

**BARROWMAR**  
**Shops and Businesses**

*By Joseph A. Mohr*

# **CITY OF BARROWMAR:**

## ***Shops and Businesses***

**By Joseph A. Mohr**

**© Old School Role Playing 2018**

# CREDITS

Barrowmar Shops and Business is written by Joseph A. Mohr

All Cartography was done by Joseph A. Mohr with Campaign Cartographer 2

Artwork was prepared by various artists as follows:

Alchemist	<a href="mailto:Daseugen@depositphotos.com">Daseugen@depositphotos.com</a>
Assassin	<a href="mailto:Fairytaledesign@depositphotos.com">Fairytaledesign@depositphotos.com</a>
Blacksmiths (all views)	<a href="mailto:Fairytaledesign@depositphotos.com">Fairytaledesign@depositphotos.com</a>
Bridge	<a href="mailto:Fairytaledesign@depositphotos.com">Fairytaledesign@depositphotos.com</a>
Church	<a href="mailto:Fairytaledesign@depositphotos.com">Fairytaledesign@depositphotos.com</a>
City Gate	<a href="mailto:Fairytaledesign@depositphotos.com">Fairytaledesign@depositphotos.com</a>
Coffin	<a href="mailto:ClairEv@depositphotos.com">ClairEv@depositphotos.com</a>
Cover Page	<a href="mailto:Fairytaledesign@depositphotos.com">Fairytaledesign@depositphotos.com</a>
King	<a href="mailto:Malchev@depositphotos.com">Malchev@depositphotos.com</a>
Market Place	<a href="mailto:Fairytaledesign@depositphotos.com">Fairytaledesign@depositphotos.com</a>
Mill	<a href="mailto:Fairytaledesign@depositphotos.com">Fairytaledesign@depositphotos.com</a>
Monk	<a href="mailto:Germanjames@depositphotos.com">Germanjames@depositphotos.com</a>
Sage	<a href="mailto:Marzolino@depositphotos.com">Marzolino@depositphotos.com</a>
Simaru (Demon Idol)	Rajat Prajapati
Taverns (all views)	<a href="mailto:Fairytaledesign@depositphotos.com">Fairytaledesign@depositphotos.com</a>
Temples (all views)	<a href="mailto:Fairytaledesign@depositphotos.com">Fairytaledesign@depositphotos.com</a>
Wine Cellar	<a href="mailto:Fairytaledesign@depositphotos.com">Fairytaledesign@depositphotos.com</a>
Wizard (blue robe)	<a href="mailto:Doddis@depositphotos.com">Doddis@depositphotos.com</a>
Wizard (grey robe)	<a href="mailto:Photosvac@depositphotos.com">Photosvac@depositphotos.com</a>
Wizard Tower	<a href="mailto:Digitalstorm@depositphotos.com">Digitalstorm@depositphotos.com</a>

# TABLE OF CONTENTS

## OUTSIDE THE CITY WALLS

King's Bridge	8
Mill and Tanner	8
Grove and Stone Circle	10
Southern Gate House	12
Northern Gate House	13
The City Wall	14
The Church of the Hill	15
Main Street	16

## PALACE DISTRICT

The Royal Palace of Zanzia	17
Clock Tower	22
Public Square	25
City Well	25
Statues of Heroes	25
City Watch Post	25
City Guard Fortress	26
Money Changer	26
Silver Unicorn Inn and Tavern	27
Blue Dragon Inn	29
Royal Revenue Service	31
Glass Blower	31
Fletcher	31
Jeweler	32
Undertaker	33
Dry Goods Store	34

## TEMPLE DISTRICT

Temple of Ixaldir	35
Church of Remdes	36
The Smiling God (Simaru)	37
Temple of Knowledge	39
The Gray Order (Monastery)	40
Bowyer	43
Cobbler	44
Rug Maker	44
Herbalist	45
Potter	45
Church of the Storm	46

The Wisdom of the Ages	47
The Lighthouse	48

### JAIL DISTRICT

City Jail	49
Stables	50
The Stocks	51
The Gallows	51
Iron Gauntlet Tavern	51
Asylum for the Criminally Insane	53
Adventurer's Guild	53
Slave Trader	53
Locksmith	54

### WAREHOUSE DISTRICT

Griffin Warehouse	55
Riggs Warehouse	55
Porter Warehouse	55
Fine Commodities	56
Stygian Black	56
Whispering Wyvern Inn	56
Opium Den	57
Gray Dwarf Tavern	58
Bootmaker	63
Cartwright	63
Blacksmith	64
Import Shop	64

### SLUM DISTRICT AND THIEVE'S QUARTER

The Slums of Barrowmar	65
Thieve's Guild	65
Assassin's Guild	68
Bloody Knuckles Tavern	71
Madam Kate's Ladies	74
Gray Gargoyle Inn	75
Barber	77
Potter's Field	77
Bloodletter	77
Blacksmith	77
Sewer Entrance	78

## ARCANE DISTRICT

Alchemist	79
Sage	80
Wizard Tower	81
Apothecary	83
Scribe	84
Wax Museum	85
Fortune Teller	86
Menagerie	86
Library	88
Wizard's Guild	89
Arcana University	92

## MERCHANT'S DISTRICT

Blacksmith	95
Carpenter	96
Cartographer	96
Mason	96
Baker	97
Butcher	97
Wine Merchant	97
Spice Merchant	98
Fishmonger	98
Silk Merchant	99
Candle Maker	99
Goldsmith	100
Silversmith	100
Brewer	101
Weaponsmith	101
Swordsmith	102
Open Market Place	102

## NOBLE'S DISTRICT

Coat of Arms	103
Mansion of Lord Zamu	103
Various Mansions	103
The Arena	103
Palace of Al Karam	104
Golden Crown Tavern	104
Merchant's Guild	107
Artisan's Guild	107
Tailor	107

Haberdasher  
Falconer

107  
107

# KEYS TO THE CITY

As travelers approach the gates of the city they will notice it's high walls that defend it from invaders. Towers can be seen at various intervals along the wall with arrow slits and parapets. Archers can be seen at places along the walls and on some of the towers. The blood river passes just south of the city. Farms can be seen all around the city walls.

## 1. The King's BRIDGE

A large wooden bridge crosses over the blood river. The river itself is not particularly wide and can be crossed easily enough on foot or by horse. But those bringing wagons or valuables across the river will likely need to cross the bridge. Crossing the bridge, however, is not free. This is a toll bridge and those wishing to cross will be challenged by Zanzian soldiers that guard the bridge. The price for crossing is one silver piece per person or one gold piece per wagon.

At any given time the bridge will be guarded by six men at arms and a sergeant. All of them are soldiers of Zanzia. Killing any of them will have consequences.

**Sergeant:** F2; AC 4; HP 12; wears chain mail and carries a shield; carries a footman's flail; AL NG; he has a small bag with his toll collections for the day which will consist of 4 gold pieces and 43 silver pieces.

**Men at Arms:** F0; AC 6; HP 3 each; they wear ring mail and carry shields; each carries a spear; AL N.



## 2. MILL AND

# Tanner

Along the river to the east of the King's Bridge are two buildings. One of these buildings is a mill which uses a water wheel for power to grind. The second building is a Tanner which is just down river from the mill so that the noxious wastes of it will continue floating down stream from the city.



## A. The Mill

Elias Tompkins, his wife Gilda and their two sons are the owners of this establishment. Farmers all over central Zanzia use the services of the Tompkins mill or one just like it elsewhere. This mill is in nearly constant use from dawn until dusk. The currents of the blood river power the water wheel which grinds grains. While the mill is a profitable business the Tompkins are not rich by any means. Each of them is F0: AC 10; HP 2 each; AL N.

Hidden in the rafters of this two story wooden building is a small sack with 12 gold pieces and 33 silver pieces. The building has bags of grains on the lower level where the milling takes place. The upper level is where the Tompkin's sleeping quarters are.

## B. The Tannery

Sidney Mattingley and his wife Lisbeth live and work here along the river. The smell of this place is nearly overpowering. The water to the east of the tanner is heavily polluted from the chemicals and residues from this establishment. A fence along the river has several of the Tanner's wares on display for potential customers. Saddles, sheaths, quivers, gloves and scabbards are for sale here.

At virtually any time of day or night visitors will see one or both of the Mattingleys working at a bench near the river scraping out hides and working the leather.

### Items for Sale

Saddles	12 Gold Pieces
Saddle Bags, Large	5 Gold Pieces
Saddle Bags, Small	4 Gold Pieces
Scabbards	1 Gold Piece
Sheaths	1 Gold Piece
Quivers	
Dozen Arrow Cap	1 Gold Piece
20 Bolt Capacity	2 Gold Pieces
Gloves	1 Gold Piece
Leather Helm	5 Gold Pieces
Leather Armor	6 Gold Pieces
Studded Leather Armor	17 Gold Pieces

The Mattingley's are more wealthy than their miller neighbors. They are also more capable of defending their wealth than their neighbors.

**Sidney:** T5: AC 6; HP 17; wears leather armor but carries no shield; carries a **dagger +2/+3 versus chaotic creatures**; AL N. Has a Dex of 16.

**Lisbeth:** I4: AC 10; HP 10; wears a grey robe and carries a withered looking old staff of wood; AL N; Spells memorized: **color spray, hypnotism, phantasmal force, blur, invisibility**. She keeps her spell book hidden inside of a saddlebag that is one of the many on display here.

Their building is only a one story construction. All of their wares are put out on display on the fence outside of the home. Work is conducted outside at the river banks so that waste can be thrown into the river and taken downstream. Hidden in a panel in the wall is a small chest in which they keep

their profits. The chest is locked and has a poison needle trap protecting it from thieves. Anyone failing to disarm this trap will be nicked by the needle and poisoned. The poison is type B insinuating. Inside of the chest are 32 platinum pieces and 243 gold pieces. Also inside are a silver ring with a pearl center worth 250 gold pieces.

#### SIDE QUEST

Sidney is willing to pay good money for gorgon hides. He uses these to make fine tunics which are popular with the nobles in Barrowmar. He will gladly part with 100 gold pieces per gorgon hide brought to him. Other exotic animal hides might also be purchased by him if they are leathery in appearance. Possibilities might include Minotaur and Manticore hides.

### 3. The Grove and Stone Circle

This well kept grove has the finest trees in central Zanzia. Some of the oldest trees in

the land are here. The grove, is the home of the Great Druid of Zanzia, Gwuan Powles. In the center of the grove is a circle of standing stones. Each of the giant obelisks weighs several tons and is more than twenty feet tall. One can sense the power coming from the stone circle just being nearby.

During daylight hours the Great Druid may be encountered here with a few of his initiates. Generally there will be 5-20 townspeople in or near the circle worshipping. At night it is not uncommon for rituals to be performed here under the stars.

**Gwuan Powles, Great Druid:** D14: AC -2; HP 87; **leather armor +4; wooden shield +2; scimitar of sharpness; ring of protection +3; periapt of proof against poison;** SA shape change 3 times daily; spells known: **shillelagh, detect magic, animal friendship, entangle, purify water, locate animals, barkskin, warp wood, trip, heat metal, cure light wounds, obscurement, call lightning, cure disease, snare, summon insects, protection from fire, neutralize poison, animal summoning I, cure serious wounds, plant door, call woodland beings, dispel magic, hallucinatory forest, control winds, animal summoning II, wall of fire, insect plague, commune with nature, cure critical wounds, animal summoning III, fire seeds, finger of death, fire storm, creeping doom;** AL N.

**Aeronwen Goff, Initiate of the 7<sup>th</sup> Circle:** D9: AC 4; HP 50; **leather armor +3;** wooden shield; **scimitar +2/+4 versus water breathing creatures;** sling and 20 bullets; AL N; SA shape change 3 times daily; Spells known: **predict weather, invisibility to animals, detect snares and**

**pits, speak with animals, pass without trace, charm person or mammal, feign death, warp wood, produce flame, call lightning, hold animal, stone shape, hold plant, repel insects, insect plague.**

**Rhys Hanes, Initiate of the 5<sup>th</sup> Circle:** D7: AC 5; HP 34; **leather armor +2;** wooden shield; wooden staff; **sling of seeking +2;** 20 bullets; AL N; SA shape change 3 times daily; Spells known: **cure light wounds, faerie fire, entangle, purify water, charm person or mammal, heat metal, cure light wounds, cure disease, neutralize poison, stone shape, summon insects, cure serious wounds.**

**Llion Morris, Initiate of the 4<sup>th</sup> Circle:** D6: AC ; HP 26; **leather armor +1;** wooden shield; wood staff; **scimitar +1;** AL N; Spells known: **shillelagh; predict weather, faerie fire, entangle, cure light wounds, charm person or mammal, create water, call lightning, tree, cure serious wounds.**

Many other druids attend to this grove and serve the Great Druid. Most do not reside in the grove itself but travel the land on behalf of the Great Druid.

In the nearby grove are animals that will move to protect the druids if they come under attack. These animals include: two mated brown bears, an eagle flying overhead and a pack of beavers that live in the southern part of the grove. There are many other animals that could be called upon that live in the grove and the druids know all of them personally.

**Wisetrunk, The Oldest Treant on the Continent of Dunar:** AC 0; MV 6; HD 17; # AT 2; Dmg 5-30/5-30; SA never surprised;

SA bring other trees to life; SD weak to fire damage; AL N. He cares for the druids of the grove as they care for him. He will be greatly angered should anyone harm one of them. Should anyone encounter him in the grove he may stand still and let them pass by. But if they recognize him he is very knowledgeable about the flora and fauna of the continent and can answer many questions on such as if he were a sage in his area of specialization. He will do so if the questioners are on good terms with the druids.

**Brown Bears Sheeva and Shirra:** AC 6; MV 12; HD 5+5; HP 35 and 30; # AT 3; Dmg 1-6/1-6/1-8; SA hug for 2-12 (on a hit roll of 18 or better for additional damage); SD brown bears keep fighting for 1-4 more rounds after reaching 0 HP to -8 HP; AL N. These bears are very loyal to the druids and will fight to the end to save them. MM page 9.

**Giant Eagle Bohoo:** AC 7; MV 3/48; HD 4; HP 20; # AT 3; Dmg 1-6;1-6/2-12; SA keen eyesight; SA diving adds +4 to attack roll and doubles claw damage but excludes a beak attack that round; AL N. Bohoo flies overhead and keeps watch over the grove. Should danger approach she will call down to the druids and to other animals nearby. She will dive down to help the druids if they are in need after calling out her warnings of danger to the grove. MM page 36.

**Beavers, Giant (6):** AC 6; MV 6/12; HD 4; HP 15 each; # AT 1; Dmg 4-16; AL N. MM page 9. These beavers live in the southern portion of the grove near the river. They will respond to calls from the eagle or from the druids themselves. They spend their time building dams in the river but are loyal to

the druids of the grove.

All of the druids live in grass huts in the grove that are very modest. All treasures owned by the druids beyond what they carry with them are hidden in trees and other natural hiding spots in the grove that only they know.



## 4. The Southern Gate House

The south gate of the city is guarded by a large gate house with two large towers in the front and two smaller towers on the back side of the gate house.

### Inside the Gate House

Anyone attempting to enter the city must go through the gate house where they will be greeted by city guardsmen and a tax collector who will demand a 1% tax on all goods, treasure or other valuables brought into the city. He will not expect tax to be paid for magic as he has no way to determine what is magical and what is not. The tax collector is primarily interested in trade goods, treasure and other things which are clearly defined in value.

The guards are there both to protect the city from invaders but also to enforce the king's tax laws. Each time adventurers come into the city they will be asked to pay taxes. Leaving the city, however, will not interest the guards at all.

**Isaac Hall, King's Tax Collector:** F0; AC 10; HP 1; unarmed; he is a very old man who walks with a cane; LN.

**Seamus Stone, Sergeant of the Guard:** F3; AC 4; HP 25; chain mail; shield; broadsword; LN.

**City Guardsmen (20):** F0; AC 6; HP 3 each; ring mail; shield; halberds; LN.

### The Two Large Towers

The two large towers face outside the walls of the city and are manned by more men than the inner towers which merely face towards the city. Each tower is 30 feet in height and contains three separate levels and a staircase that spirals upward. Each tower is manned by ten men. Each tower has arrow slits and a parapet on the top level that protects the archers that are constantly manning that level. At any given time at least two guards will be on duty and watching the approaches to the tower from the top level.

**City Guardsmen (10):** F0; AC 6; HP 3 each; ring mail; shield; short swords; heavy crossbows; 20 bolts; LN.

### The Two Small Towers

The two small towers at the rear of the gate house face towards the inner city. These towers are there to allow the guardsmen to shoot down at anyone entering the city from behind and to allow the guardsmen to shoot down at people trying to escape the city should that need arise.

These towers are smaller and are only twenty feet tall. These small towers have only two levels and are guarded by five men. At any given time only one will be on duty at the top level of the tower.

**City Guardsmen (5):** F0; AC 6; HP 3 each; ring mail; shield; short swords; heavy crossbows; 20 bolts; LN.

## 5. The Northern Gate House

The north gate of the city is guarded by a large gate house with two large towers in the front and two smaller towers on the back side of the gate house.

### Inside the Gate House

Anyone attempting to enter the city must go through the gate house where they will be greeted by city guardsmen and a tax collector who will demand a 1% tax on all goods, treasure or other valuables brought into the city. He will not expect tax to be paid for magic as he has no way to determine what is magical and what is not. The tax collector is primarily interested in trade goods, treasure and other things which are clearly defined in value.

The guards are there both to protect the city from invaders but also to enforce the king's tax laws. Each time adventurers come into the city they will be asked to pay taxes. Leaving the city, however, will not interest the guards at all.

**Landen Drake, King's Tax Collector:** F0; AC 10; HP 3; unarmed; he is a young man who seems quite serious about tax collection but actually he is quite amenable to bribes when offered. He will not initiate such a request but he will not refuse one either; NE.

**Oliver Hudson, Sergeant of the Guard:** F3; AC 4; HP 22; chain mail; shield; battle axe; LN.

**City Guardsmen (20):** F0; AC 6; HP 3 each; ring mail; shield; halberds; LN.

### The Two Large Towers

The two large towers face outside the walls

of the city and are manned by more men than the inner towers which merely face towards the city. Each tower is 30 feet in height and contains three separate levels and a staircase that spirals upward. Each tower is manned by ten men. Each tower has arrow slits and a parapet on the top level that protects the archers that are constantly manning that level. At any given time at least two guards will be on duty and watching the approaches to the tower from the top level.

**City Guardsmen (10):** F0; AC 6; HP 3 each; ring mail; shield; short swords; heavy crossbows; 20 bolts; LN.

### The Two Small Towers

The two small towers at the rear of the gate house face towards the inner city. These towers are there to allow the guardsmen to shoot down at anyone entering the city from behind and to allow the guardsmen to shoot down at people trying to escape the city should that need arise.

These towers are smaller and are only twenty feet tall. These small towers have only two levels and are guarded by five men. At any given time only one will be on duty at the top level of the tower.

**City Guardsmen (5):** F0; AC 6; HP 3 each; ring mail; shield; short swords; heavy crossbows; 20 bolts; LN.

## **6. The Wall of the City**

The city wall completely encloses Barrowmar. There are no gaps in the wall. In

some places the wall is crumbling and not well kept. From both sides of the wall guardsman can be seen patrolling the walkway between the towers which are located at various places along the wall.

### The Wall

The wall of the city is fifteen feet tall and has a walkway which is patrolled by guardsmen at all hours of the night. Typically only one guard will be found patrolling between towers.

**City Guardsmen (1):** F0; AC 6; HP 3; ring mail; shield; short swords; heavy crossbows; 20 bolts; LN.

### The Towers

The wall towers are smaller than the gate house towers. These are twenty feet tall and are only two levels high. Each contains five guardsmen and one will always be on duty atop the tower watching the approaches to the city.

**City Guardsmen (5):** F0; AC 6; HP 3 each; ring mail; shield; short swords; heavy crossbows; 20 bolts; LN.

## 7. Church of the hill

Just to the west of the city wall is a small hill with a church at the top of it overlooking the city. The church walls are made of white stone that seems to glisten in the sunshine. On certain holy days large crowds of people can be seen leaving the city and walking in large numbers towards the church on the hill.

The members of this church worship the goddess Feris. Feris is known as the goddess of judgement or sometimes as the law bringer. Statues that represent Feris are on both sides of the staircase that leads into the church. The stairs lead upward about five feet into the structure.

### A. Chapel

Worshippers are given the opportunity to use holy water at the top of the stairs. A font at the top of the stairs is filled with holy water for church goers. Several large pillars hold up the roof here. A pipe organ sits in the northwest corner of the room. Long wooden pews are lined up in front of an altar that has white candles lit upon it. Two large braziers give light to the room on either side of the altar. A door leads to the east from here.



**Esther Castletown, The High Priestess:**  
C9: AC 0; HP 41; **plate mail +1; shield +1; flail +2/+3 versus fire using or dwelling creatures; AL LN; Spells known: bless, cure light wounds, command, remove fear, know alignment, silence 15' radius, chant, augury, cure blindness, cure disease, remove curse, cure serious wounds, neutralize poison, raise dead.**

**Acolytes (5):** C1: AC 4; HP 5 each; chain mail; shield; maces or flails; LN; Spells known: **cure light wounds.**

The high priestess will cast spells for adventurers and travelers alike regardless of alignment but for a fee. Such fees may go up if her services are used frequently. If light healing is needed the acolytes will use their spells.

All of the priests wear gray robes over their armor which have the symbol of Feris etched into the material. At any given time at least two of the acolytes will be present with the high priestess. All of the priests of Feris are female.

On holy days this church will be packed with worshipers. On other days 2-5 townspeople will generally be present.

B. High Priestess's Quarters

The high priestess lives at the church. This serves multiple purposes. It serves as her bedroom but also as her dressing room and the locker for the church funds. At the end of her bed is a well constructed steel chest with reinforced bands and an iron lock on it. A wardrobe against the north wall of the room stands open. Several sets of gray robes can be seen hanging inside of it. A small desk and chair are beside the wardrobe.

Bed

The bed is a comfortable looking feather bed. But the bed is the hiding space for a **pearl of wisdom** which is wedged between the mattress and the springs.

Chest

This chest is locked but not trapped. All donations to the church, as well as fees from services performed by the priests, go into this box. 1231 gold pieces and 1244 silver pieces are in the chest.

Wardrobe

All of the robes here are gray and have the symbol of Feris on them. However, one of the robes is actually a **robe of scintillating colors.**

Desk

This desk has parchment on it as well as a small bottle of ink and a quill. The drawer of the desk is locked and is trapped. Anyone opening the drawer without disarming the trap will cause it to spray sleep gas into the room. A magic mouth will then appear and begin shouting for help.

Inside the desk drawer is a scroll in a wooden tube with the following cleric spells on it: **cure critical wounds, atonement, divination, exorcise.**

## 8. MAIN STREET

Main street is a wide dirt road that runs from the southern gate house to the northern gate house. Many side roads split off from this street. This is by far the widest city street and is also by far the busiest.

## 9. THE PALACE DISTRICT

The palace district is well patrolled by the city watch. Nobles can frequently be seen traveling to and from this district during the day. Lavish parties are sometimes given at the palace in the evenings. The palace itself is the center of the district and there is a great deal of open space around the palace. These grounds are filled with statues of important Zanzian historical figures. Honor guards stand at attention around the palace.

## THE ROYAL PALACE OF ZANZIA

The royal palace stands majestically above all of the buildings in this district. The structure is made from the finest white stone which stands out clearly from the wooden and brick buildings that are present in most of the city. Guards can be seen in colorful uniforms patrolling the palace grounds.

### LOWER LEVEL OF THE PALACE

#### A. Foyer

The foyer to the palace contains long tapestries with the royal crest of the king. At any given moment there will be a squad of ten royal guards in the foyer standing at attention and led by a lieutenant. These are serious men and they will immediately attack if they sense danger to the king.

**Lieutenant:** P3: AC 2; HP 20; plate mail; shield; bastard sword; AL LG.

**Royal Guards (10):** F2: AC 3; HP 10 each; sprint mail; shield; halberd; AL NG.

#### B. Fountain of Kings

A large fountain is at the center of this open courtyard. Blue water sprays up into the air from a statue of a beautiful nymph.

#### C. Music Room

A large piano is at the center of this room. Comfortable divans line the walls. Recitals are frequent here as the king's son learns to play. Close inspection of the divans in this room will result in finding a **ring of three wishes** (with one wish remaining) which was lost long ago by a guest of the king. It is wedged between pillows of one of the divans.

#### D. Banquet Hall

A long wooden table with a fancy table cloth covering it dominates this room. Fine silverware and goblets cover the table. Silver serving pieces are also on the table. These fine silver vessels and utensils are worth over 1500 gold pieces in value. At any given moment there will be one to four waiters or

servants in the room. These are all F0: AC 10; HP 2 each; AL NG.

During feasts and banquets there will be 5-20 nobles and distinguished guests present eating a fine meal.

#### E. Hallway

Two royal guardsmen stand at the door of the throne room at all times.

**Royal Guards (2):** F2: AC 3; HP 10 each; sprint mail; shield; halberd; AL NG.

#### F. Stairs/Kitchen

The palace kitchen and the stairs to the dungeon level are in this room. At all times of day or night the king's cooks are usually to be found here either preparing meals or preparing for the next day. The cooks are all F0: AC 10; HP 2 each; AL NG.

Benjamin Francis is the head cook. He wants to give the king a special breakfast for his birthday which is coming up in a month. In order to do so he would like two Roc eggs to scramble for the king and his entourage. He will gladly pay 1000 gold pieces each for two of them.

#### G. Stairs Leading Up

This room appears to be a trophy room. It also contains a spiral staircase leading up to the second level. Shelving on the walls here contain the heads of large animals and taxidermy of all kinds. The walls themselves also contain animal heads. Some of the creatures represented include a manticore head, a baby white dragon head and a full sized stuff gargoye.

#### H. Throne Room

The throne room is richly appointed with banners and tapestries hanging from the ceiling with the royal crest of the king. A large stone throne and a smaller leather one (for the queen) rest along the north wall. A large red carpet covers the floor in front of the thrones for the comfort of the visitors that must kneel before the king.

At any given moment there will be two royal guards here. If the king or queen is present here there will be six royal guards here. At night no court is held. But during most daylight hours the king and several nobles will likely be present.

**Royal Guards (2 or 6):** F2: AC 3; HP 10 each; sprint mail; shield; halberd; AL NG.



### Members of the Royal Court

**Jerome Mayhorn, King of Zanzia:** F3: AC 10; HP 17; AL NG. The king wears a red cape with white fringe while in court. He wears a golden crown with emeralds and sapphires worth 17500 gold pieces and carries a jeweled scepter with a large diamond at the tip worth 10000 gold pieces. The scepter is also a **rod of lordly might**. The king got combat experience fighting with the royal army while his father was still king. He is currently about forty years old.

**Amelia Mayhorn, Queen of Zanzia:** F0: AC 10; HP 2; AL NG. The queen wears a white cape with red fringe. Her crown is also of gold but is smaller than the king's. It too is covered in rubies and sapphires and is worth 12500 gold pieces. This is actually a backup crown. Her original one was stolen recently by an evil wizard who escaped into the astral plane with it.

**Kilian, Prince of Zanzia:** F0: AC 10; HP 1; AL CG. Kilian is a 10 year old boy and although he is essentially good he does have a bit of a wild streak. He longs to play with the other children of the city but he is kept sheltered by his parents here in the palace. He is the only heir and is in grave danger of being assassinated by one of the other members of the court that might like to see no living heirs.

**Hiram Olven, Grand Vizeer:** MU17: AC

2; HP 33; AL CG. He wears **bracers of defense AC 2** and a **robe of eyes**. He carries a **staff of power** with 24 charges left on it. He currently has the following spells memorized: **magic missile, message, jump, enlarge, hold portal, esp, wizard lock, mirror image, ray of enfeeblement, levitate, lightning bolt, dispel magic, hold person, suggestion, protection from evil 10' radius, confusion, fear, wizard eye, dimension door, polymorph other, teleport, cone of cold, hold monster, contact other plane, passwall, disintergrate, anti-magic shell, legend lore, power word stun, limited wish, phase door, incendiary cloud, bigby's clenched fist.**

**Iunom, Captain of the Royal Guard:** P12: AC -2; HP 75; **plate mail +2; shield +2; long sword +5, holy avenger;** AL LG. Iunom is a descendant of the great paladin Antovinius. Like his ancestor Iunom is loyal to a fault and would gladly lay down his life for the royal family of Zanzia. He is a devout worshiper of Ixaldir, the goddess of charity.

**Baron Klemin:** F4: AC 10 (in court); HP 25; **long sword +2/+3 versus flying creatures;** AL CE. The baron has plans within plans. He is a schemer with big ideas for advancing himself to the throne of Zanzia. He has hired a team of assassins to kill the royal family and is biding his time while they act on his behalf. In the meantime he attends court regularly and appears to be a loyal noble. Like many of the most evil citizens of Zanzia he is a follower of the demi-god Simaru. To prevent others from knowing his evil nature he wears a **ring of alignment concealment**. To those with the ability to know alignment or detect evil he

will show neutral.

**Sir Ambular:** P3: AC 10 (in court); HP 20; **broadsword +2**; AL LG. Ambular was a member of the Zanzian army and was knighted by the king for his charitable works on behalf of the poorest children of Barrowmar. He is a regular at court now working on behalf of his charitable causes.

**Duke Embly:** F2: AC 10 (in court); HP 14; dagger; AL LN. Embly rules a portion of southern Zanzia. Southern Zanzia is mostly swamp land. Embly prefers Barrowmar and spends a lot of time in court.

**Baron Von Gruba:** F4: AC 10 (in court); HP 28; **dagger +2/+4 versus giant class creatures**; AL CG. Baron Von Gruba runs a small keep that protects the port city of Freeport. He attends court in Barrowmar only occasionally as it is a few days ride from his keep. Things in Freeport are not always secure and he cannot afford to spend large amounts of time away from there. His daughter was recently kidnaped by Sahuagin and had to be rescued by daring adventurers.

**Baron Zemba:** F3: AC 10 (in court); HP 22; **dagger +1**; AL N. Zemba runs the western portion of Zanzia from a small keep near the western desert. As that portion of Zanzia is desolate he spends as much time as he possibly can here in court.

**Alkam, Court Jester:** I6: AC 6 (dex); HP 15; dagger he keeps hidden in a boot; AL NE; Spells memorized: **change self, dancing lights, color spray, phantasmal force, misdirection, ventriloquism, blur, suggestion**. He keeps a ring of invisibility on a chain around his neck and uses it frequently to stay unseen at times during

court. Alkam pretends to be the fool. His small body allows him to convince others easily that he is not quite right. But actually he is a cagey little man with big plans. He intends to kidnap the prince and take him to Malcon the Firebringer for payment. He is plotting this kidnaping now and has not yet decided on how to execute the plan.

**Bishop Kolmar:** C14: AC 10 (in court); HP 54; no weapon (in court); AL LG; Spells known: **sanctuary, bless, command, cure light wounds, resist cold, remove fear, detect evil, detect magic, silence 15' radius, hold person, slow poison, augury, chant, detect charm, resist fire, know alignment, continual light, cure blindness, cure disease, dispel magic, prayer, remove curse, speak with dead, cure serious wounds, detect lie, divination, protection from evil 10' radius, exorcise, tongues, cure critical wounds, flame strike, raise dead, heal, blade barrier**.

He acts as the king's spiritual adviser and is a devotee to the goddess Ixaldir. He wears a **ring of spell turning** and a **ring of regeneration**.

Not all members of the court will be present every day. During major events, parties, banquets and the like all will likely be present. On most days there will be others present who are not regular members of the court. Mayors from Zanzian towns, foreign dignitaries, minor officials, and common folks who are pleading causes before the king may be present.

## UPPER LEVEL OF THE PALACE

### I. Stairs/Guards

The spiral stairs lead up into a large room

with two royal guards standing at attention. This room is a comfortable place for personal visitors to the royal family to wait. Two plush divans give visitors a place to sit.

**Royal Guards (2):** F2: AC 3; HP 10 each; sprint mail; shield; halberd; AL NG.

J. Prince Kilian's Bedroom

This large room is the prince's bed chamber. A large portion of the room is filled with toys of all kinds. Wooden rocking horses, jack in the boxes, wagons, balls and stuffed animals fill the room. A small bed sits in the southwest corner of the room.

K. Royal Bedroom

This large room is the bedroom of the king and queen. A large bed sits in the northwest corner of the room. Two wardrobes have robes hanging for the king and queen. A fine oak dresser contains other clothes.

A jewelry box made of gold and silver sits upon the dresser. The box is locked. The box itself is worth over 1000 gold pieces. The box is not trapped. Inside of the box is a diamond necklace worth 7500 gold pieces, an emerald ring worth 2500 gold pieces, two ruby earrings worth 1500 gold pieces each, and a **necklace of strangulation**.

Hidden in the wardrobe of the king is a **cloak of elvenkind** and a **robe of powerlessness**. In the wardrobe of the queen is a **cloak of poisonousness**. Hidden in a secret panel of the queen's wardrobe are: the queen's golden scepter with sapphires and rubies worth 12500 gold pieces. There is also a **percept of health** and an **amulet of the planes**.

## THE PALACE DUNGEON

Although the king and queen are good people Zanzibar does have many enemies. Sometimes these enemies are captured and must be taken into the dungeons below the palace and questioned. The king prefers not to involve himself in such matters and leaves this to his advisers to take care of.

The dungeon is made of white stone just like the palace. This level is cool and damp as water from the sewer system of Barrowmar leaks into certain places in the dungeon. Rooms are lit by torches which are kept lit at all times.

A. Stairs/Entrance

Two royal guards stand here to prevent prisoners from escaping.

**Royal Guards (2):** F2: AC 3; HP 10 each; sprint mail; shield; halberd; AL NG.

B. Gallows

Some prisoners never leave this dungeon. A gallows stands here for executions. The executioner can usually be found here waiting for his services to be needed.

**Olgum, Zanzibar Royal Executioner:** F4: AC 4; HP 27; chain mail and shield; **battle axe +2**; AL NE. Olgum is a half orc. While he is somewhat evil he is loyal to the king as he loves his work. Although he would prefer to use his axe for executions he understands his role and uses the gallows here to hang his victims instead.

SIDE QUEST

He desperately wants a vial of oil of

sharpness for his blade. He wishes to be the best at his trade and will purchase such a vial if it is brought to him.

C. Refuse Pit

This foul smelling room has leakage from the Barrowmar sewer system. The room is wet and dripping can be heard. Unlike the other rooms in the dungeon this one is not lit. The door to this room is kept locked from the outside. This room is filled with trash, sewage and excrement. The only inhabitant of the room likes it that way.

**Otyugh (1):** AC 3; MV 6; HD 7; HP 25; # AT 3; Dmg 1-8/1-8/2-5; SA disease; SD never surprised; AL N.

Lost in the muck in this room is a **ring of djinni summoning** (with 3 charges).

D. Chapel

Even condemned prisoners are entitled to spiritual counseling before their execution. Those who wish to confess are brought here so that the bishop can give them counsel before they are hanged. This room has a small altar and is well lit by candles. The room is circular and has a domed roof. Paintings of holy scenes decorate the walls and ceiling.

In most cases the room will be found empty but occasionally the bishop will be found here. Prisoners are always escorted by royal guards when brought here.

E. Visitors Room

Visitors who are not prisoners sometimes stay in this room. While it is not especially comfortable it is at least safe and dry. The room has a bed, a table and a chair. A painting on the wall here depicts the royal family. In most cases this room will not be occupied.

F. Sewage/Trapped Room

The floor of this room is about a foot lower than the hallway. A foot of murky and smelly water covers the floor. Hidden beneath this murky water is a loose stone. Should this stone be stepped upon a steel door will slam down and block the exit. Sewer water will begin filling the room rapidly and will completely fill it in ten rounds.

Bones from attempted escapees can be found under the murky water if the room is searched. A close search of the room may reveal a hidden lever (under the murky water) which will release the steel door and allow escape from the room.

When the trap is sprung the skeletal remains of these prior escapees will rise again to defend their room.

**Skeletons (3):** AC 7; MV 12; HD 1; HP 4 each; # AT 1; Dmg 1-6; SD sharp weapons do only one half damage; SD immune to sleep, cold, hold, SD holy water does 2-damage to them; AL N

G. Warning Alarm

This room is kept dark. It is filled with shriekers. If a prisoner escapes a guard will run into this room to sound the alarm. The sound of the shrieking is easily heard

anywhere in this dungeon.

**Shriekers (8):** AC 7; MV 12; D 3; HP 12 each; # AT 0; SA shrieking draws encounters; AL N.

#### H. Guard Post/Jailers

This well lit room is the guard post for the jailers that keep prisoners of the king in lock up. A table is here and a ring of keys sits on a peg near the cells. The guards can usually be found playing knucklebones or cards at the table.

**Jailers (4):** F3: AC 4; HP 16 each; chain mail; shield; long swords; AL NG.

#### Cells

##### 1. Empty Cell

This cell is empty. Close inspection, however, may reveal that a secret door has been created by the prisoner in the north wall. A small tunnel was dug from here and leads to area 1A. This tunnel is not lit.

##### 1A. Tunnel

This tunnel was dug by an escaping prisoner. Unfortunately he never completed it. The bones of the escapee can be found at the end of the tunnel where a cave in apparently claimed his life. Inspection of the remains will reveal that he has a **dagger of venom** (with 2 doses left) in a small sheath. This prisoner was an assassin that attempted to kill the king.

##### 2. Empty Cell

This cell is empty.

##### 3. Occupied Cell

**Maazin el-Jama, Juralian Spy:** A6; AC 6 (dex); HP 17; AL CE. He has a make-shift dagger which he has forged from a spoon which he has ground on for weeks. He was caught weeks ago and has been resisting the attempts to torture him for information.

##### 4. Empty Cell

This cell is empty.

##### 5. Occupied Cell

**Gabbal, Ogre:** AC 5; MV 9; HD 4+1; HP 19; # AT 1; Dmg 1-10; AL CE. Gabbal was captured recently after crossing the border from the Horde. Zanzian soldiers captured him and brought him here for questioning. An imminent invasion from the Horde is always a concern of the king. Gabbal has been cooperating with his questioners and has told them of plans by a new orc chief who seems to be incredibly strong for an orc. These orcs are threatening to invade Zanzia and have been conducting many raids across the border.

##### 6. Empty Cell

This cell is empty.

##### I. The Torturer

The Royal Inquisitor resides in this room. He has a comfortable cot here and a table. He prefers not to associate with the jailors as he is not of their kind.

**Haurum Inquisitor:** F3: AC 8; HP 16; AL LN. Haurum wears leather armor and keeps

a dagger in a scabbard for quickly ending the pain of his victims once they confess.

Haurum is a half orc and does not like the company of humans particularly. But he does enjoy his work. Torturing others is his life's true calling.

#### J. The Torture Chamber

This room contains the instruments of torture. There is an iron maiden which is stained with the blood of victims. There is a metal cage with shackles which currently sits empty. There is a rack with shackles. It has dried bloodstains on it. And there are branding irons and an unlit brazier. A large bucket of water sits nearby for washing off the implements when needed. Currently the room is not occupied by any torture victims.

## THE CLOCK TOWER

A circular tower rises nearly forty five feet high. Facing out from the top of this building in three directions is a clock face with a big and little hand. Some mechanical device inside of this tower makes the hands move with time. At noon, six and midnight the tower bells ring letting all those that can hear them know the time of day or night.

The tower is maintained by a fomorian giant named Dakrus who is wanted for the murder of a young girl. He sought sanctuary at the temple of Ixaldir and was brought here to this tower to live out his days. Sanctuary was granted by the Bishop Kolmar and food is brought to the giant daily. The clock tower is run by the temple and is considered holy ground. Even the city watch will not violate the sanctuary. But if the giant should ever leave the tower he will be captured and executed for his crimes.

**Dakrus, Fomorian Giant:** AC 3; MV 9; HD 13+1; HP 49; # AT 1; Dmg 4-32; SA +2 to surprise; SD never surprised; AL NE. Despite his inherent evil nature Dakrus understands his situation well. He commits no crimes now and he never leaves his tower. He will not be immediately hostile to anyone but if someone enters the clock tower he will be agitated. Anyone tampering with or harming the tower will cause him great anger. Eventually his rage will overcome his ability to control himself and he will attack with his fists. He has no weapons, armor or valuable possessions of any kind.

#### SIDE QUEST

Dakrus entire life is maintaining this tower. It is all that he lives for now. He needs fine oil from the gnomes of the Dragon Teeth Mountains to keep the clock mechanism working efficiently.

#### A. Lower Level

A spiral staircase leads upward through the middle level and up to the top level of the tower. It continues further to the roof of the tower. A large table is here as well as a long hammock for Dakrus to sleep in. A large tankard of ale and a brass plate with the bones of his nightly dinner sits on the table. There are no furnishings here other than these.

#### B. Middle Level

Strange machinery fills this level of the tower. Only Dakrus fully understands the

mechanisms that drive the tower. If he were to perish the local citizens and officials would not be pleased as finding a replacement for Dakrus might prove difficult. He is a criminal but he is also a necessary component for keeping the clock maintained. Many businesses and establishments rely upon the sounding of the bells to know when it is time for lunch or dinner or time to close business.

#### C. Upper Level

The upper level is also filled with machinery as well as the bells that are sounded by the clock.

#### D. Roof

The roof of the tower is empty but Dakrus often enjoys nights up here under the stars. He often looks out on the city and the things happening here.

## THE PUBLIC SQUARE

A large open space near the royal palace is used for various occasions. Sometimes the town criers will converge here to give important news and proclamations of the king. At other times a public flogging or even an occasional execution takes place here. The public is not discouraged from gathering here but speeches that might be considered sedition will be quickly crushed by the city watch when necessary.

At any given moment, day or night, there is usually some sort of crowd here. At least a few of those in the crowd will be nobles.

## THE WELL OF

## BARROWMAR

In the public square is a stone well which is available for all people to draw water from. The spring that feeds this well is pure and clean. At any given time, day or night, there are usually people here drawing water. At least two thirds of these people are typically women. At any given time there is usually at least one beggar nearby asking for alms.

## STATUES OF HEROS

At various points in the public square are important statues of Zanzian historical significance. A statue of the great paladin Antovinius, a statue of the first Zanzian king Pom Maven are two of the heroes represented in art here. These statues are being watched carefully by the city watch as a Juralian spy was caught here recently using one of these statues as a dead drop. Anyone spending an inordinate amount of time near these statues might be followed by the city watch.

## CITY WATCH POST

The city watch post serves as a central location for the men who patrol the streets of Barrowmar. A small cell is located in the city watch post which is basically a pit with bars over it. Prisoners are temporarily stored there until they are taken to the jail or the prison or are executed.

There are many bed rolls in the city watch post for the men to sleep between shifts. Not all of the city watch men live in the post all of the time. At any given time there will be 5-20 city watch men in the post and dozens

on patrol around the city.

**City Watch (Variable):** F1: AC 6; HP 5 each; studded leather armor and wooden shields; short swords, flails or morning stars; AL LN.

Outside the watch post is a bulletin board for wanted posters. This board frequently changes. Rewards are offered for bringing certain wanted persons here to the watch post dead or alive depending upon the severity of the crimes. At all times there will be a wanted poster up for a man known as the “Highwayman” who is wanted for several assassinations, murders and robberies along the roads of Zanzia. The current reward is 1000 gold pieces for him dead or alive.

## CITY GUARD FORTRESS

The men who defend the city from invaders are based out of an octagonal building which has thick gray stone walls and arrow slits for windows. Men are frequently seen standing guard on the roof of this building and there are always two on guard at the portcullis that serves as it's only entry point.

A spiral staircase leads from the ground level to the roof. There are several bedrolls for the men to sleep and there are several tables to eat from or play cards. At any given time there will be 5-20 city guard present in the fort plus a guard captain and a lieutenant. Other city guardsmen will be on duty in the gate houses at the entrances to the city, in the towers dotting the walls of Barrowmar or walking guard duty along one of the many sections of the city wall. Several guard

captains and lieutenants are present in the city and take turns running this fortress and inspecting the gate houses, walls and towers that protect the city.

**Guard Captain:** F5: AC 2; HP 34; plate mail and shield; bastard sword; AL LN.

**Guard Lieutenant:** F4: AC 3; HP 29; splint mail and shield; broad sword; AL LN.

**City Guardsmen (Variable):** F0; AC 6; HP 3; ring mail; shield; short swords; LN.

There is also a cache of weapons here in the event of invasion. At any given time there will be a stack of 20 spears, a barrel with 500 crossbow bolts, 10 heavy crossbows, 20 shields, 20 long swords, 25 short swords and 10 halberds here in the fortress stored for future use. None of these weapons are magical.

## MONEY CHANGER

Only currency stamped with the face of the king of Zanzia is legal tender in the city of Barrowmar. Money can be exchanged here at this establishment at a cost of 10% of the total value of the coins traded. This business is run by a surly little dwarf by the name of Olgin Goldfoot. He always keeps many guards on hand and visible at all times. He also keeps a few invisible guards as well.

**Olgin Goldfoot,** Dwarf: F7: AC -2; HP 50; **plate mail +2 (dwarf sized) and shield +2; battle axe +2/+4 versus thieves;** AL N.

**Guards (10):** F4: AC 2: HP 20 each; plate mail and shield; long swords; AL N.

**Invisible Wizard:** MU7: AC 10; HP 22; **robe of useful items; wand of lightning** with 12 charges on it; dagger; **ring of invisibility**; AL N; Spells memorized: **magic missile, comprehend languages, sleep, charm person, esp, mirror image, ray of enfeeblement, lightning bolt, haste, ice storm.**

**Invisible Stalker:** AC 3; MV 12; HD 8; HP 35; # AT 1; Dmg 4-16; SA surprise on 1-5; SD invisibility; Magic Resistance 30%; AL N; MM page 55..

Olgin keeps a giant locked chest here with the funds that he uses to trade with. He keeps other large sums hidden in places outside of this building to prevent thieves from taking it all away from him. This chest has a secret knob that must be turned before opening the lid to prevent a trap from being set off. Sleep gas will fill the room quickly if the trap is not disarmed. Inside of the chest he keeps 5000 gold pieces and 2000 platinum pieces at all times. He also keeps 1000 electrum pieces, 1000 silver pieces and 10000 copper pieces in the box.



## SILVER UNICORN INN AND TAVERN

The silver unicorn is an inn and tavern that is quite popular with the more affluent visitors to the city as well as many of the nobles that have business at the palace. The rooms are expensive, comfortable and exclusive. Fine foods, fine wines and comfort can be found here. For a price.

The silver unicorn is a one story structure. It is made of the finest oak and looks stable enough to endure an earthquake. The owner of the inn is a gregarious little man named Titus Ertham. He personally welcomes each visitor to his establishment and seems to know just about all of them on a first name basis. He and his wife Janine run this inn with the help of staff and their children.

Several secret doors in the hallways here allow for staff to come and go quietly in the night to handle certain affairs discretely when necessary.

The Erthams are F0: AC 10 and HP 2 each. They have two sons and a daughter that have similar stats. There are three chamber maids, a bar tender, two cooks, two serving girls and a night watchman who all have similar stats. All are AL N.

#### A. Entrance/Desk

This area is the lobby of the inn. It is well appointed with fine paintings on the walls including portraits of all of the royal family and various nobles and important historical figures.

Prices at the inn are 5 gold pieces per night for a private room. There are no community rooms here. There are only four private rooms here and most nights all are booked. Titus can usually be found here at the desk.

#### B. Hallway

There are secret doors at the end of each hallway to allow Titus to discretely handle certain emergencies that might arise on occasion. His noble and rich guests sometimes do things that might otherwise cause a scandal. These things can often be corrected quietly in the middle of the night if handled discretely.

#### C. Kitchen

A hot stove is always found here with a pot of stew on it most of the time. Two cooks are usually here stirring the pot or cutting up meat and vegetables. Serving girls come and

go between here and the tavern.

#### D. Tavern

Four tables and a bar are located here. Behind the bar is a tall man with a long beard. Tobias Paston tends the bar here and has serving women running ale to the tables and bringing food in for the patrons. Bar fights virtually never occur in this fine tavern. Guests here are usually dandies, nobles and rich men and women. Tobias is a zero level NPC with 2 hit points and AL CN.

#### Prices

Beer	4sp
Ale	3 sp
Wine	1 gp
Elven Wine	2 gp
Stew	10 sp

#### E - H. Guest Rooms

There are four guest rooms. Determine the inhabitants from the table that follows below. On any given night there will be three occupied rooms and the fourth has a 25% chance of being occupied as well.

#### I. Banquet Hall

This room is used only for special occasions.

#### Inn Guests Table

1. **Baron Klemm**: F4: AC 10; HP 25; **long sword +2/+3 versus flying creatures**; AL CE. In his room he will have his plate mail that he uses for travel as well as his shield. He will normally be found not wearing

his armor but he always carries his sword.

2. **Sir Ambular:** P3: AC 10; HP 20; **broadsword +2**; AL LG. In his room he will have his plate mail that he uses for travel as well as his shield. He will normally be found not wearing his armor but he always carries his sword.
3. **Duke Embly:** F2: AC 10 (in court); HP 14; dagger; AL LN. In his room he will have his plate mail that he uses for travel as well as his shield. He will normally be found not wearing his armor but he always carries his sword.
4. **Baron Von Gruba:** F4: AC 10 (in court); HP 28; **dagger +2/+4 versus giant class creatures**; AL CG. In his room he will have his plate mail that he uses for travel as well as his shield. He will normally be found not wearing his armor but he always carries his sword.
5. **Baron Zemba:** F3: AC 10 (in court); HP 22; **dagger +1**; AL N. In his room he will have his plate mail that he uses for travel as well as his shield. He will normally be found not wearing his armor but he always carries his sword.
6. **Farhaan el-Abdalla, Juralian Merchant:** A5; AC 4 (Dex and leather armor); HP 18; leather armor; **short sword +2**; AL NE; he is actually a spy from Jural that likes to spend time here at an inn favored by

nobles so that he can pick up scraps of important information to report back to his masters in the Jural Empire. Even though he does not drink alcohol he spends much time in the tavern talking to the other guests.

## THE BLUE DRAGON INN

The blue dragon inn is a relative newcomer to the noble district and is trying to cut into the business of the silver unicorn. A few nobles and some of the rich visitors to the city have stayed here recently but wealthy merchants are the primary customers.

The inn is two stories and has no tavern. The bottom level is private rooms and the upper level is a community room.

The innkeepers are Emrys Tull and his wife Margaret. They have several other employees including two chamber maids, a night watchman and a handyman. All of them are F0: AC 10; HP 2; AL LN.

### A. Entry/Lobby

Emrys can usually be found behind the

counter here. The decor here is not quite as expensive as the silver unicorn but the inn is still well appointed. Paintings and art work can be found in the lobby, the hallways and the rooms themselves. None of it, is expensive art work, however.

Prices

Private Room	2 gold pieces
Large Private Room	3 gold pieces
Community Room	10 silver pieces

There is no food service here.

B. Private Room of the Tulls

The Tull family lives in this room.

C. Hallway

This hallway leads to all of the rooms as well as the stair case to the community room.

D - G Large Private Rooms

These are the large private rooms that cost a bit extra. Determine the occupants from the table below. Usually only 50% will be occupied.

H-L Small Private Rooms

These are the smaller private rooms. Determine the occupants from the table below. Typically 75% will be occupied.

M. Community Room

Those looking to stay at a more affordable price choose the community rooms. This

large room is filled with bunk beds which are first come first serve. Typically 25% of the beds will be occupied.

Private Room Occupants Table

1. Sam Bouchard, Traveling Merchant
2. Campbell Trevorrow, Silversmith from Freeport
3. Amru al-Beshara, Merchant from Jural
4. Brenlilr, Merchant from the Barbarian Lands
5. Timothy Long, Minor Noble from Western Zanzia
6. Godfrey Fromond, Minor Noble from South Zanzia
7. Barnard Deryngton, Mayor of a small town in central Zanzia
8. Jeffrye Gasper, Money Changer from Freeport

All of these visitors are F0: AC 10; HP 2 each; AL Various (but none are evil)

Community Room Occupants Table

1. Gilbert Harte, traveling merchant
2. Nodrous Strongblade, Dwarf Jewel Merchant: He is from one of the mining clans that owns a mine in the Dragon Teeth Mountains.
3. Jiundefinedumzuss, Gnome Tinker: He is here attempting to sell his inventions without much success. He is an I3: AC 10; HP 10; staff and gray robes; spells memorized (and in his traveling spell book): **hypnotism, wall of fog, improved phantasmal force**; AL NG.
4. Jacob Eyston, traveling merchant
5. Danozar Miller: he runs a profitable

- mill near Freeport and is visiting the city on business.
6. Varthurg, Half Orc Merchant from the Horde. Actually he is a spy for the Death Fist Orc tribe looking for information on the military and political situation in Barrowmar. He is an A7: AC -1 (Dex plus armor); HP 26; **leather armor +2; shield +2; dagger of venom** (three doses); AL NE.
  7. Robert Morley, Minor Official visiting from Freeport. Morley unfortunately was recently bit by a werewolf. He does not yet know that he has become a werewolf as a full moon has not yet arrived since the event. In fact, the werewolf that bit him was in wolf form only at the time so Robert is totally unaware of what is coming. He is a zero level fighter normally but as a **werewolf**: AC 5; MV 15; HD 4+3; HP 24; # AT 1; Dmg 2-8; SA surprise on 1-3; AL CE; MM page 63.
  8. Samuel Hodgeson, traveling merchant

Other than the three with statistic blocks the others are all F0: AC 10; HP 2 each; AL Various (but none evil).

## THE ROYAL REVENUE SERVICE

The royal revenue office uses the standard shop map but there is no shelving needed as nothing is for sale here. This is the office of the Head Tax Collector. Those collectors at the gate houses bring their proceeds here to be counted by the Head Tax Collector.

**Nathanael Avila, Head Tax Collector:** F0; AC 10; HP 1; AL N. He is a very old man and wears no armor and has no weapons. He is merely an accountant type who counts every copper piece very carefully. He always has guards on hand to protect him from thieves and those who might wish to avoid payment of their tax obligations.

**City Guardsmen (10):** F0; AC 6; HP 3 each; ring mail; shield; halberds; LN.

At any given time he will have from 10-1000 gold pieces, 5-500 platinum pieces, and 10-1000 silver pieces in his strong box which is well locked. This is tax revenue. Nathanael Avila is loyal to the king and cannot be bribed.

### SIDE QUEST

He will occasionally be willing to hire adventurers to collect taxes from certain tax evaders that he has had difficulty collecting from. In particular there is a wizard who has been using dimension door and teleport to avoid his collection efforts.

## GLASS BLOWER

This fine establishment is where one may purchase fine glass objects which are made on site. Bottles, jars, vials and glass vessels of all shapes and sizes can be obtained here. Windows and other glass objects can be made with advanced notice. Objects can be purchased here typically for a silver piece or two.

**Killian Gates, Glass Blower:** F0: AC 10; HP 5; AL CN.

**SIDE QUEST**

Killian is always in the market to buy the finest sand for making glass. He prefers the fine sands of the Juralian lands but he will accept sands from the western desert of Zanzia. He will pay one gold piece per cubic yard of sand brought to him.

## FLETCHER

Barissatelin Redhood is a high elf from the Dark Woods of north east Zanzia. She is the city fletcher. Individuals can buy arrows from her in bulk at a discount. For special individuals (with high Law Givers faction) she will also offer her “special” arrows.

She will always be found wearing a red robe with a hood on it. She is rather lonely in this big city as she is an elf in a city of humans. Anyone attempting to befriend her will find it quite easy to do so. She knows a great deal about the goings on in this part of the city. Many of the other city dwellers shun her because she is not human. The fact that she has won the annual city wide archery contest three years in a row has not helped her cause.

### Prices

Arrows, Dozen	1 GP
Arrows, 100	6 GP

Special Arrows      100 GP each

She only sells these to individuals with high faction with the Law Givers. These arrows are essentially +1 arrows but they are not actually magical. They are +1 due to her fine workmanship and expertise as a high elf.

**SIDE QUEST**

She needs more high quality feathers for her “special” arrows. Griffin feathers, hippogriff feathers and cockatrice feathers are preferred. She will gladly pay 100 gold pieces per carcass brought to her from one of these creatures. She will also pay 5 gold pieces each for manticores spikes which she puts to use as arrowheads for these special arrows.

## JEWELER

Hinoomwut and his wife Claveddneest are the proprietors of this jewelry shop. They are gnomes and are experts in gems and jewelry. Each can spot a fake gem 99% of the time merely by looking at it with no tools or special eye pieces needed. With their special eye loops, however, failing to spot a fake gem has only a 1 in 1000 chance of occurring.

Their business is making jewelry but they

often will buy jewelry from adventurers seeking to unload such treasures. But these gnomes are in business to make money and will offer 51% to 60% of the true value of such items. High faction with the Society of Bahamut will improve the offers made by these jewelers for merchandise sold to them. Each point of faction will improve the offers by 5% (up to a maximum of 90%).

At any given time the gnomes will have things for sale (in addition to the items they buy from the PCs). Typically they will have 10-20 such items under glass cases on the shelves in the store. These glass cases are all magically trapped and have an alarm system. A magic mouth will appear on the side of the wall and begin calling loudly for the city watch if a thief attempt to steal something. While the gnomes have no guards here they are not without ability to defend their wares from thieves. All of the shelves have a magical shock trap set into them so that anyone improperly opening the glass cases will take 2-20 hit points of electrical damage (save for one half).

**Hinoomwut, Male Gnome:** I7: AC 6 (Dex); HP 20; wears plain gray robes; carries a **dagger +2/+3 versus chaotic creatures**; AL LG; Spells memorized: **phantasmal force, color spray, detect invisibility, change self, blur, blindness, hypnotic pattern, fear, spectral force.**

**Claveddneest, Female Gnome:** I5: AC 6 (Dex); HP 14; wears colorful robes in various colors; carries a **dagger +1/+3 versus invisible creatures**; AL LG; Spells memorized: **wall of fog, hypnotism, dancing lights, detect invisibility, mirror image, ventriloquism, paralyzation.**

### Jewelry For Sale

At any given time their shop will have 3-12 rings, 1-4 necklaces, 1-4 arm bands, tiaras, coronets or similar type pieces and 1-4 random pieces determined from the table at DMG page 219. Values will be determined as follows:

01-50	500 gold pieces
51-75	1000 gold pieces
76-90	1500 gold pieces
91-99	2000 gold pieces
100	3000 and up

## UNDERTAKER

Some people are unlucky enough to die in the big city. A few families are fortunate enough to be able to afford burial for their loved ones in a private grave. For those few the undertaker is here to handle this piece of business. A grave yard is nearby for those burials in sacred ground.

Owen Nicholson is the undertaker. He builds his own wooden coffins and also offers more expensive coffins which are decorated with gold plating. He provides funeral services for those who need them and has two servants that drive his funeral hearse for him and dig the graves. All are F0: AC 10; Hp 3 each; AL NE.

Wooden Coffin	25 GP
Gold Plated Coffin	200 GP
Funeral Service	100 GP
Black Hearse Funeral Procession (with black horses)	250 GP
Cremation	25 GP

Owen is a ruthless character. When people buy the gold plated coffins he has his men dig up the grave a few days later and replaces it with a wooden one. He also steals any valuables that are buried with the deceased.

#### SIDE QUEST

One of the recently deceased that he has recently buried (and still intends to dig up and steal from) is actually a vampire named Xanthus. When Owen digs him up this fiend will be unleashed upon the city. When this happens he will gladly pay any adventurers that he meets 1000 gold pieces to hunt this vampire down and drive a stake through his heart so that his business practices do not become public knowledge.



**Xanthus, Vampire:** AC 1; MV 12/18; HD 8+3; HP 42; # AT 1; Dmg 5-10; SA energy drain two levels; SD +1 or better weapons to hit; SD when reduced to zero hit points turns to gaseous form; SD immune to sleep, hold, charm, poison, paralysis; SD cold and electricity do one half damage; SD holy water does 2-7 damage; SA gaseous form at will; SA shape change to bat form at will; SA charm gaze; SA 18/76 strength; SA summon animals ability; SD killed permanently only by direct sunlight, stake through the heart or immersion in running water; AL CE; MM page 99. Once released from his dirt nap he will take up residence in the Blue Dragon Inn.

## DRY GOODS STORE

This establishment is a dry goods store run by Gabriel Dalison. The shelves here are packed with jars of various vegetable and containers of dried meats. Sacks of dried beans, rice and other grains can also be found on the shelves. Many of the farmers in the fields outside the city walls sell their goods through this store.

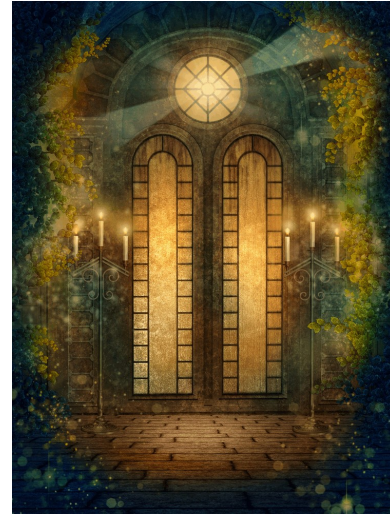
Gabriel is F0: AC 10; HP 2; AL CG. He is a gregarious older gentleman who runs this store with his wife Ruth who has similar statistics.

### Prices

Flour, 30lb sack	1 SP
Meat, Dried, 10 lb cask	2 GP
Beans, 30lb sack	1 GP
Rice, 30lb sack	1 GP

**SIDE QUEST** Gabriel will occasionally purchase food stores captured by adventurers and brought back to the city for sale. He will do so at prices about 50% of the true value unless the person has extremely high faction with the Law Givers.

Double doors made of stone open up into a triangular shaped room. A font of holy water can be found directly in front of the doorway. To the west is a large idol, of Ixaldir, the goddess of charity. In her hands is a large bowl.



## 10. *The Temple District*

This district has many temples, churches and even a monastery. A few shops can also be found around these houses of worship.

### THE TEMPLE OF IXALDIR

Wooden pews are lined up facing an altar along the west wall. In front of the altar is a lectern for the high priestess. This temple is sparsely decorated.

Those who put a significant offering into the bowl of the idol will receive a blessing from Ixaldir. An offering of less than 1% of the total net worth of the person donating will result in a bless spell lasting one turn. An offering of more than 1% of the total net worth of the individual may result in the

goddess granting that person one additional point to one of the six attributes.

**Catherine Heywood, High Priestess:** C16: AC -4; HP 68; **plate mail +2; shield +3;** wears white robes over her armor; **flail of disruption;** AL LG; wearing a **+1 ring of protection** and a **phylactery of faithfulness;** spells known: **bless, command, resist cold, remove fear, purify food and drink, sanctuary, create water, light, detect evil, augury, chant, hold person, know alignment, resist fire, silence 15' radius, speak with animals, find traps, slow poison, continual light, create foot and water, cure blindness, cure disease, dispel magic, prayer, remove curse, locate object, cure serious wounds, detect lie, divination, exorcise, lower water, neutralize poison, tongues, atonement, cure critical wounds, raise dead, flame strike, dispel evil, heal, word of recall, speak with monsters, restoration.**

**Mariella Alfraye, Curate:** C4: AC 2; HP 20; plate mail; shield; mace +1; wears white robes over her armor; AL LG; spells known: **bless, cure light wounds, protection from evil, silence 15' radius, hold person.**

**Christina Payne, Acolyte:** C1: AC 4; HP 5; chain mail; shield; flail; wears white robes over her armor; AL LG; spells known: **cure light wounds.**

**Elizabete Throkmorton, Acolyte:** C1: AC 4; HP 3; chain mail; shield; war hammer; AL LG; spells known: **cure light wounds.**

The priestesses of Ixaldir will gladly heal adventurers for donations to the poor in significant amounts to be determined by the

dungeon master. Other services might be purchased in this manner as well. Those who have already made a significant donation to the poor by placing it in the bowl of Ixaldir will find that their future cost of services from these priestesses will be reduced accordingly. The priestesses maintain no wealth. All donations received are distributed to the poor and needy in the streets of Barrowmar.

#### SIDE QUEST

On occasion the priestess of the temple will commission adventurers to do great deeds that the temple feels must be performed by others. When this occurs the temple will sometimes lend the services of a holy warrior who is affiliated with the temple.

**Connor Perry, Paladin:** P7: AC 0; HP 40; long sword +2/+3 versus chaotic creatures; plate mail +1; shield +1; AL LG. He rides a white war horse that he summoned at 5<sup>th</sup> level.

## CHURCH OF REMDES

This church is dedicated to Remdes, the god of death. Strange murals adorn the walls of this place. The primary themes are that of a hooded executioner. Remdes is often depicted as such. This religion is far more popular in the neighboring Jural Empire but it has a limited following here in Zanzia as well. Remdes is also frequently portrayed as

a desert cactus which is the depiction favored in the Jural Empire which is a land of deep sands.



An altar lines the north wall of the room with many wooden pews in front of it. Black candles on each side of the altar burn brightly. Three fiery braziers are kept lit at all times. A large pipe organ in the south west corner is used only on days of worship or when an important sacrifice is being performed.

The priests of Remdes are evil as are the worshipers. But they are also lawful and thus are tolerated and even respected by the authorities. Unlike normal clerics the priests of Remdes carry scimitars and may use them in combat. That is the only sharp weapon that they may use other than a sacrificial dagger.

**Luke Seymour, High Priest:** C12: AC -1; HP 71; **scimitar +2; plate mail +1; shield +2;** wears black robes over his armor; AL LE; wears a **talisman of ultimate evil (7 charges);** spells known: **curse, cure light wounds, cause light wounds, sanctuary, resist cold, cause fear, protection from good, detect good, chant, hold person, silence 15' radius, resist fire, know alignment, augury, snake charm, cause blindness, cause disease, dispel magic, feign death, animate dead, prayer, cause serious wounds, protection from good 10' radius, detect lie, sticks to snakes, flame strike, slay living, harm, blade barrier.** He also carries a sacrificial dagger made of silver but decorated with rubies and worth 2750 gold pieces. It has quite a bit of dried blood on it.

**Leonard Mede, Adept:** C2 AC 4; HP 10; chain mail; shield; scimitar; AL LE; spells known: **cause fear, command;** wears black robes over his armor.

**Mychaell Dygenys , Adept:** C2: AC 4; HP 12; chain mail; shield; scimitar; AL LE; spells known: **sanctuary, protection from good;** wears black robes over his armor.

Anyone of good alignment who touches the altar of Remdes must make a saving throw versus magic or roll again on the system shock table. A successful roll will indicate

that the person is knocked unconscious from their contact with pure evil. A failed system shock roll will indicate sudden death of the individual from the shock.

Services may be purchased by individuals with evil alignments at prices to be determined by the dungeon master. Those with good faction with the Death Bringers will pay half price for services rendered.

## THE SMILING GOD (SIMARU)

The Cult of Simaru has been around for hundreds of years in and around Zanzia. It is rumored that some of the first kings of Zanzia worshiped this evil demigod. Simaru is often depicted as a large red demon idol with ivory teeth and horns and large gems for eyes. He is typically depicted holding a fiery brazier in front of him.

Although this is a chaotic evil, deity worship of this demi-god is tolerated in the city limits of Barrowmar, so long as the members and priests cause no trouble for the city watch or the local authorities. So far they have not caused any trouble. It is probably only a matter of time before they do. While this religion is not new this temple is. The local authorities are keeping a very close eye on them.



The temple itself seems normal enough for such a place. There is a large clay idol of Simaru that dominates the northern end of the temple. In front of that idol is a stone altar for sacrifices. Close inspection of this altar will reveal several places where the blood has not been completely washed off of it. Wooden pews are lined up in front of the altar. A pipe organ sits in the eastern side of the room.

**Thomase Aghton, High Priest of the Smiling God:** C9: AC 0; HP 46; **black plate mail +1; black shield +1;** black robes; **black flail +2;** AL CE; Spells known: **command, curse, protection from good, sanctuary, know alignment, silence 15' radius, hold person, chant, animate dead, dispel magic, bestow curse, detect lie,**

**cause serious wounds, slay living.**

**Benedict Merstun, Lama of the Smiling God:** C7: AC -1; HP 30; black plate mail; **black shield +1**; black robes; **black mace +2**; AL CE; Spells known: **detect magic, resist cold, remove fear, slow poison, silence 15' radius, resist fire, prayer, speak with dead, tongues.**

**Margery Playters,, Acolyte of the Smiling God:** C1: AC 4; HP 5; black chain mail; black shield; black robes; black war hammer; AL CE; Spells known: **cause light wounds.**

**Henrie Brome, Usher:** F7: AC 1; HP 40; black plate mail; **black shield +1**; black robes; **black bastard sword +2**; AL CE.

**Esau Fowler, Usher:** F7: AC 3; HP 35; black plate mail; ; black robes; **black two handed sword +2**; AL CE.

The priests of The Smiling God do sell services for a price. But they offer no healing spells. Other spells can be purchased at variable prices at the discretion of the dungeon master.

The local city watch might hire the party members to infiltrate the temple and discover the plans of the priests. They are quite concerned about the motives of this cult moving a temple into Barrowmar. In the past these cultists have attempted to bring Simaru to this plane of existence which would have been catastrophic had some brave adventurers not destroyed their Temple of Chaos.

Actually these priests are merely passing time before the next attempt to summon

their demi-god. Right now they are obeying the law and are quite aware that they are being observed.

Anyone of good alignment that touches the idol or the altar of Simaru will regret it. Those who do so must make a saving throw versus death magic or have one of the following effects take place:

1. Aged 10-40 years
2. Alignment change one step towards chaotic evil
3. Lose a point of one of the six primary statistics
4. -2 on all saving throws from now on until curse is lifted by wish or limited wish
5. Enmity: Simaru will send demons to attack the person at some later critical moment
6. Disintegrated

Should someone destroy either of these things the person or persons will earn #5 Enmity with no saving throw.

## THE TEMPLE OF KNOWLEDGE

This is the house of worship for the Goddess Culanke. She is known in the realm as the Goddess of Knowledge. The temple itself is in the shape of a question mark. At the bottom of the symbol are the entry doors. These are followed by a font of holy water. Two fiery braziers light up the room. An idol of Culanke depicts her holding a bowl out in front of her.

An altar with offerings on it sits at the western most tip of the question mark. Pews

are lined up in front of this altar.

Should anyone place an offering on the altar or in the bowl held by the idol nothing will happen unless it consists of knowledge in some form. Books, scrolls, maps and the like will be well received by the goddess. The item will disappear immediately and the eyes of the statue will begin to glow. A person offering a significant piece of knowledge will be rewarded by the goddess with something appropriate out of the list below:

- Addition of one random statistic point
- A bless that may last a turn, a day, a week or a month
- A boon such as +1 to a specific type of saving throw
- A boon such as +1 to all saving throws (if the offering is significant enough)
- A boon such as +1 to all to hit rolls for a period of time
- A boon of +1 to all hit point rolls in the future (at level up time)
- A wish

**Gillian Bacon, High Priestess:** C12: AC -1; HP 60; **plate mail +2; shield +1;** gray robes; **mace +2/+4 versus chaotic creatures;** AL N; Spells known: **bles, command, create water, cure light wounds, sanctuary, purify food and water, detect evil, protection from evil, augury, chant, know alignment, hold person, silence 15' radius, resist fire, detect charm, cure blindness, cure disease, remove curse, dispel magic, prayer, speak with dead, cure serious wounds, neutralize poison, exorcise, divination, raise dead, flame strike, heal, word of recall;** AL N.

**Cicely Cunnyngam. Curate:** C4: AC 2;

HP 21; plate mail; shield; gray robes; **flail +1/+3 versus undead;** Spells Known: **cure light wounds, protection from evil, bless, chant, augury;** AL N.

**Winifred Auldington, Priest:** C3: AC 3; HP 14; splint mail; shield; gray robes; **flail +1;** Spells known: **command, cure light wounds, slow poison;** AL N.

**Matilda Marriott, Acolyte:** A3: AC 7; HP 10; leather armor; shield; gray robes; flail; **dagger +2** (hidden from the other priests under the robes); AL CE. She has been planted in this temple by the priests of the Church of the Storm as they are concerned that the high priestess of Culanke might be aware of their connection to the Yuan Ti that live in the sewers below the city. Matilda is unaware that the high priestess suspects anything. She is merely here trying to collect information but she will gladly plunge her dagger in the back of anyone who makes her nervous.

Healing spells may be purchased from the temple at prices to be determined by the dungeon master. Those who have high faction with the Living Flame will find that the prices required are lower than those who do not have such friendly relations. Those with exceptionally high faction may be able to purchase one or more of the following scrolls from the priests at the following set prices. Only one of each scroll is available.

Raise Dead	2500 Gold Pieces
Restoration	2000 Gold Pieces
Heal	2000 Gold Pieces
Holy Word	3000 Gold Pieces

## SIDE QUEST

The High Priestess suspects that herknew acolyte is not what she appears. She might hire an adventurer to investigate this acolyte and find out if the suspicions are well founded.

On any given day, rain or shine, the monks of the gray order will use this yard for training their skills in combat. A well is in the center of the yard for the monks to draw water. Young monks are often assigned the task to draw water from the well and carry two buckets at a time to build strength and endurance. There will always be 2-5 of the monks in the yard any time that the gate is opened.

## THE GRAY ORDER

This small monastery is an order of lawful neutral monks inside of their own walled compound. Despite their location in the city walls they are still secluded from city life by their own high walls. Visitors from outside of their walls are forbidden by the monks. One or two of their brothers occasionally leave their compound to buy provisions and deal with the city authorities as needed. All of the monks wear plain looking gray robes. No one who lives in the city can claim to have heard any of the monks speak. Occasionally strange chants can be heard from outside of the walls but no one can be sure that the monks are the source of it.

The walls that circle the compound are twenty feet tall. They are made of white stone. Atop these walls are broken glass to discourage thieves from attempting to climb over them. The only known entrance into the monastery is a gate at the south wall. The gate consists of two large stone doors.

How many monks actually live in the monastery or what they do inside of it is a mystery to the dwellers of the city.

### A. Gate/Courtyard/Training Yard

The gates of the monastery are always closed when not in use. Prying eyes from the city are not welcome here. The gates are made of heavy stone.

### B. The Well

This is a typical well. It has stone walls and a wooden beam over it with a bucket and rope tied to that. A hand winch lifts the bucket and lowers it. The water in the well is twenty feet down.

### C. Living Quarters

A series of hanging hammocks is all that the monks of the abbey keep in this building. Each monk has an assigned hammock. None of the monks have any possessions of their own.

### D. Mess Hall

The monks trade off the duty of preparing meals. This building has a small stove for cooking and a plain table with chairs for eating. Copper plates and vessels are used by the monks.

### E. Secret Exit

Sometimes the monks need to sneak in and out of the compound to perform their duties unnoticed by the dwellers of the city. This exit facilitates this.

F. Storage

Food stores as well as the mundane articles of monastic life are kept here. Bo sticks, gray robes, combat darts, spears and other such things are kept here. Casks of dried meats, bags of grains, jars of vegetables and similar food stuffs are stored here as well.

G. The First Test

A circle is drawn on the ground here. The trainee must throw a master out of the circle successfully in order to advance to the next test.

H. The Second Test

Two stone guardians block the path to the final test. The trainee must prove his worth by defeating them in order to advance.

I. The Final Test

The trainee must walk across the rice paper and leave no trace to prove that they have learned. Upon completing this task they must pick up the fiery kettle with only their forearms to use to lift it. This will burn the mark of the gray order into the forearms of the trainee for all to see. The trainee must take the hot brazier outside of the temple and then may use the snow outside to cool their arms.

THE ROSTER OF GRAY ORDER  
MONKS (AT THIS LOCATION)

**Grandmaster Yi:** M17: AC -3; HP 50; # AT 4; Dmg 8-32; SA monk abilities A-K; Move 32". He wears a **ring of warmth** and a **ring of fire resistance**. Around his neck is a **periapt of wound closure**. If he chooses to use a weapon in combat he has a **bo stick +3** to use.



**Master of Summer, Po:** M15: AC -1; HP 34; # AT 3; Dmg 6-24; SA monk abilities A-K; Move 29". He carries a **spear +3** but often will prefer hand to hand combat. He wears a **ring of shooting stars**.

**Master of the East Wind, Yang:** M12: AC

1; HP 27; # AT 5/2; Dmg 4-16; SA monk abilities A-J; Move 6". She carries a **long bow +2** and wears a **ring of swimming**.

**Master of Dragons Sung:** M8; AC 4; HP 22; # AT 3/2; Dmg 2-12; SA monk abilities A-F; Move 22". He always has a **javelin of lightning** on his person. He wears a **ring of regeneration**.

**Immaculate, Huang:** M5; AC 7; HP 15; # AT 5/4; Dmg 2-7; SA monk abilities A-C; Move 19".

**Disciple, Zhen:** M4; AC 7; HP 14; # AT 5/4; Dmg 1-6; SA monk abilities A-B; Move 18".

**Initiate, Zeng:** M2; AC 9; HP 8; # AT 1; Dmg 1-4; Move 16".

**Novice, Jiang:** M1; AC 10; HP 5; # AT 1; Dmg 1-3; Move 15".

**Novice, Xian:** M1; AC 10; HP 8; # AT 1; Dmg 1-3; Move 15".

**Novice, Wu:** M1; AC 10; HP 7; # AT 1; Dmg 1-3; Move 15".

**Novice, Wang:** M1; AC 10; HP 5 ; # AT 1; Dmg 1-3; Move 15".

There are many other monks of the Gray Order scattered around the land of Zanzia traveling the land and on distant pilgrimages to holy places. All of the monks are lawful neutral. All wear plain gray robes and have shaven heads.

#### SIDE QUEST

Occasionally the grand master may seek out adventurers

to find one of their lost brothers and sisters and summon them back to the monastery.

Sometimes, in the past, a member of the order has gone rogue and the grand master has needed to use outside sources to bring the brother into line. This is a rare occurrence.

#### DM NOTE ABOUT THE GRAY ORDER

This monastery could easily be converted to use as a lawful good or lawful evil monastery to suit your needs if you have players needing a place to train for advancement. I also designed this monastery with advancement for monks in mind. There have been many complaints about the combat to the death advancement of monks and druids in 1E. The gray order has several hidden rooms at the north end of the walled compound which are set up for training and advancement. I designed it to be modeled after the old tv show Kung Fu where the monk proves his worth by completing a series of tests and then carries the hot brazier of coals outside into the snow through a secret exit door and thus burning the Shaolin tattoos into his arms. You could design a series of tests to be conducted in these rooms as an alternative to trial by combat. The series that I used is merely one possible suggestion.

#### BOWYER

This shop has a sign in front with a bow and

arrow painted on it.

Joseph Jenkin runs this establishment. He is a fine bowman in his own right. The last three years in a row he came in second in the city wide archery contest. He particularly despises the elf woman who runs the fletcher shop as she has beat him soundly three years running. This shop makes the finest longbows, short bows and composite bows in town. Crossbows are not sold here. For a price he can produce a “special” composite long or short bow that will fire accurately up to 50% further than a normal composite bow of the same type. The cost, however, is double the normal price for such a bow.

#### Prices

Long Bow	65 GP
Short Bow	20 GP
Composite Long Bow	110 GP
Composite Short Bow	85 GP
Special Composite Long Bow	220 GP
Special Composite Short Bow	170 GP

**Joseph Jenckins:** F3: AC 10; HP 18; long sword; **long bow +1**; 12 arrows; AL NE.

**SIDE QUEST**      Secretly Joseph would like to find someone willing to burn down the fletcher shop and drive off the elf woman who runs it. He would like to sell arrows as well as bows but her arrows are much higher in quality than any he

has been able to produce.

#### **SIDE QUEST**

He has heard tale of a legendary long bow lost by the elves in the Dark Forest northeast of Barrowmar. Should anyone find such a magical long bow in that area he would be quite willing to purchase it from the adventurers who claim it.

## COBBLER

This shop has a sign in front of it with a broken shoe depicted.

Fred Woodmore is the cobbler who runs this shop. All manner of shoes and boots can be repaired by him. He runs this store with his two teenage boys Amos and Bartholomew.

Shoes are repaired for 1 silver piece each unless they are magical. In the case of magical shoes a price will be negotiated.

#### **SIDE QUEST**

Fred’s son Bartholomew has been a thorn in his side. The boy has been in constant trouble with the city watch. He drinks and fights and will almost certainly get into serious trouble sooner or later.

#### **SIDE QUEST**

Should some

adventurer be able to procure griffin feathers for him he believes that he might be able to fashion a pair of winged boots for a price.

## RUG MAKER

The proprietor of this shop is Siraaj al-Nazir. He emigrated from the Jural Empire years ago and brought with him his skills in weaving fine rugs. His wife and sons were killed by the Juralian border guards while he was making his escape to Zanzia.

**Siraaj al-Nazir:** F0: AC 10; HP 3; scimitar; AL CG.

He sells fine rugs at a cost of 100 gold pieces each. He will occasionally pay for fine rugs that are brought to him if they are extremely well made. These he will resell here to nobles and rich merchants.

### SIDE QUEST

He has recently discovered that one of his sons, who he has long believed to be dead, was actually only badly wounded by the Juralian border guards. He is being held in a small near the western Zanzia desert but just inside the Jural Empire border. He would be willing to pay to have his son broken out of this prison and brought to

Barrowmar.

## HERBALIST

This shop has a sign outside with a picture of a leaf on it.

This is the herbalist shop which is run by Melia Pemble. She is an expert in the plant life in the forests of Zanzia and how to make medicinal use of them. Occasionally she can be prevailed upon to sell an “elixir” which may have healing properties.

**Melia Pemble:** D4: AC 10; HP 18; **scimitar +2**; no armor; AL N; Spells memorized: **faerie fire, entangle, pass without trace, animal friendship, charm person or mammal, locate plants, snare, call lightning.**

Elixir of Health	(Heals 2-5 hit points) 250 GP
Elixir of Life	(Heals 1-8 +1 hit points) 400 GP
Elixir of Sight	(Cures blindness)400 GP
Elixir of Purity	(Cures disease but not lycanthropy) 400 GP
Antidote	(Neutralizes poison) 500 GP
Elixir of the Moon	(Cures lycanthropy) 400 GP

She has only limited quantities of these “elixers” equal to 2-5 of each. It takes her a few weeks to replenish supplies as she has to go into the Dark Forest to find the ingredients herself. There is only a 50% chance that any of these elixers actually work.

#### SIDE QUEST

She is willing to pay for certain ingredients that she needs for making these elixers. The following ingredients are always needed:

Belladonna  
Comfrey Root  
Nightshade  
Black Lotus

#### SIDE QUEST

Some of the locals are convinced that she is a witch. Some of the neighboring shopkeepers have implored the city watch to burn her at the stake but so far they have not complied with these demands.

## POTTER

This establishment has a sign out front which depicts a vase. This shop is run, by Ewen Goddard, the Potter and his wife Kate. He has two daughters Enid and Mona who also help with the shop. A large pottery wheel is always in motion here with one of the family running it and smoothing the edges of a pot or vase being made.

Ewen Goddard and his family are all F0: AC 10; HP 2; AL N. None are armed or wear armor of any kind.

Fine clay pots, vases and other objects are created here. They are typically dried in the sun on the roof of this shop.

#### SIDE QUEST

Ewen's daughter Mona has become the object of affection for the Cobbler's son Bartholomew. As this boy has been in trouble with the city watch Ewen feels that he is a bad influence on his daughter. He would be willing to pay someone to "discourage" the boy on his behalf. He would not want the boy seriously hurt. But he would not mind if the boy had a few bruises.

#### SIDE QUEST

Ewen collects fine potter from the Jural Empire and will pay 25%-75% of the true value of such depending upon their standing with the living flame faction.



## THE CHURCH OF THE STORM

This temple is dedicated to the storm goddess Ivnia. Although she is an evil goddess her temple looks peaceful enough to the eye. Wooden pews are lined up in front of a white altar with white candles lit upon it. Three fiery braziers provide most of the light to the room. A large idol of Ivnia stands against the west wall. The only thing about the room that appears out of place in a temple is a large pile of skulls on the floor in the northwest corner of the room.

A priest in a white robe stands before the

altar and welcomes visitors to the temple.

Most of these things, however, are an illusion. The altar is actually black and the candles which are lit upon it are also black. The altar is heavily stained with blood. The altar in the west end of the room is actually to the snake god Sseth. The pile of skulls is actually a trap door which leads downward into the city sewers and to a temple of snake cultists that have infested the sewer system of Barrowmar. The priestess is actually a Yuan Ti Priestess. She is not the high priestess, however, who is down in the sewers. She actually wears black robes but the illusion makes her appear to be a good priestess to a casual observer.

**Ithizzo, Yuan Ti Pureblood Priestess:** AC: 4; MV 12; HD 6; HP 25; # AT 2; Dmg by weapon (mace +2); SA 5<sup>th</sup> Level Cleric; SA as a human headed Yuan Ti she can also use the following spells once per day: **cause fear, darkness 15' radius, snake charm, sticks to snakes, neutralize poison, suggestion, polymorph other;** Magic Resistance 20%; AL CE; Spells known: **curse, command, sanctuary, silence 15' radius, know alignment, hold person, dispel magic;** MM2 page 130. She has a **mace +2** with her but wears no armor. She wears the black robes of a priestess of Sseth. Like all Yuan Ti Purebloods she has only a few, barely noticeable, snake features. Close inspection will reveal that her hands have snake scales and her tongue is forked like a snake. The illusions in the room make these things difficult to notice.

Should anyone attempt to disbelieve anything in the room make the saving throw appropriate. A success will mean that all of the illusions in the room will become

obvious to the observer. The priestess will immediately attack this person to defend the entrance into the sewers which leads to the real temple.

Should anyone touch either the altar or the idol it will also dispel the illusions and bring the wrath of the priestess.

The sewers and the Temple of Sseth will be discussed later in this module.

## THE WISDOM OF THE AGES

This temple is dedicated to the god Uses. Uses (Oosees) is known in Zanzia as the god of wisdom and knowledge. He is favored in this land by clerics and bards alike as both know the value of such things. These followers of Uses have an incredible thirst for knowledge.

This small house of worship has only three wooden pews. It is lit by a single fiery brazier. There are no idols, statues or even altars here. There is a red circle painted on the ground in the western portion of the room. The high priest reads from a massive tome of Uses to the faithful from within this circle of magic.

### The Magic Circle

Anyone who enters this magic circle must be a member of the temple to pass. Anyone else will find a wall of force in place that does not allow them entry.

### The Tome of Uses

This thick tome is written in an arcane runic

language that even thieves and comprehend languages spells cannot decipher. Only a member of this temple who has been trained in this language can read from the tome. Reading of the tome blesses the listeners for 2-20 rounds.

**Simon Knoyll, The Priest of Uses:** C7: AC 10; HP 28; wears no armor; has no weapons nearby; Spells known: **cure light wounds, sanctuary, bless, hold person, chant, augury, remove curse, dispel magic, divination**; AL N. He wears light gray robes.

**Cole Joyce, Bard of the Temple:** B10 (F6/T6): AC -1; HP 67; plays a **Doss Lute; short sword +3/+5 versus ethereal creatures; chain mail +4; shield +2**; AL N; charm percentage 64%; legend lore percentage 35%; SA his lute gives him the following abilities once per day: **hold animal, neutralize poison, protection from fire in a 10' radius; spells memorized: faerie fire, speak with animals, entangle, cure light wounds, produce flame, heat metal, call lightning, tree, water breathing, cure serious wounds.**

He does not sell spell casting abilities. But should someone offer the temple something of value to a cleric or a bard he may offer the spells he has in memory at no cost. A thick tome as an offering would also please him greatly. The temple does, however, sell knowledge (legend lore ability) and can provide training to bards that wish to advance in level.

## THE LIGHTHOUSE

This small church is dedicated to Uxesis the god of light. Everything is well lit in this

small temple which is shaped like a lighthouse. Three fiery braziers give off light in the room but the room also has a continual light spell permanently cast on every corner of it. No dark spot can be found at any time of day or night in this church. An altar stands in the northern corner of the room. Wooden pews are lined in front of it.

A single high priest can be found here wearing light gray robes. He is somewhat unusual for Barrowmar in that he is a Dwarf. He welcomes anyone who comes into his church with open arms.

**Dovret Earthgrip, Priest of the Lighthouse:** C7: AC 10; HP 30; **war hammer +2/+4 versus giant classed creatures**; he wears no armor; wears light gray robes; AL NG; Spells known: **cure light wounds, sanctuary, remove fear, chant, slow poison, hold person, remove curse, cure disease, cure serious wounds.**

The priest will gladly heal the sick or the injured but he is not powerful enough to raise the dead nor will he ever be since he is a Dwarf and will never rise to the level able to do so. Donations to the church are welcomed and will be distributed to the poor. Offerings of light, however, will be rewarded by Uxesis himself. An offering of something mundane like a torch or a lantern will gain a short duration bless from the god of light. Offerings of magical items that provide light, however, will greatly move the god of light. A person boon will be granted to that person to be determined randomly from this table:

1. Wish
2. Plus one to primary skill attribute
3. Plus one to a random skill attribute

4. Plus two permanent hit points
5. +1 to all saving throws for one month
6. One time only the person may avoid the effects of a failed saving throw

## 11. *The* JAIL DISTRICT

### THE CITY JAIL

Criminals are brought to this detention center while awaiting determination of the future disposition of them. Most are kept here only a short time until transport to their execution, future prison or the asylum for the criminally insane.

Two large stone doors are the only entrance into the jail. These doors can be barred from the inside to prevent entry from the outside but this has rarely ever been necessary. To the right of the doorway are racks of weapons for the guards to use should the need arise. A table with chairs is in the center of the octagonal room to allow the guards some comfort. This table is used for eating as well as playing cards or knucklebones. Six cell doors face inward so that the guards can see each door. Each wooden door has a small set of bars so that the guards can look inside and a slot for food and water to be placed into the cell.

At any given time the cells will be occupied by 2-5 prisoners. Usually prisoners are placed in the cells alone but occasionally they are doubled or even tripled up when such needs occur. The building is made of solid stone walls and floors which are

reinforced by metal to prevent digging or breaking through the walls from inside or outside.

Typical prisoners of the jail might consist of:

Crazed Murderer, Ian Bloodwatch

This maniac escaped from the Barrowmar Asylum and murdered a noble and two city watchmen before he was captured by the city watch. He is awaiting travel back to his cell in the asylum. He is F3: AC 10; HP 18; AL N (CE due to insanity); unarmed at the moment. He, however, has been attempting to dig his way out of the cell with a spoon which he managed to steal during a meal. He has sharpened it into a shank to use if he needs for escape.

Inebriated Dwarf, Hunir Runehide

Hunir is still sleeping off a bender. Last night he started a brawl in the Gray Dwarf Tavern and beat two traveling merchants into unconsciousness. He is serving a 10 day sentence here. He is a F1: AC 10; HP 7; AL N; STR 18; unarmed.

Beggar, Dugald

Dugald has been a beggar all of his life here in the city. Last night, however, he got too close to a noble while trying to solicit a donation. The noble was terrified and called for the city watch that immediately threw Dugald into this cell. He is F0: AC 10; HP 2; AL NG.

Thief, Gavin Couchman

Gavin is a low level thief and not a member of the Thieves Guild. If, he had been a

member, he would have been sprung from here already. He is a T2: AC 8; HP 7; AL N; unarmed.

Gnoll, Gnekoc Crackbasher

Gnekoc was visiting the city to purchase supplies and stopped off for a drink at the Bloody Knuckles Tavern. He got into a fight and found himself outnumbered by locals who beat him to a pulp and then had the city watch arrest him. He is a normal Gnoll: AC 5; MV 9; HD 2; HP 10; # AT 1; Dmg 2-8; AL CE. He lives in the Dark Woods northeast of Barrowmar and his tribe knows that he is overdue to return. He is the son of the chief and if he were helped to escape from here his father would reward those who participated (even humans and elves).

Barbarian Raider, Tyeddan Agfudr

This raider came from the lands north of Zanzia known as the Barbarian Lands. He was a member of a raiding party and was captured by Zanzia troops. He is a Berserker: AC 7; MV 12; HD 2-7 HP; HP 5; # AT 2; Dmg by weapon (none at the moment); AL N; unarmed.

At any time there will be 3-12 city watchmen on duty here at the jail. Two will be on guard outside the doors of the building. All others will either be seated at the table or will be patrolling, feeding prisoners or peeking through bars to check on prisoners well being.

**City Watchmen (variable):** F2: AC 4; HP 10 each; long swords; chain mail; shields; AL NG. Various other weapons are available in the weapons rack for use.

### The weapons rack

Six spears  
Two heavy crossbows  
A two handed sword  
A halberd  
A glaive  
A flail  
A mace  
120 crossbow bolts

## THE STABLES

Visitors to the city will find out that horses brought into Barrowmar must be stabled somewhere. They may not be tied up on the streets and the inns do not have stables of their own. The stable has many stalls. At any given time there will be 21-30 horses kept here that belong to other travelers or citizens. A large pool of water in the center of the stables gives the horses access to water. Bales of hay are spread out over the stables to allow each of the horses access. Oats are fed to the horses on a daily basis.

**Moses Argall, Stable Boy:** F0: AC 10; HP 4; AL NG; unarmed.

Moses is just a young boy who lives and works here in the stables. A wealthy merchant owns this facility and collects the proceeds from Moses.

The cost of keeping a horse here is 1 SP a night.

## THE STOCKS

Occasionally an offender is placed in the stocks rather than being thrown in prison or

executed. Some minor crimes merit this treatment. Right now the stocks are unoccupied.

## THE GALLOWS

Sometimes prisoners are brought here to be publicly executed. Some crimes merit the ultimate punishment even in a land run by a benevolent king. These executions are rare events in Barrowmar.



## THE IRON GAUNTLET TAVERN

The iron gauntlet is a rough bar that is popular with city guardsmen and city watchmen alike. Zanzian troops are also frequently found here as are mercenaries of every type.

A narrow foyer leading into the tavern has trophies of manticores that were taken by the Zanzian army. The dueling manticores are mounted on the walls of the foyer facing the persons entering the tavern.

Twelve tables with chairs fill most of the large room. A large bar with many bar stools in front of it sits in the eastern end of the room. Behind the bar is a large man. He has two lovely young women who are running drinks to the tables. No food seems to be offered here.

**Samuel Risley, Bartender and Owner:** F3: AC 10; HP 14; he wears no armor but keeps a **battle axe +1** behind the bar; AL NG. Samuel is a former Zanzian soldier. He was injured during a border skirmish with the Jural Empire and retired to run this tavern. He knows all of the city guardsmen and city watch and many of the Zanzian troops quite well. He is always good for a rumor or two. If drinks are bought for him he may recount even more rumors that he has heard.

**Patience Dixon, Bar Maid:** F0: AC 10; HP 2; unarmed; AL NG She is a lovely young girl and is often the object of attention of the patrons of this tavern. Many a bar fight has been started over her affections. She may know a rumor (50% chance) at any time she

is encountered.

**Wynefreed More, Bar Maid:** T3: AC 10; HP 9; has a hidden **dagger +1**; AL NE. She is older than Patience but still quite attractive to the brutes that hang out in this establishment. She makes more money picking the pockets of these easy marks than she does working for Samuel. She has never been caught and believes that it is not likely to happen with all the beer and ale that flows here. She may know a rumor or two but will not part with it unless paid for the knowledge. Her pickpocket skill is 40%. She is a member of the local thieves guild and knows that if she is arrested that she will be bailed or bribed out by her guild.

At the Iron Gauntlet fights and brawls are a frequent occurrence. It is unusual for customers who are not Zanzian soldiers, city watch or city guards to come in with full armor and weapons. Such people will be immediately questioned if they do come here that way.

At any given time there will be 2-5 city guardsmen: F1: AC 5; HP 5 each; scale mail; shield; long swords or flails; AL NG.

There will also be 3-7 city watch: F2: AC 4; HP 10 each; chain mail; shield; long swords; AL N.

There will also be 2-8 Zanzian troops here: F0: AC 6; HP 3 each; ring mail; shield; pikes; AL N.

The Door Behind the bar leads to a storage area for beer and ale.

### Prices

Beer	2 SP
Ale	1 SP
Zanzian wine	5 SP
Elven wine	1 GP

### Typical Patrons of the Bar

**Tobias Janner, Captain of the Zanzian Army:** F6: AC 3; HP 43; plate mail; shield; **two handed sword +2**; AL NG. He is a veteran of the border wars with the Barbarian Lands and longs to get into action again. He hates being posted to the city.

**Ayland Carbonall, Merchant:** F0: AC 10; HP 2; unarmed; he sells elven wines to the taverns of Barrowmar.

**Xunaakt, Half Orc Mercenary:** F7: AC 2; HP 55; **broad sword +2/+3 versus flying creatures**; plate mail; shield; AL N. He occasionally explores with some local adventurers. He also sometimes sells his sword to various parties for body guard service or other guard service. He is a veteran of the last campaign against the Jural Empire. At that time he acted as a scout for the Zanzian army.

**Hatharal Sarvalur, Half Elf Ranger:** F6; AC -1 (DEX); HP 40; **long sword +2**; **long bow +2**; 12 arrows in a quiver; **studded leather armor +2**; **shield +1**; AL NG. He is currently a scout for the Zanzian army but is temporarily in the city while his unit re-supplies. He hates orcs and has been watching the half-orc Xunaakt very carefully. Before long a fight will almost certainly break out between them.

**Geoffrey Dow, House Bard:** B5 (F5/T5): AC 1; HP 50; **chain mail +2**; **shield +1**; **long sword +2**; mandolin; AL NG. Spells

known: **detect magic, entangle, faerie fire, heat metal, charm person or mammal.**

Charm percentage 30%; Legend Lore percentage 13%. He is a veteran of the frequent battles with raiders from the land known as the Horde. He occasionally still serves in some capacity with the Zanzian army when he is called upon to do so. Otherwise he spends his time in this tavern telling his tales and singing his songs. He often gets tips from the patrons of the bar when he keeps them entertained. He always knows 1-3 local rumors and will gladly part with them for the price of a drink or two.

## THE ASYLUM FOR THE CRIMINALLY INSANE

The most violently insane prisoners are brought here if it is believed that they might be treated rather than executed. The king does not believe in execution of those who are mentally ill. But all is not what it seems at this facility. Those who run it are not what they seem either. This place is the subject of a later adventure I plan on releasing. But you are free to place your own facility here.

## THE ADVENTURER'S GUILD

Being the largest city in the land Barrowmar is a magnet for those who crave adventure. Explorers, mercenaries and the like also tend to end up in the big city for a time. Most of those types of people end up in this guild house at some point. This is the place one comes to find work, to hire henchmen or to find full share members of a party. All

manner of adventurers can be found here in just about all professions and skill levels.

The building is filled with long tables where people mill about. Notices are posted on the walls here for groups looking for people and for people looking for work. The term people is used rather loosely here as demi-humans are fairly common here as well.

**Max Bailey, Proprietor of the Guild**

**House:** F11; **AC** 10; **HP** 67; **long sword +3/+5 versus acid breathing or dwelling creatures;** AL CG. Max needs no armor as he rarely adventures any more and never gets into fights here in his guild house. He is retired and has no interest in doing any more exploring himself. But he created this place to make it easier for adventurers to find each other.

Cost of membership here is 1 gold piece per person per month.

DM Note

Create NPC adventurers as needed to stock this area for your adventurers should they need henchmen or new party members.

## SLAVE TRADER

Slave auctions are a frequent occurrence in the big city. But they are not on a regular schedule as supply of slaves varies from week to week. Auctions are always held in the evening. The typical patrons of this establishment are nobles, wealthy merchants and anyone who can afford to buy such an expensive commodity.

The building has one large room and many smaller cells in which the slaves are held

until they are brought one by one onto a circular stage where they can be seen easily by the audience. Chairs are set up for the customers to get a good view of the flesh being offered for sale.

A dozen guards control the prisoners as well as the crowd should the need arise. Each is a burly fighter in full armor. The slave trader himself stands nearby watching the affair as his auctioneer begins the bidding process.

**Josh Green, Auctioneer:** F0: **AC** 10; **HP** 2; AL N.

**Gabriel Barker, Slave Trader:** F8: **AC** 0; **HP** 50; **plate mail +1; shield +1; battle axe +2/+3 versus lawful creatures;** AL NE.

**Slave Guards (12):** F4: **AC** 2; **HP** 25 each; **plate mail; shield; morning stars;** AL N.

On any given night there will typically be the following slaves for auction:

2-11 orcs  
2-20 kobolds  
1-6 gnolls  
1-4 bugbears  
1-6 goblins  
2-7 barbarians  
50% chance that there will be an ogre

10% chance of a drow female  
10% chance of a duergar or derro

60% of all of the slaves will be female

All sales are final. All sales are auctions and typically lowly kobold will sell for as much as 1000 gold pieces. Prices tend to go up from there. The more valuable slave types often go for tens of thousands.

While the king of Zanzia does not approve of slavery he does not forbid this practice because it is so wide spread in the kingdom and he fears that his nobles will not support him if he bans the slavers from Zanzia.

## LOCKSMITH

This establishment is a locksmith. Locks can be opened for a price as long as it is lawful to do so. The proprietor wants no trouble with the city watch. Locks are for sale here as well.

**Brandon Black, Locksmith:** T9: AC 6 (Dex); HP 34; **dagger +3** (he keeps hidden on his person); wears no armor; AL NE. Pick Locks percentage 65%. He works for the local thieves guild. He sells locks to nobles and wealthy merchants that are easy for him or his friends to pick. He points out valuable and easy marks to his guild mates and then gets a cut of the take.

## 12. *The* **WAREHOUSE** **DISTRICT**

The warehouse district is filled with storage facilities for various wealthy merchants. There are also a few other businesses there but foot traffic is much lower in this district than in others. Unlike many of the other districts in the city this one is not well lit at night. Many of the people who frequent this area at night prefer it that way.

### DM Note

Two alternate maps are supplied for

warehouses. There are more than two warehouses in this district but I would not expect adventurers to show great interest in them. Two maps should be enough to cover all situations involving them.

## THE GRIFFIN WAREHOUSE

This warehouse is owned by a wealthy merchant named Camdyn Griffin. Stacks of crates, barrels of ale and beer, bags of grain and other assorted foods and beverages fill this warehouse. Griffin sells his beverages and grain to the taverns and inns of Barrowmar and central Zanzia. He keeps a single guard on site at all hours of the day or night since none of the merchandise here is easily moved or stolen.

**Jack Cooke, Warehouse Guard:** F4: AC 2; HP 25; **chain mail +2**; shield; **battle axe +1/+3 versus thieves**; AL LN. Jack is a former city watchman. He retired recently after a particularly brutal encounter with escapees from the Barrowmar Asylum which left him horribly disfigured. Although he is healed now his face still bears the scars of an inmate's home made knife.

The total value of the merchandise in this warehouse is 25000 gold pieces. It would not be easily transported as the value is spread out over so many objects in storage here.

## THE RIGGS WAREHOUSE

This warehouse is owned by a wealthy noble named Aiden Riggs. Stacks of crates, bags

of grain, barrels of elven wine and kegs of dwarven ale fill this warehouse. However these things are just a ruse. Anyone looking into these crates and barrels will find that they are all filled with sand. Inside of one of the barrels, however, is a ladder leading downward into the sewers. Aiden Riggs is a member of the Yuan Ti cult that dominates the undercity of Barrowmar. Some members of the cult use this private entrance to the sewers. No guard keeps watch on this warehouse which should be a clue to would be thieves that something is wrong here.

## THE PORTER WAREHOUSE

This warehouse is the property of Adrien Porter. Porter is a merchant who brings fine things from far away lands to sell here in Barrowmar. His primary facilities are in the town of Freeport on the southern coast. Ships bring these goods and they are transported from Freeport by caravan to Barrowmar.

Fine wines from the high elves, barrels of orcish ale from the Horde, casks of ice worm meat from the Barbarian Lands and fine carpets and rugs from the Jural Empire are stored here. Tusks of mastadons from the Barbarian Lands, casks of salted maniocore meat from the Dragonteeth mountains and the finest grains from southern Zanzia are also stored here. Unlike some of the other warehouses Porter protects his goods by traps as well as guards. Some of the barrels are empty but contain glyphs of warding (electricity) on them to punish would be thieves for trying to steal them.

There are always a half dozen guards here

on duty at all times. All are former city watchmen.

**Warehouse Guards (6):** F3: AC 3; HP 16 each; splint mail; shield; bastard swords; AL LN.

The total value of the goods in the warehouse is 40000 gold pieces. This warehouse is a high priority target for the arsonist who is burning buildings in the city. It will soon go up in flames unless someone puts a stop to it.

## FINE COMMODITIES

This store has strange goods from far away lands. Some might even come from lands not even of this continent. The proprietor of this shop is Toby Rees. Rees is a swarthy little man with a thick beard and hair as black as coal. He wears an eye patch over his left eye which was put out by a cutlass long ago during a ship board fight. Toby was once a pirate and sailed the coast of southern Zanzia with the dreaded pirate Zacharias. But he mended his evil ways and became a proper businessman instead.

This shop has rare herbs, oils, perfumes, spices and other commodities that the nobles of Barrowmar enjoy having access to. Where he gets these things is a mystery. No one ever sees any deliveries of goods being made here yet things are always here. This is because he keeps a secret tunnel under his shop so that the pirates that bring him his goods will not be seen or recognized for who they are. This tunnel connects to the sewer system below the city. None of these goods, of course, pay taxes or duties on them. Should this be discovered the local tax collectors will not be pleased with Toby

Rees.

**Toby Rees, Smuggler:** F5; AC 10; HP 28; wears no armor but keeps a **cutlass (short sword) +2** handy at all times; AL NE.

The value of the goods in his shop usually averages around 10000 gold pieces. Close inspection of any of the crates which are kept upstairs in his living area may reveal the names of ships that the goods were taken from.

Toby also serves as a fence for the Thieve's Guild of Barrowmar. He will buy stolen goods and have them shipped off to another city for sale. He will purchase valuable items for 25% to 50% of the true value depending upon how well he knows the seller.

## STYGIAN BLACK

This dark little shop is in an unlit area of the warehouse district. Those who frequent this establishment generally prefer not to be seen here. This is the place where a scourge that is rampant in the city is purchased. Stygian black is a type of hashish which is popular in the Jural Empire and has made it's way to Zanzia. A few of the wealthy merchants and nobles have become addicted to this foul substance and now cannot get enough of it. Drugs are not illegal in the city of Barrowmar so this is a legitimate business as far as the authorities know. But if they knew of some of the business practices being employed here they would shut it down immediately.

**Alec Leon, Shop Owner:** F0; AC 10; HP 2; AL CE. He wears no armor but keeps a dagger nearby in case of emergencies.

Some of the business practices here which might interest the authorities include:

1. Only a little of the drugs are brought through the gates where taxes are paid. Most is brought through the sewers by the Yuan Ti and delivered here quietly at night.
2. Alec is secretly blackmailing some of the nobles. If they want their drugs they must cooperate with the needs of the Yuan Ti cultists that really are in charge of this shop.
3. Nobles and merchants who do not cooperate find their throats slit by the cultists after taking a particularly strong dose of the stygian black that puts them unconscious.

## WHISPERING WYVERN INN

The entry foyer to this inn has a mounted wyvern head for decoration behind the bar where the innkeeper waits for new customers. Elliott Vinson, his wife Priscilla and their two daughters Daniela and Rachel run this inn.

The inn is two stories but the upper level is one large community room with bunk beds. The prices for using this inn are:

Single Room	5 Silver Pieces
Community Room	1 Silver Piece

There is no food service here nor is there a tavern with this inn.

Key

A. Foyer

There is a bar where the innkeeper, his wife, or one of the daughters waits for new customers.

**Elliott Vinson:** F2: AC 10; HP 10; AL NG. He keeps a battle axe hidden behind the bar in the entry foyer.

**Priscilla Vinson:** T3: AC 10; HP 3; AL N. She was a harlot at the local brothel when she met her husband. She was also a thief for the local thieves guild. She still is, in fact, but her husband is unaware of this. She used her position to rob customers and still does in her new role. Anytime something goes missing here at the inn she is probably the one responsible for it. She had a secret room built into the inn which only she is aware of. Occasionally when friends from the thief's guild need a hideout she puts them up in this secret room.

**Daniela and Rachel Vinson:** F0: AC 10; HP 2 Each; AL NG. The girls make up the beds and wash the sheets and do general maid like duties here.

B. Hallway

A staircase here leads up to the community room. A secret door leads out of the hotel.

C. Single Rooms

Usually 50% of these are occupied on any night.

D. Honeymoon Suite

Sometimes wealthy nobles or merchants will pay extra for a large room that is well

appointed. This room is slightly larger than all of the others and has nice paintings hanging from the walls. None of these are particularly valuable.

E. The Girl's Room

The daughters of the innkeeper sleep here.

F. The Master Bedroom

This is the innkeeper's suite.

G. Secret Hideout

Occasionally members of the thief's guild that are on the lamb hide here.

H. Community Room

Travelers that need to sleep on a budget will choose to stay here. This room has many bunk beds and is usually 50-75% full on any night. There is a 10% chance per night of having a pocket picked while sleeping in this room.

Some people who might be present on any night

**Kyle Black, Local Drunk:** F0: AC 10; HP 1; AL CN. He often sleeps it off in the community room of this hotel. He is a farmer who comes into town on a bender regularly.

**Jamarion Henson, Merchant:** F0; AC 10; HP 3; NE. He travels to Barrowmar frequently on business. He sells useless trinkets in the market square and then returns home to a small village where he pays slave wages to the locals to make more of them to sell. He is exceptionally cheap

and is usually staying in the community room here.

**Johnathan Phelps, Tradesman:** F0: AC 10; HP 2; LN. He is a carpenter by trade and has come to Barrowmar seeking gainful employment. So far he has been unsuccessful.

**Vrothu, Half-Orc, Mercenary:** F4: AC 4; HP 28; AL N; banded mail; **two handed sword +1**. He is in Barrowmar looking to sell his sword. He is entertaining offers from the city guard and the city watch as well as a merchant or two that want body guards.

**Johnathan Phelps, Thief:** T2; AC 8; HP 7; AL N; leather armor; short sword. He is wanted for killing a man in Freeport during a robbery. He fled to Barrowmar and is hiding in plain sight in the big city.

## OPIUM DEN

In a dark corner of the warehouse district is a seedy establishment. It is not much more than a warehouse itself but this warehouse is filled with people addicted to opium. The smell of the stuff comes wafting out of the doorway and into the night. People are passed out in the doorway. Most of these individuals do not look healthy at all.

Inside of the building there is a small foyer with more people passed out. Inside the main hall is a large brazier which gives some warmth to the large room. Many filthy mattresses line the walls and most or all of them are occupied by a body of some poor soul who is passed out from the drug. A swarthy little man wanders the room offering opium for sale. A single dose will cost the buyer 1 gold piece.

Hishaam al-Aydin runs this establishment. He brought his product from the Jural Empire where it was a profitable business. But here in Barrowmar business has been incredible. In a very short time he has become a very wealthy man. He has to bribe the city watch to leave him alone and he also pays bribes to the tax collectors to avoid having them take a close look at his books.

At any given time there will be 4-40 people here. At least 75% of those will be passed out dead to the world for hours before coming to and looking to take another hit.

**Hishaam al-Aydin, Opium Den Owner:** F5; AC 7; HP 38; leather armor; **scimitar +2**; AL CN. He was a successful business owner in the Jural Empire but found that the oppressive government of that place took too big of a percentage of his profits. And the bribes he had to pay were exorbitant compared to what he pays here. He cares little for the misery that his product provides. He is fixed upon his business and the profits it makes for him. He gets his product from smugglers who bring it in by ship into Freeport. Some friends of his in the thief's guild have it brought in for him through the Barrowmar sewers for a small piece of the action.

Some regular patrons of this establishment who might be here on a given night include:

**Quinton Wheeler, Opium Addict:** F1: AC 10; HP 6; AL CN. Quinton was a member of the Zanzian army but became addicted to opium.

**Runanzum, Gnome Merchant:** F2; AC 10; HP 11; AL CN. Runanzum brings goods from the hills near central Zanzia to

Barrowmar to sell them in the open market. But since he discovered Opium he has lost interest in sales. He sold his armor and weapons to pay for more of the drug.

**Morgan Sharp, Minor Noble's Son:** F0: AC 10; HP 2; AL N. He is the youngest son of a minor noble. He spends all of his days here at the den. His parents have not seen him for a month and are very concerned about his well being. They would gladly pay someone to bring him back to them. Of course, the owner of this place might object to that.

**Ethan Kim, Ruffian:** F3: AC 10; HP 22; AL CN. Ethan has a hot temper. What often cools him down is a bit of opium. His temper may flare up suddenly if some outsiders stirred things up by dragging his friend Morgan from here. He carries a broadsword with him at all times. He fancies himself quite a swordsman and looks for opportunities to prove it.

**Bentley Woodard, Rich Dandy:** F0: AC 10; HP 1; AL N. Bentley is the son of a wealthy merchant. He is wasting daddy's money here on a nightly basis. He will often boast loudly about his father's wealth. The local thieves guild has been watching him closely with an eye towards relieving his family of some of their money.

**Caleb May, Thief:** T4: AC 10; HP 15; AL NE. He wears no armor here as he is on duty as a spy here in this place looking for targets for the guild to rob. Right now he is watching Bentley Woodard closely with the intent of setting him up for a fall. He carries a **dagger +2** well hidden in his boot in case a need arises.

## GRAY DWARF TAVERN

A sign outside of the door of this tavern shows a tankard of ale. Below that sign clearly reads "No Elves welcome here."



The tavern owner is a surly little dwarf by the name of Elgharlun Ironfury. Elgharlun hates elves. He always has. When he was young his father Hezzol was killed in a skirmish with the valley elves that live near the Dragonteeth mountains. The dwarves have always been secretive and protective of their mines and the proximity of the valley elves was always source of tension between the two races. Elves, or even half-elves, that enter this bar will soon find themselves face first in the dirt outside of the tavern. Elgharlun is quite capable of managing this on his own but he keeps two bouncers on payroll to take care of this sort of thing.

Elgharlun Ironfury tried his hand at mining like his father but found it was not fulfilling. He then joined the Dwarven army that protected the mines and found that he had a taste for combat. He avenged his father's death by breaking many elven skulls with his war hammer. He then decided to see the world and traveled as far as Barrowmar where he ran out of money. He opened this tavern on a shoestring and then expanded it into its current size.

The tavern has two separate seating areas. One has two large banquet tables. The tavern serves no food but these long tables are often in use for big drinking parties. This tavern is a favorite among the Zanzian troops that are stationed here in Barrowmar and there are always large groups of them here at the Gray Dwarf. The other seating area is a general seating area with smaller tables and a bar with stools. Both areas are likely to be busy any night of the week.

What is not immediately apparent is that there is a secret door behind the bar that leads to a private gambling area. Gambling

is not specifically illegal in Barrowmar but the tax collector wants his cut of the profits. So Elgharlun keeps this area hidden from the prying eyes of the local authorities. A visitor to the tavern might notice an occasional person sneaking behind the bar and then disappearing from view if they are looking for such things. A small payment of 10 gold pieces to Elgharlun will secure entry into the games room.

**Elgharlun Ironfury, Bartender and Owner, Dwarf:** F7; AC 10 ; HP 52; wears no armor here at his tavern; keeps a **war hammer +3** behind the bar in case of brawls; AL N.

**Bruno, Bouncer, Human:** F3: AC 4; HP 19; flail; chain mail; shield; AL N; STR 18/72.

**Blotto, Bouncer, Human:** F3: AC 4; HP 22; mace; chain mail; shield; AL N; STR 18/34.

**Sarah Wynter, Serving Girl, Human:** T3: AC 10; HP 10; AL N. She is a member of the local thieves guild and uses this job to find marks for the guild to mug or pick pocket. Occasionally she will use the opportunities that this job gives her to cut a purse or two. Pick Pocket Skill: 35%.

**Mabel Eyer, Serving Girl, Human:** F0: AC 10; HP 1; AL NG.

#### Typical Patrons of the Tavern

There will always be 3-30 Zanzian soldiers sitting at the long banquet tables.

**Zanzian Soldiers (Various):** F0: AC 6; HP 3 each; ring mail; shield; maces, flails or

pikes; AL N.

In the main tavern there will be 2-12 more Zanzian soldiers with similar statistics. There may also be some of the following individuals:

**Casey Andrews, Merchant:** F0; AC 10; HP 2; AL CG. Casey runs a spice caravan that travels from Barrowmar to the Jural Empire frequently. When in town he stops here. Occasionally he needs guards for his caravan and will hire them here. He is always unarmed while in town to avoid the nuisance of challenges to duels.

**Declan Rose, Minor Noble:** F0; AC 10; HP 4; AL NE. Declan is a very distant cousin to the king. He has virtually no chance of ever rising far in the royal family. He owns some swamp lands to the south which provide him little income. He is looking for someone to hire to assassinate Baron Gruba who runs Freeport. With Gruba out of the way Declan might gain control of more profitable lands.

**Quinton Wheeler, Opium Addict:** F1; AC 10; HP 6; AL CN. Quinton was a member of the Zanzian army but became addicted to opium. He occasionally stops in the tavern to beg money from the other patrons to feed his habit. So far he has not been thrown out of the tavern for doing this but it is only a matter of time before he is.

**Tommy Burton, Royal Guard:** F3; AC 3; HP 16; splint mail; shield; broad sword; AL N. Tommy stops in here frequently on his way home from the palace. He has an interest in the serving girl Mabel but so far has had little encouragement from her.

**Smengaumsonn, Barbarian Spy:** A4; AC 6 (Dex); HP 19; leather armor; **dagger +2** (poisoned blade with type B insinulative coating the blade); AL CE. He spends time in Barrowmar looking for military information for one of the Barbarian kings that live north of Zanzia. These kingdoms frequently raid Zanzia looking to plunder the villages that are unprotected by the Zanzian army.

### Gambling Room

There are only two tables in the gambling room but these tables are usually busy any night of the week. At the two tables are the dealers who run the games. One table plays knucklebones and the other plays a strange card game called Death Match. Both games are rigged by the dealers and the chance of winning is far less than even odds. The thieves guild takes a percentage of the profits and supplies both of these dealers to the house. A pit boss oversees the dealing.

**Walter Wightman, Dealer:** T4; AC 6 (Dex); HP 13; keeps a **dagger +1** hidden in his boot; Dex 18; AL N. He runs the knucklebones game and uses loaded dice. He uses his dexterity to switch the loaded dice in and out of the game as needed.

**Nicholas Slyfield, Dealer:** T5; AC 7 (Dex); HP 17; keeps a **dagger of venom** in his boot; Dex 17; AL NE. He runs the death match game and uses marked cards. To ensure his winning ways he also deals off the bottom of the deck from time to time. He also occasionally steals some of the proceeds.

**Rafe Palmer, Pit Boss:** F10; AC 0; HP 67; wears **plate mail +1** and carries a **shield +1**;

carries a **battle axe +3**; AL NE. He is an enforcer for the thieves guild on occasion. This is his primary job for the guild. He suspects that the death match dealer is skimming the take. He cannot yet prove it but soon will be able to. He will then personally crush the skull of the dealer.

### Typical Patrons of the Gambling Room

On any given night there will be nobles, merchants, mercenaries and Barrowmar officials here in this room playing side by side. Class distinctions are forgotten here. The thrill of the win and the pain of loss are felt alike by those who spend their time and money here. Some gamblers who are frequently in this room include:

**Elias Montagu, Minor Noble:** F0; AC 10; HP 4; short sword; AL CN. Elias has been gambling here for longer than any of the others who spend time here. He has gambled away his inheritance here and still comes back for more abuse. He is convinced that he has an infallible system that cannot be beaten. And he intends to prove it. He has borrowed money from the last living relative who will loan him anything and he intends to win everything back tonight. He has a quick temper and considers himself quite the duelist. Should he feel insulted he will challenge the offender and quickly fall under their sword. This may cause ill will among the noble families of Barrowmar against the person who kills him.

**Garret Dixon, Merchant:** F2; AC 10; HP 12; long sword; AL N. Garret suspects that these games are rigged. He is here acting as an agent for the city watch to prove it. Soon he will make his report to the city watch and they will break up this game permanently.

Unless, of course, they are bribed not to by the thieves guild.

**Lewis Stokes, Shop Owner:** F0; AC 10; HP 2; dagger; AL NG. Lewis owns a small table in the open market. He sells trinkets from foreign lands that have been brought to Zanzia. He does not do particularly well financially and has been trying to supplement his income by gambling. But he has been losing far more frequently than he has been winning. His wife recently left him over his gambling addiction and now the tavern is his home most nights.

**Magub, Half Orc Mercenary:** F5; AC 3; HP 32; splint mail; shield; **battle axe +2**; AL N. He has been drinking heavily and losing money quickly. He feels that he has been cheated and will soon lash out at the dealers or the other players. It is highly likely that he and Elias will fight a duel at some point in the near future.

## BOOTMAKER

A picture on a sign hanging outside the door shows a boot.

This shop is filled with fine boots. Most are made of leather but a few are made from more exotic materials. The proprietor is Edmonde Hayes who can be found here measuring feet of customers and fitting them with his fine products. Should inquiries be made about magical boots he will assure the prospective customer that he has just the thing that they are looking for. He has two pairs of fine manticore skin boots which give off an aura of magic when worn. Both sets have a Nystal's Magic Aura spell cast upon them but have no magical properties. These boots are a scam that Edmond is

running with the help of a local wizard. He knows that the boots have no special properties but he is not above ripping people off when the opportunity presents itself.

**Edmonde Hayes, Bootmaker:** F0; AC 10; HP 2; AL NE. He is unarmed.

## CARTWRIGHT

A picture on the sign hanging outside the door depicts a wheeled cart or wagon.

Ralph Moore is the owner of this shop. As soon as one enters the shop one can hear the banging of hammers and nails as Ralph builds wagons and carts which he puts up for sale here. These wagons are all made from fine wood and are quite sturdy. Caravans all over Zanzia use carts and wagons from this store. Ralph has two sons and a daughter that help him build carts.

**Ralph Moore, Carwright.** F2; AC 10; HP 12; AL NG; Hammer.

**Sons and Daughter:** F0; AC 10; HP 2 each; AL NG; Hammers.

### SIDE QUEST

Ralph is willing to commission adventurers willing to bring him back fine wood from the Dark Forest of Northeast Zanzia. Wood from the deepest part of that forest is the sturdiest wood available in Zanzia.

## BLACKSMITH

The sound of metal being pounded by a hammer can be heard long before one gets close to this building. This is clearly a Blacksmith. Horses can be seen lingering just inside the shop waiting to be shoed. A large metal anvil holds a horse shoe that is being pounded on by a large man with a hammer. A large fire and a bellows in front of it are nearby. Jacob Albard runs this smithy with his wife Jules. Their baby boy Amos will certainly grow up to be a blacksmith too someday.



**Jacob Albard, Blacksmith:** F5; AC 10; HP 34; hammer; AL CG. Jacob has run this smithy for many years. He specializes I

horseshoes and usually has a steady stream of customers waiting for them. He also occasionally works on repairing weapons for Zanzian troops and city guardsmen.

**Jules Albard:** F0: AC 10; HP 2; unarmed; AL NG.

**Amos Albard:** F0: AC 10; HP 1; AL NG.

SIDE QUEST            Jacob desperately wants a dwarven smithing hammer from the forges of the dwarves of the Dragon Teeth Mountains. He believes with such a hammer he could drastically improve his blacksmith skills. He would gladly pay up to 500 gold pieces for such a hammer.

## IMPORT SHOP

This shop smells like a mixture of spices and perfume. Zacharia Maydestone runs this shop which is filled with strange things from foreign lands. Fine ivory from the mastodons of the Barbarian lands, spices and perfumes from the Jural Empire, strange trinkets from the tribes of the Horde fill this shop. Looking for some kind of foreign delicacy? This shop is sure to have it.

**Zacharia Maydestone, Shop Owner:** F4; AC 10; HP 22; wears no armor but keeps a **dagger +2** hidden for emergencies; AL NE. Zacharia is a man with questionable connections with both the thieves guild and

the bandits that live in the Dark Forest. Many of the products for sale here were stolen from caravans traveling across Zanzia, Some were stolen from merchants here in Barrowmar. He also acts as a fence for stolen goods for thieves in Barrowmar. He will purchase items of value for 20%-40% of their true value depending upon his trust of the seller.

SIDE QUEST            He knows of a rich caravan which will soon be on it's way from Barrowmar to Freeport. He would gladly share the information with adventurers who would not mind robbing the caravan and splitting the proceeds with him.

## 13.    **The slums AND Thieves QUARTER**

Every city has it's bad side of town. For Barrowmar it is this district. Even the city watch prefers to avoid this place in the dark.

### THE SLUMS OF BARROWMAR

The houses and buildings here are made of wood. Some of the roofs are patchwork. Many of the structures have burned down and been rebuilt. A small cemetery sits

directly in the middle of the district. A horrible smell wafts out from an open sewer grate.

## THE THIEVE'S GUILD

At this time this is the only thief's guild for the city. From time to time, however, a new guild pops up and tries to take over business. Things tend to get very bloody for a time until things settle down again with a single guild running things. The existing guild has run the city for over thirty years. Recently a new guild did pop up for a time. Blood ran in the streets as the two fought for control. But things are calm again now.

New thieves who operate within the city will be noticed quickly by locals and these reports will filter in to the thief's guild. A new thief will receive a stern warning the first time that they conduct business in the town if they are not yet a member of the guild. The second time will not be so polite. Thugs will beat the thief senseless with clubs in the street. And the third time, if the message is not received, will result in an assassination attempt by members of the assassin's guild who will be hired to send the appropriate message.

The guild house itself is a nondescript little wooden shack that looks like any home in the slum district. But underneath this shack is the true guild.

### Key

#### A. The Shack Above Ground

This small hut has a table with four chairs and a staircase which leads downward. Four

half-orc fighters guard this level from intruders.

**Oggha:** F6: AC 2; HP 42; plate mail; shield; **flail +2**; AL N.

**Yagnatz:** F7: AC 2; HP 51; **plate mail +1**; **two handed sword +2/+3 versus elves**; AL N.

**Corgak:** F8: AC 1; HP 64; **plate mail +1**; shield; **broadsword +2/+3 versus dwarves**; AL N.

**Yakha:** F7: AC 2; HP 37; plate mail; shield; **morning star +2**; AL N.

#### B. Dungeon Level Entrance

The stairs leads down twenty feet into a octagonal room. The room is lit by torches.

#### C. Trapped Hallway

A trigger stone in the hallway causes both doors to slam shut and lock. Clouds of gas spray into the cramped hallway from both sides. The gas causes sleep unless a saving throw versus poison is made. The sounds of the doors slamming will echo through the halls and bring guards running this direction to see who is caught in the trap.

#### D. Idol

This small circular room contains an idol to the demi-god Iglotl. Iglotl is known as the god of fortune. He is a popular deity with thieves, gamblers, cheats and con artists. Should anyone touch the idol and not be a thief, gambler, cheat or con artist they will find themselves thrown against the wall forcefully by some unseen hand. They will

take 1D6 damage from the throw unless they save against magic successfully. Those who are one of the categories above will be blessed for one turn by the idol.

E. Hallway Spear Trap

Anyone walking down this hallway may step on the trigger stone which will cause this spear to strike a second or two later so as to hit someone in the back of a marching order. The spear will strike for 2-16 damage. The sound of this trap going off will bring guards running in 2-4 rounds to see who set it off.

F. Teleportation Chamber

This room has a circular area which is raised an inch above the rest of the floor. This circle is a teleporter pad which will drop the person just outside of the city in a safe spot. This is the secret escape hatch for the guild in case of a raid by the city watch.

G. Slicing Blade Trap

This incredibly sharp blade acts as a sword of sharpness (for one use only). An oil of sharpness has been applied to the blade. Anyone struck by this blade might find something important is sliced off in the process.

H. Well

This well is actually a ruse. This is a connection point to the Barrowmar sewer system. Any water brought up from this well will not taste good.

I. Mess Hall

Two tables are here for eating or playing

cards. Typically this room is occupied at or near meal times.

J. Storage Room

This room contains barrels of ale and stores of food.

K. Kennel

This room serves as a kennel for the guard dogs of the guild. The kennel master is a surly little Duergar named Atmeck Nightbrow. His guard dogs are two hell hounds Doomfang and Fowlfangs.

**Atmeck Nightbrow, Duergar:** F6: AC 2; HP 40; **war hammer +2**; plate mail (dwarf sized); shield; AL LE. He can only be surprised on a 1 in 10 and the likelihood is further diminished by the presence of his two guard dogs. MM2 page 61.

**Hellhounds (2):** AC 4; MV 12; HD 6; HP 25; # AT 1; Dmg 1-10; SA breath fire; SA surprise on a 1-4 out of 6; SD keen hearing prevents them from being surprised except on a 1; SA exceptional sight allows them to detect invisible creatures 50% of the time; AL LE; MM page 51.

L. Hidden Throne Room

The Guild Master and his entourage hide in the relative safety of this chamber. A stone throne is occupied by the guild master. He has two burly body guards and his high adviser present. A secret door leads to the guild's treasure vault.

**Sam Read, Guild Master:** T17; AC 0; HP 55; **leather armor +5**; **ring of protection +3**; **long sword +3 frost blade/+6 versus**

**fire using or dwelling creatures**; DEX 18; AL NE; Thief Skills: PP 135 OL 112 F/RT 100 MS 109 HS 109 HN 50 CW 99.6 RL 80. He wears a **necklace of missiles** (with two 7 HD missiles and a 5HD missile remaining). He wears a ring made of platinum with the insignia of the thief's guild in rubies worth 12500 gold pieces.

**Ivran Zylcan, Elf, High Adviser**: MU 11; AC 2; HP 25; **bracers of defense AC 4**; **ring of protection +2**; INT 18; carries a **dagger +2** and a **wand of lighting** with 12 charges on it; AL N; spells memorized: **magic missile, enlarge, shield, charm person, mirror image, esp, forget, detect invisibility, fireball, hold person, blink, haste, dimension door, confusion, ice storm, cone of cold, conjure elemental, wall of force**. He keeps his travel spell book hidden in a secret tile in the throne room ceiling.

**Kaden Wilder and Patrick Clarke, Body Guards**: F13; AC -2; HP 82 and 88 respectively; **plate mail +2**; **shield +2**; **long swords +3**; STR of 18/55 each (+2 to hit/+3 to damage); AL N.

#### M. Guild Treasure Vault

Two large chests are hidden here. Both are locked and trapped.

Chest #1: fear gas sprays out of the lid when opened. Inside of the chest are 2523 gold pieces and 1543 platinum pieces. There is also a **staff of curing** with 15 charges, a libram of silver **magic** and a **scarab of insanity**.

Chest #2: poison darts fire from hidden slots in the wall across the room in random

directions as a 12HD monster. The poison is type D insinuating. Inside of the chest is a jeweled goblet with emeralds and sapphires made of gold worth 7750 gold pieces, a sable coat worth 9000 gold pieces, two large star rubies worth 10000 gold pieces each, a black sapphire worth 7500 gold pieces and a **pale lavender Ioun Stone**.

#### N. Guard Room

Guards and guild members spend most of their time here. There are ten bunk beds here. Many guild members are elsewhere in town working their trade.

**Elliot Barnes, Guard**: F8; AC 1; HP 57; **plate mail +2**; **two handed sword +2**; AL N.

**Ollie Armstrong, Guard**: F8; AC 1; HP 63; **plate mail +2**; **halberd +2**; AL N.

**Raul Finch, Guild Member**: T10; AC 1; HP 40; **leather armor +3**; **long sword +2**; DEX 18; AL N.

**Abigail Lindsey, Guild Member**: T7; AC 3; HP 25; **leather armor +2**; **long sword +2**; DEX 17; AL NE.

**Bradley Murphy, Guild Member**: T5; AC 5; HP 20; **leather armor +1**; **short sword +2**; DEX 16; AL N.

**Hayden Reynolds, Guild Member**: T3; AC 6; HP 9; **leather armor**; **short sword +1**; DEX 16; AL NE.

**Ellis Ward, Guild Member**: T1; AC 8; HP 4; **leather armor**; **long sword**; AL N.

**Julius Terry, Guild Member**: T1; AC 8;

HP3; leather armor; short sword; AL NE.



## ASSASSIN'S GUILD

The Barrowmar Assassin's Guild likes to keep a low profile. Certainly the authorities are aware that such a guild exists but even they are unaware of how to locate it. The

guild has spies in the city watch and in many other government positions. Any attempt by any member of authority to locate or crack down on the guild is met by a dagger in the back. Lately there has been little interest among government officials in such things.

The guild is located in a small wooden hut in the Slums District. It looks like any of the buildings and structures there and could easily be some poor peasant's home.

### Key

#### A. Ground Level

The ground level is occupied by four guards who sit at a table here playing cards most of the time. The guards are all fighters and are well armed in case of intruders. Also in the room is a gong that the guards can sound as an alarm to those below ground. Hidden under the table is a trap door leading to a spiral staircase.

**Guards (4):** F8: AC 0; HP 50 each; **plate mail +1; shield +1; long sword +2;** AL NE.

#### B. Stairs/Entrance

The Spiral stairs lead down thirty feet into an unlit circular chamber. A secret door with a peephole leads to a secret guard room in area C.

#### C. Secret Guard Room

This room is where the guards of the guild hide and watch for intruders. There are four more guards here in hiding. Two bunk beds are here in this room for the guards to sleep.

**Guards (4):** F8: AC 0; HP 50 each; **plate**

**mail +1; shield +1; long sword +2; AL NE.**

D. Pit Trap

This hallway has a nasty pit trap. It has a lid which will snap back into place once someone falls through into the pit. It is 30 feet deep and is filled with spikes which are freshly poisoned weekly by the assassin's of the guild. The fall will do 3D6 damage to the victim. The spikes will do another 2d6 damage. The poison is type C insinuate.

E. Crushing Ceiling Trap

A trigger stone in the floor here will cause a steel door to slam down and close off escape. The ceiling will begin crushing downward and will reach the floor in 5 rounds. At the fifth round the adventurers will begin taking 2-20 damage per round. The ceiling will not rise again for one full turn. Then it will reset.

F. Fire Trap

A trigger stone here will set off a blast of explosive fire that will cause 6D6 damage to all of those near the person who triggered the trap. A saving throw versus fire will reduce damage by one half.

G. Mess Hall

The assassins and guards eat in this room and play cards or dice here. There will usually be 1-2 guards and 1-4 of the assassin's from the roster in area J here in this room at meal times.

H. Acid Pits

If the alarm is sounded the assassin's in area

J will line up here to defend the guild. Those coming through here will be narrowed into the passage between the two pits of acid. Anyone going into a pit of acid will take 2-12 damage per round. This room is kept dark and the assassin's will attempt to ambush here.

I. Death Trap

The assassin's know never to visit this room. It is kept dark so that anyone entering this area will see the Symbol of Death etched on the floor here in the lights of their torches.

J. Bunk Room

Several bunk beds line the walls of this room. Some are occupied by members of the guild. Other members are out on missions elsewhere. A secret door leads to an escape tunnel.

The assassins likely to be present here include:

**Yashnarz, Half-Orc:** A12: AC -1; HP 45; **leather armor +2; shield +2; broad sword +3;** DEX 18; AL CE. His blade is poisoned with type C insinuate.

**Preston Mcgee:** A1: AC 7; HP 3; leather armor; shield; dagger; AL NE.

**Leena Yinyra, Female Half Elf:** A7: AC 2; HP 25; **leather armor +1; shield +1; long bow +1; 12 arrows +1;** DEX 17; AL NE. Her arrows are poisoned with type C insinuate. She carries another 24 normal arrows in her quiver and a dagger.

**Archer Glass:** A2: AC 7; HP 7; leather armor; shield; light crossbow; 20 bolts;

dagger; AL CE.

**Dendrus Duskmaker, Dwarf:** A8: AC 2; HP 37; **leather armor (dwarf sized) +2; shield +1; battle axe +2;** DEX 16; AL NE.

**Tyree Holder:** A1: AC 7; HP 4; leather armor; shield; spear; AL NE.

**Torkit, Gnome:** A6: AC ; HP 20; **leather armor (gnome sized) +2; shield +1; dagger +2;** AL CE. His blade is poisoned with type B insinuitive.

#### K. Secret Hallway/Gas Trap

This secret hallway has a trigger stone which will set off a poison gas trap which will fill the hallway quickly. The two doors will slam shut to cause the gas to fill up the little hallway. Those in the hallway will need to save versus poison or die in 1 rounds.

#### L. Throne Room

This chamber is the room of the Grandmaster of Assassin's for Zanzia. He is an older gentleman flanked by four body guards and his most trusted adviser. The throne is made of leather and the room is circular in shape. A secret passage behind the throne leads to an escape tunnel.

**Bryson Sanford, Grandmaster of Assassins:** A15: AC -5; HP 80; **leather armor +5; shield +3; long sword +4 (coated with type D insinuitive poison);** DEX 18; CON 16; AL CE. He also has a Zanzian artifact known as the **Lucky Silver Piece**. This artifact is said to have once been the first coin paid to a previous Grandmaster of Assassin's for a murder. It was also, coincidentally, the last coin he owned when

his second in command thrust a dagger into his heart. To most people it appears just as a normal silver coin. To an assassin, however, this coin adds plus one to all saving throws while in possession of it. He also has a golden ring with emeralds in it with the insignia of the guild. This ring is worn on a golden string around his neck and is worth 12500 gold pieces.

**Body Guards (4):** F13: AC ; HP 80 each; **plate mail +2; shield +2; halberd +3;** STR 18/50 each (+1 to hit/+3 to damage); AL NE. Two Attacks per round.

**Korbin Weber, High Adviser to the Guild:** MU 15: AC 0; HP 33; **bracers of defense AC 2; ring of protection +2; ring of wizardry (doubles fifth level spells); staff of power with 25 charges; robe of scintillating colors;** AL CE; Spells memorized (and in his traveling spell book which is with him): **magic missile, sleep, shield, shocking grasp, message, esp, mirror image, web, rope trick, scare, lightning bolt, fireball, hold person, blink, haste, confusion, ice storm, polymorph other, fear, wall of fire, teleport, cone of cold, feblemind, wall of force, telekinesis, conjure elemental, cloud kill, passwall, hold monster, contact other plane, death spell, disintegrate, delayed blast fireball.**

Beneath the throne is a trap door which is where treasures of the guild are held. This trap door is, of course, trapped. Anyone opening this door will release a cloud of acid in the face of the person doing so. This acid will do 6D6 damage to that person and anyone nearby unless a saving throw is made against breath weapon.

Inside of this pit is: 20 gold bars worth 500

gold pieces each, 4353 gold pieces, 5433 platinum pieces, two fire opals worth 10000 gold pieces each, a very large star ruby worth 15000 gold pieces and a platinum crown with emeralds and sapphires in it worth 22500 gold pieces. There is also a **horn of blasting** and a **book of exalted deeds**.

## BLOODY KNUCKLES TAVERN

The bloody knuckles is a great tavern to enjoy a good fight. Some of the patrons of this place come here strictly to see blood flow. The proprietor of this tavern is Callum Johnston. He is a rough customer who lost an eye in the border wars with the Jural Empire. When he retired from the Zanzian army he settled down and bought this tavern.



**Callum Johnston/Owner/Bartender:** F5: AC 10; HP 37; wears no armor but wields a **+2 two handed sword** which he keeps behind the bar; SA he only has one eye and this gives him poor depth perception resulting in -1 on to hit rolls; AL N.

Callum makes good money off of just the drink served here but the real money from this establishment is the illegal fight ring in the secret back room. Observant patrons to the tavern may notice that other customers occasionally wander behind the bar and then disappear. Occasionally Callum disappears for a while as well and another bartender replaces him for a time.

**Carter Cameron/Bartender:** F0: AC 10; HP 3; AL N. Carter is no fighter but he knows how to keep his mouth shut and mind his own business. Callum pays him well to substitute bartend while Callum watches the best fights in the back room.

### Prices

Ale	1 SP
Beer	2 SP
Meade	1 SP

### Key

#### A. Main Serving Room and Bar

A large bar lines the west wall. Several bar stools sit in front of the bar and most are filled just about every night. There are six tables in the room and most of these are filled typically. A door to the north is frequently visited by the bartenders. Usually when it is a new keg or barrel is rolled out from there.

B. The Bar

One or both of the two bartenders are usually found here.

C. Storage

Barrels of ale and beer are stored here.

D. The Fight Ring

A raised circular platform is located here with several chairs set up in front of it for observers to watch the spectacle. One on one death match fights are staged here. The participants are willing combatants and are well compensated....if they win. Those who do not win are carried out through the secret door in the south wall and taken away.

Any fight night there will be a packed house. There is a great deal of interest in these matches and the patrons of the Bloody Knuckles just cannot get enough.

Unfortunately, the local authorities do not approve of these kinds of unsanctioned fights that result in death. So Callum keeps this room hidden from view and is selective in who gets to see them. Drinks are double here and bets are encouraged as long as they are made through the house.

**Bailey Burns, Ring Master:** F4: AC 10; HP 24; **long sword +2**; AL N. Bailey is a former champion in the ring here and now has taken over as the one who runs these fights.

**Silas Elliott, Pit Boss:** T7: AC 4; HP 28; **short sword +2**; leather armor +2; DEX 16; AL NE. Silas is a member of the thieves guild which, of course, has a hand in this

entertainment. The guild takes a piece of the action and will crack down on anyone who interferes with their money making venture.

**Spencer Burns, Fight Cleric:** C7: AC 0; HP 31; **plate mail +1; shield +1; mace +1**; AL N; spells memorized: **cure light wounds (x 3), hold person, silence 15' radius, slow poison, prayer, dispel magic, cure disease, cure serious wounds**. He is here to cure the winners and to provide last rights for the losers.

**Reece Gallagher, Bouncer:** F5: AC 3; HP 30; plate mail; halberd; AL N.

**Ethan Adams, Bouncer:** F6: AC 3; HP 43; plate mail; two handed sword; AL N.

The rules of the fight are simple. No armor. One must choose one of the weapons from the ring. Fights are to the death. No mercy is allowed. Those who win are healed. Those who do not are carried out to the sewers and then floated down river. The purse is half of the door proceeds. There is one big fight per night.

Weapons available to the contestants

Long Sword  
Battle Axe  
Mace  
Broad Sword  
Flail (footmans)  
Spear  
Trident

None of these weapons are magical but all are in good condition except for the broad sword which will break after three rounds.

### Some possible contestants

**Barath Darkflayer, Dwarf:** F7: AC 10; HP 43; AL N. He was a miner but came to Barrowmar looking to sell gems from his family's mines. They were stolen from him when bandits raided his caravan. Now he is ashamed to return home and is looking to win big money here to make up for his loss of the gems.

**Jordan Hunt:** F6: AC 10; HP 40; AL CE. He is a brutal murderer and is wanted in Freeport for a killing there.

**Gruul, Half-Orc:** F3: AC 10; HP 27; AL N. He is exiled from his tribe in the Horde and has come to Barrowmar looking to find work. So far he has found few employers willing to hire half orcs.

**Benjamin Durham:** F4: AC 10; HP 22; AL CN. He is a wild and impetuous man. He started fighting here because it looked like fun. He is a soldier of the Zanzian army.

**Rur Filtheye, Gnoll:** AC 10; MV 9; HD 4 (chief sized); # AT 1; Dmg by weapon; AL N. He tried to seize control of his tribe but lost in a duel with the chieftain. He was left for dead but managed to crawl away and recover from his wounds. He sought refuge in the lands of men. He wears an eye patch over his left eye which is missing. Pus runs out from under his bandage from this wound which has never healed properly.

**Lanfranc Oakbottom, Halfling:** F5: AC 8; HP 20; DEX 16; AL NG. He is from a shire in central Zanzia and came to Barrowmar to pick pockets. He discovered, however, that he made a lousy thief. But he was good with a sword.

### Possible patrons of the tavern

**Reuben Dixon, minor noble:** F2; AC 10; HP 10; AL CN; armed only with a silver dagger. He loves to bet on the fights and is here every fight night.

**Cristopher Franks, merchant:** F0: AC 10; HP 2; AL N; short sword. He is in Barrowmar selling ale made by the orcs from the Horde to local taverns with mixed success.

**Ismad al-Hares, spice Merchant:** A3; AC 8; HP 12; short sword and dagger; leather armor; AL NE. He is a spy from the Jural Empire who poses as a merchant. He occasionally comes here to see the fights and to hobnob with nobles and merchants to glean information from them about current politics and military issues.

**Caroline Puckett, widow of a wealthy merchant:** AC 10; HP 1; AL N. Her husband was a big fan of these fights and she has been as well. She bets regularly on the outcomes.

**Garret Billingford, silk merchant:** F0: AC 10; HP 4; AL NG. The city watch sent him here as a spy to find out the goings on here. There have been rumors about the fights here and they are investigating. So far he has not been invited into the back room but he is working on that.

**David Cline, Zanzian army officer:** F4: AC 2; HP 28; AL NG; plate mail; shield; **long sword +1**. He loves to see the fights but he drinks far too much and talks too much as well. The Jural spy often spends time pumping this officer for military information.

**Benjamin Cole, minor city official:** F0: AC 10; HP 2; AL NE. This minor city official is also a crook. He occasionally takes bribes from various individuals to overlook violations of city charters and minor laws. He comes here to watch the fights and to get drunk.

**Byron Hardy, local farmer:** F0: AC 10; HP 3; AL N; unarmed.

## MADAM KATE'S LADIES

A town the size of Barrowmar has to have at least one brothel. This is an extremely busy and profitable enterprise. Madam Kate runs this place with a little help from the local Thieve's Guild. The thieves do no stealing here, however, as they get a cut of the take from Madam Kate. But once customers are outside the doors they are fair game for the pickpockets that hang around the slums of Barrowmar.

Madam Kate has a dozen girls that work for her at any given time. Not all work the same nights. Customers vary from wealthy nobles to the beggars in the streets. As long as someone has the money for the service they are welcome here. All of the girls are human.

**Madam Kate:** T7: AC 10; HP 25; **dagger of venom** (hidden in her corset); no armor; AL NE.

**Most of the girls:** F0: HP 0; AL N; unarmed.

### Key

#### A. Foyer

Madam Kate meets all of the prospective customers in this area and collects the fees up front. A girl costs a gold piece for one hour. Five gold pieces for a night. Two very large bouncers wait here in this area to take care of customers who do not wish to pay. Both are half-orcs.

**Zarfu:** F7: AC 0; HP 47; **plate mail +1; shield +1; battle axe +2;** AL N.

**Wruckag:** F8: AC 2; HP 50; **plate mail +1; two handed sword +2;** AL N.

#### B. The Meeting Room

The girls wait in this room and meet prospective customers here.

#### C. Hallway/Rooms

Another half-orc bouncer waits in this area and responds if a customer gets a little too rough with one of the girls.

**Haguk:** F7; AC 2; HP 54; **plate mail +1; halberd +2;** AL N.

The hallway connects to 11 rooms for the girls to use.

#### SIDE QUEST

One of Madam Kate's ladies has gone missing. It is believed that she has been abducted off of the streets. But she actually has become an addict and a regular customer of the opium den.

## THE GRAY GARGOYLE INN

The Gray gargoyle is an inn in the rough part of town. Prices are a bit lower than other places in the city but the inn has it's issues.....

The innkeeper is Stanley Atkinson. He runs this inn with the help of his wife, two sons and two daughters. The innkeeper has a few problems. First, his inn is haunted. Second, a new thieve's guild shakes him down for protection money. Third, someone keeps burning the buildings around here and he figures that his inn is soon to be on the list.

### Key

#### A. Entry/Foyer

The owner or his wife or one of the children are usually at the desk waiting for new prospective tenants. Unfortunately, lately, there have been so few.

**Stanley Atkinson, his wife, two sons, two daughters:** F0: AC 10; HP 2 each; AL NG.

#### B. Home of the Innkeepers

The innkeepers and family live in this hidden room behind the foyer.

#### C. Carpeted Hallway

This long hallway has a large green rug that covers much of the floor. Occasionally a strange whistling sound can be heard here for a few moments. And then a ghost will

appear in the hallway.

### SIDE QUEST

The ghost, Davian Kidd, was murdered here in this hotel by a member of the assassin's guild of Barrowmar. Davian is was not an evil person in life and in death chooses not to follow the evil ways of other ghosts. He merely wishes for someone to avenge his murder. If someone were to perform this task for him he would vacate these premises forever. The murderer was a dwarf assassin by the name of

**Dendrus Duskmaker.** This dwarf may often be found at the arena watching the matches there. Of course, if someone were to discover who killed this dwarf the Assassin's guild would retaliate.

**Davian Kidd, Ghost:**  
AC 0 (or 8); MV 9;  
HD 10; HP 55; # AT  
1; Dmg age 10-40  
years; SA ethereal;  
SA just seeing a ghost  
can cause one to age  
10 years and flee in  
fear; SA magic jar

attack; SD only magical weapons may hit it or silver weapons (50% of the time); AL LE (although he acts neutral); MM page 43.

#### D. Community Room

The community room of the inn is where one can find a cheap room to stay in. The cost to stay here is one copper per day. Right now there are only 2-5 people staying here on a night due to the haunting. Soon it will be down to fewer than this.

#### E. Individual Rooms

These rooms are here for those who prefer not to stay in a community room. The cost to stay here is two silver pieces per night. Right now no one is using these rooms.

#### F. Honeymoon Suites

These are slightly bigger individual rooms. They cost 3 silver pieces a night. Right now no one is staying in these.

#### Some Possible Guests

**Jackson Harvey, local farmer:** F0: AC 10; HP 6; AL LN. He stays in town occasionally to sell his wares at the open market.

**Frederick Shelton, carpenter:** F0: AC 10; HP 4; AL NG. He is looking for work here in Barrowmar with little success.

**Devon Mclaughlin, would be soldier:** F0: AC 10; HP 3; AL NG. He is a young man

who has traveled from a far away village to Barrowmar to join the Zanzian army. He hopes that they will accept him soon.

**Ailen Biquinal, Half-Elf, mercenary:** F2: AC 6; HP 12; ring mail; shield; long sword; long bow; 24 arrows; AL CG. Ailen occasionally hires on with the Zanzian army as a scout. Between jobs he chooses to stay where it is cheapest to do so.

**Jasper Langsdale, merchant:** F0: AC 10; HP 2; AL N. Jasper occasionally sells trinkets and junk in the open market. He stays at the inn when he is in town.

## BARBER

Need a haircut? Need a boil lanced? Need to lose a little blood? This is the place for you. A few cronies sit in chairs talking to the barber, Theodore Graves, at all times of the day. When new customers arrive one of these men will move so that the barber may work his trade. Lots of hair lies on the floor here with more than a little blood as well.

**Theodore Graves, Barber:** A3: AC 10; HP 10; keeps a sharp dagger nearby for shaves as well as defense; AL NE. Theodore works for the assassin's guild. He sometimes takes care of business right here in this room when an unwary target ventures into his shop for a hair cut or a shave. Disposal is always easy with the open sewer nearby.

**Cronies (2):** F0: AC 10; HP 2; AL N.

## THE POTTER'S FIELD

Poor people die in the slums of Barrowmar daily. Murder, sickness, plague and

unfortunate accidents make for frequent customers for the Potter's Field of Barrowmar. The small cemetery is in the middle of the slums district. Most of the graves are marked in some manner but few have real monuments or headstones. More than a few of the graves have been dug up by grave robbers.....or perhaps something else.

## BLOODLETTER

There are no signs hanging in front of this store. The sound of screams coming from the shop may suggest what services are provided here. Zion Maxwell runs this shop. He considers himself a medical man. A professional at his trade. Actually he is a hack and many of his customers did not live to tell the tale.

Zion Maxwell is the city bloodletter. Those patrons of his come here to have blood drawn or to have leeches applied. The price for such services is 2 gold pieces per treatment. Some of the highest nobles in the city are regular customers.

**Zion Maxwell, Bloodletter:** F0: AC 10; HP 2; AL LN.

## BLACKSMITH

The sign outside of this building has an anvil and a hammer on it.

The sounds of hammer hitting metal can be heard all hours of the night and day here. A cheerful little dwarf named Ori runs this shop. He offers normal blacksmith services at low prices. Those who live in the slums get a severe discount as he is fond of his

neighbors here.



**Ori Kraghammer, Dwarf, Blacksmith:** C3/F2: AC 10; HP 17; warhammer +2; AL CG.

## SIDE QUEST

Ori has been secretly working on a special sword in his spare time. This sword is enchanted with help from a local wizard and will be a fine weapon once it is completed in three or four weeks. The sword will be a **bastard sword +2/+4 versus giant classed creatures**. The sword will also be intelligent (INT of 12) and communicate with its owner by empathy. The sword will be chaotic good in alignment. Its primary ability will be to detect evil in a 1" radius. He may be willing to sell this fine sword to some hero willing to part with at least 5000 gold pieces. He will be extremely cautious in offering this item to just anyone as he does live among thieves.

## SEWER ENTRANCE

There are many entrances into the sewer system of Barrowmar. Some of these entrances are used for illicit purposes such as this one. Both the assassin's guild and the thieves guild use this entrance for their own purposes. That is why the sewer grate is propped open.

# 14. The ARCANE DISTRICT

## ALCHEMIST

The smell of strange chemicals can be sensed before one even reaches the door of this place. Inside is a laboratory with shelves stocked with unmarked chemicals, vials of liquid, bottles of powders and mason jars filled with all kinds of strange things.



Nicholas Wanteley is the alchemist. He occasionally hires on to help wizards with magical research, potion creation and other duties. He is available for hire should any adventurers have need of alchemical help in their pursuits.

At any given time there will be 2-5 potions (determined randomly) here in the shop. These potions are not for sale but have been created on behalf of wizards in town who have hired him to do so. If he trusts an individual (high faction with death bringers) he may offer potions of "Greek Fire." These flame weapons may be hurled at an opponent and do 2-8 points of damage on impact the first round and 1-4 points of damage on the second round. They do not need to be lit. They will explode on impact. He sells these potions for 50 gold pieces each and generally has 2-5 in stock at any given time.

Spell components may also be purchased here. There is a 50% chance that the alchemist will have the appropriate component in stock. Prices should be determined by the DM as appropriate. For a comprehensive list of AD&D spell components see my publication Malcon's Tome of Treasure on Drivethrurpg.com.

To those of high living flame faction he has some special concoctions for sale. These are Greek Fire. Each of these bottles will explode on impact and do 2-8 damage the first round and 1-4 damage the second (fire damage). He sells these bottles for 100 gold

pieces each and he has 2-5 of these on hand at any time.

**Nicholas Wanteley:** MU12: AC 10; HP 22; gray robes; wooden staff; **wand of frost** with 15 charges; AL N. Spells memorized: **magic missile, message, protection from evil, identify, mirror image, esp, levitate, fools gold, lightning bolt, blink, fly, gust of wind, polymorph self, wizard eye, fire charm, minor globe of invulnerability, teleport, contact other plane, magic jar, extension II; disintegrate.**

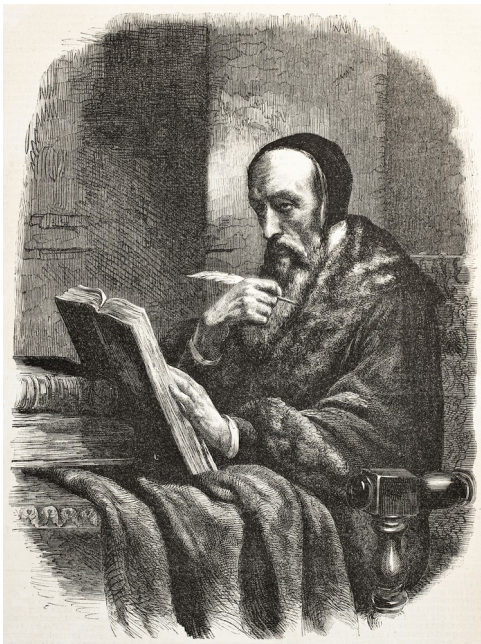
#### SIDE QUEST

In his spare time Nicholas has been working on producing the legendary "philosopher's stone." This substance will be able to transmute base metals into gold. The formula for creation of this substance has been lost over the centuries but Nicholas believes that he knows the last ingredient needed for completion of it. But the last ingredient is something that he needs help in obtaining. He is willing to hire individuals brave enough to travel into the Underdark and take it from magical mushrooms that can be located only in a mind flayer's lair. These mushrooms are

common only to areas that are inhabited by the Illithid.

## SAGE

This building is home to, Clement Harston, a Sage. This old gentleman has a long white beard and a complexion that make it clear that he rarely sees much daylight. What little time he spends away from here is spent at either the university or at the library. He is available to hire for certain questions that need to be answered.



His shelves are filled with books of various types, languages and sizes. Most are in the areas of his specialization.

**Clement Harston, Sage:** I7: AC 10; HP 15; gray robes, wooden staff, **wand of conjuration** with 12 charges; AL N. Spells memorized: **color spray, phantasmal force, wall of fog, hypnotism, blur, mirror image, deafness, non-detection, paralysis.** His major field of study is demi-human kind. His special categories in that field are: history, legends and folklore, theology and myth. His minor fields are the supernatural and unusual as well as humanoids and giant kind.

### SIDE QUEST

He is occasionally willing to purchase books from adventurers for his collection. Those that are in an area of his specialization will be of particular value to him.

### SIDE QUEST

On occasion he is willing to hire individuals to look for things that interest him in his research. Certain elvish artifacts interest him and he has been seeking someone to go out and find the long bow of Soliania Eilrieth. She was a

legendary elvish  
archer who, it is said,  
once slay a hill giant  
with a single arrow.

## WIZARD TOWER

This tall tower rises high above the arcane district. In fact, it is actually, the tallest structure in Barrowmar. The tower rises six levels above ground. It is a circular tower and belongs to a wizard named Agrodus Zanbar. Little is known about Zanbar by the population of Barrowmar other than vague rumors of riches inside the tower.



**Agrodus Zanbar, Wizard:** MU 23; AC -1; HP 40; **bracers of defense AC 2; staff of the magi** with 25 charges on it; **robe of the magi (black); ring of protection +3; AL CE; SD** his robe gives him +1 to all saving throws and 5% magic resistance; spells memorized: **magic missile, sleep, message, spider climb, unseen servant, esp, web, wizard lock, mirror image, levitate, lightning bolt, fireball, dispel magic, suggestion, blink, dimension door, confusion, polymorph other, wall of fire, fear, cone of cold, teleport, wall of force, feblemind, contact other plane, disintegrate, spiritwrack, stone to flesh, anti-magic shell, legend lore, power word stun, phase door, duo-dimension, delayed blast fireball, limited wish, bigby's clenched fist, mass charm, clone, symbol, power word blind, power word kill, bigby's crushing hand, time stop.**

He looks like a very old man with a white beard and a hunched back. He always wears black robes and has a black pointed hat. He carries a withered looking staff with him and always has his familiar Krooruaw, a black cat, standing on his shoulder.

Zanbar values his privacy and does not invite others into his tower.

### Key

#### A. Ground Level

Two double doors made of iron protect the entrance to this level. They are wizard

locked but will open automatically should the persons in front of them be expected and are welcome visitors. Anyone not welcome may have to deal with the guardians of this level.

### Suits of Armor

Two suits of plate mail stand at the doorway. These two suits are animated and will immediately attack any intruder who attempts to break in. Both suits have a large two handed sword held pointed at the floor.

**Animated Armor:** AC 2; MV 6; HD 10; HP 80 each; # AT 1; Dmg 1-10; SD immune to all spells involving the mind as these are mindless automatons; AL N.

### Statue of Zanbar

This statue is a stone golem and will animate and attack if the animated armor seems to need the help.

**Stone Golem:** AC 5; MV 6; HD 14; HP 60; # AT 1; Dmg 3-24; SA casts a slow spell once every other round; SD only spells which affect it are: rock to mud (slows it 50% for 2-12 rounds), mud to rock (heals it) and stone to flesh (which makes it vulnerable to normal attacks); AL N.

A spiral staircase leads upwards.

### B. Second Level

A table with chairs is here for Zanbar's meals. A plate and a tankard are usually found here. There is also a fountain of fresh water in this room. Where the water comes from is a mystery.

### C. Sleeping Quarters

This is Zanbar's sleeping area. A bed and three locked chests are here. A painting of Tiamat sits in a gold frame on the west wall. The painting is easily worth 5000 gold pieces.

Chest #1: a black pearl worth 5000 gold pieces, 25 ambers worth 100 gold pieces, 5 aquamarines worth 500 gold pieces, a **wand of wonder** with 29 charges on it.

Chest #2: 10000 electrum pieces, a **crystal ball with esp** wrapped in a white silk cloth, a **scarab of enraging enemies**.

Chest #3: 5000 platinum pieces, 5000 gold pieces, a **bowl of watery death**.

### D. Fourth Level

A large pentagram drawn in blood lies on the floor next to a pedestal with a spell book on it. Book cases stand to the east and west of the stairs. Volumes on virtually every arcane topic are present. Additionally there is a **libram of ineffable damnation** in the stack. The south of the room has a work table where Zanbar works on potions. Sitting on the table are a **potion of speed**, a **potion of esp** and a **potion of flying**.

If the spell book is picked up a symbol of death beneath it will be revealed. The pentagram will then burst into flames and a demon will gate in to protect the spell book of the master.

The spell book includes all of the spells that Zanbar has memorized plus the following spells: **affect normal fires, charm person, burning hands, detect magic, dancing**

lights, jump, push, ventriloquism, leamond's trap, darkness 15' radius, detect invisibility, locate object, strength, stinking cloud, fireball, feign death, explosive runes, infravision, hold person, water breathing, tongues, fire charm, fire shield, dig, charm monster, fumble, plant growth, wall of ice, conjure elemental, airy water, magic jar, telekinesis, stone shape, passwall, repulsion, death spell, geas, move earth, vanish, mass invisibility, maze, mind blank, shape change, prismatic sphere.

**Kazulon, Type VI (Balor) Demon:** AC -2; MV 6/15; HD 8+8; HP 65; # AT 1; Dmg 2-13; SA whip and flame for 4-24; SD +1 or better weapons to hit; Magic Resistance 75%; AL CE.

#### E. Fifth Level

This area is a storage area for food and ale. Crates of food are stacked up and barrels of ale and beer stand in the west side of the room. A teleportation pad sits on the north side of the room. Only Zanbar knows how to operate it.

#### F. Roof Top

The master's four pet gargoyle rest on the parapet of the rooftop. They stand still on the rooftop for days at a time pretending to be mere statues.

**Gargoyles (4):** AC 5; MV 9/15; HD 4+4; HP 25 each; # AT 4; Dmg 1-3/1-3/1-6/1-4; SD +1 or better weapons to hit; AL CE.

## APOTHECARY

A sign outside the door to this building

shows a potion bottle and a vial crossed.

Alexander Chapman, is the apothecary and he runs this shop with his wife Raelynn. They create concoctions using herbs, plants and strange substances brought to them from far away lands. Some of these "elixers" reputedly have healing and curing properties. The Chapmans, however, make no such promises or warranties.

Various spell components may be purchased here at prices to be determined by the DM. There is a 50% chance that the apothecary will have the appropriate component in stock.

**Alexander:** MU3; AC 10; HP 7; gray robes; AL N; spells memorized: **sleep, comprehend languages, shatter**. Should anyone attempt to forcibly take his inventory of elixers he will cast a shatter spell and destroy all of them.

**Raelynn:** D5; AC 10; HP 17; gray robes; AL N; spells memorized: **predict weather, animal friendship, speak with animals, pass without trace, locate plants, obscurement, barkskin, summon insects, call lightning**. She uses her skills as a druid to search for and find rare plants with medicinal properties.

#### Their Offerings

##### Cost in GP

Sun Shine	Has a 25% chance of curing blindness100
Moon Shine	Has a 33 1/3 chance of curing lycanthropy 250
Kindness	Has a 25% chance of

Blessing	curing 2-16 hit points or 50% of 1-8 250 Has a 50% chance of curing 1-8 hit points 100
Comfort	Has a 50% chance of curing disease 150
Renew	Has a 25% chance of restoring (as per the restoration spell) 500
Fang	Has a 50% chance of neutralizing poison 500

At any given time there will be only 1-4 of any type of elixer available for sale here.

To those of high faction with the living flame they offer an elixer of Aid which has a 75% chance of healing all damage sustained and costs 500 gold pieces. Typically there will be only 1-4 of these on hand.

**SIDE QUEST**      On occasion the Chapmans will commission adventurers to bring them rare plants and substances that they may need for their work. Belladonna for curing lycanthropy is one example. Despite rumors to the contrary they do not sell poison.

## SCRIBE

This building has a sign out front with a

feather quill painted on it. Isaias Christensen is a scribe. He does copying work for books and tomes as well as ancient scrolls. He cannot copy or create anything magical in nature. But he does fine illustration and calligraphy. He is also able to read and write in a few other languages besides just common tongue such as dwarf, elf, gnome and halfling. These skills keep him in high demand.

**Isaias Christensen, Scribe:** F0: AC 10; HP 2; AL LN.

### SIDE QUEST

Occasionally the monks of the Gray Order hire him to do illustrations in their works. He needs special inks for this work which comes from the blood of salamanders. He will gladly pay gold for anyone who can bring him such a rare substance.

## WAX MUSEUM

The citizens of Barrowmar love to be entertained. Troubled times bring troubled minds. They come to the wax museum to forget those troubles for a while. Various historical figures are displayed here in wax by a fine artist who makes the most realistic looking wax people.

Leonel Carlson is the artist and proprietor of this museum. He personally crafts each and every piece on display here at this museum. The cost for entrance is 2 gold pieces. The displays are constantly changing as the artist

keeps developing new figures.

**Leonel Carlson:** A9; AC 6; HP 31; **dagger of venom;** AL CE. Leonel is an insane assassin. He murders people and transforms these victims into new display pieces that appear like famous historical figures from ancient Zanzian history. He is a member of the assassin's guild so no one attempts to shake him down for protection money. He snatches people off of the streets of Barrowmar to make his creations. On occasion, if he does work for the guild, he will dispose of his victim here as well.

### Key

#### A. Payment Desk

Money is collected here by two young women. Each is a F0: AC 10; HP 2; AL N.

#### B. The Museum Displays

Right now there are displays of various heroes and villains of Zanzia. A wax figure of Antovinius, the famous paladin that saved Zanzia from the evil plans of Malcon the firebringer is a popular figure in wax here. Another popular figure is the effigy of Malcon the Firebringer himself (before he was a lich).

Close inspection of the wax figures here may reveal that something is not quite right about them. Anyone actually physically touching the figures will note that they are not made of wax but appear to be made of real human skin. Anyone actually taking down one of the displays will discover, to their horror, that the figures are not made of wax at all but are merely dead bodies that have been preserved in some manner.

### SIDE QUEST

A possible side quest for this business is that the adventurers are approached by someone who is missing a family member who was snatched off of the streets. She believes that it is her husband on display here as she recognizes him as their newest exhibit. Exposing (or killing) Leonel Carlson will enrage members of the assassin's guild.

## FORTUNE TELLER

This small building has a sign in front of it that has a crystal ball with a pair of hands beside it.

Madam Neyzi is the fortune teller. She is a gypsy from a group that frequently roams the roads of Zanzia. She offers to do readings from her crystal ball or read the palms of prospective customers for one gold piece.

She is a fraud. Her crystal ball is just a piece of round glass. She will make up fortunes based upon the following table:

01-25	You will come into great wealth
26-40	A new friend will soon come in to your life
41-50	You will make a long journey
51-75	You will do something heroic
76-100	You will come to an untimely end

She charges one gold piece for an initial reading and then will try to step up her mark

for further readings once they are on the hook.

## MENAGERIE

The citizens of Barrowmar occasionally enjoy seeing the strange beasts that lie beyond their safe walls of existence. A few of the more dangerous creatures to be found in the land have been brought here and put on display for the viewing entertainment of those who can afford to pay the entrance fee of 50 gold pieces. This fee tends to exclude all but the wealthiest nobles and merchants. On occasion, however, there is a day for the masses to enter for only one gold piece but the crowds on those days are intense and viewers are allowed a very limited amount of time to enjoy the sights.

On any normal day there will be 2-20 wealthy merchants and minor nobles here at the show. On the sale day there will typically be 30-300 peasants here to see the show.

**Elliot Lawrence, Proprietor and Curator of the Menagerie:** R11: AC -1; HP 52; AL NG; **elven chain mail +3; shield +2; bastard sword +3/+4 versus giant class creatures.** Elliot has been an adventurer, explorer, hunter and guide at different points of his life. And now he is an entrepreneur. He is very concerned because he recently has gotten a shakedown attempt by the local thieves guild to pay protection money or else something bad may happen. This unfortunate consequence was left intentionally vague. Elliot may be willing to hire someone to deal with the thieves guild for him. He has not told his partners about the threats to the business.

**Iberius, Beast Master:** M9: AC 10; HP 20;

**robe of useful items;** wooden staff; **wand of paralyzation** with 15 charges; spells memorized: **sleep, magic missile, friends, hold portal, web, mirror image, invisibility, blink, dispel magic, lightning bolt, charm monster, wall of fire, hold monster.** Iberius has much experience in handling animals and other creatures and has selected spells with a mind towards control of these beasts.

**Liam Gordon, Captain of the Beast Guards:** F10: AC ; HP 55; **plate mail +2; two handed sword +3;** AL CN. Liam is quite concerned that some miscreant might attempt to allow one of the beasts to get loose and maul or kill visitors to the menagerie. So far the menagerie has been completely safe for visitors. There has not yet been a single injury. Such an occurrence might ruin the business. He might be willing to hire adventurers on as beast guards or to investigate the possibilities of sabotage.

**Beast Guards (10):** F4: AC 3; HP 20; plate mail; two handed sword; AL N.

### Key

#### A. Pay at the Desk

One of the guards collects the proceeds at this desk before individuals are allowed into the main hall.

#### B. Main Viewing Hall

Several large cages are set up. Each has a cover over it to keep the animal or monster from view until the show begins. When the show starts the covers are lifted all at once to allow the viewers to see each. There are nine

cages here and new monsters are brought here and put in cages at different times in order to keep the show interesting to the public.

Right now the cages are filled as follows:

**Manticore:** AC 4; MV 12/18; HD 6+3; HP 35; # AT 3; Dmg 1-3/1-3/1-8; SA his tail spikes have been removed to prevent him from killing viewers; AL LE; MM page 65.

**Minotaur:** AC 6; MV 12; HD 6+3; HP 40; # AT 2; Dmg 2-8/1-4; AL CE; MM page 71.

**Owlbear:** AC 5; MV 12; HD 5+2; HP 28; # AT 3; Dmg 1-6/1-6/2-12; SA hug; AL N; MM page 77.

**Ettin:** AC 3; MV 12; HD 10; HP 60; # AT 2; Dmg 2-16/3-18; AL CE; MM page 40.

**Harpy:** AC 7; MV 6 (her wings have been clipped); HD 3; HP 15; # AT 3; Dmg 1-3/1-3/1-6; SA she has been bound and muzzled to prevent her from singing and charming; AL CE; MM page 51.

**Griffin:** AC 3; MV 12 (wings have been clipped); HD 7; HP 30; # AT 3; Dmg 1-3/1-3/2-16; AL N; MM page 50.

**Leucrotta:** AC 4; MV 18; HD 6+1; HP 30; # AT 1; Dmg 3-18; SA mimicry; SD kick in retreat; AL CE; MM page 60.

**Bulette:** AC -2/4/6; MV 14; HD 9; HP 65; # AT 3; Dmg 4-48/3-18/3-18; SA 8' jump; AL N; MM page 12.

**Lizard Man:** AC 5; MV 6/12; HD 2+1; HP 10; # AT 3; Dmg 1-2/1-2/1-8; AL N; MM page 62.

## SIDE QUESTS

There are three possible scenarios that could come up during a visit here even if the players do not take a side quest from one of the NPCs.

1. A beast breaks loose during show (the bullette would be a likely candidate)
2. Sabotage by thieves guild causes a cage to malfunction or all cages to malfunction and release the beasts
3. A new beast breaks loose in city being brought here to display

## LIBRARY

The library of Barrowmar is open to wizaards, priests, scholars and members of the nobility. Those who are not recognized as one of these may request an audience with the head librarian to discuss access to the books.

There are many book cases lined up that are filled with tomes, books, librams, scrolls and other reading material. There are tables set up in the middle of the room for someone to read or copy from the texts. No books may leave the library.

At any given time there will be at least 3-36 wizards, scribes, sages, professors, members of the nobility or other interested persons sitting at these tables or searching through the stacks.

None of the books in this library are magical in nature. But many of the books are about magic or discuss magic.

### Key

#### A. Double Doors

A pair of stone doors open automatically, during business hours, whenever anyone approaches them.

#### B. Librarian Table

There will always be at least two librarians sitting at this table to check the credentials of those who enter the library. They will exclude those who do not appear to be appropriate for this place.

Some of these librarians include:

**Audrey Drake:** I9: AC ; HP 22; wooden staff; white robes; **dagger +2**; AL CG; spells memorized: **change self, detect illusion, hypnotism, wall of fog, color spray, misdirection, improved phantasmal force, fog cloud, fear, suggestion, spectral force, phantasmal killer, emotion.** She is particularly fond of books involving illusion and conjuration. She may be willing to purchase such tomes from adventures who find them in their travels.

**Nikolai Peters:** MU 11: AC 4; HP 32; wooden staff; gray robes; bracers of defense

AC 4; AL LN; spells memorized: **magic missile, write, comprehend languages, read magic, mirror image, esp, locate object, levitate, dispel magic, lightning bolt, hold person, slow, fear, confusion, polymorph other, cone of cold, wall of force, teleport.**

SIDE QUEST

He is interested in subjects involving astronomy and astral travel. He would be interested in buying volumes regarding these subjects from anyone who possesses them.

**Ava Gordon:** C10: AC 10; HP 54; **mace +3**; AL LE; spells known: **command, sanctuary, resist cold, protection from good, chant, augury, silence 15' radius, hold person, dispel magic, prayer, locate object, divination, detect lie, tongues, flame strike, commune.**

SIDE QUEST

She is particularly interested in volumes regarding devils and devil kind.

**Benson Kemp, Head Librarian:** MU14: AC 0; HP 35; **staff of striking** with 34 charges; gray robes; **bracers of defense AC 2; ring of protection +2**; AL N; spells memorized: **magic missile, ventriloquism, spider climb, message, charm person, rope trick, scare, shatter, wizard lock, esp, lightning bolt, blink, fly, slow, suggestion, confusion, dimension door, wizard eye, wall of ice, teleport, cone of cold, passwall, feeblemind, disintegrate, geas, bigby's grasping hand.** He is the

head librarian here and enforces all of the rules.

**SIDE QUEST** He will always be present either at the desk or in the stacks. He is interested in books that discuss the negative material plane. He would buy such books from anyone who might have them to offer.

**C. Reading Tables**

At any given time at least 50% of the tables will have at least one person sitting at it. Those individuals will be reading from a tome or book from the stacks.

**D. West Stacks**

These stacks are filled with books involving science, the supernatural and the physical universe.

**E. North Stacks**

These shelves are filled with tomes regarding humankind, demi-human kind and humanoids.

**F. East Stacks**

These stacks are filled with books regarding fauna, flora and all of the known creatures and species of Zanzia and the continent of Dunar.

## WIZARD GUILD

Magic users and illusionists are not required

to be members of the guild in order to practice magic within the city limits. But those who choose to become members may find that it is quite profitable to do so. The cost of membership is steep. One percent of all treasure gained must be pledged to the guild and an initiation fee of 1000 gold pieces must be paid. The guild masters will randomly require members to submit to a detect lie spell and those who are found to be withholding money from the guild will be banished forever from it's ranks.

Those who are members of the guild may train at the Arcana University at no cost when they reach the experience points needed for advancement. Those who are members may, on occasion, purchase spells from the guild. Those members may bring unusual items of interest to the guild hall for identification at no cost. Members and scholars that hang around the guild hall have access to a wealth of knowledge about the lore of arcane items and artifacts and can give important information about these.

At any given time there will be 3-30 magic users and illusionists of various levels at the guild hall discussing important affairs of magic and sorcery. One or more of the guild masters will typically be present as well.

**Greyson Lancaster, Guild Master:** MU20; AC 1; HP 33; **robe of eyes; bracers of defense AC 4; ring of protection +3; ring of wizardry** (doubles 1<sup>st</sup> through 3<sup>rd</sup> level spells); **wand of paralyzation** with 43 charges; AL CG; spells memorized: **charm person, sleep, magic missile, hold portal, comprehend languages, magic missile, shield, shocking grasp, burning hands, esp, web, wizard lock, shatter, scare, rope trick, mirror image, knock, levitate, ray**

of enfeeblement, blink, fireball, lightning bolt, slow, flame arrow, fly, phantasmal force, hold person, dispel magic, suggestion, confusion, fear, dimension door, charm monster, wall of ice, cone of cold, conjure elemental, contact other plane, feeblemind, teleport, disintegrate, death spell, move earth, monster summoning IV, power word stun, phase door, monster summoning V, incendiary cloud, symbol, mass charm, power word kill, meteor swarm. He is quite an old man with a thick white beard and long white hair. He wears white robes with a blue sash around the waist but no hat. Greyson is a member of the council of white. He loves obtaining new members for the guild and will gladly assist magic users in their studies.



#### SIDE QUEST

Greyson has a strong interest in the astral plane and has been studying it for some time. Anyone who could bring him species of creatures that are indigenous to that plane (or their corpses if necessary) he would be quite interested and would pay well for such to study.

**Maroman Mills, Guild Master:** I19; AC 5; HP 28; robe of blending; bracers of defense AC 5; ring of fire resistance; wand of conjuration with 22 charges; AL LN; spells memorized: color spray, phantasmal force, detect illusion, dancing lights, wall of fog, blindness, mirror image, improved phantasmal force, deafness, hypnotic pattern, illusionary script, hallucinatory terrain, fear, dispel illusion, non-detection, shadow monsters, phantasmal killer, confusion, dispel exhaustion, minor creation, massmorph, chaos, maze, major creation, summon shadow, mass suggestion, demi-shadow magic, programmed illusion, prismatic spray, alter reality. He is an older man who looks rather frail. He wears bluey robes and usually carries a withered looking wooden

staff.

SIDE QUEST Madeleine has long been interested in conjurations. She has been studying this subject all of her life. Should anyone be able to bring her tomes or books on this subject that she does not already possess (50% chance she already owns a book offered) she would pay well for it.

**Eden Lambert, Guild Master:** MU15; AC 3; HP 36; **cloak of protection +3; bracers of defense AC 6; wand of fear** with 17 charges; AL LE; spells memorized: **magic missile, erase, identify, shield, sleep, mirror image, web, strength, esp, forget, lightning bolt, fly, dispel magic, blink, hold person, minor globe of invulnerability, ice storm, wall of fire, polymorph other, polymorph self, teleport, cone of cold, cloud kill, hold monster, contact other plane, death spell, geas, delayed blast fireball.** He is much younger than the other guild masters. He wears red robes and a red skull cap.

SIDE QUEST Eden has always had a strong interest in devils and demonology. Ancient librams about summoning would be of special interest to him. He would pay well for such books.

## Key

### A. Entry

Magic users and illusionists that enter the guild for the first time must enter the magic circle in this room and sign the visitor book. The book will automatically appear when someone who is not yet a member enters this area. Those who are not magic users nor illusionists will find that a wall of force blocks entrance into the circle. No wizards are usually present in this room other than the new prospective members.

Anyone who is not a magic user or illusionist may not continue further. Those who attempt to do so anyway, however, will find themselves teleported 5 miles in a random direction from the city.

### B. Main Guild Hall

Guild members generally will meet and hang out at the tables in this large room. Books from the guild library may be brought into this area. Anyone attempting to take a book beyond this point, however, will find that the book has teleported back to the library and they themselves have been teleported into area D to discuss the transgression with the guild masters.

At any given time there will typically be 2-20 local magic users or illusionists in this area.

### C. Guild Library

The guild library is a place for wizards to further their research and knowledge of the arcane. Ancient texts on many topics fill the shelves here. One looking to research a

particular topic have a 1% chance per level of experience of finding out some important information on the subject by spending time in this library. If the topic of research is supernatural or magical in nature the chance is improved to 2% per level. No magical tomes are to be found here.

**Robert Tyndall, Guild Librarian:** MU 17; AC 2; HP 30; **bracers of defense AC 2; wand of magic missiles** with 25 charges; wooden staff; **robe of useful items**; AL LN; spells memorized: **read magic, write, message, comprehend languages, charm person, mirror image, locate object, detect invisibility, esp, levitate, dispel magic, tongues, suggestion, hold person, clairvoyance, dimension door, rary's mnemonic enhancer, fear, confusion, minor globe of invulnerability, wall of force, passwall, mordenkainen's faithful hound, leaomund's secret chest, contact other plane, legend lore, repulsion, anti-magic shell, phase door, reverse gravity, mordenkainen's sword, mass charm, serten's spell immunity.**

#### SIDE QUEST

Robert is constantly on the look out for rare magical tomes to add to the library. He will gladly pay for tomes that the library does not already possess (50% chance the library will already have a copy of any tome offered).

#### D. The Guild Masters and the Circle of Judgement

Those who commit an offense against the

guild are teleported into the magic circle here for judgement. Expulsion from the guild is the primary means of punishment for offenders. The guild masters also make guild decisions from this room.

## ARCANA UNIVERSITY

Arcana University is a college of Wizards that study under Master Klaharad. Both magic users and illusionists are welcomed here. Students that come to the school may begin a career as a Wizard or may train for advancement in level at this school. Alignments are not questioned here. All are welcome as long as they obey the rules of the school.

Students that come to the school learn from some of the most powerful magic users and illusionists in Zanzia. The costs, are steep, however. It is even possible to learn a new spell here on occasion at great expense. However members of the Barrowmar Wizard Guild may train here for free. Learning spells here, however, is not free even to guild members. Prices should be steep and determined by the dungeon master so they are appropriate to his or her campaign. Spells offered should be limited to a few.

#### The Staff of the University

**Master Klaharad:** MU 26; AC -1; HP 37; **bracers of defense AC 2; ring of protection +3; cloak of displacement; staff of command** with 20 charges; **wand of frost** with 28 charges; **periapt of health; ring of spell turning**; AL NG; spells memorized: **magic missile, sleep, spider climb, friends, message, charm person, mirror image, web, wizard lock, rope**

trick, pyrotechnics, esp, levitate, lightning bolt, fireball, hold person, gust of wind, fly, dispel magic, dimension door, charm monster, wizard eye, minor globe of invulnerability, ice storm, massmorph, cone of cold, teleport, conjure elemental, hold monster, feeblemind, disintegrate, legend lore, invisible stalker, geas, anti-magic shell, limited wish, vanish, phase door, power word stun, reverse gravity, incendiary cloud, mass charm, bigby's clenched fist, mind blank, clone, bigby's crushing hand, power word kill, wish, time stop, temporal stasis. The master is a very old gentleman with a long flowing white beard. He always wears white robes over his cloak and a white pointed hat. He is always kind to his students yet firm. He loves to teach and is quick to show his students the proper techniques personally. He is also the of the council of white. The council of white is a group of powerful and concerned citizens that supports the king and will come to the aid of the city in times of need. He is the dean of the university.



#### SIDE QUEST

Klaharad has long studied the outer planes of existence. Rare historical objects from those planes would be of special interest to him. He would gladly pay for such.

**Master Zowarhan:** I17; AC 0; HP 35; **bracers of defense AC 2; robe of scintillating colors; wand of illusion** with 17 charges; **wand of conjuration** with 15 charges; **ring of protection +2**; AL NG; spells memorized: **phantasmal force, color spray, hypnotism, gaze reflection, dancing lights, blur, hypnotic pattern, mirror image, improved phantasmal force, misdirection, fear, dispel illusion, paralyzation, spectral force, suggestion, confusion, phantasmal killer, shadow monsters, minor creation, emotion, shadow magic, demi-shadow monsters, major creation, shades, mass suggestion, prismatic spray, altar reality.** Master Zowarhan instructs students of illusionary magic. He is also a member of the council of white. He is a bit younger than Klaharad but still looks quite old to the students here.

#### SIDE QUEST

Zowarhan is

especially interested in the art of scrying. Crystal balls of all types interest him greatly. Such objects he will gladly pay for.

**Master Arirune:** MU 19: AC 2; HP 34; **robe of the arch magi (black)**; wooden staff; **wand of fire** with 37 charges on it; **ring of protection +3**; Magic Resistance 5%; +1 to all saving throws; AL LE; spells memorized: **magic missile, hold portal, shield, shocking grasp, charm person, mirror image, shatter, scare, knock, invisibility, lightning bolt, flame arrow, blink, slow, tongues, dimension door, ice storm, wall of fire, polymorph other, polymorph self, cloudkill, teleport, passwall, magic jar, conjure elemental, death spell, disintegrate, spiritwrack; delayed blast fireball, reverse gravity, trap the soul, incendiary cloud, gate.** Arirune gives young wizards instruction involving gates and dealing with the creatures that come through such gates. While he is evil in alignment he is lawful and treats the students fairly but strictly. He is not a member of the council of white.

#### SIDE QUEST

Arirune has a strong interest in gates. Books and tomes on this subject would be of special interest to him.

#### Key

A. Study Area/Foyer

This area has two tables and murals all over the walls depicting various spells being cast in action. At any given time there will be 2-8 students studying at these tables.

#### B. Main Study Area

This large room has several important areas within it. Several lit braziers give the room plenty of lighting. Several study tables are available for students. On most days all of the instructors will be here and there will be 4-24 students present in various areas. Book cases line the walls with tomes regarding many magical and illusionary subjects.

#### C. Pentagram

Arirune usually teaches his students from this area. Most of the time there will be a demon trapped in the pentagram with Arirune giving instruction to his students on the proper techniques on controlling the fiend.

#### D. Teleport Pad

This pad is set up so that students who are not yet able to teleport themselves may travel quickly to certain parts of the city.

#### E. Magic Circle

This area is usually where students who are being instructed by Klaharad will find their master.

#### F. Magic Circle

Students of illusion will usually find their master teaching such skills in this area. Zowarhan nearly always will have some sort of illusion going inside the magic circle so

that his students can learn from his techniques.

## 15. *The* *merchant* *District*

### BLACKSMITH

This building has no sign in front of it but the sound of metal and hammer striking can be heard as anyone approaches it. James Stone and his wife Elisa and their three sons run this shop. Normal blacksmith services can be purchased here. He can also be commissioned on occasion to forge something special.



**James Stone, Elisa and the sons:** F0: AC 10; HP 6 each; hammers; AL N.

The stones are willing to forge fine weapons or armor which are not magical but which might have special properties for a price equal to about ten times the normal price for such items. These items are masterwork items. Weapons will be +1 to hit but not to damage. Armor made by him must be metal (no leather or studded leather or wooden shields). The armor will be +1 for protection but will have limited durability (being not magical) and will last only for ten hits before breaking and becoming useless.

**SIDE QUEST**          James is in the market for a new anvil. He really wants one made by the Derro tribes from the Horde.

### CARPENTER

Matthew Francis, his wife and four sons run this establishment. Fine woodworking skills run in the family. The sounds of sawing and hammering can be heard from here at all times of the day or night.

**Matthew Francis:** F0: AC 10; HP 5; AL NG.

**Maddison Francis:** F0: AC 10; HP 2; AL NG.

**The Francis Sons:** F0: AC 10; HP 4 each; AL NG.

Matthew needs a steady supply of fine wood. The finest wood known in Zanzia comes from the Dark Woods northeast of Barrowmar. Fire Oak would be preferable. This rare tree is only found in the deepest parts of those woods.

## CARTOGRAPHER

This small shop is filled with maps and charts of Zanzia and the surrounding areas. Even a map of Barrowmar might be purchased here. Maps of foreign lands beyond the seas might be available for a price.

**Anthony Gibson, Map Maker, Explorer:** F4: AC 10; HP 32; AL N. Anthony was once a sailor and explorer. He has sailed all of the seas around this continent and visited all of the lands. He makes these maps personally from his own notes and memories. They tend to be about 60% accurate. He walks with a limp as one of his legs has been replaced by a wooden peg.

### SIDE QUEST

Anthony is always in the market for maps of ancient places and far away lands. He will purchase those that he has an interest in. In particular he seeks maps from the

lands beyond the continent of Dunar. Although it is known that such lands exist no one alive has ever visited one before.

## MASON

Anthony Gibson and his wife Anna run this shop. Their three sons also do masonry work and can be hired here. Fine masonry is a needed service in this town which is full of rotted wooden buildings that burn frequently. New brick structures are welcomed here.

**Anthony Gibson, his wife and sons:** F0: AC 10; HP 4 each; AL NG.

### SIDE QUEST

Anthony has been commissioned to repair and replace a section of the city wall. This work could prove hazardous if the rumors of impending war turn out to be true. He needs guards to protect him and his sons as they work on the wall.

## BAKER

Theo Stevens, his wife Kaitlin and their two daughters run this business. Fine breads are made daily here and the demand for them is brisk. Lines form up here early in the morning and last until midday.

**Theo and Kaitlin and their daughters:** F0:

AC 10; HP 2 each; AL NG.

## BUTCHER

A crowd of people is always present at this business. Fresh meats of the highest quality may be purchased here. Even some exotic meats may be found here on occasion. The owner is Walter Hughes. He runs this shop with his wife, son and daughter.

**Walter Hughes:** F2: AC 10; HP 14; AL NG; butcher knife (equal to a dagger).

**Paige Hughes and their two children:** F0; AC 10; HP 2 each; AL NG; unarmed.

### SIDE QUEST

Occasionally the shop offers exotic meats such as griffin steaks, manticore filets or even roc wings. Walter is willing to pay adventurers who bring back fresh corpses of these creatures which can be cut up and sold to customers. The meat, must be extremely fresh, however.

## WINE MERCHANT

Shelves of fine bottles of wine fill this shop. Domestic wines as well as wines from far away places and even elven wine can be purchased here. Two partners run this business. Either or both may be found here at any time the shop is open.

**Sean Thornton:** D2: AC 10; HP 8; wooden

staff; gray robes; AL N; spells memorized: **entangle, shillelagh, barkskin**. Sean uses his druidic knowledge to help him select the finest grapes and sell the finest product.

**Faelar Trakrana, Wood Elf:** MU3: AC 10; HP 7; wooden staff; gray robes; AL NG; spells memorized: **spider climb, sleep, stinking cloud**. Faedar uses his connections as a wood elf to procure the labor needed to make the fine elven wines sold here and to bring these wines to the city.



their behalf as they are no longer welcome in their home land.

**SIDE QUEST**            The partners might be willing to commission someone to bring exotic wines made by the various tribes of the Horde here to Barrowmar.

## SPICE MERCHANT

The smell of exotic and strange spices can be picked up the moment the door to this establishment is opened. Jars and bottles line the shelves here. Most of these products were imported from the Jural Empire. A few were imported from the Horde and from the Barbarian Lands. The shop is run by Amaan al-Farhat and his wife Malecha.

**Amaan al-Farhat, Proprietor and Malecha:** F0: AC 10; HP 3 each; AL NG. They fled to Zanzia several years ago in order to avoid persecution by the oppressive government of the Jural Empire. They still, however, have connections to merchants in their homeland and use these connections to bring the finest spices to this land.

**SIDE QUEST**            They might be willing to commission adventurers to go to the Jural Empire for them to pick up more spices from a merchant there on

## FISHMONGER

A sign outside of this business shows a fish.

The smell of fish here is nearly overpowering. Various types of fish which can be caught in the rivers and lakes of central Zanzia can be found here. A few iced fishes from the coast of Zanzia are also occasionally offered but their freshness and safety to eat is questionable.

**Joseph Cowill and his wife Winifred:** F0: AC 10; HP 2 each; AL NG.

**SIDE QUEST**            Some of their eccentric noble customers are looking for something “special” for parties and dinner occasions. The Cowills are willing to pay for certain types of fish and sea creatures that might please their customers. Some possibilities might include: giant gar, kraken, eye of the deep and margoyle.

**SIDE QUEST**            River pirates have been cutting into the productivity of local fishermen. This, in turn, has cut into the Fishmonger’s profits.

He would like to hire someone to track down and put a stop to the local river pirates.

## SILK MERCHANT

The finest silks known to the continent come from the oppressive land known as the Jural Empire. Shino Hassan fled here from that land recently leaving his wife and kids behind as he barely escaped alive himself. He has no idea what has become of his family there but hopes one day to return and bring them here.

He still has many connections in his native land and uses those to bring fine silks here for sale.

**Shino Hassan:** F0: AC 10; HP 3; AL NG.

### SIDE QUEST

He would gladly pay adventurers brave enough to go find his family and bring them safely to Zanzia. Such a journey could be quite perilous as that is a dangerous and hostile land.

## CANDLEMAKER

A sign outside the door of this business shows a candlestick in a holder.

The smell of wax is present here. Candles of all sizes, shapes and colors can be found here. The shelves are filled with these.

**Rory Atkinson:** C5: AC 10; HP 24; **flail +1** (behind the counter); no armor; AL CE; spells memorized: **protection from good, curse, command, cause fear, chant, hold person, dispel magic.**

Rory specializes in special candles that certain cults might use frequently. Candles made from human or humanoid skin are popular with certain evil cults. On rare occasions he will have a stick or two of **candles of invocation** (evil alignments only) for sale at high prices. People with high factions with the Cult of Tiamat, Cult of Chaos, Followers of the Flamebringer or the Death Bringers will find that prices are much more reasonable at this shop.

### SIDE QUEST

Rory is looking to purchase the horn of a Kirin to make a special candle for a valued customer.

## GOLDSMITH

This shop is filled with fine things made of gold. Candlesticks, plates, serving ware and trinkets commonly found in the homes of the wealthy and powerful in the city fill the shelves in this shop. Prices are typically equal to double the gold content. These goods are artistically made and only the wealthiest in Barrowmar shop here.

**Joshua Metz, Goldsmith and his wife Nicol:** F0: AC 10; HP 2 each; AL NG.

Those who might wish to steal things here will see no apparent guards to prevent them. Joshua has a deal with a local wizard that summons an invisible stalker to watch this store for a period of time before being

dismissed and another summoned in its place. This might seem expensive, and it is, but Joshwa considers it worth the price to prevent the constant attempt to steal merchandise here by the thieves of Barrowmar. It took only one dead thief before the local thieves discovered the risks.

At any given time there will be 3000-12000 gold pieces worth of merchandise here in the shop.

**Invisible Stalker:** AC 3; MV 12; HD 8; HP 40; # AT 1; Dmg 4-16; SA surprise on 1-5; SD invisibility; Magic Resistance 30%; AL N.

Joshwa has a need for more gold. Those who might wish to sell coins not of this realm without having to use a money changer (and the resultant cost of doing so) might choose to sell directly to him. He will pay more than the money changer will but still not full value for such coins. And he only buys gold. He has no need for copper or silver or even platinum.

## SILVERSMITH

Fine silver goods of all kinds can be purchased here. For those of means, but who are not filthy rich, silver goods will do as good as gold. The shelves here are filled with such items and others can be made on request.

**Dane Berkovic, his wife Dina and their two daughters:** F0: AC 10; HP 2 each; AL N.

Dane occasionally buys large numbers of silver coins that are not local currency for prices slightly higher than the money

changer will. But he is only interested in silver coins. These he melts down to make the items in this store.

To prevent thieves he has two guards. These guards stand near the doorway. But these guards are not the only means of theft prevention. For a magic mouth will appear and begin screaming "stop thief" whenever any object from the store is concealed by a patron in an attempt to steal it. The two guards will react accordingly.

**Murdo Newman, Guard: F8:** AC 0; HP 65; **plate mail +1; shield +1; battle axe +2;** AL LN. He will wade in with his battle axe when the alarm from the magic mouth goes off.

**Victor Copas, Guard: R9:** AC 2; HP 37; **studded leather armor +4; long bow +2; 12 arrows +1; long sword +1;** AL NG. He will shoot arrows until he runs out and then wade in with his sword once theft is discovered.

## BREWER

The smell of fresh beer can be noticed the moment anyone gets close to this building. Jacob Schultz, the brewer, supplies beer and ale to the taverns and inns here in Barrowmar and ships it to many other places in Zanzia from here. Wagons carrying barrels of his products make a steady stream through the gates of Barrowmar.

**Jacob Schultz, his wife Olivia and their three sons:** F0: AC 10; HP 3 each; AL LN.

Whole barrels of ale can be purchased here for 20 gold pieces. Whole barrels of beer can be bought for 30 gold pieces.

## SIDE QUEST

Jacob needs more hops for his brewing. The finest hops known comes from fields and groves on the edge of the Dark Forest just inside of the hostile land known as the Horde. Orcs, gnolls and goblins own those lands and getting these hops is difficult. Jacob is willing to purchase a large quantity of these if brought here to Barrowmar.

## WEAPONSMITH

A sign outside the door of this business shows a spear crossed by a halberd. The sound of metal being struck by hammer can be heard from outside of the shop.

This is the weapon smith. Fine weapons can be purchased here. All types of weapons can be found. But magical weapons are not for sale.

**Durinmam Hammerfinger, Weapon Smith:** F6: AC 10; HP 43; **war hammer +2;** AL LG.

Those with a high faction with the law bringers will find that he also sells what he calls “masterwork” weapons which he personally forges from the finest metals. These items give the user an additional +1 to hit (but not to damage) but have not magical properties. The cost of these items tends to be about 10 times the price of a normal

weapon of the same type. Commissioning of these items typically takes 2-5 weeks to produce.

## SIDE QUEST

To produce these special weapons he needs special iron ore from the Dragon Teeth Mountains. The dwarves there are said to have a vein that produces the hardest iron known in the lands.

## SWORDSMITH

The sign outside this building shows a broadsword.

The finest swordsmen in the city come here to buy swords. The sword smith is a highly skilled craftsman and even makes swords for the royal guard.

**Zac Davidson, his wife Emilia and their son:** F0: AC 10; HP 5; AL LG.

Those with a high faction with the Society of Bahamut may be offered his masterwork swords. These swords are +1 to hit (but not to damage) but have no magical properties. These swords come in all types but typically will take 2-5 weeks to make.

## SIDE QUEST

He also seeks the special iron ore from the dwarf mines of the Dragon Teeth Mountains in order to produce his special weapons.

## THE OPEN MARKET PLACE

In an open square in the merchant district tables and tents set up daily for merchants and traders to ply their wares. Those tradesmen and merchants who cannot afford to open a fixed shop bring their goods here to sell. Farmers often bring their produce here as well. All kinds of goods can be found for sale here. Even an occasional magical item (or things claimed to be magical) are occasionally found here.

Thieves are also frequent visitors to the market place. With the busy crowds it is a simple task to bump into people and lift their valuables. And occasionally a merchant is lazy and makes it easy for the thieves to steal their wares as well.

On any give day there typically will be people selling: silk, spices, perfumes, candles, leather goods, produce of all kinds, strange and exotic meats, weapons, armor, items claimed to be magical (99% are fakes), religious articles, clothing, herbs, live stock and virtually anything else under the sun.



## 16. *The noble* **DISTRICT**

### COAT OF ARMS

The proprietor of this establishment is a professional artist. He designs and paints coats of arms for wealthy nobles. He deals with all of the noble families in Zanzia. He is a snobbish little fellow and does not like to speak with lower class individuals such as adventurers. Brentley Watson is his name. He is frequently a guest at all of the noble and royal parties.

**Brentley Watson:** F0: AC 10; HP 1; AL LN.

#### SIDE QUEST

In order to perfect his trade he needs an exact replica of the coat of arms from the old kingdom of Zanzia. A tapestry from the old city of Onm would have such

an emblem on it and would make it possible for him to get it right. He would gladly purchase such a work of art.

## MANSION OF LORD ZAMU

Lord Zamu is a wealthy noble who also dabbles a little in the dark arts of magic. He and his wife have a lovely residence in the heart of this district and occasionally throw lavish parties to which only the wealthiest and powerful in Barrowmar society are usually invited to attend. On occasion, however, he will invite adventurers who distinguish themselves with great deeds.

Zamu has been “acquiring” dead bodies from a grave robber to work on a special project of his. He has been creating a special “enhanced” flesh golem in his laboratory atop his mansion. He is eager to show off this new creation of his. This was the subject matter of another adventure by the name of “An Invitation to Dinner” which is available on [www.drivethrurpg.com](http://www.drivethrurpg.com) as a pay what you want download.

## VARIOUS OTHER MANSIONS AND NOBLE HOUSES

The rich and powerful of Zanzia prefer to live here...if they can afford it. This is the place to be seen in Zanzian society. Several large mansions and palaces are located in this district.

## THE ARENA

Unlike the backroom brawling rooms of a few seedy places in town this business is sanctioned by the local authorities to provide entertainment for the masses. Enemies of the kingdom, captives from raiding parties, occasional prisoners and monsters that are captured by the Zanzian army are often used in the games here. The games here are always combats to the death. Occasionally brave and adventurous souls will voluntarily fight here for money.

Cost of entry to the games is 1 copper for the cheap seats or 1 gold piece for the balcony seats that overlook the arena floor.

Games are held weekly here. Occasionally other events are held here as well such as the city wide archery contest.

**Benjamin Owen, Arena Owner:** A7: AC 0; HP 26; long sword; leather armor +3; shield +1; DEX 17; AL NE. Benjamin uses his skills as an assassin and spy to procure the finest entertainment for the citizens of this district. Sometimes one has to be able to get a little blood on their hands in order to do business.

**Arena Guards (6):** F5: AC 2; HP 25 each; plate mail; shield; broadswords; AL N.

Tonight’s match is a chained mantichore that will be fighting against twenty captured goblins with short swords. Those in the front row better watch out for mantichore spikes.

## THE PALACE OF AL KARAM

A fabulous palace of a wealthy merchant has sprung up nearly overnight. The wealthy noble is reclusive but obviously extremely rich. The palace is lavish and expensive. The adventurers may discover the true secret of this palace in adventure of this same title which will be published at a later date. The true owner of this palace is a Rakshasha Prince who as moved into the city of Barrowmar.

## THE GOLDEN CROWN TAVERN

Even the wealthy and noble members of Barrowmar society need a place to enjoy a drink and a fine meal. The Golden Crown is such a place. Several large bouncers keep out the riffraff. There are few brawls here and no back room fights to watch. There are, however, bards that sing and tell stories and which wander the room looking for tips. A nice fire keeps things warm and cozy here and lovely young wenches take drinks and meals to the tables.



These bards tell stories and sing songs about legendary places, artifacts and places that might lead adventurers to visit places that the dungeon master would like them to visit. The old city of Onm, the legendary bard Deangelo and the Caves of Chaos are frequent topics of their tales.

### Key

#### A. The Story Teller's Room

This circular room has two tables for customers and a large space for a bard named Alfie Foster to play his instrument and tell his tales. A warm fireplace keeps this room comfortable.

**Alfie Foster:** B8 (F6/T5): AC 4; HP 33; chain mail +1; short sword +1; mac-fuirmidh cittern (instrument of the bards); AL NG; spells memorized: **faerie fire, pass without trace, speak with animals, heat metal, charm person or mammal, trip, pyrotechnics**. Charm percentage 49% (with instrument); legend lore percentage 20%; instrument allows him to cast following spells once per day: **barkskin, cure light wounds, obscurement**.

B. The Quiet Room

Three tables are here for those who need no entertainment and merely wish to drink quietly with friends.

C. Main Room

Four tables here and a bar with many stools allows patrons to enjoy the show which is put on in the space north of the tables. Three bards play music, act and tell stories from this area.

**Jordyn Barlow, Bard:** B4 (F5/T5): AC 5; HP 25; chain mail; mandolin; AL N. Charm percentage 24%; legend lore 10%. Jordyn longs to go back to adventuring and might be willing to join a group needing henchmen.

**Bentlee Armstrong, Bard:** B2 (F5/T6): AC 5; HP 29; chain mail; lute; AL CN. Charm percentage 20%; legend lore 5%. Bentlee has had his fill of killing and stealing loot from the dead. He prefers the warmth of this tavern for making his living.

**Kieran Perry, Bard:** B3 (F6/T5): AC 4; HP 31; **chain mail, elven +1**; harp; AL NG. Charm percentage 22%; legend lore 7%. Kieran longs to find the legendary instrument of Deangelo which was lost beneath the city of Onm. He would only be interested in joining groups heading to explore there. This is the subject matter of the adventure "Beneath Ruined Onm" and Advanced Adventure by Expeditious Press.

D. The Bar

Behind the bar is a portly man named Jedidiah Medina. He is the owner and

bartender of this fine tavern. Behind the bar is a door leading to the kitchen and a secret door leading to the storage area for beer and ale.

**Jedidiah Medina, Bartender:** F0: AC 10; HP 2; AL NG.

**Katie Mccarthy, Serving Wench:** F0; AC 10; HP 4; AL N.

**Shannon Kennedy, Serving Wench:** T7; AC 10; HP 28; **dagger +2** (hidden well); AL NE. She does not steal from customers here. She is a plant for the thieves guild which keeps a close eye on the visitors here. She points out particularly wealthy targets to her superiors who mug, pickpocket or burglarize them as needed. Jedidiah is not aware of her true calling.

E. Hidden Storage Area

Barrels of ale and beer are kept here. There is a secret door from here leading outside the tavern in case of need.

F. The Kitchen

Jedidiah's wife Sariah runs the kitchen. She is a fat woman who will usually be found here slaving over a pot of fine stew she makes for the patrons of this tavern. Only the finest meats and ingredients are used here as the palates of the rich are quite sensitive.

**Sariah:** F3; AC 10; HP 17; no armor but carries a butchers knife (dagger); AL NG.

Typical customers that might be here

**Jensen Conway and his wife Alice, minor**

**nobles:** F0: AC 10; HP 3; AL NG. The Conways own estates in central Zanzia that are being heavily farmed by the peasants there. They rarely visit their lands instead spending their time here.

**Chandler Barry, magistrate:** F0: AC 10; HP 2; AL LN. He is a minor official and quite old. He might be willing to hire adventurers to rescue his granddaughter who was recently kidnaped by bandits that live in the dark forest. She is all that he has left in this life. However, he is not a wealthy man.

**Ollie Collins, aldarman:** F0: AC 10; HP 1; AL NE. Ollie is running for mayor of Barrowmar in the next election. Elections in Barrowmar only consist of votes from the upper class. So he spends his time here hobnobbing with the rich and powerful. He might be willing to talk to adventurers that might help him rig the election.

**Dawson Riggs, wealthy merchant:** F3: AC 10; HP 15; AL NG. Riggs is a wealthy merchant from a small town in western Zanzia. He is in town procuring goods to bring back by caravan.

**Lord Silas Harding and his wife lady Annabel Harding, Minor Nobles:** F0: AC 10; HP 2 each; AL NG. Although he is of noble blood Lord Harding has been having financial troubles of late. His oldest son has lost a great deal of money betting at the Bloody Knuckles Tavern and Lord Harding has had to settle many of these debts to keep his son out of danger from thieves guild of Barrowmar.

**Arthur Edwards, silk merchant:** A4: AC 10; HP 10; no armor; **dagger +2** (hidden); AL NE. He is here to assassinate Lord

Harding and is waiting for the opportunity to do so. He has a vial of ingestive poison type D with him that he intends to slip into the food of his target. He has been hired to do this by the Harding's eldest son who has decided that it is time for him to take control over the family.

### The Bouncers

Four large men are present to prevent the high class clientele from being inconvenienced by the lower class. Anyone who does not appear to belong here will politely be asked to leave. Those who do not choose to follow this advice will receive more persuasive encouragement.

**Bouncers (4):** F7: AC 2; HP 40 each; plate mail; shield; **broadwords +2**; AL N.

## MERCHANT'S GUILD

Various merchants are members of this guild. Together the merchants have enough political power to have the city watch chase off the thieves that would love to hang out in this district and the merchant district all of the time. Cost of membership is 2 gold pieces a month.

## ARTISAN'S GUILD

Skilled workers in various trades may be hired here. Those artisans who are looking for work visit here often. Tables and chairs are set up for the workers to hang around a while and play cards or dice. Membership in the guild costs 1 gold piece a month. Most of the members are tradesman that cannot yet afford to have their own shop.

## TAILOR

Wealthy nobles and merchants like their fine clothes. They have them made at this small shop.

**Charles Grant, Tailor:** F0: AC 10; HP 1; AL LG.

Charles sometimes buys fine silks and other materials from adventurers that bring them to town. The prices he pays depends highly upon how high the adventurers faction is with the law givers.

## HABERDASHER

The rich men and women who live in this district often wear hats made from the finest furs and materials. They buy most of these at this shop. There are many hats for sale here on the shelves of this shop. Hats may be created by commission if the proper materials are available.

**Rhys Robertson, Haberdasher and his wife Alisha:** F0: AC 10; HP 2 each; AL NG.

Rhys occasionally buys furs and fine silks from adventurers that come across such things in their travels. Typically he will pay only 75% to 90% of the true value of these.

### SIDE QUEST

He is working on a special project for a noble's wife that requires cockatrice feathers.

## FALCONER

The sign outside this establishment shows a falcon snatching a bird out of the air.

This small shop is the home and business of Bowman Underhill, a halfling who is also the local Falconer. Falconry is not normally a popular activity among halflings but Bowman picked up this hobby by hanging around with nobles here in Barrowmar. Before long he discovered that he had a true talent for it. He has a natural affinity for the animals. He trains and sells falcons to local nobles, merchants and wealthy individuals.

**Bowman Underhill, D4:** AC 8; HP 13; leather armor; scimitar; AL N; spells prepared: **locate animals, speak with animals, animal friendship, faerie fire, charm person or mammal, obscurement, hold animal, snare.**

### SIDE QUEST

Bowman longs for the shire in which he was born but he feels that he cannot leave his business to return home. If someone could procure some halfling pipe weed from the shires of western Zanzia for him he would be forever grateful.