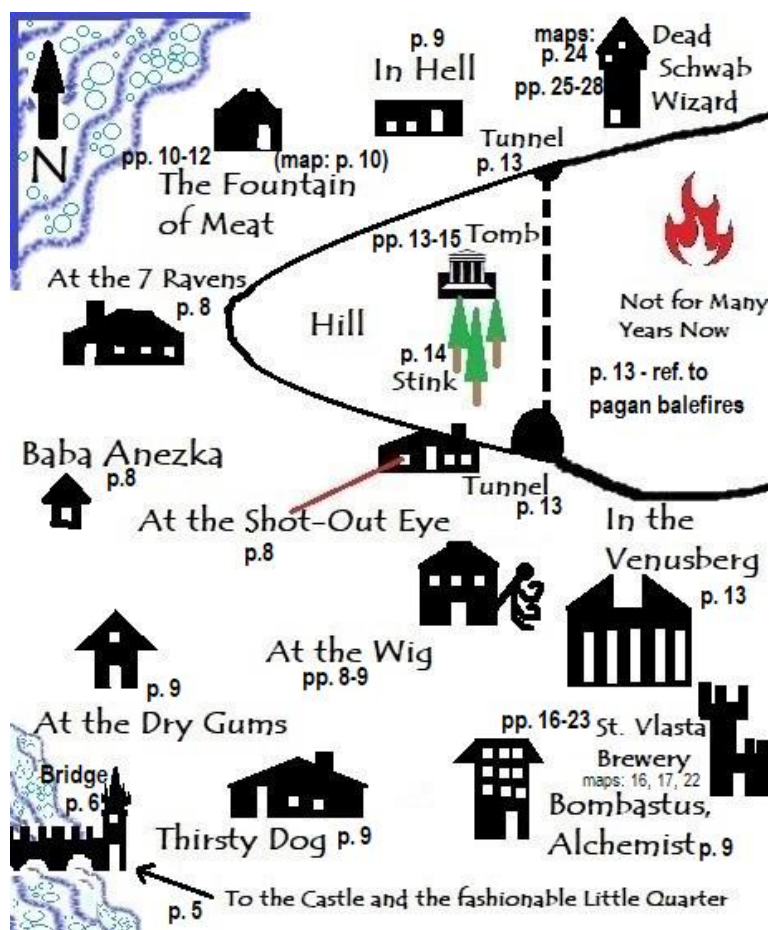


The Lost Lush: RELOADED



**Pub-Crawling Adventure for 4-6
1st to 3rd Level Characters
Using Old School Rules**

- Loosely inspired by a scenario from Stephen J. Grodzicki of Low Fantasy Gaming, Revelry in Northgate, which is available at RPGNow.com, as well as comments by Aaron Fairbrook/Malrex of The Merciless Merchants and Edgewise after the Tenfootpole.org review of that adventure.
- The word “warpig” loomed larger in my consciousness due to Logan Knight’s www.lastgaspgrimoire.com
- The cover is based on The Dance of Death by German painter and woodcut-artist Otto Wirsching (1889-1919) and altered by me using Microsoft Paint.
- Other illustrations are from Pixabay.com, Morguefile.com, Project Gutenberg and public domain or are under Creative Commons License CC.0 or similar license as described here:
creativecommons.org/publicdomain/zero/1.0/deed.en
- Maps made by me with Microsoft Word, Photo, Paint, & Alex Schroeder’s brilliant (and free!) Gridmapper: <https://alexschroeder.ch/wiki/Gridmapper>



The Lost Lush: Reloaded

by Karel H. Macha

a reworking of

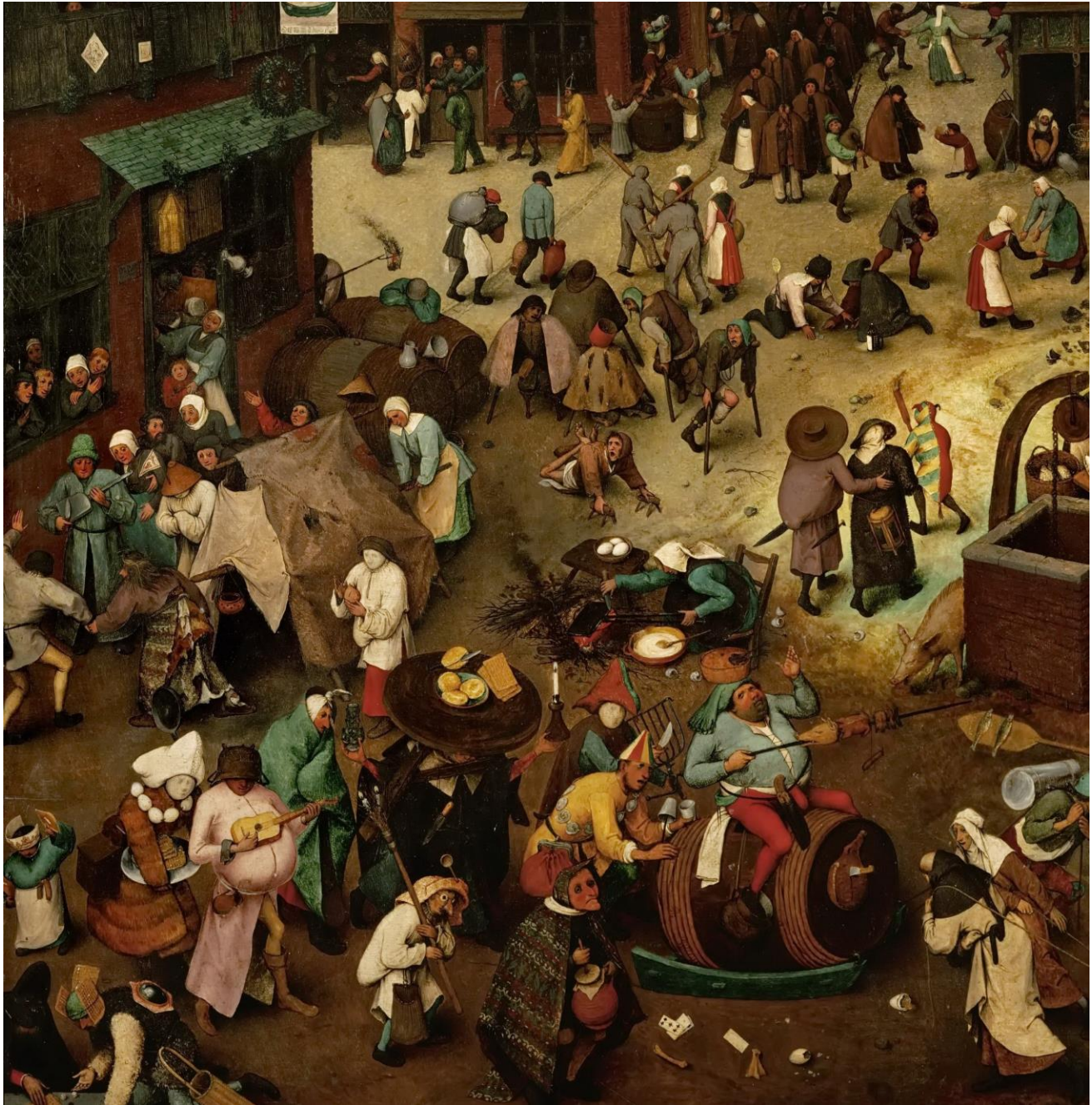
The Lost Lush: Extracting a Carousing Fool
Before He Obliterates Peace, Prosperity & Basic
Human Decency

2019

Coiled Sheets of Lead

Zrzavy.blogspot.com

www.drivethrurpg.com/browse/pub/12243/Coiled-Sheets-of-Lead



THIS PAGE INTENTIONALLY LEFT BRAJGL

(Brajgl is Czech for “a chaotic mess”)

Public domain image by Pieter Bruegel the Elder – The Fight Between Carnival and Lent (1559)

Cropped Image from The Yorck Project (2002) *10.000 Meisterwerke der Malerei* (DVD-ROM),

distributed by DIRECTMEDIA Publishing GmbH

FOR THE DM: HOW TO RUN THIS ADVENTURE

0. Skim-read, modified old-school Adv. rules in mind. Note the silver standard: 1 silver Groschen= 1 gp.
1. Read or summarize the BACKGROUND for Players.
2. Have Players choose a character from the CHARACTER APPENDIX or use those they have brought with them. Every PC can automatically speak the dominant foreign language of the nobility and colonists, **Schwabisch** (i.e. German). PC ability to speak the native language, **Krajanština** (i.e. Czech), brings bonuses in this game.
3. Players' goal: to **find and return** the drunken loose cannon **Baron Hanswurst** to his wife in the upscale Little Quarter for a reward before the Duke's visit in 3 days.
4. PCs choose items from Baroness Prudentia's JUMBLED PILE (p. 38), then enter **Vodník** near **Thirsty Dog** pub, SW corner of map.
5. For each place in neighborhood visited, roll on **TABLE A: WANDERERS** and then **TABLE B: IS HANSWURST HERE?** Finally, on leaving each place or every hour/6 turns roll on **TABLE C: WHAT HAS HANSWURST DONE NOW?** to find out the latest stupid thing the Baron has done to offend local sensibilities.
6. Note that **bonuses or penalties accrue** from each **PC's actions** as well as **Hanswurst's offensive blunders** "off stage" and **cumulatively modify** subsequent die rolls for **TABLES A and B**.
7. Variant option: Compute experience as described in the **EXPERIENCE APPENDIX**.
8. Variant option: Each PC rolls under CON or loses a "**sobriety point**" bottlecap each time they drink. PCs start with 4. **No tokens left = must stay** at current location 8 hours, roll only on TABLES A & C each hour/6 turns. Rest/food recoups tokens.

BACKGROUND FOR PLAYERS

The City of the Golden Threshold was capital of the proud **Krajan** people, speakers of **Krajanština**. The city was conquered by ethnic **Schwaben**, made into a backwater of their Empire, humiliated by **slumming wealthy tourists**, and colonized by increasing numbers of **Schwab settlers**, most of whom speak only **Schwabisch**.

Aggravating the situation is clueless, drunk, **Schwab-monolingual** new landlord **Baron Hanswurst** von Possenreisser. He has gone on another **bender** in his favorite **slumming district** near the river: **Vodník**. This quarter is now even more violent, more lawless, more unsafe than usual for wealthy **Schwab colonists**. The neighborhood is inflamed by rumors of a **Schwab noble** insulting the poor and hungry **Krajan natives**, walking around the area wearing **high-heeled shoes made entirely out of bread**.

Baroness Prudentia assembles the Party in her townhouse and lets them pick through a **pile of used items** for supplies. She wants her husband quietly retrieved and sobered up before greedy **Duke von Wolfshiem** makes his scheduled visit to their upscale Little Quarter neighborhood **in 3 days**.

She will pay **1000 silver Groschen** for the safe return of Baron Hanswurst on the first day, **500** for his return on the second, only **250** on the third day, and **nothing** if he is returned four or more days later.

Among other reasons to want him back, Baroness Prudentia is worried that Hanswurst's offensive drunken hijinks will set off hopeless **open revolt** in the city. She holds the widely-held belief that **Schwab retaliation for revolt** would **kill thousands of native townfolk**. Not-well-kept secret in the city: Prudentia's grandmother, **Baba Anezka**, is **Krajan**.



DM: Read the following to Party after they have heard the preceding BACKGROUND or its summary.

Just outside the Baroness's townhouse, in the shadow of the Castle, in the safety of the Little Quarter, Schwab nobles and colonists stroll from one brightly-lit, genteel wine bar to the next.

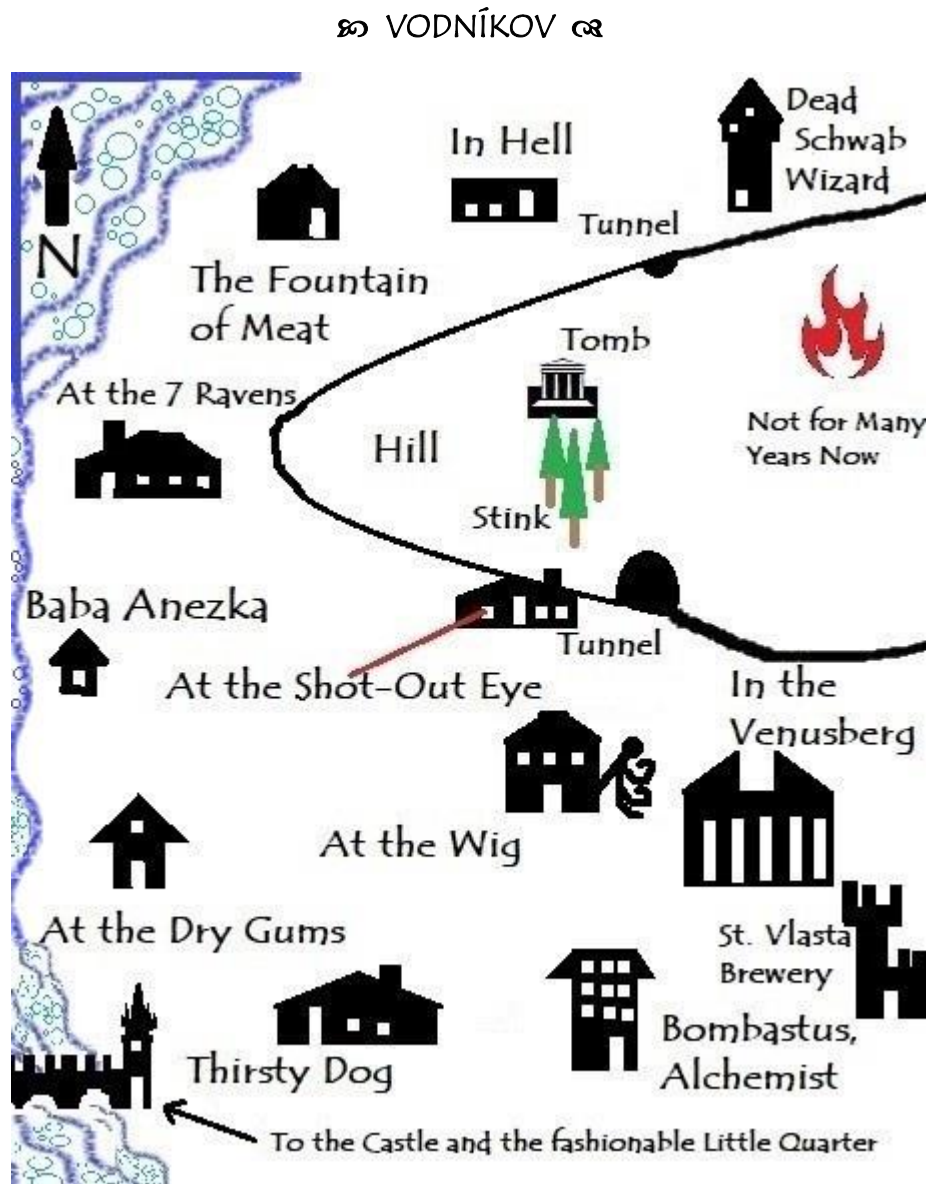
As you approach the stone bridge, the border of **Vodník**- where **Baron Hanswurst** might now be in dire peril- the atmosphere changes. The evening now seems colder, darker, lonelier. The Schwab guards on the bridge peer nervously into the dark on the Vodník side, and even into the river, fingering weapons.

Laughter, sounds of fighting, and bawling in **Krajanština** echo from the tangled streets of the Vodník side. The bridge's carved stone Schwab saints seem to take an incredulous, pitying last look at you, as if you had abandoned all reason, all hope...



Players use this VODNÍKOV MAP to choose which locations to search. Traveling in the general area of locations **incurs encounters**, even if PCs **don't enter** buildings. For each **landmark passed near** or **entered**, roll on **TABLE A: WANDERERS**, then **TABLE B**, then **TABLE C**. In-game, 30 minutes/3 turns pass for each landmark passed near or entered.

If PCs want to go from Baba Anezka's to In Hell, for example, they have to **plot a route** past landmarks At the 7 Ravens and The Fountain of Meat, OR past At the Shot-Out Eye and through the Tunnel OR past the Shot-Out Eye, walking over the Hill, past the Stink, then the Tomb. Thus, their route could pass 2 landmarks overland, OR 2 landmarks (one of which is the underground Tunnel), OR 3 landmarks (most of which are encountered walking over the Hill).



A.B.C. PROCESS – FOR ENTERING/STAYING at a LOCATION

1. PCs **enter new location**, DM **summarizes description**, Party orders drinks, sits, **interacts with location inhabitants** as applicable. Modify **CUMULATIVE BONUS/PENALTY SCORE** if actions warrant it.
2. Roll on **TABLE A: WANDERERS**, modified by **BONUS/PENALTY SCORE**. Party reacts to the encounter. May add to, or subtract from, **CUMULATIVE B/P SCORE**.
3. Party rolls on **TABLE B: IS HANSWURST HERE?** which is affected by the **C. B/P SCORE**. If they find him, no need to go on to #4.
4. + 20% cumulative chance per **round of drinks** that Party is drunk/nauseated, must **stay** in location 8 hours/1 night. **Food** for each PC = - 10 % chance of this incapacitation.
5. After the party **stays 1 hour/6 turns** in the location, or **leaves the location**, DM rolls on **TABLE C: WHAT HAS HANSWURST DONE NOW?** The Baron's actions affect the atmosphere in the neighborhood, which affects the Party's **CUMULATIVE BONUS/PENALTY SCORE**. Staying? **Skip step 3** until Party changes location.

When **moving between locations**, let Party **choose** their **route** on the map. Very broadly, X number of locations between start and destination requires rolling **X number of times** through **A.B.C. encounter process**, even though party doesn't enter buildings or interact with locations.

PLACES IN VODNÍKOV NEIGHBORHOOD

Bartenders have 1-8 silver Groschen on their persons. Each customer at better pubs will have the same. Customers at dive bars will each have 0-3. Proprietors' cashboxes will have from 2-24 Groschen, unless noted otherwise. Players choose locations looking at the VODNÍKOV MAP.

Just about every place sells beer and wine. Unless noted, proprietors want to hear **Krajanština**: "Pivo prosím" gets **beer for 1 Groschen**; "Vino prosím" gets **wine for 2 Groschen**.

As well as annoying most people in Vodník, asking like a **Schwab** for "Bier" and "Wein" incurs prices of **25 Groschen** and **50 Groschen** each drink, respectively.

1. BABA ANEZKA'S HOVEL –Respected elder **Anezka** brews and sells **hooch** in her hovel. 1 silver Groschen for the spirit in a special flask which is her trademark.

She will ply reasonably friendly visitors with free broth, try to sell her hooch, and talk a lot. Complaints below will be revealed quickly, for further gossip roll TABLE A: WANDERERS to hear Anezka tell dirt on each group rolled, or roll TABLE C: WHAT HAS HANSWURST DONE NOW.

She resents her **granddaughter the Baroness** living in a palace while she, ignored, lives in her old hovel.

She disdains her **grandson-in-law the Baron**, due to his foolish carousing and his not trying to speak **Krajanština**.

- **Listening to her** and/or **exchanging presents** with her offers a permanent + 2 to CUMULATIVE BONUS SCORE – word gets around that the **Party is friendly with her**.
- Being seen **publicly carrying** her distinctive hooch flasks confers a + 1 to CUMULATIVE BONUS SCORE.
- Giving a Vodník native one of her hooch flasks as a **gift** or **bribe** will earn + 3 bonus on CUMULATIVE BONUS SCORE.

2. U SEDMI HAVRANŮ- "AT THE SEVEN RAVENS" – Amid the 6 solitary barflies (**level zero, no armor, hp 1-6, dagger, club**) in this sad, seedy bar are 3 future wizards (**Magic Users – Level 3, hp 7, hp 5, hp 4**) complaining about need for income. Untying one M-U's 2-use knotted **rope** releases **gust of wind**. A musician is playing, but there is no dancing. A barfly is requesting the **same sad song** again and again- **Krajan** evergreen hit "I Dreamed About You."

3. U VYSTŘELENÝHO OKA – "AT THE SHOT-OUT EYE" – The **latrines** have upholstered **leather pads** which weary drinkers can rest their heads against. Happy, drunk regular **Pavel** will ask someone in the Party what he (or she) thinks of that. If the PC gives a positive or amused response, +1 to the CUMULATIVE BONUS/PEN. SCORE. In pub: 5 **Krajan** Lvl 0 regulars + **Pavel**.

4. U PARUKY – "AT THE WIG" – Bedraggled, soggy wig hangs on stick over main door outside building. The main floor is a drably-furnished, empty pub with burly **bartender Honza** sweeping floor (**Fighter 2, hp 15, quarterstaff, dagger, sword under bar**).

Loud thumping, crashes, music, and laughter come from upstairs. Attempting to go upstairs incites bartender to bar the way with heavy, quarterstaff-like broom handle.

Convincing bartender Party is tolerant or family or bribing him politely with 2 gifts will gain admittance to upper floor, where 31 men, half of them wearing wigs and dresses, are enjoying a raucous improv **drag hootenanny** (10 Fighters, Level 1, hp 4-8 each, daggers, swords; 5 Thieves, Level 1, hp 4 each, daggers; 6 Clerics, Level 1, hp 5 each, clubs, and ten Level 0 normal men, hp 1-6 each, swords, daggers, clubs). People also wield a variety of drums, wind instruments, stringed instruments, castanets.

The songs have clever improvised lyrics satirizing plutocratic and religious hypocrisy, **Schwab** colonists, fancy ladies, bread-as-footwear. There are a lot of puns between “**Schwab**” (the ethnic group bossing the city around) and “**Šváb**” (cockroach).

- Gain +3 to CUMULATIVE BONUS SCORE from befriending/talking with the men/singing along.

5. U SUCHÝ DÁSNĚ – “AT THE DRY GUMS” - 7 **dogs** hop up on the benches when party sits. Roll d20 under the Charisma of highest-charisma PC in the Party and the dogs (and their 10 hp 1-6 LVL 0 knife-armed **barfly owners**) like your Party a little. +1 to CUMULATIVE BONUS/PEN. SCORE. Otherwise -2 penalty. Also here: **Paulus the Priest**, a friendly monolingual Schwab who neglects his Vodník church to drink in pubs & quest for **Das Freibier**, a legendary self-replenishing beer cup. Does he join the Party? CB/P score penalty: -1.

6. V PEKLE – “IN HELL” – Damp, dim, packed-dirt floor basement **bordello**. Drunk men sit on old barrels, try to convince the working women to climb up on the barrels with them, or retire to sordid closets. 4 **women** work here (**Thief 2, hp 6, hp 5, hp 7, hp 3, daggers**) as well as **two men** wearing leather armor (**Thief 1, hp 4, dagger, and Fighter 2, hp 8, sword, club**). 50% chance the drinks are knock-out drugged; Aim: to rob, maybe kill drinkers while incapacitated.

7. ŽÍZNIVÝ PES – “THE THIRSTY DOG” – Palpably **angry drunk atmosphere** in this dive. Before rolling on TABLE A: THE WANDERERS for this location, apply a one-time penalty of -5 to the CUMULATIVE BONUS/PENALTY SCORE. **Mural (Fig. 28)** inside pub shows a drunk

kneeling to male/female comical assailants. Speech balloon: “**Sorry! Sorry! Sorry! Sorry!**” Saying or singing this to attackers here will calm them 1 hour/6 turns.

8. HOUSE OF BOMBASTUS THE ALCHEMIST –

Bombastus (Level 3 Magic-User, hp 8, +1 silver dagger, darts, no armor, spirit-raising ring – see below) will tell you openly he is disliked because: 1. He is a Schwab, 2. He can speak **Krajanština** but doesn't 3. He earns money through mysterious means 4. He pollutes the neighborhood with **lost ghosts** in the wake of his experiments.

He mitigates the neighbors' dislike this way: they can knock on his door at all hours and **buy the liquor** he distills for **2 silver Groschen per bottle**.

For **500 Groschen**, once per month, using his **magic ring**, he can **raise a centuries-old spirit** to answer questions such as: Where is Baron Hanswurst? See #20, TABLE B.

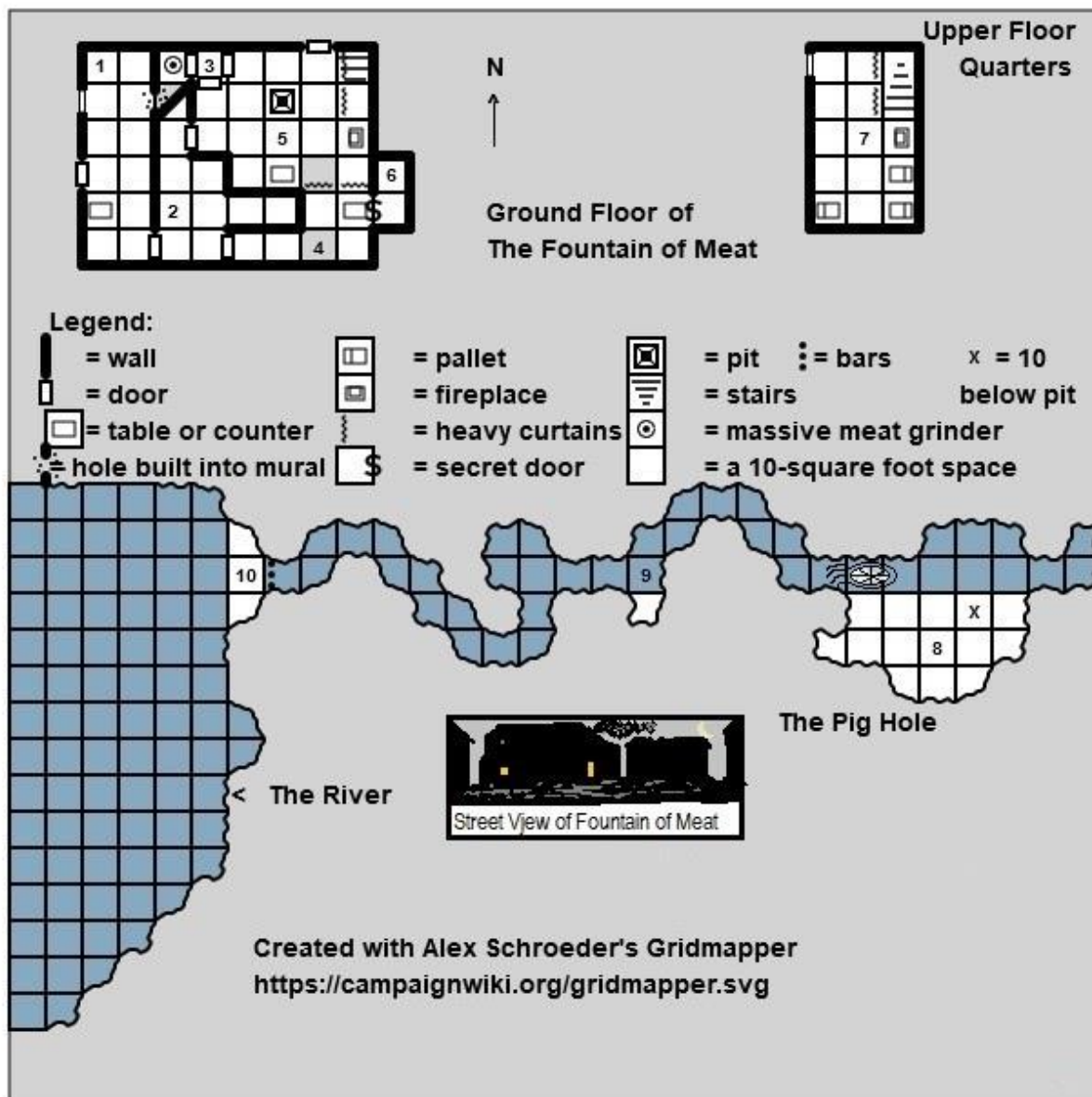
The spirit is 50% likely to attack as a **shadow** after giving a true answer.

AC equiv. to leather, HD 3+3, AT: 1 chill touch, Dmg: 2-5, each hit also drains one point of **strength**; victims reduced to zero die and rise as a shadow controlled by its killer. Immune to cold-based attacks; other usual undead immunities. Can only be hit by blessed, silver-treated or magic weapons. Not easily seen except in bright light – full daylight, *continual light* spells, etc.

729 silver Groschen are hidden in a lead box under the upstairs bedroom floorboards. The usual alchemistic bric-a-brac around the house.



Unpleasantness at the House of Bombastus the Alchemist illustrated with untitled image by Josef Vachal (1884-1969), as cleaned/posted by Aeron Aelfry monsterbrains.blogspot.com



9. PRAMEN MASO – “THE FOUNTAIN OF MEAT”

Gritty stand-up **pub/restaurant** in the **front**; **sausage factory/discreet gambling** arena in the back. Appalling mural on wooden inside wall depicts name of tavern. Patrons pay **1/2 Groschen (5 copper Halíře)** for the privilege of putting their mouths up to a hole in the mural to receive newly ground meat sliding down a chute. Also for sale: beer, wine, sauerkraut, plates made of stale bread at 1 Groschen each.

Roll **ABC Process only in 1) MURAL TAVERN**, no other areas in this complex.

See map above for rooms described below.

1) **MURAL TAVERN** – Dirty wood floor covered with bulrushes and food scraps. Cash desk staffed by **Blanka (Fighter 1, hp 2, 2 big kitchen knives at belt, whip, keys on ring, 7 silver Groschen, 32 copper Halíře)** smart, chubby, angry adolescent **stepdaughter** of proprietor **Bulvarka**, who is treated like Cinderella. Sighs, makes obviously unhappy facial expressions. Uses piercing voice to keep unruly guests in order and to call for meat through the mural hole. Dreams of leaving bullying family for a “clean” business. If befriended or joins Party, adds perm. +4 to CBP score, can unlock doors to gambling arena for them.

2) KITCHEN/STORAGE – Barrels of beer, kraut, “drowned” pickled sausage, etc. All doors are usually kept locked. Door has peephole from 4).

3) MEAT GRINDER MACHINERY – Unlocked doors give access to huge “Fleischwolf” meat grinder, man-sized hopper, chute to hole in mural in 1). Machine squeaks and growls loudly, can be powered either by enormous hand crank or wooden waterwheel from stream tunnel below can- only by rolling below their STR 3X - **mount the wheel** and loudly **hack a way up** through close-fitted hole in the wooden floor within 30 minutes. Stout, grimy step-granny **Barborka** is usually here or in kitchen (**LVL 0, hp 3, knife, giant iron fork, wood meat shovel, key ring**).

4) GAMBLING ARENA FOYER - **Blanka** sullenly unlocks doors, discreetly walks gamblers to this area.

Her stepbrother **Boris (Fighter 1, hp 6, leather armor, club, 2 daggers, keys on ring, locked cashbox with 63 Groschen)** takes bets at table, acts as cruelly jocular host.

Secret door to 6) concealed as paneling. Show **Fig. 17** to Players. Taking care of **Boris** somehow will give curious Players a chance to touch and investigate the paneling. Pushing the 3rd panel from the right, 2nd from the bottom will open the secret door.

5) GAMBLING ARENA - Caged iron lamps, wooden ladder, shovels, buckets, two 12’ long hooked staves, 12’-long pitchfork, hang on wall. Ragged, greasy with garbage, 8’-wide **pit opening in smashed-through floorboards** leads ten feet down to heaped offal and sand in Pig Hole 8) below. Machinery, squealing, crowd yelling.

Tall, thin widowed cruel stepmother **Bulvarka** is a canny, greedy, casually violent bully (**Fighter 2, hp 8, leather armor, whip, dagger, 20 Groschen in belt purse**), watchful, stands next to pit holding **10’ long harpoon, 20’ rope** currently detached.

Her son **Bolek**, flabby but strong, not smart, wields 12’ pitchfork, goads combatants in pit (**Fighter 1, hp 5, leather armor, whip, 2 Groschen on belt**).

Rusty chains, pulleys, big hooks swing from ceiling above pit for pulling carcasses from the Pig Hole. Party

can **swing hooks to hit** (1-4 dmg) or swing on them to **kick** people (1-6 dmg) in squares adjacent to pit.

7 ugly lowlife Krajan **gamblers (Level 0, hp 1-6 each, daggers, 10-40 Groschen each)** stand around pit, drinking, eating, cheering, catcalling, throwing kraut and other food remains into hole.

Currently losing fight to pigs: **Rudiger**, described in 8) The Pig Hole.

6) SECRET CHAMBER – See 4) GAMBLING ARENA FOYER for the **secret door** which leads in. Locked **chest** contains **1,948 silver Groschen; 1,107 silver ½ Groschen; 2,502 copper Halíře; gold seal ring** from a Schwab noble (but not Baron Hanswurst) – Prudentia will pay 500 Groschen reward for this, worth 50 Groschen to fences, other dealers won’t touch it; Moldering **deed** for Area #13- **St. Vlasta’s Brewery; Sheet music: Velvet Hero’s** banned satirical song vs. Schwab overlords with **“LIES!”** written in Schwabisch across the top (see TABLE A: #16 for more on Velvet Hero).

7) UPPER FLOOR LIVING QUARTERS – Bullies **Bulvarka, Boris, Bolek**, and **Barborka** sleep up here. Bullied stepchild **Blanka** sleeps in KITCHEN. Pallets, chests of clothes. Chest has 1 crossbow, 20 bolts, 50’ rope. Thick curtains at top and bottom of stairs dampen much of the noise from GAMBLING ARENA, PIG HOLE below.

8) THE PIG HOLE – Garbage, food scraps, dung, and people thrown down the pit in the floor of 5) GAMBLING ARENA make a soft landing on the slimy heap marked X on the map (zero falling damage).

Underground stream 10’ deep rushes out of NE corner of area, passes beach littered with bones, old but still solid and floatable pieces of **broken timber**, rotten clothing shreds, 4 corroded Groschen, and a few rusty weapons.

In NW corner, in the stream, is the **waterwheel** which powers the “Fleischwolf” in 3) MEAT GRINDER MACHINERY room above.

A tool- or weapon-user can- by rolling below their STR 3X - **mount the wheel** and loudly **hack a way up** through the close-fitted hole in the wooden floor above within 30 minutes, unless interfered with or attacked.

Bloated, degenerate **warpigs** on the underground beach of the Pig Hole have a Pavlovian attack response when they sense light and crowd noise above; they fight and devour human beings, horses, dogs, etc. thrown down to them. They can also be frenzied cannibals vs. each other. **Bulvarka** et. al. harpoon, hoist up carcasses of the losers- porcine, human or otherwise- and stuff them into the “Fleischwolf” meat grinder’s hopper.

5 warpig boars (AC 6 - equiv. to studded leather + shield, HD 5, respective hp 48, 40, 32, 39, 15, AT# 1, damage: 3-12 from wicked tusks)

6 warpig sows (AC 7 - equiv. to leather + shield, HD 5, hp 45, 40, 37, 38, AT#1, damage: 2-8 from smaller tusks)

20 fuzzy swinelets (AC 8, HD ½, hp 1-4 each; do not effectively attack)

Wily Rudiger (Thief 2, AC 10, currently 1 hp because wounded, hp 8 when healthy; using sharp & splintered human femur as improvised knife for 1-4 damage) is a **Schwab** thief tossed down to the pigs, catcalled at by gamblers above. Bilingual, knows city well, adds +2 to **Cumulative Bonus/Penalty Score** on joining the Party.

9) TUNNEL – The underground stream, fouled by pig waste and other garbage, rushes past the waterwheel in the Pig Hole, descends a **20’ waterfall** into a **20’ pool**. Pig skeleton and **wooden beam** poke up from shallows on slimy rocks, west end of pool.

The stream picks up speed after the pool, now varies between 3’ to 10’ deep, has debris. Water smells bad.

Pure darkness everywhere except for faint light coming down from old 3’ x 2’ **iron grate** 40’ above sedimentary **beach**. A human skeleton in tattered garments sits on beach against the cave wall.

Exit to a Vodník street near waterfront. 40’ of rock or dirt walls can be **climbed** by a thief of 1st-3rd level 85%-87% of the time, or by another character rolling successfully under DEX for each 10’ climbed (failure means falling, taking d6 damage per 10’ climbed and MAYBE getting to try again from the bottom).

Some options:

- The character who climbs up successfully can **call for help** through the grate and attract the attention of someone from **TABLE A: Wanderers**, subject to the **Cumulative Bonus Penalty** score modified by whether Player says the character called in **Schwabisch** (i.e. Common, **-5 penalty**) or **Krajanština (+ 5 bonus)**.

- At the top, roll under STR 2X and **send grate falling** (hopefully *not* on one’s comrades) below.

- PC or NPCs obtaining or having 50’ rope may be useful.

West of little beach and grate high above, underground stream flows on to **another grate**, vertical this time and very rusted, leading to **river bank outside**.

In the darkness between the little beach and the outflow to the river, a sibilant female voice will greet the Party: “Nazzzzdaaar!” **Rok Kytka, spirit of the stream**, manifests monthly as a 10’ long, 1’ wide snake with beautiful blue-green iridescent scales slimed over with ugly thick strings of algae. She is likely to sympathize with the Party and lead them to the breakable, rusted grate and river bank. She is also likely to complain about the stream being covered over and befouled with refuse. She wants a promise from the Party to remedy these problems sometime soon and to drown **Bulvar** from 4) GAMBLING ARENA in her waters.

Fighting **Rok Kytka** is unwise and unnecessary: **MV 180’ anywhere stream can splash, AC 5 – equiv. to chainmail, HD 8, hp 64, #AT: 2, bite + constriction, Dmg. 1-6/3-18**. Can turn to water at will or if “killed”, regenerates in snake form one month later.

10) RIVERBANK – Scummy stream trickles through rusted bars mentioned in 9) TUNNEL onto small sandy riverside.

Kabourek the Vodník (also #17 on TABLE A: WANDERERS) – Green-skinned, weed-haired millenia-old namesake of Vodník is currently in this part of the river, will ask Party what happened to them. Sympathizes with **Rok Kytka’s** quest, **Krajan** people.

Befriending Karbourek gives + 5 to CUMULATIVE BONUS/PENALTY SCORE. He can **transport** the Party **atop a wave** (without getting them wet) from the 7 RAVENS, FOUNTAIN OF MEAT, or IN HELL

establishments to the Little Quarter and vice versa in 1 turn/10 minutes (which avoids TABLE A: WANDERERS rolls which would be needed for land transport).

On a d20 roll over their DEX, he can **pull a person up to 10 feet from riverbank** into the water to get humorously wet or to drown. D30 over target's DEX in the river **drowns** them. Keeps souls in submerged jars.



10. VE VENUSBERGU – “In Venus’s Mount” -Lurid, ornate décor trying to be Classical and classy. Manners are still rough; working women brazen. Once Party is drinking their **own drinks (2 Groschen** beer or wine) the women **hold out empty glasses** to the Party. Business model: House wants women to **get customers to buy** them **100 Groschen** drinks. Customers can refuse to buy, but EVERYONE **will be appalled** if customers **pour** some of **their own drinks** into the women’s glasses- Penalty of -3 on BONUS/PENALTY SCORE.

11. LONG SCARY TUNNEL THROUGH HILL– A centuries-old tunnel dug through the hill, atop which is the hated tyrant “Divine Shrub’s” mausoleum (Location #12).

When the check is made on TABLE A: WANDERERS for this location, ignore any ethnic **Schwab** results; they are **afraid to enter this tunnel**. Show players **Fig. 5**.

In the dankest middle of the tunnel is St. Vlasta’s statue, illuminated by a miraculous lamp. People find they cannot continue on unless they read aloud one of the **national shibboleth tongue-twisters** of Krajanština on the wall (show players **Fig. 6**) If at least one Player **sincerely tries**, patriotic but kind St. Vlasta will let the PC Party through.

“Strč prst skrz krk!”
 (“Stick your finger across your throat!”)
+++
“Pan kaplan v kapli plakal.”
 (“The Chaplain cried in the chapel.”)
+++
“Vlk zmrzl, zhltl hrst zrn.”
 (“The wolf froze, he swallowed a handful of grains.”)

Possible **alternatives to the tongue-twisters**:

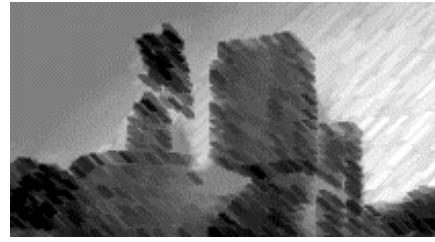
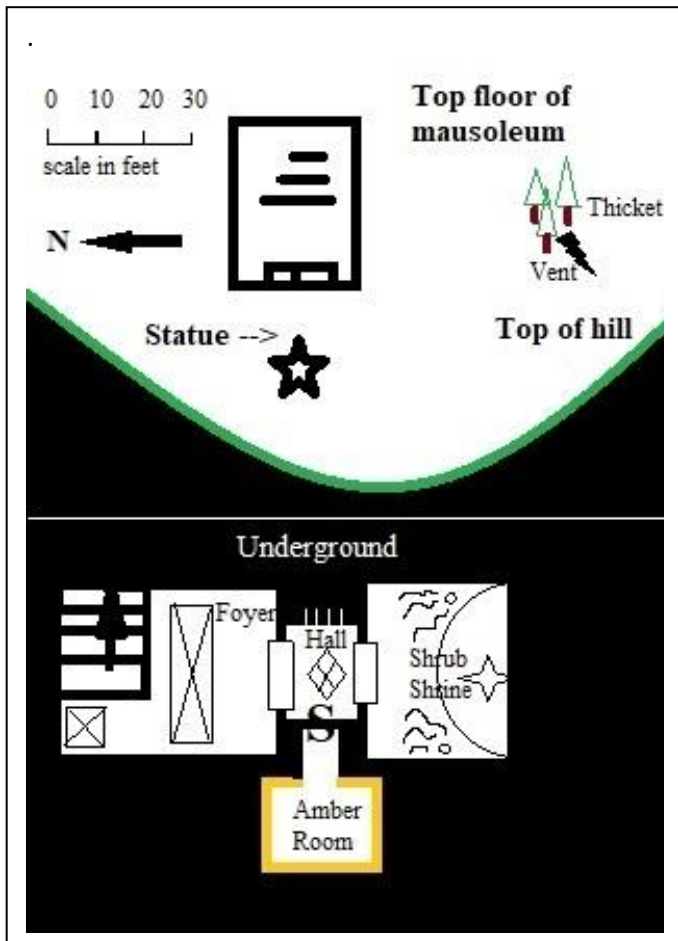
- Turning around;
- 4 people with picks, shovels, buckets vs. rock walls can spend 72 hours of labor tunneling *around* St. Vlasta;
- Destroying stone floor unearths 5 deeply-buried **points-up cursed swords**; Any Schwab or target of St. Vlasta’s ire wields these at -7 to hit, can’t drop them.

12. THE TOMB OF THE SHRUB OF THE GODS – All locals know this grassy hill above Vodníkovo was sacred ground to the Krajan nation centuries ago when the **pagan ancestors** of the townsfolk lit **balefires** here.

They also all know **the tomb** atop this hill contains the remains of the hated stooge of the foreign occupiers, nicknamed “**Shrub of the Gods**.” An equestrian statue of the dead tyrant towers in front of the tomb.

7 restless, **bored** young **tradesmen** and **women** from Vodníkovo (**Level Zero, hp 1-6 each, walking staves, punch awls, industrial hammers, daggers**) sit on makeshift log benches, drinking around a small fire

If PCs were **passing by only**, roll the **ABC Process** as usual, ignoring inappropriate results. If **Tomb** is the **destination of the PCs**, use the process that follows.



Altered from pic by PatrikPaprika at commons.wikimedia.org

TOMB ENVIRONS:

TOMB ENTRANCE- Towering locked, sealed bronze doors with reliefs of the “masterful” doings of the “Divine Shrub” – Mocking bilingual speech balloon graffiti undermines the reliefs’ message. Inside, a wide stairway goes down.

THICKET of trees and undergrowth elsewhere atop the hill hides a stony irregular crack, a **vent**, too small to admit a human being and extremely difficult and time-consuming to dig out. Stinking fumes seep out.

WITHIN THE TOMB (Do not use ABC Process in tomb)

FOYER

Underground, at the bottom of the wide stairway. Murals boast of the deceased’s great deeds, show dissidents crushed. Inscription: “**HALL OF SORROWS**” on South wall opposite stairs. Coin on NW floor. Unnatural-looking luminous face in mid-SE floor.

Traps are ☒ on the map. Detect via usual thief methods, or by any Player figuring them out from the **PICTURE APPENDIX**.

Weight on the broad areas marked with an X on the map make floor tiles give way to **30-foot-deep spiked pits**. 3-18 damage to those who fall and 2-8 additional damage from the spikes.

HALL

Past the heavy, airtight, sealed slab door, the air is stale and reeks of noxious earth-gases.

DM’s choice: Party can detect the map’s diamond X-marked **trap** via usual thief means, or from Players looking at the **lettered lion-headed marble knobs** in the **PICTURE APPENDIX**. **East wall** has **dart-sized holes**.

Check the Party’s **CUMULATIVE BONUS SCORE**

For a **SCORE 19 and under:**

- the group will try to **sacrifice** a Schwab or collaborator to the pagan gods in a new-lit **balefire**.
- This is either a PC or **Baron Hanswurst**.

For a **SCORE above 19:**

- Group will enlist Party to help **break into** the tomb of the hated “Shrub”, in order to **loot** it.
- Supposedly grave tunnels down into the hill as far as the mausoleum towers up.
- Allegedly on the deepest level is a **room** made of priceless **amber** which unfailingly **heals**.
- Corpse of “Divine Shrub” is rumored to be rotted away except for a **shriveled hand**, which confers on its possessor eldritch powers.
- Group is happy to split the proceeds with the Party if Party helps them.

The map's diamond with the X on it is the **marble knobs** on the floor which do nothing but hide a **pressure plate** which triggers the **dart trap**. Roll this as a HD 1 attack for 1-4 damage vs. the first 4 Party members as they step on pressure plate, maybe to "puzzle" the knobs.

A **secret door** in the **west wall**, detected in the usual thief way or via Players looking at the PICTURE APPENDIX, leads to the AMBER ROOM.

THE AMBER ROOM

Eight glorious, internally-luminous, intricately-carved **panels of amber** ½-inch thick extend from the floor to near the ceiling of this room. Sitting at the exact center of the room for 24 hours **removes curses** and **heals** 1-4 hp of damage. Each intact panel is worth **500 silver Groschen**. Reassembling the entire chamber makes it worth **5,000 Groschen**.

Extraordinarily skilled workers are needed to remove and reinstall this elsewhere – it's easy to shatter the panels and render their healing powers non-existent. Roll d20 +15 under character's DEX for unlikely success in removing each panel.

THE SHRUB SHRINE

From HALL: Heavy slab door, airtight-sealed, locked. GÖTTERBUSCH inscription. Rusty chemical stain around seal. Dead rats, bugs keeled-over, piled deep on HALL side of door.

Noxious fumes (wiggly lines on map) originating deep in the earth spew from grates (circles on map). Pipe openings in the ceiling snake through to rents in the bedrock of the hill and finally emerge in a stand of trees atop the hill, "**Stink**" on map. People standing among those trees can smell the stench of the gas.

When the SHRUB SHRINE door is opened, the room is nearly completely filled with reeking invisible **gas**. Unless characters find some means to disperse the gas (prob. takes 3 turns/30 minutes), they will collapse unconscious in 1 segment (6 seconds) standing in the doorway, HALL or in the room. Unless hauled outside within 1 round (1 minute), the keeled-over character will lose half his or her INT. Unless pulled to safety within 2 rounds (2 minutes), the character dies.

2 **skeletons** standing at extreme W and E ends of base of nearly ceiling-high semi-circular dais reanimate 1-6 rounds/minutes after door is breached. Longswords inscribed EWIGE TREUE are in their bony hands. They are covered in rotten shreds and medals, topped with Duke's Black Guard velvet hats.

Skeletal henchmen: MV 12', HD 1, leather armor equiv., #AT 1, Dmg 1-6, hp 6 each.

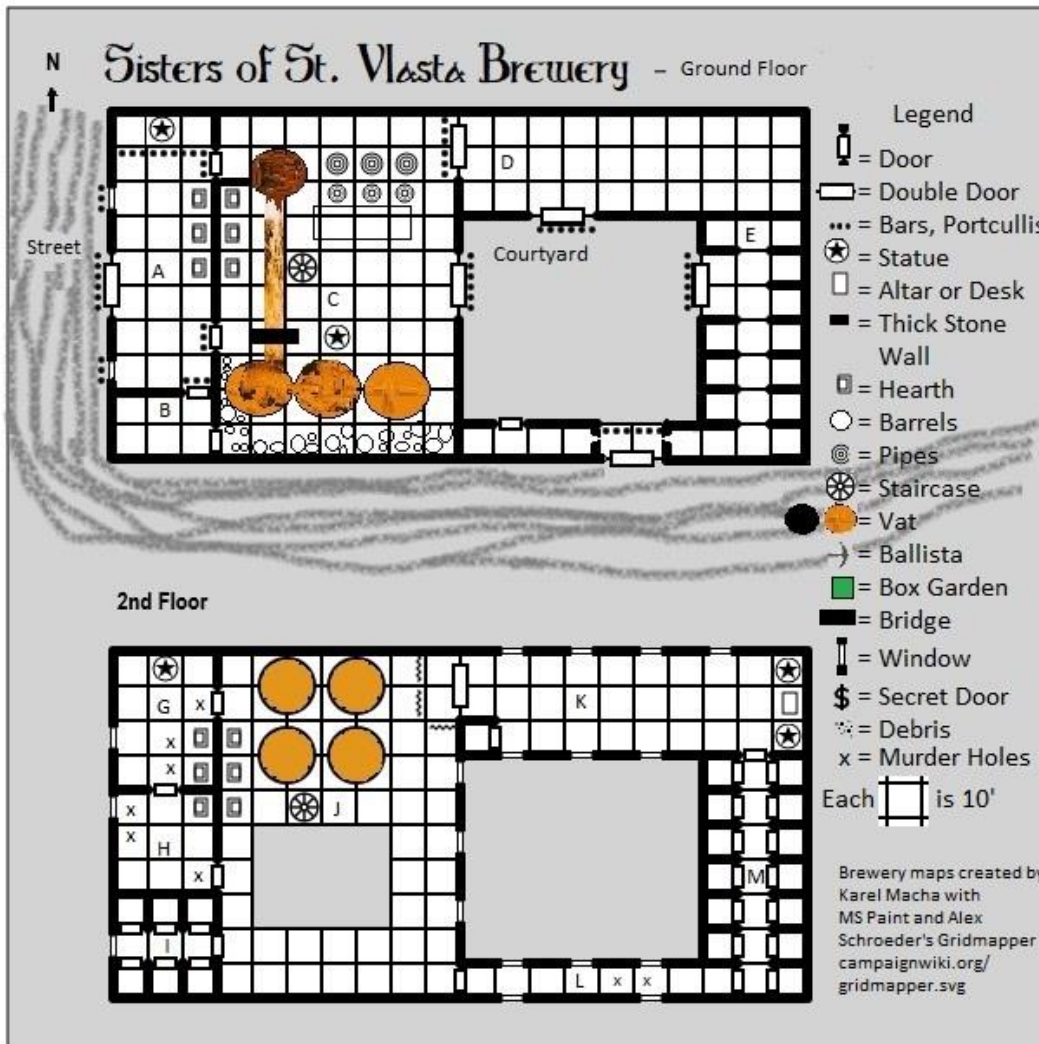
Atop dais sits the last unrotten piece of the tyrant Duke "Divine Shrub": his shriveled, discolored **left hand and forearm**.

Touching hand imparts this information psychically- The fingers can be bent into gestures to produce the following effects:

- "**Thumbs-Up**" gesture grants a **single wish**, once in a lifetime to the wielder.
- "**Pointing**" gesture allows the wielder once in a lifetime to pronounce a "**Todesurteil**" or "**Death Sentence**" of 20-200 points of damage vs. a living creature within 60 feet.

The dead hand of the tyrant **curses the wielder**. He or she will clutch it continuously until/if **remove curse** is applied. The wielder loses 1 point of CHA and 1 point of WIS every hour/6 turns until 6 is reached. Over 1-6 days, the wielder becomes increasingly **paranoid**, especially vs. **Krajany**, and **agoraphobic**.

If wielder is killed or when **remove curse** is applied hand **explodes** to do 3-18 damage (save vs. 6d fireball for ½ damage) to everyone in a 20-foot radius hemisphere or sphere, depending on place of detonation.

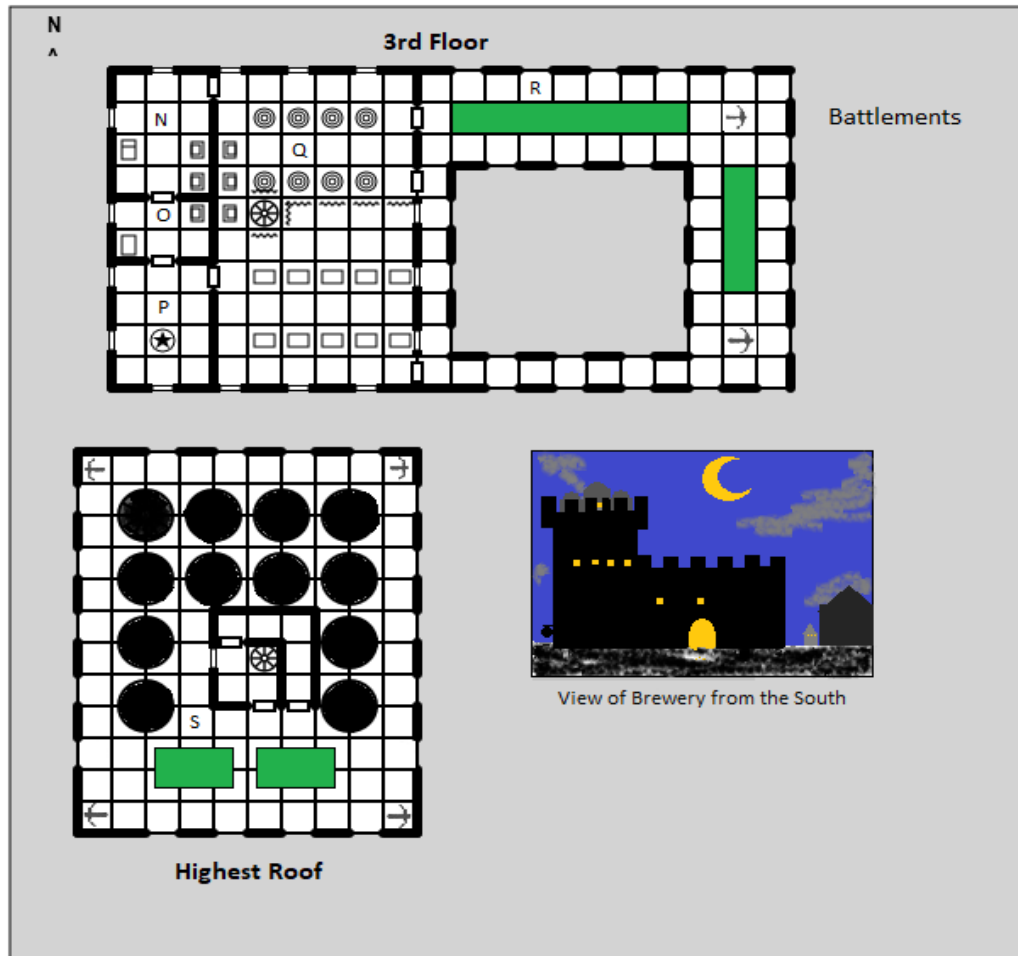


13. SISTERS OF ST. VLASTA BREWERY – Roll ABC Process ONLY in A) PUBLIC BEER HALL. The **20 nuns** of the **Sisterhood of St. Vlasta** are up in arms. **Duke von Wolfsheim** says due to a legal loophole hinging on the missing **original deed**, the nuns' castle-like convent and its **lucrative brewery business (fig. 34)** goes to him, the holder of a more recent legal document: "Let the nuns go weave somewhere instead!"

Yesterday, **von Wolfsheim** sent handsome, sincerely apologetic **Ctirad (Fighter 3, hp 14, leather, sword)** to get the nuns to train-in von Wolfsheim's **10 all-male workers (Level 0, leather uniforms, clubs, daggers)**, who intend to train at all hours to replace them. Production, outgoing beer delivery go on 24/7, as usual.

Mother Vlasta (Cleric 4, hp 17) the senior abbess, and **Sister Šárka, (Cleric 4, hp 20)** the junior abbess, weigh options as they delay **Ctirad** and **von Wolfsheim's** men. Some of their brainstorming:

- Enlist the Party in an all-out **search** for the ancient **deed** in the building and the city. Unknown to them: Deed is in THE FOUNTAIN OF MEAT, 6) SECRET CHAMBER.
- Get **Ctirad** and the men **drunk** and capture or (if they must) kill them.
- Enlist the Sisters (and the Party) to stealthily **pick off** or openly **battle** Wolfsheim's workers using the potentially dangerous brewery work floor environment



Sister Šárka and Mother Vlasta have pledged to **plunge to their deaths** and **drown**- hands clasped Thelma-and-Louise style- down the **waterfall of beer** from the **2nd floor** to the **ground floor** if plans to save the convent and brewery fail.

Castle-like, stone-walled brewery can be held vs. riots and sieges. Overt and ad hoc weapons abound.

Likely: PCs visit BEER HALL. DM rolls **ABC Process**. Nuns invite PCs to talk in office.

PCs' help vs. brawl or drinking contest might precede invite, adds + 2 to CUMULATIVE BONUS/PENALTY score. Additional help finding brewery deed, or defeating all of von Wolfsheim's men earns additional + 5 to Party's CBP score.

A) PUBLIC BEER HALL – Dark timbers, hearths, stage for musicians, statue of St. Vlasta with beer in one hand and sword in the other. Shutters and **portcullis-like grates** can be lowered to protect the hall vs. the street, to **deny access** to the brewery floor, or to shield statue and musicians on stage.

2 nuns (Cleric 1, hp 6, hp 7, leather brewery jackets, clubs) plus Šárka, Vlasta, unhappily serving louts.

Ctirad (Fighter 3, hp 14, leather, sword, CON 8) is trying his best to quiet **2 of Wolfsheim's men (Level zero, hp 5 each, leather, daggers, CON 7, 13)**, belligerent, misogynist, arrogant. The duo crow about taking nuns' jobs & brewery, and ending the nuns' usual nutritional yeast/small beer donation to neighborhood families.

Sister Šárka (Cleric 3, hp 20) and Mother Vlasta (Cleric 4, hp 17) invite Party to talk with them in B) OFFICE/PREP ROOM, then describe situation vs. **Ctirad** et al., ask for help. Brawl or drinking contest likely. For latter: roll under CON, chug brewery's huge beer stein named "**Majstrtrunk**." Failure= 6-24 turns/1-4 hours vomiting or passed out.

B) OFFICE/PREP ROOM – Tables, supplies, locked chest, coin slot: 35 silver **Groschen**

VON WOLFSHEIM'S POTENTIAL REACTION

Any one of **von Wolfsheim's men** or **Ctirad escaping** will alert the **Duke** about violence and open revolt at the brewery he is trying to take over.

Duke von Wolfsheim, if he has not visited already, will advance his planned visit to **Baron Hanswurst** and **Baroness Prudentia** and ride to town within 1 day.

He will accompany **27 level zero men at arms (leather & shield, crossbows or spears)** led by **3 3rd level fighters in chain & shield** bearing swords to occupy, attack, or besiege the brewery.

Duke von Wolfsheim himself is a **7th level Fighter** (plate & shield, lance, sword, light flail named "**Die Wurst**" which is +3 vs. people poorer than the wielder.)

Tactics (in order of trying them):

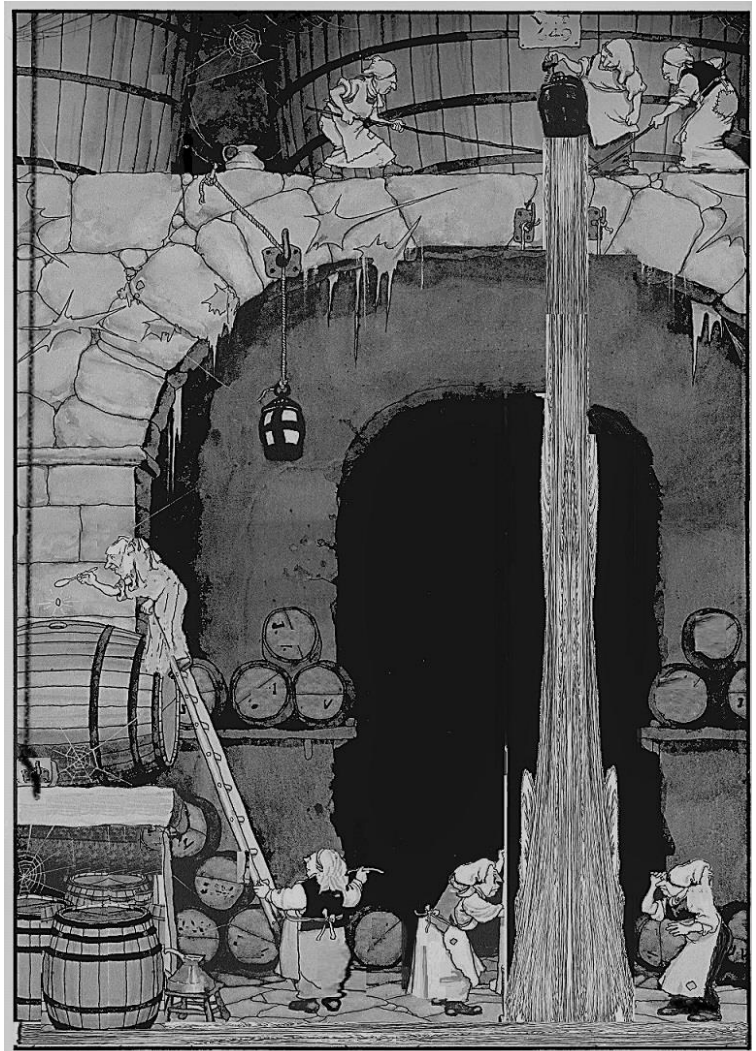
1. Demanding tour/search of brewery with full soldiery, ferreting out of his workers or their bodies, then occupation of building.
2. Negotiation backed by "big stick"
3. Picking off nuns/their allies via crossbow sniping and barrages.
4. Setting smoky fires nearby to smoke out the nuns.
5. Setting the brewery on fire.
6. Undermining/sapping brewery walls.
7. Building a catapult or trebuchet in town.

The Duke will demand the Baron and Baroness's help, but **Prudentia** will find **excuses** to delay local soldiers from joining the fight.

She does not want to provoke open **Krajan revolt**, nor does she want to provoke the **Archbishop**, who is not on perfect terms with Sisters of St. Vlasta but never wants to set a precedent for secularization. She also wants the Duke's **hands off her local pie**.

After 8 hours/48 turns of obvious attacks on- or a siege of- St. Vlasta's, **1-10** hotheaded **Krajan** patriots (**Level Zero, hp 1-6 each; no armor; hunting bows, axes, daggers, or threshing flails**) will rouse a mob vs. **Duke von Wolfsheim** and his soldiers. The mob will be **3-36 level zero neighborhood residents; no armor; slings, axes, threshing flails, torches, daggers, or clubs**.

Producing the **true deed** to the brewery - obtainable from 9. THE FOUNTAIN OF MEAT, in its area 6) SECRET CHAMBER – in front of many Krajan and Schwab witnesses (**Paulus the Priester** is an especially acceptable witness for any side), will cause the **Duke** to **break off his attacks** and head home, after negotiating for some compensation for his injured, killed, or mustered men (he doesn't care about them or **Ctirad**, but he wants to save face).



The river of beer and brewery operations tended by the Sisters of St. Vlasta. Altered from W. Heath Robinson, c. 1910, public domain.

C) MAIN BREWERY WORK FLOOR – 24-hour operations. Show Fig, 35. 20'-high-ceiling. Statue of St. Vlasta with sword and beer in hands. Big **vats**, barrels, hearths, adjustable-height work tables and benches which descend from the ceiling on chains, a rushing **river of beer** with a movable chain-hanging **metal footbridge** over it, a roaring **waterfall of beer** flowing from the 2nd floor vats.

When **Mother Vlasta** takes VIP tours across the footbridge, she allows them to scoop beer from the river with a tankard.

Currently **8 of Wolfsheim's men (level zero, hp 1-6, leather aprons, daggers)** are learning how to operate brewery equipment under sullen training of the nuns (**10 level-one Clerics, hp 1-6 each, leather brewery jackets, bung mallets and brewery tools which function as staves or clubs**) they will replace.

As the nuns know, this area is great for a fight!

Many **ad hoc weapons** and defenses:

- Attackers' **access across river of beer** is easily cut by sliding footbridge's chains along ceiling tracks to another area.
- Piled **heavy barrels** = effective **barricades**.
- Metal **equipment on chains** can be moved on tracks along the ceiling, **swung to hit** attackers within 20' radius, **dmg 1-8**.
- Chains can be found at frequent intervals along the ceiling; if adjusted, people with DEX 10 or higher can **swing on them** within a 20' radius to kick opponents (**maybe in the face**) for **1-4 damage**.
- Nuns (or PCs) on the Second Floor can **shoot crossbow bolts**, other missiles at opponents on the ground floor brewery area through the wide opening in south central Room J).
- Spiral **staircase** can be strewn with **caltrops** or broken glass, or strung with thorn bushes.

- Those descending can swing weapons easily in right hand; right-handed attackers **ascending spiral stairs find no room to strike**. Top has bolt-able **iron trapdoor**.
- Those with STR at 12 or higher can roll d20 below their strength to **hack open** huge **pipes** and **vats** to squirt beer, water, hot water, or smoke (roll d4 for which) at opponents. Opponents suffer minus 2 to hit for the next round.
- Versus **scalding water**, opponents must also save vs. poison to avoid taking 1-6 damage.
- Many lamps in work area. **Oil** drained from these beforehand can be thrown at opponents within 30'. A second hit with a flame source will cause 2-12 damage the first round and 1-6 damage the second round. 60% chance of a spreading fire in the brewery. The nuns vehemently **oppose** weaponized oil use **indoors**.

D) STORAGE/BARREL REPAIR/BEER CART GARAGE – All hours, nearly seven days a week, ONE of three **teamsters** cares for horses, preps carts, loads full barrels, unloads empties in the nearby courtyard. All are friendly, worry about the nuns, take turns on delivery runs to pubs around town round the clock. Suspicious of IN HELL & especially THE FOUNTAIN OF MEAT. Teamsters say coworker disappeared delivering to FOUNTAIN OF MEAT 1 year ago

Teamsters:

Honza (Fighter 2, hp 9, leather, sword, whip)

Ottokar (Fighter 1, hp 6, leather, sword, daggers, whip)

Ludvik (Level Zero, hp 6, leather, sword, whip)

Befriending the teamsters affords PCs a chance to hitch a ride ANY time to ANY landmark in Vodnikov and incur only 3 turns/30 minutes elapsed time and one roll on TABLE A en route. 19

E) STABLES – 10 draft horses, food, and equipment. Aperture in one of the storage corners next to the courtyard gate allows a teamster (see D) or other defender to safely attack opponents in the gate corridor.

F) STORAGE – Contains similar aperture to above.

SECOND FLOOR – Nuns-only zone. Even Wolfsheim's men do not dare go up here... yet. Male PCs can go here if allowed by Mother Vlasta.

G) NUNS' REFECTORY – Tables, benches, hearths, statue of St. Vlasta holding beer and sword in hands. Pieces of flooring can be removed to open **murder holes** vs. beer hall troublemakers or attackers.

H) NUNS' KITCHEN – **Murder holes** under flooring.

I) NOVICES' DORMITORY – Depending on time of day, contains up to 6 Level Zero normal women.

J) ADDITIONAL BREWERY SPACE – Pipes, vats, hearths, barrels, tools. One vat can pour out into **waterfall of beer** to ground floor **river of beer**; can be diverted to make staircase impassable below this floor for as long as beer/water rushes down (1-20 turns minimum). Railing around opening affording view of ground floor. 6 locked chests **each** containing **2 crossbows** and **40 quarrels**. Nuns are anxiously waiting for direction from **Mother Vlasta** if/when they can attack **Wolfsheim's men**.

K) CHURCH – Includes **very** solid storage closet.

L) CORRIDOR – Includes windows which can be shuttered with iron, but allow for shooting at enemies outside below. Floorboards can be put aside to uncover **2 murder holes** vs. courtyard gate below. 3 chests with lamps, lamp oil, caltrops, rocks. 1 chest with 2 crossbows, 40 quarrels.

M) NUNS' QUARTERS – Spartan cells for all full-fledged Sisters of St. Vlasta except **Mother Vlasta**.

THIRD FLOOR

N) MOTHER VLASTA'S QUARTERS – Tapestries, rugs, books, statuettes. Old copper brewery vessel is chamber pot.

O) OFFICE – A book in this room: Business records recount a teamster disappearing after delivering beer to THE FOUNTAIN OF MEAT 1 year ago.

P) ABBESS CHAPEL – Statue of St. Vlasta, usual iconography: beer in hand for peace/sword for war

Q) LIBRARY/SCRIPTORIUM – Schwabisch, Latin books: religion, brewing, business; No contraband.

R) LOWER BATTLEMENTS – Stone-tiled roof has raised box gardens with herbs; sometimes nuns do crossbow practice in these gardens. Roof also has **ballistae** which can be cranked up above battlements and swivel lazy-susan-style. Each ballista has some side and front shielding for operators; each has a chest nearby with **20 bolts**.

Six boxes on the south side above the courtyard gate are filled with heavy **rocks**, designed to be easily slid into place, tipped to fall on attackers at the gate.

Two cauldrons can be filled with flaming oil, scalding water, etc., and wheeled into place above gate. Three chests on the courtyard gate side contain **caltrops**, thorn bushes, and heavy **30' radius nets**, ingeniously weighted and folded to be tipped out easily, fall on attackers below.

Nuns **regularly train** to defend the convent/brewery. **Mother Vlasta** can call out, for example: "Sisters! Plan 5!" and 2 nuns will rush into place to operate each ballista, 6 other nuns will ready crossbows and stand at strategic places behind the battlements, 2 will fill the cauldrons, 2 more will stand ready over the gate with boxes of rocks.

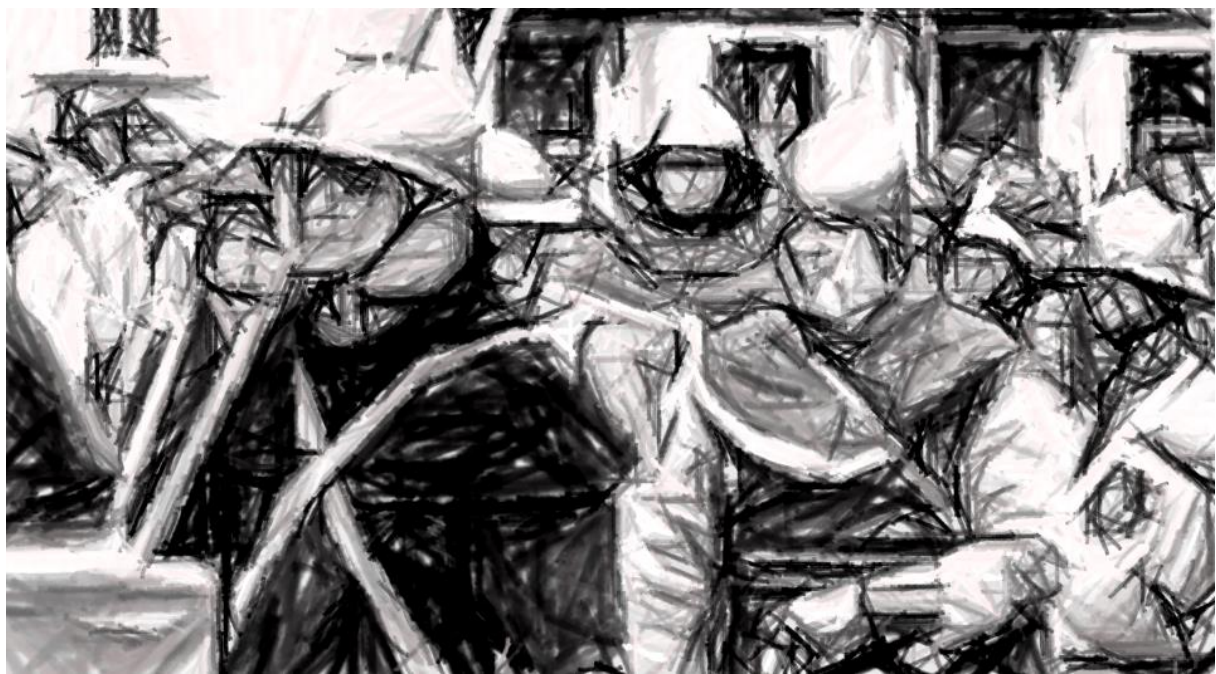
FOURTH FLOOR/HIGHEST ROOF

S) Small building housing top of staircase, storage: incl. **4 chests** with **2 crossbows** and 40 quarrels each.

Outside: **Box gardens**; Covered **water tanks** drawing water through long pipes from artesian spring in cellar, feeding water down to brewery operations as needed on lower floors; **4 Ballistae** on platforms which can crank up above battlements, swivel like a lazy susan. Each ballista has a chest near it containing **40 bolts**.

Above entrance to beer hall: **6 boxes of heavy rocks** designed to easily tip contents through battlements, onto attackers in street 4 floors below.

In most of the **siege plans** the nuns regularly rehearse, only the 2 ballistae on west side are crewed with 2 nuns each, allowing **Mother Vlasta** and 3 other nuns to be posted at L) and G).

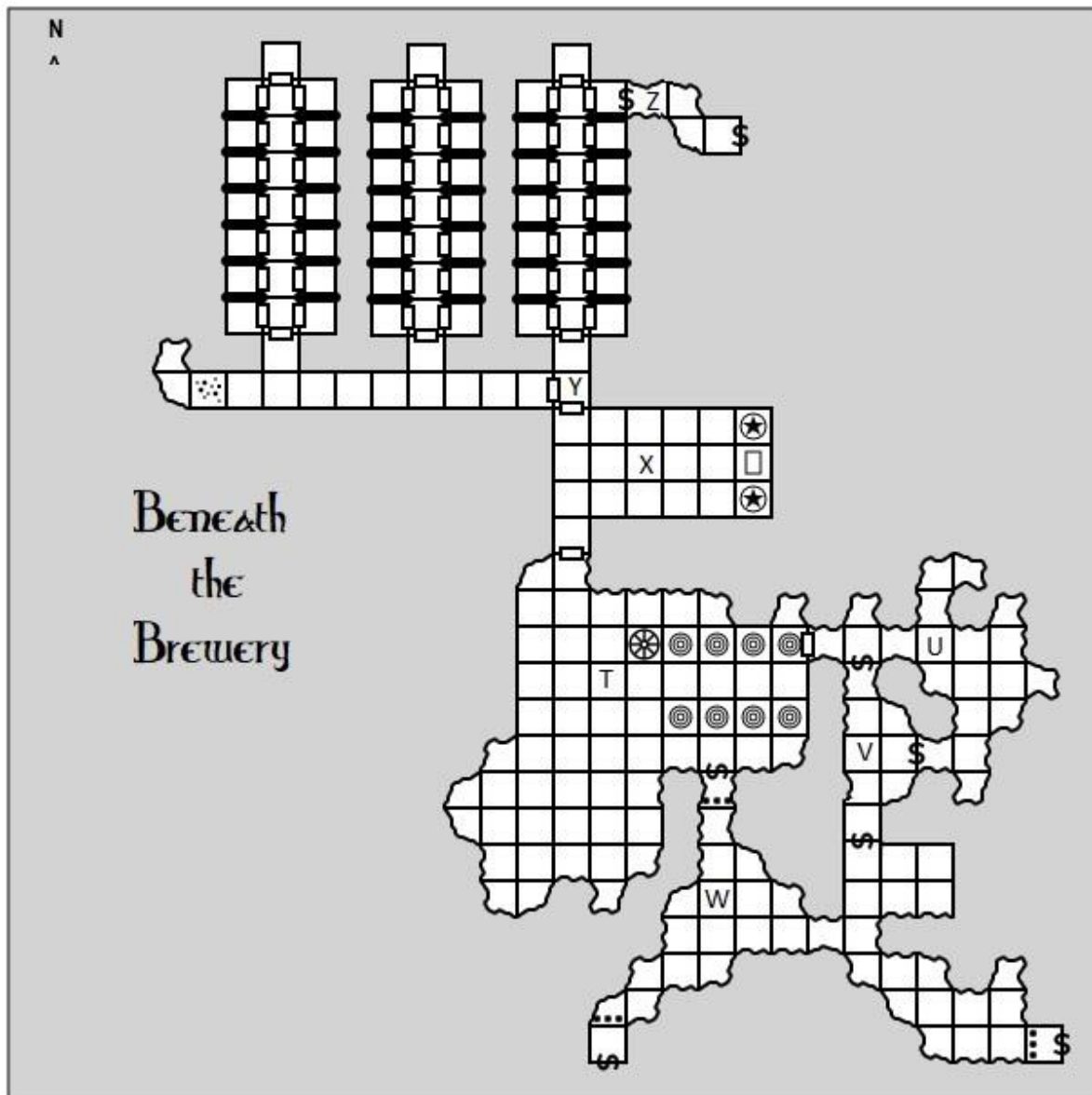


The Duke's men, come to take over the brewery.

Altered from an image by WWW SLON at Pixabay.com



Sister Šárka



BENEATH THE BREWERY

T) CELLAR – Massive **pipes** channel flow of artesian spring upward to brewery and storage tanks on highest roof. Valves can shunt flow to flood W) and southern half of cellar. Storage for brewery equipment. Many barrels of beer. Show Players **Figs. 22, 23, 24**. They may find **secret door** to W) atop ladder with bright bricks in **Fig. 24**. **Fig. 23** is stout locked door to U).

U) TREASURY – Show Players **Figs. 25, 26, 27**. Brewery proceeds: 2,521 silver **Groschen** and 553 copper **Haliře** in **17 locked chests**.

Secret doors may be found if Players see them in **Fig. 26** or **Fig. 27** and poke around, or through usual secret-door-finding methods.

V) SECRET TREASURY - Contains 7,950 silver **Groschen** in **3 locked chests**. In another **locked chest**- clerical **scrolls: cure light wounds, purify food and water, remove curse, patriotic lesson book** (show **Fig. 21**), as well as “Das Freibier”. This swiped-from-Schwaben **cursed beer stein** provides unlimited beer on demand, but only when in contact with wielder’s mouth. Too much of a good thing!

Only **Mother Vlasta** and **Sister Šárka** know about the secret entry points, have keys to locked chests here.

Secret doors to U) and W) are obvious from within this room.

W) HIDDEN GUEST ROOM – Damp, moldering blankets, clothes, broken weapons, rotten supplies, faded patriotic graffiti in **Krajanština**. Findable: copy of **patriotic lesson book** (give print copy of **Fig. 21** to Players if appropriate).

Show Players **Figs. 28, 29, 30**. They may find the **Secret door** to V) in **Fig. 29**.

Northernmost **portcullis** can be lowered from just inside the secret door from T) CELLAR. SE and SW rusty **portcullises** are controlled from just inside W), before the **secret doors** (easily found inside room) which exit to creek-side caves in a wooded ravine.

Old Ota is the **ghost** of one of the patriotic rebels who were hidden here. He is invisible, intangible, can't leave area W), leaves huge shed snakeskins around.

He thirsts for **spilled blood** to give him strength and will say anything to get Party to **drain** someone of **2-7 hp** for him. He 1st asks for a Schwab, but he will quickly become less picky. PCs can even cut their own veins to spill on cave floor for him.

MV: 120 feet, AC if unseen, equiv. to plate + shield, if seen, equiv. to leather armor, HD 1, AT: 1 chill touch, Dmg: 2-5, each hit also drains blood- equiv. to one point of **strength**; victims reduced to zero die but do not reanimate as undead. Immune to cold-based attacks; other usual undead immunities. Can only be hit by **blessed, silver-treated** or **magic weapons**. A cleric can turn Old Ota as a *shadow*.

Old Ota is clairvoyant. He can tell PCs where **Baron Hanswurst** is (and give +19 to next CBP score and **ABC** rolls) or can tell them exactly where the **deed for the brewery** is - #9 THE FOUNTAIN OF MEAT, in SECRET CHAMBER area 6) behind some “classy” wooden paneling.

X) SUBTERRANEAN CHAPEL – Gorgeous gilded glass mosaic on N & S walls bearing Krajan prayer: “**Dej Bůh štěstí**” Pried out, worth only 1 Gros. Shouting prayer/war-cry once daily gives + 1 to a pro-brewery person's attack, morale, brewing success rolls for the next 6 rounds/minutes.

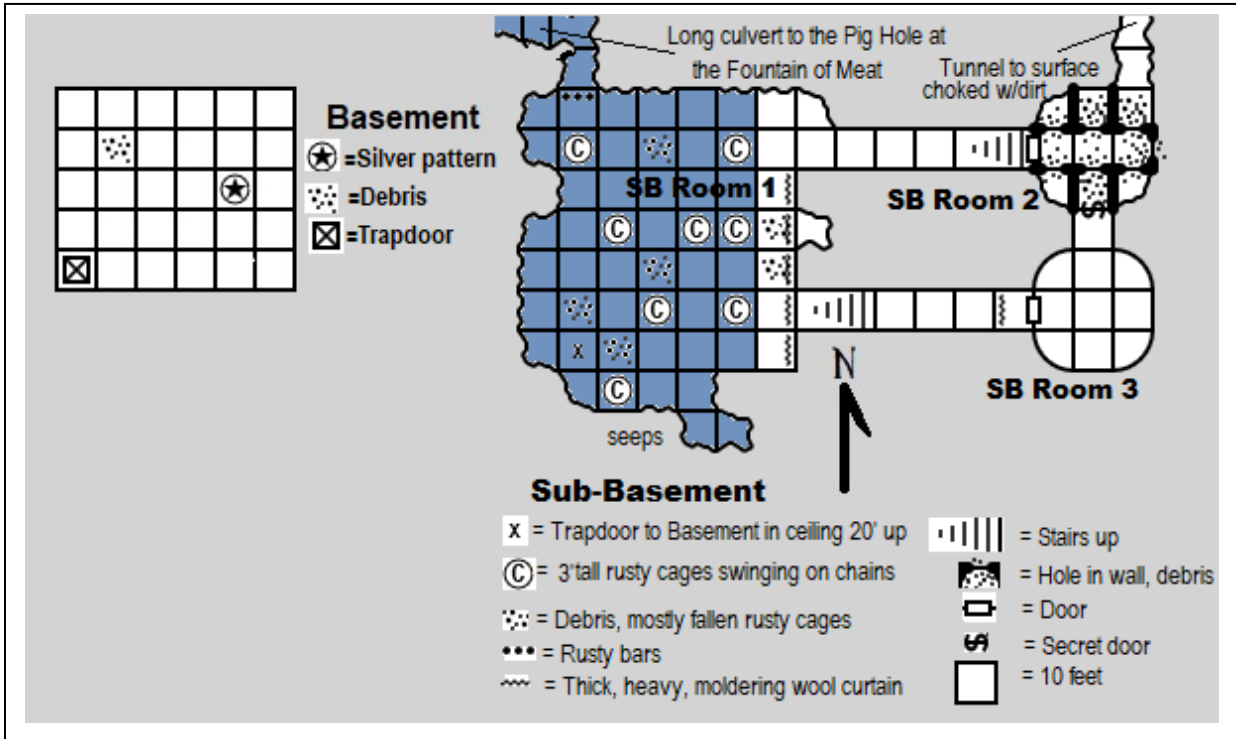
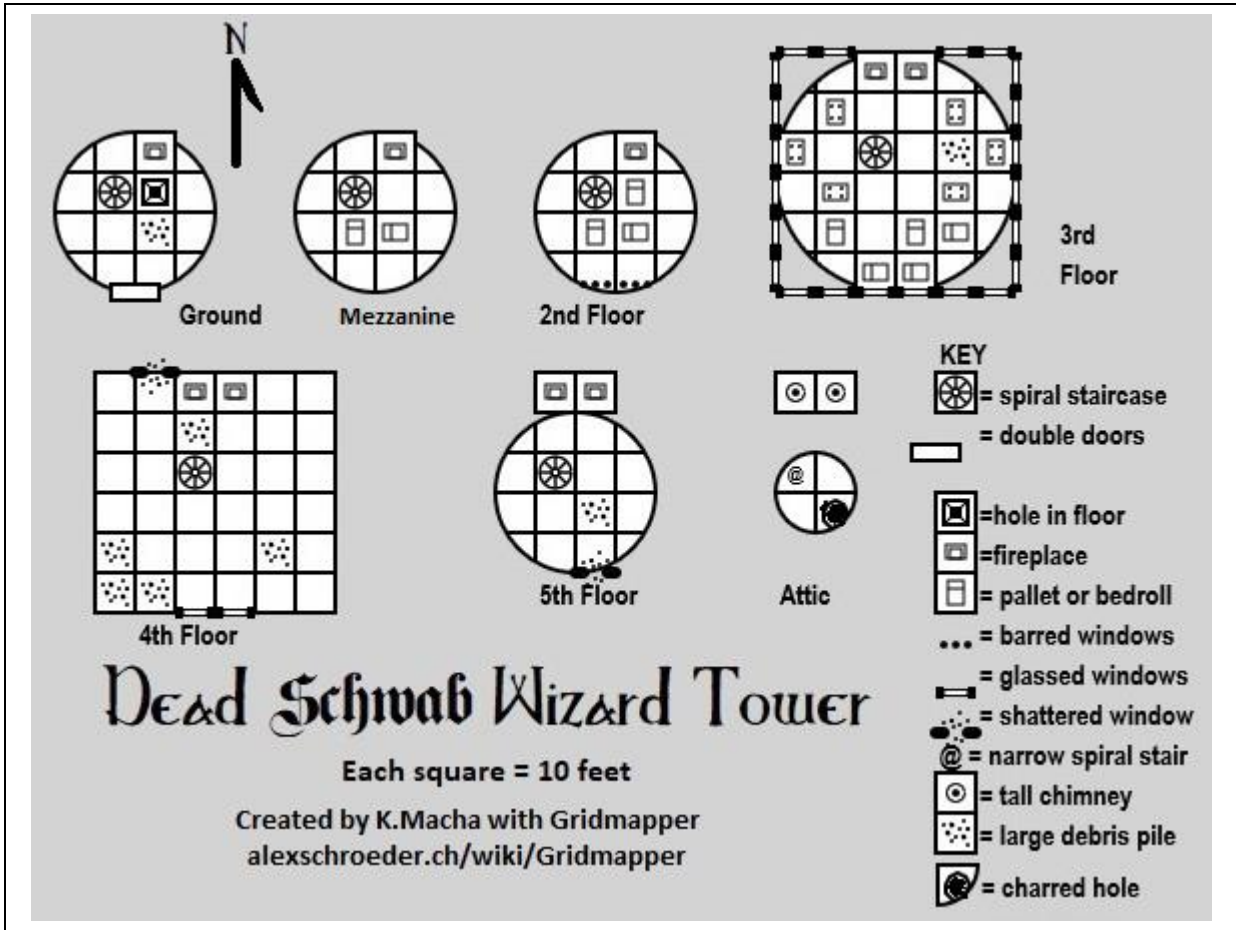
Y) CATACOMBS – Unfinished corridor at west. Many, but not all, tombs are occupied by Sisters who went before and their **doors are sealed**. Few grave goods, no real valuables.

Northeastern-most tomb, however, has a **locked door**. **Mother Vlasta** inherited the key from her predecessor, doesn't know about lever. Empty sarcophagus contains lever. Lever opens **secret door** in east wall, leading to Z).

Z) FORGOTTEN TUNNEL – Chest on floor contains large backpack with moldering but carefully packed laywomen's clothing, rotten supplies, rusted weapons, 100 **Groschen** with no dates newer than 50 years ago, bundle of worm-eaten **forbidden literature** in **Krajanština**.

Another **secret door** (show **Fig. 31**) allows exit to dusty basement of nearby house. Must push away piled rotten barrels to emerge into basement.

Schwab family (incl. 5 level zero adults, hp 2, hp 6, hp 4, hp 4, hp 5, and 7 children) living in confiscated-from-Krajan house will be surprised by visitors entering house this way and react with swords, daggers, rolling pins, broom-handles, iron skilletts.



14. DEAD SCHWAB WIZARD'S TOWER – Stable-yard at **western foot of this tower** has squishy 15' tall x 30' diameter pile of **horse manure**. Falling on this, even from heights up to 40', causes only 0-2 damage.

Exterior of tower looks somewhat phallic. Charred, burst-open hole visible in highest roof. All night, light can be seen through windows on 3rd floor. **Double-door entrance** on south of tower is **open** at all hours. Music, shouts, and laughter spill down spiral stone stairs.

GROUND FLOOR – Stone spiral staircase leading up – faint shouts, laughter upstairs. Substantial debris pile made of cannibalized furniture, 10' ladder, piled junk and dirt makes access difficult to area east of staircase. Smashed floorboards around large **dark void** in floor in this area. Those coming within 10 feet of void and looking within will see eyes and hear a woman's insistent whispering voice: "Come closer! Let me out!" – SEE BASEMENT and SUB-BASEMENT on next page if PCs venture or fall into the void.

MEZZANINE – Bedrolls on floor. Junk piles. **Book** in junk pile: **NOTES ON OPERATION OF THE SPIRIT ENGINE** describes how to operate **Spirit Engine** on 4th Floor (see **Fig. 37**). Recently extinguished fire in hearth. Sounds coming from upstairs louder than on ground floor.

2nd FLOOR – Bedrolls on floor. Embers burning in fireplace. Ragged faded black clothing strewn about. Strong body odor and patchouli smells. Sounds from upstairs are even louder.

3rd FLOOR – Many windows. Show **Fig. 32**. One poorly bricked-up fireplace, another with a roaring fire. Haphazardly stacked fuel nearby. Repurposed workbenches as tavern tables. Stools and chairs hodgepodge. Actual **dining table** near center of room, many wine stains, riddled with holes, has **hand auger** lying on it. Bedrolls, bags, black rags crumpled in sides of room. Smells: woodsmoke, patchouli, body odor, spilled wine.

Young Squatters: 11 men and 6 women with long, unkempt hair, wearing dirty faded black patched and ragged clothing (All Level Zero, hp 1-6, unarmed – some men's names: **Radovan, Rastislav, Valdemar, Ivo**; some women's names: **Iveta, Radka, Vanda**) are operating an **informal tavern** in their squatted **home**, playing music,

accepting bartered goods and food, but refusing monetary pay. Their smiles and eyes are ablaze with excitement, friendliness, idealistic enthusiasm.

Manically motormouth **Young Squatters** *insist* on talking to Party- roll d6 for conversation, cross off results until result #6, which will happen in any case if PCs close the conversation:

1. They were brutally evicted from their homes by Schwab colonists. Evictees banded together as the **Young Squatters**, hit the streets.
2. 3 months ago, a midnight explosion blew a hole in the tower roof. **Magister Faustus**, the Schwab and reputed **wizard**, disappeared screaming into the sky. Neighbors see intermittent visions of huge shadowy babies and black poodles crawling up tower exterior.
3. People living nearby have frequent headaches, hear noises, incomprehensible whispers: "So, music and talk is the way to quiet the eerie whispers we hear every few minutes"
4. The Young Squatters broke in, explored, used Faustus's supplies, set up camp in the 1st-3rd Floors. Hole in Ground Floor is unexplored, creeps them out. They think upper floors are haunted. They trapped something mumbling curses in an upper floor fireplace with piles of bricks.
5. "We *invite* you to do this!" Drilling with **hand-auger** into table makes fountain of red wine burst forth a foot above the table – **2-7 Young Squatters** in vicinity will crowd around to gargle and lap fountain after PCs get their drink. Fountain dries up after 10 minutes/1 turn.
6. They will get louder, speak faster, get more agitated as they talk, eventually ripping off all their black clothes as they vehemently assert:

WE, THE YOUNG SQUATTERS, DECIDED BY
CONSENSUS TO SHARE EVERYTHING... TO NOT USE
MONEY... TO WAGE NO WAR... TO WIELD NO
SWORDS... TO REFUSE TO BE RULED BY THE SCHWAB
GOVERNMENT... TO USHER IN **PARADISE ON
EARTH... TO REMOVE OUR CLOTHES** TO BE
BEYOND SIN TO RESEMBLE THE FIRST MAN AND
FIRST WOMAN... TO REJECT AND **EJECT** THE EVIL
SCHWAB AMONG US!

All of the newly-nude patchouli-scented Young Squatters are supernaturally energized and **try to throw the Party out of the windows** in the west side of the room (either open or closed).

Add up the STR scores of each Party member. Unless the Party's combined score is above 194, or some other measure works, the 17 suddenly-insane Squatters will successfully throw Party out the windows.

Defenestration (and falling) will cause **0-3 damage** to each person plopping onto the huge squishy pile of human and horse **manure** below.

If Party returns upstairs, Young Squatters will be surprised, dazed- will rub their aching skulls - are quietly putting clothes back on. They will be shocked and very **apologetic** and seem to sincerely have little or no memory of throwing Party out the windows. If appropriate, roll on TABLES A, B, and C. After 1-6 turns/10-60 minutes of this apologetic behavior, the Young Squatters will begin complaining of renewed headaches, whispers echoing from upstairs. Mania will return, the clothes will come off, and they will **try to defenestrate the Party again**.

4TH FLOOR – Former workshop. Looted, rummaged-through piles of broken alchemical bric-a-brac. Northeastern-most fireplace looks last used months ago. NW fireplace is blocked up with messy pile of bricks. Kindling jumble nearby includes 16 copies of banned book **THE KEY TO BEING KRAJAN (Fig. 21)**, glass vessels with dried blood caked on them, desiccated hops, poppies, plus **NOTES ON OPERATION OF THE SPIRIT ENGINE (described below, shown Fig. 37)**.

Der Erdgeist manifests as pair of enormous eyes peering out from blocked NW fireplace. Its muffled whispers in Schwabisch implore anyone nearby to **unblock the fireplace**. It will be revealed as a guttering fire, then complain of hunger and curse out the long-haired Krajan young people (the **Young Squatters** of the 3rd Floor) who bricked it in.

It will state its **goals** in a deep, tired voice: to **“eat” flammable material**; to send its flame along a path of flammable material to a **forest** or large wooden **building** or **neighborhood**, after which it can melt into the ground.

It can explain that it has vague memories of Magister Faustus reading to it out of a **book** or **paper** (Players will hear this and probably think of **NOTES ON OPERATION OF THE SPIRIT ENGINE, Fig. 37**) and feeding it various things.

5th FLOOR – Former bedroom of Dr. Faustus. Scorch-marks, debris on floor. Shattered window. Big hole with charred edges and monstrously huge scorched claw marks, punched upward through ceiling. Lingering scent of sulfur.

ATTIC – Crawlspace in conical pointed roof. Stored bric-a-brac. Charred, scratched, burst upward holes in floor, ceiling/roof. Similar scorched hole in floor. Scratched, charred wood fragments, slate roof tile debris on floor.

BASEMENT – Can be reached via void surrounded by smashed floorboards on GROUND FLOOR, from which an uncontrolled 10' fall to basement's stone floor incurs d6 damage. Empty barrels along walls of room. Trapdoor with iron pull ring in SW corner.

Inlaid in floor directly below hole in ceiling boards are silver lines inscribed with magical phrases forming an intricate shape. Inside the pattern is a very tall, very thin, bored-looking woman in a short red shift: **Kesselbuntes**. Her feet are backwards. Her eyes look like a goat's. “What **TOOK** you so long? Did my brother take that awful Doktor Faustus away yet?” She will say or promise anything to convince the Party to free her. Transforms into a grotesque black poodle and croons exactly like extradimensional male singer Karel Gott at random moments. She can burn anything which enters the center of the pattern for 10-60 damage. She can only escape the silver lines if someone digs them out of the stone floor. The inscribed silver is worth 1000 Groschen to the rare savvy, unafraid black-market buyer. Otherwise, melted down, it is worth 50 Gros.

If freed, Kesselbuntes will become a 10-100 damage fireball, set everything within 100 feet on fire, and disappear to her favorite hell.

SUB-BASEMENT ROOM 1–

Access via trapdoor in SW corner of BASEMENT. Glint of gold visible through this entrance. Piles of broken junk, fallen rusted cages, expensive-at-first-glance gilded furniture (which is actually waterlogged, rotting, broken, worthless). Sluggishly moving, murky, stinking, water. Heaped soggy splinters emerge from water's surface below. Rusty cages, (75% open, 25% locked and with a human skeleton inside) swing on long corroded chains from the ceiling. Rats skitter. Moldering grey wool curtains along East side of room, drier strip of stone floor. Small cracks in South floor seep murky water, which **flows slowly** to North, covers floor 1-4 feet deep. Show players **Fig. 35** and **Fig. 36 map**.

Barrels bobbing against **barred tunnel** in **North wall**. Removal of rusty bars (PC's STR rolled under 3X in a row) gives access to narrow, wet, **tunnel leading west**. It leads to the easternmost part of area 8) THE PIG HOLE within location 9. PRAMEN MASO "THE FOUNTAIN OF MEAT" (pp. 7-9).

Mindlessly enraged **2-foot-tall figure** clad in an improbably **red hood**, bright as newly shed blood, can eventually be glimpsed out of the corners of PC's eyes. It scrambles among the broken furniture piles, sloshes through the water at great speeds, circling, closing in on the PCs. Startling, intermittent, loud teeth gnashing.

Red Homunculus whips among debris, **attacks 2 times** per round for **2-5 damage** with a wicked-edged dagger. **Leather armor equivalent, HD 2, hp 13, MV 160 feet**. Attacks are **+ 2 vs. opponents in shallow water** or **tangled** in debris. **Red Homunculus** cannot leave room.

Characters standing on **debris piles** marked on map (**Fig. 36**) who are **moving** or engaging in **combat** must roll under DEX not to become tangled in debris or fall around to flail in water for 1 round.

Characters **moving between cages** and/or **debris piles** must similarly roll under DEX to **not fall in water/get tangled** for 1 round, and incur d4 damage.

SUB-BASEMENT ROOM 2 –

At the extreme NE corner of SUB-BASEMENT ROOM 1, moldy woolen curtains terminate in a dark void. This is the dank, but still progressively drier stone-floored

passage leading up stone stairs to a door, and finally SUB-BASEMENT ROOM 2.

SUB-BASEMENT ROOM 2 is a narrow room, stone floor strewn with sand, stone chips, old wooden slat fragments. Holes (punched in? punched out?) in rough wooden slat walls on N, S, and E sides.

In NW Hole:

- **Chalice**, lead bottom, contains gradually more gold content until 100% gold rim at top. Ornate engraved alchemical lead-into-gold symbols. Worth 10 Groschen for materials; worth 50 Gros. to a buyer interested in alchemy.

In N Central Hole:

- Taut, desiccated skin covering **skeletal arm** not far inside hole.
- **Gold ring** glints on finger. Value: 10 Groschen.
- Semi-buried skin-on **skeletal arm (MV 60 feet, AC equiv. of leather and shield, HD 1, hp 1, AT 1, Dmg. 1-4)** will surprise-animate to clutch, scratch, strangle anyone poking body parts through hole or trying to pull down wooden slats. It scrabbles around, climbs.

In NE Hole:

- Dirt-choked **long passage**, which, if cleared, leads up to exit amidst brambles on **surface** in vacant lot ditch 300 feet NE of dung pile next to Dead Schwab Wizard's Tower.

In E Hole:

- Empty. Shallow. Sandy.

In SW Hole:

- **Bones**
- Looking or reaching in forms, above bones, **glowing purple outline** of pregnant young woman.
- **Markéta (MV 120 feet, AC equiv. to plate, HD 4, hp 17. AT 1 – icy touch, Dmg: Hit drains 1-4 points of STR; zero STR opponents die; can only be hit by silver/magic weapons)** is the ghostly remnant of a Krajan victim of Magister Doktor Faustus's experiments.

- She will immediately greet PCs in **Krajanština**: “Nazdar!” and wait for their reaction.
- Markéta might tell PCs her story: She was a simple pub worker from At the Seven Ravens seduced by Faustus, dubbed “**Gretchen**,” became pregnant, and then was murdered in his experiments. She’s **disillusioned** and **angry**.
- Her **ideal outcome**: PCs will reveal through parley in Schwabisch or Krajanština they are sympathetic to Krajan cause and/or dislike Mag. Dr. Faustus. She will try to persuade them to carry her **bones** to **consecrated ground** for proper burial.
- In **exchange** she can lead PCs safely out through dirt-choked NE Hole, and/or answer one question, such as: Where is Baron Hanswurst? What benefits does the Hand of the “Divine Shrub” bring to the wielder? Where is the true deed to St. Vlasta’s Brewery hidden?

In S Central Hole:

- **Packed, smoothed-down sand** goes up S wall.
- Stone slab stands upright behind packed sand- This is a **secret door** leading toward SUB-BASEMENT ROOM 3.
- Can be **wrenched open** by rolling under STR 3 times.

In SE Hole:

- Silver and shattered glass vessel with creepy purple, veined, still-slimy piece of caul in it.
- Roll under DEX or use gloves to pull out silver bits worth 5 Groschen without incurring 1-4 damage from glass shards.

SUB-BASEMENT ROOM 3 –

Driest, least-musty room on this level: Black velvet-curtained dark wood canopy bed. Sheepskins, wool blankets, silk sheets. Black velvet **drapery** on east wall. **Desk**. Gilded chair (worth 5 Groschen). Quills, ink. **Shelves** and **boxes** on south wall.

Schwabisch **Parchment** on **desk** describes experiment to summon a powerful spirit, ends in hastily-scrawled fragment: “I am eager to see what results the final steps

will bring tomorrow...” Following the instructions, draining 9 humans’ blood, spending 9000 Groschen on rare supplies (mandrake, siren’s windpipe, dragon’s heart) will summon the thing that flew off clutching the never-seen-again Faustus.

On south wall **shelves**: Schwab wine, spirits. Sauerkraut, water in jars, barrels. 10 unlit lanterns. 10 jars of oil. 8 stoppered jars of liquid or dried blood. Silver dagger. 5 jars of holy water. 7 bottles of salt.

Locked chest #1 containing **20 Schwabisch** and **Latin books**: 4 treatises on magic, 2 on alchemy, 5 on natural sciences, 1 Schwabisch imperial political screed vs. Krajan people, 4 written-in notebooks, 3 blank notebooks.

Blank notebooks are worth 1 Groschen each, political screed is worth 1 Groschen to a Schwab buyer who believes in its thesis. To rare buyers unafraid of the law, each “science” book is worth 100-400 Groschen. Magister Doktor Faustus’ 4 books of notes are worth 100-2000 to the right buyer.

Locked chest #2 contains **Scrying tools**: black polished **obsidian mirror**, **gemstone pendant**, black polished **obsidian bowl**. Worth 100-400 Groschen each to a discreet, hard-to-find sort of buyer.

East wall black velvet **drapery** covers a **mirror** in an ornate gilded frame. Removing the drapery reveals in the mirror a skeleton (or skeletons) encrusted with diamonds in place of the beholder’s reflection, the normal reflection of the room as background This vision moves with the beholder just like a normal reflection in a mirror, but as soon as the onlooker looks away, will **emerge** from mirror in 1-10 seconds and **attack** with same stats as the onlooker. The number of people in the room is the number of glittering visions in the uncovered mirror. Re-covering the mirror or extinguishing all light will dissolve all attackers until mirror is uncovered/has enough light again. Mirror/drapery is unwieldy but portable.

Beyond stout door in W wall are sound-dampening thick curtains, stairs down, then a passage down to back of moldering woolen curtains hanging on E wall of SUB-BASEMENT ROOM 1. Tiny peepholes are cut into woolen curtains, allow clandestine viewing into S-B Room 1.

CUMULATIVE BONUSES AND PENALTIES CHART

Party kills a **well-liked local**, not in self-defense: - 15

Party kills a **well-liked local**, in self-defense: - 8

Party member treats those at a location like they are **perps in a police raid**: - 7

PC rude/abusive to **Kabourek the Vodník**: - 5

Party **stands** as a big **indecisive group** at the entrance to a location, afraid to ask: "Is this place free?" and sit among several tables mostly occupied by locals: - 4

Not even trying to speak **Krajanština**: - 3

Violation of tradition immemorial and good manners- **Pouring** drinks from **one glass into another**: - 3

Not buying anything in a new location: - 2

Buying drinks for selves then **not really drinking**: - 1

Killing a **not-particularly well-liked local**: - 1

+++++

Friendly drunkenness: + 1 (but - 2 to-hit combat rolls)

Round of drinks the Party buys (**for themselves**): + 1

(Note also +20% cumulative chance of **being stuck** in one place 8 hours/1 night per round of drinks Party imbibes)

PC seen **publicly carrying Anezka's hooch flasks** +1

Ordering beer or wine in **Krajanština**: "**Pivo, prosím!**" or "**Víno, prosím!**" RESPEKT! + 2

Each **drink** bought for an appropriate **NPC** + 2

Giving a **misc. gift** or **bribe** appropriately to **NPC** + 2

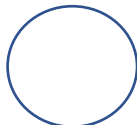
Permanent boost to score after **listening** to **Anezka** + 2

Giving a Vodníkov native one of **Anezka's hooch flasks** as a **gift** or **bribe** + 3

Befriended/talked/sang w/**drag hootenanny** people + 3

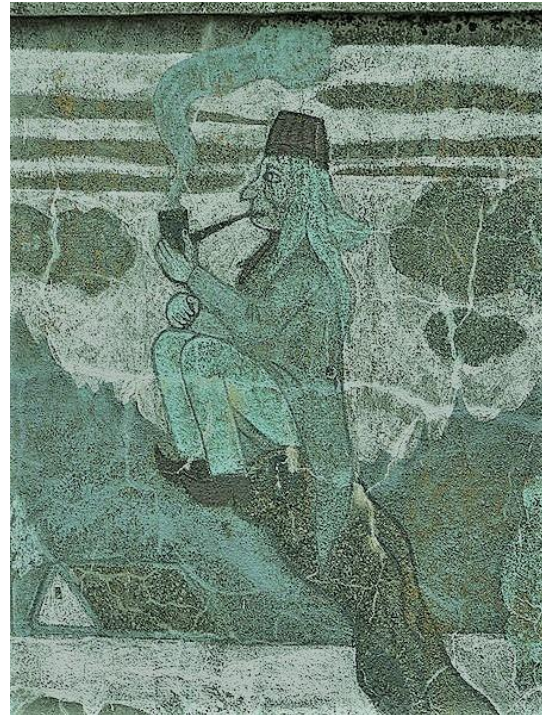
Befriending **Kabourek the Vodník** + 5

Circle each negative or positive number (in pencil) – Add them up to make **TOTAL BONUS/PENALTY SCORE =** (Write in pencil- this will change often)



NEVER pour from one glass into another!

(Picture remixed from GourmetChefen vs. Republica - Pixabay.com)



Kabourek the Vodník

(by Anna Kratochvílová – Released to Public Domain via Wikipedia)

TABLE A: WANDERERS – Skip to next encounter if it doesn't fit location – Use DM creativity liberally. Poor folks each carry 0-3 Groschen; rich have 3-18.

1. **Revolt** breaks out, provoking a devastating **reaction**. **Schwab soldiery** came in to **light fires** and **burn Vodník** to the ground. Roll under each PC's DEX to escape current location. Failure = **1-6 damage** & failing PC is stuck, needing to roll again until success. Players plot route on town map from current location, roll at each landmark until Little Quarter/Castle.
2. **The Empire REALLY Strikes Back!** Revolt of Vodník has provoked a brutal **Schwab** reaction. **House-to-house attacks** on everyone that moves – even ethnic Schwab residents. **100-400 level zero frenzied ruffians**; hp 2-8, equal chance for chainmail, leather, or no armor; clubs, torches, swords, spears, axes.
3. **The Empire Strikes Back!** Ruthless **reaction** to rebellion in Vodník... It's like from Sergei Eisenstein's *Alexander Nevsky*: **50 mounted and plate-armored Level 4 Schwab knights** with elaborate metal headgear **charge down the streets**, strike down anyone; indoors is safe
4. **Angry Krajan mob (10-100 level zero people, hp 1-6, torches, pitchforks, axes)** surrounds location, **chants** for **object of their anger** to emerge: "Send 'im out! Bread loaves on his feet or not!" "Šváb! Šváb! Šváb!" ("Cockroach! Cockroach! Cockroach!")
5. **Old Slavic Revolution!** Vodník is revolting - more so than usual. Groups of **6-36 Level Zero Krajany** and **Krajanky** (male and female locals) are mobbing the streets singing challenges in **Krajanština**. After milling around near home, they plan to march on the Castle. They carry agricultural flails, pitchforks, maces, rakes, staves, axes, clubs, pickaxes, blacksmith's hammers, sickles. Hp 1-6 each.
6. **Devotees of the Death God** –Whispered pub rumor proves true. Impotent rage of these oppressed **Krajan** patriots has driven them to eat human BBQ in a pagan rite and transformed

them into ghoulish attackers of Schwab colonists – and everyone else:

(**AC: like leather + shield, HD 2, #AT: 3, DMG: 1-3/1-3/1-6, hp 12 each, spec. attacks: touch causes paralysis**)

7. **Apparition with a Message** – Appears any time of day, disappears after 1 message – Intangible skeleton with drum-taut rotting skin over it and entrails trailing out – dropping bits - Messages (which might not yet be true): "Our Quarter is harboring a man who desecrates life-giving bread on his feet!" "A Schwab noble is in rough custody, screaming." "Balefires are being lit on the hill for a sacrifice"
8. **Nine Beggars Begging** – Begging money, gifts, hobbling from person to person in location, **Level Zero, hp 1-4, hidden daggers**, one can **unscrew his gnarly pegleg, throw to another** to wield as a **wicked spiked club (dmg 2-7)**. They speak **Krajanština, Schwabisch**.
9. **Pickpocket Invasion** – Eight scrawny **Level 1 thieves, (leather, hp 1-2 each)** swarm the location, cause commotion, snatch bags, quick-snatch from pockets, or grab weapons, then try to quickly escape. Each PC can roll under their DEX to delay one long enough for combat or another action, e.g. **grappling**- roll under character's STR for **pinning** success. Repeat process with each interested PC vs. each thief.
10. **Severe Yobs** – Severely drunk, violence-prone, loud, young local men with distinctive "butcher-cut" haircut bellow variations of "SLAVIA!", "SLAVIAAAA!", "SLAAAAVIA!" at intervals. **3-9 Level Zero boys, hp 2-6, leather, clubs, daggers, chains, weaponized boots, cobbler shop hammers**.
11. **"Horse-Manes"** – Rebellious craftsmen and musicians love freedom, **Krajan** culture, and **long hair**. Like no-nonsense hippies or bikers. Will fight if provoked, but mostly want to drink, relax, play music in pubs. **3-12 Level Zero men**,

leather or no armor, daggers, clubs, whips.
Have info on pubs; fans of **Velvet Hero** (#16)

12. **Just Drinkers** – **3-12 Level Zero locals, hp 1-6, no armor, daggers, staves** can be riled up, calmed down by appropriate manipulation.
13. **More Drinkers** – As above. What do they want? DRINK! When do they want it? NOW!
14. **Dice, Dice, Baby!** - 2-4 sodden gamblers play **Kostky** AKA Winner-Take-All Cee-Lo (rules at 15. and Wikipedia.org) To join, PCs match 1-4 Groschen ante in the pot.
15. **Same as 14. Kostky** rules w/**3 six-sided dice**: 1-2-3=Autolose, 4-5-6=Win the pot. When two players each roll two dice w/same number and a 3rd die with a different number, the higher 3rd number wins. 1-1-5 beats 5-5-3, for example.
16. **Velvet Hero**- Not wearing velvet, but applying a “soft power” approach, a CHA 13, INT 16 stylin’ young philosopher/poet **Václav** sings in pubs, advocates for the rights of the **Krajan** people. Wants Vodník to march peacefully on the Castle and jangle 1000 keys to demand the release of unjustly jailed Krajan prisoners. Anything less than 90% of Vodník marching will provoke bloody Schwab reaction. Václav’s idea is centuries ahead of its time.
 - Befriending him/buying him a drink adds +2 to Party’s CUMULATIVE BONUS SCORE.

Level Zero, no armor, no physical weapon, hp 3.

17. **Kabourek the Vodník** – Green-skinned, weed-haired millenia-old folk-patron and namesake of Vodník. Emerges from his underwater home in the river occasionally to visit pubs, drink beer, talk, enjoy music. Likes **Velvet Hero** (#16)
Everyone knows: Not a fan of Schwab colonists or poor manners. On a d20 roll over their DEX, can **pull a person** up to 10 feet from riverbank **into the water** to get humorously wet or to drown. D30 over target’s DEX in the river to drown them. Keeps souls in jars underwater.

If location is not a pub, he is en route to one. If location is a pub, he is annoyed that the distracted barkeep is not bringing his customary beer and foot-soaking bowl of river water as fast as he’d like.

- **Befriending the vodník**, e.g. through speeding the beer and bowl, earns the Party + 5 to CUMULATIVE BONUS SCORE.
18. **Bribe Gift Merchants** – Traveling pairs of Schwab-speaking foreign saleswomen wearing a uniform of round fur hats with long feathers, armor-like leather coats– **Level Zero, hp 4 each, daggers**. Selling bouquets of 3 carnations, birchbark boxes of candy, silver rings, silver necklaces, silver piccolos, silver daggers, mirrors, combs, a vampire-killing kit, bottles of foreign liquor for 3 silver Groschen each. Giving Vodník locals a money bribe might offend, but giving gifts is culturally appropriate, and is also done between actual friends.
 19. **Schwab Infestation** – Slumming Schwab **petty aristocrats** (Seven **Level Zero** noblemen & noblewomen, **hp 1-6 each**, fancy **leather armor**, silk fashions based on **lederhosen, swords, daggers**) and their long-suffering **servant (ex-Fighter Level 2, hp 12, leather, hand axe, whip)** are being held to a stand-off: locals keep saying: “Nerouzumím!” (“I don’t understand you”)
 - Bonus of + 2 to CUMULATIVE BONUS SCORE accrues if Party publicly convinces/compels Schwab snobs to learn **Krajanština** phrases like “**Pivo, prosím!**” and “**Dekuju!**”
 20. **BBQ Party**- These **10 Old Sacred Revivalists** see the Church as a foreign imposition and seek return to long-forgotten pagan roots. GOAL: cleanse their ancestors’ sacred hill of the taint of the “Shrub” and **catalyze the revolution** by **sacrificing a Schwab** in a beacon-like **balefire**, visible to rebel cells through the city.
HANSWURST IS THAT UNLUCKY SCHWAB!
OSR tries to spirit drunk, yowling Hanswurst from this location to the **Tomb Hill** under an old wool blanket.
OSR: Lvl. Zero, hp 1-6, no armor, clubs, daggers

TABLE B: IS HANSWURST HERE?

1. Wanderers or in-location people are physically or verbally hostile – They don't say anything about Baron Hanswurst.
2. Everyone is too riled up to talk to the Party.
3. Everyone stares at the Party, won't answer.
4. Everyone here says: "Nerozumím," which means they "don't understand" even if Party is speaking Krajanština.
5. No evidence that Hanswurst is now here, or was here.
6. People say they might have seen someone matching his description, but he's long gone.
7. People say they are sure they saw someone with his description here a while ago.
8. People remember a loudmouth Šváb here a few hours earlier.
9. People remember a loudmouth Šváb who insulted a woman outside this location a few hours earlier.
10. People remember an incontinent Šváb nobleman who urinated indoors in front of everyone about 2 hours earlier.
11. People remember a Šváb nobleman from an hour ago who tore off a woman's kerchief, blew his nose on it, and mashed it back into place on her head.
12. People remember a pompous, drunken Šváb noble comparing everyone's heads to different foodstuffs an hour ago.
13. People remember talking nonsense with a drunken Šváb noble an hour ago.
14. The proprietor found a fancy shoe an hour ago; people say Baron Hanswurst lost it, left shoeless about that time.
15. On the floor: A shred of ripped fancy clothing.
16. Under a bench: A shred of ripped fancy clothing with a still-red, still-wet bloodstain.
17. A person complains of being insulted here by Hanswurst thirty minutes ago.
18. A person says Hanswurst was here 15 minutes ago, very drunk, but impressed people by kindly inquiring how his grandmother-in-law **Baba Anezka**, a neighborhood favorite, was getting on.
19. Hanswurst is STILL HERE – RIGHT NOW! He's trying to sit on something and is breaking it.

20. *or higher* - Stifled screams and thumping. 10 neo-patriot neo-pagans (**Level Zero, hp 1-6, no armor, clubs, daggers**) have dragged Hanswurst off upstairs or outside (whichever makes sense) and are going to **BBQ** him on the Tomb Hill in their revival of ancient local pagan rite.



All pics on this page are VERY pub. domain

EXPERIENCE APPENDIX

How to award experience in this adventure? This is not a killfest in a dungeon, wherein PCs are expected to earn experience from killing monsters. Consonant with the rough-and-ready nature of the neighborhood, the people of Vodnikov can tolerate killing by outsiders, especially in self-defense, but it would be sad to have to kill anyone in the city if this can be avoided. Killing well-liked locals hurts the Party's reputation, too.

There need to be additional sources of XP. **Silver Groschen** (which **equal gold pieces** exactly) are one source of XP, but the adventure doesn't really have that many income sources except if PCs get paid for finding **Baron Hanswurst**, break into the **Hill Tomb**, **gamble**, or **loot** just about everyone they encounter.

Recommended: Give PCs credit for smart **problem-solving** by Players. For example, after saving Hanswurst from the BBQ Party, they might stifle his drunken howlings in transit to safety by discreetly putting a *sleep* spell on him. They might offer to re-administer the spell for Prudentia if he isn't sober by the time the Duke arrives. They might offer to do paid baby-sitting of the Baron until he dries out and is presentable in a sound-proof, escape-proof part of the von Possenreisser palace.

Suggested general guidelines:

1. 50 XP for something easy, 100 XP for something medium-difficult, 200 XP for something very difficult.
2. Bonus of 100 XP for something that increases general peace (due to major difficulty, moral reasons aside)
3. Bonus of 50 XP for zero killing (again, morality aside)



“OK, so let me tell you about this nudnik who tried to get in a drinking contest with her...”
by John Zainer of Ulm, 1473, public domain

DISCLAIMERS: This is a complete work of fiction. Nobody was harmed in the making of this. The 1990s Prague pubs alluded to in the text did not exist in the Middle Ages and many do not exist now. Appreciate Czech and other world cultures (including Austrian and German cultures). Enjoy responsibly.



Illustrating potential unpleasantness at **Bombastus the Alchemist's** place is this 1910? untitled work by phenomenal Czech artist **Josef Váchal** (1884-1969)
Cleaned/posted by Aeron Alfrey
MonsterBrains.blogspot.com

EXTENDING THE ADVENTURE – Players may finish this in one game night. Depending on how they roll, they might encounter the **BBQ party** and **Hanswurst** in mere minutes. Ways to extend:

-Party can send a message to Prudentia: “We have Hanswurst, but the \$ isn't enough”; They can hold him for **ransom**, give cut to locals, or hold him vs. **social change** for locals. Must beware possible **reprisals**, Roll d10 on TABLE A **Wanderers** – check each 1 hr./6 turns.

-NPCs spill rumors of the **TOMB OF SHRUB OF THE GODS**, his **hand**, the **AMBER ROOM**, the **FOUNTAIN OF MEAT**, the Pig Hole, the Dead Wizard's Tower.

-Players can deliver Area #9's **Bulvar** to **Rok Kytka** and open her stream to the sky

-Party can help the **Sisters of St. Vlasta** at #13.

-**Pub-crawling** purely for picaresque pleasure.

INSPIRATION

Inspired by a review of Stephen J. Grodzicki's **Revelry in Northgate** from Low Fantasy Gaming, which I read on Bryce Lynch's **Tenfootpole.org**.

Revelry in Northgate can be seen here:

<http://www.drivethrurpg.com/product/232395/Adventure-Framework-25-Revelry-in-Northgate>

Bryce, Anonymous, Aaron Fairbrook/Merciless Merchants, and Edgewise provided thought-provoking inspiration for adventure mechanics (which I probably followed in a pretty strange, cumbersome way.)

Aaron Fairbrook/The Merciless Merchants:

<http://www.rpgnow.com/browse/pub/11180/The-Merciless-Merchants>

Edgewise/Artifacts and Relics:

<http://artifactsandrelics.blogspot.com/>

For the fun atmosphere of the Vodník Map, I tried to channel the spirit of (living) artist Tony Dowler:

Tonydowler.com

CZECHISM

In addition to changing the mechanics, I wanted to infuse this adventure with some of the awesomeness of Czechia, Czech history, pub culture.

In addition to having fun playing or reading this, I hope people gain an appreciation for the people, the places, and the fascinating history of my favorite country in the world.

Beyond my partial Czech descent through my grandmother, I visited Prague in 1991, and lived from 1994-1999 in the Krč, Bubeneč, Vinohrady, Petřiny, and Nusle neighborhoods.

DISCLAIMERS

The Schwaben/ Šváby are pretty clearly stand-ins for the ethnic Germans who colonized the Czech Lands from the Middle Ages until very recently. Many of them brutally terrorized Czechs (and Jewish people and many others) in the Occupation and in World War II.

Note that NOBODY should be hated for what DNA or culture they come from, and that individuals in every group can be true heroes or can be absolutely hateful pigdogs.

No nation, incl. Czechs, is 100% free of terrible acts sometime in history- see František Jedermann's 1990 book, Lost History. Note also the Lety camp near Písek.

In summary: This booklet does NOT endorse racism!

Also, Germans and children of Germans, please don't be offended at my fictional UNSINN! I wrote this way for dramatic purposes and building conflict in the adventure and setting, NOT to show any actually-held insulting opinions vs. a heritage which is ALSO part of my family. *And* I studied German in Schwäbisch Hall!

And yes, real alcoholism is not funny: see www.aa.org

HISTORY IN A NUTSHELL

Pagan Slavs migrated, became the early pagan Czechs. They were probably not as blood- (or BBQ-) thirsty as I made their descendants for dramatic reasons. Czechs became Christian. German settlers were invited in, gave towns and industry a boost. In 1620, at the Battle of White Mountain, Catholic German-speakers won, Protestant Czech-speakers lost. Austria/the Hapsburg Empire dominated and colonized. Written Czech was suppressed, almost died. From late 1800s to a fever pitch just before WWI, the National Revival movement, secretly at first, then openly, reconstructed the language, promoted the culture and art. Czechoslovakia (Czechs + Slovaks and others) had its own independent democratic government after WWI, until the Nazis threatened, dismembered, and occupied it on the eve of WWII. WWII, then Communism in 1948, then non-violent Velvet Revolution in 1989. Czechoslovakia split peacefully into Czech Republic and Slovakia in 1993

THE KEY TO SOME ALLUSIONS

I mashed all these allusions to details from different eras of Czech history into my late Medieval period setting.

If anyone's brains are itching, or they are inspired to go back to the source material and engineer something for their own campaigns, read below:

Amber Room – Priceless artwork commissioned by Frederick I of Prussia in 1701; his son gave it to Peter the Great of Russia. Invading Germans in WWII stole it and brought it back to Germany. It has been missing since. Lurid rumors said the Nazis hid it in tunnels deep beneath Vítkov Hill in Prague.

"Divine Shrub" – Klement Gottwald – "God-Forest" is his last name in German. Communist President of Czechoslovakia from Coup of 1948 until 1953. Died after the stress and uncertainty of Stalin's funeral. Voted "Worst Czech" in 2005 Czech TV poll. Defiled Tomb of Unknown Soldier with his remains, trying to make cult.

Hand of the "Divine Shrub" – Besides a certain famous lich's hand, I was inspired by stories of Czech Communist attempts at Lenin-like veneration of Klement Gottwald's embalmed corpse in the National Monument at Vítkov. According to rumors, the embalming was botched and only a few discolored body parts remained, which were cremated. Family didn't want the ashes. These, and other Communist leaders' ashes, are now in a common grave in a cemetery in Prague.

Pubs-Based on 1890s New York and 1990s Prague pubs. Many closed, but my all-time-favorite, At the Shot-Out Eye, is still going strong with its Hussite Wars cartoons and grit. U Paruky is based on a great, probably now-defunct place called Borsalino. Supposedly Nick Cave got in a fight visiting Thirsty Dog and wrote a song about it.

Velvet Hero = Václav Havel (1936-2011) He made his friends' dissident rock band the start of a human rights struggle that eventually steamrolled into the successful, non-violent Velvet Revolution of 1989 and led him to Prague Castle and government leadership. He asked Lou Reed's Velvet Underground to re-unite and play a command performance at the Castle. He appointed Frank Zappa as Honorary Minister of Culture.

REAL-LIFE VÍTKOV MONUMENT CROSS SECTION (Thank you ČTK, Czech Press Agency)

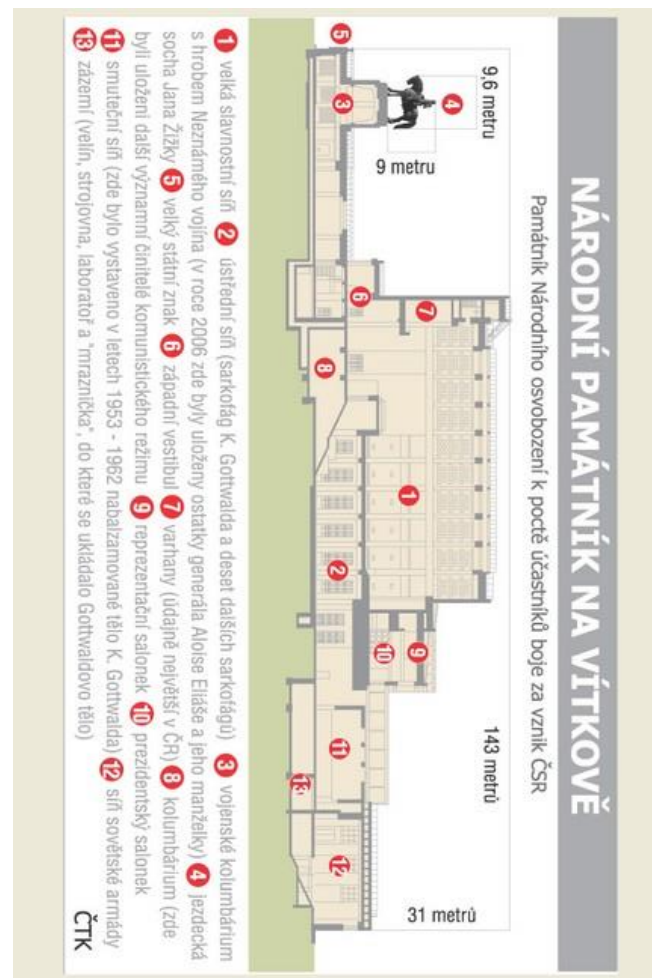
Well worth turning the page sideways! Including:

4. "The well-hung horse" – Huge, impressive equestrian (yes, it's a stallion) statue of blinded Hussite Wars general Jan Žižka;

11. "Sad Hall" – "Hall of Sorrows" – interment hall – Until politics changed & Gottwald rotted too much, this held his would-be Leninesque corpse

12. "Hall of the Soviet Army" – this was probably just a statue-and-plaque memorial to the 1945-1989 "fraternal" relationship between these Communist countries, but rumors report the Soviets maintained an elaborate nuclear war shelter and command HQ underneath the hill.

13. Machines and laboratory, incl. "mraznicka" – deep freezer used on Gottwald's body.



CHARACTER APPENDIX

DM can let Players bring their own characters- coming from foreign cultures is OK- maybe PCs are foreign or even extradimensional mercenaries or refugees- or allow them to pick from this list to save on character generation time and hassle. Cut the pre-gens out in strips if desired. At DM's discretion, Players can change these characters' gender, name, and backstory, as long as they keep the stats. Also, **every PC** in this adventure, whether they come from Eberron or Newhon or Saskatchewan, gets "**Schwabisch**" language ability, the "**Common**" of this milieu, as a gimme. Once Players pick pre-gen characters or roll their own, they choose items from Prudentia's heap.

F	Zdenka	Th 2	HP 6	STR 9, INT 13, WIS 12, DEX 14, CON 13, CHA 9	Long-ago Vodník ex-resident, speaks Krajanština , Schwabisch ; opportunistic
Saves: Paralysis/Poison/Death Magic – 13, Petrification/Polym.-12, Rods/Staves/Wands: 14, Breath 16, Spells-15					
M	Koloman	C3	HP 7	STR 12, INT 12, WIS 15, DEX 5, CON 10, CHA 15	Persuasive missionary, teacher, raconteur; hates undead; speaks Schwabisch
Saves: Paralysis/Poison/Death Magic – 14, Petrification/Polym.-13, Rods/Staves/Wands: 11, Breath 15, Spells-12					
F	Sieglinde	MU 3	HP 9	STR 6, INT 16, WIS 9, DEX 10, CON 9, CHA 10	Discreet magic-user, immersed in intellectual pursuits, icy with people; has Spellbook with 1 st Level Spells: <i>Charm, Sleep, Dancing Lights, Mending</i> , 2 nd Level Spells: <i>Knock, Stinking Cloud, Rope Trick</i> ; speaks only Schwabisch
Saves: Paralysis/Poison/Death Magic – 14, Petrification/Polym.-13, Rods/Staves/Wands: 11, Breath 15, Spells-12					
M	Udo	F 1	HP 5	STR 14, INT 10, WIS 10, DEX 10, CON 11 CHA 12	Athletic, outgoing gambler; speaks only Schwabisch
Saves: Paralysis/Poison/Death Magic – 16, Petrification/Polym.-17, Rods/Staves/Wands: 18, Breath 20, Spells-19					
F	Adéla	Th 1	HP 4	STR 8, INT 10, WIS 10, DEX 14, CON 12, CHA 15	Estranged from Krajan family; has spoken only Schwabisch & moved in Schwab circles for years; hides pain with jokes
Saves: Paralysis/Poison/Death Magic – 13, Petrification/Polym.-12, Rods/Staves/Wands: 14, Breath 16, Spells-15					
F	Liana the Eel	Th 2	HP 5	STR 11, INT 13, WIS 12, DEX 15, CON 12, CHA 13	Slick con artist/cat burglar. Exiled from 13 cities. Reads, speaks Schwabisch, Latin .
Saves: Paralysis/Poison/Death Magic – 13, Petrification/Polym.-12, Rods/Staves/Wands: 14, Breath 16, Spells-15					
F	Beata	C 1	HP 2	STR 8, INT 14, WIS 15, DEX 11, CON 14, CHA 15	Reads, speaks Schw., Latin ; Defrocked novice nun; Expert forger; Creates "Holy Letters" allegedly from angels, saints
Saves: Paralysis/Poison/Death Magic – 10, Petrification/Polym.-13, Rods/Staves/Wands: 14, Breath 16, Spells-15					
M	Silvernose	Th 1	HP 4	STR 10, INT 12, WIS 12, DEX 16, CON 7, CHA 13	Haughty, corpulent Schwab . Believes he is cursed & cure is alchemy. Always polishing silver nose, memento of past duel. + 1 react/surprise, -2 AC
Saves: Paralysis/Poison/Death Magic – 13, Petrification/Polym.-12, Rods/Staves/Wands: 14, Breath 16, Spells-15					

BARONESS PRUDENTIA'S JUMBLED PILE OF USED STUFF TO TAKE

DM: Give each Player this list in turn. The **Baroness Prudentia** lets PCs pick through a **jumbled pile of used stuff** at her townhouse: "Those from whom I, um... *obtained* these items will have *no need* of such things anymore."

Player **circles 5 items** for his or her character, copies them onto his or her character sheet, passes the narrowed list to the next Player.

Selling these in pubs gets 1 Gros. per item whatever value (people don't have big sums on hand, etc.)

Large canvas bag	Large wool bag	Black leather backpack	Tan leather backpack
Burlap sack	Bedroll	Leather armor	Chainmail
Short soft boots	Hooded cloak	Tall boots	Worn-through boots
Schwab -style shoes	Wool gambeson, hose	Foppish men's clothes	Fancy women's clothes
Worker's clothing	Krajan -farmer-visiting-the-city men's clothing	Sisters of St. Vlasta brewery habit	Vaguely clerical robes
Anti-Vampire Kit in Leather Case (Counts as one item) – 2 stakes, small silver hammer, mirrored silver holy symbol, holy water in flask	Thumb-sized statue of smiling Vodnik , patron river spirit of Vodnikov neighborhood, in green local stone	Ornate Schwabisch -inscribed gift bottle of alcoholic spirits	Well-balanced-for-throwing silver dagger
Banned patriotic Krajanština language lesson book (Fig. 21)	A chicken and cage	3-six-sided bone dice, leather cup shaker	Gilded, imported cards for Schwab card game
Pickaxe	Silver holy water sprinkler/mace	Collapsible fishing pole	Gnarled staff
Quarterstaff	Notched hand axe	Round metal shield	Short sword
Dagger	Walking stick/club	3 throwing darts	Bohemian Ear Spoon
Wool socks	Wolfsbane sprig	Grapnel + 50 feet of rope	Holy card of St. Vlasta, patron saint of the Krajan people
Coin purse with 4 silver Groschen	Coin purse with 2 Groschen	3 Groschen with holes drilled in them, strung on leather cord necklace	Coin purse with 1 Gros.



St. Vlasta - by Tor Gjerde at Cards.Old.No



Vasil Vasilev - Medievalistics.com



Ganossi at Pixabay.com

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

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

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

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

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

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

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

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered

Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

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

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

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

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

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

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

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

15 COPYRIGHT NOTICE

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



*Medieval Lawyer- OpenClipArt.org –
Illustration used under
creativecommons.org/publicdomain/zero/1.0/*

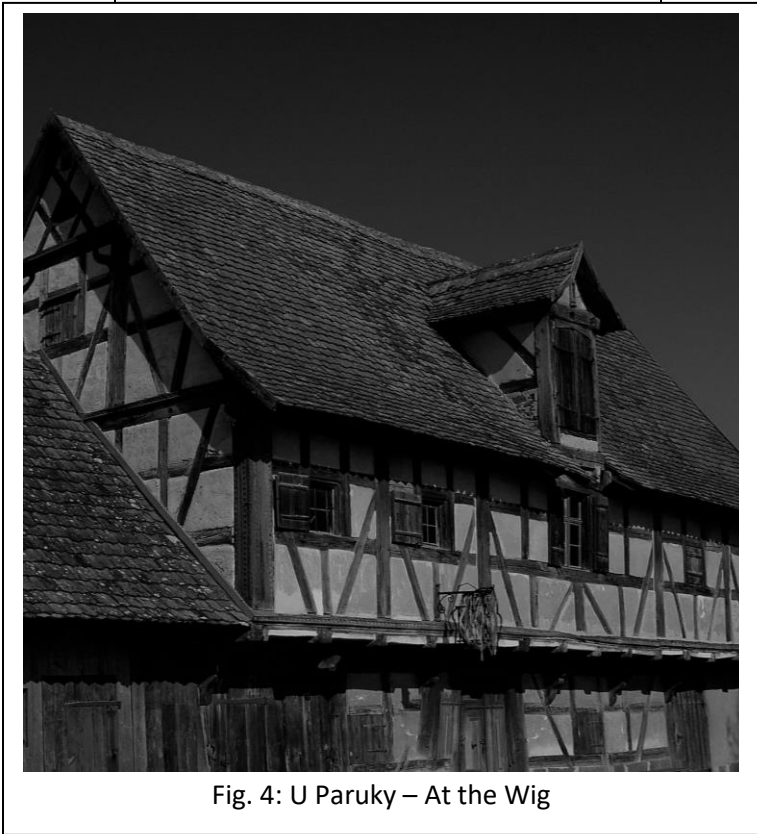
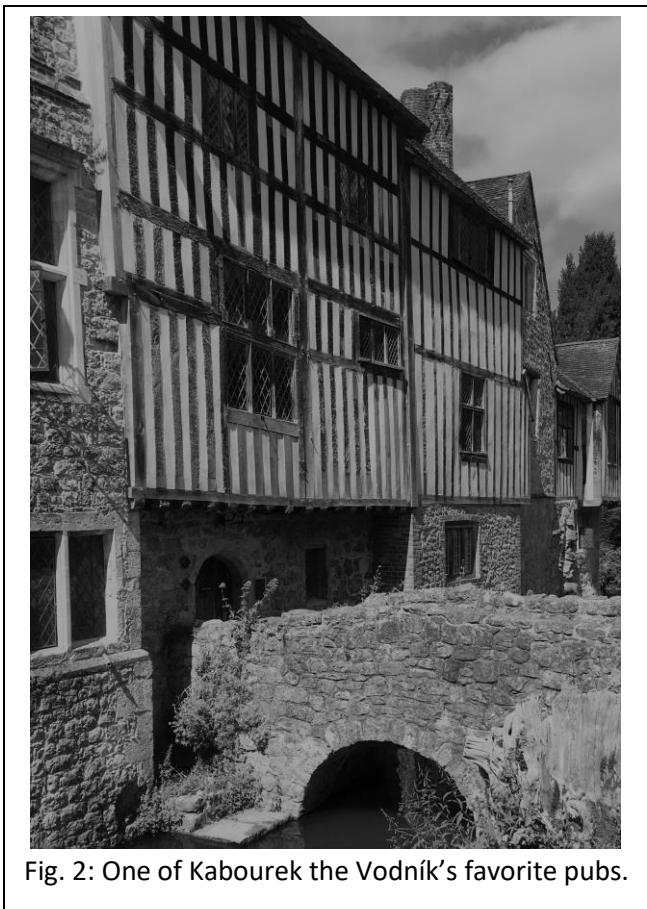
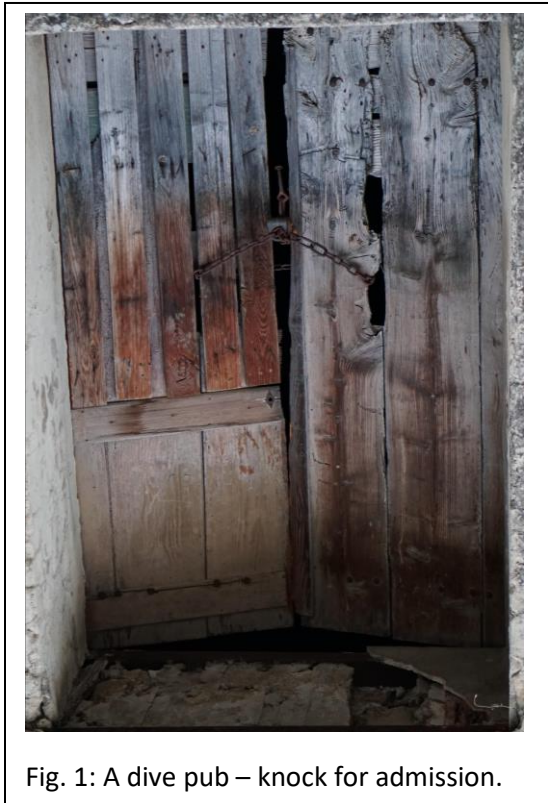




Fig. 5: The long, scary tunnel

“Strč prst skrz krk!”
 (“Stick your finger across your
throat!”)

+++

“Pan kaplan v kapli plakal.”
 (“The Chaplain cried in the
chapel.”)

+++

“Vlk zmrzl, zhltl hrst zrn.”
 (“The wolf froze, he swallowed
a handful of grains.”)

Fig. 6: St. Vlasta’s Shibboleths written in tunnel



Fig. 7: RUDE!

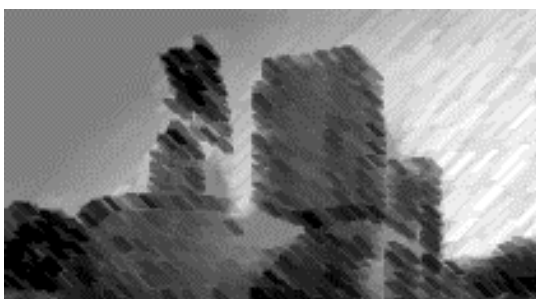


Fig. 8: The Tomb at the top of the hill.



Fig. 9:
Venusberg scene: Girl, YOU talk to the Schwab!

PICTURE APPENDIX (Part III)

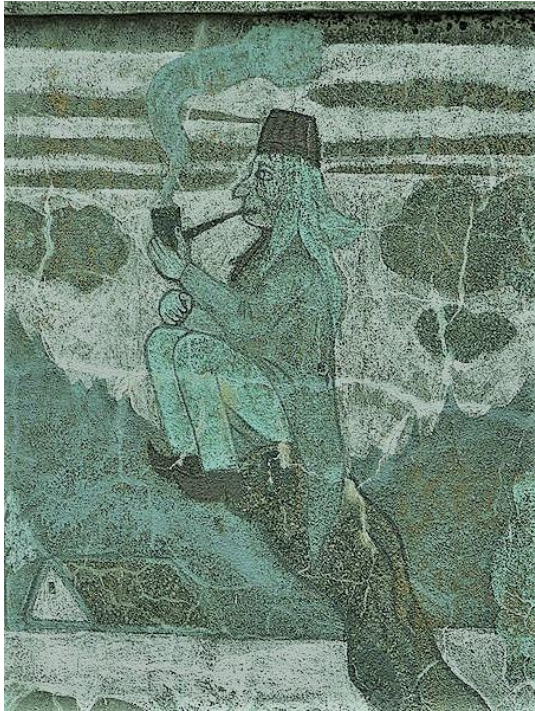


Fig. 10: Kabourek the Vodník can't smoke or drink easily in his underwater home in the river, so visits the city from time to time.



Fig. 13: Creepy hall underground. West wall.



Fig. 15: Creepy hall underground. East wall.



Fig. 11: Across room, painted above heavy slab door: "Hall of Sorrows"

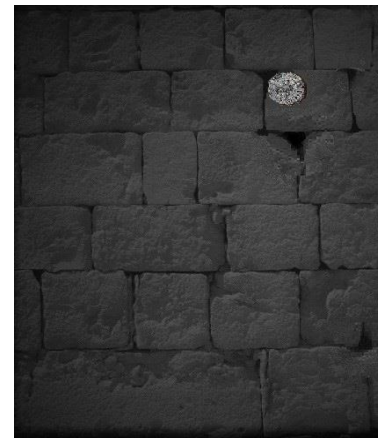


Fig. 12: Coin on floor at bottom of stairs.



Fig. 14: Faintly luminous face in the floor, SE of bottom of stairs.



<- Fig. 16: Lettered marble knobs, hall floor



Fig. 17: This paneling is the ONLY attempt at class in the whole establishment.

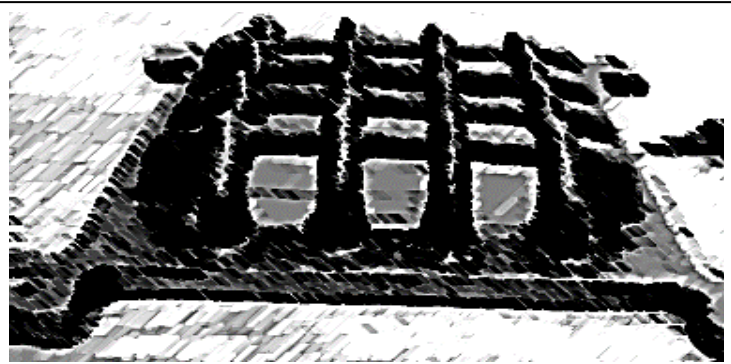


Fig. 18: Grate in the ground.



Fig. 19: Light, sand, water.

Altered public domain image by Gwinva from Wikipedia.org

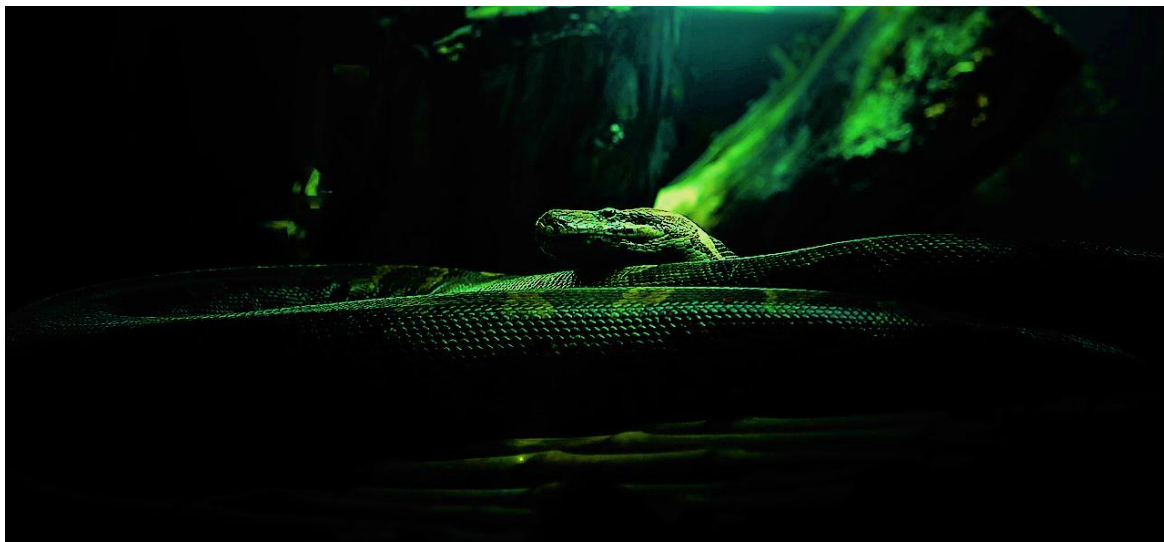


Fig. 20: Stream in underground tunnel.

Fig. 21: DM should print and hand this page to Players who find the banned, bloodstained booklet:

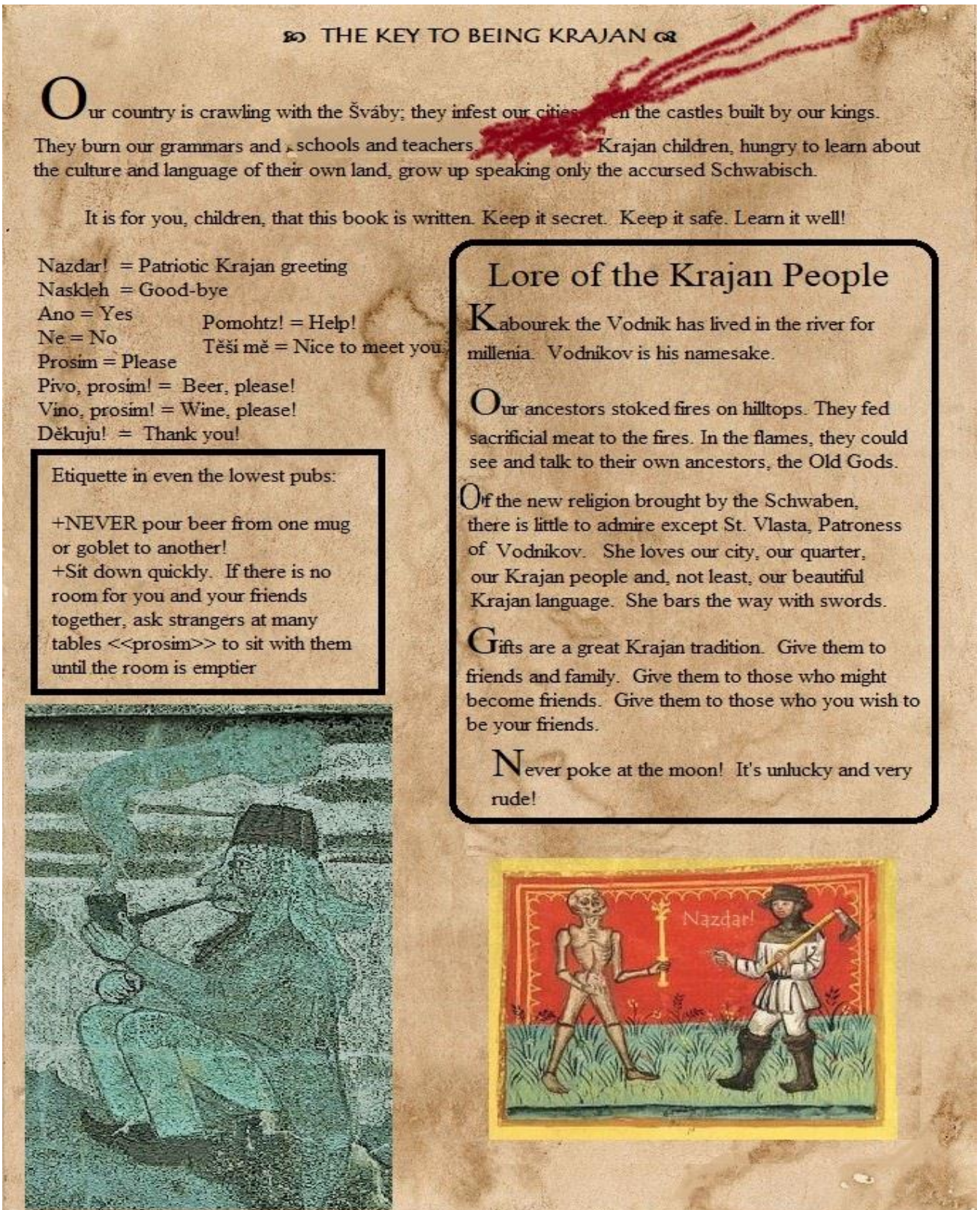


Fig. 22



Fig. 23



Fig. 24



PICTURE APPENDIX (Part VII)

Fig. 25

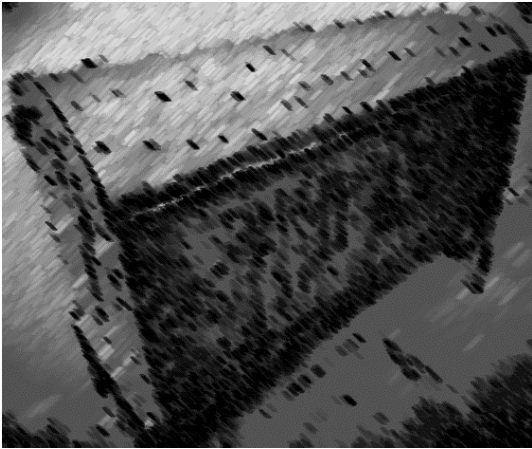


Fig. 26



Fig. 27





Fig. 29



Fig. 28

Fig. 30



PICTURE APPENDIX (Part IX)

Fig. 31



Fig. 33 – Altered from Pixabay.com photos by Katrin Horvat and ToooRaaak



Fig. 32 - Dead Schwab Wizard's Tower – 3rd Floor windows.
By Gostens, Commons.wikimedia.org CC by SA 4.0 Int'l License

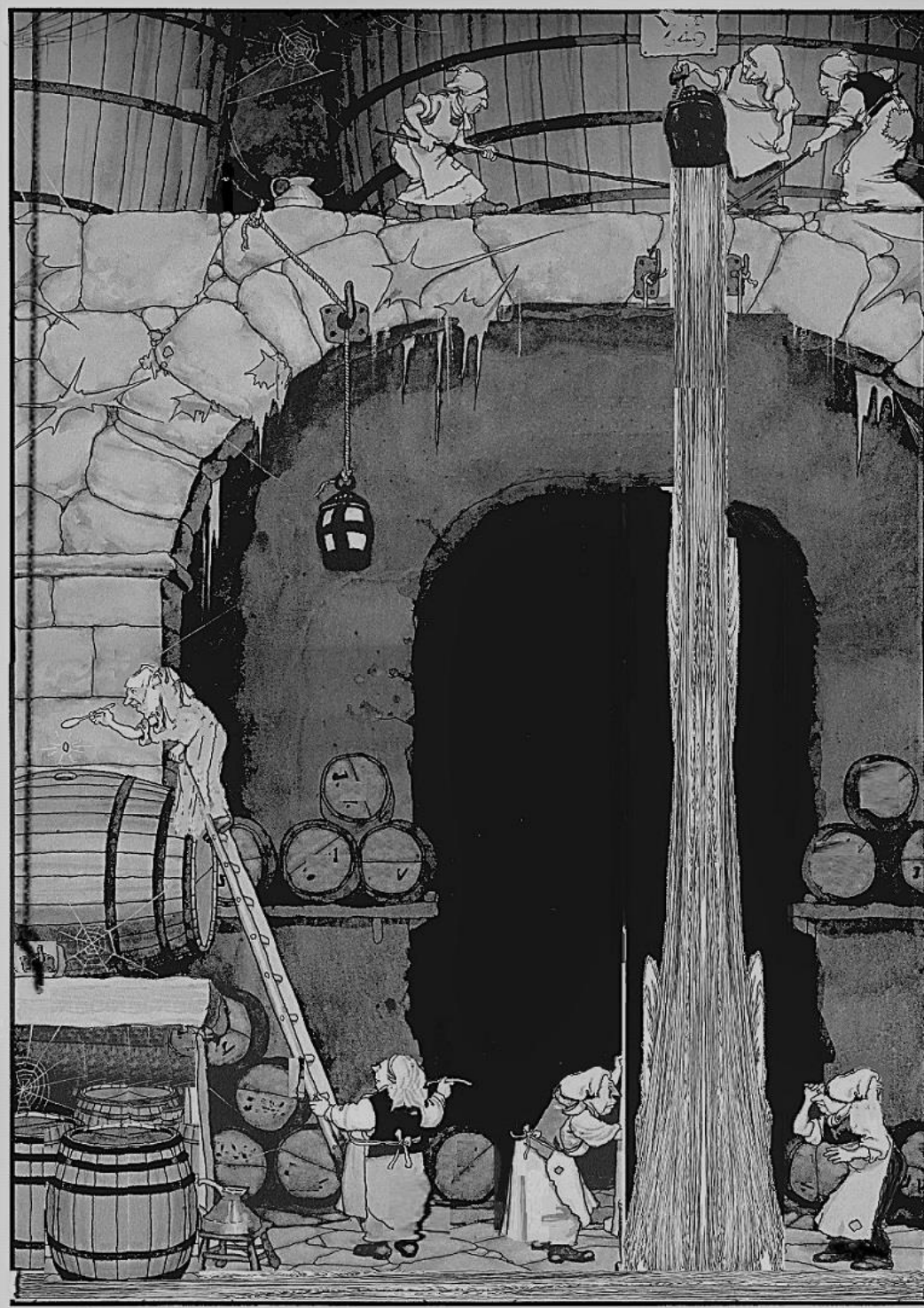


Fig. 34: Nuns at work in brewery— Altered from very unrelated W. Heath Robinson public domain artwork



Fig. 35 – Sub-Basement View – Altered from Giovanni B. Piranesi’s *Carceri* (Public Domain)

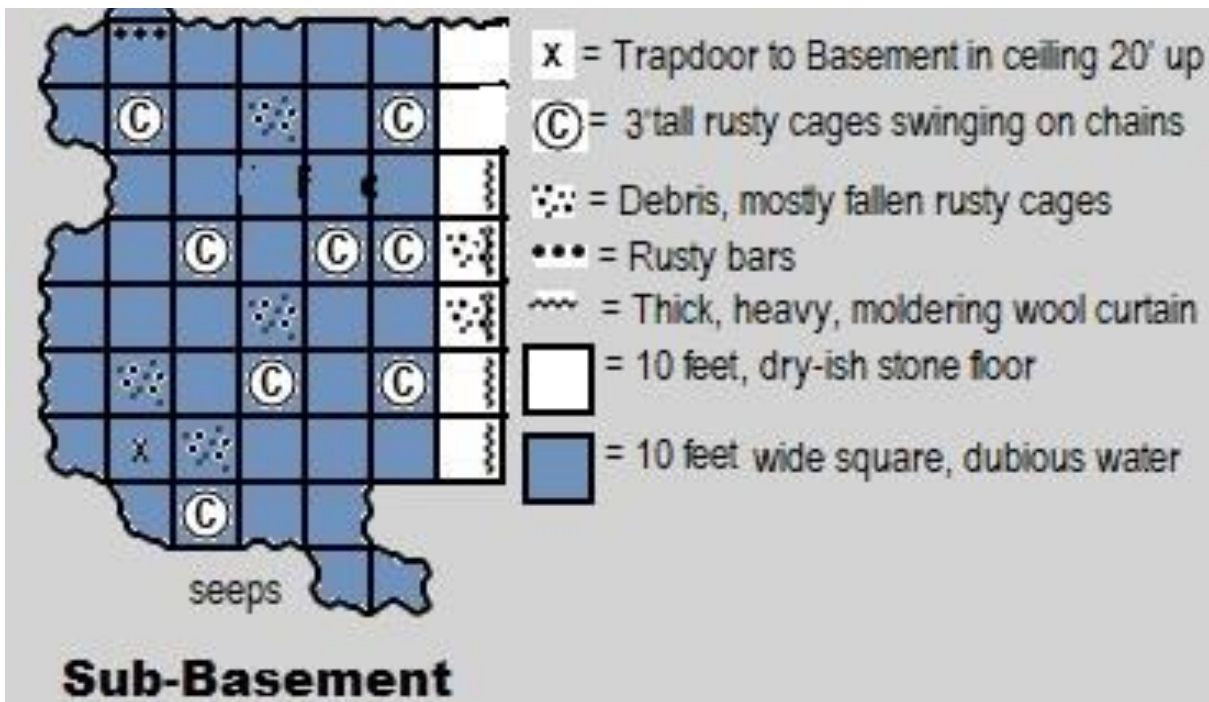


Fig. 36 Map for Players who reach the Sub-Basement of the Dead Schwab Wizard’s Tower
 Map by Macha made with Alex Schroeder’s Gridmapper: alexschroeder.ch/wiki/Gridmapper
 More for DM on DM’s map, of course

OPERATION OF THE SPIRIT DIFFUSION ENGINE

Now that you have imprisoned an Elemental Spirit in the Vessel by means of the proper binding-spells, gold, spilt blood and herbs, your Spirit Engine is ready to insinuate its message into the souls of the target population.

Ensure the spiritual radiations of the Engine reach a broad area by siting it in a high place. A seven-floored tower can affect an entire village or city neighborhood.

Activate the Engine by saying: "Souls to whispers"

Each hour, shovel 30 Zentner/Pfunde each of beer hops, dried poppy bulbs and wormwood into the maw of the Elemental Spirit.

Each hour, shovel into the Spirit's throat 10 Pfunde of paper material important to the culture you are attacking: language textbooks, political writings, heretical scrolls.

Start by shoveling in 1 Pfund of Sauerkraut after the first hour. Each following hour, shovel double the previous amount.

Clearly intone a brief message such as this into the Engine 6 times:
"Krajanity is stupid! Schwabischeit is good! GIVE UP!"

For as long as the Engine is fed, it will tirelessly whisper your message, to spiritually beat down every targeted soul in the area, without them consciously hearing anything. They will feel increasingly helpless, hopeless, apathetically docile. Severe headaches and loss of intelligence may result – too bad for them!

To turn off the Engine, shout: "Schweig!" This also erases the current messages. Start the process again and intone new messages to change the content. The Engine will consume and dissolve the Elemental Spirit within 6 months.

The Engine must rest after 3 days of continuous operation. Do not let the Engine run longer than this, especially unfed. The corrupted radiations could provoke violent delusions and sudden murderous hostility in the target population instead of the desired apathy.

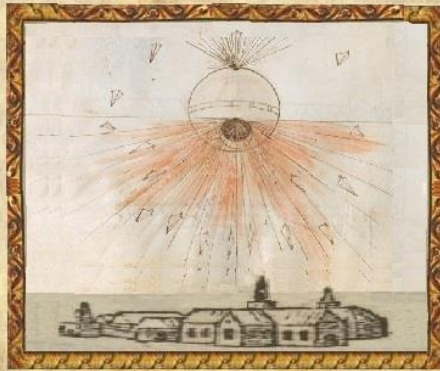
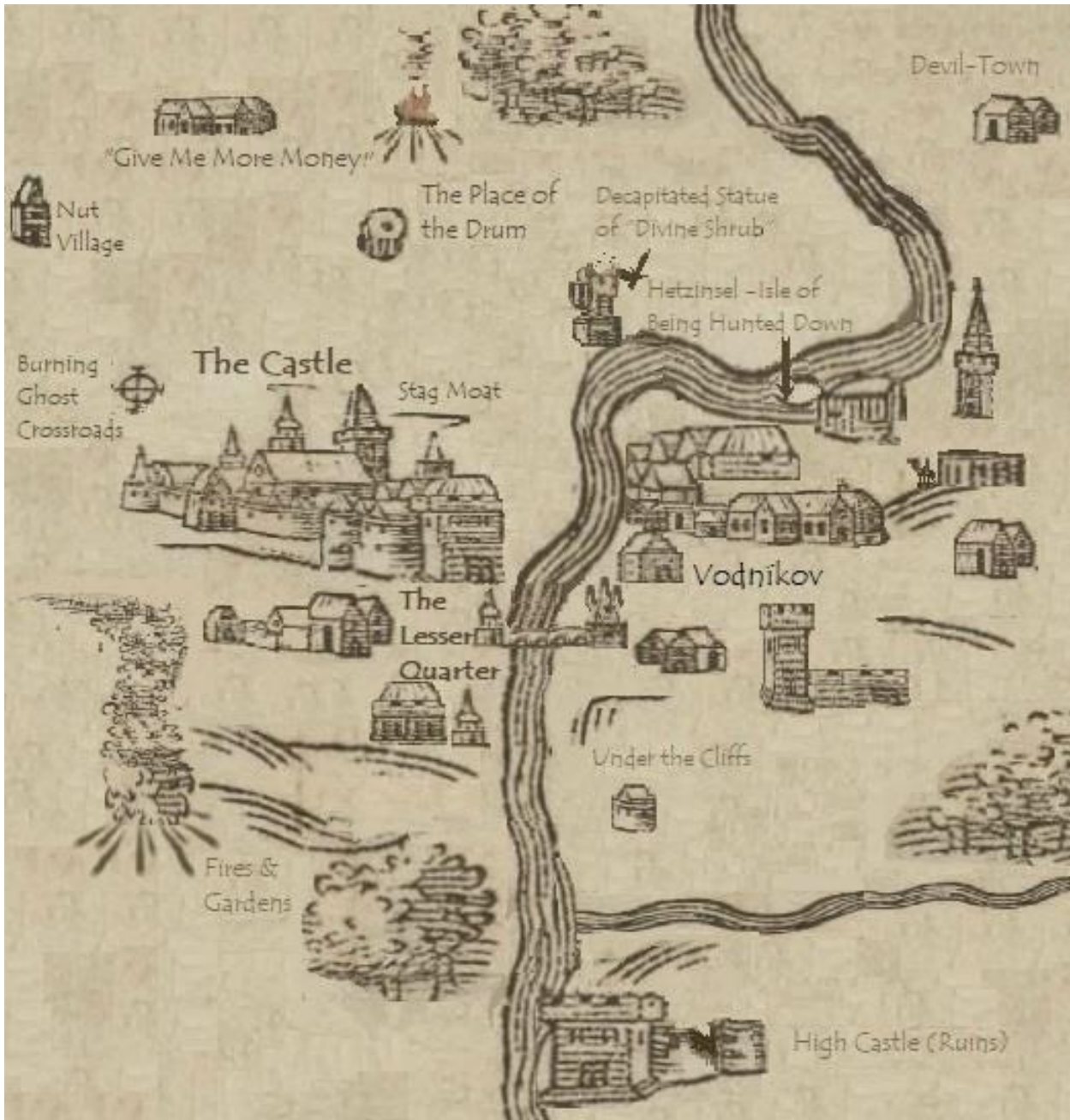
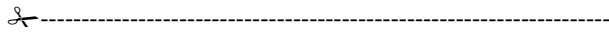


Fig. 37 The Operation of the Spirit Diffusion Engine

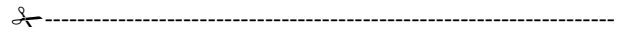
Picture elements from Martin Helwig (very public domain) via Wikimedia Commons

**CITY OF THE GOLDEN THRESHOLD:
PLACES & NEIGHBORHOODS NEAR VODNÍKOV
For future inspiration**

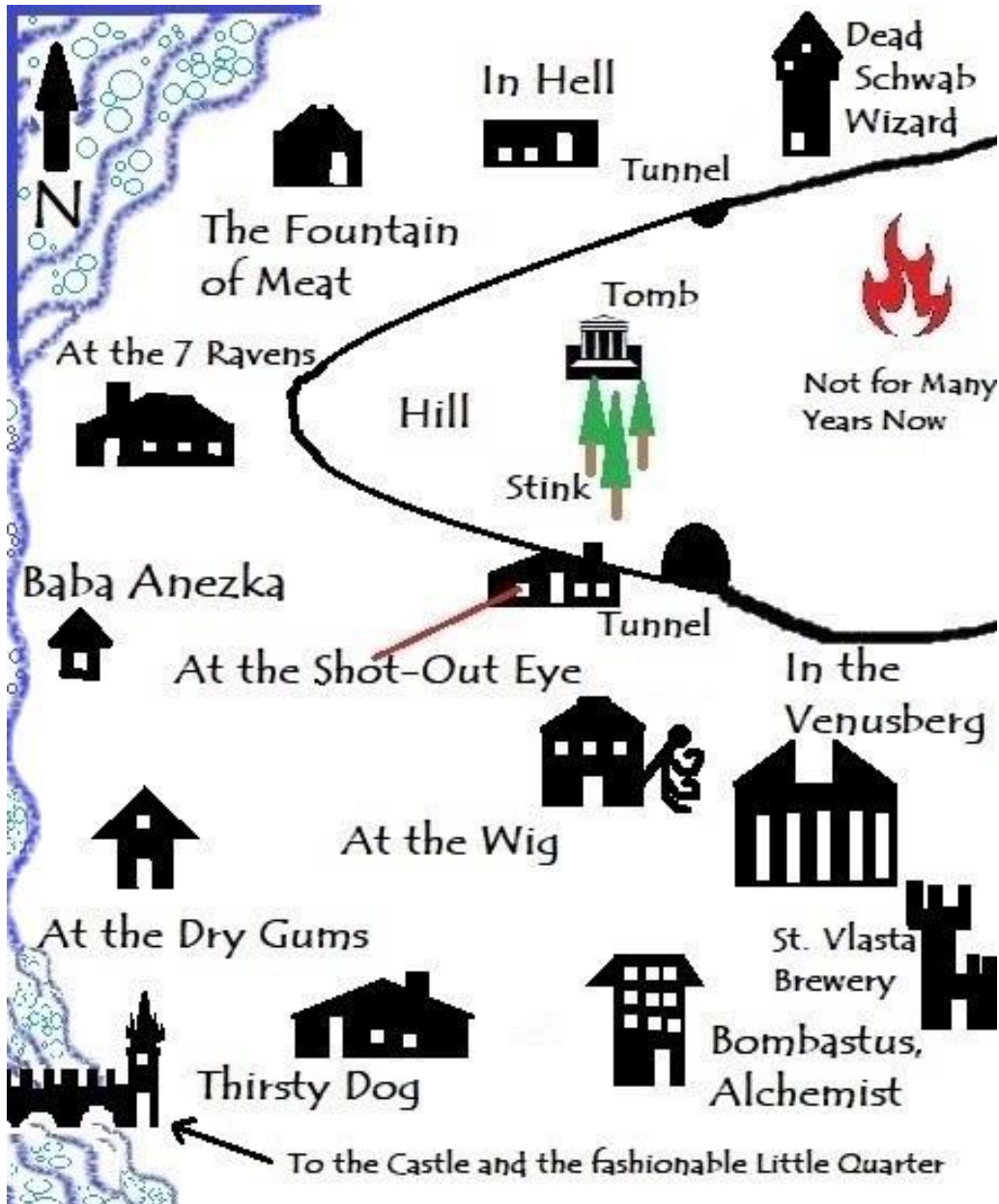




Players use this VODNÍKOV MAP to choose which locations to search. Traveling in the general area of locations **incurs encounters, even if PCs don't enter buildings.** For each **landmark passed near or entered,** roll on **TABLE A: WANDERERS,** then **TABLE B,** then **TABLE C.** In-game, 30 minutes/3 turns pass for each landmark passed near or entered.



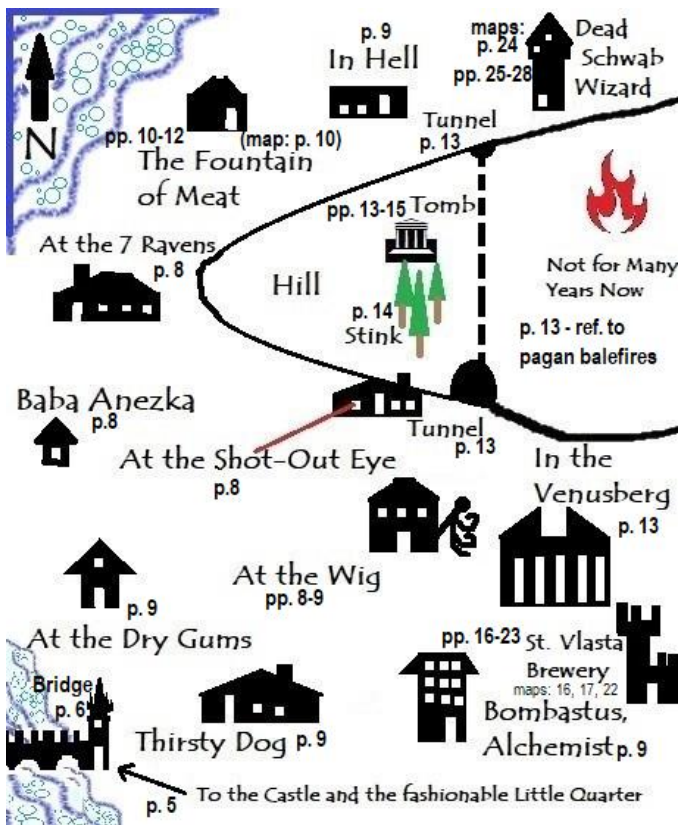
If PCs want to go from Baba Anezka's to In Hell, for example, they have to **plot a route** past landmarks At the 7 Ravens and The Fountain of Meat, OR past At the Shot-Out Eye and through the Tunnel OR past the Shot-Out Eye, walking over the Hill, past the Stink, then the Tomb. Thus, their route could pass 2 landmarks overland, OR 2 landmarks (one of which is the underground Tunnel), OR 3 landmarks (most of which are encountered walking over the Hill).



Players use their **p. 7** version of this VODNÍKOV MAP to choose which locations to search. Traveling in the general area of locations **incurs encounters, even** if PCs **don't enter** buildings. For each **landmark passed near** or **entered**, roll on **TABLE A: WANDERERS**, then **TABLE B**, then **TABLE C**. In-game, 30 minutes/3 turns pass for each landmark passed near or entered.

If PCs want to go from Baba Anezka's to In Hell, for example, they have to **plot a route** past landmarks At the 7 Ravens and The Fountain of Meat, OR past At the Shot-Out Eye and through the Tunnel OR past the Shot-Out Eye, walking over the Hill, past the Stink, then the Tomb. Thus, their route could pass 2 landmarks overland, OR 2 landmarks (one of which is the underground Tunnel), OR 3 landmarks (most of which are encountered walking over the Hill.)

VODNÍKOV MAP FOR DM



INDEX OF MORE IMMEDIATELY USEFUL ITEMS:

- CHARACTER APPENDIX – p. 37
- Read-Alouds: Background/Intro - pp. 5-6
- PRUDENTIA'S JUMBLED PILE OF ITEMS – p. 39
- Player Map: VODNÍKOV MAP – p. 7, p. 53
- Location Descriptions – pp. 8-28
- PICTURE APPENDIX – pp. 40-51
- Cumulative Bonus/Penalty Score – p. 29
- TABLE A: WANDERERS - pp. 30-31
- TABLE B: IS HANSWURST HERE? p. 32
- TABLE C: WHAT HAS HANSWURST DONE NOW – p. 33
- Suggestions: Extending the Adventure – p. 34

A.B.C. PROCESS – FOR ENTERING/STAYING at a LOCATION

1. PCs **enter new location**, DM **summarizes description**, Party orders drinks, sits, **interacts with location inhabitants** as applicable. Modify **CUMULATIVE BONUS/PENALTY SCORE** if actions warrant it.
2. Roll on **TABLE A: WANDERERS**, modified by **BONUS/PENALTY SCORE**. Party reacts to the encounter. May add to, or subtract from, **CUMULATIVE B/P SCORE**.
3. Party rolls on **TABLE B: IS HANSWURST HERE?** which is affected by the **C. B/P SCORE**. If they find him, no need to go on to #4.
4. + 20% cumulative chance per **round of drinks** that Party is drunk/nauseated, must **stay** in location 8 hours/1 night. **Food** for each PC = - 10 % chance of this incapacitation.
5. After the party **stays 1 hour/6 turns** in the location, or **leaves the location**, DM rolls on **TABLE C: WHAT HAS HANSWURST DONE NOW?** The Baron's actions affect the atmosphere in the neighborhood, which affects the Party's **CUMULATIVE BONUS/PENALTY SCORE**. Staying? **Skip step 3** until Party changes location.

When **moving between locations**, let Party **choose** their **route** on the map. Very broadly, X number of locations between start and destination requires rolling **X number of times** through **A.B.C. encounter process**, even though party doesn't enter buildings or interact with locations.