally an assassin will pretend to be a mime and then kill someone in broad daylight using this disguise to escape.

Jackson Giles, Assassin, Mime: A6; AC 6; HP 19; **dagger+2** (coated in insinuating poison type C); AL CE; he is attempting to murder a noble who passes by this way on occasion. But if discovered he will attack the person revealing him and run.

33 -36 Jugglers

A small group of half elves have been traveling the land performing their skills for coins. These jugglers are quite good and even the king himself has given them coins

on occasion. These half elves have been shunned by their own tribe of valley elves as their blood is not pure. They are not welcome in their home lands. One of them, however, feels that this shame is undeserved. He seeks to go back and get revenge one day. With, a little help, perhaps he could succeed.

37 - 40 Vigilante Group

This angry mob can be encountered from time to time looking to avenge all manner of crimes. It is wise to avoid such mobs. The mob will consist of 4-40 townspeople.

41 - 44 The Traveling Snake Oil Salesman

Jacob Wetherden is a salesman who travels to the various cities and towns in Zanzia. He sells his elixers and potions which he claims will cure all sorts of ailments and have all sorts of magical effects. All of them are worthless, of course, and he never stays long in one town.

He is a T5; AC 7; HP 14; **dagger +2**; no armor; AL NE. He has many of his worthless potions at any given time and whatever change he has managed to scam out of the locals. Typically this is only about 4-40 gold pieces. If someone particularly wealthy shows interest in his products he may try to pick their pockets. His pickpocket skill is 50%.

45 - 48 Baltozo the Great

This young wizard provides a valuable service for a low fee. He will identify magical items for a mere one hundred gold pieces. He keeps a stand in the open market place and can do two items per day. However, he is working with the thieves

guild and there is always a pickpocket nearby to try to steal the more valuable items for the guild.

Baltazo the Great is a MU2: AC 10; HP 5; dagger; staff; plain grey robes; AL NE; Spells known: **identify (x2)**.

Anabnar is a halfling T6: AC ; HP 15; **dagger +1; leather armor +1**; AL NE; Dex 17; Pick Pocket Skill: 65%. He hides in the crowd pretending to shop until he gets a signal from Baltazo that someone is worth stealing from. Then he goes to work.

49 - 50 **Jedediah**

This crazed priest is homeless and wanders the streets of Barrowmar with prophecies of doom and gloom. Everyone he meets he calls a blasphemer. He is just a harmless crazy man. But locals take him quite seriously. When encountered he will usually have an audience of 5-20 people in the streets. Many will give him coins after he sermonizes.

He is a C3: AC 10; HP 16; staff; AL CN; Spells Known: **cure light wounds, bless, augury**.

51 - 53 **Gypsy Caravan**

Gypsies are a common sight in Barrowmar and in cities all across Zanzia. Many of them come from across the border with the Jural Empire where the local citizenry is not treated kindly by those in authority. Laws are harsh in the Jural Empire and naturally many of the citizens migrate towards Zanzia and other lands.

These caravans typically will set up shop near the open market place and sell their wares and services for a short time before

moving on.

54 - 57 **Body Snatcher**

Occasionally one may bump into one the many henchmen who supply bodies to various individuals for their nefarious purposes. One such individual is Eegor an ogre that works for Lord Zamu. Eegor only comes out at night and wears loose fitting robes so that he merely appears to be a disfigured human rather than an ogre who might be attacked on sight by the city guard.

Eegor, Ogre: AC 5; MV 9; HD 4+1; HP 25; # AT 1; Dmg 1-10; AL CE.

Eegor is not looking to engage in combat but would defend himself if necessary. He is about the Master's business which is collecting bodies for experiments. He will typically be found either at a grave yard such as the potter's field or on his way back to the noble district with a corpse over his shoulder. He always has a shovel with him when encountered.

He is not, however, above killing a solitary person and bringing that body to his master if it is more convenient than going to the cemetery.

58 - 61 **Corrupt City Watchmen**

Sometimes mere criminals manage to worm their way into positions of power in the big city. Sometimes the city watchmen are merely thugs who abuse their power. They shake down merchants and abuse honest citizens.

Alban, City Watchman: F3: AC 4; HP 22; chain mail; shield; mace; AL NE.

Jakko City Watchman: F2: AC 5; HP 14;

scale mail; shield; flail; AL NE.

62 - 64 **The Flute Player**

This shifty young man is always seen with a set of wooden pipes in his hands. Occasionally he can be seen playing the pipes. Whenever he plays a string of rats follows behind him. He makes a good living removing vermin from nobles houses, merchants shops and even a few of the guilds of Barrowmar.

Andrew Lockton, The Piper: T4; AC 10; HP 20; **dagger +2; pipes of the sewers;** grey robes; AL NE.

What these customers do not realize, however, is that this pipe player sometimes goes down into the sewers and calls forth these rats into the vicinity of these homes, shops and guilds so that they will invade and create potential customers for him. He also has been known to return the rats to customers who fail to pay his fees.

65 - 67 **The Dead Cart**

People drop dead of various things day and night in the big city. Occasionally this feeble old man can be seen and heard calling for the collection of the dead so that they may be removed from the city walls and burned outside where disease will not spread.

Oswyn Leman is one of these collectors of the dead. He can be heard from a great distance calling to "bring out your dead!"

He is a harmless zero level NPC with 3 hit points and AL N. But he is also quite knowledgeable about the assassin's guild and thieves guild and all things related to the slums district. For a coin or two he will

gladly share. For a pint or two he may make a few things up as well.

68 - 70 **The Forgetful Professor**

Reynold Blount is a professor at the Arcana University. While he is quite knowledgeable about all things in his area of expertise he is quite forgetful. If it were not for his pseudo-dragon familiar's reminders he would have lost his spell book long ago. He is constantly looking for things that he is lost such as his favorite scroll tube, his glasses or his pointed hat. He is, however, an expert on dragon kind and is an excellent source of information on that subject. He will gladly tell anyone anything they want to know about such things if they do not mind hearing him drone on about it for hours.

He is a MU8: AC 10; HP 20; wooden staff; white robes; **ring of feather falling; wand of illusion** with 12 charges; AL NG; Spells Memorized: **comprehend languages, read magic, write, message, locate object, forget, stinking cloud, dispel magic, lightning bolt, blink, confusion, rary's mnemonic enhancer.**

71 - 73 **The Saucy Harlot**

This is not one of Madame Kate's girls but is an independent contractor. She is also a brazen hussy and is not above embarrassing males accompanied by females in her attempts to solicit business. She is quite aggressive and not modest. She is also quite unattractive. Her name is Anna Lovell and she is infected with several unpleasant social diseases. She is a zero level NPC and charges one silver piece for an hour of service. She will not insist on a room at the inn but will be quite happy with the nearest dark alley to complete her business.

74 - 76 **Poor Little Orphans**

Timmy is a street urchin who picks pockets so that he and his sister Imella can eat. Both live in the streets with many other homeless children of the big city. Timmy is a kind hearted young boy who only wishes for him and his sister to be taken care of. But as the oldest he feels it is his obligation to provide for them both.

He is a T2: AC 10; HP 5; no armor or weapons; AL NG; PP 35 %.

Imella is a zero level NPC with 1 hit point and AL NG.

77 - 80 **Escaped Mental Patient**

Sometimes, despite the best efforts of the doctors at the Barrowmar Asylum for the Criminally Insane, patients do manage to escape. Rafe Bexley is one of these patients. He believes that he is the true king of Zanzibar and will tell this to all people he meets. He will demand that they kneel in his presence. If he stands up he expects others to do likewise. He speaks in the plural when referring to himself. Of course, he is just insane. He is unarmed and is a zero level NPC. He is neutral in alignment.

81 - 84 **The Wailing Mother**

Sakaala Elacan was an elf girl who moved to Barrowmar from the Dark Forest of Zanzibar. When she arrived she had a short affair with a city guardsman who left her with child and then shunned her and the baby. Ultimately the baby died from lack of food and nourishment and Sakaala Elacan nearly did as well. She then sought her revenge and poisoned her former lover. She was executed at the gallows in the palace square nearly

fifty years ago. Now she is occasionally heard wailing at night. Sometimes she is encountered in the dark alleys of Barrowmar. She is not seeking revenge on the citizens but wishes only that her baby's remains be brought to a decent cemetery for proper burial. The baby's remains may be found in the potter's field in an unmarked grave.

Sakaala Elacan, Banshee: AC 0; MV 15; HD 7; HP 30; # AT 1; Dmg 1-8; SA death wail; SD immune to cold, electricity, charm, sleep or hold; SD exorcism kills her; AL CE; Magic Resistance 50%; MM page 50.

She will not immediately use her death wail on others. Unlike other banshees she wanders a highly populated place. She merely wishes decent treatment of her child. She will leave the city forever if her child is properly buried. And she will reward those who do so with an amulet she wears around her neck. It is a **periapt of proof against poison**.

85- 89 **The Fool**

This hapless individual sits on the side of a major street all day and all night. He does not appear to know who or where he is. He rarely speaks and when he does it seems to be just gibberish. If left alone he will not bother others. But if treated kindly he will prove to be a valuable source of information. He sees a great deal in his time on the street and he knows things. He will require no money for his information but knows many rumors and generally whether the rumors are true.

90 - 94 **The Leper**

This poor fellow visibly appears sick. His skin has many lesions and he wears a hooded robe to cover his face. The scars are

enough to turn most people's stomachs. He walks with a hunch and appears quite filthy. If questioned, however, he knows a great deal about the slum district of the city. He knows where both guilds are located and that both guilds use the sewers. He will share these things to anyone kind enough to provide him food.

95-97 **The Dandy**

This slick gentleman considers himself to be an upper class member of Barrowmar society. Everyone who is not of noble blood that he meets he will consider to be beneath him. Those who bother him too much will cause him to challenge them to a duel. He is a zero level npc who carries a rapier which he hardly knows how to use. He has 2 hit points and is AL N.

98-100 **The Torch**

Terrance Boyer is an angry young man. He has lots of scores to settle and is lighting fires all over Barrowmar nightly. Any building or business that he believes is owned by a wealthy noble is at risk until he is caught and punished for his arson. He is a zero level NPC with 3 hit points and AL CE.

ADVENTURE **books** **WITHIN THE CITY** **OF BARROWMAR**

More than a few of my published adventures take place within the city of Barrowmar or with the city of Barrowmar as the starting point. Some other possible adventure hooks for use with the city include:

1. Upon returning to their room at one of the inns the adventurers find a body lying on the floor of their own room with a dagger in it's back. Soon they can hear the whistles of the city guard charging towards the inn.
2. While walking along the street a dead body falls from a window on the second (or higher) floor and lands in front of them. A dark hooded assassin can be seen running along the roof of the building to escape.
3. After purchasing a "special" item in the bazaar the true owner arrives demanding his item from the person who just bought it.
4. Animals have escaped from the menagerie and must be rounded up. Some are running rampant in the streets killing people.
5. While walking down the dark streets the adventurers hear screaming coming from the alley. The voice sounds as if a young maiden is being harmed. But the adventurers arrive and discover that the moon is full and she is turning into a werewolf.
6. The adventurers witness a beating inflicted on a merchant by some city guardsmen who are shaking him down.
7. A plague inflicts many casualties to the city. Someone must find the cure. The disease turns out to be a curse from an angry witch who must be confronted to lift it from the city.

8. As the adventurers arrive at the city they enter at the same time as a notorious criminal. Now they are accused of being accomplices to his crimes.
9. Sinkholes are appearing at places in the city. The adventurers notice that there is a pattern to it. These holes seem to be appearing around the cemetery (potters field).
10. A storm floods the streets of the city driving all of the rats out of the sewers and into the streets.
11. Famine hits barrowmar. The local crops have not come in and the locals begin to riot over food.
12. The adventurers discover an abandoned goblin baby in an alley. Do they kill it? Let it alone? Save it from almost certain starvation?
13. A vampire is hunting within the city. He or she must be hunted down and disposed of to prevent more innocent lives being ruined.
14. Albazon is a rather chaotic and solitary wizard who has a tower with no doors in the arcane district. One night a strange explosion from within that tower shocks the area. But everyone is afraid to check on the wizard for fear that he might turn them into a toad for disturbing him. But local officials are very concerned for his safety.
15. A bounty hunter bumps into the adventurers at a tavern and offers to hire them to hunt down a wanted criminal who is loose in Zanzia.
16. A merchant or noble is holding a lavish party and rare and exotic meats need to be acquired for the celebration to be successful. The adventurers are hired to bring back manticore steaks, rok eggs, griffin wings, etc....
17. A strange old mansion in the city has been abandoned and boarded up for years. Now the locals are concerned as lights have been seen from within the house. Is it haunted? Or has someone moved in?
18. The wizard guild is holding a scavenger hunt. Many strange objects must be acquired in the city to win the event. But the items acquisition may be dangerous. And some of the competition will stop at nothing to win.
19. Something is wrong with the city well. People who drink from it are feeling ill. Something upstream from the city must be fouling the water.
20. An annoying young bard begins following the adventurers wherever they go within the city singing their praises and telling tall stories about their exploits. This tends to bring too much attention to the party. Thieves begin targeting them. Other adventurers begin horning in on their action. The tax collector pays them several more visits.
21. The adventurers keep running into the same pathetic old beggar in the streets. If they abuse him he will turn out to be a noble in disguise. If they are kind to him the noble will hire them for a special adventure.

22. While drinking in a tavern a stranger falls onto their table. He mutters a single phrase in a long dead or unknown language and then dies. If the players consult with a sage or use some other means to find out the words meaning it will turn out to lead to a hidden treasure that he was attempting to disclose or it may turn out to be a warning of some ancient threat that is about to come true.
23. A very agitated librarian from the city arcane district wants to discretely hire the adventurers to find and return a valuable tome which was borrowed but not returned by the chaotic wizard Albazor who is a reclusive hermit who hides in his tower with no doors to it.
24. A rash young noble has decided he wants to be a great adventurer. He wants to tag along with the party but he is not only inept but is dangerously clumsy and stupid. Telling him to stay away might offend the nobles. Letting him get killed will almost certainly anger the nobles.
25. An old beggar has been working the same corner for twenty years. Now he has gone missing. The city watch does not seem interested. But local citizens are very concerned for his safety.
26. While walking home on a dark night they see a local citizen being attacked and then dragged into a dark alley. The adventurers notice that the perpetrator wears a dark robe but fangs can be seen in the moonlight.
27. A tavern wench invites a member of the party to her home. When they arrive she has several thugs waiting there to relieve the person of their belongings.
28. A crazy old dwarf beggar sits on the same corner day after day with his bowl held out in front of him. But he is smelly. He is insane. He spouts strange apocalyptic messages. Occasionally he is even a little insulting. If the party is kind to him, however, he has an old treasure map they might be interested in. He knows of some old and hidden catacombs beneath the noble district where treasures of some of the richest nobles are buried.
29. Invasion! Orcs are massing on the edge of the border with the Horde. A charismatic new orc king is leading them to war against Zanzia. They are about to march on Barrowmar.
30. In the arcane quarter there is an old wizard tower that has stood for hundreds of years. There are no obvious entry points into this tower and no one even remembers who lived there. There has been no sign of life there for longer than anyone can remember. Suddenly the tower has windows at the top and lights can be seen coming from them at night.
31. The adventurers witness an assassination while drinking at a local tavern. A hooded man slips liquid into another person's drink and then quietly skulks away.
32. Press gang. With war in the wind the Zanzian army is bulking up. People

- are being rounded up in the streets by gangs of recruiters.
33. A spirit haunts a particular dark alley, hotel room or other place in the city. The spirit is that of a woman who was murdered. Her murder has gone unsolved and she wants her killer brought to justice and her remains buried properly.
 34. Relatives of a young girl that is believed to have been murdered by the giant living in the clock tower are seeking their revenge upon him. They want to hire the adventurers.
 35. At one of the statues in the public square near the palace a player finds a secret note that was hidden there. Spies have been using the statue as a dead drop and now the players find themselves in the middle of the conspiracy. Perhaps the city watch saw the player pick up the note.....
 36. One of the adventurers spots a man who looks like one of the men on the wanted posters outside of the city watch post....
 37. Robert Morley, a guest at the Blue Dragon Inn, has gone on a killing rampage as a werewolf now that the moon is full. Bodies are piling up there but no one knows that he is the werewolf. Clues point to him.
 38. The high priestess of the Temple of Ixaldir would like to have some brave adventurers take some goblin orphans back to their home caves deep within the dangerous land known as the Horde.
 39. Luke Seymour, High Priest of the Church of Remdes, is interested in finding adventurers to seek out a religious artifact important to his faith. It is a sacrificial dagger once used by Ephraim Defries, the high priest of the Temple of Domi. Now it is held by elves deep in the dark woods.
 40. A serial killer is on a rampage in the poor areas of Barrowmar. He seems to be singling out harlots.
 41. Storms sweep in flooding the city. Buildings are collapsing. Streets are sinking under the weight of all of the water. The sewers seem to be plugged. Something needs to be done about it.
 42. Orc invaders have laid siege to the city!
 43. Mad arsonist is burning buildings all over the city.
 44. A minor noble owes a gambling debt to the Bloody Knuckles Tavern. The barkeep wants the adventurers to collect or to provide the necessary encouragement.
 45. A wizard has been avoiding paying his taxes. The collector needs a little help getting the money from him.
 46. Poor orphan Sam has lost his dog Appy. He needs help finding it. Dog turns out to be a blink dog which is very difficult to catch.
 47. The city watch has heard rumors of human sacrifices being held at the Smiling God Temple which is

- strictly against local ordinances. They wish to hire the adventurers to investigate these rumors as the city officials do not wish to appear to be discriminating against evil religions. There is just a chance that these rumors might be untrue.
48. The high priest of the Temple of Knowledge is seeking acquisition of a particular ancient tome which is believed to be located in a particular ruined city.
49. Some local merchants are very concerned about the herbalist. They believe that she is a witch and should be burned at the stake. They seek help in running her off from the city.
50. Moses, the stable boy, wants someone to acquire a unicorn for his master's birthday gift.
51. Camdyn Griffin has received a tip that thieves intend to burglarize his warehouse. He wants to hire guards to defend it.
52. An arsonist has been targeting warehouses. City watch officials need help preventing the next fire.
53. A wealthy merchant's wife approaches the adventurers. Her husband has gone missing. He went to the barber shop yesterday morning and has not returned..
54. The wine merchants are looking for a special vintage of a fine royal wine last known to be in the cellars of the palace of the old capital of Onm which was sacked by the villainous Lich Malcon over a hundred years ago. The ruins lie at the base of the Dragon Teeth Mountains. If such a bottle still exists it would be worth quite a lot of money.
55. Adventurers are being invited to compete in a special event at the city arena.
56. The wife of a customer of the Bloodletter is angry that her husband died after his treatments. She has hired assassins to get revenge. He needs bodyguards.
57. The apothecary is experimenting with a new drug he developed. He has been testing it on himself with some unfortunate side effects. He has been turning into an evil creature at random times and cannot control it. He believes he may have killed some people in that altered state.
58. Some thugs ambush the party and attempt to abduct one to be used as a new exhibit in the wax museum.
59. One of the recent abducted people put on display in the wax museum was reported to have a valuable treasure map on him at his disappearance.
60. A beggar offers a map to the snake temple beneath the city sewers.
61. A customer of the Dwarven blacksmith discovered the special weapon that the Dwarf was making. He wants thieves to steal it for him.
62. Recently a noble's son decided upon a life as an adventurer. No serious group would take him on so he and

- some friends decided to explore some nearby ruins together. Unfortunately all of them were unskilled at adventuring and none have yet returned. The noble needs real adventurers to go out and rescue his son.
63. The bowyer has hired thugs to injure the elven fletcher so that he might win the city wide archery contest this year. The adventures are nearby when the attack occurs. Do they intervene? Or stand by and let it happen?
64. A player character is mistaken for the dreaded bandit known only as “the highwayman.” The city watch is called.
65. A poor feeble beggar is run down by a cart near the adventurers. He took a hard knock to the head. Now, he suddenly remembers, he is a powerful wizard named Zanaba and he challenges the party wizard to a magical duel!
66. A powerful Barbarian dignitary is dining at the royal palace. The chefs at the palace wish to provide him with a comforting meal. They hire adventurers to go out to the frozen tundra of the barbarian lands and hunt an ice worm to provide meat for a special meal.
67. The adventurers hear a rumor about a valuable treasure hidden by the giant living in the clock tower. Of course, the rumor proves to be false....
68. The clock in the tower has stopped working! People in the city are panicking. The giant needs a special part that only the gnomes up in the hills near the Dragon Teeth Mountains can produce.
69. The adventurers witness a fair duel between two noble’s sons. The city watch rushes to the scene to arrest the winner. The adventurers could do nothing or they might detain him for the city watch or they might help him escape. Regardless of their choice some group is likely to be unhappy with the result.
70. The adventurers discover that the undertaker has been supplying bodies to Lord Zamu for his experiements.
71. Someone has been robbing graves in the potters field. The locals are concerned. This turns out to be a band of ghouls.
72. The adventurers are hired to do a jail break.
73. A bounty hunter believes he has spotted the bandit known as the “highwayman” in a tavern. He needs help capturing him.
74. One of the King’s tax collectors has run off with the proceeds! He was last seen escaping into the sewers. The city guard needs someone to track him and bring him to justice.
75. A noble lost his ring into the sewers. He needs someone brave enough to go in and find it.
76. Vigilantes are attempting to lynch a drunken dwarf. He was accused of some horrible crime. The only

- problem is.... he is innocent and the players have knowledge of his innocence. Do they intervene? Or do they let it happen?
77. A lowly beggar dies of the plague at the feet of the adventurers.
78. One of Madame Kate's girls is blackmailing a wealthy noble with threats to tell his wife about their visits.
79. A wealthy noble is found dead in Madam Kate's Place. To avoid a scandal things must be cleaned up.
80. One of the regulars at the opium den is known to be in possession of a valuable treasure map.
81. Emirikol the Chaotic has been angered by some of the dwellers of the city. He rode in recently and threw lightning bolts all over the place killing a few of his enemies. Those that remain are now cowering in fear in their homes awaiting his return. His surviving enemies want to hire adventurers to ride out to his tower deep in the dark forest and end this threat to their existence. Of course, they do not disclose what they did to make him angry.
82. Dark riders have been raiding the country side. They are bandits that have been raiding caravans, sacking small villages and abducting people on the roads. Occasionally they can be encountered sneaking into the city through the sewers or selling slaves at the slave market.
83. The adventurers find a corpse in an alley with a dagger in his back.
84. A runaway cart threatens to mow down a little old lady. Will the players intervene?
85. An Argos has moved into the city and is lurking in the alleys
86. Doppelgangers have replaced several key city officials
87. A beggar informs the adventurers that the gargoyles decorating the top of the Temple of Remdes are real gargoyles and are snatching people off of the streets. Perhaps the beggar is telling the truth or perhaps he imagines it to be true after begging enough money for another bottle.
88. A rich noble and his wife believe that their young child has wandered off into the sewers. They will pay someone to rescue him.
89. A rich noble who keeps his identity a secret goes by the name "the dark one." From time to time he hires others to handle some unsavory business on his behalf such as:
- Scaring another noble off of his land so that he can seize it in a tax sale
 - Acquire certain valuable art that he has had his eye on (which belongs to someone else of means
 - Find some bauble that is lost in the sewers
 - Clean up some issue which might cause a scandal
90. Members of the church of Remdes

- (an evil church) have identified one of the adventurers as their messiah who shall lead them to victory over the good and the lawful.
91. A merchant is hiring guards for a lengthy and possibly dangerous caravan to the Jural Empire.
 92. A new Barbarian king is uniting the various kingdoms and tribes in the Barbarian lands. This could mean war for Zanzia.
 93. The adventurers hear a rumor that the apothecary sells poison to the Assassin's guild of Barrowmar. He might sell them to anyone else who is interested.
 94. The adventurers hear a rumor that the harlots at Madame Kates are really green hags under an illusion of beauty.
 95. A rat swarm from the sewers is now plaguing the Noble District. The nobles need help ridding themselves of these vermin.
 96. The adventurers hear a rumor that the creatures in the menagerie are not what they seem to be. They are really polymorphed people who went missing off of the streets.
 97. The menagerie is looking for a new exhibit. A unicorn would be a fine addition to their show.
 98. The owners of the arena want to commission some adventurers to bring back a black dragon to use in the arena for a spectacular show.

99. One of the wealthier temples has catacombs beneath it where many rich nobles have been buried with their valuables.
100. One of the walls of the city collapses resulting in a dangerous weakness in the city defenses. Someone seems to have been sabotaging it.

SOME SPECIFIC PLACES OF IMPORTANCE IN BARROWMAR

THE BARROWMAR SEWERS

The sewer system of Barrowmar is connected to many places within and outside of the city. Smugglers, thieves, assassins and a snake cult of the Yuan Ti are just some of the groups that use these sewers for entering and leaving the city unseen. Random Encounters within the sewers can happen day or night with equal chance. Checks should be made every thirty minutes. A roll of 1 or 2 out of 8 will indicate an encounter has taken place. Single normal rats will be encountered every minute or two in the sewers but these will be harmless. Most of the regulars in the sewers know each other on sight and do not bother each other as long as they are left alone to conduct their own business.

Random Encounters

01- 75 Rat Swarm

76-80 Thieves
81-85 Smugglers
86-90 Assassins
91- 95 Otyugh
96-99 Neo Otyugh
00 Yuan Ti Cultists

Assassins

This will be a single assassin entering or exiting the city. The assassin will either be embarking on a new mission or will be returning from one. In either event they will wish to remain unseen and will not be happy to encounter others here in the sewers. They may not initially attack but might attempt to join other adventurers and betray them at an opportune moment. One possible example is Zak Lloyd. Zak is a member of the assassin's guild and is returning from a mission in which he murdered a city official for the town of Freeport in southern Zanzia. He will claim to be a thief if questioned about his profession.

Zak Lloyd, Assassin: A7: AC 3; HP 26; **long sword +2**; light crossbow; **10 bolts +2** (coated with type B insinuating poison); **leather armor +2**; Dex 17; AL CE.

Neo-Otyugh

This will be a single neo-otyugh traveling between places in the sewers.

Neo-Otyugh (1): AC 0; MV 6; HD 11; HP 47; # AT 3; Dmg 2-12/2-12/1-3; SA disease; SD never surprised; AL N; MM page 73.

Otyugh

This will be a single creature moving down the passages.

Otyugh (1): AC 3; MV 6; HD 8; HP 38; #

AT 3; Dmg 1-8/1-8/2-5; SA disease; DS never surprised; AL N; MM page 77.

Rat Swarm

Rats are common both in the sewers and in the city above. Swarms of these vermin will consist of 2-200 normal rats along with 4-40 giant ones. The normal ones will be an annoyance but mostly harmless. The giant ones, however, will be dangerous.

Giant Rats (4-40): AC 7; MV 12/6; HD 1-4 hp; HP 2 each; # AT 1; Dmg 1-3; SA disease; AL N; MM page 81.

Smugglers (pirates)

Various merchants deal with pirates who smuggle in goods that are stolen, or at the very least have not paid duties or taxes, through the sewers. The sewers are the easiest route to avoid the tax collectors and the city guardsmen at the gates. Such groups will always consist of 4-12 men carrying crates of goods. Most of these crates will contain shipping stamps from ships that have been plundered in the seas south of Barrowmar. These will be low level pirates led by one higher level (lieutenant). The goods typically will be furs, spirits, food crates, and foreign commodities worth from 500-5000 gold pieces.

Essex 'Two-Teeth' Whiteley, Lieutenant: F3: AC ; HP 26; **short sword +2**; **leather armor +2**; shield; AL CE. Essex is known for his two remaining teeth. He wears a gold earring in his right ear and an eye patch over his left eye.

Pirates (2-12): AC 8; MV 12; HD 1-6 hit points; HP 3 each; # AT 1; Dmg by weapon (spears, axes or short swords); AL CE.

Thieves

Generally this encounter will be with low level thieves of the guild who are moving hard to fence items outside of the city. Once they are moved to another city, such as Freeport, even hot items can usually be sold without too much worry about the law.

Cadby 'Crafty' Haley, Boss: T8: AC 3; HP 30; **short sword +3; leather armor +2;** DEX 17; AL NE. He will be carrying the loot which will consist of 3-12 pieces of jewelry or individual gems. These items will be worth 400-1600 gold pieces each. He travels with two body guards.

Bodyguards (2): F8: AC 0; HP 65 and 70; **two handed swords +1; plate mail +1; shield +1;** AL N.

Yuan Ti Cultists

The cultists have a temple which is one level beneath the sewer system itself. Several important city officials and a couple of nobles are members of this cult. Their objective is to overthrow the Zanzian government and place one of their own on the throne.

When members of the cult are encountered in the sewers it will consist of a group such as this one:

Nathan Poole, Leader, Yuan Ti Pureblood (1): AC 4; MV 12; HD 6; HP 25; # AT 1; Dmg 1-8+2 (carries a **long sword +2**); SA can cast **cause fear, darkness 15' radius, snake charm, sticks to snakes, neutralize poison, suggestion and polymorph other** once per day; AL CE; Magic Resistance 20%; MM2 page 130. Nathan looks nearly human. He has a few snake scales on his arms which are barely

noticeable.

Yuan Ti Abominations (2): AC 0; MV 9; HD 9; HP 40 each; # AT 2; Dmg 1-10 (bite)/1-8+2 (**scimitars +2**); AL CE; Magic Resistance 20%; MM2 pages 130. These two look entirely snake like and could easily be mistaken for Naga if they were not carrying weapons.

Yuan Ti Half breed (2): AC 0 or 4 (snake parts are zero); MV 9; HD 8; HP 35 each; # AT 2; Dmg 1-10 (bite)/1-4 (tail constriction); SA can cast **cause fear, darkness 15' radius, snake charm, sticks to snakes, neutralize poison, suggestion and polymorph other** once per day; AL CE; Magic Resistance 20%; MM2 page 130. These have human heads but a snake like tail that can grab and constrict a victim.

KEY TO THE SEWERS

There are several specific points of interest within the sewers which are listed here.

A. Warehouse Entrance

The Riggs Warehouse has an entrance which leads to the sewers. Aiden Riggs is a member of the temple and has easy access to the world below the city.

B. Church of the Storms Entrance

The church is a front for the cult of the Yuan Ti. The church entrance leads to the southern part of the sewers.

C. Main Street Entrance

The sewer grates can be seen at various parts of the city above. In most cases these grates have stayed in place for years and are rusted

shut. Most normal people want no part of coming down here and for good reason.

D. Thieve's Guild Entrance

The thieves use the entrance within their own guild complex to reach the sewers.

E. Slums Entrance

The slums have a sewer grate which is usually open due to all of the traffic in and out of these sewers.

F. Portcullis

A portcullis blocks this part of the passage.

G. Portcullis

A portcullis blocks this part of the passage.

H. Secret Entrance into the Yuan Ti Temple

This secret room contains a spiral stair case leading downward into the temple of the Yuan Ti.

THE TEMPLE OF THE SNAKE GOD

The Yuan Ti that live beneath the sewers of Barrowmar are an insidious group of fiends. They have been working with individuals who live on the surface who wish to overthrow the king and replace him with one of their own. They are not yet powerful enough to make a move but as they build their numbers they become more dangerous every day.

In the temple area random encounters will take place on a 1-3 out of 10. All encounters

will be with a patrol with the same numbers and stats as the Yuan Ti Cultists encounter in the sewers.

KEY TO THE YUAN TI TEMPLE

1. Entry Point From the Sewers

Most members of the cult use this means of entrance into the temple. This circular room has a high domed roof and there are murals depicting the snake god Sseth as well as Yuan Ti in various militaristic poses. The spiral stairs lead down about twenty five feet into this room.

2. Barracks

Fourteen bunk beds lie in this large room. Not all of them are occupied. At any given time there are likely to be 2-12 Yuan Ti here asleep and 2-12 that are awake. The rest will be out on patrol in the temple or the sewers. The following roster of cultists could here at any time.

If they hear combat from area 5 the ones in this room will respond within 2-5 rounds.

Yuan Ti Purebloods (6): AC 4; MV 12; HD 6; HP 25 each; # AT 1; Dmg 1-8+2 (carries a **long sword +2**); SA can cast **cause fear, darkness 15' radius, snake charm, sticks to snakes, neutralize poison, suggestion and polymorph other** once per day; AL CE; Magic Resistance 20%; MM2 page 130. These look mostly human. A few have some visible scales at the temples or on the arms or legs. They can easily pass for human.

Yuan Ti Abominations (14): AC 0; MV 9; HD 9; HP 40 each; # AT 2; Dmg 1-10 (bite)/1-8+2 (**scimitars +2**); AL CE; Magic Resistance 20%; MM2 pages 130. These

two look entirely snake like and could easily be mistaken for Naga if they were not carrying weapons.

Yuan Ti Half breeds (8): AC 0 or 4 (snake parts are zero); MV 9; HD 8; HP 35 each; # AT 2; Dmg 1-10 (bite)/1-4 (tail constriction); SA can cast **cause fear, darkness 15' radius, snake charm, sticks to snakes, neutralize poison, suggestion and polymorph other** once per day; AL CE; Magic Resistance 20%; MM2 page 130. These have human heads but a snake like tail that can grab and constrict a victim.

3. Secret Tunnel

This tunnel leads outside of the city walls and ends in a small hidden trap door about one half mile from the city walls.

4. Circle of Magic

This room contains several fiery braziers that are kept lit at all times and illuminate the room completely. In the center of the room is a large magic circle of burning fire. This gate is kept open at all times by the Yuan Ti so that their allies can come and go as they please. At any given time there is a 25% chance that a demon will be passing through the gate into the temple. The specific probabilities of what type of demon is arriving is as follows:

01-40 Type I
41-60 Type II
61-80 Type III
81-90 Type IV
91-95 Type V
96-99 Type VI
00 Demon Prince

At any time there will be two Yuan Ti Abominations here awaiting arrival of the

allies.

Yuan Ti Abominations (2): AC 0; MV 9; HD 9; HP 40 each; # AT 2; Dmg 1-10 (bite)/1-8+2 (**scimitars +2**); AL CE; Magic Resistance 20%; MM2 pages 130. These two look entirely snake like and could easily be mistaken for Naga if they were not carrying weapons.

5. Temple of Sseth

Several fiery braziers keep this large room lit. Ornate pillars keep the high roof above solidly in place. Each of the pillars depicts large snakes circling the pillar. A large idol to the God Sseth lies in the western part of the room. A large altar in the north end of the room appears to be made of snake scales.

At any given time this room is likely to be occupied by the following individuals:

Anna Conda, The High Priestess of Sseth, Yuan Ti Pureblood: AC -4; MV 12; HD 6; HP 25; # AT 1; Dmg 1-8+2 (carries a **mace +3**); SA can cast **cause fear, darkness 15' radius, snake charm, sticks to snakes, neutralize poison, suggestion and polymorph other** once per day; AL CE; Magic Resistance 20%; MM2 page 130. Anna looks nearly human. She has a few snake scales on her face which are barely noticeable. She is a C14 and wears green **plate mail +2** and carries a **green shield +2**. She also wears a **ring of protection +2**. She has the following spells memorized: **curse, command, detect good, cause light wounds, sanctuary, resist cold, cause fear, protection from good, silence 15' radius (x2), hold person (x2), resist fire, know alignment, chant, augury, animate dead, dispel magic (x2), continual darkness, prayer, glyph of warding, feign death, cause serious wounds, detect lie,**

divination, tongues, protection from good 10' radius, lower water, flame strike, slay living, harm, blade barrier.

Bodyguards, Yuan Ti Abominations (4): AC 0; MV 9; HD 9; HP 40 each; # AT 2; Dmg 1-10 (bite)/1-8+2 (**scimitars +2**); AL CE; Magic Resistance 20%; MM2 pages 130. These two look entirely snake like and could easily be mistaken for Naga if they were not carrying weapons.

Distinguished Visitor, Type V Demon (Marilith) (1): AC -7/-5; MV 12; HD 7+7; HP 35 each; # AT 7; Dmg 2-8 (tail) / six arms (various weapons); SA constriction (tail); SA at will can use the following abilities: **darkness 5' radius, charm person, levitate, read languages, detect invisible object, cause pyrotechnics, polymorph self, project image, gate in a type I (30% chance), type II (25% chance), type III (15% chance), type IV (15% chance) or type VI (5% chance) with a 50 % probability of opening the gate.**

Altar of Sseth

The altar appears to be made of snake scales. If touched it will feel like a real snake and appear to move. Touching the altar also will have one of the following effects if the person doing so is not chaotic evil in alignment or a Yuan Ti (saving throws versus magic apply):

1. Person is polymorphed into a snake
2. Person is teleported 100 feet above the city and dropped.
3. Person is turned to stone
4. Person is shocked for 3-30 damage
5. Person is aged 10 years
6. No effect

If the altar is searched a secret panel can be found at the rear of it. This panel is trapped and anyone attempting to open it may release a cloud of sleep gas (save or sleep for one turn). Inside of the panel are: **two potions of neutralize poison, two bottles of type D insinuating poison, two bottles of type E ingestive poison, a potion of frost giant strength, a potion of flying, a potion of levitation** and a scroll with the following spells: **unholy word, find the path, gate, plane shift.**

Sseth is the deity of the Yuan Ti. Should this altar be desecrated or destroyed the persons doing so will earn the enmity of this deity and it's followers. The altar is considered AC 10 and has 100 hit points. When it is destroyed the adventurers will hear a snake like hiss as it breaks apart. When it does finally break apart it will break into twenty poisonous snakes.

Poisonous Snakes (20): AC 6; MV 15; HD 2+1; HP 10 each; # AT 1; Dmg 1; SA poison (death); AL N; MM2 page 111.

6. Escape Tunnel

This secret exit is known only by the high priestess. She try to use this tunnel to escape if things go badly in combat.

CATACOMBS OF THE BARROWMAR NOBLES

Many of the homes of Zanzian nobles are located in the noble district of Barrowmar. A few of the families who have lived here the longest have private entrances into the catacombs below that district. All of these entrances are kept hidden from preying eyes.

Rich people buried under the streets of the city would attract the wrong kinds of people to the catacombs.

Random Encounters

A check should be made every fifteen minutes that someone is in these halls or chambers. A roll of 1-3 out of 10 would indicate an encounter. Not all encounters will be with individuals. Some will involve noises heard in the distance.

1. The sound of water dripping into the tombs from somewhere nearby
2. 2-20 Giant Rats
3. The sound of wailing in the distance
4. The sound of rattling chains down the hall
5. A pack of 2-16 ghouls and a ghast
6. A pack of 2-7 ghasts
7. The sound of something dragging in the distance
8. A pack of 2-8 shadows
9. A pair of wraiths
10. A specter
11. 2-8 wights
12. A ghost

A. Entrance from the Pearson Mansion

The Pearsons are an old family. They have been living in Barrowmar since the sacking of the old capital of Onm. Pearsons were at Onm too but managed to escape the devastation there and keep their family name alive. They own estates and small castles in northern Zanzia. Their secret entrance to these catacombs is hidden behind a fireplace. Not even the servants are aware of it.

The entrance leads downward by spiral staircase into a circular room which has

frescoes depicting the great deeds of, Simon Pearson, a knight who served and died during the sacking of Onm.

B. Entrance from the Howard Estate

The Howards are descended from, Sean Howard, a Baron that once owned estates all over southern Zanzia. Their fortunes have declined in recent decades but once they were quite affluent and powerful. Their estate is a bit run down now but the entrance is still kept well hidden. There are no servants and few visitors at the estate so few eyes could find the secret entrance. It is hidden under a stair case.

The entrance leads down a spiral stair case. The entry room is circular and has many faded paintings depicting the old Baron Howard and his many castles.

C. Entry from the Livingston Home

The Livingstons have been a rich and powerful Zanzian family for nearly one hundred years. Their influence rose after the sacking of the old capital where many noble family lines perished completely. Theirs rose from the ashes of that conflict. The entrance to this crypt is kept hidden by large tapestries in the mansion above.

The crypt entrance is circular and has many fine engravings and mosaics depicting the great deeds of Cale Livingston. Cale was a powerful warrior who served with distinction at the Battle of the Blood River.

D. Entry from the Dale Mansion

The dales were rich merchants that have prospered in Zanzia since the beginning. Although they are not nobles they have far more money than most of the families with

members buried here. The great Preston Dale was once considered the richest man in Zanzia. The entrance is kept well hidden by a hidden door behind a large mirror in the master bedroom.

The crypt entrance has many paintings and murals depicting ships at sea and merchants trading valuable goods.

E. Entry from the Franks Estate

Cyrus Franks was a powerful wizard in life and a wealthy man. Although he was not noble born he was buried here due to his influence and prestige among the nobles of Barrowmar. He died nearly one hundred years ago after serving with the great paladin Antovinius at the Battle of the Blood River. He was one of the powerful wizards that placed the seals around the Mountain of Fire that kept the Arch Lich Malcon imprisoned for over a century.

The entry into the tombs is kept well hidden by a magic fountain. One has to walk into the waters of the fountain to find the secret door and enter the tombs.

This circular room contains murals depicting the wizard at the Battle of the Blood River and then later helping place the magical seals at the Mountain of Fire. One of these murals on the north wall conceals the secret door leading to the crypt.

F. The Pearson Tombs

Jameson Pearson and his sons are buried here in these six stone crypts. All of the crypts are still sealed although close inspection may reveal that scratch marks around these crypts indicate that something has been trying to get into them.

Crypt #1 - Trapped - Sleep gas will fill the room in seconds from this crypt as well as vents in the walls and ceiling of the chamber. The inhabitant of this crypt has long turned to dust. This was once the tomb of Jameson Pearson and his soul still guards his treasures here.

Jameson Pearson, Ghost (1): AC 0 (or 8); MV 9; HD 10; HP 55; # AT 1; Dmg ages 10-40 years; SA sight of this creature causes panic and fear for 2-12 turns and aging 10 years; SA magic jar spell attack; SA only hit by those in the ethereal plane until it materializes; AL LE; MM page 43.

Hidden in the dust of the old inhabitant is a golden necklace with a large star ruby worth 12500 gold pieces and a **ring of protection +2**. In a secret panel inside of the crypt is a scroll with the following spells on it: **heal, resurrection, quest**.

Crypt #2 - not trapped - the skeletal remains of this son of Jameson is nearly dust but there are still some fragments of bone that remain. Around a bony finger is a silver ring with a large green emerald worth 7500 gold pieces. Rusted armor and weapons are also present but are worthless now.

Crypt #3 - not trapped - this son of Jameson was a powerful warrior in life. His skeletal remains still appear mostly intact. His fine suit of **+3 chain mail** is still worn and his **+2 tower shield** covers his body. A **flail +2/+4 versus chaotic creatures** lies beside his remains.

Crypt #4 - trapped - opening this crypt releases highly pressurized corrosive gas which will affect all those individuals within 10 feet of the crypt when it is opened. All will need to make saving throws for their armor and weapons and other valuables

against corrosive gas. Nothing of value remains in this crypt.

Crypt #5 - trapped - opening this crypt releases 6 darts which fire in random directions from the lid. These darts are poisoned (type C insinuating) and the darts are fired as a 16HD creature. Inside of the crypt only dust remains. This was once the oldest son of Jameson. He was a bard in life and his crypt still holds his instrument which is a **Fochlucan Bandore**.

Crypt # 6 - not trapped - this crypt is empty. Where is the body? Is it still roaming these halls?

G. The Howard Crypts

Five sarcophagus lie in this chamber. Three of the tombs have been plundered. Skeletal remains of the culprit lie next to one of the open tombs which appears to have been trapped. The skeletal body has a golden signet ring which appears to have the seal of the Howard family on it. Apparently he was raiding his own family tombs looking for money or treasure. The three open crypts are now empty. Whatever treasures he may have found have been dragged off by others. Two crypts remain here which are still sealed.

Crypt # 1 - trapped - anyone opening this tomb will find a **symbol of discord** on the inside lid of the crypt. Inside of the crypt are the remains of Sean Howard. Sean was once a powerful baron but died nearly penniless at the end of his long life. No treasure can be found here.

However, not all is as it appears. There is a secret panel in the bottom of this crypt. Inside of this panel are two large pearls

worth 500 gold pieces each, a diamond necklace worth 11000 gold pieces, two **potions of fire giant strength** and a **scroll of protection versus demons**.

Crypt #2 - not trapped - Sean Howards wife Bethany was buried here. Her remains are nearly dust from age and a poor seal on the crypt. One bony finger still holds a golden ring with a black pearl center worth 8500 gold pieces. A necklace around her neck is made of sapphires and is worth 12500 gold pieces.

H. The Dale Family Tombs

Preston Dale was a rich merchant in his time and he had many sons. His wife and sons are buried here in these eight crypts. All of the crypts appear to have been opened some recently. Each of these crypts is occupied by a wight.

Wights (8): AC 5; MV 12; HD 4+3; HP 20 each; # AT 1; Dmg 1-4; SA energy drain;; SD silver or magical weapons to hit; SD immune to sleep, charm, hold, cold, poison and paralysis; SD holy water will do 2-8 damage to this creature; SD raise dead will slay this creature; AL LE; MM page 100.

The Crypts

None of the crypts are trapped (they once were but these traps were long ago set off). There are no treasures in any of them except for the first (and biggest) which was Preston's tomb. Inside of this crypt are: six large emeralds worth 5000 gold pieces each, a **ring of invisibility**, a golden arm band with a blue diamond center piece worth 12500 gold pieces and a bone scroll tube with the following illusionist spells: **veil**, **projected image**, **massmorph**.

In a secret panel is a treasure map (the dungeon master will need to develop this map for use).

I. The Livingston Family Crypts

Three large stone crypts lie here. Each of the crypts has engravings on the outside depicting the person inside wearing armor. Cale Livingston and his two sons are buried here. Each was a powerful warrior in life. All three crypts appear to be intact and undisturbed.

Crypt #1 - trapped - when this crypt is opened poisoned bolts will be fired randomly across the room from hidden crossbows inside panels in the walls. There are four of these bolts and each fires as a 16HD creature. Each does 1-6 points of damage. Anyone struck must save versus poison (at +3 due to weakening of the poison over time) or die in 1-3 rounds.

Inside of this crypt the occupant has turned to dust. But if his tomb is raided he and his sons will rise as wraiths in one round to defend their crypts.

Wraiths (3): AC 4; MV 12/24; HD 5+3; HP 25 each; # AT 1; Dmg 1-6; SA energy drain; SA silver or magic weapons to hit; AL LE; MM page 102.

Inside of the crypt is a suit of **plate mail of vulnerability**. This plate mail was buried with Cale because he assumed his crypt would be robbed eventually. Beside him is a **shield -1, missile attractor** and a **broad sword -2, cursed**. Around the neck of the skeletal remains is a symbol of the Livingston family made of platinum and studded with diamonds worth 12000 gold pieces.

Crypt #2 - not trapped - the skeletal remains in this crypt are also armored. A suit of **splint mail +2** is worn by the occupant. Covering him is a **shield, large, +1/+4 versus missiles**. Beside him is a **battle axe +2, giant slayer**.

Crypt #3 - not trapped - the skeletal remains in this crypt are armored. He wears a suit of chain mail +3. Beside the body is a **two handed sword +3, Frost Brand: +6 versus fire using/dwelling creatures**.

J. Secret Exit

This exit has long been forgotten by all of the families. It leads to a trap door outside of the city walls which has grown over with grass and weeds.

K. Secret Exit

This exit was never known by the families that own these crypts. If it had been discovered they would have sealed it off long ago. It leads to a secret door in the sewers. Fortunately none of those denizens of the sewers have yet discovered it. They would have long plundered these tombs if they had.

L. Crypt of Cyrus Franks

A single crypt sits in the center of this room. The walls of the entire room are filled with arcane symbols.

If the crypt is approached strange runes can be seen shimmering on its surface. Close inspection will reveal words written in the language of the old Zanzian kingdom.

“It comes only before,
It comes only after,
Rises only in darkness,

But rises only in light.
It is always the same,
But is yet always different.”

The answer to this riddle is “The Moon.” Should an incorrect answer be spoken a loud “NO!” will come from within the crypt and echo through the halls and rooms of these catacombs. This will bring a random encounter (automatically) within 2 rounds. If the correct answer is given then the lid of the sarcophagus will fly off and land on the floor with a loud echo. This noise will bring a random encounter check but it is not an automatic encounter.

The lid is otherwise wizard locked at 20th level and will be difficult to pass.

Inside of the crypt is the body of Cyrus Franks and it seems to be exceptionally well preserved. He is, in fact, dead. But this may lead the adventurers to feel that he might be a vampire. He is not. If the body is disturbed, however, the crypt will prove to be trapped. Anyone moving the body in any way (such as to search the crypt) it will set off a poison gas trap which will spray gas quickly into the room from the tomb as well as from several hidden vents in the ceiling and walls. All those in the room must make a saving throw versus poison. Those close to the crypt (within 5 feet) make the saving throw normally or die within 2-5 rounds. Those outside of this range may save at +2.

The wizard wears a **robe of scintillating colors**. Beside him is a **staff of striking** with 22 charges on it. On one finger is a **ring of spell storing** with the following stored spells: **teleport, bigby’s clenched fist and stone to flesh**. On the other hand is a **ring of electrical resistance**. At the foot of the wizard is his spell book which has been

turned invisible and will only be noticed if someone can detect invisibility and does so at the time they are looking in the crypt.

Anyone dispelling the invisibility will uncover a symbol of death on the cover.

The spell book has the following spells: **sleep, read magic, detect magic, magic missile, unseen servant, find familiar, shocking grasp, mending, light, identify, levitate, web, scare, rope trick, mirror image, knock, invisibility, darkness 15’ radius, magic mouth, haste, slow, lightning bolt, fireball, suggestion, tongues, fly, fire trap, dimension door, wizard eye, massmorph, monster summoning II, fear, teleport, cloud kill, airy water, stone shape, wall of stone, pass wall, cone of cold, stone to flesh, spiritwrack, glasse, death spell, guards and wards, lower water, vanish, power word stun, reverse gravity, cacodemon, maze, mind blank, trap the soul, clone, meteor swarm, astral spell, shape change.**

RUMORS

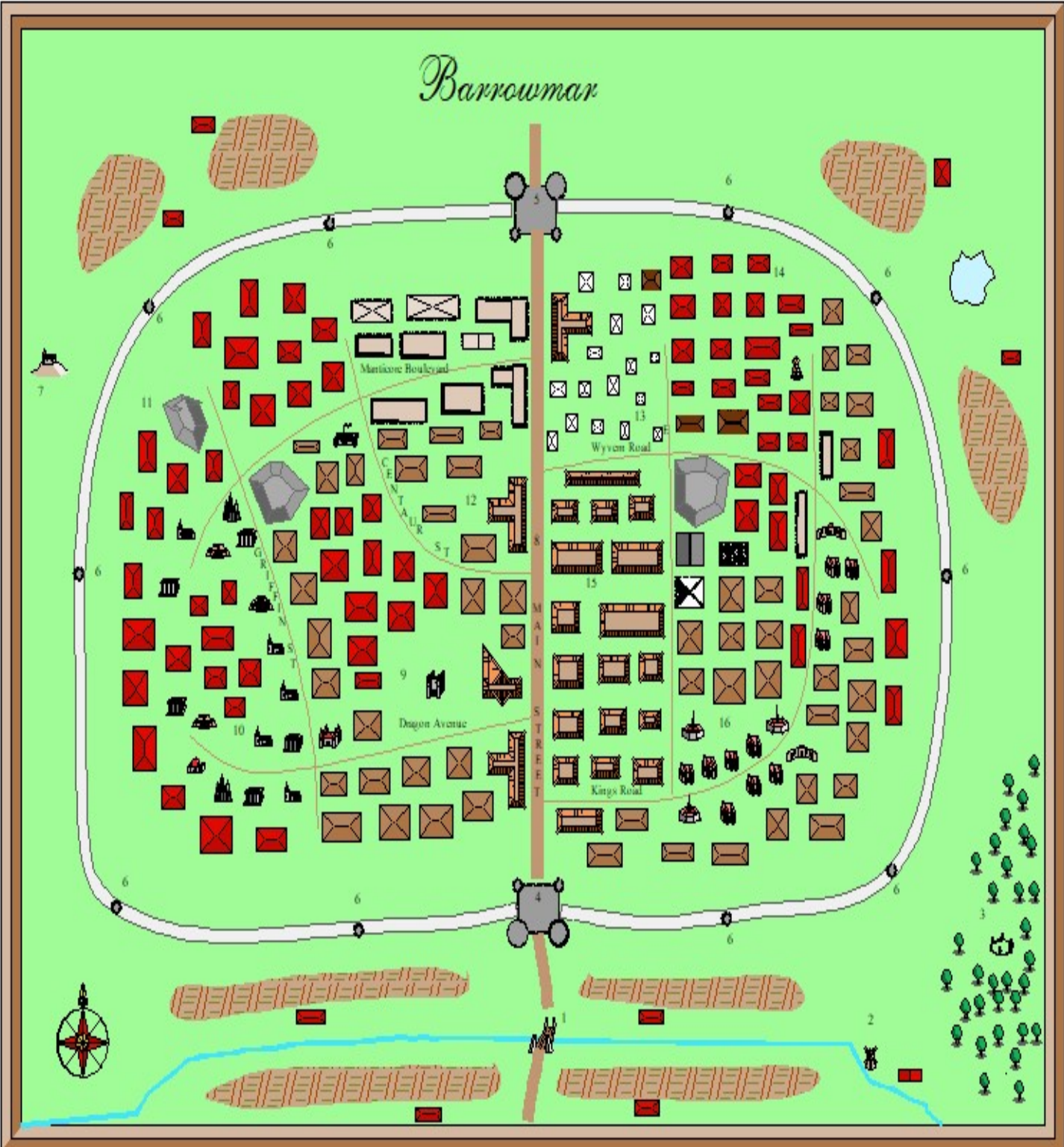
Roll 2 D20

- | | | |
|-----|--|----------------|
| 2. | The King is insane and evil | False |
| 3. | Were-Rats have infiltrated several of the local temples | False |
| 4. | Snake people have been seen down in the sewers | True |
| 5. | The walls are weak and crumbling | False |
| 6. | Juralian spies are everywhere | True |
| 7. | The orcs in the Horde are gearing up for invasion | True |
| 8. | Barbarian raiders constantly threaten Zanzian villages | True |
| 9. | Someone intends to assassinate the king! | True |
| 10. | The assassin's guild runs everything in this town | False |
| 11. | Old tower in the arcane district is owned by an evil wizard | True |
| 12. | Gargoyles have been seen flying around the arcane district | True |
| 13. | The queen's crown was stolen recently | True |
| 14. | The highwayman that has been raiding the roads is a noble | False |
| 15. | You can buy just about anything in the import shop | True |
| 16. | Smugglers bring goods into the city daily in the sewers | True |
| 17. | People who visit the barber sometimes disappear | True |
| 18. | The silversmith is a crook | False |
| 19. | The elf bowyer makes magic long bows | False |
| 20. | Some of the exhibits in the wax museum are too real | True |
| 21. | Doppelgangers have taken over the city government | Partially True |
| 22. | The finest rat on a stick can be bought in the open market | True |
| 23. | The alchemist has found the recipe to make gold! | False |
| 24. | The apothecary sometimes deals in poison | True |
| 25. | Not all of the king's soldiers are loyal | True |
| 26. | Be wary of the court jester...he is touched in the head | True |
| 27. | Someone is digging up graves in the potter's field | True |
| 28. | Ghouls rule the night in the streets of Barrowmar | False |
| 29. | It is not always safe to roam the streets of the slum district | True |
| 30. | Someone is burning down businesses in the city | True |
| 31. | Not all of the warehouses are what they seem to be | True |
| 32. | The thief's guild sets all of the prices in the city | False |
| 33. | It can be dangerous to seek an audience with the king | False |
| 34. | Most of the nobles are plotting a rebellion | False |
| 35. | Malcon the Fire Bringer himself runs this town | False |
| 36. | Spies sometimes leave messages at the statues of heros | True |
| 37. | The city well is poisoned | False |
| 38. | The king's dungeon is filled with the king's enemies | False |
| 39. | Some of the tax collectors are crooked | True |
| 40. | The Asylum is filled with people who are not crazy | True |



“The Great Paladin Antovinius leading the Zanzian army to defeat Malcon the Firebringer at the battle of the Blood River over one hundred years ago”

Barrowman



KEY TO THE CITY MAP

1. The King's Bridge
2. Mill and Tanner
3. Grove and Stone Circle
4. Southern Gate House
5. Northern Gate House
6. City Wall
7. Church of the Hill
8. Main Street
9. Palace District
10. Temple District
11. Jail District
12. Warehouse District
13. Slums and Thieve's Quarter
14. Arcane District
15. Merchant's District
16. Noble District