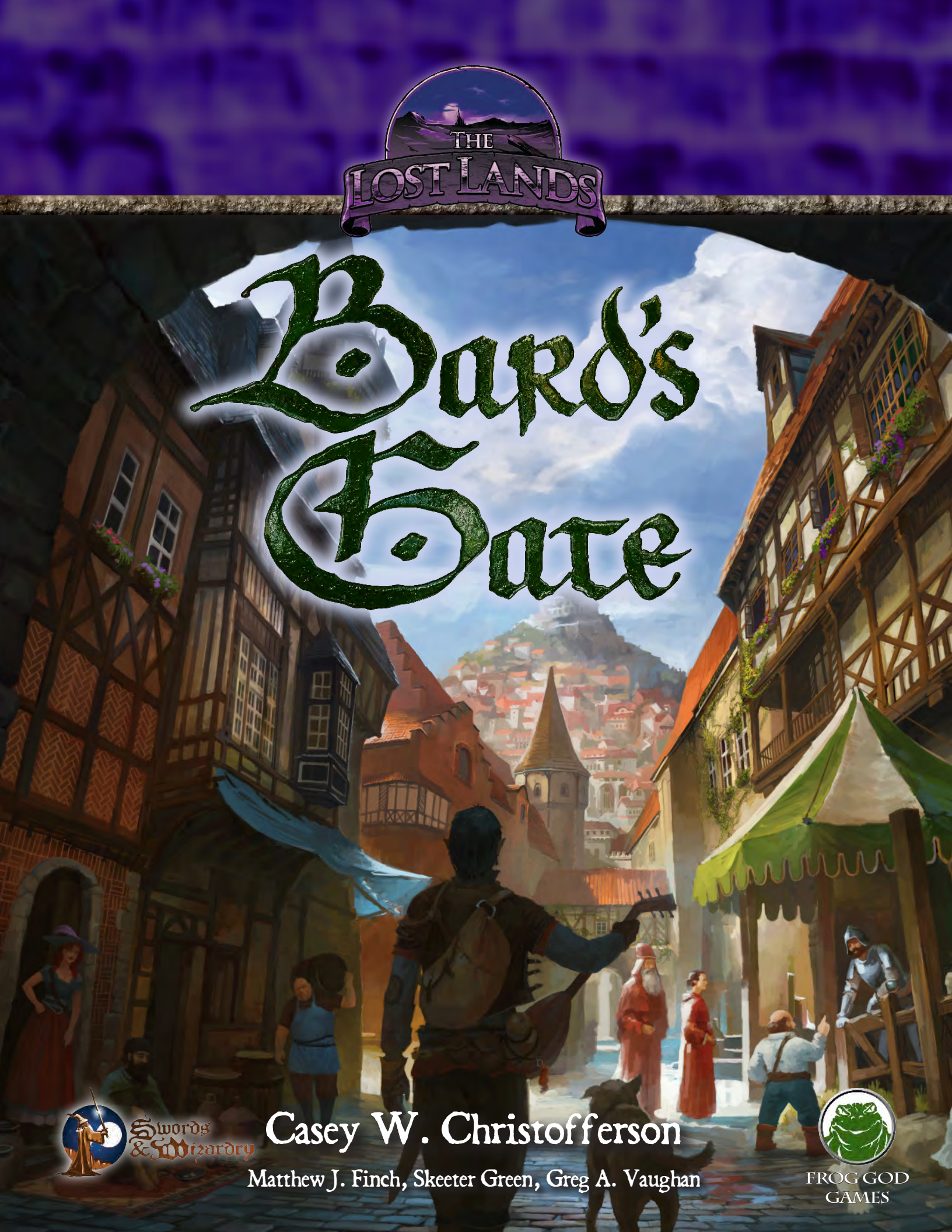
THE LOST LANDS

Bard's Gate



Swords & Wizardry

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FROG GOD GAMES

Bard's Gate

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Swords & Wizardry

Foreword

Bard's Gate. Where to even begin…

I get asked at conventions "What's the best part about being a game developer?" I typically respond with "When I find the good part, I'll let you know," and then immediately talk about all the cool products I've been able to help publish through Frog God Games. It's a difficult job, taking someone's thoughts, words, and ideas, and making it all a coherent project. And when there is more than one author, and the original book came out 10 years ago, some of the details or intent get lost in time.

10 years…a decade of gaming, and Bard's Gate is every bit as relevant today as it was then. More so even, with the prominence of *The Lost Lands*. We probably should have used that in the marketing.

Bard's Gate was originally written in 2006 as a "background city" to base Necromancer Games adventures around. The city had many of the typical fantasy elements; shops, inns, taverns, etc. What set the city apart from other city locations was the semblance of reality Bard's Gate offered. Dragons don't walk the street, powerful, earth-shattering wizards are not behind every countertop waiting to sell you a beer. It was a city that *could* exist, and could fit in anywhere.

A decade later, Bard's Gate has been the stomping ground for countless adventurers, the center of hundreds of campaigns, and home to many heroic tales. The original Bard's Gate was a keystone to what would become *The Lost Lands*. With that history in mind, and the promise of a plethora of adventures to come, we reimagined Bard's Gate for the current times. Much of the bones of Bard's Gate remain; the guilds; the hundreds of detailed shops, merchants, and taverns; the temples, either waning or growing; and the wonderfully complex NPCs. What we have added is more intrigue; more detail on NPCs and their interactions; more locations; and most of all, more adventure!

So, to say this project was a large undertaking, with history, schedule, scope, and resources all being at odds, was an understatement. But with the team Frog God Games has put together, the amazing art, cartography, writing and editing all came together to make a powerful, exciting, and most of all a usable product that can be the center of many campaigns for years to come.

Throughout ***The Lost Lands: Bard's Gate*** you will find familiar tropes of role-playing, alongside new favorites (we hope!) The city remains a keystone of *The Lost Lands,* and is featured in several Frog God Games projects, but this supplement can be used by any group, for any setting. This book is designed with playability in mind, first and foremost. The locations are easily modified to fit any campaign setting. The random encounters could fit in any urban adventure crawl. We want this book to be usable, not something that simply sits as part of a collection.

So, take some time, check out the city. Look for Easter eggs and all the shoutouts (yes, I admit, I may have gotten carried away), read the background and history, and spend some time trying to figure out the web of relationships and interactions in the city. Then, build on it, and incorporate your own. Make Bard's Gate yours.

Make good choices!

Skeeter Green
July 4, 2016

Other Products from Frog God Games

You can find these product lines and more at our website, **froggodgames.com**, and on the shelves of many retail game stores. Superscripts indicate the available game systems: "PF" means the Pathfinder Roleplaying Game, "5e" means Fifth Edition, and "S&W" means ***Swords & Wizardry***. If there is no superscript it means that it is not specific to a single rule system.

GENERAL RESOURCES

Swords & Wizardry Complete [S&W]
The Tome of Horrors Complete [PF, S&W]
Tome of Horrors 4 [PF, S&W]
The Tome of Blighted Horrors* [5e, PF, S&W]
Tome of Adventure Design
Monstrosities [S&W]
Bill Webb's Book of Dirty Tricks
Razor Coast: Fire as She Bears [PF]
Book of Lost Spells [5e]
Fifth Edition Foes [5e]
Book of Alchemy* [5e, PF, S&W]

THE LOST LANDS

Rappan Athuk [PF, S&W]
Rappan Athuk Expansions Vol. I [PF, S&W]
The Slumbering Tsar Saga [PF, S&W]
The Black Monastery [PF, S&W]
Cyclopean Deeps Vol. I [PF, S&W]
Cyclopean Deeps Vol. II [PF, S&W]
Razor Coast [PF, S&W]
Razor Coast: Heart of the Razor [PF, S&W]
Razor Coast: Freebooter's Guide to the Razor Coast [PF, S&W]
LL0: The Lost Lands Campaign Setting* [5e, PF, S&W]
LL1: Stoneheart Valley [PF, S&W]
LL2: The Lost City of Barakus [PF, S&W]
LL3: Sword of Air [PF, S&W]
LL4: Cults of the Sundered Kingdoms [PF, S&W]
LL5: Borderland Provinces [5e, PF, S&W]
LL6: The Northlands Saga Complete [PF, S&W]
LL7: The Blight* [5e, PF, S&W]
LL8: Bard's Gate [5e, PF, S&W]
LL9: Adventures in the Borderland Provinces [5e, PF, S&W]

QUESTS OF DOOM

Quests of Doom (Vol. 1) [5e]
Quests of Doom (Vol. 2) [5e]
Quests of Doom (includes the 5e Vol. 1 and 2, but for PF and S&W only) [PF, S&W]
Quests of Doom 2 [5e]
Quests of Doom 3 [5e, S&W]
Quests of Doom 4* [5e, PF, S&W]

PERILOUS VISTAS

Dead Man's Chest (pdf only) [PF]
Dunes of Desolation [PF]
Fields of Blood [PF]
Mountains of Madness* [PF]
Marshes of Malice* [PF]

* (forthcoming from **Frog God Games**)

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Introduction

Established many years ago as a bard's outpost and way station for travelers between the eastern Forest Kingdoms and the distant port city of Reme, Bard's Gate has grown into an important crossroads for trade and travel. The city's banner depicts a silver lyre above a stone gatehouse on a green field.

Known as the City of the Lyre, Bard's Gate is an independent city, most allied to the nearby Duchy of Waymarch, a duchy of the greater Grand Duchy of Reme, for mutual defense and prosperity. The Waymarch Duke's troops help defend the city against the evil creatures from the Stoneheart Mountains to the north, as well as defend (and often press) its interests abroad. A generally liberal and tolerant city, Bard's Gate welcomes all races.

Settlement Descriptions

Most of the information in a settlement's stat block is straightforward and self-explanatory, but a couple of the categories may need explanation.

Quick Summary

The first line of the settlement description is an instant picture of the community's size and general alignment. For example: Small city, Lawful (good tendency). Some communities have only an alignment; others might have only a moral tendency. If the characters are just passing through, this line might be all you need.

The City of Bard's Gate

BARD'S GATE
Neutral metropolis
Corruption +2; **Crime** +4; **Economy** +7; **Law** +2; **Lore** +4; **Society** +9
Qualities academic, holy site, magically attuned, prosperous, strategic location, tourist attraction
Danger +10

Government council (Council of Burghers)
Population 125,000 (87,750 humans [79,500 Foerdewaith, 2,800 Riverfolk, 2,500 Plainsmen, 1,300 Heldring, 1,000 Erskaelosi, 650 Ashurians]; 14,000 half-elves; 8,000 elves [6,200 high elves, 1,800 wood elves]; 6,000 dwarves [4,100 hill dwarves, 1,100 mountain dwarves, 800 street dwarves*]; 3,000 halflings; 2,000 ratlings*, 1,750 half-orcs; 250 others)
Notable NPCs

Cylyria, High Burgess and Mayor of the Council (Lawful female half-elf magic-user 4/thief 5)
Imril, Captain of the Lyreguard (Lawful male human paladin of Mitra 8)
Topfer Brighteye, High Sheriff (Lawful male halfling fighter 4)
Garrid Garzag, Chief of Constables (Neutral male dwarf fighter 6)
Lauriann Danyr, Chancellor of Bard's College (Neutral female half-elf magic-user 3)
Jared Strahn, High Harpist of Oghma (Lawful male human cleric 7)
Liserion, Holy Artificer of Dre'uain (Lawful male human cleric 6)
Drembrar, Master Scrivener of Yenomesh (Neutral male human cleric 6)
Gester Wilvorton, Trademaster of Sefagreth and Coopers and Shipwrights burgher (Lawful male human cleric 3)
Torreb Bloodsaw, High Faithful of Mitra (Lawful male human cleric 7)
Hadro Full-Pint, Chief Priest of Pekko (Lawful male halfling cleric 6)
Elissa Perinor, High Guardian of Vanitthu (Lawful female human cleric 6)
Hellen Fortuna High Priestess of Tykee (Neutral female halfling cleric 5)
Ginivarin Krandolve, High Priest of Darach-Albith (Lawful male high elf cleric of Darach-Albith 7)
Gruden Greybeard, Forgemaster of Dwerfater (Lawful male mountain dwarf cleric of Dwerfater 8)
Bofred the Just, High Priest of Thyr (Lawful male human cleric 7)
Barahil the Faithful, High Sword of Muir (Lawful male human cleric 7)
Zoey, Priestess of Freya (Lawful female human cleric 8)
Yun Jassail, High Priest of Jamboor (Neutral male human cleric 6)
Purrann, First Priest of Bast (Neutral male weretiger cleric 6)
Danya Darkfeather, High Priestess of Rhiaan (Neutral female human druid 7)
Duloth Armitage, Wheelwrights burgher and crime lord (Chaotic male human fighter 7)

* See **Peoples of Bard's Gate** below

Maximum Clerical Spell Level see Districts
Purchase Maximum/Month see Districts



Oh, You Frogs . . .

As you have undoubtedly already noticed, and cursed our names for, this supplement is taking a very liberal look at the ***Swords & Wizardry Complete*** rules. We are flaunting alignment/class "violations" like it's the end of the world! This is not the first time, nor will it be the last time, that we have broken our own rules (many more follow in this very tome). We understand and appreciate that this is not per the stated rules, and some of you will be confused or unhappy about this turn of events.

Please understand these are not official changes to the ***Swords & Wizardry Complete*** ruleset, and we at Frog God Games are in no way telling you how to play your games (well, I guess we really kind of are, by publishing a book…). These discrepancies in the rules are intended to show how flexible the system is, to allow the inclusion of these flavor-rules, and that we can incorporate change without breaking the game.

As always, if any of the rules violations we have provided in this book disrupts your home campaign, please feel free to modify anything to fit your group's style and enjoyability (is that a word?).

Game like you stole it!

Settlement Types and Population

Thorp	Fewer than 20
Hamlet	21–60
Village	61–200
Small town	201–2,000
Large town	2,001–5,000
Small city	5,001–10,000
Large city	10,001–25,000
Metropolis	More than 25,000

Profile

This line contains a quick reference for a settlement's relative corruption, crime, economy, law, lore, and society. "Relative" means compared to an ordinary town, not necessarily to a settlement of equivalent size.

Corruption: Corruption measures how open a settlement's officials are to bribes, how honest its citizens are, and how likely anyone in town is to report a crime. Low corruption indicates a high level of civic honesty.

Crime: Crime is a measure of a settlement's lawlessness. A settlement with a low crime modifier is relatively safe, with violent crimes being rare.

Economy: A settlement's economy modifier indicates the extent of its trade. It is not a measure of poverty; it is a measure of how far and how much the community trades beyond its own walls.

Law: Law indicates how strict a settlement's laws and edicts are, and how vigilant the guards are. A settlement with a low law modifier isn't necessarily crime-ridden (that's indicated under "Crime"). A low law modifier generally indicates that the town simply has little need for protection since crime is so rare, but it can also indicate a lawless city.

Lore: A settlement's lore modifier measures how willing the citizens are to chat and talk with visitors, and how useful the general population's "tavern talk" is likely to be. It can also be used to measure the quality of libraries and sages in larger cities. Basically this is used if you need a quick determination about information.

Society: Society measures how open-minded and civilized a settlement's citizens are. If there is a half-orc in the party, this could become important.

This is a multi-use tool that can be used either for a modifier on whatever 1d20 "saving throw" type roll you might make for quick resolution of player actions (such as, "We ask around in taverns") or as an indicator of the relative level of certain basic characteristics of a settlement.

Using the Profile for Fast-Resolution Die Rolls

Sometimes you need to know how a town will react. Are the guards vigilant? Is a rumor likely to be available? Can the prison warden be bribed? The numbers in the profile line can be used as a short cut for tasks that aren't automatic but also aren't important enough to spend much time on. The numbers potentially range from a modifier of –10 to +10, and represent the bonus on a player's 1d20 roll to determine "success" of some kind. Treat the die roll as a saving throw where 10 is what's needed for an easy task. If the task is more difficult than normal, such as bribing the king's bodyguard instead of a town watchman, make the target number higher to reflect the increased difficulty. If you're more comfortable thinking in terms of a percentage chance of success, treat a +1 bonus as +5% for a percentile roll.

Using the Profile as a Comparison

Another use for the profile is to use it as a comparison with other settlements. Multiply the bonus number by 10, and you have the percentage by which the community is greater than or less than a "normal" community. So a town with +3 corruption has 130% of normal town-level corruption. If crime is listed at "–6," then the community has only 40% of normal crime rates.

Unusual Qualities

Settlements have characteristics that can't be captured as a numerical modifier. This line uses a few standardized terms; simply read them as useful nutshell descriptions.

Disadvantages

These are things such as curses or plagues that are effectively destroying a community; only adventure-type locations will have one. This line does not appear if the settlement has no unusual disadvantages.

Danger

Danger is probably more important than the items in the profile line, and operates the same way. A town with –4 danger is 40% less dangerous than a normal small town. A town with +4 danger is 40% more dangerous than a normal small town. Hence, all cities have a high danger quotient.

Government

This is a quick guide to how the community is organized, usually fleshed out in the community's text description. Autocracy is a single leader such as an elected mayor, chosen by the community. A Council is also chosen by the community, but it's a group. An Overlord inherited, stole, or was appointed to rule (not chosen by the community, in other words). Magical means there's a magical component to the leader's rule, and Secret Syndicate means the so-called "ruler" is someone else's puppet. We considered getting more specific here, but since the text description covers this part in detail, we decided not to go into all the possibilities such as "gerontocracy," "meritocracy," etc. The reason for stat blocks is for speedy resolution, so we decided to keep it very abstract.

Population

Population shows the settlement's total adult population, including the elderly.

Notable NPCs

These people will most likely be described in the text, but if the characters are only in town to get healing at the local temple, you may want to know the high priest's name and level without reading through the whole description. It's not a complete list, especially for cities, but it is often helpful.

Maximum Clerical Spell Level

This line shows the highest level of clerical spell available in the community's temples. It is divided between Law, Neutrality, and Chaos. A temple of Law most certainly won't cast *raise dead* on anyone of Chaotic alignment, and will charge more to cast it on a person of Neutral alignment. Most Chaos temples are secret, and this is noted in the entry. Characters of Chaotic alignment might have to ask around, very carefully, to find anyone at all, much less a high priest. In some cases, a "Drd" entry may show up if there is a druidic holy place in the community.

Purchase Maximum

If you roll into a hamlet of twenty peasants planning to sell the *staff of the archmage* you found in the depths of a nearby dungeon, you're going to be disappointed. Hard coinage is scarce in rural areas, and even towns can't raise the money to buy buckets of gems or powerful magical items. This line indicates the most that a settlement can spend on buying things from characters.

The City of the Lyre

Population

Bard's Gate's population averages 90,000 in winter, and up to 200,000 in the summer when merchant caravans, adventurers, travelers, and mercenaries visit the city; over the entire year its average population is about 125,000, though only about half of that number actually reside within the city walls, the rest living among the many farmsteads, villages, and hamlets scattered throughout the nearby Lyre Valley and providing the city with its necessities of grain, meat, and wood that its population requires for basic survival.

Bard's Gate boasts a higher population than normal of elves and half-elves, possibly due to its focus on the arts. Normally a race in search of a home, many half-elves find things quite to their liking in this tolerant city. The city, as with most cities, is dominated by humans, however.

Alignment

Bard's Gate is a tolerant city and most citizens vary from lawful "helpful" to neutral "minding my own business". The city harbors many different races and beliefs, allowing most citizens to do as they please, but also allowing much evil to exist undetected. This is not to say that the city's inhabitants are tolerant of evil; quite the contrary. Living under the constant threat of invasion from the orcs and gnolls of the north makes the average Bard's Gate citizen even more determined that good triumph, but their "live and let live" philosophy also gives evil the opportunity to hide itself successfully.

Crafts and Trade

Due to its important trade location, Bard's Gate is highly prosperous. There is also a huge number of skilled craftsmen in the city, as the city is a hub of manufacturing (both in the most advanced magical and non-magical methods) and attracts the best and the brightest from the world over who seek innovation and acclaim in their various crafts. As a result a great variety of goods are available of outstanding — and often times entirely unique — quality. Nearly any item can be purchased here and usually at a masterwork level of craftsmanship.

For centuries Bard's Gate stood on what was universally considered the "edge" of civilized lands though it has been experiencing its own renaissance in recent decades and is currently establishing something of a reputation as the "center" of civilized lands (much to the consternation of the Kingdoms of Foere to the south and southwest).

Weather and Climate

Bard's Gate enjoys a moderate climate, ranging from temperatures just below freezing during the winter to occasionally heavy rains in the spring and heat ranging into the 90s during high summer. The formidable Stoneheart Mountains to the north, and in particular the accursed Ice Plateau of Shengotha to the northwest, would be expected to produce howling northern winds off the heights and cause winter temperatures to dip much lower and create a less hospitable region for settlement. However, the strange and poorly understood warming action of the Tropic of Arden that crosses the Gulf of Akados in its extension to Libynos far to the east creates gentle, warming breezes, heavily laden with moisture, to blow in off of the gulf and bring both their rain and moderating temperatures to the land. This makes the region of Freegate and the Great Salt Marsh into an almost subtropical clime while creating an endothermic-induced reaction in temperature and the water cycle that makes the areas of Acregor and the Dragon Hills much harsher in climate fluctuations and aridity. However, the zone stretching from the gulf in the east through the Stoneheart Valley to the west reaps the benefits of this climatological imbalance and results in a temperate, well-irrigated, and pleasant region. Bard's Gate is in the middle of rich agricultural lands, but perils such as gnoll raiders and stubbornly resistant nomadic tribes have so far prevented this region from being overly developed, though this may change as Bard's Gate extends its hegemonic influence.

History of Bard's Gate

Because of its strategic position on the only easily-bridged area on the Stoneheart River, the city developed quickly. In addition to being a way station and trade center, Bard's Gate quickly became a meeting place for wandering bards, skalds and other performers.

To the south, the Stoneheart River was once impassible due to a series of sheer falls on the edge of the Stoneheart Forest. As a result of this, the Central Island of Bard's Gate originally became an important port for barge and overland traffic, from which goods were transported to Reme and other environs. Thus, the western side of the town developed first, with the Central Island used as a defensive and governmental center. Over time, with the city growing exponentially, the government facilities grew, and the docks and supporting businesses expanded.

With the influence of imperial power to the southwest, merchants from beyond the Forest Kingdoms began to avoid shipping goods by river and traveled overland along the Tradeway to Bard's Gate and on to Reme, bringing still more prosperity to the growing city. The guild system developed due to the high volume of trade passing through the city. To this day, Bard's Gate — especially in its outlying districts — retains a rough and almost frontier feel, though it paradoxically bears an air of sophistication and avant-garde in its more central areas.

Before Remembered Time

The history of Bard's Gate begins thousands of years before there even was a Bard's Gate. For ages, what is now known as the Lyre Valley after its famous City of the Lyre was just the easternmost section of the Stoneheart Valley, the great rift valley that formed in the divergent zone between the tectonic plates that were pulled together in eons past by wrathful deities to protect the burial site and honor the memory of a lost goddess. The sudden subduction zone created by the mighty works they wrought both raised the mightiest mountain range on the face of the world and forced a third tectonic plate to rapidly egress from the triple junction zone and create the massive valley separating the greater Stoneheart Mountains from the much-older March of Mountains ranges to the south. This newly formed pass provided the means of passage for many of the survivor elves in the First Exodus and for the first time became a literal gate between the eastern and western regions of Akados.

Legends known only among the elves spoke of a great battle that had occurred between a goddess and a demon over control of the skies and all flying things that ended when the demon was cast down atop the highest hill in the region, causing its subsidence and splitting it asunder to create the Broken Tor. The goddess of birds declared the Broken Tor as her sacred ground and blessed it with her protection. Early humans of the area built a small shrine in the crags between the tor's peaks in the goddess' honor. When the Stoneheart Mountains arose and the diverted waters of

their drainage formed the Stoneheart River, the waters of the river flowed around the base of the Tor and flooded it leaving only four small islands in the midst of the new waters of the river.

Less than two decades after the end of the Age of Kings and the destruction of the long-forgotten Phoromyceaen civilization, the Sorcerer-King of destroyed Tharistra completed his transformation into a lich and relocated his lair into the newly created caverns and faults of the Stoneheart range's flanks. Thus the lich Gremag became the first inhabitant of any note — though few know of his presence even still — within the boundaries of the fledgling Lyre Valley. Despite the lack of knowledge of Gremag's presence among the elves of the Great Akadonian Forest that dwelt in the vicinity of the valley, it nevertheless gained a dire reputation among the elves and fey alike due to his sinister influence and remained largely unoccupied or used as anything other than the means of easy access beyond the mountains. Today the Stoneheart Forest remains as one small remnant of that nearly-vanished continental forest.

After the coming of Gremag and the valley's subsequent shunning by the elves, it fell from a place of significance among the annals of history for over 6,000 years. Not until the coming of the Hyperborean Legion and its subsequent war of annihilation with the Akadonian elves did the Stoneheart Valley come again to relevance. Because it was there, on the rift valley's northern slopes near the shore of Lake Crimmormere that the elven power of Akados was first broken when the alliance of humans and mountain dwarves routed their host and drove its survivors before them. With this one key victory, the fate of Akados was forever changed from being the story of the Akadonian elves to that of the human Hyperboreans, paving the way for the next four millennia of history to unfold.

Less than 70 years later the half-elven demagogue Valenthlis arose in the nearby Forest of Parna, and the outbreak of the elven civil war began. Within a year traditionalists among the wild elf party were once again streaming through the Stoneheart Valley in numbers in the Second Exodus, leaving Valenthlis and the high elf party as the inheritors of elven ways and lands beyond the mountains in the east. A quarter century after that found the Hyperboreans embroiled in their own civil war as they battled the tyrannical aspirations of their mother state of Boros far to the north. As with the elven exoduses, the Stoneheart Valley once again found itself serving as gateway and strategic ground as armies out of Remenos and Curgantium were able to use it to gain easy access to the northern plains and their subsequent victory over the Boreans at the Battle of Hummaemidon, ushering in the coming Hyperborean golden age.

Again, other than as a wilderness trade route between north and south, east and west, the Stoneheart Valley remained all but deserted, occupied only by the occasional prospector or fur trapper willing to risk the ire of the mountain dwarves of the Stonehearts who burned for vengeance ever after the betrayal at Hummaemidon.

Sometime in the tenth century after the birth of Hyperborea, monks of Thyr came to the valley and began to dig crypts and shrines, creating an entire catacomb complex and unintentionally encroaching upon the ancient domain of the lich Gremag. Some scholars speculate that it was this intrusion that led to the eventual downfall of the catacombs and the shrines constructed in the small valley below, but if so it was a doom long in the making.

Thyr and Muir in the Stoneheart Valley

The importance of the Stoneheart Valley increased in the subsequent centuries in direct proportion with the rise of the city of Tsen in the north. The valley became a major trade route between the marvels of Tsen and the markets of Remenos and Curgantium. Thyrian mendicant clerics opened a ferry service at a point on the Stoneheart River where a group of islands in the midst of the river made the passage easier. The Thyrish Chapel of Remonstrance was built at the southernmost tip of the central island to serve as a warning to the bandits and desperate highwaymen who often waylaid travelers on the long Tsen Road.

When the Great Darkness fell upon the North centuries later at the destruction of Tsen, the trade routes became dangerous and fell into disuse. Contact was lost with many of the cities of the north, and the Thyrians found themselves too exposed to adequately maintain their ferry. Even the addition of the last straggling remnant of the Muirite Order of Mercy come from the now-abandoned fortress of Muirgaard was insufficient to buttress their ranks against the hazards of the wilderness. Leaving a token staff of paladins, clergy, and lay followers to maintain the chapel and river landings, they withdrew to the upper Lyre Valley and began construction on a pair of shrines to their respective deities. With their attention thus turned inward, they left travelers to find their own passage across the mighty river, lending what aid they could to those who fell afoul of the river's sometimes-treacherous currents. After the third time that wandering bandits or river pirates slaughtered the caretakers of the island landings, the Thyrish river chapel was abandoned entirely and allowed to begin its own slow slide into ruin and decay.

In the year following the laying of the foundations for the shrines to Thyr and Muir in the Valley of the Shrines, a young shepherd lay follower of the twin faiths stumbled upon a cave opening in the mountains above the Shrine Vale. It was an ancient catacombs constructed by previous followers of Thyr and included a powerful magical fountain called the Font of the Ancients. What had become of the original builders none could say, but the clerics of Thyr and Muir quickly began the refurbishment of the complex calling it the Burial Halls of Thyr and Muir and declaring that they would serve as the sacred final rest of future generations of the faiths.

After the end of the Great Darkness and the reopening of the trade routes north, commerce again returned to the Stoneheart Valley and the ferry was once again reopened, this time, however, by the Hyperborean Imperator to serve as a strategic route between their well-established and western holdings and burgeoning eastern holdings. But with the change in climate for large swaths of the empire as the world's poles shifted, a new malaise seemed to seep into the bones of the Hyperboreans. More and more of its influence and assets were shifted to the eastern empire and its ascendant city of Tircople. Though the shrines of the Lyre Valley prospered, the shadow that seemed to have settled upon the soul of the West could be felt, and when the High Altar of the faith of Thyr was moved from St. Harul's Hold in the North to Tircople in the East to join the High Altar of Muir already there, much of the shrines' prosperity and influence went with it. When the Imperial Court itself moved from the old capital of Curgantium after the destruction of the Tower of Oerson to relocate to Tircople, the Hyperborean Empire in the West effectively ended. The Stoneheart Ferry was once again abandoned, and the Thyrians and Muirites in the rift valley retreated to the seclusion of their shrines and burial halls among the valley's upper reaches.

Rise of the Valley of the Shrines and the Coming of Daan

Despite this isolation in the newly wild western reaches of the old empire, the diminishment of the Thyrians and Muirites in the Stoneheart Valley was not to last for long. Five short years later, the prophetess Elanir spoke of the future of the faiths tied irrevocably to the Stoneheart Valley and massive refurbishment and expansion projects were begun on the temples in the Valley of the Shrines. Four years after that, despite the protests of the Pontifex Jerrius, the High Altars of Thyr and Muir were quietly relocated from Tircople back to Akados to the Valley of the Shrine.

Some said that Pontifex received a vision from the deities ordering him to acquiesce to the change; others said that it had been many long years since the Pontifex had had any contact at all with the gods of whom he was supposed to serve as a living embodiment and feared exposure of his fall from grace. Regardless, he was permitted to retain his political position in Tircople and kept the ear of the Imperator of the Hyperborean Empire, so he seemed content to allow the departure of some "dusty old relics" in exchange for maintaining control over the church coffers. When less than three months later he and the Imperator were murdered and replaced by Trystecce the Ageless who assumed both their roles as the new Imperatrix of Hyperborea, the Thyrian and Muirite clergies in the Valley of the Shrines could only shake their heads in mute disbelief and give thanks

to their deities for sparing them and the faiths in general from the chaos engulfing Tircople.

As the lesser chaos of an ungoverned land afflicted Akados, the Stoneheart Valley weathered the years fairly well. The faiths of Thyr and Muir were secure in their secluded shrines built at the edge of a gods-blessed crystal lake. They manned the now-abandoned Hyperborean ferry and did what things they could to alleviate the suffering of the surrounding region. It was a time of heroes among the faith who walked the lands and dispensed mercy and justice amid the chaos, and the crypts of many paladins and holy warriors of legend were added to the Burial Halls.

When 72 years later the Legion of Daan marched through, headed north and east to confront the foul corruption and evil festering in the heart of Tircople, the ferry operated day and night to accommodate the thousands of traveling warriors who flocked to his banner. The majority of the valley's paladins of Muir and a goodly number of its clerics of Thyr likewise joined the cause to return righteousness to the empire. Four years later when the funeral march of the victorious-but-slain hero passed by, there were few enough surviving Muirite paladins or Thyrian clerics among their number to return to the vale. The surviving hierarchy of the churches declared Daan a hero of the faiths and begged that his mortal remains be interred within the Burial Halls to be honored and protected for all time, but the bloodied and embittered survivors of Ynys Cyrmagh gave only grim refusals as they continued their solemn procession all the way back to their distant island home with the remains of their savior and liberator and thence largely disappeared from the record of Akados forever.

Their ranks decimated once again, the followers of Thyr and Muir withdrew to their shrines to regroup and protect its own and abandoned the ferry to its use by travelers or bandits or whomever was strong enough to claim it. Trade to the tattered remains of the empire in the east all but ceased as each duchy, barony, and city looked to its own affairs and survival. When Macobert arose in Foere to the south and began to consolidate his new empire, it had little effect on the fringes of things up in the Stoneheart Valley and those who resided there took little notice.

Legacy of the Bandit King

When Rinos, the self-proclaimed bandit king arrived at the Stoneheart crossing in 2717 I.R. he found the crossing guarded by only an old blind monk who kept pigs in the mud of the riverbank. As the ruthless bandit thrust his sword through the frail chest of the old man, the toothless old Thyrian pronounced a curse that the river crossing would ever be known for Rinos yet he would be forever forgotten. Bemused by the dead man's seemingly nonsensical utterance, Rinos explored the central island and discovered the ruins of the old Chapel of Remonstrance. From its foundations he constructed his own keep and began construction on a span to bridge the western half of the Stoneheart River while reopening the ferry across the eastern half.

The reclusive clergy in the Valley of the Shrines remained largely undisturbed by the activities of Rinos the Bandit King, but they could not avoid noticing his atrocities. As the wars of the south continued, more and more refugees found themselves in the Stoneheart Valley seeking a place to live away from the fighting. They found that the soil of the valley lent itself well to the cultivation of grapes, and the beginnings of vintages still found in Bard's Gate today were planted. However, they also found that the valley's "Bandit King" demanded high tribute and paid out harsh retribution to any who couldn't pay. It wasn't until a wandering troupe of traveling performers came to the valley, though, that King Rinos' doom was cemented.

Rinos' bridge had been completed, and he called it King's Bridge in his own honor and to mock the dying words of the old pig herder he had murdered yet had echoed disturbingly in the back of his mind for more than 30 years. King's Bridge provided easy access across the western Stoneheart River, but to take the ferry across the eastern side of the river required a toll — a toll arbitrarily set by Rinos and his toll collectors. The troupe of the aged elf Maestro Vereduin, former court bard of lost Curgantium crossed the bridge en route to an engagement in distant Apothasalos only to discover that the bandit king demanded as toll his daughter, the lovely mute player of lyre and flute, Samasa. Outraged the aged elf refused and, like the old pig herder before him, felt Rino's blade pierce his chest.

Some of Vereduin's troupe tried to fight but Rinos quickly captured Samasa and placed his blade at her throat, demanding that the troupe of players stand down or the elven maiden would die. The troupe lowered its weapons and was taken into custody by the bandits. They then watched helplessly as he held a lottery that picked every fifth member of the troupe to be hanged from the many branches of a massive old hawthorne tree on a small island nearby for their "rebellion". One member of the troupe selected to hang with the others started up a mournful haunting melody that his condemned fellows joined in to harmonize with as the nooses were placed around their necks. The parts of the harmony ended one by one as bandits pushed the condemned men from their perches and sent them bouncing lifelessly at the end of a rope. Witnesses claimed that as the parts grew fewer and fewer the song became even more heart-wrenchingly beautiful in its simplicity as a final farewell to life and sun and song until only the original singer, a young bard named Turlin, remained; Rinos, moved by the beauty of song, had saved him to the last. Yet at the bandit king's nod, Turlin was likewise pushed from his perch atop an upturned barrel, and the song came to an end with an abrupt snapping crack.

The horror for the surviving performers of the troupe was not over, though. For, before stripping them of their clothes and forcing them to run back across King's Bridge at spear point before the company of madly laughing brigands, they were forced to stand in ghastly horror and watch as Rinos raped the mute daughter of Maestro Vereduin on the riverbank before drowning her in the shallow, muddy waters and then releasing her pale, violated corpse to drift away with the current towards the forests of the south, the long ago ancestral home of her people.

When the troupe arrived back among the peasant shanties of the Stoneheart Valley, the good-hearted folk took them in and nursed their wounds, fed them, and clothed them. And when the next night one of them was awoken by a shaking hand upon his mouth to prevent him from crying out, he could hear the painful rasping breath and looked into the dark eyes of Turlin, seemingly returned from the dead. In fact, Turlin had not died at the time of his hanging. The snapping crack clearly heard by all had not been the sound of his neck breaking but rather the core of the branch that held him cracking. The jolt and sudden loss of circulation to his head had nonetheless caused him to pass out, but he awoke only moments later to find his feet upon the ground as the partially broken branch bent low under his weight and brought him gently to rest and able to breathe once again. He could see the last of the brigands rowing their coracle back towards the main island. The thick brush of young hawthorne and blackberry thicket concealed his position from view upon the main island, so he merely waited until nightfall and then made the treacherous swim to North Island and then from there to shore — but not before witnessing the violation and murder of the innocent Samasa.

The appearance of the executed bard raised a quiet uproar among the peasant villagers and troupe alike, and in short order he was hidden beneath the fodder in the back of a hay wain and secretly transported out of the village without being seen by any of the bandit tax collectors that routinely patrolled the valley. The farmer carried the injured bard up the little known route to the Valley of the Shrines where the diminished clergies of Thyr and Muir quietly administered to the needs of the peasantry while remaining outside the notice of Rinos and his thugs. Ill and badly injured both by the partial hanging and the long night of crossing the cold river and the open grounds beyond its banks, the priests nursed him back to health with their magic and then were aghast themselves as he told the story of what had occurred to the troupe players, Vereduin, and Samasa.

Many among the clergy urged caution. They had remained outside the bandit king's notice for this long and had fortified the burial halls with supplies just in case they were discovered and forced to abandon their shrines in the valley. Even the High Altars had been relocated to within the burial halls in case of discovery. They were simply too few in number to take on the trained warriors of Rinos' band. But one young paladin of Muir named Myrantha spoke up. She said that the clergy's numbers might be too few, but there were hundreds of the folk of the valley that would rally to their call. A number of the younger paladins and clerics nodded their heads at that.

The cooler heads cautioned that though a few of the clerics and paladins had proper arms, the peasants themselves would be forced to fight unarmored and vulnerable with hayforks and shovels against armed and armored brigands, causing a great number among them to murmur and nod their heads in agreement to that. In response to this Myrantha looked up to the forested mountain slopes above and declared that she knew where a storehouse of the arms and armor of the greatest heroes to have ever walked the land was located. Many of the older priests were aghast at this and likened it to grave robbing and desecration, but when Myrantha questioned if they thought that a single one of those honored dead, if asked, would refuse to give his sword to a peasant in order to carry on the cause against evil and injustice, not even the staunchest of opponents to her proposal could argue with that. A greater number than before crowded around her eager to hear her proposal.

Finally the oldest among those who opposed this action quietly pointed out that Rinos' army of bandits had been fighting for him for decades and had countless years of combat experience between them. There was simply no time in which to train the peasantry in skill at arms or discipline upon the field of battle in order to prepare them for this kind of warfare. The truth of his words struck home among the group, and even Myrantha looked crestfallen. Until a new voice spoke up. It was a voice as pure and clear as a mountain waterfall on a summer day. It was a voice whose very pitch and tone was able to raise the fervor of the listener and quell the fears of the heart. It was the voice of the newly healed bard Turlin. He said that the song of a bard could embolden even the meanest cur and give courage and discipline the faintest of hearts. And, he said with a huge grin, he just so happened to know where they could find a couple dozen such bards.

A month later the peasantry of the Stoneheart Valley swept across King's Bridge in the middle of the night catching the guards there entirely unawares. At the forefront fought the paladin Myrnatha and a young cleric of Thyr called Flail. They led a battalion of peasants armored in forged links of the finest steel and bore blades crafted for heroes of a bygone era. In their midst marched singers, and chanters, and harpists, and pipers, and drummers, and trumpeters, all rallying and guiding their troops to victory in battle. But those weren't the only skills possessed by bards, for many of them were trained in streetcraft and talents of the more roguish sort — and not a few knew a bit of magic that could prove handy in a pinch. One such group paddled a stolen coracle to the very base of the walls of Rinos' keep before the peasant attack was even launched. At the head of this group was Turlin, and he came with death in his eyes.

Rinos awoke from a wine-besotted sleep to the sound of music. It was a beautiful melody that he recognized, though it took him a moment to place it. It was the song sung by the bards as he had hung them a moon ago, the song of the last bard to be hanged — the one with the beautiful voice that he had actually wept over as he gave the nod to forever silence it. His cheeks were wet with tears again it seemed, and as he shook off the fog of sleep he realized it was, in fact, the very same voice of the young bard he had hung. He bolted upright in bed (bringing an aching jolt to his wine-soaked head) and rubbed the tears from his face. In the flickering embers of the dying fire, he could see that they were not tears at all; his hands were red with fresh blood. Looking up he saw that the severed head of his chief bodyguard hung by its hair from the rafter directly above his pillow.

The sound of the softly singing voice drew his attention to the shadows beside the fireplace. There stood a figure, a dripping blade held at its side. As the figure stepped into the light, Rinos saw the face of the boy he had killed, saw the red scar of the rope burn around his neck. The self-styled bandit king reached for the sword stashed beneath his mattress, but he has not fast enough. In the boy's song was some power, and as he uttered a strange syllable charged with that power, Rinos felt its waves wash over him. He found himself unable to act, caught in a daze from some power of the song. The boy approached him still softly singing, a wide smile upon his face, a noose in his hands.

By the time Rinos found his will returned, the boy had secured his hands, and his friends had come into the room and secured his feet as well. Rinos recognized them; they were all performers from that old elf's troupe. Many still bore the scars from the beatings that his men had given them. He found himself securely trussed and seated on a hard bench before his own fire as the boy ceased his singing and secured the bolt on the door. Now Rinos could hear the sounds of fighting coming from outside, but it sounded close and it sounded like it was dying down — had his men won, had they defeated whatever rabble this boy had managed to come up with to try and overthrow him? Rinos never found out because he never made it out of the room alive. The vengeful bards were creative and patient, and they kept him from succumbing to their ministrations for a long, long time.

With the coming of the dawn, the reign of the Bandit King was over. The shrines of the valley ceased their isolation and opened themselves up to serve the peasantry that had suffered for so long under the bandits' depredations. The troupe of performers looted the bandits' stronghold and distributed it among the folk of the valley, though the clerics of Thyr and Muir refused to take a single ivory horn of it. As the de facto leader of the troupe, Turlin set about establishing a trade moot upon the central island of the river and used much of the bandits' loot to commission the construction of a bridge over the eastern river. Never again would a ferry toll lead to atrocity at this crossing of the Stoneheart River. This new bridge they named the Lyre Bridge in honor of the beloved lyre player and maiden who had died at the river's edge. The other bridge they renamed the Maestro Bridge, though the odd-sounding name never stuck with the valley folk who continued to call it King's Bridge even though within only a generation they had forgotten who or what king it was named for.

On the far side of the river, Turlin commissioned that a well be dug to accommodate the traders that he hoped to attract from the lands of eastern Akados. To defend this new trademoot and settlement he requested the help of the churches. They began to lay the foundations for new churches on the river's west bank beside the main road and from there recruited folk from among the valley to serve as templars to guard the churches and the bridges and all goodly folk who made use of them. To these templars they bestowed the arms and armor taken from the Burial Halls of Thyr and Muir and swore them to holy oaths to protect the weak and innocent and prevent any such atrocities as had occurred here from ever happening again. Turlin's troop took to calling them The Lyre's Guards in honor of fallen Samasa.

The hawthorne-covered island became a burial ground for not only the murdered troupe performers but for all who had fallen in battle against the bandits. A small church of Zors was constructed there called the Church of the Blessed Martyrs, but again the common folk found the name too cumbersome and instead preferred a more colloquial term for it, said with a nod and a wink whenever they saw Turlin working at the trademoot. To them it was simply Slip-Gallows.

In time Turlin's trademoot grew to a full-fledged town along the river's western bank that had never been given a name but was known locally as King's Bridge for the bridge it protected. Turlin was made burgher of the trademoot, and by the time representatives from the growing court of Overking Macobert arrived they found it a thriving community of goodly farmers and traders well favored by the churches of Thyr and Muir and governed by a lawful burgher that supported free trade and that controlled sturdy bridges that offered the only passage over the Stoneheart River for hundreds of miles. They taxed only trade goods and let all others cross the river for free. This arrangement so pleased the Overking when he heard of it that he immediately issued a decree making the trademoot at King's Bridge a free township unhindered by tax or fealty to the Foerdewaith Monarchy but counted as fast friend and ally.

Trade City on the Stoneheart River

Within a century-and-a-half the King's Bridge trademoot had grown to be a sizable town of merchants and vendors of all types. The new status of the distant city of Reme as an independent nation-state created an even greater avenue of east-west trade and prospered the trademoot even further. The churches of Thyr and Muir remained extremely important to it and its populace and had constructed their own temple halls within the settlement to better see to the needs of the population. Other churches had joined Thyr's and Muir's so that now followers of Vanitthu and Sefagreth and Tykee toiled side by side to make their community safe. Taxation on

trade had increased to the point that it was said that the so-called Turlin's Tax claimed coin from every bite of bread or swallow of wine that passed between the East and West and the North and South. As the most significant crossing of the Stoneheart in the region, the saying was largely true.

King's Bridge (most assumed to have been named for the Foerdewaith overkings) taxed everything that passed over the bridges on the roads or under the bridges on the river. With protected free-trade status granted by the Foerdewaith monarchy and a practical monopoly on trade from every direction, the burgher did have its fingers in a great many pots. It finally became so expensive that some canny merchants began the construction of canals that extended around the edges of the city to allow boat traffic to entirely avoid the taxes and tariffs charged by the council. Despite the councils best efforts to block it and more than a little dirty-dealing (largely kept in check by the presence of the churches), the canal effort was a success, and it was many years before the burgher was able to legally obtain control of these canals.

When word of the fall of distant Tircople to foreign invaders reached the King's Bridge, there was great uproar. Like in much of the rest of Foere warriors flocked to the banner of crusade raised by the Overking — joined in no small part by warriors, paladins, and clerics from the town's temples of Thyr and Muir. However, in addition this sudden specter of a previously unknown threat conquering a city as important as Tircople made the burgher and leading merchants nervously consider their own state of defenses, and within a few years construction was begun on a river keep (usually known simply as the Keep) upon the foundations of an ancient Thyrish church on Central Island. Upon clearing away rubble from the previous structure a hollow was discovered in a wall where a fireplace had been bricked over. Within were found the scorched burned bones of someone who had been horribly mutilated and partially dismembered before being sealed up — apparently alive — in the still-burning fireplace. None knew whose remains they were, though, so they were buried in an unmarked grave in a potter's field outside of town.

Until the year 3030 I.R. the trademoot at King's Bridge had been governed by a burgher descended from the line of Turlin. This hereditary rulership had never been a formal law of the community, it had just been an accepted system since Turlin himself had founded the trademoot and been accepted as its leader by general acclaim. Each burgher would appoint a successor — usually a son or daughter, but sometimes a brother or cousin or even a favored apprentice. In the case of a burgher who was not a blood relative of the previous holder of the position, the new burgher would be formally adopted into the family and thus made a member of the line of Turlin. However, in the year 3030, Burgher Leischmer drowned in the Stoneheart River in a drunken boating accident. Leischmer was young (only 22 at the time of this death) and had only been burgher for 18 months following the death of his father. Further he had no children, no siblings, no suitable cousins, and had no named no successor nor shown favor to anyone in particular other than a few tavern wenches and his personal cook. For the first time in almost 300 years, the town had a crisis of succession.

During the intervening 300 years, King's Bridge had grown substantially beyond a simple trademoot, and its population had grown to over 10,000 residents. Yet despite its size, with only the loosest arrangement for a central government, other than the collection of taxes on bridge and river traffic the city had been unable to institute any true civic programs or measures to maintain and govern itself. Law enforcement was still handled internally by the guard forces of individual merchant companies, and defense was still handled by the volunteers of The Lyre's Guard out of the temples of Vanitthu, Thyr, and Muir. Furthermore, this poorly balanced system of government had proven to be excessively ripe for abuse whenever a particularly unscrupulous or unwise burgher was in office. The leading merchant companies and residents of the city were in no mood for this inherently inadequate system to be perpetuated and certainly didn't wish to see a cook or tavern wench elevated to the position of burgher, so they unanimously drafted a charter for the city of Bard's Gate (named in honor of its founder, Turlin the Bard) and established both a town council of the leading merchants of the city to oversee the business of running the city and the office of Burgher to be elected by the town council to oversee the city's defense and provide an office to represent trade negotiations with foreign interests.

Five years later this new government was formally put to the test with the Year of the Hard Cold came to the Stoneheart Valley afflicting it with a winter that had freezing temperatures lasting for 127 days straight. Learned scholars have speculated that it was the unnatural creation of the Ice Plateau in the Stoneheart Mountains that caused this weather phenomenon, but whether that was the case or not the outcome was the same: The death toll within the city and surrounding valley was horrific, but the famine caused by the loss of harvest and planting seasons promised to be much worse. It was here that the true strength of the new city's mercantile roots showed. The Hard Cold did not affect lands much beyond the southernmost latitudes of the Stoneheart Valley, so the city's many contacts and long-established relationships and lines of credit proved lifesaving as tons of grain, beer, and herds of livestock were brought in.

The success of the burgher and the many merchants on the city council in securing adequate foodstuffs to feed the people was so great that the city actually found itself in a surplus the next winter which, fortunately, was not a repeat of the Hard Cold. With this excess the city council made a decision that would impact the city for the next five centuries. They were aware of a clan of mountain dwarves called Silverhelm that lived at the very edge of the Lyre Valley. This insular clan had long lived in the vicinity of the humans of the valley but had kept to themselves and had little contact. Both groups had spent centuries eying each other suspiciously yet neither had initiated any outright hostilities. However, this détente was about to break as at the order of the city council hundreds of great wains filled with the excess foodstuffs were hauled up the valley to the only known entrance to the Halls of the Silverhelm where the draft animals were unhitched and the wagons and their contents left behind right outside the dwarves' front door. Scouts in the area reported a few days later that the wagons were gone, though there was still no sign of the clan dwarves.

After several weeks of no further developments, the wagons were written off as a bad city expense and little more was thought of it — until the spring thaw. The spring brought scouts spurring into the city with the news that an army of dwarves was marching on Bard's Gate. With no city walls and few formal defenses in place beyond the bridges and the western canals, most inhabitants of the city gathered on Central Island to await the arrival of this army, while able-bodied citizens took up arms and set up a line of defense at the edge of the canals.

Within a few hours they could see the lead elements of the marching column, and soon it was clear that there were hundreds of dwarves coming, pulling great wagons loaded down with all sorts of materials. When the column finally reached the edge of the city and pulled up, the defenders could see that these dwarves were craftsmen, not warriors, and the wains were filled with quarried stone, split timber, and construction supplies. The leaders of the Silverhelm advanced to the canal and their met an astonished burgher and city council. The dwarves then bowed their heads low until their beards brushed the dirt and thanked them for saving their clan and explained that in repayment they had come to build them a city truly worthy of the bards. They then set about building the beginnings of walls around the city and a series of ingenious retractable bridges over the canals, initiating the centuries of close friendship between the city and the Silverhelm dwarves to follow. An early result of this new cooperation was the delving of mines beneath the city, with dwarven expertise and assistance, upon the discovery precious metals.

With the prosperity of the new city and the wondrous civic building projects to match, the feel of Bard's Gate began to change from that of a glorified market city to that of an actual political and social entity. The folk of Bard's Gate began to make the same subtle transition themselves as they no longer saw themselves as simply profit-driven hired hands but rather citizens of an up-and-coming city-state. After several decades of development and the quiet simmering of these feelings, they finally manifested themselves when the thousands of freight haulers, wagoners, and drovers of the city banded together to form the Teamsters Accord in order to demand higher wages and a greater say in the jobs they took. Initially met with dismay and resistance by the merchant leaders of the city and the city council, the collective group of laborers soon rose to political

prominence through their organized efforts causing others within the city to take notice and make similar organizations based around other forms of labor in the city — albeit on a smaller scale than the grand Teamsters Accord — planting the seeds for the guilds that were to follow.

Bard's Gate continued to prosper and adjust to the changes in their economy and balance of power until 20 years later demonic creatures began to appear in the southern fringes of the Lyre Valley, preying upon the farmers that had settled there. Attempts by the church-sponsored Lyre's Guard which was still fairly effective at peacekeeping within the city walls proved them to be much less suited by tracking attacks by demons through the wilderness. Rewards were posted by the Burgher and the city council for anyone able to discover the source of these murderous rampages that had been growing in frequency. This call for aid was answered by several parties of adventurers, one of whom was led by the bard, Duquaene of Penmorgh.

Duquaene's band was successful in tracking the source of the demon attacks deep into the swampy heart of the Stoneheart Forest where a powerful conjurer named Ecech was systematically summoning bands of demons to build a horde with which to conquer Bard's Gate and all of the Lyre Valley. By organizing the many adventuring parties and that had responded to the city's call and what volunteers he could find locally, Duquaene was able to launch a surprise attack on the conjurer's dark fortress and banish his growing demonic horde back to the Abyss, as well as, confront the wizard and defeat him in single combat. The casualties among the attackers was high, including most of Duquaene's original adventuring band, but the accumulated treasures of Ecech were vast, allowing a generous recompense to the families of those were lost.

Yet even when the hoard was split, Duquaene was left with a considerable amount of treasure and hoarded magical items. Loving the spirit he had seen in the locals who had willingly fought to protect their homes and appreciating the unique history of the city, Duquaene elected to use his newfound wealth to purchase North Island from the city and there raise an institution dedicated to the teaching of performing arts. Within a few years the first classes of the new Bard's College were in session with Duquaene as the college's chancellor.

The Politics of Trade

The years following the founding Bard's College by the renowned hero Duquaene brought a new level of affluence to the city. More than just a growing trade capital, the city was truly becoming a destination for the greatest minds and talents. Folk who could leave more restricted circumstances in the Kingdoms of Foere or elsewhere and relocate to Bard's Gate where their radical ideas and new ways of thinking could not only be done free of any government interference or influence but could actually be nurtured and proliferated by others of like mind who had come to the City of the Lyre. Now not only were the streets crowded with merchants and inventors but also with many of the greatest bards, poets, and orators in all the lands.

It was inevitable that in this new rise in influence and spirit of progress that the formerly poorly organized labor groups would come together to form the city's system of formal Guilds, each overseen by a burgher, to better leverage their positions and influence within the city. The city council became the Council of Burghers, with its seats held by the various guildmasters, and the Council of Burghers elected from among their number a Mayor of the Council to lead and represent their body before the city and foreign investors. The council likewise instituted the office of High Burgher, in place of the former singular office of Burgher, to be selected by a general election of the people. The council selected Burgher Hest, guildmaster of the powerful Teamsters Accord, to serve as the first Mayor of the Council, and the citizens of Bard's Gate almost unanimously elected Chancellor Duquaene as the High Burgher of Bard's Gate.

The new arrangement was fraught with tension and strife from the beginning due to the somewhat ambiguous division of powers between the Council and the High Burgher. The Council of Burghers had left it so because they had intended to be able to meddle in the affairs of the High Burgher and manipulate whoever sat in the office to serve as both a puppet and scapegoat for less-popular decisions made by the Council. The Council had not, however, counted on a person of High Burgher Duquaene's charisma, force of personality, and universal love from the populace to take the office. They had, in fact, assumed the chancellor, who had heretofore expressed little interest in politics beyond the needs of his college, to remain out of the running. When, in a surprise move, Chancellor Duquaene stepped down from his position in favor of his vice-chancellor, Maestro Faegyn Ull, and put himself forth as a candidate for the election of the High Burgher, the Council found all of its carefully selected puppet candidates swept aside in the tide of support that overwhelmingly favored Duquaene the Bard, hero of Bard's Gate.

High Burgher Duquaene successfully outmaneuvered or outwitted the Council of Burghers again and again over the following years while also maintaining the peace of the city and contentment of its citizens, though many of his measures were at the expense of the coffers of the Guilds. In time, the High Burgher and the powerful Mayor Hest became bitter enemies behind closed doors, though maintained their air of friendly congeniality and cooperation with the public. The matter came to a head after 18 years when Burgher Talamar of the Guild of Longshoremen, a group that had grown exceedingly wealthy through its monopoly on control over Tradeway Landing, unilaterally determined that the city's tax on goods moving through the docks was too high cut its collection in half, this reduction in collection enforced by club-armed dockworkers and sailors who walked with the city tax collectors on their rounds. Though the majority of the saved taxes went directly into the Guild of Longshoremen's coffers, Burgher Talamar made sure that a significant portion of it likewise found its way into the pockets of the other burghers whose Guilds held the most influence.

Duquaene found that his personal guard force employed at the Keep were insufficient to enforce obedience on the Longshoremen, and the Churches of Vanitthu, Thyr, and Muir refused to order The Lyre's Guard into the fray as a matter of internal politics outside the peacekeeping duties of its mandate. And the citizen volunteers that manned the new walls of the city were likewise unsuitable to the task. Duquaene was forced to call upon the small security force employed at Bard's College supplemented by volunteer auxiliaries taken from the college's student body to form a cordon around the city docks. In response to this show of force (such as it was), the Council of Burghers began to construct a palisade wall around the docks — a wall that Duquaene declared illegal but had little means to prevent. A détente of sorts was reached between the High Burgher and the Council of Burghers, with neither side willing to spill blood in the streets of Bard's Gate over the matter but neither willing to back down either. This stalemate became known as the Tense Concord, a period when it seemed a full-blown riot could erupt in the city at any moment.

After two years of careful maneuvers and diplomacy, High Burgher Duquaene finally achieved his goal of breaking the stalemate when he managed by popular support and no small amount of underhanded politics to have the Council of Burghers expanded to include the high priests of the various city temples added to the Council as voting Burghers. Many of the current burghers were devout men of faith and could hardly go against such a request and saw no great harm in it but were sorely surprised when the Burghers of Thyr and Muir immediately put forth a motion to end the standoff, dismantle the docks wall, and resume full payment of cargo and shipping taxes to the Office of the High Burgher. The shocked Council had barely finished sputtering its outrage when the temple burghers, now deeming the matter of the political rebellion to not only concern the well-being of the city but also to constitute direct church business, ordered The Lyre's Guard into the docks district to assume control of the wall and protect the lawful collection of taxes. As the only thing even close to resembling a true military force in the city, the Guild burghers were forced to watch helplessly as all of their achievements during the Talamarian Dispute were systematically dismantled by the newly aligned Council, the Guild of Longshoremen divided in two, and a city docks commissioner placed in oversight of Tradeway Landing. The Tense Concord was ended, but relations between the Guild burghers of the council and the High Burgher continued to simmer for years to come.

Two years before his own death, the aged High Burgher Duquaene completed his final coup to bring the power structure of the city in line

with his vision for its future. From decades of careful espionage by agents recruited from Bard's College, Duquaene had been able to uncover massive corruption undertaken by the equally aged Mayor Hest, including evidence pointing to collusion with foreign powers for military to bring the city firmly under his control. Rather than present the matter before the Council and bring it to trial, Duquaene instead had his network of bards, storytellers, street performers, street hustlers, informants, and sneaks spread the word through the streets to the common folk of the city. The outrage to the revelation was palpable, not the least of which came from the other merchants and Guilds of the city who realized, Mayor Hest and the complicate burghers had intended to sacrifice them before his ambitions as well. In what became known as the Night of Rough Noise mobs coursed through the streets bearing torches and beating makeshift drums as they went from house to house to "arrest" all of those implicated on Duquaene's carefully prepared list of dissidents. Mayor Hest himself, over 60 years old and infirm with his years, was placed upon a chair that was then carried at the front of the mob. The procession made its way through the streets to Guildhall Court where the other conspirators were forced to kneel and watch while the aged Mayor Hest was lynched from a statue of Turlin that stood in the center of the court.

With the coming of dawn, the arrested burghers of the council were beaten, tarred, feathered, and released and the mobs dispersed just moments before The Lyre's Guard marched in to assume control of the court. In a swift measure enacted by the High Burgher, Duquaene immediately pardoned all of the arrested burghers and vowed that mob rule would never govern the city. He condemned the hanging of Mayor Hest and had his body carefully cut down and returned to the Teamsters Accord for proper funeral rites and burial and had the offending statue of Turlin removed from the court as a reminder to its affront to justice and relocated to the well that Turlin had constructed across the river during his tenure as Burgher of the city. Finally with the support of the city's clergy and burghers who had not been arrested, and the silent assent of the burghers who had been victims of the rough noise, Duquaene formally made the position of Mayor of the Council a part of the office of the High Burgher. When Duquaene died in office at the venerable age of 87, Chancellor Ull of Bard's College was elected as High Burgher and Mayor of the Council to succeed him and bring closure to the reign of what was arguably the most important ruler of the city since Turlin himself.

The New Strife

Unrest the likes of that during the reign of High Burgher Duquaene was not seen again for more than a century. When the Army of Light had passed through Bard's Gate 50 years before in its march to crush the forces of the Demon Lord Orcus at the temple-city of Tsar, many folk of the city had joined in this grand crusade following the church leaders of Thyr and Muir who had wholeheartedly endorsed it. When a year later the affair turned into a debacle and the entire Army of Light was lost in the poorly named Forest of Hope, countless children of the city were left without mothers or fathers, victims of the vile trap laid by the Demon Prince of the Undead. Trade lagged in the years following the Battle of Tsar, and the unrest that gripped the Kingdoms of Foere after the overthrow of Overking Graeltor brought famine and further hardship to the city. None felt it more so than the children who had lost one or more of their parents and providers. Their numbers far exceeded what the alms houses and temple charities could care for, and for several years the death rolls of the city showed more names of children than of adults. One child of this war who managed to survive and even gain admittance at the esteemed Bard's College was Hegany Durgas.

By the age of 58, Hegany Durgas was a famed orator in the city, best known for his legal defense in the Sillman Brothers trial some years earlier. When on the 50th anniversary of the Battle of Tsar Durgas formed the Orphans of War Society of Bard's Gate to not only honor those many citizens — adult and children alike — who were lost in the war or the famine that followed but to also support and care for their living descendants who still struggled to make ends meet, he was met with near universal acclaim and support for his organization. But what began as a non-religious-based benevolence society took a darker turn as over the following years Durgas' orations took on a new tenor that included placing blame for the debacle at the overzealousness of the city's church leaders. Already struggling with attendance and reputation as a result of the losses suffered during the Tsar Campaign, the old temples of the city — especially those of Thyr and Muir — found their influence in further decline as more and more of the citizenry turned their backs on the stilted and archaic ways of the churches that they associated with the failure at Tsar in favor of newer, more arts-oriented religions or in the foregoing of religious institutions at all. Durgas began to call himself the Gods Watcher to symbolize the oversight that he argued the temples in the city desperately needed and should have had back in the time of the Army of Light to prevent the disaster.

After years of political maneuvering and stumping before the populace, Watcher Durgas was able to gain formal recognition of the Orphans of War Society as a Guild of the city (despite the vehement resistance of the temple burghers on the Council) and became a Burgher of the Council himself as the guildmaster of the Society. But that was only the beginning; in short order Watcher Durgas was able to politically wrest the office of Mayor of the council from High Burgher Meriwot (known to later history as Meriwot the Marred for his weak and ineffectual term as High Burgher). Then two years later Durgas was able to push the Guildmasters' Act through the Council of Burghers that permanently removed the city's church leaders from the Council of Burghers. When much of the citizenry rose in outrage at this radical move, club-wielding thugs wearing grain-sacks over their heads with eye holes cut in them showed up on all the major street corners and subdued any overly vociferous protests. The Lyre's Guard, long diminished to a small and disorganized watch force since its heights in the days of High Burgher Duquaene lacked the means to even attempt to quell this open thuggery. Perhaps seeing the writing on the wall, the Thryian and Muirite clergy began to quietly move resources and manpower from the temples in the city to the Valley of the Shrines to the north and relocated their High Altars to there as well.

Though the grain-sack wearing hooded men never made another public appearance, it was at this time that the Shadow Masks began to operate as spies, enforcers, and blackmailers within the city. Rumors whispered that that leadership answered to an even more secret master known only as Grandfather. Meanwhile, the churches continued to decline within the city for the next three decades, and Mayor Durgas continued to rise in power and popularity until one night he simply disappeared. No means of investigation, neither mundane nor magical, could find any clue as to his whereabouts or fate. Nor could any clues as to the identities of those responsible be discovered.

With the city in mourning over the loss of Mayor Durgas, rumblings began to be heard in the streets blaming the church leaders of Bard's Gate for the Mayor's disappearance. The newly elected Mayor Feldrim of the Teamsters Accord in conjunction with High Burgher Gilliam quickly pushed through an amnesty of all of the city's priests in an effort to prevent open bloodshed or vigilante justice in the streets. This succeeded in stilling the growing cries for the blood of the priesthood, but served as yet another blow to the ever-declining influence of the temples within the city. In response to the obvious need for criminal investigation and protection of the populace beyond what the long-defunct Lyre's Guard could manage, the offices of the Sheriffs and the Constables were established.

Nearly a century later, long after the death of Mayor Feldrim, a city clerk sifting through the former mayor's personal papers ran across documents implicating him and other Teamsters Accord leaders in engineering and funding the plot to have Mayor Durgas kidnapped and murdered. Still a beloved figure in the minds of the citizens, this news shook the city like a shockwave. High Burgess Laressa Underwood quickly moved to reach an agreement with the Council of Burghers whereby the Teamsters Accord would be forever abolished from the city in restitution for the damage it had caused to the citizenry and its leader, the sitting Mayor of the Council, removed from office. Then, rallying the support of the suddenly exonerated church leaders, the High Burgess had the office the Mayor once again attached to that of the High Burgher/Burgess, so that she took control of the tie-breaking vote and order of business decisions for the Council, shifting the power structure of the city in favor of the High Burgher's office for the next two centuries.

Over subsequent years small changes resulting in big consequences occurred in the city. The remnants of the once-mighty Teamsters Accord reformed as the small Wheelwrights Guild by the efforts of a humble wagonmaker named Booth Axlecrafter. Gnolls in increasing numbers began to threaten the outlying farms, holds, and traveling pilgrims in the Lyre Valley resulting in both the construction of the eastern canals and the formal organization of the Free Defenders. This time period also saw an increase in the use of private watch brigades to patrol the city streets and the first hiring of foreign mercenary companies to provide security to the city (usually in the form of the aforementioned watch brigades).

Perhaps most significantly, it was during this period that the adventurer Tecrad Avorill discovered a clutch of griffon eggs in the Stoneheart Mountains, its parents slain by hill giant hunters. Struck by inspiration, Avorill rescued the eggs and returned to his home city of Bard's Gate where he obtained a charter to build a citadel outside the city in which to raise the griffons and received approval to start a free company of soldiers to patrol the greater Lyre Valley and serve as defenders of the city as needed. Receiving the blessing of the Churches of Thyr and Muir who finally shuttered the ranks of their own Lyre's Guard, Commander Avorill received many of the remaining arms and armor still stockpiled by the churches and named his own new company the Lyreguard in homage to their long efforts on behalf of the city.

Wars and Rumors of Wars

The current era of the city stretches back 20 years and began with an ominous event. The High Priest of Thyr, the venerable Abysthor, returned to the largely abandoned Valley of the Shrines in the northern foothills now grown wild and dangerous. He spoke cryptically of the need to "close the gate" but gave no other explanation. He disappeared somewhere in the Valley of the Shrines and no trace was ever found of him by searching or by magic. After a year-long vigil at the High Altar of Thyr in Bard's Gate with no sign or hint of the lost priest from the deity, the church raised the young Bofred the Just as the new High Priest of Thyr in Bard's Gate.

The next fall, a horde of gnolls descended from a hidden fortress in the northern reaches of the Lyre Valley, burning and slaughtering as they came. The gnolls put the refurbished and strengthened walls of the city to their first true test and taxed the city's defensive abilities. The Free Defenders acquitted themselves well, but it was the Lyreguard and their griffon riders issuing forth from the Citadels of Griffons and Ravens that truly turned the tide. The gnolls were eventually routed, but not before Commander Avorill fell in battle with the gnoll king, a hulking beast called Ga'awootarr who managed to escape in the confusion of the rout. Avorill's captain Imril was given command of the Lyreguard, and the city leaders voted for the establishment of a small professional military force (breaking a long tradition in the eyes of the independence-minded citizens who feared tyranny or the rise of a despot) with the Gatesmen and the Wall Watchers to further bolster their security against future attacks. They also sanction the formation of a military River Watch to protect the city's trade interests up and down the Stoneheart River and given construction on their river navy's shipyard across the river from Tradeway Landing.

After the defeat of the gnoll horde, a new optimism gripped the city. Peace seemed to have been secured and the river trade on the Stoneheart was increasing by the week with the added security of the River Watch and the completion of a mechanical portage device by the mad dwarven inventor Karling Traverhaime at the Stoneheart Falls in the forest to the south. But all was not to remain so. In the space of only a single week, strange happenings and tragedy struck.

One night a black fog rolled out of the manor of Slip-Gallows Abbey on tiny Rogues Island. The black fog encompassed the entire island and rolled across the river to spread throughout the entire city on either side. Strange sounds and screams were sometimes heard within the fog, but no one encountered any sort of creatures within its depths. By morning the black fog had dissipated, but the entirety of Slip-Gallows Abbey's occupants had vanished without a trace. Furthermore, certain seemingly random residents of the city had disappeared in the fog as well, leaving no clue as to why or how they might have been connected to the black fog or to each other. The general consensus of the city was that some foul curse had befallen the folk of Slip-Gallows Abbey and that it lingered still, leaving Rogues Island a haunted, abandoned place in the midst of the Stoneheart River.

Only three days later bands of orcs, undead, and priests of Orcus emerged from the abandoned Burial Halls of Thyr and Muir and attacked the Valley of the Shrine. They quickly put to the sword the few priests that still tended to the temples in the Valley of the Shrine and thoroughly desecrated both the shrines and the holy lake of the valley as well before withdrawing back to the occupied burial halls. On their return to the burial halls they stumbled across the party of Brijget and Borald Silverhelm, the wife and son of Lord Bolg Silverhelm of the Clan Silverhelm, as they returned to the clan halls after a diplomatic visit to the city. Borald was slain in the ambush, but his heroics and those of the guards allowed Brijget to make her escape back to the Halls of the Silverhelm, though with an orc war party in close pursuit.

The wounded Lady Silverhelm made it to within sight of the clanhold gates before falling from her wounds and dying on the blades of her pursuers. Lord Bolg witnessed the attack and rallied those members of his personal guard that were with him, charging the orc marauders. Those orcs that they caught, they killed, but by the time he reached his wife she drew her last breath. Following the orcs who had escaped, Bolg came across the site of the previous battle and found his son slain as well. He then pursued the orcs to the very entrance of the Burial Halls of Thyr and Muir.

Entering the halls, his small party found that the burial halls had been thoroughly desecrated by the followers of Orcus and in a central chamber a corrupted fountain produced wave after wave of undead skeletons. Bolg and his warriors fought valiantly against these enemies, though they noticed that the number of skeletons never diminished while their own numbers were whittled away slowly but surely as the battle progressed. Unable to overcome the relentless press of skeletons coming from the fountain, Bolg and his last warrior made a fighting retreat back to the entrance of the halls. Just as he emerged into daylight and turned to cover the withdraw of his companion, Bolg saw his fellow dwarf suddenly fall, an axe embedded in the back of his skull. Then to his horror, Bolg saw standing in the shadows of the passage behind his fallen companion another dwarf; a dwarf he recognized. Though this new dwarf was covered in blood and gore and bore the face of one long dead, Bolg nonetheless recognized him as Dargeleth Silverhelm, his very own uncle who had disappeared in the caverns beneath the Stoneheart Mountains some 50 years prior. Chuckling a gurgling, blood-soaked laugh, Dargeleth dragged the body of the dwarf he had just killed back into the darkness of the tunnel, the endless horde of skeletons that now filled the tunnel parting before him to let him through.

Bolg stood looking long into the depths of that black tunnel where Dargeleth had gone. The multitude of skeletons continued to fill it and watch him, but none emerged from its shadows into the sunlight where the dwarven lord stood. Finally, with no recourse and knowing the sun would soon sink and likely release the undead horde from its confines, Lord Bolg withdrew. He gathered up the body of his son and his wife and carried them back through the gates of the Silverhelm halls. And as he stepped inside, he ordered them closed behind him, and they were never opened after, Clan Silverhelm sealing off its sorrow at its catastrophic losses and its undying shame at the fate of their own lord's uncle from the outside world.

Despite these tragedies, the Fates were not done with their fury at Bard's Gate when only a handful of years later, a strange foreign army appeared as if from nowhere in the Lyre Valley, marching from the north. Wielding oddly shaped spears and wearing dark veils and face paint, the attackers spoke with a strange tongue and bore the look of Easterners. Those who knew of such things called them the Huun, the same Huun who had sacked the holy city of Tircople so many times over the centuries and which no less than four Great Crusades had been launched to battle them. Strange of custom and deadly in battle, the fierce warriors of the Huun were the nightmare of many an Akadian knight who had faced off against them in the East and been fortunate enough to live to tell of it. But how they had managed to sail the thousands of miles across the Gulf of Akados or march the thousands of miles across the Isthmus of Irkaina without being noticed by anyone was a great mystery.

The Huun swept through the upper reaches of the valley with little resistance, those lucky enough to have warning of their approach happy to simply be able to flee ahead of them to the relative safety of the city's walls. Fortunately for the city, its new High Burgess Cylyria, elected only five years before, had made a priority of reinforcing the city walls and ensuring that the ranks of its defenders were fully filled and adequately trained. And though the Huun were a nightmare to face in battle upon the open field, they were little prepared for a protracted siege against a modern walled city of Akados complete with full garrison, numerous powerful priesthoods, entire companies of allied mercenaries, griffon-riding cavalry, a sizable Wizards' Guild run by a cabal of extremely powerful spellcasters, and an abnormally large and diverse contingent of adventurers among its populace. Victory was by no means assured for the defenders, but for over a year the massive Huun army assaulted the walls of the city but were never able to breach it. All the while the superiority of the rivercraft forces fielded by Bard's Gate both prevented any successful incursions by that route while at the same time maintaining adequate supply lines to keep the city fed and armed by means of river travel throughout the length of the entire siege.

Finally the nations of Akados were able to react to the invaders at the door step, and after 14 months of siege a massive flotilla comprised of ships of both Foere and Oceanus, as well as those of Bard's Gate out of Telar Brindel caught the Huun fleet as it lay at anchor in the waters off of the Shorsai Forest. Strangely, the Huun fleet was comprised almost entirely of craft from the trading nation of Mulstabha far to the northeast. The Akadian naval victory was complete with very few of the Huun ships able to flee around the tip of the Isle of the Blessed Serpent and escape into the open sea.

With the Huun fleet destroyed, the Oceander fleet deemed its strained truce with the ships of the Foerdewaith at an end and withdrew back to their ports on Pontos Island, wary of further Huun armadas or Foerdewaith treachery. The Bard's Gate and Foerdewaith fleets sailed down the coast and landed at Freegate, and there the armies of Foere disembarked and began the march along the Tradeway towards Bard's Gate. For the first time in generations, the Tradeway resounded with the tread of the Freegate phalanx as it took to the field alongside the Foredewaith. Meanwhile a second army of Foere came up the eastern flank of the Mons Terminus and into the Stoneheart Valley along the course of the Stoneheart River. This larger army was led by none other than Ovar, the King of Foere himself, astride his dominated black dragon. Not far behind, a Rheman army marched down the Tradeway from the west as well.

The Huun besiegers learned of the armies advancing to catch them in a pincer, so that the Foerdewaith armies met little resistance other than smaller harassing elements while the main Huun army fled to the north. When the Foerdewaith came within sight of the Bard's Gate walls, they found the city still intact and unbroken, its defenders cheering the approach of the Foerdewaith troops that had broken the siege.

King Ovar swept into town astride his dragon and landed upon the very roof of the Keep. After a hurried council with High Burgess Cylyria, Commander Imril, leading members of the Dominion Arcane, and the various religious and military leaders of the city, the Foerdewaith king mounted again and took to the air, urging his armies northward in pursuit of the fleeing Huun. The Foerdewaith army was on the move again before the Rheman forces even arrived and, ultimately, turned back for home, finding themselves too far behind to have any hope of overtaking the other forces.

The pursuit of the Huun took on an aura of legend, like the great pursuit following the Battle of Tsar, and like that long ago tale once the Akadian armies had marched beyond known lands, they disappeared just as surely as had the Army of Light. Thousands of citizens of Bard's Gate had vengefully joined the pursuing army, not to mention the countless tens of thousands of knights, soldiers, mercenaries, adventurers, nobles, free companies, and sellswords who had joined it from all across eastern Akados. Much of the cream of the population of Akados marched with King Ovar to exact retribution on the foreign invaders. And after spending more than a year relentlessly pursuing the Huun northward through the Desolation of Tsar, the Starcrag Foothills, and the ancient Pass of Hummaemidon, the Foerdewaith army entered the Vast Desert just north of the Barrier Hills. The last word of them nearly two years ago was of fighting an engagement at a small desert village called Prandaya. Since then Bard's Gate, and indeed much of eastern Akados, has waited with bated breath for word of their sons and daughters, mothers and fathers who marched off to war. They wait still.

Lost Lands Timeline of the Bard's Gate

Imperial Record (I.R.)	Erylle Cycle (E.C.)	Huun Chronicle (H.C.)	
c. –20,000			Rhiaan and Pazuzu battle for dominion of the skies, Pazuzu cast down and banished to the Abyss
–6470	15		Phoromyceaen Sorcerer-King of Tharistra, Gremag, obtains lichdom and inters himself in hidden caverns beneath Stoneheart Mountains
–109	6376		Polemarch Oerson leads Hyperborean Legion out of Boros and into Akados
–92	6393		Elven high lords gather elven host; Oerson's Perilous March begins
–91	6394		Elves defeated by human and mountain dwarf alliance at Lake Crimmormere
–87	6398		Remenos founded
–28	6457		Death of Oerson
–27	6458		Rise of Valenthlis; Outbreak of elven civil war
–26	6459		Wild elves withdraw to west in Second Exodus
–17	6468		Monarchs of Boros send episcopi to Akados
–11	6474		Hyperborean Rebellion; Construction begins on Tower of Oerson
–3	6482		Polemarchs Crassin and Odontius march south from Boros
–2	6483		Tower of Oerson completed

Imperial Record (I.R.)	Erylle Cycle (E.C.)	Huun Chronicle (H.C.)	
1	6485		Battle of Hummaemidon; Birth of Imperial Record
687	7171		Beginning of Pax Hyperborea
712	7196		Elven defense of Crynomar Gap
717	7201		Remenos extends marchlands north; Clear cuts forest
725	7209		Wild elves withdraw to the west in Third Exodus; Green Warders established
909	7393		Unknown monks of Thyr dig crypts in Stoneheart Valley and construct Font of the Ancients
1020	7504		Thyrian clerics open ferry across Stoneheart River and build chapel on central island
1491	7975		The Great Darkness covers waters of Gulf of Akados region for three years; Sea trade to the north ceases; Thyrian Stoneheart River ferry and chapel abandoned, construction begun on shrines to Thyr and Muir in upper Lyre Valley
1492	7976		Small port of Endhome becomes hub of trade on eastern coast, grows to be known as "Trading Capital of the Continent"; Lost Thyrish catacombs discovered in Stoneheart Mountains, its builders vanished without a trace
1494	7978		Land route to Irkanian Peninsula reopened
2214	8698		Scouts report groups of humanoids crossing The Fingers and traveling at night to disappear into the Dragon Hills; River Watch established along Binjerin River
2491	8975		Poles of Boros shift; Goitre emerges forming Tempest Meridians; Ice sheet begins forming over continent of Boros and World Roof
2496	8980	1	Tower of Oerson destroyed; Wild fires ravage Curgantium and spread across Akados; Nation of Huun founded
2499	8983	4	Imperial Court relocated to Tircople; Western empire abandoned by Hyperboreans; Chaos descends among survivors; Endhome elects Senate to govern in absence of Imperial Court
2505	8989	10	Ziggurat of Nergal completed on shore of Lake Ibnath; Shrines to Thyr and Muir in Lyre Valley greatly expanded
2509	8993	14	High Altars of Thyr and Muir quietly moved to Lyre Valley
2516	9000	21	Hyperboreans withdraw from Akados
2581	9065	86	Daan's Legion marches on Tircople, passing through Plains of Suilley
2584	9068	89	Daan falls as he destroys the lich-queen Trystecce; Few warriors return home to Plains of Suilley and Insula Extremis
2585	9069	90	Daanites withdraw to Ynys Cyrmagh; Daanites name the rest of the world as Lloegyr—the Lost Lands
2632	9116	137	Last Hyperboreans quietly disappear from Tircople
2690	9174	195	Knights of Macobert formed, mounted upon destriers bred in eastern Suilley
2698	9182	203	King Macobert begins uniting Akados as Kingdom of Foere
2717	9201	222	Bandit King Rinos builds King's Bridge over Stoneheart River
2720	9204	225	Province of Aachen established extending to the Great Bridge
2744	9228	249	Macobert crowned Overking of the Hyperborean Monarchy of the Foerdewaith
2748	9232	253	Bandit King defeated at King's Bridge by troupe of bards and peasant army led by Turlin; Construction begun on Lyre Bridge over Stoneheart River; Trademoot established at King's Bridge
2765	9249	270	Death of Macobert; Son Magnusson succeeds to the throne
2768	9252	273	Overking Magnusson completes imperial capital at Courghais
2781	9265	286	Red Plague strikes Kingdoms of Foere; One quarter of the population of the central lands dies including Magnusson II; Son Osbert I succeeds to the throne
2797	9281	302	Red Plague returns and strikes central Kingdoms of Foere again; Much of the kingdom's central territories are depopulated due to the high death toll; Plague claims Overking Osbert I who is succeeded by his son Osbert II

Imperial Record (I.R.)	Erylle Cycle (E.C.)	Huun Chronicle (H.C.)	
2843	9327	348	Twin royal heirs Kennet and Cale born to Overking Paulus
2858	9342	363	Cale abdicates claim to throne and given port of Reme
2906	9390	411	Enterprising merchants of King's Bridge trademoot begin construction on canals to avoid Turlin's Tax on goods passing over or under the river bridges
2958	9442	463	Huun invade Tircople; Pontifex and First High Lord slain
2960	9444	465	First Great Crusade gathers at ports all along Sinnar Coast and Crescent Sea; Recaptures Tircople; Crusader States established
2967	9451	472	Keep constructed at King's Bridge for protection of burgeoning market town
2970	9454	475	Huun besiege Tircople, overrun part of Crusader States; Overking Yurid gathers Crusader army at Pontus Tinigal and Tros Zoas to sail for Khemit, march overland to Tircople
2971	9455	476	Second Great Crusade breaks Siege of Tircople and drives Huun from Sacred Table
2997	9481	502	Marauding plainsmen threaten King's Bridge trademoot; Western canals expanded for protection around growing market city
3030	9514	535	Founding of trade city of Bard's Gate at King's Bridge; First meeting of town council formed of leading merchants and election of first Burgher to oversee defense of the city and its trade interests
3031	9515	536	Pigeon Plague descends upon Bard's Gate, divination points to river waters as key to its eradication
3032	9516	537	River divers discover ancient shrine to the goddess Rhiaan at base of Rogue's Island, construction begun on temple to The Bird Goddess ending Pigeon Plague in Bard's Gate
3035	9519	540	Year of the Hard Cold afflicts Stoneheart Valley, ruining the harvest, killing winter crops, and delaying spring planting
3036	9520	541	Famine strikes Stoneheart Valley and surrounding areas hard, starvation sets in across the region; Bard's Gate's expanding trade connections are able to import sufficient grain from the south to support the city's population; Bard's Gate council votes to provide their excess grain to the mountain dwarf clan of Silverhelm
3037	9521	542	Dwarven craftsman arrive in Bard's Gate from Halls of the Silverhelm and begin construction on retractable canal bridges
3039	9523	544	Silverhelm dwarves construct massive basilica temples to Thyr and Muir in Bard's Gate; High Altars moved from Valley of the Shrines into city
3061	9545	566	First Shabbisian Plague outbreak in Bard's Gate
3077	9561	582	Freight haulers and drovers in Bard's Gate form collective Teamsters Accord to bargain for higher wages and come to prominence in local politics
3095	9579	600	Second outbreak of Shabbisian Plague in Bard's Gate
3098	9582	603	Duquaene the Bard defeats the summoner Ecech and his horde of demons in the Stoneheart Forest, uses treasures found there to found Bard's College on North Island
3119	9603	624	Guilds of Bard's Gate are formalized, city council becomes Council of Burghers to oversee trade and revenue for the city; Burgher Hest of Teamsters Accord elected first Mayor of the Council; Duquaene the Bard elected first High Burgher of Bard's Gate
3123	9607	628	Third Shabbisian Plague outbreak in Bard's Gate, priests of Bast summon cats to destroy plague rats
3137	9621	642	Talamarian Dispute, Council of Burghers erects wall around docks of Bard's Gate in rebellion against high burgher; Beginning of Tense Concord
3139	9623	644	High Burgher Duquaene allies with temples of Bard's Gate to have their high priests made members of Council of Burghers
3147	9631	652	Night of Rough Noise; High Burgher Duquaene turns merchants of Bard's Gate against Council of Burghers; Mayor Hest lynched in Guildhall Court; Duquaene assumes position of mayor in addition to that of high burgher with support of the city clergy
3169	9653	674	Crusader Coast overrun by Huun; Tircople sacked
3172	9654	675	Fleet gathers in Reme to transport Third Great Crusade to Crusader Coast

Imperial Record (I.R.)	Erylle Cycle (E.C.)	Huun Chronicle (H.C.)	
3173	9657	678	Third Great Crusader army lost at sea
3199	9683	704	Overking Oessum VIII calls for Fourth Great Crusade; Armies and fleet gather at End-home to sail for Crusader Coast
3207	9691	712	Huun defeated at Battle of The Sickles; Overking Oessum slain; Graeltor crowned overking
3208	9692	713	Army of Light marches on temple-city of Tsar; Desolation of Tsar created
3210	9694	715	Army of Light defeats Tsar and pursues Disciples of Orcus into Forest of Hope where both disappear; Citadel of Orcus vanishes from Tsar
3213	9697	718	Foerdewaith Wars of Succession begin
3214	9698	719	Displaced wizards from throughout Foere gather in Bard's Gate and form Dominion Arcane, found Wizards' Guild
3219	9703	724	Reconstruction begins on King's Bridge, expanding it to its modern dimensions
3233	9717	738	Grand Duchy of Reme gains independence from Foere
3241	9725	746	The Camp first established on border of the Desolation of Tsar
3245	9729	750	Wandering companies of mercenaries and deserters increase in number as wars of the Sundered Kingdoms begin to wind down; Council of Burghers votes to have bridges of Bard's Gate fortified against incursions
3260	9744	765	Orphans of War Society of Bard's Gate established by famed orator Hegany Durgas on 50th anniversary of Army of Light debacle
3261	9745	766	Orphans of War Society rises to prominence, Durgas styles himself as "Gods Watcher"; Old temples of Bard's Gate begin to lose influence as Society's rhetoric turns on them over costs and failure of Tsar campaign
3268	9752	773	Orphans of War Society forces vote through Council of Burghers to become an official guild of the city, Watcher Durgas becomes a burgher and is able to wrest position of Mayor of the Council from High Burgher Meriwot the Marred
3271	9755	776	Mayor Durgas manages to pass Guildmasters' Act, permanently removing Bard's Gate clergy from Council of Burghers, public outcry is stifled by club-wielding men wearing grain-sack hoods on every street corner; Temples of Thyr and Muir begin to divert their resources and High Altars in the Valley of the Shrine as church influence continues decline in the city
3272	9756	777	Shadow Masks founded
3299	9783	804	Mayor Hegany Durgas disappears, many church leaders in Bard's Gate implicated though none are ever formally charged with a crime after newly elected Mayor Feldrim of Teamsters Accord proposes amnesty for all city priests
3339	9823	844	Oceanus and Foere sign non-aggression treaty
3352	936	857	Caravan encampment of Turlin's Well expanded into a true district of Bard's Gate
3387	9871	892	Bard's Gate Temple District in decay, religious center of city moves to King's Bridge
3393	9877	898	Personal papers of deceased Mayor Feldrim implicate him and leaders of Teamsters Accord in murder of Mayor Durgas; High Burgess Laressa Underwood with support of Council of Burghers abolishes Teamsters Accord from city and has Mayor Lamar Hydenquel of the Teamsters stripped of office, with support of church leaders she manages to have office of Mayor of the Council again attached to office of the High Burgher/Burgess
3400	9884	905	Rappan Athuk: The Dungeon of Graves discovered in Forest of Hope; Booth Axlecrafter forms Wheelwrights Guild in Bard's Gate
3412	9896	917	East canal of Bard's Gate constructed to protect Turlin's Well from roving gnoll bands
3414	9898	919	The Lyre Valley grows more wild and dangerous, High Altars of Thyr and Muir relocated back into city after too many parishioners and priests in the Valley of the Shrine go missing
3418	9902	923	The adventurer Tecrad Avorill discovers a clutch of abandoned griffon eggs in the Stoneheart Mountains, returns with them to his native Bard's Gate

Imperial Record (I.R.)	Erylle Cycle (E.C.)	Huun Chronicle (H.C.)	
3419	9903	924	Tecrad forms the Lyreguard as a free company of soldiers to serve as defenders of Bard's Gate, begins raising baby griffons and training recruits to be griffon riders, foundations of Citadel of Griffons laid
3437	9921	942	Building project begun to roof eastern end of Lyre Bridge
3445	9929	950	Bard's Gate west wall strengthened and expanded to current dimensions
3461	9945	966	Dwarven hero Dargeleth Silverhelm disappears in Under Realms
3469	9953	974	East wall of Bard's Gate erected to encompass the Outer Quarter
3474	9958	979	Cylyria of Arendia graduates from Bard's College and joins Lyreguard
3493	9977	998	Koraashag the Craven sent forth into tunnels beneath Rappan Athuk by Orcus to find the "pit of the abyss"
3494	9978	999	Koraashag discovers the bottomless pit beneath the Stoneheart Mountain Dungeon and builds a secret temple of Orcus in its depths
3497	9981	1002	Abysthor, High Priest of Thyr, disappears in the Valley of the Shrines
3499	9983	1004	Bofred the Just raised as the High Priest of Thyr in Bard's Gate
3500	9984	1005	Gnoll hordes attack Bard's Gate; Commander Avorill slain, Imril given command of Lyreguard; City's standing army instituted
3501	9985	1006	Cylyria leaves Lyreguard and takes a positon as provost of Bard's College; "Merinath" forms Fellowship of the Note
3503	9987	1008	Construction of Karling's Contraption completed
3504	9988	1009	Labor strike stops overland trade into Bard's Gate, declaration of Wheelmen's Holiday and minting of the silver wheel currency end strike
3505	9989	1010	Duloth Armitage becomes burgher of Wheelwrights Guild
3507	9991	1012	Bard's Gate East Docks flourish; Gray Deacons disappear overnight, Slip-Gallows Abbey becomes a haunted place in the middle of Bard's Gate; Shrines of Thyr and Muir lost to hordes of Orcus out of Stoneheart Mountain Dungeon; Clan Silverhelm seals its halls to outside world
3508	9992	1013	Bofred the Just and Barahil the Faithful found the Order of the Sword of Retribution in Bard's Gate; Shadowguild rises as thieves' guild of Bard's Gate to replace Gray Deacons
3509	9993	1014	Cylyria elected High Burgess of Bard's Gate
3511	9995	1016	Balcoth the Wraith-mage breaks through the Wall of Sleep and travels from Leng to Stoneheart Mountain Dungeon in search of a source of immeasurable power
3513	9997	1018	Calthraxus the Black attacks Bard's Gate mines and makes them his lair
3514	9998	1019	Armies of Huun lay siege to Bard's Gate
3515	9999	1020	King Ovar defeats Huun in Gulf of Akados and at Bard's Gate and pursues them into Irkainian Desert
3517	10,001	1022	Current year; Rumors of Ovar's return from Irkaina

Laws and Customs

As a free city, Bard's Gate establishes its own laws and customs. Though as a trade city, these are principally designed to protect the interest of visiting traders as well as the city's residents in order to keep trade open and vibrant.

Weapons and Armor

Generally, the various District Watches allow the wearing of leather armor unless otherwise noted. Ring mail or heavier armors are frowned upon if not outright prohibited. At best, guardsmen take note of those wearing such armors and approach and question them closely, threatening them with arrest if they do not leave the district immediately and not come back until they have removed the offending armor. If the wearer can show official credentials as being about the business of the city, then they are allowed to go about their business though still under careful observation.

In addition to the prohibition on armor only dagger, longswords, rapiers, or the like may be carried openly, and these must be sheathed. There is no requirement of "peace-binding" such weapons, as this is generally seen as an effete affectation, though many aristocrats and some young fops have adopted the custom. Axes, two-handed weapons, and ranged weapons must be stowed. No polearms are allowed. Persons in violation of these rules quickly draw the attention of the guard. After a warning, persistent violators have their weapons confiscated. If serious problems arise, veteran warriors are called in to deal with violators, as are priests of Vannithu, who volunteer with the guard. These laws are more strictly enforced as one moves closer to the Keep District — in some outer districts, the constables do not have enough manpower to enforce weapons laws too strictly, and often let minor violations slide as long as no one causes trouble.

Magic

Open use of magic is frowned upon — particularly spell casting. The casting of low-level personal spells is tolerated, though not in shops or stores. Destructive spells or spells affecting others are always outlawed, though unless done in the open one most likely avoids detection. This draws the attention of the constables and a sheriff, and possibly a low-level magic-user with the sheriff.

Defenses

The town has recently replaced an earthen rampart and wooden palisade around the city with a stone wall capped with a crenellated parapet. The entire fortification rises 50 feet. The town is separated internally by canals with narrow bridges that provide an additional defense in the event the outer walls are breached, and allow for defense by a relatively small number of defenders.

The Canals

The canals were built to help facilitate the river trade (or avoid taxes on said trade), and cut a swath through the eastern and western sides of the city. Numerous bridges cross the canals at various points. These small bridges are removable, designed by dwarven engineers of the Silverhelm Clan, with strategic sections along their length that can be removed from either side in only minutes. They offer greater security in the event that the city is overrun, and defenders find themselves retreating to the security of the inner city.

Economics

Bard's Gate is a remarkably prosperous city, especially given its small size. The mountains to the north used to provide metals and gems, but the mines have become too dangerous to maintain with the recent incursions of raiders in the valley and the darker threats of the higher slopes. For this reason, Bard's Gate relies heavily on overland and river trade to the West and South. Any interruptions of traffic are investigated by the City's agents, and especially serious problems draw the attention of Imril and his Lyreguard.

Religion

A liberal and tolerant city, Bard's Gate is home to many different faiths. The city's primary religion is the worship of **Oghma**, God of Bards and Protector of Bard's Gate. Closely following Oghma is the worship of **Dre'uain the Lame**, God of Crafts, thus the preponderance of well-made goods in the city, and Sefagreth, the official patron of the trade upon which the city is built. A shrine to **Tykee**, Goddess of Luck and Good Fortune, is very popular with the populace, and sees much traffic in the Bridge District. **Freya**, Goddess of Love and Fertility, has a very loyal following, especially among the youth. **Yenomesh**, the God of Glyphs and Writing, is extremely popular with the college crowd, and the abundant arcane community. **Vanitthu**, God of the Steadfast Guard, is venerated by many of the various city watches; his temple in the Old Temple District is a bastion for city defenders. **Belon the Wise**, the God of Travel and Magic, is rising in popularity, his name carried on the lips of many making their way around the Lost Lands. The Khemitite goddess **Bast** also enjoys an unusual popularity for a western city, the presence of her cats seen as a mark of good luck by the inhabitants.

Other notable religions include the worship of the older gods, such as **Thyr**, God of Justice and his sister **Muir**, Goddess of Virtue — though the people of Bard's Gate tend to deemphasize these gods' lawful natures, and respect, rather than truly revere them. These two deities suffered a major setback with the sacking of their more prominent temples to the north, near the Stoneheart Valley Dungeon (see ***The Lost Lands: Stoneheart Valley*** for more information on Thyr and Muir's temples). **Jamboor**, the Hyperborean God of Magic and Secrets, is still given lip-service by many within the Dominion Arcane. The grain goddess **Ceres** was once oft-venerated among the folk of the city but now is all but forgotten. In like manner worship of these old gods has declined, along with their once-proud temples, and many of the newer gods hold sway over Bard's Gate.

Many, many other gods and goddesses are venerated in Bard's Gate as well, and some outsiders refer to it as the City of a Thousand Gods, with good reason. Such deities as **Moccavallo**, God of Treachery, **Mitra**, God of Justice and the Sun, **Pekko**, God of Ales and Grains, and **Gromm**, God of Storms, are but a few of the gods that have shrines and devoted

Bard's Gate Currency

Bard's Gate uses all coins of the Lost Lands, but mints many of its own as follows:

Lyre: An oval shaped platinum coin worth 1pp. It bears the city crest on the obverse and the image of a High Burgess or High Burger on the reverse, dictated by who is in office at the time it is minted. Because some leaders are more popular than others, lyres bearing the images of especially well-liked or disliked leaders can be worth up to 100 times their face value. Lyre's bearing Turlin's image are especially hard to find, whereas those with Duquaene are worth only their face value because of the many mintings that occurred while he was in office.

Harp: A round gold coin worth 1gp. It bears the image of the Bard's College on the obverse and a harp on the reverse.

Bard: A square silver coin worth 5sp. This coin is released in limited quantities each minting bearing the likeness of the most recent winner of that year's bardic competition on the obverse and the words "5 wheel" on the reverse. This is one of the most frequently used coins of the city, as it is the normal price for a common room at an inn.

Wheel: A round silver coin with a pattern of radiating lines on the obverse that vaguely resembles a wagon's wheel, its official name is the *commerce*, but few know it and no one calls it that. It was minted in response to the labor strike of 3504 I.R. to commemorate the new Wheelmen's Holiday. Worth 1sp, it is by far the most common coin in circulation in the city.

Drum: A large round copper coin with raised edges, like a checker piece, a drum is worth 5cp. It is also known as a *cup*, since it is the normal price for a large mug of ale in any of the alehouses. It normally bears either the image of the Lyreguard or the Citadel of the Griffon on the obverse, but some are minted with the crests of local breweries.

Penny: This is the city's standard copper piece (worth, unsurprisingly, 1cp), and bears the crest of the city, crudely stamped on either side.

Horn: This coin is made from a small round chip of ivory with a hole in the middle to allow it to be threaded on a leather thong and is one of the earliest currencies to found in Bard's Gate. It is worth about 1/2cp and is commonly used as currency by the barbarians who frequent Tent City. Most merchants inside Bard's Gate refuse to accept horns.

Platinum harp = 1pp
Gold harp = 1gp
Silver bard = 5sp
Silver wheel = 1sp
Copper drum = 5cp
Copper penny = 1cp
Ivory horn = 1/2cp

Neutral Clerics

The Lost Lands contain a number of neutrally-aligned gods and their neutrally-aligned clerics, which technically "breaks" the rules of the game. In this world setting, there are gods who take no part in the battle between Law and Chaos, but nevertheless have enough "personal" power to grant spells and blessings to their worshippers. From the perspective of puny mortals, there is no detectable difference between the personal power of the Neutral gods and the cosmic power of the gods of Law and Chaos. At a much higher plane of metaphysics, the Neutral gods are more fragile than the gods of Law and Chaos, more easily eliminated by divine rivals, and more easily weakened by heresy or the loss of worshippers.

priesthoods. The city's nonhuman inhabitants also follow their own faiths as well, including **Dwerfater** and **Darach-Albith**, as well as a long-venerated shrine to the Bird Goddess **Rhiaan**, who is seen as a protector of the vale, and a temple to the enigmatic deity known only as **The Spider**.

The open worship of evil deities is prohibited, though in a city this size there are always secret cabals of evil that go unchecked and in the shadows, darker worship services are held. It is widely rumored that the Cult of **Orcus**, Demon-Prince of the Undead, has established itself in Bard's Gate, and stories of the Cult of **Set** and its abominable practices circulate constantly. The Toad-God **Tsathogga**, whose followers assisted in desecrating the Valley of the Shrines, are also said to be present here, working behind the scenes to bring ruin to the city. Recently, activity in the sewers suggests the Rat-Queen **S'Surimiss** is actively taking a role in the City (see **The Rat Who Feasts Upon the Cat**). So far, the authorities have proved unable to root out these cults or even to conclusively prove that they exist. Rumors suggest that the Cult of **Hel** may be active again in the Wilderness (see **Chapter 2, area 20**), and strange disappearances in the Foreign Quarters, as well as whispers in the Black Market, suggest **The Master** (**BM25**) may be the one behind the local slave-trade.

Notable Churches

The most prominent church in town is the **Auditorium of the Silver Harp (B3)**, the temple of Oghma, attended by the **High Harpist Jared Strahn** and his priests. Less a formal church than a performance hall, the Auditorium is a place of public recital and music. It is located at the Southeast side of the central plaza, on the central island, in the important Bridge District.

Next in importance is the **Temple of Skilled Hands (B4)**, temple of Dre'uain the Lame, overseen by **Holy Artificer Liserion**. All major items made in Bard's Gate are routinely blessed by this temple.

The **House of the Ever Vigilant Guard (OT1)**, temple of Vanitthu, God of the Steadfast Guard; **High Guardian Elissa Perinor** presides over a brotherhood of 75 priests. The temple is a crenelated fortresslike building, with a surrounding wall. The brotherhood contributes to the defense of the town; a priest usually rides with every patrol.

The **High Sanctum of the Scroll (TW2)**, temple of Yenomesh, God of Glyphs and Writing; **Master Scrivener Drembrar** and his scribes. Drembrar gives access to the library only to those who donate documents of interest to the temple.

The **Exalted Temple of Thyr the Lawgiver (OT2)** is a temple of classical architecture that is a larger scale replica of the currently desecrated shrine in the valley to the north. It is currently the High Altar of Thyr. **High Priest Bofred the Just** presides over the remnants of the congregation.

The **Shrine of the Uplifted Sword (OT3),** temple of Muir, Lady of Justice, has a small following and, as the temple of Thyr above, consists of the remnants of the congregation from desecrated shrine of Muir to the north. It too is currently the High Altar to Muir, though there are rumblings among the faith across the world that its standing should soon change to a more suitable location in Libynos. The congregation is led by **High Sword Barahil the Faithful**, and his brother knights. Together, they form the **Order of the Sword of Retribution**, dedicated to restoring the desecrated temple and are awaiting the day that they are ready to reclaim their holy shrine.

The **Light of the Truth-Speaker** (**K9**) on the central island, is a refurbished great hall, similar in architecture to a classic Hyperborean rotunda. The temple has seen a great influx of faithful recently, largely replacing the aging temple of Thyr the Lawgiver.

There is also a very popular shrine to Tykee (**B11**), as well as shrines to Freya **(B6)**, Gromm **(B7)**, Pekko **(OT17),** Bacchus-Dionysus (**B5**), Moccavallo (**OT7**), Sefagreth (**K3**), and others.

Inns and Taverns

Given the transitory nature of much of the city's populace, there is an abundance of inns and taverns:

Most popular is the large and cozy **Felled Ogre (M4)**, run by **Durst Hammerhand**, whose tale of his oneblow felling of an ogre with his fist is local legend. Also notable is the rowdy and crowded **Bloody Boar (T3)** in the Thieves' Quarter.

The **Aleman's Guild (TW39)**, a noisy taproom whose name is a play on the large number of guilds in town, as this is, in fact, not a guild at all, located on the east bank. The **Hidden Lady (T4)**, though not a house of prostitution, is used by those on the run and is located in the cramped Thieves' Quarter. The **Hanging Rose Tavern** (**TW15**) serves simple, well-prepared food and drink.

The **Inn of Six Candles (M8)**, which caters to rich merchants and pampered adventurers is located in the Merchant's District. The **Wizard's Familiar (TW32)**, services visiting mages and caters to their need for privacy and expensive tastes, and also has several wizards as doorguards. A night at the **Wyvern's Tail** (**TW18**) is almost assuredly going to end in a fight.

Last and least is **The Black Viper (T5)**, also located in the Thieves' Quarter. It is known for its discretion, private booths, and small rooms. More than one person has been found murdered in the morning, the result of foul play.

Bard's Gate Potables

As a nexus of trade and prime vineyard lands Bard's Gate boasts a wide selection of strong drink, both imported and local vintages. A partial listing is included here. Parenthetical locations are where it can be found. **Bold** locations are where the potable originates.

Brews
Argent Ale* (**TW27**)
Bad Monkey Beer (N4)
Boar's Breath Beer* (**T3**)
Brin Zwiescher Ale* (M2, M3, M4, M5, C2, **C9**, UH11, N3, N4, T2, T3, T5, TW18, TW39, O1)
Chadwick's Own Brew* (**T2**)
Common Mead (TW27)
Cotton Mouth Beer* (T5, UH11)
Drawbridge Dark* (B1)
Dwarven Black Stout (M3, M24)
Evernight Ale (O1)
Fairy Mead (O1)
Gnoll-Piss Beer (O1)
Goblyn Brew* (N2)
High Note Red Ale* (BC6)
Holy Mead* (**TW27**)
Honey Pot Mead* (**TC9**)
Lute Stout* (UH11)
Maiden's Cider* (**TW27**)
Mountain Dark* (UH2)

Mug o' Mank (C11)
River Beer* (**TW39**)
Sell Sword Pale Ale* (M6)
Silver Wick Amber Ale* (M8)
Silverhelm Pale* (UH2)
Spiegle's Own Ale (**M5**)
Stinger Beer* (TW18)
Stoneheart Mountain Ale* (UH2, TW18, TW39, **O3**)
Stoneheart Whiskey Barrel Brew* (C2)
Tenker's Tap* (**M24**)
Troll Brew (O1, UH11)

Wine
Elven wine of various vintages (M3, M24)
Freegate Reserve (M24)
Gilded Palm Date Wine (M10)
Goldsberrie Rose Wine (M8)
Goldsberrie Wine (M4)
Khemitian wine (C2)
Mirkeer's Grape* (T5)
Orc's Blood Wine (N2)
Parnubalen Wine (M8)
Red Eye Fortified Wine (M3)
Spiegle's Vinyard Wine (**M5**)
The Duke's Wack Reserve (M3)
Vinewood Cabernet* (M8, **15**)
Vinewood Chablis* (T2, **15**)
Vinewood Old Vintage* (C2, B1, **15**)
Vinewood Port* (M4, M5, C2, O1, **15**)

Spirits
Autumn's Breath Elven Liqueur (O1)
Black-eye Whiskey (TW39)
Brain Tan Whiskey* (N3)
Draconic Thundergod (O1)
Eastgate Octopus Rum (M24)
Hammer Hand Whiskey* (**M4**)
Heart of Aeulyn Brandy (M4, M5, C2, O1)
"Last Drop" Whiskey* (C2, O1)
Licorice Liquor (BC6)
Lusty Lucy* (**TW39**)
March Rye Whiskey (M3, M24)
Rhemian Brown Rum (M3, C2)
Silversnake Brandy* (**T2**)
Stoneheart Double Black Vodka* (M6, **O3**)
Stoneheart Extra Reserve Whiskey* (M8, **O3**)
Stoneheart Reserve Whiskey* (M5, C2, O1, **O3**)
Vig's Vodka* (**T3**)
Viper's Venom* (T5)
Wyvern Whiskey* (TW18)

*Local vintage or brew

City Districts

The city of Bard's Gate is divided into 18 official districts and dozens of unofficial ones. This book looks at each of the official districts individually in its own chapter. One unofficial district, Tent City, is more-or-less accepted by all within the city as its own district, so it receives its own chapter as well.

Standard Characteristics

Each district in the city has the following characteristics, summarized for the GM in a similar "stat block" at the beginning of that district's chapter. These characteristics are presented in the style given below:

Character: A short description of the nature of the district.
Businesses: The type of businesses that can be found here.

District Abbreviations

Locations on the city map are numbered first by the abbreviation of their district and then by a unique number within that district. The abbreviations are as follows:

B: Bridge
BC: Bard's College
BM: Black Market
C: Canal
CAT: Catacombs
D: Docks
ED: East Docks
G: Guild
H: Hill
K: Keep
M: Market
N: North Wall
O: Outer Quarter
OT: Old Temple
SR: Stable Row (outside the West Gate)
T: Thieves' Quarter
TC: Tent City (outside the walls, between the East River Gate and the Forest Road Gate)
TW: Turlin's Well
UH: Underhill

Prices: Variation from standard prices, if any.
Purchase Maximum/Month: Maximum value of items that are available for sale.
Building Type: General characteristics of the buildings and streets of this area.
Guard Details: Number and frequency of guard details as well as notes on their general reactions.

Peoples of Bard's Gate

Bard's Gate has, perhaps, one of the most eclectic populations in the world. It seems that all of Lloegyr passes through the gates of the city at least once, and on any given day it is likely that at least one representative of every major ethnicity in the world can be found in or around the City of the Lyre. However despite this varied abundance of cultures and peoples, there are certain groups that are much more common and examples of whom can be found without too much effort on the part of the searcher. These groups are included herein.

Ashurians

Ashurian is a broad label applied to a great many human ethnic groups of northern and western Libynos. Technically Ashurian is most accurately applied to those dwellers of the Ashurian Desert beyond the Isthmus of Irkaina and north of the trade sea known as The Free Main. These are primarily citizens of the Ammuyad Caliphate and the many tribes of the Assurian Plains and are speakers of the Semuric language. Though there is great diversity in their appearance and mannerisms, in general they are of a darker complexion and slightly shorter and more slender build. However, there are many examples among the Ashurians where a pale skin tone and taller stature are evidenced. The only truly universal feature seems to be a tendency towards dark hair. Ashurian folk are almost always visitors to the city, usually as traders or eastern mystics seeking knowledge from

Bard's College of the Dominion Arcane. Very few Ashurians dwell within Bard's Gate at full-time residents.

Erskaelosi

Wanderers who migrated long ago from the Irkainian Desert during the time of the Great Darkness, these barbaric folk found little welcome and less opportunity in their travels south until finally reaching the Kingdom of Burgundia on the Sinnar Coast. There they constructed the city of Tyr after the fashion of their lost northern settlements. However, after the fall of Burgundia in 3354 I.R. many displaced Erskaelosi began to wander once again. The wide open places of the Unclaimed Lands of the northern Borderland Provinces and the Plains of Mayfurrow north to the Dragon Hills proved to be sparsely settled and offered a degree of freedom from persecution not experienced since the height of Burgundia. Mayfurrow has since become a more settled and civilized realm with only a few small bands of Erskaelosi wandering about, always careful to avoid agitating the villages and steadings of the plains. But to the north many large bands of Erskaelosi still run free, and more than a few of these have settled in Acregor where they serve as mercenary bands in that country's armies.

Few Erskaelosi live within the walls of Bard's Gate or even enter the city proper for that matter, but Tent City is always alive with these rough-edged plains folk looking for a drink or looking for a fight with equal vigor. They get along well with the Plainsmen and the Riverfolk but are looked at suspiciously by the folk of the city who often see them not so much as neighbors but rather as a potential threat. For their part, the bluff and boisterous Erskaelosi have no qualms about reinforcing these stereotypes as an excuse to drink hard and play hard while stopping over in the rough-and-tumble Tent City.

Erskaelosi tend be tall stocky, with weather-beaten — often freckled — skin and brown or black hair worn long and loose by men and women alike. Their eyes range from dark browns to bright greens. They are usually garbed in rough skins and are prone to tribal symbols tattooed or branded upon their face, arms, and chest.

Foerdewaith

Like most modern human inhabitants of Akados, the folk of Bard's Gate and its hinterlands generally get lumped into the ethnicity known as the Foerdewaith, though this is more by convenience of association with that old empire rather than a true blood lineage. The Foerdewaith of Bard's Gate tend to have the lighter brown hair and more deeply tanned skin tones commonly found in eastern Akados as opposed to the fairer skins and darker hairs of western Akados. They have no especially great link with the purer Foerdewaith lineages of central Akados but rather tend to be descended from the vassal tribes incorporated into Foere in the Gulf of Akados and northern Sinnar Coast regions, though with a strong strain of Rheman form their long and close association with the Duchy of Waymarch.

Heldring

For most parts of eastern Akados, peaceful contact was not achieved with the folk of the Helcynngae Peninsula until after the final defeat of that people at Oescreheit Downs by Osbert II in 2802 I.R. However, with the long isolation of the folk of Freegate during and following the Great Darkness, their inherent Hyperborean and later Foerdewaith hostility towards the Heldring was muted and largely even forgotten. While Heldring raiders fought tooth and nail for land and resources along the Sinnar Coast, farther north they found a more or less friendly port in Freegate. Many Heldring not wishing to partake in the wars of the south and oftentimes those injured in said and no longer able to stand in the shieldwall came to far Freegate and were able to trade coin and livestock gained in their raiding for supplies and building materials to use in the gentle Plains of Mayfurrow. For their own part, the folk of Freegate felt little kinship with the Foerdewaith lands to the south and had not repugnance in trading with Heldring immigrants as long as they did not try to settle in their insular city in any great numbers. The sum of this oddly peaceful interaction was that many of the farmers and landholders of Bard's Gate's hinterlands are of mixed or even pure-blooded Heldring descent.

Interaction has continued into recent centuries with the largely peaceful folk of the peninsula continuing their tradition of trade with Freegate and eventually its patron inland city. This has resulted in a continuing influx of Heldring folk as well as the old lineages that still thrive in the area and is especially apparent among the city's population with the higher incidence of folk of especially tall stature and hair of purest blond.

Huun

Little is known of these mysterious peoples of the far eastern regions of Libynos and even less is thought of them. The legendary "Black-Eyed Huun" of old crusader tales appeared suddenly at the very verge of the Lyre Valley and held the city captive within its siege line for more than a year before disappearing just as swiftly in retreat before the approaching forces of the Overking of Foere. Most of the damage left by these dark-skinned and desert-robed invaders has been erased, though the great scar known as Hel's Acre remains around the city as a reminder of their presence. Huun are never seen within the city and were never able to breach its walls during their siege, but rumors persist that bands of stragglers still remain hidden within the Lyre Valley or its foothills and watch the roads and river for some unknown but certainly sinister purpose. Other, darker rumors likewise persist that the Huun never intended to truly breach the walls of the city but merely invested it with their encampment to draw in the armies of Foere from the south only to withdraw and lure them into the northern wilds with some unknown intent. This is surely only the whispers of paranoia and rabble-rousers, but the continued lack of word from the long-overdue armies of the Overking seem to lend them greater credence daily.

Hyperboreans

Scholars the world over, from Castorhage to Pharos, consider the Hyperborean race as a distinct lineage to be extinct. The last remnant of that ancient people disappeared from Tircople 900 years ago, and from Akados a century before. Not so the good people of Freegate. In their minds the folk of ancient Hyperborea live on and thrive, preserved in their own bloodlines. The people of Freegate are renowned for their archaic ways and stilted practices, ever clinging to the mannerisms of a people and an empire long lost in time. And there is truth in their argument; Freegate was indeed isolated for many years and always remained fairly xenophobic in its dealings with outsiders. But centuries of free trade and friendly relations with Bard's Gate and elsewhere have taken their toll so that other than their classical modes of dress and outdated ways of thinking, there is little evidence to suggest that Freegate remains as the lone bastion and legacy of that great Akadian empire. Some have noted, however, that the preponderance of skin tones of Freegate tending to be perhaps a bit paler and hair and eyes possibly a bit lighter in hue than commonly seen in the region could lend some credence to this theory.

Khemitites

Bard's Gate is virtually unique in Akados in that there is an actual permanent (if small) population of the folk of distant Khemit in its midst. This can primarily be attributed to the presence of the Temple of Bast and the special relationship it has enjoyed in the city since the time of the Shabbisian plagues. The few Khemitites to be found in the city are virtually all connected with the temple in some way, and many of them choose to wear the dramatic dress of Ancient Khemit to set themselves apart and draw the admiring attention of those around them. This practice has diminished somewhat in the last two years after several of its adherents were found mysteriously murdered during the time of the Huun siege. If

there was some connection or enmity between the Khemitites and Huun is unknown, and if and how Huun assassins were able to infiltrate the city's walls when their army could not remains equally unexplained. But some have noted that the Khemitites in the city walk a bit more cautiously and draw a little less attention to their exotic looks and clothing than before, though what they may fear with the Huun threat now passed is a mystery.

Oceanders

Not truly an ethnicity in its own right, in recent years it has become more and more common for citizens of Pontos Island to be considered a distinct group racially. In truth, they are simply another of the vast number of peoples melted together into the amalgamation of folk known as the Foerdewaith, but their success in remaining a rival empire for the last 300 years has caused their claims of racial distinction to gain some traction. With Bard's Gate's position of being independent and outside the claimed boundaries of the Kingdoms of Foere, it has enjoyed the ability to trade with the Empire of Oceanus while most ports of the Sinnar Coast remained closed to its ships. In fact, it was the spirit of amiability early on that allowed Bard's Gate to successfully establish and expand its reach into the sea trade of the Gulf of Akados.

Oceanders look much like other Foerdewaith, with perhaps their skin slightly more sun-darkened by years spent at sea and eyes a bit more creased from squinting against the glare off the waves. They tend towards shorter hair and fewer beards than their land-bound cousins, though this is by no means universal among them.

Plainsmen

The Plainsmen are a nomadic folk who wander the great plains of the Waymarch and and Northmarches of the Grand Duchy of Reme. These horse-riding folk are all descended from Shattered Folk tribes allowed to cross the Wizard's Wall in the Rhemian lottery that is held every 50 years and take up their nomadic ways in the wide-open expanses of eastern Reme. Since only a tribe is allowed over the wall and it is done only twice per century, the Plainsmen tribes hold little loyalty to their lands of their ancestors on the Haunted Steppe or to the other Plainsmen tribes that occupy Reme. In truth the Plainsmen consist of a half-dozen separate tribes called the Grass Sailors, Quick Knives, Stone Faces, Thunder Riders, Stone Walkers, and Beast Takers, respectively. There are some familial relations and loose alliances and rivalries between the tribes, but nothing so strong as to cause them to unite as a single people — an outcome carefully arranged by Reme who did not wish to see the rise of a powerful and united rival people within its midst.

Despite being superb horsemen and virtually unmatched light cavalry, the Plainsmen are also great traders, able to carry the goods of distant Reme much more quickly than traditional caravans, if in smaller quantities. The Plainsmen are accustomed to encountering a certain amount of prejudice among some within Bard's Gate, so they normally stick to the confines of Tent City with the other "barbarians". However, since the removal of Tent City to the eastern side of the river, more and more Plainsmen can be found within the city itself as they must use the bridges to cross the Stoneheart just like everyone else. As a result, many more of the Plainsmen linger within the city walls and are becoming a more commonplace and accepted sight by the citizenry. Ironically, it is perhaps within Tent City itself, where they are supposedly intended to actually reside, that they often experience the worst of the prejudicial treatment against them.

As descendants of the Shattered Folk tribes, the Plainsmen share the same skin tones ranging from a burnt sienna to mahogany and have almost universally straight, black hair — usually worn long — that tends to gray early. Beards and excessive body hair are rare among these folk, and their tendency to long limbs and lean muscle have caused many folk of the city to remark at their physical beauty as a people. Eyes are almost always black or deep brown, and their typical garb is finely crafted leather or hide garments often decorated with feathers or tribal tokens. Tattoos are normal though not as frequently seen as among the Erskaelosi.

Interestingly, the Plainsmen tend to get along exceptionally well with their barbarian counterparts from the eastern bank of the Stoneheart. As mentioned, the Plainsmen have traditionally not traveled beyond the river boundary (though the less numerous Erskaelosi seem to share no such compunction) and still continue to confine themselves to its western side other than trips to Tent City, but in Tent City itself where the two peoples meet most frequently they tend to enjoy each other's company a great deal. Revels held in the ale tents that involve the two peoples almost always extend late into the night, often become legendary for their boisterous excess, and almost never degenerate into a brawl — something that cannot typically be said for other folk who try to party with the Erskaelosi.

Riverfolk (Arkaji)

"Who exactly are the Riverfolk?" is a question that has yet to be answered, though truthfully is largely left unasked.These folk have been known to fish the waters and hunt the banks of the Stoneheart for centuries and generally accepted as a fixture of Bard's Gate and its environs by most in the city. But the Riverfolk — a title placed on them by the folk of Bard's Gate, they refer to themselves as the Arkaji, were not always there, and some few have speculated as to where their true origin lies. It is well established that prior to 3036 I.R. they were virtually unknown in the city and only sporadically commented on in the city's annals as boatfolk who plied the Stoneheart under the forest eaves. After the Hard Cold, however, when the lushness of the valley died and famine set in, this previously almost unseen people came up the river, emerging from the Stoneheart Forest and seeking solace in the city. The city leaders' first instinct was to turn them away as vagabonds, until someone noted the ease and skill with which they maneuvered their watercraft upon the river. Bard's Gate was in the process of importing large amounts of grain from the south to make it through the hard times, and a reliable and fast means of river travel could only help. That proved to be the beginning of a long and mutually beneficial relationship between the enigmatic river folk and the city folk that has continued to this day.

The Riverfolk still principally live within the Stoneheart Forest, in the eastern stretches of the central swamp in particular where they eke out a living as small-plot farmers eel fishers and live in constant tension with the crake tribes of the west. But their talent for handling shallow-draft watercraft in the swamps and upon the river is peerless. Riverfolk craft typically consist of small personal canoes, larger cargo canoes, or flat-bottomed skiffs capable of handling even greater amounts of cargo and even passengers. And some of the river folk have been known to successfully shoot the Stoneheart Falls in their small, sturdy canoes rather than take the time for portage or to wait for the lift.

A great number of the Riverfolk can be found in the city or upon the river waters in service to the city at any given time. Riverfolk craft ply the waters up and down the Stoneheart even into the lower Stonehearts Mountains and as far down the Great Amrin River as Eastgate, but few if any will take to the waters of the estuary, and despite its best efforts the city has had little success in recruiting these folk as crew for their open water vessels. The Riverfolk avoid leaving the confines of the riverbanks for the open sea, but none has ever said what it is they fear.

Who the Riverfolk are descended from remains a mystery, for their pale pinkish skin tones prone to sunburn and freckling, eyes ranging from deep blue to pale, nearly colorless, and their bristly and curly hair and beards (or thick sideburns at least) ranging in color from auburn to black with many going stone gray at an early age clearly set them apart from the other Foerdewaith peoples of the region. They claim to be descended from the Arcadians of the ancient mountain kingdom of Arcady and take their name for themselves as a corruption of that long-lost people, but their language of Kra bears no resemblance to the Khemitian that was spoken by the folk of Aka Bakar's kingdom. Some few scholars speculate that they may indeed by a last offshoot of some Hyperborean strain, and indeed their language does contain many parallels with old High Boros, but to date no records of any Hyperborean clan or family group has been found to support this possibly spurious claim either. One thing that is acknowledged by all, however, is that despite some superficial similarities,

they do not appear to be in any way related to the Gaeleen of the Borderland Provinces.

Wanderers

It is probably a misnomer to call the Wanderers a "people", however, it is just possible that it represents the beginning formation of an all new ethnicity unlike any that has been seen before in Akados. The Wanderers are a mix of different peoples and even races — humans of many and mixed lineages, half-orcs, even some halflings and other assorted odds and ends. Whatever they lack in heritage, however, they have commonality in their story; for whatever background they come from all share a single trait, they are all exiles from their respective homelands. Under normal circumstances in the Lost Lands, these folk would be the dregs of society, friendless, homeless, and forced to fend for themselves in isolation. However, the unique opportunities and acceptance of outsiders found in Bard's Gate has engendered a phenomenon unseen before. These disparate individuals have come together in a united band, and not just as a group of ruffians or desperadoes. They have come together as a group and have truly created their own society.

The Wanderers are a small nomadic culture, numbering no more than several hundred in all and traveling in several groups of a few dozen apiece. They travel across the wide expanses of the plains to the east and west and the valley between and have found a modicum of acceptance throughout these lands. They live a gypsy-like existence traveling in caravans of covered wagons and stopping at camps for up to several weeks at a time while they provide tinkering, odd jobs, labor, and entertainment services to the surrounding communities and forms. Folk don't necessarily welcome the odd Wanderer groups into their communities with open arms, but as long as they maintain their camps outside of the settlements and cause no trouble while they're in town they're accepted with little suspicion and sometimes outright joyful anticipation for the bit of color they can bring to otherwise drab days. In Bard's Gate itself the Wanderers are rarely found inside the city walls in any numbers, but they maintain a semi-permanent encampment within Tent City where they find easy welcome.

As a group composed of outcasts of mixed backgrounds, the Wanderers are not constrained to growth through their own reproductive abilities. And as new outcasts who have heard of them make their way to them, as long as they are not violent criminals or harbor evil intent (there are a great many diviners among the Wanderers) they are welcomed into the group creating a growth rate that has exploded in recent years. In addition to their newly burgeoning population, it is possible that the fortunes of the Wanderers is about to change among the movers-and-shakers of the city, for the first of entertainers from among the Wanderers have just been admitted into Bard's College. If these individuals can prove themselves of true talent among even those high circles, the Wanderers may soon find their reputation vaulted to undreamed-of heights.

Dwarves

There are three different subtypes of dwarves encountered in and around Bard's Gate: hill dwarves, mountain dwarves, and street dwarves. Each subtype is described separately below.

Hill Dwarves

Most numerous of the dwarves to be found in Bard's Gate are the hill dwarves. These ruddy-skinned, stocky folk have beards and/or sideburns that tend to be thick and in hues of dirty blond to dark brown. They are mainly miners and craftsmen like their kin elsewhere and are most commonly found in the foothills south of the Graywash River as well as a sizable population in the city itself. There are also significant populations of these folk in the Dragon Hills and isolated communities built around and among the granite hillocks of the Plains of Mayfurrow. They traditionally avoid the foothills to the north of the Stoneheart Valley as mountain dwarf territory, and the two groups do not get along well together though they manage to hold their peace within the city itself.

Mountain Dwarves

The mountain dwarves to be found in Bard's Gate are universally of the Silverhelm Clan of the northern Lyre Valley in the Stoneheart foothills. The Silverhelm is a part of the Great Mountain Clan Krazzadak and are an anomaly in that they are friendly to the lowland humans — at least the humans of Bard's Gate. It was likely the Silverhelm Clan — or its distant ancestors — that first came to the aid of the Hyperboreans against the elves at the history-altering battle on the shores of Lake Crimmormere more than three-and-a-half-thousand years ago, and the Krazzadaks were doubtless one of the mountain clans directly affected by the Great Betrayal at Hummaemidon a century later.

The Silverhelm had long maintained its underground halls and tunnels at the edges of the Stoneheart Valley and looked askance at the growing human population gathering below, but it was not until the coming of the Year of the Hard Cold, a bitter winter in the lowlands that coincided with the ice curse of the Shengotha Plateau, that the Silverhelms were moved to make contact. When in one fell night the Krazzadak capital at Bryn Tuk Thull and the Krazzadak king Thull XII were lost in the freezing invasion from beyond the bounds of the Material Plane known as the Curse of the Stoneheart on the lips of the surviving dwarves, the small Silverhelm Clan found itself cut off from its kin and with dwindling resources. The Silverhelms found themselves in a moment of crisis the next spring when famine swept through the lowlands and their halls alike but were shocked to find a line of wains left in the valley outside their halls, heavily laden with grain and foodstuffs to fend off their almost certain extinction. When the next year found a column of Silverhelm craftsmen tromping into the city to modernize its walls and canals, it ushered in the city's golden age of construction.

The relationship between the city and the Silverhelm dwarves has remained cordial ever since, with a temple to Dwerfater being founded within the city and many of the clan actually relocating to the city itself to run profitable business interests there. For the first time in known history perhaps, dwarven bear riders strode peacefully among the streets and lanes of a lowlands city. However, recently the dwarves of the clan have shut their gates to the surface so that even their kin find themselves cut off from contact. It remains to be seen if the Silverhelms will emerge again from their tunnels and renew their days of celebrated partnership with Bard's Gate.

Street Dwarves

The third type of dwarf to be found in Bard's Gate are a relatively new addition to the city. The so-called street dwarves are immigrants from the distant human cities of Swordport and Hawkmoon. Descended from a portion of the scattered Great Mountain Clan Targ who settled in the lowland south of the Forlorn Mountains, these dwarves proved to be particularly adept merchants and traders among the lowland races. After a few centuries of such practices, they became a dwarven subtype unto themselves and a significant force in the economy of the Domain of Hawkmoon. With Bard's Gate's ever-expanding trade alliances and Hawkmoon's own trade connections, it was only a matter of time before ships from the Moonsilver Sea landed in ports belonging to the City of the Lyre and dwarven traders from that southern land disembarked to conduct their business. Over time many of them stayed in Bard's Gate as factors and negotiators for their own houses back in Hawkmoon until now a generation of street dwarves born as natives to Bard's Gate is beginning to reach adulthood.

Street dwarves are of mountain dwarf stock and so are taller than their hill dwarf cousins, yet they are slimmer of frame than a typical mountain dwarf. Likewise their beards which grow in shades so dark as to be almost blue-black ranging to simply dark brown grow less thick and are typically cut shorter. While no self-respecting street dwarf would go clean-shaven, there are more than a few with a mere stubble on the jaw and more attention given to a luxurious handlebar moustache or set of sideburns. Most have eyes of blackest coal, though some bear a startling shade of blue with varieties of blue and gray between. These dwarves are also much more likely to favor a more human style of clothing with comfortable shoes and robes over the more rugged hob-nailed boots and leathers or mail of their mountain kin.

For game information on street dwarves, see **Appendix D.**

Elves

The elves encountered in Bard's Gate are generally one of two different subtypes, high elves or wood elves, and sometimes of a third type — dark elves. All three types are described below.

Dark Elves (Drow)

The drow are not a welcome sight within Bard's Gate and, in fact, are not typically seen. However, they bear mentioning because one infamous Red Blades assassin in the city is a drow (though he always works in disguise), and there are likely to be more here and there because of the proximity of the dark elf city of Thoth Kathalis that lies underneath the mountains of Mons Terminus. At least one avenue from that Under Realm city exits into the tunnels beneath Bard's Gate with other points of access in the Stoneheart Forest and southern foothills of the valley. As a result, though far from common, the threat of drow infiltration is always present.

High Elves

Most elves encountered in and around Bard's Gate are of the high elf variety, and of these most hail from the Forest Kingdoms to the east. They are of the ancient Valenthlis faction that made peace with the Hyperborean humans and turned the battle of Hummaemidon in their favor. As such they have historically been friendly with the humans of the region and have been at best a fast friend and at worst an indifferent neighbor for the entire history of the city. Since the founding of Bard's College and enlightenment (in the elves' minds) of the city, this relationship has leaned more on the side of friendly ally. Virtually every high elf encountered here is also a subject or vassal of the legendary elven kingdom of Parnuble, and all revere the beloved queen of that realm and will gladly rise to defend her honor. The elves of Parnuble are not a hot-headed bunch and will always seek to defuse a situation over a friendly drink or through calm discourse, but are not above drawing a blade in the name of their queen. Fortunately, because of the cosmopolitan nature of much of the city's citizenry and the presence of so many of the fair folk, the people of Bard's Gate are equally likely to hold the legendary elven queen in high regard and are unlikely to intentionally offer offense, siding with the elves in any altercation that erupts with visitors who would callously besmirch her name.

Wood Elves

There is probably no other place in all of Akados where a greater number of wood elves can be found walking the streets of a human city — much less one where blood isn't actively being spilled. While the wood elves of Akados are less overtly hostile to humans than their wild elf cousins of the Green Realm to the west, these sylvan folk are nonetheless more prone to isolationism and insular defense of their territories than the high elves. There are many locations across Akados where human settlements and wood elf territories engage in a sort of low-grade conflict with occasional murders or atrocities committed by either side, but Bard's Gate is fortunate to not be one of them. This is owed to the fact that the wood elves of the region are also all native to the Forest of Parna to the east and, if not outright subjects of the Queen of Parnuble, are at least vassals or her court. Her people's friendship extends to the wood elves as well so that the natural tensions are eased and violence generally avoided. This is also assisted by the intervention of the Farseekers of Twilight who ensure that wood elven interests are protected in the city's vicinity. Some particularly adventurous wood elves are even members of this group and occasionally make their homes in or near the city.

For game information on wood elves, see **Appendix D.**

Half-Elves

Half-elves are largely accepted throughout the whole of Akados, but there is perhaps nowhere that they are truly embraced as much as the region of Bard's Gate. For here they are celebrated not only by their human brethren as is done elsewhere throughout the whole of the old Kingdoms of Foere but also find true acceptance among their elven kin in the Forest Kingdoms and beyond. Even the wood elves of the Forest Kingdoms are more likely to hold a grudging admiration and possibly even affection for their mixed-blood kin, and nowhere else is one likely to find half-elves of wood elf descent as can sometimes be found in and around Bard's Gate. The City of the Lyre and its traditions of tolerance and education is a perfect haven for such folk, and many mixed elf/human families can be found residing within the city and the Forest Kingdoms themselves. It is no coincidence that a great number of the city's leaders, including the current High Burgess have been half-elven.

Half-Orcs

For a city as open and inviting as Bard's Gate, it is no surprise that it is one of the few places where folk of orcish ancestry can gather and find welcome. As a result the city boasts a population of half-orcs rarely seen outside of places where foul tribes of orcs roam freely. The half-orcs of Bard's Gate either do not conform to the evil ways of their orc forebears or keep such practices hidden away from the eyes of the city. As such, while some prejudice against those of orc blood does exist among the city's populace, there is no natural distrust of the half-orcs who live there as inherently evil beings. In fact, half-orcs are eagerly welcomed as full members in certain of the guilds where their tendency to greater strength makes them especially suited for labor. In addition to the half-orcs who dwell in the city, a great number of the group known as the Wanderers are half-orcs as well.

Halflings

The presence of halflings is virtually ubiquitous throughout the whole of Akados — particularly in the lands of the old Kingdoms of Foere, and Bard's Gate is no exception. In addition, the halflings of Bard's Gate reach heights of influence and wealth not often achieved outside traditional halfling lands, with several guildmasters in the city's history having been halflings as well as many prominent business owners in a tradition that continues to the present day. In fact, outside of the traditional halfling homeland of the Dale and the Low Country, there are few places that boast the number of halfling communities as are found scattered throughout the Plains of Mayfurrow. And while the halflings of Bard's Gate enjoy the gentle living and comfortable communities so common to their kind, they also enjoy a certain amount of notoriety unseen elsewhere as some of the most prominent examples of their folk to be found in Bard's Gate are also some of the most scandalous. The very public ongoing feud between the legendary halfling musician/tavernowner Malachi Hammelstein of Reme and the equally infamous halfling adventurer/tavernowner Helman Hillman brings no small amount of delight to the small folk of the city.

Ratlings

The second-least understood folk of the city are the strange ratlings who reside primarily in the city's extensive network of old sewer tunnels and catacombs. A beastly but inherently non-hostile race, the furtive ratlings nevertheless find themselves shunned and pushed into the corners of society. It is unfortunate indeed that the city has suffered multiple rat-associated plagues in the past, because the ratlings have invariably been linked with these in the minds of the populace. It is true that some of the ratlings do associate with lycanthropes and other unsavory characters in the shadows of the city, but most are merely immigrants that have arrived with caravans or upon Bard's Gate ships who have sought out this metropolitan location as a place of opportunity in which to find a better life. Despite their generally benign disposition towards the city, however, none know its sewers and tunnels and Black Market like the rat folk.

Vampires (The Bloodless)

Not a true people of the city — or at least not one that is readily recognized — the vampires that lurk in and under Bard's Gate are its least understood folk for the simple fact that very few even know of their presence, and of those who do any who try to raise an outcry against them either conveniently "leave town" or are simply looked upon as mad fools jumping at shadows in the dark. While it is likely true that any major city of Akados plays unknowing host to a vampire or two, Bard's Gate's population could be more accurately characterized as an infestation — or possibly an invasion. The presence of vampires has risen sharply in recent years and can be attributed directly to the machinations of two powerful organizations: the secretive and powerful Underguild that serves as the hidden mastermind behind so many illicit organizations throughout the Kingdoms of Foere and beyond and the politically powerful and thoroughly corrupt Wheelwrights Guild of Bard's Gate. An alliance is beginning to form between these two powerful-and-thoroughly-immoral entities, and a wedding of such monsters can only foretell trouble for the city. But for now only a select few outside of those organization themselves is aware of their presence, and so far the powers-that-be within the city remain unalerted.

The vampires within Bard's Gate always keep a low profile and will only be out upon the streets at night, and then only with greatest caution. They dare not attempt to move in force in a city with so many powerful temples and individuals. Most of these bloodless folk dwell within the safety of the darkness provided by the sewers, catacombs, and old mine tunnels beneath the city or within safe houses purposely maintained for their use. Fortunately for the city most of the Bloodless are less-powerful vampire spawn, though several vampires of great personal power have been sent to lead them. There is also at least one nosferatu at work in the shadows and some whispered rumors speak of a small pack of penanggalens as well.

Languages

Westerling (Common)

The common language of most of Akados, Westerling (as it is known outside of Akados) or Common (as it is more commonly known locally) is the language handed down to the civilizations of the continent by the Kingdom of Foere. The language of the overking's court as High Boros lost popularity among the aristocracy, Westerling pervaded trade, diplomacy and soldiering. It was from this last that it spread throughout the continent as Foerdewaith armies marched forth and the local auxiliary conscripts needed a means of communicating with their commanders. Related to Gasquen and High Boros with an unusually strong influence from the Heldring Helvaenic, Common began as something of a pidgin only to develop into a full language and the lingua franca of the West.

Erskin

Related to the Semuric language of northern Libynos, Erskin is the language of the Erskaelosi barbarians and was brought with them when they migrated south to the Sundered Kingdoms. It has picked up many aspects of High Boros and Common over the years so that, even though areas of the Isthmus of Irkaina exist where Erskin is still spoken, the dialects are so different from that of the Erskaelosi as to be almost unintelligible at times. In this day and age, more of the Erskaelosi are likely to speak Common as their primary language rather than Erskin.

Helvaenic

The language of the Helcynngae Peninsula, Helvaenic is spoken almost exclusively in that far land and as a result from its centuries-long history of raiding and — in more recent times — trading has spread fairly broadly across eastern Akados. Wherever populations with strong Heldring ties exist, Helvaenic is likely to be spoken as a household language if not in daily dealings. From a wholly different etymological family then High Boros, some of that ancient language has nevertheless found its way into Helvaenic after millennia of (often hostile) contact between the two cultures. Of any existing languages, Helvaenic is most similar to the Nørsk language spoken in the Northlands, though that language appears to be a simpler more linguistically pure version.

High Boros

The stilted and archaic language of ancient Hyperborea and the little-known land of its origin in Boros on the World Roof provides the common roots of or contributes to almost all human languages in Akados and Libynos today, and bits and pieces have found their way into non-human languages such as Elven as well. However, despite this universal relation that the language has to so many others, it is an all-but-dead language itself, more likely to be found old tomes and dusty archives than on the lips of living speakers. Only one location in Akados is known to have a community where High Boros remains vibrant and alive in daily use, the anachronistic city of Freegate, and even there the inhabitants all know and regularly use Common with visitors or while abroad. One other little-known population still makes use of High Boros in its daily communication as well, that of the masters of the Underguild. These ancient vampires headquartered under the ruins of a major Hyperborean city still consider the use of High Boros to represent the truly civilized days of Akados and tend to use it almost exclusively among themselves, though they'll stoop to using Common or even Thieves' Cant in their dealings with uncouth underlings and other humanoids that they consider little more than cattle.

Huun

The language of the Huun is as mysterious as its speakers. It shares some similarities to Semuric, so there has obviously been some interaction between those groups at some time in the past, but is otherwise linguistically unique from it or any other known language of Libynos. It actually appears to have the most linguistic similarity to the Kirkut dialects of the Haunted Steppe, half a world away from the mystery-shrouded homeland of the Huun, but even that comparison is tenuous.

Huun Hand Speech

Seldom seen outside of the innermost Huun circles, Huun Hand Speech is a series of battle signals that can be given silently with a single free hand and with a DC 15 Sleight of Hands check can be disguised as simple hand movements to someone who is unfamiliar with the language. It is used by the Huun to communicate orders swiftly and quietly among the ranks in the heat of battle and is readily passed down a column or battle line without a single word being uttered. It is not of use beyond conveying battle orders and simple tactical concepts. Outside of any Huun stragglers that may be hiding, there is no one in all of the Lyre Valley that knows this language.

Kra

The spoken language of the Arkaji people (the Riverfolk of Bard's Gate), Kra does not have a written alphabet of its own. Most literate speakers of Kra either write in Common or transliterate their language using characters from the Common tongue. Kra is a unique language and is almost unintelligible to anyone other than native speakers with many emotive expressions and nonverbal cues mixed in with a rambling — some would say almost garbled — speech patterns that are extremely difficult for a non-native speaker to follow. However, to the native speakers of Kra, it is extremely versatile and can convey many types detailed information quickly and efficiently from technical information to great emotional expression. It is a natural language for poetry with its internal rhyme and meter, but would be virtually inaccessible to someone outside of the Arkaji culture. Interestingly, the roots of Kra bear many elements of High Boros raising intriguing questions as to its origins.

Khemitian

One of the oldest human languages in the world, Khemitian is the spoken language of the ancient kingdom of Khemit across the Sinnar Ocean in central north-central Libynos and the second-most commonly spoken language in Libynos next to Semuric. Its written form is heavily influenced by High Boros from when the Hyperborean Empire stretched across Akados and to the far coast of Libynos as well. Its older written form, the hieroglyphic language of Ancient Kemitian (sometimes rendered as Ancient Khemitian), however, is very different and bears no relation to High Boros. Very few individuals in Bard's Gate speak Khemitian, but there is an extant Temple of Bast staffed by Khemitian priests, so there are always some at least. It is unlikely that anyone in the city is proficient in the hieroglyphs of Ancient Kemitian, though.

Kirkut

Kirkut is an entire language family rather than a single language, with distinctive dialects spread across much of Akados — but the Haunted Steppe in particular. Kirkut is derived from roots in the Hundish language of the ancient Hundaei Empire, but after its precipitous fall to centuries of warfare with Hyperborea culminating in an internal war of unimaginable ferocity the last broken remnants of a once mighty people were scattered into small isolated tribes that are now known as the Shattered Folk. The Shattered Folk tribes have remained isolated from each other for so long that the Kirkut dialects diverged to the point that a speaker of one can understand that of another only with some difficulty.

Speakers of Kirkut still remain primarily found in the Haunted Steppe, but a surprising number of examples have found their way elsewhere over the millennia from the Ulnat of the Far North and K'Haln and Mongat of the Sea of Grass to the six Plainsmen tribes of eastern Reme that visit Bard's Gate so frequently. In Bard's Gate it is the Kirkut of the Plainsmen that is most likely to be heard, and the contact between those tribes has occurred for long enough that they speak a common dialect of Kirkut between them. However, Bard's Gate is eclectic enough that every so often one might just hear a dialect of Kirkut unfamiliar to them from the lips of some mysterious traveler from farther abroad.

Semuric

Semuric is the language of the Assurian Plains, considered by many scholars to be the cradle of humanity on Lloegyr. Khemitian makes claim to being the older language simply because its true civilization emerged first and its language has changed less over the countless millennia, but if Semuric has been subject to more change it is because it has spread much farther across the continent of Libynos. Semuric is principally spoken in the lands of the Ashurians of north, central, and western Libynos and extending west most of the way across the Isthmus of Irkaina but is the true lingua franca of Libynos, and most Libynosi know it as at least a second language.

Thieves' Cant

Bard's Gate is not the only city that has thieves, and its thieves are not the only ones that use their own internal lingo. However, Bard's Gate's long history of organized institutions of rogues is such that Thieves' Cant is a formal language among their ranks. Only individuals that are connected to one of the organized guilds of thieves, assassins, smugglers, etc. can learn the cant, because it is not taught outside those circles. In addition, each group uses its own derivative of the cant so that no two cants are exactly alike, but most are able understand each other passably if not to convey overly complex information. Thieves' Cant is a language of codes, signals, warnings, euphemisms, so it has never been very good for handling conversations of any depth or subtlety.

City Directory

As a final tool in this chapter to assist in the use of this book, below is provided a city directory that lists the detailed locations by the type of business or organization that they are rather than simply by name or occupants. That sort of listing is handled by the index at the end of this book. There is some overlap on the list below when a location meets the requirements for multiple categories. An asterisk listed under Location rather than a number means that it is not a numbered location but rather one of the general locations described at the beginning of that district's chapter.

Special thanks are due to the original author at madlabcreations.com who first compiled the genesis of this list from the original Bard's Gate by Necromancer Games. I can no longer locate the website where I printed it from nor find the name of the author, but his or her work was invaluable in making the original a much for useful and useable resource in my home campaign. Many thanks, Greg.

City Administration

Type	Name	Location
City Courts	*Hall of Justice*	K2
City Docks Commissioner	*Tradeway Landing*	D*
City Brig	*Sheriff's Bailey*	K5
City Jail	*Hall of Justice*	K2
City Licensing	*Offices of Commerce and Trade*	K3
City Mint	*The Keep*	K1
Civil Administration	*The Keep*	K1
Constables	*Grand Constabulary*	K7
Garrison	*Merthan's Watchtower*	K8
Garrison	*The Keep*	K1
Port Authority	*Tradeway Landing*	D*
Refuse Management	*Pipe Cleaners, Canal and Refuse Management*	C3
River Watch	*City Naval Yard*	TW38
Sheriffs	*Sheriff's Bailey*	K5
Shipyard	*City Naval Yard*	TW38
Tariffs	*Customs Office*	D7
Tax Collection	*Offices of Commerce and Trade*	K3
Toll	*Market Bridge*	M*
Watchtower	*Merthan's Watchtower*	K8

Comestibles

Type	Name	Location
Bakery	*The Toll Booth*	TW20
Beekeeper	*Honey Pot*	TC9
Brewery	*Brin Zweisher Brewery*	C9
Brewery	*Honey Pot*	TC9

Type	Name	Location
Butcher	*Koole's Butcher Shop*	O4
Butcher	*Minotaur Meats*	B12
Butcher	*The Cutting Block*	TC3
Cabb'e (coffee) Shop	*The Ground Bean*	TC4
Cheesemaker	*Curdled Brew*	TC10
Cheesemaker	*Curds Away*	UH12
Confectioner	*Gobblin' Cookies*	M23
Confectioner	*Marvel's Candies*	ED6
Distiller	*Stoneheart Mountain Distiller*	O3
Eatery	*Beggars Guildhall*	C13
Eatery	*Casteran's Cakes*	TC8
Eatery	*Gantry's Tea House*	OT10
Eatery	*Smorgan's Board*	UH2
Eatery	*Subcity Sandwiches*	UH14
Eatery	*The Paasha's Pillow*	M10
Eatery	*The Rising Dragon*	O21
Eatery	*Visseli's Vault*	OT15
Eatery	*Watenga*	TC2
Eatery	*Wicked Sisters*	OT18
Piemaker	*Pies and Puddings*	M9
Printer	*The Lyre Valley Press*	TW29
Printer	*Underhill News and Tobacco*	UH7
Saltery	*Salted Scales*	D6
Smoke Shop	*Underhill News and Tobacco*	UH7
Spicer	*Spiced Seed*	TC6
Tea Shop	*Green Leaf*	TC5
Wine Dealer	*The Faun's Cellar*	CAT6

Crafters

Type	Name	Location
Apothecary	*Mar's Magical Poultices*	M12
Apothecary	*The Divine Apothecary*	TW28
Armorer	*Coat of Mail*	G1
Armorer	*Dwerfater's Mantlet*	UH8
Armorer	*Rings of Steel*	G9
Armorer	*Scaled Down*	G8
Armorer	*Steel Skin*	TW34
Armorer	*The Brain Pan*	G7
Armorer	*The Brass Shield O2*	
Armorer	*The Iron Standard*	G3
Armorer (barding)	*The Guardian Mount*	SR1
Artist	*Fusini Studio*	TW9
Bowyer	*Curlie's Boughs*	UH9
Bowyer	*The Strong Bow*	O23
Cartographer	*There and About*	TW3
Cobbler	*Happy Feet*	B2
Coffin Maker	*Box of Bones*	TW11
Cooper	*The Rolled Barrel*	D5
Cordager	*The Woven String*	G6
Dyer	*Poldo's Dyes and Pigments*	M7
Fletcher	*Justin Greenwood's Fletchery*	N5
Furniture Maker	*Woodie's Wood Box*	M20
Furrier	*The Second Skin*	O17
Glazier	*The Leaded Lantern*	G5
Inkmaker	*Poldo's Dyes and Pigments*	M7
Jeweler	*Precious Jewelers*	TW8
Jeweler	*The Jewel of Bryn Tuk Thull*	H8
Jeweler	*The Pearl Earring*	B9
Leatherworker	*Eli's Tannery and Furrier*	ED3
Leatherworker	*The Cat of Nine*	T9
Leatherworker	*The Silent Strike*	TW5
Locksmith	*Locksmith*	TW36
Locksmith	*Simple's Locks*	ED4
Musical Instrments	*The Clarion Call*	BC5
Musical Instruments	*The Silver Harp*	BC4
Musical Instruments	*Zachton's Fanmagical Conservatorium*	BC11
Painter	*Gin Wa Studio*	TW17
Painter	*Menoen's Studio*	TW12
Painter	*Umberto's Studio*	BC8
Parchment Maker	*Parchment Maker*	O12
Perfumer	*Scents of Passion*	TC15
Potter	*Bard's Gate Too!*	TW21
Prosthetics	*Beggars Guildhall*	C13
Prosthetics	*Replacement Arms*	TW6
Sculptor	*Phidian's Tower and Workshop*	M14
Sculptor	*Utello's Gargoyle Studio*	TW10
Sculptor	*Utello's Secret Studio*	O6
Tailor	*Fur and Velvet*	H7
Tailor	*Lace and Bow*	H9
Tar Maker	*Tar and Pitch*	O15
Toolmaker	*Skulduggers Cutlery*	C4
Toymaker	*Dolls and Dice*	TC7

Type	Name	Location
Toymaker	*Zachton's Fanmagical Conservatorium*	BC11
Trapmaker	*Joth the Trap-Maker*	TW16
Trapmaker	*Locksmith*	TW36
Trapmaker	*Skulduggers Cutlery*	C4
Wainwright	*Oiled Axle*	TW7
Weaponsmith	*The Keen Edge*	G2
Weaponsmith	*The Sword and Bolt*	TW33
Weaponsmith	*Volwild the Swordmaker*	TW22
Wigmaker	*The Woven Hair*	TW26
Woodworker	*Juju Fetish*	O10

Dry Goods

Type	Name	Location
Bookseller	*The Monkey Sees*	B13
Bookseller	*The Torn Page*	TC12
Bookseller	*Thilo's Insight Geist*	N9
Bookseller	*Vok's Arcane Attic*	TW13
Curiosities	*The Monkey Sees*	B13
Fetishes	*Juju Fetish*	O10
Fur Trader	*Furrier*	O9
Outfitter	*Fort Rendezvous*	TC14
Outfitter	*Gallam House*	H2
Outfitter	*Quarter House*	O22
Outfitter	*Tangled Net*	D4
Rug Seller	*Filini the Rug Merchant*	TC16
Vampire-Hunting Gear	*Justin Greenwood's Fletchery*	N5
Weapons Dealer	*Skulduggers Cutlery*	C4

Education

Type	Name	Location
Begging Techniques	*Beggars Guildhall*	C13
Conservatory	*Auditorium of the Silver Harp*	B3
Library	*High Sanctum of the Scroll*	TW2
Library	*The Written Note*	BC7
School	*Chalk and Slate*	T7
University	*Bard's College*	BC1

Entertainment

Type	Name	Location
Ampitheater	*The Forum*	OT*
Bardic Competitions	*The High Note*	BC6
Barrel Races	*Aleman's Guild*	TW39
Bookstore	*Oak Leaves*	UH6
Brothel	*Hall of Delights*	H6
Brothel	*The Golden Palms*	ED5
Cabaret	*The Pink Feathers*	OT9
Dancing Girls	*The Paasha's Pillow*	M10
Gambling	*Fortune's Fool*	T1
Gambling	*The Blazing Bones*	C2
Gaming	*Oak Leaves*	UH6
Horse Racing	*Racetrack*	SR6
Lottery	*Beggars Guildhall*	C13
Performance Hall	*Auditorium of the Silver Harp*	B3
Performance Hall	*Hadran's Dome*	BC10
Private Club	*Gnome Alone*	UH10
Spa	*Dreams of Feng*	O20
Spa	*Up in Smoke*	TW15
Theater	*The Masque and Lute*	BC2
Theater	*The Mimic's Guild*	TW23
Theater	*The Velvet Curtain*	TW31
Zoo and Botanical Gardens	*The Bestiary*	M16

Guild Headquarters (# means a secret illegal guild)

Type	Name	Location
Alchemists	*Herbalists and Alchemists Guildhall*	G14
Barristers	*The Assembly of the Spoken Word*	K6
Beggars	*Beggars Guildhall*	C13
Brewers	*Brewer's and Distiller's Guildhall*	G15
Delvers	*Underbuilders' Union Hall*	UH5
Fighters	*Society of Arms*	M19
Thieves (formerly)	*Rogues' Island*	T10
Guilds	*The Grand High Symposium*	K4
Innkeepers	*Innkeepers Guildhall*	G16
Jewelers	*Gem Cutters and Jewelers Guildhall*	G11
Masons	*Stoneworkers Guildhall*	G13
Prostitutes	*Harlots' Guildhall*	G18
Red Blades#	*The Black Viper*	T5
Riverfolk	*The Drydock*	D2
Scribes	*Scribes Guildhall*	G12
Shadow Masks#	*The Hidden Lady*	T4
Shipwrights	*City Naval Yard*	TW38

Type	Name	Location
Shipwrights	*Offices of Commerce and Trade*	K3
Slavers#	*The Golden Palms*	ED5
Street Thugs#	*The Dun Corral*	SR3
Tavernkeepers	*Tavernkeepers' Guildhall*	G17
Wheelwrights	*Wheelwrights Guildhall*	G10
Wizards	*Wizards Guildhall*	G19

Hirelings

Type	Name	Location
Hunting Guide	*The Beast and Bow*	M13
Mercenaries	*The Sell-Sword Tavern*	M6
Mercenary Company	*Blackfinger's Devils*	TC1

Hospitality

Type	Name	Location
Boarding House	*Riverside Rooming House*	C10
Flophouse	*The Ticks Nest*	C7
Inn	*Inn on the Bridge*	B1
Inn	*Nightgate Inn*	M2
Inn	*Seven Trees*	OT14
Inn	*Tenker's Tavern*	M24
Inn	*The Bard's Lute*	G4
Inn	*The Bed of Grapes*	OT8
Inn	*The Black Viper*	T5
Inn	*The Felled Ogre*	M4
Inn	*The Hidden Lady*	T4
Inn	*The Inn of Six Candles*	M8
Inn	*The Inn of the Fallen Tree*	T8
Inn	*The Iron Lodge*	UH4
Inn	*The Lion's Lair*	OT11
Inn	*The Lowlander Inn*	OT12
Inn	*The Mill Stone*	OT13
Inn	*The Quiet Woman*	H10
Inn	*The Silver Serpent*	T2
Inn	*The Wizard's Familiar*	TW32
Private Club	*Gnome Alone*	UH10
Private Club	*The Pride of the March*	M3
Tavern	*Aleman's Guild*	TW39
Tavern	*Alms, Liquor, Entertaiment (ALE)*	TW19
Tavern	*Cellar Bar*	UH11
Tavern	*Chango's Bar*	N4
Tavern	*Fort Rendezvous*	TC14
Tavern	*Helman's Bar*	M5
Tavern	*Last Drop*	D3
Tavern	*Maidens' Cross*	TW27
Tavern	*Manky Mary's Alehouse*	C11
Tavern	*Reingolde's Bar*	O1
Tavern	*Tenker's Tavern*	M24
Tavern	*The Bar With No Name*	C12
Tavern	*The Blazing Bones*	C2
Tavern	*The Bloody Boar*	T3
Tavern	*The Broken Camel*	O11
Tavern	*The Dancing Goblins*	N2
Tavern	*The Flensers' Rest*	N3
Tavern	*The Hanging Rose*	TW15
Tavern	*The High Note*	BC6
Tavern	*The Sell-Sword Tavern*	M6
Tavern	*The Wyvern's Tail*	TW18

Illicit Services

Type	Name	Location
Armor-Piercing Arrows	*The Proud Piercer*	BM5
Assassination	*Security and Investment Contracting*	BM3
Assassination	*The Bar With No Name*	C12
Begging Gear	*Beggars Guildhall*	C13
Bindings	*Self-Service Rat Catcher*	BM7
Blackmailer	*Sleek John Wombat*	G20
Burglary	*Locksmith*	TW36
Contraband Auction	*The Hub Auction House*	BM1
Counterfeiter	*The Numismatist*	BM12
Drug Dealer	*Dreams of Feng*	O20
Drug Dealer	*The Glass Flower*	C8
Drug Dealer	*The Rising Dragon*	O21
Drug Dealer	*The White Wasp*	C6
Drug Dealer	*Watenga*	TC2
Fence	*Glitter Haul*	BM8
Fence	*Jaeger's Pawn Shop*	D1
Fence	*Sleek John Wombat*	G20
Fence	*The Pearl Earring*	B9
Forger	*Ochre and Oil*	BM11
Forger	*Poldo's Dyes and Pigments*	M7
Forger	*Precious Jewelers*	TW8
General	*Beggar's Row*	T*
General	*Switchblade Alley*	BM2

Type	Name	Location
Horse Thief	*Horse Trader*	SR2
Horse Thief	*The Dun Corral*	SR3
Jewelry Launderer	*Bauble's Appraisal*	BM9
Loanshark	*A Loan Again*	BM13
Loanshark	*The Blazing Bones*	C2
Poison Seller	*Galera's Basement*	BM6
Poison Seller	*Justin Greenwood's Fletchery*	N5
Poison Seller	*Spiced Seed*	TC6
Poison Seller	*The White Wasp*	C6
Poison Seller	*Up in Smoke*	TW25
Reconstructive Surgery	*Beggars Guildhall*	C13
Safe House	*Riverside Rooming House*	C10
Safe House	*The Hidden Lady*	T4
Slaver	*Dreams of Feng*	O20
Slaver	*Greelli's Exports*	BM21
Slaver	*The Golden Palms*	ED5
Slaver	*The Rising Dragon*	O21
Smuggler	*Sleek John Wombat*	G20
Smuggling	*Customs Office*	D7
Smuggling	*Teel's Warehouse*	D8
Stolen Finery	*Satin Alley*	BM15
Stolen Goods Storage	*Jaeger's Basement*	BM10
Stolen Hides	*Some Skin in the Game*	BM16
Stolen Spirits	*Wholesale Liquor*	BM18
Stolen Textiles	*Fury's Closet Thrift Store*	BM17
Weapons, Assassin	*The Duguello*	BM4
Weapons, General	*OK Discount Arms and Pawn*	BM14

Livestock and Nurseries

Type	Name	Location
Beekeeper	*Honey Pot*	TC9
Entomologist	*Temple of the Beetle*	TW4
Florist	*The Glass Flower*	C8
Gardener	*The Thorn Wall*	TW24
Herbalist	*The White Wasp*	C6
Horse Trader	*Horse Trader*	SR2
Horse Trader	*The Dun Corral*	SR3
Horse Trader	*Thundering Drum Stables*	SR4
Kennels	*Caagrah the Dog Trainer*	O16
Stockyard	*Stockyards*	SR5

Magical Services/Items

Note: It is assumed that most major temples will provide healing or raise like-aligned individuals from the dead for the right price. Those listed below are exceptions who may do it for free or a reduced price.

Type	Name	Location
Arrows and Bolts	*Justin Greenwood's Fletchery*	N5
Books	*The Monkey Sees*	B13
Books	*The Torn Page*	TC12
Books	*Thilo's Insight Geist*	N9
Books	*Vok's Arcane Attic*	TW13
Boots and Slippers	*Happy Feet*	B2
Divination	*Lady Garga*	C1
Divination	*Shylor the Augerer*	O8
Divination	*Stars and Pendulum*	TW35
Divination	*The Wanderers' Encampment*	TC13
Divination	*Thilo's Insight Geist*	N9
Healing (good-aligned)	*Shrine of Freya*	B6
Healing (military)	*House of the Ever Vigilant Guard*	OT1
Magic Helms	*The Brain Pan*	G7
Potions	*The Leaded Lantern*	G5
raise dead (elves)	*Temple of Darach-Albith*	OT6
raise dead (dwarves)	*Temple of Dwerfater*	OT16
raise dead (military)	*House of the Ever Vigilant Guard*	OT1
Rings, Staves, and Wands	*Tower of Velior*	M17
Scrolls	*The Torn Page*	TC12
Spellcraft	*Brelliar the Conjurer*	H1
Spellcraft	*Virthalia's House*	TW1
Tattoos	*Eldritch Inks*	TW30

Markets

Type	Name	Location
Fleamarket	*Beggars Guildhall*	C13
Foodstuffs	*Grocers Plaza*	M*
General	*Merchant's Circus*	M*
Illicit Goods/Services	*Beggar's Row*	T*
Illicit Goods/Services	*The Plaza of Dark Pleasures*	TW*
Raw Goods	*Grand Plaza*	M*
Smithies	*Armament Row*	G*
Trinkets	*The Triangle*	M*

Military/Law Enforcement

Type	Name	Location
Constables	*Constable's Station*	O5
Constables	*Grand Constabulary*	K7
City Gate	*Forest Gate*	O25
City Gate	*Mountain Gate*	N8
City Gate	*North Gate*	O24
City Gate	*River Gate*	ED8
City Gate	*West Gate*	M1
City Guards	*Big Horn's Camp*	TC17
City Guards	*College Watch*	BC*
City Guards	*Community Watch*	C*
City Guards	*Dog Soldiers*	TC*
City Guards	*Hill Watch*	H*
City Guards	*Market Watch*	M*
City Guards	*Merchant Guard*	G*
City Guards	*River Watch*	TW38
City Guards	*Well Watch*	TW*
City Navy	*Admiralty Compound*	K10
Garrison	*Merthan's Watchtower*	K8
Garrison	*The Keep*	K1
River Watch	*City Naval Yard*	TW38
Sheriffs	*Sheriff's Bailey*	K5
War-Room	*Cylyria's Residence*	H11

Public Works

Type	Name	Location
Ampitheater	*The Forum*	OT*
Bridge	*King's Bridge*	B*
Bridge	*Lyre Bridge*	TW*
Monument	*Circle of Gargoyles*	TW*
Park	*Founder's Park*	O*
Park	*The Plaza of Dark Pleasures*	TW*
Plaza	*Grand Plaza*	M*
Plaza	*Guildhall Court*	G*
Well	*Turlin's Well*	TW*

Religious (# means a secret or private shrine)

Type	Name	Location
Ascetic Order	*The Weth*	TC11
Military Order	*Maidens' Cross*	TW27
Military Order	*Order of the Sword of Retribution*	OT2
Shrine	*Auditorium of the Silver Harp (Dame Torren)*	B3
Shrine	*Auditorium of the Silver Harp (Note)*	B3
Shrine	*Offices of Commerce and Trade (Sefagreth)*	K3
Shrine#	*Maidens' Cross*	TW27
Shrine#	*multiple sites (Orcus)*	N7, O12
Shrine#	*Slighted Nikita's Lair (Queen of Spiders)*	CAT1
Shrine	*Shrine of Gromm*	B7
Shrine	*Shrine of Old Widemouth*	OT19
Shrine	*Shrine of Suffering's Ease (Zors)*	T6
Shrine#	*Shrine of The Master*	BM20
Shrine	*Shrine of Tykee*	B11
Shrine	*Temple of Darach-Albith (Rialee)*	OT6
Shrine#	*The Rising Dragon (Set)*	O21
Temple	*Auditorium of the Silver Harp (Oghma)*	B3
Temple	*Excriptory of Jamboor*	OT20
Temple	*High Sanctum of the Scroll (Yenomesh)*	TW2
Temple	*House of the Ever Vigilant Guard (Vanitthu)*	OT1
Temple	*Light of the Truth-Speaker (Mitra)*	K9
Temple	*Shrine of Bacchus-Dionysus*	B5
Temple	*Shrine of Freya*	B6
Temple	*Shrine of the Uplifted Sword (Muir)*	OT3
Temple	*Temple of Bast*	OT5
Temple	*Temple of Darach-Albith*	OT6
Temple	*Temple of Dwerfater*	OT16
Temple	*Temple of Moccavallo*	OT7
Temple	*Temple of Pekko*	OT17
Temple	*Temple of the Bird Goddess (Rhiaan)*	OT4
Temple	*Temple of the Skilled Hands (Dre'uain)*	B4
Temple	*Temple of the Spider*	B8
Temple	*The Exalted Temple of Thyr the Lawgiver*	OT2

Residence

Type	Name	Location
Abandoned	*Rogues' Island*	T10
Author	*Eldon's Residence*	B10
Author	*Home of Ferdinand*	
Deposed Noble	*Elmwish House*	H5
Diplomat	*Corseen House*	H4
Encampment	*Bonrenner Mcleoud's Camp*	TC18
Encampment	*Quick Knife Camp*	TC19
Encampment	*The Wanderers' Encampment*	TC13
High Burgess	*Cylyria's Residence*	H11
Houseboat	*Katrin's Houseboat*	ED7
Importer	*Desfort Estate*	TW37
Mining Magnate	*Boleggo Deepdigger's Home*	N6
Orphanage	*Chalk and Slate*	T7
Orphanage	*Widow Waker's Orphanage*	ED2
Philanthropist	*Enzeger's Estate*	N7
Retired Hunter	*Gallam House*	H2
Retired Mining Magnate	*Durnian House*	H3
Secret Vigilante	*Lucy Fugher's House*	O26
Silk Merchant	*Hagglesthorp Estate*	BC3
Wizard	*Andrigor's Tower*	M15
Wizard	*Brelliar the Conjurer*	H1
Wizard	*Manisool's Tower*	N1
Wizard	*Pillar of the Geomancer*	UH14
Wizard	*Virthalia's House*	TW1

Services

Type	Name	Location
Architect	*Caramip's Architecture*	O13
Barber	*A Little off the Top*	O7
Barber	*Loose Strand*	C5
Barber	*Moustache on Mane*	UH1
Book Copier	*The Torn Page*	TC12
Book Copier	*Xacanthia's Magical Transcriptions*	M11
Bookie	*Racetrack*	SR6
Demolition	*Hauk the Sapper*	O14
Dentist	*A Little off the Top*	O7
Exterminator	*Bug Me Not*	M22
Ferry	*Agrendive's Boat*	ED1
Fortune Teller	*The Wanderers' Encampment*	TC13
Healing	*Beggars Guildhall*	C13
Healing Spa	*The Inn of the Six Candles*	M8
Information Broker	*The Silver Serpent*	T2
Laundry	*Arta's Laundry*	TW14
Limner	*Menoen's Studio*	TW12
Livery	*The Dun Corral*	SR3
Livery	*Private Stables*	SR7
Masseur	*The Coal House*	UH3
Medium	*The Monkey Sees*	B13
Messenger	*The Feathered Herald*	O19
Moneylender	*Sleek John Wombat*	G20
Mortician	*The Last Stop*	M18
Pawn Shop	*Jaeger's Pawn Shop*	D1
Purification	*The Cleansed Spirit*	TC11
Tattoo Parlor	*Eldritch Inks*	TW30
Tattoo Parlor	*Loose Strand*	C5
Taxidermist	*Gallam House*	H2
Tracker	*Ka'zic the Tracker*	O18
Translator	*Xacanthia's Magical Transcriptions*	M11
Warehousing	*Tradeway Landing*	D*



City in the Lyre Valley

Bard's Gate in the Lost Lands

In the world of Lloegyr (called simply the Lost Lands by most), Bard's Gate holds a place as an independent city-state and political and financial power far beyond its size and expected level of influence. It accomplishes this through a combination of extensive and lucrative trade networks, the ability to project its military power far beyond the capabilities of its actual military forces, and a level of political and diplomatic acumen far beyond that commonly seen in the region.

The trade networks that Bard's Gate has carefully established and nurtured are the true key to its surprisingly expansive influence. From the beginning of its existence, the King's Bridge trademoot and later the actual free city of Bard's Gate realized that its principal function and means of continued existence relied upon a commanding influence on trade in its region. The fact that it controlled the northernmost crossing of the Stoneheart River, enabling east-west trade and north-south trade to easily coordinate, helped this endeavor immensely. The fact that its control of this crossing lay north of the traditional bounds of the Kingdoms of Foere and thus provided a neutral point of trade that, while allied with the Foerdewaith Crown, was able to maintain its own independent trade relations provided a convenient stopover for nations that were overtly hostile to Foere, such as some of the nation-states of Akados including Oceanus in the north and the Heldring in the south, or were occasional rivals of the Hyperborean Monarchy of Foere, such as Reme to the west and the borderland and sundered kingdom realms of the east. The fact that it lay upon the shortest land route between the eastern and western seas as well as the land route to the eastern continent only added to the strategic significance of its position.

In addition to the exceptional trade location of Bard's Gate is added its exceptional handling and emphasis that is has purposely placed on the passage of trade. For most of the city's existence the Stoneheart River's system of cataracts just inside the forest of the south made river trade difficult at best, but early on the city installed well-maintained portages within the bounds of forest. Rangers were employed to patrol the surrounding woodlands and ensure that the portages remained safe for use and clear from hostile occupation by the unfriendly denizens of the forest. The use of these rangers and the exploits of their founder eventually expanded and became the genesis of the group known as the Longhunters who continue to provide wilderness security in the Bard's Gate region to this day. And with the development of the unparalleled engineering demonstrated in Karling's Contraption in recent years to provide a safe and reliable river lift to avoid the need of portage altogether, trade along the Stoneheart has never been more lucrative.

Similarly, Bard's Gate quickly strove to — if not exactly tame — at least subdue the Lyre Valley to ensure that the roadways converging within it were safe for trade. Much of the city's early coin went to funding the patrols of these roads so much so that the actual defenses of the city were greatly delayed. It was centuries after the city's founding that proper walls were constructed. This interest similarly spread westward to the entirety of the Stoneheart Valley and led to the natural alliance and continued relations between the city and the Duchy of the Waymarch.

More recently as the city's influence continued to expand and its high burghers and mayors contemplated greater aspirations, it began a subtle but determined policy of gaining leverage in sea trade. First investing its resources in Freegate as a principle port of trade and then slowly bringing to rein the heretofore often-lawless waters of the Amrin Estuary, Bard's Gate began its expansion at sea. Always careful to neither offend nor favor the Foerdewaith Crown or the burgeoning naval empire of Oceanus, Bard's Gate was able to carefully negotiate the margins between the two and gain its own maritime sphere of influence.

The resounding success of the city's sea trade strategy in this is evidenced by the welcome of Bard's Gate ships in every major port upon the Gulf of Akados and the Sinnar Ocean — both in Akados and Libynos — though with some level of begrudging tolerance in rival Endhome. Moreover, the city actually controls major ports of trade in Freegate, Eastgate, and at Cantyn Light with a major naval base at Telar Brindel precariously balanced between the mutually hostile ships out of Eastwatch and Tros Zoas. Yet despite the constantly wary navies of Foere and Oceanus out of the latter two ports, seemingly always looking for a fight over the least provocation, the ships bearing the flag of Bard's Gate are able to traverse the Pontine Straits and beyond with little risk of boarding or search-and seizure. Both nations recognize the value of a powerful neutral trade partner.

The naval base and citadel at Telar Brindel is also an excellent example of the city's ability to project power far beyond its ability to field forces sufficient to truly enforce this projection of authority. As a landlocked city with its only sea access through a river that winds more than a thousand miles through the territory of a rival kingdom and by trade roads that cover 500 miles or more just to reach the coast, Bard's Gate is not a natural fit as a maritime trade power. However, the city leaders have wisely understood that generous coin and a free hand go much farther in diplomacy and remote leadership than a sharpened spear and firm grip. The high burghers consistently promoted profitability over patriotism and, as a result, were able to lure in and hire the best naval officers of the eastern seas. The free flow of coin also ensured that quality ships could be built or purchased for this cream of the crop to command. The lack of an ethnic or national identity permits sailors from any nation-state to sign on to crew these ships for decent wages, good leadership, and without fear of impressment by their own or any other navy they may encounter. Serving as a sailor in the navy of Bard's Gate is not the most prestigious of naval traditions, but it is by far one of the most lucrative among the rank-and-file with better pay and better conditions than most.

With quality ships under skilled masters plying the waters of the Amrin Estuary and Pontine Coast to squelch its centuries-long tradition of piracy and to help keep the sea trade flowing, it was only natural for the city to look to guard its land interests at its ports of call. Ships companies tend to want to stay with their ships, and a company of marines is only equipped and provisioned for maintaining a land position for so long, so the city knew it needed a more permanent solution — or at least somewhat more permanent. The city has no tradition of a permanent standing army, and as a free trade city never had need of one. Its own defenses are maintained by the small, elite force of the Lyreguard and the ranks of volunteer Free Defenders, neither of which are numerous enough nor particularly suited for a stationing at a distant post.

For long years the city had maintained a special relationship of mutual defense with its western neighbor, the Duchy of Waymarch, that had expanded into a tradition of hiring the numerous-but poorly-funded forces from the duchy as long-term mercenary companies. The advantage of these hires lay in the continued good relations with the city's closest neighbor and the benefits of discipline and stability that came from hiring mercenary forces from an existing military rather than just roving free companies. The constantly renewing treaty and contracts have proved lucrative for both the cash-strapped duchy and the cavalry troopers themselves who receive not only their standard pay, largely funded by the coffers of Bard's Gate per the terms of the contract, but also a substantial foreign-service bonus that is entirely funded by Bard's Gate. This engenders a loyalty and comity among these mercenary troops that Bard's Gate enjoys and has come to rely on more than once. Originally, the use of the Waymark troops allowed Bard's Gate to free up more of its native forces to man the distant posts of its hegemony. However, the more recent legal innovation allowing Waymark forces to be deployed directly to these holdings has increased the security and presence of Bard's Gate's forces

abroad and has resulted in the unusual occurrence of sighting cavalrymen of Waymarch in such far-flung places as Telar Brindel, the Moon Fog Hills of the District of Sunderland, and the mouth of the Binjeran River at Cantyn Light, as well as many points in between.

The result of all this diplomatic, financial, and legal wrangling is that the city of Bard's Gate continues to maintain and fund only a relatively small permanent military force, but through its allies and prodigious purse is able to place competent, professional forces far afield to maintain and steadying presence and even reinforce them with greater numbers as needed to deal with local threats. The fact that it is in the great interests of many allied nations that Bard's Gate maintain its neutrality as well as its trade connections ensures that no formal military threat has ever imperiled one of these outposts. The value of the free city's existence was further underscored with a recent attack on Bard's Gate by the foreign Huun invaders that mobilized much of the folk of Akados to come to their aid. The fact the Huun were seen as an imminent threat to all peoples of the continent certainly called for a cooperative military response, but loss of coin by the many nations with the city's investment surely spurred them on to swifter and more direct action — a development that was not lost on the city leaders nor on the surrounding powers that be as the city and entire continent look forward into the uncertain times that they face.

The final key to the unprecedented success and power of a city the size of Bard's Gate and the fundamental role that it has played in its relatively short history in Akados is the legendary diplomacy and political maneuvering of its leadership and ambassadors. A free city that is a fraction of the size of most of the continent's major cities is not only able to count itself among them (if not above them) but finds its diplomats on equal footing with even the most powerful courts of two continents. Much like with the trade networks and financed allies as mentioned above, this final principle of the city relies on the same circumstances — wealth and a diverse cast from which to call upon.

As a center of trade, Bard's Gate commands financial resources equal to or exceeding even the great banker cities of the continent such as Remballo and Tourse. But unique, perhaps in all the world, to Bard's Gate is its emphasis as a center of education. The courts of distant Ammuyad are said to sponsor great universities, and many cities across Akados boast great institutions of learning, but few have placed the resources and civic support behind them like that of Bard's College. The first true high burgher of Bard's Gate was the founder of the college after all, and its support and emphasis became a tradition followed by all high burghers thereafter.

But even more than this nearly unprecedented level of sponsorship (there are certainly universities in Reme and Courghais that have received more political or financial backing) is that Bard's College doesn't merely teach musical skill and the arts, it teaches oratory and diplomacy. Many of the graduates of Bard's College go on to become some of the greatest and most famous maestros and artists in the world, and more importantly many of them go on to become some of the greatest leaders and statesmen. And if there's more than a little magical training in their curriculum, it only serves to enhance their already considerable training in engaging and influencing people.

It is a fact that Bard's Gate is home to more individuals per capita with high character class levels than virtually anywhere else in the known world, and this certainly lends to both the quality of the training and the skill level (in both the mundane and magical arts) that Bard's Gate fields as diplomats, envoys, spies, and agents. Combined with no small amount of guidance and support by a body as august and powerful of the Dominion Arcane, which has its own interest in seeing the city prosper, the ambassadors and negotiators are formidable indeed, as well as, backed by a significant treasury for use in smoothing paths and brokering deals. The representatives of Bard's Gate are neither so immoral nor so foolish as to try something as crude and underhanded as magically charming those with whom they negotiate with, but there are many applications of magic that are benign and supportive and even more applications of valuable skills and experience gained in the learning and practice of such arts.

A common saying among those who deal with diplomats from Bard's Gate is, "Keep your eye on your purse, not because they'll steal it but because you'll end up giving it freely". Many a foreign negotiator, leery of magical influence, comes to the table with the envoys of Bard's Gate prepared with dweomers to detect and dispel any charms and influences that might be in effect, but none are ever found and such measures are ultimately pointless. The skills and abilities brought to the negotiation table by a legate of Bard's Gate are much too subtle and effective for such methods to disrupt.

Suzerainty of Bard's Gate

Alignment: Neutral
Capital: Bard's Gate (125,000)
Notable Settlements: Amrinbridge Fortress (252), Byrn (123); Cantyn Light (1,550), Darnagal (1,225), Derindin (7,720), Eastgate (12,620), Fairhill (420), Freegate (18,600), Glendovel Close (2,170), Taverlan (176), Telar Brindel (8,800)
Ruler: High Burgess Cylyria (Lawful female half-elf magic-user 4/thief 5) and Bard's Gate Council of Burghers, local mayors and government bodies
Government: Oligarchy
Population: 5,230,000 (4,940,000 Foerdewaith; 83,000 Plainsman; 55,500 Oceander; 49,000 half-elf; 37,700 hill dwarf; 33,800 halfling; 26,200 Riverfolk; 21,500 Heldring; 17,500 high elf; 16,800 Plainsman; 8,200 Erskaelosi; 3,600 mountain dwarf; 2,250 wood elf; 2,050 street dwarf; 1,900 other)
Humanoid: half-elves (many), hill dwarves (many), halflings (many), high elves (some), mountain dwarves (few), wood elves (few), street dwarves (few)
Monstrous: stirges, gnolls, orcs, worgs, ogres, undead, trolls, manticores, owlbears, hill giants, ettins, dragons, gibbering orbs (Stoneheart Valley); stirges, orcs, giant spiders, gnolls, giant animals (badgers, bears, wolves), dryads, ogres, manticores, owlbears, fey, undead, treants, dragons (green, black) (Stoneheart Forest); stirges, manticores, stone giants, revenants, banshees; ant swarms, ankhegs, giant animals (badgers, bison, wolverines), stirges, orcs, ghouls, will-o'-wisps, hippogriffs, perytons, kamadans (Plains of Mayfurrow); bat swarms, giant bats, giant ants, chokers, rock trolls, cave fishers, wyverns, destrachans (Glimmer Gorge); giant eels, giant gars, koalinths, kelpies, scrags, sea hags (Amrin Estuary); crab swarms, giant snapping turtles, giant eels, kelp devils, sahuagin (coastline); goblins, orcs, giant animals (beavers, otters, and snapping turtles), hobgoblins, ratlings, lizard folk, giant crayfish, river trolls (Binjerin River Valley); giant sharks, giant animals (squids, octopi, fish), sahuagin, merrow, nisps, scrags, sea hags, coral giants, deck devils, undead, storm giants, sea serpents (Gulf of Akados)
Languages: Common, Kirkut, Dwarven, Halfling, Helvaenic, Elven, Erskin
Religion: Oghma, Dre'uain, Tykee, Sefagrath, Vanithu, Telophus, Freya, Ceres, Mick O'Delving, Thyr (declining), Belon the Wise, Pan, Darach-Albith, Orcus, Muir (declining), Jamboor
Resources: trade hub, grain, wool, banking, manufactured goods, livestock, timber, quarry stone, copper, wine, tobacco, dyes, silver
Technology Level: Renaissance (Bard's Gate), Medieval (cities), High Middle Ages (rural areas), Iron Age (Freegate)

The free city of Bard's Gate exercises control over a vast swath on noncontiguous territory in the Gulf of Akados and Sinnar Coast regions as an economic suzerain. The government of these different areas varies from virtual autonomy with merely a light touch to ensure that lucrative trading partners and routes are secure to an actual military presence, with most lying somewhere between the two extremes. In general, though, the folk and territories lying within the city's sphere of influence are happy in the exchange, because unlike with a colonial power where the colonized areas are at best exploited for resources and at worst totally subjugated, in the Bard's Gate suzerainty vassal cities and regions receive both economic benefits and increased security from the presence of Bard's Gate's troops. And since Bard's Gate boasts no single ethnic nor national allegiance, the peoples from all these different areas enjoy equal enfranchisement and opportunity.

Some of the areas of the suzerainty are close neighbors, some are connected by trade roads or river routes, and some require a sea voyage to make the best time in reaching the far-flung outposts. In general the closer regions of the suzerainty provide raw materials and resources as well as trade route security and personnel for the city's works, while the farther posts generally serve to protect some distant-yet-lucrative trade market or resource. Regardless, all who dwell within these areas outside of the city itself are given the option to be considered citizens of Bard's Gate, though none are compelled to. Those who do must pay the regular city taxes and provide typical civic duties when called upon in addition to any tariffs or taxes that may apply to their particular locale, but they also enjoy the full benefits and rights of a citizen and may conduct their trade through the auspices of the vast Bard's Gate trading network as well as call upon the courts of Bard's Gate to intervene in any legal disputes. Those who choose to not become citizens of the city are not prohibited from trade or business activities, they just do not enjoy the benefits that come with it. Regardless of whether an individual is a citizen or not, all who fall within the suzerainty are subject to Bard's Gate's laws of suzerainty and the authority of its appointed administrators.

While the Council of Burghers has influence throughout the suzerainty in regards to the specific roles that the various guilds play — and indeed many of the guilds have powerful satellites throughout the lands — it

Technology Levels

One of the lines found in the information blocks for the various nation-states of **Lost Lands** products is "Technology Level". This line simply indicates the level of technological achievement that can be found throughout the land in question. There are always exceptions as some areas may be more erudite and others more savage, but this gives a general guideline of the types of weapons, armor, and equipment that can be found in the area. These levels can vary between even neighboring nations as one may be more insular and cut off from outside contact and ideas and another may be open to a great deal of trade bringing in new innovations from outside.

In general characters should only be able to find equipment of the technology level listed and, in some circumstances, that of lower technology levels. For instance, just because the residents of a given nation have achieved a High Middle Ages technology level does not mean that they cannot find a wheeled conveyance just because that was invented during a Bronze Age technology level. Likewise, the short sword was developed in the Bronze Age and would still be available in later technology levels. Stone or bronze weapons and armor, however, would be unlikely to be found in a High Middle Ages technology level as few artisans in such a technology level have practiced that sort of crafting. As always, the Referee must use his discretion to determine what might be available from a lower technology level.

It should be noted that the technology levels presented in the **Lost Lands** products are not meant to represent real-world advancements in technology. There is, perhaps, a loose correlation in some of it, but it is instead intended to represent the developments of technology in the world of the **Lost Lands** specifically.

The technology levels most frequently found in the **Lost Lands** are as follows:

Stone Age

Materials: clay vessels, furs, hides, horn, stone tools and weapons, some copper, wood; **Armor:** hide armor; **Weapons:** dagger, javelin, shortbow, spear; **Warfare:** ambush, raiding bands, single combat; **Settlements:** rock shelters, semi-permanent camps; **Social Organization:** tribes/bands; **Transportation:** paddled craft, trained animals; **General:** animal domestication, fire, horticulture, log rollers

Bronze Age

Materials: bronze tools and weapons, crude glass items, linen, papyrus, wool; **Armor:** breastplate, leather armor, padded armor; **Weapons:** composite shortbow, short sword; **Warfare:** organized armies, city walls (large city-states only); **Settlements:** capitals, cities, towns; **Social Organization:** city-states; **Transportation:** chariot, oars, sails, side rudder, wheel; **General:** agriculture, corbelled arch, hand loom, lever, oil lamp, plow, potter's wheel, pulley, sundial

Iron Age

Materials: cotton textiles, iron and steel tools and weapons, parchment; **Armor:** ring mail, scale mail, studded leather; **Weapons:** longbow, longsword; **Warfare:** cataphracts, catapults, hill forts; **Social Organization:** nations/empires; **General:** arch, dome, locks, loom, screw, water wheel

Dark Ages

Materials: cold iron, felt, porcelain, silk, silvered weapons; **Armor:** chain shirt, chainmail; **Warfare:** fortified towns (wooden stockades); **General:** horn window panes, hourglass, masterwork items

High Middle Ages

Materials: adamantine, mithral; **Armor:** half-plate armor; **Weapons:** composite longbow, greatsword, lance; **Warfare:** castles, cavalry; **Social Organization:** guilds; **Transportation:** stern rudder, stirrup; **General:** Gothic arch, lantern, spinning wheel, waterclock, windmill

Medieval

Materials: paper; **Armor:** full plate, tower shield; **Weapons:** bastard sword, crossbow, rapier, warbow; **Warfare:** gun powder, trebuchet; **Transportation:** astrolabe, compass; **General:** buttons, crude glass window panes, mechanical clock, mirror, power loom

Renaissance

Materials: finely ground glass; **Weapons:** firearms; **Warfare:** cannon; **Transportation:** caravels, coach lines, paddle-wheel boat; **General:** fine glass windows, glass lenses, printing press, rockets

Age of Sail

Warfare: ship-borne cannon; **Social Organization:** colonial empires; **Transportation:** oceanic voyages, sextant; **General:** calculus, telescope

Industrial Revolution

General: clockworks, manufacturies, steam power

is the High Burgher or High Burgess who presides over them. She governs these remote vassals through a system of administrators and, in some cases, military commanders where garrisons are present. In this way no single guild can gain a monopoly in any of the vassal territories, yet the Mayor of the Council can approach the High Burgess in regards to requests and appeals from the Burghers of the Council. In truth, the appointed administrators, the High Burgess' advisors, and the legal courts of the city see to most of the administration of these locations which in all other ways largely govern themselves with the suzerain's blessing.

Amrin Estuary

Far south of Bard's Gate, where the Great Amrin River meets the sea are the brackish waters of this massive estuary. Nearly a sea in its own right, the estuary runs more than 400 miles to the east and is more than 50 miles wide at its mouth. The estuary is controlled at the western end by the city of Eastgate, a trade haven that dominates the waters and exerts control on the surrounding lands through the copious coin of Bard's Gate. Its eastern end is commanded by the citadel and naval base of Telar Brindel. The southern banks of the estuary are fertile, rolling lands ruled by local Estuary Lords that pay at least lip service to the lord of Eastgate, while the north bank is largely occupied by the treacherous marshlands that lie adjacent to the ill-rumored Forest of Hope.

Bard's Gate's administrative interests are managed out of Eastgate by an appointed **Commissary, Lord Lurmis Vergen** (Lawful male human expert 6). Its naval interests both in patrolling the estuary and to points farther abroad are administered out of Telar Brindel by the Bard's Gate Office of the Admiralty and commanded by **Admiral Sir Gowan Maulwin** (Lawful male human fighter 9). For more detailed information on the Amrin Estuary see ***The Lost Lands: Borderland Provinces*** by **Frog God Games**.

Binjerin River Valley

In truth, Bard's Gate's direct control over the Binjerin River Valley, far to the north on the Gulf of Akados beyond the Dragon Hills and the Desolation, extends little beyond the trade port built at the river's mouth called Cantyn Light. It is so named for the massive stone lighthouse that wards ships away from the treacherous rocks and riptides at the base of the headland upon which the light is built. Many raw materials make their way down the Binjerin on flat-bottomed barges from the Black Forest and Starcrag Foothills, and most of them ultimately make their way to the markets of Bard's Gate. There is even some small trade in artifacts from the ruins of the ancient Hyperborean regional capital of Oxibbul that lies upon the south bank of the river.

The only major settlements in the area other than the port that has sprung up around Cantyn Light are the towns of Glaivr, Elise, and Carter's Ferry, and there are numerous prosperous farms and villages along the river's banks. None of these technically fall under the suzerainty of Bard's Gate and pay no taxes as such, but all enjoy the benefits of the Bard's Gate's river patrols that cut down on the sometimes rampant river piracy of the region. These patrols are coordinated out of Cantyn Light which always maintains at least one frigate out of Telar Brendal and its company of ship's marines to complement the mercenaries and Waymark cavalry stationed here by Bard's Gate. The entire facility is under the command of **Sea Lord Sir Argus Hamille** (Neutral male human fighter 4) who maintains discipline and security for his lords in Bard's Gate with a few hired mercenary companies and a small troop of Waymark cavalry.

Cantyn Light was originally erected by the folk of the river valley sometime after the Great Darkness but was destroyed several times by storms and fires. When Bard's Gate expanded its influence to the region they rebuilt the tower in stone and replaced the old beacon fire with a magical light source visible in even the foggiest conditions. The light is now maintained at all times by a representative of the Wizards' Guild who rotates through every three months and serves under the Sea Lord's command during his stay at the light. In addition to Bard's Gate's financial interest in the materials imported from the Binjerin valley, the Dominion Arcane also holds a historical interest in the ancient library it holds. More information on the Binjerin River Valley and Cantyn Light can be found in ***The Lost Lands: Sword of Air*** by **Frog God Games**.

Derindin

The infamous City of the Canyon Rift lies on the Tradeway, just east of the Forest of Parna and 100 miles west of Freegate. The marvel that is the city of Derindin lies on either edge of the canyon through which the Glimmrill Run courses, and a portion of the city is built directly onto the ancient, swaying span that crosses over the canyon itself. Like Bard's Gate, Derindin's historical roots begin as a bandit hold controlling the swaying elven bridge that had spanned the canyon for centuries. With this control, they were able to charge exorbitant tolls to allow passage between the inland areas and access to the Coast Road and the city of Freegate.

On more than one occasion phalanxes out of Freegate attempted to route this scourge from the Tradeway, but the bandits would simply withdraw to the opposite side of the bridge and pick off the city's troops with bow and crossbow as they attempted to cross the swaying bridge. This practice continued for centuries until the reign of the bandit lord Ootmar the Short-Sighted. By his time, the unnatural strength of the fiber cords that the elves had used in construction of the bridge was well known, and his predecessors had constructed a small towerhouse in the midst of the span. When Ootmar kidnapped and murdered the daughter of a high elf lord he found himself in the position of defending from attacking elves from the west at the same time as the Freegate phalanxes once more marched from the east, a situation never before faced by the bandit lords of Derinidin. Ootmar took the unusual step of withdrawing his forces into the towerhouse to be able to hold off attackers from either direction as they were forced to cross the open span to approach. Unlike the folk of Freeport who relied on the bridge for inland trade, the attacking elves had abandoned any claim to the bridge with their withdrawal centuries before and cared not for its importance as a trade route. With ancient weapons of adamantine taken from deep in the vaults of Old Parnuble, they severed the western cords of the bridge and sent Ootmar and his entire household to the doom in the roiling canyon depths before departing back for their home trees.

When Bard's Gate successfully treated with the elves of the Forest Kingdoms centuries later, they secured the rights to the reopening the Tradeway through the woodland and to the location of the old bridge. They even managed to secure elven assistance in recreating to some degree the nearly impervious nature of the supporting cables and struts. Unlike the ill-fated Ootmar, the engineers of Bard's Gate focused on fortifying the ends of the bridges as defensive bastions rather than the center of the span. Regardless, over the centuries Derindin has grown into a full-fledged trade city with districts on either end of canyon-spanning bridge as well as a great many shops, tenements, and structures built onto the bridge itself, much like the famous bridges of Bard's Gate itself. In defiance of history, once again the lord's towerhouse of **Commissary Vronton Tweege** (Neutral male half-elf rogue 6) stands at the center of the span as if daring the gods to smite it down once again.

Freegate

Freegate is a unique locale in all of Akados in that it claims to be — and very much clings to the traditions of — a settlement of the ancient Hyperborean Empire. Completely cut off from contact for several years because of the Great Darkness and then exposed to only limited trade and communication for centuries thereafter, the folk of old Freegate turned within to find their way and emerged as a strong and largely self-sustaining city-state. Freegate never swore allegiance to the Foerdewaith overkings, but neither did it present an armed revolt, so it was largely left to its own devices as a useful — if somewhat remote — trading port on the Gulf of Akados. With the rise of Bard's Gate and increasing importance of the eastern Tradway, Freegate found itself at the center of a great deal of commerce. But while this increased trade brought a great deal of coin into

the city coffers, the lords of Bard's Gate made no attempt to interfere with the governance of the city beyond seeking favorable trade conditions. After years of this mutually beneficial relationship, it became almost as a matter of course that the city's suzerainty would extend over Freegate and its port as well.

Despite this acknowledged vassalage, Bard's Gate's hand upon the city is light and amounts to little more than a small Waymark cavalry presence to supplement the city's own well-established military and a few extra Bard's Gate naval vessels to provide added protection against the pirates of the northern coasts. These forces answer to their own commanders who work in cooperation with the city's praetor, and the trade transactions are coordinated through the city by **Commissary Helios Pousalaki** (N male human aristocrat 6), an aged local wine merchant of some wealth and influence. For its own part Freegate stands upon its allegiance to the ancient Hyperborean Empire, viewing Bard's Gate as a suitable steward that upholds Hyperborea's old ideals until such time as the Hyperborean throne is legitimately reestablished. The academics and virtuosos of Bard's Gate see Freegate is a wonderful historical anachronism and love to take holidays in the city to soak in a taste of Akados of thousands of years ago.

Great Bridge, The

This massive stone edifice bridging the Great Amrin River dates far back into the days of the Imperators of Hyperborea who needed a reliable military road to fight their wars in the north. Since the rise of Bard's Gate, it has been primarily responsible for the general maintenance of the bridge, even though the city does not control the whole of its length. A fortress stands at either end of the bridge, its soldiers suspiciously eying their counterparts at the opposite citadel a mere 370 feet away. The southern fortress carries its ancient Hyperborean name of Gretspaan Citadel and is garrisoned and controlled by the Lord-Governor of Aachen on behalf of the Crown of Foere. The northern end boasts the citadel of Amrinbridge Fortress, overseen by **Commander Borniss Weljerand** (Lawful male human fighter 8) on behalf of the High Burgess of Bard's Gate. The company of Waymark cavalry under his command and troop of swift couriers ready to fly for Bard's Gate at a moment's notice ensure that the superior numbers at Gretspaan Citadel do not tempt the Aachenlander **Lord Moutond** (Lawful male human fighter 8) into any rash actions to try and assume total control of the bridge on behalf of the Crown. More information on the citadels and the Great Bridge can be found in ***The Lost Lands: Borderland Provinces*** by **Frog God Games**.

Moon Fog Hills

These distant, mist-shrouded and rumor-haunted hills lying on the far eastern edge of the Sundered Kingdoms seem like an unusual location for the city's suzerainty to extend. Lying as they do between the military discipline of the Oceander-controlled Matagost Peninsula and the lawlessness of the District of Sunderland they appear to offer little of interest and a number of major logistical problems for any sort of Bard's Gate influence. Nevertheless, the business interests of Bard's Gate have stretched back centuries to the earliest Foerdewaith lords in this area, and the recent discovery of mithral and signing of mining and trades rights between the descendants of that line and powerful parties within the city have ensured that such an interest does indeed exist.

Despite its investments and obvious interests in the area, Bard's Gate's suzerainty does not truly extend this far. Rather interests within the city have signed contracts and obtained rights related primarily to the estates of the Mathen family and to the tiny village of Malthlyn. However, when in recent months those interests have been jeopardized by a lack of communication and a rash of unexplained disappearances and strange happenings, the High Burgess deemed it to be in the best interests of the city to dispatch a small military force quietly into the region to ascertain the situation and secure the city's interests if it can.

While the endeavor includes a certain risk of provoking hostilities with the Oceander forces in Matagost, the courts of Bard's Gate have deemed the venture to be legal since the village and mine lie in unclaimed lands outside the bounds of Oceanus' Matagost border. However, discretion has remained of the utmost importance to avoid the chance of provocation. The ultimate plan is to establish a new port on the Sinnar Coast just off the Hollow Road and as far away as possible from the ruffians of Lowport to service the mine and its workers. Unfortunately, recent developments have put a major kink in the plan as the entire Bard's Gate expeditionary force has disappeared somewhere in those misty hills, and the High Burgess and powers that be are extremely interested in finding out what happened to the Waymark cavalry and rangers they sent. More information about the Moon Fog Hills and the fate of the Bard's Gate expeditionary force can be found in ***The Lost Lands: Cults of the Sundered Kingdoms*** by **Frog God Games**.

Plains of Mayfurrow

The vast Plains of Mayfurrow serve as the true breadbasket of Bard's Gate and, in truth, much of the beleaguered Sinnar Coast states. These plains are almost the polar opposite of those of the Waymarch in that they are well-watered by the weather patterns of the Gulf of Akados, have a milder winter and longer growing season due to the influence of the Tropic of Arden, and have almost no centralized authority. The soil is rich and fertile with an underlying granite bedrock that protrudes in lines of stark, ragged stone in long, broken lines that extend across the plains formed by the tectonic convergence that formed the nearby mountains. When seen from extremely high altitudes — such as a flying dragon might enjoy — the plains look like a vast sea of green and gold punctuated by lines of breakers extending from the Stoneheart Mountains towards the Gulf of Akados.

The plains are bounded on the west by Trader's Way where it passes along the base of the Stonehearts from its origin Cerediun Province far to the south and on the east with the Coast Road where it follows the contours of the gulf and skirts the Great Salt Marsh. Its south boundary is the Tradeway and Forest of Parna, beyond which lie the Unclaimed Lands of the Borderland Provinces, and to the north the fringes of the Shorsai Forest and lands near the Shepherd's Crook farm road serve as its last reaches. Beyond these bounds, some holds stretch between the Azure Range of the Stonehearts and the forbidding lands of Acregor, but these lands are much more subject to raiding by monsters and hostile forces and so are less attractive to settlers.

There is no true central authority over the plains, and there are literally hundreds of small villages of farmers and herdsmen spread out across its great expanse. The major trade roads are principally maintained by Bard's Gate in the southern and western portions and by Darnagal in the northern and eastern stretches. But maintenance tends to be little more than the occasional mounted patrol and organizing efforts by the locales to repair any washouts that occur. The Lord Mayor of the walled town of Darnagal, **Holgar the Gray** (Lawful male human paladin of Muir 6), holds the position of Commissary of Bard's Gate, but most local influence from Bard's Gate is handled by trade factors who operate out of the more prominent villages such as Glendovel Close and Palmer's Field.

More information on the Plains of Mayfurrow and its surroundings can be found in the d20 adventure ***K6: Shades of Gray*** by **Necromancer Games**, available for sale in pdf form at froggodgames.com. It should be noted that ***Shades of Gray*** is one of the few **Necromancer Games** products whose area map had to be modified to sufficiently account for the geography of the **Lost Lands** beyond that adventure alone. The **Gulf of Akados Region** poster map by **Frog God Games** should be used as the official map of the region described in the adventure. An updated detail of the Plains of Mayfurrow will be visited in a future **Lost Lands** product by **Frog God Games**.

Stoneheart Forest

This thick woodland is a remnant of the vast continental forest that once covered nearly the whole of Akados. It is a thick and ancient wood whose innermost depths remain largely unexplored and hazardous to the unwary.

Its thick boughs have historically helped protect Bard's Gate from hostilities by southern nations, as well as, produced even worse threats to the city's continued existence. The height of this sort of activity occurred during the time of the bard Duquaene who led a coalition of adventurers nearly five centuries ago into its depths to bring to heel the demon-summoning sorcerer Ecech. This action both ushered in the true age of prosperity for the city and finally secured the trade road running through the forest's eastern eves.

Today the forest road is heavily patrolled by large troops of Waymark cavalry, and its fringes watched by the rangers of the Longhunters. Despite this presence, the relative safety of the road doesn't extend much more than beyond sight of it through the thick boles and undergrowth of the forest. It is rumored that the elven rangers known as the Farseekers of Twilight maintain a small hold in the forests northern reaches, but none outside this group know its location or even the truth of its existence.

The forest itself extends northward and westward into the Stoneheart Valley where it crosses the Tradeway. Its reaches here are less thick and wild than those of its southern extent, but are known to be infested by stirges, wolves, manticores, and various varieties of giants. More details of the Stoneheart Forest can be found in ***The Lost Lands: Stoneheart Valley***, ***The Lost Lands: Borderland Provinces***, and ***The Lost Lands: Sword of Air*** by **Frog God Games**.

Stoneheart River

The Stoneheart River tumbles in great falls and rapids from the southern reaches of the Stoneheart Mountains and draws a blue line across the land to mark the eastern extent of the Stoneheart Valley. It is wide and deep where it flows through the city of Bard's Gate, but no longer has a particularly strong current. Once it plunges into the shadows of the Stoneheart Forest, the banks narrow again and the current picks up the pace, though it is still manageable for shallow-draft watercraft along this length.

For centuries the Stoneheart River has been a primary trade route for the area of Bard's Gate to move goods and passengers between the Stoneheart Valley and the vast watershed of the Great Amrin River before eventually reaching the Sinnar Ocean just south of the Forest of Hope. The men and women primarily responsible for plying these waters across the years have been the Riverfolk, and it is said that none know its currents and hidden sandbars like the Riverfolk. Yet even the Riverfolk were stymied by the series of cataracts called the Stoneheart Falls that exists in northern reaches of the river where it enters the forest. The rulers of Bard's Gate established portages around this location and expended great amounts of treasure and manpower to keep them safe and operational. More recently the dwarven engineer Karling has created an ingenious waterwheel-powered boatlift that enables the rivercraft and their cargoes to be lifted whole and carried from one end of the falls to the other in just a matter of minutes (see **Sidebox**). Initially reluctant to trust to such a strange contraption, the Riverfolk have since embraced its use wholeheartedly with the reduction in time and effort in moving their river cargoes it has created.

One area of the river that has not stymied the Riverfolk is the dismal swamp that lies at the heart of the forest. This dank, fetid region known as Kayden's Swamp is rumored to be the abode of a powerful archmage of uncertain character. The current of the river slows and becomes sluggish as it enters this dark swampland, and its course becomes lost among the bog waters and marshy islands. Rivercraft can generally navigate this stretch by hugging what passes for the eastern bank and avoiding the western reaches of the river and swamp altogether, but the currents can be tricky and mud bars can disguise the river banks or mislead boaters altogether with the formation of temporary false banks causing a small number of craft to disappear each year. The smartest river tradesmen use Riverfolk craft or hire Riverfolk pilots, especially for this stretch of the river. The Riverfolk know the swamp route like the back of their hands and rarely if ever lose a boat among the reeds and low-hanging trees.

More information on the Stoneheart River can be found in ***The Lost Lands: Borderland Provinces***, and ***The Lost Lands: Sword of Air*** by **Frog God Games**.

Karling's Contraption

Karling's Contraption is a river lift designed and constructed by the incomparable dwarven engineer Karling Traverhaime. Run entirely by hydraulic pressure harnessed by a massive water wheel, the Contraption is capable of lifting a fully loaded riverboat up or down the Stoneheart Falls in fewer than 10 minutes. The completion of the lift in recent years created an entirely new dimension to Bard's Gate trade to points south and upon the Great Amrin Estuary and beyond. Before the lift, southern cargo was limited to what could be portaged around the falls or carried overland. The operation of the Contraption has brought a great influx of prosperity and influence to the formerly struggling Riverfolk's Guild — seemingly at the expense of the Wheelwrights Guild. However, since one of the major investors in the Contraption project was Duloth Armitage and its construction involved several substantial concessions and the awarding of long-term contracts with the carters and wagoners, it seems that their pockets continue to be filled despite the new prosperity of the Riverfolk. There is even some talk that Katrin herself might be receiving kickbacks for sending business brought in on the river the Wheelwrights' way.

Stoneheart Valley

The central valley that runs between the Stoneheart Mountains to the north and the Mons Terminus range to the south is considered the demesne of Bard's Gate with major settlements at Fairhill, Crimmor, and Byrn that look to the city for protection and trade. The Tradeway is well maintained and patrolled within the Stoneheart Valley, and a cavalry patrol out of Waymarch or sheriffs out of the city are a commonplace sight. In addition, Bard's Gate maintains a series of waystations where travelers can rest and recover for a night or two before continuing on with the rigors of their journey. The valley is primarily rugged hill country with the central southern-portion playing host to the northern reaches of the Stoneheart Forest. Despite being somewhat arid in climate due to the proximity of the eastern reaches of Waymarch, the valley is nonetheless well watered because of the many streams of the Stonehearts. To the south of the Tradeway, the Graywash River is fed by countless tributaries tumbling off of the northern slopes of Mons Terminus. The western end of the valley is marked by the city of Fareme, which is considered the border between the territory of Bard's Gate and the Duchy of Waymarch, and by the Stoneheart Rive to the east, though the eastern portion of the valley is traditionally referred to as the Lyre Valley instead.

Tradeway, The

This great trade road has run between the city of Reme in the west and Freegate in the east since the early days of the Hyperborean Empire and provided a much-needed travel route that did not require a detour down through the heart of the empire itself. Since the completion of the bridge over the Stoneheart River and eventual rise of Bard's Gate at that location, its importance has only increased over time. The road bed was originally built of large stones back in Hyperborea's heyday, and its continued straight route and good condition can undoubtedly be attributed to the quality of work that was done. In many places along its length, the ancient pavers still form the traveling surface of the road and provide a smooth ride for beast of burden and wagons alike.

Trade Partners and Allies

Duchy of Waymarch

Much has already been said at the beginning of this chapter of the city's relationship with the nearby Duchy of Waymarch. That marchland of the Grand Duchy of Reme and its regional capital where the ancient position of harmost and the hereditary title of duke are both filled by **Lucius Qellinroque, Harmost of Panetoth, Duke of the Waymarch, Voice of the Grand Duke in the East** (LN male human aristocrat 7/cavalier* [Order of the Scales**] 4). The duchy remains one of the city's primary trading partners and serves as a necessary trade go-between for the massive markets of the Reme to the west. The income that this brings to the duchy's treasury more than makes up for the risk of overextending its military forces if the duchy was ever truly faced by an impending military threat plus the payment of constant bribes necessary to ensure that the court of the Grand Duke remains amenable to the arrangement with Bard's Gate. Such is the goodwill between the City of the Lyre and the Duchy of Waymarch that many soldiers in Waymarch's service spend their entire careers in the employ of Bard's Gate, and it is not uncommon or frowned upon in any way for retirees of the Waymark Cavalry to settle down and live out their golden years within Bard's Gate itself.

*See *Pathfinder Roleplaying Game Advanced Player's Guide*
**See *Pathfinder Player Companion: Champions of Balance*

Forest Kingdoms

Forest Kingdoms is the colloquial name given to the independent realms located in the Forest of Parna some 200 miles east of Bard's Gate. At one time this forested area was a part of the vast continental forest that was largely destroyed by centuries of human colonization and then the great wildfires that swept out of Curgantium in 2496 I.R. It was the realm of the Elven High House of Parna that has maintained its holdings and made peace with the Hyperboreans after Hummaemidon. As the forest shrunk so too did the fortunes of Parna until it reigned over only a fraction of the territory it once held. The fact that bandits and outcasts from Hyperborea seemed to flock to the forest to escape the imperator's justice only heightened the problem. Hundreds died upon elven arrows and blades, but every year thousands more came willing to risk the ire of the elves to escape the sure execution of the Hyperboreans. Even though the elves slew scores for every one of theirs that fell, it eventually became evident that sacrificing elven lives to defend the whole of the woodland was an unsustainable course. By order of the lords of the House, the elves withdrew from the borders of the forest to deep in its interior and established the legendary Kingdom of Parnuble in the forest's twilit depths.

Over time the elves of Parnuble noticed from their isolation that many of the humans that had settled in the forest were not simply brigands and wanton cutters of trees. Many established peaceful villages and nurtured their environment to be a true home. The half-elves among the folk of Parnuble were intrigued by these newcomers and became emissaries and representatives between the different groups, and eventually many half-elves began to settle among these communities themselves. This sparked a minor insurrection among the Parnubalen elves over isolationism versus cooperation with the newcomers. In the end the wisdom of the Queen of Parnuble resolved the conflict with relatively little bloodshed, and the wood elves were allowed to maintain their own small clans in the wooded depths with the right to defend their lands against all contact and encroachment by humans, while the high elves of the kingdom entered into greater cooperation with the humans, even going so far as to establish the trade city of Arendia where the Tradeway passes through the forest as an official meeting point between the different cultures.

Today the Forest Kingdoms are a patchwork of tiny realms, the largest of which being the high elf Kingdom of Parnuble firmly ensconced within the forest's interior and maintaining control over Arendia and the Tradeway. It maintains friendly relations with Bard's Gate which have only grown closer in recent decades as elven influence continues to flourish within that city. There are also a number of small self-proclaimed baronies and counties along the forest's western and southern edges as bleed-over from the Unclaimed Lands to the south (see ***The Lost Lands: Borderland Provinces*** by **Frog God Games**), free settlements and territories of folk seeking to avoid recognition of any southern sovereign or avoiding officers of the law who may be looking for them, a few brigand holds, and at least one full-fledged bandit kingdom to the east as an inheritor of the old days of Derindin. None of these groups have much to do with Bard's Gate or its doings, and most know better than to molest traffic on the well-patrolled Tradeway. There are an unknown number of independent wood elf clanholds secreted within the forest as well, though interestingly many of these still claim allegiance to the Queen of Parnuble. It is between these and the bandit holds that the worst of the bloodshed occurs within the forest in the form of small raids and smoldering grudges.

Finally in the north, at the headwaters of the Glimmrill Run lies another small high elven realm that divided from Parnuble during the unrest of centuries past. The small Elven High House of Jarlax claims sovereignty over these woods and has proclaimed itself as enemy of the Betrayer House of Parnuble. The Jarlaxi elves make occasional raids on the Tradeway, usually with warriors from sympathetic wood elf clans, to make a statement against allowing humans access within the sacred woods, but to date they have kept these raids small and infrequent so as to not force a reprisal. The Parnubalen Queen for her part is famously against the idea of elf spilling the blood of elf, so she has ordered no attacks against this house and supports the ongoing attempts by her court and the ambassadors of Bard's Gate to bring them to the table for reconciliation and negotiation.

Gulf of Akados

The Gulf of Akados can't really be considered any one single entity because it is a vast body of water capping the northern end of the Sinner Ocean. It also happens to be the single busiest avenue of waterborne trading, raiding, and travel in general in all the world. Many ships go out of the Moonsilver Sea, Razor Coast, or naval behemoth of Castorhage, but all of those combined together pale before the sheer volume of passage over the waters of the gulf. The gulf of Akados is where east meets west and north meets south. The waters encompassed by this region technically include the northwestern portion of the northern Sinnar, but especially to sailors from Akados it is usually intended to extend east all the way to where lies the Gulf of Irkaina, the Sea of Spices and its famous Mulstabhin Passage, and the Free Main (known in the East as the Sea of Baal) with its channel east connecting to the Ruby Sea and the Boiling Sea on the far side of Libynos. Truly the waters of the Gulf of Akados when viewed in this respect are the gateway to everywhere.

It is ridiculous, of course, to assume that Bard's Gate dominates trade upon these waters. It doesn't. In fact, Bard's Gate ships make up only a small portion of the sea traffic that these waters sea. However, few ships fly flags that are as far travelled as the Bard's Gate ships in that they make port in any city that touches these waters from the lonely regions of Legions Bay to the glittering cities of the Ammuyad Caliphate to the ancient stone quays of Pharos to the fortified ports of Oceanus. The flag of Bard's Gate is welcome in all and finds friendly locals and lucrative trade. There is perhaps no other city or nation whose ships enjoy that level of status save Bard's Gate's own chief trade rival in the city-state of Endhome. However, it should be noted that the ships of Endhome and those of Bard's Gate are equally welcomed at each other's docks.

Isthmus of Irkaina

The Isthmus of Irkaina is the great land passage between the continents of Akados and Libynos with the swampy island-nation of Mulstabha at its eastern extent providing sea passage between the northern ocean of Great Ûthaf and the Sinnar to the south when the tides are right. It is not a single unified land but rather a number of city-states and small nations separated

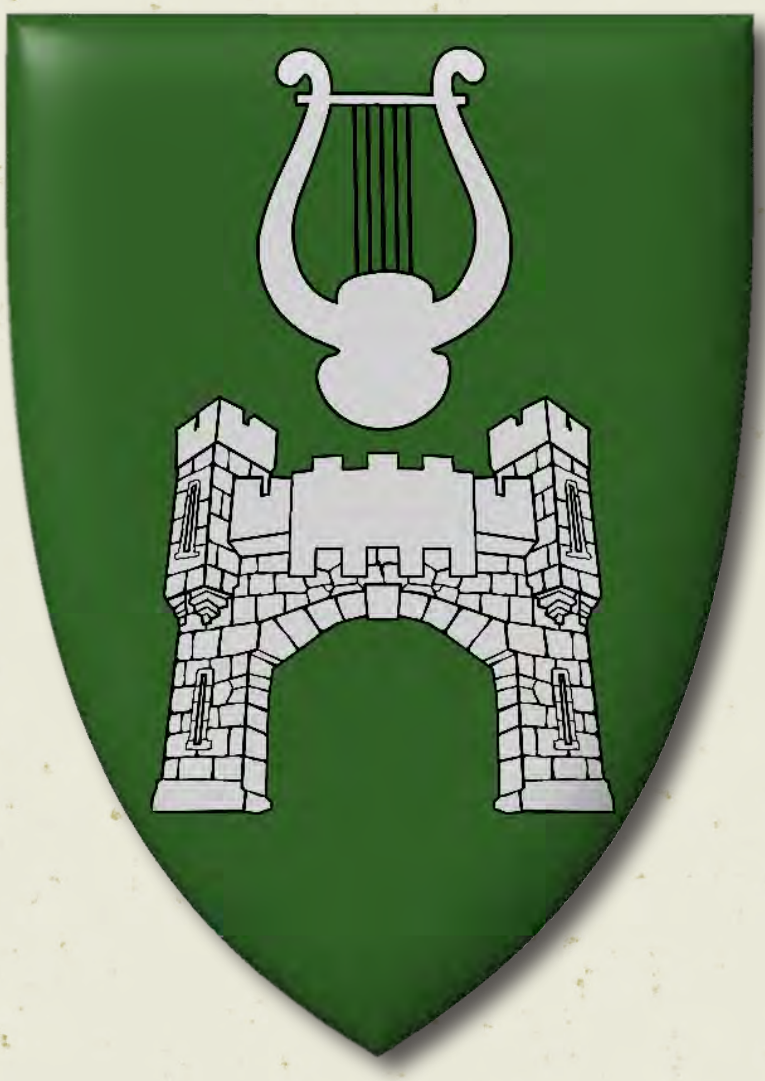
by vast tracts of wilderness. Bard's Gate maintains trading relations with any number of small seaside villages and ports along the southern shore of the isthmus. The primary ports of call for Bard's Gate's trading ships are Karedorn, Ustran Pazeel, Bliski, and any number of smaller ports occupying the southern Buntesveldt coast. In addition, several coastal settlements mark the area near the mouth of the Porphyra River including several ancient hill dwarf holds that have long looked to the sea for trade and exotic goods.

Mulstabhin Passage

The famed Mulstabhin Passage separates Akados from Libynos and provides passage for ships from the northern Ûthaf to the southern Sinnar along its carefully marked swamp channels. The passage itself is controlled by the nation-state of Mulstabha that claims the entirety of Krivcycek Island at the nadir of the Sea of Spices and rules from its legendary citadel of Jem Karteis. The Mulstabhin folk are strange of custom and loath to let foreigners intrude upon the sacred soil of their island nation, but their thriving market district, just offshore from the main island, called the Hindquarter hosts merchants from many nations, and there are always at least one or two Bard's Gate ships making port there at most times. More information about the Mulstabhin Passage can be found in ***The Lost Lands: The Northlands Saga Complete*** by **Frog God Games**.

Xircos River Valley

The cold, clear waters of the Xanges River coming off the Stonehearts mixes in the plain below with the tepid, muddy waters flowing from the Sea of Grass before the rust-red currents of the Bloody Run issuing from the Barrier Hills above the Bent Wood. Once an important administrative center for the Hyperborean Empire's contact between East and West and later the hinterlands of Tsen, the City of Wonders, there is little of note in the area now to warrant inclusion within the Bard's Gate economic sphere. However, the ancient regional capital of Apothasalos continues to eke out an existence as a sole bastion of civilization in the area and, much like Freegate, clings to the traditions of its Hyperborean past. The lord of the city is still called a harmost in the old way of military governors, and its walls yet remain strong with heavily armed patrols on the Merchant's Road between the city and Legionnaire Bridge. The result of this lone bastion of civilization is that Apothasalos has a robust market, and Bard's Gate is only all too happy to have a near monopoly on its freight. Also of interest to Bard's Gate is the unique-if-small market in the nearby village of Tanuil. Additional details on the Xircos River Valley can be found in ***The Lost Lands: Sword of Air*** by **Frog God Games**.



Valley of the Lyre — Beyond the Walls of the City

Bard's Gate rests at the eastern end of the great Stoneheart Valley in an area normally referred to as the Lyre Valley, though in truth there is no formal boundary to designate where the Lyre Valley ends and the Stoneheart Valley begins. At the northern end of the Lyre Valley, the land rises into the forested foothills of the Stoneheart Mountains. Therein lies hidden the lost Valley of the Shrines, and beyond them the infamous Stoneheart Mountain Dungeon (detailed in The ***Lost Lands: Stoneheart Valley*** by **Frog God Games**).

Situated throughout the Lyre Valley are various places for characters to explore and Referees to expand as they see fit. The Citadel of Griffins and the Citadel of Ravens sit atop hills within view of the city proper. Nestled nearer to the city along the eastern slopes of the valley lies the great Vinewood estate and winery. The southwestern edge of the valley is broader and more gradual, and to the southeast of the town is the rough-and-tumble, ever-changing Tent City. Several wilderness outposts also dot the Tradeway connecting the cities of Reme and Arendia here, at Bard's Gate.

Wandering Monsters

Check for wandering monsters at 6 am, 9am, noon, 4 pm, 7 pm, 10 pm, midnight and 3 am. Roll on the following charts depending upon the party's location.

Fields around Bard's Gate, south of the Hills

An encounter occurs on a 1 on 1d6. Include a –1 to the result if on the road, and a +2 if at night.

Roll	Result
0	Villagers
1	Merchants/Caravan (**Appendix B**)
2	Small company of Waymark footmen: 6 men-at-arms and 1 knight
3	5 Waymark knights on heavy horse
4	6 Waymark cavalry with 1 knight on a heavy horse
5	Special: Adventuring party, mercenaries, sighting of Imril and a few of his knights on griffons, sighting of what might be a dragon, etc.
6	1d6 stirges (2d8 if at night)
7	2d4 gnolls with 1 gnoll sergeant
8	1d3 owlbears

Lyre Valley north of Bard's Gate (Clear or Rolling Hills terrain only)

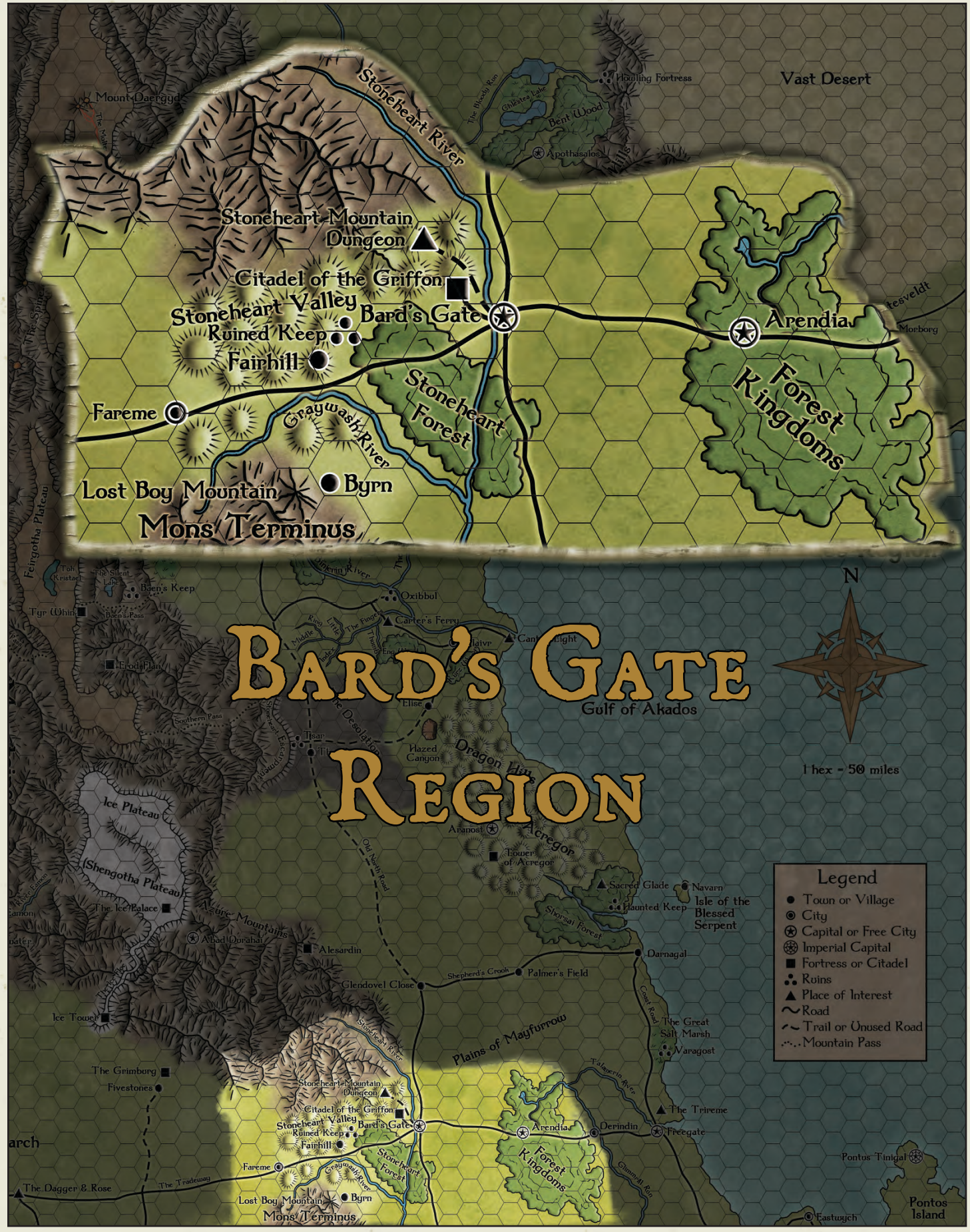
An encounter occurs on a 1 on 1d6 during the day and on 1 or 2 on 1d6 if at night. Add+2 to the result if north of the forest, and +2 if at night.

Roll	Result
1	Villagers
2	Large company of Waymark footmen — 16 men-at-arms with 4 knights
3	5 Waymark knights
4	6 Waymark cavalry with 1 knight on a heavy horse
5	2d8 orcs with 1 leader, all riding worgs
6	Special: Adventuring party, mercenaries, sighting of Imril and a few of his guard on griffons, sighting of what might be a dragon, etc.
7	2d6 stirges (2d10 if at night)
8	2d6 gnolls with 1 sergeant raiding a village
9	1d3 owlbears prowling from the forest
10	1d6+4 font skeletons with 2 priests of Orcus from the Stoneheart Mountain Dungeon.

Forested areas south of Bard's Gate

An encounter occurs on a 1 or 2 on 1d6 during the day and on a 1, 2 or 3 on 1d6 at night. Add +2 to the result at night.

Roll	Result
1	8 Waymark footmen with 1 knight
2	2d4 bugbears
3	2d6 wood elves or 1 dryad
4	Sloosh and Slosh's pool (**Area 8**)
5	1d4 owlbears
6	2d8 stirges
7	1d6 giant spiders
8	1d4+1 trolls


Bard's Gate Region
Gulf of Akados
N
1 hex = 50 miles
Legend
Town or Village
City
Capital or Free City
Imperial Capital
Fortress or Citadel
Ruins
Place of Interest
Road
Trail or Unused Road
Mountain Pass
Vast Desert
Howling Fortress
Mount Daergyd
Stoneheart River
Bent Wood
Apothasalos
Stoneheart Mountain Dungeon
Citadel of the Griffon
Stoneheart Valley
Bard's Gate
Ruined Keep
Fairhill
Fareme
Graywash River
Stoneheart Forest
Arendia
Forest Kingdoms
Tesveldt
Morborg
Lost Boy Mountain
Byrn
Mons Terminus
Feingotha Plateau
Oxibbol
Carter's Ferry
Baen's Keep
Tyr Whin
Elise
Hazed Canyon
Dragon View
Tsar
Ice Plateau
Shengotha Plateau
The Ice Palace
Azure Mountains
Abad Dorahal
Alesardin
Ice Tower
Aranost
Acregor
Tower of Acregor
Sacred Glade
Navarn
Haunted Keep
Isle of the Blessed Serpent
Shorsai Forest
Darnagal
Old North Road
Shepherd's Crook
Palmer's Field
Glendovel Close
Coast Road
The Great Salt Marsh
Varagost
Plains of Mayfurrow
The Grimburg
Fivestones
The Dagger & Rose
The Tradeway
Talagerin River
The Trireme
Derindin
Freegate
Pontos Tinigal
Pontos Island
Eastwych
Ghimmyll Run

Hills and Mountains east of the Stoneheart River

An encounter occurs on a 1 on 1d6 during the day and a 1–3 at night. Add +2 to the result in small mountains, and +2 if at night.

Roll	Result
1	2d8 stirges
2	2d8 orcs or hobgoblins
3	2d6 gnolls with 1 gnoll sergeant
4	1d6+1 ogres
5	1d4+1 trolls
6	Special: Adventuring party, mercenaries, sighting of Imril and a few of his guard on griffons, sighting of what might be a dragon, etc. Referee to detail.
7	1d3 manticores
8	1d2 ettins
9	1d4 wyverns
10	Calthraxus the Black, flying high above (near **Area 3**).

Valley of the Shrine and the Forest and Mountains to the north

An encounter occurs on a 1–2 on 1d6 during the day and a 1–3 at night. Add +1 to the result in the northernmost hexes of the valley, and add +1 in the hills, +2 in the low mountains, +3 in the mountains, +2 in the forest (within 1 hex of a water source), and +2 at night.

Roll	Result
1	1d6+1 worgs
2	2d4 stirges (2d8 at night)
3	Brundle the One-Eyed Troll (**Area 11**)
4	Party of 3 evil priests (2 acolytes of Orcus, 1 priest of Orcus), heading to or from the Stoneheart Mountain Dungeon.
5	Special: Adventuring party, mercenaries, sighting of Imril and a few of his guard on griffons, sighting of what might be a dragon, etc. Referee to detail.
6	4 ghouls
7	1d8+4 font skeletons with 2 priests of Orcus from the Stoneheart Mountain Dungeon
8	Balcoth or Dark Natasha (see ***The Lost Lands: Stoneheart Valley***, "Tomb of Abysthor" for more information), on an expedition.
9	2d6 giant spiders
10	1d3 manticores
11	1d2 ettins
12	1d4 wyverns
13	Xarrr'x: the lesser gibbering orb (**Area 25**)

Acolytes of Orcus (Clr2): HD 2; **AC** 5[16]; **Atk** touch or heavy mace (1d6); **Move** 12; **Save** 14; **AL** C; **CL/XP** 3/60; **Special:** control undead, 1/day—death touch (roll 2d6: if total equals or exceeds target's current hit points, it dies; save avoids), spells (1).
Spells: 1st—*cause light wounds*.
Equipment: ring mail, black robe emblazoned with symbol of Orcus, shield, heavy mace, 3 vials of unholy water, unholy symbol of Orcus, a small sack with 4d10 gp.

Bugbear: HD 3+1; **AC** 5[14]; **Atk** bite (2d4) or weapon (1d8+1); **Move** 9; **Save** 14; **AL** C; **CL/XP** 4/120; **Special:** surprise opponents, 50% chance

Dryad: HD 2; **AC** 9[10]; **Atk** wooden dagger (1d4); **Move** 12; **Save** 16; **AL** N; **CL/XP** 3/60; **Special:** *charm person* (–2 save).

Ettin: HD 10; **AC** 3[16]; **Atk** 2 clubs (3d6); **Move** 12; **Save** 5; **AL** C; **CL/XP** 10/1400; **Special:** surprised only on 1 in 6.

Font Skeletons: HD 2; **AC** 6[13]; **Atk** longsword (1d8); **Move** 12; **Save** 16; **AL** C; **CL/XP** 2/30; **Special:** immune to sleep and charm, turned as zombies. (***The Lost Lands: Stoneheart Valley***)
Equipment: shield, longsword.

Font skeletons are created by the *Font of Bones*, a corrupted artifact of great power, in the burial halls of Thyr and Muir in the Stoneheart Mountain Dungeon. These skeletons are covered in red stains from the blood within the font from which they are spawned. Their eyes glow with a fiendish light. They normally wield longswords and use shields, as these are the weapons of the goddess of paladins and these skeletons exist as mockeries of the followers of that deity.

Ghouls: HD 2; **AC** 6[13]; **Atk** 2 claws (1d3), bite (1d4); **Move** 9; **Save** 16; **AL** C; **CL/XP** 3/60; **Special:** immunities, paralyzing touch.

Gnolls: HD 2; **AC** 5[14]; **Atk** bite (2d4) or weapon (1d10); **Move** 9; **Save** 16; **AL** C; **CL/XP** 2/30; **Special:** none.

Gnoll Sergeants: HD 4; **AC** 5[14]; **Atk** bite (2d4) or weapon (1d10); **Move** 9; **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** none.

Hobgoblins: HD 1+1; **AC** 5[14]; **Atk** weapon (1d8); **Move** 9; **Save** 17; **AL** C; **CL/XP** 1/15; **Special:** none.

Lyreguard (Ftr3): HP 22; **AC** 4[15]; **Atk** *+1 longsword* (1d8+1); **Move** 12; **Save** 12; **AL** L; **CL/XP** 3/60. **Special:** multiple attacks (3) vs. creatures with 1 or fewer HD.
Equipment: chain mail, shield, *+1 longsword*, holy symbol of Muir or Mitra.

Lyreguard Captain, Griffon Rider (Pal6): HP 30; **AC** 3[16]; **Atk** *+1 lance* (2d4+2) or *+1 longsword* (1d8+2) or *+1 longbow* x2 (1d6+1); **Move** 12; **Save** 7; **AL** L; **CL/XP** 7/600; **Special:** +1 to hit and damage strength bonus, lay on hands (12hp), immune to disease, warhorse.
Equipment: *+1 chainmail, +1 shield, +1 lance, +1 longsword, +1 longbow,* 20 arrows, riding gear.

Manticores: HD 6+4; **AC** 4[15]; **Atk** 2 claws (1d3), bite (1d8), 6 tail spikes (1d6); **Move** 12 (fly 18); **Save** 11; **AL** C; **CL/XP** 8/800; **Special:** tail spikes.

Ogres: HD 4+1; **AC** 5[14]; **Atk** weapon (1d10+1); **Move** 9; **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** none.

Orcs: HD 1; **AC** 6[13]; **Atk** spear (1d6); **Move** 12; **Save** 17; **AL** C; **CL/XP** 1/15; **Special:** –1 to hit in sunlight.
Equipment: ring mail, spear

Orc Leader (Ftr2): HP 13; **AC** 6[13]; **Atk** scimitar (1d8+1); **Move** 12; **Save** 13; **AL** C; **CL/XP** 2/30; **Special:** +1 to hit and damage strength bonus; –1 to hit in sunlight, multiple attacks

(2) vs. creatures with 1 or fewer HD.
Equipment: ring mail, scimitar

Owlbears: HD 5+1; **AC** 5[14]; **Atk** 2 claws (1d6), bite (2d6); **Move** 12; **Save** 12; **AL** N; **CL/XP** 5/240; **Special:** hug for additional 2d8 if to-hit roll is 18+.

Pixies: HD 1d6 hit points; **AC** 5[14]; **Atk** dagger (1d4) or arrow; **Move** 9 (fly 18); **Save** 17; **AL** N; **CL/XP** 2/30; **Special:** invisibility. (***Monstrosities*** 374)

Priest of Orcus (Clr5): HP 21; **AC** 3[16]; **Atk** touch or heavy mace (1d6); **Move** 12; **Save** 11; **AL** C; **CL/XP** 5/240 ; **Special:** control undead, 1/day—death touch (roll 5d6: if total equals or exceeds target's current hit points, it dies; save avoids), spells (2/2).
Spells: 1st—*cause light wounds, protection from good*; 2nd—*hold person, silence 15-ft. radius*.
Equipment: *+1 chainmail*, black robe emblazoned with symbol of Orcus, shield, heavy mace, 3 vials of unholy water, unholy symbol of Orcus, prayer book, a small sack with 6d10 gp.

Giant Spiders (4ft diameter): HD 2+2; **AC** 6[13]; **Atk** bite (1d6 plus poison); **Move** 18; **Save** 16; **AL** N; **CL/XP** 5/240; **Special:** 5 in 6 chance to surprise prey, lethal poison (+1 save).

Stirges: HD 1+1; **AC** 7[12]; **Atk** proboscis (1d3); **Move** 3 (fly 18); **Save** 17; **AL** N; **CL/XP** 2/30; **Special:** +2 to hit bonus, blood drain (1d4).

Trolls: HD 6+3; **AC** 4[15]; **Atk** 2 claws (1d4), bite (1d8); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special:** regenerate 3hp/round.

Villagers: HD 1d6hp; **AC** 9[10]; **Atk** weapon (1d6); **Move** 12; **Save** 18; **AL** any; **CL/XP** B/10; **Special:** none.



Waymark Cavalry (Ftr2): HD 2; **AC** 5[14]; **Atk** longsword (1d8) or lance (2d4+1); **Move** 12; **Save** 13; **AL** N; **CL/XP** 2/30; **Special:** multiple attacks (2) vs. creatures with 1 or fewer HD.
Equipment: ring mail, shield, longsword, lance, 10gp, 20+2d10sp.

Waymark Footmen: HD 1; **AC** 7[12]; **Atk** longsword (1d8) or spear (1d6); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** none.
Equipment: leather armor, longsword, spear, 2d12gp.

Waymark Knights (Ftr3): HD 3; **AC** 4[15]; **Atk** longsword (1d8) or lance (2d4+1); **Move** 12; **Save** 12; **AL** N; **CL/XP** 3/60; **Special:** multiple attacks (3) vs. creatures with 1 or fewer HD.
Equipment: chainmail, shield, longsword, lance, 2d10 gp, 40+2d10sp.

Heavy War Horse: HD 3; **AC** 7[12]; **Atk** 2 hooves (1d3), bite (1d2); **Move** 18; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** none.

Worgs: HD 4; **AC** 6[13]; **Atk** bite (1d6+1); **Move** 18; **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** none.

Wyvern (1d3): HD 8; **AC** 3[16]; **Atk** bite (2d8) or sting (1d6 plus poison); **Move** 6 (fly 24); **Save** 8; **AL** N; **CL/XP** 10/1400; **Special:** poison sting.

Lyre Valley Encounter Areas:

1. Entrance to the Stoneheart Mountain Dungeon

Come on in... (see ***The Lost Lands: Stoneheart Valley*** by **Frog God Games**).

2. Valley of the Shrines

Near this dark lake stand the two classical Hyperborean temples to Thyr and Muir, which were blackened and desecrated some 10 years ago when the Temple of Orcus was established in the Stoneheart Mountain Dungeon. The shrine to Muir sits to the west of the shrine to Thyr. Both shrines face towards the center of the lake.

Each shrine shares the same layout — a stone slab foundation with a large central room, ringed by mighty pillars supporting a gently sloping peaked stone roof with pediments. Thus, one map depicts the interior for each of the two shrines (as well as the rooms beneath, which are also identical in layout). The tympanum of each shrine was once worked with bas relief images of their respective deities as well as with priests and warriors of legend. Inside of each shrine originally stood a great statue of the god to which the shrine is dedicated, standing some 20 feet tall, in front of which is a large stone altar.

Both shrines have since suffered neglect and defilement. Having been sacked and abandoned a decade ago, their roofs are mostly collapsed and many of the pillars are crumbled and broken. Both have been blasted by magical evil fire and their once-white walls are now blackened. The standing pillars and the interior rooms of both shrines are covered with evil runes and smears of humanoid feces and blood. The small interior fonts for holy water have been chipped and broken (or left intact and foully corrupted) and the great statues of Thyr and Muir have been defaced and broken. Any lawful person inside or near either shrine and able to witness the depths to which they have fallen suffer a –1 penalty to all rolls. There is a 50% chance that each shrine contains **2d4 font skeletons**. They serve the will of the priests of Orcus.

Font Skeletons: HD 2; **AC** 6[13]; **Atk** longsword (1d8); **Move** 12; **Save** 16; **AL** C; **CL/XP** 2/30; **Special:** immune to sleep and charm, turned as zombies. (***The Lost Lands: Stoneheart Valley***)
Equipment: shield, longsword.

Font skeletons are created by the *Font of Bones*, a corrupted artifact of great power, in the burial halls of Thyr and Muir in the Stoneheart Mountain Dungeon. These skeletons are covered in red stains from the blood within the font from which they are spawned. Their eyes glow with a fiendish light. They normally wield longswords and use shields, as these are the weapons of the goddess of paladins and these skeletons exist as mockeries of the followers of that deity.

Cleansing the Shrines: Cleaning the filth and removing the runes in either shrine takes over 100 man hours of work, in addition to 100 vials of *holy water* and 12 *bless* spells. If the characters attempt to cleanse ei-



ther of the shrines before destroying the temple of Orcus on **Level 4** of the Stoneheart Mountain Dungeon, a group of **4 acolytes of Orcus**, **2 lesser priests of Orcus** a **priest of Orcus** and **2d10 font skeletons** are dispatched to prevent the clean-up operation. Cleansing either shrine nets a 500 XP story award, 1000 XP for both.

Inside the Shrine of Thyr

Inside the shrine of Thyr the statue of the seated Thyr the Lawgiver has been beheaded. The head is nowhere to be found. The Rod of Kingship he once held in his right hand is destroyed and the Chalice of Peace once held in his left hand is now a broken and unrecognizable lump of stone.

The statue of Thyr covers stairs down to secret rooms below. Barely discernible on the base of the great statue amid the evil runes and filth is a line of runes written in the Celestial language. On the base of the statue of Thyr are inscribed the words: "As you obey the commands of Thyr so does this figure obey your COMMAND." If a lawful good cleric casts a *command* spell and commands the statue to "open," or "move," the statue of Thyr shifts, revealing the stairs to the secret rooms below.

Trap: A total of three *glyphs of warding* have been placed in the shrine of Thyr — one is located at the base of the statue of Thyr and the other two located randomly on the walls of the shrine. The *glyphs* are triggered by any lawful-aligned character passing over, touching or reading the *glyph*.

***Glyph of Warding* (fire):** Cast at 6th level, delivers 3d6 points of exploding fire damage in a 5 ft. radius (save for half).

Beneath the Shrine of Thyr

The main room (**A**) is a central study chamber, with chairs, tables and book stands. Among the books are several journals and lesser holy tracts valuable to priests of Thyr or to historians (100gp value).

The Secret Doors: The secret doors in the central study chamber are easy to locate. Each door bears writing in the Celestial language. The door



to **Room B** reads: "*Passage comes with the blessing of Thyr*." The door to room C reads: "*Intone praises to Thyr, brother, and you may enter*." The door to **Room D** reads: "*Devout prayer is the pathway to knowledge*." The doors can be opened by any lawful-aligned cleric casting *bless*, *chant* (see **Appendix C**), and *prayer* respectively on the doors to **Rooms B**, **C** and **D**. The doors open freely from the inside allowing passage back out to **Room A**.

The Secret Rooms (B-D): Each secret room contains several cots as well as tables and chairs used long ago by the priests of the shrine for study and contemplation. Each secret room also contains several small chests with vestments and various minor religious items. In addition to these standard features, each secret room contains a number of unique items.

Room B contains 3 cleric scrolls, each containing 5 spells: *cure light wounds* (x2), *bless*, *chant** and *prayer*. The room also contains 20 vials of holy water.

Room C contains a large cache of 11 cleric scrolls, each containing one spell: 3 *bless*, 3 *cure light wounds*, 3 *protection from evil* and 2 *prayer*. The room also contains 5 *potions of healing*.

Room D contains greater holy texts, worth 500gp to priests of Thyr or historians. It also contains a cache of 14 cleric scrolls, each containing one spell: 2 *magic weapon**, 2 *divine favor**, 2 *shield other**, 2 *augury**, 2 *cure serious wounds*, 2 *remove paralysis** and 2 *dispel magic*. In addition, in an unlocked chest, is a *+1 heavy mace*. These items were left behind by the priests when they sealed the shrines long ago in the event that they may one day be needed. Lawful characters may use these items in need but should not be allowed to greedily take all of them.

* All new spells are describe in detail in **Appendix C**.

Inside the Shrine of Muir

Inside the shrine of Muir the statue of the Lady of Paladins has been beheaded. The head lies on its side next to the base of the statue. It has been chipped away so that its features are unrecognizable and is covered with evil runes. The blade of her upraised sword has been broken off at the hilt. The Shield of Truth she bears has been defaced with a symbol of Orcus.

The statue of Muir, as with the statue of Thyr, covers stairs down to secret rooms below. On the base of the statue of Muir are inscribed the following words in the Celestial script: "*Speak, O warrior stouthearted and true, the triune virtues of our Valorous Lady*." If a lawful character speaks the words "Truth, Honor and Courage," which are the tenets of Muir, the statue of Muir shifts, revealing the stairs to the secret rooms below. Characters ordinarily do not know the tenets of Muir unless they have previously acquired that knowledge in Bard's Gate.

Trap: A total of five *glyphs* are located in the shrine of Muir (one on the decapitated head of the statue, one on the front of the statue's shield, one at the base of the statue and the other two located randomly on the walls of the shrine). The *glyphs* are triggered by any good-aligned character passing over, touching or reading the *glyph*.

***Glyph of Warding* (fire):** Cast at 6th level, delivers 3d6 points of exploding fire damage in a 5 ft. radius (save for half).

Beneath the Shrine of Muir

The main room (**A**) beneath the Shrine of Muir is lined with four tapestries depicting Muir with her upraised sword (as depicted in the statue in the shrine above), Muir battling demons, Karith the Paladin slaying a dragon with his holy sword and a group of questing Justicars (high paladins of Muir). These tapestries are very valuable (value of 500 gp each), though it would be sacrilege for any paladin or lawful-aligned cleric to disturb them.

The Secret Doors: As with the rooms beneath the shrine of Thyr, the secret doors in the central chamber are easy to locate (secret door check with +2 bonus). Each door bears an inscription in the Celestial language. The door to **Room B** reads: "*Invoke the divine favor of our goddess and speak the name of the virtue that is her shield*." The door to **Room C**

reads: "*Call upon the power of our goddess to make your weapon as hers and speak the name of the virtue that is her sword.*" The door to **Room D** reads: "*Pray to our goddess that through your self-sacrifice you may protect others and speak the name of the virtue that is her armor.*" The doors can be opened by any lawful character that casts the proper spell and speaks the proper word. The door to **B** requires the opener cast a *divine favor** spell and speak the word "Truth." The door to **C** requires the opener cast a *magic weapon** spell on his weapon and speak the word "Courage." The door to **D** requires the opener cast a *shield other** spell and speak the word "Honor."

The Secret Rooms (B-D): Room B contains numerous cots, as if the room once housed many warriors. Also in the room, neatly stacked, are 12 spears, 12 short swords in scabbards and 12 wooden shields.

Room C similarly includes a large number of cots as well as 12 longswords in scabbards, 12 steel shields and 12 suits of leather armor.

Room D contains only a few cots. It also contains four suits of chainmail, four heavy steel shields, four full helms, four surcoats bearing the device of Muir (the red upturned sword), and, set aside on their own, laid over a large trunk, a *+1 longsword* and a suit of *+1 chainmail*. Inside the unlocked trunk are 2 clerical scrolls, each containing 5 spells: *cure light wounds* (x2), *bless*, *chant** and *prayer*.

Any lawful character touching the magic sword or armor is visited by an apparition of the great paladin Karith, who commands the character to don the armor and take up the sword in the name of Muir and recover the *Stone* and *Chalice* on the 2nd level of the dungeon (**Level 2, Area 2C**) and return them to the main Temple of Muir in Bard's Gate. Any non-lawful aligned character wearing the magic chainmail is treated as if wearing *–2 chain mail*. In the hands of any non- Lawful aligned character, the magic sword is treated as a *–2 longsword*.

*All new spells are describe in detail in **Appendix C**.

The "Crystal Lake"

Once a lake of crystalline clarity, the lake is now fouled with the excrement from the breeding pits of the Temple of the Frog in the caverns below the Burial Halls. Muck rings the lake and reeds clog its shores. Anyone spending time on the shore of the lake amidst the reeds has a 1–5 on 1d20 chance of encountering **1d6 giant frogs** — insignificant tadpoles that escaped from the breeding pits and now make their home in the lake. In the depths of the lake (inaccessible without magical means) is an underwater passage that leads to the pools in the breeding pits of the Temple of the Frog at **Level 5**, area **4** of the dungeon.

Giant Frogs (medium) (1d6): HD 2; **AC** 7[12]; **Atk** tongue (grapple) or bite (1d8); **Move** 3 (swim 9); **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** leap (150 ft.).

See ***The Lost Lands: Stoneheart Valley*** by **Frog God Games** for more information.

3. Bard's Gate Mines

Once the primary mines worked by miners from Bard's Gate, they were swept clean by the dragon **Calthraxus the Black** 4 years ago and made into his lair. Before the city could prepare a proper response to retake the mines, the Huun laid siege to the city and prevented any further action. The Huun have left, but Calthraxus is more firmly entrenched than ever and the city finds its resources stretched dealing with the aftermath of the year-long siege. Calthraxus remains secure in his new lair for now, but the mines and their veins of gemstones are never far from the minds of the city leaders.

The mines have three upper levels, each laid out in a general crossing grid pattern of drifts with several random direction passages where the miners followed a vein. The fourth, and lowest, level has a large central chamber with numerous radiating drifts where the miners pursued rich deposits of gems. It is in this central chamber that Calthraxus has made his home. He has burrowed an exit directly from the side of this central chamber to another side adit high up an inaccessible cliff face.

Calthraxus' hoard is small, as he has eaten most of the remaining gems. The mine, however, is still a rich one. Unbeknownst to anyone, one of the branches of one of the lowest level's drifts is near a rich mithral vein, a resource that the city is currently desperately trying to obtain through ventures in the distant Moon Fog Hills and elsewhere. If Bard's Gate could regain control of the mine and find this vein, it could substantially change their current foreign policy plans.

Calthraxus knows his days are numbered before he will face the focused efforts of the city and has been attempting to shore up his position. After listening to the enthralling whispers of an orc shaman, he is beginning to call to his lair other evil creatures to reside there with him. To date he has allowed **5 trolls** and a group of **45 black orcs** to take up residence in the upper levels, and he is currently toying with the suggestion to formally ally himself with the cause of Orcus.

Calthraxus, Old Black Dragon: HD 8; **HP** 40; **AC** 2[17]; **Atk** 2 claws (1d4), bite (3d6); **Move** 9 (fly 24); **Save** 8; **AL** C; **CL/XP** 12/2000; **Special:** spits acid.

Black Orcs (45): HD 2; **AC** 5[14]; **Atk** two-handed sword (1d10+1); **Move** 12; **Save** 16; **AL** C; **CL/XP** 2/30; **Special:** +1 to damage using a weapon two-handed. (***The Tome of Horrors Complete*** 418)

Trolls (5): HD 6+3; **AC** 4[15]; **Atk** 2 claws (1d4), bite (1d8); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special:** regenerate 3hp/round.

4. Entrance to the Under Realms

This dark cave leads steadily downward. It has no major side chambers or other passages. Hundreds and hundreds of feet below it joins up with a major passage of the Under Realms that travels between the drow city of Thoth Kathalis south of the valley and the distant warrens near Rappan Athuk known as the Cyclopean Deeps. Along the route near this surface entrance, there are several **piercers** as well as a **lurker above**. Also, there is a group of **wererat** spies, keeping tabs on who comes and goes for their masters, who watch the actions of any descending into the Under Realms. There is a chance of encountering a **drow advanced scout party**, who are coming to the surface to scout the area for possible raids or conquest in the wake of the recent war above.

The only significant feature of the downward path occurs when the passage intersects an underground river. The passage then opens into a larger cavern. The river plummets 100 ft. below from an opening in the wall of the cavern. A stone stair, slippery from the water and residue, parallels the waterfall and descends to the cave floor below where the downward passage continues. The cave also has several side passages and chambers. A **significant monster** of the Referee's choice has his lair here.

Lurker Above: HD 10; **HP** 47; **AC** 4[15]; **Atk** buffet (1d8); **Move** 6 (fly 15); **Save** 5; **AL** N; **CL/XP** 12/2000; **Special:** amorphous (4 in 6 chance surprises opponents), smother (attack ignores armor bonus to AC, on hit automatic buffet damage), half damage from blunt weapons. (***Tome of Horrors Complete*** 366)

PIERCER
The Tome of Horrors Complete 430

Piercers resemble 1ft long stalactites and are found underground in caves and caverns hanging from the ceiling waiting for living creatures to pass underneath. Those viewing a piercer have a 1 in 8 chance to discern its true nature (1 in 6 for dwarves); else it is overlooked and mistaken for a normal stalactite. Piercers gather in clusters of up to 20 creatures.

When a living creature stands in a square directly below a piercer, it drops and attempts to impale the unsuspecting foe. The creature can make a saving throw to avoid the piercer's attack. If the save fails, the target sustains 1d6

points of damage. If the save succeeds, the piercer misses its target and may not attack again until it climbs back into position. (Piercers have a move of 3). A piercer on the ground is easily dispatched, though touching or attacking it unarmed or with natural weapons causes it to secrete an acid that deals 1d4 points of acid damage to the opponent each time one of its attacks hits.

Piercers can grow to a length of 6ft. Those of 2 to 4ft in length deal 2d6 points of damage (plus 1d6 acid damage). Those of 5 to 6ft deal 3d6 points of damage (plus 1d6 acid damage) if they hit.

Wererats: HD 3; **AC** 6[13]; **Atk** bite (1d3), weapon (1d6); **Move** 12; **Save** 14; **AL** C; **CL/XP** 4/120; **Special:** control rats, hit only by magic or silver weapons, lycanthropy, surprise.

Drow Scout Party:

Drow: HD 2; **AC** 3[16]; **Atk** *+1 longsword* (1d8+1); **Move** 12; **Save** 14 (includes +2); **AL** C; **CL/XP** 5/240 **Special:** +2 on all saving throws, 1 in 8 chance to be surprised, *darkness 15ft*, lights, magic resistance (50%).

Drow Lieutenant (MU5): HP 17; **AC** 3[16]; **Atk** *+1 longsword* (1d8+1); **Move** 12; **Save** 10 (includes +2); **AL** C; **CL/XP** 8/800 **Special:** +2 on all saving throws, 1 in 8 chance to be surprised, *darkness 15ft*, lights, magic resistance (50%), spells (3/2).

Spells: 1st—*magic missile* (x2), *shield*; 2nd—*mirror image, web*.

Equipment: drow chainmail (disintegrates in sunlight), *+1 longsword*, *wand of lightning bolt* (10 charges), *cloak of elvenkind,* staff, spellbook.

Drow Leader, Cleric of the Queen of Spiders (Clr9): HP 44; **AC** 2[17]; **Atk** *+1 heavy mace* (1d6+1) or light crossbow (1d4+1 plus poison); **Move** 12; **Save** 4 (includes +2); **AL** C; **CL/XP** 12/2000 **Special:** +2 on all saving throws, 1 in 8 chance to be surprised, command undead, *darkness 15ft*, lights, magic resistance (50%), spells (2/2).

Spells: 1st—*cure light wounds* (x2); 2nd—*bless, hold person*.

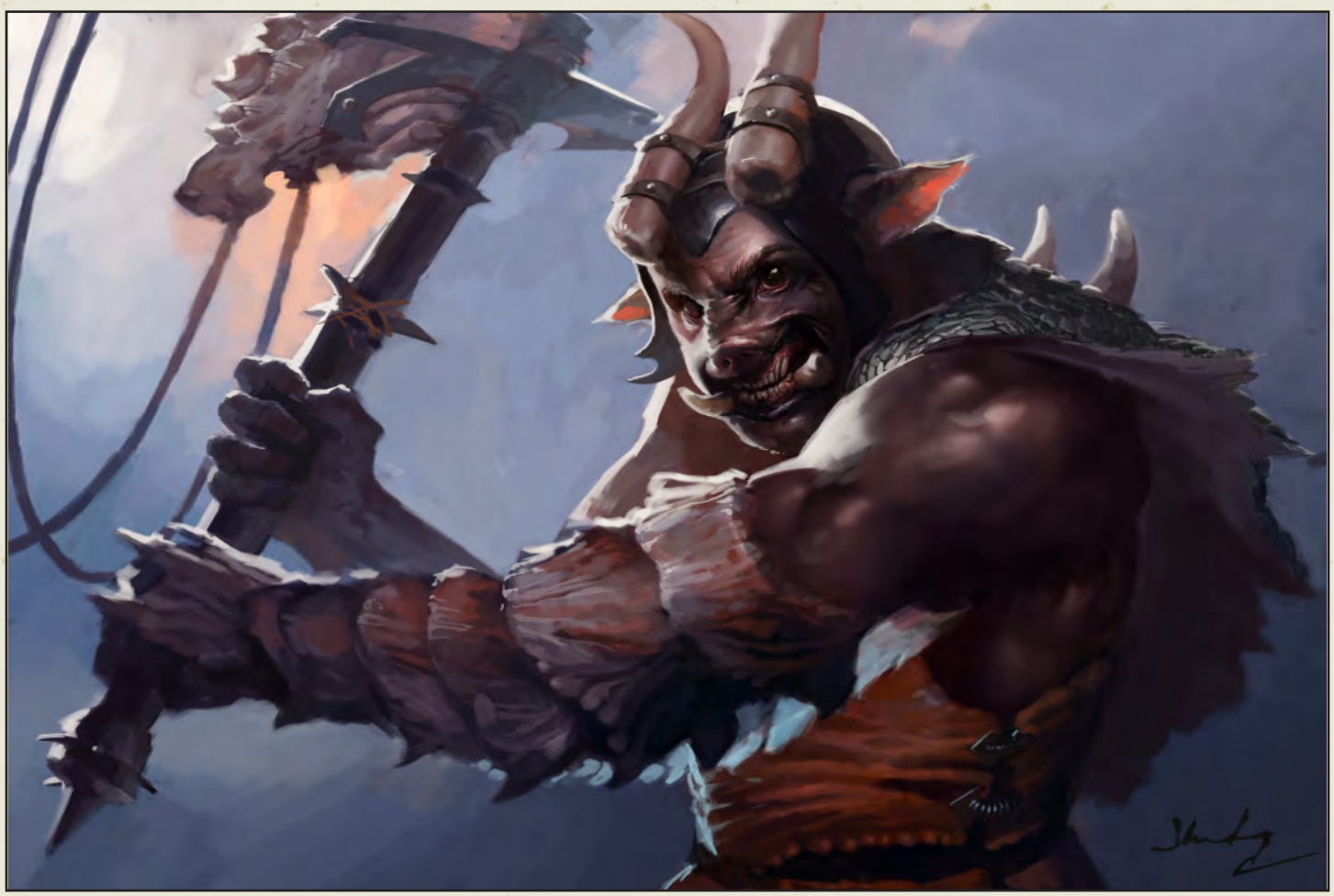
Equipment: drow chainmail (disintegrates in sunlight), spidery robes, shield, *+1 heavy mace,* light crossbow, 10 bolts, 2 *potions of invisibility,* 3 *potions of healing,* holy symbol of the Queen of Spiders.

5. Orc Caves

Each of these locations marks a set of caverns that are home to an orc tribe. Each tribe numbers between **200** to **400 black orc** males, with females and young, as well as **10 black orc lieutenants**, **2 black orc leaders**, and an **black orc chieftain**. These forces are seeking an alliance with the dragon Calthraxus and marshalling to one day attack Bard's Gate before it can regain its full strength. They are often led by **black orc clerics**.

Black Orcs: HD 2; **AC** 5[14]; **Atk** two-handed sword (1d10); **Move** 12; **Save** 16; **AL** C; **CL/XP** 2/30; **Special:** +1 to damage using a weapon two-handed. (***The Tome of Horrors Complete*** 418)

Black Orc Lieutenant (10): HD 3; **AC** 4[15]; **Atk** battleaxe (1d8+3) or light crossbow (1d4+1); **Move** 12; **Save** 14; **AL** C; **CL/XP** 3/60; **Special:** +2 to hit and damage while raging (already factored



into damage above). (***The Tome of Horrors Complete*** 418)
Equipment: chainmail, battleaxe, light crossbow, 10 bolts.

Black Orc Leader (2): HD 5; **HP** 30, 32; **AC** 4[15]; **Atk** battleaxe (1d8+3) or light crossbow (1d4+1); **Move** 12; **Save** 12; **AL** C; **CL/XP** 5/240; **Special:** +2 to hit and damage while raging (already factored into damage above). (***The Tome of Horrors Complete*** 418)
Equipment: chainmail, battleaxe, light crossbow, 10 bolts.

Black Orc Chieftain: HD 7; **HP** 54; **AC** 4[15]; **Atk** *+1 battle axe* (1d8+4); **Move** 12; **Save** 12; **AL** C; **CL/XP** 7/600; **Special:** +2 to hit and damage while raging (already factored into damage above).
Equipment: chainmail, *+1 battleaxe*.

Black Orc, Cleric of Orcus (Clr5): HP 30; **AC** 4[15]; **Atk** *+1 heavy mace* (1d6+2); **Move** 12; **Save** 12; **AL** C; **CL/XP** 6/400; **Special:** +2 bonus on saving throws against paralyzation and poison, control undead, spells (2/1).
Spells: 1st—*cause light wounds* (x2); 2nd—*hold person*.
Equipment: plate mail, shield, *+1 heavy mace*, iron holy symbol of Orcus.

6. Dwarven Caverns — The Halls of the Silverhelm

Built behind the waterfall, the halls were once accessible by a dwarven road to the valley below. The mountain dwarves of Clan Silverhelm have since shut the great stone portals to their city and have ceased commerce with the outside world since the tragedies that have befallen them. The dwarves number **200 males**, **200 females** and half as many young. The dwarves are led by **Bolg Silverhelm**. The *Silverhelm* is a magical item which is symbolic of the ruler of the clan of dwarves. It has been passed from ruler to ruler.

Bolg Silverhelm, Male Dwarf (Ftr10): HP 42; **AC** 2[17]; **Atk** *+1 battle axe* (1d8+2); **Move** 9; **Save** 5; **AL** N; **CL/XP** 10/1400; **Special:** +1 to hit and damage strength bonus, darkvision 60ft, dwarf racial abilities, multiple attacks (10) vs. creatures with 1 or fewer HD.
Equipment: *+1 plate mail, +1 battleaxe, The Silverhelm* (see **Appendix C**).

7. The Village of Taverlan

This village was abandoned during the siege of the Huun but was spared destruction. Only recently had the villagers begun to move back into their old homes, but they had not yet arrived in any numbers. Consequently the village is now a burnt shell, having been burnt by a marauding band of gnolls, who currently inhabit the village. There are **45 gnolls**, **2 sergeants,** and a **leader**. Some of the houses are mostly intact, though blackened by fire.

Gnolls: HD 2; **AC** 5[14]; **Atk** bite (2d4) or weapon (1d10); **Move** 9; **Save** 16; **AL** C; **CL/XP** 2/30; **Special:** none.

Gnoll Sergeants (2): HD 4; **HP** 22, 17; **AC** 5[14]; **Atk** bite (2d4) or weapon (1d10); **Move** 9; **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** none.

Gnoll Leader: HD 6; **HP** 33; **AC** 5[14]; **Atk** bite (2d4) or weapon (1d10) or longbow x2 (1d6); **Move** 9; **Save** 11; **AL** C; **CL/XP** 6/400; **Special:** none.
Equipment: *+1 chainmail*, longbow, 20 arrows.

8. The Old Stone Bridge

Currently, **Garon the Cursed** stand post upon this old footbridge. He is a lawful fighter who, after an unfortunate encounter with the otherworldly mage Balcoth (***The Lost Lands: Stoneheart Valley*** by **Frog God Games**), has been cursed to guard the bridge and to challenge all who wish to cross to mortal combat. He is likewise forced to be evasive about both his alignment and the nature of his curse. He has slain several others who have wanted to pass and this weighs heavily on his lawful soul. Unless the party agrees to help Garon, they have to fight him. The bridge is only 4 feet wide with a low stone rail on either side that is only wide enough to allow only one person to pass at a time.

Garon does know of a possible solution to his condition, though he must be evasive about it. There is a magical pool in the forest nearby (on the same bank as the characters currently), he tells the party, that has waters which when drunk remove this fell magic. The pool is rumored to be guarded.

When the characters find the pool (which they must do by random encounter, though they automatically find it on the third encounter in the forest if not yet found) they see a small pond about 25ft in diameter within a clearing about 50ft in diameter. The water is crystal clear and very cold. There is a moderate aura of abjuration magic. Also, there is a glitter of gems and coins from the bottom of the pool, some 40ft below.

The pool is in fact magic and, when a drought is taken, acts as a *dispel magic* spell. The magic of this water only lasts 7 days when taken from the pond, and only then if taken in a crystal container. There is no limit, aside from practical considerations, on how much water can be removed. One such "practical consideration" is that the pond is inhabited by **Sloosh** and **Slosh,** two rather nasty water elementals. They form when the party approaches and do not hesitate to attack anyone trying to take water from the pool. They drag armored characters into the pond and let them drown. Unarmored characters are pulled underwater and pinned in an attempt to drown them.

Garon (Ftr6): HP 25; **AC** 2[17]; **Atk** *+1 longsword* (1d8+2); **Move** 12; **Save** 9; **AL** L; **CL/XP** 6/400; **Special:** +1 to hit and damage strength bonus, multiple attacks (6) vs. creatures with 1 or fewer HD.
Equipment: plate mail, shield, *+1 longsword*.

Sloosh and Slosh, Water Elementals (8HD): HD 8; **HP** 44, 47; **AC** 2[17]; **Atk** slam (3d10); **Move** 6 (swim 18); **Save** 8; **AL** N; **CL/XP** 9/1100; **Special:** +1 or better weapon to hit, overturn boats.

Treasure: At the bottom of the pond, aside from several skeletons, are 6 gems (100 gp each), 3 pieces of jewelry (250gp each), 2,924gp, 3,401sp, 246pp, and a cracked *gem of seeing* which may only be used 5 minutes per day and whose powers will be completely exhausted after a total of 12 uses (though the characters won't know this without a *legend lore* spell).

If the characters manage to recover any of the water, they can attempt to dispel the curse on Garon. The water cures him instantly. If this is done, Garon thanks the party, unhooks the *+1 longsword* from his belt, and gives it to them in thanks before departing to do penance for the evil he has done.

9. Owlbear Cave

There are always at least **7 owlbears** here, plus females and young.

Owlbears (7): HD 5+1; **AC** 5[14]; **Atk** 2 claws (1d6), bite (2d6); **Move** 12; **Save** 12; **AL** N; **CL/XP** 5/240; **Special:** hug for additional 2d8 if to-hit roll is 18+.

10. The Citadel of Griffons

See **The Citadels of the Lyre** below.

11. Brundle the One-Eyed Troll

In a small cave a few miles east of the entrance to the Burial Halls is the lair of **Brundle the One-Eyed Troll**. His lair contains the hides of several bears and deer, and a number of human and elven skulls. At the far end of the lair is a medium chest that is neither locked nor trapped.

Brundle was brash in his younger years, before an eager paladin with a flaming sword slashed his left eye, earning him his name. Rending that one was very enjoyable. Now he is older and wiser, and he prefers to ambush his victims, attacking from concealment with hit-and-run tactics. He has learned the danger of fire, and is overly wary of it, retreating if he sees his victims produce fire or acid.

Brundle the One-Eyed Troll: HD 6+3; **HP** 39; **AC** 4[15]; **Atk** 2 claws (1d4), bite (1d8); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special:** regenerate 3hp/round.

Treasure: The chest contains 583 gp, 1,248sp, 4 100gp gems, a golden chalice worth 50gp, which was once a holy artifact from the Shrine of Thyr (at area **2**) that Brundle got from killing an evil priest of Orcus, a *potion of extra-healing,* a *necklace of firebaubles*, and a *+2 dagger.*

12. Dryad's Tree

This tree is the home of **Osynirria** the dryad. She kept a low profile during the Huun invasion and was entirely overlooked when they passed through this area. She may assist a good party and if favorably inclined toward them may give them information, such as directions to Sloosh and Slosh's pool. She is, however, very fickle and may decide to charm the party rather than help them.

Osynirria the Dryad: HD 2; **HP** 9; **AC** 9[10]; **Atk** wooden dagger (1d4); **Move** 12; **Save** 16; **AL** N; **CL/XP** 3/60; **Special:** *charm person* (–2 save).

13. Gnoll Village

Each of these locations marks an above-ground village of gnolls. Each village has **100 male gnolls**, with an additional **150 females** and 300 young (noncombatatnt). There are additionally **5 gnoll sergeants** and **1 gnoll leader** per village. These forces, also, prepare to march against Bard's Gate in answer to their king's call.

Gnolls: HD 2; **AC** 5[14]; **Atk** bite (2d4) or weapon (1d10); **Move** 9; **Save** 16; **AL** C; **CL/XP** 2/30; **Special:** none.

Gnoll Sergeants: HD 4; **AC** 5[14]; **Atk** bite (2d4) or weapon (1d10); **Move** 9; **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** none.

Gnoll Leader: HD 6; **AC** 5[14]; **Atk** bite (2d4) or weapon (1d10) or longbow x2 (1d6); **Move** 9; **Save** 11; **AL** C; **CL/XP** 6/400; **Special:** none.

Equipment: *+1 chainmail*, longbow, 20 arrows.

14. Gnoll Fortress

This cavern complex serves as the temporary headquarters for the gnoll, King G'awootar. See **The Gnoll Fortress** for more details.

15. Vinewood Estate

The provincial winery owned and operated by **Ayn Vinewood** (Neutral male human aristocrat 6). This property, among the largest private holdings in all the territory, is patrolled by the Duke of Waymarch, and produces some of the most delicious wine in all the lands. Its nose and bouquet have won countless blue ribbons from wine tasting competitions as far away as Reme. The Vinewood Estate includes vast vineyards, a manor house, a grape press, terraced gardens, and a marble gazebo surrounded by magnolia trees. When decorated for visitors, such as when Ayn hosts the Midnight Masquerade, the whole garden and gazebo are lit with fairy lights to give the area a magical, almost otherworldly luminescence.

During the Huun invasion 3 years ago, Vinewood and his family hastily abandoned the estate for properties within the walls of the city. They feared that after the siege was lifted they would find their manor and beloved vineyards little more than scorched earth. They were pleasantly surprised to discover that while the manor and grounds were thoroughly looted, the invaders had caused very little destruction. It seems that the commander of the Huun army had used it as his headquarters and had some skilled vintners in his retinue, for not only were the vineyards intact but the years grapes had already been processed and laid by in storage to begin the fermentation process. Recognizing a connoisseur when he sees when, Ayn laments that loss of his many vintages that were stolen but bears a grudging admiration for the foreign general who took them.

Ayn takes pride in the quality of the grapes he and his family have grown for six generations here in the Lyre Valley, although of late he has become almost maddened with a family scandal that he feels has rocked his reputation within the city he loves to serve.

Recently his daughter, **Lisetha** (Neutral female human aristocrat 3), gave birth to a child out of wedlock and refuses to tell her father who sired the child. She insists that she met the man at one of the Masquerades and that she has no idea of his true identity. In a fit of rage, Ayn cast his daughter and her child out of his home and disinherited her for lying to him. Ayn has questioned every servant on his estate to find the truth, and has gone so far as to challenge many of the young rakes from the city to private duels to the death outside the city walls, as he suspects everyone of besmirching his family's honor. His family fears that Ayn's recklessness will bring his house to ruin, as Ayn has no male heirs, and refuses to accept his new grandson as his blood. Eventually, they feel that Ayn will fall in a duel, and they will be forced to sell the property to whoever makes the best offer.

Duloth is counting on this, as he knows the truth; that is the child's father is indeed none other than **Piter Hagglesthorpe** (Neutral male human aristocrat 6). Duloth enjoys passing along false rumors that the father of Ayn's grandson is some poor rogue or gambler that Duloth would just as soon be rid of. Having a nobleman do his dirty work for him is like a dream come true for Duloth, and he keeps the game running, hoping that Ayn is finally slain in a duel or other "accident". Then, he can purchase the Vinewood Estate for pennies on the harp.

Lisetha currently resides in the Inn of Six Candles (**M8**), where she occasionally entertains as a singer. She has a beautiful voice and entertains the thought of joining the company of the Masque and Lute (**BC2**). However she has a small child to take care of now, a 9-month-old baby by the name of Aryl. Although she still has a nanny that can care for the child, the freedom of her youth just a year before seems a faded dream to her now. Although she is a debutante with a child and has been cut off from her father's love, she still receives care packages of money and things from her mother through several of the family's loyal servants. She lives in relative luxury within a suite, yet she is an exile from the splendor of the countryside and the vineyard she called home for 18 years.

16. Shrine of Bowbe

A day's travel north of Bard's Gate, and some distance off the main road, is an unnatural rock outcropping atop a steep moss-grown slope. Those who approach this craggy and foreboding place feel an almost electrical charge, or an animalistic wildness in the air. Skulls and claws of various animals and humanoids are staked in grisly totems along the slopes leading to a simple stone dolman. The crude stone table, an obvious altar to some primitive god or spirit, is piled with rusted, broken hammers and swords, bits of fur, ears, arm bones, and shattered breastplates and shields of all sorts and sizes. Carved into the altar are the images of crossed bear claws bracketed by a hammer and a skull-pommeled sword.

A cleric in the party would understand that this is a shrine to the god Bowbe, patron of battleragers, berserkers and other barbarous and uncivilized people, known also as Bowbe the Bloody, Bowbe the Baleful,

Bowbe the Bearskin, and Bowbe the Berserker. Bowbe is an uncaring, unloving god, who metes out punishment to his followers as often as he offers help. More often than not, he simply ignores their pleas for strength and guidance, as he assumes that those who worship him should be strong enough to take care of themselves. Prayers to Bowbe are more often than not given in the form of curses, as Bowbe revels in having his name used in vain, and being disliked by his followers as much as he dislikes them.

The equipment upon the altar is all ruined as obvious sacrifice to the dread god of battle rage. If a character desires to sacrifice one of his weapons, or bring a severed head or other totem of a fallen enemy to the shrine, they are granted a temporary +1 bonus to their next attack roll and 5 temporary hit points. Repeat visits and offerings have a 50% chance of going ignored by the Bowbe as he would not wish his followers to rely upon him overmuch. Sacrifice of magical items or items of particular value or worth to the character gain an even greater benefit of +2 to the next attack roll but once again face the 50% chance of being ignored on following visits.

Characters making a careful search of the area below the shrine of Bowbe, or under the stone table may notice an iron ring overgrown with moss and grass. An open doors check allows a character to pull up a block of stone beneath the altar that leads to the secret crypt of the Barrow King.

The air is stale and dusty as if undisturbed for a thousand years. It is a straight drop of 15ft to the floor of the chamber below. The chamber is 20ft by 30ft with a raised dais against the northern wall. Lying upon it are the mummified remains of a very tall man with a pounded golden crown upon his dusty brow and a two-handed sword at his breast. Coins and offerings lie around his head and feet amongst the remains of long decayed coffers. Consecrated beneath the upper shrine is the secret crypt of **Bil Nockt Nog**; a devout follower of Bowbe in life, his remains were granted burial beneath the dolman in death.

The corpse remains inanimate unless his treasures are disturbed, at which point he springs to life, attacking with the sword, and summoning the **spirit grizzly** to join him in combat.

Bil Nockt Nog: HD 6; **HP** 30; **AC** 5[14]; **Atk** two-handed sword (1d10+3); **Move** 12; **Save** 11; **AL** C; **CL/XP** 7/600; **Special:** +2 to hit and damage due to high strength, +1 to damage for using a weapon two-handed, immune to sleep and charm, turned as wight.

Equipment: rusted chainmail, rusted two-handed sword, battered gold helm (150gp).

Spirit Grizzly (bear-shaped shadow): HD 2+2; **HP** 15; **AC** 7[12]; **Atk** touch (1d4 plus strength drain); **Move** 12; **Save** 16; **AL** C; **CL/XP** 4/120; **Special:** +1 or better weapon to hit, drain 1 point of strength with hit.

17. Myrrdyn's Grove

Southwest of the city, in a twisted grove of trees and underbrush is the grove of the druidic animal friend, **Myrrdyn**. Myrrdyn is a gray-haired half-elf with a long beard. He loves the beasts of the wilderness, and hates hunters, seeking out those who wantonly kill his charges.

Mysterious and meddlesome, Myrrdyn may come to the aid of those who are endangered, then again he may not, for if he perceives them to be slayers and those that would do harm to his charges he is just as likely to seek their destruction. Myrrdyn is likely to have 2–3 animal companions with him at all times, be they **grizzly bear**, **wolf**, or **giant owl**. Druids and rangers sometimes seek Myrrdyn's knowledge when they find something out of balance with the natural order of things. Myrrdin is on good terms with Oberon Thanlaus — leader of the Farseekers of Twilight — as well as many of the fey creatures that reside within the Lyre Valley.

Myrrdyn, Male Half-Elf (Drd10): HP 32; **AC** 5[14]; **Atk** +2 *sickle sword* (1d6+2); **Move** 12; **Save** 4; **AL** N; **CL/XP** 13/2300; **Special:** +2 bonus to saving throws against fire, druid language, immune to fey charms, shape change, spells (5/3/3/2/1)

Spells: 1st—*detect snares & pits, faerie fire, locate animals, predict weather, purify water*; 2nd—*cure light wounds, heat metal, warp wood*; 3rd—*call lightning, neutralize poison, plant growth*; 4th—*animal summoning I, cure serious wound*; 5th—*animal growth*.
Equipment: *+2 sickle sword (short sword), ring of protection +2, cloak of displacement, boots of rabbits feet* (see **Appendix C**).

Myrrdyn's Wolf Companion: HD 2+2; **HP** 11; **AC** 7[12]; **Atk** bite (1d4+1); **Move** 18; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** none.

Grizzly Bear: HD 6; **HP** 35; **AC** 6[13]; **Atk** 2 claws (1d6), bite (1d10); **Move** 9; **Save** 11; **AL** N; **CL/XP** 6/400; **Special:** hug (2d6).

Giant Owl: HD 4; **HP** 21; **AC** 6[13]; **Atk** 2 claws (1d8), bite (1d6+1); **Move** 3 (fly 20); **Save** 13; **AL** N; **CL/XP** 5/240; **Special:** –2 to all die rolls in bright light, flies silently.

18. Chimera's Lair

Hidden in a rocky cave to the north of town, just on the edge of the patrolled reach of the Citadel of Griffons, is the new lair of a particularly ferocious **chimera**. The chimera has moved south for easier pickings amongst adventurers heading north to seek out the shrines of Muir and Thyr, and the mines that lie beyond. The chimera enjoys its new home, merely having to wait atop the bluff for signs of movement in the valley below, and is careful to avoid attracting the attention of Calthraxus the Black (area **3**).

The beast's favorite tactic is to have adventurers come to his cave, wait quietly from atop the cliff face until someone notices him, and then fly down upon them, filling the cave with poisonous gas. After ascertaining the strength of the party and its weaponry, it swoops in and attacks the weakest enemies, attempting to grab them in its jaws, fly to great height and drop them from about 140ft in the air.

If the party has a skilled archer, the chimera fearlessly charges and attacks that individual with all of its weapons, striking at them until they are dead before swooping off to concentrate its attacks on the weakest member of the party. If the chimera takes more than 50% of its hit points in damage it flees, and seeks another cave nearby, licking its wounds and waiting.

Chimera: HD 9; **HP** 53; **AC** 4[15]; **Atk** 2 claws (1d3), 2 goat horns (1d4), lion bite (2d4), dragon bite (3d4); **Move** 9 (fly 18); **Save** 6; **AL** C; **CL/XP** 11/1700; **Special:** breathes fire.

The entryway to the chimera's cave is just wide enough for him to squeeze into, and is atop a sheer cliff face. The cave is hidden by brush and growth, but can be found with a proper search. The cave entrance is about 90ft up the cliff. Climbing gear and ropes, as well as other means, may be used to aid any climber that seeks to find the secrets held within.

The cave itself is strewn with bones and carrion remains of a party of adventurers that did not fare so well against the chimera. A suit of dwarven platemail lies mangled next to a grime-covered battle axe. There are a few potion bottles that are unbroken in a potion case. A backpack contains some coins.

Treasure: *+2 battleaxe, potion of stupidity* (**Appendix C**), 150gp, *potion of extra healing*.

19. The Abandoned Abbey

This untidy pile of stones looks as if it was once was home to an abbey dedicated to Vanitthu. Now nearly all fallen in, the only thing of note seems to be a small pavilion on the grounds with a large oak tree dominated by several hanging shields. A trio of horses grazes in the overgrown courtyard, munching at grasses. A man on horseback calls out a challenge to you as you approach for a closer look.

This abandoned abbey dedicated to Vanitthu is now the base for a pair of robber knights and their henchmen. It was abandoned and ignored during the Huun siege, but now that the armies have moved on along with

much of the flower of Akadian chivalry, this opportunistic pair has ridden forth from the Unclaimed Lands to the southeast to increase their fortunes. They like to ride out along the eastern roadway and challenge passing knights of Waymarch and paladins, as well as any dressed in heavy armor riding fighting steeds. The leader of the duo, **Sir Vayne** is a cruel man who loves nothing more than driving his foes into the ground at the point of his lance, and hanging their shattered shields upon the oak tree as symbol of his skill at horse. Sir Vayne, and his partner **Sir Ladon,** lead a group of **10 bandits,** and often raid passing merchants, leaving their victims to walk nude back to the city.

Sir Vayne (Ftr5): HP 24; **AC** 2[17]; **Atk** *+1 longsword* (1d8+2) or lance (2d4+2); **Move** 12; **Save** 10; **AL** C; **CL/XP** 5/240; **Special:** +1 to hit and damage strength bonus, multiple attacks (5) vs. creatures with 1 or fewer HD.
Equipment: plate mail, shield, *+1 longsword*, lance, warhorse, 1d8gp, 2d6sp.

Sir Ladon (Ftr2): HP 9; **AC** 5[14]; **Atk** longsword (1d8+1) or lance (2d4+2); **Move** 12; **Save** 13; **AL** N; **CL/XP** 2/30; **Special:** +1 to hit and damage strength bonus, multiple attacks (2) vs. creatures with 1 or fewer HD.
Equipment: ring mail, shield, longsword, lance, warhorse, 3d6sp, 1d6cp.

Bandits (10): HD 1; **AC** 6[13]; **Atk** longsword (1d8) or lance (2d4+1); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** none.
Equipment: leather armor, shield, longsword, lance, warhorse, 2d6cp.

20. Hel's Forest

Hidden underground in a forest of gnarled trees, its roots fed by the dank tunnels and flooded caverns, lies a temple of Hel. This ancient wood was once welcomed by the sun, attended to by druids and foresters, and grew outside the reach of Bard's Gate. Hel had no love for the forest, and set to work plaguing it with her followers and vermin. Insects infected the trees, warping bark, and collapsing huge trunks with wood-boring insects. Vile vines known as serpent root dug into the rock and caverns below, weakening the stone until it could not support the weight above, and the grove was lost to the world above.

The wood still grows, sealed within its rocky tomb, though it is now known as Hel's Forest, and supports only pestilence and plague. This twisted forest has grown to fill the cavern with gnarled roots, clinging vines, rotting leaves and needles, and dark, terrifying shadows. Though the sun no longer shines here, the trees still grow, nourished by the foul essence of Hel and her creatures. The only illumination is from phosphorescent fungi, and the entire cavern echoes with the sound of dripping water and madly-buzzing insects.

The Cult of Hel lives in a petrified wooden temple, pockmarked by holes and cracks from years of weathering and age. The temple is dotted with sickening pools that are breeding grounds for the insect swarms that plague Bard's Gate on hot summer days.

Living as it has, the cult has thrived and slowly begun to test its powers against those above. It has allied with Nyark's diseased ratlings, as well as The Piper's (**Chapter 25**). The cult has few enemies, save for Freya's faithful and the druids who protect the forest. The Freya worshippers they plague with locusts, and the druids are visited by rabid wolves, termites and other wood-boring insects.

Hel's Forest is ruled by an intelligent, chaotic, and partially petrified stump of a treant, known now as **Granette'rout**, who was chopped down by the druids, and later given life by Hel herself. The clerics and other followers are utterly chaotic; plague-ridden beggars who lurk outside of Bard's Gate's walls; and humanoids that seek to claim the city as their own for the greater glory of Hel.

Besides Granette'rout, the temple is attended to by **Edin**, a fallen paladin, whose body was cursed for his defiance of Muir, his former goddess, and is slowly decaying from within by the powers of Hel, who only keeps him alive as long as he serves her well. His rusted suit of armor hides a thin, sore-ridden body that is wracked with pain and a colony of diseases. During a plague in his village, Edin grew so frustrated and saddened that he cursed Muir and abandoned her faith. Acting in anger, he called upon any god to aid him and to his damnation, Hel responded, granting him the powers of an antipaladin as long as he remained her faithful servant. To waver from Hel's service is to invite instant destruction and an eternity of torment in her dark realm.

Granette'rout, undead treant: HD 7; **HP** 35; **AC** 6[13]; **Atk** 2 strikes (2d6); **Move** 6; **Save** 9; **AL** C; **CL/XP** 8/800; **Special:** Control trees, immune to sleep and charm, half damage from cold.

Edin (Ftr7): **HP** 36; **AC** 1[18]; **Atk** two-handed sword (1d10+1); **Move** 12; **Save** 6; **AL** C; **CL/XP** 8/800; **Special**: +1 to damage for using a weapon two-handed, immune to disease, touch of corruption (14 damage or *cause disease*, 1/day), warhorse summoning.
Equipment: plate mail, *+1 shield*, two-handed sword, holy symbol of Hel.

21. The Citadel of Ravens

This fortress stands on a craggy hilltop just to the north of the city, overlooking the Stoneheart River. See **The Citadels of the Lyre** below.

22. Old Salt Mine

Begun several hundred years ago, this abandoned mine shaft has seen an increase in activity lately, mostly due to the recent increase in the slave trade (see **Crommlen's Ghosts**).

23. Abandoned Boathouse

This random boathouse is similar in all ways to several others dotting the surrounding banks of the Stoneheart River. What sets this particular dwelling aside is that it is the location where Greelli is to meet Harlan Mesk and transfer his purchased slaves (see **A Matter of Faith**).

24. City of Ashes

This is the site in the hills of Bard's Gate's famous cemetery, the City of Ashes, and the desolate Hand of Fate. See **Chapter 25** for more information on this area.

25. The Horror of the Hills

Here, in a deep, twisting cave, **Xarrr'x the syanngg** makes his lair. He is not as intelligent as most syannggs, but he has little problem surviving due to his formidable eye rays. In recent weeks, the priests of Orcus have sent a delegation to speak with him in an attempt to form an alliance.

Xarrr'x the Syanngg: HD 8+20; **HP** 60; **AC** 2[17]; **Atk** up to 6 bites (1d4); **Move** 6; **Save** 7; **AL** C; **CL/XP** 14/2600; **Special:** charm, dispel magic, lightning bolt, magic resistance (25%), paralysis, petrify, slow. (***Monstrosities*** 464)

Treasure: In his lair, Xarrr'x has 3,112gp, 4,672sp, 6 potions (*extra-healing* x2, *fire resistance*, *flying*, *invisibility*, and *poison*), a *wand of magic missiles* (10 charges), a *+2 dancing longsword*, and a *helm of reading magic and languages*, in addition to a large amount of mundane weapons and armor, from his various victims.

26. The Stoneheart Bridge

A wide stone span supported by three great stone arches crosses the Stoneheart River here connecting the Valley Road to the Farm Road that

skirts the edge of the Plains of Mayfurrow. This is the main thoroughfare for traffic from the northern parts of Bard's Gate's suzerainty and is where a significant portion of the grains and foodstuffs that feed the city are brought from. The Farm Road, where it passes through the foothills of the Stonehearts and then along the mountains' eastern flank it one of the more wild and dangerous areas within the suzerainty, so caravans that come in from the north are usually quite large, numbering in the dozens or even hundreds of wagons and are always well guarded by mercenary companies whose pay is subsidized by the city itself. A contingent of **40 Free Defenders** (half archers and half spearmen) led by an **officer** and joined by **15 Waymark cavalry** keep a semi-permanent encampment here on the western bank to ensure that the bridge is not overrun by marauders, and A patrol of **4 Griffon Riders** passes over twice daily to assist if needed or sound the alarm for the rest of the city if necessary. There is no toll for the use of this bridge, but every traveler on it is stopped by the Free Defenders and questioned as to their identity and purpose. Wagons are given a cursory inspection, but they only really start looking thoroughly if travelers seem suspicious or potentially dangerous to the city. Bands of free-roaming Erskaelosi have clashed with the guards here more than once, and some blood has been spilled. Both groups are more wary of the other now, and the Erskaelosi have taken to only passing over the bridge in small groups (who the Free Defenders readily wave through without inspection) or simply finding some other location to ford the river.

Free Defender Archer (20): HD 1; **AC** 7[12]; **Atk** short sword (1d6) or longbow x2 (1d6); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** none.
Equipment: leather armor, short sword, longbow, 20 arrows 1d4sp.

Free Defenders (20): HD 1; **AC** 6[13]; **Atk** longsword (1d8) or spear (1d6); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** none.
Equipment: ring mail, longsword, spear, 1d6sp.

Free Defender Officer: HD 4; **HP** 21; **AC** 4[15]; **Atk** longsword (1d8); **Move** 12; **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** none.
Equipment: chainmail, shield, longsword, 3d4gp, 1d6sp

Waymark Cavalry (Ftr2) (15): HD 2; **AC** 5[14]; **Atk** longsword (1d8) or lance (2d4+1); **Move** 12; **Save** 13; **AL** N; **CL/XP** 2/30; **Special:** multiple attacks (2) vs. creatures with 1 or fewer HD.
Equipment: ring mail, shield, longsword, lance, 10gp, 20+2d10sp.

Lyreguard Captain, Griffon Rider (Pal6) (4): HP 30; **AC** 3[16]; **Atk** *+1 lance* (2d4+2) or *+1 longsword* (1d8+2) or *+1 longbow* x2 (1d6+1); **Move** 12; **Save** 7; **AL** L; **CL/XP** 7/600; **Special:** +1 to hit and damage strength bonus, lay on hands (12hp), immune to disease, warhorse.
Equipment: *+1 chainmail, +1 shield, +1 lance, +1 longsword, +1 longbow,* 20 arrows, riding gear.

The Citadels of the Lyre

The citadels of the Lyre Valley are extremely important to the region's security and trade. The Lyreguard griffon riders that routinely patrol from atop the Citadel of Griffons highest tower, and the massed soldiery that can issue forth at a moment's notice from the Citadel of Ravens are often all that stands between the citizens of Bard's Gate and total disaster.

However, the knights and soldiers of the citadels are also sympathetic to the more adventurous souls who explore the mysterious and rugged corners of the valley. They know that any monsters defeated by adventurers are monsters that they won't have to deal with themselves later — and oftentimes adventurers are better equipped to handle some of the more powerful and odd beasts that may be encountered in the vale. It is not uncommon for members of the Lyreguard or Free Defenders to toast known adventurers of proven reputation when they see them in taverns, and this courtesy extends to the citadels as well, which may serve as a stop for adventurers returning from travel, or for those bearing information to Sir Imril from some agency allied with Cylyria, such as the Greycloaks. The citadels afford themselves as an excellent "counter-dungeon" to be assaulted by evil parties of adventurers or as a temporary jail for bandits and other felons captured along the frontier.

The Citadel of Griffons (Area 10)

This impressive walled fortification is home to the Lyreguard, who patrol and guard the Lyre Valley from aggressive humanoids and monstrous beasts that come down from the Stoneheart Mountains. Sitting atop the highest hill some 30 miles northwest of Bard's Gate, the Citadel of Griffons commands an impressive view of the northern valley and can warn the city of dangers quickly due to its griffon-riding knights. The Griffon Riders are well trained and loyal to Imril. They are selected from the cream of the Lyreguard and the soldiery of Waymarch for their bravery and commanding presence upon the battlefield. They fight as a single unit striking fear into the hearts of their enemies.

The citadel offers a buffer zone for the city of Bard's Gate to prepare in the event of an attack from the north and served well in this capacity during the Huun siege of the previous years. With its sturdy crenellated walls, strategic positioning, and brave fighting men, it was surmised that it could hold off a siege for several weeks before the defenders would be forced to retreat to the city and make their final stand. In the siege of the Huun, the Citadel of Griffons held out for 4 months before the Huun abandoned its investment. They left sufficient forces to keep the bulk of the Lyreguard in the citadel bottled up and instead turned their full attention to attacking the city itself. They were never, however, able to bottle up the Griffon Riders who were always able to maintain their aerial link with the city.

The citadel houses Commander Imril and 12 Lyreguard Griffon Riders as well as another 60 members of the Lyreguard and 200 Free Defenders. In addition a contingent of troops from the Duchy of Waymarch is stationed here under Imril's command. This Waymark garrison consists of 20 knights, 20 cavalry, and 60 men-at-arms. A third of the garrison stationed at the Citadel of Griffons is out patrolling the Lyre Valley at all times. These brave knights and men-at-arms enjoy the lifestyle of danger

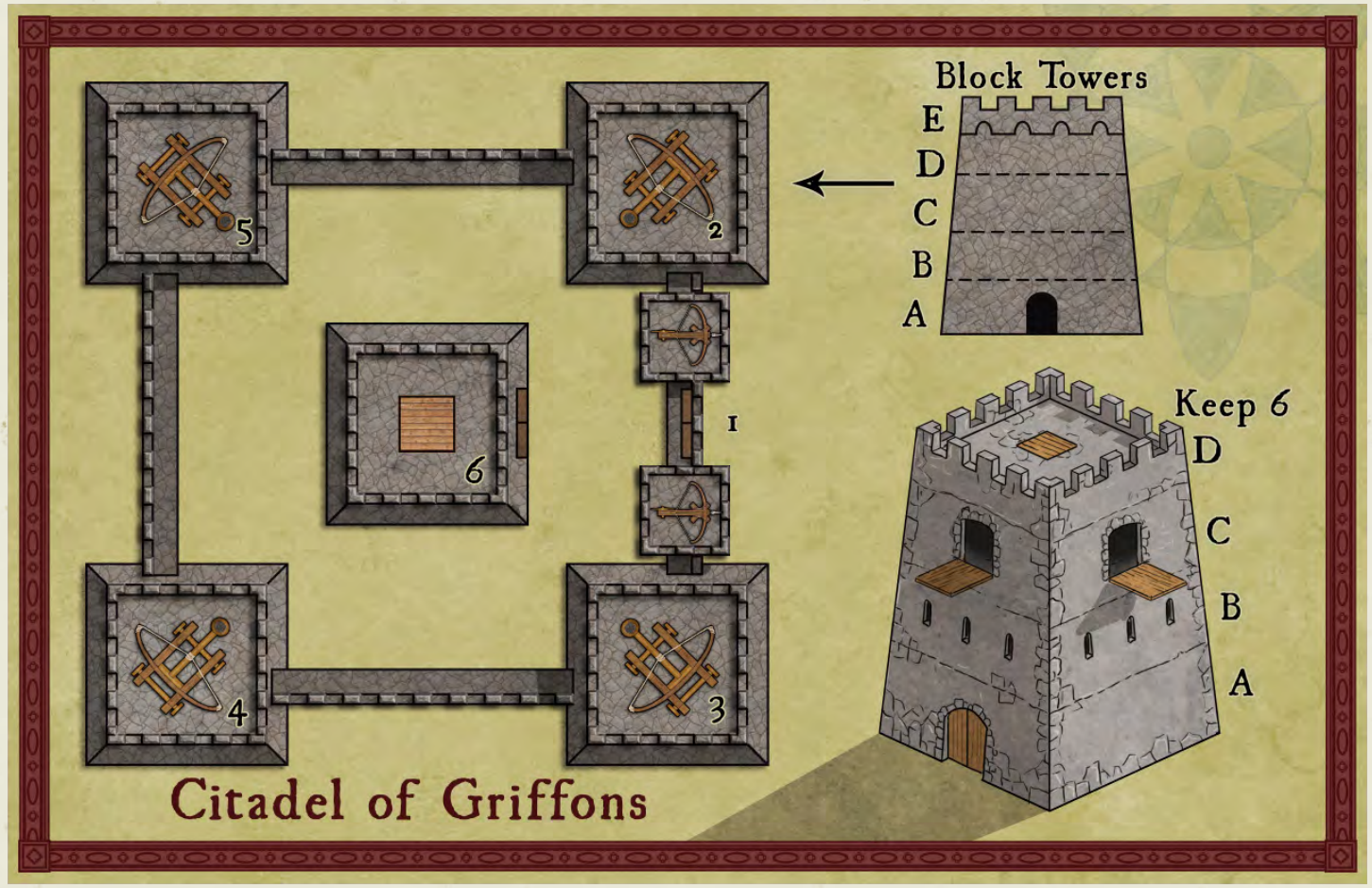
Citadel Features

Doors: Unless otherwise stated the doors are locked with a standard mechanical lock.

Walls: The curtain wall is 30ft high and 10ft thick at the top, splaying to 20ft thick at its base. The walls are topped with a crenellations and a parapet walkway affording access to the four outer towers. The walls are patrolled by sentries day and night and torches are set at intervals along their length to light the grounds beyond.

Moat: The dry moat is 20ft deep and 20ft wide. During the rainy spring, it is filled with lily pads, pussy willows, and is often fished by resident anglers and griffons alike for bluegill and small mouth bass.

Block Towers: The four block towers that anchor the curtain wall are four-story, 50-foot-tall affairs, each topped with a light catapult designed to destroy attackers and dissuade would-be invaders from thinking about continuing any attack southward towards the city.



and the prestige that such a life lends them. The citadel is topped with siege engines such as heavy catapult, light catapult, and ballistas that are manned at all times and regularly trained on by the force stationed here.

The central keep is also the roost and aviary for the Lyreguard's griffons, all trained from hatchlings to be loyal to their masters to the death. These beasts are majestic in their beauty and fierce in their ability to wage war upon the enemies of Bard's Gate. There are over a dozen nests of these wondrous creatures upon the very top of the citadel where the Lyreguard store their saddles and other gear in a stone guardhouse. The 16 griffons who reside here are often set free to go about and hunt for their food. The griffins have been trained not to assault caravans for their horses nor to challenge anything larger than themselves when they are out foraging. The griffons are loyal only to their riders and do not willingly let any other mount them without the proper reassurance of their master that it is all right.

The citadel has over three months' worth of rations in case of siege, and its ramparts have been battle tested and proven strong. The foundations are further reinforced with magic to keep invaders from digging up from the earth below and wreaking havoc.

1. Gatehouse

The gatehouse of the citadel is comprised of a drawbridge and 30-foot-high by 20-foot-wide gate. The gatehouse itself has two watch towers, 50 feet wide at the base, tapering to 35 feet wide at the top, standing 40 feet high and topped with ballistas that afford a view of the approach to the citadel from beyond. Each of these towers houses **25 Free Defenders** who take turns manning the wall.

Free Defenders (50): HD 1; **AC** 6[13]; **Atk** longsword (1d8) or spear (1d6); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** none.

Equipment: ring mail, longsword, spear, 1d6sp.

2. Waymarch North Tower

This tower serves as barracks for troops deployed here by treaty with the Duke of Waymarch. Each of these cardinal towers is 60 feet wide at the base, tapering to 40 feet at the top.

2a. Cavalry Barracks

The bottom floor of this tower serve as the quarters for the cavalry of Waymarch. It is home to **20 cavalrymen**. The cavalrymen's footlockers contain spare boots, gloves, warm and cold weather leggings, a spare cloak, a leatherworker's kit, and tools for maintaining their weapons. There are typically 2d10 gp worth of coin, jewelry, and trinkets within the footlockers. One footlocker contains a silvered dagger.

Waymarch Cavalry (Ftr2) (20): HD 2; **AC** 5[14]; **Atk** longsword (1d8) or lance (2d4+1); **Move** 12; **Save** 13; **AL** N; **CL/XP** 2/30; **Special:** multiple attacks (2) vs. creatures with 1 or fewer HD.
Equipment: ring mail, shield, longsword, lance, 10gp, 20+2d10sp.

2b, 2c, and 2d. Men-at-Arms Barracks

The top three floors of this four-story tower houses **20 Waymark men-at-arms** apiece, along with their equipment and gear. These men-at-arms take their orders from the knights of Waymarch who are quartered in area **5**.

The men-at-arm's footlockers contain a spare surcoat, a spare pair of warm and cool weather leggings, and extra marching boots as well as 1d10 gp worth of valuables such as coins and trinkets. There are typically 10 men-at-arms resting at the tower at any given time with another 10 on sentry duty, 10 on patrol in the vale, and 10 training on the parade field just

outside the citadel beyond the moat.

Waymarch Footmen, men-at-arms (60): HD 1; **AC** 7[12]; **Atk** longsword (1d8) or spear (1d6); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** none.
Equipment: leather armor, longsword, spear, 2d12cp.

2e. The Tower Roof

The roof is guarded by **2 Free Defender archers** who sound the alarm in the event of an attack.

Free Defender Archer (2): HD 1; **AC** 7[12]; **Atk** short sword (1d6) or longbow x2 (1d6); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** none.
Equipment: leather armor, short sword, longbow, 20 arrows 1d4sp.

3. Free Defenders South Tower

The armaments and arrangements of the South Tower are identical to those of the north tower, except it is garrisoned by **125 Free Defenders** from the city that are divided between **80 regulars** and **45 archers** that are divided up between the floors. As with **2e**, the roof of this tower is guarded by **2 archers**.

Free Defenders (120): HD 1; **AC** 6[13]; **Atk** longsword (1d8) or spear (1d6); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** none.
Equipment: ring mail, longsword, spear, 1d6sp.

Free Defender Archer (2): HD 1; **AC** 7[12]; **Atk** short sword (1d6) or longbow x2 (1d6); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** none.
Equipment: leather armor, short sword, longbow, 20 arrows 1d4sp.

4. Waymark Cavalry Stables and Barracks

This tower is home to the horses of the Waymark light cavalry assigned to the Citadel of Griffons as well as additional quarters for the Free Defenders.

4a. Stables

The bottom story of the tower serves as the stables for the light warhorses kept in the citadel. There are **24 light warhorses** kept in the stables, and the loft of this serves as the quarters for the **8 grooms** (Lawful male human commoner 1) who care for the animals. Typically there are only 14 mounts in the stables at any given time. Five horses and their riders are out on patrol at all times and the remainder graze under the watchful eye of **2 stable squires** and **1d4 grooms** outside the citadel walls when the fortress isn't under any immediate threat. A portable forge is packed into one corner of the stables and can be set up in the courtyard to see to the needs of shoeing the mounts.

Light War Horses (14): HD 2; **AC** 7[12]; **Atk** bite (1d2); **Move** 18; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** none.

Stable Squires (2): HP 1d4; **AC** 6[13]; **Atk** warhammer (1d4+1); **Move** 12; **Save** 18; **AL** N; **CL/XP** A/5; **Special:** none.
Equipment: leather armor, shield, warhammer.

4b and 4c. Lyreguard Quarters

These two stories of the tower serve as the quarters for members of the Lyreguard assigned to the citadel. Each floor houses **20 Lyreguards**. These billets are outfitted like those in area **2**, but the Lyreguards have equipment to care for their armor and weapons and personal lockers with 2d20 x 5 gp in coins and small gems. These Lyreguards do not have their mounts with them while they are stationed at the citadel due to the limited space available for their stabling, so they do not keep lances and riding gear with them.

Lyreguard (Ftr3) (40): HP 22; **AC** 4[15]; **Atk** *+1 longsword* (1d8+1); **Move** 12; **Save** 12; **AL** L; **CL/XP** 3/60. **Special:** multiple attacks (3) vs. creatures with 1 or fewer HD.
Equipment: chainmail, shield, *+1 longsword*, holy symbol of Muir or Mitra.

4d. Captain's Quarters

The top story of the tower is shared by quarters for **5 Free Defender officers** and **Sir Stromme**, the Captain of the Waymark Cavalry. He answers directly to Commander Imril and Lord Valentin, the Knight Commander of Waymarch's military force.

The officers have typical personal items in their rooms as well as 4d10 gp in coins among their possessions. Stromme's door is typicaly locked; inside is a wooden camp case, also locked, which holds 1100gp, a pair of gold bracelets worth 50gp, a small leather sack containing 3 opals (60gp each), a *+1 heavy mace*, two changes of clothes, a *potion of neutralize poison*, and a *potion of extra-healing*.

Free Defender Officer (5): HD 4; **AC** 4[15]; **Atk** longsword (1d8); **Move** 12; **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** none.
Equipment: chainmail, shield, longsword, 3d4gp, 1d6sp.

Sir Stromme (Ftr6): HP 26; **AC** 4[15]; **Atk** *+1 longsword* (1d8+2) or *+1 shortbow* x2 (1d6+1); **Move** 12; **Save** 9; **AL** N; **CL/XP** 6/400; **Special:** +1 to hit and damage strength bonus, multiple attacks (6) vs. creatures with 1 or fewer HD.
Equipment: *+1 chainmail, +1 longsword, +1 shortbow,* 20 arrows, 2 *potions of extra-healing, potion of haste,* 3d6gp, 2d6sp.

Stromme has sandy blond hair, cool gray eyes, and a grim smile. He keeps his beard trimmed short and his cloak wrapped as tightly as his words. He is respected and admired by his cavalrymen and his counsel is well heeded by Lord Valentin and Sir Imril.

4e. Tower Roof

This is identical to area **2e**.

5. Knights of Waymarch Barracks

This block tower houses a squad of the Duke's knights who serve their duty under the command of Lord Valentin and Sir Imril as well as their squires and mounts. The Knights of Waymarch are renowned for their bravery and are well rewarded for their service in the Stoneheart Valley.

5a. Heavy Cavalry Stables

Like the light cavalry stables, the heavy horse stables are tended by the **squires** who see to it that the horses are well cared for. The stables hold 24 mounts, though there are typically no more than **14 heavy warhorses** in the Citadel of Griffons at any given time as 10 knights are always out on the frontier patrolling in groups of 2–5. Lord Valentin's own steed, **Bull's-Eye** is also stabled here. There is enough hay and feed to care for the knights' horses for 2 weeks.

Heavy War Horses (14): HD 3; **AC** 7[12]; **Atk** 2 hooves (1d3),

bite (1d2); **Move** 18; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** none.

Bull's Eye, Heavy War Horse: HD 3; **HP** 22; **AC** 7[12]; **Atk** 2 hooves (1d3), bite (1d2); **Move** 18; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** none.

5b. Squires' Barracks

The **20 stable squires** to the Knights of Waymarch keep a barracks here where they have bunkbeds with stuffed straw mattresses. The squires have little in the way of personal belongings other than a whetstone and oil to maintain their masters' armor, a suit of studded leather, a small wooden shield, and a light mace or hand axe and dagger. The barracks has a rack of blunted heavy longswords for sparring with one another, though they are forbidden to bear the sword until such time as they earn their spurs. One end of the floor has been walled off to serve as quarters for **5 Knights of Waymarch**. The knights have personal effects as described in area **5c**.

Stable Squire (20): HP 1d4; **AC** 6[13]; **Atk** warhammer (1d4+1); **Move** 12; **Save** 18; **AL** N; **CL/XP** A/5; **Special:** none.
Equipment: leather armor, shield, warhammer.

Waymarch Knights (Ftr3) (5): HD 3; **AC** 4[15]; **Atk** longsword (1d8) or lance (2d4+1); **Move** 12; **Save** 12; **AL** N; **CL/XP** 3/60; **Special:** multiple attacks (3) vs. creatures with 1 or fewer HD.
Equipment: chainmail, shield, longsword, lance, 2d10 gp, 40+2d10sp.

5c. Knights' Quarters

This floor of the tower are held by the **15 Knights of Waymarch** who patrol alongside Sir Imril's Lyreguard. Although they are on friendly terms with Imril, and of course the rulers of the Free City, there is no mistaking the loyalty of the Knights of Waymarch to their Duke.

Their rooms are decorated with banners of the Duchy. The knights keep spare parts for their armor, spare shields, accoutrements, and gifts afforded to them by their local ladies, or more importantly, their ladies back home.

Typically the knight has a foot locker with a simple lock containing 2,500 gp in gold and jewels, a bottle of fine wine worth 200 gp, and a silk scarf, locket, or chain from their lover which is priceless to the knight.

Waymarch Knights (Ftr3) (15): HD 3; **AC** 4[15]; **Atk** longsword (1d8) or lance (2d4+1); **Move** 12; **Save** 12; **AL** N; **CL/XP** 3/60; **Special:** multiple attacks (3) vs. creatures with 1 or fewer HD.
Equipment: chainmail, shield, longsword, lance, 2d10 gp, 40+2d10sp.

5c Lyreguard Barracks

This floor serves as the billeting for the remainder of the Lyreguard stationed in the citadel. These 20 Lyreguards, like those in **4b** and **4c**, do not have their mounts with them at the citadel. When on patrols they either march or borrow the spare mounts in the cavalry stables. They have personal effects as described in **4b** and **4c**.

Lyreguard (Ftr3) (40): HP 22; **AC** 4[15]; **Atk** *+1 longsword* (1d8+1); **Move** 12; **Save** 12; **AL** L; **CL/XP** 3/60. **Special:** multiple attacks (3) vs. creatures with 1 or fewer HD.
Equipment: chainmail, shield, *+1 longsword*, holy symbol of Muir or Mitra.

5e. Tower Roof

This is identical to area **2e**.

6. Keep of Griffons

The central keep stands 70 feet tall and overlooks the surrounding block towers and curtain walls of the Citadel of Griffons. The keep is 70 feet wide at the base tapering to 40 feet at the roof. Arrow slits afford a vantage of 360 degrees starting on the second story and crenellations line the roof. Most notable in the central keep are the platforms on the third story where the griffon riders take off on their sky patrols across the valley.

The Donjon

Below the keep is a barracks for the **20 elite Free Defenders** of the citadel and a simple prison used to house bandits and other criminals captured on the frontier, prior to being transferred to the jail in Bard's Gate. There are three iron cages that hold up to 10 prisoners each, and four solitary stone cells that hold single prisoners. The donjon is guarded by a **pair of Free Defenders** who see that their charges are fed and watched over. The prison doors are all locked, and the bars and doors require 2 open doors checks to break free from.

Free Defender Elite Footmen (20): HD 2; **AC** 5[14]; **Atk** longsword (1d8); **Move** 12; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** none.
Equipment: ring mail, shield, longsword, 2d6sp.

6a. Ground Floor

The base of the Keep is comprised of a great hall where warriors of the keep get their meals and daily briefings from Lord Valentin and Imril. The central hall is surrounded by ancillary chambers containing the fortress food stores and kitchens and quarters for the **two dozen scullions and servants** that maintain the upkeep of the citadel (N male or female commoner 1).

There are **1d6 men-at-arms**, **1d2 Lyreguard knights**, and/or **1d2 squires** in the central hall at any given time.

Lyreguard Captain, Griffon Rider (Pal6): HP 30; **AC** 3[16]; **Atk** *+1 lance* (2d4+2) or *+1 longsword* (1d8+2) or *+1 longbow* x2 (1d6+1); **Move** 12; **Save** 7; **AL** L; **CL/XP** 7/600; **Special:** +1 to hit and damage strength bonus, lay on hands (12hp), immune to disease, warhorse.
Equipment: *+1 chainmail, +1 shield, +1 lance, +1 longsword, +1 longbow,* 20 arrows, riding gear.

Stable Squire: HP 1d4; **AC** 6[13]; **Atk** warhammer (1d4+1); **Move** 12; **Save** 18; **AL** N; **CL/XP** A/5; **Special:** none.
Equipment: leather armor, shield, warhammer.

Waymarch Footmen: HD 1; **AC** 7[12]; **Atk** longsword (1d8) or spear (1d6); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** none.
Equipment: leather armor, longsword, spear, 2d12cp.

6b. Second Story

This floor houses the quarters for the Griffon Riders, Imril, and Lord Valentin.

Knights Chambers

These chambers are the quarters for the **12 Lyreguard Griffon Riders**, the elite knights who serve under Commander Imril for the protection of the Stoneheart Valley and specifically dangers to the Free City of Bard's Gate. Each knight is hand-picked by Imril to his exacting standards and based on their loyalty to the freedom and protection of the city he loves.

The knights keep equipment to repair their armor, a locker with 3400gp worth of coins, gold and jewels, a *potion of healing*, 3 vials of holy water, and holy symbols of Mitra or Muir. A rack contains their griffon harness and saddle which they keep in excellent condition.

Lyreguard Captain, Griffon Rider (Pal6): HP 30; **AC** 3[16]; **Atk** *+1 lance* (2d4+2) or *+1 longsword* (1d8+2) or *+1 longbow* x2 (1d6+1); **Move** 12; **Save** 7; **AL** L; **CL/XP** 7/600; **Special:** +1 to hit and damage strength bonus, lay on hands (12hp), immune to disease, warhorse.

Equipment: *+1 chainmail, +1 shield, +1 lance, +1 longsword, +1 longbow,* 20 arrows, riding gear.

Imril's Quarters

These simple chambers face towards Bard's Gate. The door is always locked. His quarters include his desk, a spare suit of plate mail armor, a spare longsword, pennants of the Free City of Bard's Gate, and books filled with historical information and journals of the various battles and encounters around Bard's Gate. A large painted map posted to the wall is stuck with different colored pins denoting recent encounters with orcs, trolls, and other dangerous beasts of the wilderness. The map indicates the location of Myrrdyn's Grove (**17**), the Halls of Silverhelm (**6**), the Valley of the Shrines (**2**), and the entrance to the old Burial Halls of Thyr and Muir — now the Stoneheart Mountain Dungeon (**1**). Imril keeps his major valuables in the city, with the exception of the saddle and harness which he uses to ride Thyr's Wing.

Imril (Pal8): HP 52; **AC** –1[20]; **Atk** *+1 lance* (2d4+2) or *+1 longsword* (1d8+2) or *+1 longbow* x2 (with *+1 arrows*; 1d6+2); **Move** 12; **Save** 5; **AL** L; **CL/XP** 9/1100; **Special:** +1 to hit and damage strength bonus, *dispel evil*, lay on hands (12hp), immune to disease, warhorse.

Equipment: *+2 plate mail, +1 shield, +1 longsword* (detects chaos within 20ft), *+1 lance, +1 longbow,* 20 *+1 arrows*, riding gear, silver holy symbol of Mitra (150gp).

Lord Valentin's Chambers

Located opposite of Imril's Quarters are the office and private chambers of Lord Valentin, Knight Commander of the Waymarch. The door to the room is locked. **Valentin**, one of the highest ranking officials of Waymarch in the region, is a stern military man with years of experience campaigning on behalf of his duke. Valentin has short cropped gray hair, and wears the armor and plumage of his nation with a level of pride and honor that inspire his garrison.

Valentin has a desk, bed, dresser, and wardrobe within the chamber where he keeps his dress military uniforms, spare cloaks, capes, and leggings, and pieces used to repair his harness and armor. The walls are decorated with a pair tapestries depicting the grandeur of Waymarch's plains and the sprawling city of Panetoth. The tapestries weigh 100 lbs. and are worth 560 gp each.

His footlocker is locked and contains dossiers on the Griffon Riders, Imril, Cylyria, Duloth, and other leaders of Bard's Gate that he keeps for his Duke. He also has 5,000 gp worth of coins, jewels and jewelry, a *potion of extra-healing*, a bottle of 600-year-old Parnubalen wine (500 gp), a 200-year-old bottle of Waymarch brandy (230 gp), and two silver chalices (100 gp each).

Lord Valentin (Ftr8): HP 34; **AC** 0[19]; **Atk** *+1 lance* (2d4+2), *+2 longsword* (1d8+3); **Move** 12; **Save** 7; **AL** L; **CL/XP** 8/800; **Special:** +1 to hit and damage strength bonus, multiple attacks (8) vs. creatures with 1 or fewer HD.

Equipment: *+1 plate mail, +1 shield, +1 lance, +2 longsword,* heavy war horse (Bull's Eye).

6c. Aviary (CR varies)

The third story of the Keep houses the griffons' aviary. Platforms stand at the cardinal points of the tower so that a griffon and rider can take off from each side of the tower simultaneously.

The platforms are 15 feet wide and 20 feet long, rising some 20 feet above the outer walls of the citadel, and sturdy enough for an armored, rider-bearing griffon to take-off from and land on.

Inside the aviary are nests which serve as homes to the 16 griffons kept by the Griffon Riders. There is a 25% chance per nest of finding a clutch of 1d4 eggs or 1d2 young. There are typically no more than **1d4+2 griffons** nesting in the aviary at any given time as the rest are either on patrol with Griffon Riders or off hunting in the nearby mountains. When Imril is present, **Thyr's Wing** is in residence. Thyr's Wing is a magnificent beast, as much a warrior as any knight in the tower, and is sire to many of the griffons in the aviary. Thyr's Wing only allows itself to be ridden by Lord Imril.

Griffons: HD 7; **AC** 3[16]; **Atk** 2 claws (1d4), bite (2d8); **Move** 12 (fly 27); **Save** 9; **AL** N; **CL/XP** 8/800; **Special:** none.

Thyr's Wing, Exceptional Male Griffon: HD 9; **HP** 72; **AC** 3[16]; **Atk** 2 claws (1d4), bite (2d8); **Move** 12 (fly 27); **Save** 6; **AL** N; **CL/XP** 9/1100; **Special:** none.

6d. Watch Tower Roof

Pennants hang along the crenellations of this tower denoting allegiance to Waymarch, Bard's Gate, and the personal banners of the Griffon Riders. The roof of the keep has a 2-foot by 2-foot iron grate inset into the stones that allows ventilation to the aviary below. It is not uncommon for Griffon Riders to land atop the tower so that they may survey the surrounding terrain for signs of trouble.

The Citadel of Ravens (Area 21)

The Citadel of Ravens serves as an important strategic defender of the valley below, and is an important patrol station for guards passing between it and the Citadel of Griffons. Its high tower and dominant position on the hill offers a broad view of the north as well as any threats that may arise from the southern plain in the direction of the Stoneheart Forest. It was named for the great ravens that took up roosts atop its high tower early in its construction, though those fled long ago.

Unlike the Citadel of Griffons that weathered the Huun siege and stood strong, the Citadel of Ravens — standing so close as it was to the walls of the city — proved to be an imminent threat too great for the invaders to ignore. They spent two weeks throwing their entire might at the citadel's walls and broke them asunder, putting every single defender, squire, and scullion they found inside to death. The next morning the folk of Bard's Gate awoke to the sight of the distant Citadel of Ravens as a smoking ruin and its defenders (living and dead alike) made into a massive stacked pyre just outside the city walls. The screams of the still-living citadel defenders trapped within the stacked burning bodies went on for hours, and the pall of smoke and smell of charred flesh hung over North Wall District for days.

Rebuilding the Citadel of Ravens was one of the city's first priorities upon the lifting of the siege, and to their credit they have made remarkable progress. The Citadel of Ravens stands again on its foundations of old with walls of new-cut stone and roofs of freshly bound thatch. If the merlons and embrasures still lack some of the final stonework and the halls and rooms remain fairly sparse in furnishings and unadorned, it is only because the work crews still labor daily to have the entire fortress completed. But their first priority was to make it defensible, and that it is.

Like the Citadel of Griffons, the Citadel of Ravens is outfitted by a complement of Lyreguard, Waymark troops, and Free Defenders. However, since the Citadel of Ravens is so much closer to the city than the other, many of the Free Defenders stationed here are fairly new recruits still undergoing training. In all there are a total of 100 Lyreguard, 5 Lyreguard Griffon Riders, 200 Free Defenders, 100 Waymark men-at-arms, and a contingent of war wizards and clerics from the city.

1. Drawbridge

The drawbridge leads to the Inner Courtyard (area **2**) of the Citadel of Ravens. The dry moat below the drawbridge is 30 feet deep and filled with boulders, sharp stones, and brush. If approached by enemy forces, the keepers of the Citadel pull back the drawbridge and light the brush on fire to burn any enemies attempting to scale the walls.

The bridge is nestled between the southern and eastern Turrets, though it is observed by the gatehouse at **1a**.

1a. Gate House

This structure nestled between the southern and eastern turrets. A two-foot-thick, iron-bound gate stands 15 feet high and 10 feet wide; it is the centerpiece for the gatehouse that serves as the primary means of ingress to the Citadel of Ravens. Above the gates is a winch and pulley operated by **2 Free Defender archers** and overseen by a **Free Defender officer**.

Murder holes are positioned over the actual gate entrance, though they are closed with wooden covers when not in use. The guards have access to two buckets of caltrops, a barrel of 100 bolts and 12 spears. A door in the southwestern wall leads to the Corbie Turret (area **3**), while another door in the northeast leads to the Blackwing Turret (area **4**).

Free Defender Archer (2): HD 1; **AC** 7[12]; **Atk** short sword (1d6) or longbow x2 (1d6); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** none.
Equipment: leather armor, short sword, longbow, 20 arrows 1d4sp.

Free Defender Officer: HD 4; **AC** 4[15]; **Atk** longsword (1d8); **Move** 12; **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** none.
Equipment: chainmail, shield, longsword, 3d4gp, 1d6sp.

2. Courtyard

The courtyard provides access to the turrets, the central keep, and the north wall of the fortress. The walls are roughly 10 feet thick and the outer wall is 30 feet high.

3. Corbie Turret

This 60-foot-tall spire rises from the exterior of the outer wall. The south-facing turret is the headquarters for training new recruits that have joined the Free Defenders.

3a. Ground Floor

This floor serves as a stable for 20 Lyreguard mounts, a chicken coop, and a milking room for the fort's 2 cows.

Benson the groom (Lawful male human magic-user 2), a former member of the Wizards' Guild who resigned with them to find a simpler, more peaceful life, keeps the animals here in good shape. He has a small alcove in the back of this area that holds his cot and few personal effects. There is no access from the ground floor to the second floor of the turret; the second floor is only accessible via the gatehouse (area **1a**).

Light War Horses (20): HD 2; **AC** 7[12]; **Atk** bite (1d2); **Move** 18; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** none.

3b. Barracks

This floor of the Corbie turret serves as the barracks for the three squads of trainees.

Bunkbeds for **45 recruits** are arranged in a semi-circle around a central spiral stair which leads to the Sergeant's Quarters (**3c**).

Citadel Features

The citadel is constucted as a great round drum keep, 130 feet in diameter, with tall turrets sprouting from the rim of the wall and a greatkeep and watchtower rising from its center. Several large ravens have been coaxed to nest among the walls and turrets once more, and it is forbidden to harm them or move their nests by order of Commander Imril.

Doors: Unless otherwise stated the doors are locked with a standard mechanical lock.

Walls: The outer wall is 30 feet high and 10 feet thick in most places, though thicker stones buttresses up to 20 feet long serve as supports around the base of the main tower. The walls are topped with crenellations and a parapet walkway affording access to the four outer towers from each, though in many places the machicolations are not yet complete. The walls are patrolled by sentries day and night.

At the foot of each bed is a locked footlocker containing the personal effects of the recruits. These typically include 1d6 gp worth of assorted coins, a clean blanket, a change of clothes, a spare cloak and a spare knife. A weapons rack near the door to the gatehouse holds 15 longbows, and two barrels containing 100 arrows each.

Free Defender Recruits (45): HD 1; **AC** 6[13]; **Atk** longsword (1d8) or spear (1d6); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** none.
Equipment: ring mail, longsword, spear, 1d6sp.

3c. Sergeants' Quarters

The 3rd floor of the tower houses the quarters and staff rooms of the **4 Free Defender officers** that oversee the training of recruits. The sergeants share private quarters with a locked door requiring 2 successful open doors checks to open. The officers are charged with training the recruits. They have an average of 400 gp in assorted coins and valuable kept in their rooms, while one has 1,400 gp. Each room features an arrow slit pointing out from the turret.

Free Defender Officer (4): HD 4; **AC** 4[15]; **Atk** longsword (1d8); **Move** 12; **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** none.
Equipment: chainmail, shield, longsword, 3d4gp, 1d6sp.

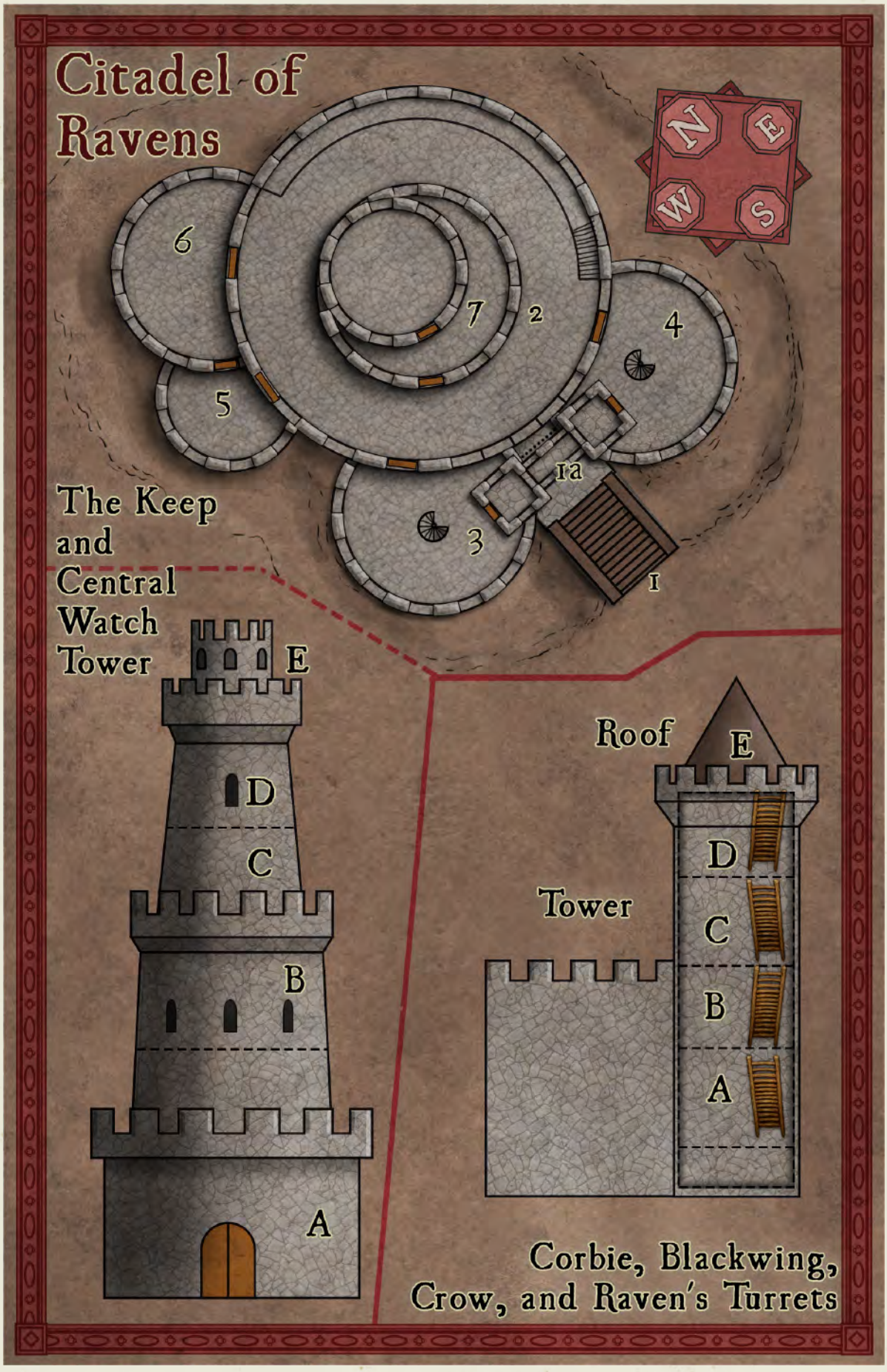
3d. Captain's Quarter

This locked room (with a *wizard lock* spell) on the fourth floor of the turret houses **Captain Adrijana,** commander of Free Defender training and recruitment. A bookshelf along one wall holds her spellbooks, and an alchemical laboratory (worth 1500 gp) that faces one of the three arrow slits pointing out from the turret.

Adrijana's lockbox contains 3 *potions of healing*, a spare cloak, a satchel containing 5 sapphires (300 gp each), a suit of leather armor, and a pair of fine riding boots. Her wardrobe contains a pair of evening gowns containing subtle Lyre and Tree emblems designed by Lady Helon (300 gp each) for wearing into the city, and fine magic-user's robes for convocations with other spellcasters.

Adrijana is a tall, beautiful woman in her late 20s with the strong shoulders and defined arms of one accustomed to drawing back a heavy bowstring. She has keen eyes and a natural affinity for magic that has made her a stalwart of the Free Defenders.

Captain Adrijana, Female Half-Elf (Ftr2/MU6): HP 23; **AC** 4[15]; **Atk** longsword (1d8+1) or *+1 longbow* x2 (1d6+1);


Citadel of Ravens
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The Keep and Central Watch Tower
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Corbie, Blackwing, Crow, and Raven's Turrets

Move 12; **Save** 10; **AL** N; **CL/XP** 9/1100; **Special:** +1 to hit and damage strength bonus, +2 on saves vs. spells, darkvision 60ft, half-elf racial abilities, multiple attacks (2) vs. creatures with 1 or fewer HD, spells (4/2/2).

Spells: 1st—*magic missile* (x3), *shield*; 2nd—*invisibility, web;* 3rd—*fireball, slow*.

Equipment: *+1 chainmail*, longsword, *+1 longbow*, 20 arrows, spellbook.

3e. Turret Roof

This peaked structure holds a ballista that covers the approach to the Citadel at a 45-degree angle. A trap door and ladder leads to the area outside the captain's quarters (**3d**).

The peak is typically empty unless an alarm is sounded from the watchtower in area **8**.

4. Blackwing Turret

This turret growing from the eastern outer wall flanks the gatehouse and extends 30 feet above the crenelated wall. The turret serves as the barracks for the Free Defender regulars that garrison the citadel.

4a. Mess Hall

The ground floor of this turret serves as the mess hall for the fortress, where members of each of the Ravens orders come and enjoy meals, and share magical insights and knowledge of what they have learned from their training.

4b and 4c. Free Defender Barracks

The 2nd and 3rd floors of the Blackwing turret serves as the barracks for the main force of Free Defenders that comprise the garrison of the citadel. These rooms house **100 Free Defender regulars**, space is limited so that no more than two-thirds of these soldiers are present at any given time, with the others on guard duty, conducting patrols, or participating in field training exercises. Triple stacked bunks are arrayed in two circles around the central stairs and along the outer wall. The soldiers' footlockers contain a spare surcoat, a spare pair of warm and cool weather leggings, and extra marching boots as well as 1d10 gp worth of valuables such as coins and trinkets.

Free Defenders (100): HD 1; **AC** 6[13]; **Atk** longsword (1d8) or spear (1d6); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** none.

Equipment: ring mail, longsword, spear, 1d6sp.

4c. Free Defender Officers' Quarters

Four officers share their quarters. Their door is locked. The officers each have about 1,500 gp in coin and jewelry.

Free Defender Officer: HD 4; **AC** 4[15]; **Atk** longsword (1d8); **Move** 12; **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** none.

Equipment: chainmail, shield, longsword, 3d4gp, 1d6sp.

4d. Captain Emmerich's Quarters

Captain Emmerich is the overall commander of the Free Defender garrison in the Citadel, and he reports directly to High Commander Zane. He has his quarters covered with battle plans and maps depicting engagements where victory was achieved against seemingly impossible odds. His personal commitment and intensity are focused on the Citadel of Ravens never knowing the tread of enemy soldiers again. Emmerich keeps a modest amount of treasure locked in an iron-bound chest containing 2,400 gp worth of gold and jewels, a silver mirror worth 50 gp, a silvered dagger, a *potion of healing*, a *potion of neutralize poison*, a *potion of haste*, and a *potion of flying*.

Captain Emmerich, Male Half-Elf (Ftr2/MU3): HP 18; **AC** 3[16]; **Atk** *+1 longsword* (1d8+2); **Move** 12; **Save** 13; **AL** L; **CL/XP** 6/400; **Special:** +1 to hit and damage strength bonus, +2 on saves vs. spells, darkvision 60ft, half-elf racial abilities, multiple attacks (2) vs. creatures with 1 or fewer HD, spells (3/1).

Spells: 1st—*detect magic, magic missile, sleep*; 2nd—*web*.

Equipment: *+2 chain mail*, *+1 longsword*, *wand of magic missile* (8 charges), *boots of leaping*, spellbook.

4e. Turret Roof

This area is identical to **3e**.

5. Crow Turret

This turret is accessed via the courtyard, and is 60 feet tall, comprising four stories. This turret serves as the barracks for the Waymark men-at-arms who are stationed at the citadel.

5a. Stables

This floor serves as a stable for **30 Lyreguard mounts** that are overseen by 5 grooms (N male human commoner 2) who bunk in the loft above. A stairway around the turret's outer wall leads to the 2nd story barracks.

Light War Horse (30): HD 2; **AC** 7[12]; **Atk** bite (1d2); **Move** 18; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** none.

5b and 5c. Men-at-Arm's Barracks

Each of these floors serves as quarters for **40 Waymark men-at-arms**. Their personal effects are identical to those described in **4b** and **4c**.

Waymarch Man-at-Arms (Ftr1) (40): HP 7; **AC** 4[15]; **Atk** spear (1d6) or light crossbow (1d4+1); battleaxe (1d8) or handaxe (1d6); longsword (1d8) or dagger (1d4); **Move** 12; **Save** 14; **AL** L; **CL/XP** 1/15. **Special:** none.

Equipment: chainmail, shield, spear and light crossbow w/20 bolts, or battleaxe and handaxe, or longsword and dagger, 1d6sp.

5d. Captain Dronmaugh's Quarters

Captain Dronmaugh is a dwarf from Reme and is the commander of the Waymark troops stationed at the Citadel of Ravens, though he answers to High Commander Zane. He is a loyal soldier of the Waymarch, but his heart belongs to the City of the Lyre and he hopes to retire to the Lyre Valley after his commission is up to learn more about the mountain dwarves of the Silverhelm whom he considers distant kin. Dromaugh's door is protected by a *wizard lock*. Within, a perfect quartz carving of the dwarf god Dwerfater sits upon a pedestal, and a finely apportioned silk covered couch adorns one whole side of the room. The quartz statue is worth 500gp, and his couch is worth 400gp. Under the bed is an iron-bound locked chest that is protected with a *wizard lock.*

The chest is also **trapped** with a mechanical blade, causing 2d4 damage unless disarmed.

Crow Captain Dronmaugh, Male Dwarf Cleric of Dwerfater (Ftr3/Clr5): HP 25; **AC** 4[15]; **Atk** *+1 warhammer* (1d4+3); **Move** 9; **Save** 8; **AL** N; **CL/XP** 9/1100; **Special:** +1 to hit and damage strength bonus, +2 save versus paralyzation and

poison, +4 on saves against any magic, darkvision 60ft, dwarf racial abilities, multiple attacks (3) vs. creatures with 1 or fewer HD, spells (2/2).

Spells: 1st—*cure light wounds* (x2); 2nd—*bless, hold person*.

Equipment: *+1 chainmail, +1 warhammer, wand of hold person* (10 charges), short sword, spellbook.

5e. Turret Roof.

This area is identical to **3e**.

6. Ravens' Turret

This four-story turret is houses the remainder of the Free Defenders and Waymark men-at-arms that occupy the citadel.

6a. Stables

Like **5a**, this floor serves as a stable for **30 Lyreguard mounts** that are overseen by 6 grooms (Neutral male human commoner 2) who bunk in the loft above.

Light War Horse (30): HD 2; **AC** 7[12]; **Atk** bite (1d2); **Move** 18; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** none.

6b. Men-at-Arm's Barracks

This barracks holds **20 Waymark men-at-arms**. It is outfitted the same as **4b** and **4c**.

Waymarch Man-at-Arms (Ftr1) (20): HP 7; **AC** 4[15]; **Atk** spear (1d6) or light crossbow (1d4+1); battleaxe (1d8) or handaxe (1d6); longsword (1d8) or dagger (1d4); **Move** 12; **Save** 14; **AL** L; **CL/XP** 1/15. **Special:** none.

Equipment: chainmail, shield, spear and light crossbow w/20 bolts, or battleaxe and handaxe, or longsword and dagger, 1d6sp.

6c. Free Defenders' Barracks

This barracks houses **25 Free Defenders veterans** who form the core of the citadel's defenses due to their past combat experience. Every one of them knew someone who died when the original fell to the Huun, so they have made it their mission to ensure that the citadel will not ever suffer that fate again. Their personal effects are similar to those found in **4b** and **4c** except they each of 4d10 gp in coins and small knickknacks.

Free Defender Veterans (Elite Footmen): HD 2; **AC** 5[14]; **Atk** longsword (1d8); **Move** 12; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** none.

Equipment: ring mail, shield, longsword, 2d6sp.

6c. War Wizard Barracks

While not full-time members of the citadel garrison, members of the Wizards Guild volunteer to serve in the Lyreguard in rotations of 2–4 months and are housed in the citadel while they do so. The third floor holds the quarters of the **12 war wizards** currently serving a tour on the garrison. The room is much more comfortably appointed than most of the other chambers, and the builders have even completed plastering the interior walls to make the room cozier for when winter weather sets in. Each of these magic-users has valuables, coins, and small personal effects worth 1d6 x 100 gp, but they carry most of their valuables on their person in the form of magic items. Weapon racks hold spare longbows and barrels of goose-fletched arrows stand next to the archer slits that face the western side of the citadel, should any archers need munitions facing this direction.

Lyreguard War Wizard (MU4): HP 10; **AC** 4[15]; **Atk** *+1 dagger* (1d4+1); **Move** 12; **Save** 11; **AL** C; **CL/XP** 5/240. **Special:** +2 on saves vs. spells, spells (3/2).

Spells: 1st—*charm person, shield, sleep*; 2nd—*ESP, phantasmal force*.

Equipment: *+1 dagger,* traveling clothes, *ring of protection +1, potion of healing*.

6d. Deputy Commander's Quarters

This room of the turret holds the quarters of **Deputy Commander Vail**, a long-serving member of the Lyreguard. She serves as both the director of the war wizards who are currently in service to the Lyreguard and as the personal attache to High Commander Zane, the commandant of the citadel. Vail has served with Imril in the past and helps recruits transition from life in the Citadel of Ravens to careers serving with the Lyreguard or sheriffs.

Her room contains her camp bed, and accoutrements of war. Her locked treasure chest contains her spellbooks, 2,300 gp, a *scroll of locate object*, a *potion of haste*, *potion of extra-healing*, 1 *potion of flying*, and 1 pouch of *dust of disappearance* (23 uses left). A longsword and longbow lean against the wall next to the chest.

Deputy Commander Vail, Female Half-Elf (Ftr3/MU5): HP 24; **AC** 4[15]; **Atk** *+1 longsword* (1d8+2); **Move** 12; **Save** 11; **AL** N; **CL/XP** 9/1100; **Special:** +1 to hit and damage strength bonus, +2 on saves vs. spells, darkvision 60ft, half-elf racial abilities, multiple attacks (3) vs. creatures with 1 or fewer HD, spells (4/2/1).

Spells: 1st—*charm person, magic missile* (x2), *shield*; 2nd—*invisibility, web;* 3rd— *haste*.

Equipment: *+1 chainmail, +1 longsword, wand of cold* (10 charges), spellbook.

7. Drum Keep

The central keep and watch tower are the fail-safe in case the outer walls and turrets are breached by enemies.

7a. Stables Hall

The ground floor is divided into two separate chambers comprising the stables where the remainder of the Lyreguards' **50 mounts** and the storage for the dry rations and cured meats to withstand a two month siege.

Light War Horse: HD 2; **AC** 7[12]; **Atk** bite (1d2); **Move** 18; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** none.

7b. Mustering Halls

This level of the tower is actually divided into two floors. The lower floor has the great hall that serves as the citadel's mess hall as well as kitchens and quarters for **20 Lyreguards** and a dozen or more members of the cooking and cleaning staff (Neutral male or female commoner 1). The second floor houses another **80 Lyreguards**, though usually no more than 40 are here with the rest our training, riding patrols, etc. The Lyreguards have equipment to care for their armor and weapons and personal lockers with 2d20 x 5 gp in coins and small gems. A circular stair along the southern wall leads to the watchtower above.

Lyreguard (Ftr3) (100): HP 22; **AC** 4[15]; **Atk** *+1 longsword* (1d8+1); **Move** 12; **Save** 12; **AL** L; **CL/XP** 3/60. **Special:** multiple attacks (3) vs. creatures with 1 or fewer HD.

Equipment: chainmail, shield, *+1 longsword*, holy symbol of Muir or Mitra.

7c. Watchtower Ground Floor

The ground floor of the watchtower offers an observation deck that stands 30 feet above the outer walls of the keep, affording a view of the gatehouse, drawbridge and approach to the citadel. A light catapult faces the approach.

The thick, iron-bound oak doors leading to the observation deck can be barricaded from the inside. A company of **30 Free Defender archers** is quartered within the tower here.

Free Defender Archer: HD 1; **AC** 7[12]; **Atk** short sword (1d6) or longbow x2 (1d6); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** none.

Equipment: leather armor, short sword, longbow, 20 arrows 1d4sp.

7d. Tower Chambers

This level has been divided into three small rooms for the citadel's Lyreguard knights, the clerical support staff, and the high commander himself.

High Commander's Quarters

The door to this room is locked with a *wizard lock*. The smallest of the three rooms houses **High Commander Zane**, Lyreguard master of the Citadel of Ravens and commandant of training for the Free Defenders. He answers directly Lord Imril who personally appointed him to his position. Recruited several years ago from the Wizards Guild, Zane is still a member in good standing of that organization and is a member of the Dominion Arcane as well, though his duties with the Lyreguard prevent him from concentrating on Guild matters very much.

The room serves Lord Zane as a study and bedroom. Paintings on the wall depict the construction of the original citadel tower and a portrait of Zane's predecessor Lord Quicknight who died when the Citadel of Ravens fell to the Huun. The books contain histories of the Citadel of Ravens in particular, the Lyreguard, and the city in general, as well as High Commander Zane's personal spellbooks.

Zane's treasure is hidden in a wall safe behind the painting of Lord Quicknight. The safe is locked and is **trapped** with a spell trap which delivers a *fireball* dealing 6d6 damage, filling the room and affecting anyone save Lord Zane himself.

Lord High Commander Zane, Male Elf (Ftr4/MU6): HP 32; **AC** 4[15]; **Atk** *+1 short sword* (1d6+2); **Move** 12; **Save** 10; **AL** N; **CL/XP** 11/1700; **Special:** +1 to hit and damage strength bonus, +2 on saves vs. spells, darkvision 60ft, elf racial abilities, multiple attacks (4) vs. creatures with 1 or fewer HD, spells (4/2/2).

Spells: 1st—*detect magic, magic missile* (x2), *shield*; 2nd—*invisibility, web;* 3rd— *haste, slow*.

Equipment: *+1 chainmail, +1 short sword, wand of lightning bolt* (10 charges), spellbook.

Treasure: Zane's treasures include 37 pp, 600 gp, a *scroll of fear*, a *scroll of confusion*, a *potion of strength*, a *potion of levitation*, a *manual of golems* (flesh), a chrysoberyl (65 gp), turquoise earrings (120 gp), a silver and copper brooch (265 gp), a red-brown spinel (90 gp), and a few "lucky" stones he has collected over the years: a chunk of obsidian (1 gp), a rhodochrosite (3 gp), and a piece of turquoise (1 gp).

Knights' Quarters

This chamber serves as quarters for the **5 Lyreguard Griffon Riders** that are stationed in this citadel. There quarters are small but the view is spectacular, and when the window shutters are opened, there is always a freshening breeze to keep the cramped chamber from getting stuffy. The knights keep equipment to repair their armor, a locker with 870 gp worth of coins, gold and jewels, 2 *potions of cure moderate wounds*, 8 vials of holy water, and holy symbols of Mitra or Muir.

Lyreguard Captain, Griffon Rider (Pal6): HP 30; **AC** 3[16]; **Atk** *+1 lance* (2d4+2) or *+1 longsword* (1d8+2) or *+1 longbow* x2 (1d6+1); **Move** 12; **Save** 7; **AL** L; **CL/XP** 7/600; **Special:** +1 to hit and damage strength bonus, lay on hands (12hp), immune to disease, warhorse.

Equipment: *+1 chainmail, +1 shield, +1 lance, +1 longsword, +1 longbow,* 20 arrows, riding gear.

Clerics' Quarters

Most of the priests of the city who volunteer to serve with the Lyreguard on temporary duty hate this chamber. It is cramped and stuffy with only a single arrow slit to provide inadequate light and ventilation. Fortunately, most of the time spent on duty at the citadel keeps these clerics of assorted faiths too busy to spend much time here so that the tour of duty passes quickly before they're released back to their own temples. Of the **6 Lyreguard clerics** that share this room, at any given hour there will only be 1d2 of them present. They do not usually bring any valuables with them to the citadel.

Lyreguard Cleric (Clr3): HP 12; **AC** 4[15]; **Atk** heavy mace (1d6); **Move** 12; **Save** 12; **AL** L; **CL/XP** 4/120; **Special:** +2 save versus paralyzation and poison, spells (2), turn undead.

Spells: 1st—*cure light wounds, protection form evil*.

Equipment: chainmail, shield, *ring of protection +1*, heavy mace, 2 *potions of extra-healing,* holy symbol of Muir or Thyr.

7e. Raven's Roost

The lookout point that sits atop the Citadel of Ravens is shaded from rain, snow, and sun by a conical roof covered in slate shingles. Beneath this spire nest **5 griffons** that serve as mounts for the Lyreguard knights in the citadel. A rack contains the griffon harness and saddle which are keep in excellent condition.

Griffons: HD 7; **AC** 3[16]; **Atk** 2 claws (1d4), bite (2d8); **Move** 12 (fly 27); **Save** 9; **AL** N; **CL/XP** 8/800; **Special:** none.

Groups and Organizations

Bard's Gate is more than a collection of walls and buildings — it is a living city. And, as with all large cities, Bard's Gate has its own groups and organizations. Some, such as the Lyreguard, are well-known, while others, like the Fellowship of Note and the Red Blades, are more secretive. Because Bard's Gate is a widely diverse city by nature, it contains many such groups and no single group can be said to predominate. While the city's primary groups are described here, Referees should feel free to create and detail their own as well.

Military

The city is defended by the elite **Lyreguard**, and by its standing army, the **Free Defenders**. Internal order is maintained by the **Gatesmen** and **Wall Watchers**, who also contribute to defense in times of crisis. Troops from the neighboring Duchy of Waymarch, and various mercenaries, caravan guards and adventurers supplement the city's defense forces.

Lyreguard

Numbering about 250, the Lyreguard are the elite defenders of Bard's Gate and the Lyre Valley. Unlike many such veteran units, most of the Lyreguard are not heavy knights; rather they are more lightly-armed and armored than is typical for a knight, and their tactics are highly versatile. These knights wear their armor under a green surcoat bearing a silver lyre on the left breast, carry shields, lances, longswords, and composite longbows. Most ride light warhorses into battle.

The Lyreguard are well-trained and battle-tested due to their frequent clashes with the evil creatures of the north and numerous threats to the city over the years since their founding. Their commander is **Imril**, and his most elite knights are the **Griffon Riders** who are trained in aerial combat and reconnaissance astride their magnificent griffon steeds. The griffons are bred by the Lyreguard at the Citadel of Griffons (see **Chapter 2**), where they bond with a knight who trains with them from the time that they're a hatchling, and the loyalty that forms between the two has so far proven unbreakable. On the occasions when a Griffon Rider has fallen in battle, very seldom has his griffon survived, and vice versa. The Lyreguard has not yet officially determined what to do if one of the pair should outlive the other, but at present the consensus seems to be retire-



ment from the Griffon Riders for the survivor. Only time will tell if the burden of necessity will change that viewpoint.

The Lyreguard's headquarters is the Citadel of Griffons where they can keep a watch over the city and northern valley. The knights are all devout followers of Muir or Mitra; they wear gleaming armor and carry lance and longsword into battle. The Lyreguard knights are often seen in small groups, flying patrols over the city or performing important missions for Imril. Most of the Lyreguard are deployed at the Citadel of Griffons or the Citadel of Ravens, northwest of the city in the Lyre Valley. Here, they can watch for approaching enemies and warn the city if any threats arise. A smaller contingent patrols the walls and rides from the town to patrol the surrounding countryside, while others serve abroad at other holdings of Bard's Gate.

A hand-picked squad of 15 Lyreguard knights, selected for their loyalty and reliability, serve as the High Burgess' personal bodyguard. Known as **The Gentlemen**, 5 accompany the High Burgess at all times. The Gentlemen are all paladins, dressed in plate mail and shield, armed with longswords.

The Lyreguard also have **12 war wizards** and up to **30 clerics** of various goodly faiths of the city who provide healing and combat support. Each wears the symbol of his order or school as well as the insignia of the Lyreguard.

Lyreguard (Ftr3): HP 22; **AC** 4[15]; **Atk** *+1 longsword* (1d8+1); **Move** 12; **Save** 12; **AL** L; **CL/XP** 3/60. **Special:** multiple attacks (3) vs. creatures with 1 or fewer HD.
Equipment: chain mail, shield, *+1 longsword*, holy symbol of Muir or Mitra.

Lyreguard Captain, Griffon Rider (Pal6): HP 30; **AC** 3[16]; **Atk** *+1 lance* (2d4+2) or *+1 longsword* (1d8+2) or *+1 longbow* x2 (1d6+1); **Move** 12; **Save** 7; **AL** L; **CL/XP** 7/600; **Special:** +1 to hit and damage strength bonus, lay on hands (12hp), immune to disease, warhorse.
Equipment: *+1 chainmail, +1 shield, +1 lance, +1 longsword, +1 longbow,* 20 arrows, riding gear.

Lyreguard Cleric (Clr3): HP 12; **AC** 4[15]; **Atk** heavy mace (1d6); **Move** 12; **Save** 12; **AL** L; **CL/XP** 4/120; **Special:** +2 save versus paralyzation and poison, spells (2), turn undead.
Spells: 1st—*cure light wounds, protection form evil*.
Equipment: chainmail, shield, *ring of protection +1*, heavy mace, 2 *potions of extra-healing,* holy symbol of Muir or Thyr.

Lyreguard War Wizard (MU4): **HP** 10; **AC** 4[15]; **Atk** *+1 dagger* (1d4+1); **Move** 12; **Save** 11; **AL** L; **CL/XP** 5/240. **Special:** +2 on saves vs. spells, spells (3/2).
Spells: 1st—*charm person, shield, sleep*; 2nd—*ESP, phantasmal force*.
Equipment: *+1 dagger,* traveling clothes, *ring of protection +1*, *potion of healing*.

The Gentlemen (Pal4): HP 27; **AC** 2[17]; **Atk** *+1 longsword* (1d8+2); **Move** 12; **Save** 9; **AL** L; **CL/XP** 5/240; **Special:** +1 to hit and damage due to high strength, immune to disease, lay on hands (8hp), warhorse mount.
Equipment: plate mail, shield, tabard bearing the symbol of Bard's Gate, *+1 longsword*, summoning crystal, holy symbol of Muir.

Imril (Pal8): HP 52; **AC** –1[20]; **Atk** *+1 lance* (2d4+2) or *+1 longsword* (1d8+2) or *+1 longbow* x2 (with *+1 arrows*; 1d6+2); **Move** 12; **Save** 5; **AL** L; **CL/XP** 9/1100; **Special:** +1 to hit and damage strength bonus, *dispel evil*, lay on hands (12hp), immune to disease, warhorse.
Equipment: *+2 plate mail, +1 shield, +1 longsword* (detects chaos within 20ft), *+1 lance, +1 longbow,* 20 *+1 arrows*, riding gear, silver holy symbol of Mitra (150gp).

Free Defenders

The city's main defense is in the hands of the **Free Defenders**. Their ranks have increased recently after a strong recruiting drive following the siege of the city, and they are now a standing army of approximately 1,500, consisting mostly of young volunteers with some experienced officers who have been blooded but did not join the Overking's campaign to the north. Consisting primarily of young persons of able body who have not been apprenticed are expected to serve two years as a member of this force after enlisting. They are ably led by **Lord Commander Behrend Roy.**

A contingent of 100 is stationed inside the city near the Keep, 400 are stationed supporting Wall Watchers at various towers, gatehouses, and wall posts, and the remainder of the Defenders are garrisoned outside: 200 apiece at the Citadel of Griffons and the Citadel of Ravens, where they man the fortress defenses and supplement patrols of the valley, and the rest at various postings abroad where they typically serve a year of their two-year enlistment. Most Free Defenders are trained to ride light warhorses, but only a few are skilled enough to serve as cavalry.

Free Defenders wear chain shirts and carry, longswords and longspears. A group of about 100 Defenders are skilled archers; these wear studded leather armor, and are armed with longbows and a pair of short swords.

The city's standing army is further reinforced by **300 men-at-arms**, **20 heavy knights** and **90 light cavalry** of the Duchy of Waymarch. These have technically been hired as mercenaries as described in **Chapter 1**, but they serve intimately alongside the city's own defenders and supplement their patrols and military activities. Patrols in the Stoneheart Valley along the Tradeway are as likely to be Waymark cavalry as actual soldiers of the city.

Free Defender: HD 1; **AC** 6[13]; **Atk** longsword (1d8) or spear (1d6); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** none.
Equipment: ring mail, longsword, spear, 1d6sp.

Free Defender Archer: HD 1; **AC** 7[12]; **Atk** short sword (1d6) or longbow x2 (1d6); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** none.
Equipment: leather armor, short sword, longbow, 20 arrows 1d4sp.

Free Defender Elite Footmen: HD 2; **AC** 5[14]; **Atk** longsword (1d8); **Move** 12; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** none.
Equipment: ring mail, shield, longsword, 2d6sp.

Free Defender Officer: HD 4; **AC** 4[15]; **Atk** longsword (1d8); **Move** 12; **Save** 13; **AL** N; **CL/XP** 4/120; **Special:** none.
Equipment: chainmail, shield, longsword, 3d4gp, 1d6sp.

Waymarch Knights (Ftr3): HD 3; **AC** 4[15]; **Atk** longsword (1d8) or lance (2d4+1); **Move** 12; **Save** 12; **AL** N; **CL/XP** 3/60; **Special:** multiple attacks (3) vs. creatures with 1 or fewer HD.
Equipment: chainmail, shield, longsword, lance, 2d10gp, 40+2d10sp.

Waymarch Cavalry (Ftr2): HD 2; **AC** 5[14]; **Atk** longsword (1d8) or lance (2d4+1); **Move** 12; **Save** 13; **AL** N; **CL/XP** 2/30; **Special:** multiple attacks (2) vs. creatures with 1 or fewer HD.
Equipment: ring mail, shield, longsword, lance, 10gp, 20+2d10sp.

Lord Commander Barend Roy (Ftr5): HP 23; **AC** 0[19]; **Atk** +2 *longsword* (1d8+2) or +2 *halberd* (1d8+4); **Move** 12; **Save** 10; **AL** L; **CL/XP** 4/120. **Special:** +1 to damage with a two-handed weapon, multiple attacks (4) vs. creatures with 1 or fewer HD.
Equipment: *+1 plate mail*, *+1 shield*, *+2 longsword*, *+2 halberd*.



City Guards

Gatesmen

Technically part of the Wall Watchers and numbering about 75, the **Gatesmen** are the besttrained guards in Bard's Gate besides the Lyreguard. They guard all five gates to the city, working in groups of four, and are regularly rotated on a random basis to minimize the chance of corruption or bribes. So far the system works well, as only a handful of Gatesmen have ever been caught taking bribes. **Captain Hodd** (Lawful male human fighter 6) makes sure his Gatesmen are well-paid, and they are expected to swear to a strict code of conduct. Those convicted of corruption are branded and expelled from the guard; more grievous offenses are punishable by execution, but no Gatesman has ever committed a crime that carries such a harsh penalty.

Gatesmen (Ftr1): HP 5; **AC** 6[13]; **Atk** spear (1d6); **Move** 12; **Save** 14; **AL** L; **CL/XP** 1/15. **Special:** none.
Equipment: leather armor, shield, spear, signal whistle.

Gatesmen Lieutenant (Ftr3): HP 15; **AC** 5[14]; **Atk** spear (1d6) or short sword (1d6); **Move** 12; **Save** 12; **AL** L; **CL/XP** 3/60. **Special:** multiple attacks (3) vs. creatures with 1 or fewer HD.
Equipment: ring mail, shield, spear, short sword, signal whistle.

Gatesmen Captain (Ftr4): HP 23; **AC** 5[14]; **Atk** longsword (1d8); **Move** 12; **Save** 11; **AL** L; **CL/XP** 4/120. **Special:** multiple attacks (4) vs. creatures with 1 or fewer HD.
Equipment: chainmail, shield, longsword.

The Wall Watchers

In addition to aiding the Gatesmen as needed, the **Wall Watchers** also observe activities outside the city and make sure that those inside are behaving themselves. There are about 150 Wall Watchers, garrisoned in the city wall towers. Throughout the day and night, pairs of Wall Watchers walk long, often lonely patrols, with one watcher looking out from the city and the other looking in.

The Wall Watchers dress in grey surcoats over chainmail. The surcoat is embroidered with the image of a crenellated wall affixed with a white lyre in its center. Their kite shields display the standard of the city. Standard armament consists of longbows or longspears, with battleaxes for cutting ropes and breaking siege engines.

The Wall Watchers are led by **Captain Hodd** (see **Gatesmen**).

Wall Watcher (Ftr1): HP 5; **AC** 4[15]; **Atk** battleaxe (1d8) or spear (1d6); **Move** 12; **Save** 14; **AL** L; **CL/XP** 1/15. **Special:** none.
Equipment: chain mail, shield, battle axe, spear, signal horn.

Wall Watcher Archer (Ftr1): HP 4; **AC** 7[12]; **Atk** short sword (1d6) or longbow x2 (1d6); **Move** 12; **Save** 14; **AL** L; **CL/XP** 1/15; **Special:** none.
Equipment: leather armor, short sword, longbow, 20 arrows 1d4sp.

Wall Watch Officer (Ftr3): HP 15; **AC** 5[14]; **Atk** spear (1d6) or short sword (1d6); **Move** 12; **Save** 12; **AL** L; **CL/XP** 3/60. **Special:** multiple attacks (3) vs. creatures with 1 or fewer HD.
Equipment: ring mail, shield, spear, short sword.

Law Enforcement

The laws of Bard's Gate are overseen by the constables and the sheriffs, two groups who are sometimes known to be competitive. Though from time to time turf battles between the two groups make law enforcement difficult, the sheriffs and constables are quick to cooperate if the city is threatened.

Sheriffs

The **sheriffs** are charged with serving arrest warrants within Bard's Gate, and are responsible for escorting individuals arrested by the City's private watch brigades. The sheriffs also maintain the jail located within the Keep, and have a holding facility and headquarters in every district. The High Sheriff himself is an elected official voted upon by the free folk of Bard's Gate. Because it is a political position, unlike the Chief of Constables who is appointed by the Council of Burghers, the High Sheriff is almost always elected in a hard-fought race between different candidates backed by different guilds. The current High Sheriff, **Topfer Brighteye**, is an exception to this trend, due to his wild popularity with the common people and reputation for honesty. Sheriffs are known for their no-nonsense attitude, and are quick to silence unruly prisoners with a club or sap. The current Undersheriff is **Kotchko**.

Sheriffs wear orange-and-black checkered surcoats over their armor (scale or chain). A tin badge in the shape of a lyre is affixed to the breast of the checkered jacket.

Sheriff's Deputy (Ftr1): HP 6; **AC** 6[13]; **Atk** club (1d4+1); **Move** 12; **Save** 14; **AL** N; **CL/XP** 1/15. **Special:** +1 to hit and damage due to high strength.
Equipment: leather armor, shield, club.

Sheriff Topfer Brighteye, Male Halfling (Ftr4): HP 19; **AC** 3[16]; **Atk** *+1 long sword* (1d8+2); **Move** 9; **Save** 11; **AL** L; **CL/XP** 4/120; **Special:** +1 bonus when using missile weapons , +1 to hit and damage strength bonus, +4 on saving throws against magic, halfling racial abilities, multiple attacks (4) vs. creatures with 1 or fewer HD.
Equipment: *+1 chainmail,* shield*, +1 longsword*.

Major Kotchko, Sheriff's Sergeant (Ftr6): HP 30; **AC** 5[14]; **Atk** *+1 bastard sword* (1d8+2); **Move** 12; **Save** 9; **AL** N; **CL/XP** 6/400; **Special:** +1 to hit and damage strength bonus, multiple attacks (6) vs. creatures with 1 or fewer HD.
Equipment: *+1 ring mail, +1 bastard sword,* 2 sets of manacles.

Constables ("Brownies")

City Constables are similar to the Sheriffs in that they may serve warrants for searches and arrests, which private watch brigades are not allowed by law to do. The constables are also charged with investigating and solving more serious crimes, such as murder, assault, grand larceny, peddling of illegal drugs and poisons and the like. Most constables take their work very seriously, but due to political considerations, the constables are not as well-funded as the sheriffs, so lower-ranking constables are more susceptible to bribes than other city law enforcement officials.

Constables wear brown tabards and short capes over their armor, emblazoned with a white lyre. They are typically armed with a light crossbow, shield and longsword. Because of the brown color of their trappings they are referred to by the derogatory term "brownies."

The current **Constable Captain** is **Pthan Traklos**, and the **Chief of Constables** is **Garrid Garzag**.

Constable (Ftr1): HP 6; **AC** 6[13]; **Atk** longsword (1d8) or light crossbow (1d4+1); **Move** 12; **Save** 14; **AL** N; **CL/XP** 1/15. **Special:** none.
Equipment: leather armor, shield, longsword, light crossbow, 10 bolts.

Constable Officer (Ftr3): HP 17; **AC** 5[14]; **Atk** short sword (1d6); **Move** 12; **Save** 12; **AL** L; **CL/XP** 3/60. **Special:** multiple attacks (3) vs. creatures with 1 or fewer HD.
Equipment: ring mail, shield, short sword.

Constable Sergeant (Ftr2): HP 10; **AC** 6[13]; **Atk** longsword (1d8) or light crossbow (1d4+1); **Move** 12; **Save** 13; **AL** L; **CL/XP** 2/30. **Special:** multiple attacks (2) vs. creatures with 1 or fewer HD.
Equipment: leather armor, shield, longsword, light crossbow, 10 bolts.

Constable Captain Pthan Traklos (Ftr6): HP 28; **AC** 4[15]; **Atk** short sword (1d6+1); **Move** 12; **Save** 9; **AL** N; **CL/XP** 6/400; **Special:** +1 to hit and damage strength bonus, multiple attacks (6) vs. creatures with 1 or fewer HD.
Equipment: chainmail, shield, short sword.

Chief of Constables Garrid Garzag, Male Dwarf (Ftr6): HP 32; **AC** 0[19]; **Atk** *+1 warhammer* (1d4+3); **Move** 9; **Save** 9; **AL** N; **CL/XP** 6/400; **Special:** +1 to hit and damage strength bonus, darkvision 60ft, dwarf racial abilities, multiple attacks (6) vs. creatures with 1 or fewer HD.
Equipment: *+1 plate mail, +1 shield, +1 warhammer*.

Guilds

The city is composed of many guilds, reflecting the various crafts and trades. They are one of the primary political entities of the city, as the head of each guild — no matter its size — is allowed to vote in the Council of Burghers (see **Chapter 4**). Some guilds are exactly as they appear: simple organizations of craftsmen. Others, however, have a secret component to them, such as the Wheelwrights Guild, which is a front for Duloth's evil organization. The main guilds are detailed below, though many more exist within the city. Referees are free to expand as needed.

The head of each guild is called a Burgher or Burgess, and the financial branch of the city's government is overseen by the powerful Council of Burghers, composed of the Burgher of each of the guilds, regardless of that guild's relative power. A staunch ally to the High Burgher or Burgess at times, the Council has much more often over the years a true thorn in the flesh if not an outright threat to his or her safety. The Council of Burghers is led by the Mayor of the Council, a position that was formerly elected internally from among the council members themselves but through generations of political wrangling and tug-of-war has — for the moment at least — been formally attached to the office of the High Burgess. High Burgess Cylyria takes her role on the Council as its Mayor very seriously, knowing all too well the fate of week High Burghers in the past who have let the Council undercut their power.

Typical examples of guild apprentices, journeymen, and master craftsmen are provided in **Appendix A: Common NPCs**.

Actors, Musicians, and Playwrights Guild

Not a true guild, this group represents the sum of the administration of Bard's College (**BC1**) and is what gives the chancellor of the college, **Maestro Lauriann Danyr** (**BC1**), a seat on the Council of Burghers as Burgess of the Guild. The college pays little mind to the day-to-day running of the city council, being wholly occupied with its own curriculum,

staff, and student body, but pays particular attention when politics of import to the entire city are in play. In addition, Chancellor Danyr is not above sending her provost, **Ivir Traskari** (Neutral male human expert 3) to council meetings in her stead as proxy just to keep a finger on the pulse of the Guilds. This guild does not collect dues.

Beggars Guild

Most inhabitants of Bard's Gate would be surprised to learn that the city's beggars have their own guild. This is fine with the beggars, who prefer that their organization remain largely secret.

Though the guild makes some money from the actual business of begging, it has another side, one which brings considerable income to its leaders. While few notice beggars, the beggars themselves notice much. Those in the know — politicians, merchants, criminals, spies and adventurers — use the beggars as extensions of their own eyes and ears, gathering information and watching the comings and goings in the city. The beggars' most precious commodity is knowledge, and little goes on in Bard's Gate that they do not eventually hear about.

Guildmaster Lucius Gromp (**C13**) is not recognized as a burgher of the city and is not a member of the Council of Burghers, and he is fine with that. Anyone can find out what occurs in the open council meetings, but Gromp oversees what amounts to a powerful espionage organization, sending guild members all over the city with instructions to listen and watch as they beg. Though most of these missions do not yield anything useful, enough good information is gathered — an idle observation, a whispered conversation overheard, a note or clue dropped in the street — for Gromp and his subordinates to make a tidy profit when sold to the right buyer.

Guild members must pay 1 cp per week, plus a percentage of their begging income (ranging from 75% for apprentices, 50% for journeymen and 20% for master beggars) to the guild. In exchange for these rather steep rates, the Beggars Guild provides food, shelter and clothing to those guild members who need them. Combined with the gold that Gromp makes from selling secrets, the beggars actually have a fairly substantial fortune, hidden in various caches throughout the city, only a small portion of which (2d10 x 100 gp) can be found in the guild hall (**C13**) at any one time.

Beggars who refuse to pay their dues are beaten by hired toughs, and more flagrant violations result in broken limbs. Few beggars manage to survive for long without the guild, so nearly all beggars in the city are guild members.

Gromp has spies and moles in almost every other Bard's Gate guild. Those who need information can seek him out at the Beggars' Guildhall, where they are asked to pay an amount based upon their own affluence and the importance of the information required. Gromp has no qualms about charging exorbitant rates to wealthy patrons. Gromp's beggars are competition for the Shadow Masks; however, the sheer volume of information the beggars gather keeps them relatively safe. It is not unheard of for a member of the Shadow Masks to make use of Gromp's information-gathering skills to complete a task of their own.

Brewers and Distiller's Guild

No alcohol is brewed, bought or sold in Bard's Gate without the knowledge and oversight of this guild. Nearly all tavernkeepers are members of the guild; only those who do not serve alcohol can escape the membership requirement. Anyone dealing in alcohol without guild approval finds themselves visited by hired thugs, who are not above reducing businesses to smoldering ruin.

Needless to say, membership in this guild is broad. Its size is actually something of a handicap, for the large number of members means that the guild is often encumbered by bureaucracy and its members can rarely agree on anything. Official guild prices are not set — rather, a range of prices that a member can charge are determined by the type of alcohol he is selling, and this range can vary greatly.

The wealthiest member of the guild, **Ayn Vinewood,** (Neutral male human aristocrat 6), also serves as the group's burgher, but he is generally considered little more than a figurehead, presiding over meetings and representing the guild at official functions. His own personal and family problems likewise distract him from the important business of running the guild.

Trouble has flared within the guild due to the feud between **Brin Zwiescher (C9)** and the Stoneheart Mountain Distillers. This feud threatens to tear the guild apart unless Ayn shows some real leadership. Both Brin Zwiescher and **Gowan McKean (O3)** are making alliances to take control of the guild — it seems likely that the guild might split into two factions, with McKean heading a new Distiller's union, and Brin heading a Brewer's League.

The guild also has trade agreements with farmers and other associated industries, giving discounts on purchase of barley, grains, hops, yeasts, barrels and other important items. Membership dues are 15gp per year.

Caretakers Guild

Gravediggers, groundskeepers, coffin makers, coroners, cremators, mourners, and others who deal with the dead and their disposal belong to this guild. Run by the cold-hearted elven undertaker **Erlend** (**Chapter 25**, **City of Ashes**), the Caretakers Guild is independent of any church, but has official license to inter the dead in the City of Ashes. Religious officials and priests may preside over interments, but the actual task of laying the dead to rest remains with the Guild. In addition, the Caretakers are also responsible for collecting and storing the bodies of the newly deceased.

The Caretakers are rumored to harbor a number of corrupt members, including those who make deals with necromancers to raise the dead or supply body parts for illicit magic. Other members of the guild are rumored to be able to conceal the signs of murder or assassination and often work closely with the Red Blades. Membership costs 5 gp per year for a journeyman or master, 1 gp per year for apprentices.

The Fraternal Brotherhood of Barristers and Solicitors

This venerable and honored guild is comprised of the legal experts who defend those accused of crimes against the city, file the many motions, suits, and contracts that keeps the city moving, and argue cases before the city judges and magistrates. Legal experts in the city are divided between barristers, who plead cases before the bench and handle the weightier matters of the law, and solicitors, who handle the myriad details of filing legal paperwork, drawing up contracts, etc. As solicitors gain in experience they can become solicitor advocates and begin to argue petty cases before the city magistrates before joining the ranks of the barristers themselves. Many of the barristers go on to become city magistrates, and some even rise to become the city's judges. The burgher of the guild is called the Great Speaker by its membership, and most Great Speakers go on to become judges themselves. Those city judges who were once Great Speakers of the guild are known derisively as the "Judge's Guild" by those who did not rise through that route. Not all barristers and solicitors within the city are required to have membership in the guild, but having ready access to the brotherhood's library and resources at their guildhall (**K6**) is invaluable, and more than one observer has noted that guild members who appear before the judges and magistrates who were also guild members seem to enjoy more favorable results. For their part, the city's judges and magistrates are required to renounce their guild membership upon ascending to the bench and remain neutral towards all organizations so as to prevent any sort of judicial collusion. The current Great Speaker, **Chu'aine** (**K6**) is immensely popular within the guild and extremely successful in this legal practice. He has thus far resisted every offer to rise to the bench and leave his guild brothers behind.

Solicitors are considered guild apprentices and pay annual dues of 10 gp, solicitor advocates are considered journeymen and pay 35 gp per year,

and barristers are the true masters of their trade and must pay annual dues of 150 gp.

Coopers and Shipwrights Guild

The leader of this guild, **Gester Wilvorton (K3)**, is also the ranking priest of Sefagreth in the city and the City Commissioner of Commerce and Trade. As a result, this slight and unassuming man with a balding pate, gathering paunch, and wrinkled tunic is one of the most influential and powerful men in the city, and he uses this to further the city's trade interests — which in turn furthers the interests of his guild. The Coopers and Shipwrights have no formal guildhall usually meeting in either the spacious shrine of Sefagreth on the first floor of the Offices and Commerce and Trade (**K3**) for formal meetings and votes or, more frequently, meeting in the city naval yard (**TW38**) where a great many of the guild members are employed in building new river vessels. Annual dues in the guild are 1 gp for an apprentice, 5 gp for a journeyman, and 100 gp for a master craftsmen. Members who are also clerics of Sefagreth have their annual dues waved in exchange for 1 day of service to the church out of every 2 months.

Dockworkers' Guild

The longshoremen of Tradeway Landing move vast amounts of cargo from the docks to the waiting wagons of the Wheelwrights and vice versa and would easily be the second-most powerful guild behind the Wheelwrights if not for the rival Shipworkers' Guild. The Dockworkers can only move cargoes that have already been unloaded from the river boats or that are about to be loaded onto the river boats, while the stevedores of the Shipworkers handle the actually loading and unloading of the boats themselves but effectively lose control once the cargo is on the docks. Thus each guild cuts into half of the other guild's profits. This situation has reigned since the time of the Talamarian Dispute, and each eyes the other hungrily seeking a return to the old days.

The burgher of this guild is the wealthy silk merchant **Piter Hagglesthorpe IV (BC3)** who owns many of the warehouses in Tradeway Landing. He is in most way the complete opposite of the bluff and violent burgher of the Shipworkers, but what he lacks in bravado and loyalty from the guild members he more than makes up for in shrewd calculation and planning. He knows that Clytus Schem is a tinderbox just waiting to erupt and that Duloth plays a dangerous game between both of them and the docks commissioner, though he does not yet know exactly what Duloth's angle is. Unfortunately, Piter has become distracted by his own personal scandal and has given little time or attention to the cause of his guild lately. He is oblivious to the fact that his leadership is slipping among the guild members, and it is all playing directly into Duloth's hands.

Membership dues are a modest 5 sp per year.

Gem Cutter and Jewelers Guild

This guild has long been headed by **Borm Morgarm (G11)** who has seen the success of the guild grow over his tenure. The guild sets the prices for gems both raw and cut, as well as handcrafted jewelry throughout Bard's Gate. Guild members also share information about criminal activities in the city, to help protect themselves against theft. The guild often employs outside adventurers and guards to help thwart the machinations of Bard's Gate's criminal element. Anyone who buys or sells more than 10,000 gp in gems and jewelry within the city must join the guild. Membership is 1,000 gp per year.

Glassblowers Guild

In addition to glassblowers, this guild numbers crystal sculptors, glaziers, lantern-makers and window-hangers among its members. This guild is as well known for its feasts and revels as for its craftsmanship — in many ways the Glassblowers Guild is more of a social club than anything else. Just the same, guild members take great pride in their work. **Guillome (G5)** is the current burgher. Members of the Glassblowers Guild pay annual dues of 5 gp.

Harlots' Guild

Members of this large but discreet guild are known as the Sisters of the Merciful Touch (though almost as many men are included in the harlots' ranks, and are referred to as Brothers in the guild). The guild is run, with merciless efficiency, by **Madame Toulon (G18)**. Though outwardly warm and cordial, Toulon is nevertheless a highly effective, no-nonsense businesswoman who never lets personal sentiment get in the way of good financial decisions. Her primary interest is the well-being of the guild and its members, and in this she is as uncompromising as she is skilled.

The guild's members are predominantly women, with training and skills in many areas, both social and erotic. Despite the guild's name, its members are more courtesan than harlot, and are always in demand throughout the city as companions, escorts, and lovers. Common streetwalkers are generally left alone by the guild, and must face the perils of their profession without its support. Toulon prefers members who bring substantial income to the guild. Dues for guild members amount to 5 gp per year, plus a 25% cut of each member's nightly profits. As it is difficult to keep a close watch on guild members while they ply their trade, it is not uncommon for them to under-report their earnings, though doing so and being caught risks a hefty fine or expulsion from the guild. Without guild protection, former members are forced to ply their trade on the streets, with all the dangers that that entails.

Members who remain in good standing often end up becoming wealthy and well-known throughout the city, for Toulon often calls upon them to attend large banquets, state dinners and official events as entertainers, providing singing, dancing and performance in addition to their roles as escorts and companions. In general, it is considered somewhat gauche to openly notice or mention that an attendee at a lavish function is a member of the Harlots' Guild.

Madame Toulon at one time had close ties to Duloth of the Wheelwrights Guild, but today she does not stand to have the man mentioned in her presence, and no one is entirely sure why.

Herbalists and Alchemists Guild

An old and venerable guild, the Herbalists and Alchemists grant licenses to practice herbal healing and alchemical arts within the city, and also provide assistance to members in the form of laboratories, common store houses where materials can be purchased cheaply, and no-interest loans. The guildhall also contains an extensive library, with many volumes of ancient, near-forgotten lore.

The guild's leader is chosen once per year by secret ballot of the master craftsfolk, but the guild's current burgess, **Tanna Evesho (G14)**, has continued to win elections as long as any can remember. Those seeking membership in the guild must pay 5 gp, then must take a test of their knowledge from senior guild masters. Yearly dues are 10 gp, most of which goes to the upkeep and maintenance of the guildhall and its library.

Innkeepers Guild

Anyone who wishes to run an inn (defined as a structure where food and drink are served and nightly lodging is available) in Bard's Gate must join this guild. Yearly dues are a percentage of the inn's yearly income, and range from 10 gp for a small establishment to over 1,000 gp for a large, well-stocked multi-story inn.

Unfortunately, the Innkeepers Guild is something of a joke in Bard's Gate, for many inns are simply fronts for underworld activities, or sources of profit for greedy merchant houses, and their owners are mere shills.

Most inns do not maintain accurate accountings of their income, so the amount that the guild collects rarely if ever reflects the inn's real income.

In addition to its somewhat ineffectual role as an organization for innkeepers, the guild also loans out money to non-members at steep interest percentages, ranging from 15–30%. Guild members can borrow with little or no interest, and the curiously high default rate on these loans to non-members has brought much gold into the guild's coffers of late. Rumor has it that the guild has been buying properties all over Bard's Gate, though to what end no one is certain. Others claim that these purchases don't cover all the money that the guild is taking in, leading to speculation as to where all this gold is truly going.

The master of the Innkeepers Guild, **Burgher Clovis Gunderson** (Neutral male human expert 5), is a mousy, hunched little man with wispy hair and spectacles perpetually perched on the tip of his overlong nose. His detractors claim he carries ratling blood in his lineage. Burgher Gunderson is seldom seen outside of Council meetings, and he sleeps at a different property and shell businesses he owns in the city every night, only repeating locations every month or so. Many speculate that he is on the run from the Red Blades or some other nefarious group, but the truth of the matter is that he simply despises social interaction and prefers to avoid any callers.

Rivermen's Guild

Comprised almost entirely of Arkaji Riverfolk, this small guild survives largely due to the efforts of **Katrin** (**ED7**), an Arkaji druid who is credited with introducing gondola traffic to the city. Most Riverfolk prefer to work independently, and Katrin is often frustrated in her attempts to organize them. Traditional river pilots and boatmen among the Riverfolk find her a bit naïve; her visions of moonlit gondola rides, serenades and peaceful water traffic at odds with the reality of competition and waterborne trade.

Katrin has managed to keep all the gondoliers and a handful of law-abiding, businesslike boatmen in the guild, but many others refuse to join or pay dues, competing openly for business and ignoring any attempts by the guild to regulate prices. Membership in the guild is 4 gp per year, which many Riverfolk consider to be outrageous, given the minimal assistance that the guild provides. Many refuse to pay, and Katrin may be fighting a losing battle in her efforts to bring the Riverfolk together into a single group.

Scribes Guild

Members of this guild are responsible for the preparation of official documents and legal papers within the city. The guild also aids in the detection of illegal documents and forgeries, and transcribes legal proceedings. Most nobles and wealthy merchants in Bard's Gate have at least one guild member on staff; some nobles keep scribes simply to record their thoughts and draw up mundane correspondence.

Apprentice scribes take an oath of secrecy upon joining the guild. The oath states that the scribe never reveals any of the secrets disclosed by employers, and is enforced by a *geas* cast by a member of the Wizards Guild.

The current burgess is **Livit Lockhardt** (**G12**), who specializes in the transcription of magical texts. So far, Livit and the guild have taken a wait-and-see approach to the Lyre Valley Press (**TW29**) and its odd "printing machine." The technology seems nothing more than a curiosity and not a threat to their position. Guild membership is a mere 15 gp per year.

Shipworkers' Guild

The other half of the old Guild of Longshoremen, the Shipworkers are the stevedores who move the cargo from the decks and holds of river boats onto the docks, where the Dockworkers take over, and vice versa. The burgher of the Shipworkers' Guild, **Clytus Schem** (Neutral male human fighter 4), is seriously considering an alliance with the Wheelwrights but has concerns about how far he can trust the weasel-ly fat man. His misgivings are not entirely unfounded. Membership dues are 2 gp a year, which causes many of the members to grouse and complain loudly, but none dare do so too loudly for fear of Clytus and his rock-hard knuckles.

Society of Arms

The Society of Arms is a guild and fraternal association of fighting men and women and something of a de facto "Adventurers' Guild" within the city. Anyone seeking employment as a mercenary, guard or watchman, or who wish to join the Lyreguard or Free Defenders, must first qualify for membership in the Society of Arms.

Headquartered in the Market District, this Guild's burgher is **Commandant Rahonse** (**M19**), whose aids put applicants through a series of basic tests and exercises to determine their fighting skills. Once accepted, the new member pays a one-time membership fee of 15 gp. The guild provides training to its members, and offers weapons and armor at a 10% discount from normal prices. The guild headquarters (**M19**) also serves as a hiring hall, where unemployed warriors can come to find employment with merchants, mercenary companies, adventuring bands and the like.

Stablers and Breeders Guild

This guild's membership is fairly small since there are only a limited number of horse breeding outfits of any size in the Lyre Valley, but those few control most of the market for horse dealing and likewise have a controlling interest in most of the livery stables in and around the city. The guild master is retired cavalryman **Captain Jadeyn Roean** (**SR3**), whom the ranchers appointed to handle the mundane, day-to-day business of the guild. They do not allow him to sit for them on the Council of Burghers, though, requiring him to appoint one of them as a proxy for each meeting. Captain Roan is irked by the situation but knows better than to bite the hand that feeds him, so he continues his duties for the time being and keeps his mouth shut. Annual membership dues are 200 gp, so only the largest of the horse breeders are actually members of the guild, and there are dozens of smaller breeders that take part in the horse trade in and around the city. The guild ranchers don't bother with them but do require a guild license for any livery stable to operate within the valley. As a result virtually all of the livery stable owners have had to sell a part of their ownership to the main ranchers in order to be able to afford to operate.

Stoneworkers Guild

Stonemasons, bricklayers, sculptors and similar craftsmen are required to join the Stoneworkers Guild if they wish to work in Bard's Gate. The guild is highly respected, and its members are often employed to build structures and create decorations far from Bard's Gate.

The Stoneworkers are likewise known as one of the most incorruptible of the city's guilds. Prices for their services are fixed at a yearly meeting, and members face stiff fines if they violate either the guild's pricing guidelines or their code of conduct, which demands prompt, timely and professional services.

Barik (**G13**) is an almost legendary craftsman, and has led the guild for nearly 30 years. He works closely with city officials and helps them plan new construction in Bard's Gate, carefully making certain that new buildings fit the overall style and architecture of their existing neighborhoods. Barik is also known for his friendly, fatherly manner — he treats all guild members as equal, down to the lowliest apprentice. Guild dues are based upon the member's skill. Laborers (commoner 1–3) pay 1 gp per year; apprentices pay 5 gp per year, journeymen 10 gp per year, and masters pay 20 gp per year.

Barik grudgingly defers mining work to the Underbuilders Union (**UH5**), but does so to maintain a decent working relationship in the city. Barik knows of Bogdan's connection with Duloth, and doesn't wish to see any trouble in the construction arena.

Tavernkeepers' Association

Most members of the Tavernkeepers' Association are also members of other guilds, such as the Innkeepers and the Brewers Guilds. This organization is more of a loose confederation than a true guild, but its members still wield considerable influence. Anyone who runs an establishment that sells food or drink must be a member of this guild; this includes open-air stalls, carts, and other small businesses so, like the Innkeepers, the Tavernkeepers have a fairly large membership.

Those attempting to run a tavern or drinking establishment without the Tavernkeepers' approval soon find their casks broken in the street or their establishment ablaze. Some even suspect the guild of complicity in several major fires recently, but nothing has been proven so far.

The guild meets infrequently, and cares little for the quality of its member's goods, only that they are members and pay their dues. Membership in this union is similar to that of the Innkeepers Guild, in that proprietors are charged a percentage of yearly profits. As with the Innkeepers, many businesses cook the books and don't honestly report their income, however. Vendors who sell from carts or stalls are charged only 1 gp per year. **Burgher Marghes Coltriven** (Neutral male human expert 4) runs the guild with an iron fist, making sure every penny in dues is accounted for — and little else.

Thieves' Guild

See "The Shadowguild" under **Secret Organizations**, below.

Underbuilders Union

Comprised almost entirely of dwarves and gnomes, the Underbuilders Union is responsible for not only delving most of the catacombs, sewers, and tunnels beneath the city but also virtually all of the Underhill District and a good many of the city's cellars. In addition, the Union remains as the biggest competition for the Stoneworkers Guild. Their burgher, **Bogdan Rockroot** (**UH5**), is allied with Duloth and the Wheelwrights Guild. Together they attempt to inflate the cost of stone construction and debris hauling in the "Overcity". Bogdan alone decides the "danger" of any given construction job, and sets the cost accordingly, at risk of a shutdown of any work by the members of his union. Although the city issues building permits, hiring workers to get the job done requires the blessings of Bogdan. These blessings usually result in a 10% or more upcharge to construction costs. Although Bogdan is not himself as corrupt as Duloth, he *is* a businessman, and believes in maximizing profits for the workers he represents. He saw Duloth's rise, and can appreciate the work that went into it, if not necessarily the tactics. Bogdan is at odds with the Pipe Cleaners and seeks to remove Norton McKiagh and have him replaced with a more pliable city official. Membership dues in the Underbuilders' Union are the equivalent of one day's paid work per month.

Weavers and Textile Workers Guild

This loose guild includes almost anyone involved in the creation of cloth and textiles. Members range from impoverished weavers to mercers dealing in fine cloth, and few have any qualms about competing fiercely with each other. **Milago** (**G6**) was chosen as burgher for his relative innocuousness. A retired weaver, Milago has an excellent knowledge of the subject and does little to interfere in internecine struggles between guild members. Presently, the guild exists primarily to fix prices, but fines for violating price limitations are minimal, and most members treat guild prices as guidelines, or at least as a place from which to begin bargaining. The Guild turns a blind-eye to the activities of the Black Market's Satin Alley area (**BM15**), although, if asked, Milago always assures a customer "he is looking into it." Membership in the guild is 1 gp per year.

Wheelwrights Guild

Formed in the aftermath of the powerful Teamsters' Accord's destruction, a humble wainwright gathered a few of his friends and companions to form a new union for wagon builders and freight haulers. Now barely more than a century later, the Wheelwrights Guild has grown to dominate trade and politics in Bard's Gate and throughout its suzerainty in a way that its forebears never dreamed. The tenure of **Duloth Armitage** (**G10**) as the burgher of the Wheelwrights has brought unheralded prosperity and caused many to whisper that one of the burghers may just be able to wrest the office of Mayor back from the High Burgess. Others whisper that Duloth's rise and that of the Wheelwrights can only be the result of more than simple backroom dealing and shady politics; they say there is something truly rotten at the core, and they're closer to the truth than they know.

Duloth has his fingers in more pies than anyone can imagine, and no one would want to imagine the depths of evil that those pies may hold. For his part Duloth works tirelessly to enrich himself and his guild, though he is well aware that the true power he seeks lies not simply in the coffers and interests of the Wheelwrights. There are darker forces stirring within Bard's Gate, and Duloth intends to be at the center of the vortex.

Membership in the Wheelwrights costs masters 5 gp per annum, journeymen 2 gp per annum, and apprentices only 1 gp per annum, but Duloth has ways of squeezing much more out of its members when he wants to.

Wizards' Guild

Though officially listed on the roles of Bard's Gate guilds, the Wizards Guild is actually closer in nature to a secret society, since its leaders are unknown and information about its members is kept confidential.

Unlike many other guilds, membership is not mandatory, but the advantages of membership are such that few would refuse it. Members are allowed to purchase magical items and components at reduced rates, and are given access to the guild library and facilities in the guild hall (**G19**). In addition, guild members are first in line for lucrative work with the city when magical assistance is needed.

The guild's leaders are a group of 33 called the **Dominion Arcane**. Though officially secret, many members of this elite band of 33 magic-users are actually fairly well known — one cannot be a powerful magic-user in a city like Bard's Gate and avoid attention. Known members of the Dominion include such individuals as **Velior** (**Area M17**), **Andrigor** (**Appendix A: Major NPCs**), **Manisool** (**Appendix A: Major NPCs**), and the Masters of the Schools of Magic and Sorcery. Other members of the Dominion are less well-known, and only members of the Dominion itself know the identities of all 33. Gatherings of the full Dominion are rare, as several of its members live elsewhere outside of Bard's Gate, their seats held in absentia.

As a rule, the Dominion stays out of the internal affairs of Bard's Gate, preferring to remain aloof from common politics and petty struggles. It is the publicly known eight Masters that serve in a rotating role on the Council of Burghers, each for a 3-month tenure. The health of the guild and its members, the furtherance of arcane studies, and the discovery of new magical techniques and spells are the primary interests of the Dominion. While members are often hired by city officials, and the guild is expected to participate in the city's defense if needed, they remain relatively uninvolved in daily matters. Certain members of the Dominion such as Manisool and Andrigor have their own interests as well, and on occasion these interests directly affect the city and its welfare, however.

The guild has three categories of members. Magic-users of 1st or 2nd level are apprentices, and usually serve as students and assistants to higher-ranking members. They also assist in the creation of scrolls and potions, and can be hired to perform basic magical functions for merchants, nobles, and the Bard's Gate military. Once they have reached 3rd level, apprentices can apply for charter membership.

Charter membership is granted to magic-users of 3rd level and higher. Charter members are allowed access to the Apprentice Tower (**G19A**). Here they may study and trade spells with other charter members, or peti-

The Wheelwrights Guild, Gray Deacons, and Underguild

The Wheelwrights Guild is the most powerful guild in the city of Bard's Gate. Heavily political in nature, the Wheelwrights rise to power has come through its various franchises that control overland trade into and out of the city. The Wheelwrights Guild is involved in several legitimate enterprises throughout the city that allows them to diversify their investments. The Wheelwrights are not-so-secretly known for their control over the largest piece of the city's Black Market. Additional enterprises include smuggling, kidnapping, and protection rackets.

It was through such protection rackets that Duloth Armitage made his advance in power. Smarter than the average bully, Duloth saw opportunity and power in numbers, and began to take an interest in local politics. Duloth worked as a bodyguard and protégé to the former Wheelwrights burgher, Grath Morentis. Morentis frequently helped the former thieves' guild, the Gray Deacons, fence their stolen goods for a percentage of the profits and permission to run his guild as he saw fit without interference by the Deacons. The Deacons were, at first, reluctant to provide such autonomy to "simple working men", until Grath Morentis decided to make a demonstration of the Wheelwrights power by ordering a guild-wide work stoppage. Under the auspices of a political feud with the recently-elected High Burgess, Morentis ordered the gates blocked by carts, and no exports to be made outside the city until his demands for a "Wheelmen's Holiday" be declared, and a special coin be minted in honor of the working man. Much to Duloth's surprise, Morentis' demands were met.

More importantly the message was received by the Gray Deacons; a partnership with the Wheelwrights was definitely more enviable than having thousands of cudgel-armed strong men set against you. The Wheelwrights received their partial autonomy and a piece of the smuggling and fencing action. But despite their apparent victory in negotiations with the Gray Deacons, the Deacon leader, Rawling Jawks, had Grath Morentis murdered the next year as a reminder to the Wheelwrights that even though the Wheelwrights had earned the respect of the thieves' guild, their burgher had ultimately insulted the wrong man. A power vacuum ensued amongst the remaining leaders of the Wheelwrights Guild that could have brought the whole operation down. The Gray Deacons jockeyed to get their agents in control of the Wheelwrights, as Duloth attempted to consolidate power among those who were loyal to Grath.

Shortly after the murder of Grath Morentis and quite coincidentally, an agent of the Underguild was sent to Bard's Gate to infiltrate the Gray Deacons and attempt to wrest control of the guild for his masters as had been done in many cities before. The Gray Deacons had come to the attention of the Underguild (see ***Quests of Doom***, **Sewers of the Underguild** by **Frog God Games** for more information on the Underguild), who sought inroads to the lucrative markets of Bard's Gate. Despite his efforts the Underguild's vampire agent was discovered and destroyed by Rawling and his inner circle. As a long-ago contingency should one of their agents fail in subverting a thieves' guild, the Underguild had planted an ancient stolen gem as a false treasure to both throw any pursuers off of the trail leading back to them and to punish those who had dared to thwart their plans. Among the agent's possessions that the Gray Deacons thoroughly searched was found a coded map leading to a treasure cache that held the fabled *Glimmer Gem* stolen centuries ago from the Sultan of the Efreet. The *Glimmer Gem* proved to be the Gray Deacons' undoing as the Underguild had intended.

After several weeks of bloodshed between the Gray Deacons and the fractured Wheelwrights Guild, the Gray Deacons suddenly vanished without a trace. No one can say exactly what happened to the powerful organization, though there are fearful reports that a mysterious fog emerged from the Deacon's guildhall on Rogues' Island and covered the entire city for a night — the night in which every member of the Gray Deacons simultaneously disappeared (see **Slip-Gallows Abbey** for more information on the fate of the Gray Deacons). Duloth Armitage quickly stepped in and took credit for the disappearance of the Gray Deacons within his guild and throughout the city's underworld, and was able to successfully sell the idea. Subsequently he was elected burgher of the Wheelwrights Guild and has held the post with an iron fist ever since but always with aspirations for greater things.

As an organization for whom time is not an obstacle, the Underguild sat back to watch the events unfolding in Bard's Gate to see how the situation would stabilize and who would ultimately hold the reins of the city's underworld. Several organizations emerged of differing influence: the Shadow Masks co-existed for years with the Gray Deacons and have made some movements towards filling the old guild's shoes, the Red Blades emerged as premier assassins but have taken only tentative steps towards replacing the Gray Deacons for fear of reprisals, but the Wheelwrights Guild more than anybody have assumed the reins of power in Bard's Gate's criminal underworld.

The Underguild actually finds the Shadow Masks to be the most intriguing. Of all of the groups in Bard's Gate, it is the one that they have been unable to successfully infiltrate and they wonder with great interest as to who or what pulls the strings in that great spider web. But despite their interest in the Shadow Masks, the Underguild opted to back the burgeoning Wheelwrights Guild as the true power brokers in the city's shadows. To that effect, after waiting in the wings for a decade, the Underguild sent new agents into the city among the influx of refugees and foreign soldiers when the siege of the Huun was lifted.

Foremost among the Underguild's agents is a vampiress named Felicity Bigh (**CAT3**). She quickly made contact with Duloth and showed him the services to his cause that she and her masters could offer. Immediately seeing the potential that her organization represented, Duloth took her up on the offer to a limited degree. The Wheelwrights would ally with the Underguild for their aid in exchange for useful information and a cut of the profits but would not bow to their authority. Duloth's ambitions and pride prevent him from making such a deal at this time. With the Underguild's assistance, Duloth was able to form the Shadowguild in order to organize the many competing elements of the city's underworld and bring some modicum of order to their activities to the benefit of all.

So far the alliance has been a profitable one with Duloth cementing his position within his guild and the city and with eyes on the seat of Mayor of the Council — maybe even the High Burgher. For its part the Underguild is able to move within a city that it finds both compelling yet strangely fascinating with its plethora of extremely powerful individuals, any of whom represent a threat to the Underguild and its interests. For now it bides its time, aware of organizations such as the Greycloaks but not yet able to get a grasp of their power and the reach of their influence, and uses its alliance to gain access to the Wheelwrights' enormous reach in trade and politics. More than one item or juicy information of interest from afar has fallen into the hands of the Underguild thanks to their connection to the Wheelwrights.

Duloth has conspired since his first encounter with Felicity Bigh to eventually destroy her and expose her masters to some powerful religious order that might expunge them from Akados without any risk to his own Guild, but as the years pass and he ever more feels his age upon him, the idea of an eternity as the Underguild's guildmaster in Bard's Gate seems more and more appealing.

tion Dominion members for tutelage in higher level spells, or the crafting of magical items. Charter members are sometimes asked to perform quests or aid in a search for spell components in exchange for an opportunity to study with Dominion members. Most guild arcanists are charter members.

The Dominion Arcane is limited to 33 members, and open to membership by invitation only when a former member dies, resigns, or is declared dead by the surviving Dominion members. The Dominion has no official leader, though members are given one vote per caster level, so the higher-ranking members wield greater power in the council. The Dominion Arcane meets at the Tower of High Incantation (**G19B**). Only full Dominion members and their apprentices are allowed entrance to this tower.

Though it takes no active role in Bard's Gate's affairs, the Dominion nevertheless has eyes and ears throughout the North and the Duchy of Waymarch and beyond, including several different planes. Anything that might affect the Dominion is watched with great interest, and agents are often sent to investigate. The Dominion is also active in the search for relics, artifacts, new magic items, spells, and other arcane matters.

Guild members are required to pay annual dues equal to 100 gp per caster level. Air elementals collect payments from members regardless of their location, and failure to pay results in suspension and eventually expulsion from the guild in extreme cases. Membership is for life, regardless of alignment, race or religious affiliation.

Organizations

In addition to the guilds, other groups hold some sway in the city, sponsored by churches, neighboring states, or just powerful individuals. Some of these groups provide a valuable service to the city, some gather in hopes of achieving some goal in the future, and others exist out of little more than tradition. Though none of these groups holds an active seat on the Council of Burghers or are as large as most of the guilds, they nonetheless find that they can have considerable influence at certain times or over certain political spheres.

Farseekers of Twilight

This small and elite group of **rangers** and **scouts** consists entirely of elves and half-elves. Led by the elf **Oberon Thanlaus**, the Farseekers are distrustful of humans, and have a healthy disdain for dwarves. They keep to themselves and are only rarely seen within the walls of Bard's Gate (and even then, few if any know who they are). Their numbers vary, but usually average about two dozen.

The Farseekers hail from the Forest Kingdoms and are concerned with the threat of humanoid assault upon the Lyre Valley, and its possible effects upon the region's plants and wildlife. By the same token, they are greatly distressed by the increasing amount of mercantile traffic that moves through the Lyre Valley to and from Bard's Gate and consequently through the Forest of Parna to the east. They have appointed themselves as protectors of the woodlands in and around the Lyre Valley and hold to their task with a deadly seriousness. The group members have all sworn their allegiance to the Queen of Parnuble and as they are all of lawful or neutral alignment and know that the Queen values her people's friendship with Bard's Gate, they have no intentions of attacking or damaging the city, but they also have been known to actively discourage anyone from traveling too deeply into their territory. Trespassers may find themselves captured or magically incapacitated and escorted from the forests, while others may receive a stern warning from Oberon or one of his lieutenants.

The Farseekers feel a grudging respect for the Longhunters, but the two groups remain somewhat at odds over who truly defends the region, and has nature's best interests at heart. Being primarily human, the Longhunters see the wilderness as a place to be respected and carefully managed for the good of all, while the elvish Farseekers feel that the region should remain unspoiled and untouched. Though their goals and views are different, the Farseekers and Longhunters often work toward the same ends, battling common enemies and promoting common goals.

Recently the young cousin of Oberon, a ranger named Andulathon, volunteered to join a group of Farseekers accompanying a Bard's Gate expedition to lands of the south. Nothing has been heard of this company in some months, and Oberon is most anxious to discover news of his cousin's wellbeing. Adventurers who are willing to assist Oberon in this may find an opening for friendly relations with the Farseekers as a result of their efforts. For more information on the fate of Andulathon and the Bard's Gate Expeditionary Force, see ***The Lost Lands: Cults of the Sundered Kingdoms*** by **Frog God Games**.

Farseeker, Male or Female Elf or Half-Elf (MU1/Rgr1): HP 9; **AC** 8[11]; **Atk** longsword (1d8) or spear (1d6) or shortbow x2 (1d6); **Move** 12; **Save** 14; **AL** L; **CL/XP** 3/60. **Special:** +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, +2 on saves vs. spells, +1 to damage vs. giants and goblinoids, alertness, darkvision 60ft, elf or half-elf racial abilities, tracking, spells (1).

Spells: 1st—*sleep*.
Equipment: leather clothes, longsword or spear, shortbow, 20 arrows, spellbook.

Farseeker Leader, Male or Female Elf or Half-Elf (MU2/Rgr2): HP 15; **AC** 5[14]; **Atk** longsword (1d8) or shortbow x2 (1d6); **Move** 12; **Save** 13; **AL** L; **CL/XP** 3/60. **Special:** +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, +2 on saves vs. spells, +2 to damage vs. giants and goblinoids, alertness, darkvision 60ft, elf or half-elf racial abilities, tracking, spells (2).

Spells: 1st—*magic missile, shield*.
Equipment: *+1 leather armor*, longsword, shortbow, 20 arrows, *wand of sleep* (6 charges), spellbook.

Oberon Thanalaus, Male Elf (MU4/Rgr4): HP 25; **AC** 4[15]; **Atk** *+2 longsword* (1d8+2) or *+2 longbow* x2 (1d6+2); **Move** 12; **Save** 11; **AL** L; **CL/XP** 3/60. **Special:** +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, +2 on saves vs. spells, +4 to damage vs. giants and goblinoids, alertness, darkvision 60ft, elf racial abilities, tracking, spells (3/2).

Spells: 1st—*magic missile, shield, sleep*; 2nd—*invisibility, phantasmal force*.
Equipment: *+2 leather armor*, *+2 longsword*, *+2 longbow*, 40 arrows, *bag of holding*, *wand of paralyzing* (10 charges), spellbook.

Order of Protectors

In the early days of Bard's Gate the temple of Vanitthu was one of the most powerful in the city and took on the primary duties of protecting its citizens by contributing to and eventually virtually taking over the original Lyre's Guard. However, with the reforms of the Guildmasters' Act of 3271 I.R., the church of Vanitthu found itself barred from taking an active role in overseeing the civil defense of the city. Never ones to be dissuaded, the followers of the Vigilant Guard set about establishing their own order of battle-clerics to assist in the defense of the city and provide the divine spell support that would be needed by patrols in the wilderness and during major threats to the city. The Order of Protectors was born with the most senior clergy of the temple appointed as Protectors to oversee the order and the lesser priests ordained as Praesidio Initiatum, The current knight commander of the order is **High Guardian Elissa Perinor** (**OT1**) with its rank-and-file leaders the **4 Protectors** of the temple. Currently they have **75 Praesidiati** filling out there ranks, but Elissa is always looking for more recruits.

Praesidio Initiatum (Clr1) (75): HP 6; **AC** 5[14]; **Atk** warhammer (1d4+1) or sling (1d4); **Move** 12; **Save** 15; **AL** L; **CL/XP** 2/30; **Special:** +2 save versus paralyzation and poison, turn undead.

Equipment: ring mail, shield, clerical vestments, warhammer, sling, 10 bullets, holy symbol of Vanitthu.

Protectors of Vanitthu (Clr3) (4): HP 11, 15, 10, 12; **AC** 4[15]; **Atk** warhammer (1d4+1) or sling (1d4); **Move** 12; **Save** 13; **AL** L; **CL/XP** 4/120; **Special:** +2 save versus paralyzation and poison, spells (2), turn undead.

Spells: 1st—*cure light wounds, protection from evil*.
Equipment: chainmail, shield, clerical vestments, warhammer, sling, 10 bullets, 2 *potions of healing,* silver holy symbol of Vanitthu (20gp value).

High Guardian Elissa Perinor, Female Human Cleric of Vanitthu (Clr6): HP 25; **AC** 3[16]; **Atk** *+1 heavy mace* (1d6+1); **Move** 12; **Save** 10; **AL** L; **CL/XP** 7/600; **Special:** +2 save versus paralyzation and poison, spells (2/2/1/1), turn undead.

Spells: 1st—*cure light wounds, protection from evil;* 2nd—*bless, hold person;* 3rd—*cure disease*; 4th—*cure serious wounds.*
Equipment: *+1 chainmail,* shield, *+1 heavy mace,* solid gold holy symbol of Vanitthu (50gp value).

Order of the Sword of Retribution

The loss of the Valley of the Shrines to the Cult of Orcus after losing the ancient Burial Halls of Thyr and Muir *and* the beloved high priest Abysthor was more than the patience of Bofred the Just could stand. He knew that with the declining fortunes of the temples of Thyr and Muir he lacked the forces necessary to move in force, punish the transgressors, and take back what was Thyr's. But he also knew from long study of the histories of Akados, that this was not the first time folk of goodly mien had faced such odds. And time and time again he saw that when pressed beyond the ability for mortals to endure, the gods would provide. He decided that he must declare a crusade to retake the sacred shrines. When he approached Barahil the Faithful, he discovered that the paladin had been having the same dream. Together the two high priests formed a new religious order composed of paladins, clerics, and fighters of lawful good alignment called the Order of the Sword of Retribution. Today the order remains small, the costs of the recent war were high, and even though many goodly folk are interested in taking the fight to Orcus, there are fewer willing to submit to Bofred's demands of absolute obedience to Thyr and Muir. As it stands **Bofred the Just** (**OT2**) and **Barahil the Faithful** (**OT3**) lack the manpower to attack and retake the shrines and burial halls. But both are confident that the gods will provide, and any day could be the day that the assault begins.

Bofred the Just, Cleric of Thyr (Clr7): HP 25; **AC** 4[15]; **Atk** +2 *staff* (1d6+2); **Move** 12; **Save** 9; **AL** L; **CL/XP** 9/1100; **Special:** +2 save versus paralyzation and poison, spells (2/2/2/1/1), turn undead.

Spells: 1st—*cure light wounds* (x2); 2nd—*bless, hold person*; 3rd—*prayer* (x2); 4th—*cure serious wounds;* 5th—*dispel evil.*
Equipment: *bracers of defense* AC 4[15], *+2 staff,* holy symbol of Thyr.

Barahil the Faithful, Cleric of Muir (Clr7): HP 28; **AC** 3[16]; **Atk** *+2 heavy mace* (1d6+2); **Move** 12; **Save** 9; **AL** L; **CL/XP** 9/1100; **Special:** +2 save versus paralyzation and poison, spells (2/2/2/1/1), turn undead.

Spells: 1st—*cure light wounds, protection from evil;* 2nd—*bless, hold person*; 3rd—*locate object, prayer*; 4th—*cure serious wounds;* 5th—*dispel evil.*
Equipment: *+2 chainmail,* shield, *+2 heavy mace, 3 potions of extra-healing,* gold holy symbol of Muir (200 gp value).

Orphans of War Society

Once a major political power in the city founded by the incredibly popular Mayor Hegany Durgas to commemorate the 50th anniversary of the Battle of Tsar, this organization lost its driving force with the disappearance of that polarizing figure two centuries ago. Today it mainly exists as a benevolence society supported by many of the well-to-do ladies of the city who hold annual charity events for projects like neighborhood beautification and soup kitchens. There are some stirrings from the group's chairperson, **Mistress Domenwilla Parlicamp** (Lawful female human aristocrat 4) of the Tourse Parlicamps, that perhaps the Society should dig back to its roots of old and begin a social movement for the orphans of the city's recent siege, but to date it has developed little beyond idle talk over tea and scones at the weekly Ladies' Socials.

The Longhunters

A loose confederation of human **rangers** that scour the Lyre Valley and the foothills of the Stoneheart Mountains, these doughty and surefooted scouts are Bard's Gate's first line of defense against the gnolls and other monsters of the north. Sworn to defend the Lyre Valley from all foes, the Longhunters' exploits are usually unknown to the citizens of Bard's Gate. Whether their foes are humanoid raiders, bloodthirsty bandits, or even would-be warlords and conquerors, the Longhunters battle fearlessly, shunning fame and glory for the simple knowledge that they are protecting their homeland. They are a small, elite group, with no more than 50 members.

Founded by the famous frontiersman Rodgers Boone, and now led by **Master Hunter Rankir**, the Longhunters dress in soft buckskins and carry powerful longbows. The Longhunters are seldom seen within the walls of Bard's Gate itself, preferring the wilderness or Fort Rendezvous in Tent City, to the sound and fury of the city proper. Longhunters act as guides for Imril and his knights in times of dire need, though it is a rare occasion that they are found in bands numbering more than three at a time, typically 2 rangers and a scout. Though largely unknown by the city's populace, the hunters are fiercely loyal to Cylyria. Some Longhunter leaders are also members of the Fellowship of Note.

Longhunter (Rgr2): HP 17; **AC** 7[12]; **Atk** short sword (1d6) or longbow x2 (1d6); **Move** 12; **Save** 13; **AL** L; **CL/XP** 2/30. **Special:** +2 to damage vs. giants and goblinoids, alertness, tracking.

Equipment: leather armor, short sword, longbow, 20 arrows.

Longhunter Leader (Rgr3): HP 26; **AC** 6[13]; **Atk** *+1 short sword* (1d6+1) or longbow x2 (1d6+1 w/*+1 arrows*); **Move** 12; **Save** 12; **AL** L; **CL/XP** 3/60. **Special:** +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, +3 to damage vs. giants and goblinoids, alertness, tracking.

Equipment: leather armor, *+1 short sword*, longbow, 20 *+1 arrows*.

Longhunter Scout (Thf2): HP 9; **AC** 7[12]; **Atk** short sword (1d6) or shortbow x2 (1d6); **Move** 12; **Save** 14; **AL** N; **CL/XP** 2/30; **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.

Thieving Skills: Climb 86%, Tasks/Traps 20%, Hear 3 in 6, Hide 15%, Silent 25%, Locks 15%.
Equipment: leather armor, short sword, shortbow, 20 arrows.

Rankir (Rgr8): HP 54; **AC** 2[17]; **Atk** *+1 longsword* (1d8+2) or *+1 longbow* x2 (1d6+2 w/*+1 arrows*); **Move** 12; **Save** 7; **AL** L; **CL/XP** 3/60. **Special:** +1 to hit and damage due to high strength, +1 to hit dexterity bonus, –1[+1] to AC dexterity

bonus, +1 hp per die due to high constitution, +8 to damage vs. giants and goblinoids, alertness, scholar of healing magic, tracking.

Equipment: *+2 leather armor, +1 buckler* (small shield), *+1 longsword, +1 longbow*, 20 *+1 arrows, horn of warning* (**Appendix C**), 2 *scrolls of cure light wounds*.

The Stone and The Door

The mountain dwarves of Clan Krazzadak lost their ancestral halls to an unnatural ice storm and otherworldly invasion more than almost 500 years. Their lost King under the Glacier and ancient capital of Bryn Tuk Thull still remain buried under hundreds of feet of ice and behind an unknowable pall of evil on the Ice Plateau. But the dwarves of Krazzadak far and wide still sing of their lost halls and olden glories, and perhaps none so beautifully as **Maestro Torluk Von Trund** of Bard's College (**BC1:C**). Together Maestro Von Trund, **Gruden Greybeard** (**OT16**), and **Gowan McKean** (**O3**) recruit dwarves and adventurers to dare the journey up into the Stoneheart Mountains to the dreaded Ice Plateau, and there lay to rest the Curse of the Stoneheart once and for all. The name of this group describes the image of a ruby behind a set of closed mountain gates, the ancient symbol of the Krazzadak Clan and the translation of their ancient king-city's name — Bryn Tuk Thull, "The Throne Gate of King Thull".

Secret Organizations

These groups exist in secret. That is to say that while the existence of the group may be well known to the populace, the membership of the group is not generally known, their true motives are hidden, and a member's affiliation is usually not announced publicly. Some, such as members of Duloth's Wheelwrights, may be well known as members though no one speaks of it for fear of reprisal. Others, such as the evil cults described below, may be suspected to exist but no hard evidence upon which the city can act has yet been found. The work of stalwart adventurers, perhaps in conjunction with the Fellowship of Note, might just be able to expose some of the fouler infestations to the light of day.

Aleq'teri'siu ("The Hidden Spear")

The terror of the recent Huun invasion of the Lyre Valley and siege of Bard's Gate remains fresh on the minds of its citizens, as does the relief in seeing that vast arm pack its camp and flee to the north before the amassed armies of Foere — King Ovar astride his fierce black dragon at their head. But while the terror in their dreams may be beginning to fade, the terror of reality remains lurking just beyond sight, awaiting the moment to strike anew and bring Bard's Gate to its knees. When the huge Huun army fled before the Foerdewaith, all assumed that the entire army had departed. Aerial patrols by the Griffon Riders of the Lyreguard likewise failed to turn up any stragglers. But the Lyre Valley is large and filled with forest and rugged terrain, and the folk of the city were soon distracted by the task of rebuilding and later by the growing concern over the lack of word from the pursuing army.

They would have done well to continue to be concerned about Huun in the valley, because indeed not all of them left. Using the mass chaos of the army's abandonment of its siege, an elite unit was secretly left behind hidden in the hills. The Aleq'teri'siu the Huun call it, "The Hidden Spear". Their job is to continue watch Bard's Gate and the valley, learn its weaknesses and vulnerabilities, and when the time is right to strike. Their methods are assassination and regional destabilization, and their goal is nothing less than the utter collapse of Bard's Gate and a new Huun state arisen in the Lyre Valley. Their Great King of Kings has foretold that something lies hidden in the mountainous valley — something important and of immeasurably power. The Aleq'teri'siu have not found what this power might be, but they know if their mighty master has called for its capture, then they will each gladly die in obtaining it.

The Aleq'teri'siu currently in the valley consists of **23 Huun elite solaks** (elite scouts who serve the Great King of Kings personally), **3 Huun assassins**, and **6 Huun death priests** led by a **Huun thunaqet** ("Mind Dancer"). They are currently hiding in an abandoned waystation just off the Tradeway but will be moving on soon. They stick to the forested terrain and stay out of sight of the road and griffon patrols, but they always remain close by…watching.

Huun Elite Solaks (23) (Ftr3): HD 3; **AC** 6[13]; **Atk** spear (1d6+1) or shortbow x2 (1d6); **Move** 12; **Save** 14; **AL** N; **CL/XP** 4/120. **Special:** +1 to hit and damage due to high strength, +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, +1 hp per die due to high constitution.

Equipment: leather armor, spear, shortbow, 20 arrows.

Huun Assassins (Asn6) (3): HD 6; **AC** 4[15]; **Atk** *+1 dagger* (1d4+1 plus poison) or staff (1d6) or shuriken x3 (1d3); **Move** 12; **Save** 10; **AL** C; **CL/XP** 7/600; **Special:** +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, backstab (x3), disguise, poison, thieving skills.

Thieving Skills: Climb 88%, Tasks/Traps 30%, Hear 4 in 6, Hide 25%, Silent 35%, Locks 25%.

Equipment: *+1 leather armor*, poisoned *+1 dagger* (save or die), staff, shuriken (10; treat as darts), *cloak of protection +1, potion of haste*, thieves' tools.

Huun Death Priests (6): HP 21; **AC** 3[16]; **Atk** *+1 heavy mace* (1d6+1); **Move** 12; **Save** 12; **AL** C; **CL/XP** 5/240; **Special:** control undead, spells (2/2).

Spells: 1st—*cause light wounds, protection from good*; 2nd—*hold person, silence 15-ft. radius*.

Equipment: *+1 chainmail*, black robes, shield, *+1 heavy mace*, unholy water (x3), unholy symbols, a small sack with 3d10 sp, assorted small bones.

Huun Thunaqet (Clr9): HP 48; **AC** 4[15]; **Atk** *+1 heavy mace* (1d6+1); **Move** 12; **Save** 5; **AL** C; **CL/XP** 11/1700; **Special:** +2 save versus paralyzation and poison, control undead, spells (3/3/3/2/2).

Spells: 1st—*cause light wounds, protection from good, light;* 2nd—*bless, hold person, silence 15ft radius*; 3rd—*disease, prayer, speak with dead*; 4th—*cure serious wounds, protection from good 10ft radius;* 5th—*commune, finger of death.*

Equipment: *+1 lamellar (leather) armor, +1 heavy mace*, ceremonial dagger, *ring of protection +2, potion of fly*, 3 *potions of healing.*

Cult of Hel

The influence of the goddess Hel is not felt strongly in Bard's Gate but has been present for as long as Heldring traders have visited the city and Heldring immigrants have settled the lands. This influence is felt in the naming of things with a negative connotation such as Hel's Acre after the departure of the Huun. There is not a formal Cult of Hel within the city itself, but centuries past a band of Hel-bent druids infiltrated a druidic enclave within the Stoneheart Forest devoted to Freya and so corrupted it that eventually Hel's will caused that entire portion of the forest to fall into a sinkhole and be covered over. The forest grew new above, but below the unnatural subterranean forest continues its corrupted and unnatural growth (**Chapter 2**) and sends plagues of vermin and insects to harass the city during the heat of every summer. The cult is led by the cursed treant **Granette'rout** (**Chapter 2, Area 20**), who is attended by the fallen paladin of Muir, **Edin** (**Chapter 2, Area 20**). They have also made contact with **Nyark**'s diseased ratfolk and the ratfolk of **Piper** (**Chapter 25**) and seek to form an alliance.

Cult of Orcus

Of all the cults in Bard's Gate, the Cult of Orcus is undoubtedly the most active and likely the most dangerous to its future. The disciples of Orcus have a long history of infiltrating and corrupting cities that are bastions of good from within, dating back to Tsar and beyond, and their plans for Bard's Gate are little different. The Cult is aware that there are those who actively watch for them and seek them out, though they do not know the true extent of it yet (they are not fully aware of the purpose of **Maidens' Cross** [**TW27**] yet, for instance), so they maintain a fairly low profile and conduct most of their cultic activities outside the city walls even though there are a great many of them present within the city itself. No disciple knows all of the others hidden within the city. The primary shrine keeper of the cult within the city is **Milo Enzeger** (**N7**) in that he has the most prominent shrine dedicated to the Demon Prince of the Undead within the city's walls, but he is by no means the most powerful member of the cult nor truly in charge. Other prominent cultists within the city include: **Manisool** (**N1**), **Vagn** (**O12**), and **Utello** (**TW10**). It is outside the city, however, in the nearby **City of Ashes** cemetery where the true power of Orcus's cult in the vicinity of the city is found. The cleric **Fuad** (**Chapter 25**, **City of Ashes**) acts as a plant inside the Caretakers Guild, while beneath the nearby hillock called the Hand of Fate (called **The Claw of Orcus** by his faithful) a secret complex houses the true leaders of the cult: the lich known as the **Salvager of Death**, the mummy called the **High Lord of Death**, the assassin **Tovan**, and the sorceress **Myseri** (all found in detail in **Chapter 25, The Claw of Orcus**). And, of course, the Cult has established a powerful temple within the Stoneheart Mountain Dungeon from which they plot their intention to dominate the entire region and build a temple to rival that of Rappan Athuk.

Cult of Set

The Cult of Set in Bard's Gate is very small but extremely tenacious. It has risen in the city and been rooted out by the Temple of Bast and others on multiple occasions, but always a hidden fragment has endured. The clergy of Bast (**OT5**) keeps a careful eye out for any of Khemitite descent who come to Bard's Gate and Libynosi folk in general in their vigilance to unmask any attempts at a cult resurgence. That's why the cult's current sole practitioner, a Xi'en chef named **Deng Lo Do** (**O21**) has so far escaped suspicion. Deng Lo Do knows that the Bastites are ever watchful, so he maintains a low profile and does not actively recruit adherents at this time. However, he remains active with both the Black Brotherhood and the Slavers' Guild, which allows him ample opportunity to commit atrocities in the name of his dark god without the acts being traced back to him specifically until eventually he will have all the pieces in place to resurrect the Bard's Gate Cult of Set in earnest.

Cult of S'Surimiss

There isn't much of a Cult of S'surimiss the Rat Queen in Bard's Gate. In fact, it is a fairly new development that has only recently formed in the sewers of the eastern portion of the city. The leader of this cult is the wererat cleric Ritithiss (**The Rat Who Feasts Upon the Cat**) who has suborned The Pipers out from under the leadership of Egil (**Chapter 25, The Sewers**). By recruiting ratfolk from the western sewers of the city and creating new wererats through the curse of lycanthropy, Ritithiss is marshalling his strength to make a move against the Temple of Bast. By its desecration and the desecration of some of its sacred artifacts, Ritithiss hopes to open a *gate* to S'Surimiss' home plane and draw through fiendish diseased rats with which to spread a Great Plague through the population of the city such as to make the Shabbisian Plagues of old seem like trifles in comparison. All Ritithiss has to do is get the powerful weretigers clerics of Bast out of her temple in order to be able to safely make his move.

Cult of Tsathogga

Despite the buzz of constant rumors, the Cult of Tsathogga is largely absent within the walls of the city. In fact, its only true adherent within the city is a **greruor demon** that poses as the dwarf mining magnate Boleggo Deepdigger (**N6**). His master plan is much deeper than simply establishing a cult in the city, so presently the cult makes no active efforts to rise within Bard's Gate. However, they still bear mentioning in this chapter because of their activities outside the city that nonetheless effect the city's interests and safety. Most notably the cult has established an active temple in the depths of the Stoneheart Mountain Dungeon, and despite popular opinion to the contrary it was actually the Cult of Tsathogga that befouled the holy waters of the crystalline lake within the Valley of the Shrines. The Cult of Orcus sacked the shrines themselves, but it was the Cult of Tsathogga who desecrated the larger vale. The Cult of Tsathogga bears no love for the Cult of Orcus and is in competition with it for control of the entirety of the Stoneheart Mountain Dungeon and the mysterious power it possesses. In addition the cult has sent an embassy to the gnoll king Ga'awootarr in the form of the mad wizard **Drexlir Lakoshk** (**The Gnoll Fortress, Area GF13b)** seeking an alliance against the Cult of Orcus and in plundering the riches of the Lyre Valley.

Fellowship of Note (Greycloaks)

The Fellowship of Note is a recently-formed group of like-minded individuals (including several powerful characters) dedicated to eradicating evil from Bard's Gate. It takes its name from the demigod Note who serves Oghma as and has adopted a derivation of his harp holy symbol that looks like a treble cleft as their own secret sign. Begun by **Cylyria** (**Appendix A: Major NPCs**) in her guise as "**Merinath**," the Fellowship's current mission is undermining the actions of Duloth and the Shadowguild (and, even more discreetly, the Underguild). This is something Cylyria cannot do openly, but can do as a part of a secret organization. The Fellowship of Note has agents in Reme and the Forest Kingdoms as well. They have been known to provide secret aid to good-aligned individuals in need. The Fellowship also includes several common merchants who have proven themselves trustworthy.

The Fellowship holds quarterly meeting in a hidden cave outside the city along the banks of the Stoneheart River. All the members wear masks, and the **High Harpist Jared Strahn** (**Appendix A: Major NPCs**) casts *detect evil* and uses his *rod of enemy detection* to make sure the band has not been infiltrated before the meeting begins.

The Pledge and Charter of the Fellowship of Note

We the members of Note, a fellowship bonded in loyalty and freedom swear to uphold and protect the sovereignty and freedom of the city of Bard's Gate. We who meet in secret shall tell no lies when we are together so that all may speak their mind and share what they know freely.

We shall protect the secrecy of the fellowship by whatever means necessary, and should one of us fall, ye shall they be avenged. Should one of us be captured or charmed it is the duty of the order to see that they are rescued and restored. Proclamation is hereby made against the forces of evil and against those that mingle with the undead. In the name of the gods of good and freedom thus do we hereby pledge.

Notable Members of the Fellowship include Cylyria the High Burgess, Andrigor the mage, and Imril the Captain of the Guard. Other prominent city personages may be included at the GM's discretion.

Red Blades

While the Shadow Masks are spies who lurk in the shadows, the **Red Blades** are killers for hire, assassins who claim to be able to slay any target if a large enough bounty is offered. They are master stalkers and glib, sophisticated individuals who specialize in gaining their victims' confidence or friendship, learning all they can, then striking without warning and vanishing without a trace.

The Red Blades have also worked to fill the void left by the vanished Bard's Gate thieves' guild, the Gray Deacons. Though originally assassins, the Blades have begun to diversify, taking on other jobs such as burglary and larceny as needed. The Red Blades' only real rivals are the thugs of Duloth's Wheelwrights Guild, which claims responsibility for the destruction of the old Thieves' Guild and does not willingly tolerate competition from the Blades. The Wheelwrights make use of the Red Blades from time to time but do not trust them. The Red Blades for their part are more than aware of the threat that Duloth represents, and have begun forming alliances with other groups in the town, should open warfare ever break out.

The guild is controlled by a **Council of Assassins**, each overseeing a separate district and band of killers. Leadership includes **Noria Verilath** and **Vol**, both cold-blooded, competent killers. Membership is open to anyone who wishes to apply to the councilmen, but the penalty for failure is steep. Those who fail to hold their own in combat against seasoned guild assassins are buried in unmarked graves and forgotten. Most Red Blades are human, though there are a few half-orcs or other even more exotic races performing the craft.

The Blades have only a single fixed meeting place, the Black Viper (**T5**); elsewhere in the city, the assassins gather or meet their clients wherever it is most convenient, and least likely to be disrupted by the authorities.

Red Blade Initiate (Asn1): HP 4; **AC** 7[12]; **Atk** dagger (1d4); **Move** 12; **Save** 15; **AL** C; **CL/XP** 5/240; **Special:** backstab (x2), disguise, poison, thieving skills.
Thieving Skills: Climb 85%, Tasks/Traps 15%, Hear 3 in 6, Hide 10%, Silent 20%, Locks 10%.
Equipment: leather armor, dagger, thieves' tools.

Red Blade (Asn4): HP 19; **AC** 7[12]; **Atk** dagger (1d4 plus poison); **Move** 12; **Save** 12; **AL** C; **CL/XP** 5/240; **Special:** backstab (x2), disguise, poison, thieving skills.
Thieving Skills: Climb 86%, Tasks/Traps 20%, Hear 3 in 6, Hide 15%, Silent 25%, Locks 15%.
Equipment: leather armor, poisoned dagger (save or die), thieves' tools.

Noria Verilath, Female Human (Asn6): HP 24; **AC** 5[14]; **Atk** +2 *dagger* (1d4+2) or poisoned daggers (1d4 plus poison); **Move** 12; **Save** 10; **AL** C; **CL/XP** 7/600; **Special:** +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, backstab (x3), disguise, poison, thieving skills.
Thieving Skills: Climb 88%, Tasks/Traps 30%, Hear 4 in 6, Hide 25%, Silent 35%, Locks 25%.
Equipment: *+1 leather armor*, *+2 dagger*, 3 poisoned daggers, 8 doses of giant wasp poison, *boots of speed*, thieves' tools.

Vol "Twilight Man" (MU5): **HP** 14; **AC** 3[16]; **Atk** poisoned dagger (1d4 plus poison); **Move** 12; **Save** 11; **AL** C; **CL/XP** 6/400. **Special:** +2 on saves vs. spells, spells (4/2/1).
Spells: 1st—*charm person, magic missile, sleep*; 2nd—*invisibility, phantasmal force*; 3rd—*hold person*.
Equipment: *bracers of defense* AC 4[15], 2 poisoned daggers (save at –1 or die), *ring of protection +1, robe of blending*, *medallion of ESP,* spellbook.

Shadow Masks

No city the size of Bard's Gate can ever be entirely free from spies, assassins and political intrigue. In Bard's Gate, there are several secret societies that carry out the will of the City's politicians, merchants, guildsmen and crime bosses; among the most effective are the **Shadow Masks**.

As their name implies, these expert spies work in the shadows, secretly gathering information and making observations. There is very little that goes on in Bard's Gate that is not surreptitiously watched by the Shadow Masks. The group's secrecy and heavy security are among its greatest weapons, for no one in Bard's Gate can be sure who is or is not a member of the Shadow Masks. Only magic and fanatical caution can protect one from the Masks' attentions, and even these remedies have their limits.

The Masks approach their clients in a similar manner. It is said that if you need a job done, the Shadow Masks find you. A Shadow Mask representative always meets with his contacts at night, and always clad in a hooded cloak and leather mask. When large numbers of Shadow Masks meet, all are disguised similarly, and the average member of the society knows only a few other members. The rest remain a mystery, even to longtime members of the group.

No one knows who truly controls the Shadow Masks; only the most senior members of the group even know their name. The ultimate power-elites among the city's underworld, the Shadow Masks' masters are a tight cabal known only as the **Black Brotherhood**. It is said among the group's members that the Brotherhood knows everyone, but no one knows them.

There is good reason for this, for the Black Brotherhood is far more than a group of master spies and criminals. In reality, they are a band of doppelgangers, who have joined in an alliance for mutual benefit and protection. The Shadow Masks themselves are nothing more than a means of protecting the Black Brotherhood from discovery, a conspiracy within a conspiracy, being manipulated at will by their own masters. Members of the Black Brotherhood circulate among other Shadow Masks, and there are always a few at any meeting, just to keep an eye on the rank and file and make sure that the Brotherhood is in no danger of being unmasked. Anyone who poses a threat to the group simply disappears, and ordinary Shadow Masks have learned not to ask too many questions.

This information is known to no one outside the Brotherhood itself. For the rest of Bard's Gate, the Shadow Masks are the ultimate source of information, and anything they do not know is not worth knowing. Price is the only object — should a prospective client offer enough gold, the Shadow Masks find what he wants, regardless of obstacles. In all likelihood, they know it already.

The group's unofficial headquarters is the Hidden Lady (**T4**), where the Masks and some members of the Black Brotherhood regularly change their disguises to appear as different owners, staff or patrons. Those who are familiar with the Masks and their ways can come to the Hidden Lady, where eventually a Shadow Mask offers his or her services.

The Black Brotherhood itself is led by a venerable doppelganger known only as **Grandfather**, who is so ancient and frail that he is confined to his bed, kept alive by magic and herbal concoctions. The other members are doppelgangers of various sorts, most of whom have gained class levels to aid them in their work and in impersonating humans. Grandfather is presently housed in the Desfort Estate (**TW37**), where other members of the Brotherhood impersonate the estate's reclusive owner.

The group also has numerous members in other professions, such as bards, dancers and entertainers.

Shadow Masks (Thf3): HP 8; **AC** 6[13]; **Atk** short sword (1d6) or dagger (1d4); **Move** 12; **Save** 13; **AL** C; **CL/XP** 3/60; **Special:** +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, +2 on saving throws vs. devices, backstab (x2), thieving skills.
Thieving Skills: Climb 87%, Tasks/Traps 25%, Hear 4 in 6, Hide 20%, Silent 30%, Locks 20%.
Equipment: leather armor, short sword, dagger, thieves' tools, 1d10gp.



Senior Shadow Mask (Thf6): HP 17; **AC** 5[14]; **Atk** *+1 dagger* (1d4+1) or dagger (1d4); **Move** 12; **Save** 10; **AL** C; **CL/XP** 6/400; **Special:** +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, +2 on saving throws vs. devices, backstab (x3), read languages, thieving skills.

Thieving Skills: Climb 90%, Tasks/Traps 40%, Hear 4 in 6, Hide 35%, Silent 45%, Locks 35%.

Equipment: *+1 leather armor*, *+1 dagger*, 4 throwing daggers, 2d6gp, 2d10sp.

Black Brotherhood Fighter: HD 7; **HP** 50; **AC** 1[18]; **Atk** claw (1d12) or *+1 longsword, +4 vs. humans* (1d8+2); **Move** 9; **Save** 8 (3 vs magic); **CL/XP** 10/1400; **Special:** +1 to hit and damage due to high strength, immune to sleep and charm, mimics shape.

Equipment: *+1 chainmail, +1 shield, +1 longsword, +4 vs. humans, ring of protection +1*.

Black Brotherhood Killer: HD 7; **HP** 35; **AC** 3[16]; **Atk** claw (1d12) or poisoned dagger (1d4 plus poison); **Move** 9; **Save** 8 (3 vs magic); **CL/XP** 10/1400; **Special:** +1 to hit fighting with 2 weapons, +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, immune to sleep and charm, mimics shape.

Equipment: *bracers of defense* AC 4[15], 2 poisoned daggers (save at –1 or die), *ring of protection +1*, thieves' tools.

Sisters of the Maidens' Cross

Most people in Bard's Gate think of Maidens' Cross as a tavern in the Turlin's Well district, when actually Maidens' Cross is the name of the **order of female paladins** (**TW27**) that resides there in the guise of simple barmaids. Called by Muir to Bard's Gate to battle the evil hidden within, **Jenette Holycraft** (**TW27**) acts as owner and tavernkeeper and uses the establishment to draw in clientele where they can be screened for evil by the many enchantments laid about the place. The order's mission is clear, to root out in evil in the city, but exactly how Muir wishes her to do it remains an enigma. Jenette does what she can to entice those with evil intent to fall into her order's clutches, but she knows she's fishing blind. She can't just have her maidens suit up and start kicking in doors in search for the evil underpinnings of the city, but she also feels helpless just sitting and waiting. She's not sure what it is she's waiting for and only hopes that Muir makes her will clear in the matter. In the meantime, Bofred of Thyr quickly recognized the order of paladins for what it was and has had no end of frustration in trying (and failing) to get Jenette and her maidens to join his Order of the Sword of Retribution for an overt strike against the cult in the wilderness of the valley.

Slavers' Guild

The term Slavers' Guild is something of a misnomer. In fact, there are two entirely different networks of slavers active in the city of Bard's Gate, not to mention the myriad plots and attempts at kidnappings, ransoms, and disappearances orchestrated by various groups such as the Wheelwrights, the Shadow Masks, or the Red Blades. None, of course, are a true guild. The organization that most commonly refers to itself as the Slavers' Guild

— albeit informally — is overseen by the half-elf wizard **Makeesh** (**ED5**) who runs The Golden Palms, an exotic eatery with a Libynosi theme. He is assisted in his operation by the Xi'en business owners, **Deng Lo Do** (**O21**) and **Mistress Wu** (**O20**). Theirs is an organization more based on the opportunistic acquisition of slaves who are then secretly moved to far-off markets across the Sinnar Ocean in Baalthaz and beyond. It works in association of the Black Brotherhood and operates in some ways as a small cult of Set.

The other slaving operation acts more like a guild but is actually largely a cult of the ancient forgotten deity known as The Master. This group, likewise, has two parts, one run by the nefarious serial abductor, **Dropsy** (**A Matter of Faith**), who steals children and harlots off of the street and moves them through the Black Market to a Heldring boat captain named **Harlan Mesk** (**A Matter of Faith**), who in turn transports them downriver for sale in markets in Lowport and elsewhere. The other is overseen by the Heldring operative **Crommlen** (**Crommlen's Ghosts**) and the priest **Ikthor** (**Crommlen's Ghosts**) who operate out of the old salt mine in the hills outside Bard's Gate (**Chapter 2**, area **22**)

The Slavers' "Guild" is very low-key and sporadic in its kidnappings and has so far escaped any official notice. The Slavers' Cult of The Master has just begun its operations in earnest and has already attracted the attention of several religious orders and vigilante groups, so it is probably only a matter of time before someone moves to shut them down.

The Saints of Turlin's Well

The Saints of Turlin's Well are a relatively new group to Bard's Gate, a collection of home-grown heroes attempting in the wake of the hardships of the siege to take back their town from the machinations of the Guilds (the Wheelwrights in particular), the Shadow Masks, the upper classes and aristocrats, and anyone else they feel is "oppressing" the common, hard-working people of the Free City. While most of their activity is out of the public eye, the group tries its best to rally the populace with graffiti messages and the spread of rumors. The leader of the Saints, **Lucy Fucher** (**O26**), is very vocal about the goings on of the city. However, she stops short of talking about the Saints and their role in the city in public conversation. An astute listener might pick up the fact she diverts conversations away from the activities of the Saints if the subject comes up.

The Saints are all vigilantes of some kind; they are wanted by the Well Watch for everything from vandalism to assault. Members can be of any class or station, and membership can only be gained by Lucy offering it. She is very selective about who she looks for in the Saints, and so far, only local, low-profile recruits have been selected. Lucy has been known to buy a round for adventurers if she hears about them taking care of issues around the city for the people.

Lucy has a very complex relationship with the High Burgess. While she openly support Cylyria's stance to make the city a good place to live, she secretly harbors a deep-seated hatred for the "authorities" that let her family down. Whether this feeling has any merit is debatable, but it places Lucy in some difficult situations, and sometimes at odds with other groups that could be potential allies in her fight to "fix" the city.

The Shadowguild

The city's network of blackmarket smugglers, thieves, and spies, known commonly as the **Shadowguild**, is secretly run by the head of the Wheelwrights Guild **Duloth Armitage** (**Appendix A: Major NPCs**) — likely the largest guild in the city and the most powerful man in the city respectively. Stepping into the void left by the disappearance of the Gray Deacons thieves' guild a decade ago, the Shadowguild acts as a go-between among the other underworld players of Bard's Gate.

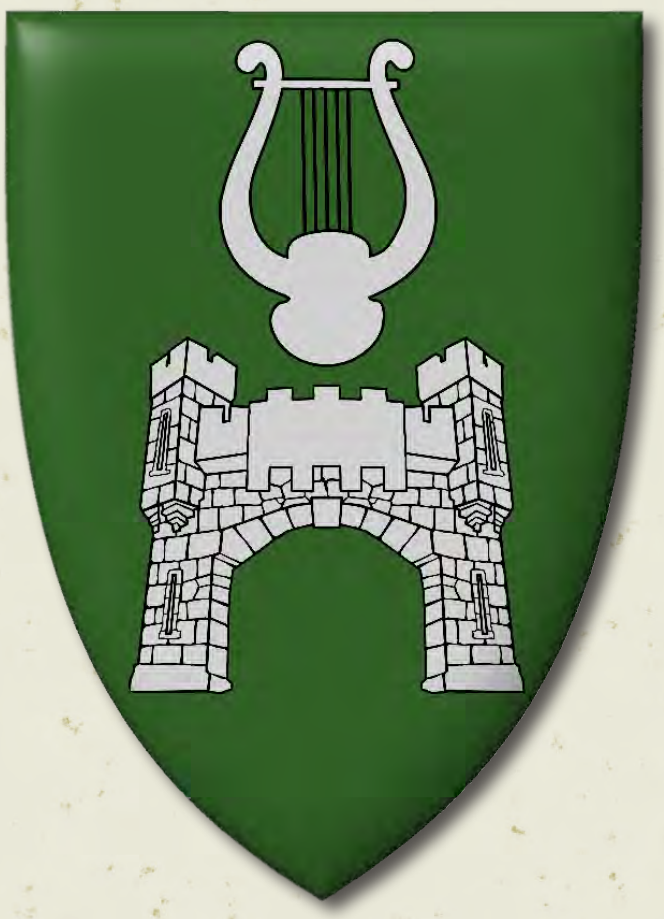
The Shadowguild's most important charter is to avoid directly interfering with the work of other guilds. Duloth maintains this balance, serving as chairman of the Shadowguild while maintaining his guise as the hard working labor-friendly boss of the Wheelwrights to the general public.

The establishment of the Shadowguild and subsequent criminal network it has spawned have allowed Duloth access into the gambling halls of the city, as well as the almost complete takeover of the Black Market. Duloth's minions facilitate transfer of illicit items and extract a "tax" to move such items through the city. Duloth's guild maintains an uneasy truce with the Black Brotherhood and the Shadow Masks, a rival organization dedicated to smuggling, espionage, and extortion, and cooperates with the Red Blades, the city's assassins' guild.

The Shadowguild's currently elected members are from the Red Blades, Wheelwrights Guild, Shadow Masks, Harlots' Guild, and Beggars' Guild. The Shadowguild sees to it that each organization receives its fair share of loot from its portion of underworld activities and avoids situations that would result in an underworld war between the various groups.

The Underguild

The Underguild's presence in Bard's Gate is known to only a few but felt by many. This ancient criminal mastermind organization dates back to the days of the Hyperborean Empire and continues to conduct its business from beneath the ancient streets of ruined Curgantium. The Underguild seeks to infiltrate and quietly control criminal organizations all over Akados and has its fingers in a great many in the Borderland Provinces and beyond. Its current plans for Bard's Gate involves its alliance with Duloth of the Wheelwrights Guild and a fascination with the mystery that is the Shadow Masks. The Underguild would give a great deal to know who that organization answers to. The primary agents of the Underguild in Bard's Gate are the vampiress **Felicity Bigh** (**CAT3**) and the vampire assassin **Entrade** (**The Hidden Huscarl**).





Cylyria



Duloth Armitage

The Politics of Bard's Gate

The political landscape of Bard's Gate is as treacherous as any city in Akados. The machinations of Bard's Gate's elite reach well out into the surrounding countryside, and influence the neighboring regions in Eastreach and environs. Truly a nest of intrigue and political trickery, the chicanery of the city is so fundamental as to be part of the foundation stones of the city itself. Navigation comes easily to the citizens of Bard's Gate, with so much dependent on river trade, and negotiating the surrounding countryside with its mountains, forests, humanoid raiders, and worse. However, as skilled at navigation as the locals of Bard's Gate are, frequently the political waters are a tad bit too turbulent. Here is an overview of the political landscape of the city.

Politics Inside the City

No look at the impact that Bard's Gate has on the Stoneheart Valley and, indeed, on much of the world can begin without looking inside first, by seeing what makes the wheels turn and the whole machine tick.

The Government and its Citizenry

Perhaps the easiest to explain, and most cut-and-dried relationship, is between Bard's Gate's official law enforcement e.g. constables, sheriffs, district watches, etc. and the local citizens. Bard's Gate is a fairly "live-and-let-live" metropolis; the locals are naturally good-natured, and expect to be treated in at least a "fair" manner by the government. High Burgess Cylyria has gone out of her way on a number of occasions to foster this thinking. Bard's Gate has numerous holidays and festivals, tied to whatever occurrence warrants the attention: a famous citizen's birthday might be a celebration in the streets; an excellent harvest might mean a discount in the Market District for a day or two; or an unforeseen abundance of river cargo may mean taxes are reduced (for that day only!) Locals feel safe in their town, for the most part, and that is mostly due to a central government that is strong but does not feel like it overly oppresses or confines them. If the city or district law enforcement intervenes in a situation, it is fairly clear to those involved that the situation has gotten out of control.

City guard patrols in most districts as expected to behave in a decent, forthright manner. With few exceptions, professionalism and integrity are hallmarks of the "public face" of the government in Bard's Gate. Some districts may get by with a privatized security force, but even those are expected to have appropriate respect for the populace. In the more adventurerous districts, the local patrols look for trouble, and keep a wary eye on newcomers, such as those carrying large weapon satchels, spellcaster-types, etc. They maintain a polite demeanor, but are no-nonsense when it comes to security. The average citizen has much less to worry about from local law enforcement than the average adventurer visiting the city.

That is not to say that all districts are safe. On the contrary, some areas are notoriously unsafe. The Canal District has the Community Watch, a band of thugs and low-level gang members that are more likely to walk over someone in need as to help them. In fact, the Community Watch may instigate more trouble than they stop. The Docks District has regular-but-infrequent patrols of constables, however, most merchants hire private security, and many of these groups take a very loose interpretation of what "maintaining order" means or the boundaries of that protection. The Thieves' Quarter, naturally, is not a place one frequents after dark. Nefarious individuals haunt its streets, preying on anyone weaker than themselves. Law enforcement patrols during the day, but when night falls the people are on their own. And even in the up-and-coming Turlin's Well district, the Well Watch may have the locals' best interests at heart, but they frequently turn a blind eye when gold is present for the taking.

Outside the walls of Bard's Gate, law is mostly based on survival of the fittest. While Tent City has the Dog Soldiers, if you are in need of their help, you are in trouble. With no set patrols or schedules, the dog soldiers are more likely than not to be unavailable when needed. Comprised mostly of barbarians and traveling drovers, their sense of law and justice is loose at best. Much is left to be sorted out on its own, and most of the drifters of Tent City don't seem to mind that a bit. Stable Row is a little more structured, with permanent and semi-permanent structures such as stables, stockyards, pens, shacks, and full-fledged buildings giving the area a migrant-but-stable feel, however, many of the landowners there have a "might makes right" philosophy, especially on their own land. Acting as minor fiefdoms, the landowners take a dim view of anyone —traveler or city official — telling them what to do on their land. This leads to a "Wild West", frontier-like atmosphere, where scuffles and fights are common, although any serious altercations are usually put down quickly by several ranch-hands arriving on the scene. Too much sudden activity and fighting scares the livestock, and no one in Stable Row cares about anyone's issues as much as they care about maintaining their livelihood.

Farther away from the city, it can seem like all bets are off. It is an expansive wilderness, with patrols routinely seeing some action. Most of these encounters are with mundane wild animals, with only occasional hostilities required to drive off the beast. Skirmishes with humanoids are always a risk, and the closer to the Stoneheart Mountains one goes, the more likely they are to occur, or worse. Gnolls and orcs breed like a disease in the foothills around the Stonehearts, leaving no respite from their predatory attacks, and rumors of increased monstrous activity made their way to the city. The recent closing of the Halls of the Silverhelm Clan to outsiders, the loss of the Valley of the Shrines to beasts serving Orcus, and the loss of the city's primary mines to the intrusion of a blacks dragon — not to mention the foreign invasion of only a few years previous — all prove the worst of the rumors to feel like mere fancy next to the grim realities of the wilderness. Even the elven folk of the Forest Kingdoms, who are are generally peaceful, can become a problem for trade when some of the more insular clans try to divert travelers from what they see as their lands. True incursions are met with hostility, and none know the elven forests like the elves.

Thankfully, the trade roads to and from Bard's Gate are usually free of most trouble, although bandit attacks still occur. Troops from the Duchy of Waymarch and Bard's Gate alike make getting caught attacking caravans a one-time offense; these soldiers are all battle-hardened, and do not take a kindly view towards those preying on the city's livelihood. If they do allow bandits to survive a caravan attack, they are beaten mercilessly all the way to the Keep's donjon. The Stoneheart River is well patrolled above the Great Amrin, with frequent vessels flying the flag of the Bard's Gate River Watch protecting both river travel and the shores as much as possible. This protection terminates at Amrinbridge Fortress; travel southeast along the Great Amrin is at your own risk.

In all, the city government takes pride in the safety of its citizens. While not every district is a utopian paradise, the people of Bard's Gate, on average, have it better than most. From a bird's-eye view of the political landscape, the citizens of Bard's Gate's lives are influenced much more by their local guilds, religious leaders, and factions than they are by the High Burgess or the city council.

Economics and the Influence of the Guilds

The Guilds hold an interesting position in Bard's Gate. Some of the largest powerbrokers in the city, each Guild is held in check by the machinations and plots of the others and the through the careful manipulation of the High Burgess and her allies. Where one guild may appear to have an advantage over its rivals, that status is usually short-lived, and any weaknesses are exploited immediately, either by a rival guild, or a guild attempting to curry favor with a different guild.

The Wheelwrights are the most politically powerful guild in the city. Their current leader, **Duloth Armatige** (**Appendix A: Major NPCs**), has not been quiet or clandestine about his desire to see "a new face of Bard's Gate", and clearly he either wants that job, or wants to put the next person in the seat. He is no stranger to pointing out the current High Burgess' flaws; while he is savvy enough to stop just short of making a public spectacle of himself, he is frequently the man-behind-the-curtain for public protests against the sitting High Burgess, guild strikes, late shipments meant to embarrass the city, etc. Duloth is petty, petulant, an abusive bully, and easily angered. Despite these loathsome qualities, he is quick-witted and slick, and is a master of intimidation and coercion, either personal or through the power of his Guild. His seat at the head of the Shadowguild (**Chapter 3, Guilds**) only furthers his tyrannical hold over Bard's Gate's criminal underworld.

The Wheelwrights are not alone in their struggles to dominate Bard's Gate. While the Beggars Guild is in no position to take a leadership role by force, as the Wheelwrights think they can do, the beggars of Bard's Gate may have just as much influence over what happens to someone walking the city streets as the Wheelwrights. This Guild, led by **Guildmaster Lucious Gromp** (**C13**), has a unique grasp on the power struggles in the city. "While few notice beggars, the beggars themselves notice much," is a common mantra from this guild, and the beggars do indeed notice much. They trade in secrets and information as other guilds trade in textiles or foodstuffs. It is frequently whispered throughout the city "if there is something worth knowing, the Beggars know it."

Information, however, in a city such as Bard's Gate, is neither cheap, nor easily kept hidden. This makes gossip and verifiable secrets a highly-sought-after commodity, so sought after that there is a market for information gained at any price. Both the Shadow Masks (**Chapter 3, Secret Organizations**) and the Red Blades (**Chapter 3, Secret Organizations**) trade in information, as well as thievery and murder, respectively. While the Shadow Masks, Red Blades, and Beggars Guild all sit at the Shadowguild table, and are thus unable to overtly work against each other through street-fights or turf-wars, duplicity in the shadows is the bread-and-butter of these guilds, and the intrigue and espionage are performed at the highest levels. Laying an ambush to steal information from a courier transporting sensitive documents to a rival guild is all fair in such an environment. Spying, especially between members of rivals guilds, has been elevated to an art form by these Guilds, and novices are advised to steer clear of the field when schemes are afoot.

Information can be gained in other manners, as well as sleight of hand, theft, or eavesdropping. The Harlots' Guild also sits at the Shadowguild table. However, **Madame Toulon** (**G18**) makes no reservations about her feelings towards Duloth; if she had her way, the man would roast alive, covered in honey, eaten by ants. Whatever the catalyst for her outright hatred of Duloth is, there is no better example for the phrase "Hell hath NO fury…" She does not let her personal feelings about Duloth interfere with her Guild's profiteering efforts. It is beyond the scope of this book to go into details about how the Harlots' Guild goes about gathering its rumors and sensitive information; suffice to say that several wealthy, powerful, and politically savvy individuals have engaged in "pillow talk" that they later regretted. The Harlots fear little in the city, as their profession is legal and accepted by most in Bard's Gate, and no guild member has ever been convicted of a crime during performance of his or her duties. Madame Toulon has a very long, very discreet history of getting her way in the city; outsiders may wonder whether it is her political acumen, or other skills that keep her on top.

Not every guild that wields power in the city does so through illicit means. The Gem Cutter and Jewelers Guild (**G11**) deals with large amounts of gemstones: buying, selling, and creating items close to the hearts of the wealthy (namely high-priced material goods and status symbols), and secures the services of adventurers and capable bodyguards to ensure transactions are above-board and without incident. The Scribes Guild deals with nearly as much information as the Beggars Guild, however, with only very, very rare exceptions, the Scribes Guild does not trade in any sensitive information. It is the grounds for immediate expulsion from the Guild, as well as prosecution at the highest level if a Guild scribe betrays this trust. As a unique consequence of class and station, even though the Scribes cannot discuss their client's information, *the clients know that someone knows their secrets*. This gives the Guild an inordinate amount of power, as none of the upper class knows exactly what the Scribes know about them. "Power though paranoia" is an off-color comment a few Scribes have made to each other. The Glassblowers Guild creates fine and delicate sculptures and fixtures, often times horribly overcharging for them. The Guild is very socially active, with parties and revels that are "The Event" to attend, as well as having legitimate artisans to craft items for the affluent. As several boutique guilds have found out over the years in Bard's Gate: some guild enjoy seasonal or fad status, their fortune's and influence lasting only as long as they are the social darlings of the time.

The various trade guilds wield a surprising amount of influence. With a city as ever-changing as Bard's Gate, having skilled craftsmen and women able to take a relatively obscure idea or thought, and turn it into a physical object is greatly appreciated. The Stoneworkers Guild (**G13**) is constantly looking for more craftsmen, with the ever-changing Old Temple District keeping them and the Underbuilders Union (**UH5**) busy day-and-night. When not working contracts for private citizens, both guilds, along with the few non-affiliated craftsman around town, spend their time shoring up the defenses of the city at large and repairing traces of the siege. Bard's Gate has grown from a barely-defended waystation to the siege-tested metropolis it is now, with infrastructural improvements such as the massive bridges, catacombs, sewer tunnels, well systems, canals, and city walls. All this hard labor has brought coin and prestige to the trade guilds, and they are spent equally as needed in the city.

High value material goods are churned out at an amazing rate, with the local armorers and weaponsmiths creating goods for the local military and adventurers; the Innkeepers Guild, the Brewer's and Distiller's Guild, and the Tavernkeepers' Association are doing booming business with travelers, adventuring parties, and the military. Specialty shops abound, and true craftsmen are respected, admired, and sought out for their master-quality items. Some of these craftsmen wield political pull of their own, simply due to the quality of their work. Fathalir (**BC4**) could be granted nearly any favor asked, simply because the man creates items that may very well transcend history. Phidian (**M14**) and his onetime apprentice Utello (**TW10**) have created several sculptures and works that adorn official buildings and parks scattered around the city; when words get out they are looking for a patron, the elite seek *them* out. Liserion (**B4**) enjoys a special role; as the Holy Artificer of Dre'uain the Lame, he not only holds influence as a high priest of a popular god of Bard's Gate, but the craftsmen of the city come to the temple for blessings on particular works, and occasionally, truly remarkable works are put on display to showcase the favor that Dre'uain bestows on crafting in the city.

The Factions

While the government and the Guilds hold considerable influence and power over the day-to-day goings-on in the city, they are certainly not the only groups to do so. Other factions in the city include the various religious groups — the temples, shrines, military and ascetic orders, etc. — that come to the city as a stopover and lay down roots; merchant caravans, the life-blood of the city, bringing their wares from local farms and vineyards or far-away and exotic locations; the local university, home to great thinkers, students, performers, and charlatans; and the various groups that

spring up from the locals who call the city home, for better or worse.

The religious groups, primarily based in the Old Temple and Bridge districts, but certainly not limited to there alone, have in the past held sway over the populace like no other group could hope to, though this sway has seen a progressive decrease for decades now. Regardless, faith remains a pervasive emotion, and whether used as an influence or cultivated as a source of power, the religious factions in the city know that they have a solid hold on their parishioners and seek to expand that sphere of influence. Religions run the gamut in Bard's Gate from good-and neutral-aligned temples and shrines found in nearly all the districts to discreet evil shrines and sects around the city hidden away underground or in back-alleys away from the eyes of the law or outside the city altogether at secret gathering places. Evil cultists actively occupy the rock formation called the Hand of Fate (called The Claw of Orcus among themselves). The Salvager of Death (**Chapter 25, the Claw of Orcus**) may not have a seat on the council of Bard's Gate, but to any Cultist of Orcus, he is the pre-eminent authority in the area outside of the Stoneheart Mountain Dungeon — and maybe within depending on what faction you're asking. The Cult of Hel (**Chapter 2, area 20**) may be quiet, but they are slowly, deliberately building their power base in an attempt to infiltrate Bard's Gate and catch the rival faith of Freya unawares as they call down the destruction of their dark lady. Rumors of a Cult of Set constantly circulate around town. No Set cultists have been uncovered in years, however, that just means they haven't been found. The Temple of Bast (**OT5**) has been vigilant against this particular scourge since its inception. The First Priest Purrann never misses an opportunity to speak out against Set and snakes in general, both the animal and human kind.

Other good-aligned temples do their best in the political environment, with varying degrees of success. The High Harpist Jared Strahn of Oghma (**B3**), Patron of Bard's Gate, is incredibly influential due to his position atop the city's most popular faith and his secret membership in the Fellowship of Note. While the High Harpist's word is not law in the city, it certainly carries the gravitas to be heard in almost any circumstance. Fortunately for his enemies, Jared Strahn is above using his influence for anything other than the good of the city he loves so much. The churches of Muir and Thyr are at a crossroads, worshipped for centuries in the city, both religions have fallen on hard times, and now suffer from a dearth of worshippers. Their crisis is only exacerbated by the recent devastating loss of the Valley of the Shrines (see ***The Lost Lands: Stoneheart Valley*** by **Frog God Games** for more information) to the Cult of Orcus. Bofred the Just (**OT2**) and Barahil the Faithful (**OT3**) could use the abilities of a party of good-alignment to further their cause, and aid in any form retaking their northern holdings. Other temples and shrines have their own political concerns. The Temple of Pekko (**OT17**) backs most of the Brewer's and Distiller's Guild activities, as well as the Innkeepers; business is business after all. The House of the Ever Vigilant Guard (**OT1**) provides the district watches with clerical support; they land squarely on the side of the city in all matters public. See the descriptions of each of the temples and shrines for further city interactions.

Merchants set prices for goods, provide goods and services, and maintain the ebb and flow of traffic through Bard's Gate. They may be the most influential faction due to sheer numbers and financial volume; if the trade stops, Bard's Gate dies. The city was founded on trade, and trade is what keeps it prosperous. Few cities in Akados enjoy the wealth, prestige, and abundance that Bard's Gate has. Fewer still manage to keep the flow of commerce for as long. Merchants enjoy bringing their products and services to Bard's Gate because of the favorable conditions here. While the Guilds benefit from the concentration of mercantile operations, it is the merchants themselves that provide the basis for the city's wealth. Nearly anything can be had in Bard's Gate, if you know where to look and have the right kind of payment.

Bard's College, center of learning and creative pursuit, is the beating heart of the city. Magic-users, musicians, sages, students, and many other individuals congregate in this small island district to trade knowledge, culture, music, and esoterica, and they hold considerable influence over the city. Professors at the college — maestros — are considered celebrities in many circles, whether through their teachings or through contributions in music, theater, or writing. The college, of course, enjoys a seat on the city Council of Burghers by virtue of being the de facto Actors, Musicians, and Playwrights Guild, a term that is thrown around when politically expedient but unlikely to appear on any official documents. The college's chancellor, Maestro Lauriann Danyr (**BC1**), is a skilled, beautiful, and savvy politician, and many chancellors and provosts of Bard's College over the years have gone on to Become High Burgher or Burgess of the city through their combination of their raw talent, political acumen, and extensive network of connections. She is also the second-in-command of the Fellowship of Note, so her influence is felt along many strings in Bard's Gate's political web. The college has many opportunities in which to influence the landscape, both politically and economically, around Bard's Gate. Information provided to adventurers (or discreetly omitted) can be the difference between success and total failure in any venture; many adventuring groups headed out from Bard's Gate have wished to have "asked just one more question" before heading out to their slaughter.

The college can, and should be used extensively in any campaign. It is a fertile field of information, rumors, adventure hooks, and abstract possibilities. Nearly any half-baked idea could foster in the college district, so their position as a center for adventurers and treasure seekers is as firm as any faction's position in the city.

Perhaps the most diverse factions come from the locals themselves. It is one thing to be a powerful adventurer, going from one region to the next disrupting the political, social, and economic stability of any city they enter; it is quite another to be strong or clever enough to continue leading a normal life through such a wake, and rebuild, or seize the opportunities left behind by such a disruption. Criminal elements flourish in such an environment. Taking advantage of a fellow neighbor is frequently a base instinct. Fortunately, the city is not without its own interior defenses. The Saints of Turlin's Well (**Chapter 3, Secret Organizations**) is a vigilante group hailing from the district of its name. Seldom taking actions more than graffiti or the occasional assault of a criminal caught in the act, the Saints are nonetheless gathering a following in their neighborhood; this does not please the Well Watch, nor are the eyes of the city blind to their activities. The High Burgess may have to step in at a point not too far in the future, a situation she does not relish. The Saints mean well, and are trying to make their district a safe haven, however, they have not really worked out the fine line between just making the locals safe, and beating down criminals they find. It's a work in progress.

Other notable locals that take the city's welfare on their own shoulders include Viktor Stoneshifter (**UH14**), earth-mage of Underhill, who has taken on the role of "protector" of any unwarranted mining activity under the city; Helman (**M5**), noted former adventurer and renowned "ladies man"; Brelliar the Conjurer (**H1**), if restored to his full mental faculty, is a powerful and good-natured magician; Merill Longstem (**UH7**), despite the often inflammatory and incendiary articles posted in *The Underground,* reports much of the goings-on in the city, and digs up as much information as possible on any story. Sometimes, this news even turns out to be true. All these locals and many, many more do not hesitate to come to the aid of the city at a moment's notice, to protect and serve as best they can.

Social Dueling and Etiquette

The social impact of politics in Bard's Gate is always at the forefront of any encounter. With social perceptions influencing how a character is treated, or what locations are open to them, or what information can be obtained from what source, the need to be an expert navigating the social waters around city are imperative. Many game mechanics exist on how to resolve social interactions, and *Pathfinder Roleplaying Game Ultimate Intrigue* and *Pathfinder Roleplaying Game Ultimate Campaign* have excellent sections on different aspects of this part of the game. Even if the Pathfinder Roleplaying Game is not your preferred game system, these books are worth checking for ideas on social conflict resolution.

One of the most important aspects of social dueling is determining *who the contestants actually are*. While it may seem obvious that a slap across the face with a glove means conflict is imminent, characters should consider; is it the slapper that is instigating the conflict? Or are they simply a

minion, or a henchman, to some aristocrat watching from the sidelines? Details such as these have a dramatic influence on the "proper" retaliation. Punching someone in the face may seem like the proper reaction in many situations, in the eyes of someone looking on from the shadows, testing the characters, it might be that "maybe this group isn't right for my quest? Maybe these adventurers are too ham-fisted to be trusted with my mission that needs a delicate touch?" And sometimes, a quick, decisive resolution is exactly what a potential employer is looking for. Few expect a détente with the orcs and gnolls of the north over tea and crumpets; some potential employers want a group that kicks butt and takes names, especially if the mission is protecting a caravan, locating a kidnapped family member, or recovering that long-lost family heirloom that was stolen en route when the family came to the city from wherever. Whatever the motivation of the instigator, the characters have to judge — usually quickly — what the correct course of action is in their response, and what the impact and ramifications of their actions may be.

Some conflicts are resolved quickly, others have much wider and far-reaching effects, and some rare few are completely out of the range of what anyone could imagine. In Tent City, fistfights are fairly common, and the retaliation is swift, clear, and short-lived; people fight, clean up, and may even have a drink later. A brawl in Turlin's Well may involve an assault charge, a night in jail, a fine paid, and go about your business. Conflicts in the Hill District may result from something as slight as bumping into a member of the elites, and this spirals out of control, playing out for months (or years), and involving business empires or entire families, and affecting an entire district, or the city as a whole in extreme (and extremely bizarre) circumstances. Determining how to fight a battle, and who is involved, is much more intricate in these social situations.

Adventurers are notorious for their "might makes right" attitudes towards locals, and cities in general. An adventuring party may think the local guards are nothing compared to the monsters outside the walls, and they may be right. Physically, the guards are not a challenge. But when the characters throw their weight around, and disrespect the guards, suddenly inn prices go up, healing at temples is wan or non-existent, needed equipment is in short supply, and so on. All that happens because the "lowly Wall Watch" recruit is actually the nephew of Imril, or a second cousin to Jaren Strahn, or one of the Elmwish family (**H5**). Until you know whom you're dealing with, discretion is the better part of valor. And woe be to any party that chooses to actively fight the city guards. They might win the fight, but it'd take an army of tens of thousands to win the war, and the city leaders will never give up or just let violence against their officials slide.

Etiquette in the city is another aspect of the social circle that some characters have difficulty with. Simply stowing that greatsword and plate armor while in town isn't enough. Wearing traveling clothes to a special event hosted by Andrigor simply won't do. Characters are expected to look the part of heroes, at least at some point. Standing before the Council of Burghers or the High Burgess, one does not look the part of a miscreant or a ruffian. If the characters are going to move in such high circles, then it is expected that they assume a diplomatic stance to some degree, and while the typical half-orc is not going to shower a crowd with his social graces, it would be unwise to think that others are not watching for that very thing to occur. It is certain that not all campaigns are going to want to play a highly social game, with such aspects of etiquette, intrigue, and social maneuvering, but all too frequently these parts of the urban fantasy experience are completely left out, and they can be every bit as exciting, rewarding, and dangerous as underground explorations.

Everyone Has His Place

With a vibrant city such as Bard's Gate, there is potential for the locals to become lost in the background as noise. Most, if not all, of their stories are simply fodder for the Referee to throw out as flavor text to further the characters interactions in the city. To create a city with true depth, to create relationships in the game, and to create something the *players* can care about, the Referee must explore and expand these background strings of the web to their logical conclusion. Adventurers may not give 2 copper pennies about the tavern owner on the corner, but, if the Referee plays things well, that "meat-on-a-stick vendor" they encountered on Lindroos Street may be the catalyst for such a memorable encounter that the players take the memory with them through the entire campaign. Finding anchor points for the city to be something more than just a place for characters to find a temple for healing, a shop to trade loot for gear, and a place to pick up the next adventure hook is imperative for the campaign's foundation. Certainly, not all campaigns are going to focus on city interactions, but having the background available to the Referee, so they do not have to make up something on the fly, gives the setting a sense of continuity. And continuity, the strings that bind the web of high-adventure together, are what take an average or one-shot adventure to the level of epic campaign.

Politics Outside the City

Bard's Gate' politics play no less of a role outside the boundaries of its walls. See **Chapter 1** for more details of the Suzerainty of Bard's Gate and the trade empire it controls.

Humanoids

The gnolls and orcs that plague the Stoneheart Valley are a constant threat to Bard's Gate and the lands beyond. Seen as a shield or choke-point to the lowlands to the south, Bard's Gate's strategic position holds many southern lands form the predation of these humanoids, and acts as an early warning system should a force of significant size or malicious intent rise up. The Waymark Cavalry is a constant presence around Bard's Gate, and the Lyreguard patrol the skies overhead on a constant vigil. The Citadel of Griffons (**Chapter 2**, area **10**) and the Citadel of Ravens (**Chapter 2**, area **21**) are staging points for the wilderness patrols; the Vinewood Estate (**Chapter 2**, area **15**) also alerts the city about encroachments from the northeast. While they do not support a military force, the Vinewoods have several hundred acres of farmland, and the workforce needed to maintain their harvests and production is vast. A patrol from the Citadel of Griffons flies overhead every other day, just to keep a "griffon-eye" on the happenings there.

The gnolls are accepted as a semi-organized tribal force in the north. The High Burgess has conceded that it is only a matter of time before a catalyst occurs to set the gnoll nation in motion, once again marching for Bard's Gate. Cylyria has sent private messages to King Ga'awootarr (**Chapter 2, area 14**) reminding him of his folly on the previous occasion when he turned his mind towards conquest, but none have been answered to date. Several smaller villages and farmholds have been sacked by the gnolls, including Taverlan (**Chapter 2**, area **7**), most recently. The gnolls are growing bolder by the day, and if King Ga'awootarr is able to secure an alliance with some powerful ally, he may just be at the point of launching an attack against Bard's Gate once again.

The orcs of the valley pose an even greater problem. Tribes of black orcs, numbering in the hundreds, have been come from Rappan Athuk over the years (see ***Rappan Athuk*** by **Frog God Games** for much, much more information). They are making life difficult for trade in the wake of the recent war. They have yet to fully unite under a strong leader, splintering after arriving here from the Dungeon of Graves, but new leaders are beginning to emerge and make their presence felt and a powerful dragon could be just the thing to finally bring them together as a horde. Meanwhile the Cult of Orcus in Stoneheart Mountain Dungeon continues to expand its power as the high priest Koraashag gambles all in a bid to find the source of power that Orcus told him of (see ***The Lost Lands: Stoneheart Valley*** by **Frog God Games** for more information on Koraashag's plot). For his part, Calthraxus the Black is currently biding his time, fortifying his location against King Ga'awootarr and the coming reprisals from Bard's Gate, and eyeing both the Stoneheart Mountain Dungeon and black orc tribes as possible pawns. Additional allies or recruiters for the legion of black orcs could come from the drow that have begun scouting near the surface for the not-too-distant city of Thoth Kathalis (**Chapter 2**, area **4**), or possibly even whatever it is that lives in the caves north of the dungeon entrance (see **Chapter 2**, area **25**).

Property Value and Land Ownership

Invariably running city-based campaigns and adventures leads players to ask the question, "How much to buy my own place?" This chapter seeks to help answer that question and offer guidelines for how to go about purchasing property. Here you have information pertaining to the wealth factor of citizens living in various districts, and the types and value of property available in these districts. Ultimately what is charged for property and what sort of adventures or roleplay encounters are used to support characters desires to own their own place is left up to the individual Referee.

Offering the characters opportunities to go into business and build or purchase their own property gives them ownership in the campaign setting, and ultimately ownership of a portion of the entertainment value of your gaming experience. This can be a positive to any game session as characters work hard to earn their property. The property itself may become a home base for the characters adventuring within Bard's Gate. Likewise, the property may serve as a story hook for solo adventures or the beginnings of grand adventures. Whatever the reason for a character's desire to own property or start a business, any amount of roleplay that encourages character development should be encouraged.

This information is included as optional rules for the **Lost Lands** in general and for Bard's Gate specifically. If it works for your campaign, please enjoy. If not, there are several other options available; the Referee and players need to make this their own!

Locating and Selecting Property

Characters seeking to put down roots in Bard's Gate, or wishing to set up shop and make a wage, need to scout out a location for their investment. Each district of Bard's Gate has its own unique flavor, as well as its own economy. It is noted, of course, that all of these disparate parts mingle and combine to form the economy of the city as a whole.

Like any city, Bard's Gate has neighborhoods and districts that run the gauntlet from opulently wealthy to destitute poor. Characters could technically refurbish an existing space to fulfill whatever role they wish to use it for, be it a necromancer's lair or a leatherworker's shack.

Characters seeking to purchase or lease a property for a business should be encouraged to select a district that suits the sort of business they intend to operate. A party seeking to go into the tavern business, for example, could easily build their tavern in any district they could afford, based on that district's Wealth Factor and Property Value. Those wishing to open a smithy would likely find their best option building a business in the Guild or Market Districts, as that is where individuals seeking their sort of business would look for an armor shop. Jewelers may wish to open their business in the Bridge or Hill District, where its citizens are a little more affluent.

Characters who wish to purchase a safe house, or build a lair that suits their lifestyle and cost of living, may find that certain districts are, again, more suited to their needs. A powerful magic-user may wish to build a tower somewhere in Turlin's Well, whereas a thief may wish to buy a warehouse to store their ill-gotten gains somewhere near the west Docks where they can more easily hide from authorities.

Once a property area is selected, characters should seek out the seller. In most instances in Bard's Gate, property within the city is owned by either one of the affluent families or guild masters. Records of property ownership and licensing for purchase can be obtained at the Offices of Commerce and Trade (**K3**). Characters may bid on the property or make an offer through these offices and may be contacted by the owner or one of their agents as to the price and value of the property. Negotiating the price with the property owner offers the characters an opportunity to make new contacts with members of the Upper and Aristocratic classes (see **Chapter 6** for more information on Bard's Gate's social structure).

In some cases, it may be possible that the property owner wishes the characters to complete a task on their behalf. This leads to opportunities for story hooks and adventures and should be encouraged as a vehicle for moving your campaign along and making the player work for what they want. The Referee, however, should not abuse such encounters, as this may turn players off to the whole concept of property ownership if it is overused. Some roleplay at haggling over the property value, use of magical charms or the like could influence the ultimate price that characters pay to get the real estate that they want at a price they find agreeable.

Horribly failing in price negotiations with the property owner means the property is no longer for sale to the character, or may have increased in value to the owner. As failure may result in an increase in price, or the property being removed from the market, great success may result in a decent discount on the price as well. To determine the amount of increase or decrease in property value after negotiations, roll 1d4 x 5%, and add or subtract the result to the property's value.

Once a price is agreed upon, characters pay the negotiated cost plus a 10% surcharge to the value of the sale by the City to cover the expenses of documentation and paperwork to transfer the deed into the character's possession.

Property Tax

Parties owning property are generally accessed a yearly property tax of 15% of the value of their land. Likewise, folk living in houseboats pay a 15% docking fee to remain tied to the docks. Failure to pay these taxes may result in the forfeiture of property to the city and eviction of the characters by City authorities.

Property Values By District

Located here are the various districts of Bard's Gate. Special rules and regulations governing the purchase of property for commercial or private use are detailed below. Included is the average wealth factor of the citizens living in the district. Also included is the price limit of items that are typically bought and sold in the district, and the percentage of markup on those items. For more detail on the districts and their descriptions, see each district's individual chapter.

Market District

Wealth Factor: Lower Middle Class
100 gp limit, +0% Markup

The Market District is a semi-residential commercial district where traders sell livestock, foodstuffs, and simple gear. Its population ranges

from Lower Middle Class to Working Poor. The area is crowded and space is limited. Large structures and new structures may only be built if existing properties are purchased and pulled down.

Market District Dwellings

Non-Permanent Dwellings

Type	Price	Special
Vardo/Covered Wagon	50 gp	

Permanent Dwellings

Type	Price	Special
Apartment or Inn Room Stay	Based on price. See **Chapter 9**.	
Apartment Building	5,000 gp	
Simple Home, Existing	800 gp	
Simple Home, New Construction	1,000 gp and up	
Grand Home, Existing	4,500 gp and up	
Grand Home, New Construction	5,000 gp and up	
Storefront with Apartment	500–1,500 gp	
Tavern	1,500–2,500 gp	Up to 2 story available
Inn	1,000–5,000 gp	Up to 2 story available
Abandoned Tower	10,000–40,000 gp	Up to 3 story available
New Tower	50,000 gp	+10,000 gp per level above 3.
Warehouse	1,500–2,000 gp	

Guild District

Wealth Factor: Upper Middle Class
800 gp limit, +5–10% Markup

The Guild District serves as storefront and residency of many of the city's most successful merchants. Also found here are the guildhalls of the city's various mercantile empires. Many of these guildhalls rival the city's temples in their grandeur and attendance. Space has become limited in recent decades due to the proliferation of guildhalls, so that a new guildhall would require the purchase and demolition of a great deal of neighboring property. Due to this, most of the wealthiest guild burghers now live in The Hill district.

Guild District Dwellings

Permanent Dwellings

Type	Price	Special
Apartment or Inn Room Stay	Based on price. See **Chapter 10**.	
Apartment Building	1,650 gp	
Simple Home, Existing	880 gp	
Simple Home, New Construction	1,100 gp and up	
Grand Home, Existing	4,950 gp and up	
Grand Home, New Construction	5,500 gp and up	
Storefront with Apartment	550–1,650 gp	
Tavern	2,500–3,000 gp	Up to 2 story available
Inn	1,100–2,200 gp	Up to 2 story available
Abandoned Tower	11,000–44,000 gp	Up to 3 story available
New Tower	55,000 gp	+15,000 gp per level above 3.
Guildhall	50,000 gp and up	

Old Temple District

Wealth Factor: Middle Class
500 gp limit, +15% Markup

The Old Temple District has a combination of new or remodeled tenements, eateries, and shops mixed with old and sometimes abandoned or ruined temples. It should be noted that purchasing ruined temples and converting their existing structures to new uses can have potentially interesting cosmic implications.

Old Temple District Dwellings

Permanent Dwellings

Type	Price	Special
Apartment or Inn Room Stay	Based on price. See **Chapter 11**.	
Apartment Building	1,700 gp	
Simple Home, Existing	900 gp	
Simple Home, New Construction	1,150 gp and up	
Grand Home, Existing	5,200 gp and up	
Grand Home, New Construction	5,500 gp and up	
Storefront with Apartment	565–1,700 gp	
Tavern	1,500–3,000 gp	Up to 2 story available
Inn	2,000–3,000 gp	Up to 2 story available
Temple Ruin[1]	2,000–6,000 gp	
Shrine[1]	900 gp	
Temple[1]	100,000 gp	
Basilica[1]	300,000 gp	
Abandoned Tower	11,500–45,500 gp	Up to 3 story available
New Tower	55,500 gp	+16,500 gp per level above 3

[1] See Types of Real Estate below for further details.

The Docks and East Docks

Wealth Factor: Lower Class
200 gp limit, +0% Markup

The docks border on being a lower class slum. Taverns, fishermen, dockworkers, and gondoliers do well enough, but the majority of the population is not very well off. Corruption and crime are not uncommon in some of its rougher neighborhoods. There are few new building projects here, and most of the property is somewhat run-down.

The Docks and East Docks Dwellings

Non-Permanent Dwellings

Type	Price	Special
Houseboat	800 gp	

Permanent Dwellings

Type	Price	Special
Apartment or Inn Room Stay	Based on price. See **Chapter 13: The Docks**, and **Chapter 22: The East Docks.**	
Boathouse	800–1,200 gp	
Tenement	2,000 gp	
Apartment Building	5,000 gp	
Simple Home, Existing	800 gp	
Simple Home, New Construction	1,000 gp and up	
Storefront with Apartment	500–1,500 gp	
Tavern	1,500–2,500 gp	Up to 2 story available
Inn	1,000–5,000 gp	Up to 2 story available
Warehouse	1,500–2,000 gp	

Canal District

Wealth Factor: Lower Class/Impoverished
100 gp limit, +10–20% Markup

Like the Docks, the Canal District is home to several impoverished slums. The area can be somewhat dangerous at night with cutpurses and muggers hanging about its busy taverns and gaming establishments. Most property is somewhat run-down with sprawling areas of abandoned warehouses and decrepit tenements.

Canal District Dwellings

Non-Permanent Dwellings

Type	Price	Special
Houseboat	1,200 gp	

Permanent Dwellings

Type	Price	Special
Apartment or Inn Room Stay	Based on price. See **Chapter 14.**	
Boathouse	800–1,200 gp	
Tenement	2,000 gp	
Apartment Building	5,000 gp	
Simple Home, Existing	800 gp	
Simple Home, New Construction	1,000 gp and up	
Storefront with Apartment	500–1,500 gp	
Tavern	1,500–2,500 gp	Up to 2 story available
Inn	1,000–5,000 gp	Up to 2 story available
Warehouse	1,500–2,000 gp	

The Hill

Wealth Factor: Upper Class/Aristocracy
8,000 gp limit, +10–25% Markup

The Hill District has some of the highest priced and most-inflated real estate in all of Bard's Gate. The Hill is home to most of the Upper Class citizens and Aristocrats found in Bard's Gate. There are a few fine new homes cropping up amongst some of the older mansions, a telling indication of the wealth of the city.

The Hill Dwellings

Permanent Dwellings

Type	Price	Special
Grand Home, Existing	4,950 gp and up	
Grand Home, New Construction	6,500 gp and up	
Storefront with Apartment	3,550–6,650 gp	
Tavern	4,000–6,000 gp	Up to 3 story available
Inn	6,100–7,200 gp	Up to 3 story available
New Tower	55,000 gp	+15,000 gp per level above 3
Manor, Existing	120,000 gp	
Manor, New Construction	150,000 gp	

Underhill District

Wealth Factor: Upper Middle Class
4,000 gp limit, +10% Markup

The Underhill District, due to its small area and opulent architecture, has very high-priced real estate, if it is even for sale. The Underhill's citizenry is mostly of the Upper Middle. Wealth and mining fortunes flow

freely in the Underhill, making this location surprisingly lucrative for smaller merchants.

Underhill District Dwellings

Permanent Dwellings

Type	Price	Special
Apartment or Inn Room Stay	Based on price. See **Chapter 16**.	
Grand Home, Existing*	3,950 gp and up	
Grand Home, New Construction*	7,500 gp and up	
Storefront with Apartment	3,550–6,650 gp	
Tavern	5,000–6,000 gp	Up to 2 story available
Inn	6,100–7,200 gp	Up to 2 story available
New Tower	85,000 gp	Up to 3 story available
Manor, Existing	135,000 gp*	
Manor, New Construction	250,000 gp*	

*Due to space constraints, these dwellings should be considered one size-category smaller than their above-ground counterparts. The value of the dwelling is the same, quality-wise.

North Wall District

Wealth Factor: Middle Class/Lower Middle Class
400 gp limit, +0% Markup

Foreigners and businessmen have found a home in the North Wall District where they may gaze upon the wealth of the Hill and yearn for the good life. New buildings are rare due to crowded conditions, but older properties are frequently for sale as merchants move up the social ladder and relocate to wealthier districts.

North Wall District Dwellings

Permanent Dwellings

Type	Price	Special
Apartment or Inn Room Stay	Based on price. See **Chapter 17**.	
Apartment Building	1,600 gp	
Simple Home, Existing	700 gp	
Simple Home, New Construction	1,000 gp and up	
Grand Home, Existing	5,000 gp and up	
Grand Home, New Construction	5,200 gp and up	
Storefront with Apartment	800–1,600 gp	
Tavern	2,500–3,500 gp	Up to 3 story available
Inn	2,000–3,000 gp	Up to 2 story available
Warehouse	1,400–1,800 gp	

Bridge District

Wealth Factor: Upper Middle Class
1,000 gp limit, +10% Markup

Like the North Wall District, the Bridge District is cramped for space in terms of new construction. Housing is tight and expensive.

Bridge District Dwellings

Permanent Dwellings

Type	Price	Special
Apartment or Inn Room Stay	Based on price. See **Chapter 18**.	
Apartment Building	8,000 gp	
Simple Home, Existing	3,000 gp	
Simple Home, New Construction	3,800 gp and up	
Grand Home, Existing	7,000 gp and up	
Grand Home, New Construction	8,200 gp and up	
Storefront with Apartment	2,800–3,600 gp	
Tavern	4,500–8,000 gp	Up to 3 story available
Inn	5,000–10,000 gp	Up to 3 story available
Shrine[1]	1,000 gp	
Temple[1]	200,000 gp	
Basilica[1]	400,000 gp	

[1] See Types of Real Estate below for further details.

Thieves' Quarter

Wealth Factor: Upper Middle Class
800 gp limit, +0% Markup

Housing is tight and expensive in the Thieves' Quarter, due to its new-found popularity and central location, thus new construction projects are rare. Upgrades and renovation of existing structures is, however, quite common as the district goes through the throes of growth and urban renewal.

Thieves' Quarter Dwellings

Permanent Dwellings

Type	Price	Special
Apartment or Inn Room Stay	Based on price. See **Chapter 20**.	
Apartment Building	5,000 gp	
Simple Home, Existing	2,000 gp	
Simple Home, New Construction	2,500 gp and up	
Grand Home, Existing	5,000 gp and up	
Grand Home, New Construction	6,200 gp and up	
Storefront with Apartment	2,000–2,600 gp	

Type	Price	Special
Tavern	4,500–7,000 gp	Up to 3 story available
Inn	4,000–9,000 gp	Up to 3 story available

Bard's College

Wealth Factor: Upper Middle Class
1,000 gp limit, +20–25% Markup

North Island offers little room for new growth. The campus's location, however, attests to the high property value and cleanliness of the district with its panoramic views of the river and surrounding city.

Bard's College Dwellings

Permanent Dwellings

Type	Price	Special
Apartment or Inn Room Stay	Based on Price. See **Chapter 21**.	
Apartment Building	8,000 gp	
Simple Home, Existing	3,000 gp	
Simple Home, New Construction	3,800 gp and up	
Grand Home, Existing	7,000 gp and up	
Grand Home, New Construction	8,200 gp and up	
Storefront with Apartment	2,800–3,600 gp	
Tavern	4,500–8,000 gp	Up to 3 story available
Inn	5,000–10,000 gp	Up to 4 story available

Turlin's Well

Wealth Factor: Upper Middle Class
1,000 gp limit, 15% Markup

Turlin's Well is a more affluent and avant garde neighborhood on the east banks of the Stoneheart River. A wide variety of shops and dwelling possibilities exist for individuals wishing to purchase property or structures. Property value is high, however, as many of the city's burgeoning middle class display their prosperity.

Turlin's Well Dwellings

Permanent Dwellings

Type	Price	Special
Apartment or Inn Room Stay	Based on Price. See **Chapter 23**.	
Apartment Building	8,250 gp	
Simple Home, Existing	3,300 gp	
Simple Home, New Construction	4,000 gp and up	
Grand Home, Existing	7,750 gp and up	
Grand Home, New Construction	9,000 gp and up	
Storefront with Apartment	3,400–3,750 gp	
Tavern	4,650–8,250 gp	Up to 3 story available
Inn	5,250–11,200 gp	Up to 3 story available

Outer Quarter

Wealth Factor: Lower Middle Class
400 gp limit, 0% Markup

The Outer Quarter is a less affluent and more run-down neighborhood on the east bank of the Stoneheart River, between Turlin's Well and the outer wall. Like Turlin's Well, a wide variety of shops and inns exist for individuals wishing to purchase goods or stay the night. Property value is not as high as Turlin's Well, as many of the district's citizens struggle to move up from the Lower Middle Class.

Outer Quarter Dwellings

Permanent Dwellings

Type	Price	Special
Apartment or Inn Room Stay	Based on Price. See **Chapter 24**.	
Apartment Building	6,000 gp	
Simple Home, Existing	2,300 gp	
Simple Home, New Construction	3,000 gp and up	
Grand Home, Existing	5,250 gp and up	
Grand Home, New Construction	7,000 gp and up	
Storefront with Apartment	3,000–3,550 gp	
Tavern	4,650–8,250 gp	Up to 3 story available
Inn	5,250–11,200 gp	Up to 3 story available

Stable Row

Wealth Factor: Middle Class
800 gp limit, +0% Markup

Being located outside the city walls, Stable Row has a lot of potential room to grow. It is believed that eventually a vast area of Stable Row will one day be surrounded by its own wall, bringing much of it into the city proper. Locals are of mixed emotions about this, for they do not want to lose the rustic feel of their current location to the enclosure of city walls, but understand that security and protection from marauders is equally important. Most, if pressed, would just develop property outside of this new set of city walls, moving the new Stable Row further away.

Stable Row Dwellings

Non-Permanent Structure

Type	Price	Special
Small Tent	6 gp	
Medium Tent/Lean-To	12 gp	
Large Tent	20 gp	
Pavilion/Marquis Tent	100 gp	
Wagon, Uncovered	40 gp	
Wagon, Covered or Vardo	50 gp	

Permanent Structures

Type	Price	Special
Cottage, Existing	800 gp	
Cottage, New Construction	1,000 gp	
Ranch, Existing	15,000 gp All grazing land is free range	
Ranch, New Construction	16,500 gp All grazing land is free range	
Livery Stable	1,000–4,000 gp	
Farm, Existing	1,700 gp	+100 gp per acre, space limited
Farm, New Construction	2,300 gp	+100 gp per acre, space limited
Storefront with Apartment	2,000–2,600 gp	
Tavern	4,500–7,000 gp	Up to 3 story available
Inn	4,000–9,000 gp	Up to 2 story available
Vineyard/Estate	150,000 gp	+100 gp per acre of land

Tent City

Wealth Factor: Working Poor
200–400 gp limit, +10–20% Markup

Tent City is a rough-and-tumble area located outside the walls of Bard's Gate, populated mostly by foreigners, rangers, barbarians, and traveling merchants. Its inhabitants dwell in a mixture of permanent and semi-permanent dwellings such as tents, lean-tos, shanties, and longhouses. Available property in Tent City is unlimited, as the majority are squatters who merely picked a spot of flat ground on which to place their home and vend their wares.

Tent City Dwellings

Non-Permanent Dwellings

Type	Price
Small Tent	10 gp
Medium Tent/Lean-To	15 gp
Large Tent	20 gp
Pavilion/Marquis Tent	100 gp
Grand Pavilion	500 gp
Wagon, Uncovered	50 gp
Wagon, Covered or Vardo	75 gp

Semi-Permanent Dwellings and Structures

Type	Price
Shanty	0–2 gp
Sod Dugout, Existing	15 gp
Sod Dugout, New Construction	25 gp
Log Cabin, Existing	110 gp
Log Cabin, New	150 gp
Longhouse, Existing	200 gp
Longhouse, New Construction	250 gp
Large Longhouse, Existing	300 gp
Large Longhouse, New Construction	450 gp
Permanent Dwellings/Structures	
Roadhouse/Taproom	800 gp and up

Types of Real Estate

Apartment Building: An apartment building usually has two stories and 1d4+6 apartments. Any finery has generally been stripped from these converted manors to maximize space in the renter's living quarters. Generally, each apartment has one to two small rooms, being a bedroom and living area. Larger apartments with multiple rooms are called flats or suites, and may be found in more upscale districts.

An apartment owner may make their weekly compensation directly by the number of units occupied x the monthly rent divided by 4, per week.

Basilica: A basilica is a huge temple that covers a very large space, sometimes up to 4 city blocks. Basilicas have a large central worship chamber, as well as multiple smaller worship chambers and shrines. Often a basilica has burial space beneath it for its high priests and religious leaders, and serves as the home to religious icons. A basilica has living quarters for 20 or more clerics and private chambers for the highest rank-

ing church leaders. A basilica may also have a library of religious works, and offer services such as healing and scroll or potion-making in the same manner that shop keepers sell their wares. Like shrines or temples, the cost of erecting a basilica is discounted depending on the amount of religious converts in the area willing to donate time and money to the building project. This offset in cost does not affect the actual value of the property.

Boathouse: A boathouse is typically a bit of covered dry-dock found along inlets and waterways. Boathouses usually have a pair of swinging or sliding doors that allow boats access to their dry interior where overhauling and work may be done. Frequently, boat builders and repairmen dwell in a private area attached to the boathouse. Likewise, folk who spend most of their life on the water may think of the boathouse as their second home.

Cottage: A cottage is a small country home with stone or wooden walls and a thatched roof with a loft and fireplace. A cottage may serve as comfortable dwelling space for up to 3 beings.

Covered Wagon or Vardo: A covered wagon offers the carrying capacity of a standard uncovered medium wagon but has a shelter made of canvas. A vardo is similar except its covering is wood instead of canvas and may be locked to protect any valuables contained inside. Covered wagons may serve as a decent semi-permanent dwelling. Covered wagons or vardos offer sleeping shelter for up to 2 individuals.

Farm: A farm is a cottage and a stable or barn located on a plot of land built for the intent of raising livestock or crops.

Grand House: A grand house is a 1d8+2 room house made of wood or brick, and having a thatched roof. Grand houses are comfortable for 2–5 beings.

Grand Pavilion: A grand pavilion is a large tent made from canvas which may be used as a show room or show place (as in a circus or fair), or as shelter for beasts of burden such as elephants or horses. Nobility also use grand pavilions as a palace away from home as they travel across less civilized parts of their frontier. A grand pavilion may be divided into dozens of smaller chambers with canvas inserts along its interior. Grand pavilions may comfortably sleep up to 50 individuals. It weighs 300 lbs. and covers over 2,000 or more square feet of ground. It takes several workers 3 hours to erect a grand pavilion, and teams of up to 20 beasts to carry all of the canvas, ropes, tent stakes and poles required to erect it.

Houseboat: A houseboat is a floating barge-like vessel which also serves as living quarters for up to 3 beings. Many who live in houseboats also make their livings off lakes, rivers, or ocean docks. They have the advantage of being able to move anywhere over shallow waters they may find calm passage. Houseboats have the disadvantage of being susceptible to the hazards of weather or natural disaster. Most houseboats are moored along harbors or found in river communities.

Inn: An inn is a large structure designed or refurbished to house travelers and visitors. Inns have rooms to rent by the night (and sometimes longer) and have a staff of servants to see to housekeeping and comfort of the guests. Some inns may be converted grand houses or manors, while others may be built for the specific purpose of housing guests. Inns have a common room on the ground floor, and possibly a **tavern**, with the sleeping rooms located on the upper levels. Most inns have 3d4 rooms to rent, though some may have fewer and others may have many more. Inns have an average occupancy of 1d4 x 20%. Occupancy may be 100% during festival times, or during other special events. Inns with a tavern or restaurant and stables must add one-half the cost of a tavern and stable to their total value.

Large Tent: Large tents look like a small house made from canvas or animal hide. Their interior may be divided into several smaller, more private sleeping chambers with canvas sidewalls. The walls may be rolled up to allow air flow. Large tents often have a sun-fly which may be erected to create shade on sunny days. A large tent sleeps 4 creatures comfortably. Several wall tents may be connected together to form larger structures. A large tent with all of its poles and materials weighs about 40 lbs., and takes about 45 minutes to put up. Taking it down takes half as long.

Log Cabin: Log cabins are small 1–2 room dwellings made of hewn logs and cinched with mud or clay. They provide shelter for up to 4 creatures.

Longhouse: A longhouse is a long, low structure partially excavated to a depth of 2–6 ft. into the ground, and piled with timbers in an A-frame roughly 10 ft. x 30 ft. Longhouses may have 2–4 distinct sections designated for living quarters, and a "family" room in the center where cooking and dining take place. A smoke-slit in the roof acts as a chimney. Shutters made from animal pelts may be used to keep the weather from running through the roof. Most cooking is done over the fire pit in the center of the longhouse or outside during hot weather. A longhouse may house up to 8 beings.

Longhouse, Large: Similar in every way to a small longhouse, the large longhouse has dimensions of 10 ft. x 60 ft., and possibly larger. The interior may be divided into as many as 8 different sections, and houses up to as many as 16 inhabitants.

Livery Stable: A stable is a barn or other such building erected for the purpose of keeping livestock. Commonly, stables are associated with the keeping and tending of horses. A typical stable has pens built to service 1–6 large animals such as horses or hogs. Larger stables may house more beasts, but of course cost more.

Manor: A manor is a 1d10+10 room house made of wood or brick, and having a slate roof. Manors are comfortable for 2d4+2 beings.

Medium Tent/Lean-To: These tents come in various shapes and sizes. They are made from animal hides or canvas, depending on the availability of materials. Tents and lean-tos sleep approximately 2 creatures. A tent — including its poles and ropes — weighs 30 lbs. A lean-to or medium tent may be erected in as few as 30 minutes. Taking it down takes half as long.

Pavilion/Marquis Tent: Much taller and slightly larger than a large tent, the marquis is a tent originally designed as a command post for field generals and lords of the marches. They have been adapted by traveling merchants to store their wares and house their family or employees. The interior of a marquis or pavilion may be divided into smaller chambers. A marquis sleeps 10 individuals comfortably. Marquis tents weigh about 50 lbs. and may be put up in 90 minutes. Taking it down takes half as long.

Ranch: A ranch is a very large grand house and fine stables surrounded by several acres of free-range grazing land. Ranches are designed for the breeding of livestock or horses from specific purebred stock.

Sod Dugout: Built from turves of sod cut from the ground and stacked around a partially excavated floor, dugouts are well insulated by the earth that surrounds them and can be heated fairly easily in the winter. They are difficult to ventilate in the summer, however, and tend to suffer from erosion if not given constant upkeep. A sod dugout can be built by anyone with wilderness experience, such as a druid or ranger. They sleep 1–3 creatures.

Shanty: Shanties are scavenged from available materials and trash heaps, and may be built by anyone with 4d4 hours of work and a successful saving throw. How sturdy or safe the structure is may be questionable. They sleep 1–2 creatures.

Shrine: A shrine is a small place of worship no larger than a two room building with an altar or small icon in the worship chamber and private quarters for the attending priest. A shrine may be as small as a marble slab carved with religious iconography in a private courtyard or a chamber in a mansion resplendent with stained glass windows. Religious edifices have a base value that is considerably higher than their cost to build. This is due to parishioner's donations, discounts on building materials, volunteer construction aid, and the use of clerical magic in their construction. This difference is generally one-third of the overall value, but may be as much as one-half due to the popularity of the deity.

Simple Home: A simple house is made of wood or brick and has a thatched roof. Simple homes have 1–3 rooms, having comfortable living space for 1–3 beings.

Small Tent: A small tent is a small canvas tent set up with metal or wooden tent poles, rope, and iron stakes. It offers modest protection from the elements for 1 creature and weighs 20 lbs. They may be put up in 20 minutes. Taking it down takes half as long.

Storefront with Apartment: A storefront is often a converted and expanded simple home. An apartment for the store owner sits in the rear or above the storefront. The storefront has a showroom area for shoppers to peruse, and often has a crafting area somewhere on the ground floor or in the second story. The living quarters are large enough for 1–3 creatures to live comfortably.

Tavern: A tavern is a drinking establishment made up of a bar, common area, booths, storage and kitchen. Some taverns may be two stories tall with private meeting rooms set above the common area. Taverns come in all shapes and sizes, serve food, beverages and often have some form of nightly entertainment.

Temple: Whether a church, or small monastery, a temple has a large worship space, several smaller shrines, apartments or barracks-style living quarters for 1d10+10 clerics, and private chambers for the highest ranking church official. As with shrines, a parishioner's donations, discounts on building materials, volunteer construction aid, and the use of divine magic reduces the cost of construction, but not the overall value. Temples may have burial chambers for deceased church leaders, and offer services such as healing and potion-making in the same manner that shopkeepers sell their wares.

Tenement: A tenement is an inn or converted warehouse that has run down to about 60% of the original building's value. The tenement is 1–3 stories tall, and is divided into tiny cell-like rooms roughly 10 ft. by 10 ft., offering the barest of subsistence living conditions for those who rent (or squat) therein. Rent is whatever one dwelling in a tenement happens to have on hand or can fight off rats and intruders to keep. Gangs of bullies often run tenement buildings on behalf of unsavory landlords who dwell elsewhere in more upscale housing. The owner of a tenement is often referred to as a slum lord. The land a tenement sits on is often more valuable than the cost of the building itself. Tenements cannot be built "brand new" but are instead converted run-down properties which served a previous similar use.

Tower: This round or square, 3-story tower is made of stone. Additional levels may be added to a tower up to 5 stories (more with the help of magic or master quality engineering). Each additional story adds 15,000 gp to the price.

Vineyard/Estate: A vineyard or estate could easily be a plantation or other such large area of land dominated by agrarian and financial concerns. Located further away from large cities, estates generally have several hundred acres of land and large staffs of servants tending to animals and crops. At the center of a vineyard or estate is a large mansion and the smaller sub-buildings such as barns, stables, and living quarters for the servants. Estates produce enough food to sustain the estate and all of its servants, aside from whichever other venture the estate is invested in, such as growing grapes.

Wagon: A wagon is a beast-drawn vehicle suited for carrying goods and equipment across country. Uncovered wagons may also be used as a form of cheap shelter by unhitching them and sleeping on or under one. A wagon offers shelter for up to 2 individuals.

Warehouse: A warehouse is a good-sized storage facility used to hold goods that are set to ship elsewhere. A warehouse often has a large central storage space and 1–2 smaller rooms making up an office and warehouse guard's quarters. Warehouses are roughly the size of a grand house but sacrifice the amenities of a home for storage space.

Upgrades and Upkeep

A purchased property may not necessarily suit all the needs of its buyer. Instead, it is possible that the property was purchased due to its cost or location. Characters may invest in renovations and upgrades to their property either to transform it from one role to another, build additions (space may be an issue), or generally improve its look and overall value.

Security is often a reason to consider an upgrade. Invariably, a Referee manages to send swarms of thieves or thugs to plague characters at some point in time. Perhaps a little "meta-gaming" or prior knowledge of other Referee's deceitful tactics has made the players extra-cautious when it comes to protecting their valuables. No matter what the reason, characters with the coin to spend, and possibly skills or magical powers to wield, may create any and all sorts of "home defenses" into their new property as they see fit. If characters wish to place clever traps to set in their home during their long absences from the city, let them.

A great part of enjoyment for the players is the creation of their own piece of the fantasy domain. Imagine the character's surprise when their benign pit trap has captured a crook while they were away. Imagine the cost of fumigating a home after a dastardly invader is left minced all over the walls for three months because he tried to steal some of the character's disposable income while they were away on an adventure.

Spells offer means of locking doors and securing magical tomes from being perused by unwanted eyes. Is the party magic-user looking for an actual in-game reason to cast the *wizard lock* spell? Clerics have various wards and barriers they may place over their home chapel which may guard against intruders looking to plunder their reliquary. Maybe the characters learn what it takes to keep people out of their lairs, oh, the irony.

Renovations to a building's interior or exterior may be made as the players wish, within the confines of their own imagination and their character's wealth. Such renovations may, of course, include haggling with workmen, hiring laborers, or exploring for rare and unique building materials. The cost of renovations may exceed or even double the original value of the property, but is never less than one-fifth of its current value.

Players and Referees should work together to help create a character's property and discuss the various possibilities for expanding or renovating their property. Encourage players to draw up a floor plan for their renovations based on the existing structure. Give them the opportunity to show (or perhaps NOT show you) where they put their traps. A fun evening of gaming could include the characters running the game for their Referee, where the Referee seeks to send a burglar or assassin through the characters lair.

Regardless of any renovations to an existing property or the building of a new one, property has upkeep. Keeping up a property costs the owner a minimum of 10% of the property's value per year to make sure that it does not slide into disrepair. Every year of disrepair after the first year reduces the property's value by one-tenth of its original worth. After ten years of disrepair, the property may become a ruin. In urban settings, property which drops below 50% of its original market value may be condemned by the city and demolished. If this occurs the property is forfeited, and the plot becomes the domain of the city and is put up for auction.

Going Into Business

Parties wishing to start a business must put in a business application with the offices located at the Offices of Commerce and Trade (**K3**). An application generally costs 10 gp, and includes their application to begin paying taxes. Along with the application, the potential business operator must pay any licensing fees and show proof of deed to a property. The property must be zoned, and an inspector paid or bribed to ensure that the property is up to code. The amount of these bribes and fees averages 100 gp. The process of applying and inspection generally takes 1d8 days but may be shortened by 1d4 days if bribes and/or roleplaying attempts go well. After this process, which may involve plenty of entertaining roleplay, the business is ready to hang out its shingle and open for customers.

Hanging Your Shingle

Players should be encouraged to come up with a creative name and emblem for their new business venture. As is apparent from the descriptions of Bard's Gate in this book and its previous incarnation, the citizens enjoy a good (and sometimes ruthless) pun. Clearly the folk of the city have a thick skin if they'll consign their departed loved ones to a funeral home called The Last Stop (**M18**) or purchase a coffin for themselves or an ill or aging parent from a shop called Box of Bones (**TW11**), so the characters shouldn't be too squeamish about letting their ghoulish side show a bit. Characters may hire a limner to paint the sign and criers to advertise their new business. Rivalry may develop between the characters and NPCs running similar businesses within the city, causing no limit of roleplay and adventure opportunities. At any rate, being a proprietor of a business offers the characters opportunities to make new contacts and provide plot hooks for new adventures.

Characters unable to spend time crafting in their own shop or overseeing their business venture are required to hire NPCs to run things. These may include cooks, cleaners, barkeeps, or skilled workers such as smiths and woodworkers. Employees, of course, must be paid a wage by the proprietor that is compensatory to their skill level.

Guild Membership

If the characters has started a business that falls within the purview of one of the city's guilds, the character will be approached by a representative of that guild within 1d6 weeks and asked to join. Membership fees for the guilds described in this book can be found in **Chapter 3** under the Guild descriptions. If it is not a guild that has been named, the Referee can come up with a guild and its fees if he so chooses. If annual membership dues are paid, the character will receive a 5–10% increase in income each week due to favorable contracts and contacts. If the character refuses to join, he will find that his weekly income is reduced by 10–25% due to unfavorable trade conditions and some outright acts of vandalism or intimidation of customers, certainly providing seeds for new adventures.

If the character happens to be a member of one of the guilds listed herein that has criminal connections (or even one that is not at the Referee's discretion), he can find himself involved in these shady dealings with weekly income increased by 20–40% rather than 5–10%. However, the Referee should also engineer adventure hooks and run-ins with the law or other organizations to spice up that character's life as he deals with the worst that society has to offer.

Sales Tax

Unless otherwise noted, sales tax averages 6% of the value of items sold or traded within the walls of Bard's Gate. Certain districts pay a higher sales tax in order to provide for local guards and militia to offer additional protection.

Common Costs and Fees

Fee	Cost
Tax and Business Application	10 gp
Inspection Fees (and Bribes)	25–100 gp
Yearly Property Tax	15% property value
Yearly Upkeep	10% property value
Monthly Sales Tax	6% value of items sold or traded

Wealth Factor — For Richer or Poorer

It is sometimes helpful when running a city setting as large and thorough as Bard's Gate to have a little help in determining how much characters are spending on nights in cheap hotels and flagons of Brin Zwiesher Ale. Invariably, there is always downtime between campaigns. Weeks and possibly months may go by as a pair of party members research magical items and the others sit around and wait for their new goodies to arrive. If this time is not spent as it should be, adventuring within the walls of the great and illustrious city of Bard's Gate, then it is most certainly spent on something.

This mundane day to day "shop and eat" form of roleplaying may highly annoy some in your gaming group, while others may enjoy it immensely. It is indeed important when starting a new adventure or laying out rumors and innuendo to the players, to give them more options in their roleplaying experience, to have these "eat and greet" sessions, as it adds to the overall flavor of the game. To suit the needs of both styles of gamer, we have included a piece concerning characters' wealth and social stature in Bard's Gate. It should be noted that the information offered here may be applied to any urban or city setting in your own roleplaying campaign.

Roleplayers should enjoy the challenges offered in the growth in social status of their character. The possibility of crawling through the disparity of homelessness to the thrones of power in the land offer excellent roleplaying possibilities, as surely as a grand rise in fame followed by a sudden fall from grace.

This section fleshes out some of the fineries of the fantasy economy and social stratus characters and their adversaries face in a fantasy RPG city setting.

- To navigate the treacherous waters of social success, this section is divided into several sub- sections: the various social classes that characters playing in an urban fantasy setting may find themselves a part of;
- dealing with a character's wealth factor;
- cost of living, which refers to how much it costs for an individual to live a certain lifestyle;
- insight into where a character's profession or character class fits on the social ladder;
- how a character's race affects his perceived social standing;
- explanations on how wealth, race, class and cost of living help to determine social class;
- and finally, the last section offers tables giving a description of how members of various social classes view members of other social classes.

Social Classes and Wealth

Social Class and Wealth

Social Class	Wealth Factor	Cost of Living/ Month
Slaves*	Based on Value	Paid by Owner
Homeless/Destitute	0–10 gp	8 sp 4 cp
Impoverished	11–40 gp	1 gp 8 sp
Working Poor	41–99 gp	5 gp
Lower Class	100–199 gp	24 gp
Lower Middle Class	200–399 gp	30 gp
Middle Class	400–799 gp	36 gp
Upper Middle Class	800–2,999 gp	44 gp
Upper Class	3,000-14,999 gp +	100 gp
Celebrity*	Average 5,000+ gp	200 gp +
Aristocracy*	Average over 20,000 gp	500 gp +
Nobility*	Average over 100,000 gp	1,000 gp +

*See description

Social class is broken into 12 categories based on a character's Wealth Factor (WF). The WF is analogous with a person's actual base social class before adding or subtracting for character class and race. The Cost of Living (CoL) indicates how much a character must spend to maintain a specific lifestyle.

The Social Classes

This section gives more details on the 12 social classes and their distinctions from one another. It also gives some insight on how they may perceive one another in a campaign setting.

Slaves: Slaves hold an interesting place in society. In Bard's Gate, for example, where slavery is outlawed, there is still an underground market for slaves to be kidnapped and sold elsewhere. Slaves hold a social class in society separate from free people, as their WF is based on their master's perceived value of them. Slaves forced to mine coal for their master's foundries may live a subsistence lifestyle akin to one of the Homeless and are worked until they eventually drop dead from malnutrition, disease, and exhaustion. A eunuch tasked to guard an emperor's harem may live an Upper Class lifestyle, provided with the finest of foods and softest of silken garments to wear. A slave tasked to carry documents safely across town and expected to return may dress and live in an Upper Middle Class lifestyle. Regardless, the slave lacks the one distinction that every other social class has, the dignity found with having one's own freedom.

Homeless or Destitute: The Homeless or Destitute often sit so far below the rung of social status as to be deemed untouchable by those of the Upper Middle Class and beyond. The Homeless are often considered below the value of even slaves by some civilized cultures, frequently having the rights of its citizens, but lacking any of the means of claiming those rights from society. Beggars, the mentally ill, the handicapped, escaped slaves, street urchins, and foreign refugees frequently fall victim to the mean streets of the metropolis. Often, by accident or injury more than design, these folk become homeless. The Homeless and Destitute must frequently rely on the handouts and caregiving of others to eke out a subsistence level of survival. They are frequently sought out by acolytes of the "good" churches of Bard's Gate, who administer what aid or alms they can.

The Homeless or Destitute may be found in slums, alleyways, abandoned lots, and city parks. They may occupy unused sections of the sewer and other places hidden by the glitz and wealth of ornate palaces and austere temples. Roughly 60% of the Homeless are mentally ill and in need of care, and 50% have some form of disease. They are often the first to succumb to a plague, and the last to receive medical attention. Most of the Homeless are commoners or low-level rogues. In rare instances (5% of the time), they may be a drug- or alcohol-addicted former adventurer or aristocrat who lost all their possessions through some misfortune.

The Homeless find the bare minimum of foodstuffs in order to survive. They often dine in trash heaps, spending what little coin they earn from begging to buy security from street gangs, or infrequently, purchasing alcohol or drugs to ease their suffering. They typically receive one meal per day — if they are lucky. The food allowance for the homeless averages 2cp per day.

Impoverished: Like the Homeless, the Impoverished sit near the bottom of the social ladder. They may work occasionally at various odd jobs in order to feed themselves. The Impoverished frequently dwell in crowded tenements, and rely on church and community aid for support. Their neighborhoods are frequently overrun with street gangs, thugs, beggars, and petty thieves. What few possessions the Impoverished have they cherish, and these items are frequently targeted for theft. At this level of the social spectrum, the Impoverished may spend a great deal of time and effort avoiding becoming Homeless and forgotten.

Most of the Impoverished are commoners, thieves, or beggars. The Impoverished eat whatever thin, watery gruel they may get from meager soup kitchens, or dine on bread or possibly a hunk of mystery meat. "Oven Cakes" — which is a charred mixture of salt and flour painted onto the walls of brick ovens to keep them from burning the bread — are often left in baskets behind bakeries for the impoverished to dine upon. The food allowance for the Impoverished averages 2–4 cp per day.

Working Poor: The Working Poor are commoners who generally have some serviceable skill. They are mostly uneducated and often easily duped by politicians or con artists. They may be foreigners new to the city, or locals born into large families. The Working Poor have acquired enough knowledge of the local language and customs to find jobs picking vegetables, tending gardens, or doing the laundry of the wealthier members of society. Economic crisis and natural disasters commonly create situations that place the Working Poor into Impoverished or even Homeless situations. They are easy prey to thugs, gangs, and petty criminals who seek to gain from crime those things this class has worked so hard to earn by honest work. The Working Poor often reside in rundown apartments that are only a slight step-up from the flea-infested flophouses of their unemployed neighbors. Illiteracy is high among the working poor. Many work for meals and save some food to take back to their families. Their food allowance may be as high as 2 sp per day.

Lower Class: The Lower Class is similar to the Working Poor in that they have jobs and a roof over their head. Neighborhood watchmen, mercenaries, trusted household servants, carpenters, butchers, masons, barbers, and barmaids generally live a Lower Class existence. They work long hours for low wages, but manage to maintain steady employment despite civil disturbances and natural disasters. They are street smart, despite a general lack of a formal education. Most members of the Lower Class are literate or semiliterate at minimum.

They are common targets of thieves and charlatans, as they are easy to intimidate, and naturally distrustful of guards and watchmen as they are all too familiar with corruption. Nearly every penny they make goes towards maintaining their lifestyle. First-level adventuring characters and NPCs typically fall into the category of Lower Class, as do many commoners and low-level tradesmen. Members of the Lower Class have a food budget of 2–4 sp per day.

Lower Middle Class: Members of the Lower Middle Class are better educated and more skilled than members of the other lower classes. They constantly strive for a better life for themselves. Many craftsmen who work for others or in the employ of merchants and nobles are derived from the Lower Middle Class. Many have a simple house, or share a larger home with their extended family. Most members of the various official city watch, fire, and sewer brigades are of this class. Some may be backup performers, dancers or other up-and-coming artisans. The Lower Middle Class has its share of thieves, conmen, and gamblers as well, but these unsavory sorts are frowned upon. Members of the Lower Middle Class are harder to intimidate and more likely to call for the constables if trouble breaks out. Members of the Lower Middle Class have a food allowance of 4–8 sp per day.

Middle Class: The Middle Class is made up of highly skilled and motivated individuals who often own small businesses or hold important positions in larger ones. Owners of bakeries, seamstresses, brewers, smiths, and furniture crafters are examples of folk who make up the backbone of the Middle Class. Most members of the Middle Class are of tradesman or experts of levels 1–4, and may include various retired character classes or performers and thieves with a story to tell and ocean-front property to sell. Members of the Middle Class have a food allowance of 8–10sp per day.

Upper Middle Class: The Upper Middle Class is made up of persons who have not quite yet acquired the wealth needed to move up into the upper echelons of high society. They may be skilled guildsmen and members of professional organizations with strong business and networking abilities. They are well educated, and see that their children are also well educated. The Upper Middle Class often has a certain disdain for the lower classes of society, as they assume everyone has an equal opportunity to achieve success. Most members of the Upper Class own their own business or are involved in lucrative partnerships. Their dwelling and accommodations are often attached to their place of business. They typically run family-owned operations, but are known to employ 1 or 2 members of the Lower Middle Class in their business. Artisans, private contractors, builders, watch captains, skilled magic-users, semi-accomplished musicians, performers, and actors make up much of the Upper Middle Class. The Upper Middle Class has a food budget of 1–10 gp per day.

Upper Class: The Upper Class is made up of individuals who have attained a modest amount of wealth and status. Aldermen, mid-level clerics of major temples, magic-users with their own towers and apprentices, highly successful musicians, jewelers, shipping magnates, builders, lawyers, physicians, and guild masters typically make up the Upper Class. Many have self-made fortunes, and are newly wealthy; others have inherited small sums from wealthy relatives.

Members of the Upper Class are well-treated and well-respected, often given the same preferential treatment Aristocrats and Nobles receive. They do not, however, own any title other than professional titles earned from guild alliances or being at the top of their vocation. Quality arms and armaments are often made by highly skilled members of the Upper Class, as are potions and many of the more complex magical items. These items fetch large prices in the market, and make their creators very wealthy.

Upper Class social cliques are often organized by a complex family structure, with a patron or matron in charge of the doings of lesser members of the family. These elders are the ones in charge of arranging marriages, signing business ventures, and meeting with members of the aristocracy or nobility with whom they find themselves politically and financially aligned. In general, nothing in an Upper Class family is done without the permission of the family elder, unless some kind of "family coup" is afoot. Family members or staff that cross an elder are almost assuredly disowned, and find themselves cast from the ranks of the Upper Class, regardless of any personal wealth or wherewithal.

Members of the Upper Class often employ members of the lower classes as workers, laborers, guards, and managers of their various properties. They may own theaters or popular taverns, thus having some degree of control over culture and high art.

Successful characters may suddenly find themselves host and party to the Upper Class, due to their ability to gain vast fortunes and their mastery at defeating dangers that "civilized" folk would rather hear stories about. As they are not titled with noble sanction or documents, they may more frequently be the target of burglars and hold-up men seeking to lighten the weight of their purse.

Members of the Upper Class have a food budget of anywhere from 10–60 gp per day.

Celebrity: Celebrity is a special status found through a combination of Upper Class attention and broad Middle and Lower Class appeal. Great

heroes often become celebrities whether or not they sought fame and fortune. Wealthy characters may find themselves gaining Celebrity status. Equally, powerful magic-users, master thieves, and bone-crunching barbarians can end up in the Celebrity spotlight. Artists with unsurpassed skill such as painters and sculptors may also gain the Celebrity status. Musicians, dancers, actors, and other similar types actually seek out Celebrity status and do anything and everything in their power to retain that status throughout the course of their career and beyond. Becoming a Celebrity often requires a great amount of hard work, skill, and raw talent…and no small amount of luck. A disproportionate number of those who have Celebrity and those who seek Celebrity give devotion to Tykee, Goddess of Luck and Good Fortune.

Maintaining Celebrity status may require lavish expenditures of wealth in order to keep up appearances at important social functions. For example, a highly-skilled actor, renowned for his ability to perform the lead in a production of "The Lord of the Marches," may have to spend vast sums of money to commission the writing of a script that outdoes their last public performance. Likewise, a hero who buys a round of drinks for the house may be considered a "great guy" by every patron who was present that particular evening.

Despite their dubious expenses, Celebrities who are in public favor often find that "their money is no good" at certain venues, and equipment may be found at a reduced price. An armorer with a newly designed breastplate may want the local hero to wear their armor in battle so he may advertise the Celebrity's use of their equipment at his shop. "Deagon Carl the Destroyer wore *my* breastplate against Vlada the Bold, when he defeated him in personal combat and was unscathed!"

Celebrity status may be gained overnight, but can be just as easily lost (or even more so!), as the tastes of the public are ever-changing. Patronage of Aristocrats and Nobles may be fickle at best, and should the Celebrity fail to perform up to par, the bluebloods assuredly turn to a new flavor of the month for their entertainment. The pressures of fame may be great, as Celebrities are often hounded by adoring fans who wish to get a bit of their luck or merely bask in their presence. Celebrities that turns on their fans may soon find themselves in the poorhouse. Celebrities are easily recognizable by almost everyone. Celebrities may have a food budget of 0–200 gp per day, depending on if they are eating for free, or if they are buying for the rest of their entourage and admirers.

Aristocracy: Aristocrats are often referred to as landed gentry. They are a form of lesser nobility who often owe their ultimate allegiance to a powerful noble, but are nowhere near the blood line to assume the throne of a kingdom. These powerful families and individuals make up the ranks of courtiers and persons of influence. They may be politicians such as senators or City Council members with ties to both the Upper Class and Nobility. What sets the Aristocracy apart from the Upper Class is possession of valuable land assets granted to them in the form of a hereditary title by Nobility. Most aristocrats are born to this old wealth and title. Hereditary titles that may be granted by Nobility may include knights, esquires, viscounts and baronet. Aristocrats have a family crest, granted to them or their forebear by the high Nobility. The family crest contains standards and devices which describe their station and include the device of the noble whom they ultimately serve.

Aristocrats are more highly educated than the common masses, having had private tutoring throughout their childhood. Aristocrats generally inhabit large private estates, or split time between their hereditary holdings and manor houses in the more populous cities. The majority of members of the aristocracy are drawn from NPC classes. Like the Upper Class, aristocrats are most commonly a family organization with an elder who bears the official title, such as "Her Baroness Bain of Westerly."

Aristocrats surround themselves with henchmen, and are personally responsible for the well-being of possibly hundreds of other lesser folk further down the social ladder, ranging from Upper Class merchants to Lower Class fruit-pickers that work their farms and vineyards. A portion of the Aristocrat's wealth and living expenses goes directly to the noble family who granted their title. Failure to provide this tithe to their liege lord may result in the stripping of family title and quite possibly death.

Character classes may find themselves granted land and a lesser hereditary title by a noble, thus giving them the same social status as a "true" Aristocrat, without the need for taking on the NPC class. Such grants of land and title are very rare, however, and often require an individual to single-handedly save the kingdom from destruction. Examples of this include; fighters being granted the title of baron, paladins being titled Lord Champion of the Crown, or trusted wizards being given the title of Grand Prestidigitator to the House of Izun. In Bard's Gate perhaps the longest running holder of this social status is the retired adventurer and legendary playboy, Helman the Halfling.

Aristocrats think nothing of dropping 100 gp per day for the finest dining experience, or catering sumptuous dinners for their families and guests. That is, they think nothing of it until they run out of money, and have to start selling or leasing property.

In Bard's Gate the aristocracy is a bit different because it is a free city that owes allegiance to no sovereign and is governed entirely by elected officials between the Council of Burghers and the Office of the High Burgess. In states that are vassals to Bard's Gate's suzerainty there can be true aristocrats, because Bard's Gate does not reorganize the existing feudal social structures that may already exist, however, any rank or title they possess abroad carries no weight in Bard's Gate itself beyond the coin it commands. In Bard's Gate the only thing that would compare to a true aristocracy are the knights who serve the city and are granted lands and pension for their service, but these grants are in no ways large estates to rival that of aristocracy elsewhere. However, the Aristocracy class does exist in Bard's Gate in the form of the most powerful of the wealthy, the men and women who not only have wealth but also sit in positions of influence and have the ability to affect government policy. The burghers of most of the Guilds would fall into this class, as would the highest ranking among the military leaders and the heads of most of the churches. The Chancellor of Bard's College is without a doubt a member of the Aristocracy as are the shipping magnates and most of the major landholders in the Lyre Valley who own the largest vineyards, ranches, and mines.

Nobility: Members of true Nobility outrank every other member of society. They are the elite of the ruling class, often having ancient holdings and wealth which cannot truly be eliminated. Aristocrats and other members of the Upper Class ultimately owe their allegiance to the members of Nobility. Nobles may be as lowly as a count (in charge of a county), a duke (royal military commander), or as esteemed as a prince, or reigning monarch or emperor. Nobles command vast tracts of land, and may grant lesser titles in relation to their own provincial power and authority. Their spending is extravagant, but also takes into account their vast wealth and the number of servants, henchmen and vassals for whom they provide.

It is possible for a member of the Upper Class or aristocracy to actually have more wealth than a member of Nobility. What the Aristocrats and Upper Class lack that a noble has, however, is a direct bloodline to the ruler, and the sworn allegiance of hundreds and possibly hundreds of thousands of subjects.

Ruling members of a church have the same social class distinction as Nobility, as do archmages and sorcerers of great power. Their ability to wield powerful magic or call down the wrath of a god places them at the level of Nobility.

As with the Aristocracy, Nobility has the same issues in Bard's Gate — namely that there aren't any. Sure there are many folk living in Bard's Gate who possess royal blood or lands and titles of nobility but only for some land from which they have come. In Bard's Gate their noble blood counts no more than the wealth they command. In fact, with the wealthy elite already claiming the role of the Aristocracy within the city, it would seem difficult to differentiate between them and some still-higher social class. Yet, surprisingly, it's not. It would probably be more accurate to refer to this ruling elite in Bard's Gate as the Plutocracy rather than Nobility, for it is indeed their great wealth that makes their political connections a high step above their would-be peers, or their political connections that makes their great wealth stand out. Either way, these are truly the elite of the elite, the ones that when they make some sort of public statement the Lyre Valley Press will run with it as its headline the next day. Examples of this group (which is really not much more than a score in number) are only the most influential politicians, the heads of the largest temples, the richest of burghers, and the most powerful of archmages. A partial listing of this

class in Bard's Gate includes: High Burgess Cylyria, Duloth Armitage, the archmages Andrigor and Manisool (and quite possibly other members of the Dominion Arcane), High Harpist Jared Strahn, Holy Artificer Liserion, and Master Scrivener Drembrar, Borm Morgarm, Piter Hagglesthorpe IV, Ayn Vinewood, and Winstyn Gallam.

Nobles dine only on the finest of foods and drink the finest of wines. Their daily food budget may easily exceed 100–400 gp per day due to the delicacy of their palate and rarity of their entrée. Paying food tasters and personal chin daubers tends to increase the value of the dining experience as well.

Wealth Factor

The WF affects and reflects perceived wealth. This measurement of wealth helps the players and the Referee determine where a character's place may be in civilized society. The WF is ever-changing for most characters due to loss of and replacement costs of equipment and new treasures gained through adventuring. The gp value of an individual's WF is based on the value of all of their worldly possessions and money. These possessions include property, clothing, weapons, armor, beasts and access or ownership of magical items.

As always, one may live well-above or well-below their means. Living above one's WF may result in a fast slide to poverty when creditors come calling, just as surely as living below one's means may result in being passed over for invitations to important social functions. Adventurers may start out as a member of the Working Poor or Lower Class, only to return to Bard's Gate with a king's ransom in treasure and magical items, shooting them up into Upper Class status seemingly overnight. This, no doubt, draws the interest of members of far different social standing than they had previously had contact with. Of course, it also paints a target on them for thieves, gamblers, bandits, and conmen, who would like to get a piece of the treasures that they have recently gained.

Adventurers tend to have an inflated WF compared to the rest of the population, because they plunder ancient tombs and slay dragons.

Cost of Living

An adventurer dwelling in an urban environment incurs many fees merely to eat, and find safe accommodations. The cost of living (CoL) is determined by such factors as the quality and price of chosen food, beverage and lodging, as well as the cost to maintain and upkeep one's personal wardrobe and grooming. The CoL paid by a character is merely a tool for the Referee and the players to simplify the costs and expenditures of living life in the big city without needing to micro-manage the cost of every single mug of ale or hunk of meat. This saves such purchases for when they are most appropriate, which is social roleplay settings and adventure hooks.

There are various ways to determine a character's CoL expenditures. The easiest is to ask the player what sort of lifestyle they wish their character to live, based on their WF and their character class and race's Social Class modifiers. Characters choosing to live the lifestyle of a Celebrity may do so, so long as they have the funds to pay a celebrity's CoL. Other characters may be more miserly, and choose to live in one of the lower classes, paying that lifestyle's CoL despite their WF and actual social status.

It should be noted, however, that living a more exorbitant lifestyle increases the character's perceived social stature to that of their expenditure in the eyes of most of the NPCs they encounter. This may result in more roleplay opportunities with members of the upper classes. They may find more opportunities for roleplay amongst these upper echelons of society and create new contacts for information gathering purposes and adventure hooks.

Character Class and Social Class

Character classes and NPC classes have their own modifiers to their standard of living and social distinction, regardless of their ready wealth. These modifiers are based on the social standards of civilization. These stereotypes are part and parcel with the role the character class plays in a civilized society. These modifiers have no bearing on a character's starting income, or their sustained income, as these modifiers are already adjusted for them at character creation.

The class descriptions offer insight to these perceived professional stereotypes which may affect roleplay.

Table: Character Class Modifiers

Character Class	Social Class Modifier
Adept	–1
Aristocrat	Special (see below)
Assassin	–2
Beggar	-3
Cleric	+1
Commoner	+0
Druid	–2
Expert	+1
Fighter	+0
Magic-User	+2
Monk	–1
Paladin	+3*
Ranger	–1
Thief	–2

*See description below

Adept: Adepts predominately fill one of 2 roles in Bard's Gate; either as a strange, witch-doctor-type of savage spellcaster, rarely occurring amongst civilized folk, or as a lay priest not formally affiliated with a temple of their chosen god. Either way, they are immediately perceived as less than a regular cleric due to their lower-powered magical talents. When found in society, they are commonly mixed in with the poor or impoverished, due to their barbaric nature on the one hand, or their dealings with and care for the less fortunate on the other.

Aristocrat: Aristocrats automatically fit the social class of Aristocrat from birth. Whether they have the means to live at that level of society is another thing entirely. Aristocrats from fallen homes, or who are in disfavor with their peers, may live a lifestyle up to three ranks below their actual status. In other words, an aristocrat could remain an aristocrat due to social and familial connections so long as their lifestyle expenditure does not dip below that of a Middle Class standard (under 44 gp/month in lifestyle expenditure).

Should an aristocrat fail to meet this criterion for lifestyle expenditure, they lose their Aristocrat status and must take their following level in fighter. Their title is lost, as is any claim to any hereditary holdings.

Assassins: Assassins live in the shadowy underworld of society. Although they may become renowned for their deadly abilities, they are known only by their code name or calling card to the vast majority of the population. Partly due to the risks of their vocation, and the generally heinous nature of murder-for-hire, assassins mask their identities by remaining amongst the faceless throngs of the lower classes.

Cleric: Clerics are often revered and sometimes feared by citizens. Their tithe to their church accounts for a portion of their monthly cost of living expenses. Clerics are often called upon by citizens to arbitrate disputes, heal wounds, and lead their congregation in prayer. Their constant contact with divine power results in the cleric being the frequent focus of attention by both the citizenry and the gods. Thus, clerics gain an automatic increase in social status, whether for good or ill.

Commoner: Commoners may range from Homeless to Upper Middle Class, but most often start life as a member of the Lower Middle Class or Working Poor.

Druid: Being attuned to the power of nature and in command of numerous animals tends to make city dwellers as nervous about druids as druids are about visiting cities. For this reason, urban populations shun most druids as a danger due to their animal companions and rustic ways. Members of the upper classes often find druids to be a nuisance, or simply do not understand their faith.

Expert: Experts are often revered as craftsmen or serve as employers in metropolitan areas. Their precise skills and knowledge of their trade make them respected and honored members of society.

Fighter: Although evil fighters are feared as villains, the majority of fighters are respected as professional soldiers and skilled warriors. Their deadliness combined with the cost of their training, and value of their arms and armaments increase their social stature automatically.

Monk: Secretive and mystic, monks are most associated with commoners who respect and admire their amazing physical powers. They have skills and abilities unique to their class and often serve in a neighborhood watch or militia. Their lawful nature appeals to folk weary of crime and fearful of magic. At the same time, monks often take vows of poverty, or minister to the poor and downtrodden, and are looked upon as similar by the upper classes.

Magic-user: Magic-users are considered to be top-players in the upper levels of society, even in cultures that find magic dangerous and distrustful. This is because everything about a magic-user's lifestyle is expensive. Training, magical research, inks, paper, quills, material spell components, and the sundry tools of magic are all very expensive.

Paladin: Paladins sit at an interesting place upon the social scale. In lawful and most neutral societies, paladins are the watermark of excellence both on the field of battle and in civilized settings. Their faith in their god, their kindness, and courtesy, all play well in almost any social setting. Paladins are the paragon of upright citizenship and are therefore automatically perceived at a higher social standing then their wealth or the value of their armaments may dictate. In chaotic societies, the paladin's bonus to social class is reversed and becomes a negative. They are frowned upon and openly hunted by other members of the evil society and may very well face daily challenges to their survival.

Ranger: Rangers find themselves at odds with society, and often society finds itself at odds with rangers. Without the ranger's protection and guardianship of the frontier, barbarians and hordes of monsters would likely overrun civilization. Despite this fact, their ways are antithetical with the hustle and bustle of city life, causing them to make frequent (possibly intentional) social faux pas. Largely due to this, and due to misunderstandings of their intent and purpose, rangers are thought of romantically from afar, but are avoided in most social settings similarly to barbarians and druids.

Thief: Thieves occur in all levels of society. Their wealth is as often acquired from ill-gotten gains as legitimate skill or bravery, thus they not respected by those born to wealth and status. They are feared for their ability to infiltrate the homes of the powerful. Thieves may go to great lengths to be members of higher society, but ultimately even a powerful guildmaster may never taste the power of true nobility, though they may have acquired more wealth than a duke or king. Often, powerful and/or well-known thieves are victims of their own infamy.

Race and Social Class

Just as a character's class determines their perceived social status, so too does a character's race effect how others of differing races and social status affect their social rank. Listed below are the social class modifiers for the standard races, as well as a few creature types that might be commonly encountered in large cities such as Bard's Gate.

Race Modifiers

Race	Modifier
Dwarf, Hill	+1*
Dwarf, Mountain	+1
Dwarf, Street	+2
Elf, High	+2*
Elf, Wood	–1*
Halfling	–1
Half-Elf	+1
Half-Orc	–2
Human, Ashurian	–1
Human, Erskaelosi	–2
Human, Foerdewaith	+1
Human, Heldring	+0
Human, Hyperborean (Freegate)	+0
Human, Huun	–3
Human, Khemitite	+1
Human, Oceander	+0
Human, Plainsmen	–2
Human, Riverfolk	–1
Human, Wanderer	–2
Monstrous Humanoid	–3
Fey Creature	+/–1

*See description below

Dwarf, Hill: Hill dwarves are thought to be miserly and wealthy due to their affinity for collecting shiny valuables deep below the surface. Likewise, they are able craftsmen who, although irascible and contrary, do make excellent workers. In societies with a dominant elven population, this bonus is reversed (–1).

Dwarf, Mountain: In most human cities mountain dwarves would be reviled as a natural enemy. However, in Bard's Gate where friendly relations have been enjoyed for long years with the Silverhelm Clan, mountain dwarves experience no such prejudice.

Dwarf, Street: Street dwarves are recognizably different than their mountain and hill cousins. In Bard's Gate they are thought of as excellent and reliable businessmen, and their status is increased accordingly.

Elf, High: Elves are thought to be extremely wealthy due in part to their strange forms of payment, often with rare gemstones and finely woven silks and satins. The fact that elves live for centuries and more also factors into the perception they have some old money lying about. In dwarven-dominated society, a high elf's bonus is reversed (–2).

Elf, Wood: The taciturn wood elves scare most people who dwell in urban areas. Even if they are not hostile, their every action seems to harbor a tacit threat and a promise of arrows from the woods for any who dare intrude. The fact that many wood elves will make good on this tacit promise does nothing to help their standing. In a dwarven-dominated society, a wood elf's modifier drops to –2.

Fey: Fey beings are very rare in urban settings, but may be found hidden amongst the population. Most fey are virtually immortal, living until they lose their life during an accident, prank, or conflict. Due to their long lifespan and affinity with other planes of existence, they are thought to possess vast fortunes. This may not necessarily be true, but they don't call them fairy tales for nothing. Depending on the temperament and style of the fey creature in question, they may either receive a bonus or penalty to their social status.

Halfling: Halflings are known to be hard workers, but how much work can you get from half a man in the first place? With constant accommodations required for their small stature, such as Small sized weapons and wee chairs, halflings are both a pleasure to be around and a constant annoyance to larger folk. Ultimately, the larger folk who make up the ma-

jority of society simply do not know how to take these overly pleasant, pipe-smoking, beer-swilling pranksters.

Half-Elf: Due to their youthful looks and aged wisdom, half-elves are often thought to be somewhat well-off. It is assumed that some wealth and education has come down to the half-elf from its elven parent. This is not, however, always the case, as many are raised by their human parent, and have no greater chance of success in society than their human counterparts.

Half-Orc: Being the bastard progeny of a foul species, bent on the destruction of everything in their field of vision, is a hard thing to live with for more "civilized" half-orcs who have been raised amongst humans. Due to the stigma attached to their origins, half-orcs are often pushed to the outskirts of society. This social branding sticks with a half-orc for its entire life, often causing them to remain stand-offish to folk of the upper classes.

Human: Humans are quick learners but short lived by the standards of all races except half-orcs. Their industriousness and curiosity causes them to constantly seek greater social status and acceptance of their various deeds during their short lifetime. Unfortunately perhaps for humans, they are also rather common, especially in urban settings of their own creation. The various human ethnicities in Bard's Gate are given their own modifiers above.

Humanoid Humanoids (including many creatures technically classified as humanoid, but viewed as monsters by society at large) are occasionally found in large urban settings. This includes the various ratfolk of Bard's Gate. They could range from goblins or ogres who either hide from their own folk amongst humans, or hide from humans and feed off of the leftovers. They are often the source of scary bedtime stories and persecuted if uncovered. Some few do find a niche in urban environments, however, but must work very hard to maintain a good quality of life away from their own folk.

Other Races For other potential races, simply determine their place in your campaign, with up to a +1 or –3 depending on their familiarity with the society and their potential rank in its social system.

Determining Social Class

Beginning Character Social Class

Unless a character begins their adventuring life as an aristocrat or slave, all characters begin life in the Lower Class. Their expenditures for weapons, adventuring tools, clothing and the like have basically wiped out their ready cash funds, and unless the campaign implicitly states they have a home base or their own lodgings, they need to find some place to live. Such indicators as race and character class further affect a character's base social class. In other words, even though all characters start out as technically "lower class" citizens, their race or profession may affect how others perceive them, thus influencing their beginning social status.

For example, a 1st level elven magic-user begins her adventuring career as a member of the Lower Class. Due to her elven heritage she gains a +2 to her Social Class, moving her up to the Middle Class. Her profession as a magic-user also grants a +2 to her Social Class, and moves her an additional two steps, placing her in the Upper Middle Class of society. Despite her lack of funds, she is greeted as a member of the Upper Middle Class for as long as she is able to afford the CoL required to live a lifestyle ranging from Lower to Upper Middle Class.

Increasing a Character's Social Class

Rohelio the Rogue has a WF placing him in the Upper Class, as he possesses over 3,000 gp worth of personal property and wealth. Rohelio, however, is a halfling, and due to his race and profession, other members of society consider him to be a member of the Lower Middle Class. For Rohelio to attain the same social acceptance of other members of the Upper Class, he must live an Upper Class lifestyle. This means he must spend at least 100 gp/month in cost of living expenses in order to gain the same social respect as an Upper Middle Class human expert with a WF between 800 and 2,999 gp, due to the expert's social modifiers.

Perhaps Rohelio recently pulled off a massive heist, and doubled his WF by adding an additional 3,000 gp to his pocketbook. With 6,000 gp in WF, he meets the actual status of Celebrity, but due to his race and class penalties, Rohelio has only managed to move up to the Middle Class in the eyes of society. Rohelio's player could decide he wants Rohelio to live like a Celebrity (or even a king) and begins spending money freely. He begins spending in excess of 200 gp/month in CoL expenses. Buying banquets for new friends, purchasing rounds of drinks for locals, dressing in expensive garb and so on, makes Rohelio a popular personage amongst Bard's Gate's night life and social circles.

Falling From Social Grace

Without additional income from new heists and adventures, Rohelio can maintain his popularity and celebrity status for as long as he continues to pay the Celebrity CoL. In Rohelio's case, that would be about 6 months before his wealth factor dips below the 5,000 gp mark. He no longer meets the criteria for a celebrity lifestyle, though he may continue to spend his wealth until such time as he can no longer afford to pay the 200 gp/month in living expenses.

When Rohelio can no longer afford to pay out the celebrity lifestyle, his social status drops to match his actual WF, plus any bonuses or penalties indicated by his class and racial modifiers.

This drop in social status takes place even if Rohelio merely "scales back" to the status of Upper Class with his expenditures. His new "friends" may suddenly wonder why he is no longer lavishing them with gifts and living the high life he had maintained for so long. Thus, if Rohelio spent 2,000 gp in CoL expenses for a period of 10 months, living a celebrity lifestyle, and suddenly can no longer afford to pay out this lifestyle, as his new WF once again falls to the Upper Class, his perceived social status drops back to one of the Lower Middle Class, and remains there (or falls further) until such time as he can again pay the CoL for a celebrity lifestyle.

Keep in mind that a character may fall in stature through social stagnation as well. With no new adventures to brag about, and any new income rolling in, members of upper and lower classes may become suspicious of the character, or simply become bored with the same old routine. If a hero hasn't saved anyone recently, their social rank may drop one or two ranks at the Referee's discretion, until such time as they have once again proven their worth.

For example, in the case of a fighter, if he has not proven his mettle against an adversary of equal might in some time, the Referee may determine that the character's newfound friends are not as jovial at their boasting and begin to turn away. The fighter must now prove his worth by going out and taking on new challenges to remind his social connections that he is still the same old "hero of old" that he has always been.

It should be noted that most characters who actively roleplay and continually prove their worth should not have this problem.

Gossip

Characters suffer from the same pratfalls of ego and malicious stories their real-life counterparts face. These stories and allegations may have positive or negative impact on their character's social prestige. More often than not, gossip is difficult to believe, and affords penalties on attempts at making folks believe it (whether it is true or not), however, once the gossip is believed, it is even more difficult to convince people otherwise.

Negative Press

It is quite possible that characters may make various enemies through their city adventures. These enemies may not necessarily die at the end of a character's sword or be incinerated by *fireballs*. Such common problems as lies being spread about the characters may affect their social stature if a social adversary manages to convince others the lie is true. In order for a

lie to become socially damaging, it must first be believed.

This is easy enough from the Referee's standpoint, as they may judge arbitrarily that a foe of the characters has successfully convinced various locals the characters have done something which would cause their social status to drop. This may be part of a plot or story hook which the Referee is using to further an ongoing campaign or begin a new one.

Quite simply, the characters may overhear people talking behind their backs or discover the proprietor of the Inn on the Bridge no longer finds them welcome at his establishment.

Likewise, the characters may decide to spread a little innuendo about one of their adversaries. For example, telling people that Manisool is a servant of Orcus may be difficult for some folk to swallow.

Successful negative press may drop a character's social rank by 1–3 levels.

Shameless Self-Promotion

Some characters may find it necessary to fib a little about their social rank and status. This may be due to their being newcomers to Bard's Gate, or simply the desire of the character to quickly climb the social ladder. A visiting master thief may wish to present himself as a wealthy merchant in order to ingratiate himself with members of the upper classes. Successful self-promotion may temporarily increase a character's social class by 1–3 levels. They may still be required to pay the CoL for a significantly increased lifestyle, in order to "keep up appearances."

Social Class Interactions

Typically social class distinctions have a profound impact on the treatment one receives from others. In general, members of the Lower Class and Working Poor are expected to act in a deferential manner to members of the higher classes and aristocracy. This, of course, is due in large part to the amount of protection surrounding members of the higher classes when compared to their lower class counterparts. Couple this with the ability of a member of the Upper Class to easily fill the life of a member of the lower classes with more suffering, and it is easy to see the power that station provides over other members of society.

The tables presented here offer a simplified means by which a Referee may determine NPC social reactions based on social class.

Social Class Attitudes

These represent the attitudes various social classes have towards one another in the context of their social station. These are, of course, generalizations; there is nothing stopping a Referee from having a Nobleman (or Noble Lady) be Friendly or Helpful to a Slave, or with a Celebrity being Helpful to their childhood best friend, who is in the Working Poor. These tables are designed to give certain helpful information to the Referee, and are not intended to provide a social discourse! Please use them in your campaign as needed.

Attitude of Slaves to Others

Status	Attitude
Slaves	Friendly to Indifferent[1]
Homeless	Indifferent
Impoverished	Indifferent
Working Poor	Indifferent
Lower Class	Indifferent
Lower Middle Class	Friendly/Unfriendly
Middle Class	Friendly/Unfriendly
Upper Middle Class	Friendly/Unfriendly
Upper Class	Helpful/Hostile[2]
Celebrity	Helpful/Hostile[2]
Aristocracy	Helpful/Hostile[2]
Nobility	Helpful/Hostile[2]

[1]Slaves may be friendly to other slaves in their household and indifferent to the plight of other slaves, as they have their own problems.
[2]Slaves may be helpful to their master and their master's friends, but hostile to slave holders behind closed doors, or in their private moments

Attitude of Homeless to Others

Status	Attitude
Slaves	Unfriendly/Hostile[1]
Homeless	Helpful/Hostile[2]
Impoverished	Indifferent
Working Poor	Indifferent
Lower Class	Indifferent
Lower Middle Class	Unfriendly
Middle Class	Unfriendly
Upper Middle Class	Friendly/Hostile[3]
Upper Class	Friendly/Hostile[3]
Celebrity	Friendly/Hostile[3]
Aristocracy	Friendly/Hostile[3]
Nobility	Friendly/Hostile[3]

[1]Homeless dislike slaves because slaves are fed and cared for and they are not.
[2]Homeless may be helpful to other Homeless, but are as just likely to be fearful and hostile towards other Homeless.
[3]Homeless are friendly toward members of society they perceive as having aid to offer. They also fear the upper classes, knowing that with a word they could see them erased from existence. Their friendliness could turn to open hostility at any moment, especially if no alms are given.

Attitude of Impoverished to Others

Status	Attitude
Slaves	Unfriendly/Hostile
Homeless	Unfriendly/Hostile
Impoverished	Helpful/Hostile[1]
Working Poor	Friendly
Lower Class	Indifferent
Lower Middle Class	Friendly
Middle Class	Friendly
Upper Middle Class	Friendly/Hostile[2]
Upper Class	Friendly/Hostile[2]
Celebrity	Friendly/Hostile[2]
Aristocracy	Friendly/Hostile[2]

Status	Attitude
Nobility	Friendly/Hostile[2]

[1]Every day is a fight for survival, and the most notable targets of the impoverished members of society's hostility are other members of the lower classes whom they compete with for work or aid.
[2]Impoverished people are friendly to members of the upper social classes, at least to their face. They may harbor resentment for what others have that they do not, but are fearful of reprisals for speaking out against members of the upper class.

Attitude of Working Poor to Others

Status	Attitude
Slaves	Unfriendly/Hostile
Homeless	Indifferent
Impoverished	Indifferent/Friendly
Working Poor	Indifferent/Friendly
Lower Class	Friendly/Helpful
Lower Middle Class	Friendly/Helpful
Middle Class	Friendly/Helpful
Upper Middle Class	Friendly/Helpful
Upper Class	Friendly/Helpful
Celebrity	Friendly/Helpful
Aristocracy	Friendly/Helpful
Nobility	Friendly/Helpful

Attitude of Lower Class to Others

Status	Attitude
Slaves	Unfriendly/Indifferent
Homeless	Unfriendly/Indifferent
Impoverished	Unfriendly/Indifferent
Working Poor	Indifferent/Friendly
Lower Class	Indifferent/Friendly
Lower Middle Class	Indifferent/Friendly
Middle Class	Friendly/Helpful
Upper Middle Class	Friendly/Helpful
Upper Class	Friendly/Helpful
Celebrity	Friendly/Helpful
Aristocracy	Friendly/Helpful
Nobility	Friendly/Helpful

Attitude of Lower Middle Class to Others

Status	Attitude
Slaves	Unfriendly/Indifferent
Homeless	Unfriendly/Indifferent
Impoverished	Unfriendly/Indifferent
Working Poor	Indifferent/Friendly
Lower Class	Indifferent/Friendly
Lower Middle Class	Indifferent/Friendly
Middle Class	Friendly/Helpful
Upper Middle Class	Friendly/Helpful
Upper Class	Friendly/Helpful
Celebrity	Friendly/Helpful
Aristocracy	Friendly/Helpful
Nobility	Friendly/Helpful

Attitude of Middle Class to Others

Status	Attitude
Slaves	Unfriendly/Indifferent
Homeless	Unfriendly/Indifferent
Impoverished	Unfriendly/Indifferent
Working Poor	Unfriendly/Indifferent
Lower Class	Indifferent/Friendly
Lower Middle Class	Friendly
Middle Class	Friendly
Upper Middle Class	Friendly/Helpful
Upper Class	Friendly/Helpful
Celebrity	Friendly/Helpful
Aristocracy	Friendly/Helpful
High Nobility	Friendly/Helpful

Attitude of Upper Middle Class to Others

Status	Attitude
Slaves	Indifferent
Homeless	Unfriendly/Hostile
Impoverished	Unfriendly/Hostile
Working Poor	Unfriendly/Indifferent
Lower Class	Indifferent/Friendly
Lower Middle Class	Indifferent/Friendly
Middle Class	Friendly
Upper Middle Class	Friendly/Helpful
Upper Class	Friendly/Helpful
Celebrity	Friendly/Helpful
Aristocracy	Friendly/Helpful
Nobility	Friendly/Helpful

Attitude of Upper Class to Others

Status	Attitude
Slaves	Indifferent
Homeless	Unfriendly/Hostile
Impoverished	Unfriendly/Hostile
Working Poor	Unfriendly/Indifferent

Status	Attitude
Lower Class	Unfriendly/Indifferent
Lower Middle Class	Unfriendly/Indifferent
Middle Class	Indifferent
Upper Middle Class	Friendly/Indifferent
Upper Class	Friendly/Helpful
Celebrity	Friendly/Helpful
Aristocracy	Friendly/Helpful
Nobility	Friendly/Helpful

Attitude of Celebrity to Others

Status	Attitude
Slaves	Indifferent
Homeless	Indifferent
Impoverished	Indifferent
Working Poor	Indifferent
Lower Class	Indifferent
Lower Middle Class	Friendly
Middle Class	Friendly
Upper Middle Class	Friendly
Upper Class	Friendly/Helpful
Celebrity	Friendly/Helpful
Aristocracy	Friendly/Helpful
Nobility	Friendly/Helpful

Attitude of Aristocrat to Others

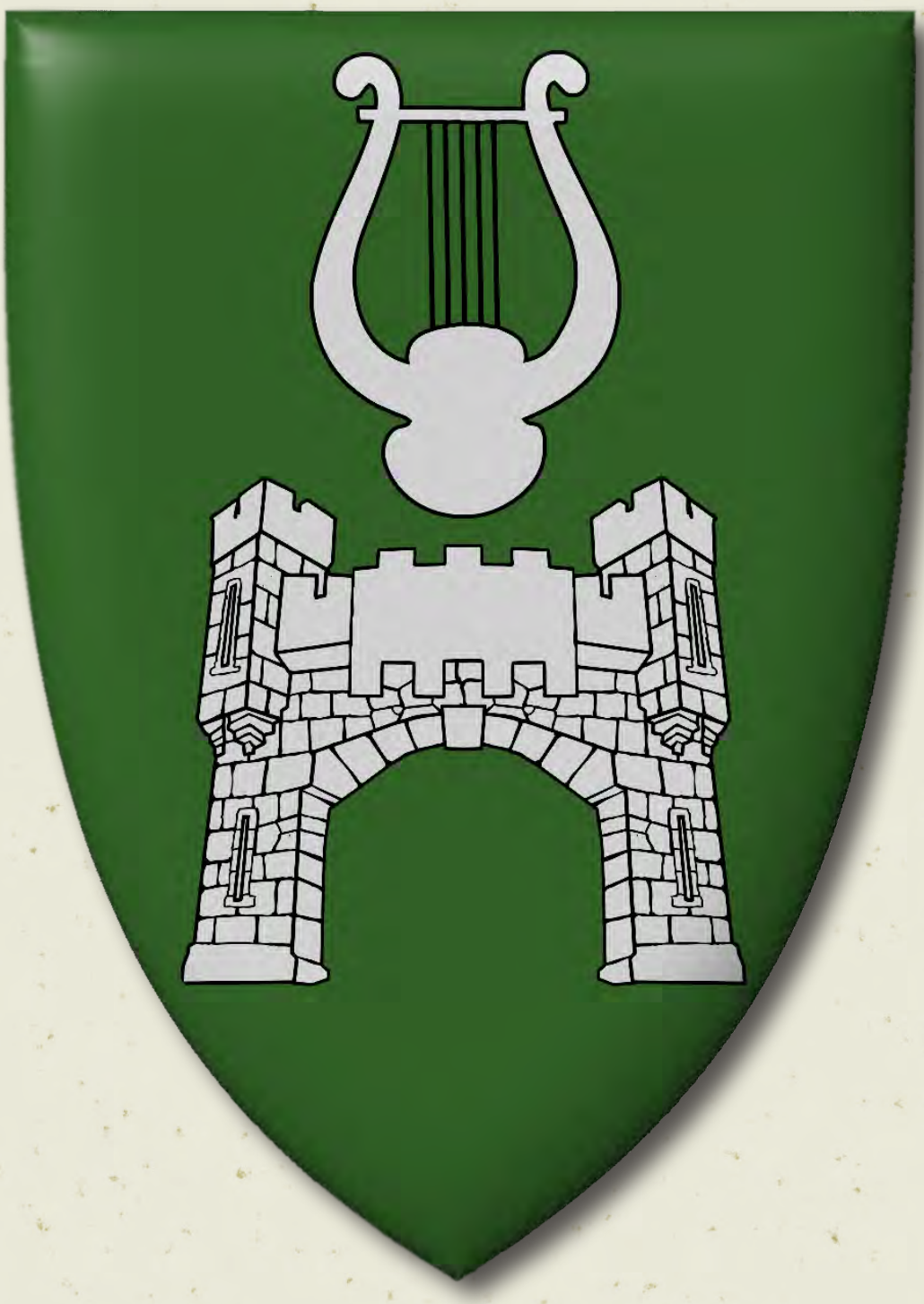
Status	Attitude
Slaves	Indifferent
Homeless	Indifferent/Hostile
Impoverished	Indifferent/Hostile
Working Poor	Indifferent/Hostile
Lower Class	Indifferent
Lower Middle Class	Indifferent
Middle Class	Indifferent
Upper Middle Class	Indifferent
Upper Class	Indifferent/Friendly
Celebrity	Indifferent/Friendly
Aristocracy	Friendly/Helpful[1]
Nobility	Friendly/Helpful

[1]Aristocrats know where their bread is buttered. They tend to have an indifferent attitude toward classes lower than themselves, including the Upper Class and Celebrities whom they see as a temporary success. They tend to suck-up toward others of their own station, unless the other Aristocrat is a rival. They are helpful to allied families, and bend over backward to Nobility.

Attitude of Nobility to Others

Status	Attitude
Slaves	Indifferent
Homeless	Indifferent/Hostile
Impoverished	Indifferent/Hostile
Working Poor	Indifferent/Hostile
Lower Class	Indifferent/Hostile
Lower Middle Class	Indifferent
Middle Class	Indifferent
Upper Middle Class	Indifferent
Upper Class	Indifferent
Celebrity	Indifferent/Friendly
Aristocracy	Friendly
Nobility	Friendly/Helpful[1]

[1]Members of the ruling royal family who are associated with Nobility are generally indifferent to the actual needs and unknowledgeable of the plight of those who are not born to land, title and prestige. They are friendly to the aristocracy who manage their business ventures, land and holdings (and usually collect their taxes). They are typically only helpful to others of royal blood whom they are allied with or related to. This is not always the case however, as the Nobility are often the source of warfare between nations, as they compete in their elite club for more power and status.



Tent City

This transient settlement began life as a semi-permanent encampment for travelers, barbarians, and nomads who live in the vicinity of the City. Outside of Bard's Gate proper, Tent City is rougher and more lawless, but is also a bustling trade center, where wandering merchants trade with tribes of nomadic horsemen, and contraband of all types changes hands away from the prying eyes of the city authorities.

Formerly located on the west side of the river, that location was abandoned and everything left behind burned to ash when the armies of the Huun came and invested the city with their siege. Very few of its occupants fell during the invasion, because most simply packed up and left the area at the first sign of the approaching army. Now more due to whim than any specific design, the newest incarnation of Tent City has sprung up on the Stoneheart's eastern bank.

There are few permanent structures in Tent City, the most prominent being Fort Rendezvous, a provisoner's longhouse and sometime-home of the Longhunter rangers. Tent City also includes a few rough stock pens, where herders and traveling drovers corral their more valuable livestock for an evening or two.

The tent settlement's exact layout changes constantly, as new residents arrive and old ones leave. The Waymark cavalry sometimes patrols the area, but in general Tent City is beyond the reach of Bard's Gate's law enforcement.

Features

Character: Tent City is a rough and tumble frontier encampment near the southeastern walls of Bard's Gate. Its inhabitants include tradesmen, barbarians, furriers and woodsmen, who bring their native goods to Tent City to exchange for other trade goods. Most Plainsmen and Erskaelosi who come to the city never go in farther than Tent City, and the Wanderers keep a permanent encampment here. There is also no small number of Riverfolk out and about, as they love the rough-and-tumble atmosphere of the place. Smugglers and less-reputable merchants also ply their wares here, where the authorities of Bard's Gate have little influence. Despite this, the settlement's inhabitants do a good job of policing themselves and serious theft is rare.

Businesses: Trading posts, taverns, stables, general merchandise, blacksmiths, supplies for nomads and merchants.

Prices: Prices in Tent City average 10–20% higher than standard.

Gold Piece Limit: 100gp in winter months, 200gp for the rest of the year.

Building Type: The majority of structures in the Tent City are lean-tos, wall tents, pavilions, or yurts made of stretched animal hides. The few permanent structures are of longhouse design, made from stout logs with a smoke slit in the center of the ceiling and a strong bank of hot coals day and night for roasting game or warmth in the winter months.

Guard Details: Tent City's informal guard force is chosen from among barbarian warriors, rangers, and Plainsmen. Known as "**Dog Soldiers**," they take turns keeping an eye on the camp and making sure that disputes don't get out of hands and no blatant lawless behavior takes place. Dog soldiers are identified by the red armbands that they wear when they are on the job. To avoid tribal conflicts, the dog soldiers are selected from among a wide range of the tribes and bands who live in the tent city.

For people who live by few rules, these measures seem to be quite successful. The dog soldiers maintain good relations with both city guardsmen and Imril's knights. As most of Tent City's inhabitants don't want the city authorities encroaching on their encampment, the inhabitants do their best to obey the dog soldiers, turning over known criminals and fugitives when alerted to their presence.

A typical dog soldier is a fighter 2, with an occasional thief or magic-user. There are no standard armors or weapons — the soldiers simply use their normal equipment. The leader of the dog soldiers — called the **Booshway** — is selected from among the various dog soldiers and serves a term of one month, during which he or she arbitrates disputes and oversees the other dog soldiers. The current Booshway is Big Horn (**TC17**).

Dog Soldier Magic-User (MU1): HP 3; **AC** 8[11]; **Atk** staff (1d6); **Move** 12; **Save** 15; **AL** N; **CL/XP** 2/30; **Special:** +2 on saves vs. spells, spells (1).
Spells: 1st—*sleep*.
Equipment: staff, spellbook.

Dog Soldier Sneak (Thf3): HP 7; **AC** 7[12]; **Atk** club (1d4) or dagger (1d4); **Move** 12; **Save** 13; **AL** N; **CL/XP** 3/60; **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.
Thieving Skills: Climb 87%, Tasks/Traps 25%, Hear 4 in 6, Hide 20%, Silent 30%, Locks 20%.
Equipment: leather armor, club, dagger.

Dog Soldier Warrior (Ftr2): HP 13; **AC** 6[13]; **Atk** club (1d4) or sling (1d4); **Move** 12; **Save** 13; **AL** N; **CL/XP** 2/30. **Special:** +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, +1 hp per die due to high constitution, multiple attacks (2) vs. creatures with 1 or fewer HD.
Equipment: leather armor, club, sling, 10 bullets, 2d4sp.

Locations

TC1. Blackfinger's Devils

This portion of the camp is far more regimented and organized-looking than the rest of the city. A banner bearing a green devil on a gold field flies above these evenly-spaced rows of military-style tents, while nearby well-trained and -equipped men march in formation and engage in close-order weapons drill. At night, the camp is nearly silent, as the soldiers sit near their tents, drinking moderately and talking quietly. It is hard to believe that this is the encampment of one of the most celebrated and deadly mercenary units in the world.

Dennin Blackfinger earned his name when a magical mishap stained his fingers black. Though he does not draw unnecessary attention to himself, he has earned a reputation as a skilled battlemage and wily commander. In battle, he is tricky and resourceful, often winning combats through maneuver alone with minimal risk to his men. He specializes in deceptive tactics and ambushes that dishearten the enemy and destroy their morale. Blackfinger is also cautious, and does not squander the lives of his men unnecessarily. This combination has proven successful, and he is as beloved by his men as he is famous for his tactics.

Blackfinger is aided by his spymaster and chief scout **Ash the Clever**, and executive officer **Dante the Baleful**. Often these officers command contingents of Blackfingers sent into battle, but separate units of Blackfingers never take the field against one another. In such cases, both units stand down and refund their employers' gold.



Anyone is welcome to join Blackfinger's mercenaries, as long as they are willing to work hard and follow orders. Those who aren't cut out for combat are employed as support staff, while warriors and skilled war wizards rise through the ranks quickly if their skills merit it.

Denin Blackfinger (MU6): HP 20; **AC** 7[12]; **Atk** +2 *dagger* (1d4+2) or darts x3 (1d3); **Move** 12; **Save** 9; **AL** N; **CL/XP** 7/600; **Special**: +2 save bonus vs. magic, spells (4/2/2).
Spells: 1st—*charm person*, *magic missile* x2, *shield*; 2nd— *darkness 15 ft. radius, mirror image*; 3rd—*fireball* x2.
Equipment: +2 *dagger,* 20 darts, *wand of hold person* (27 charges), *ring of protection +1,* spellbook.

Ash the Clever (Thf4): HP 11; **AC** 6[13]; **Atk** +1 *short sword* (1d6+1) or light crossbow (1d4+1); **Move** 12; **Save** 12; **AL** N; **CL/XP** 4/120; **Special:** +2 on saving throws vs. devices, backstab (x2), read languages, thieving skills.
Thieving Skills: Climb 88%, Tasks/Traps 30%, Hear 4 in 6, Hide 25%, Silent 35%, Locks 25%.
Equipment: +1 *leather armor, +1 short sword,* light crossbow, 20 bolts, thieves' tools.

Dante the Baleful, Cleric of Vanitthu (Clr4): HP 21; **AC** 1[18]; **Atk** +1 *warhammer* (1d4+2); **Move** 12; **Save** 12; **AL** L; **CL/XP** 5/240; **Special:** +2 save versus paralyzation and poison, spells (2/1), turn undead.
Spells: 1st—*protection from evil, purify food and drink*; 2nd—*bless*.
Equipment: plate mail, *+1 shield, +1 warhammer, wand of cure light wounds* (10 charges), holy symbol of Vanitthu.

TC2. Watenga

An important social center of Tent City is this semi-permanent enclosure, where immigrant **Watenga** serves spicy roasted chickens and various potables, including a tasty brown ale of his own creation. A priest of Moccavallo, Watenga mixes his business with his faith, often speaking to customers about the essentially chaotic state of the universe and the need to accept and embrace its ever-changing nature. Most of this goes over the heads of Watenga's patrons, but they listen nonetheless, for his fare is quite good, especially in this neglected corner of Bard's Gate.

Though good-natured, Watenga is also something of a trickster, and unknown to most, is also a prime source of blue lotus flower and other illicit substances. Watenga sees no harm in this, as to him it is merely a way of spreading the worship of Moccavallo. He is, however, concerned about the influence of the cults of Orcus and Set, and has been known to provide information on cult activities to both the authorities and to adventurers whom he sees as likely allies.

Watenga's mundane wares include spicy roast chicken for 5sp and his trademark brown ale for 3cp per mug. Those who are interested in his more exotic items can purchase blue lotus for 25gp per dose or (when it's

available) the more potent red lotus for 50gp. (These prices are highly inflated, due to the difficulty of procuring these substances in Bard's Gate).

Watenga, Cleric of Moccavallo (Clr5): HP 23; **AC** 5[14]; **Atk** *+1 heavy mace* (1d6+2); **Move** 12; **Save** 11; **AL** C; **CL/XP** 6/400; **Special:** +2 save versus paralyzation and poison, control undead, spells (2/2).

Spells: 1st—*protection from good, light;* 2nd—*bless, silence 15ft radius*.

Equipment: *+1 leather armor,* shield, *+1 heavy mace,* 20 doses of blue lotus poison, holy symbol of Moccavallo.

TC3. The Cutting Block

This small tent is a patchwork of fur, cloth, and leather, and is home of **Kal Kammon** (Neutral male Ashurian human fighter 3), a former mercenary from a caliphate in Lybinos (he won't be more specific), now Tent City's local butcher. Kal can render any animal brought to him in short order, with a clear efficiency that is slightly frightening to behold. While never outright mean or cruel to anyone in the tent-village, no one fully trusts the foreigner either. It is whispered to turn your back on Kal Kammon is to invite disaster.

TC4. The Ground Bean

Okil (Neural male dwarf expert 5) sells a rich dark brew made from an exotic bean called *cabb'e*. His source for the beans is not known, but the brew has proved popular and is famous for its odd and pleasant aroma. He serves cabb'e cold for 4 cp per mug. A cup of *cabb'e* cures the effects of fatigue, but the drinker must sleep an additional 1d4 hours the following night or awaken fatigued again.

Okil is thin for a dwarf, and his braided red hair is graying, adorned with silver and platinum rings. After years of drinking his own product, Okil's teeth are stained light brown; in addition, he dresses in shades of brown. A rival of the Green Leaf (**TC5**), Okil is said to have hired ruffians to close that business down, but have so far met with little success.

TC5. Green Leaf

Okil's primary rival in the selling of non-alcoholic stimulants, **Sayid** sells a wide variety of teas, many of which are his own concoctions — infusions of several different leaves that provide a number of special benefits. He sells his teas out of a rough hide wigwam, which emits clouds of aromatic steam at all hours of the day and night.

Sayid is a rugged individual, dressed in a mottled-green cloak, with his silver hand axe always at his side. He has handsome, chiseled features, and always wears his long blonde hair in two braids. He carries numerous pouches, each stuffed with different herbs and tea leaves.

Sayid also sells dried bricks of his more mundane teas. Each brick weighs about a pound and makes 100 cups of tea. His more unusual teas are sold by the cup only, and their formulae remain Sayid's closely-guarded secret. Teas served here include green tea (2 cp cup, 5 sp brick), jasmine tea (4 cp cup, 8 sp brick), black tea (3 cp cup, 6 sp brick), berry infused tea (3 cp cup, 7 sp brick), yerba mate (4 cp cup, 8 sp brick).

Sayid (Rgr3): HP 23; **AC** 7[12]; **Atk** hand axe (1d6) or shortbow x2 (1d6); **Move** 12; **Save** 12; **AL** L; **CL/XP** 4/120; **Special:** +3 to damage vs giants and goblinoids, alertness, tracking.

Equipment: leather armor, hand axe, shortbow, 20 arrows.

TC6. Spiced Seed

Jotolf (Neutral male half-orc expert 3) is an old half-orc who took over his former master's business after strangling the cruel bastard with his own whip. He appears more human than half-orc, though his jaw is heavy and his teeth oversized and vicious-looking (he rarely smiles). He usually hides his features under a thick cloak and hood.

Born into slavery, Jotolf worked for countless merchants as guard and porter, and acquired a detailed knowledge of business practices, as well as a number of languages. Now, disguised as his old master, Jotolf travels from place to place, buying and selling spices, and salting away his profits in the hope of one day becoming a wealthy merchant. He is fearful of being caught, though as time goes by fewer and fewer people remember his old master. His "shop" is nothing more than a large covered wagon, its interior redolent of many different spices. Despite the danger, Jotolf also runs a side-business dealing in poisons and other illicit items, though potential buyers have to earn the half-orc's trust before he sells such things to them. Spices for sale include black pepper (1 gp/oz.), bay leaves (1 cp/oz.), chives (1 cp/oz.), cinnamon (1 gp/oz.), cloves (1 gp/oz.), garlic (1 cp/oz.), oregano (1 cp/oz.), paprika (1 gp/oz.), saffron (6 gp /oz.), salt (1 sp/oz.), sesame seed (8 sp/oz.), thyme (1 sp/oz.), sage (2 cp/oz.).

TC7. Dolls and Dice

Always fascinated with the way things work, **Lindalin** (Neutral female human magic-user 4) eventually abandoned her arcane studies to become a full-time toymaker, selling dolls, toy soldiers, puzzles, and other curiosities to nobles and wealthy merchants. She is an experienced illusionist, and also crafts magic items as well, including a *cube of illusion,* one of her most prized creations.

Lindalin casts various illusions on her tent, making it look like almost any small structure. The tent often sparkles with lights and brightly-colored images. She herself can change appearance almost instantly, appearing as a warrior one moment, a beautiful dancer, then as a scholarly old man or woman. In reality, she is somewhat plain and average in

New Drug: Lotus Flowers

Blue Lotus: Blue lotus pollen is a powerful narcotic. Users (or victims) become drowsy and begin to hallucinate 1 minute after inhalation or 10 minutes after ingesting it. The effects are almost always euphoric for the user. Many of the indifferent wealthy in lands where it is grown take up the use of blue lotus as a recreational drug, becoming addicted to its pleasurable effects, and spending most of their days in a hallucinatory haze.

The visions offered by the blue lotus seem to bring some benefit to oracles and seers. This drug may make spells like *commune*, *contact other plane,* and *legend lore* more effective (Referee's discretion). Anyone using the blue lotus may receive a vision of future or past events relevant to his own life. Such visions are left to the Referee for whatever story purposes they might serve.

The side effects of the drug do make it ill-suited for adventurers. Anyone under its effects sees hallucinatory visions that seem quite real. These hallucinations appear and disappear at the Referee's discretion, and each hallucination can be disbelieved like illusion magic.

Red Lotus: When red lotus pollen is brushed onto its user's skin, it's extremely subtle fragrance causes a subtle *charm person*-like effect causing other beings to be friendlier. Its effects last one day, or until the user bathes, sweats profusely, or something else washes the pollen away.

Applications of red lotus pollen typically costs 15gp in the rare herbalist shop that carries it, or more on the black market.

Red and blue lotus appear originally in *Creature Collection Revised* by Sword and Sorcery Studios.

appearance, with a large nose and dull brown eyes, but few have seen her this way.

Lindalin crafts many different toys, trinkets, puzzles and even dice, many of which appear to move on their own. These toys range in price from 100–400gp. She is not above crafting the occasional set of loaded dice, which cost 300gp. Several of her games have made it onto the shelves of Benjie Falen's shop (**UH6**) which causes her no end of delight. She will occasionally disguise herself and go play a few rounds of games at Oak Leaves on some nights.

TC8. Casteran's Cakes

Inside this large tent is a stone pit filled with coals, where **Bjorn Casteran** (Neutral male human expert 5) cooks his famous skillet cakes. Thin, crispy and sweet, the cakes are cooked in hot grease and slathered in sugar or honey. Small tables and stools are scattered about the tent's interior.

Bjorn is a thin and gangly middle-aged man, dressed in a thick leather apron splotched with batter, flour and grease. His sun blonde hair is cut short, and he keeps his thin moustache oiled and pointed. His arms bear various scars and burns — through some claim that these were from his old, secret life as a wandering bandit and mercenary, they are in reality the results of mishaps with hot skillets or grease. His skillet cakes are known throughout the city and sell for a mere 2 cp each. Many have tried to copy his recipe, but none have yet succeeded.

TC9. Honey Pot

Rachid (Neutral male half-elf druid 4) has spent his entire life keeping bees, having been taught by his mother, a druidess and beekeeper in her own right. For most of his life Rachid kept bees, selling the honey to maintain a minimal livelihood.

Then one day, Rachid met a dwarven brewer, who informed him that honey can be fermented. Curious, Rachid brewed his first batch of mead, which was to be both his blessing and his curse.

Soon, Rachid was selling his mead for a tidy profit, but he also discovered a fondness for his own wares and within a few years was reduced to an overweight, toothless alcoholic. Though tending his bees (he has numerous hives located throughout the region) remains his chief joy, Rachid's physical condition makes it increasingly difficult to go about his rounds, and today he spends more and more time here, brewing mead and drinking a good portion of it himself. He has taken to hiring others to tend more remote hives for him, several of whom have begun to steal honey and sell it themselves.

Rachid is only a shadow of his former self — a large, overweight shadow, but a shadow nonetheless. Where once a powerful, red-haired druid strode the land and tended to its insects, today Rachid dresses in tattered hide armor to protect himself from bee stings, and his full head of hair has been reduced to a few pitiful wisps. He wears a gold ring (worth 100gp) engraved with images of bees. He hopes one day to earn enough to buy his own tavern, where he can drink to his heart's content, but his tendency to consume his own mead makes this an unlikely outcome. Rachid's honey costs 1gp per jar. Honeycomb is 8sp per ounce, and Honey Pot Mead (by far his most popular product) goes for 2sp per cup and 5gp per gallon.

TC10. Curdled Brew

A small herd of a dozen or so goats grazes in a crudely-fenced area near the south wall. Beside the corral is a medium tent, where **Jillian** (Neutral female halfling commoner 5) sells goats' milk, cheese, and butter. Jillian is a dedicated herdswoman, and has taken on some of the characteristics of her flock. Her hair is blonde and shaggy, her face tanned, her eyes dark and watchful. She is also somewhat stubborn and contrary, though in general she deals politely with customers. Her goats have sometimes caused problems in the tent city, breaking free from their rough corral and running wild, forcing the dog soldiers to recapture and return them. Jillian sells milk (1cp per gallon), cheese and butter (2cp per pound).

TC11. The Cleansed Spirit

This large tent, perpetually wreathed in clouds of white smoke and steam, is the home to members of a monkish order known as the Weth. An ascetic order devoted to the purification of mind and body, the Weth are also said to use the smoke and steam to communicate with ancestors and spirits. The monks offer what they call spiritual cleansing at this tent as well. Senior monk **Haiweth** (Lawful male human monk 6) meets with clients and escorts them into the tent's interior, where he and the eight other **monks** (Lawful male human monk 3) chant, calling forth the spirits as they ladle water onto the hot rocks in the center of the tent.

As the client relaxes, Haiweth and the other monks perform a ritual to commune with the spirits and pass messages on to the client. The monks ask for a small donation in exchange for their services, but turn no one away. No one is sure where the order came from or if there are any other Weth elsewhere in the world, and the Weth themselves are unwilling to discuss it.

TC12. The Torn Page

A traveling bookbinder and scribe, **Asleif** (Lawful female human magic-user 5) travels the world in search of old scrolls, books and tomes, which she then copies and sells. A former thief, Asleif almost perished in a robbery gone wrong, and began a new life as a scribe, learning as she worked. She married her husband Quynell and together they had three children.

When her husband was killed by a magically-trapped tome, Asleif swore to find and destroy such dangerous books, and began to study wizardry to aid in her quest. Her quest expanded to include dangerous and evil books such as Orcus's prayer books, evil wizard's spell-tomes, and the like. Today, she continues her endeavors, selling her copied books and even working as a magical scribe creating arcane scrolls to earn a living. Her two daughters, **Asral** and **Delean** (Lawful female human expert 2) and son **Quynell** (Lawful male human expert 1) assist her in her business.

Asleif and her children sell books, scrolls, parchment, quills, inks and other writing implements and she copies any book at a normal rate of 1sp per page. She also scribes magical scrolls for magic-users, but refuses to deal with those of chaotic alignment. Anyone who purchases scrolls or magical tomes from her must first swear that they are not used for evil purposes. Currently, Asleif has heard a rumor that an especially evil tome can currently be found in Bard's Gate, and is working hard to locate it. See area **H1** for information about this evil work.

TC13. The Wanderer's Encampment

Amid the tangled maze of tents, ropes and guywires lies this circle of brightly-painted house wagons, guarded by three snarling mastiffs. On one of the wagons is a sign reading "*Mama Bobo's Palmistry and Divination.*" The encampment's inhabitants are swarthy individuals clad in vests and trousers. They wear many different holy symbols about their necks, and some appear to have some orcish blood.

The Wanderers are a band of half-orcs and various other individuals of mixed ancestry, who have sought shelter and companionship with each other after being driven from their respective homelands. Today, they travel as wagon-driving nomads, making a living doing odd jobs, entertaining, performing divinations. They are not above the occasional confidence game or act of thievery, either, but the Wanderers limit their larcenous activities to those who can afford the loss — they remember their own precarious state and the ravages of poverty all too well.

There are perhaps two dozen individuals of various ages in the camp. Prominent Wanderers include **Belonda** (Neutral female half-orc fighter 4), who serves as the group's guard and muscle; **Tarrio** (Neutral male human thief 4), a charming and skilled rogue who specializes in games of skill and pickpocketing; and **Lolly** (Neutral female human thief 2), a charming young woman whose charisma and pleasant looks can easily



prevent a mark from keeping too close watch on his coin-purse. There are six children here who are non-combatants, but one may need to watch their pockets around them.

Mama Bobo is the Wanderers' matriarch. A strange and twisted half-orc shaman, she is also a skilled diviner. Her wagon's interior is cramped, with room for only three people to sit around her tiny table. The walls are hung with colorful tapestries and silks. Here, she tells fortunes and — for a somewhat higher fee — casts divination magic for those seeking guidance.

Mama Bobo boasts that she can find lost treasures, see the future and reveal anyone's fate, as long as the price is right. More often than not, her divinations simply involve fortune telling with cards or casting a few minor spells, convincing her client that she has seen genuine visions of the future.

If a patron demands more, Mama Bobo grows more serious and professional. She uses scrying spells and divination magic to gather information, and make accurate predictions about the client and his future. She charges proportionately more for such services, but like her companions she uses a sliding scale, charging what the market will bear, based upon the client's relative apparent wealth.

If her spells don't get the required information, Mama Bobo may use her *deck of prophecy* (**Appendix C**), a very powerful magic item that Bobo inherited from her mother, a powerful wizard.

Should Mama or the camp ever come under attack, any assailants feel the full wrath of her magical abilities, as well as the fighting skills of the other Wanderers. Assailants are rarely killed, but are instead beaten senseless, their possessions taken, then handed over to the dog soldiers for justice. Mama normally charges two gold pieces for a simple reading, spell cost for casting for other divination spells, and 500 gp if she uses her *deck of prophecy.*

Mama Bobo, Half-Orc Shaman: HD 5; **HP** 24; **AC** 9[10]; **Atk** fist (1); **Move** 12; **Save** 12; **AL** N; **CL/XP** 6/400; **Special:** darkvision 60ft, half-orc racial abilities, spells (4/2/2).

Spells: 1st—*charm person*, *detect magic*, *light*, *read languages*; 2nd— ESP, *locate object*; 3rd—*clairaudience*, *fireball*.

Equipment: *wand of hold person* (10 charges), *deck of prophecy* (see **Appendix C**), spellbook.

TC14. Fort Rendezvous

This longhouse is built of rough timbers cinched with clay. The odor of smoke and roasting meat usually wafts from its entrance. Fort Rendezvous is one of the few permanent structures in the tent city, and has become the settlement's favorite meeting place, a combination of inn and trading post. This is a popular spot for the Longhunters and other ranger-types, although the Farseekers seem to avoid the place (and are not welcomed warmly, though they are not turned away).

The structure is over 60ft long and 20ft wide, the roof peaks to a height of 15ft with a narrow smoke slit in the center, immediately above a large firepit, where a log fire burns constantly. Nearby, a long table is laden with food and liquor of various sorts, with a pair of kegs at one end. **Colonel Portland**, a jolly, red-faced giant of a man clad in a red plaid kilt, tends bar and oversees the locked cash box. Portland is as gregarious as they come, but has a cold eye and plenty of disdain for mixed-breed races e.g. half-orcs, half-elves, etc.

Several tables are scattered throughout the interior. Locals, commoners, woodsmen, druids, and rangers dine and drink here, sometimes entertained by **Colonel York**, a gray-bearded man who sips from a silver flask and puffs at a long-stemmed pipe as he tells tall stories of his adventures.

Portland and York run this establishment with an easy hand, often regaling customers with tales of their journeys to the nearby Stoneheart Mountains, where they found a beautiful vale untouched by time and the outside world. There, streams were full of fish and the woods alive with game. The two used the wealth that they gained in the vale to build Fort Rendezvous. They often hint that a dangerous foe lurked in the vale, but they continue to refuse to reveal the vale's location.

The establishment sells food and drink at standard rates, as well as adventuring equipment such as rations, blankets, tents, lanterns, picks, rope, and some weapons.

Colonel Portland (Ftr4): HP 26; **AC** 2[17]; **Atk** +2 *two-handed sword* (1d10+5) or heavy crossbow (1d6+1); **Move** 12; **Save** 10; **AL** L; **CL/XP** 4/120; **Special:** +1 damage using weapon

2-handed (included above), +2 to hit and damage strength bonus, multiple attacks (4) vs. creatures with 1 or fewer HD.

Equipment: *+2 chainmail, +2 two-handed sword, +1 dagger,* heavy crossbow, 20 *+1 bolts, ring of protection +1,* 2d20 gp.

Colonel "Many Ropes" York (Rgr5): HP 31; **AC** 5[14]; **Atk** *+1 longsword* (1d8+1) or longbow x2 (1d6); **Move** 12; **Save** 10; **AL** L; **CL/XP** 5/240; **Special:** +5 to damage vs giants and goblinoids, alertness, tracking.

Equipment: *+2 leather armor, +1 longsword*, longbow, 40 arrows, 300gp in private strongbox, key to strongbox.

TC15. Scents of Passion

A brightly-colored tent covered with elaborate patterns stands here. Inside **Rini Rohavi** (Neutral female human magic-user 5), an exotically beautiful woman of unknown age, sits on a richly-woven carpet, offering for sale bottles and pots of oils and perfumes. Nearby stands her guard, **Wassan** (Neutral male Ashurian human fighter 4), who wears a black mask and turban, and carries a thick-bladed tulwar. He normally stands silent and entirely motionless as Rini bargains with customers. His silence is easily explained, as he has no tongue, and his loyalty is unquestioned, for he was once a bodyguard to Rini's father, a sultan from a distant realm. Should Rini ever be in danger, Wassan defends her to the death.

Rini's perfumes and potions are of the highest quality, and sometimes are even infused with a bit of magical essence, enhancing the user's charisma and attractiveness to the opposite sex.

TC16. Filini the Rug Merchant

This tent contains piles of rugs of every description, from simple mats to elaborate carpets. **Filini** is a strange-looking individual whose silk rugs are becoming famous throughout Bard's Gate. Unknown to the populace at large, Filini is an aranea sorcerer, and the rugs are of his own making, produced in the dead of night while the rest of the city is fast asleep.

Despite his alien nature, Filini is no threat — rather, he is quite fascinated by human nature and by the culture of the demihuman races. He is talkative and friendly, often asking extremely detailed and often bizarre questions of his customers. If his true nature is ever discovered, Filini moves on and sell his wares in another city. His prices range from 5cp for a simple woven mat to 1000gp for his largest and most elaborate carpet.

Filini, Male Aranea (human form): HD 6; **HP** 33; **AC** 6[13]; **Atk** dagger (1d4); **Move** 12; **Save** 12; **AL** N; **CL/XP** 8/800; **Special**: change shape, spells (4/2/2), web.

Spells: 1st—*charm person, magic missile, shield, sleep*; 2nd— *levitate, invisibility*; 3rd—*fly, slow*.

Equipment: dagger, *wand of web* (7 charges).

TC17. Big Horn's Camp

Big Horn is the current Booshway of the dog soldiers in Tent City. He is a strong man of medium height with stone gray hair and raw sunbrowned skin. Big Horn has a wiry build of pure hard muscle built from a life in the wilderness, and dresses in brain-tanned buckskins from head to toe. Big Horn was originally born into the Quick Knife clan

As current elected Booshway, Big Horn is in charge of recruitment of dog soldiers to act as guards. Like every Booshway before him, he is careful to select from a wide selection of foreigners, tribesmen, travelers, and the like making sure to keep the group diverse so as to keep a basic order.

It is quite possible that the characters may be asked to participate in the defense of the Tent City, either by wielding arms against bandits and raiders, or to serve in mediating disputes as dog soldiers. In this event they must meet Big Horn's minimum requirement for dog soldier service:

Spellcasters: A spellcaster must demonstrate the ability to stop a fight, or immobilize a combatant in order to diffuse a fight. This ability covers all spellcasters including clerics, druids, and magic-users.

Warrior: The ability to strike a blow against Big Horn in a bout of non-lethal combat (within 2 rounds). This ability includes any monks, fighters, paladins, rangers, and likely thieves.

Big Horn (Ftr4): HP 25; **AC** 5[14]; **Atk** fist (1d3+1) or *+1 club* (1d4+2) or *+1 short sword* (1d6+2); **Move** 12; **Save** 11; **AL** N; **CL/XP** 4/120. **Special:** +1 to hit and damage due to high strength, +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, multiple attacks (4) vs. creatures with 1 or fewer HD, parry –3.

Equipment: *+1 leather armor, +1 club, +1 short sword*, 1d4gp, 2d4sp, 1d6cp.

TC18. Bonrenner Mcleoud's Camp

This camp is run by an Emonvale merchant named **Bonrenner Mcleoud**. Bonrenner hires Grass Sailor braves as porters and guards. See **Crommlen's Ghosts** for more details on Bonrenner and his Grass Sailors.

Bonrenner McLeoud (Rgr4): HP 33; **AC** 6[13]; **Atk** longsword (1d8) or longbow x2 (1d6); **Move** 12; **Save** 11; **AL** L; **CL/XP** 4/120; **Special:** alertness, +4 damage vs. giants and goblin-types, tracking.

Equipment: *+1 leather armor*, longsword, longbow, 20 arrows.

Grass Sailors (Ftr1): HP 7; **AC** 6[13]; **Atk** spear (1d6+1) or shortbow x2 (1d6); **Move** 12; **Save** 14; **AL** N; **CL/XP** 1/15. **Special:** +1 to hit and damage due to high strength, +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, +1 hp per die due to high constitution.

Equipment: leather armor, spear, shortbow, 20 arrows.

TC19. Quick Knife Camp

The Quick Knife clan is a barbarian tribe that has come to the area to trade furs, horses, and curiosities for trade goods, and weapons. The Quick Knives are a proud tribe and are rivals of the Grass Sailors (for more information on these tribes, see ***K12: The Eamonvale Incursion*** by **Necromancer Games**). Lately the local Booshway, Big Horn, has spent far more of his time than he would like keeping tensions defused between Grass Sailors and Quick Knives. Dog soldiers give constant reminders to both groups that the Tent City has a permanent banner of truce hanging over it, and breaking that truce results in banishment from the camp.

The Quick Knife band in tent city is led by **Greymane**. Greymane is a tall Plainsman who dresses in beaded buckskin, and carries a pair of maple-handled handaxes and a long bladed knife with a horn handle.

Greymane (Ftr3): HP 22; **AC** 6[13]; **Atk** *+1 handaxe* (1d6+2) or *+1 short sword* (1d6+2) or longbow x2 (1d6); **Move** 12; **Save** 11; **AL** N; **CL/XP** 3/60. **Special:** +1 to hit and damage due to high strength, +1 hp per die due to high constitution, multiple attacks (3) vs. creatures with 1 or fewer HD.

Equipment: leather armor, 2 *+1 handaxes*, *+1 short sword*, longbow, 30 arrows, *ring of protection +1*, 2d6sp.

Quick Knife Braves (Ftr1): HP 6; **AC** 6[13]; **Atk** handaxe (1d6+1) or longbow x2 (1d6); **Move** 12; **Save** 14; **AL** N; **CL/XP** 1/15. **Special:** +1 to hit and damage due to high strength, +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus.

Equipment: leather armor, 2 handaxes, longbow, 15 arrows, 2d4 cp.

Stable Row

The area outside the Market Gate is known as Stable Row for obvious reasons. Traditionally a location where caravans and travelers can leave their mounts and wagons and also negotiate for new ones, this area also features a number of inns and taverns that cater to travelers who don't have time to stay in Bard's Gate proper. This is the gateway to the wild lands beyond, and a number of small farmsteads and stockyards are located nearby. The area is somewhat lawless, and is a scene of horse racing and gambling, with a dirt racetrack that brings gamblers from all around the Lyre Valley and town itself, "to bet on the ponies".

Like Tent City, when the Huun siege came in recent years, the occupants of this district packed up and headed out before they arrived. Some of the local ranches were sacked and burned during that time, but the invaders didn't travel very far afield for fear of the sudden Griffon Rider attacks that continued to come from the Citadel of Griffons throughout the siege. As a result, there was some loss of livestock and destruction of property, but the folk who frequent Stable Row were quick to recover.

Lyreguard (Ftr3): HP 22; **AC** 4[15]; **Atk** *+1 longsword* (1d8+1); **Move** 12; **Save** 12; **AL** L; **CL/XP** 3/60. **Special:** multiple attacks (3) vs. creatures with 1 or fewer HD.

Equipment: chain mail, shield, *+1 longsword*, holy symbol of Muir or Mitra.

Lyreguard Knights (Pal4): HP 25; **AC** 2[17]; **Atk** *+1 longsword* (1d8+2); **Move** 12; **Save** 9; **AL** L; **CL/XP** 5/240; **Special:** +1 to hit and damage due to high strength, immune to disease, lay on hands (8hp), warhorse mount.

Equipment: plate mail, shield, tabard bearing the symbol of Bard's Gate, *+1 longsword*, holy symbol of Muir.

SR1. The Guardian Mount

Porsis Gendarme (Neutral female half-elf magic-user 5) crafts barding for all manner of riding beasts — spiked and studded leather collars and saddle blankets for the dwarven bear riders of the Silverhelm Clan, fine mesh linked chainmail for flying beasts, articulated boiled leather outfits for riding dogs, plate armor for warhorses, and everything in between. Her somewhat mismatched partner **Forgut** (Lawful male dwarf fighter 4) provides the muscle and oversees the shop's many assistants. Enchanted armor is also available here, but customers sometimes need to wait several weeks for a given piece to be completed. All items cost 20% over standard, but are works of art and worth the price.

SR2. Horse Trader

Thorfin (Neutral male Heldring human fighter 4) was a wilderness guide who was badly injured by brigands. Today he sells draft horses for 200–250gp, assisted by a young urchin named **Gunnin** (Neutral male half-elf thief 1), Thorfin drives a hard bargain and provides decent enough horses. What most people don't know is that many of Thorfin's horses are stolen, and sold to him by bandits who make a tidy profit on the deal. Gunnin is especially good at altering brands and other marks that indicate ownership. Thorfin is not a member of the Stablers and Breeders Guild, but Captain Roann has learned better than to try to hassle him or shake him down for dues.

Features

Character: Stable Row is a rough and dusty area, usually home to transient residents such as merchants, travelers, horse-traders, nomads and the like. The place is also full of horses and other riding and dray animals, and trading takes place at all hours of the day and night.

Businesses: Most of the businesses in this area cater to animals or the farm community. This includes stables, blacksmiths, leatherworkers, buyers and sellers of produce and the like. Some inns and taverns cater to merchants and other travelers.

Prices: Standard unless otherwise noted.

Purchase Maximum/Month: 800gp.

Building Type: Wooden buildings, stables, corrals and stock pens crowd this area.

Guard Details: Occasional patrols of **Lyreguard** may be found out here as well as **Imril's knights** seeing to their beasts.

SR3. The Dun Corral

Originally part of an inn that was destroyed by the invaders, this structure survives only as bare, scorch-marked stone walls. **Captain Jadeyn Roean**, master of the Stablers and Breeders Guild, has seen to it that the building still serves a useful purpose, however, and has converted it into a horse trading post and livery stable. Jadeyn himself lives in one of the surviving rooms on what was once the second floor, and is usually here haggling over the price of horses or terrorizing his stableboys. Jadeyn is a retired Waymark cavalry officer who opted to retire to the Lyre Valley when his commission was up, though in truth there was little welcome awaiting him back in the Waymarch. He has a rough weather-beaten face, with three long scars that cross his face from nose down to chin. He claims it is the result of a bear attack, though it was only a war band of gnolls and hyenas that overcame his troop and resulted in him receiving a formal reprimand and nearly saw him cashiered out of the cavalry.

A surly man even before his disgrace, since his retirement in exile, his demeanor has only grown worse. Dissatisfied with the scraps the ranchers of the Guild give him and angry at life in general, Jadeyn is also the head of what is commonly called the Street Thugs Gang, a somewhat informal organization that scours the neighborhood, robbing the unfortunate and collecting protection money from smaller businesses. Most of his stablehands do double duty as **thieves** (Neutral male or female human thief 2), working for a cut of the profits they bring in. As an ex-mercenary, he knows that coin buys anything, and men are loyal mostly to the coin, and to success. Jadeyn also fences stolen horses, though he's very careful to keep this particular business low-key.

Some claim that this location is haunted by the spirits of the old inn's owners, guests and horses that died when the Huun came, though Jadeyn himself has never seen anything, and keeps the rumors alive to keep out unwanted visitors.

Jadeyn "Captain" Roean (Ftr6): HP 24; **AC** 6[13]; **Atk** *+1 longsword* (1d8+2) or longbow x2 (1d6); **Move** 12; **Save** 9; **AL** N; **CL/XP** 6/400; **Special:** +1 to hit and damage strength bonus, multiple attacks (6) vs. creatures with 1 or fewer HD.

Equipment: leather armor, shield, *+1 longsword* "Mare", longbow, 20 arrows.



SR4. Thundering Drum Stables

These private stables are kept spotless, and are partially owned by Cylyria herself. They are managed by **Knotaloke**, and offer the finest mounts in the Bard's Gate area. These mounts are of exceptional quality (maximum hit points), and cost ten times standard price. No one has yet complained, for Knotaloke's horses are also noted for their exceptional intelligence and bravery (+1 bonus to saves).

Knotaloke, Female Human (Rgr4): HP 21; **AC** 4[15]; **Atk** longsword (1d8) or *+1 longbow* (1d6+1) x2; **Move** 12; **Save** 11; **AL** L; **CL/XP** 5/240; **Special:** +4 to damage vs giants and goblinoids, alertness, tracking.

Equipment: *+1 chainmail,* longsword, *+1 longbow,* 20 arrows.

SR5. Stockyards

Sprawling a quarter of a mile beyond the city, this vast location contains pens that are crowded with hundreds of cattle, goats, sheep, and pigs. Farmers come here to sell their herds, which are then kept here until taken into Bard's Gate for butchering. The place is alive with activity, with herdsmen coming and going and various hands going about their business, feeding and caring for the animals. The smell is almost overpowering, which is one reason that the place is downwind of the city.

Harold the Herder (Neutral male human expert 5) is a surprisingly gentle man, very concerned with the health of his animals, and determined to get the lowest price possible. He maintains an official relationship with the City of Bard's Gate, providing them with a continuous supply of food. He truly cares for his animals, and doesn't give too much thought to what happens to them after they leave his care.

Harold has been troubled recently by a rash of deaths among his animals, and he has become convinced that "something" is stalking his herds each night. He has so far kept his suspicions quiet, but may surreptitiously contact adventurers to look into the mysterious deaths.

SR6. Racetrack

This small building is set apart from the others on Stable Row, and nearer to the area's horse track. The building is a patchwork of reclaimed lumber from various buildings, and the racetrack's boundaries are marked by a series of wooden stakes pounded into the ground. Horses are tied to the stakes as owners and betters look at them and determine wagers. Inside, **Nadir Tragon** (Neutral male human fighter 3) sits at a small desk and takes bets as his assistants chalk current odds on a framed piece of slate that stands on an easel near the entrance.

A former mercenary who lost his left eye to an arrow, Nadir is still thin and spry, with short curly hair and a face tanned by years in the sun. He seems much older than his 30-odd years. After being mustered out of his unit, Nadir found his way to Bard's Gate, then to Stable Row and became a groom, tending horses for the barbarians, nomads, and merchants. In time, he and an ambitious horse peddler decided to stage races to attract attention and possibly increase the value of their horses. To this day, Nadir remains Bard's Gate's sole horse handicapper and bookie. Despite his alignment, Nadir pays in full and on time, and has a reputation for honesty, though rumor has it that he is not above dealing in stolen horses, or occasionally feeding potions to certain animals to improve their performance.

SR7. Private Stables

These partially-covered and well-maintained stables are the collective property of several of Bard's Gates wealthier ranchers. One main bunkhouse is in the center of the stables, and a single watchtower views all the properties. The ranchers threw their lots in together to maintain the quality upkeep of the building here, and split costs and maintenance evenly and rent space in to Bard's Gate's wealthy aristocracy. A guard patrol of **1d4+1 cowhands** in the employ of the ranchers keep the peace around the stables, and work with the city guard when necessary to maintain good relations and mutual protection.

Cowboys (Ftr2): HD 2; **AC** 7[12]; **Atk** short sword (1d8) or light crossbow (1d4+1); **Move** 12; **Save** 13; **AL** N; **CL/XP** 2/30; **Special:** multiple attacks (2) vs. creatures with 1 or fewer HD.
Equipment: leather armor, short sword, light crossbow, 15 bolts.



Market District

The Market District is referred to as one of the Adventurers' Districts, because of its high population of visiting fortune-seekers and explorers. The Market District gets its name from the fact that it was the location of the original open air market outside the canals of the old city. Added to the city when the wall was first built, the Market District has kept its character as a location for merchants rather than craftsmen, filled with taverns and inns. The West Gate provides an exit to the city onto the Tradeway to Reme.

The southern end of the quarter, near to the Canal District, is far rougher and seedier; this district was recently badly damaged by fire.

Market Watch Guardsman (Ftr1): HP 6; **AC** 7[12]; **Atk** club (1d4) or sling (1d4); **Move** 12; **Save** 14; **AL** L; **CL/XP** 1/15. **Special:** none.

Equipment: leather armor, club, sling, 10 bullets, 1d4sp, signal whistle.

Market Watch Guard Leader (Ftr2): HP 10; **AC** 6[13]; **Atk** club (1d4) or sling (1d4); **Move** 12; **Save** 13; **AL** L; **CL/XP** 2/30. **Special:** multiple attacks (2) vs. creatures with 1 or fewer HD.

Equipment: ring mail, club, sling, 10 bullets, 2d4sp, signal whistle.

Features

Character: This section of the city is busy with the coming and going of merchants and the bustle of vendors selling their wares. The streets are full at all hours of the day and night. Houses are generally new and well maintained, except closer to the Canal District. Though many of the shops close their doors at night, the taverns and alehouses stay open quite late. The district is lit by lamplight. The streets are 25–30ft wide to accommodate carts flowing in both directions, which is frequent. The main streets are set with stones, though the lesser streets and alleys are packed dirt.

Businesses: Unnumbered buildings in this district are most likely bakeries, produce and livestock merchants, butchers, fish mongers, sellers of salted meats, stables, sellers of beasts of burden or small, nondescript taverns, alehouses and inns. There are very few buildings that are only residences, as those that do live here do so above their shops.

Prices: Standard except where otherwise noted.

Purchase Maximum/Month: 100gp unless where otherwise noted.

Building Type: Most buildings are made of wood and plaster and are two-story, with a shop on the bottom level and a residence on the top. The district also contains a number of larger buildings—including several inns and a number of stone towers.

Guard Details: This quarter is heavily patrolled, both by the District's well-trained watch and by the Lyreguard as they come and go to the Keep from the West Gate. In addition, there are almost always mercenaries and sell-swords accompanying merchants or seeking employment.

The **Market Watch** is a lightly armed force that oversees traffic and petty squabbles in the Market area. The Market Watchmen wear leather armor and hardened leather caps under a distinctive robin's egg blue cloak. A typical Market Watch patrol consists of **1d4+2 fighter 1s**, led by a **fighter 2**.

The Market Watch is generally friendly to newcomers and freely offers directions if asked. Although not a challenge to dangerous foes, the Market Watch are more than adequate to break up squabbles between local merchants. If they are ever seriously threatened, they know that the Lyreguard or Gatesmen are only a whistle away from coming to their aid. The Market Watch are paid out of a tax collected at the market bridge.

General Locations

Market Way

This long thoroughfare runs the length of the Market District, from the West Gate through the Guild District, until reaching the King's Bridge of the Bridge District and Central Island. The Market is crowded day and night with travelers, merchants and caravans of raw materials and finished goods moving into and out of the crafter's city. Traffic is managed by Market Watch who do their best to keep commerce flowing into and out of the city.

Market Bridge

The Market Bridge leads across the Western Canal into the Guild District. **Wilie** (Neutral male halfling fighter 1), an elderly halfling member of the Market Watch, collects a toll of 1cp for each wagon, travois, or sedan chair that passes across the Market Bridge. Wilie makes sour wisecracks and comical greetings to all who pass him by, but never fails to recognize a face.

Moon Street

This semicircular street runs between the western wall and the inner market area. Though not as wide as Market Way, Moon Street is frequented by locals who wish to avoid the hustle and bustle of busier streets. Many of the more interesting small shops of the Market District are located on Moon Street. This street also offers a quick route to the Canal District and the North Wall.

Grand Plaza

The Grand Plaza is the largest open market inside the walls of Bard's Gate. For the most part it is a trader's market, dealing in everything from metals and uncut gemstones to cotton and wool and other raw materials. Visiting character's can barter and trade with professional brokers and buyers for the various guilds or private craft shops. Often, items bought outside the gates in Tent City or Stable Row are resold for a substantial profit here in the Grand Plaza. Unless visitors are looking for a sweet deal on several tons of rare Khemitian cotton, they would be better off seeking out some of the fine craft shops, or enjoying a pint or three at one of the fine local taverns.

Grocers Plaza

This plaza consists of open air markets that trade in fresh fruits and vegetables, eggs, cheeses, and dried meats. The Plaza is ringed by bakeries and butcher shops and the Paasha's Pillow, a restaurant whose claim to fame is having the freshest food in all of Bard's Gate. The claim is true, as



the foodstuffs prepared there are bought directly from the Grocers Plaza and seasoned with spices from the Spiced Seed in Tent City.

The Triangle

The Triangle, so called for the conjunction of three busy streets, is surrounded on all sides by curiosity shops. Most deal in low-priced knickknacks and trinkets for visitors and tourists. Stalls with good luck charms, whistles, miniature lead and tin soldiers stand side by side with vendors selling bottles of beer and meats of uncertain origin cooked on sharpened skewers.

Burnt Section

This area of the Market District was the victim of a fire that destroyed two complete blocks of the south market. The fire is rumored to be the work of an arsonist that plagues the city to this day. Others claim that it was the result of a miscast spell that released a powerful fire elemental.

Merchants' Circus

This area's nickname comes from the multitude of brightly-colored vendor's carts and wagons that are crammed here, each vying for buyers' attention. Merchants and their hawkers — often elaborately dressed — loudly proclaim the quality of their goods and offer unbelievable bargains. Some perform or even use minor magic to attract buyers; as a result the street is a chaotic tumult of color and motion at all times.

Shops and Buildings

M1. The West Gate

The Tradeway from distant Reme enters the city here. A side trail branches off into the hills to the west and leads to the city's cemetery, the City of Ashes (see **Chapter 25**).

These massive iron-reinforced wooden gates stand open during the day



and are closed at night. A squad of **8 Gatesmen** stand watch here at all times. At night, visitors are challenged and must state their business before being allowed in.

The gatehouse is a three-story stone structure with a crenellated roof. Normally a company of **2d6+4 Gatesmen** and a **captain** are garrisoned here, along with a pair of ballistae that can be quickly constructed and used if the gate comes under attack.

Gatesmen (Ftr1): HP 5; **AC** 6[13]; **Atk** spear (1d6); **Move** 12; **Save** 14; **AL** L; **CL/XP** 1/15. **Special:** none.
Equipment: leather armor, shield, spear, signal whistle.

Gatesmen Captain (Ftr4): HP 23; **AC** 5[14]; **Atk** longsword (1d8); **Move** 12; **Save** 11; **AL** L; **CL/XP** 4/120. **Special:** multiple attacks (4) vs. creatures with 1 or fewer HD.
Equipment: chainmail, shield, longsword.

M2. Nightgate Inn

This overpriced and rundown inn has the advantage of location. Latecomers are often forced to take rooms here rather than search for other lodging. A small stable to the rear accommodates riding horses, but not wagons or heavily laden pack animals.

Proprietor **Torrie Dixson** (Neutral male halfling expert 4) is a wiry halfling with a thin moustache and oily hair. He stands outside of the inn and aggressively sells rooms to any who come through the gate after dark. He charges 1gp a night (he claims that the normal rate is 2gp, but that this is a "special" rate), plus a surcharge of 1gp per horse per night.

The inn is three stories and contains 30 sleeping rooms. Though most rooms are usually full, there are few repeat customers. Rooms are poorly cleaned and maintained, and Torrie's food is bland, made to feed large groups such as porridge or stew. Torrie often recycles leftovers, though he takes pains to conceal this. To his credit, Torrie knows that his primary customers are late arrivals, and so always has food available, despite its quality. Torrie's minimal wares include Brin Zwiescher Ale (3cp per mug during the day, 5cp per mug at night) and porridge or stew (2sp per bowl during the day, 3sp per bowl at night).

M3. The Pride of the March

The shield of the Duchy of Waymarch hangs over the door of this martial looking brick building. A sign on the door reads Private Club — *Spellcasters and other Undesirables Unwelcome*. The Pride is run by **Sergeant Vassale**, a hard-drinking, hard-fighting retired campaigner and drill instructor, who knows most soldiers and fighting men of Bard's Gate by name. Membership at the Pride is by invitation, open only to soldiers and other warrior-types. Others are served one drink and asked to leave; this request is enforced by some of the club's higher-ranking members.

The interior of the tavern contains simple tables and chairs, long benches and a hearth where a fire always burns. The walls are hung with campaign banners and weapons, and the bar features liquors from many different lands, including expensive elven wines and dwarven ales.

Vassale has a stern demeanor until someone gets to know him or earns his trust, at which point he can become a very powerful ally. His one true weakness is that he is one of the few individuals in town that actually enjoys the taste of Brin Zwiescher Ale. Rumor has it that he was dismissed from the infantry for striking a cowardly superior officer. After working for a few years as a mercenary, he settled in Bard's Gate to open his tavern.

Vassale keeps his earnings in a lockbox in his upstairs apartment. It currently contains 500gp, a 100gp gem, five 50gp gems, campaign ribbons, a treasure map that leads to Rappan Athuk and a distinguished service medal from the Duke for bravery and heroism. The item is priceless to Vassale.

Vassale often sits up after the tavern closes with a bottle of whiskey and drinks to his fallen comrades, sometimes with company, most often alone. A second lockbox under the bar contains the daily take, an average of 6d20sp and 5d20gp.

Vassale's wares include March Rye Whiskey (bottle 2gp, glass 8sp, shot 2sp), Brin Zwiescher Ale (mug 5cp), Red Eye Fortified Wine (bottle 1gp, glass 2cp), Rhemian Brown Rum (bottle 3gp), the Duke's Wack Reserve (bottle 3gp), elven wine (bottle 100gp, glass 1gp) and dwarven black stout (bottle 1sp, mug 1cp).

Sergeant Vassale (Ftr5): HP 29; **AC** 5[14]; **Atk** longsword (1d8+1); **Move** 12; **Save** 11; **AL** N; **CL/XP** 4/120. **Special:** +1 to hit and damage due to high strength, multiple attacks (5) vs. creatures with 1 or fewer HD.

Equipment: chainmail, longsword.

M4. The Felled Ogre

A wooden sign bearing the image of an ogre teetering on one leg hangs in front of this busy inn. Frequented by adventurers, travelers and mercenaries, the Ogre is a large, clean two-story building in the heart of the Market District, run by **Durst Hammerhand**. A large bald man with a ring in each ear and a huge steel glove upon his ham-sized fist, Durst can usually be found behind the bar. Durst gained notoriety for felling an ogre (whose head is now pickled in a jar behind the bar) with a single blow of his fist. His steel gauntlet was made for him by an impressed patron and his battleaxe is a family heirloom.

The inn offers clean rooms for 5sp per night, or 2gp per week and 7gp per month. Meals include eggs, bacon, bread, roast beef, roasted chicken, meat stew and a good full grain bread for around 2sp per meal. Potables include Brin Zwiescher's Ale (mug 4cp), Hammer Hand Whiskey (bottle 1gp, glass 6sp, shot 2sp), Heart of Aeulyn Brandy (glass 4sp), Goldsberrie Wine (glass 1sp, bottle 5gp), and Vinewood Port (glass 1gp).

The rooms are cared for by **Sylnry** (Neutral female halfling thief 2), who secretly provides Duloth with information on all who stay here. Durst's wife, **Aileen** (Neutral female human commoner 3) cooks the food, and **two stableboys** (Neutral male commoner 1) care for the horses.

Durst Hammerhand (Ftr3): HP 20; **AC** 7[12]; **Atk** battleaxe (1d8+1); **Move** 12; **Save** 12; **AL** L; **CL/XP** 3/60. **Special:** +1 to hit and damage due to high strength, multiple attacks (3) vs. creatures with 1 or fewer HD.

Equipment: leather armor, battleaxe, steel gauntlet.

M5. Helman's Bar

Run by the loveable and gregarious ex-adventurer **Helman Hillman**, this eponymous watering hole is hopping with activity into the wee hours of the morning. Helman himself is a whirlwind of action, mixing drinks and socializing with patrons as he runs along a platform built behind the bar that allows him to stand and talk to humans on their own level. Rumor has it that a former mage and adventuring companion enchanted the casks of the bar so that they would never run out of ale. In support of this rumor, the casks behind the bar display Speigle's personal rune.

Because of Helman's friendly nature, his bar has become quite popular with the Nobility, especially with female nobles. Helman has become quite a lothario, improbably — though correctly — linked with dozens of liaisons with notable women of the city. He is a local Celebrity, and his conquests are the (whispered) talk of the town.

Helman has no desire to return to an adventuring life, though it is nearly impossible to get him to stop telling tales of his past. He lives in a plush apartment above the bar, basking in his popularity and success. The bill of fare here includes Heart of Aeulyn Brandy (glass 4sp), Vinewood Port (glass 1gp), Brin Zwiescher's Ale (mug 4cp), Stone Heart Reserve Whiskey (glass 5sp, shot 2sp), Spiegle's Vinyard Wine (bottle 7sp, glass 2sp), and Spiegle's Own Ale (pitcher 5sp, mug 5cp).

Helman Hillman, Male Halfling (Thf8): HP 23; **AC** 7[12]; **Atk** +2 *short sword* (1d6+2); **Move** 12; **Save** 6; **AL** N; **CL/XP** 8/800; **Special:** +1 with thrown weapons, +2 on saving throws vs. devices, +4 on saving throws vs. magic, backstab (x3), halfling racial abilities, read languages, thieving skills.

Thieving Skills: Climb 92%, Tasks/Traps 55%, Hear 5 in 6, Hide 65%, Silent 70%, Locks 65%.

Equipment: *ring of protection +2, +2 short sword,* 5000gp in a trapped lockbox in his private quarters.

M6. The Sell-Sword Tavern

Frequented, as the name implies, by mercenaries and swords-for-hire who sit here awaiting employers to enter with offers of work, this busy tavern serves basic food and many of the local beers and ales. In addition to long tables and benches, the Sell-Sword also includes several curtained booths where mercenaries and potential employers can discuss business.

Former mercenary brothers **Tarkon** (Neutral male dwarf fighter 3) and **Kel** (Neutral male dwarf fighter 4) abandoned their old profession and opened this tavern. Here, though the money isn't quite as good, they are at least safer, and today they live in pleasant chambers on the tavern's second floor. Drunkenness and brawling are not tolerated, as Tarkon and Kel like to maintain a professional and businesslike atmosphere.

Here, diners can feast on a big joint of "miscellaneous" meat for 3sp, whole roast chickens for 5sp, or drink Stoneheart Double Black Vodka (shot 1sp, glass 4sp, bottle 12sp), Sell Sword Pale Ale (flagon 3sp, pitcher 5sp) and, of course, Brin Zwiescher's Ale (mug 4cp).

M7. Poldo's Dyes and Pigments

Poldo (Neutral male half-elf expert 3) manages what appears to be a simple ink and dye shop in this cramped two-story building. His wares are basic, his prices unremarkable, and his shop badly cluttered and disorganized. He is a good-natured bumbler, and his fingers are stained with the inks he creates. His legitimate goods are sold for standard prices. Despite his apparent ineptitude, Poldo is in reality a skilled forger, and this is where he makes his real money.

Poldo works for criminals and unscrupulous merchants, forging tax documents, contracts, bills of sale, inventories, accounting ledgers and the like. Needless to say, Poldo does not advertise, relying instead on word of mouth. Anyone who wishes to obtain forged documents says that they are looking for "doppelganger ink," which alerts Poldo to their true intentions.

Poldo charges a minimum of 25gp for a simple signature, 50gp for a common document and 100gp for a complicated document or signature of an important individual. A full set of bills of lading, account books, permits, tax records or similar official documents cost anywhere from 200 to 500gp. Surprisingly, Poldo is not connected to Duloth. Duloth is wary of the forger, fearing he could be revealed were Poldo ever found out.

M8. The Inn of Six Candles

The Inn of Six Candles is *the* destination for those seeking fine dining in the Market District. Popular with nobles, wealthy merchants and adventurers, the inn is located on prime real estate, and provides diners with a picturesque view of Bard's Gate's canals and the Grand Plaza. Inside, soft magical lighting illuminates hardwood tables and comfortable chairs, and outside a pleasant courtyard boasts several small tables for more intimate dining during the spring and summer months.

Prices are steep, but to the nobles and wealthy folks of Bard's Gate, they are well worth it. Rooms are 10gp per person per night, 50gp per week, and 150gp per month. The full eight-hour spa treatment is 100gp. Horses can be stabled for 3gp per night, 18gp per week and 60gp per month. The inn's famous 10 course meal is a full 20gp per person, while luncheon is a bit cheaper at 5gp.

Only the finest wines, ales and spirits are served here, and include Parnubalen Wine (glass 6gp, split 12gp, bottle 25gp), Goldsberrie Rose Wine (glass 1gp, bottle 8gp), Vinewood Cabernet (glass 2gp, bottle 12gp), Stoneheart Extra Reserve Whiskey (glass 1gp) and Silver Wick Amber Ale (pint 1sp). The ubiquitous Brin Zwiescher Ale is considered far too plebian to be served at this distinguished locale.

A. Lobby

The inn's concierge, known only as **Charles** (Neutral male human expert 3) sits at a desk, taking reservations, relaying messages, arranging for rooms, and receiving payment. Rooms are 20gp per person per night, and include full service and meals. Charles' brother, **Wilfred** (Neutral male human commoner 2) carries bags and does grunt work while professional guard **Clayton** (Neutral male human fighter 3) watches the door and checks weapons. Normally, patrons are not allowed to keep their weapons, but there are occasional exceptions (see below).

B. Dining Room

Maitre'd **Manuel** (Neutral male human expert 6) obsequiously escorts patrons to their seats. Each table is set with a candelabra holding six candles, and the inn is famous for its 10 course meal, which costs 20gp per person. Beautiful waitresses and handsome waiters, clad in spotless tabards embroidered with six candles see to the guests' every need. The room is dimly lit by several *light* spells that are replenished each night.

Local notables including members of the Silver Spear and even Cylyria and Imril are regulars here, often served personally by master chef Fillipe. Both Fillipe and Manuel are extremely sycophantic, fawning over well-known patrons, often to the exclusion of others.

C. Kitchens

Master chef **Fillipe** (Neutral male human expert 6) oversees a staff of a dozen, and makes sure that no patrons receive the same combination of dishes twice. Though he is something of a tyrant in the kitchen and his sycophantry is annoying, Fillipe lives up to his reputation, and his creations, from pastries to roasted boar, are nothing short of legendary.

D. Bar

Wealthy patrons gather here to drink exotic potables, smoke pipes, share conversation, play cards and watch nightly performances by skilled musicians and bards. Local celebrities and notables are frequently seen here, including the **Company of the Silver Spear**, holding court with adoring younger adventurers, regaling them with wild (and possibly false) tales of derring-do. Clayton and the other managers hold Strathian and his company in awe, and allow the Silver Spear members to retain their weapons while at the inn.

A beautiful young woman sings here every few nights. She is clearly a woman of substance by her dress and her carriage but she gives her name only as "Rose". Her appearances are somewhat scandalous for one of the city's upper crust to be performer like a common troubadour, and more than a few have recognized her as **Lisetha Vinewood** (Neutral female human aristocrat 3) but have had the good taste to keep this information to themselves. For her part "Rose" spends most of her time in her room except when she emerges to sing. Unbeknownst to her, she has caught the eye Strathian Silverspear who for his part has no idea of her true identity. Whenever he gets around to professing his affection for her and learns the unfortunate truth, he is certain to be sorely disappointed and likely in no end of trouble depending upon how he approaches the situation — both from Ayn Vinewood and from Trudy Rilling. See **E** below for more details of Lisetha.

E. Rooms

The inn has 20 suites available for rent. Each suite is equipped with a sitting room, dining room, private bath with full plumbing, and a large canopy bed. Rooms on the east side of the building also have views of the canals and the Temple of the Silver Harp, and cost an additional 5 gp per night.

Currently Lisetha has reserved the two rooms that share a wall in the southeast corner on the inn's third floor. She occupies the larger room while her personal handmaiden **Tirresa** (Lawful female human commoner 2) and her 9-month-old son **Aryl Hagglesthorpe** share the other. Lisetha retreated her just after her son's birth under the watchful care of the Sisters of Song at the Auditorium of the Silver Harp (**B3**). Her father banished her from her home for her pregnancy and she fled here in a juvenile pique in hopes of somehow escaping her problems. Now she lazes about her rooms dreaming fanciful dreams of escape to a fantastical land until she gets bored on some nights and decides to sing in the bar below.

Lisetha has a beautiful voice and entertains the thought of joining the company of the Masque and Lute (**BC2**). However she has a small child to take care of now, the 9-month-old Aryl. Although she still has a nanny that cares for the child most of the time, the freedom of her youth just a year before seems a faded dream to her now. Although she is a debutante with a child and has been cut off from her father's love, she still receives care packages of money and things from her mother through several of the family's loyal servants. It does not even occur to her how all the inn's bills are being paid and all her whims met. She lives in relative luxury within her suite, yet she is an exile from the splendor of the countryside and the vineyard she called home for 18 years.

F. Spa

The inn's spa is located on the second floor. Here, tired patrons can receive massages, sit in hot or cold plunge pools, or relax in the sauna. Lisetha spends several hours here most days to "recover from the difficulties of being a young mother." The full treatment includes massage, mud bath and sauna.

Company of The Silver Spear

Currently the most famous inhabitants of the inn, the Company of The Silver Spear occupies three rooms on the inn's second floor. The group is comprised of five fighters, and their leader **Strathian Silverspear**, who took his name from the enchanted spear that he carries with him into battle. The company makes their home in the soft beds and refined atmosphere of the Inn, where they hold court over younger groups of adventurers, and those not wise enough to see through their load of baloney. Strathian is somewhat of a braggart and an idiot, thinking himself a great hero and champion. He and his group have outfitted themselves with some of the finest adventuring gear that the city has to offer. Chainmail from the Ring of Steel, breastplates and bucklers from the Steel Skin, and weapons from The Sword and Bolt deck these fighters out in lavish style.

Truthfully, the group could very well be great warriors, yet their constant arrogance and bragging leaves many wondering if they could survive an encounter that did not involve chasing goblins and an occasional ogre into a somewhat canned hunt. They boast of having made expeditions to Rappan Athuk, and the Ruins of Nestril, but neither of these can be corroborated.

Strathian: The arrogant and somewhat slow-witted leader of the Company, Strathian loves telling stories of his exploits to anyone that listens, and often to those that won't. He is decked out in fine adventuring gear, all well maintained to the point that it looks almost like a costume rather than something actually used to do battle in.

Strathian Silverspear (Ftr4): **HP** 21; **AC** 4[15]; **Atk** +2 *spear* (1d6+3) or light crossbow (1d4+1); **Move** 12; **Save** 11; **AL** N; **CL/XP** 4/120; **Special:** +1 to hit and damage strength bonus, multiple attacks (4) vs. creatures with 1 or fewer HD.

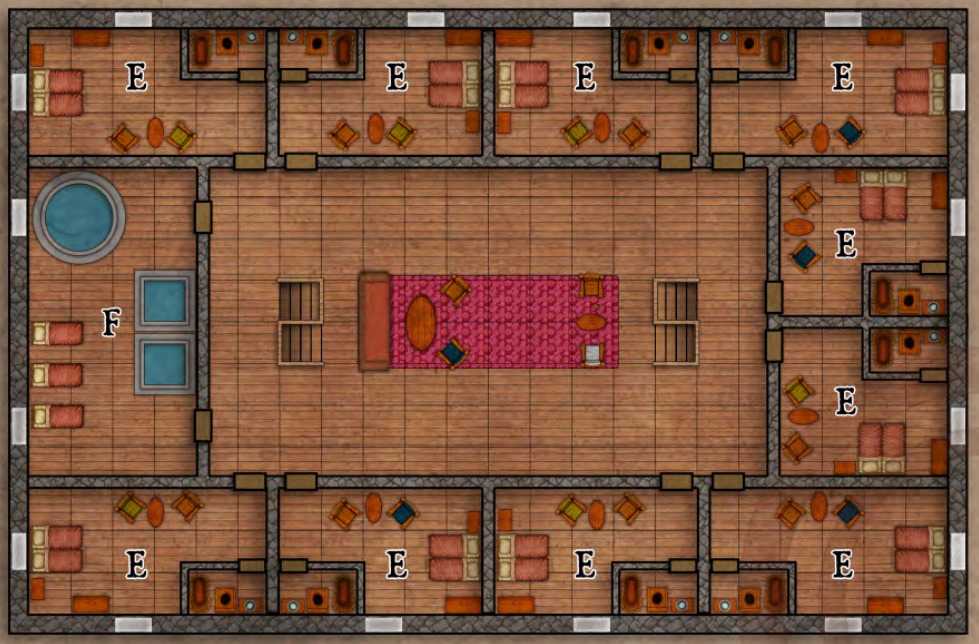
Equipment: chainmail, shield, +2 *spear*, light crossbow, 20 bolts.

Inn of Six Candles



Ground Floor

One square equals 5 feet



Second Floor (Second and Third floors are identical)

Gaulin: Young and brave, yet quite a bit on the obnoxious side, Gaulin follows Strathian because he somehow comes up with the money to get the Company new equipment whenever they need it. The pickings are good and the gear fine; Gaulin is happy as long as he gets nice things, a room to stay in, and girls from one of the city's brothels if he is in the mood.

Gaulin (Ftr3): HP 17; **AC** 4[15]; **Atk** battle axe (1d8) or light crossbow (1d4+1); **Move** 12; **Save** 12; **AL** N; **CL/XP** 3/60; **Special:** +1 to hit and damage strength bonus, multiple attacks (3) vs. creatures with 1 or fewer HD.
Equipment: chainmail, shield, battle axe, light crossbow, 20 bolts.

Henry Pig Sticker: Henry is the youngest member of the Company of The Silver Spear. He is so enamored with Strathian and his "fighting abilities" that he has begun to dress, talk, and act like him. Henry carries a smallish spear, that Strathian once sneeringly referred to as the "Pig Sticker," and ever since then the other members of the Company have started calling him Henry Pig Sticker. Henry is oblivious to their jibes, and although quite intelligent, he is easily intimidated by the others and is most likely to be the one sent in to check doors and floors for traps.

Henry Pig Sticker (Ftr3): HP 18; **AC** 4[15]; **Atk** spear (1d6+1) or heavy crossbow (1d6+1); **Move** 12; **Save** 12; **AL** N; **CL/XP** 3/60; **Special:** +1 to hit and damage strength bonus, multiple attacks (3) vs. creatures with 1 or fewer HD.
Equipment: chainmail, shield, spear, heavy crossbow, 20 bolts.

Mallus: A stout hammer-wielding warrior with a tendency for being a little on the stuffy side, Mallus, whose real name is Ted, likes to go about with his chest puffed big and pretty much act like a big shot. He lets Strathian do all the talking for the group; Mallus knows he is smarter and stronger than Strathian, and that one day his big mouth will get him into trouble, and then possibly Mallus will bear the Silver Spear and be the leader. Mallus recognizes a pecking order, however, and knows his place in this one.

Mallus (Ftr3): HP 17; **AC** 4[15]; **Atk** warhammer (1d4+2) or longbow x2 (1d6); **Move** 12; **Save** 12; **AL** N; **CL/XP** 3/60; **Special:** +1 to hit and damage strength bonus, multiple attacks (3) vs. creatures with 1 or fewer HD.
Equipment: chainmail, shield, warhammer, longbow, 20 arrows.

Torthas the Mighty: The real brains behind the Company of The Silver Spear, Torthas is merely too lazy to be the leader. Preferring to hassle barmaids than to actually commit to any work other than when the money runs low, Torthas makes suggestions to Strathian, who immediately begins to believe that the idea was his, and soon the Company of The Silver Spear is off and running again on some other fool's errand. Torthas likes this position within the group, as he knows that being behind the scenes pays just as much as being the one that takes all the damage from enemy blows.

Torthas (Ftr3): HP 18; **AC** 5[14]; **Atk** two-handed sword (1d10+2); **Move** 12; **Save** 12; **AL** N; **CL/XP** 3/60; **Special:** +1 to hit and damage strength bonus, multiple attacks (3) vs. creatures with 1 or fewer HD.
Equipment: chainmail, two-handed sword.

Trudy Rilling: Impetuous and somewhat naïve, Trudy is in the group because Strathian likes her. She is a somewhat slightly better than average fighter with the short sword. Because she is in the group, she somewhat insures that Strathian remains the leader, as she is his eyes and ears amongst the company when he is not around. The fellows know of their relationship and keep tight-lipped when she is about.

Trudy Rilling, Female Human (Ftr3): HP 16; **AC** 7[12]; **Atk** short sword (1d6) or shortbow x2 (1d6); **Move** 12; **Save** 12; **AL** N; **CL/XP** 3/60; **Special:** multiple attacks (3) vs. creatures with 1 or fewer HD.
Equipment: leather armor, short sword, shortbow, 20 arrows.

M9. Pies and Puddings

This rundown shop with no windows is only open occasionally, but even so, its meat pies and blood puddings are the talk of Bard's Gate. What no one knows is that the proprietor, **Lasker** (Chaotic male dwarf thief 3) is a fiendish murderer, who abducts children (usually orphans from the Canal District) and uses them in his culinary creations.

The urge to kill overtakes Lasker every 60 days or so. The basement of his shop has an entrance to the sewers hidden beneath several loose floorboards; a meandering tunnel leading to Switchblade Alley (**BM2**). As a cover, he makes a show of selecting the best meats from the various vendors in the market, which he uses in his pies when they don't contain body parts.

Lasker's meat pies cost 2sp each, kidney pies 3sp each, and blood pudding 3sp. Each of these serves two, and has a 5% chance of containing meat from one of Lasker's victims.

M10. The Paasha's Pillow

Managed by a mysterious easterner known only as The Paasha, this tavern and restaurant serves many exotic dishes including fatoush salad (2sp), beef gyro (4sp), chicken curry (2gp), beef with chutney (1gp), chicken crepe with paprika and yogurt sauce (8sp), cuscus and braised lamb (3gp), gilded palm date wine (glass 2gp, bottle 10gp). Other dishes are served as well, with the menu changing constantly, and are similarly expensive. The tavern is thick with the smell of incense, and foreign "slave" girls dance for patrons as they eat.

In reality, The Paasha is actually the wizard **Fervin**, former member of a bandit gang who ambushed a merchant caravan loaded with treasure sent by a southern prince as a bride price for his wife-to-be, the daughter of a noble of the forest kingdoms. Fervin's greedy compatriots claimed all the gold and jewelry, leaving Fervin with what they took to be "worthless" leftovers — jars of spices and silk scarves and pillows. As it turned out, the spices were nearly priceless, and soon Fervin was wealthy enough to take a new identity and start this prosperous business in Bard's Gate. His cutthroat pals have long since squandered the gold from the caravan, and today Fervin lives in fear that they will return to claim a cut of his profits.

Fervin, Male Half-Elf (MU4): HP 10; **AC** 4[15]; **Atk** *+1 dagger* (1d4+1); **Move** 12; **Save** 11; **AL** C; **CL/XP** 5/240. **Special:** +2 on saves vs. spells, darkvision 60ft, half-elf racial abilities, spells (3/2).
Spells: 1st—*charm person, light, sleep*; 2nd—*ESP, phantasmal force*.
Equipment: *+1 dagger,* traveling clothes, backpack, *ring of protection +1, 3 potions of healing, 2 potions of extra-healing*.

M11. Xacanthia's Magical Transcriptions

This comfortable wooden house serves as a place of business for **Xacanthia** (Neutral female elf magic-user 4), a willowy and quiet elf. For 50gp per page (higher for elaborate documents or calligraphy), Xacanthia transcribes any document, making an exact copy. She does not copy magical writings, nor does she knowingly participate in fraud or forgery. She does on occasion secretly make a copy of the document, either for her personal library or, in rare circumstances, to surreptitiously sell to priests of Thoth that occasionally pass through the city as part of their own enigmatic journeys.

Xacanthia claims to do the transcriptions by hand, using magic only to translate languages, but in fact, she has a homunculus given to her by a mentor decades ago. It is enchanted with the ability to quickly make perfect handwritten copies of any writing it sees. She usually keeps it concealed with an *invisibility* spell when anyone is around the shop, and to date none of come to suspect her secret.

M12. Mar's Magical Poultices

Mar (Lawful female half-elf magic-user 2) an aged but vibrant half-elf woman creates elaborate and magical-seeming remedies which she sells from a cramped shop on the bottom floor of her home. This shop is a local favorite, and many swear by the curative powers of Mar's creations though they are in reality nothing more than common salves and balms. For 10–100 gp (decided by Mar at her whim) she produces a cream or poultice to address any ailment or condition. Mar's apprentice, an orphan named **Anala** (Lawful female half-elf commoner 1) lives in the shop and delivers Mar's concoctions to patrons throughout the city.

Mar's one truly effective product is her hangover cure — a grainy green paste that is applied to the eyelids, temple and tongue. Known as "Mar's Wondrous Recuperative Medicine" (or simply "Mar's green"), the remedy costs 3gp per dose and cures hangovers and fatigue effects immediately. Several rivals seek the recipe, though Mar guards it closely. Mar loves Helman (**M5**) and gives him a personal supply of Mar's green for free. It is an "unwritten law" that Anala is not to be interfered with when making deliveries. Enough members of the Shadowguild have used Mar's green over the years that they do not hesitate to make an example of anyone slowing their recovery.

M13. The Beast and Bow

A wooden sign painted with the image of a kamadan and a bow hangs outside this smallish two-story wooden house. **Brendus**, a short and solidly built human, offers his services as a professional hunter. For 25gp (more for larger or more dangerous game) he leads expeditions into the wilderness beyond the city.

The heads of an owlbear, dire wolf, bear, and hell hound adorn Brendus' walls, and in his main room is a stuffed kamadan upon which he has built a desk. Brendus specializes in hunting magical beasts since his wife was killed by a kamadan. His son **Flint** (Neutral male half-elf fighter 1) accompanies any expedition.

Brendus (Rgr3): HP 25; **AC** 7[12]; **Atk** short sword (1d6) or longbow x2 (1d6); **Move** 12; **Save** 12; **AL** L; **CL/XP** 2/30. **Special:** +3 to damage vs. giants and goblinoids, alertness, tracking.

Equipment: leather armor, short sword, longbow, 50 arrows.

M14. Phidian's Tower and Workshop

Phidian (Neutral male human expert 10), an aged master sculptor of great renown, resides in this modest tower within a walled enclosure, and his small workshop stands nearby. The courtyard contains a number of smaller statues. Many temples and official buildings within the city of Bard's Gate are graced with Phidian's work. Some of his apprentices, such as Utello the gargoyle sculptor, have gone on to considerable fame. Phidian feels some professional jealousy toward his old student, but keeps his true feelings stoically to himself.

Phidian uses the finest materials in his creations and does all work by hand, never resorting to magic. He refuses simple or mundane jobs, preferring larger and more complex public works or unique sculptures for wealthy clients. As he grows older, Phidian has a vision of creating his life's masterpiece, and is currently searching for a patron with deep pockets.

M15. Andrigor's Tower

Andrigor lives alone in this tower, occasionally taking on students and doing odd jobs for city leaders. He only allows mages to study here if they have a personal recommendation from Cylyria or a guildmaster.

Though outwardly he is something of a recluse, Andrigor actually takes a keen interest in the welfare of Bard's Gate. He is a member of the Fellowship of Note, and his tower serves as an emergency meeting place for that group. Andrigor's tower seems to have more space on the inside than it would appear is possible from its exterior. How this is possible is unknown, but apprentices have gossiped over too many drinks in the local taverns that there are many fantastical rooms inside the tower's confines.

Andrigor (MU12): HP 32; **AC** 2[17]; **Atk** *+1 dagger* (1d4+1); **Move** 12; **Save** 3; **AL** L; **CL/XP** 14/2600. **Special:** +2 on saves vs. spells, spells (4/4/4/4/4/1).

Spells: 1st—*charm person, read magic, shield, sleep*; 2nd—*detect evil, ESP, mirror image, phantasmal force*; 3rd—*clairvoyance, dispel magic, fly, hold person*; 4th—*charm monster, confusion, polymorph self, wizard eye*; 5th—*feeblemind, hold monster, teleport* (x2); 6th—*repulsion*.

Equipment: *bracers of defense* AC 4[15], *+1 dagger, wand of magic missiles* (6 charges), *wand of enemy detection*, *ring of protection* +2, *crystal ball* with *clairaudience*, 1d4 random potions, 1d4 random scrolls, spellbook.

M16. The Bestiary

Bard's Gate's zoological gardens are located at the northern end of the Market District. Surrounded by a 10ft high wrought iron fence, the Bestiary contains strange and exotic animals and beasts from around the world. Most of its exhibits are relatively benign in nature, including foreign animals such as elephants, lions, bears, monkeys, snakes and the like. These creatures are kept in mundane enclosures. More exotic creatures are on display here, too. These include a rust monster in a bamboo cage, a shambling mound, a mated pair of kamadans, several giant animals, and an otyugh, all kept in specially-designed magical cages.

Admission is 1sp per person. The Bestiary is overseen by **Silfus Sharphoof**, who manages a staff of human rangers. As many of the Bestiary's creatures were found wounded and nursed back to health, Silfus has developed a deep personal affection for his charges, and encourages a similar attitude among his staff. Dangerous creatures are nevertheless treated with respect and caution, as more than one keeper has met his end at the snarling jaws of one of the kamadans. Staff are normally armed with crossbows and quarrels treated with poisons or tranquilizing substances.

The Bestiary is as much a botanical garden as it is a zoo, with lush vegetation from many lands lining the paths, reflecting the natural habitat of the creatures in nearby enclosures.

Silfus Sharphoof, Male Centaur (Rgr2): HD 6; **HP** 31; **AC** 5[14]; **Atk** 2 kicks (1d6) and *+1 lance* (2d4+2) or longbow x2 (1d6); **Move** 18; **Save** 11; **AL** L; **CL/XP** 7/600; **Special:** +2 to damage vs giants and goblinoids, alertness, tracking.

Equipment: *+1 lance*, longbow, 20 arrows.

M17. Tower of Velior

This graceful tower overlooks the western banks of the West Canal. Apparently smooth and featureless, the tower appears to glow with soft silvery light when struck by moonlight. Up close, the tower is actually covered with flower and leaf patterns, inscribed so cunningly as to be almost invisible from a distance.

The tower is home to the world-famous elven craftsman **Velior**. Here he crafts staves, wands, and rings that are legendary for their quality and

beauty. Despite this, Velior is a recluse who only deals with the outside world through his waiting room, which is located on the ground floor of the tower.

Visitors are allowed in only by appointment, made through Velior's apprentice. When visitors arrive, a door in the side of the tower opens, admitting them to the waiting room. Inside are couches and plush cushions, and the eastern wall is transparent from the inside, affording a magnificent view of the outside world. Syrele, a beautiful elven woman, discusses visitors' requests, and relays their messages to Velior. Clients are usually expected to provide all materials themselves; if Velior has to do so, they cost 50% more than normal. If Velior approves the request, he creates the item requested for the standard cost.

Many outsiders have sought to invade Velior's sanctum, seeking the riches and magic items that they are sure are hidden here. So far, none of these miscreants has returned, though some claim that their screams can still be heard on quiet nights.

Velior, Male Elf (MU10): HP 28; **AC** 7[12]; **Atk** *staff of Velior* (1d6); **Move** 12; **Save** 4; **AL** N; **CL/XP** 11/1700; **Special:** +2 on saves vs. spells, darkvision 60ft, elf racial abilities, spells (4/4/3/2/2).

Spells: 1st—*charm person, magic missile* x2, *shield*; 2nd—*invisibility, mirror image, web, wizard lock*; 3rd—*fireball, haste, lightning bolt*; 4th—*charm monster, polymorph other*; 5th—*hold monster, teleport*.

Equipment: *staff of Velior* (see **Appendix C**), *ring of protection +2*, 3 *potions of healing*, spellbook.

Syrele Saythet, Female Elf (MU5): HP 14; **AC** 8[11]; **Atk** fist (1); **Move** 12; **Save** 10; **AL** N; **CL/XP** 6/400; **Special:** +2 on saves vs. spells, darkvision 60ft, elf racial abilities, spells (4/2/1).

Spells: 1st—*detect magic, light, read magic, shield*; 2nd—*invisibility, knock*; 3rd—*fly*.

Equipment: *wand of magic missiles* (50 charges), *ring of protection +1*, *ring of fire resistance*, spellbook.

M18. The Last Stop

The Last Stop is a funeral parlor run by **Queltin** (Neutral male human expert 3), a member in good standing of the Caretaker's Guild. He is often charged with retrieving corpses from the neighborhood and seeing to their disposal. In such cases, Queltin is allowed to keep any possessions that the corpse might retain; otherwise, disposal costs are paid by the city. The parlor contains an oven for disposing of pauper's corpses, as well as a small chapel and workshop where Queltin's staff builds caskets.

M19. Society of Arms

This is the Bard's Gate fighter's guildhall. Located on the edge of the Market Plaza, it is surrounded by a 10-foot crenellated wall, patrolled by guild fighters at all hours.

Inside the enclosure are training facilities, hiring hall, barracks, mess hall, an armory and stables. The barracks house **40 warriors** (Male or female human fighter 1) each. Warriors are segregated — one barracks is for men, the other for women. Guild members eat in the communal mess hall.

Commandant Rahonse is a stern and unforgiving old war-horse. After retiring from the Waymarch Cavalry, he took his pension to found the Bard's Gate fighter's guild. Here, he oversees the training and aids in finding employment for guild members. His quarters are located on the second floor of the men's barracks, but he is usually found in his offices at the hiring hall.

Merchants, nobles, mercenary leaders and others seeking sell-swords come here each day, posting their requirements or interviewing those warriors who wish employment. On average, there are **5d6 fighter 1s** available at any time. Higher-ranking warriors are also available, though not as often. Standard prices are 4sp per day per level for fighters, but this is negotiable depending upon mission, conditions and length of service. All warriors are male or female, and of any race.

Commandant Rahonse (Ftr6): HP 32; **AC** 0[19]; **Atk** +2 *longsword* (1d8+3) or shortbow x2 (1d6+1); **Move** 12; **Save** 9; **AL** L; **CL/XP** 6/400; **Special:** +1 to hit and damage strength bonus, multiple attacks (6) vs. creatures with 1 or fewer HD.

Equipment: *+1 plate mail, +1 shield, +2 longsword,* shortbow, 20 *+1* arrows, warhorse.

M20. Woodies Wood Box

Wollus "Woodie" Farbin (Lawful male halfling expert 3) and is sons **Leif** and **Twigg** (Lawful male halfling expert 1) create fine wood furniture in this spacious and well-maintained shop. Woodie's work is popular with the wealthy citizens of Bard's Gate. All items are handcrafted and carved, inlaid with mother-of-pearl and decorated with nature and wildlife scenes. Woodie's wife **Delis** (Lawful female halfling commoner 3) deals with customers and takes orders.

Woodie is also a collector of rare and exotic woodcarvings from as far off as the dangerous Archipelago of Bonjo Tombo (see ***Dead Man's Chest*** by **Necromancer Games**).

Woodie's base prices can vary by as much as 500% depending upon the quality and materials required. Sample base prices are hardwood chests (2gp), iron-bound chests (4gp), chairs (2gp), small tables (8gp), large tables (12gp), and inlaid hardwood jewelry boxes (20gp).

M21. Jaeger's Warehouse

This partially dilapidated warehouse sits on the edge of the "Great Burn" in the Market District. It is actually a front for the transport of illicit good to Jeager's Basement (**BM10**). The place is a near-constant hive of activity, with laborers and tradesmen constantly working on rebuilding the damaged property. The construction is a ruse; all the laborers are all thugs or associates of Jaeger, and their only duty is to dissuade the Market Watch from taking too close a look at the comings and goings of so many wagonloads of materials (and hidden merchandise).

M22. Bug Me Not

This is the location of the surface front for Galera's Basement (**BM6**). Galera is rarely in the surface shop, although she maintains enough of a presence here to not arouse too much suspicion as to her whereabouts. Billed as an extermination service for local vermin, Galera does offer mundane low-grade toxins to take care of rats and other small vermin. Her main income comes from her basement exploits. The sewer passage to her basement is heavily trapped, and she can arm these traps as she moves past; each of the traps are daisy-chained together, armed by a single lever on the basement-side of the traps (Galera is already past the traps when she pulls the level that arms them all). For more information on Galera's path to her lair from the surface, see **The Hidden Huscarl**.

Galera's traps are, in order, a collapsing ceiling section that causes 3d6 points of damage, and delays pursuers for 1 round (save reduced damage by one-half, but still delays); a covered pit that dumps followers into a pool of green slime (save avoids); and a hallway full of scything wall-blades. The blades inflict 2d6 points of damage to anyone in the trapped 20ft section of the hallway, triggered by the first unlucky soul the hallway.

The shop is in the burned section of the Market District, and occasional "ghostly sounds" emanate from the partially boarded-up shop, leaving any nighttime passers-by with the impression it is haunted. The noise is supposed to be generated by an elaborate system of pipes and wind chimes designed to keep snoops away; however, recently a **former victim** of Galera has come back to torment anyone trying to do business with her. Galera has yet to encounter the haunt, so isn't aware of its presence…yet.

Gloom Haunt: HD 6; **HP** 33; **AC** 1[18]; **Atk** touch (3d6 plus pain touch); **Move** 0 (fly 20); **Save** 11; **AL** C; **CL/XP** 10/1400; **Special:** creeping shadows, darkness, incorporeal (only hit by magic and silver weapons). (***Tome of Horrors 4*** 107)



M23. Gobblin' Cookies

The small boutique bakery is run by district favorite **Liz O' the Court** (Lawful female human expert 4), a former portrait artist for local aristocrats that turned her love of pastries and baking into a successful business. Liz makes wonderful confections that locals flock too, and her early-morning lines can stretch around the block. An accomplished artist, the shingle Liz has outside her establishment, a small goblin eating a giant cookie, was done by her own hand. Liz is a sweetheart, and never turns away a child on the day of their birth, giving them something special on the occasion.

M24. Tenker's Tavern

Wedged between the shops that dominate Moon Street is a tavern whose front is filled with windows of frosted glass. While it is formally known as Tenker's Tavern, the locals simply called it "Tenker's" or "the Tavern" as if everyone knows where the place is that they're referencing. It recently came under the ownership of the dwarven constable for which is named — **Sergeant Arik Tenker**. Now retired from his service to the city, Tenker found he was unable to abandon his old beat even after surrendering his uniform. His curmudgeonly demeanor is a thin front for a weary, but warm-hearted protector-turned-proprietor.

The tavern itself is frequented by members of the Market Watch along with other city officials, many of whom previously worked alongside Tenker. It is likely the safest place to drink in the entire Market District, if not all of Bard's Gate, simply because of the number of watchmen who can be found here — both on and off duty. As extra security, Tenker employs a large half-orc bouncer simply known as "**The Badger**", who stands by the front door and unceremoniously tosses out anyone who starts trouble in the dwarf's establishment.

The common room is a cozy collection of aged wooden tables and benches flanked on one side by a long, polished bar. A trio of iron chandeliers and a roaring stone hearth offer warmth on cold evenings, and a small stage hosts performances from many of the minstrels and performers from across the city. Some of these performers, like the patrons, have become welcome regulars. Most recently, a roguish halfling known as **Bucky** (Neutral halfling thief 4) has been earning his coin by crooning ballads and bawdy tales twice a week, much to the enjoyment of Tenker and the ire of The Badger.

Tenker's Tavern offers a hearty, if greasy fair. Low-quality cuts of beef and spiced sausages are almost always available. A plate typically costs but 1sp for hungry patrons. The most famous offering on the menu is a strong dwarven beer brewed by Arik himself, Tenker's Tap. It is costly at 2sp a pint, but by all accounts Tap is well worth the cost, and the most popular beverage on the menu. Other potables consist of March Rye Whiskey (bottle 2gp, glass 8sp, shot 2sp), Eastgate Octopus Rum (bottle 3gp), the Freegate Reserve (bottle 3gp), elven wine (bottle 100gp, glass 1gp) and Dwarven Black Stout (bottle 1sp, mug 1cp). Though not officially an inn, Tenker is known to let the occasional regular sleep off their night's fill in the backroom — but only if he likes them. This practice has drawn mild ire from the Innkeepers Guild, but no formal action has been taken yet.

The tavern is a locals' bar, and as such when new faces come visiting notice is taken. Eventually those who show themselves to be good, upstanding members of the community or law abiding travelers are accepted into the fold — but this takes time. Arik has a keen eye for sussing out bluster and balderdash, with little tolerance for either. Those who do make a home for themselves at Tenker's Tavern are likely to catch news and rumors concerning the comings and goings of the Market Watch. In some cases, they may even hear news of the larger affairs of the city constabulary, but this is only the case in matters which trouble the Lyreguard and concern Bard's Gate as a whole.

In spite of his official "retired" status, Arik is known to occasionally hire adventurers whose character he judges as worthy to investigate clandestine matters that the Market Watch and constabulary are unable to address — whether from lack of evidence or for political reasons. Tenker concerns himself with justice as much as law and order, but has no place for grand-standing vigilantes. As such, he expects those who come into his service to be discreet and act within the bounds of the law.

Arik Tenker (Ftr4): HP 23; **AC** 7[12]; **Atk** fist (1d2) or dagger (1d4); **Move** 12; **Save** 11; **AL** L; **CL/XP** 4/120. **Special:** multiple attacks (4) vs. creatures with 1 or fewer HD.
Equipment: leather armor, dagger.

The Badger (Ftr5): HP 31; **AC** 7[12]; **Atk** fist (1d3); **Move** 12; **Save** 10; **AL** N; **CL/XP** 5/240. **Special:** darkvision 60ft, half-orc racial abilities, multiple attacks (5) vs. creatures with 1 or fewer HD.
Equipment: leather armor.

The Black Market

The near-mythical Black Market of Bard's Gate is well known to many, though access to its wares is limited to a specific clientele who have earned the express permission of the Market's masters to enter. The Market is held in a series of conjoined tunnels southeast of the actual market and located somewhat below the burned section of the city.

The Black Market is managed and "policed" by the Wheelwrights Guild, and the entrances to the tunnels are guarded and enforced by **toughs** in the employ of the Wheelwrights. In order to enter the Black

Market, one must first have a designated pass, given to them by one of the midnight merchants or by one of Duloth's associates.

The Black Market itself is comprised of tunnels surrounding a hidden auction house, used by various entities when transferring a particularly unique item of questionable ownership.

The tunnels branch out from the central area beneath the Burned Section in a location known as the Hub Auction House. It is rumored that some fire-based magical item or creature traded at the Hub was the likely the cause of the fire which burned several city blocks above, though others suggest arson as the cause.

Wheelwright Tough (Ftr1,Thf1): HP 5; **AC** 7[12]; **Atk** club (1d4) or dagger (1d4); **Move** 12; **Save** 14; **AL** C; **CL/XP** 2/30. **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.

Thieving Skills: Climb 85%, Tasks/Traps 15%, Hear 3 in 6, Hide 10%, Silent 20%, Locks 10%.

Equipment: leather armor, club, dagger.

Temporary Stalls

There are a variety of temporary stalls set up in the Black Market. The stalls pay a 25% tax to Wheelwright agents for the luxury of plying their wares in the darkened tunnels of the Market. Temporary stalls typically consist of a folding table, some wooden folding chairs, a blanket to fold up items, and a purse to hold loot. A temporary stall may be leased from a Wheelwright Collector for 5gp or 15% of sales, whichever is higher. The lease allows operation within the Market for a single day.

Basement Shops

Characters may find that they would like to set up a base of their own within the various basements attached to the Black Market. The rent on such a location is 10gp per square foot of space used per month. Debts are collected by a Wheelwright collector on the first of every month. Failure to pay, of course, results in forfeiture of all property on the premises to the Wheelwrights.

BMr. The Hub Auction House

This large chamber in the Black Market serves as a hub to the various tunnels that extend around the Black Market. The room is richly appointed, and well lit. The walls are paneled and painted a satin white, and crystal chandeliers hang from the ceiling, lit by enchanted light. The auction house was the source of the fire that destroyed several city blocks above and was gutted by fire itself. Unlike the city, the auction house was quickly repaired and put back into operation so that no trace of the damage remains — save for the occasional telltale scent of smoke that can sometimes be faintly detected.

There are 40 velvet-seated, gold-painted chairs that face a main stage in the southern end of the building. A podium stands upon the stage and is used by the auctioneer, who often presides over a boisterous crowd of the cities various underworld agents, who vie against one another for the more valuable treasures of the Black Market. Items auctioned here have generally arrived in the city by unsavory means, and are as quickly snatched up to be traded, bartered, or sold to those who desire the items most.

Auctions held here could literally be over the sale of anything: locked treasure chests, magical artifacts, dossiers of secret information, the eggs or young of magical beasts; men or women;, slaves, perhaps even monsters. The Auction House is carefully protected by various enchantments placed upon the hall that prevents magical scrying or mundane spying. The auctions are held in private, and require a pass awarded to the attendees by the master of the Auction House.

The Auction House is run by **Tenebrin Marritte**, a magic-user with ties to the Dominion Arcane. Tenebrin is known for his absolute fairness in dealings, and is too powerful due to his position in the Dominion Arcane for Duloth to remove from the position as auctioneer. The Auction House collects a 15% royalty off of any items sold within its confines. Tenebrin employs a band of **trusted enforcers** to help him oversee the auctions, and insure that all trades are handled fairly.

Most of those present at the auction house when the fire broke out were slain in the conflagration before it spread upward into the city above. For those few who survived, Tenebrin has ensured their complete silence on the subject so that very few folk, if anyone at all, know what truly happened and what caused the fire. Tenebrin and his associates in the Dominion Arcane are happy with it that way. Yet despite their best efforts, they have not been able to entirely stamp of the occasional whispers that circulate — whispers that always include one word: "ragefire".

Tenebrin Marritte (MU5): **HP** 12; **AC** 2[17]; **Atk** *+1 dagger* (1d4+1); **Move** 12; **Save** 9; **AL** N; **CL/XP** 6/400. **Special:** +2 on saves vs. spells, spells (4/2/1).

Spells: 1st—*charm person, detect magic, sleep*; 2nd—*ESP, phantasmal force*; 3rd—*dispel magic*.

Equipment: *bracers of defense* AC 4[15], *+1 dagger, ring of protection* +2, *bag of holding* (usually in the safe), spellbook.

Tenebrin has short gray hair, a gray beard, and dresses in golden robes. He is assisted by **Malika**, a sharp eyed half-elf thief, and the dwarven twins **Tregor** and **Gregor**, who serve as muscle. All dress in fine velvet and silks, giving their profession an air of sophistication. He keeps the Auction House's take in any auction either in the bank or in his *bag of holding*. Hidden beneath Tenebrin's robes are horrible burn scars over much of his body, and his facial features bear a *phantasmal force* of what he looked like before the fire to hide his true, badly maimed appearance. As a result of these enchantments, a moderate aura of magic always hangs over the magic-user even if he is carrying none of his magic items. If seen without his masking illusion, Tenebrin's Charisma drops to 7.

Malika, Female Half-Elf (Thf3): HP 9; **AC** 5[14]; **Atk** short sword (1d6); **Move** 12; **Save** 12; **AL** N; **CL/XP** 3/60; **Special:** +2 on saving throws vs. devices, backstab (x2), darkvision 60ft, half-elf racial abilities, thieving skills.

Thieving Skills: Climb 87%, Tasks/Traps 25%, Hear 4 in 6, Hide 20%, Silent 30%, Locks 20%.

Equipment: *bracers of defense* AC 6[13], *ring of protection +1*, short sword, *potion of cure light wounds*, 2 *potions of invisibility*, thieves' tools.

Malika serves as Tenebrin's assistant and messenger. She has been with Tenebrin for years and knows the workings of his business inside and out. She is sharp-eyed and quick-witted, and advises Tenebrin on the ambitions of the bidders invited to the Auction House.

Tregor and Gregor, Male Dwarf (Ftr3): HP 20, 22; **AC** 5[14]; **Atk** battleaxe (1d8+1) or warhammer (1d4+2); **Move** 12; **Save** 12; **AL** N; **CL/XP** 3/60. **Special:** +1 to hit and damage due to high strength, darkvision 60ft, dwarf racial abilities, multiple attacks (3) vs. creatures with 1 or fewer HD.

Equipment: ring mail, shield, battleaxe or warhammer.

These twin dwarves are hardened fighters who have been in Tenebrin's employ for a decade. Gregor carries a hammer, and Tregor an axe. They are clad in ring mail beneath their gold velvet doublets and are not above breaking a head if things get out of order during an auction event.

BMra. Tenebrin's Office

This basement room within the auction house is where Tenebrin keeps his ledgers. The door is locked, and is also protected with a *wizard lock*. Only Tenebrin and Malika keep keys to the office, and only Tenebrin and Malika are warded to pass through the magical protections. Anyone else attempting to enter the office without permission are struck with an ***explosive runes*** **trap**.


Switchblade Alley
7
10
11
12
13
13a
2
18
9
6
8
17
5
16
4
14
3
15
3a
2
to Street
West Canal
2
Auction House
19
1
Slaver's Way
20
1a
21
1b
22
23
to Street
24
25
Canal
26
Black Market
One square equals 20 feet
N
W
E
S

Tenebrin keeps a ledger of all the sales that run through the auction house written in an enchanted book that makes it appear to be a book of awful-looking Riverfolk recipes (e.g. sewer rat gumbo and river eel ale) that bears an auction mark showing that no one would bid on it. Only Tenebrin knows the command word to reveal its actual, often incriminating contents.

BM1b. Tenebrin's Safe

Tenebrin has a safe hidden behind a **secret panel** in the far wall. The safe is also set with a **trap** which summons a **thought eater.** The safe is locked with a combination lock and a *wizard lock*. The safe opens into a 10ft x 10ft chamber lined with shelves where valuable items are held prior to auction. The safe contains a *bag of holding* with 8000gp. There is a *gem of seeing* on a shelf, and the rest of the shelves are lined with various paintings, fine bone china, tapestries, and rare pieces of furniture worth an additional 10,000gp, though these items are also cumbersome with their total weight approximating nearly 1,000 lbs.

Thought Eater: HD 3; **HP** 21; **AC** 6[13]; **Atk** touch (1d2 plus eat thoughts); **Move** 12; **Save** 14; **AL** N; **CL/XP** 5/240; **Special:** absorb spells, darkvision 60 ft., eat thoughts, ethereal jaunt, magic resistance (10%). (***Tome of Horrors 4*** 218)



BM2. Switchblade Alley

This alley is run by members of the Red Blades, and deals in sales of hidden blades, rare venoms, garrotes, poison rings, and other items used in the slayer's craft. Switchblade Alley has shops built into the basements of abandoned buildings and tenement apartments that offer their proprietors limited access to the streets above.

The storefronts are common in that they are basically comprised of a cloth covered table, a wooden chair, and a lantern to illuminate the wares that are for sale. The proprietors may have a separate workshop or dwelling in the back, though this is not always the case, as many have fine apartments or hidden workshops elsewhere in the city. In addition to the **merchant** (Chaotic male human commoner 3) selling the wares, there are usually **1d4 low-level Red Blades** milling about, looking intimidating.

Red Blade Initiate (Asn1): HP 4; **AC** 7[12]; **Atk** dagger (1d4); **Move** 12; **Save** 15; **AL** C; **CL/XP** 5/240; **Special:** backstab (x2), disguise, poison, thieving skills.

Thieving Skills: Climb 85%, Tasks/Traps 15%, Hear 3 in 6, Hide 10%, Silent 20%, Locks 10%.

Equipment: leather armor, dagger, thieves' tools.

BM3. Security and Investment Contracting

This basement office is well-lit by oil lantern sconces on each of its four walls. It is empty save for an iron box bolted to the floor with a 2in slot in the top. A pair of red-painted tin cans attached to the far wall hang from a pair of thick copper wires; one can is marked "*listen*", and another is marked "*speak*". A 1in round mirror is located at head-height between the two cans. Any detection for magic indicates that the room has a strong aura of abjuration.

This chamber is used to place a contract on a target. The customer simply walks to the red cans and places one to their ear and the other to their mouth and speaks the name of the intended victim. If the Red Blades deem that the target is one that they can manage, they instruct the client to place an amount of coin in the slot atop the iron box. If the target is one that would bring too much heat to the Red Blades, their agent on the other end of the wires declines.

The mirror is actually the lens of a specially designed scrying device, which projects the image of anyone entering the chamber onto a wall in a room on the opposite side of the chamber. A **Red Blade** sits a shift in the room (**BM3a**) and observes the prospective client as they enter. If the "client" turns out to be a known agent of law enforcement, the Red Blade agent depresses a pedal on their side of the wall that discharges the **electric current,** electrocuting the holder of the red cups on the other side of the wall, inflicting 3d6 points of electrical damage (save for half). The magical enchantments on this chamber prevent *clairaudience* and *clairvoyance* spells from working.

BM3a. Observation Room

This observation room is outfitted with a stuffed leather couch and an elaborate crank and pulley system used to collect money dropped into the iron box from the waiting room. A pair of red cups attached to copper wires sits on a low oak table next to the couch, so that a **Red Blade assassin** may observe the visitors as they are projected on the opposite wall while listening to their contract and making his decision. In the event that a mark is too big for the intermediary to weigh upon himself, he asks the contractor to return at a later date. The assassin has access to the street level above via a hidden staircase behind a **secret door** in the back of his observation chamber.

Red Blade (Asn4): HP 19; **AC** 7[12]; **Atk** dagger (1d4 plus poison); **Move** 12; **Save** 12; **AL** C; **CL/XP** 5/240; **Special:** backstab (x2), disguise, poison, thieving skills.

Thieving Skills: Climb 86%, Tasks/Traps 20%, Hear 3 in 6, Hide 15%, Silent 25%, Locks 15%.

Equipment: leather armor, poisoned dagger (save or die), thieves' tools.

BM4. The Duguello

This table is operated by **Ugran Faccian**, a half-orc member of the Red Blades. Ugran sells fine edged weapons, wire garrotes, and easily-concealed knives up to 18in in length. His wares are easily concealed and sell for approximately 20% over the standard price for knives, daggers, short swords, cane swords, and rapiers.

Ugran Faccian, Male Half-Orc (Asn4): HP 20; **AC** 7[12]; **Atk** dagger (1d4 plus poison); **Move** 12; **Save** 12; **AL** C; **CL/XP** 5/240; **Special:** backstab (x2), darkvision 60ft, disguise, half-orc racial abilities, poison, thieving skills.

Thieving Skills: Climb 86%, Tasks/Traps 20%, Hear 3 in 6, Hide 15%, Silent 25%, Locks 15%.

Equipment: leather armor, 4 poisoned dagger (save or die), thieves' tools.



BM5. The Proud Piercer

Agirios sells bodkin arrows specifically designed to penetrate plate mail armor. but are largely illegal to sell to anyone who isn't a part of the city's military. These arrows are prized by assassins whose assaults are often thwarted by a thick breastplate.

Piercer arrows are extremely expensive, and cost 100gp each. They are made of extremely rare materials; the metal is an expensive and rare magical alloy of adamantine and mithril, and is time consuming to make. The arrows ignore all armor, but are otherwise unspectacular against unarmored opponents.

Agirios never has more than 6 of these prized arrows in stock at any one time. He is constantly on the lookout for exotic metals like adamantine and mithril to mold into his special arrowheads.

Agirios does not make his arrows at the stall, merely selling them here, as the location of his forge is a deeply held secret.

Agirios, Male Dwarf (Ftr2/Thf3): HP 11; **AC** 5[14]; **Atk** shortbow x2 (1d6+1); **Move** 12; **Save** 12; **AL** C; **CL/XP** 6/400; **Special:** +1 to hit dexterity bonus with shortbow, –1[+1] to AC dexterity bonus, +2 on saving throws vs. devices, backstab (x2), darkvision 60ft, dwarf racial abilities, multiple attacks (2) vs. creatures with 1 or fewer HD, thieving skills.

Thieving Skills: Climb 87%, Tasks/Traps 35%, Hear 4 in 6, Hide 25%, Silent 35%, Locks 25%.

Equipment: leather armor, *+1 shortbow*, 10 poisoned arrows, 10 piercer arrows, *ring of protection +1*, thieves' tools.

BM6. Galera's Basement

Only available to those who know where to look, this shop deals specifically in items with the sole purpose of the extermination of sentient beings. With a sign just beyond the secret entrance that purports to be a "*Pest Removal Service*", the proprietor, **Galera**, trades in simple to common poisons by trade. Galera's lair (see **Galera's Basement**) is filled with spiders, imported scorpions, vipers, and other creatures of a venomous variety from which she harvests her organic wares. She also has access to arsenic and other poisonous salts through her standing in the Red Blades. She combines them with animal toxins to make even deadlier batches.

Galera is a gray-haired woman in her late 40s with pale skin and gray eyes. She wears elbow length leather gloves that hide various bites from her venomous pets. Galera is immune to the venom of each of the creatures she harvests poison from due to repeated bites. Galera is a grudging rival of Asa of the White Wasp (**C6**) and would have her murdered were it not for the current truce between the various members of the Shadowguild. Galera offers a fair price for fresh venom glands of rare poisonous creatures.

Galera currently sells doses of giant cobra venom for 240gp (save at –3 or die); small spider poison for 150gp (inflicts 1d6 points of damage per round until death; save at –1 negates); rattlesnake poison for 120gp (inflicts 1d3 points of damage per round until death; save each round negates); scorpion venom for 150gp (inflicts 1d3 points of damage per round for 1d6 rounds; save at –1 negates); and arsenic powder for 120 gp (save at –2 or die).

Galera, Female Human (Asn4): HP 19; **AC** 7[12]; **Atk** dagger (1d4 plus poison) or 3 darts (1d3 plus poison); **Move** 12; **Save** 12; **AL** C; **CL/XP** 5/240; **Special:** backstab (x2), disguise, poison, thieving skills.

New Poison Rules

The poisons presented here are deviations from the ***Sword & Wizardry Core*** rulebook, designed to add a little more flavor to a Bard's Gate campaign. If you choose not to use these in your home campaign, please disregard any game mechanics, and return the poisons to the save or die category.

Thieving Skills: Climb 86%, Tasks/Traps 20%, Hear 3 in 6, Hide 15%, Silent 25%, Locks 15%.
Equipment: leather armor, poisoned dagger (save or die; hidden under shirt), 5 poisoned darts (save or die; hidden in belt), *potion of invisibility* (hidden in sleeve), *potion of healing*, *potion of neutralize poison,* thieves' tools, pouch with 35gp, topaz (100gp).

BM7. Self-Service Rat Catcher

This nondescript shop has a large rat trap hanging from the door indicating its purpose. Inside, the dark shop shows various wares for capturing, detaining, and imprisoning victims. The shop includes a variety of manacles, chains, silk rope, collapsible steel cages, and blueprints for a half-dozen mechanical traps.

The shop is run by **Merrin O'Neft** (Chaotic male elf magic-user 2/thief 2) a one-eyed retired kidnapper who found a penchant for the wares sold in his shop when he was on the job for the Red Blades in years past. Merrin came out of retirement not long ago to help Duloth procure a certain Northlander chieftain who is hidden in one of Duloth's secret prisons (see **The Hidden Huscarl**). He is adept at crafting enchanted manacles that are specific to individual targets. Merrin sells common manacles (15gp), common chain (30gp for 10 ft.), silk rope (10gp, 50 ft.), hemp rope (1gp, 50 ft.), enchanted manacles (*wizard locked*; requires a personal item from the target; 250gp), and blueprints for mechanical traps (50–500gp [Referee discretion]).

BM8. Glitter Haul

Glitter Haul is one of the larger sections of the Black Market. Its name plays on "hauling loot" versus the long hallway that comprises its shops. Most of the items for sale here involve trade in stolen jewelry, money laundering, loan sharking, and matters of finance. There are a few permanent stalls, though most are simple affairs run by petty thieves fencing their recent acquisitions for fast cash. Nearly anything the aspiring criminal requires can be found here, for a price.

BM9. Bauble's Appraisal

The shop on the corner of Glitter Alley appears to offer little other than some poorly designed jewelry of a gaudy and ostentatious nature, managed by a dark-featured ancient dwarf wearing a jeweler's monocle, working behind a short work table. The jewelry is in locked cases and the dwarf doesn't appear too interested in helping anyone who comes into the store.

Bauble's Appraisal is actually a popular fence among the Bard's Gate underworld. Run by **Robb "Bauble" Bore** (Chaotic male dwarf thief 5), an aged dwarf with a love of jasper and a mind for deconstructing expensive jewelry into base metals and recut gemstones. Robb's "other job" is only brought up when a visitor is given a formal introduction by a known associate who can vouch for the new client. Robb worked with members of the Gray Deacons, and has worked with some members of the Shadow Masks, Red Blades, and of course, associates of Duloth. None of the various crime organizations dare offend Robb, as there are few other beings in the city with Robb's gemology skills.

Robb recuts gems with such skill that he actually adds 10% value to the gems and makes them unrecognizable to their original owners. Unfortunately, he also charges a 25%–35% cutting fee (25 + 1d10; a successful saving throw while haggling can reduce this number by 1 per successful attempt, to a minimum of 25. If the save fails, no more attempts can be made, and the negotiator gives one point back to Bauble), thus reducing the original value after customers use his services. The ability to re-sell stolen gems and avoid arrest always outweighs this handling fee. Robb's cutting procedure takes him about a day per 1000gp value of gems delivered to him.

Rob also re-constitutes jewelry to base metals and gemstones for a 20% fee which he takes in a portion of gold and recut gems; this procedure takes him the same amount of time to accomplish. Robb's own creations are quite hideous to any save dwarves who find his work "fantastic".

BM10. Jaeger's Basement

Run by **Jaeger** and his associates. It is his home away from home where he is known to warehouse many of the items fenced out of his pawn shop, as keeping stolen goods on the premises invites unwanted attention from the authorities. Jaeger and his employees use a path through a warehouse in the burned section of the Market District to reach this hidden warehouse.

"The Basement", as Jaeger refers to it, is similar to his Pawn shop in the Docks District (**D1**), save all of the items sold in this basement shop have been recently stolen. Jaeger's associates skim a rate of 25% of the actual value of "hot" stolen items. Jaeger re-sells the items that he can move at 50%–85% of the actual monetary value for most things. Jaeger has paid a premium of 15% of his total take to the Wheelwrights Guild since their ascension in the underworld. Jaeger figures this is a good deal, as the Gray Deacons charged him a lot more. Jaeger accesses this basement from a partially-burned warehouse in the Market District's burned section (**M21**); the fact that his men have been "refurbishing" the surface warehouse for some time now seems to have escaped notice.

Inside the doors of Jaeger's Basement are a few crates of mundane items (anything of 10 gp value or less), and **Jaeger's Vault**; this stash of stolen merchandise is secured behind doors sealed with a complex combination lock. They are also locked with *wizard lock* spells cast by a magic-user hired from the Dominion Arcane. The vault door has a **mechanical trap** which fires a barrage of poisoned needles in a 5ft radius around the door. The needles inflict only 1d3 points of damage, but are coated in a fast-acting sleep poison; anyone failing their save falls asleep for 1d4 hours, plenty of time for Jaeger to get his licks in.

Inside the vault, waiting to be moved, are an ornate tapestry stolen from the Temple of Oghma (1200gp, weighs 100 lb.), a suit of *+1 plate mail* whose breastplate is worked with the crest of a noble house of Aachen, a pearl necklace (1000gp) belonging to the wife of the noble whose armor was stolen, a signet ring from House Morrick (see ***Cults of the Sundered Kingdoms*** by **Frog God Games** for more information), 2 *potions of fire resistance*, a partial map of the city catacombs (Referee to determine what section is included), and a golden coffer (500gp) filled with 20 small rubies (100gp each).

Jaeger employs a **pair of duergar bodyguards** to guard the place, and **two pawnbrokers** (Chaotic male human thief 3) who keep an eye on things.

Duergar Bodyguards, Male Duergar (2): HD 3+2; **HP** 16, 14; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 14; **AL** C; **CL/ XP** 4/120; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)
Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.
Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, 2d6gp,

New Drug: Russh

This substance is a powdered crystalline substance imported from Libynos that has been infused with a slow-acting *haste* spell. The drug has become popular lately with members of high society, who can afford to have *neutralize poison* spells cast to eliminate the drug's more deleterious effects. Dealers typically sell russh at an initial loss, before increasing the price once a buyer becomes addicted. Once a hit has run its course, and the addicts wake, they immediately seek another dose. Russh allows the imbiber to double their actions every other round, and generally move 50% faster. The downside is that after 1d12 hours, the victim falls into a catatonic slumber for 1d12 hours. The cycle is more difficult to get out of the more that is imbibed; saving throws vs. russh effects are at –1 per day of use. Russh costs 15–150gp per dose (first one's free!)

BM11. Ochre and Oil

This Black Market shop displays fantastic works of art on par with those seen in the finer homes and halls of the city. Many appear, in fact, to be the exact works as painted by artists such as Umberto (**BC8**) and Fusini (**TW9**).

A ragged young man works furiously at several easels in the corner of the studio. A close study notes the fellow appears to be working at almost double speed, and has three or four canvases going at the same time, each of a different style, and in the technique of a different painter.

The artist, **Marko** (Neutral male human magic-user 3) is a studied forger, employed by high-end thieves who seek to steal originals from their wealthy owners, replacing them with Marko's forgeries right from under their noses.

Marko is a talented artist in his own right, and he dabbles a bit in illusion magic. He once painted satirical images in the alleys and on the walls of public places under the nose of the various district watch patrols before being caught in the act by Shadow Masks, who found his talents more to their use, and set him up in a private studio where he was initially forced to forge art for them in exchange for his life.

Marko now works for cheap, as his association with the Shadow Masks has led to an addiction to russh (see **Sidebox**), an insidious drug. Marko sips at his bottles of russh while he works, sometimes finishing two or three forgeries a week before collapsing in his basement apartment for 2–3 days at a time. The Shadow Masks and other thieves operating within the city keep Marko well-supplied with his rush supply in return for his skilled fakes which he crafts into permanent magical paintings.

Marko's known forgeries can sell for a quarter of the original artists' work. It is no secret that Fusini and Umberto would pay good money to find out the identity of the forger making a mockery of their work.

There are 4 original paintings in the studio that average in value between 2400–4000gp each. There are typically another dozen forgeries in the studio whose actual values range from 250–800gp.

BM12. The Numismatist

This odd shop purports to trade in rare coins from around the Lost Lands, which it does after a fashion. Easy to move display cases hold rare coins from far off places such as Khemit, Tircople, and Xi'en. Most of these coins are, in fact, completely fake, and would require a close examination by a coin expert to identify their authenticity.

Gebbit Lefroy (Neutral male halfling thief 3), the proprietor of the shop is a dumpy late middle-aged halfling with the thick but deft fingers of a master engraver. He keeps a workshop in the city where he crafts his creations with his stall in the Black Market serving as a showcase of his work for clients looking to purchase larger quantities of his false coins.

Gebbit has provided various thieves with gold-plated copper and lead coins to surreptitiously replace sizeable fortunes of actual gold. Gebbit works only with folks who come to him with pedigreed references and double-checks any references before accepting an order for counterfeit coin.

Gebbit's faux coin collection could still net anywhere between 500–2000gp if passed off as legitimate items, and 50–200gp if sold as authentic forgeries. It requires a thief of 8th or higher level to make a Delicate Tasks check to notice any of these coins are forgeries.

BM13. A Loan Again

This bolt-hole storefront has a short lobby that is guarded by **2 hulking men**. They have longswords at their belts and wear black surcoats over their armor. The men are deaf, making them immune to *charm* and *suggestion*. Behind them is a teller's window enclosed in an iron cage with a small slot at the bottom. Behind the cage is a cashier's desk, two tellers' desks, and a heavy iron door.

The property is operated by the Wheelwrights Guild and is a powerful loansharking operation. The loan officer, **Rocky Kleege**, is a red-faced bully of a man who is nearly as thick as the guards who watch his door. Rocky works for Duloth, and offers loans ranging from a day to a year for up to 5000gp, at 20% interest. It goes without saying that failure to repay the loan in the agreed upon time results in being hunted down by folks intent on shattering elbows and kneecaps.

The operation has been highly lucrative for the Wheelwrights, as few within the city have the stomach to cross them. Rocky refuses to deal with newcomers to the City and has to be assured of at least three months residency before he grants any form of loan.

Depending on the client and the amount asked for, Rocky may have to speak with his superiors before granting a loan in excess of 2000gp.

The Cage

The cage is where Rocky and his **3 clerks** (Chaotic male human thief 2) calculate interest, write out their ledgers, and decide if any bounty action needs to be placed on a borrower. The cage can only be entered from the **secret door** in the north wall. The secret door is always locked and is also enchanted with a *wizard lock* triggered to Rocky. The guards enter through the front door of the office just like any customer.

BM13a. The Safe

The Safe is a hardened affair with a complex mechanical lock. It is considered very reliable by most of the denizens of the Black Market and is often used by them. Should anything go awry during a safe-cracking process, the office and lobby are filled with a **powerful sleep gas** which knocks out all within the cage, lobby, and safe (save at –2, fall asleep for 1d2 hours).

The safe is filled with 10 locked iron strong boxes. Each is filled with 1000gp, and weighing roughly 20lbs. The boxes are **trapped** with a contact poison needle trap (giant cobra venom; save at –3 or die).

Rocky (MU2,Thf3): **HP** 7; **AC** 5[14]; **Atk** *+1 dagger* (1d4+1); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240. **Special:** +2 on saving throws vs. devices, +2 on saves vs. spells, backstab (x2), spells (2), thieving skills.

Spells: 1st—*charm person, sleep*.
Thieving Skills: Climb 87%, Tasks/Traps 25%, Hear 4 in 6, Hide 20%, Silent 30%, Locks 20%.
Equipment: *bracers of defense* AC 5[14], *+1 dagger*, spellbook

Deaf Guards (Ftr3) (2): HP 20, 17; **AC** 6[13]; **Atk** longsword (1d8+1) or dagger (1d4+1); **Move** 12; **Save** 12; **AL** N; **CL/XP** 3/60. **Special:** +1 to hit and damage due to high strength,

multiple attacks (3) vs. creatures with 1 or fewer HD.
Equipment: ring mail, longsword, dagger.

BM14. OK Discount Arms and Pawn

Several suits of used armor, and racks of weapons ranging from fine to nicked and worn, line the walls of this basement. There are **2d6+3 guards** armed with clubs and wearing leather armor watching the entrance and patrolling the racks to keep an eye on would-be thieves.

Most nonmagical weapons and armor can be had here for one-half to two-thirds of the normal price. The armor is often missing buckles here and there, or may have been recently welded or patched with a mismatched piece. Weapons and armor sold here has a 50% chance of breaking any time a natural 20 is rolled, either to hit, or being hit (not because of inferior workmanship, but due to hard use and poorly made repairs). Almost all of the items sold here are stolen or salvaged from the losing side of large battles.

OK is run by a Shadow Mask known as **Big Slice**. Shadow Masks bring any stolen weapons they collect to Big Slice for their cut of gang proceeds. The business is lucrative to the gang and their masters, especially among up and coming adventurers and thieves who are on the lookout for some personal protection on a budget.

Big slice has another **3 Shadow Masks** in the shop at any given time keeping an eye on the merchandise.

Big Slice's Strong Box

This locked box is **trapped** with sleep gas (save at –1 or fall asleep for 1d6 minutes). Inside the box is 3500gp in coin and gems.

Big Slice, Male Dwarf (Thf3): HP 7; **AC** 6[13]; **Atk** short sword (1d6) or *+1 dagger* (1d4+1) or sling (1d4); **Move** 12; **Save** 13; **AL** C; **CL/XP** 3/60; **Special:** +2 on saving throws vs. devices, backstab (x2), darkvision 60ft, dwarf racial abilities, thieving skills.
Thieving Skills: Climb 87%, Tasks/Traps 35%, Hear 4 in 6, Hide 25%, Silent 35%, Locks 25%.
Equipment: *+1 leather armor*, short sword, *+1 dagger*, sling, 10 bullets, *potion of cure light wounds*, *potion of invisibility*, thieves' tools.

Guards (Ftr1): HP 6; **AC** 7[12]; **Atk** club (1d4); **Move** 12; **Save** 14; **AL** N; **CL/XP** 1/15. **Special:** none.
Equipment: leather armor, club, 1d4sp.

Shadow Masks (Thf3) (3): HP 8, 6, 5; **AC** 6[13]; **Atk** short sword (1d6) or dagger (1d4); **Move** 12; **Save** 13; **AL** C; **CL/XP** 3/60; **Special:** +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, +2 on saving throws vs. devices, backstab (x2), thieving skills.
Thieving Skills: Climb 87%, Tasks/Traps 25%, Hear 4 in 6, Hide 20%, Silent 30%, Locks 20%.
Equipment: leather armor, short sword, dagger, thieves' tools, 1d10gp.

BM15. Satin Alley

Satin Alley is the affectionate title given to the area of the Black Market dedicated to the sale of finery. Silks, satins, lace, expensive furs, and fine wines can be found either hawked at temporary stalls or sold in the basement shops located here.

BM16. Some Skin in the Game

This basement stall is run by **Ingris**, a former member of the Longhunters who found more money in poaching and robbing honest fur traders than he ever did protecting the frontier from the depredation of orcs and gnolls.

The shop is lined with fine furs, leather jackets and trousers, fur lined purses, bags, shawls and capes. At least 50% of the items are stolen and re-tailored. Prices are 10–15% below standard cost for such finery. Rarer items are kept in a back room, and may only be asked for by those whom Ingris has had previous dealings, or have been vouched for by other customers of the furrier and fence.

Ingris is not afraid to purchase skins that other traders in the city shy away from, though he offers 25–50% less than the skin may actually be worth. Ingris buys any kind of skin, including the skins of humans, elves, dwarves, and the like and can have them tanned "fur on" or "fur off" within a week. Ingris has a tannery worked by a group of goblins he employs in the courtyard of a warehouse out in Stable Row. Ingres can buy no more than 3200gp value in furs or skins at any one time.

Ingres (Ftr3): HP 15; **AC** 5[14]; **Atk** longsword (1d8) or short sword (1d6); **Move** 12; **Save** 12; **AL** C; **CL/XP** 3/60. **Special:** multiple attacks (3) vs. creatures with 1 or fewer HD.
Equipment: *+1 leather armor*, longsword, short sword, *potion of cure light wounds*, *potion of invisibility*.

A locked door leads to Ingris' business office. Ingres keeps his stash hidden behind a **false panel** in the wall. A **trapped** iron lockbox holds Ingris' coins. The trap is a poison needle in the lock (save at –1 or die).

The box contains 3200gp in coins, a pearl necklace worth 1300gp, a diamond earring worth 500gp, and a silver skinning knife worth 25gp.

BM17. Fury's Closet Thrift Shop

Fury's Closet sells dresses, hosiery, velvet doublets, gowns, and other finery which has been altered from the wardrobes of wealthy socialites of Bard's Gate and nearby cities where they were stolen.

Fury (Neutral female transgendered half-orc thief 3) is a discerning thief, who has made her small fortune fencing and altering dressing gowns, and noble outfits for the last decade. Her shop is ordered in the form of a thrift shop, so that even if members of the sheriffs or watch managed to infiltrate the Black Market and peruse her wares, they would find little that could implicate her in a crime.

Fury loves silk, velvet, and a deal. She pays 50% of actual value for stolen clothing, and 80% of actual value for rare bolts of cloth brought to her door.

Fury wears gold rings and earrings worth a total of 500 gp, a platinum and sapphire necklace (1,600 gp), and has a silk embroidered *bag of holding (type I)* stuffed down the bodice of her gown where she keeps 550 pp.

BM18. Wholesale Liquor

This basement is filled with wine racks, whiskey tonnes, beer kegs, and all manner of stolen liquors. One of the most lucrative businesses run by the Wheelwrights Guild, Wholesale Liqour is commonly used by most of the taverns in Bard's Gate to get their hands on rarer wines and bottles of foreign spirits. Most of the items were destined for the city in the first place, but somehow managed to "fall off the wagon" in transit.

Liquor sold here is 50% under market value for common items and 20% under market value for rare or hard-to-find labels.

The operation is managed by **Fliese Norbel** (Neutral male halfling thief 2), a halfling in Duloth's employ with an astute knowledge of alcoholic beverages. He himself is only a "taster" of the items he has on stock and is never specifically drunk, nor specifically sober. **Four Wheelwright thugs** bearing clubs of stout oak make sure nothing gets stolen and nobody gets out of line.

Wheelwright Tough (Ftr1,Thf1) (4): HP 5x2, 4, 6; **AC** 7[12]; **Atk** club (1d4) or dagger (1d4); **Move** 12; **Save** 14; **AL** C; **CL/XP** 2/30. **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.
Thieving Skills: Climb 85%, Tasks/Traps 15%, Hear 3 in 6, Hide 10%, Silent 20%, Locks 10%.
Equipment: leather armor, club, dagger.

BM19. Slavers' Way

The entrance to this tunnel of the Black Market is well guarded by **2d4 Wheelwright thugs**. A stink of desperation grows as travelers move down these dark and mostly deserted halls, accentuated only by the occasional crack of the whip, and moan of a helpless victim. There are fewer stalls in this area of the Black Market, and the normal basement shops are all barred and guarded by thick-necked **private guards** who answer only to those who approach with a specific appointment.

Wheelwright Tough (Ftr1,Thf1): HP 5; **AC** 7[12]; **Atk** club (1d4) or dagger (1d4); **Move** 12; **Save** 14; **AL** C; **CL/XP** 2/30. **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.
Thieving Skills: Climb 85%, Tasks/Traps 15%, Hear 3 in 6, Hide 10%, Silent 20%, Locks 10%.
Equipment: leather armor, club, dagger.

Private Guards (Ftr1): HP 7; **AC** 7[12]; **Atk** club (1d4+1); **Move** 12; **Save** 14; **AL** N; **CL/XP** 1/15. **Special:** +1 to hit and damage due to high strength.
Equipment: leather armor, club, 1d4sp.

BM20. Shrine of The Master

An alcove along the hall features a carving of a muscle-bound, blindfolded man of immense build bearing a flail of slave's collars whose chains coil about his legs. The feet of the statue are piled with a mound of untouched silver coins, corroded black and grimy with blood. A common sacrifice is made to the statue by slavers and those who deal in the slave trade of a fist full of a slave's blood poured over a sack of 6 silver coins.

The shrine is tended by **Lentalum**, a cleric of The Master.

Lentalum, Cleric of The Master (Clr3): HP 12; **AC** 6[13]; **Atk** heavy mace (1d6); **Move** 12; **Save** 12; **AL** C; **CL/XP** 4/120; **Special:** +2 save versus paralyzation and poison, command undead, spells (2).
Spells: 1st—*cure light wounds, inflict light wounds*.
Equipment: leather armor, *ring of protection +1*, heavy mace, holy symbol of The Master.

BM21. Greelli's Exports

Greelli's Exports dominates the southern wing of the Slavers' Way, occupying four basement stalls. **Greelli** (**BM25**) is the premier slave exporter working in the shadows of the city. He moves the stock procured by Makeesh (**ED5**) or Deng Lo Do (**O21**) and employs thugs to kidnap specific foreigners and travelers to the city in order to supply contractors in other parts of Akados and beyond. Slaves may end up in Lowport or even as far away as distant Baalthaz after their capture here.

Two heavy-set, masked **guards** bearing great axes stand to either side of the door. They inform anyone approaching the doorway that "the pigpen is closed for business."

Guards (Ftr3) (2): HP 16, 18; **AC** 7[12]; **Atk** battleaxe (1d8+1); **Move** 12; **Save** 12; **AL** C; **CL/XP** 3/60. **Special:** +1 to hit and damage due to high strength, multiple attacks (3) vs. creatures with 1 or fewer HD.
Equipment: leather armor, battleaxe.

BM22. Children's Cells

Beyond the doorway is a chamber filled with various cages. There is a small forge, and a rack of leather-and-iron hook-collars hanging from the wall. The anvil and forge are for fitting new slaves with a collar. Children are then chained to the wall of their cage and fed just enough to keep their strength and value up before they are loaded on barges and shipped off to parts unknown.

Currently there are six caged cells containing a **dozen children** (Neutral male and female noncombatant commoner 1) abducted from their families, or snatched from the streets. The children are all between the ages of 7 and 10 years old. They are mildly malnourished. Greelli's kidnappers are careful to avoid children who are known members of the Beggars Guild. A guild associate comes through every so often to double check. The children are monitored by **Miss Gilder**, a cruel woman of late middle age. She is a servant of The Master, and enjoys torturing the children in her care. She causes pain to the unfortunates, though never enough to permanently scar or disfigure them so that their worth would be damaged. She checks up on the children a few times a day, and brings them food twice a day. She spends the remainder of the time either in the Kidnappers' Quarters (**BM23**) or in Greelli's offices (**BM25**) managing the paperwork.

Miss Gelder, Female Human Cleric of The Master (Clr3): HP 14; **AC** 7[12]; **Atk** club (1d4); **Move** 12; **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** +2 save versus paralyzation and poison, command undead, spells (2).
Spells: 1st—*cure light wounds, inflict light wounds*.
Equipment: leather armor, club, whip, wooden holy symbol of The Master, ceremonial manacles.

BM23. Kidnappers' Quarters

This room serves as a bunkhouse for kidnappers in the employ of Greelli. There are two sets of bunk beds and a desk in the room. The desk holds a list of newly sought-after slaves, including half-elves, elves, females, and children in good health. There are **1d4 kidnappers** in the room at any given time. The kidnappers bear chain-link tattoo marks around their wrists, similar to the raiders hidden in the encampment by the Salt Mine (see **Crommlen's Ghosts**). Greelli gives the kidnappers assignments such as a particular color of eye, hair, complexion, or other physical characteristic required by his contacts outside of the city. The kidnappers then move into the city via the upstairs apartment and fan out in search of their quarry.

Kidnappers (Thf2): HP 6; **AC** 7[12]; **Atk** dagger (1d4) or club (1d4); **Move** 12; **Save** 14; **AL** C; **CL/XP** 3/60; **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.
Thieving Skills: Climb 86%, Tasks/Traps 20%, Hear 3 in 6, Hide 15%, Silent 25%, Locks 15%.
Equipment: leather armor, dagger, club, net, thieves' tools.

Adult Cells

This squalid room houses **2 guards** and seven small cells. Like the children's cells, there is a rack for collars and the prisoners are chained to restrict their movement.

The chains are solid and strong, requiring a bend bars/lift gates check to break, and are locked with a good lock whose key is around the neck of one of the guards.

Most of the **12 prisoners** (Neutral male or female [various races] commoner 1) are females, though there are a few males in the mix. One prisoner in particular, who identifies herself as **Madiel** (Neutral human female expert 4), is a junior member of the Greycloaks. She was attempting to infiltrate the slaver organization on behalf of Cylyria when she was outed by one of Duloth's henchmen and apprehended by Greelli's kidnappers. She is being sent to far Baalthaz, where she is to serve as a slave to a cruel vizier. If she is rescued by the characters, she is in their debt, and by abstraction therefore, the High Burgess is in their debt as well.

Guards (Ftr1) (2): HP 7, 6; **AC** 7[12]; **Atk** club (1d4+1); **Move** 12; **Save** 14; **AL** C; **CL/XP** 1/15. **Special:** +1 to hit and damage due to high strength.
Equipment: leather armor, club, holy symbol of The Master.

BM25. Greelli's Offices

Greelli owns a small manor in the Hill District, where he leads the life of a wealthy bachelor who claims to make his living transporting local wine from his private lands farther downriver. The wine distributor's job is merely a front for his slave-trading activities, as few suspect the barges that collect wine from his docks also double as slave boats.

Greelli refers to the various kidnapping victims by vintages of wine in his paperwork, leaving little or no paper trail other than a destination on his manifest. Greelli keeps no coin in his office as his payment is handled off the books, and transfer of pay takes place at other locations such as the Inn of Six Candles (**M8**), or if he feels up to slumming, Reingolde's Bar (**O1**).

The outside of Greelli's office is guarded by a pair of thick-necked **guardsmen** with loyalty to The Master.

Grilli's Guards (Ftr3) (2): HP 20, 17; **AC** 6[13]; **Atk** flail (1d8+2) or dagger (1d4+1); **Move** 12; **Save** 12; **AL** C; **CL/XP** 3/60. **Special:** +1 to hit and damage due to high strength, multiple attacks (3) vs. creatures with 1 or fewer HD.

Equipment: ring mail, heavy flail, dagger.

Grilli Folsett, Male Dwarf Cleric of The Master (Clr6): HP 25; **AC** 3[16]; **Atk** *+1 club* (1d4+1); **Move** 12; **Save** 10; **AL** C; **CL/XP** 7/600; **Special:** +2 save versus paralyzation and poison, command undead, darkvision 60ft, dwarf racial abilities, spells (2/2/1/1).

Spells: 1st—*cure light wounds, inflict light wounds*; 2nd—*hold person* (x2); 3rd—*prayer*; 4th—*inflict serious wounds*.

Equipment: *+1 chainmail*, shield, *+1 club*, whip, silver holy symbol of the Master, ceremonial manacles.

Greelli plays the ruse of serving as a minion of the Cult of Set as he exports the slaves Makeesh manages to capture, but secretly he is powerful cleric serving the "lost" deity known only as The Master. Most folk have never heard of the Master, and those scholars who have heard of him know him as an ancient deity of Phoromyceae whose cult died out thousands of years ago. The fact that the deceptive dwarf is operating a slaving operation in the Stoneheart Valley under the noses of the authorities and other criminals alike in The Master's name with none of them the wiser is an ill omen for the city and the so-called "death" of this god in ancient times. In truth, Greelli's own activities account for far more disappearances than Makeesh and Deng Lo Do combined. Greelli and keeps Crommlen and Ithkor on his payroll (see **Crommlen's Ghosts**), facilitating slave transfers from their operations to locations throughout the Lost Lands.

Grilli's Docks and Warehouse

The exit from Slavers' Way leads to the ground floor of Greelli's private warehouse (**C14**). The warehouse is filled with wine barrels of various sizes and has direct access to a dock on the canal. Half of the large wine barrels are empty, and are used to smuggle prisoners onto the river and away from the city. The barrels for wine are marked with their vintner's imprint upon them, as are casks and pre-filled bottles. Barrels for humanoid creatures are labelled with a more devious series of codes.

Humans: *Manor Red*
Elves, half-elves: *Sylvan and Sylvan Red*
Halfling: *Hillsburrow Merlot*
Half-orcs: *Greenberry Fortified*
Dwarves: *Mountain Stout*

The docks warehouse is guarded by **5 slaver guards** who often spend their days dicing and playing cards when not waiting for a barge to load with their cargo of wine and flesh.

Guards (Ftr1) (5): HP 7, 6x2, 3, 4; **AC** 7[12]; **Atk** flail (1d8+1); **Move** 12; **Save** 14; **AL** C; **CL/XP** 1/15. **Special:** none.

Equipment: leather armor, heavy flail, holy symbol of The Master.




M24
The Triangle
Arneson Way
Guild Street
G18
M5
Market Bridge
G5
Lindroos Street
M11
G6
Grand Plaza
Ward Street
M4
M12
M8
West
Guild
Stewart Street
M19
G17
Market Way
M18
Hersh-Grohe Road
G16
Merchant's Circus
M21
M22
M9
Burned Section
C1
Redmon Way
M7
Kask Road
Berg Alley
M20
C14
C3
C2

Guild District

This district is the heart of the mercantile quarter in the western portion of the city. It is home to numerous guildhouses and craftsmen, housed in a number of large old stone buildings. Most notably, this district is home to City's most influential (and criminally-minded) guild, the Wheelwrights, and their leader Duloth.

Merchant Guards (Ftr1): HP 7; **AC** 7[12]; **Atk** short sword (1d6) or dagger (1d4); **Move** 12; **Save** 14; **AL** L; **CL/XP** 1/15. **Special:** none.
Equipment: leather armor, short sword, dagger, 1d4sp.

Merchant Guards (Ftr2): HP 10; **AC** 6[13]; **Atk** short sword (1d6) or dagger (1d4); **Move** 12; **Save** 13; **AL** L; **CL/XP** 2/30. **Special:** multiple attacks (2) vs. creatures with 1 or fewer HD.
Equipment: leather armor, short sword, dagger, 1d6sp.

Merchant Guards (Thf2): HP 5; **AC** 7[12]; **Atk** short sword (1d6) or dagger (1d4); **Move** 12; **Save** 14; **AL** C; **CL/XP** 3/60; **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.
Thieving Skills: Climb 86%, Tasks/Traps 20%, Hear 3 in 6, Hide 15%, Silent 25%, Locks 15%.
Equipment: leather armor, short sword, dagger, thieves' tools.

Features

Character: The Guild District bustles with activity as representatives of various mercantile and trade organizations meet and confer, making deals, buying and selling, overseeing investments and seeing to the welfare of their members. Warriors, mercenaries and city officials are often here as well, purchasing weapons and armor from the smiths of the district.

Businesses: Most large guilds maintain their headquarters here, in opulent stone guildhouses. Wealthy craftsfolk and merchants also operate here, where their wares are taken by distributors or guild representatives for export or sale in Bard's Gate. In addition, this district is home to many weaponsmiths and

Prices: Prices average 5–10% higher than standard costs unless otherwise specified due to taxes and tariffs.

Purchase Maximum/Month: 800gp unless otherwise noted.

Building Type: Buildings in the guild district range from palatial guildhalls to more modest stone structures. Even many lesser buildings bear decorative carvings and elegantly-painted wooden embellishments, however, and the district is indeed one of the most aesthetically-pleasing in Bard's Gate. Influential merchants and tradesmen also make their homes here, close to the center of their business.

Guard Details: Most guilds maintain their own force of guards to oversee their business interest. In addition, property owners in the district are required to contribute to the maintenance and upkeep of a force of trained professional guardsmen known as the **Merchant Guard**. There are about 100 merchant guards who patrol in teams of two. They wear leather armor and are armed with short swords; most are fighter 1–2, but some are also thieves of levels 2, and sometimes moonlight as freelance contractors for various guilds. It is generally known that the Merchant Guard are susceptible to bribes, and can easily be persuaded to look the other way as needed.

General Locations

Guild Street

This street leads to Guildhall Court, and is lined with the headquarters of several major guilds. Most shops in the district are located here as well.

Guildhall Court

Guildhall Court is a circular plaza ringed by several prominent guildhalls, including the Wheelwrights.

Armament Row

This street is home to some of the finest armor- and weaponsmiths in all of Bard's Gate. The sound of ringing hammers fills the air during the day.

Shops and Buildings

G1. Coat of Mail

A small mannequin dressed in a suit of cheap mail stands outside this shop. **Culver Ringsmith** (Lawful male halfling expert 2) crafts chainmail items of moderate quality, specializing in hafling-sized armor. He sells his armor at the standard price.

G2. The Keen Edge

The door of this shop is carved with the image of a notched axe. Inside, axes line the walls and weapon racks of this low-ceilinged shop. The sound of metallic hammering echoes in the enclosed space, often accompanied by dwarven curses and loud bellows. The air inside the shop is hot and close during the day.

Thayco Manslayer creates axes of normal and masterwork quality. Though he is rude, foul, smelly and short-tempered, Thayco nevertheless crafts fine weapons and is quick to give advice to would-be adventurers. "Stick tha' broad edgy part inta tha giant's hindquarters — that'll cut 'em down ta size!" is one such piece of advice, and Thayco can be guaranteed to provide more of the same if one stays in his shop for long.

Thayco charges standard price for weapons, but doesn't get on well with spellcasters, and so never sells magical weapons. Thayco's biggest vice, besides his foul temperament, is gambling, and during the evening he is often found at the Fortune's Fool (**T1**), squandering the day's profits. Recently, Thayco has begun to enjoy bare-knuckle fighting, even to the point that he has sponsored a pugilist named **Booginz**. If he thinks that one of the characters might make for good sport, he even offers to arrange a fight between the two at the Fortune's Fool. Should the character win, Thayco may drop Booginz and try to manage the victorious character instead, a scheme that is bound to come to no good, especially given Thayco's lack of basic social graces.

Thayco Manslayer, Male Dwarf (Ftr4): HP 18; **AC** 5[14]; **Atk** +1 *battleaxe* (1d8+2) or crossbow (1d4+1); **Move** 12; **Save** 11; **AL** N; **CL/XP** 4/120; **Special:** +1 to hit and damage strength



bonus, darkvision 60ft, dwarf racial abilities, multiple attacks (4) vs. creatures with 1 or fewer HD.

Equipment: chainmail, *+1 battleaxe*, light crossbow, 20 bolts.

Booginz, Male Half-Orc (Ftr4): HP 21; **AC** 7[12]; **Atk** short sword (1d6+1) or club (1d4+1); **Move** 12; **Save** 11; **AL** N; **CL/XP** 4/120; **Special:** +1 to hit and damage strength bonus, darkvision 60ft, half-orc racial abilities, multiple attacks (4) vs. creatures with 1 or fewer HD.

Equipment: leather armor, short sword, club.

G3. The Iron Standard

A beautifully crafted steel kite shield hangs from the door of this large shop. A maker of finely-crafted shields of all types, **Wareth Drumstrike** (Neutral male dwarf expert 3) has considerable skill and taste, creating his wares from only the finest metals and hardwoods. Wareth tests each shield with a bolt from his heavy crossbow — normally in front of the customer — before sending the shield on to **Menoen the Limner** (**TW12**) to have the customer's crest or motto engraved. Wareth charges 25% over standard price for his steel and iron shields, wooden shields are at normal price. The shields that he and Leanne make are truly works of art, and well worth the additional cost.

G4. The Bard's Lute

The Bard's Lute is a medium-sized inn run by **Eltern** (Neutral male half-elf fighter 3)**,** a half-elf. The inn's accommodations are excellent for the price and Eltern also serves decent enough food and drink, including Brin Zwiescher Ale (mug 5cp), Lute Stout (pint 5cp), fried battered cheese (platter 1sp) and fried mushrooms (platter 1sp). Those looking for full meals or fine dining usually have to go elsewhere, but Eltern keeps a clean and pleasant inn, so few object. Rooms are 3sp per night.

G5. The Leaded Lantern

The half-elf craftsman **Guillome** (Lawful male half-elf magic-user 8) specializes in objects crafted of glass and fine crystal. Glass curios of all



sorts line the interior, and not a speck of dust blemishes this glittering spectacle. Guillome's wares include crystal figurines, decanters, bottles, goblets, wine service, lamps, prisms and similar items.

Guillome is known for his exquisite craftsmanship, but it is not widely known that he is also a skilled illusionist. His "special" customers know that Guillome sometimes creates potions to go in his beautiful bottles, and also makes items that can easily be enchanted and transformed into magic items, such as *chimes of opening*.

The Leaded Lantern is popular with local nobles and merchants, and also serves as the bimonthly meeting place of the Glassblower's Guild, of which Guillome is one of the most famous members.

G6. The Woven String

This shop is highly specialized, but nonetheless maintains a steady clientele. A sign bearing a harp and bow hangs above the door, and inside **Milago** (Lawful male halfling thief 2) sells fine strings of all sorts, from strings for musical instruments to stout sinews for bows of all sorts. Milago is something of an artist. His strings are made of wire, gut, sinew, giant hair, dragon beard, phase spider web, and many other exotic materials.

Milago counts many famous bards and marksmen among his customers, and he has even been called upon by the city of Bard's Gate to craft heavy cable strings for the Free Defender's ballistae and other siege engines. He restrings any instrument or weapon for 100–300gp, and as long as these strings remain unbroken, the item can be treated as masterwork. Milago also sometimes employs adventurers to seek out exotic materials for use in his business.

Milago's shop also serves as headquarters of the Textiles and Weaver's Guild, though they meet only infrequently.

G7. The Brain Pan

Darius Dougel (Neutral male dwarf fighter 2) crafts fine helmets in this richly-appointed shop. He is often in the market, shopping for raw materials, including unusual plumage that he uses to make decorations for his helms. Many of his more elaborately-decorated items never see combat, but are used in ceremonial functions only. Darius can still craft a fine functional helm, however, and is eager to work with warrior-types to create especially unusual headgear.

Darius' customers include many mages and priests, who enchant his helms to create such items as *helms of reading magic and languages*. Darius' prices for a helmet with rare decoration and inlay start at 50gp, and can easily go as high as 500gp depending upon its quality.

G8. Scaled Down

Amaryllis Silverfeet (Neutral female halfling fighter 10) is renowned throughout Bard's Gate and beyond for the quality of her armor. She specializes in plate mail armor, but it is for her specialty armor, crafted from the scales of dragons, that she is best known. These she collects herself, though she usually hires adventurers to help her, giving them first pick of the dragon's hoard so long as she gets the scales. So far, none of her companions have ever objected to this arrangement. Currently, she is gathering adventurers to hunt an ancient black dragon said to haunt the mountains to the north (see **Chapter 2**).

G9. Rings of Steel

Brothers **Fawar** (Lawful male elf magic-user 5) and **Shelen Tshaziq** (Lawful male elf magic-user 6) create beautiful chainmail items of all sorts, from full suits or armor to coifs and even personal decoration. Inside, the brothers' wares are on display on armor racks, manikins and shelves, and out back the clanging of steel can be heard. The two seem to almost literally weave chainmail like cloth, often using their magic abilities to complete orders faster than other armorers.

The brothers provide chainmail of both standard and masterwork qualities, and are able to produce elven chain, enchanted armors and the like as special orders.

G10. Wheelwright's Guild Hall

The doors to this, the headquarters of the most influential guild in the city, are carved with the likeness of chariot wheels. Under the leadership of **Duloth Armatige**, the Wheelwrights have grown powerful and prosperous, but few outside the guild know that it has also become the biggest criminal organization in Bard's Gate, supplanting even the old thieves' guild, whose destruction was rumored to be the work of Duloth himself.

The main floor of the building contains meeting halls, a library and chambers that house membership rosters and official documents. Duloth himself lives in private chambers on the second floor. He is normally guarded by a squad of **4 burly drovers**. When Duloth is not here, his private secretary **Zalatha** handles business and takes messages.

Zalatha goes about procuring items for Duloth. He also keeps certain contacts for him that he cannot go and take care of personally. Party members may have encountered Zalatha before in Fairhill as an enforcer for Duloth (see ***The Lost Lands: Stoneheart Valley***, **Supplemental Information** by **Frog God Games** for more information). If Zalatha recognizes the party, he immediately informs Duloth, and starts keeping tabs on the party for the duration of their visit. If they have somehow interfered with one of Duloth's many schemes, he hires Noria Verilath (**Chapter 3, Red Blades**) to make them disappear.

Duloth rarely engages in any nefarious activities here, preferring to run criminal activities from other locations. The Black Market (**Chapter 9**) is the center of his narcotics distribution, operations and assorted other business interests, Jaeger's Pawn Shop (**D1**) serves as a clearinghouse for stolen goods, and Skuldudger's Cutlery (**C4**) is a place where equipment for criminal endeavors can be obtained.

Duloth (Ftr7): HP 35; **AC** 3[16]; **Atk** +2 *dagger* (1d4+3) or *+1 extra attack longsword* x2 (1d8+2) or light crossbow (1d4+1 plus poison); **Move** 12; **Save** 6; **AL** C; **CL/XP** 8/800. **Special:** +1 to hit and damage due to high strength, +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, multiple attacks (7) vs. creatures with 1 or fewer HD, parry –3.

Equipment: *+2 leather armor, ring of protection* +2, *+2 dagger, +1 extra attack longsword,* light crossbow, 10 bolts (w/ large spider venom, save at –1 or die), *bag of holding, ring of misdirected alignment* (**Appendix C**), 3 vials of black lotus extract, several hundred gp in coin and gems.

Zalatha, Female Human (Thf2): HP 6; **AC** 7[12]; **Atk** 2 short swords (1d6) or dagger (1d4) or light crossbow (1d4+1 plus poison); **Move** 12; **Save** 14; **AL** C; **CL/XP** 2/30; **Special:** +1 to hit using 2 weapons, +2 on saving throws vs. devices, backstab (x2), thieving skills.

Thieving Skills: Climb 86%, Tasks/Traps 20%, Hear 3 in 6, Hide 15%, Silent 25%, Locks 15%.

Equipment: leather armor, 2 short swords, dagger, light crossbow, 15 bolts, 5 bolts (w/ medium spider venom, save or die), *potion of extra-healing,* thieves' tools, 38gp.

Burly Drovers (Ftr3) (4): HP 20, 17, 16, 19; **AC** 6[13]; **Atk** club (1d4+1) or dagger (1d4+1); **Move** 12; **Save** 12; **AL** C; **CL/XP** 3/60. **Special:** +1 to hit and damage due to high strength, multiple attacks (3) vs. creatures with 1 or fewer HD.

Equipment: ring mail, club, dagger, 2d6sp, 1d10cp.



G11. Gem Cutter and Jewelers Guildhall

This luxurious guildhouse is headquarters to one of the most prosperous of Bard's Gate's guilds, the Gem Cutters and Jewelers. Burgher **Borm Morgarm** spends most of his days here, overseeing guild membership and consulting with other master craftsmen. Despite the opulence of the building, there are no treasures here to speak of. It is merely a meeting place designed to show off the wealth of its members.

Borm Morgarm, Male Dwarf Guildmaster (Ftr6): HP 32; **AC** 1[18]; **Atk** +2 *battleaxe* (1d8+3); **Move** 9; **Save** 9; **AL** N; **CL/XP** 6/400; **Special:** +1 to hit and damage strength bonus, darkvision 60ft, dwarf racial abilities, multiple attacks (6) vs. creatures with 1 or fewer HD.

Equipment: +2 *plate mail, +2 battleaxe*.

G12. Scribes Guildhall

A single conical-roofed tower rises from this limestone-faced brick building. Those seeking employment as scribes are tested here, and given a license to practice their trade in the city if their skills are sufficient and they have the required guild dues.

Livit Lockhardt (Neutral female halfling expert 2) is the current master of the guild and most days can be found in his office, located on the top floor of the tower.

G13. Stoneworkers Guildhall

Each face of this six-sided structure is carved with a relief by a different artist. Inside, graceful halls and soaring ceilings display the work of countless guildsmen. The structure houses meeting halls and chambers where the architectural plans of numerous city buildings are kept on file. The guildhall also boasts a hundred rooms above- and below-ground, where retired stonemasons may live out their retirement in comfort.

The hall comes alive with activity during monthly meetings where guild members set standard fees and negotiate bids on public and private projects. **Burgher Barik** (Neutral male dwarf expert 7) has an apartment and offices here and is likely to hold his post for life.

Barik is an elderly-appearing dwarf. His beard has gone silver, and there are deep wrinkles upon his coppery red face. He is said to have an entire map of the Bard's Gate Mines (see **Chapter 2, area 3**), though only in his head. He does not know what has changed since the black dragon moved in, though he might offer some information and coin to members of the Society of Arms (or other adventurous types) to find out.

G14. Herbalists and Alchemists Guildhall

This low structure rises only a half-story above street level and is covered with rooftop planters and flower boxes. Beneath street level are offices and meeting chambers as well as storage and laboratories. Members of the guild may use the hall's facilities and laboratories for a small fee. Members are responsible for providing their own materials, and are required to pay for any damage caused by their experiments.

The present burgess, **Tanna Evesho** (Neutral female human expert 10), lives here amid her books and experiments. She has been the head of the guild as long as anyone can remember and it is said that her alchemical skills have enabled her to extend her life considerably.

G15. Brewer's and Distiller's Guildhall

The stone walls of this hall are carved with images of grapes, hops, barley and wheat. The guild's biweekly meetings usually begin seriously enough, with sober discussion of standard prices, new distilling techniques, negotiations with farmers and coopers and the like. Later in the evening, the meetings devolve into drunken revelry, with guildsmen singing loudly and carrying on into the small hours of the morning. The guildhall is a happy place, open to the public, who are welcome to stop by and sample various beers, ales and wines.

G16. Innkeepers Guildhall

This two story structure serves more as a public relations and visitor information center, where current prices and lists of guild inns can be obtained. Innkeepers gather here once a month to discuss pricing and negotiate with other guilds and the city for goods and services. The guildhall stands empty most of the time, and can be rented for weddings, feasts and other events.

G17. Tavernkeepers' Guildhall

Though its headquarters occupies only the bottom floor of a three story building whose upper floors house middle class apartments, the Tavernkeeper's Guild association is nonetheless one of the more powerful guilds in Bard's Gate. The guildhall itself is little more than a place for guild members to meet and discuss pressing issues with city representatives. The hall is locked the rest of the time.

G18. Harlots' Guildhouse

This lavish and palatial structure is home to one of Bard's Gate's most famous, but also most discreet, guilds. Members of the Harlot's Guild can stay at the hall for a small fee, but cannot conduct business here. The interior is lavishly-appointed, featuring sitting rooms, reading rooms, a library, bath, dining hall and conference room. The guild does not hold regular meetings, but members come here to discuss business, pricing and other developments as the need arises. Burgess **Madame Toulon** (Neutral female human expert 6) can usually be found here; she spends most of her time overseeing the business side of the guild and less time pursuing her usual trade than she has in the past.

G19. Wizards' Guild

The Wizards' Guild of Bard's Gate is housed in this ominous tower complex that overlooks the Guild District. Its two largest towers, the Apprentice Tower and the Tower of High Incantation are surrounded by several lesser spires containing dormitories, libraries and laboratories used by guild members.

A. The Apprentice Tower

Massive bronze gates open on a short marble corridor that leads to the great hall. The great hall is open to all, and is crowded with hedge mages, petty sorcerers, fakirs, fortune tellers, prestidigitators and charlatans seeking membership in the guild, or seeking to hire guild members. Dominion members also come here seeking freelance adventurers who can venture out to find rare spell components, lost artifacts, magical beasts and the like. The lower levels of the tower are always a noisy and chaotic place.

The higher levels are dedicated to workrooms, libraries, and spartan living quarters for the guild's apprentices, who spend their days in study and research for their masters. Charter members also have access to the facilities here, and often stay for long periods as they learn new spells or craft magical items.

B. The Tower of High Incantations

The inner circle of the Wizards' Guild, the 33 arcanists known as the Dominion Arcane, are the only individuals allowed access to this tower. Others are discouraged through various means, from simple warnings to deadly force. The tower has no visible doors or windows, yet Dominion members can enter and leave freely. Outsiders can only guess at what wonders and horrors may be found inside this tower.

G20. Sleek John Wombat

This is an unassuming stone house with three floors, bearing the sign of a moneylender on a bracket above the door. The ground floor of the building is partitioned into a small office at the front, and a curtained area at the rear. **Two large dogs** sit patiently in the office area, which is also where **Sleek John Wombat** can usually be found during the day, working at a small desk.

Sleek John is the vanguard of an attempt by the Friendly Men of the Borderland Provinces (see ***The Lost Lands: Borderland Provinces*** by **Frog God Games** for more information on the Friendly Men) to establish their own crime syndicate in Bard's Gate. The only thing standing in their way is the fact that the city already has a powerful crime syndicate in place — the Shadowguild, and by extension, the Wheelwrights. The Friendly Men have placed one of their most intelligent and resourceful agents here, recognizing that the Wheelwrights will eventually be the most challenging foes they have ever faced. Knowing that the Wheelwrights have a monopoly on force and extortion in the city, Sleek John operates with a deft and delicate hand. Rather than opposing the strengths of the Wheelwrights, Sleek John operates in the subtle world of blackmail and favors, avoiding the use of force whenever possible and building toward a shadow empire intended to tie the Wheelwrights in knots, crippling them instead of fighting them head-on. In many cases he actually works with them, thereby hiding the fact that there is more to his operation than meets the eye.

Sleek John's main operations are blackmail, with the assistance of the doppelganger **Hasrah**, and a smuggling/fencing racket he controls by blackmailing a corrupt harbor official by the name of Henderby Leesh (**D7**). Leesh looks the other way when stolen or smuggled goods arrive on riverboats — taking a small fee — and the cargoes are sold through Sleek John's fencing operation. The front actually pays dues to the Wheelwrights for protection, part of Sleek John's plan to stay completely invisible to the larger crime syndicate. Being paid a share of the fencing proceeds, the Wheelwrights do not inquire as the source of the goods, which means that the smuggling side of the operation goes completely unnoticed.

Sleek John's other area of expertise is blackmail. He is slowly amassing dossiers on as many prominent citizens as he can. In many cases, he sends freelancers to break into houses or businesses, not stealing anything, but copying letters, contracts, and other useful information. He knows these activities risk incurring the wrath of the Shadow Masks, but Sleek John counts on his careful planning and ability to think on his feet to avoid their ire.

If the characters have a reputation for being competent and discreet, they could be approached by Sleek John to execute one of these information-gathering expeditions: a simple break-in, copying a few documents, and then back out again. As easy as pie, provided they aren't caught in the act. Most of the time, though, these operations are carried out by Hasrah, Sleek John's right hand who lives in the building's secret basement. This basement can only be reached through a narrow passage

from the upper floor; it descends through the ground floor behind a stone wall. Hasrah is not particularly intelligent, but his ability to take on different appearances is a valuable tool for sneaking into houses and businesses to copy incriminating documents, or learn facts that others would wish to hide from view. So far Hasrah is completely unaware of the fact that there are a multitude of other doppelgangers in the city working for the Shadow Masks. He is fortunate that he has likewise not yet come to the attention of this Black Brotherhood.

Sleek John keeps no stolen or smuggled goods in this building; they are kept in warehouses and delivered to customers after purchase. Anyone seeking to buy goods is shown a ledger of what is currently available for sale.

Sleek John Wombat (Thf3): HP 9; **AC** 9[10]; **Atk** dagger (1d4); **Move** 12; **Save** 13; **AL** C; **CL/XP** 3/60; **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.

Thieving Skills: Climb 87%, Tasks/Traps 25%, Hear 4 in 6, Hide 20%, Silent 30%, Locks 20%.

Equipment: dagger, 1d10sp, 2d6cp.

Hasrah, Doppelganger Spy: HD 4; **HP** 23; **AC** 5[14]; **Atk** claw (1d12); **Move** 9; **Save** 13 (5 vs magic); **CL/XP** 5/240; **Special:** immune to sleep and charm, mimics shape.

Guard Dogs (2): HD 2; **HP** 10, 8; **AC** 7[12]; **Atk** bite (1d6); **Move** 14; **Save** 16; **CL/XP** 2/30; **Special:** none. (***Monstrosities*** 127)




Stevens Ave.
Cristoffersen Drive
Lower
Harkness Ave.
G15
G12
G19
B
A
G14
G11
Petersen Road
Guildhall Court
G10
King's Way
Arneson Way
G13
G9
OT12
OT16
OT3
G8
OT18
OT2
OT14
G4
G1
OT1
OT9
OT15
OT20
Getty Drive
G18
G7
The Forum
OT4
OT7
Armament Row
Goodman Ave.
OT5
OT8
G3
G6
OT13
Geilman Street
G2
OT11
Guild Canal
D5
D4
Mentzer Way
Hersh-Grohe Road
G16
Wright Street
D3

Old Temple District

Named for its many large temples (most now defunct), this small district was once the heart of the city. But many of the older gods (such as Thyr and Muir) fell from favor and their temples declined in favor of the gods of song and craft whose temples were located elsewhere in the City. Today, many of the old temples stand empty and some have been taken over by new cults or other occupants.

The Forum

An open-air amphitheater near the center of the Old Temple District, the Forum features free public performances throughout the spring, summer and fall. Performances held at the forum often have an air of political or social satire, and play up to the mood of the people who gather there for the entertainment and a good laugh at the political ambitions of the powers that be within Bard's Gate.

OT1. House of the Ever Vigilant Guard

This structure, better known as the Temple of Vanitthu, is presided over by **High Guardian Elissa Perinor** and **4 Protectors of Vanitthu**. A brotherhood of **75** lesser priests called **Praesidiati Initiatum** lives in this fortress-like building. This temple is instrumental in the defense of Bard's Gate, as priests of Vanitthu ride on patrols with the Free Defenders and Lyreguard, providing clerical magic and healing.

Like other temples in this district, the House of the Ever Vigilant Guard is home to a faith in decline. The faith of Vanitthu, also called The Gatekeeper, is rigid and unyielding, appealing to those who wish to live lives of ascetic denial, contemplation, and martial perfection.

A moat surrounds the temple proper, which is accessible through a gatehouse and drawbridge. Stone statues of Vanitthu, a stern-looking male in armor, flank the main gates, and **squads of 8 acolytes** normally stand guard at all hours, watching the gate and patrolling the 30-foot tall stone walls.

High Guardian Elissa Perinor, Female Human Cleric of Vanitthu (Clr6): HP 25; **AC** 3[16]; **Atk** *+1 heavy mace* (1d6+1); **Move** 12; **Save** 10; **AL** L; **CL/XP** 7/600; **Special:** +2 save versus paralyzation and poison, spells (2/2/1/1), turn undead.

Spells: 1st—*cure light wounds*, *protection from evil*; 2nd—*bless, hold person;* 3rd—*cure disease*; 4th—*cure serious wounds.*

Equipment: *+1 chainmail,* shield, *+1 heavy mace,* solid gold holy symbol of Vanitthu (50gp value).

Protectors of Vanitthu (Clr3) (4): HP 11, 15, 10, 12; **AC** 4[15]; **Atk** warhammer (1d4+1) or sling (1d4); **Move** 12; **Save** 13; **AL** L; **CL/XP** 4/120; **Special:** +2 save versus paralyzation and poison, spells (2), turn undead.

Spells: 1st—*cure light wounds*, *protection from evil*.

Equipment: chainmail, shield, clerical vestments, warhammer, sling, 10 bullets, 2 *potions of healing,* silver holy symbol of Vanitthu (20gp value).

Praesidiati Initiatum (Clr1): HP 6; **AC** 5[14]; **Atk** warhammer (1d4+1) or sling (1d4); **Move** 12; **Save** 15; **AL** L; **CL/XP** 2/30; **Special:** +2 save versus paralyzation and poison, turn undead.

Equipment: ring mail, shield, clerical vestments, warhammer, sling, 10 bullets, holy symbol of Vanitthu.

Features

Character: The Old Temple District is just that — a collection of old temples that date from the founding of Bard's Gate. Many have been reduced to mere piles of stone, long fallen into disrepair as their gods were forgotten. A few temples, including those of Muir and Thyr, the temple of Vanitthu, and the strange Temple of the Bird Goddess, remain in operation. Also found here are modest shrines to Darach-Albith and Dwerfater, still visited by elven and dwarven worshippers and tended by their respective priests.

Despite the decay and disrepair, this district is seeing something of a renaissance as old temples are taken over by entrepreneurs and merchants. The district now boasts art galleries, open air bistros and inns that cater to nobles and the nouveau riche. Some older residents feel that such uses of the temples is sacrilege, and that the new occupants will feel the wrath of the old gods, but so far these warnings have fallen on deaf ears.

Businesses: Businesses such as inns, taverns, galleries, merchant shops and establishments selling religious objects such as amulets and holy symbols have displaced the old temples. Most owners live on the premises, as the former temples also boast fine living quarters. There are no other private homes here, and the priests who work in the few remaining temples also live on-site.

Prices: The Old Temple District has become a haven for nobles and wealthy shoppers, and so prices have increased, now averaging 15% over standard. At the temples, however, prices for healing and divine spellcasting are standard for worshippers of the appropriate deities.

Purchase Maximum/Month: 500gp, unless otherwise noted.

Building Type: Most of the District's temples were built around the time of the city's founding, and so have an archaic grandeur about them, constructed in the classical Hyperborean style of five centuries ago. Graceful arches, brooding gargoyles, cloisters, columns, arches and buttresses are found throughout the district, and many of the old temples that have fallen retain some of their old flourishes, such as walls or arches that stand amid the rubble. New occupants have tried to retain the old styles, as it helps set the district apart from other mercantile areas. Interiors have been extensively refurbished, with dining rooms, kitchens and luxurious suites added with the latest luxuries and designs. Temples still in use have likewise been renovated over the years, but the continued decline of their faiths and consequent reduction of income makes them considerably less luxurious.

Guard Details: Active temples maintain small guard forces of clerics or fighters, drawn from among their congregation or staff. Shops and inns hire mercenaries or contract warriors. These individuals are professional, well-paid and well-equipped, but are also under strict orders to be polite and accommodating, save when pursuing miscreants such as cutpurses, shoplifters and vagrants, whom the guards take great pleasure in beating senseless.



A. Vigilant Sanctuary

Beyond the oaken doors is a broad sanctuary hall, ranked with three rows of stone benches. Behind the altar stands an 18-foot tall bronze and silver statue of Vanitthu in full battle regalia. The High Guardian presides over weekly services here. There is an aura of divine magic here that acts as a continual *protection from evil* and *bless* spell to all lawful occupants of the chamber.

B. Cloister of the High Guardian

The door to this small chamber is protected by *protection from evil 10ft radius.* Elissa Perinor lives in this simple chamber. The room contains a small bed, dresser, arms cabinet and an iron-bound locked chest that contains daily donations (normally it contains 3–18gp, 5–30sp and 8–48cp). The dresser contains simple clothing, a *wand of cure light wounds,* 6 *potions of neutralize poison,* and 2 *scrolls of raise dead.* The arms cabinet contains Elissa's weapons and armor when she is not using them.

C. Stairwell

The door to this stairwell lies in the southwest of this chamber, and the stairwell itself is narrow and easily defended. A locked chamber at the bottom of the stairs contains 12 metal-shod quarterstaffs which defending priests can use to repel attackers.

D. Longhouse

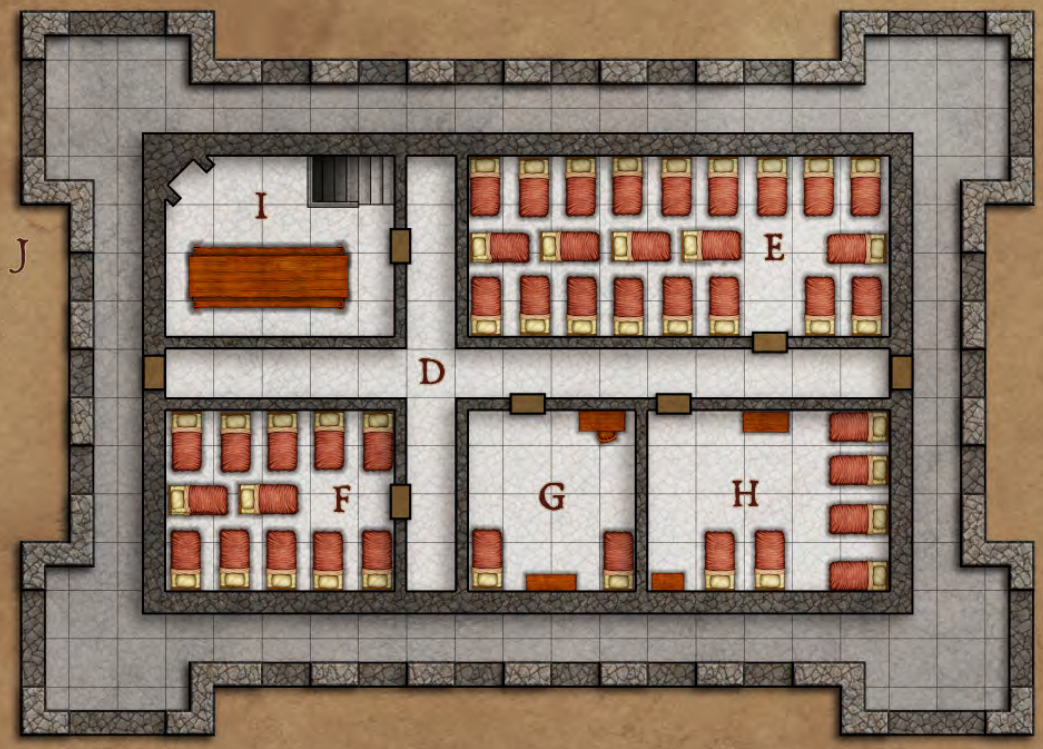
This structure sits atop the crenellated walls, serving as dormitory and infirmary for members of the brotherhood. It resembles an inverted longship and is intended to resemble Vanitthu's war galley, which the god uses to sail between the worlds, aiding the forces of good and battling evil wherever he finds it.

E. Brothers' Dormitory

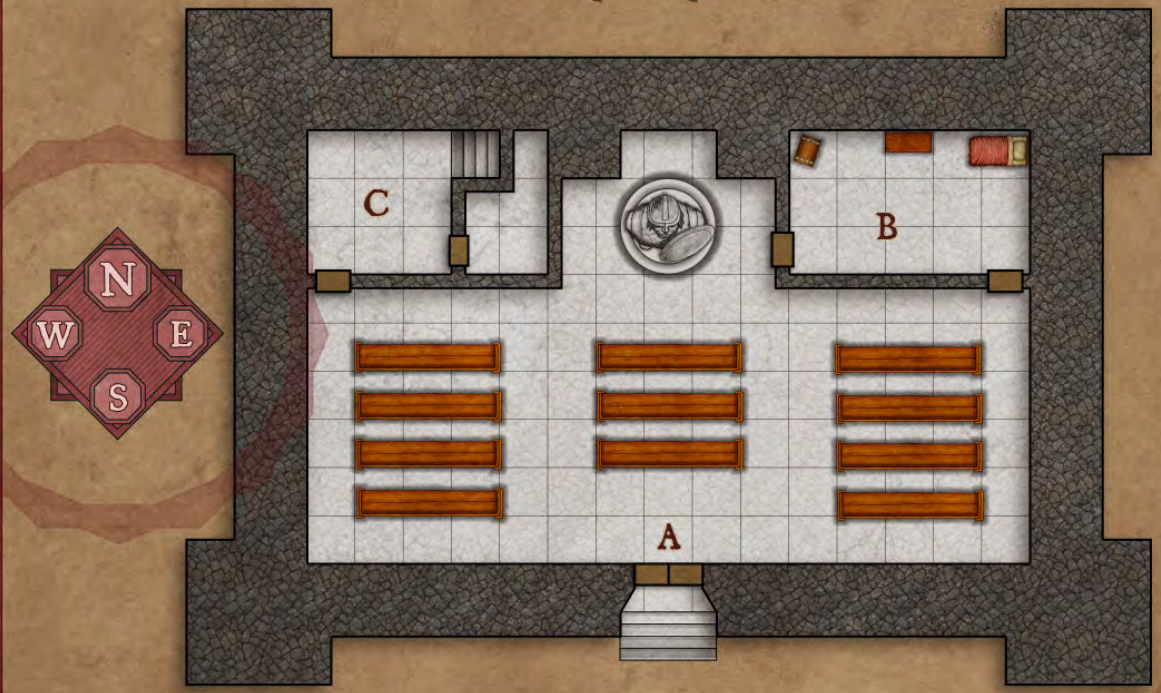
The main dormitory houses 50 male Presidio Initiatum clerics. In combat, these Presidiati wear ring mail and fight with a mace or staff.

During the day, **6d4 Presidio Initiatum brothers** may be found in the dormitory, performing chores, praying or studying. At night 6d4 are asleep

House of the Ever Vigilant Guard



One square equals 5 feet



in their bunks, with **2 brothers** awake serving as sentries. The remainder patrol the walls or ride with the Free Defenders or Lyreguard.

The dormitory contains 25 bunk beds and 50 locked boxes, used for holding the brothers' valuables (5d4sp, clothing, holy symbols, eating utensils and the like).

Praesidio Initiatum (Clr1): HP 6; **AC** 5[14]; **Atk** heavy mace (1d6) or staff (1d6); **Move** 12; **Save** 15; **AL** L; **CL/XP** 2/30; **Special:** +2 save versus paralyzation and poison, turn undead.

Equipment: ring mail, shield, clerical vestments, heavy mace, staff, holy symbol of Vanitthu.

F. Sisters' Dormitory

The priesthood is segregated by gender, and no fraternization is allowed (a solemn vow of celibacy is required upon joining the order). The dormitory of Presidia Initiatum sister clerics is somewhat smaller than the brothers', with only 12 beds. A total of 25 **sisters** serve in the temple; at any time there are **4d4 sisters** in the dormitory. The sister priests also have locked boxes for their valuables, which contain the same types of things as the brothers'.

Sisters of Vanitthu, Female Human (Clr1): HP 6; **AC** 5[14]; **Atk** heavy mace (1d6) or staff (1d6); **Move** 12; **Save** 15; **AL** L; **CL/XP** 2/30; **Special:** +2 save versus paralyzation and poison, turn undead.

Equipment: ring mail, shield, clerical vestments, heavy mace, staff, holy symbol of Vanitthu.

G. The Protectors' Dormitory

This chamber contains the private quarters of the **4** Protectors of Vanitthu. Normally only **two** of the four can be found here, while the other two are out patrolling with the Free Defenders or the Lyreguard. They live here in spartan surroundings, sleeping in two bunk beds. The room also contains an arms locker and scribe's desk. The protectors normally carry most of their possessions on them at all times, but this room has a few other items, including ceremonial vestments, an extra silver holy symbol, two vials of holy water, a *potion of healing*, and a scroll of *protection from evil 10ft radius* stored in a locked iron-bound chest.

H. Infirmary

Seriously injured brethren or members of the Bard's Gate military are brought here if they cannot immediately be healed by a priest. Such serious injuries are tended by the brothers and sisters, and if necessary such advanced spells as *raise dead* can be cast (from the 2 scrolls in Elissa's cloister). The room contains six beds; its windows are normally kept open for fresh air and light.

I. Commissary

The brothers and sisters take their meals in shifts here, rarely more than a dozen or so at once, though the 18-foot long table can seat up to 20 diners at a time. A cooking fire always burns here, and brethren take turns preparing meals.

J. Walls

Priests clad in scale armor and armed with crossbows and spears patrol the walls at all hours.

OT2. The Exalted Temple of Thyr the Lawgiver

The Exalted Temple of Thyr the Lawgiver is larger replica of the faith's original basilica to the north (**Chapter 2**, area **2**). **High priest Bofred the Just** leads the faith's survivors — a mere **8 priests** and **21 neophytes**. He is constantly watched by **10 exalted guardians.**

Inside the temple, rows of wooden benches face the high alter of Thyr. Tall, stained glass windows line the walls behind a regal statue of the deity, a stern warrior armed with a mighty sword.

Bofred is a dedicated cleric, named for the famous priest Bofred who disappeared in the caverns beneath Rappan Athuk years ago. The destruction of his main temple still rankles him, and Bofred is determined one day to lead a crusade to liberate and rebuild the old basilica. To this end, Bofred has joined with Barahil the Faithful, a knight of Muir, and Barahil's 12 brother knights (see **OT3**) to form the Order of the Sword of Retribution, a union of paladins, lawful clerics, and fighters, who hope to one day reclaim Thyr to the Valley of the Shrines and Burial Halls of Thyr and Muir for the faiths.

As a dedicated cleric of Thyr, Bofred is a stern and unyielding man who preaches loudly against evil and corruption. His oratorical style is not terribly popular in Bard's Gate, where the population is a bit more urbane and less interested in the eternal struggle between good and evil, and the congregation at the temple remains relatively small. He often recruits lawful parties to help him in his quest — scouting the northern valley, seeking out prominent enemies of the temple, and retrieving lost treasures or artifacts. His uncompromising struggle against evil has earned him many enemies, but Bofred relies on his faith to keep him safe.

Bofred the Just, Cleric of Thyr (Clr7): HP 25; **AC** 4[15]; **Atk** +2 *staff* (1d6+2); **Move** 12; **Save** 9; **AL** L; **CL/XP** 9/1100; **Special:** +2 save versus paralyzation and poison, spells (2/2/2/1/1), turn undead.

Spells: 1st—*cure light wounds* (x2); 2nd—*bless, hold person*; 3rd—*prayer* (x2); 4th—*cure serious wounds;* 5th—*dispel evil.*

Equipment: *bracers of defense* AC 4[15], *+2 staff,* holy symbol of Thyr.

Exalted Guardians of Bofred (Pal2) (10): HP 12; **AC** 2[17]; **Atk** longsword (1d8); **Move** 12; **Save** 11; **AL** L; **CL/XP** 3/600; **Special:** immune to disease, lay on hands (4hp), warhorse mount.

Equipment: plate mail, shield, longsword, holy symbol of Thyr, 2 vials of holy water.

Priests of Thyr (Clr2) (8): HP 6; **AC** 5[14]; **Atk** heavy mace (1d6) or sling (1d4); **Move** 12; **Save** 14; **AL** L; **CL/XP** 3/60; **Special:** +2 save versus paralyzation and poison, spells (1), turn undead.

Spells: 1st—*cure light wounds.*

Equipment: chainmail, shield, clerical vestments, heavy mace, sling, 10 bullets, holy symbol of Thyr, 2 vials of holy water.

Neophyte of Thyr (Clr1) (21): HP 4; **AC** 5[14]; **Atk** heavy mace (1d6); **Move** 12; **Save** 15; **AL** L; **CL/XP** 2/30; **Special:** +2 save versus paralyzation and poison, turn undead.

Equipment: ring mail, shield, clerical vestments, warhammer, holy symbol of Thyr, 2 vials of holy water.

OT3. Shrine of the Uplifted Sword

This temple of Muir is tended by a small group of **5 paladins** and **8 clerics** under the leadership of High Sword of Muir, **Barahil the Faithful**. The priests and paladins do good deeds and aid the weak throughout Bard's Gate and beyond, and have joined with Bofred the Just (see **OT2**) to form an alliance of lawful good warriors, intent on liberating the northern Lyre Valley from the forces of evil.

Barahil the Faithful, Cleric of Muir (Clr7): HP 28; **AC** 3[16]; **Atk** +2 *heavy mace* (1d6+2); **Move** 12; **Save** 9; **AL** L; **CL/XP** 9/1100; **Special:** +2 save versus paralyzation and poison, spells (2/2/2/1/1), turn undead.

Spells: 1st—*cure light wounds, protection from evil;* 2nd—*bless, hold person*; 3rd—*locate object, prayer;* 4th—*cure serious wounds;* 5th—*dispel evil.*

Equipment: *+2 chainmail,* shield*, +2 heavy mace, 3 potions of extra-healing,* gold holy symbol of Muir (200 gp value).

Knights of Muir (Pal2): HP 11; **AC** 2[17]; **Atk** long sword (1d8); **Move** 9; **Save** 11; **AL** L; **CL/XP** 3/600; **Special:** immune to disease, lay on hands (4hp), warhorse mount.

Equipment: plate mail, shield, longsword, holy symbol of Muir.

Priests of Muir (Clr3): HP 12; **AC** 4[15]; **Atk** heavy mace (1d6); **Move** 12; **Save** 13; **AL** L; **CL/XP** 4/120; **Special:** +2 save versus paralyzation and poison, spells (2), turn undead.

Spells: 1st—*light*, *protection from evil*.

Equipment: chainmail, shield, heavy mace, 3 *potions of healing*, 3 vials of holy water, holy symbol of Muir.

OT4. Temple of Rhiaan, the Bird Goddess

This strange temple is built in the shape of a dark, 60-foot obelisk, topped with a gold statue of a four-armed, winged woman with the claws of a raptor. The Temple of Rhiaan, the Bird Goddess, is one of the oldest temples in Bard's Gate. Raptors such as hawks and falcons constantly fly about the obelisk, and by tradition no one can harm a bird within sight of the temple, lest he call down the wrath of the Bird Goddess herself.

Inside the temple, the main chamber is decorated with beautiful sculptures of various avians. Temple acolytes lead services while clad in feathered capes, bearing the bird goddess' holy symbol, a soaring bird cast in gold. A **pair of great owls** make their homes inside the upper rafters of the temple, and it is said that they are intelligent and impart wisdom to the priesthood.

The Bird Goddesses' followers are few, though it is whispered that many who live in Bard's Gate make sacrifice to her, or at least treat her with respect. Long ago, it is said that the original founders of Bard's Gate did not pay homage to the Bird Goddess, and were consequently punished by flocks of disease-bearing pigeons and scavenger birds. When windstorms destroyed several buildings, the city founders performed divinations, revealing that Bard's Gate stood on ground sacred to the Bird Goddess, the ancient protector of the region. The temple was built to honor this ancient deity, and soon afterwards the plagues ended. The city has lived at peace with the Bird Goddess ever since.

The temple's high priestess, **Danya Darkfeather** is a druidess charged by the goddess to care for the birds of the region. She and her priestesses have been known to approach magic-users with bird familiars, demanding tithes for the temple to honor the Bird Goddess for sending her creature to serve the mage.

Danya Darkfeather, Female Human (Drd7): HP 26; **AC** 4[15]; **Atk** +1 *sickle sword* (1d6+1); **Move** 12; **Save** 9; **AL** N; **CL/XP** 8/800; **Special:** +2 bonus to saving throws against fire, druid language, immune to fey charms, shape change, spells (4/2/2/1).

Spells: 1st—*detect snares & pits, faerie fire, locate animals, predict weather;* 2nd—*cure light wounds, heat metal;* 3rd—*call lightning, cure disease;* 4th—*cure serious wounds.*

Equipment: *bracers of defense* AC 4[15], *+1 sickle sword* (short sword), mistletoe and holly.

Giant Owls (2): HD 4; **HP** 30, 31; **AC** 6[13]; **Atk** 2 claws (1d8), bite (1d6+1); **Move** 3 (fly 20); **Save** 13; **AL** N; **CL/XP** 5/240; **Special:** flies silently, –2 to all die rolls in bright light.

OT5. Temple of Bast

The temple stands behind a 20-foot wall carved with images of cats battling serpents. Cats from all across the city are drawn here, worshipping their great mother in their own inscrutable way. The temple itself is softly rounded, somewhat like a tiger or leopard resting on its haunches. Four large obelisks, like towers, mark the corners of the compound. The ornate wooden doors are again carved to resemble a cat killing a fierce serpent.

A nine-foot-tall alabaster and gold statue of Bast greets visitors inside. She is crushing serpents beneath her feet and is raising her arms up to the heavens. Though she is a foreign god, Bast is still revered in Bard's Gate since a plague of rats was defeated by the city's cats several centuries ago. Those with rat infestations pray here and leave offerings and, so popular belief holds, are rewarded within a few days when one or more cats appear to deal with the problem, then just as quickly and mysteriously disappear. Strangely enough, the time is drawing near for a new rat-infestation (see **The Rat Who Feasts Upon the Cat**).

Three priests, **Ivillivil, Haldor**, and **Thord** oversee the day-to-day operations of the temple, while also aiding **First Priest Purrann** in seeking out and destroying cultists of Set. The four priests are all weretigers, and fully capable of defending themselves, but they often hire trusted adventurers to assist them in keeping Bard's Gate free of Set's influence. Working with them are a small number of **acolytes** (Neutral male or female cleric of Bast 1–2) who see to the maintenance of the temple.

Ivillivil, Male Weretiger Cleric of Bast (Clr4): HP 20; **AC** 7[12] or 3[16]; **Atk** +1 *warhammer* (1d4+2) or 2 claws (1d4) and bite (1d10); **Move** 12; **Save** 11; **AL** N; **CL/XP** 9/1100; **Special:** +2 save versus paralyzation and poison, hit only by magic or silver weapons, lycanthropy, spells (2/1), turn undead.

Spells: 1st—*cure light wounds, detect magic;* 2nd—*hold person.*

Equipment: *+1 shield, +1 warhammer,* holy symbol of Bast.

Haldor, Male Weretiger Cleric of Bast (Clr3): HP 16; **AC** 5[14] or 3[16]; **Atk** +1 *heavy mace* (1d6+1) or 2 claws (1d4) and bite (1d10); **Move** 12; **Save** 11; **AL** N; **CL/XP** 9/1100; **Special:** +2 save versus paralyzation and poison, hit only by magic or silver weapons, lycanthropy, spells (2), turn undead.

Spells: 1st—*cure light wounds, detect magic.*

Equipment: chainmail, *+1 heavy mace,* holy symbol of Bast.

Thord, Male Weretiger Cleric of Bast (Clr3): HP 13; **AC** 7[12] or 3[16]; **Atk** staff (1d6) or 2 claws (1d4) and bite (1d10); **Move** 12; **Save** 11; **AL** N; **CL/XP** 9/1100; **Special:** +2 save versus paralyzation and poison, hit only by magic or silver weapons, lycanthropy, spells (2), turn undead.

Spells: 1st—*cure light wounds, protection from evil.*

Equipment: leather armor, staff, holy symbol of Bast.

First Priest Purrann, Male Weretiger Cleric of Bast (Clr6): HP 31; **AC** 4[15] or 3[16]; **Atk** +2 *heavy mace* (1d6+2) or 2 claws (1d4) and bite (1d10); **Move** 12; **Save** 10; **AL** N; **CL/**



XP 10/1400; **Special:** +2 save versus paralyzation and poison, hit only by magic or silver weapons, lycanthropy, spells (2/2/1/1), turn undead.

Spells: 1st—*cure light wounds*, *detect magic;* 2nd—*bless, hold person; 3rd—remove curse;* 4th—*cure serious wounds.*

Equipment: *+1 chainmail, +2 heavy mace,* holy symbol of Bast.

OT6. Temple of Darach-Albith

To an outside observer, this area seems more like a public park along the riverbank, filled with ancient cedar trees, and decorated with free-standing marble columns and elven statuary. Those who visit the glade claim to feel a sense of otherworldly calm and are able to leave their mortal woes behind for a time.

Near the center of the glade, hidden in the trees, is the temple itself, cunningly crafted from natural stone, under the shade of a huge, ancient oak tree. This is the center of worship for the elven god Darach-Albith.

The temple is administrated by the elven high priest **Ginivarin Krandolve**. He has the ability to raise elven followers of Darach-Albith or Rialae from the dead, if the proper donations and sacrifices are made, but may require a quest or service in exchange for these rituals. He is assisted by **4 lesser priests**, two of whom serve Darach-Albith and two of Rialae-Aibaru, Goddess of the Wandering Star.

Religious services are casual, held on equinoxes and solstices. At these times, numerous elves and half-elves come from all over the city and nearby lands to sing ancient songs of praise to Darach-Albith, as well as Rialae, her lost daughter Karelis, and the elven homeland of Parnuble. During the rest of the year, worship is a private matter, with individual visitors praying and offering tribute in their own ways.

A hidden clearing not far from the temple itself holds a sacred shrine to Rialae-Aibaru. A pool in the center of the shrine is said to hold the tears of those elves who still wander in search of their lost star.

Ginivarin Krandolve, Male Elf Cleric of Darach-Albith (Clr7): HP 34; **AC** 2[17]; **Atk** *+1 staff* (1d6+1); **Move** 12; **Save** 7; **AL** L; **CL/XP** 9/1100; **Special:** +2 save versus paralyzation and poison, darkvision 60ft, elf racial abilities, spells (2/2/2/1/1), turn undead.

Spells: 1st—*cure light wounds*, *detect magic;* 2nd—*bless, hold person; 3rd—prayer, remove curse;* 4th—*speak with plants;* 5th—*commune.*

Equipment: *bracers of defense* AC 4, *ring of protection +2, cloak and boots of elvenkind, +1 staff,* 2 *scrolls of cure light wounds,* 2 vials of holy water, wooden holy symbol of Darach-Albith.

Lesser Priests, Male or Female Elf Clerics of Darach-Albith and Rialae-Aibaru (Clr2) (4): HP 10x2, 9, 11; **AC** 7[11]; **Atk** staff (1d6); **Move** 12; **Save** 14; **AL** L; **CL/XP** 3/60; **Special:** +2 save versus paralyzation and poison, darkvision 60ft, elf racial abilities, spells (1), turn undead.

Spells: 1st—*cure light wounds*.

Equipment: leather armor, satff, 2 *potions of healing*, 3 vials of holy water, wooden holy symbol of Darach-Albith or Rialae-Aibaru.

OT7. Temple of Moccavallo

The temple of a trickster god of chaos and disorder, this structure looks suitably random, as if made of a hodge-podge pile of stones, equipped with a peaked roof made of huge timbers. The building doesn't look as if it could even stand on its own, which Moccavallo's worshippers say proves how powerful their god truly is.

The front door is extremely small, admitting only one worshipper at a time. It is carved from stone and covered in gold leaf, portraying a grotesque mask wreathed in flames. The temple's interior is similarly bizarre, randomly set with wooden pillars carved in the likeness of dragons, devils, and other strange beasts. Tapestries hang from the wall, showing forest fires, ships lost at sea, jesters, dancers, and other performers. In the center of the main chamber, a 20-foot-wide pit holds an eternal flame that gives the entire hall a reddish glow.

Moccavallo's followers in Bard's Gate are "led" (if that is the correct word for such a chaotic group) by **Fanr Flameson.** Their creed is to live in opposition to whatever is expected of them, and to act in conflict with the natural order of things. Fanr is no exception to this rule, and behaves in a manner that other priests find most unbecoming, enjoying carousing and drinking even more than his parishioners, and making a living as a teller of tales and performer, in addition to his skills as a priest. His best-known tale is called *The Fortunate Fool*, and tells, with many variations, of a man who made only foolish choices, and yet became a wealthy and powerful man. While Fanr is Chaotic with every fiber of his being, he is not necessarily evil, although neither is he a proponent of goodness. He simply is what he is.

Fanr Flameson, Cleric of Moccavallo (Clr9): HP 38; **AC** 4[15]; **Atk** +2 *heavy mace* (1d6+2); **Move** 12; **Save** 7; **AL** C; **CL/XP** 11/1700; **Special:** control undead, +2 save versus paralyzation and poison, spells (3/3/3/2/2).

Spells: 1st—*cause light wounds, protection from good, light;* 2nd—*bless, hold person, silence 15ft radius*; 3rd—*disease, prayer, speak with dead*; 4th—*cure serious wounds, protection from good 10ft radius;* 5th—*commune, finger of death.*

Equipment: +2 *chainmail,* +2 *heavy mace,* holy symbol of Moccavallo.

OT8. The Bed of Grapes

This inn was once a small temple to a god whose name has long been forgotten. Today, it is a popular destination for visitors to the district. A covered space outside is filled with tables; serving maids hurry about constantly, and the place always seems packed. Inside, the building has been divided into 20 rooms, available for 1 gp per night. The rooms are small but clean, and a plate of grapes is left outside each room every morning. Innkeeper Torin Heweth (Neutral male human expert 3) runs an efficient business and is said to be a tyrant to his employees.

OT9. The Pink Feathers

This cabaret house is one of the more upscale "relaxation houses" managed by the Harlots' Guild. It is run by **Sister Jenny** (Neutral female human expert 4), and frequented by adventurers and tradesmen. The food is good, the drinks are strong, entertainment by talented bards and dancers is enjoyable, and "companionship" is readily available for a price. Gambling also takes place here in the evening hours, and the games are known to be scrupulously honest, despite Sister Jenny's highly flexible sense of morality.

Priests of Muir and Thyr dislike having this establishment so close to their temples, but have so far been unable to do much about it. Bofred often rants about the lax morality of the place, and of the Old Temple District in general, but few here take him seriously.

The Pink Feathers maintains a strong security presence at all times, and **6 bouncers** are in the main hall at all times. The head of security is **Mr. Frown**, an irrepressible halfling who never stops smiling, even when an unruly patron is being beaten or ejected. He is especially good at ending fights before they begin, usually with an accurately-hurled mug. Rumor has it that Mr. Frown (his real name is the subject of much speculation) is a deserter from some distant army, where he specialized in missile combat. Sister Jenny is no friend of Duloth, or involved in the Shadowguild at all, but does not discriminate against any Wheelwrights in her establishment, as long as they "know their place", in her place.

Bouncers (Ftr1) (6): HP 6, 5, 3x2, 4x2; **AC** 7[12]; **Atk** club (1d4); **Move** 12; **Save** 14; **AL** N; **CL/XP** 1/15. **Special:** none.

Equipment: leather armor, club, 1d4sp.

Mr. Frown, Male Halfling (Ftr4): HP 28; **AC** 4[15]; **Atk** fist (1) or sling (1d4) or dagger (1d4); **Move** 12; **Save** 11; **AL** L; **CL/XP** 4/120. **Special:** +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, +1 bonus with missile weapons, halfling racial abilities, multiple attacks (4) vs. creatures with 1 or fewer HD.

Equipment: leather armor, 2 daggers, sling, 10 bullets, 2d4 sp, 3d10cp.

OT10. Gantry's Tea House

Off the market square and up a flight of stairs, this former priest's home features a wooden balcony that provides a fine view of the area. Small but well-kept, the tea house has eight small tables, where guests are served by Narya (Neutral female human commoner 2) and Freyn (Neutral female human expert 2), twin daughters of the owner, Mistress Gantry (Neutral female human expert 4). Despite its name, the tea house also serves wine, beer and excellent meat pies bought fresh each day from Lasker (M9).

OT11. The Lion's Lair

This tall, narrow building was once a shrine to Sefagreth, the god of merchants and moneylenders. Today, a glazed tile in the form of a lion mask that sits above the entrance is all that denotes its former purpose. Inside, a somewhat cramped dining room contains a half-dozen tables, and patrons can consume good meals and flagons of strong, bitter ale. Four rooms are available for rent upstairs for 2sp per night. Innkeeper Odof Lionsmane (Lawful male human fighter 4) is a former mercenary who has settled down to a life of relative ease. He loves his work, but sometimes yeans to return to the bloody battlefield just once more, and keeps his old battleaxe handy behind the bar should it ever be needed. His wife Sanya (Lawful female human commoner 2) thinks such talk is foolish and boxes his ears if he gets too serious.

OT12. The Lowlander Inn

Built in the style of an old country inn, this structure was once a private home during the glory days of the Temple District. Today, it is a bit run-down, its thatch roof somewhat tattered, and its interior in some disrepair. Innkeeper Bolo Histan (Neutral male human expert 3) is an indifferent owner at best, doing only minimal maintenance and serving very basic food. In exchange for this, rooms are a mere 2sp a night, which includes meals.

OT13. The Mill Stone

This structure has seen better days, and once housed the shrine of a local agricultural goddess Ceres, now largely supplanted within the city by worship of Pekko (though she still enjoys a great deal of popularity out in the Plains of Mayfurrow. Today, a cracked millstone serves as a marker, and the interior, filled with mismatched tables, chairs and makeshift stools,

is always crowded with idle apprentices, bored young nobles and naughty serving wenches (Gilant hires his help based on their skill at flirtation, knowing that this brings in more customers). There is usually someone playing music, or at least a close approximation, at any time, but the roar of conversation is usually so loud as to drown it out. Innkeeper Gilant Narvess (Neutral male human expert 2) enjoys the wild life and started the inn with money that he stole from his employer, a Bard's Gate nobleman. The place remains popular, but Gilant squanders his money gambling and pursuing older women.

OT14. Seven Trees

This small inn boasts a pleasant, tiled courtyard garden where seven small trees grow in large glazed pots. Spouts from the roof empty into a central pool where frogs and small fish live, giving the place a surprisingly natural feel. There are six rooms available, three of which open on to the garden. Normal rooms are 1gp per night, garden rooms are 2gp. Simple meals are included with the cost of the rooms. Innkeeper **Drasil Narben** (Neutral male halfling expert 4) is a keen gardener and a pleasant host.

OT15. Visseli's Vault

Entirely underground, this establishment was originally a water tank that fed a nobleman's fountains. The nobleman's estate is long since vanished, and the tank's interior is supported by several pillars looted from an abandoned temple. Inside, the chamber is dim, lit only by candles, and diners are entertained by minstrels who play softly on lutes, harps and other stringed instruments. Meals are expensive (1gp per person, 1sp per person for wine), but well-prepared by owner **Sventz Borsi** (Neutral dwarf expert 4) and his staff.

OT16. Temple of Dwerfater

This temple is built to resemble a mountain, and is devoted to the spiritual well-being of Bard's Gate's dwarves, who gather here to pray and sing sad lamentations for their lost Krazzadak homeland on the Shengotha Plateau, which was overrun by the cursed minions of Orcus centuries ago. The interior is dark and cave-like, and features a huge statue of Dwerfater, sitting on a golden throne, a great warhammer across his knees. Forgemaster **Gruden Greybeard** leads the congregation, and sees to the needs of any dwarf who asks for aid. He is assisted by a number of **acolytes of Dwerfater**.

Gruden seeks to recruit dwarves to retake the dwarven homeland buried under the Ice Plateau and place the King Under the Glacier upon his rightful throne once more. Dwarves who perish in this quest are restored to life here if possible, though Gruden often requires a task from any dwarves whom he raises. Non-dwarves are not welcome here, and are turned away at the doors, even if they come offering aid.

Gruden Greybeard, Male Dwarf Cleric of Dwerfater (Clr8): HP 36; **AC** 2[17]; **Atk** +2 *warhammer* (1d4+4); **Move** 9; **Save** 8; **AL** L; **CL/XP** 10/1400; **Special:** +1 to hit and damage due to high strength, +2 save versus paralyzation and poison, darkvision 60ft, dwarf racial abilities, spells (2/2/2/2/2), turn undead.

Spells: 1st—*cure light wounds, detect magic;* 2nd—*bless, hold person;* 3rd—*prayer, remove curse;* 4th—*cure serious wounds, speak with plants;* 5th—*commune, raise dead.*
Equipment: *+1 plate mail, +2 warhammer, scroll of resurrection,* 4 vials of holy water adamantine holy symbol of Dwerfater (500 gp value).

Acolytes of Dwerfater, Male or Female Dwarf (Clr2): HP 10; **AC** 5[14]; **Atk** warhammer (1d4+1); **Move** 9; **Save** 14; **AL** L; **CL/XP** 3/60; **Special:** +2 save versus paralyzation and poison, darkvision 60ft, dwarf racial abilities, spells (1), turn undead.

Spells: 1st—*cure light wounds*.
Equipment: chainmail, warhammer, 2 vials of holy water, steel holy symbol of Dwerfater.

OT17. Temple of Pekko

This temple is home to the worship of Pekko, God of Ales and Grains. Pekko has many followers among brewers, tavern keepers and bakers. Worship day is popular as the priests hand out free beer samples and slices of earthy wheat bread to any who are willing to attend services. Many of Pekko's faithful are halflings, gnomes and dwarves, though all are welcome here.

Hadro Full-Pint is the chief cleric of Pekko in Bard's Gate. He sees it as his duty to remind folks of the good things in life, and to offer a saner alternative to the wild worship of Bacchus-Dionysus. He is assisted by a number of **halfling priests** (cleric 1–2).

Hadro Full-Pint, Male Halfling Cleric of Pekko (Clr6): HP 27; **AC** 5[14]; **Atk** +2 *heavy mace* (1d6+2) **Move** 9; **Save** 10; **AL** L; **CL/XP** 7/600; **Special:** +1 with thrown weapons, +2 save versus paralyzation and poison, +4 on saving throws vs. magic, halfling racial abilities, spells (2/2/1/1), turn undead.

Spells: 1st—*cure light wounds, detect magic;* 2nd—*bless, hold person;* 3rd—*remove curse;* 4th—*cure serious wounds.*
Equipment: leather armor, *+1 shield, +2 heavy mace,* holy symbol of Pekko.

OT18. Wicked Sisters

This eatery is one of the most lucrative examples of the urban renewal happening in the Old Temple District. Run by sisters **Ewa** and **Tessa** (Neutral female human expert 4), these former members of the Harlots' Guild decided to take the near-fortune they made in their former profession and invest in a more long-term business. To this end they bought a run-down, abandoned temple to Pan and refurbished it as a café. Staffed almost exclusively by ex-harlots, this restaurant is extremely popular with the "college crowd". Absolutely no abusive or derogatory comments are tolerated from the customer base, and regulars help to keep any newcomers from being disrespectful to the staff. **Bussers** (Neutral male human fighter 2) clean tables and gather dishes; they also drag unruly customers out the door and politely ask them never to return. Despite the name, the sisters have tried very hard to make this a decent and respectable establishment. It is quickly becoming a beloved spot for district locals. Food prices typically run from 3sp for snacks and appetizers, to 2gp simple entrees.

Unbeknownst to most patrons, a back-hallway, inaccessible to customers, leads to the catacombs, and directly to the Faun's Cellar (**CAT6**) where incredible wine vintages can be purchased by appointment. The sisters are very careful about who they give access to, clearing all customers through Marrus in advance.

OT19. Shrine of Old Widemouth

This shrine of Kamien occupies a weather-beaten stone building, two stories tall, with a wooden sign over the door depicting a largemouth bass riding upon three waves, painted on a green background. Inside, the main feature of the shrine is a huge well, 10 feet in diameter, in the center of the ground floor's only room. The statue of a fish arches over the top of the well, its wide mouth open to reveal a deep hollow inside the statue. The great fish is coated with a thin veneer of silver, and the low wall of the well is encased in green copper, but the metal has been rubbed away in several spots from both the well and the statue, revealing the ancient stone beneath.

There are **2 priests** and **2 priestesses** of Kamien's Faithful living in the rooms of the second floor, proprietors of the shrine.

Despite the run-down appearance of the building, statue, and well, the shrine is actually a thriving center for Kamien's cult. The River Goddess is, for obvious reasons, quite important in this city dependent on its river trade. The shrine actually receives a considerable tithe each year from those seeking the goddess's favor, but keeps little of it; Kamien seeks no political influence here, nor does she desire any great showing of wealth or power. A great quantity of the shrine's money is spent on the midsummer Rising Festival, when thousands upon thousands of flowers and seeds are set afloat in baskets on the river, to find their way to shore downriver where they can take root and decorate the riverside with their wild blossoms.

The ancient shrine is a place of considerable power, despite its looks. After nightfall a heavy mist rises from the well, filling the entire ground-floor of the shrine from floor to ceiling. The mist has the same consistency and breathability as water, protecting the shrine from intruders. The clerics of Kamien are not affected by the mist; they are able to breathe it and move through it as if it were normal air. Others are not so lucky; more than one would-be thief has been discovered here at dawn, drowned during the night.

Kamien's Faithful, Male or Female of Kamien (Clr6) (4): HP 25; **AC** 4[15]; **Atk** *+1 satff* (1d6+1); **Move** 12; **Save** 10; **AL** N; **CL/XP** 7/600; **Special:** +2 save versus paralyzation and poison, spells (2/2/1/1), turn undead.

Spells: 1st—*cure light wounds, protection from evil*; 2nd—*bless, hold person;* 3rd—*cure disease*; 4th—*cure serious wounds.*

Equipment: *bracers of defense* AC 4[15], *+1 staff,* holy symbol of Kamien.

OT20. Excriptory of Jamboor

The Excriptory of Jamboor is a four-story stone building marked with the sign of an eclipsed sun, a magical glow emanating from behind a large black disk, on the temple frontage over the double doors. Several strange and complex weathervanes are installed on the rooftop, together with a number of rune-marked windmills that turn lazily in the breeze.

Within, only two areas are open to the public. The first is a small shrine room, with a statue of Jamboor holding an eclipsed sun and an iron box to receive monetary donations. A **priest** (Neutral male human cleric of Jamboor 2) is always in this room to provide minor counsel to those seeking advice, and information to those with enough money to pay for it. The second public room is a small library of common reference books. It is well-known that the librarian, **Numbus Parch** (Neutral male human expert 4), has access to several rare books as well, but these are not available without a relatively large donation to the temple.

The Excriptory is under the auspices of two clerics of Jamboor: the High Priest, **Yun Jassail**, and the High Excriptor, **Lizaila Brand**. Yun Jassail's body is laced with the ritual scars of the Order of Corollaries, the omen-readers of the cult. No longer a member of this specialized order, Jassail is responsible for the day-to-day operations of the temple, including the management of ordinary priests and the organization of holy days. Lizaila Brand is the chief information-gathering officer of the temple, tasked with the job of assembling information for the Order of Corollaries and receiving it from the temple's holy spies, the **Excriptors** (Neutral male or female human thief 3). The city contains only three excriptors, but each one has a small network of informants. The excriptors do not stay in the temple, having rooms elsewhere.

There is a small burial catacomb below the temple, but only the priests are allowed into it. It does not connect with the city catacombs.

More information about the Cult of Jamboor may be found in ***The Lost Lands: Borderland Provinces*** by **Frog God Games**.

High Priest Yun Jassail, Cleric of Jamboor (Clr6): HP 27; **AC** 4[15]; **Atk** *staff of withering* (1d6); **Move** 12; **Save** 10; **AL** N; **CL/XP** 8/800; **Special:** +2 save versus paralyzation and poison, spells (2/2/1/1), turn undead.

Spells: 1st—*cure light wounds, protection from evil*; 2nd—*hold person* x2; 3rd—*locate object*; 4th—*cure serious wounds.*

Equipment: *bracers of defense* AC 4, *staff of withering* (187 charges remaining), ancient wooden holy symbol of Jamboor (50gp value).

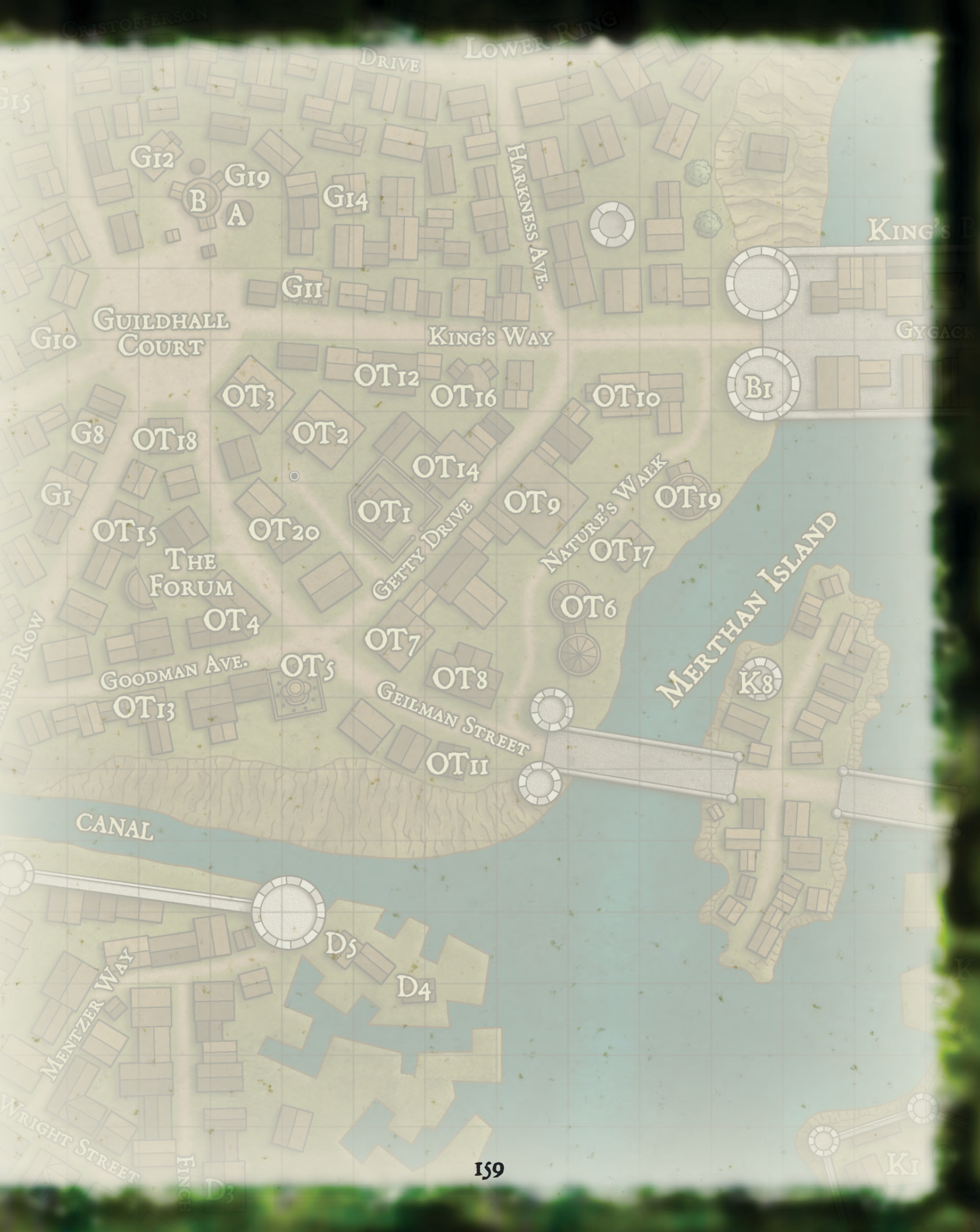
High Excriptor Lizaila Brand, Female Human Cleric of Jamboor (Clr2,Thf2): HP 10; **AC** 5[14]; **Atk** dagger (1d4); **Move** 12; **Save** 13; **AL** N; **CL/XP** 5/240; **Special:** +2 save versus paralyzation and poison, +2 on saving throws vs. devices, backstab (x2), spells (1), thieving skills, turn undead.

Spells: 1st—*cure light wounds.*

Thieving Skills: Climb 86%, Tasks/Traps 20%, Hear 3 in 6, Hide 15%, Silent 25%, Locks 15%.

Equipment: *+1 leather armor, ring of protection +1,* dagger, thieves' tools, holy symbol of Jamboor.




Drive
Lower Ring
G12
G19
B
A
G14
Harkness Ave.
G11
Guildhall Court
G10
King's Way
OT12
OT3
OT16
OT10
B1
G8
OT18
OT2
OT14
G1
OT1
OT9
Nature's Walk
OT19
OT15
OT20
Getty Drive
The Forum
OT17
OT6
OT4
OT7
Merthan Island
Goodman Ave.
OT5
OT8
K8
OT13
Geilman Street
OT11
Canal
D5
D4
Mentzer Way
Wright Street

Catacombs

The catacombs are an extensive series of underground tunnels beneath the Old Temple District which served as the first burial grounds for the elite in Bard's Gate, before the construction of the City of Ashes. The catacombs themselves are the remains of the native stone which was used for the construction of many of the old temples which now stand in ruins to this day. The third great Shabissian Plague swept the city roughly 395 years ago and struck it harder than any of the previous ones had. The priesthood of Bast's summoning of cats to destroy the rat plague stemmed the tide but not before the city was forced to transform the central quarry into a mass grave for those who had succumbed to the plague. Among the many consequences of the plague was the beginnings of the cracks in faith in the old gods of the city who had failed to intervene in the plague after many of the temples' priests were the first to succumb and die. This led many among the survivors to believe that these old gods had abandoned the populace during its time of greatest need and grief. Though it was centuries before the foundations of these religions began to truly fail, many trace the roots of the peoples' discontent to this time.

The outer tunnels of the catacombs have become an underground highway of sorts for underworld figures, rogues, patrolling paladins of Muir and Vanitthu, and city inspectors from the Pipe Cleaners, Canal, and Refuse Management Office making sure that the area remains structurally sound. The inner tunnels form a spiderlike network of twisting passages beneath the Old Temple District, and are generally favored by those who seek to avoid being seen on the streets above.

Catacombs Random Encounters

Roll	Result
1	Rat Swarm
2	Giant Rats
3	Wererats
4	Gelatinous Cube
5	Bugs!
6	Partial Collapse

Bugs!: This is either a swarm (70% chance) or an encounter with giant or smaller insects (30%). Consult the various ***Tomes of Horrors*** or ***Monstrosities*** to select an appropriate bug encounter tailored to your campaign.

Giant Rats: This encounter is with **1d6+3 giant rats** trying to find any sustenance. They may be tracked back to their rat-tunnel by a ranger. The rat-tunnel is only 1 1/2–2ft in diameter, so only halfling-sized or smaller creatures may explore (Referee's discretion where the tunnels lead).

Giant Rats: HD 1d4hp; **AC** 7[12]; **Atk** bite (1d3); **Move** 12; **Save** 18; **AL** N; **CL/XP** A/5; **Special:** 1 is diseased.

Gelatinous Cube: The **gelatinous cube** can be discovered by characters noticing the floors are unusually clean in the area preceding an encounter with the cube. The cubes were introduced to the catacombs by the Pipe Cleaners in an experiment to determine if they are a more efficient cleaning option. The experiment has since been abandoned after the unfortunate devouring of several pipe cleaners. There is no chance of raising a dust cloud when fighting a gelatinous cube.

Gelatinous Cube: HD 4; **HP** 22; **AC** 8[11]; **Atk** slam (2d4); **Move** 6; **Save** 13; **AL** N; **CL/XP** 5/240; **Special:** immune to lightning and cold, paralysis.

Features

Passages: The main passages in the catacombs are rough-cut arched tunnels 1d6+10 feet wide and 7–8 feet tall. Hundreds of smaller passages 1d4+4 feet wide spider-web off the main trunk tunnels, amounting to several miles of passageways, dug through solid earth and stone. A ranger or druid in the party assumes it would take a major tremor to collapse the catacombs, which would likewise cause a devastating sinkhole to devour a large section of the Old Temple District. Many "doorways" in the catacomb system are bricked-up, sealing the interred ossuaries from prying eyes. **Map Note:** *Numerous* side tunnels and other passages, chambers, new natural caverns, etc. can exist in the Catacombs area. The Referee is encouraged to make these tunnels and passages as extensive as needed for their own campaign.

Dry: The catacombs are surprisingly dry and free of moisture considering their proximity to the river. There is a light layer of dust in many locations, with random footprints of men, rats, and other less-identifiable things. There is a cumulative 20% chance per round that vigorous activity (such as combat, etc.) kicks this dust up into a cloud covering an area 1d6 x 5 feet in every direction. Those who haven't dwelt in the catacombs for at least several months that breathe in this dust must make a save, or begin coughing and sneezing for 1d4 minutes.

Heaviness: Due to the tight conditions and sheer amount of ossuaries in such a small location, a sense of heaviness and dread fills the catacombs. A save is needed every hour spent underground here to avoid gaining a –1 penalty to attack rolls. Hill and mountain dwarves (not street dwarves), clerics, and paladins are immune to this feeling, and do not need to save.

Partial Collapse: This area of the catacomb tunnel is near collapse. A 1d4 x 5ft section of tunnel collapsed recently, filling the stretch of tunnel with debris. The area can be shored up via magic such as a *wall of stone*, *wall of iron*, or other process to prevent further collapse. However, without these efforts, there is a 10% chance the roof collapses as the area is crossed through, covering the characters in a shower of stone and dirt.

Rat Swarm: This is an encounter with **1d4 swarms** of rats minding their own business either looking for food, or a way out of the catacombs. Either way, they're hungry and aggressive.

Rat Swarm: HD 3; **AC** 7[12]; **Atk** bite (1d6); **Move** 12; **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** envelop (automatic damage if surround victim).

Wererats: This is an encounter with **1d4+1 wererats**, disguised as members of the Pipe Cleaner's Guild. They are larger than the average halfling who works the normal pipes and tunnels beneath the city. They don't seem concerned that they are working in the catacombs, either. A successful secret doors check sees through their disguises of shabby uniforms, some with blood stains. Unless their ruse is discovered, they casually let the characters pass by and then follow them with the intent of ambushing them and disposing of the bodies.

Wererats: HD 3; **AC** 6[13]; **Atk** bite (1d3), short sword (1d6); **Move** 12; **Save** 14; **AL** C; **CL/XP** 4/120; **Special:** control rats, hit only by magic or silver weapons, lycanthropy, surprise.



CAT1. Slighted Nikita's Lair

Slighted Nikita is the sister of Dark Natasha (see ***The Lost Lands: Stoneheart Valley*** by **Frog God Games**) and keeps watch on Bard's Gate via her hidden lair deep within the recesses of the catacombs. Nikita is a priestess of the Spider Goddess, and has constructed a shrine for that dark matron within the inner chambers of a converted mausoleum. Nikita's lair is guarded by a **pair of driders** named Karkith and Puil. Nikita is a dangerous foe, and could be used as a recurring villain or hook.

The characters may come to the attention of Nikita if they plan an excursion to the Stoneheart Mountain Dungeon or may be victims of her feminine charms and murderous appetites. Characters may be set upon Nikita's trail through the course of a murder investigation which eventually leads them to her hidden lair amongst the ancient dead.

CAT1-1. Mausoleum Entrance

The mausoleum doorway is covered in thick spider webs. The webs are extremely sticky and must be cut or burned away. Touching them with a weapon, hands or other item causes the item to be stuck, which alerts Karkith and Puil to the presence of intruders. The webs themselves crawl with fist sized **poisonous spiders**. The chambers beyond this entrance do not have the omnipresent dust found elsewhere in the catacombs.

Poisonous Spiders (4): HD 1d2 hp; **HP** 3x2, 1; **AC** 9[10]; **Atk** bite (0 plus poison); **Move** 13; **Save** 18; **AL** N; **CL/XP** 1/15; **Special:** poison bite (+4 save or die).

CAT1-2. Outer Burial Chamber

This chamber is strewn with bones of the homeless, urchins, and lost travelers who ventured too deeply into the catacombs and became a meal for **Karkith** and **Puil**. Nests of webs fill a pair of defiled sepulchers. When not out hunting the catacombs for prey, the pair are found here guarding Nikita.

Karkith and Puil, Male Driders (2): HD 7; **HP** 40, 37; **AC** 3[16]; **Atk** glaive (1d8+1); **Move** 18; **Save** 9; **AL** C; **CL/XP** 9/1100; **Special:** magical abilities, spells (4/3/2/1). (***Monstrosities*** 145)

Magical Abilities: 1/day—create lantern-like lights at a range of 60ft, *darkness 15ft radius, detect magic, levitate*.

Spells: 1st—*charm person, magic missile, protection from good, shield*; 2nd—*invisibility, mirror image, web*; 3rd—*haste, hold person* x2; 4th—*confusion*.

Equipment: glaive, spellbook.

CAT1-3. Inner Burial Chamber

Most of the refuse has been cleared from this chamber, leaving only a pair of empty sarcophagi that are being used as furniture. An alcove in the rear of the chamber has been shaped into an altar to the Queen of Spiders (recognizable as such by a cleric of 5th level or higher). The spider-altar itself is crafted from human bones and held together with wire. Its torso and abdomen are shaped from ribcages, its eight legs are shaped from arm and leg bones, and its head crafted from the desiccated head of a murdered elf woman. This shrine emanates a *protection from good* spell that effects anyone who worships the Queen of Spiders.

The chamber currently serves as the home of **Slighted Nikita**, the younger sister of Dark Natasha. Nikita has infiltrated Bard's Gate via the catacombs and sewer system. She is subservient to her sister, though plots against her in the fashion of the dark elves for a thousand past transgressions against her, real or imagined. Nikita has been spying in the city for some time, often taking on the guise of a half-elf to go explore the decadent splendors of the city above… and leaving a trail of corpses in her wake.



Combat in the outer chamber makes Nikita aware of the characters presence and she casts invisibility on herself to prepare an ambush. She refuses to be cornered, and if push comes to shove, attempts to flee to her sister's lair in the Stoneheart Mountain Dungeon (**Chapter 2**, area **1**) for sanctuary. Nikita keep a pair of controlled **shadows** with her at all times.

Shadows (2): HD 2+2; **HP** 12, 10; **AC** 7[12]; **Atk** incorporeal touch (1d4 plus strength drain); **Move** 12; **Save** 16; **AL** C; **CL/XP** 4/120; **Special:** drain 1 point str with hit, hit only by magic weapons.

Slighted Nikita, Female Drow Cleric of the Spider Queen (Clr7): HP 30; **AC** 3[16]; **Atk** *+1 heavy mace* (1d6+1) or light crossbow (1d4+1); **Move** 12; **Save** 8; **AL** C; **CL/XP** 9/1100; **Special:** +2 save versus paralyzation and poison, –2 penalty to attack sin bright light, control undead, magic resistance (50%), magical abilities, spells (2/2/2/1/1).

Magical Abilities: create lantern-like lights at range of 60 ft. *darkness 15ft radius, faerie fire*.

Spells: 1st—*cure light wounds, protection from good*; 2nd—*hold person, silence 15ft radius;* 3rd—*cure disease, prayer*; 4th—*cure serious wounds;* 5th—*finger of death.*

Equipment: *+1 chain mail, +1 heavy mace, ring of protection +1, boots of elvenkind, wand of cure light wounds* (10 charges), 3 *potions of healing,* light crossbow, 10 bolts, holy symbol of the Spider Queen, 100pp, a 2000gp diamond, a star sapphire worth 1500gp, a map to Natasha's Lair, and a crystal she uses to communicate with her sister.

Ad Hoc Xp Award: Destroying the altar and cleansing the mausoleum with holy water and *bless* spells takes 1 hour, and characters gain 400XP.

CAT2. Mausoleum of Yan Mathen

A bronzed door worked with the visage of a noble knight standing upon a tomb is covered with the green patina of time. The knight wears a strange crown upon his brow affixed with a diadem set with six eyes. There is no apparent keyhole to the portal, and the inscription upon the tomb reads "*Yan Mathen*".

The portal is **trapped**, and summons a **chaos beast** to the narrow (10ft wide) corridor of the catacombs. The trap can be temporarily disarmed with a *dispel magic* spell cast upon the door. The mechanical lock requires a successful secret doors check to locate, and a Delicate Tasks check to open. Beyond the locked door is a single 10 ft. x 15 ft chamber with a stone sarcophagus in the center. The chamber exudes darkness and is under the effect of a *darkness* spell.

Within the sarcophagus is a cocoon 7 ft. long in the shape of a man. If the cocoon is pierced, an apparent corpse, dressed in the finery of a noble, is revealed. The corpse is cold to the touch and has pointed ears. As the body of **Yan Mathen** is examined, the eyes snap open and a huge tentacle spears forth from its mouth to latch on the skull of the nearest foe.

Chaos Beast: HD 8; **HP** 40; **AC** 3[16]; **Atk** 2 claws (1d4 plus corporeal instability); **Move** 9; **Save** 8; **AL** C; **CL/ XP** 10/1400; **Special:** corporeal instability (save or become spongy mass; lose 1 point of wisdom each round; at 0 wisdom, become chaos beast; only healed with *remove curse*), immune to transformation magic like *polymorph*, magic resistance (20%).

Yan Mathen, Encephalon Gorger: HD 8; **HP** 44; **AC** 6[13]; **Atk** 2 claws (1d6+1); **Move** 6; **Save** 8; **AL** C; **CL/XP** 9/1100; **Special:** haste (2/day), mindfeed (hit with both claws, drain



cerebral fluid for 1d6 damage per round), regenerate 3hp/round, resists cold. (***Tome of Horrors Complete*** 234)

Treasure: Beneath the "corpse" in a hollow under the remnants of the cocoon are a *potion of speak languages*, *+1 battleaxe*, suit of plate mail, a *scroll of shield*, a *scroll of mirror image*, 660gp, an emerald worth 500gp, a pearl ring worth 250gp, and a map of the general area Malthlyn and the Mathen Estate in the Moon Fog Hills (see "Map 1: The Moon Fog Hills in the adventure **Aberrations** in ***Cults of the Sundered Kingdoms*** by **Frog God Games**).

CAT3. Hidden Tombs of Felicity Bigh

Felicity Bigh has hidden several coffins filled with her grave dirt within the city to protect her against any treachery at the hands of Duloth, or a lucky attempt on her "life" by Justin Greenwood (**N5**). Each of the tombs is hidden behind a locked iron gate which the vampiress accesses while in gaseous form. The locks are typically rusted closed, making picking the locks very difficult, and requiring an open doors check to break loose even after the lock has been picked. The portcullis-style gate requires a second open doors check to lift. The noise from lifting the gate is enough to alert any beings within the mausoleum of intruders unless some magical means are used to silence the endeavor.

Within each tomb is a set of three coffins and an iron-bound footlocker. Two of the coffins are simple pine boxes containing one of her **vampire spawn**. The third is always a locked ornate coffin made of ebony. The ebony coffin is locked from the inside (no outside keyhole) and requires a *knock* spell, or physical bashing, to open. There is a 1 in 8 chance that Felicity is within the coffin during daylight hours, or if she has been grievously wounded and needs to regenerate.

Treasure: The footlockers each contain 1,200 gp, a stylish silk dress and matching shoes worth 100gp, and either a pendant, brooch, necklace or ring worth 1d6 x 100gp.

Felicity Bigh, Female Vampire: HD 8; **HP** 44; **AC** 5[14]; **Atk** *+1 short sword* (1d6+1) or bite (1d10 plus level drain); **Move** 12 (fly 18); **Save** 8; **AL** C; **CL/XP** 11/1700; **Special:** charm gaze, drain 2 levels with hit gaseous form, immune to non-magic weapons, only killed in coffin, regenerate (3/round), shape-shift, summon rats or wolves.

Equipment: *+1 short sword*.

Vampire Spawn: HD 3; **AC** 6[13]; **Atk** bite (1d8); **Move** 12; **Save** 9; **AL** C; **CL/XP** 4/120; **Special:** darkvision 60 ft., regenerate 2 hp/round, resists cold and electricity, vampire weaknesses.

CAT4. Olive Slime Tomb

A combination of leaking water from the surface and malevolent evil below have combined to fester among the bones of the ancient dead in this location. This unusually damp section of the catacombs exudes an earthy stench that chases most explorers away, as for some unknown reason the earth feels somehow "tainted". None of those brave enough to press forward into the claustrophobic gloom have returned alive from their journey. At least not "alive" in the sense that they entered this collection of abandoned funerary vaults. The dust of the catacombs is not present in this area. This area is infested with **olive slime** that is currently served by



4 slime zombies created from those who delved too far.

Hidden beneath where the **human-like humps of slime rested** are the personal belongings of the explorers who delved too deeply into the catacombs and suffered this horrible fate. Their rotted money pouches amount to 120gp, a silver dagger, a *potion of invisibility*, and a *potion of gaseous form*.

Slime Zombies (4): HD 3; **HP** 12, 24, 17, 13; **AC** 3[16]; **Atk** slam (1d6 plus infestation); **Move** 9; **Save** 14; **AL** N; **CL/XP** 6/400; **Special:** death throes (on death becomes pool of olive slime), infestation (on hit, saving throw or be infested), immunity to electricity, mind link, telepathic bond. (***Tome of Horrors Complete*** 407)

CAT5. Rats' Hideout

The ratlings and wererats have a special hideout here in the catacombs, as they spy on the activities of the priests of Bast and work on digging their tunnel into the temple (see **The Rat Who Feats Upon the Cat**, for more information about why this is important). The ratlings and wererats have built a makeshift **deadfall stone trap** above the doorway of this crypt to dissuade intruders. The trap is triggered by tripwire and covers a 5ft by 10ft area. Creatures in the area suffer 3d6 points of damage unless that succeed on a saving throw to dodge out of the way.

The hideout is filthy, strewn with the fecal matter and pieces of trash that they use to nest in. If the ratlings become aware of the characters prior to an encounter, their **wererat boss** pretends to be a prisoner of the **ratlings** under his command. While using this ruse to distract the characters, other ratlings move in from the corridors of the catacombs to take the characters from behind.

Wererat Boss: HD 5; **HP** 20; **AC** 6[13]; **Atk** bite (1d3), *+1 longsword* (1d8+1); **Move** 12; **Save** 12; **AL** C; **CL/XP** 6/400; **Special:** control rats, hit only by magic or silver weapons, lycanthropy, surprise.

Equipment: *+1 longsword*.

Ratlings (6): HD 1; **AC** 9[10]; **Atk** bite (1d6 plus disease); **Save** 17; **Move** 12; **AL** C; **CL/XP** 2/30; **Special:** diseased bite. (***Monstrosities*** 383)

Treasure: The ratlings have 385gp worth of scattered coins.

CAT6. The Faun's Cellar

This odd shop possesses a rare surface entrance off Guildhall Court; a back-hallway located in the temple-turned-eatery, Wicked Sisters (**OT18**). A stout oak door occupies the bottom of the stair that is carved in the likeness of a satyr's or faun's grinning face. Within the former temple's basement space is an extensive wine cellar overseen by Marrus, a curly haired **faun** who is soon recognized as the model for the doorway carving. Marrus has lived in this cellar for centuries and was originally bound as a servant for the temple above. In that time he has become an extraordinary wine connoisseur and has cultivated many contacts in the wine industry so that he now runs and extremely exclusive wine cellar.

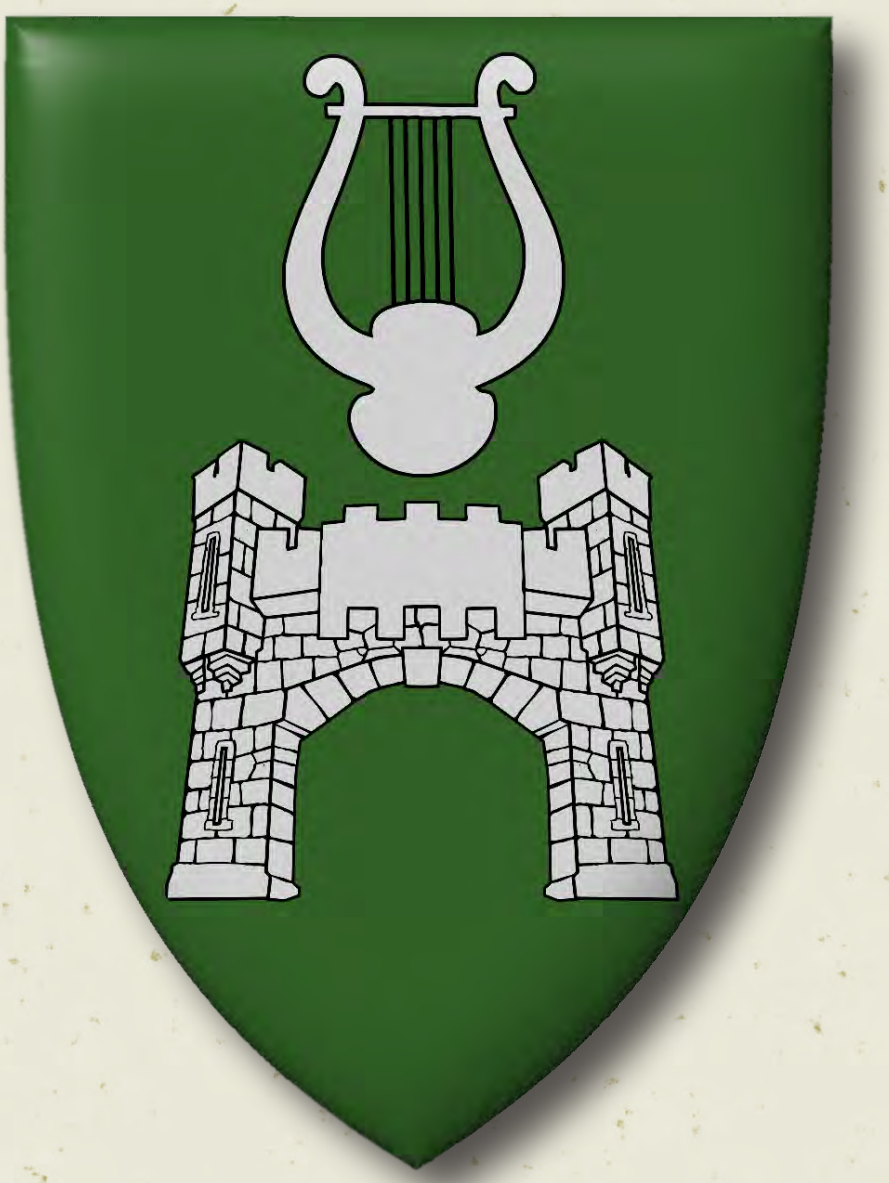
Within the former temple's basement space is an extensive wine cellar overseen by **Marrus Flavion**, a curly haired faun who is soon recognized as the model for the doorway carving. Marrus is assisted in his business by a small gang of **6 pesties** who he pays in wine and sweets from Marvel's Candies (**ED6**). The Faun's Cellar is lined floor-to-ceiling with racks covered in dusty bottles of vintage wine, both new and old from around Akados (roughly 1d100 bottles, each worth 1d6 x 100gp each). Marrus's

collection is prized by many throughout Bard's Gate for its variety and rarity, and arrangements for purchase can be brokered through the Wicked Sisters above. Due to its value, Marrus and the pesties guard the cellar against would-be thieves and strong arm tactics of local hooligans who would try to shake the faun down. Marrus keeps no treasure in the cellar other than his wine and is never seen to leave the cellar. It is unclear what he does with the money he makes off of his wine sales.

Marrus Flavion, Satyr: HD 5; **HP** 23; **AC** 5[14]; **Atk** short sword (1d6); **Move** 18; **Save** 12; **AL** N; **CL/XP** 6/400; **Special:** concealment, magic resistance (50%), pipes (when played, can cast *charm person*, *fear* or *sleep*). (***Monstrosities*** 410)

Equipment: short sword, pipes.

Pestie (6): HD 1; **HP** 5x2, 6, 4x3; **AC** 5[14]; **Atk** dagger (1d3); **Move** 15; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** surprise on 1–2 on 1d6. (***Monstrosities*** 374)



The Docks

Alive with the constant flow of commerce, this District is firmly under the control of major merchants and dockworker guilds. The city's shipping magnates are quite powerful and influential, and have managed for years to avoid any great amount of oversight from city officials. Despite this, they always desire more independence and take any encroachment on their authority quite seriously. For their part, the Dock- and Shipworker's Guilds desire a larger cut of profits from this highly prosperous district, and conflict between these different groups simmers constantly. While not nearly as prosperous or powerful as the Wheelwrights, the various dockworker's guilds are no less money- and power-hungry; they are, however, not involved in any of the Shadowguild's illicit activities.

Constable (Ftr1): HP 6; **AC** 6[13]; **Atk** longsword (1d8) or light crossbow (1d4+1); **Move** 12; **Save** 14; **AL** N; **CL/XP** 1/15. **Special:** none.
Equipment: leather armor, shield, longsword, light crossbow, 10 bolts.

Constable Officer (Ftr3): HP 17; **AC** 5[14]; **Atk** short sword (1d6); **Move** 12; **Save** 12; **AL** L; **CL/XP** 3/60. **Special:** multiple attacks (3) vs. creatures with 1 or fewer HD.
Equipment: ring mail, shield, short sword.

Constable Sergeant (Ftr2): HP 10; **AC** 6[13]; **Atk** longsword (1d8) or light crossbow (1d4+1); **Move** 12; **Save** 13; **AL** L; **CL/XP** 2/30. **Special:** multiple attacks (2) vs. creatures with 1 or fewer HD.
Equipment: leather armor, shield, longsword, light crossbow, 10 bolts.

Merchant Guards (Ftr2): HP 10; **AC** 6[13]; **Atk** short sword (1d6) or dagger (1d4); **Move** 12; **Save** 13; **AL** L; **CL/XP** 2/30. **Special:** multiple attacks (2) vs. creatures with 1 or fewer HD.
Equipment: leather armor, short sword, dagger, 1d6sp.

Merchant Guards (Thf2): HP 5; **AC** 7[12]; **Atk** short sword (1d6) or dagger (1d4); **Move** 12; **Save** 14; **AL** C; **CL/XP** 3/60; **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.
Thieving Skills: Climb 86%, Tasks/Traps 20%, Hear 3 in 6, Hide 15%, Silent 25%, Locks 15%.
Equipment: leather armor, short sword, dagger, thieves' tools.

Features

Character: Dockworkers, sailors, river folk, warehouse workers, and guards comprise the majority of individuals working and living in the Docks. The area is walled off from the rest of Bard's Gate, and City guards patrol alongside privately-hired mercenaries, always on the watch for theft and smuggling.

Businesses: Fishmongers, warehouses, the business offices of major transport merchants, importers and exporters, city tax officials, and similar businesses can be found in this district.

Prices: Standard.

Purchase Maximum/Month: 200gp unless otherwise noted.

Building Type: The majority of buildings are wood and brick warehouses, some quite large and having loft apartments on the upper stories that house workers, merchants and officials.

Guard Details: Most merchants hire their own private guards, usually fighter 2; some prefer more subtle protection (thief 2). **Constables** patrol the neighborhood in groups of 2–4.

Locations

Tradeway Landing

Protected by 20ft walls, 30ft guard towers and a stout gatehouse, this area serves as Bard's Gate main port facility. Each tower houses **5 guards**, who work for the Port Authority, a semi-autonomous force that gets only minimal oversight from the city government. The gatehouse has an additional **15 guards**, as well as **3 sergeants** who oversee the daily guard shifts. Goods moving in and out of the Tradeway Landing holding area are carefully inspected, and all official documents reviewed by **10 city monitors** (Lawful male or female human expert 3 or thief 3).

The gatehouse also holds the main office of **City Docks Commissioner Langer Traeme**, who commands the guard and monitors. As detection of contraband often requires the use of magic, Traeme has **three priests** (Lawful male human cleric 2) and a **magic-user** (Neutral male or female human magic-user 3) on call at all times. Contraband includes illegal drugs and substances, destructive magic items, poisons, slaves and those goods for which their shippers haven't paid the proper fees or obtained correct official documents.

Ships dock to offload their cargoes, or transfer goods on large cargo barges to Tradeway Landing. Normally, the area is swarming with workers during the day, but sometimes an important cargo comes in during the night, and the place continues to bustle with activity. Goods are stored in the various warehouses here and in the Guild and Market districts, and transported in and out of the Docks District through the gatehouse. Warehouses include those owned by such notables as the Hagglesthorpe, Vinewood, Durnian and Gallam families.

Langer is a good man, trusted by both Imril and Cylyria. Needless to say, Langer's good works have earned the enmity of Duloth and the Wheelwright's Guild for interfering with their profitable smuggling ventures. Duloth is constantly looking for a way to circumvent Langer's rules and guards, from generous bribes to magical concealment of cargoes. So far, his efforts have met with mixed success, but his guild continues to maintain a large presence in the Docks District. The Wheelwright's guild representative, **Theo** has offices in the gatehouse as well, and is a loud and often obnoxious advocate for good treatment of Wheelwrights and freight-handlers, who are both part of the guild.

Of course, Theo is also Duloth's spy, and reports everything to him. So far, he has not been connected with any illegal activities, though many suspect him, and his aggressive advocacy of the guild has made him unpopular with the merchants, but beloved by his fellow guildsmen.

Tradeway Guards (Ftr1): HP 6; **AC** 7[12]; **Atk** club (1d4) or heavy crossbow (1d6+1); **Move** 12; **Save** 14; **AL** L; **CL/XP** 1/15. **Special:** none.
Equipment: leather armor, club, heavy crossbow, 10 bolts, 1d6sp, 1d4 cp.

Tradeway Guard Sergeant (Ftr3) (3): HP 16; **AC** 5[14]; **Atk** short sword (1d6) or light crossbow; **Move** 12; **Save** 12; **AL** L;



CL/XP 3/60. **Special:** multiple attacks (3) vs. creatures with 1 or fewer HD.

Equipment: ring mail, shield, short sword, light crossbow, 10 bolts, 1d6 sp.

Theo (Thf4): HP 10; **AC** 7[12]; **Atk** *+1 short sword* (1d6+1); **Move** 12; **Save** 12; **AL** C; C**L/XP** 4/120; **Special:** +2 on saving throws vs. devices, backstab (x2), read languages, thieving skills.

Thieving Skills: Climb 88%, Tasks/Traps 30%, Hear 4 in 6, Hide 25%, Silent 35%, Locks 25%.

Equipment: leather armor, *+1 short sword, amulet of misdirected alignment* (see **Appendix C**), sling, 10 bullets, thieves' tools.

Langer Traem (Ftr5): HP 21; **AC** 4[15]; **Atk** *+1 longsword* (1d8+1) or longbow x2 (1d6); **Move** 12; **Save** 10; **AL** L; **CL/XP** 5/240; **Special:** +1 to hit and damage strength bonus, multiple attacks (5) vs. creatures with 1 or fewer HD.

Equipment: chainmail, shield, *+1 longsword,* longbow, 20 arrows.

D1. Jaeger's Pawn Shop

After the Gray Deacon's thieves' guild mysteriously vanished, **Jaeger** took over as the region's premiere fence and dealer in stolen goods. To all appearances, he runs an ordinary pawn shop, exchanging goods for gold and selling those items that are not reclaimed. Unknown to all but a few, Jaeger is also the Wheelwright's chief contact when it comes to disposing of their ill-gotten gains. He does this through his underground shop located in the Black Market (**BM10**).

Jaeger and his **cronies** ("expert pawn merchants", actually Chaotic male or female thief 1–2) use the sewers (or, as they call it, "The Waterway") or Jaeger's Warehouse (**M21**) to move goods to and from the shop, and they have created a number of underground chambers where large quantities of contraband can be cached. A small sewer grate, locked and barred, is hidden under a horsehide rug and is the only access to the Waterway from Jaeger's Pawn. Large cargoes and objects are taken to the sewers through larger entrances elsewhere.

The criminal class of Bard's Gate knows Jaeger as a man who can find anything, eventually, if the price is right. He also runs a "legitimate" pawn shop, haggling skillfully with desperate, destitute customers. He only

deals illegal goods to those whom he knows or those who have been recommended by Duloth or the Wheelwrights Guild.

Jaeger (Thf3): HP 7; **AC** 5[14]; **Atk** *+1 dagger* (1d4+1); **Move** 12; **Save** 13; **AL** C; **CL/XP** 3/60; **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.

Thieving Skills: Climb 87%, Tasks/Traps 25%, Hear 4 in 6, Hide 20%, Silent 30%, Locks 20%.

Equipment: leather armor, *+1 dagger*, thieves' tools.

D2. The Drydock

The Rivermen's Guild bought this run-down building several years ago, and from the outside it still looks pretty run-down. Inside, the guild maintains a haven for guild members and their companions, including both an inn and tavern of sorts.

Makeshift tables are constructed from barrels or crates and fill the interior, and an outside dining area is maintained during the warmer months. On the river, a series of old docks are well-maintained, and here the **Riverfolk** lash their boats when they go inside. Many Riverfolk also prefer to loiter around the docks, conversing, drinking and passing the time. Only members of the Rivermen's Guild and their guests can come here, and the place is usually quite busy, despite the guild's mixed fortunes over the years.

The Drydock is managed by **Aicha** (Neutral female human thief 2), a fisherman's daughter whose promising career as an entertainer and hunter was cut short when a manticore took her left leg. Today, she manages the Drydock on behalf of the guild, since her father had been a member, and her missing leg has been replaced by a leather-capped iron peg-leg. She is bitter about the past, but runs a decent enough establishment, overseeing a staff of cooks who prepare spicy fried fish and other delicacies for guild members.

Wine and ale are plentiful, and cost standard prices. Rooms are 2sp per night for guild members.

D3. Last Drop

Located along a canal off the Stoneheart River's west bank, this rickety wooden shack is piled high with barrels and casks. The shack is run by a grizzly old brewer by the name of **Chase** (Neutral male human expert 4), who set it up few years ago as a place to dispose of some stolen liquor, and has seen good profits ever since. Chase is bald, with jaundiced skin and dresses in stained white shirts and leggings. His **3 sons** (Neutral male human thief 2) and **nephew** (Chaotic male human fighter 2) help him in his business. Specifically, they fish out those who drink too much of Chase's wares and end up in the river.

A number of stone and tin mugs are scattered about the shack, sitting out or hanging from nails. He charges 3sp per mug, 2sp if you bring your own. Those who bring their own and drink too much often leave it with Chase, which is where most of his mugs came from. One of the mugs is solid silver (worth 50gp), owned by an adventurer who later drowned in the river. Chase sometimes has nightmares about zombies emerging from the river, demanding their mugs back, and fears one day these dreams will come true.

D4. Tangled Net

The roof of this small stucco building is patchy, and many of its ceramic tiles lie in pieces on the ground. Inside, the walls are covered with nets and an overturned rowboat acts as a counter. The place is run by a wizened old man named **Frenrick** (Neutral male human expert 4), who sells any and everything that deals with fishing and boating. His goods are neatly organized, stacked around the interior of the small building in a system that only Frenrick understands.

D5. The Rolled Barrel

Ragh (Lawful male half-orc expert 3) is a skilled barrel maker who was raised by dwarves. Some claim he was actually a slave of the dwarves, but Ragh does not confirm nor deny any rumors, preferring to keep his past to himself. He dresses like a dwarf and keeps his beard long and shaggy. He's an extremely pleasant and good-natured half-orc, though he has been known to get drunk and disorderly from time to time. His business has grown since the Aleman's Guild (**TW39**) began having barrel races some months ago — Ragh himself has sold barrels to several competitors, and also keeps a net close by, so he can catch any wayward barrels that might float nearby.

D6. Salted Scales

After losing out in the competition with fresh fish markets, **Abram** (Lawful male human commoner 3) and his wife imported salt from Reme and began to preserve their fish so it would keep longer while being sold. Abram's wife passed away a few years ago, but he carries on with the business, selling salted fish and feeding his discards to local stray cats and dogs. In fact, his business has become as much animal shelter as fish market, and Abram continues to care for the animals out of love for his late wife's memory.

D7. Customs Office.

This two-story stone building bears the city's sigil, and a weathered sign reading, "*Tariffs Office*." The ground floor houses Tradeway Landing's city's customs offices, and the upper story is the home of **Henderby Leesh**, the official in charge. Leesh inspects boats and ships that bring cargo into the city, assessing their contents and levying the appropriate city tax. The day's receipts are kept in a locked iron box in the downstairs office, and taken away at the end of the day for deposit in the city treasury.

Because of the limited authority the city has over the Port Authority and City Docks Commissioner, the High Burghers long ago set of the customs office in Tradeway Landing to represent its interests a little more adequately. As a result, there is great redundancy between the Port Authority city monitors and the customs inspector. In times past, when a City Docks Commissioner was more closely aligned with the Council of Burghers, this redundancy worked to the advantage of the High Burgher. Unfortunately, in a time when the current commissioner is both scrupulously honest and exceedingly loyal to the High Burgess, this has worked against the interests of the city.

The customs office is authorized to conduct its own inspections of incoming river cargoes to determine its dock tariff. In times past this was necessary in order to safeguard the city's interests. Since the administration of Langer Traeme this has proved to be unnecessary, and now Inspector Leesh assumes responsibility for inspecting some of the vessels and the Port Authority inspects the others and the two operations compare notes and trade information with which to make their necessary assessments. This arrangement has worked very well until recently when a moneylender by the name of Sleek John Wombat arrived in the city. Since then, Leesh's life has spiraled into greater and greater complication.

Leesh is an unwilling associate of Sleek John Wombat (**G20**), who holds certain papers proving that Leesh has accepted bribes in the past to register cargo at a lower value, thereby lessening the tax. Leesh continues that activity, but now it is at Sleek John's direction, and the agent of the Friendly Men gets a cut of the transactions. Sometime Sleek John instructs Leesh to forego an inspection on an incoming vessel and just dummy up a cargo manifest and inspection to file with the city and share with the monitors of the Port Authority, allowing that vessel to offload its cargo without it ever actually being inspected. Leesh is well aware that Sleek John has to be doing this in order to smuggle contraband into the city but has yet to figure out a way to blow the whistle on the moneylender without taking himself down too.



In the beginning, Leesh assumed that Sleek John was just a small-time criminal lucky enough to get his hands on sensitive documents that he was able to use against him. Recently he has been coming to the realization that the number of tasks required of him aren't consistent with a small operation at all: they look like a small cog in a much larger machine. Sleek John has begun smuggling people as well as cargo, and sometimes taking promises of future favors instead of requiring cash payments. Leesh assumes that Sleek John is associated with the Wheelwrights Guild, which keeps him quiet and fearful; an ironic result, since Sleek John is actually using Leesh to circumvent the Wheelwrights' powerful syndicate. Regardless, Sleek John keeps Leesh well paid, so the customs official remains quiet and cooperative for the time being, though he knows he plays a dangerous game by his supposedly "random" selection of incoming boats to inspect rather than the city monitors. Leesh knows that all it would take is for a city monitor to do a single follow-up inspection on one of the cargoes of which he has falsified the manifest, and the entire jig will be up. He knows such an occurrence is inevitable at some point but for the life of him can't figure a way out of his predicament. For now he just does everything he can to make sure Commissioner Traeme doesn't come by sticking his nose in where it belongs.

Sleek John is actually playing a much more dangerous game with Leesh than even he knows. His foray into slave trafficking flies directly in the face of Greelli's livelihood (**BM21**), let alone the other, even less savory slavers and smugglers in Bard's Gate. Should the cretin Greelli get word that Sleek John is trying to "break into the business", Greelli's response will be swift, and most likely quite lethal. If such occurs, it is unlikely that Sleek John's body will be found floating in the river alone.

Henderby Leesh (Thf2): HP 5; **AC** 9[10]; **Atk** dagger (1d4); **Move** 12; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.

Thieving Skills: Climb 86%, Tasks/Traps 20%, Hear 3 in 6, Hide 15%, Silent 25%, Locks 15%.

Equipment: dagger.

D8. Teel's Warehouse

This is a large stone warehouse with a huge, arched doorway large enough for a wagon to enter, and a sign reading "*Teel's Warehouse*." **Gorman Teel** specializes in holding goods for criminals, both the Wheelwrights and the much-smaller operation Sleek John Wombat (**G20**) is developing for the Friendly Men, a crime syndicate based in the foreign regions far south and east of the city. His operations are well-protected by bribes paid to city officials by the Wheelwrights, and if anyone starts making inquiries about what happens at the warehouse it is quickly noticed. On the other hand, the Wheelwrights consider Gorman to be a very minor functionary, and he is not getting as wealthy as he would like by working for them. When Sleek John Wombat coupled a blackmail threat with a higher rate of return, Teel agreed to a partnership of sorts, one that would end his life if the Wheelwrights ever learned of it. Teel houses goods on behalf of Sleek John as well as the Wheelwrights, effectively giving Sleek John the benefit of all the bribes and protection the Wheelwrights provide for the warehouse, at no cost other than the small percentage he pays to Teel. It is almost a perfect cover, since the Wheelwrights ignore any rumors of goods being smuggled through the warehouse — they assume the rumors are about their own operation, not someone else's.

Gorman Teel (Thf3): HP 9; **AC** 6[13]; **Atk** dagger (1d4); **Move** 12; **Save** 13; **AL** C; **CL/XP** 3/60; **Special:** +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, +2 on saving throws vs. devices, backstab (x2), thieving skills.

Thieving Skills: Climb 87%, Tasks/Traps 25%, Hear 4 in 6, Hide 20%, Silent 30%, Locks 20%.

Equipment: leather armor, dagger.

Canal District

This district is squeezed between the south wall and the canal that divides it from the dock district. Run down and seedy, Canal District is actually more of a haven for criminals than the Thieves' District. It is home to beggars, low-level alley bashers, thugs, and other riff raff. With its many small canals and old bridges, the district does have a certain charm, and is also home to many impoverished writers, artists, and musicians, who help make this one of the most culturally diverse districts in the city.

Community Watch Sneak (Thf2): HP 5; **AC** 7[12]; **Atk** dagger (1d4) or club (1d4); **Move** 12; **Save** 14; **AL** C; **CL/XP** 3/60; **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.

Thieving Skills: Climb 86%, Tasks/Traps 20%, Hear 3 in 6, Hide 15%, Silent 25%, Locks 15%.

Equipment: leather armor, dagger, club, thieves' tools, 1d6cp.

Community Watch Tough (Ftr1): HP 6; **AC** 7[12]; **Atk** club (1d4); **Move** 12; **Save** 14; **AL** C; **CL/XP** 1/15. **Special:** none.

Equipment: leather armor, club, 1d4cp.

C1. Lady Garga

A crude sign depicting a cauldron and an eye stands outside this single-story hovel. Inside, **Lady Garga** (Neutral female half-elf expert 4) reads fortunes. Most are surprised to see that she is not a twisted crone but a striking half-elf maiden, whose beauty is in stark contrast to her divination methods. She tells the future by haruspicy. She disembowels a goat on a large table, pulling out its entrails and liver and interpreting their configuration and appearance. Garga learned this method from her mother, and it works, functioning as a *contact other plane* spell that she can cast once per week. She charges 200gp for these services, and her customers include criminals, corrupt nobles and those who are planning unsavory deeds and require guidance. In addition, the customer is required to bring his own goat.

C2. The Blazing Bones

This low-rent gambling den is frequented by the district's more dangerous criminal elements. A wrought-iron-and-brick fence is all that separates the property from the surrounding streets. The fence itself is missing more than a few bars. It is not unusual to step over fresh bloodstains, or the bruised and unconscious form of someone who ran out of coin and luck at the craps tables.

The Blazing Bones is built into the cored-out remains of a once fine three-story manor house whose owner lost the property in a game of dice with Tuvio back when he was a young punk on the mean Canal District streets. Worn down with abuse, the outside of the manor shows signs of the general dilapidation of the neighborhood and the crime rate that has come with it.

The ground floor of the house's interior has been gutted and rebuilt after a fashion. A large bar was installed in what once a greathall-style dining room. The rest of the interior walls have been largely torn out to make room for gambling. The upper stories hold pleasure rooms, private gaming, and the residences of Tuvio and his small family of gaming executives. It is dingy, dark and dirty, with various dice games played in its filthier corners. The proprietor, **Tuvio**, also offers various proposition bets — bets on brawls, wrestling matches, dog and cockfighting, and on city events such as elections, the fortunes of various adventuring parties, and what noblewoman Helman the halfling seduces next. Tuvio is relatively honest, and pays off promptly if a customer wins. His three thugs, **Brudo**, **Mung**, and **Grooder** help keep losers honest and protect Tuvio's winnings.

The Blazing Bones is also mentioned in the adventure **Irtep's Dish** from ***Quests of Doom*** by **Frog God Games** and other adventures taking place in the city of Bards's Gate.

Features

Character: The Canal District is filled with tottering buildings, decrepit warehouses, and ancient tumbledown piles of stone. Many of these seemingly-dangerous structures are actually occupied, used as low-end tenements, shops or taverns. Many of the occupants are squatters, though true ownership is often not known for sure. Alleys and dark buildings are often hiding places for thieves and bandits, while other areas such as public squares, wine shops and the like are full of ragged young artists and poets.

Businesses: Taverns, gambling halls, warehouses, and low-rent housing dominate the Canal District. Many of the buildings are entirely abandoned, but about half serve as housing of some sort.

Prices: The slumlords and greedy merchants who control this district tend to overcharge, so prices are 10–20% higher than standard.

Purchase Maximum/Month: 100gp unless otherwise noted.

Building Type: Improvised shacks, stone or wood warehouses with plank shingled roofs and run-down tenements are common throughout the district.

Guard Details: The "**Community Watch**," as it is jokingly called, is the only real police force in the Canal District. The sheriffs and constables sometimes patrol here, but usually limit their activities to serving warrants and arresting wanted criminals. The Community Watch is actually nothing more than a gang of thugs backed by the Shadow Masks, whose job is to shake down business owners and charge outrageous "fees" for their "protective" services. In general, these are thugs who scurry for cover if real adventurers or constables show themselves.

Tuvio (Thf5): HP 13; **AC** 5[14]; **Atk** *+1 short sword* (1d6+1); **Move** 12; **Save** 10; **AL** N; **CL/XP** 5/240; **Special:** +2 on saving throws vs. devices, backstab (x3), read languages, thieving skills.

Thieving Skills: Climb 89%, Tasks/Traps 35%, Hear 4 in 6, Hide 30%, Silent 40%, Locks 30%.

Equipment: *+1 leather armor*, *+1 short sword*, *ring of protection +1*, standard dice and cards, loaded dice, marked cards, 3d20gp, 100gp peridot.

Mung, Brudo, and Grooder, Male Half-Orc (Ftr1): HP 8, 6, 9; **AC** 7[12]; **Atk** club (1d4+1); **Move** 12; **Save** 14; **AL** C; **CL/XP** 2/30. **Special:** +1 to hit and damage due to high strength, +1 hit point per die due to high constitution, darkvision 60ft, half-orc racial abilities.

Equipment: leather armor, club, 2sp, 1d6cp.

Blazing Bones Courtyard

The courtyard is grown with weeds in spots, fed by the leavings of stray dogs, and strewn here and there with broken bottles and empty whisky





crockery. There are always 2d4 figures laying amongst the refuse here, some beaten into unconsciousness, others drunk out of their minds. All have been stripped of their valuables.

C2-1-1. Entrance

The entrance to the Blazing Bones is watched over by a **huge half-orc doorman**. The half-orc only denies entry to those who show up without any coin, or those who have recently been tossed into the courtyard for unpaid debts.

Doorman, Male Half-Orc (Ftr1): HP 8; **AC** 7[12]; **Atk** club (1d4+1) or dagger (1d4+1); **Move** 12; **Save** 14; **AL** N; **CL/XP** 2/30. **Special:** +1 to hit and damage due to high strength, +1 hit point per die due to high constitution, darkvision 60ft, half-orc racial abilities.

Equipment: leather armor, club, dagger.

C2-1-2. Open Card Games

The side booths seat up to six gamblers each. The tables are rented by the house to the gamers for one gp per player per hour but are otherwise unmoderated. Fights are quickly handled by the **bouncers**.

Blazing Bones Bouncer, Male Half-Orc (Ftr1): HP 7; **AC** 7[12]; **Atk** club (1d4+1) or brass knuckles (1d2+1); **Move** 12; **Save** 14; **AL** N; **CL/XP** 2/30. **Special:** +1 to hit and damage due to high strength, +1 hit point per die due to high constitution, darkvision 60ft, half-orc racial abilities.

Equipment: leather armor, club, brass knuckles (if opponent reduced to 0 hp, they are knocked unconscious).

C2-1-3. Common Room

The common room serves as a combination of gaming hall, drinking hall, and casual entertainment venue.

Blazing Bones

One square equals 5 feet



C2-1-3a. The Bar

A 20-foot-long "L" shaped, highly-polished, burled-maple, full-service bar dominates the northern section of the common room. The bar is tended by **Maria** and **Gina** (Neutral female human thief 3), Tuvio's attractive twin sisters. The girls command the floor of the main room whenever Tuvio is otherwise indisposed, making sure that dealers and croupiers are placed at the right tables, and that beverages flow freely to the gamblers in the house. They keep rapiers and clubs under the bar in case anything gets out of hand that the half-orcs aren't fast enough to handle. The bar keeps beer on tap and sells a variety of the hard stuff, such as Brin Zwiescher Ale (mug 5cp), Stoneheart Reserve Whiskey (glass 4sp), Stoneheart Whiskey Barrel Brew (mug 2sp), Rhemian Brown Rum (shot 1sp), Heart of Aeulyn Brandy (glass 4sp), "Last Drop" whiskey (3 fingers in a glass 5sp), Vinewood Port (glass 1gp), Vinewood Old Vintage (glass 2gp).

C2-1-3b. Fireplace

A roaring fire is kept going here usually holding a spit of meat that is free to patrons gambling on site who simply help themselves with a sharp knife. The chimney extends up to fireplaces on the 2nd and 3rd floor. The fireplace has iron grates every 5–6 ft preventing access.

C2-1-3c. Guard's Doghouse

This corner guards the stairs to the cellar and is a hangout for Tuvio's half-orcs when they watch the floor of the common room. Broodo, Mung or Grooder may be found here at any given time.

C2-1-4. Private Booths

Booths are where patrons get bottle service, and are introduced to members of the Harlots' Guild that Tuvio has contracted with. Booths are rented at the 1gp per hour and seat up to four. Harlots charge their own prices, and expect expensive drinks for their time and companionship.

C2-1-5. Staircase to 2nd Floor

The door opens to a stair that leads up to the 2nd floor.

C2-1-6. Dry Goods and Booze Storage

Contained here is the sum of dried goods served to patrons as appetizers. Jars of pickled eggs, picked pigs feet, and barrels of pickled pickles line the shelves. Salamis, and cured hams hang from the rafters and cupboards hold wheels of cheese.

Among other offerings are bottles of wine, whiskey, brandy, kegs of ale, and casks of rum. All of the offerings tend to be strong and cheap, as Tuvio knows it is much easier to screw a drunk out of his money, and an inebriated gambler is more likely to make foolish bets.

C2-1-7. Tuvio's Office

This door is locked, iron-bound, and reinforced to afford ultimate protection from hit and run gangs that would try to break down the office door and force their way into the counting room.

Tuvio keeps a neat desk that is also locked, where he keeps track of all his markers and those who have taken a loan on the house. The book contains the names and amounts of debt owed by numerous members of polite society who enjoy slumming it in Tuvio's laid-back environment.

A **secret, one-way exit** from Tuvio's office is located in the north wall behind a false bookcase. The secret door is **trapped** with a poison dart trap (hits as a 4HD monster, for 1 point of damage plus save at –2 or fall unconscious for 1d6 rounds) and is locked with Tuvio's key.

Another iron-bound door is barred from the counting room side as well as locked from the office side. When barred the door must somehow be smashed open or opened via use of a *knock* spell or similar magic.

C2-1-8. Counting Room

The counting room is the safe and bank of the Blazing Bones. It is held behind the iron-bound locked and barred door from Tuvio's office (area **7**). A cashier's grate faces the common room (area **3**).

The room is kept by **Vincinte**, a trusted nephew of Tuvio, who keeps loot won by the house under lock and key in iron boxes, and pays out stacks of coin to the dealers and croupiers who work the gaming rooms of the Blazing Bones. The iron boxes are all **trapped** with poison needles (save or die).

There is typically an average of 1d4+1 x 1000gp in gold, silver, gems and jewels each night.

Vincinte (Thf2): HP 6; **AC** 7[12]; **Atk** dagger (1d4 plus poison); **Move** 12; **Save** 14; **AL** C; **CL/XP** 3/60; **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.

Thieving Skills: Climb 86%, Tasks/Traps 20%, Hear 3 in 6, Hide 15%, Silent 25%, Locks 15%.

Equipment: leather armor, poisoned dagger (save at +1 or die), thieves' tools.

C2-1-9. Floorman

This room is accessed by **secret doors**. It is used to observe the main room common area. It is manned by **Uncle Ciro**, Tuvio's portly, hawk-eyed uncle. Ciro makes sure that any gaming going on in the ground floor is on the up and up by way of three one-way mirrors that face the bar and the common room. He can also direct pickpockets from this location to follow and mug individuals that do a little "too well" at the tables.

Uncle Ciro (Thf3): HP 6; **AC** 7[17]; **Atk** short sword (1d6) or dagger (1d4); **Move** 12; **Save** 13; **AL** C; **CL/XP** 3/60; **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.

Thieving Skills: Climb 87%, Tasks/Traps 25%, Hear 4 in 6, Hide 20%, Silent 30%, Locks 20%.

Equipment: leather armor, short sword, dagger, 1d6gp, 2d10sp.

C2-1-10. Pickpockets Hangout

This room is used by **pickpockets** employed by Tuvio and his family. They are referred to by Tuvio as "loss prevention."

They wait for Uncle Ciro to give them the heads up on gamblers who have won a good piece of money. When they get the signal, they slip out through the secret door in area **11** and into the night, picking up the trail of their quarry. Victims can expect to get robbed sometime within the next half-hour by 3–4 pickpockets.

Blazing Bones Pickpockets (Thf1): HP 3; **AC** 7[12]; **Atk** dagger (1d4); **Move** 12; **Save** 15; **AL** C; **CL/XP** 1/15; **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.

Thieving Skills: Climb 85%, Tasks/Traps 15%, Hear 3 in 6, Hide 10%, Silent 20%, Locks 10%.

Equipment: leather armor, dagger, thieves' tools.

C2-1-11. Half-Orc Barracks

Plainly adorned with plaster peeling from the walls, this room is home to Mung, Broodo, and Grooder. The orcs were the last of a barbarian tribe that befriended Tuvio's family; he then hired them on as muscle and bought them "city clothes" to help them fit in. Shields and spears denoting their orcish heritage line the walls, and racks hang with studded leather armor. There are three suits of armor, three iron lockboxes, and three straw mats with comforters laying on the floor.

The boxes are locked and contain 6d6gp each, a *potion of healing*, an orcish amulet carved from a boars tooth worth 3gp, and a holy symbol to Grotaag carved from soapstone worth 5gp.

A **secret door** in the north wall leads to the yard outside the manor. The door can be barred in the event of trouble.

C2-2-1. Tower Stair

This stairwell leads to private gambling chambers and sleeping quarters on the second floor and access to the 3rd floor.

C2-2-2. Private Gaming Rooms

These rooms are 50gp per hour to rent, including refreshments for up to five and a professional dealer or croupier to ensure the integrity of the game. Be it dice or cards, Tuvio is certain to have at least one member of his organization playing with a modest amount of house money, though he keeps the coin of his personal stake at 500gp or less.

C2-2-3. Madam Leccia's Office

This room is the office of **Madam Leccia** (Neutral female human thief 2). She is cousin to Tuvio, and works as a madam for the Harlots' Guild. Her familial relationship with Tuvio helped set up operation in the Blazing Bones.

The office contains her desk, a ledger of customers and her entertainers. A locked iron box holds 1000gp in house coin from the leisurely pursuits her entertainers have to offer. Leccia takes care of the weekly payments to the Harlot's Guild from the Blazing Bones's stake, making extra coin for herself selling information to the Beggar's Guild on the side.

C2-2-4. Pleasure Rooms

These rooms are used by **Leccia's specialists** (Neutral male or female expert 2) who entertain guests that need more avid entertainment than a cuddle in a private booth or a toss of the dice provides. The rates average 5d6gp per thirty minutes of entertainment.

C2-2-5. Leccia's Private Quarters

This room is where Leccia sleeps. It is always locked. The room contains a silk canopy bed, and the walls are hung with works of fine art worth 2400gp. She otherwise keeps no money in her boudoir.

C2-2-5A. Leccia's Spy Room

This room is similar to area **1-9** on the first floor. A one-way mirror faces into the adjacent game room and is used by Leccia, or Tuvio to observe gamblers to learn their "tells", or figure out how they cheat. This information is carefully logged so that the family can get the most out of any given gambler be it here, or in one of the other gaming halls in the city.

C2-3-1. Stair

The stair leads to Level 2.

C2-3-2. Vinciente's Room

This is Vinciente's private bedroom. The room is always locked. Inside the room is Vincinte's bed, dresser, and wardrobe of expensive clothes. Vinciente's wardrobe contains 2000gp worth of fine suits of clothes. He keeps a **locked, iron-bound box** at the bottom of his wardrobe.

Vinciente's Treasure Chest

The chest is locked and **trapped** with a poison needle trap (save at –1 or die). The chest holds a gold chain worth 200gp, a small bag containing ten emeralds worth 50gp each, 10pp, a star sapphire worth 500gp, and a 250gp in coins.

C2-3-3. Uncle Ciro's Room

Uncle Ciro's room is opulently adorned with a broad bed, covered in silk and satin. He keeps a silver shaving kit and marble wash basin to maintain his shaved cheeks and bristling moustache. Paintings of voluptuous nymphs and over-plump sprites adorn the walls in a manner that is almost tacky in its cheerfulness.

Behind one of the paintings is Ciro's safe. The safe is difficult to crack (–20% on Tasks checks to open) and contains a sack with ten diamonds worth 100gp each. A silver coffer inside the safe contains 500gp. There are also three vials of poison (save at –1 or die).

A 300gp bottle of elven brandy sits on the night stand next to the bed with a small silver lipped crystal tumbler.

C2-3-4. Maria and Gina's Room

This room is shared by Tuvio's sisters. The door is locked and the room is opulent in the manner of the general decay of the rest of the house. There is missing plaster here and there, but it is a lived in space with a pair of boudoir dresser and mirror sets and a pair of single beds set with fine comforters.

A wardrobe holds the girls gowns, and other finery. Their clothing collection is valued at 2200gp.

C2-3-5. High Roller Game Room

This room is reserved for only high-roller games with a minimum 1000gp buy-in. Tuvio or Uncle Ciro generally preside over these games personally, and Mung stands watch at the door so that the games aren't interrupted.

The room is lavishly apportioned with bottles of liquor, crystal tumblers, and other finery that belies the more run-down appearance of the lower floors of the gaming house. There is a bottle of Heart of Aeulyn Brandy worth 16gp, a bottle of Stoneheart Reserve Whiskey worth 16gp, and a rare Khemitan wine worth 100gp.

A fine painting of a group of heroes hangs from the eastern wall. A very careful examination of the painting discovers carefully cut eyeholes in one of the figures eyes that can be removed by means of hidden panel in some room beyond (area **3-8**).

C2-3-6. Guest Rooms

These once grand rooms are now somewhat shabby and run down. Sheets cover most of the furniture and mirrors to protect from dust and further degradation. They are offered as a complimentary perk to distin-

guished guests of Tuvio, and are typically reserved for foreign visitors who have spent a lot of money in the gaming rooms below.

C2-3-7. Tuvio's Chambers

Tuvio's private bedchambers are simple yet sumptuous. The door is locked and inside are Tuvio's bed, dresser, and wardrobe. Tuvio keeps his wealth in the strong room and in his office. A painting on the wall left over from the previous tenant features a pastoral scene of vineyards outside the city. The painting is worth 500gp. A locked door in the north wall leads to area **3-8**.

C2-3-8. Tuvio's Spy Chamber

This room is used to spy on gamblers using the High Rollers room (**3-5**), in order to give an advantage to the house in future events.

Blazing Bones Basement

C2-B1. Stair

This stair leads from area **1-3c** to the basement

C2-B2. Guard Room

A **pair of half-orcs** who assist Jackie live in this room. They keep an eye on the basement and work with the dogs in area **8** to keep them exercised. A bell attached to a wire hangs from the wall in this otherwise sparse room.

Woven mats, hides, and grimy blankets lay in piles on the floor, indicating Tug and Brick's bedding. Hidden amongst their furs are a half full wineskin with sour wine, a sack containing 140 gp and 200 cp, and a half-eaten, partially cooked dire rat.

Brick and Tug, Male Half-Orc (Ftr1): HP 8, 6; **AC** 7[12]; **Atk** battleaxe (1d8+1); **Move** 12; **Save** 14; **AL** C; **CL/XP** 2/30. **Special:** +1 to hit and damage due to high strength, +1 hit point per die due to high constitution, darkvision 60ft, half-orc racial abilities.

Equipment: leather armor, battleaxe, 1d6 cp.

C2-B3. Jackie's Room

Tuvio's interrogator and jailor, **Jackie**, keeps a room here in the basement. Jackie is another of Tuvio's cousins. Cool, soft spoken, and cruel as the edge of a dull knife, Jackie makes sure anyone who tries to rip Tuvio off pays for their sins. Jackie learned his trade in the alleyways of the Canal District and has always had Tuvio's back. Jackie rarely goes upstairs, as he keeps to himself unless it is to track down someone who owes a marker to Tuvio, and is only seen outside of the Blazing Bones in the early hours just after sun up, where he can be seen walking his dogs and stopping to get a sweet roll and a cup of piping hot tea for his breakfast.

Jackie (Ftr2,Thf2): HP 10; **AC** 6[13]; **Atk** *+1 dagger* (1d4+1); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240. **Special:** +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, +2 on saving throws vs. devices, backstab (x2), multiple attacks (2) vs. creatures with 1 or fewer HD, parry (–3), thieving skills.

Thieving Skills: Climb 86%, Tasks/Traps 20%, Hear 3 in 6, Hide 15%, Silent 25%, Locks 15%.

Equipment: *+1 leather armor, +1 dagger*, 1d6gp.

C2-B4. Interrogation Room

This plain room is locked, and contains little more than a small wooden stool, a steel bucket, and a tool chest containing a hammer, pliers, and a rusty razor blade. Rusty stains cover the floor and walls, indicating blood has been spilled here in the past and hastily cleaned with cold water. A single oil lantern sits on a small table next to the tool chest affording light when needed.

C2-B5. Cell

The outer door of the cell is locked. Inside is a dank, damp room. Filthy rag-filled mattresses have been mounted to the walls to help muffle sound. The southern end of the room contains a barred-in, cage-style, prison cell. This cell holds special guests of Tuvio, typically being family or friends of folks who have ripped Tuvio off, such as friends of Irtep from the adventure **Irtep's Dish** in ***Quests of Doom*** by **Frog God Games**, for example.

The bars are fairly strong, requiring 2 Open Doors checks to bend or burst. The door is locked whenever there is a hostage in custody.

C2-B6. Waste Disposal

The door is always locked. The room is dank and has the smell of water and the sewers.

C2-B6a. The Pit

The center of this room contains a 30ft deep pit that is filled with about 5ft of fairly quick moving water from the canal. The pit is used to dispose of those who may have met an ill end within the Blazing Bones. Individuals tossed down the pit are usually dead. Those who are not quite dead take 1d6 points of damage as they careen off the walls and belly-flop into the fast moving water below.

C2-B6b. Sewers the Hard Way

The waters here are quick moving and the tube narrow, requiring a successful save to keep from drowning. Bodies are flushed into the Stoneheart River just past the Canal District.

C2-B7. Sewers the Easy Way

This section of brick wall appears to be of the same make as the surrounding walls. It is actually a cleverly **hidden secret door** (–1 to checks) into the sewers.

C2-B8. Kennel

This room is the kennel for **Jackie's dogs**. The dogs are wolf-like in size and breed. They are trained to the scent of family members of Tuvio and the half-orcs he employs, but bark angrily if any other member of the staff seeks passage through the back end of the basement.

Jackie's Dogs: HD 2+2; **AC** 7[12]; **Atk** bite (1d4+1); **Move** 18; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** none.

C2-B8a. Alley Entrance

A **secret door** in the back wall of the kennel leads to a passage that eventually ends in the sewers. The back passage is sometimes used by VIPs such as Duloth and others, who even Tuvio dares not cross.

The secret door is difficult to detect (–1 on checks to locate) and is locked. The sewer side of the door is nondescript from other tunnels beneath the city save for a tiny loop of wire hanging hidden inside a crevice.

If the door is opened from the sewer side without first ringing the bell, the dogs attack (area **8**), barking vigorously. If the bell is rung, Brick and Tug come to investigate, escorting people with the proper credentials passage to area **1–1**.

C3. Pipe Cleaners, Canal and Refuse Management

The sign above this simple office reads *Pipe Cleaners — Bard's Gate City Canal and Refuse Management and Disposal.* The building is well-organized, with a small office and storage room containing sturdy tunics, gloves, masks and tools such as hammers, prybars, skimming nets, catch poles, saws, chisels and the other items used for sewer delving.

Norton McKiagh is in charge of the city's waste disposal, overseeing teams of halflings, with the occasional dwarf or half-orc. Their job is to keep fountains working, fix broken pipes, and keep excessive sewage from backing up or spilling out of the City's storm drains. It's a filthy job, indeed, but in a city like Bard's Gate, someone has to do it. Norton and his teams are well paid, though he often grumbles about the location and wishes he had a nicer office in the keep.

The Pipe Cleaners are in an interesting position, for although their job is the embodiment of filthiness, they also often happen across various treasures and lost items of considerable value. Theoretically, such items are City property, but Norton tends to turn a blind eye to his workers' scavenging, knowing that it is one thing that keeps them on the job. The Pipe Cleaners also know that their job can be disgusting and often dangerous, for dead bodies, rotting offal and the occasional monster are a part of daily life here.

Norton McKiagh, Male Halfling (Thf5): HP 13; **AC** 4[15]; **Atk** *+1 dagger* (1d4+1) or light crossbow (1d4+1); **Move** 9; **Save** 10; **AL** N; **CL/XP** 5/240; **Special:** +1 bonus when using missile weapons, +2 on saving throws vs. devices, +4 on saving throws against magic, backstab (x3), halfling racial abilities, read languages, thieving skills.

Thieving Skills: Climb 89%, Tasks/Traps 40%, Hear 4 in 6, Hide 40%, Silent 50%, Locks 40%.

Equipment: leather armor, helmet with built-in shuttered lantern, *+1 dagger,* light crossbow, 20 bolts, *ring of protection +1,* mining and sewer cleaning tools.

C4. Skuldudger's Cutlery

Located on an especially dreary street, this shop is a surprise — it sells some of the finest quality rapiers, knives, daggers, short swords, and other cutlery in the city. The place is full of fine items, and is overseen by a cruel-looking woman with a black eyepatch.

"Left-Eye" Lanny sells all manner of cutting and stabbing implements, and caters especially to thieves and halflings. Many of her wares are perfectly ordinary knives, but her weapons are famous among the city's underworld. She sells cutlery for standard prices, and also makes sword canes, thieves' tools, and mechanical traps if the customer is willing to spend enough gold. She is a tough negotiator, and gives a portion of her profits to Duloth.

Left-Eye Lanny, Female Human (Thf4): HP 9; **AC** 6[13]; **Atk** *+1 short sword* (1d6+1) or *+1 dagger* (1d4+1); **Move** 12; **Save** 11; **AL** N; **CL/XP** 4/120; **Special:** +2 on saving throws vs. devices, backstab (x2), read languages, thieving skills.

Thieving Skills: Climb 88%, Tasks/Traps 30%, Hear 4 in 6, Hide 25%, Silent 35%, Locks 25%.

Equipment: leather armor, *+1 short sword, +1 dagger, ring of protection +1,* thieves' tools, trap-making tools.

C5. Loose Strand

The sign above the door portrays an axe chopping a strand of hair. This barber shop and tattoo parlor is run by **Scolich**, who came to Bard's Gate from the Kurgan coast after betting that he could not live among the "soft city dwellers." Though he won the bet several years ago, Scolich has still not gone home, having gone completely native and decided that he prefers life in Bard's Gate. Still, he has a good number of barbarian clients, and creates especially elaborate tattoos for them. He keeps the place spotless.

A standard shave or haircut here is 5sp, while a unique or unusual style is 1gp. Scolich happily shaves your entire head for a mere 2sp, while tattoos cost 1gp per square inch, regardless of subject. He also pierces ears and noses.

Bluish-green eyes gaze from the broad coppery face that is accented by a large smile. Shedding his old garb for that of the city, Scolich wears dark leather boots and breeches, while he wears no shirt, to reveal his muscular, dark-tattooed chest.

Scolich (Ftr3): HP 16; **AC** 9[10]; **Atk** club (1d4+1); **Move** 12; **Save** 12; **AL** N; **CL/XP** 3/60; **Special:** +1 to hit and damage strength bonus, multiple attacks (3) vs. creatures with 1 or fewer HD.

Equipment: club, barber's tools, tattooing tools, 2d10sp.

C6. The White Wasp

Outwardly, this tidy little shop houses an herbalist, who sells dried leaves, roots, folk remedies and the like. The interior is lined with shelves holding jars and bottles of various herbs and flowers, and many pots hang from the ceiling. The place has a pleasant scent and is frequented by many locals who have no idea about its true business. In reality, **Asa** (Neutral female human druid 3) actually manages this place on behalf of the Shadow Masks, selling poisons and illegal drugs.

Though she is not herself a terribly pleasant person, Asa is nevertheless a victim of the Shadow Masks and their destructive ways. She is short-haired and somewhat boyish in appearance, but her expression is sad and somewhat downcast. This is because, to keep her under control, the Shadow Masks actually dosed her with a slow-acting poison, and only provide her with the antidote if she continues to do their bidding, managing the shop and dealing with the Masks' various nefarious customers. They have sworn to kill her family, should she neutralize the poison, or tell anyone of her predicament. If the PCs somehow became aware of this situation, and could solve Asa's problem, she could become a very interesting ally.

Almost any poison can be bought here for a price. The Masks' specialty is the venom of the white wasp selling for 250gp per dose. Normally, the parasitic white wasp lays eggs on its helpless prey, but the Shadow Masks and others have found the venom useful for other purposes.

White Wasp Venom

Effect: On a failed saving throw, victim is paralyzed for 1 minute. A second saving throw is made 1 minute later, with a failure resulting in the victim becoming unconscious for 1d3 hours.

C7. The Tick's Nest

A filthy flophouse with a bare dirt floor and cluttered sleeping rooms, the Nest is the only home and shelter for many beggars and impoverished district residents. Owner **Rhora** (Neutral female half-elf commoner 3) despises her job and her tenants, but knows that she's only a few steps away from being in the same predicament. She has recently been approached by the Beggar's Guild, who want to extend their protection to her charges, and by the Shadow Masks, who see the indigents in the Nest as a valuable source of information. So far, she's torn between the two and isn't sure who to help.

Lately, **Granny Engdrom** has been staying here. She has her own reasons for wanting Rhora to throw in her lot with the Beggar's Guild. Mostly, she just wants the residents of this filthy place to have access to something better. She believes that guild membership is their ticket to just that, as it forces Rhora to clean the place up a bit, and provides her the income to do so.

Simple floor space can be had for 1cp per night. A sleeping room (shared by eight occupants) costs 2cp per person per night, 8cp for the week and 2sp for the month. Those who stay here usually sleep with their possessions close at hand, and most have knives or other weapons, either for defense or to aid in robbing fellow residents.

Granny Engdrom, Female Human Cleric of Zors (Clr3): **HP** 10; **AC** 8[11]; **Atk** cane (1d4); **Move** 12; **Save** 12; **AL** N; **CL/XP** 4/120; **Special:** +2 save versus paralyzation and poison, spells (2), turn undead.

Spells: 1st—*detect magic*, *purify food and drink*.

Equipment: beggar's clothes, cane, *ring of protection +1*, wooden holy symbol of Zors, wooden bowl for alms.

Granny Engdrom was once a great beauty and an apprentice courtesan in the city of Reme. Her first client was a clumsy and cruel brute who drunkenly set fire to her room in a fit of rage. The horrible scars ended her career before it had begun, and she fled to Bard's Gate to avoid the pity of her friends. She has made a living, such as it is, begging for alms and secretly tending to the wounds and ailments of many of the city's beggars, having long ago become a lay priestess of Zors. Her popularity among the rank and file of the Beggars Guild is legendary, though none say to outsiders just why they feel such loyalty to her. Lucius Gromp would gladly see her gone, as he sees her as a threat, but were anything to happen to her, he knows the blame would fall on him, whether it was his fault or not. Thus, he actually has some of his people quietly see to her well-being, counting on her great age to ultimately solve his problem. Of course, if someone were to take care of this problem for him in such a way that it didn't lead back to him, he would be suitably grateful until he could have them permanently silenced. Granny selflessly makes the rounds of the city each day, and is surprisingly spry and hale despite the cane she uses to walk.

C8. The Glass Flower

Valaquinn (Chaotic male elf magic-user 3) runs this pleasant flower shop, where blooms of all kinds can be found. He makes bright flower arrangements, and also sells individual blossoms in blown glass vases. As with many other shops in this district, the Glass Flower and its owner hide a secret. In the basement, Valaquinn and his **assistants** (Chaotic male or female human commoner 1) process and package a drug called Celestial Ash, taken from the celestial cap mushroom. Also in the basement are numerous cots where ash addicts can indulge themselves for 1gp per dose. Valaquinn himself is addicted to the drug and is never without a small amount.

Celestial Ash

Effect: Once inhaled or ingested, for 1d6 hours the user gains 1d4 temporary hit points but also gains a –1 penalty to saving throws, attacks throws, and damage. Every use of this drug requires a saving throw to avoid becoming addicted (effects left up to the Referee).

C9. Brin Zwiescher Brewery

The smell of brewing and fermenting barley and hops fills the air around this unassuming brick and wood building. There is a large ale mug carved into the front door of the place and a sign hangs overhead reading *Brin Zwiescher Brewery.*

Inside the building, huge copper vats bubble over wood fires that are vented to brick chimneys. The resulting brew is stored in wooden casks, which are loaded on to wagons and shipped to various customer's establishments throughout the city. The brewery is always busy, day and night.

This brewery is run by the devious **Brin Zwiescher**. This large and gruff-looking man is a member of the Brewer's and Distiller's Guild and is a take-no-prisoners businessman. Recently, the dwarves of Stoneheart Distillery (**O3**) have been cutting into his business somewhat, and Brin plots to sabotage them and drive them from the city. Most recently, he hired thugs to kidnap Snorri the brewer halfling, but the thugs proved unable to locate their quarry and the scheme ended in chaos.

Brin is active in the political and economic life of the city. He believes in free trade, no taxes, and cheap brews that taste the same every time. He openly disdains the specialty brews of the Stoneheart Distillery dwarves, but secretly wonders how he can copy some of their techniques. He is also a shameless self-promoter, and has persuaded, cajoled and bullied almost every tavern in town into carrying his wares.

In confidence, most tavernkeepers believe Brin's brews to be poor to average at best. Brin is quite influential with the upper classes, however, and has also been known to send Brewer's Guild legbreakers in to persuade reluctant customers to carry his beer. Brin's brew is also much cheaper than others, and most customers are not too particular about what they drink. Despite his professed contempt for the dwarves and their "girly" brews (as he calls them), Brin has begun to experiment with lagers, light ales, stouts and other variant beverages, but these have proved more expensive and haven't caught on with the drinking public.

Brin is a tall, gruff-looking barbarian with a reddish beard and balding head. He is quick to shove his fist in the face of an innkeeper or adventurer he observes not drinking his trademarked beverage, which is, of course, named after him.

Brin Zwiescher (Ftr6): **HP** 31; **AC** 6[13]; **Atk** *+1 battle axe* (1d8+2) or dagger (1d4+1); **Move** 12; **Save** 9; **AL** N; **CL/XP** 6/400; **Special:** +1 to hit and damage strength bonus, multiple attacks (6) vs. creatures with 1 or fewer HD.

Equipment: *+1 leather armor, +1 battle axe,* 3 daggers.

C10. Riverside Rooming House

Some of the worst living quarters in all of Bard's Gate can be found in this destitute tenement. Living here is considered only a step or two above life on the streets, and at some times of the year, the streets might actually be preferable. The building is an ancient brick and fieldstone building, with a leaky roof and several sections in imminent danger of collapse.

A haven for lotus addicts and alcoholics, the Riverside's rooms are filthy and quite insecure, though the pathetic individuals who "live" here have few valuables worth stealing. Secretly owned by the Shadow Masks, and managed by their agent **Filthy Reebo** (Chaotic male human commoner 3) and his **thugs** (Chaotic male commoner 1 or fighter 1), the Riverside also serves as a safe house of last resort, where criminals on the lam can hide in relative safety, for the authorities rarely come here.

C11. Manky Mary's Alehouse

This wooden shack on the edge of the pier smells of tar and stale beer. Inside, its stools are made of old barrels sawn in half, while the tables are made from larger barrels. The bar is a long plank across two barrels. Behind the bar is a shelf consisting of another plank resting atop two worm-eaten ship's figureheads, set with bottles of wine and spirits. There is usually an open cask or two behind the bar — brew is served by the simple expedient of dipping a tankard into the cask.

Manky Mary (Neutral female half-orc expert 2) is a grotesquely fat creature who lords it over her various hirelings while spending most of her time drunk or, in extreme cases, unconscious in a crushed wicker chair in the back room. If she is alert enough, Mary can pull a concealed lever and drop intruders through a trapdoor into the river below.

Wares vary considerably, depending on what is on the shelves and what cheap spirits Mary and her **crew** (mostly commoner 1–2) can steal or purchase from the Shadow Masks. Usually a tankard full of ale (known as a "Mug o' Mank") costs 1cp, while the various whiskeys cost 2sp per cup.

On occasion, contaminated spirits require a saving throw (–1 penalty for each cup consumed in the last hour) to prevent the victim from going temporarily blind for 1d4 hours. Other negative effects from Mary's wares are up to the Referee.

C12. The Bar with No Name

This establishment's common name is apt — it has a sign over the door, but it is so old and worn as to be unreadable. Inside, the place is relatively pleasant, given the nature of the neighborhood, with a polished wooden bar, small tables and booths. Various spirits are served here, and the shelf behind the bar bears several bottles of "private stock," each labeled with unusual nicknames such as Jack the Axe or Lady Penelope. Customers periodically come in and ask to drink from these bottles, handing over large sums of cash for the privilege. Outsiders not known to barkeep Oswold who ask to drink from the private stock are bluntly told that they "can't afford it."

In reality, the private stock is a secret code that allows customers to hire various Red Blade assassins. The amount handed over is invariably far more than the cost of a shot of liquor, but so far no one has seen fit to question the system, and the constables are unaware of its existence. At any time there are **1–3 Red Blades** in the bar at any time.

Oswold is a thin everyman with ordinary looks and an ordinary disposition. He once slew an Irkainian king at 200 yards with an enchanted heavy crossbow bolt, and has been hiding in Bard's Gate ever since.

Oswold (Thf6): HP 17; **AC** 7[11]; **Atk** club (1d4) or dagger (1d4); **Move** 12; **Save** 10; **AL** C; **CL/XP** 6/400; **Special:** +2 on saving throws vs. devices, backstab (x3), read languages, thieving skills.

Thieving Skills: Climb 90%, Tasks/Traps 40%, Hear 4 in 6, Hide 35%, Silent 45%, Locks 35%.

Equipment: leather armor, club, 4 daggers, 6 doses of poison, two 50gp pearls concealed in the heels of his boots.

Red Blade (Asn4): HP 19; **AC** 7[12]; **Atk** dagger (1d4 plus poison); **Move** 12; **Save** 12; **AL** C; **CL/XP** 5/240; **Special:** backstab (x2), disguise, poison, thieving skills.

Thieving Skills: Climb 86%, Tasks/Traps 20%, Hear 3 in 6, Hide 15%, Silent 25%, Locks 15%.

Equipment: leather armor, poisoned dagger (save or die), thieves' tools.

C13. Beggars Guildhall

Perhaps the largest guild in Bard's Gate by membership, the Beggars Guild headquarters is located in this boarded-up and seemingly-abandoned warehouse. In truth, the place is a hive of activity and its broken-down façade is just a ruse. Few people know the true nature of the building; most simply assume that the vagrants and dirty children found inside are just squatters.

The true entrances to the Beggar's Guildhall are actually below street level. To all outside observation, the guildhall is an abandoned slum tenement that is built out of a dilapidated warehouse. Shutters are broken, and the roof sits precariously on its many irregular walls. The roof peaks 30 ft. from the ground. It has holes in spots that let rain and light in from the outside. The holes serve a second purpose; **1d6 beggar lookouts** scan the streets below for guard patrols, or incursions from members of other guilds who are not currently playing nice, such as marauding Shadow Masks.

The interior is illuminated by a dim flickering light, though there are large pools of shadow. It is a maze of corridors and rooms filled with cast-off furniture and decorations gleaned from decades of scavenging and scrounging. The inner walls of the Guildhall are comprised of empty crates that have been hammered and cobbled together to form a fairly sustainable inner superstructure to the entire complex. Most of these stacked and nailed barricades reach from floor to ceiling. All the corridors are watched by sharp-eyed **beggar operatives** (Neutral male or female human thief 1), and numerous traps are set throughout the building to discourage unwanted visitors. Outsiders are led, blindfolded, through the corridors until they are completely disoriented. The entire place is dingy, and a steady stench of urine, fecal matter, and sticky-sweet body odor fills the guildhall. The stench and filth is not overpowering to breathe, but lingers on the clothes and equipment of those who enter the domicile of the Beggars unless magically cleaned, or clothes are taken to a reputable washer and boiled.

The interior of the building is the domain of **Guildmaster Lucius Gromp** and his minions. Gromp himself holds court in a large central room while seated upon a massive gilded chair that was fished from the river some years ago. Here, he meets with those who need information or wish to procure the services of his beggars. Gromp is a practical man, and generally charges what the market bears — those capable of paying more are charged more for the information they need. Lucius is quick-witted and knowledgeable of many facets of life in Bard's Gate. He rules the Beggars Guild with an iron hook, or stump, as it were. Being a survivalist at heart, Lucius does much to avoid entangling himself in situations that might lead to his untimely demise.

The Guildhall may provide a place of exploration for characters seeking information that they cannot otherwise obtain through roleplay, dice-rolls, or helpful hints of the Referee. Other services provided within the Guildhall include training for monks, rogues, bards, and fighters. The Beggars Guild provides protection for its members, and a place to hide out if someone is wanted. Likewise, Doctor Karisk has ways of changing a person's physical features permanently.

Guild Lookouts (Thf2): HP 5; **AC** 7[12]; **Atk** dagger (1d4) or club (1d4); **Move** 12; **Save** 14; **AL** C; **CL/XP** 3/60; **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.

Thieving Skills: Climb 86%, Tasks/Traps 20%, Hear 3 in 6, Hide 15%, Silent 25%, Locks 15%.

Equipment: leather armor, dagger, club, thieves' tools.

Guildmaster Lucuius Gromp (Thf7): HP 20; **AC** 7[12]; **Atk** hand-hook (1d4); **Move** 12; **Save** 7; **AL** N; **CL/XP** 7/600; **Special:** +2 on saving throws vs. devices, backstab (x3), read languages, thieving skills.

Thieving Skills: Climb 91%, Tasks/Traps 45%, Hear 5 in 6, Hide 40%, Silent 50%, Locks 40%.

Equipment: *ring of protection* +2, hand-hook (treat as dagger).

C13-1. False Entrance

The apparent entrance of the Beggar's Guildhall is a boarded up conflagration marked with the words "*Condemned*". The false entrance is actually a carefully constructed **deadfall trap**. Failing to discover and disable the trap causes it to collapse, dealing 4d6 points of damage to everyone within 10ft.

C13-2. Sewer Entrances

There are two Sewer Entrances to the Beggar's Guildhall.

C13-2a. City Side Entrance

This entrance follows a narrow bit of sewer pipes from the Western side of the city. It is guarded by **3 beggar journeymen**. The journeymen are armed with slings, clubs, and signal whistles. Entering via this entrance requires the current password of the day, which is handed out among the beggars in private and is only shared among members in good standing. The password may be learned by charming a member of the Beggars Guild, a *legend lore* spell, or through the use of other magic.

If they are attacked, the plan is to retreat through a series of traps, while other beggars evacuate the building via other means.

Beggar's Guildhall

One square equals 5 feet



Trap: The hallway is trapped to collapse piles of crates filled with marble chips, bricks, and other rubble on any intruders. The trap may either be triggered by retreating beggars, or by a tripwire known to members of the guild. The trap is not difficult to find and even easier to avoid, but failing to discover the trap, or avoid it, results in all characters caught with the marked section of hallway suffering 3d6 points of damage and becoming pinned in the rubble. Pinned characters must make a successful Open Doors check to pull themselves free.

Beggar Journeyman (Thf3) (3): HP 8, 5, 7; **AC** 7[12]; **Atk** club (1d4) or dagger (1d4); **Move** 12; **Save** 13; **AL** N; **CL/XP** 3/60; **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.
Thieving Skills: Climb 87%, Tasks/Traps 25%, Hear 4 in 6, Hide 20%, Silent 30%, Locks 20%.
Equipment: leather armor, club, dagger.

C13-2b: Riverside Sewer Entrance

This entrance is used by Beggars crossing over from the eastern districts of Bard's Gate. The entrance starts at a large sewer drain under the East Docks that is almost completely hidden from view, requiring a DC 25 Perception check to locate, and can only be seen from the surface of the water, such as in a gondola or canoe.

The riverside sewer entrance of the guildhall is guarded by **3 beggar journeymen** armed with slings and clubs, crutches, and other truncheon like gear. They guard a 30 ft. long section of hallway that ends in a stair that exits at a rusty iron grate, which leads into the guildhall.

The entrance is also trapped with a valve that allows it to be flooded with water by one of the journeyman guards.

Trap: Failing to discover or avoid the trap results in all characters caught with the marked section of hallway being covered with 10ft of water that completely floods the tunnel. Anyone caught in the water is instantly subjected to drowning unless they can swim. Drowning characters must make a save every round they are submerged. If they fail 2 saves, the character falls unconscious, and drowns.

Beggar Journeyman (Thf3) (3): HP 7x2, 9; **AC** 7[12]; **Atk** club (1d4) or dagger (1d4); **Move** 12; **Save** 13; **AL** N; **CL/XP** 3/60; **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.
Thieving Skills: Climb 87%, Tasks/Traps 25%, Hear 4 in 6, Hide 20%, Silent 30%, Locks 20%.
Equipment: leather armor, club, dagger.

C13-3. The Rash

This shop caters to the props of the beggar's trade. **Ralik "The Rash" Kashib** (Neutral male human thief 3) keeps this shop in the northwestern corner of the guildhall. A bazaar of sorts, The Rash deals in crutches, canes, slings, bandages, pots of well-mixed stink (see **Sidebox**), eyepatches, makeup, costumes, and well-worn rags.

Among the items found here are sword canes, weighted crutches (treat as club, 3gp), leaded hand wraps (treat as gauntlet, 1gp), daggers, razor-edged coins (1hp damage).

Ralik is painfully thin, and pockmarked, having arrived in Bard's Gate from the Caliphate as the slave of a traveling mullah thirty years ago. The mullah broke both of his legs for attempting to escape into the city and left him in the gutters of Bard's Gate to die. Ralik rose up from the gutters, albeit with a horrible lurching gait that he has carried him ever since. Ralik showed a knack for wheeling and dealing amongst the poor and downtrodden of the city, eventually rising to a position of respect and leadership in the Beggar's Guild. Ralik advises Lucius and is generally well liked by beggars both new and old.

C13-4. Beggar Commons

The Beggar Commons are general areas of the Guildhall where beggars meet and discuss their above ground territory, or catch sleep among piles of soiled silks, filthy straw-stuffed mattresses and blankets that are strewn about the dark corners.

The commons are filled with **2d6 experienced street beggars**, **3d6 apprentices** (thief or monk), **2d4 journeymen**, and an occasional **master beggar**.

Experienced Street Beggar (Thf2): HP 5; **AC** 7[12]; **Atk** weighted crutch (1d4); **Move** 12; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.
Thieving Skills: Climb 86%, Tasks/Traps 20%, Hear 3 in 6, Hide 15%, Silent 25%, Locks 15%.
Equipment: heavy tunic, weighted crutch (treat as club).

Beggar Apprentice (Thf1): HP 3; **AC** 7[12]; **Atk** dagger (1d4); **Move** 12; **Save** 15; **AL** N; **CL/XP** 1/15; **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.
Thieving Skills: Climb 85%, Tasks/Traps 15%, Hear 3 in 6, Hide 10%, Silent 20%, Locks 10%.
Equipment: leather armor, dagger.

Beggar Apprentice (Mnk1): HP 3; **AC** 9[10]; **Atk** unnecessary crutch (1d4); **Move** 12; **Save** 15; **AL** N; **CL/XP** 1/15; **Special:** +2 on saving throws vs. paralysis and poison, alertness, deadly strike, deflect missiles, thieving skills.
Thieving Skills: Climb 85%, Tasks/Traps 15%, Hear 3 in 6, Hide 10%, Silent 20%, Locks 10%.
Equipment: comfortable set of rags for clothing, unnecessary crutch (treat as club), pot of stink (see **Sidebox**).

Beggar Journeyman (Thf3): HP 7; **AC** 7[12]; **Atk** club (1d4) or dagger (1d4); **Move** 12; **Save** 13; **AL** N; **CL/XP** 3/60; **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.
Thieving Skills: Climb 87%, Tasks/Traps 25%, Hear 4 in 6, Hide 20%, Silent 30%, Locks 20%.
Equipment: leather armor, club, dagger, pot of stink (see **Sidebox**).

Master Beggar (Thf5): HP 17; **AC** 6[13]; **Atk** sword cane (1d6); **Move** 12; **Save** 11; **AL** C; **CL/XP** 6/400; **Special:** +2 on saving throws vs. devices, backstab (x3), read languages, thieving skills.
Thieving Skills: Climb 89%, Tasks/Traps 35%, Hear 4 in 6, Hide 30%, Silent 40%, Locks 30%.
Equipment: cloak of chain (see **Sidebox**), sword cane (treat as short sword), 2 pots of stink (see **Sidebox**).

If a nonmember of the guild finds themselves in the commons without a blindfold and a guide, there are two likely outcomes. The first outcome is that they are attacked by beggars seeking to defend their Guildhall. The second is that the beggars retreat to the nearest exits. If the exits appear to be blocked, they climb to the lookout posts and seek to escape via the rooftop exits. As a guild in good standing with the city government, an assault on the guild headquarters would have political ramifications.

C13-5. The Beggar's College

Named in mockery of the vaunted Bard's College, this theater and series of classrooms on the western edge of the warehouse is occupied by master and journeyman beggars who work their apprentices through the techniques of begging and looking completely pathetic, so as to milk the most money out of their marks. They are also schooled in listening skills, memorization, stealth, pickpocketing, intimidation, appraisal, and breaking and entering.

The beggar's college is led by aged master beggars who instruct apprentices in small groups. The master of the Beggar's College is **Blind Yorl**. Yorl's face has been sliced and disfigured in horrific manner, and his eyes have been completely removed from the sockets. Yorl is a hard instructor, who works closely with Kun Jou who helped him learn to "see"

without his eyes. Yorl is ultimately inspiring to the apprentices despite the heavy hand he often uses to train them with. Yorl and Kun Jou push presentation and listening above all else, as a good beggar is a convincing beggar. Those who are not convincing enough may be sent to Dr. Karisk for cosmetic or real disfigurements to help the beggar play his part.

There are typically **2d10 beggar apprentices** and **1d2 master beggars** in the area of the Beggar's College at any given time.

Blind Yorl, Male Dwarf (Thf6): HP 12; **AC** 6[13]; **Atk** *+1 sword cane* (1d6+1); **Move** 6; **Save** 9; **AL** N; **CL/XP** 6/400; **Special:** +2 on saving throws vs. devices, backstab (x3), darkvision 60ft, dwarf racial abilities, read languages, thieving skills.

Thieving Skills: Climb 90%, Tasks/Traps 50%, Hear 4 in 6, Hide 40%, Silent 50%, Locks 40%.

Equipment: leather armor, *+1 sword cane, ring of protection +1*.

Beggar Apprentice (Thf1): HP 3; **AC** 7[12]; **Atk** dagger (1d4); **Move** 12; **Save** 15; **AL** N; **CL/XP** 1/15; **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.

Thieving Skills: Climb 85%, Tasks/Traps 15%, Hear 3 in 6, Hide 10%, Silent 20%, Locks 10%.

Equipment: leather armor, dagger.

Beggar Apprentice (Mnk1): HP 3; **AC** 9[10]; **Atk** unnecessary crutch (1d4) or weaponless (1d4); **Move** 12; **Save** 15; **AL** N; **CL/XP** 1/15; **Special:** +2 on saving throws vs. paralysis and poison, alertness, deadly strike, deflect missiles, thieving skills.

Thieving Skills: Climb 85%, Tasks/Traps 15%, Hear 3 in 6, Hide 10%, Silent 20%, Locks 10%.

Equipment: comfortable set of rags for clothing, unnecessary crutch (treat as club), pot of stink (see **Sidebox**).

Master Beggar (Thf5): HP 17; **AC** 6[13]; **Atk** sword cane (1d6); **Move** 12; **Save** 11; **AL** C; **CL/XP** 6/400; **Special:** +2 on saving throws vs. devices, backstab (x3), read languages, thieving skills.

Thieving Skills: Climb 89%, Tasks/Traps 35%, Hear 4 in 6, Hide 30%, Silent 40%, Locks 30%.

Equipment: cloak of chain (see **Sidebox**), sword cane (treat as short sword), 2 pots of stink (see **Sidebox**).

C13-5a. Yorl's Room

This is the private room and office of Blind Yorl. It comprises a small bed, dresser, and locked chest that holds 2,144sp, 212gp, 2 pots of stink (see **Sidebox**), 2 *potions of healing* and a map to a hidden treasure (***Rappan Athuk***, **Area 5A-11**) where Yorl hid his portion of adventuring loot because he suspected his allies would turn on him. Turn they did, torturing Yorl and plucking out his eyes. Yorl never gave up the treasure however, and scribed this map from memory. Unfortunately, due to his blindness the map is only 50% accurate with the scale being off for obvious reasons. Even more unfortunately, Yorl's treasure was collected by the fire lizard from Area 5A-16 (not notated on the map!)

C13-5b. Kun Jou's Room

Kun Jou is a monk from Gtsang Prefecture who was captured in a war in his native lands and sold into slavery. Through many difficulties he found himself in Bard's Gate where he soon took mercy on the poor. Having himself long ago taken a vow of poverty, he works with Blind Yorl, training members of the Beggars Guild in the art of the open fist and closed hand. Kun Jou has gathered a few dozen venerates to his philosophy in his decade of service to the Guild, and is among others who serve in Gromp's court. His vows keep him painfully thin, and overly dirty. Jou's room contains a map to his homeland and the name of the Xi'en prince who sold him into slavery. It is his thought that someday he may return to his homeland and face the prince in hand to hand combat, but he knows he is not yet ready for such a journey.

Kun Jo (Mnk5): HP 16; **AC** 4[15]; **Atk** *+1 kama* (1d6+3) or weaponless (1d10); **Move** 16; **Save** 10; **AL** N; **CL/XP** 7/600; **Special:** +2 on saving throws vs. paralysis and poison, +2 weapon damage (included above), alertness, deadly strike, deflect missiles, mastery of silence (1d6 x 50 minutes), slow fall (20ft), speak with animals, thieving skills.

Thieving Skills: Climb 89%, Tasks/Traps 35%, Hear 4 in 6, Hide 30%, Silent 40%, Locks 30%.

Equipment: *+1 kama* (treat as hand axe), *ring of protection +1*.

Jou's hair is matted and filthy most of the time and his rags are truly rags, even by the standards of other beggars.

6. Journeyman's Apartments

These rows of stacked containers in the north and south of the guildhall offer a place to stay for journeymen and masters, away from the floor and squalor of the Commons. Each of the crate apartments is roughly 6 ft. x 12 ft. x 6 ft. and contains a down mattress, thick blanket, and a down pillow. Despite the fine quality of the bedding, it is tainted with the same stench that the Beggars are known for. A secret doors check of the bedding finds 5d10sp in coins. A little known fact drilled into the members of the guild by Blind Yorl… beggars do not steal from one another.

There are **1d6 journeymen**, and **1d2 master beggars** in the apartments at any given time.

Rent of one of these apartments requires not only membership in good standing but a minimum of 10gp per month paid in advance. Currently there are three crates worth of space for lease.

Beggar Journeyman (Thf3) (3): HP 7x2, 9; **AC** 7[12]; **Atk** club (1d4) or dagger (1d4); **Move** 12; **Save** 12; **AL** N; **CL/XP** 3/60; **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.

Thieving Skills: Climb 87%, Tasks/Traps 25%, Hear 4 in 6, Hide 20%, Silent 30%, Locks 20%.

Equipment: leather armor, club, dagger, pot of stink (see **Sidebox**).

Master Beggar (Thf5): HP 17; **AC** 6[13]; **Atk** sword cane (1d6); **Move** 12; **Save** 11; **AL** C; **CL/XP** 6/400; **Special:** +2 on saving throws vs. devices, backstab (x3), read languages, thieving skills.

Thieving Skills: Climb 89%, Tasks/Traps 35%, Hear 4 in 6, Hide 30%, Silent 40%, Locks 30%.

Equipment: cloak of chain (see **Sidebox**), sword cane (treat as short sword), 2 pots of stink (see **Sidebox**).

7. Beggars Boutique

Located near the west entrance, this market caters to the garb and gear of the beggar's trade. Found here are clothes designed to hide, and even fake deformities such as shirts or pants with special buckles and clamps to tie back a leg or an arm but quickly unhitch the "deformity" for self-defense or a hasty retreat. Many of the outfits here are recent, foisted from the castoffs of petty merchants and adjusted to suit the needs of the beggars' crew by **Juana Karl** (Neutral human female expert 3). Juana deftly sews with a three fingered hand while keeping her apprentices busy.

A proper beggar's outfit designed to create or enhance a crippling injury such as a missing limb costs more than one would think, and outfits average 25–30 gp. The boutique also specializes in selling the "cloak of chain" which is manufactured from various bits of reclaimed chainmail. Sample wares include a limb-hiding costume (10gp), a heavy tunic (15gp), cloak of chain (see **Sidebox**, 50gp), a common eye patch (1sp), and a pot of stink (see **Sidebox**, 15gp).

Juana works with **Mastin**, an old war veteran who converts pieces of armor into hidden armor stitched beneath Juana's repurposed clothing items.

Cloak of Chain

This long, hooded cloak appears to be a simple, ratty, patchwork garment. In reality the fabric conceals portions of scavenged chainmail that have been sewn into the lining. A cloak of chain grants the wearer a partial suit worth of ring mail, with the exception that it is completely concealed. Treat as ring mail, but weighs 30 lbs. and is flexible enough that thieves may use it.

This is not an official addendum to the *Swords & Wizardry* rules, and the Referee may disallow such armor in their campaign.

Pot of Stink

This is a jar of condensed filth, comprising various bits of bodily excretions, secretions, sweat, funk, and general nonliving ooze. The stink is quite nauseating, and requires a save to avoid vomiting instantly, and retching violently for 1d6 rounds (–2 to hit and damage). Even with a successful save, the sniffer is rendered dizzy for 1 round and only able to defend themselves from attack (no attacks possible). The pot of stink is the "secret" secret weapon of the beggar who wants to make good his escape, and is in the possession of most journeymen and master beggars. Even once the stink has been overcome by its victim the stench remains. Clothes or armor touched by its stench must be administered a chemical or magical cleaning to remove the odor. Failure to remove the odor double the chance of random monster encounter until the stench has been dealt with. Members of the Beggar's Guild, and denizens of the more fetid swamps and sewers are immune to the effects of a pot of stink.

The Street Lottery

Organized by followers of the deity Zors, tickets for this underground lottery are 2sp each, and characters pick from a range of four numbers between one and twenty. Numbers are run in various taverns and off the streets, typically handed off to a venerate of Zors. Typical payout in hitting all your numbers is 1d6 x 100gp.

Half of the money raised goes to support various charities for the poor and destitute of the city or to pay for barristers for the accused and condemned. Winners are drawn weekly. To play ticket buyers pick four numbers from a range of 1 to 20. Numbers are run in various taverns and off the streets, typically handed off to a worshiper of Zors. Payout in hitting all four numbers in order is 1d6 x 1000gp. Hitting three of the four in their proper order pays 100gp and hitting two numbers in their proper order pays 25gp. Hitting a single number pays 2sp (hitting multiple single numbers that are not in order on a single ticket does not pay higher winnings — it's still only worth 2sp). Winnings can be collected by the individual or individuals who presents the winning ticket to the Beggars Guildhall. There is a flat 20% chance that any winning 4-number combination is shared by 1d3 other ticket holders. All winnings must be split equally between winning tickets in this cases. Winnings for less than all four numbers are not split.

Happy Gaming!

Mastin (Ftr3): HP 20; **AC** 6[13]; **Atk** *+1 longsword* (1d8+2); **Move** 12; **Save** 12; **AL** N; **CL/XP** 3/60. **Special:** +1 to hit and damage due to high strength, multiple attacks (3) vs. creatures with 1 or fewer HD.

Equipment: cloak of chain (see **Sidebox**), *+1 longsword*.

Mastin is missing part of a foot from a battleaxe wound, and all of his sense of humor went with it. He still thinks of himself as combat effective though he is more than a decade past his prime and a 100 lbs. overweight. So long as a fight doesn't involve a lot of jumping and running however, he can still hold his own. Mastin keeps his old longsword from his youth, and trains with it amongst the youngsters who view him as a hero in their own way.

C13-8. The Last Chance

The Last Chance serves bread, soup, and sour beer to any member of the Guild, day or night. The hall is run by **Caren O'Shan** (Neutral human female cleric 5 of Zors), a priestess of Zors. Food and drink is provided free of charge to members of the Beggars Guild as Caren pays the cost of the meager offerings from money skimmed from the numbers racket Caren runs in Bard's Gate for the shrine of Zors (**T6**). Duloth has been trying to muscle in on the numbers racket for years, but has been stymied at each turn by secrets possessed by the Beggars Guild that Duloth would prefer stay buried.

C13-9. The Helpful Hook

This shop within the Guild specializes in prosthetic arms, legs, hooks for hands and the like. The items here are nonmagical in nature, though they may hide a knife, or a hollow where gemstones and coins may be hidden. A typical item from the Helpful Hook costs about 1d10 x 5gp, and takes a week to be constructed by **Veoli** (Neutral human female magic-user 3), a former apprentice of Ashtin Artcolmb from the Replacement Arms **(TW6)**. Violi's heart went out to the poor, who she saw were frequently veterans with missing or crippled limbs, and although she appreciated her master's craftsmanship, she couldn't abide the prices he charged for his work. Her builds are made at cost, and she subsidizes her trade any way she can.

C13-10. Fleamarket

This large chamber is filled from floor to ceiling with various bits of trash fished from the river or lifted off of trash barges that haul the city's castoff materials to be sunk in the swamps to the south. Items here range from broken bits of furniture, stained tapestries and carpets, water damaged paintings, and other items that were once valued by their owners but were since turned aside. Some of the beggars work to refurbish items that they gather, attempting to sell the junk in the markets and alleyways as "new, high class stuff." Unfortunately, the items retain a level of stench to them that eventually fills a room.

The Fleamarket is overseen by **Heanley** (Neutral dwarf male thief 3), a one-legged dwarf craftsman, who teaches beggar apprentices how to appraise items for their value, and resell them for a small profit, as well as basic restoration.

Heanley loves collectible items, even if they should be broken or misused, and buys items for 10% of their original value, turning them into works of art worth 50% of their original value… except for the smell. Heanley is a skilled trap maker, and maintains the many traps within the domicile of the Beggar's Guild.

C13-11. Doctor Karisk's Offices

This suite of rooms in the northeastern section of the Guildhall is reserved for the uncompromising mind of **Doctor Karisk**. The "Good Doctor" has become an expert at taking a minor deformity or unhealed wound and surgically making it appear much worse. Beggars true to their calling know that in order to really pull the coin, or tug at the heartstrings of their

mark, a good disfigurement is needed. To that end, Doctor Karisk offers his expertise.

The main room is a dingy waiting room comprised of couches with their stuffing falling out, split leather chairs, and flickering, low light is provided from dingy lanterns containing *continual light*. A sign on one of the wall lists the prices for the Good Doctor's services.

Doctor Karisk, Male Halfling (MU4): HP 9; **AC** 4[15]; **Atk** *+1 scalpel* (1d3+1); **Move** 9; **Save** 11; **AL** C; **CL/XP** 5/240. **Special:** +1 bonus with missile weapons, +4 on saves vs. spells, halfling racial abilities, spells (3/2).

Spells: 1st—*charm person, light, sleep*; 2nd—*ESP, phantasmal force*.

Equipment: *+1 scalpel* (small dagger), *wand of sleep* (7 charges), *scroll of charm person*, *scroll of hold person*, *scroll of invisibility*, spellbook.

Karisk was an up-and-coming wizard and loremaster in the High Sanctum of the Scroll (**TW2**), and member in good standing with the Wizards Guild. Karisk's areas of expertise involved humanoid anatomy and natural healing for when magical healing was inevitably too expensive or unavailable. His early work was on cadavers but he soon switched to live volunteers as test subjects, whom he located among members of the Beggars Guild. A deal was made with Guildmaster Gromp, and Karisk set up shop almost immediately in the Guildhall. Upon hearing of the amputations, disfigurements, facial re-arrangements, and other "work" that Karisk was performing, the horrified masters of the High Sanctum of the Scroll had him banished forthwith from their regal institution. The Wizards Guild has remained mute on the subject and still accepts his annual dues, though he has not returned to the guildhall since his humiliation by the clergy of Yenomesh.

Karkiss appears as a wild eyed halfling, with exceptionally long fingers and deep-set eyes which are only enhanced by the thick spectacles that he wears. He is constantly smeared in ichors from his "experiments," and is generally considered quite "off putting".

C13-11a. Consultation

This room is where applicants for reconstructive surgery talk to Doctor Karisk and his assistant, whom he calls "Nurse Mary, Dear". The Doctor explains his procedures and **Mary** takes payment.

Nurse Mary is frequently in the consultation room, and is typically the first person that the characters interact with. Nurse Mary would be lovely, if not so frightening. She has had multiple forms of reconstruction performed on her by the Doctor, leaving her looking rather alien and surreal. Her cheekbones are unusually high, her lips overly plump, and her eyebrows have been relocated to stretch across her forehead in grotesque arches. Her narrow waist implies that she has had ribs removed, and other alterations and enhancements provide a grotesque facsimile of human's natural anatomical features.

Nurse Mary (Ftr2): HP 13; **AC** 7[12]; **Atk** *+1 scalpel* (1d3+1); **Move** 12; **Save** 13; **AL** N; **CL/XP** 2/30. **Special:** multiple attacks (2) vs. creatures with 1 or fewer HD.

Equipment: leather suit, *+1 scalpel* (small dagger), whip.

Nurse Mary was once a specialist in the Harlots' Guild, working in rough trade for those with specific tastes. Unfortunately, Mary came across a customer with even worse traits and a greater penchant for cruelty than herself, who attacked her and cut her badly. After the traumatic event and scars from her ordeal, she ended up destitute and on the street. Eventually, she came to the attention of Doctor Karisk who saw in her a rare opportunity to repair and enhance. Nurse Mary now serves him as his loyal partner, confidant, and bodyguard.

C13-11b. Surgery

This room contains several steel tables and a floor drain. Shelves are lined with tools soaking in alcohol and splattered with blood. Perfectly mummified or pickled arms, hands, legs, noses, lips, and ears are held in brine-filled jars. A locked metal locker contains 10 *potions of healing*. The lock requires a Delicate Tasks check at –10% to unlock.

C13-11c. Doctor Karisk's Private Room

Doctor Karisk's private room consists of a bed, and two wardrobes. The first wardrobe is filled with ladies clothes sized for Nurse Mary. There are lengths of chain, a half-dozen padlocks with keys, and a whip in the wardrobe as well.

The second wardrobe features blood stained overalls, leather butchers aprons, and heavy boots built in a small size as would fit a halfling or child.

A **locked iron chest** contains 2,412gp, a set of spellbooks containing all of Doctor Karkiss's spells, 2 *scrolls of invisibility*, 2 *scrolls of haste*, 2 *potions of healing*, a necklace worth 200gp, and a letter indicating Karisk's dismissal from the High Sanctum of the Scroll.

C13-11d. Patient Recovery

Several cots are in this room, where patients recover from their procedures. At any given time there are **1d2 patients** (Referee discretion on who may be here) who have had some form of work done to them by the good Doctor.

C13-12. The Beggars Maze

This maze of stacked crates is nailed together in such a way as to confuse and befuddle strangers to the Guild and keep them out of Lucius's throne room. The maze is trapped in several locations. Guides never use the same route through the maze twice, and never move directly on the left, right, left, right, left, route that is the "classic old school" path to the throne room that avoids all dangers.

C13-12a. Arrow Trap

What appears at first glance to be a poorly concealed secret door is instead an **arrow trap**. A hail of spring loaded arrows hidden in a wooden crate fires at any target who steps on the touch plate 10ft away from the dead end. The arrows strike as a 5HD monster, and inflict 2d6 points of damage on a hit.

12b. Collapsing Crate Trap

A touch panel hidden in front of an "apparent" secret door triggers a **weighted crate** to fall on any within 10ft of the "secret door." The crate hits as a 4HD monster, and inflicts 2d6+1 points of damage.

12c and d. Portcullis Traps

A skeleton lies in the center of this chamber, its outstretched hand holds three gold rings: one set with a diamond, one with a ruby, and one with a sapphire. This chamber-like section of the Maze has **iron portcullis traps** built into the floor that fire up from the ground and create a prison cage for those who step on the central panel.

Trapped prisoners are eventually freed by members of the Guild and taken prisoner, or possibly turned over to Doctor Karisk for experimentation. If the target fails a save, the portcullis strike for 4d6 points of damage, and the target is trapped in the cage.

The gold rings on the skeleton are real, and worth 200gp each.

C13-12e. Pit Trap

This **trap** stands in front of an apparent secret door. The door is in fact false and attempting to open it causes the floor to fall out from under the victim dropping them 50 ft. into a backwater latrine pit. The fall causes 5d6 points of damage on a failed save (the save negates the fall).

Doctor Karisk's Procedures

The sign in Doctor Karisk's office bears the following available procedures:

Procedures
Hand or Foot Amputation: 75 gp
Arm Amputation: 100 gp
Leg Amputation: 150 gp
Facial Reconstruction: 75–500 gp
General Healing: 75 gp

All surgical procedures other than general healing include the cost of a *cure light wounds* potion that is provided to the recipient after the procedure. The potion heals the hit point loss but does not heal any ability damage or drain that may have occurred from the procedure. A *regenerate* spell removes any results of one of these procedures. The Doctor's procedures are sometimes used as a means of last hope for underworld figures who are wanted for a variety of crimes and need to "disappear" from the public eye.

Hand Amputation: The removal of one of the patient's hands deals 1d6 points of damage and removes 1d2 points of constitution. It removes the patient's ability to perform activities requiring two hands without the use of a prosthesis. If the patient has the procedure done on his dominant hand, he can use a prosthesis to wield weapons but otherwise takes a –4 penalty on all attack rolls and reduces all Strength damage modifiers by half for fighting with his offhand. The procedure has a 10% chance of failure resulting in an additional 1d3 points of constitution and 1d2 dexterity loss, and a 20% chance of infection.

Foot Amputation: The removal of one of the patient's feet deals 1d6 points of damage and removes 1d2 points of constitution. It reduces the patient's speed by one-quarter and causes the loss of 1d3 points of dexterity drain. The procedure has a 25% chance of failure resulting in an additional loss of 1d3 points of constitution and 1d2 points of dexterity, and a 35% chance of infection.

Arm Amputation: The removal of one of the patient's arms deals 2d6 points of damage and removes 1d4 points of constitution. It removes the patient's ability to perform activities requiring two hands and causes the loss of 1d4 points of dexterity. If the patient has the procedure done on his dominant arm, then he takes a –4 penalty on all attack rolls and reduces all Strength damage modifiers by half. The procedure has a 20% chance of failure resulting in an additional loss of 1d4 points of constitution and 1d3 points of dexterity, and a 35% chance of infection.

Leg Amputation: The removal of one of the patient's legs deals 2d8 points of damage and removes 1d6 points of constitution. It reduces the patient's speed by half and causes the loss of 1d6 points of Dexterity. The procedure has a 25% chance of failure resulting in an additional loss of 1d4 points of constitution and 1d4 points of dexterity, and a 50% chance of infection.

Facial Reconstruction: This could mean as little as having one's nose sliced off or an ear cut to full reconstruction involving surgically reshaping the face to permanently disguise someone's appearance. The procedure deals 1d10 points of point damage and removes 1d3 points of constitution. If successful the patient may look like anyone, other than their original appearance. The procedure has a 35% chance of failure resulting in an additional loss of 1d4 points of charisma as well as a 40% chance of infection.

For all Procedures: If a characters attribute score is reduced to 0 by any procedure, that character is assumed to have slipped into a coma, and must make an immediate system shock roll for survival. If the character survives the system shock roll, they are in a comatose state for 1 day. At the end of that day, allow the character another system shock roll. If that roll is successful, the character recovers from the comatose state, and regains 1 attribute point (character's choice if multiple attributes are at or below 0; and attribute must be at least 1 before another attribute may be raised). Characters require complete bedrest until all attributes are at least 3 or higher. Complete bedrest precludes travelling, combat, or spellcasting of any sort.

Characters regain attribute points normally at the rate of 1 point/ week. They may regain 3 points/ week if they continue to receive complete bedrest.

General Healing: With Doctor Karisk not so tender administrations, characters recover 1d4 points of damage per day of care. There is only a 5% chance of failure with this procedure.

Procedure Failure: Any failed procedure has a chance of resulting in a major infection. Unless cured with a *remove disease* or more powerful magic, anyone suffering a major infection loses 1d3 points of constitution damage *per day* for 1d6 days. Each day the patient must make a save (+1 for each previous save) to recover from the infection. The infection clears up on its own after 3d6 days if the patient survives. If the patient recovers without magical assistance or by making his saving throw, he loses 1d3 points of charisma as well. This loss is in addition to any suffered as a part of the procedure or its failure.



C13-12f. Secret Door

This is the **secret door** that leads to the throne room of Guildmaster Lucius Gromp.

C13-13. Beggars Court

This semi-circular chamber is where Gromp holds court, and is advised by Blind Yorl, Karisk, Mastin, and other ranking members of the Guild. Gromp's great gilt throne sits atop a platform comprised of other bits of furniture, and was built by Heanley.

Those seeking an audience with Gromp are led here. In order to get an answer from Guildmaster Gromp, the characters must give Lucius a deep secret of their own to share. The secret must have some value, and must be whispered in Lucius's ear. Lucius, for his part, listens intently to the secret that he is told and then summons 4 masked beggars from the Beggars Court. Gromp whispers part of the secret to each of the beggars and dismisses them from the room.

Gromp assigns a number to the one who would ask him a question for identification purposes, and then tells the petitioner the fee for an audience with him. If Gromp cannot answer their question, there is no fee, and the asker is required to leave the Guildhall. The fee for asking Lucius Gromp a question is typically 50gp per day required to find out the information, and applies only to knowledge that can be discovered within the City. Unless the question requires magic to solve, Gromp has the answer in 1d10 days. If the question is regarding something outside the City, the price doubles (or triples!) and requires 2d10 (or more) days to solve (Referee's discretion).

Gromp's scribe Brettin writes the "beggar name" of each petitioner in a ledger, along with the number that is assigned to the one giving up the secret. This number remains the number of that person for the remainder of their life, though the beggars who know their secret may change. Lucius's system remains effective as it does not force him to remember specific details of a secret himself.

Characters may come to Lucius in search of answers to questions that have plagued them during the course of an adventure. The sorts of answers to questions may involve things not readily found by a *legend lore* spell, or may offer a second chance for those who have earlier failed an attempt at *legend lore,* or solving a riddle or puzzle.

There are typically **1d4 master beggars**, **1d6 journeymen beggars** and **1d8 beggar's apprentices** in the chamber at any given time.

Beggar Apprentice (Mnk1): HP 3; **AC** 9[10]; **Atk** club (1d4); **Move** 12; **Save** 15; **AL** N; **CL/XP** 1/15; **Special:** +2 on saving throws vs. paralysis and poison, alertness, deadly strike, deflect missiles, thieving skills.

Thieving Skills: Climb 85%, Tasks/Traps 15%, Hear 3 in 6, Hide 10%, Silent 20%, Locks 10%.

Equipment: comfortable set of rags for clothing, unnecessary crutch (treat as club), pot of stink (see **Sidebox**).

Beggar Apprentice (Thf1): HP 3; **AC** 7[12]; **Atk** dagger (1d4); **Move** 12; **Save** 15; **AL** N; **CL/XP** 1/15; **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.

Thieving Skills: Climb 85%, Tasks/Traps 15%, Hear 3 in 6, Hide 10%, Silent 20%, Locks 10%.

Equipment: leather armor, dagger.

Beggar Journeyman(Thf3) (3): HP 7x2, 9; **AC** 7[12]; **Atk** club (1d4) or dagger (1d4); **Move** 12; **Save** 13; **AL** N; **CL/XP** 3/60; **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.

Thieving Skills: Climb 87%, Tasks/Traps 25%, Hear 4 in 6, Hide 20%, Silent 30%, Locks 20%.
Equipment: leather armor, club, dagger, pot of stink (see **Sidebox**).

Master Beggar (Thf5): HP 17; **AC** 6[13]; **Atk** short sword (1d6); **Move** 12; **Save** 11; **AL** C; **CL/XP** 6/400; **Special:** +2 on saving throws vs. devices, backstab (x3), read languages, thieving skills.
Thieving Skills: Climb 89%, Tasks/Traps 35%, Hear 4 in 6, Hide 30%, Silent 40%, Locks 30%.
Equipment: cloak of chain (see **Sidebox**), sword cane (treat as short sword), 2 pots of stink (see **Sidebox**).

Throne Room Escape Hatch

This **secret entrance** is known only to Guildmaster Gromp and his closest associates. The escape hatch is hidden beneath a discarded door which serves as part of the throne's platform.

The entrance is locked with a key kept by Lucius that requires a successful Delicate Tasks check to bypass. It is **trapped** with a deadfall trap. The deadfall collapses the ceiling onto anyone who fails to disarm the trap, likely killing them and everyone else trapped within the first 30ft. of the hallway. Victims who are not killed instantly are pinned until dug out, and likely die anyway, just more slowly. The deadfall inflicts 10d6 points of damage on everyone in a 30ft line (save for half damage); if the targets survive, they a buried under rubble, and must make 2 successful Open Doors checks to free themselves (only one check if they have help from a non-pinned ally).

C13-14. Treasury

Although much of the Guild's wealth is in information, and other bits of it are hidden throughout the city in hidden caches in the sewers, catacombs, and the basements of private residences, a small hoard of easily-accessible treasure is located here. The entrance to the treasury is locked with a large lock that requires a Delicate Tasks check at –20% to unlock, though Lucius has the key on his person.

Among the items in this room are a set of plate mail, a 45gp moonstone, an alabaster statue of Zors worth 200gp, a 20gp freshwater pearl, a smoky quartz worth 70gp, a *potion of bless*, a *scroll of protection form evil*, a *scroll of lightning bolt*, 1,265gp, 2,201sp, 4,287cp, a flail, and an oil painting by Utello worth 1,200gp.

C13-15. Brettin's Hall of Records

Brettin (Neutral human male magic-user 3) keeps the filled ledgers of numbers and beggar's street names on makeshift bookshelves within this room. Copies of the books are kept in a small *bag of holding* which Brettin keeps on his person at all times.

Book Trap: The books are rigged to burn if a special cable is tugged, dumping oil and chemicals on the ledgers and striking a torch to their contents. This failsafe is carefully hidden, requiring a secret doors check to locate and Delicate Tasks check to disarm. The chemicals are designed to combust quickly, thus avoiding the incineration of the entire warehouse complex.

C13-16. Gromp's Sanctum

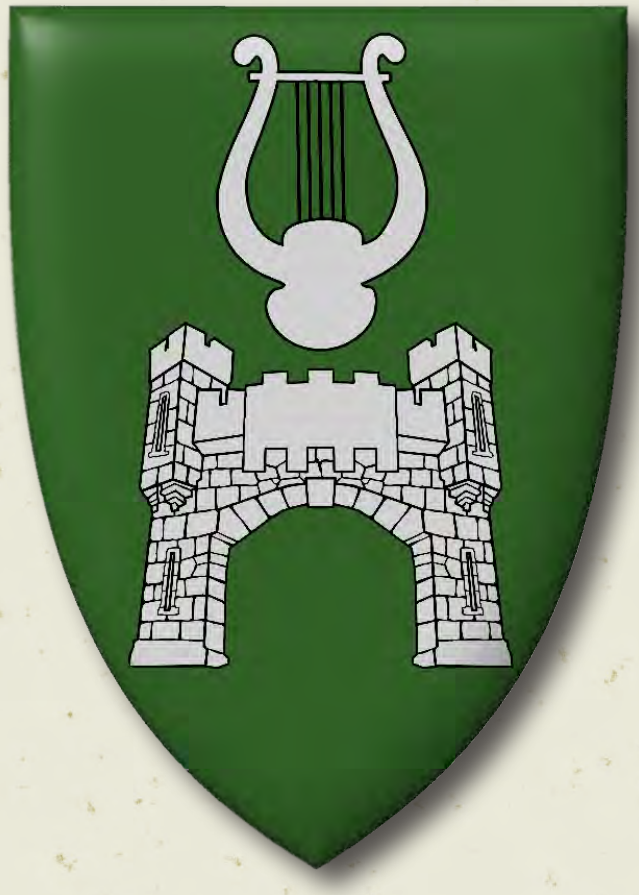
This room holds the private chambers of Lucius Gromp. Unlike much of the rest of the Beggar's Guild, the guildmaster's chambers are largely devoid of the permeating odor that covers much of the rest of the structure. Gromp has a down bed with silk sheets. His walls are hung with tapestries featuring epic duels and great kings of yore worth around 1000gp, but weighing 200lbs. He also has a painting of his younger self upon the wall, where he is portrayed as a young noble with long hair, and with both hands. The painting is worth 200gp.

Gromp keeps a spare *+1 silver dagger*, and various changes of clothes in his bed chambers.

C14. Greelli's Warehouse

This warehouse abuts a canal offshoot in the northwestern Canal District. Located next to the Pipe Cleaner's Guildhall (**C3**), the place is in a relatively quiet and unobtrusive section of the district. The warehouse belongs to Greelli the slave-trader (**BM25**), and is the above-ground entrance to Slavers Way in the Black Market (see **Chapter 9**). This is also the trade-point that Dropsy the clown uses to transport kidnapped children (see **A Matter of Faith**). Needless to say, the neighborhood has no idea the activities going on around the warehouse. The warehouse is constantly manned by **1d6 members** of Greelli's organization.

Kidnappers (Thf2): HP 6; **AC** 7[12]; **Atk** dagger (1d4) or club (1d4); **Move** 12; **Save** 14; **AL** C; **CL/XP** 3/60; **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.
Thieving Skills: Climb 86%, Tasks/Traps 20%, Hear 3 in 6, Hide 15%, Silent 25%, Locks 15%.
Equipment: leather armor, dagger, club, net, thieves' tools.



The Hill

This wealthy district is located on the west side of the city and includes several estates and larger homes. There are few merchants or shops here, though the District is home to some of Bard's Gate's most notable inns.

Hill Watchman (Ftr2): HP 10; **AC** 7[12]; **Atk** club (1d4) or dagger (1d4); **Move** 12; **Save** 13; **AL** L; **CL/XP** 2/30. **Special:** +1 to hit when fighting with 2 weapons, multiple attacks (2) vs. creatures with 1 or fewer HD.
Equipment: leather armor, club, dagger.

Hill Watchman (MU1): **HP** 3; **AC** 9[10]; **Atk** dagger (1d4); **Move** 12; **Save** 15; **AL** L; **CL/XP** 2/30. **Special:** +2 on saves vs. spells, spells (1).
Spells: 1st—*sleep*.
Equipment: dagger, 2 *potions of healing,* spellbook.

Hill Watchman (Thf2): HP 5; **AC** 7[12]; **Atk** dagger (1d4) or short sword (1d6); **Move** 12; **Save** 14; **AL** L; **CL/XP** 3/60; **Special:** +1 to hit when fighting with 2 weapons, +2 on saving throws vs. devices, backstab (x2), thieving skills.
Thieving Skills: Climb 86%, Tasks/Traps 20%, Hear 3 in 6, Hide 15%, Silent 25%, Locks 15%.
Equipment: leather armor, dagger, short sword.

Hill Watch Sergeant (Ftr3): HP 17; **AC** 6[13]; **Atk** *+1 longsword* (1d8+2) or dagger (1d4+1); **Move** 12; **Save** 12; **AL** L; **CL/XP** 3/60. **Special:** +1 to hit when fighting with 2 weapons, +1 to hit and damage due to high strength, multiple attacks (3) vs. creatures with 1 or fewer HD.
Equipment: ring mail, *+1 longsword*, dagger.

Features

Character: The Hill is home to many of Bard's Gate's most influential individuals — politicians, merchants, power-brokers and others. Most residents dress elaborately; those in standard adventurer's gear, for example, are likely to draw attention from the guards and other residents. The streets are clean, the houses magnificent, the people well-behaved. Characters are sure to be bored and want to stir things up.

Businesses: The District's shops are located on the lower reaches of the Hill, along with the headquarters of the Hill Watch. Higher up, almost all of the structures in the district are residences for the city's wealthiest citizens.

Prices: Prices are 10–25% over standard values, unless otherwise noted.

Purchase Maximum/Month: Unless otherwise noted there is a 5000gp limit on items sold in the Hill.

Building Type: Fine stone manors surrounded by brick walls or wrought-iron fences are the most common structure type here. Most have elaborate gardens or extensive grounds. The streets are paved with slate flagstones, with trees and decorative shrubbery in many places.

Guard Details: The district isn't patrolled by normal city guards. Rather, security in the area is in the hands of the **Hill Watch**, an elite patrol paid for by the citizens of the District themselves. Hill Watch members are fighter 2, magic-user 1, or thief 2, all trained in stealth tactics and expected to blend in with the other denizens of the district. Normally a Hill Watch patrol consists of **five regular watchmen** and a **sergeant**, usually fighter 3. Permanent residents are given medallions which must be presented to the Hill Watch upon entering or leaving the Middle or Upper Ring. The medallions are enchanted and show a faint magical aura to the magic-users of the Hill Watch, so counterfeit medallions are both expensive and rare. The estates themselves are guarded by private contractors, typically fighter 2–3.

General Locations

The Lower Ring

The streets and buildings surrounding the base of the Hill are known as the Lower Ring. Most of the districts shops and taverns are located here, with the higher slopes of the hill reserved for residences.

The Middle Ring

The middle slopes of the hill are surrounded by a wrought-iron fence, with gates that are under constant observation from the Hill Watch. The gates are kept open during the day, but after nightfall, only residents and their guests can enter or leave.

The Upper Ring

A stone wall with wrought-iron gates surrounds the highest elevations of the district, likewise closed at night and observed by the Hill Watch.

Hr. Brelliar the Conjurer

At first glance, this structure seems to be a pleasant cottage surrounded by gardens and flowerbeds. On closer inspection, the place seems to be somewhat run-down, and the gardens overgrown with weeds. Crashes and muffled curses often echo from inside. This is the home of **Brelliar**, a somewhat absent-minded conjurer who has lived in Bard's Gate for the past decade. An outwardly befuddled character, Brelliar is nevertheless a source of employment for many adventurers, whom he hires to find rare components and items for him. His current state is the result of a curse, which the characters may help him remove (see below).

The interior of the cottage is even more chaotic than outside. Books, scrolls, jars, bottles, and other containers of reagents lie piled about in a disorganized, utterly random order. Brelliar claims that he has a "system" and knows exactly where everything is, though this is not actually true. He'll also allow other mages to go through his books, where they can find any spell up to 3rd level. Each spell has a 10% chance of being mistranscribed, however, and fails or causes a magical mishap if cast.

In addition, there is a 1% cumulative chance per hour of searching that the character finds a book titled *The Journal of Brelliar the Wise.* Upon reading, the characters discover that Brelliar was once far more lucid than he is today, and at the end of the journal he writes of finding a scroll among the treasures of a n'gathau (see ***The Tome of Horrors Complete*** by **Frog God Games**) that slew all of his adventuring companions. The journal ends with an entry that states Brelliar is beginning to decipher



the scroll. The characters may deduce from this that Brelliar was actually cursed by the scroll, and can be cured with a successful *remove curse.* Should the PCs figure this out, Brelliar returns to his old self and rewards them — the reward is up to the Referee, but may include high-level spells, magic items or gold. Unfortunately, the n'gathau scroll still awaits hidden among his many piles of papers just waiting for someone to complete its translation and unleash it awful power.

Brelliar (MU7): **HP** 15; **AC** 8[11]; **Atk** fist (1); **Move** 12; **Save** 8; **AL** N; **CL/XP** 8/800. **Special:** +2 on saves vs. spells, spells (4/3/2/1).

Spells: 1st—*light, protection from evil, read languages, sleep*; 2nd—*knock, levitate, wizard lock*; 3rd—*clairaudience, rope trick*; 4th—plant growth.

Equipment: *bracers of defense* AC 4[15] (forgotten in his house), *+1 staff* (forgotten in his house), *ring of protection +1*, *bag of holding* (forgotten in his house), spellbook.

H2. Gallam House

This estate is home to the famous hunter **Winstyn Gallam** (Lawful male human aristocrat 6). Retired from hunting, he now makes his living selling gear to adventurers and other hunters, and through his investments in merchants and hunting businesses. His wife **Meda** (Neutral human female expert 5) is an expert seamstress, and aids Winstyn in his other side business, the stuffing and mounting of trophy animals. The estate is an elegant three-story granite house, surrounded by pleasant grounds. Winstyn and his wife often host elaborate feasts and parties on the main floor, attended by many local celebrities. The second floor contains the family's living quarters, while the third floor houses Winstyn's own collection of animal trophies, his library, and other private facilities. The furnishings inside are of impeccable taste, imported from all around the world.

While a man that has enjoyed success, his body has not in the last decade. He has gone bald, and his eyes are starting to cloud over, which forces him to squint. His love of trophies has not died, nor the pipe smoking, that he claims is the only thing that keeps him alive. He dresses in less finery, though always looks as if he is ready for a hunt, with breeches and leather tunic, adorned with embroidery of every creature he has personally taken down.

H3. Durnian House

Vermund Durnian (Neutral male human aristocrat 4), a former mining magnate, lives here, enjoying his retirement. He still dabbles in trade, and does a little buying and selling to jewelers, gemcutters and even a few magic-users, but for the most part he lives a relatively quiet life with little excitement. His large villa is surrounded by colorful flower gardens, and his roof is adorned with crystalline replicas of devas and other celestial beings. Inside, the house has no fireplaces, save the one in the kitchen, since rumor has it that Vermund is deathly afraid of fire, and even prefers to simply avoid fire at all, eating all his food cold.

A vibrant middle-aged man, who sees nothing taken from the earth as worthless, is dressed in plaid-colored clothes of blue, green, and red. He is graying along the temples, but tries to keep his black hair combed back and oiled. His eyes are like tarnished copper, behind the magnified glasses he wears. Upon his back are scars and brands from a life long-gone and forgotten. They are a result of an unsatisfied master. When Vermund was a slave in a far off mining city, he escaped with what he could carry from there, and has made it to where he is by knowing what people think.

H4. Corseen House

Even Corseen is an aloof and slightly bitter bard, having retired to the luxury after his voice finally failed him. He now works as a diplomat for Bard's Gate, traveling to other cities and lands to negotiate contracts and treaties. This surprises many, for Even is a relatively unpleasant individual with a sour personality and very little affection for his fellow man. Despite this, he has a reputation for getting the job done quickly and efficiently. It is said that only Even's wife **Naees Corseen** (Neutral female human aristocrat 5) can stand to be with him for more than a few hours at a time.

Despite the charismatic flavor he can apply to anything, his face shows a certain bitterness. He seems aged despite only being 42. His hair has gone white, his face adorned in minute wrinkles, and his eyes are narrow slits of once wide-open and alert bright blue.

The house is pleasant, but is often unoccupied, its walls and roof now a sun-faded pale green. The place is usually kept shuttered, and the interior is sparsely furnished.

Even Corseen (MU3): HP 9; **AC** 8[11]; **Atk** fist (1); **Move** 12; **Save** 13; **AL** N; **CL/XP** 4/120; **Special:** +2 on saves vs. spells, spells (3/1).
Spells: 1st—*charm person, read languages, shield*; 2nd—*levitate*.
Equipment: walking cane, flutes, panpipes, spellbook.

H5. Elmwish House

This large, four-story house looks very much like a castle, with towers and crenellated walls. **Lisial Elmwish** is the daughter of a deposed Foerdewaith noble house who has taken her surviving family members and remaining wealth to Bard's Gate. After her father passed away several years ago, Lisial has inherited all of his titles and still dreams of returning to prominence. To this end, she has learned the fighting arts and begun to look into hiring adventurers and mercenaries to return to her native land and take back her family's possessions by force.

Long reddish-blonde hair lies tied in an intricate braid down her back. Dark brown eyes look upon the world that she once had been a part of, to only seek retribution upon anyone else that seeks to deny her of anything. Lisial is toned, and often not seen without her armor or ancestral sword.

Lisial Elmwish, Female Half-Elf (Ftr4): HP 21; **AC** 7[12]; **Atk** *+1 freezing longsword* (1d8+1 plus 1d6 freezing damage) or longbow x2 (1d6); **Move** 12; **Save** 11; **AL** N; **CL/XP** 4/120; **Special:** +1 to hit and damage due to high strength, darkvision 60ft, half-elf racial abilities, multiple attacks (4) vs. creatures with 1 or fewer HD.
Equipment: leather armor, ***+1** freezing long sword,* longbow, 20 arrows

H6. Hall of Delights

The most decadent and expensive brothel in all of Bard's Gate is the Hall of Delights. Located on the lowest ring of the Hill, the hall is surrounded by a well-kept hedge which hides a wrought-iron fence. The place is well-guarded and to outside observers seems nothing more than another luxurious manor.

The structure's interior is covered in expensive rugs, and its walls sport paintings of nymphs, satyrs, and centaurs in idyllic woodland and sylvan settings. Skillfully sculpted marble statues of lovers in various stages of passion grace the building's private courtyard, which also features a bathing pool, waterfall, and lush vegetation. Entertainment and socializing takes place on the lower floors, while the upper floors feature rooms of various sizes and levels of luxury.

The hall's owner is **Whitus Platonus** (Neutral male human aristocrat 4), a fat bald man from Freegate who characteristically dresses in an ill-fitting toga in the style of his home city. Unlike the owner, the employees at the hall are all young and beautiful, chosen for their personalities and physical charms. So-called **Hyperborean Guards** are clad in the archaic-style bronze armor of the ancient Legions, and stand like statues in halls and doorways.

Prices for an evening's entertainment begin at 100gp and go up from there. The hall is a popular destination for more jaded and sophisticated citizens, and as the feasting and entertainment — featuring famous bards and skillful dancers — is also excellent, hiring the courtesans and companions is not even required for an enjoyable evening.

Guards (Ftr1): HP 6; **AC** 3[16]; **Atk** spear (1d6) or short sword (1d6); **Move** 12; **Save** 14; **AL** N; **CL/XP** 1/15. **Special:** none.
Equipment: bronze plate mail, spear, short sword.

H7. Fur and Velvet

Lady Helon (Lawful female elf magic-user 8) runs this business, located in a building constructed entirely of blocks of petrified wood. Her husband was a member of the Lyreguard but perished in battle with the northern gnolls; today, she uses the contacts that he made during his fighting career to sell elaborate garments to nobles and wealthy citizens. The wares here are expensive, but they are designed by Helon herself and created by a team of **expert craftsfolk** (Neutral male and female expert 3). Each of her garments is embroidered with a silver tree and lyre symbol, which has become a sign of considerable quality and status in the city. Prices are 50–200% higher than standard, but the garment's quality is considerable.

The shop is guarded by multiple *magic mouth* spells and several mechanical alarm devices as well. Unknown to most, the tailor's dummies and display mannequins are actually **animated objects**, and the *magic mouths* are programmed to shout the activation command that causes them to attack intruders.

Animated Mannequins: HD 1; **AC** 9[10]; **Atk** slam (save or be knocked down, no damage); **Move** 12; **Save** 18; **AL** N; **CL/XP** 1/15; **Special:** knocks down. (***Monstrosities*** 13)

H8. The Jewel of Bryn Tuk Thull

The sign above the door of this two-story marble building portrays a ruby behind a set of closed gates set in the side of a mountain. A cleric or magic-user recognizes this sigil as the crest of Great Mountain Clan of Krazzadak. A cleric or magic-user of 6th level or higher recognizes Bryn Tuk Thull as the name of the ancient lost Krazzadak citadel high in the Stoneheart Mountains, and a speaker of the Dwarven language is able to

translate the name Bryn Tuk Thull to mean "The Throne-Gate of Thull" (i.e. the capital city of King Thull). Thull was the first king of the Krazzadaks and when Bryn Tuk Thull and the Shengotha Plateau were frozen by the Curse of the Stonehearts, King Thull XII was the king who was lost and who remains known as the King under the Glacier in Krazzadak lore. Local dwarves (other than street dwarves) know this history intimately.

Borm Morgarm owns the shop and also serves as the burgher of the Gem Cutters and Jewelers. He is surly and gruff, but quite talented, and is guarded by his pet brown bear, **Woseley**, whom he raised from a cub and whom he still likes to saddle up and ride around town from time to time.

Borm and his **assistants** (Neutral male or female dwarf expert 2) create exquisite, expensive jewelry for the elite of Bard's Gate. The shop is well-protected from intruders by alarms and magical glyphs, and any attempt to break in by normal means invariably brings the Hill Watch running in force. Borm's vault contains thousands in gold and silver, and is protected by a poison needle trap. Borm is not a bad patron, and pays adventurers well for unique jewelry and gemstones. But he is always on the lookout for those who might be able to contribute in some way to the cause of returning the Ice Plateau to the dwarves of Krazzadak and breaking the Stonehearts Curse.

Burgher Borm Morgarm, Male Dwarf (Ftr6): HP 32; **AC** 1[18]; **Atk** +2 *battle axe* (1d8+3); **Move** 9; **Save** 9; **AL** N; **CL/XP** 6/400; **Special:** +1 to hit and damage strength bonus, darkvision 60ft, dwarf racial abilities, multiple attacks (6) vs. creatures with 1 or fewer HD.

Equipment: *+2 plate mail, +2 battle axe.*

Woseley, Grizzly Bear: HD 6; **HP** 30; **AC** 6[13]; **Atk** 2 claws (1d6+1) and bite (1d10+1); **Move** 12; **Save** 9; **AL** N; **CL/XP** 7/600; **Special:** hug (3d6).

H9. Lace and Bow

The most popular destination for wealthy lords and ladies of Bard's Gate, this shop sells all manner of expensive clothing, with a special emphasis on women's items. Inside, permanent *illusions* portray some of the shop's specialties — cloaks, topcoats, shoes, robes, tunics, petticoats, gloves, hats, and the like.

Zianna Illithyren designs some of the most expensive clothes in the city, and oversees a **staff of a dozen elves and half-elves** (Neutral male or female elf or half-elf expert 4) who create them. Zianna is renowned for her beauty and skill, and has grown increasingly arrogant about her wares and their quality. She pays well for exotic cloths, rare pelts, gemstones, and other items that she uses in her creations. She also provides costumes to The Masque and Lute (**BC2**), and creates ornate costumes for the various masques and balls that occur throughout the year. Her outfits cost anywhere from 200%–500% standard price, partially for the quality of materials and craftsmanship, partially for the honor of wearing Zianna's unique creations.

Ziana Illithyren, Female Half-Elf (MU5): HP 14; **AC** 3[16]; **Atk** +1 *dagger* (1d4+1); **Move** 12; **Save** 10; **AL** N; **CL/XP** 6/400; **Special:** +2 on saves vs. spells, darkvision 60ft, half-elf abilities, spells (4/2/1).

Spells: 1st—*charm person, magic missile, shield, sleep*; 2nd—*invisibility, mirror image* 3rd—*lightning bolt.*
Equipment: *bracers of defense* AC 4[15], *ring of protection +1, +1 dagger*, spell book.

H10. The Quiet Woman

This small inn is noted as much for its resident phantom as for its fine accommodations. The phantom, from which the inn gets its name, periodically appears, wandering the halls and rooms. Innkeeper **Petyr Nordin** (Neutral male human commoner 3) does not mind the spirit's presence, as she actually seems to bring in new guests and has been known to mysteriously balance his books or clean up the inn for him. The Quiet Woman is one of few the inns in the district and, surprisingly, provides good rooms for standard prices.

Petyr has learned the spirit's true identity, and is quite happy to let **Mrs. O'Neal** wander the inn. He even keeps her quarters exactly as she left them and the two coexist peacefully.

Mrs. O'Neal's Phantom: HD 2; **HP** 12; **AC** 6[13]; **Atk** touch (2d6); **Move** 0 (fly 12); **Save** 16; **AL** N; **CL/XP** 4/120; **Special:** magic or silver weapon required to hit.

H11. Cylyria's Residence

This unassuming (for the Hill anyway) three-story dwelling is home to Bard's Gate's leading citizen, the mayor and High Burgess Cylyria. Despite its relatively modest exterior, the building is well-defended. Five members of Cylyria's personal bodyguard, **The Gentlemen** are on duty in the manse at all times, and **2 Lyreguard** stand guard outside the front doors. Cylyria or her guards can summon help from the Hill Watch by means of permanent *alarm* and *wizard eye* spells that have been placed in strategic locations.

Members of the Fellowship of Note meet here to discuss threats to the city and how to deal with them, and Cylyria often entertains out-of-town notables in this mansion as well. The interior is not as lavish as other homes on the Hill, but is comfortable and elegant in an understated and tasteful manner, including fine marble floors, hardwood furnishings, pleasant sitting rooms, comfortable bed chambers and a library on each floor. Unknown to most, the mansion has an extensive basement, including research facilities, a vault for valuables and magic items and an elaborate war-room with maps and models of Bard's Gate and surrounding countryside. The basement is guarded against intrusion by Viktor Stoneshifter (**UH14**), so tunneling or other subterfuge to gain entrance to this headquarters is all but impossible.

The Gentlemen (Pal4) (5): HP 30, 25, 27, 22; **AC** 2[17]; **Atk** +1 *longsword* (1d8+2); **Move** 12; **Save** 9; **AL** L; **CL/XP** 5/240; **Special:** +1 to hit and damage due to high strength, immune to disease, lay on hands (8hp), warhorse mount.

Equipment: plate mail, shield, tabard bearing the symbol of Bard's Gate, *+1 longsword*, summoning crystal, holy symbol of Muir.

Lyreguard (Ftr3): HP 22; **AC** 4[15]; **Atk** +1 *longsword* (1d8+1); **Move** 12; **Save** 12; **AL** L; **CL/XP** 3/60. **Special:** multiple attacks (3) vs. creatures with 1 or fewer HD.

Equipment: chain mail, shield, *+1 longsword*, holy symbol of Muir or Mitra.

Underhill District

The Underhill District is a metropolis in miniature populated by the small folk of Bard's Gate. Buried beneath the actual Hill District, Underhill was initially built in secret nearly 500 years ago by Silverhelm dwarves of the Stoneheart Mountains during the construction of the city's many great public works.

Underhill Watchman, Male or Female Dwarf (Ftr2): HD 2; **AC** 4[15]; **Atk** warhammer (1d4+1); **Move** 9; **Save** 13; **AL** L; **CL/XP** 2/30; **Special:** darkvision 60ft, dwarf racial abilities, multiple attacks (2) vs. creatures with 1 or fewer HD,.

Equipment: chainmail, shield, warhammer, *potion of healing*.

Underhill Sergeant, Male or Female Dwarf (Ftr2/Thf2): HD 4; **AC** 7[12]; **Atk** short sword (1d6+1) or light crossbow (1d4+1); **Move** 9; **Save** 12; **AL** L; **CL/XP** 4/120; **Special:** +1 to hit and damage strength bonus, backstab (x2), darkvision 60ft, dwarf racial abilities, multiple attacks (2) vs. creatures with 1 or fewer HD, thieving skills.

Thieving Skills: Climb 86%, Tasks/Traps 30%, Hear 3 in 6, Hide 20%, Silent 30%, Locks 20%.

Equipment: leather armor, short sword, light crossbow, 10 bolts, 2 *potions of healing*, whetstone, 1d6gp, 2d6sp.

Shops and Buildings

UH1. Moustache on Mane

Located on the Mainway road of Underhill, the stone-carved sign above the iron-bound door features a heavily mustachioed lion. Moustache on Mane is a barber shop that caters to the care and maintenance of dwarven beards, halfling locks, and gnomish moustaches. Jars of alcohol soak horn-and-bone combs, bottles and decanters of oils, unguents, and fragrant flower waters line the shelves around a plush velvet barber's chair. Equally plush velvet waiting chairs seat a dozen or so of the small folk who wait patiently for **Luigi Sharpshears** (Neutral male halfling expert 3; silver-handled shears, mother-of-pearl handled razor) to turn his scissors to work on their tresses.

Luigi is always on the lookout for new scissors, razors, shears, combs, wigs, oils, and sundries that would further his renown among his clientele. "Tell a friend to tell a friend!" Luigi exclaims as he finishes a new hair creation. Luigi is a comic who sings songs and tells jokes to entertain his clients while he cuts and shaves.

The shop offers the following amenities: beard oil (1gp per application, 35gp per bottle),

beard braiding (1gp per strand), moustache reshape (2gp), haircut and shave (2gp), wash and dry (varies, minimum 1gp).

UH2. Smorgan's Board

A sign lit by a gilt lantern displays a cornucopia of food pouring out over a broad table. Glass windows in wrought-iron window frames reveal a series of low benches and wall-to-wall tables packed with diners. The tables are lined with steaming platters of roasted or fried chicken, sausages, sliced turkey, ham, roast beef, and vegetables soaked in delicious sauces.

Smorgan (Lawful male mountain dwarf commoner 4) is a dwarf descended from the inhabitants of the Halls of Silverhelm. Rotund and

Features

Character: Underhill's marble halls, small tables, and stature-appropriate furnishings and chambers remain hidden from the eyes of the majority of the city's populace. Buried under the very noses of the wealthy elites Underhill District offers an escape from the hustle and bustle of "big city life" for its small enclave of denizens.

Underhill District is home to several hundred dwarves, gnomes, and halflings, comprising some 30% of the population of these folk within the city proper.

The Underhill District is seldom visited by the "big folk" of the city. For starters, the entrances to Underhill are concealed in the Lower Ring of the Hill District, near access portals under public fountains. The overall construction does not readily accommodate human-sized creatures, as the furnishings are decidedly designed for folk whose average height does not exceed 5 feet. Indeed, doorways and portals seldom reach 5-1/2 feet in height, and average 5 feet. The height of the bar in an average taproom is a mere 32in, making it chest high to the average dwarven craftsman, and affording the average halfling a peek over the bar at items on the back rail.

Businesses: With such a small area, and space commanding a premium rate, unnumbered buildings in this district are most likely apartments for rent. Shop owners and permanent residents live here above their shops.

Prices: Prices are 10% over standard values, unless otherwise noted.

Gold Piece Limit: Unless otherwise noted, there is a 4000gp limit on items sold in the Underhill District, with Crugas' Mantlet (**UH8**) being the sole exception.

Building Type: Most of the buildings are carved from solid rock and run from the ground to the domed ceiling of the Underhill. The buildings average four stories, with space unused by shops used as apartments. Apartments are expensive in Underhill; most are 3–4 rooms affixed with a wrought-iron door and iron-shuttered windows. The apartments average 40gp per month to rent.

Guard Details: As with the street-level areas of Bard's Gate, a private guard patrol works the streets, making sure that they are safe and clean. They enforce fines for those relieving themselves in public, leaving trash behind, and generally being too loud for their own good. Normally an Underhill guard patrol consists of **5 regular dwarven watchmen** and a **sergeant**; exceptional NPCs occasionally roam the district, dispensing their own brand of vigilante justice to "large folk."

Entrances and Exits: The four tunnels shafts that lead into the Underhill District are 20ft wide but have a ceiling that is only 5ft tall, making it uncomfortable at best for human-sized or larger folk to foray into the secret realm below the Hill.

Light: The streets of Underhill form spokes of the central plaza beneath the hill. Wrought-iron street lamps stand at every corner. The lamps are leaded crystal and are lit in their interior with a *continual light* that casts a warm light throughout the district.

Streets: The streets are 20ft wide and immaculately clean.


Underhill District
One square equals 20 feet
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happy, he is friends with most of the folk in Underhill. He hosts weekly eating contests which cost 3gp to enter. The winner of the contest gains Smorgan's undying friendship and a pot worth roughly 100gp. Smorgan is a good source of information of the goings-on in Underhill. Smorgan's bill of fare includes the All-You-Can-Eat Buffet (2gp), Stoneheart Mountain Ale (1gp per mug), Silverhelm Pale (2gp per mug), and Mountain Dark (1gp per mug).

UH3. The Coal House

This shop is infused with the pungent stench of oil and coal. Inside is a set of massage tables hidden between black partitions. The floor is covered in several inches of white sand. Clothing racks stand in each of the partitioned stalls. The clientele, mostly dwarves, lie on the massage tables where they are tended by **3 stout masseurs** (Lawful male hill dwarf expert 2). During the massage process, the clients are covered with coal dust, oil, and rubbed with pumice stones to refresh the renowned hirsute, but stony, skin of the dwarven race.

The Coal House is operated by "**Smudge" Stonefingers** (Lawful male hill dwarf fighter 4), a renowned dwarven masseur in his own right, and his assistants. Smudge charges a flat rate of 15gp for a full body massage, which includes oil and coal rub downs, the final scrape down, and a full body scrub.

The coal house is rumored to be a favored stop for Imbo the Undying (**Appendix A: Major NPCs**) when he is passing through town.

UH4. The Iron Lodge

The Iron Lodge is an upscale dwarven inn that caters to dwarven merchants from neighboring lands. The entire inn is carved from a single pillar of white marble, and is a four-story affair featuring 20 rooms of dwarven size. Each room faces outward, affording a view of Underhill. The doors, shutters, and frames of the leaded-glass windows are all forged from wrought-iron, giving the lodge its unique name. Room rates are 3gp per person per night; 14gp per week, 50gp per month.

Hasmer Yamersmash (Lawful male mountain dwarf fighter 6), formerly of the Blackrock Mountains region, runs the Lodge, aided by **6 halfling valets** (Neutral male halfling expert 2) and various **halfling staff** (Neutral male and female halfling commoner 2). **Chef Treni Claypot** (Lawful male dwarf expert 2) serves the following dishes; rack of lamb (2gp), smoked whole ham (4gp), mutton chop (1gp), prime rib (2gp), filet of beef (1gp), pickled catfish (1gp), and fried trout (1gp). All entrees are served with potatoes, grilled onions, and mushrooms, and cheese and onion soup.

UH5. Underbuilders' Union Hall

This four-story structure is carved from a single block of finely-chiseled marble, and is considered a *tour de force* of stonework rivaled only by the fabled masons of the Halls of Silverhelm. The structure houses a union of stoneworkers, masonry masters, builders, and miners who set rate and wages for the majority of delving in Bard's Gate and in direct competition for building with the Stoneworkers Guild. Burgher **Bogdan Rockroot** is usually found here seeing to guild matters and has little time or patience for visitors.

Although Bogdan is not himself as corrupt as Duloth, he *is* a businessman, and believes in maximizing profits for the miners he represents. He saw Duloth's rise, and can appreciate the work that went into it, if not necessarily the tactics. Bogdan is at odds with the Pipe Cleaners Guild, and seeks to remove Norton McKaigh and have him replaced with a more pliable waste disposal manager.



Membership dues in the Underbuilders Union are the equivalent of one day's paid work per month.

Bogdan Rockroot, Male Dwarf (Ftr8): HP 60; **AC** 1[18]; **Atk** +2 *warhammer* (1d4+3); **Move** 9; **Save** 7; **AL** N; **CL/XP** 8/800; **Special:** darkvision 60ft, dwarf racial abilities, multiple attacks (8) vs. creatures with 1 or fewer HD.

Equipment: *+1 chainmail, +1 steel shield, +2 warhammer, ring of protection +1*, 3d10gp.

UH6. Oak Leaves Books and Curiosities

This small shop has a round door emblazoned with the high-relief carving of an oak leaf. Oak Leaves is lined from floor to ceiling with various books and tomes. Most of these books are accounts of heroes and adventurers from legend. Also found here are copies of rare diaries, cookbooks, almanacs, and books on strategies for games of chance.

Comfortable chairs sit beneath sconces set with *continual light*, and gaming tables occupy space in the center of the room for games such as chess, checkers, backgammon, dice, and a popular game among halflings of the city called "Papers & Paychecks" where they take on the role of workers and students in an industrialized and technological society.

Books range in price from 5–15gp. Various trinkets and curiosities range from small toys to custom dice popular among the halfling community; most items are under 7gp in value.

Oak Leaves serves as a great place to hide a "curiosity" or "book" that may be missing from the High Sanctum of the Scroll and hidden here with or without the knowledge of **Benjie Falen**, the proprietor.

Benjie loves all manner of games, and is skilled at most of the games played in his shop. He is also an avid storyteller, and readily buys memoirs of heroes and legendary fables brought to his shop, keeping a decent cache of rare and hard-to-find manuscripts locked in his back office.

Benjie has soft green eyes and curly blond hair shot with streaks of silver. He spent some time adventuring and making his way on the streets but found that his favorite events were always hearing the stories told by others, or retelling stories of those he had traveled with. Earning a small fortune on a foray into the Stoneheart Mountain Dungeon some years ago, he retired to Underhill and opened his tome and hobby shop where he whiles away the time entertaining visitors and collecting rare books. Benjie's cousin and friends **Gary**, **Dave**, and **Don** (Neutral male halfling expert 7) are typically in the shop, either telling stories about "the old days", or even more likely playing various games. They even put out a small newsletter together called *The Sophisticated Reader.*

Benjie's private stash may serve as a solid place for Referees to hide information or curiosities that move an adventure along or get a quest underway.

Benjie Falen, Male Halfling (Thf5): HP 16; **AC** 9[10]; **Atk** *+1 short sword* (1d6+1); **Move** 9; **Save** 11; **AL** L; **CL/XP** 5/240; **Special:** +1 with thrown weapons, +4 on saving throws vs. magic, +2 save bonus vs. traps and magical devices, backstab (x3), halfling racial abilities, read languages, thieving skills.

Thieving Skills: Climb 89%, Tasks/Traps 40%, Hear 4 in 6, Hide 40%, Silent 50%, Locks 40%.

Equipment: *+1 short sword*, 2d6gp.

UH7. Underhill News and Tobacco

Rich smells of tobacco and herbs fill the air in this single story marble and wrought-iron structure. Within are large glass jars of tobacco from diverse lands. A **trio of halflings** (Neutral male halfling expert 2) work a hand-crank printing press in the back of the shop — not as advanced as the new monstrosity at Lyre Valley Press (**TW29**) but adequate to the task. Leaves of coarse paper dry from clips along the ceiling and neatly stacked stand in an iron rack by the front of the shop.

Merill Longstem (Neuttral male halfling thief 5) runs this shop and fancies himself a part-time reporter on the happenings of Bard's Gate, and how they affect the small folk who live Underhill. Aside from being an expert tobacconist, he likes to dig up the "dirt" on the local goings on and publish it in her newspaper *The Underground*. As most of the targets of Merill's ire are human, he feels free to be as incendiary and biased as he wants in his articles, since big folk have a hard time making it to Underhill to confront him. Merill pays 3gp for a good story, and may hire halflings or dwarves as "investigative reporters" should he catch hold of a story that sells papers. He is especially interested in stories about corruption of public officials and prejudice against small folk in the city.

The broadsheets sells for 1sp, and affords characters a free "rumor" that may pertain to offering a new quest or solving a problem in a current quest.

The business that "pays the bills" is Merill's stock of tobacco. Highly sought-after, Merill sells Ferduin's Traveler, Horum's Greenleaf, Zalorog's Blood, Dwarven Coal, and Silver Harp.

Tobaccos of the North

The northern reaches of Akados are known for some of the fine tobaccos they produce. A single pipe bowl uses 1 ounce of tobacco and lasts for 1d6 minutes.

Damage: As with all addictions, these cause detrimental effects to the habitual user. Unlike most drugs, the use of these tobaccos has a more subtle, though no less insidious consequence. An addicted user of one of these tobaccos receives a –2 penalty to all saving throws against diseases. In addition, as long as the addiction exists, the individual will crave the tobacco and will seek to acquire it at every opportunity. If he possesses a supply, the addict will use at least 1 ounce of it per day.

Dwarven Coal: This rich black tobacco is aged in Dwarven whiskey casks until it achieves the level of curing that dwarves crave in their smoke. The tobacco is heavy in tar and tends to leave a coating in the throat which affords smokers of it a deeper tone to their voice and a complete loss of falsetto. In addition it is known to cause a chronic, hacking cough when used by creatures that do not have the dwarf or gnome subtypes. Those individuals must make a save with each use or be overcome by coughing and hacking for 1d6 minutes during which time they suffer a –1 penalty to all rolls. After a user has made three successful saves, he is no longer afflicted by this effect.

Dwarves believe the tobacco reduces their need for oxygen, thus increasing their endurance, especially when delving deeply into the earth where fresh air is a rare commodity. For those who survive the initial onslaughts the smoking experience is said to be divine, thus Dwarven Coal is sought after by cigar makers as an additive to other friendlier tobaccos, offering its robustness to the mix. An ounce of Dwarven Coal provides a dwarf, or anyone else who has successfully made the three saving throws a +1 bonus on saving throws against effects that rely on gases or breathing. This bonus remains for 24 hours after the use of the tobacco. Dwarven Coal is sold in the surface regions for 60-100 gp an ounce (2d3+4 x 10 gp). It is said to be available for much cheaper in mountain dwarf realms.

Ferduin's Traveler: This is a rich brown tobacco is prized by smoking enthusiasts for its caramel-like taste and vanilla-like aroma when lit. The tobacco was said to be cultivated by Ferduin, a halfling explorer who dabbled in works of magic. He felt that the smoke enhanced his abilities and memory. Ferduin's Traveler typically ranges from 100–200 gp per ounce depending on demand (d% + 100 gp) and is known to be used as a substitute material spell component in certain spells.

Horum's Greenleaf: This tobacco was believed to have been brought to Akados by Horum the Raider, a Northlander who found the leaf growing on the enchanted Cymu Islands. The leaf itself is often chewed by sailors to keep them awake or smoked by night watchmen who claim it enhanced their senses and gave them an edge when peering into the darkness. When an ounce is smoked or chewed, the user receives a +1 bonus to secret door checks for 1 hour. Horum's Greenleaf is fairly common in the North now and ranges from 5-10 gp per ounce (1d6+4 gp).

Moccavallo's Leaf: Named for the capricious god of tricksters and chaos, this commonly available pipeleaf is notoriously variable in its

quality and taste. It the favorite of few tobacco users but is both relatively cheap and relatively abundant, so it is often smoked for its availability rather than as a preference. Only the most hardcore of addicts or the most uncouth of pipe smokers would choose this leaf if literally anything else happened to be available and affordable. It's not for no reason that some folk refer to it derisively as "Brin Zwiescher's Leaf". Moccavallo's Leaf can be purchased for 1 gp an ounce and occasionally less.

Silver Harp: Silver Harp is a light and airy tobacco that produces a fine silver smoke. It is extremely smooth and bears a hint of mint in its taste and fragrance. It is slightly stimulating and is favored by local musicians and writers for its reputation in helping a user to contact his muse. However, after its effects wear off it leaves the user fatigued and unable to focus until he has a full night's rest. Silver Harp can be used as a substitute component in spells and is fairly common and inexpensive at 5–12 gp an ounce (1d8+4 gp).

Zalorog's Blood: This tobacco has a rich reddish color and is named for a particularly diabolical dragon of the northern Stoneheart Mountains. The tobacco burns extremely hot, and tends to form a dark patch upon the lip of the smoker known as the "dragon's mark" that can only be removed with healing spells. Unlike the other tobaccos on this list, Zalorog's blood causes a severe addiction with a constant craving for its wicked flavor, though it is often difficult to find. An addict of Zalorog's Blood reduces his maximum age by 2d10 years as long as he stays addicted. Exceedingly difficult to find (there is only a 10% chance that any is in stock at any given time), Zalorog's Blood sells for 140–200 gp per ounce (2d4+12 gp). In addition to its normal effects, Zalorog's Blood can also be used as a substitute component in spells with the fire descriptor.

Tobacco	Price per Ounce	Notes
Ferduin's Traveler	70–140gp	Known to be used as a spell component.
Horum's Greenleaf	3gp	Fairly common now.
Zalorog's Blood	100–140gp	Frequently sold out.
Dwarven Coal	40–70gp	
Silver Harp	4–10gp	A smooth tobacco favored by local musicians, its smoke is light and clear, exuding a vanilla-like fragrance. It has a mild stimulant factor; smoking too much can cause a loss of sleep and exhaustion.

UH8. Crugas' Mantlet

Crugas' Mantlet is an armor shop specializing in heavy armor and shields for warriors of dwarven or smaller stature. Those specializing in such things can easily enchant the armor.

Crugas' is owned by **Gralle Fendattir**, an accomplished smith of the Silverhelm Clan and devout follower of the greater Krazzadak clan patron of Crugas, the dwarven god of magical crafts — including that of crafting enchanted arms and armors. Working away from Armament Row has allowed her to focus on the specialized forging of the heaviest and hardest armor she can manufacture.

It takes Gralle the standard time to manufacture a new suit for a client, though she has a chance of finishing 1d4 days early. Gralle pays market value for rare metals such as adamantine and mithril. Gralle charges three times the normal prices for any armor she creates (which usually bear a +1 enchantment). Her specialty, dwarven warplate (see **Sidebox**), runs 650gp per +1 of enchantment (up to a maximum of +3). The armor is magical, which cuts down on its weight, as it would be too cumbersome to wear otherwise. The armor also allows its wearers a +1 bonus to saves vs. magic.

New Armor: Dwarven Warplate

Extremely ornate and expensive, this armor is given by dwarven lords as a gift of honor to princes and champions of their hall. The armor is extremely expensive to craft and is forged only by master smiths.

Armor Type	Effect on AC from a base of 9[10]	Weight (pounds)	Cost
Dwarven Warplate	–6 [+6]	35	650gp/+1 enchantment (+3 maximum)

Gralle Fendattir, Female Dwarf Cleric of Dwerfater (Ftr4/Clr4): **HP** 60; **AC** 9[10]; **Atk** *+1 warhammer* (1d4+1); **Move** 9; **Save** 11; **AL** L; **CL/XP** 8/800; **Special:** +2 save vs. paralysis or poisoning, darkvision 60ft, dwarf racial abilities, multiple attacks (4) vs. creatures with 1 or fewer HD, spells (2/1), turn undead.

Spells: 1st—*cure light wounds*, *detect magic*; 2nd—*bless*.

Equipment: leather work-apron, *+1 warhammer*, iron holy symbol of Dwerfater, 2d10gp.

UH9. Curlie's Boughs

The front of this shop has a small round door. The lintel is carved in the shape of a pair of halfling-style shortbows whose stave tips are bent backwards and curled together in a knot. The shop caters to bows, both off the rack and hand crafted for small folk.

Curlie (Neutral male halfling expert 4), the owner, is always in the market for good wood, especially yew, hornwood, rowan, and other springy but firm staves which may be carved and shaped into bows, and he pays top coin for such pieces that are brought to his shop. His prices range from average to 10% above standard prices.

UH10. Halfling Home

This strange low-ceilinged shop is a bachelor's club catering specifically to halflings. The club is guarded by a **pair of doormen** who keep the 5ft-high doorway blocked save for VIP club members. Membership costs 50gp per month, requires the member be a halfling, and the client must be sponsored by a member of the club in good standing. Inside, the club is decorated in the finest velvet draperies and tapestries. The permanently lit sconces are of stained glass, done in traditional halfling designs turned mildly risqué. The stage is frequented by comedians, burlesque shows, and performances by brass, woodwind, and string groups.

Proprietor **Nikki Brinden** does her best to insure that the visitors to her club are well taken care of in every imaginable way. Of course, the more imaginative the request by a member of the club, the greater the cost assigned to it.

Nikki Brinden, Female Halfling (Ftr3/Thf4): **HP** 17; **AC** 4[15]; **Atk** *+1 dagger* (1d4+1) or *+1 brass knuckles* (1d4+1); **Move** 9; **Save** 12; **AL** N; **CL/XP** 5/240; **Special:** +1 with thrown weapons, +2 save bonus vs. traps and magical devices, +4 on saving throws vs. magic, backstab (x3), halfling racial abilities, read languages, thieving skills.

Thieving Skills: Climb 88%, Tasks/Traps 35%, Hear 4 in 6, Hide 35%, Silent 45%, Locks 35%.
Equipment: *+1 chainmail*, *+1 dagger*, *+1 brass knuckles* (casts *hold person* 1/day), various pieces of jewelry worth 250gp.

Halfling Doormen, Male Halfling (Ftr4) (2): HP 28, 24; **AC** 6[13]; **Atk** *+1 dagger* (1d4+1); **Move** 9; **Save** 11; **AL** N; **CL/XP** 4/120; **Special:** +1 with thrown weapons, +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, +4 on saving throws vs. magic, halfling racial abilities, multiple attacks (4) vs. creatures with 1 or fewer HD, parry (–2 penalty to enemy attacks).
Equipment: leather armor, *+1 dagger*, 1d6gp.

UH11. Cellar Bar

The Cellar Bar, run by **"Whiskey" Haro Hart**, is at the lowest point of Underhill, being in an actual basement of an apartment complex populated by halflings. The Cellar Bar is somewhat seedy by the standards of the Underhill District, and is populated by some scurrilous halflings who may or may not be members of the Shadow Masks, Red Blades, or Wheelwrights Guild (see **Appendix A: Common NPCs** for the appropriate type of scoundrel).

Whiskey was an accomplished thief who bought this bar about 10 years ago. Whiskey isn't above teaching others the tricks of the trade and has been known to plan a heist "topside" as he calls the streets of Bard's Gate.

The Celler Bar offers Brin Zwiescher Ale (mug or bottle 5cp), Lute Stout (mug 5cp), Cotton Mouth Beer (bottle 3cp), Troll Brew (tankard 5cp), pickled eggs (2cp each), pickled fish (1cp each), and bread and cheese (2cp per plate; serves 4).

"Whiskey" Haro Hart, Male Halfling (Thf7): HP 23; **AC** 6[13]; **Atk** *+1 short sword* (1d6+1); **Move** 9; **Save** 9; **AL** N; **CL/XP** 7/600; **Special:** +1 with thrown weapons, +2 save bonus vs. traps and magical devices, +4 save vs. magic, backstab (x3), halfling racial abilities, read languages, thieving skills.
Thieving Skills: Climb 91%, Tasks/Traps 50%, Hear 5 in 6, Hide 50%, Silent 60%, Locks 50%.
Equipment: *+1 leather armor*, *+1 short sword*, 2d4gp.

UH12. Curds Away

This boutique shop is dedicated to lovers of all sorts of exotic cheese. Found here are hard pungent cheeses, smoked cheddars, soft farmer cheeses, and fresh cheese curd. The counters are lined with wheels of cheese kept under soft cheesecloth. **Krantz** is a halfling cheesemaker who gets a steady supply of milk from various animals brought in barrels to his shop, where he mixes them with cultures that have been in his family for centuries. His cheeses are sold to inns and restaurants throughout the city, leaving him time and resources with which to perfect his craft. His home shop is busy enough with all the dwarves and halflings who dwell in Underhill and their penchant for cheese products. His cheeses range in price from a 1 cp to several hundred gold pieces per ounce. Unique cheeses may have interesting properties upon ingestion, though the most common are constipation and flatulence.

Adventures could be developed around characters gaining the fresh milk of a gynosphinx (there is rumored to be one in the Stoneheart Mountain Dungeon; see ***The Lost Lands: Stoneheart Valley*** by **Frog God Games** for more information) to craft the most epic cheese in all of the Lost Lands. There is also a rumor of an impossibly large, winged rodent being seen around the shop at night, but this cannot be confirmed. The possibilities for characters via their association with Krantz are endless.

Krantz the Cheesemaker, Male Halfling (MU6): HP 17; **AC** 9[10]; **Atk** fist (1hp); **Move** 9; **Save** 10; **AL** L; **CL/XP** 7/600; **Special:** +1 with thrown weapons, +2 on saves vs. spells, +4 on saving throws vs. magic, halfling racial abilities, spells (4/2/2).
Spells: 1st—*charm person*, *light*, *magic missile*, *read languages*; 2nd—*ESP*, *locate object*; 3rd—*dispel magic*, *hold person*.
Equipment: *wand of slow* (4 charges), *wand of monster summoning II* (3 charges), spellbook, 2d6gp.

UH13. Subcity Sandwiches

This popular eatery in Underhill takes its name from the irony of the district being a thriving town hidden within the metropolis above. Subcity Sandwiches features sandwiches called "yardarms" that are craved by the locals. Yardarms are filled with sliced meats, cheese, pickles, pickled peppers, and relish. Other toppings include mushrooms, tomatoes, onions, fried potato crisps, olives, olive oil, vinegar, hot mustard, and Subcity's own sultry aoli. Surface workers dwelling in Underhill line up an hour before they are expected at their worksite to get a Subcity yardarm, eating half for breakfast and the other on their lunch break. The typical yardarm costs 2sp, though the sandwiches are also sold in halves and quarters. Sweet tea, sarsaparilla, and Stoneheart Mountain Ale are sold in "bring your own mug" fashion for 1sp.

The deli is owned by **Monte Redbelly**, a grizzled, round-faced dwarf with a braided ginger beard who keeps his mop of hair tied tight beneath a gold silk bandanna. Monte remembers everyone's favorite order after one or two visits, and commands the **sandwich makers** (Neutral male or female halfling commoner 2) whom he calls "Mateys" like a pirate captain — which is no real surprise to anyone, as rumor has it he once plied a much more dangerous trade on the high seas before returning to the marble halls more favorable to his ancient ancestors.

Monte is known to enjoy smoking his own meats, and pays well for rare ingredients such as fresh shrieker, wild boar, and gorgon brisket. Adventures could be developed around gathering fresh ingredients for Monte's sandwich. The rarer the meat the characters bring, the more likely he is to name a sandwich after them, helping to increase their fame. Other hooks include former members of his pirate fleet seeking him out over an alleged treasure map he may or may not keep hidden in a locked box back in his apartment.

Monte Redbelly, Male Dwarf (Ftr2/Thf2): HD 13; **AC** 7[12]; **Atk** *+1 short sword* (1d6+1); **Move** 9; **Save** 13; **AL** N; **CL/XP** 5/240; **Special:** backstab (x2), darkvision 60ft, dwarf racial abilities, multiple attacks (2) vs. creatures with 1 or fewer HD, thieving skills.
Thieving Skills: Climb 86%, Tasks/Traps 30%, Hear 3 in 6, Hide 20%, Silent 30%, Locks 20%.
Equipment: leather armor, *+1 short sword*.

UH14. The Pillar of the Geomancer

This marble pillar running from floor to ceiling of Underhill is a marvel of stonecraft and magic. The pillar is the home of **Vikter Stoneshifter**, a dwarven magic-user of some renown. A member of the Dominion Arcane, Vikter is one of the most skilled wizards in the arts of moving earth, shaping stone, and knowledge of the Elemental Plane of Earth.

Vikter's tower has no visible entrance as he simply passes through the solid wall. Vikter's pillar is guarded by various (see below) creatures native to the Elemental Plane of Earth. Vikter is known to take apprentices, so long as they prove their worth in a trial against one of his bonded earth elementals.

In exchange for being left alone to continue his research, Vikter has pledged his defense of Cylyria's home (**H11**) from below; anyone attempting to mine into the High Burgess' home, or enter through the stone foundation, can expect a visit from Vikter and his minions.

Pillar Guardians

Roll	Result
1	1d6 earth elementals
2	1d4 fire mephits
3	1d2 magma ooze
4	1d4 young slag worms
5	1d2 crystalline scorpions
6	1 caterprism
7	1d4 obsidian quasi-elemental
8	1 phase spider
9	1d4 khargra
10	1 xorn

Vikter Stoneshifter, Male Dwarf (MU11): HP 39; **AC** 7[12]; **Atk** *staff of power* (2d6); **Move** 9; **Save** 3; **AL** N; **CL/XP** 13/2300; **Special:** +1 hp per die due to high constitution, +2 on saves vs. spells, darkvision 60ft, dwarf racial abilities, spells (4/4/4/3/3).

Spells: 1st—*detect magic*, *magic missile* (x2), *shield*; 2nd—*detect evil, invisibility*, *knock*, *phantasmal force*; 3rd—*dispel magic*, *hold person*, *slow*, *suggestion*; 4th—*dimension door*, *massmorph*, *wizard eye*; 5th—*pass-wall*, *transmute rock to mud*, *wall of stone*.

Equipment: *staff of power* (56 charges), *ring of protection +2*, *wand of magic missiles* (9 charges), spellbook, 1d4 gems of 10x25gp value, 2d10gp.

Caterprism: **HD** 6; **AC** 3[16]; **Atk** 4 legs (1d8) and bite (1d6); **Move** 9; **Save** 11; **AL** N; **CL/XP** 8/800; **Special:** crystal silk (3/day, 20ft, hardens to stone, impale for 3d6 damage, save for half), crystalline mandibles (natural 20 severs head). (***The Tome of Horrors Complete*** 84)

Crystalline Scorpions (1d2): **HD** 7; **AC** 0[19]; **Atk** shard spray (3d6) or claw (1d6); **Move** 12; **Save** 9; **AL** C; **CL/XP** 10/1400; **Special:** +1 or better magic weapons to hit, bend light (10ft radius, save or blinded for 3 rounds), resists cold (50%), shard spray (5/day, 3d6 damage, save for half). (***The Tome of Horrors Complete*** 115)

Earth Elemental (8HD) (1d6): HD 8; **AC** 2[17]; **Atk** strike (4d8); **Move** 6; **Save** 8; **AL** N; **CL/XP** 9/1100; **Special:** +1 or better magic weapons to hit, tear down stonework.

Fire Mephits (1d4): HD 3; **AC** 5 [14]; **Atk** 2 fiery touches (1d3+1); **Move** 12 (fly 20); **Save** 14; **AL** C; **CL/XP** 5/240; **Special:** gaseous form, spit fire (20ft range, 1d8+1, save for half). (***Monstrosities*** 327)

Khargra (1d4): **HD** 6; **AC** 0[19]; **Atk** 3 claws (1d3) and bite (2d8); **Move** 6 (burrow 12); **Save** 11; **AL** N; **CL/XP** 9/1100; **Special:** earth glide, immunities (cold, fire), ruin armor and weapons. (***The Tome of Horrors Complete*** 351)

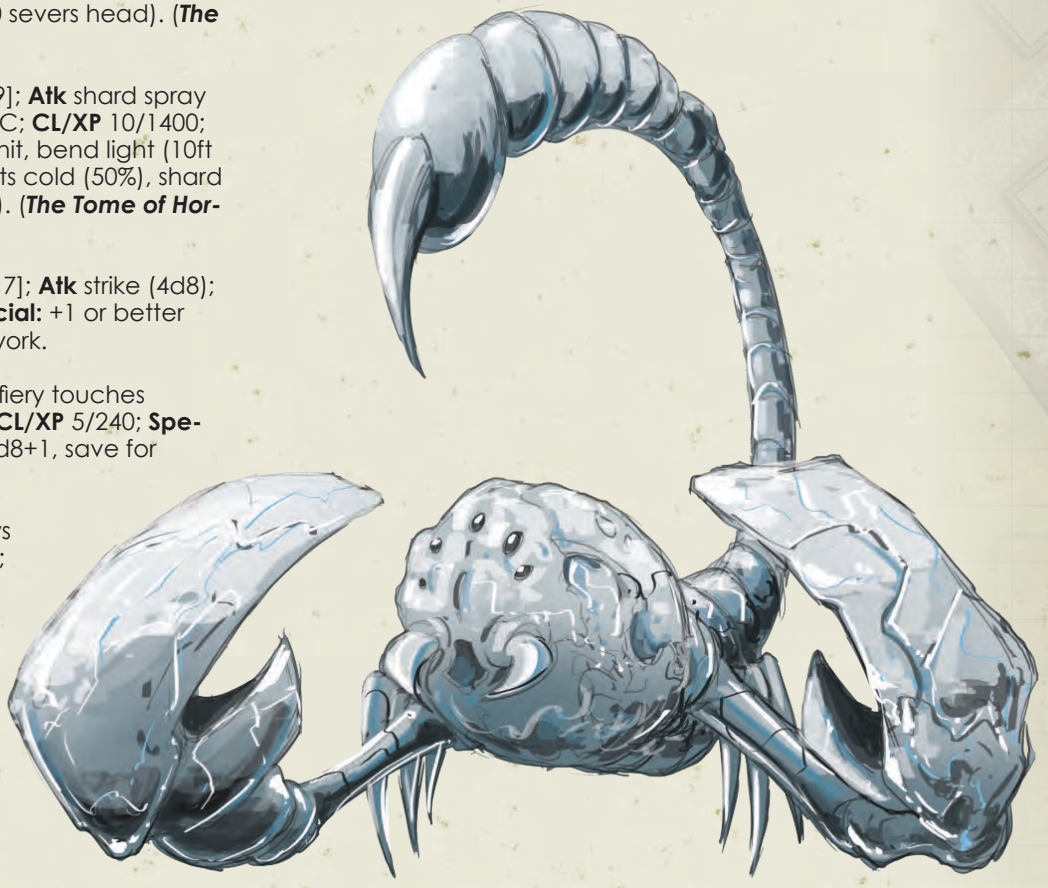
Magma Ooze (1d2): HD 7; **AC** 8[11]; **Atk** strike (2d6 plus 2d6 fire); **Move** 6; **Save** 9; **AL** N; **CL/XP** 8/800; **Special:** immune to fire, lava (after hit, ongoing 1d6 damage for 1d3 rounds), split (slashing/piercing weapons divide ooze, no damage), vulnerable to cold. (***The Tome of Horrors Complete*** 413)

Obsidian Quasi-Elemental (8HD) (1d4): HD 8; **AC** 3[16]; **Atk** 2 claws (2d4); **Move** 6; **Save** 8; **AL** N; **CL/XP** 9/1100; **Special:** death throes (4d6, 30ft radius), molten glass (1d8 if attacked with piercing weapons, save avoids), resists (fire, cold). (***The Tome of Horrors Complete*** 446)

Phase Spider: HD 2+2; **AC** 6[13]; **Atk** bite (1d6 plus lethal poison); **Move** 18; **Save** 16; **AL** N; **CL/XP** 6/400; **Special:** dimension phasing (only hit by ethereal creatures), lethal poison (+1 save or die). (***Monstrosities*** 452)

Slag Worms (Immature) (1d4): HD 6; **AC** 6[13]; **Atk** bite (1d6); **Move** 9; **Save** 11; **AL** N; **CL/XP** 8/800; **Special:** heat (10ft radius, 1d6 damage, save for half), immune to fire, roar (30ft radius, save or deafened for 1d3 rounds). (***The Tome of Horrors Complete*** 501)

Xorn: HD 7; **AC** –2[21]; **Atk** 3 claws (1d3), bite (4d6); **Move** 9; **Save** 9; **AL** N; **CL/XP** 9/1100; **Special:** immunities (fire and cold), resists electricity (50%), travel through stone. (***Monstrosities*** 521)





North Wall District

This long, narrow district adjoins the Market neighborhood. It is a crowded, largely residential district, with high crime, few businesses, many taverns, and relatively cheap prices, making it an excellent location for beginning characters.

This district suffered more damage during the Huun siege than any other within the city walls save for the Outer Quarter. The siege engines constructed by the Huun pounded the walls and the Mountain Gate, and their missiles, as well as the magical bolts called down by the invaders, that were aimed for the piedmont of the Hill's Upper Ring fell short as often as not. Those that didn't carry to their targets on the Hill invariably landed within the bounds of this district and wrought their destruction here. Unlike the Hill, which has largely erased the marks of those desperate days, the scars of war still remain in North Wall District. The outer surface of the wall and the gate are still scarred and scorched by the attacks of the Huun, and most city blocks here still have an abandoned house or building that was reduced to crushed rubble or a fire-blackened ruin and has yet to be repaired and reoccupied. Despite this disparity between the homes of the city's elite versus its common folk, this district has nevertheless returned to near normalcy in the ensuing 2 years since the siege was lifted.

Constable (Ftr1): HP 6; **AC** 6[13]; **Atk** longsword (1d8) or light crossbow (1d4+1); **Move** 12; **Save** 14; **AL** N; **CL/XP** 1/15. **Special:** none.
Equipment: leather armor, shield, longsword, light crossbow, 10 bolts.

Constable Officer (Ftr3): HP 17; **AC** 5[14]; **Atk** short sword (1d6); **Move** 12; **Save** 12; **AL** L; **CL/XP** 3/60. **Special:** multiple attacks (3) vs. creatures with 1 or fewer HD.
Equipment: ring mail, shield, short sword.

Sheriff's Deputy (Ftr1): HP 6; **AC** 6[13]; **Atk** club (1d4+1); **Move** 12; **Save** 14; **AL** N; **CL/XP** 1/15. **Special:** +1 to hit and damage due to high strength.
Equipment: leather armor, shield, club.

Wall Watcher (Ftr1): HP 5; **AC** 4[15]; **Atk** battleaxe (1d8) or spear (1d6); **Move** 12; **Save** 14; **AL** L; **CL/XP** 1/15. **Special:** none.
Equipment: chain mail, shield, battle axe, spear, signal horn.

Features

Character: The district is crowded and dirty, but is patrolled regularly to keep down more overt street crimes. Buildings are old, jammed close together, and often in disrepair. Those seeking anonymity can stay here with few worries, so long as they keep a close watch on their valuables.

Businesses: Taverns, inns, and tenements are common here, but there are few other shops or businesses. Most of the buildings are residences of various types.

Prices: Standard unless otherwise noted.

Purchase Maximum/Month: Unless otherwise noted the Wall District has a 200gp limit on goods and services.

Building Type: Older, narrow buildings, usually of wood or stone are most common here. There are numerous narrow alleys between buildings; roofs are made of thatch or tile, the streets are cobbled, but often in disrepair.

Guard Details: Patrols of **2d4 Wall Watchers** roam any given area every 1d2 hours, while **constables** or **sheriffs** usually patrol once per day in **groups of 1d4+1**. This district has no private guards, nor can its residents afford them.

General Locations

N1. Manisool's Tower

The magic-user **Manisool**, lives in this 50 ft. square, 70 ft. tall tower. The structure has no apparent entrances, and only four windows immediately below its crenellated roof. The entrance is magically concealed, locked and trapped, and only Manisool himself can open it; no one else is ever seen entering or leaving the tower. Its contents are unknown, but the neighborhood residents, who know Manisool as a good-aligned but eccentric individual, leave him be and let him come and go as he pleases. In reality, Manisool is an agent of the Cult of Orcus and means the city ill, but no one of importance is yet aware of this. Hidden beneath a flagstone in the courtyard of the tower is a waterproof check bearing a *wizard lock* and a ***symbol of death***. Within is a crude translation made of some ancient text written in some primordial language that the author refers to as "Foundation". The text mentions an ancient Gods' War and a powerful tool created by the gods of evil called a Black Monolith that could be used to open a direct and permanent *gate* into the Lower Planes. The text includes rituals for activating this monolith to open this *gate* and for deactivating it to close this *gate*. Manisool managed to secretly copy this text from an original belonging to the old high priest Abysthor before he could destroy it. Now he but waits for the followers of Orcus to discover such a monolith said to lie somewhere in the Stoneheart Mountain Dungeon so that he may barter knowledge of the ritual with Koraashag in exchange for unmatched power within the Cult of Orcus. See **Level 5A** of the **Tomb of Abysthor** in ***The Lost Lands: Stoneheart Valley*** for more information.

Manisool (Clr5/MU5): HP 12; **AC** 1[18]; **Atk** +1 *staff* (1d6+1); **Move** 12; **Save** 10; **AL** C; **CL/XP** 11/1700. **Special:** +2 save versus paralyzation and poison, +2 on saves vs. spells, command undead, cleric spells (2/2), magic-user spells (4/2/1).
Cleric Spells: 1st—*cause light wounds, protection form good*; 2nd—*hold person* (x2).
Magic-User Spells: 1st—*charm person, magic missile, shield, sleep*; 2nd—*ESP, mirror image, phantasmal force*; 3rd—*dispel magic*.
Equipment: *bracers of defense* AC 2[17], *ring of protection +1, cloak of displacement, +1 staff, ring of misdirected alignment* (**Appendix C**), *dust of disappearance* (4 uses), 3 *potions of healing, wand of hold person* (4 charges), 4–6 random scrolls, holy symbol of Orcus (hidden), spellbook.

N2. The Dancing Goblins

The painted sign above the door shows three prancing goblins playing flutes and drums. But the strong beam from which it hangs also has three large, rusted staples on it — popular legend holds that three goblin bandits were once hung from the beam, dancing and twisting in their death throes.

Inside are three bars, each with a separate character and clientele. The



first is stone-flagged and bare but cheery, always crowded by workers and commoners, eating fresh bread and drinking brown ale. The second bar is somewhat darker and less welcoming, patronized by merchants and their foremen, serving sausages and wine. The third bar is upstairs in a cozy, wood-paneled room with overstuffed chairs and fading rugs where older men play cards, or young couples come for privacy in dark, out-of-the-way booths.

Proprietor **Samos Kenthi** (Neutral male human expert 4), a Freegate transplant, manages a large staff and is considered a relatively pleasant boss. His cooks offer kobold stew (not really made of kobolds, though the recipe remains secret) for 1cp a cup or 3cp per bowl, bread for 1cp per loaf, braised lamb kebobs for 3cp each, pickled sausage for 2cp each, Goblyn Brew (a potent, spicy ale) for 1sp per tankard or Orc's Blood Wine (so-called for its color rather than its contents) for 1gp per glass or 5gp per bottle.

N3. The Flensers' Rest

This tavern is usually avoided by the general public, as its clientele consists primarily of tannery workers, butchers and flensers. The place usually smells as bad as its patrons, and the stone floor is usually filthy with blood and other unpleasant substances, though it is washed down by the potboys once per day. Despite the stench, the beer is a mere 3cp per mug and is surprisingly drinkable. Also available is something called Brain Tan Whiskey for 1sp a shot, or the ubiquitous Brin Zwiescher's Ale for 4cp per mug. The tavernkeeper is **Ruvuldo** (Neutral male human commoner 3), a former tannery worker who saved his money for years and was finally able to open this establishment.

N4. Chango's Bar

This intimate establishment is a warm, smoke filled joint with an open, low-beamed roof. Several chambers have been knocked together to make the main room, so it has many corners and unexpected steps between the groups of tables. One corner is always occupied by a group of scarred old gnomes, who play a dangerous game called "bip," that involves tossing painted eight-pointed caltrops. Barkeep **Chango** (Neutral male halfling thief 3) serves Bad Monkey Beer (3cp per mug), Moccavallo's Leaf (1gp per pipeful, see **Chapter 16**) and of course Brin Zwiescher's Ale, at 4cp per mug.

N5. Justin Greenwood's Fletchery

Formerly a vacant lot where a previous structure burned down during the siege, this stout three-story iron tower literally popped up overnight shortly after the siege was lifted. A high-quality fletcher's shop, the tower bears a sign that portrays an armored hand clutching a fistful of arrows. The interior is crowded with barrels and boxes full of spears, arrows, and bolts of all kinds. The shop remains open during daylight hours but always closes as soon as dusk starts to fall.

Justin Greenwood is a tired-looking man of indeterminate age clad in a worn shirt and a green cloak. He spends his days crafting arrows and dealing with customers.

If buyers want special items, he offers such items as *bolts of stunning* (when hit, save or stunned and unable to act for 1d4 rounds), arrows tipped with paralyzing poison (victim must succeed on a saving throw or be paralyzed for 1d6 combat rounds), *+1 arrows* or *bolts,* and a quiver of ten *+1, +2 vs. undead arrows*.

Justin is retired from adventuring, after his last battle with a nest of vampires left him injured and two of his companions dead. Justin's foe was his former lover, **Felicity Bigh** (**CAT3**), who had been turned into a vampire and then sent to destroy him by her master. In the fight, Felicity's master was destroyed, but she herself escaped, and still seeks vengeance against the man she once loved. However, their service to their masters in the Underguild supersedes any personal vendettas they have (see **Sidebox**; also see **The Wheelwrights Guild, Gray Deacons, and Underguild** sidebox in **Chapter 3**). It is filled with anti-vampiric gear, and the shop itself is a part of his defenses. A modified *instant fortress,* it allows Justin to fold it into a cube, pack it in a *bag of holding* and move on to a new home. So far, he has avoided Felicity's attentions, but he has begun to hear rumors that she and her band are looking for him again. For her part, Felicity has only recently become aware that Justin may be in the city and has begun her hunt when not preoccupied with her duties for the Underguild. A confrontation in the near future seems all but assured.

Justin Greenwood (Rgr6): HP 42; **AC** 5[14]; **Atk** *+1 longsword* (1d8+1) or *+1 longbow* x2 (1d6+1); **Move** 12; **Save** 9; **AL** L; **CL/XP** 7/600; **Special:** +6 to damage vs. giants and goblinoids, alertness, tracking.

Equipment: *+1 leather armor, +1 long sword, +1 longbow,* 20 arrows, 2 *+1, +2 vs. undead arrows, instant fortress* (see **Appendix C**), 6 vials of holy water, 3 wooden stakes, 2d10gp in loose coins.

Felicity Bigh, Female Vampire: HD 8; **HP** 44; **AC** 5[14]; **Atk** *+1 short sword* (1d6+1) or bite (1d10 plus level drain); **Move** 12 (fly 18); **Save** 8; **AL** C; **CL/XP** 11/1700; **Special:** charm gaze, drain 2 levels with hit gaseous form, immune to non-magic weapons, only killed in coffin, regenerate (3/round), shape-shift, summon rats or wolves.

Equipment: *+1 short sword.*

N6. Boleggo Deepdigger's Home

This nondescript residence is home to the reclusive dwarven mining magnate known as **Boleggo Deepdigger,** a burly, black-haired mountain dwarf. Boleggo is wealthy, and has many different mining operations throughout Bard's Gate's suzerainty and even some far beyond. At least that's what most people think.

In fact, Boleggo has been dead for a dozen years, victim of the Cult of Tsathogga. The being now known as Boleggo is actually a greruor demon, in service to Tsathogga himself.

Boleggo's competitors and some city officials have begun to grow concerned due to his increasingly odd and secretive behavior. If they get too close, adventurers may be hired by Boleggo himself to "investigate mysterious goings-on in the mines," and sent into an ambush by agents of the cult.

Vampire Hunters

Justin Greenwood and Felicity Bigh began their life of adventure as travelling companions and treasure seekers. They were quite successful, and gained a level of notoriety along with their other travelling companions: Entrade, a bold Erskaelosi warrior; a silver-haired cleric of the Fates who acted as the group's herald and called himself Aka Bakar, Jr.; Gedes, an earth-sorcerer from the far-away Aizanes Islands; and Graf, a bard from Elise and scholar of the Lost Lands. These companions travelled long roads and overcame many obstacles, quickly amassing wealth and fame. Wishing to get out while the getting is good and revel in their hard-won treasures, Justin and Felicity announced to the companions they would be wed and would retire from adventuring.

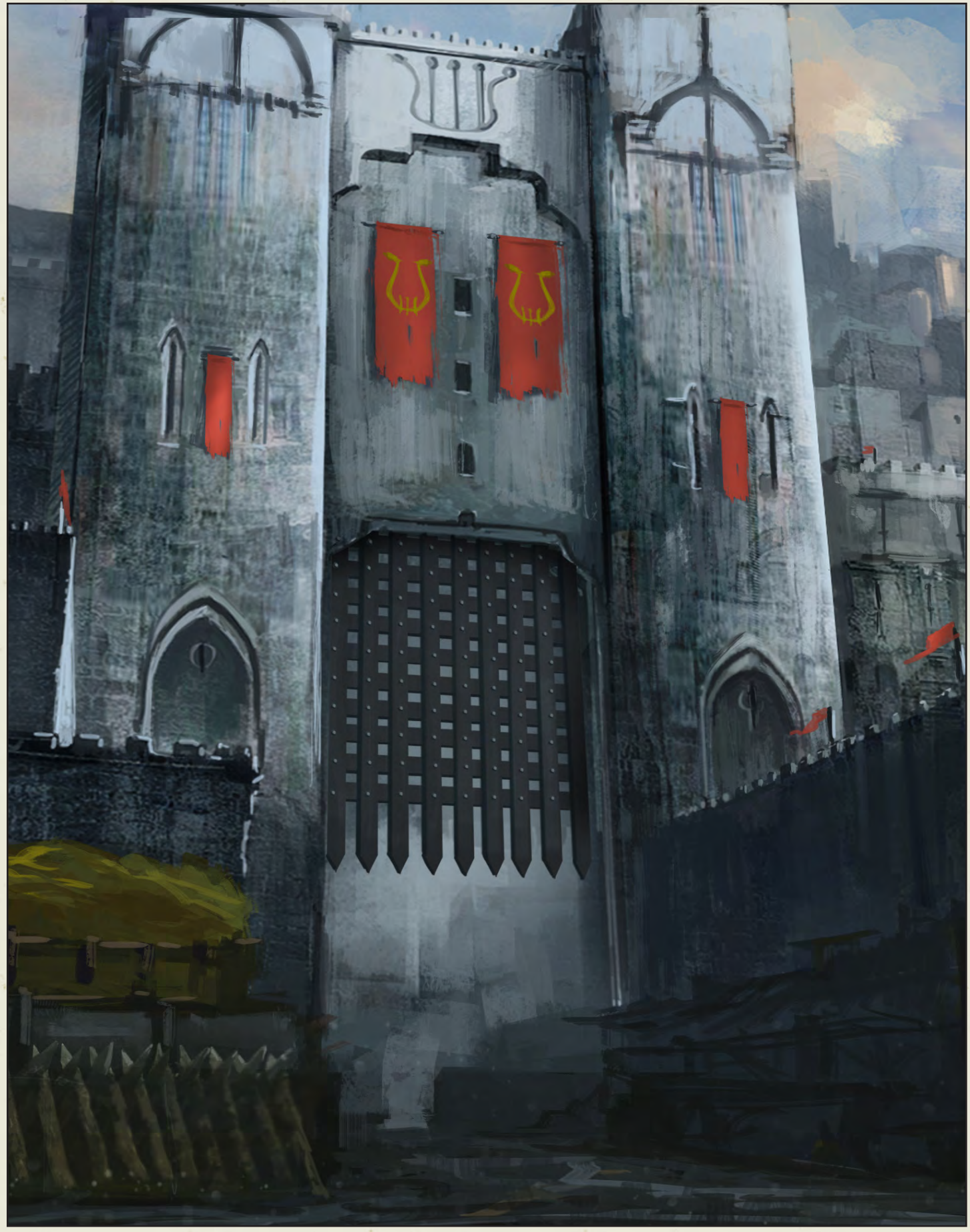
Unfortunately, the responsibilities the group carried a price; on their last mission together, before the much-anticipated wedding, they ran afoul of a nest of vampires, a cell of vampires serving the Underguild (see ***Quests of Doom***, **Sewers of the Underguild** by **Frog God Games** for more information), led by Alecia, a lesser priestess of Thanatos and spawn of Hethel.

In the battle, Alecia and her subordinate vampires fought the heroes to a standstill, and while the party was able to escape, the results were devastating. The group had sustained terrible wounds in the fight, and before they were able to disengage from the horrific battle Felicity herself had perished. Blinded in their loss at Felicity's death, the party said their heartfelt goodbyes and buried Felicity in a beautiful and quiet meadow. Little did the companions realize that Felicity had been turned, and when Alecia came to her grave that night she brought Felicity out of the ground as her latest spawn and tool of destruction. Feeding her own utter cruelty, Alecia forced the newly-spawned vampire to join her later attack on the other companions, pitting the former lovers against each other.

Hunting the companions down, Alecia, Felicity, and Alecia's few remaining vampires minions set upon Justin and crew a fortnight later. Once again the battle was intense, but what neither Felicity nor Alecia had reckoned on was that the adventurers were preparing their own vengeance on the vampire nest. They were fully stocked with vampire-hunting tools and paraphernalia. The tools helped, but the companions were too devastated by the loss of their friend to mount a truly effective defense. Felicity played on their sympathy and grief to distract them, and picked them off, one by one. Justin alone was immune to her guile, and he was able to put down Alecia's spawn but not before Alecia had slain the others. Realizing his chances of survival and avenging his losses were diminishing by the second, Justin turned and ran. Alecia, caught up in her bloodlust, gave chase only to discover Justin ready for her with a *vampire-slaying arrow* at the string of his bow.

With the master vampire dead, Justin turned back to finish the job only to find Felicity watching the destruction of her mistress with a sardonic smile on her blood-stained lips. Alecia's remaining spawn gathered up the corpses of Justin's slain companions into a magical holding receptacle which they handed to Felicity before turning to face the enraged ranger. Such was Felicity's own power that with the destruction of Alecia she was able to assume domination over her other spawn and send them against Justin. Greenwood fought his way through the remaining vampire horde only to watch Felicity, with the magical cloth holding the recently slain corpses of his friends in hand, turn into a blood-tinged mist and disappear into the night.

Justin Greenwood has known that he was hunted ever since that day and has traveled the lands of Akados always keeping one eye over his shoulder. He knows one day he will see his former love again, and he spends every day preparing and grimly looking forward to that encounter, and the closure it brings. For her part, Felicity longs to find her lover, though whether it be to dominate him or destroy him, even she cannot say for sure.



Hidden within the home are mining contracts that can be given over to the Underbuilders' Union for a 10,000 gp reward. Exposing and destroying the demon earns the adventurers the friendship of the Union and several prominent merchants and city officials.

Boleggo Deepdigger, Greruor Demon: HD 10; **HP** 53; **AC** –1[20]; **Atk** gore (1d6) and bite (2d6); **Move** 9; **Save** 5; **AL** C; **CL/XP** 14/2600; **Special:** acid and fire spittle (30ft line, 4d4 damage plus 1d6 damage on later rounds until extinguished), magical abilities, summon demons, leap, immune to electricity and poison, half damage from cold, fire and acid. (***The Tome of Horrors Complete*** 143)

Magical abilities: at will—*confusion, darkness (15ft. radius), detect good, hold person.*

N7. Enzeger's Estate

One of the North Wall district's leading citizens, **Malo Enzeger** inherited a substantial amount of money from his father, a successful merchant, and chose to spend much of it in this run-down neighborhood, contributing to charities, rebuilding old tenements and aiding the poor. His estate is a walled compound with well-manicured grounds that would not be out of place on the Hill, but Malo himself chooses to live in the neighborhood that he has adopted as his own.

Unknown to the city at large, Malo's charitable façade is just that. In reality, he is a leading scion of the Cult of Orcus, conducting hellish blood-sacrifice rites in his secret underground shrine, where living victims are offered to the Demon Prince of the Undead. The poverty and crowded nature of the neighborhood offer the perfect opportunity to find new victims, and Malo's work with the poor keeps him aware of who is who in the North Wall District, putting him in touch with those who will not be missed.

Malo Enzeger, Cleric of Orcus (Clr6): HP 25; **AC** 9[12]; **Atk** *mace of terror* (1d6+1); **Move** 12; **Save** 10; **AL** C; **CL/XP** 7/600; **Special:** +2 save versus paralyzation and poison, spells (2/2/1/1), turn undead.

Spells: 1st—*cause light wounds, protection from good*; 2nd—*bless, hold person;* 3rd—*cause disease*; 4th—*cause serious wounds.*

Equipment: *mace of terror* (see **Appendix C**), *ring of regeneration, ring of misdirected alignment* (see **Appendix C**).

N8. Mountain Gate

This gate affords access to the northern Lyre Valley including the Citadel of Griffons and Citadel of Ravens. The Valley Road that extends northward along the western bank of the river is the city's primary route to northern lands. This gate was also one of the centermost points of attack on the city by the Huun and withstood multiple physical and magical barrages. Despite this abuse, this gate crafted long ago by the dwarves of Silverhelm stood strong and continues to guard the city despite its plethora of scars and marks of hastily repaired damage. The High Burgess has prioritized it for replacement but would like the Silverhelm Clan to be the architects once again but has been unfortunately unable to entice them out of their recent self-isolation.

The Mountain Gate remains one of the most fortified gates in the city, having double the guards, and double the armaments of the other city gates. The gatehouse towers are lined with arrow slits and guarded with a ballista on the western tower, and a light catapult on the eastern tower. The 50-foot-tall stone towers each house **15 Gatesmen** with an **officer** in the western tower. The **12 Free Defenders** on duty at the gate during the day take the names and destinations of anyone entering or leaving the city. They are fond of telling adventurers leaving for the Stoneheart Mountain Trail that "it was nice knowing you."

Traffic heading to the Citadel of the Griffon is typically of a military nature, and the majority of troop transfers from the Lyreguard to the Citadel of the Griffon and Citadel of Ravens leave via this portal. The **12 footmen** deployed on the ground of this gate are fond of telling adventurers leaving for the Stoneheart Mountain Trail that it was "Nice knowing you."

Due to past and present threats from the north, these gates remain closed with only the small sally port in them opened for travelers leaving and entering the city, and then only during daylight hours. The gates and sally port alike may only be opened after dark by order of Commander Imril, High Sheriff Brighteye, or High Burgess Cylyria herself.

Sir Mannus Overholt serves as the captain of these Gatesmen and is the keeper of the Mountain Gate. He resides atop the eastern gatetower and answers directly to Captain Hodd (see **Chapter 3, City Guards**). A blooded combat veteran of the siege, he is largely trusted with the safety of the northern portion of the city on this side of the river.

Gatesmen (Ftr1): HP 5; **AC** 6[13]; **Atk** spear (1d6); **Move** 12; **Save** 14; **AL** L; **CL/XP** 1/15. **Special:** none.

Equipment: leather armor, shield, spear, signal whistle.

Gatesmen Lieutenant (Ftr3): HP 15; **AC** 5[14]; **Atk** spear (1d6) or short sword (1d6); **Move** 12; **Save** 12; **AL** L; **CL/XP** 3/60. **Special:** multiple attacks (3) vs. creatures with 1 or fewer HD.

Equipment: ring mail, shield, spear, short sword, signal whistle.

Sir Mannus (Ftr4): HP 29; **AC** 3[16]; **Atk** *+1 longsword* (1d8+2); **Move** 12; **Save** 12; **AL** L; **CL/XP** 4/120. **Special:** +1 to hit and damage due to high strength, multiple attacks (4) vs. creatures with 1 or fewer HD.

Equipment: chainmail, *+1 shield*, *+1 longsword*, heavy crossbow, 15 bolts, signal horn.

N9. Thilo's Insight Geist

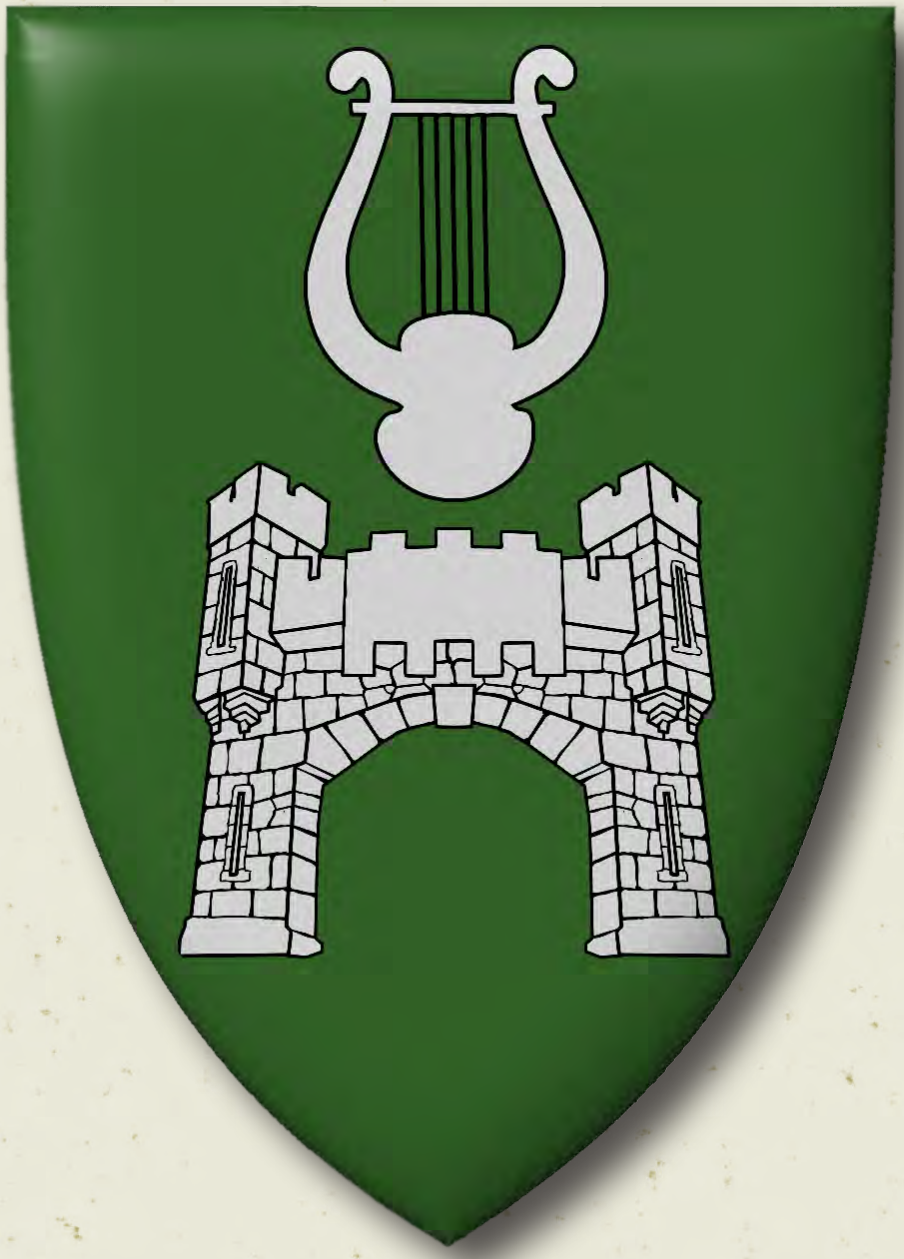
This small, dark shop is tucked between two taller buildings on an otherwise nondescript street of the district. The building on the right is a burned-out ruin, abandoned since the war, and the building on the left is a warehouse of plaster statuary of fanciful and odd figures and creatures that was intended to create a children's carnival but whose owner was killed during the siege and has lain forgotten ever since. Between them, however, is the true curiosity of the street, Thilo's Insight Geist. **Thilo the Sighted** (Neutral male human expert 7) is — ironically — the blind proprietor of this shop of rare books and curiosities. He is also an oracle of some notoriety who claims insight into the mysteries of the universe and the souls of men and women through contact with his guiding spirit. His readings and predictions have proven to be of uncanny accuracy, so there are few, if any, who refuse to take heed of his proffered wisdom.

Those who wish to make use of Thilo's divinatory talents must offer him a book of at least 10gp value that he does not already possess in his shop (only a 20% chance of any given book that is not an original work to not be present already). If he deems the gift to be of sufficient interest to him he will make use of his automatic writing ability to provide them with the benefits of a *legend lore* spell. He can provide this service only once per day.

The shop itself is filled with sagging wooden shelves that are filled to overflowing with moldering tomes and tattered scrolls of subjects esoteric and occult, not a few of which are monstrous manuals and fiendish folios of eldritch significance. Preservative magic covers every bookshelf to prevent fire or infestations of bookworms or other vermin, so a *detect magic* will not work in trying to sort out the truly valuable texts from the merely interesting. A day spent searching through the stacks has a cumulative 5% chance of finding something of interest or valuable to the searcher. The Referee can use Thilo's shop as a place to insert books, scrolls, or maps — magical or mundane — that are important to his campaign and allow them to be found over time.

Hidden deep within Thilo's trove (chance to discover to be determined

by the Referee) are two books of special interest: one is a *vacuous grimoire* (similar to a *robe of feeblemindedness*; anyone reading even a sigil on the books first page loses intelligence), and the other is a thin leather-bound octavo bearing a strange yellow sigil on the cover that is somehow difficult to look at. Within is a play entitled *The King in Yellow* that can have decidedly negative consequences on someone who reads beyond the banal first act. It is up to the Referee to determine if enough of the play's second act is available to potentially harm a reader, and it is possible that doing so could compel the reader by some unknown will to seek out a certain abandoned chapel deep in the heart of the moors of Sunderland (see **Shades of Yellow** in ***Cults of the Sundered Kingdoms*** by **Frog God Games**). This thin volume seems to almost have its own malign intelligence, and it's difficult to say whether its presence is what has so attracted the attention of Asleif (**TC12**) or whether it is intentionally using the attention drawn by the scroll at Brelliar's residence **(H1**) to mask its own presence within the city.



Bridge District

This district, encompassing the area of the huge bridges that span the river, as well as the great Central Island between them, is considered the heart of the city. The two bridges are constantly filled with traffic, and both are covered by elaborate wooden superstructures lining both sides of the main thoroughfare and that contain numerous shops, inns, and residences. Many of the city's most influential and popular temples are found here, most notably the Temple of Oghma, God of Song, widely considered to be Bard's Gate's patron deity.

Lyreguard (Ftr3): HP 22; **AC** 4[15]; **Atk** *+1 longsword* (1d8+1); **Move** 12; **Save** 12; **AL** L; **CL/XP** 3/60. **Special:** multiple attacks (3) vs. creatures with 1 or fewer HD.
Equipment: chainmail, shield, *+1 longsword*, holy symbol of Muir or Mitra.

Sheriff's Deputy (Ftr1): HP 6; **AC** 6[13]; **Atk** club (1d4+1); **Move** 12; **Save** 14; **AL** N; **CL/XP** 1/15. **Special:** +1 to hit and damage due to high strength.
Equipment: leather armor, shield, club.

General Locations

King's Bridge

This bridge is named for an ancient bandit king who first built a bridge and keep on this location centuries ago. In accordance with the pig keeper's prophecy of old, the bandit king's name has been forgotten in association with the bridge and most folk just assume it to have been erected by some Foerdewaith overking or other in olden times. The bridge itself is some 400 feet wide, with both flanks crowded with shops and apartments stacked one atop the other so that someone walking across the bridge is barely aware that they're on a bridge at all. The span soars in a gentle arc above the western Stoneheart River just to the north of Merthan's Island reaching a height of 120 feet above the water at its center and 70 feet at either end. The bridge is also sometimes known as the Gatehouse Bridge for the famous inn that stands at its western end.

Lyre Bridge

Lyre Bridge is believed to be named for some unnamed, long-lost lover of Turlin the Bard, the original founder of Bard's Gate. Like King's Bridge, its length is crowded with all manner of shops and structures that occupy the majority of its 400-foot width. The slope of this bridge is somewhat steeper than that of King's Bridge in that its center rises higher above the river to accommodate the majority of the river's water travel, and its ends are closer to water level due to its lower banks. At its center the span reaches at height of 140 feet, and its ends are a mere 35 feet above water level. However, its 1600-foot length keeps the slope from ever being too steep to negotiate by cart or beast, even in the iciest weather. The three great stone pylons that support the bridge along its length were built by the Silverhelm dwarves and sunk deep into the bedrock of the river's floor to provide stability with even the fiercest flood waters and in an architectural feat to rival even that of the Great Bridge to the south.

New Gods Avenue

In stark contrast to the ruins of the Old Temple district, this street is lined with new, beautiful, lavishly-designed shrines and temples to the patron gods of Bard's Gate.

Features

Character: The Bridge District is a highly cosmopolitan region, where foreign visitors and local grandees meet to enjoy the district's many varied pleasures. Some of the finest shops and inns are located on or near the two major bridges. The district is clean, pleasant, and well-patrolled.

Businesses: In addition to high-class inns and taverns, many of the buildings here are temples and high-priced rooming houses. About half of the region's structures are residences, home to skilled laborers, craftsfolk, bards, artists, and other influential citizens of considerable means.

Prices: Prices average 10% above standard.

Purchase Maximum/Month: 500gp unless otherwise noted.

Building Type: Many of the buildings in this district are old but well-maintained stone structures with ceramic or wooden roofs that date back to the city's founding and are built in the classical Hyperborean style still seen in Freegate. New buildings are rare, but when they are built, city officials are careful to make sure that they are consistent with the district's unique appearance.

Guard Details: At all hours of the day and night, **2 members of the Lyreguard** stand at either end of the bridges. Elsewhere, the **sheriffs** maintain a regular patrol. Unlike other parts of the city, private guards are not allowed to operate in the Bridge District.

Br. Inn on the Bridge

In the early days of Bard's Gate, this stout gatehouse protected the bridge and the main entrance onto the Central Island. Consisting of two strong towers connected by a walkway, the gatehouse withstood several attacks by the city's enemies. As Bard's Gate grew, the gatehouse became less and less important and today the two towers are covered with ivy and serve as one of the city's premiere inns. Barracks have been replaced by luxurious guest rooms, the mess hall has been converted to a lavish dining area, the dungeon is now a wine cellar, arrow slits now bear fine glass panes, and the entire place is decorated with a martial flair, an echo of its previous life.

The inn's rooms are lavishly furnished with mahogany and ash beds, tables and chairs. The walls of the inn are equipped with a system of brass tubes that open into each room, and each room has a number of small brass orbs, each with a different room number and rune inscribed on it. These orbs are dropped down the tubes to request service, based upon the specific rune — one for clean sheets, one for a meal, one for hot bathwater, and so on. This remnant of the keep's old communication system serves the guests well.

Goled (Neutral male hill dwarf fighter 6) is a former soldier who retired when he lost several fingers from one hand, and purchased the gatehouse from the city. Long in disrepair, the gatehouse was renovated by Goled and his dwarven relatives to become a near-legendary inn that is famous even in many foreign lands. Goled is a member of the Stoneworkers Guild, which often holds its meetings here.

Rooms at the inn vary from 2–10gp per night depending on size and accommodations. Meals are 2–8gp and always feature different cuisine. Fine wines including Vinewood Old Vintage (20gp per bottle) and ales



such as the inn's specialty, Drawbridge Dark (4sp per mug) are also served. The ubiquitous Brin Zwiescher Ale is absent from the menu, as Goled finds the stuff all but undrinkable.

B2. Happy Feet

This small brick building contains all manner of shoes, boots, and slippers from nearly giant size to those so minute only a fairy could wear them properly. **Jellithey** works here at all hours of the day and night, happily whistling and humming to himself. He has no time for swindlers or thieves, and more than one would-be robber has found his knife turned into a fish or his armor turned to paper.

Constantly happy, always joking and telling horrid puns, Jellithey has become something of a fixture in the neighborhood, selling shoes of all kinds, including magical items, for slightly higher (up to 25% more) than standard prices.

Jellithey is a fine cobbler, and secretly or not so secretly, a leprechaun with skills to imbue shoes and boots with magical powers. *Boots of elvenkind, boots of levitation* and the like are not unavailable. Jellithey once made a fine pair of enchanted dancing slippers for the famous performer Myrean before her strange disappearance some years ago.

Jellithey, Leprechaun: HD 1; **HP** 6; **AC** 5[14]; **Atk** +1 *dagger* (1d4+1); **Move** 15; **Save** 18 (16 vs. magic); **AL** N; **CL/XP** 3/60; **Special:** magic resistance (60%), spells. (***The Tome of Horrors Complete*** 359)

Spells: at will—*invisibility* (self only), *phantasmal force*, *polymorph* (objects only), *ventriloquism*.

B3. Auditorium of the Silver Harp

Amazing almost beyond description, the Auditorium of the Silver Harp stands like a beacon among the splendors of Bard's Gates. Built in the shape of a great harp, the "auditorium" is actually the Temple and High Altar of Oghma, patron god of bards and protector of Bard's Gate. High Harpist **Jared Strahn** and **8 Brothers of Song** (Lawful male human cleric of Oghma 4) lead services here. More performance hall than formal church, the auditorium is commonly used for public recitals and concerts. The grounds are covered in lush shrubbery, and a winding walkway leads up to the temple's main door.

Jared Strahn, Cleric of Oghma (Clr7): HP 32; **AC** 2[17]; **Atk** +1 *club* (1d6); **Move** 12; **Save** 9; **AL** L; **CL/XP** 9/1100; **Special:** +2 save



versus paralyzation and poison, spells (2/2/2/1/1), turn undead.

Spells: 1st—*cure light wounds, detect magic*; 2nd—*bless, silence 15ft radius*; 3rd—*locate object, remove curse*; 4th—*cure serious wounds*; 5th—*commune*.

Equipment: *+1 chainmail, +1 shield, +1 club, silver harp of peace* (**Appendix C: New Magic**), 4 *potions of extra-healing*, 4 vials of holy water, silver holy symbol of Oghma.

A. The Door

These great wooden portals are inlaid in polished silver with images of harps and lutes, both sacred to Oghma.

B. The Foyer of Creation

Reliefs on the walls of this chamber show the story of how Oghma discovered music while dreaming, and created the demigod Note. Enchanted, the other gods joined with Oghma in song, and with this song all the wonders of the world were created.

C. Acolytes Study Room

These two chambers, one on either side of the foyer, are used for contemplation, study and composing by Oghma's acolytes. It contains several graceful wooden desks and shelves full of books and bound volumes of sheet music.

D. Acolytes Quarters

These chambers contains bunk beds and private facilities for the temple's lower-ranking priests. There are currently **6 Acolytes** (Lawful human cleric of Oghma 1) living here.

E. The Grand Conservatory

This great chamber rises up three stories inside the great temple. Here, the faithful of Oghma come to meditate, practice, study, pray, or perform. Worshippers sometimes offer sacrifice to their god in the form of a new composition, or an old instrument that has outlived its usefulness.

At the far end of the hall stands a great, 30-foot tall statue of Oghma, beyond which is a raised dais where High Harpist Jared leads the faithful in song and prayer on holy days. Great pillars in the form of tree trunks entwined with vines and leaves extend from floor to ceiling, standing on either side of the luxurious carpet that leads the way to the statue. The carpet is woven with harps, lutes and other musical instruments, and is said to have been woven by Oghma himself.

F. Shrine of Note

Steps lead from the conservatory up to this raised platform. Covered with lush flowering plants in large ceramic vessels, the Shrine of Note is constantly bathed in silvery light from the dome above. Couches are arranged artistically about the platform, where worshippers can come to relax and listen to soft harp music played by acolytes who are always in attendance.

G. Shrine of Dame Torren

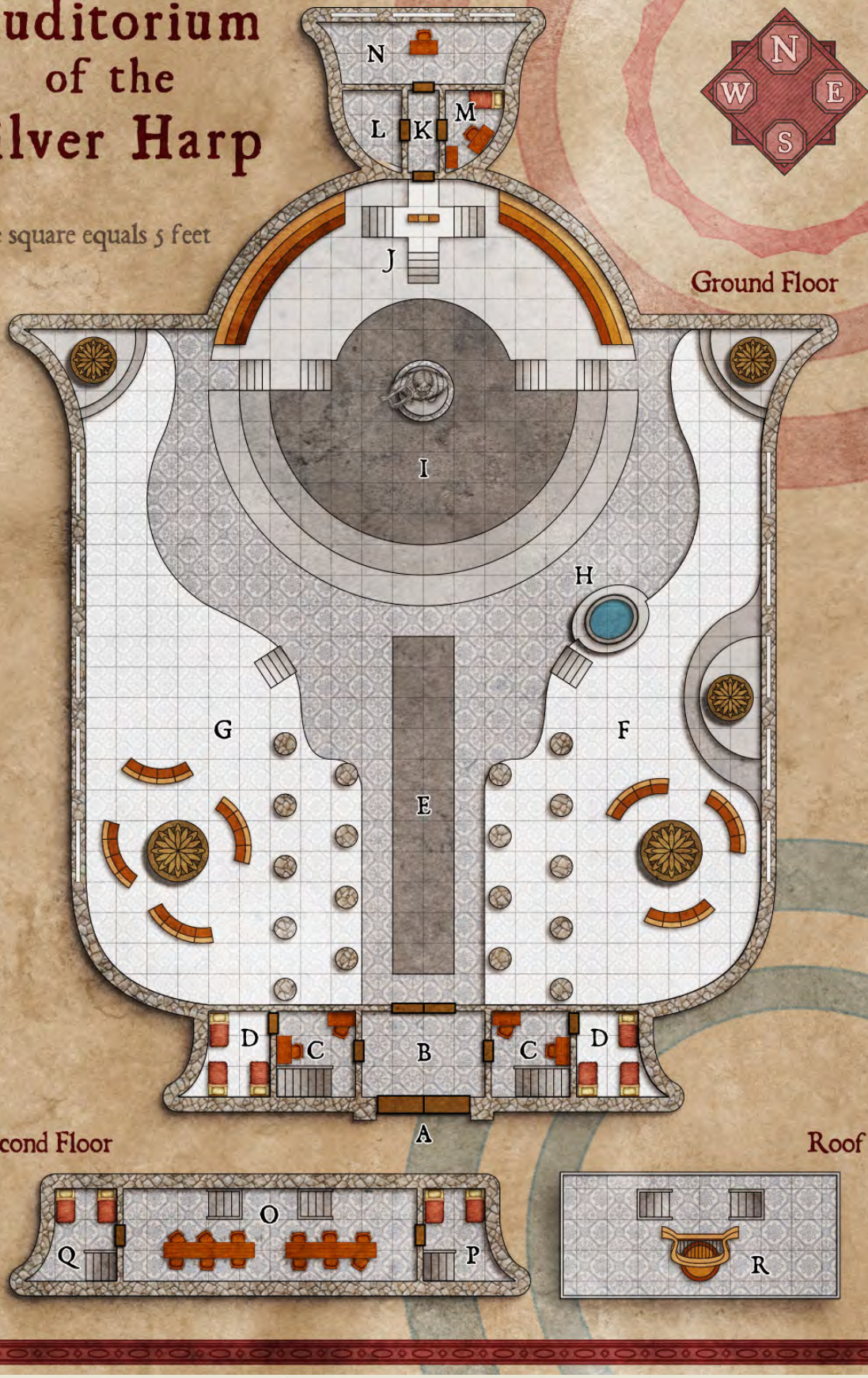
The raised platform to the west of the conservatory is dedicated to Dame Torren, goddess of winds, and handmaiden of Oghma. This side is much like the Shrine of Note, but is tended by the Sisters of Song.

H. Font

Carved from the trunk of an ancient oak tree, this font is supplied by water from an underground cistern, blessed by the priests and priestesses and used for baptisms and the blessing of musical instruments.

Auditorium of the Silver Harp

One square equals 5 feet



I. Sunken Shrine

This space directly beneath the dome is sunk 5ft below the floor of the Grand Conservatory, accessible by curved stairs that function as risers when large numbers of worshippers are here. A 30 foot tall statue of Oghma on a 5-foot tall marble base stands in the center of the sunken section. Oghma is clad in simple robes and holds a great silver harp.

Overhead, a stained glass dome casts multi-hued light on the floor below. The dome portrays different images from legends of Oghma. Most prominent of these is an image of Oghma showing his faithful the site of Bard's Gate and bidding them build a great city there.

J. High Altar of Oghma

Behind the statue, this section rises 5ft above the conservatory floor, and contains the High Altar of Oghma in all of Lloegyr, a cross-shaped pedestal in the center. The altar is inlaid with silver musical notes and holy symbols. Behind the altar is a gold-inlaid doorway that leads to the High Harpist's private chambers.

K. The Little Harp

Beyond the doorway is a short hallway through the upper section of the temple, called the Little Harp. The hallway leads to Jared's private quarters.

L. High Harpist's Conservatory

This room is almost a museum, its shelves filled with books and volumes of sheet music, its walls hung with various masterwork musical instruments. Jared spends much of his time here in quiet study or practicing his music when he is not involved with the daily affairs of the temple.

Four of the masterwork instruments are especially old and valuable, and worth 1000gp each; also hanging on the wall is a *silver horn of Valhalla.*

M. High Harpist's Chambers

This is Jared's surprisingly spartan bedroom. It contains a simple bed, some shelves with personal effects and a wardrobe, as the High Harpist prefers to live quite simply and devotes most of his energies to running the temple and learning more about music. There are perhaps 400gp in personal belongings here.

N. The Office of the High Harpist

Jared doesn't spend too much time here, but can be found at his desk if there is paperwork or correspondence that must be dealt with. Bookcases line the curved walls, and large windows behind the desk afford a view of the temple gardens behind. This chamber holds some magical items — a bookshelf contains five of each scrolls of *raise dead, remove curse*, and four scrolls of *restoration*. A **large, locked chest** with a good lock (–20% to Delicate Tasks checks to unlock) contains 12 *potions of healing,* 8 *potions of extra healing,* and a *wand of cure disease* (30 charges).

Level 2

O. Common Room

The staircases from the acolyte's study rooms lead to this common room where the priests of Oghma take their meals at long wooden tables. All meals are accompanied by music or singing.

P. Brothers Rooms

This chamber holds beds, desks and small chests for **2 Brothers of Song** (Lawful human male cleric of Oghma 4). The room is always tidy, and the devotees themselves spend most of their time seeing to the maintenance and cleanliness of the temple. The brothers are also quite capable of defending themselves, and keep four sets of chainmail, four shields, four clubs and four light crossbows here as well.

Their armor usually hangs on a hook next their bed and they keep their weapons within the footlocker, well-oiled and ready in the event they are called upon to defend the city from any threat.

Q. The Sisters Rooms

The **2 Sisters of Song** (Lawful human female cleric of Oghma 4) live in quarters identical to those of the brothers. Their duties include tending to the sick and injured, aiding the poor, and inspiring the city's bards to greater achievements. They tend to get out of the temple much more often than the Brothers. Also like the Brothers, the Sisters have clubs and light crossbows here for defense if needed, as well as chain shirts and bucklers.

R. Roof

A great silver-sculpted harp rises from the building's roof, and a small platform beneath it is accessible by stairs from Level 2. The platform gives a commanding view of the surrounding district, and members of the priesthood often come here to play or sing, allowing their music to echo across the city.

B4. Temple of Skilled Hands

Dre'uain the Lame, god of craft, is arguably second in popularity only to Oghma among the folk of Bard's Gate. The Temple of Skilled Hands serves as the center of Dre'uain's worship in the city, and is a popular destination for craftsfolk of all sorts. The temple itself is an imposing hall of grey stone, its exterior carved with images of creation and craftsmanship. The entire structure was built without the use of a single nail; rather every piece of stone and wood was carved and fitted together flawlessly. Hundreds of artisans labored for years on the temple, and the finished result is one of the most remarkable structures in this part of the world.

A. Doors

The doors are perfectly crafted to open and close with the merest touch. They are inscribed with Dre'uain's holy symbol, three interlocking cogwheels.

B. The Procession Hall

The procession hall is paneled in fine woods and extends 60ft to the main worship chamber. Silent acolytes line the hallway as worshippers enter on holy days.

C. Worship Hall

The main worship chamber is over 200ft in length, but is entirely unsupported by beams or buttresses. Rather, it stands freely due to the ingeniousness of its design, supporting its own weight.

Three statues occupy the worship hall, each the image of an ancient craftsman — a sculptor bearing a chisel, an artist with a brush, and a stonemason with a hammer. Each holds the tool of his respective calling respectfully upward, as an offering to Dre'uain.

Artisans of all sorts worship here, and bring their creations to be blessed by the priests. Lesser items are also brought here for sacrifice and given to the temple. Such items are sold outside the city, bringing profits to the temple and keeping the finest craftsmanship within Bard's Gate.

D. The Workshop

The practice of arts and crafts is considered a sacred act to the faithful of Dre'uain. Here, the priests gather to practice their trade — the chamber contains easels, storage for paints and brushes, pottery wheels, a jeweler's table, woodcarving and stonemason's tools, and the like. When not caring for the temple itself, the priests can be found here, creating fine objects

Temple of Skilled Hands



One square equals 10 feet



that are either kept in the temple or sold in the city. Monies obtained in this fashion are used to maintain the temple, care for the priesthood and to aid impoverished artists, whom the temple often sponsors. The priests craft everything that is used in the temple, from dinner plates to armor and weapons, and their style is simple but elegant.

E. Chambers of the Holy Artificer

These are the personal chambers of the high priest (or Holy Artificer, as the temple calls him) **Liserion**. It is a simple room, containing a small personal shrine to Dre'uain, and a small footlocker containing 877gp, a *scroll of raise dead,* and Liserion's woodcarving and smithing tools. Besides that, Liserion, like his fellow priests, shuns material wealth and turns all income into the temple to aid in its maintenance and to provide aid to poor and struggling artists.

Liserion, Cleric of Dre'uain (Clr6): HP 25; **AC** 2[17]; **Atk** *+1 warhammer* (1d4+2); **Move** 12; **Save** 10; **AL** L; **CL/XP** 7/600; **Special:** +2 save versus paralyzation and poison, spells (2/2/1/1), turn undead.

Spells: 1st—*cure light wounds, light*; 2nd—*bless, hold person*; 3rd—*continual light*; 4th—*create water*.
Equipment: *+1 chainmail, +1 shield, +1 warhammer, pipes of building* (**Appendix C**), holy symbol of Dre'uain.

F. Temple Storage

This chamber contains many items left as sacrifice at the altar. Periodically, the priests ship these items out of Bard's Gate for sale in distant lands and cities, using the profits for the temple and to aid Bard's Gate's artists. Currently, the room is filled with many different items, including sculptures, clothing, furniture, paintings. Among the items are several weapons and a fine suit of plate mail, which Liserion hopes to sell to the Lyreguard.

G. Artificer's Rooms

Lining the walls of the sanctuary hall are the locked doorways that open into the private living quarters of the priests of the artificer. Each of these small chambers are simple, with a bed, chest and workbench. **Artificers** (Lawful human cleric of Dre'uain 3) sleep here or work during the day when not tending to the temple. During the day the rooms are kept locked. Each priest usually has around 400gp worth of items and gear stored within their rooms, keeping their most valuable possessions upon their person.

H. The Testament of Skill

Behind the altar of Dre'uain is a large free-form sculpture that appears to be a set of three gears, interlocked and constantly moving by a mysterious mechanism that is maintained by the priesthood and that legend holds was first set in motion by Dre'uain himself.

The gears represent the eternal mechanism of the cosmos, and priests claim that contemplating the gears for a long time provides them with insight into the true nature of the cosmos. Items are brought here for blessing by the priests, or left as sacrifices each day. On holy days, Liserion leads services while standing before the Testament of Skill, its mystical motions enhancing his exhortations.

B5. Shrine of Bacchus-Dionysus

This small marble building is carved with images of beautiful nymphs and youths frolicking among wild beasts, drinking from jugs of wine, feasting on grapes, and the like. Drunkards and vagrants often mill around the shrine, hoping for free handouts, which the priests and devotees of Bacchus occasionally give.

Inside, the air is thick with purple lotus smoke. Upon the marble altar is a great golden goblet, the Cup of Bacchus-Dionysus. The cup is filled each morning by the priests, and those who wish to gain the god's favor come here to drink from it. Worshippers include tavernkeepers, decadent nobles, and those who simply want to have a good time. Merchants who serve wine, ale, and spirits come here regularly, fearful that without the Bacchus' blessing, their business will fail.

The shrine is tended by **Tobias Dricken**, a wild-looking priest of Bacchus with dark hair and an unkempt black beard. He is assisted by four temple maidens called the **Maena**.

The Maena serve wine from the Cup of Bacchus to all guests. They are charming and lovely unless angered, at which time they activate their rage abilities and attack their foes savagely. They wear thin silk robes and cloaks made from the pelts of leopards, an animal sacred to Bacchus Dionysus.

Tobias Dricken, Cleric of Baccus-Dionysus (Clr5): HP 24; **AC** 6[13]; **Atk** *+1 heavy mace* (1d6+1); **Move** 12; **Save** 11; **AL** L; **CL/XP** 6/400; **Special:** +2 save versus paralyzation and poison, spells (2/2), turn undead.

Spells: 1st—*light, purify food and drink;* 2nd—*bless, hold person*.
Equipment: *+1 leather armor* (made of leopard pelts), *+1 heavy mace,* holy symbol of Baccus-Dionysus.

Maena (4): HD 3; **HP** 16, 18, 20, 14; **AC** 7[12]; **Atk** 2 claws (1d6) and bite (1d4); **Move** 6; **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** beast form, charming gaze (within 30 feet save or be charmed as per the spell). (***Tome of Horrors Complete*** 40)

B6. Shrine of Freya

This temple is a peaked longhouse with end caps carved into the shape of dragons. The walls are decorated with stylized wheat sheaves, and inside a large statue of the goddess is always adorned with fresh flowers, even in the depths of winter. A large log fire always burns in the center of the longhouse.

The shrine is tended with care by **Zoey**, a young woman who has been known to venture out of the city with adventurers, leaving the care of the temple to her **acolytes** (Lawful male and female commoner 1 or cleric of Freya 1). She sees this as a good opportunity to spread the word of Freya and to learn of events outside the city. Though outwardly peaceful, she is not adverse to battle, and if accompanying adventurers she casts *protection from evil* before entering combat. She also casts *hold person* on her foes, further damaging their ability to fight.

Zoey is a kind-hearted woman, and offers healing free to followers of Freya, or those of lawful alignment. She is a great hater of the undead. Being an occasional adventurer, she is known to raise dead heroes of like alignment for a compensatory donation to her shrine.

Zoey, Female Human Cleric of Freya (Clr8): HP 28; **AC** 3[16]; **Atk** *+1 heavy mace* (1d6+1); **Move** 9; **Save** 8; **AL** L; **CL/XP** 9/1100; **Special:** +2 save versus paralyzation and poison, spells (2/2/2/2/2), turn undead.

Spells: 1st—*cure light wounds, protection from evil;* 2nd—*bless, hold person; 3rd—prayer, remove curse;* 4th—*cure serious wounds, speak with plants;* 5th—*commune, raise dead.*
Equipment: *+1 chain mail,* shield, *+1 heavy mace, wand of cure serious wounds* (6 charges), 6 vials of holy water, silver holy symbol of Freya.

B7. Shrine of Gromm

The storm god, Gromm the Thunderer, has only a handful of devotes in the city, and these maintain this small, open-roofed shrine. Worshippers and those who seek the gods favor pray before the statue of the god, leaving small offerings in the form of hammers carved from stone, gold, food and ale. During stormy nights, this shrine is said to be the scene of

spectacular lighting strikes. **Mangus the Lawbreaker** (Neutral male Erskaelosi human cleric of Gromm 6) is the high priest of the small group, and is usually found here or nearby.

B8. Temple of The Spider

This temple is in the shape of an enormous black marble dome, with silver inlay forming a web all across its surface. Stone spiders crouch where gargoyles would normally be found on other temples, and the place is tended by mysterious black-clad priests and priestesses.

The deity known only as The Spider has a small congregation, and few admit to worshipping here. The temple was built many years ago, and so far the priests pay their taxes to the city and do not bother anyone. Inside the dome is a maze of hallways and circular rooms. In the exact center is a hemispherical crystal chamber, and in the center of the chamber is a great globe containing a black metal statue of a spider. High priest **D'banrah** (Neutral male aranea cleric of the Spider 4) has convinced his congregation that this statue is actually a material manifestation of the Spider. In reality, it is a **retriever** placed in a modified *time stop* area centuries ago to protect it from the bebilith that had hunted down its creator.

Retriever: HD 10; **HP** 52; **AC** –1[20]; **Atk** 4 claws (1d8), eye-ray; **Move** 9; **Save** 5; **AL** C; **CL/XP** 13/2300; **Special:** eye-rays (fire, cold, or electricity for 4d6 damage, save for half, or flesh-to-stone, save avoids), crushing damage on natural 20. (***Monstrosities*** 395)

B9. The Pearl Earring

This small jewelry store in the Bridge District is run by **Levis Prochnov** (Neutral male human expert 2). He possesses a magic item called the *pearl of identification,* which can be used once a day to identify magic items. Levis specializes in pearls of various types, including necklaces, earrings, rings, and any other items that can be crafted from pearl, seashells or mother-of-pearl.

Levis is somewhat disreputable, and known to some members of the Beggars Guild as a fence for stolen items. If a client knows the right questions to ask, Levis can be persuaded to rework stolen jewelry so that it cannot be identified and can be resold. His shop is also popular with arcanists, who buy pearls from him to use in spell preparation.

B10. Eldon's Residence

Eldon (Neutral male halfling expert 5) has written many novels and plays in this small bookstore. His best-known works are biographies of famous city bards and heroes; he is a bit of a muckraker, and his works are full of descriptions of illicit affairs, murders, personal problems such as gambling and alcoholism, and other scandalous matters. The nobles don't think much of Eldon and his works, but he continues to be popular with the common folk.

B11. Shrine of Tykee

Another of the local churches-on-the-rise, the Shrine of Tykee is a small building on the west side of Central Island. The shrine's proximity to the Fortune's Fool Casino (**T1**) and Bard's College (**BC1**) contributes to its foot-traffic immensely. **High Priestess Hellen Fortuna** (Neutral female halfling cleric of Tykee 5) is not above adding a little "showmanship" to her services, and many bards have taken part in her sermons. Her few acolytes on-premises offer blessings to those making their way to the Fortune's Fool, or to students heading in for exams or recitals at the college. Hellen Fortuna seeks to gain prominence in Bard's Gate, and is frequently found blessing the city watches to have "the best of luck".

B12. Minotaur Meats

This unfortunately-named establishment is the home to one of the finest butchers and smokers in all of Bard's Gate. **Jaikson the Man-Bull** (Neutral male Erskaelosi fighter 2) is a barbarian of the northern plains that has taken his experience of smoking and salting meats and brought these newfound delicacies to the "big city". Sausages, jerkies, salted and dried trail rations, and prime, thick-cut steaks are his specialty. On occasion an old acquaintance of his, a barbarian wanderer called Ostag, stops by Jaikson's shop, and they end up drinking late into the night swapping tales of the old days — Ostag bragging of all the times he has saved Jaikson's life and Jaikson bragging of all the times he has killed Ostag.

As a side business, Jaon has hired a former food-cart worker, a halfling named **Rebekka** (Lawful female halfling commoner 3) to help him establish a "meat-on-a-stick" franchise, featuring sausages and jerkies on short skewers. The franchise has proven to be extremely popular with college students on the go, and late-night revelers stumbling home.

B13. The Monkey Sees

This small, out of the way shop is fairly well hidden from the rest of Bard's Gate. Known only to a few regulars, this esoteric curiosity is accessible through a single, sinister-looking alleyway on the south side of King's Bridge. The door to the shop lies beyond a stone arch, and in the keystone of the arch is a carven alcove holding a lifelike baboon statue for which the shop is named. This sculpture looks down with a malign intelligence, an ankh clutched to its breast in one hand, a scribe's stylus in the other. This statue is dedicated to the Khemitian deity Thoth, recovered by the proprietors long ago on a foray into the mysterious East.

Boasting a collection of occult items and books to rival that of Thilo (**N9**), the shop is part library but even more so a curiosity shop of the strange and macabre. Proprietors **Hoge** (Neutral male human magic-user 3) and **Deagle** (Neutral male human expert 5) are an eclectic duo bordering somewhere between expertise and madness. They are the stuff of legend in after-hours horror tales at the college, and to visit there shop after dark is a common challenge for younger students. Deagle is arguably one of the best-read booksellers in the city and specializes in creatures both mystical and mundane, and while Hodge purveys a laconic demeanor regarding his gifts, he is actually an accomplished medium and can commune with spirits quite readily. This establishment provides an excellent resource should the party seek expertise in the supernatural.

Keep Quarter

This southern section of Central Island houses the government buildings — the Keep, the brig, stockade and jail, the main Guildhall where all the guild burghers gather, the High Burgess' Hall where business of state is done, the halls of the solicitors and barristers, barracks for the town guard, a number of storehouses, etc. This section started as one of the first portions of the city — a keep to watch over the boat traffic up the river.

Constable (Ftr1): HP 6; **AC** 6[13]; **Atk** longsword (1d8) or light crossbow (1d4+1); **Move** 12; **Save** 14; **AL** N; **CL/XP** 1/15. **Special:** none.

Equipment: leather armor, shield, longsword, light crossbow, 10 bolts.

Constable Officer (Ftr3): HP 17; **AC** 5[14]; **Atk** short sword (1d6); **Move** 12; **Save** 12; **AL** L; **CL/XP** 3/60. **Special:** multiple attacks (3) vs. creatures with 1 or fewer HD.

Equipment: ring mail, shield, short sword.

Constable Sergeant (Ftr2): HP 10; **AC** 6[13]; **Atk** longsword (1d8) or light crossbow (1d4+1); **Move** 12; **Save** 13; **AL** L; **CL/**

Features

Character: This area of town serves as military and judiciary headquarters of the city.

Businesses: The Keep Quarter is a military and governmental district; a few vendors sell wine or food outside the gates to the Keep, and some solicitors maintain offices near the Keep. The walls are thick and tall, with battlements and anti-siege devices to guard against attacks from the river.

Prices: Standard except where noted.

Purchase Maximum/Month: 100gp.

Building Type: Military and government buildings, mostly quite old and built from locally-quarried stone.

Guard Details: The keep is heavily guarded by the **constables**, **sheriffs** and the **Lyreguard**.





XP 2/30. **Special:** multiple attacks (2) vs. creatures with 1 or fewer HD.

Equipment: leather armor, shield, longsword, light crossbow, 10 bolts.

Lyreguard (Ftr3): HP 22; **AC** 4[15]; **Atk** *+1 longsword* (1d8+1); **Move** 12; **Save** 12; **AL** L; **CL/XP** 3/60. **Special:** multiple attacks (3) vs. creatures with 1 or fewer HD.

Equipment: chainmail, shield, *+1 longsword*, holy symbol of Muir or Mitra.

Lyreguard Cleric (Clr3): HP 12; **AC** 4[15]; **Atk** heavy mace (1d6); **Move** 12; **Save** 12; **AL** L; **CL/XP** 4/120; **Special:** +2 save versus paralyzation and poison, spells (2), turn undead.

Spells: 1st—*cure light wounds, protection form evil*.

Equipment: chainmail, shield, *ring of protection +1*, heavy mace, 2 *potions of extra-healing,* holy symbol of Muir or Thyr.

Lyreguard Knights (Pal4): HP 25; **AC** 2[17]; **Atk** *+1 longsword* (1d8+2); **Move** 12; **Save** 9; **AL** L; **CL/XP** 5/240; **Special:** +1 to hit and damage due to high strength, immune to disease, lay on hands (8hp), warhorse mount.

Equipment: plate mail, shield, tabard bearing the symbol of Bard's Gate, *+1 longsword*, holy symbol of Muir.

Lyreguard Captain, Griffon Rider (Pal6): HP 30; **AC** 3[16]; **Atk** *+1 lance* (2d4+2) or *+1 longsword* (1d8+2) or *+1 longbow* x2 (1d6+1); **Move** 12; **Save** 7; **AL** L; **CL/XP** 7/600; **Special:** +1 to hit and damage strength bonus, lay on hands (12hp), immune to disease, warhorse.

Equipment: *+1 chainmail, +1 shield, +1 lance, +1 longsword, +1 longbow,* 20 arrows, riding gear.

Lyreguard War Wizard (MU4): **HP** 10; **AC** 4[15]; **Atk** *+1 dagger* (1d4+1); **Move** 12; **Save** 11; **AL** C; **CL/XP** 5/240. **Special:** +2 on saves vs. spells, spells (3/2).

Spells: 1st—*charm person, shield, sleep*; 2nd—*ESP, phantasmal force*.

Equipment: *+1 dagger,* traveling clothes, *ring of protection +1*, *potion of healing*.

Sheriff's Deputy (Ftr1): HP 6; **AC** 6[13]; **Atk** club (1d4+1); **Move** 12; **Save** 14; **AL** N; **CL/XP** 1/15. **Special:** +1 to hit and damage due to high strength.
Equipment: leather armor, shield, club.

K1. The Keep

On the southern shore of Central Island sits this regal-looking, walled structure known to the locals as The Keep. A large gatehouse, from which flies the standard of Bard's Gate, opens into a spacious courtyard with a large fountain portraying the city's patron gods: Oghma, Dre'uain, Sefagreth, Yenomesh, Thyr, Muir, and Vanitthu. Lyreguards stand watch along the walls, and a detachment of knights guards the gate at all times.

The Keep has a garrison of **100 Free Defender archers** led by **5 ventenars** who answer to a **centenar**, **20 Lyreguard**, **2 Lyreguard knights**, and **10 Waymark men-at-arms**. They rotate the watch throughout the day and night; the changing of the guard takes place every four hours and is a popular sight for visitors.

The foundations of The Keep are the oldest of any structure in Bard's Gate. The original stones were laid as an ancient shrine to Thyr after which they were first fortified by the ill-fated Bandit King Rinos. After the bandit king's fall, Turlin first occupied this fortification to provide a defensive retreat for his newly founded trade moot, he established, and from there it has continued to expand its defenses and its role over the years. Once, The Keep was the city's major defensive citadel, but today it serves the additional purpose of being the center of Bard's Gate's civil authority. Here, the Council of Burghers holds regular meetings, and the High Burgess herself carries out the business of the city. In addition to its military garrison, The Keep also houses numerous city scribes and clerks, and contains chambers full of important documents, histories of the city, tax rolls, guild charters, and similar items. Securely guarded in the reinforced cellars of The Keep are the city's treasury and the city mint where coins of Bard's Gate are struck and put into circulation. In addition to the garrison in The Keep above, the treasury and mint are further guarded **5 of the hand-picked Lyreguard knights** known as The Gentlemen.

Free Defender Archer: HD 1; **AC** 7[12]; **Atk** short sword (1d6) or longbow x2 (1d6); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** none.
Equipment: leather armor, short sword, longbow, 20 arrows 1d4sp.

Free Defender Centenar: HD 4; **AC** 4[15]; **Atk** longsword (1d8); **Move** 12; **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** none.
Equipment: chainmail, shield, longsword, 3d4gp, 1d6sp.

Free Defender Ventenars (5): HD 2; **AC** 5[14]; **Atk** longsword (1d8); **Move** 12; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** none.
Equipment: ring mail, shield, longsword, 2d6sp.

Lyreguard (Ftr3): HP 22; **AC** 4[15]; **Atk** *+1 longsword* (1d8+1); **Move** 12; **Save** 12; **AL** L; **CL/XP** 3/60. **Special:** multiple attacks (3) vs. creatures with 1 or fewer HD.
Equipment: chainmail, shield, *+1 longsword*, holy symbol of Muir or Mitra.

Lyreguard Knights (Pal4): HP 25; **AC** 2[17]; **Atk** *+1 longsword* (1d8+2); **Move** 12; **Save** 9; **AL** L; **CL/XP** 5/240; **Special:** +1 to hit and damage due to high strength, immune to disease, lay on hands (8hp), warhorse mount.
Equipment: plate mail, shield, tabard bearing the symbol of Bard's Gate, *+1 longsword*, holy symbol of Muir.

The Gentlemen (Pal4): HP 27; **AC** 2[17]; **Atk** *+1 longsword* (1d8+2); **Move** 12; **Save** 9; **AL** L; **CL/XP** 5/240; **Special:** +1 to hit and damage due to high strength, immune to disease, lay on hands (8hp), warhorse mount.
Equipment: plate mail, shield, tabard bearing the symbol of Bard's Gate, *+1 longsword*, summoning crystal, holy symbol of Muir.

Waymark Man-at-Arms (Ftr1): HP 7; **AC** 4[15]; **Atk** spear (1d6) or light crossbow (1d4+1); battleaxe (1d8) or handaxe (1d6); longsword (1d8) or dagger (1d4); **Move** 12; **Save** 14; **AL** L; **CL/XP** 1/15. **Special:** none.
Equipment: chainmail, shield, spear and light crossbow w/20 bolts, or battleaxe and handaxe, or longsword and dagger, 1d6sp.

K2. Hall of Justice

This two-story stone building features the Grand Courtroom on the first floor where criminal cases are tried before the City's judges. The **bailiffs** (Neutral male human fighter 3) maintain their headquarters in the dungeon, where they keep watch on prisoners awaiting trial. A **priest** (Lawful male or female human cleric 4) assists in the trials and in seeing to the spiritual well-being of prisoners.

Petty crimes such as public drunkenness, brawling, minor theft and the like are handled by magistrates, who judge the accused's guilt or innocence and impose sentences. More serious crimes are tried before judges, with magical assistance to discern the truth of the matter.

The second floor contains the offices of the magistrates, judges and city barristers. Five magistrates, three judges, and six barristers normally work here, overseeing official documents, reviewing the laws of the city and hearing appeals.

Those accused of crimes are not provided with any kind of legal representation, and must pay for their own barristers. Those who cannot afford representation are on their own, but the judges of Bard's Gate are known for their fairness and impartiality.

K3. Offices of Commerce and Trade

This tower contains the offices of tax collectors, surveyors, and officials who oversee licenses for land purchases and new businesses. It is a regular beehive of activity, though the entire first floor is devoted to a

Crimes and Sentences

The following sentences are guidelines established by the Bard's Gate judicial system. They may vary up or down depending upon the seriousness of the crime, the attitude of the defendant, the strictness of the judge, etc.

Crime	Sentence
Petty Theft (5 gp or less)	30 days
Common Theft (6–100 gp)	1 year
Grant Theft (101 gp or more)	5 years
Assault	5–10 years
Robbery	5–20 years
Rape	10–30 years
Manslaughter	25–50 years
Murder	Death
Treason	Death

Shrine of Sefagreth, God of Trade and is open to public worship services on the evening of Mootsdag, the fourth day of the week after the markets close. This shrine is overseen by **Gester Wilvorton** (Lawful male human cleric of Sefagreth 3) who is both Trademaster (high priest) of Sefagreth in Bard's Gate and burgher of the Coopers and Shipwrights Guild. Other than Trademaster Wilvorton, the employees who labor here are largely faceless and nameless, and seem to change every week, as different managers and officials are appointed, removed, or transferred. Despite this, the offices seem to run relatively smoothly.

K4. The Grand High Symposium

This large meeting hall is used for meetings of all of Bard's Gate's burghers when they are meeting for matters other than official city business for the Council of Burghers. This building is provided by the city free of charge for their use so they can manage their internal matters without feeling like the watchful eye of the High Burgess and the military are hovering over them.

Normally, these meetings take place on a bimonthly basis, but smaller gatherings of related guilds, such as the Innkeepers and Tavernkeepers, take place at other times. All of the major guilds maintain offices here, as well as small private meeting and sleeping rooms for long bargaining and negotiation sessions. Duloth and his Wheelwrights Guild have been more and more active of late, seeking to expand their circle of allies and, they hope, eventually topple Cylyria as leader of Bard's Gate, replacing her with Duloth or his puppet.

K5. Sheriff's Bailey

This structure has several functions, but is best-known as the headquarters of the Bard's Gate sheriffs. Here, officers stay while on duty, train, or discuss strategies and share information on various criminals and criminal activities throughout the city. In addition, the lowest level of the building — partially subterranean, but with half-windows to admit natural light — houses the City Brig, a small, well-kept prison where members of Bard's Gate's official city guards — sheriffs, constables, Wall Watchers, Gate Guards, or Lyreguard — who are accused of crimes or failing to do their duty are held. Given the city guard's overall reputation for honesty, there usually aren't too many residents here, but there are always a few who turned up drunk on duty, went AWOL, accepted bribes or — worst of all — used their offices to aid in criminal activities.

High Sheriff Topfer Brighteye and his senior sheriff, **Undersheriff Kotchko** manage the place and try to keep rivalries from their group and the nearby constables from growing too severe. Sheriff Brighteye's main tasks involve issuance of warrants and collection of fugitives within the domain of the Free City, and maintaining an orderly and safe prison within. Topfer has held the position for eight years, facing two public elections despite the opposition of Duloth. Topfer replaced the aged Lord James, Warden of Bard's Gate, upon the elder Sheriff's retirement. Sheriff Brighteye is a gnome and the fact the populace has felt safe enough to vote him into the position has not been lost on him. Topfer is pragmatic and fair, attempting to apply the law evenly, though he leans more towards forgiveness than punishment, though he signs an execution order if warranted by the severity of the crime.

High Sheriff Topfer Brighteye, Male Halfling (Ftr4): HP 19; **AC** 3[16]; **Atk** *+1 longsword* (1d8+2); **Move** 9; **Save** 11; **AL** L; **CL/XP** 4/120; **Special:** +1 bonus when using missile weapons, +1 to hit and damage strength bonus, +4 on saving throws against magic, halfling racial abilities, multiple attacks (4) vs. creatures with 1 or fewer HD.

Equipment: *+1 chainmail,* shield*, +1 longsword*.

Major Kotchko, Undersheriff's (Ftr6): HP 30; **AC** 5[14]; **Atk** *+1 bastard sword* (1d8+2); **Move** 12; **Save** 9; **AL** N; **CL/XP** 6/400; **Special:** +1 to hit and damage strength bonus, multiple attacks (6) vs. creatures with 1 or fewer HD.

Equipment: *+1 ring mail, +1 bastard sword,* 2 sets of manacles.

K6. The Assembly of the Spoken Word

While the accused are not guaranteed representation in Bard's Gate, barristers tend to be dedicated and learned individuals who often work for minimal fees. This imposing granite structure houses the offices of the Fraternal Brotherhood of Barristers and Solicitors, where accused criminals or those who need legal advice or representation can come to seek aid. The massive bronze doors are opened and closed with an intricate series of gears, and inside, fine marble halls lead to individual offices, large meeting chambers, and libraries filled with legal tomes, histories, and the writings of countless generations of legal sages.

The Barristers and Solicitors burgher is known internally as the Great Speaker. Burghers of the guild have almost always ended up as magistrates in the Free City and abroad, sometimes becoming highly powerful and influential. This select group (referred to as "The Judge's Guild" by non-affiliated barristers) often meet privately offsite to discuss current legal theory, arguing case law, and producing interesting, if sometimes incomplete, dissertations.

The current Great Speaker is named **Chu'aine** (Neutral male half-elf aristocrat 6) and has so far refused judicial appointment on three occasions. He appears to enjoy the life of a barrister far too much, and doesn't seem to relish the thought of sitting on the other side of the bench. Chu'aine's assistant and legal clerk **Clark** (Lawful male human expert 2) is charismatic and possesses an impressive legal mind as a solicitor advocate and is well on his way to becoming a barrister in his own right. Clark is quite approachable, and may be a source for characterss to gain information about "legal issues" in the Free City.

K7. Grand Constabulary

This old fortress-like building houses the headquarters of the Bard's Gate constables. The building contains living quarters for constables on duty, an armory, mess hall, kitchens, and offices for the constables and their commanders. The constabulary is led by **Chief of Constables Garrid Garzag**, who has held this office for over a decade. Trusted and admired by the majority of law abiding citizens, he is also ruthless with even the most petty of criminals.

This hard-nosed attitude is merely a front, however. In truth, Garrid was once on the payroll of the Gray Deacons, and now takes payoff money from Duloth to insure that the unscrupulous Wheelwrights various criminal activities don't attract too much official attention. It is largely due to Garrid that his assistant, Pthan, has never received an invitation to train with the Lyreguard, as his "letters of recommendation" are frequently laced with negative comments about the young officer's tactics.

Garrid's second-in-command is the young and energetic **Captain Pthan Traklos**, a very serious and dedicated officer who relishes serving warrants and busting criminals. While a good officer of the law, Pthan is a bit overly-enthusiastic about law enforcement. To make matters harder for Pthan, he speaks with a lisp, and tends to spit when he talks. It is said that more than one thug has misjudged the man during interrogation, and found themselves lacking when he decided to let his sword speak for him instead. Pthan desperately seeks to become a member of the Lyreguard someday, has applied several times, and cannot understand why he has not been selected for their elite training. Rather than becoming discouraged, Pthan has redoubled his efforts to control crime in the city, and channeled his frustration into becoming a better captain. For their part, the constables whom he supervises find Pthan a bit much, and are beginning to grumble about his overbearing leadership style.

Garrid Garzag, Male Dwarf Chief of Constables (Ftr6): HP 32; **AC** 0[19]; **Atk** *+1 warhammer* (1d4+3); **Move** 9; **Save** 9; **AL** N;

CL/XP 6/400; **Special:** +1 to hit and damage strength bonus, darkvision 60ft, dwarf racial abilities, multiple attacks (6) vs. creatures with 1 or fewer HD.

Equipment: *+1 plate mail, +1 shield, +1 warhammer*.

Pthan Traklos, Constable Captain (Ftr6): HP 28; **AC** 4[15]; **Atk** short sword (1d6+1); **Move** 12; **Save** 9; **AL** N; **CL/XP** 6/400; **Special:** +1 to hit and damage strength bonus, multiple attacks (6) vs. creatures with 1 or fewer HD.

Equipment: chainmail, shield, short sword

K8. Merthan's Watchtower

Built on small Merthan Island in the Short Channel at the same time as The Keep, this 80-foot-tall, featureless granite tower acted as the city's early-warning system for many years, allowing sentries to spot the approach of hostile forces. It still serves as a garrison, housing a **dozen constables** and an **officer**.

Constable (Ftr1) (12): HP 6; **AC** 6[13]; **Atk** longsword (1d8) or light crossbow (1d4+1); **Move** 12; **Save** 14; **AL** N; **CL/XP** 1/15. **Special:** none.

Equipment: leather armor, shield, longsword, light crossbow, 10 bolts.

Constable Officer (Ftr3): HP 17; **AC** 5[14]; **Atk** short sword (1d6); **Move** 12; **Save** 12; **AL** L; **CL/XP** 3/60. **Special:** multiple attacks (3) vs. creatures with 1 or fewer HD.

Equipment: ring mail, shield, short sword.

K9. Light of the Truth-Speaker

This newly refurbished domed temple to Mitra is nearly fortress-like in it construction and architecture. Truly a marvel of modern engineering, the entire temple rotunda is fashioned from granite blocks on the exterior, and thin marble tiles on the interior with a high dome and occulus of formed concrete. As much a sight-seeing destination as a temple, the **High Faithful Torreb Bloodsaw** (Lawful male human cleric of Mitra 7) sees that the temple serves Bard's Gate's interests in defense, justice, and spiritual well-being. The temple maintains a close relationship with the Assembly of the Spoken Word (**K6**), and frequently **paladins of Mitra** are seen escorting members of "the Judge's Guild" to and from the city on official business.

Paladins of Mitra (Pal2): HP 12; **AC** 2[17]; **Atk** longsword (1d8); **Move** 12; **Save** 11; **AL** L; **CL/XP** 3/600; **Special:** immune to disease, lay on hands (4hp), warhorse mount.

Equipment: plate mail, shield, longsword, holy symbol of Mitra.

K10. Admiralty Compound

This stone-walled compound has an arched entryway guarded by **2 guardsmen** wearing the formal livery of the Bard's Gate Navy. The archway is large enough to admit a heavily-laden wagon, and can be closed off with both a study wooden gate and an iron portcullis. There are only two buildings in the compound itself, one of which is a large warehouse, and the other of which is an unassuming two-story building with a wooden sign reading, "Offices of the Admiralty."

Bard's Gate's deep-water navy is located in Telar Brindel, far to the east of the city at the mouth of the Amrin Estuary (see ***The Lost Lands: Borderland Provinces*** by **Frog God Games**). Ships actually stationed in the city are shallow-drafted keelboats and galleys manned by the River Watch, suitable for protecting the river traffic that moves up and down the river to and from the city of Eastgate.

The city's deep-water ships are built and maintained at Telar Brindel, while the keels of riverboats destined for the River Watch or commercial purposes are laid by the Coopers and Shipwrights Guild at the City Naval Yard. As a result, the city's actual naval base is quite small — more of a supplies warehouse combined with the bureaucratic offices needed to organize the combined waterborne operations of Bard's Gate, Freegate, Cantyn Light, Eastgate, and Telar Brindel. The admiralty is considered to responsible for defending the Stoneheart River, the Great Amrin, the Amrin Estuary, the vassal ports and maritime holdings of Bard's Gate and to a lesser extent the seas between them, though in each of these cases the term "defending" can have a wildly different definition. Given the distances involved this would be a daunting task, but the admiralty has essentially divided the administration of the navy between the River Watch fleet in Bard's Gate itself, and the deep-water navy at Telar Brindel. The Admiral of Telar Brindel technically reports to the city's admiralty offices, but in practice the city's distant deep-water navy is virtually independent of any direct control.

The two buildings in the compound are the Naval Offices and the Chandlery. The Naval Offices keep track of ship movements, handle the accounts, and organize responses to any threats they hear of through the city's network of merchants and spies. The Chandlery is merely a supply depot for the ships of the navy and the River Watch, and operates as any normal warehouse — albeit a very well-guarded one.

The ground floor of the Offices of the Admiralty is an open area occupied by the desks of **15 clerks and copyists** (Lawful male or female expert 4), and by the smaller office of the Admiralty Guard. There are usually **4 guardsmen** on duty, with one stationed here and the other three patrolling the complex. The upper floor contains the office of the High Admiral, the office of the Fleet Admiral, a map room, the archives, and the naval treasury.

The High Admiral commands the joint fleets of Bard's Gate, commanding the Admiral of Telar Brindel (who oversees the main naval station of deep-water ships as well as maintaining control of Amrin Estuary), the Admiral of the Fleet (responsible for coordinating the manning and defense of the various naval posts at Freegate, Cantyn Light, and the northern trade lanes), and the River Commander of the Stoneheart Fleet (overseeing the River Watch and maintaining the safety and security of the Stoneheart River). The High Admiral is usually a political appointment, for he actually does very little. The current High Admiral is **Dormeris Belmin** (Neutral male human aristocrat 4), a fat and pompous individual with excellent connections in the Council of Burghers and among the city's military forces.

The Admiral of the Fleet is directly responsible for the city's actual deep-water naval operations outside the sphere of Telar Brindel's influence and is usually advanced on merit and skill rather than political considerations because of the extreme difficulty in coordinating ships abroad from such a remote inland location. The current appointment to this office is **Admiral Morrus** (Lawful male human fighter 6), an old-school sailor with piercing eyes and a reputation as one of the more foul-mouthed individuals in the entire navy. His man-o-war, *The World*, is kept anchored at Freegate and is one of the fastest craft on the Sinnar Ocean. His boon companion, **First Mate Ventura** (Neutral male human fighter 5), is sure to take Morrus' position should he ever decide to retire.

Guards (Ftr1): HP 5; **AC** 7[12]; **Atk** short sword (1d6) or handaxe (1d6); **Move** 12; **Save** 14; **AL** L; **CL/XP** 1/15. **Special:** none.

Equipment: leather armor, shortsword, handaxe, 1d6sp, 1d4cp.


B2
B5
Gygack's Lane
B11
B1
B13
OT10
B6
B3
B4
Nature's Walk
OT19
K10
B8
Thilo's End
OT17
New Gods Ave.
B7
OT6
Merthan Island
K3
K8
K7
K4
K6
K9
K2
K5
K1
ED7

Thieves' Quarter

Named for the now-vanished Bard's Gate thieves' guild, this district continues to be a dark and dangerous place, but has also become somewhat fashionable among jaded nobles and thrill-seekers. Shadowy inns and taverns sit cheek-by-jowl with drug dens, smugglers havens, and houses of ill repute. Almost anything can be bought or sold here, if the price is right. It certainly is far from the safest district in the city, but the Canal District has long since supplanted the Thieves' Quarter as the seediest and most unpleasant spot in Bard's Gate.

Constable (Ftr1): HP 6; **AC** 6[13]; **Atk** longsword (1d8) or light crossbow (1d4+1); **Move** 12; **Save** 14; **AL** N; **CL/XP** 1/15. **Special:** none.

Equipment: leather armor, shield, longsword, light crossbow, 10 bolts.

Constable Sergeant (Ftr2): HP 10; **AC** 6[13]; **Atk** longsword (1d8) or light crossbow (1d4+1); **Move** 12; **Save** 13; **AL** L; **CL/XP** 2/30. **Special:** multiple attacks (2) vs. creatures with 1 or fewer HD.

Equipment: leather armor, shield, longsword, light crossbow, 10 bolts.

Sheriff's Deputy (Ftr1): HP 6; **AC** 6[13]; **Atk** club (1d4+1); **Move** 12; **Save** 14; **AL** N; **CL/XP** 1/15. **Special:** +1 to hit and damage due to high strength.

Equipment: leather armor, shield, club.

Features

Character: The Thieves' Quarter sees an interesting mix of inhabitants — during the day, tourists, students, and thrill seekers throng the streets, hoping to soak up some of the district's local color. Inhabitants include broke artists, failed musicians, struggling playwrights, and impoverished students, as well as foreign immigrants, adventurers and vagrants. The Thieves' Quarter never sleeps — most taverns are open all day and night, closing for only an hour or so to clean up. At night, the quarter shows its true nature, and most slumming nobles had best vacate before sundown, when thieves, killers, alley bashers, and other undesirables creep forth from their lairs to practice their bloody trade.

Businesses: Just about any business, legal or illicit, can be found in the district, though most businesses are bars, taverns, music halls, gambling dens, or bawdy houses. Many large buildings have been converted to tenements, where poor residents live in filthy conditions.

Prices: Standard unless otherwise noted.

Purchase Maximum/Month: 800gp unless otherwise noted

Building Type: Old style two- and three-story brick and wood-frame buildings are common throughout the quarter. Most are in poor repair, though some residents struggle to keep their buildings pleasant and livable.

Guard Details: Constables and **sheriffs** patrol irregularly, and are more common during the day. The generally take a hands-off approach to the populace, unless a crime is being overtly committed nearby.

General Locations

Beggar's Row

This tattered row of old buildings has become a central gathering-place for many of the district's criminal elements. Stolen goods can be fenced here, assassins can be hired, contraband and illegal narcotics obtained. The place is also full of beggars and vagrants, and drunkards sleeping in gutters are a common sight. Some of the district's best-known establishments, including the Hidden Lady and the Inn of the Fallen Tree can be found here.

Fortune Avenue

This street teems with pickpockets and muggers, who feel that the name refers to them rather than their victims. The gaming house known as the Fortune's Fool can be found here, always surrounded by beggars and ne'er-do-wells.

Shady Way Street

This narrow, cobbled street is constantly in disrepair, filled with potholes and damaged stones. Its shops are close-packed, and its alleys are a common hiding place for rogues and transients.

Shops and Buildings

T1. Fortune's Fool

The center of social life in the Thieves' Quarter is a testament to bad taste in just about every way. Garishly painted, built in an ornate and archaic style, the building is decorated with images of scantily-clad women frolicking with satyrs, and similarly gaudy statues can be found throughout the grounds and interior. The ceiling is domed and painted with more images of bacchanalia, and the floor is covered with bright red-and-gold carpets.

This ornate gambling establishment, its bars, theater and eatery, are all owned by **Fat Juliello Broad-Toe**. A decadent and hedonistic man with a quick temper and a greedy soul, he encourages his guests to "have fun" and spend as much gold as possible. Though he's a thoroughly unlikable fellow, Juliello can nevertheless be a great source of information, especially if guests manage to get him drunk.

Julie has no tolerance for cheaters or troublemakers, and quickly dispatches his bouncers, brothers **Colic** and **Choli Bonesnapper** to deal with anyone who disrupts the place. His security forces include several **casino rogues**, a half-dozen low-level **half-orc bouncers**, **Louis,** a magic-user, and **Ilyashar,** an accountant and priest of Tykee. They are all well-paid, and are as intolerant of troublemakers as their boss.

For more information about the Fortune's Fool, see **The Over and Under**.



"Fat" Juliello Broad-Toe, Male Halfling (Thf5): HP 14; **AC** 6[13]; **Atk** *+1 short sword* (1d6+1); **Move** 9; **Save** 10; **AL** N; **CL/XP** 5/240; **Special:** +1 bonus when using missile weapons, +2 on saving throws vs. devices, +4 on saving throws against magic, backstab (x3), halfling racial abilities, read languages, thieving skills.

Thieving Skills: Climb 89%, Tasks/Traps 40%, Hear 4 in 6, Hide 40%, Silent 50%, Locks 40%.

Equipment: leather armor, *+1 short sword, ring of protection +1, 2 potions of healing, 2 potions of invisibility,* 2d10gp, 1d10sp.

Choli Bonesnapper, Male Half-Orc (Ftr3): HP 16; **AC** 7[12]; **Atk** short sword (1d6+1); **Move** 12; **Save** 12; **AL** C; **CL/XP** 3/60; **Special:** +1 to hit and damage strength bonus, darkvision 60ft, half-orc racial abilities, multiple attacks (3) vs. creatures with 1 or fewer HD.

Equipment: leather armor, short sword.

Colic likes to drink milk. He has seen smart people drink milk, and feels that he will be smart if he drinks milk too.

Colic Bonesnapper, Male Half-Orc (Ftr2): HP 12; **AC** 6[13]; **Atk** battleaxe (1d8+1); **Move** 12; **Save** 13; **AL** C; **CL/XP** 2/30; **Special:** +1 to hit and damage strength bonus, darkvision 60ft, half-orc racial abilities, multiple attacks (2) vs. creatures with 1 or fewer HD.

Equipment: ring mail, battleaxe.

By human standards, Choli and his brother Colic would be considered Chaotic, as they wish to slay their blood sworn enemies and eat them. However, they are both trustworthy to those that they deem as friends to their cause and those that would help them against the evil followers of Hecate and Set who have driven them from their homes and killed their young.

Louis (MU2): HP 6; **AC** 8[11]; **Atk** fist (1); **Move** 12; **Save** 13; **AL** N; **CL/XP** 3/60; **Special:** +2 on saves vs. spells, spells (2).

Spells: 1st—*detect magic, magic missile;*

Equipment: *ring of protection +1, wand of sleep* (20 charges), spellbook.

Ilyashar, Female Human Cleric of Tykee (Clr2): HP 10; **AC** 2[17]; **Atk** heavy mace (1d6); **Move** 12; **Save** 14; **AL** N; **CL/XP**

3/60; **Special:** +2 save versus paralyzation and poison, spells (1), turn undead.

Spells: 1st—*protection from good*.

Equipment: plate mail, shield, heavy mace, silver symbol of Tykee.

Casino Rogues (Thf3): HP 7; **AC** 7[12]; **Atk** club (1d4) or dagger (1d4); **Move** 12; **Save** 13; **AL** N; **CL/XP** 3/60; **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.

Thieving Skills: Climb 87%, Tasks/Traps 25%, Hear 4 in 6, Hide 20%, Silent 30%, Locks 20%.

Equipment: leather armor, club, dagger.

Barbarian Bouncers, Male or Female Half-Orcs (Ftr2): HP 10; **AC** 7[12]; **Atk** club (1d4) or fist (1d3); **Move** 12; **Save** 13; **AL** N; **CL/XP** 2/30. **Special:** +1 to hit and damage due to high strength, darkvision 60ft, half-orc racial abilities, multiple attacks (2) vs. creatures with 1 or fewer HD.

Equipment: leather armor, club.

T2. The Silver Serpent

This large hexagonal, three-story building houses one of the most raucous of Bard's Gate's inns. Popular with adventurers, criminals and similar low-lives, the Serpent serves good food and excellent liquor. The common room is a haven for prostitutes and their pimps, and the small rooms upstairs can be rented for 1gp per hour or 5gp a night. The Serpent's private booths are well protected from eavesdroppers, and many dark bargains are sealed in the inn's smoky shadows. **Bouncers** armed with cudgels keep order here, and fights are surprisingly rare.

The place is run by **Chadwick** (Neutral male human expert 5), an experienced tavernkeeper who knows how to keep his mouth shut. He is a bullnecked man with sharp ears and sharper eyes, and is known to be one of the best sources of information in all of Bard's Gate, though he only talks if well paid, and always prefaces his information with "Well, I never told you this, but..."

Chadwick's selection of liquors is (with the exception of Brin Zwiescher's ale for 4cp per mug) excellent, and includes Silversnake Brandy (1gp per shot), Chadwick's Own Brew (1sp per mug) and fine Vinewood Chablis (20gp per bottle or 5gp per glass). Food is average, and costs standard prices.

Bouncers (Ftr1): HP 7; **AC** 7[12]; **Atk** club (1d4+1); **Move** 12; **Save** 14; **AL** N; **CL/XP** 1/15. **Special:** +1 to hit and damage due to high strength.

Equipment: leather armor, club.



T3. The Bloody Boar

Named for its most famous dish — extremely rare roast boar — this tavern has had many owners. Rumor has it that it only changes hands through blackmail or murder. It's a dull night when a fight doesn't break out, but outright fatalities are relatively rare (weapons are required to be checked at the door). Locals say that the Black Viper is where one goes to get killed, but the Boar is the best place to get a bruising.

The common room is always crowded and rowdy, and the bar — made from a great gnarled and knotted tree — is busy at all hours. Owner **Vig One-Tusk** is well respected and rightfully feared by the folk of Bard's Gate. While he always makes sure that everyone at the Boar has a good time, he is not above breaking heads to keep the peace and avoid excessive bloodshed. A large burly half-orc, Vig has only one tusk. The other tusk hangs about his neck, after it was torn from him in a brawl. He is often seen smoking from an ornate ivory pipe. The orc tobacco he smokes is also offered for sale, though it can hardly be stomached by humans. An accomplished warrior in his own right, he leaves most of the actual security to his bouncer **Chord** a burly former wrestler, and usually contents himself to glower menacingly at troublemakers and puff at his foul-smelling pipe.

The Bloody Boar special, a platter of seared boarn meat, costs 4sp and feeds up to four hungry diners. Other items include Boar's Breath Beer at 3cp per mug, Vig's Vodka (he is said to distill it himself from discarded potatoes and radishes) is 1sp per shot, and as expected, Brin Zwiescher's Ale is available for those who truly want it at 4 cp per mug.

Vig 'One Tusk', Male Wereboar: HD 5+2; **HP** 28; **AC** 6[13]; **Atk** bite (2d6); **Move** 12; **Save** 12; **AL** N; **CL/XP** 6/400; **Special:** hit only by magic or silver weapons, lycanthropy. (***Monstrosities*** 306)

Chord (Ftr4): HP 25; **AC** 8[11]; **Atk** fist (1d3+1) or club (1d4+1); **Move** 12; **Save** 11; **AL** N; **CL/XP** 4/120. **Special:** +1 to hit and damage due to high strength, +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, multiple attacks (4) vs. creatures with 1 or fewer HD, parry –3.

Equipment: club, smoking pipe.

T4. The Hidden Lady

Thomokos (Neutral male high elf thief 5) does his best to keep a low profile and not draw attention to this small inn. So far he has been successful, and attention from the constables has been minimal. This is good, as the inn's true owner is Grandfather, and its true purpose is as a safe house and unofficial headquarters for the Shadow Masks.

The inn is small, built of stone and wood, and is hard to find unless one knows what one is looking for. Inside, a small common room usually hosts a crowd of regulars. There are a six sleeping rooms available, but there are also four hidden rooms where fugitives, assassins, criminals and others can hide from the authorities with little chance of discovery.

The hidden rooms are accessed through a mural over the bar. The painting shows a number of Lyreguard sitting happily at a table with a well-endowed, veiled woman. Depressing a hidden latch located in the woman's ample cleavage opens the door, giving access to a short hallway and the hidden rooms beyond. While the ordinary sleeping rooms are spare and uncomfortable, the hidden rooms, though small, are stocked with a comfortable bed, rations, a barrel of water and a small basin, sufficient so that a fugitive can survive here for several weeks without outside contact.

At other times, Shadow Mask operatives meet here to plan strategies or to discuss current matters with members of the Black Brotherhood. The doppelganger **Fade** (Neutral doppelganger) can usually be found here, though he changes appearance regularly, and the bard **Onund** (Neutral male human magic-user 2), one of the Shadow Mask's best spies, entertains here and maintains quarters upstairs.

The Lady's ordinary rooms cost 5sp per night, while the hidden rooms are available for 100gp per week, or more if the customer is especially "hot." Food and drink are also available here for standard prices.

T5. The Black Viper

If the Red Blades, the assassin's guild of Bard's Gate, has a headquarters, this is it. Once a haven for the now-vanished Bard's Gate thieves' guild, the Black Viper remains a center of crime and dark doings, though the constables have yet to catch anyone doing anything overtly or excessively illegal there. Grim and forbidding on the outside, the Viper is even darker and less welcoming inside, for the common room is enveloped in shadow, lit only by small lamps hanging from an iron chandelier. The Council of Assassins has been known to meet here, and many other guild assassins frequent the place, looking for contracts.

Draped booths provide privacy, and the bar is overseen by a man known only as **Scars** (Neutral male human thief 6). Scars now works for the Red Blades, but maintains strict neutrality in his bar since the disappearance of the old thieves' guild, and doesn't ask any questions about his customer's business. He serves regulars with a grim smile, charging 20% less than standard prices for food and drink. Outsiders get a sneer and are charged double. Those who come here asking too many questions are inviting trouble, and rarely leave under their own power.

Scars is assisted by two surprisingly beautiful bar girls, **Natala** and **Zarabeshe** (Neutral female human assassin 4). They are both Red Blades assassins, and are available for hire to anyone who knows to ask the right questions. The rest of the time, they assist Scars and dispose of troublesome customers for him. Several other Red Blades are often about, such as **Johan the Bastard** or **Tork**.

Rooms upstairs are small and neat, costing 2sp per night, 12sp for a week, and 2gp per month. Drinks include Viper's Venom (3sp per shot; drinker must make a save or pass out for 2d6 hours), Cotton Mouth Beer (3cp per mug), Mirkeer's Grape (12gp per bottle, 3gp per glass) and, of course, Brin Zwiescher's Ale (4cp per mug). Meals are only barely edible (Scars is not much of a cook) and cost 1sp per person.

Johann the Bastard, Male Half-Orc (Ftr4): HP 21; **AC** 6[13]; **Atk** *+1 longsword* (1d8+2) or heavy crossbow (1d6+1 plus poison); **Move** 12; **Save** 11; **AL** C; **CL/XP** 4/120; **Special:** +1 to hit and damage strength bonus, darkvision 60ft, half-orc racial abilities, multiple attacks (4) vs. creatures with 1 or fewer HD.

Equipment: *+1 leather armor*, *+1 longsword*, heavy crossbow, 20 poisoned bolts.

Tork, Male Dwarf (Ftr3): HP 16; **AC** 6[13]; **Atk** heavy mace (1d6+1); **Move** 9; **Save** 12; **AL** C; **CL/XP** 3/60; **Special:** +1 to hit and damage strength bonus, darkvision 60ft, dwarf racial abilities, multiple attacks (3) vs. creatures with 1 or fewer HD.

Equipment: ring mail, heavy mace.

T6. Shrine of Suffering's Ease

A mere notch in a back alley wall around the corner from Beggar's Row is all that remains of the once-prosperous faith of Zors. In its heyday, the faith had temples all over the city and beyond. Today, only a small and pathetic clearing, its walls covered in graffiti portraying Zors and some of his legends is tended by a handful of impoverished, emaciated priests.

The priesthood still tries to do good, helping the poor and healing the sick, but they themselves are only a few steps away from starvation, and are unable to attract new converts, save among the most destitute and hopeless of the city. Zors' high priest, **Rath Kata**, is a wizened old man in filthy robes, his only possessions a walking staff and holy symbol of the Hanged Man. Kata is a wild-haired zealot who protests against slavery, imprisonment, and execution of criminals. He is a champion of civil rights, for right or wrong, and is often misunderstood by the citizens of Bard's Gate. The shrine uses what little money it brings in from the numbers racket it has going (**C13, area 8**) to feed the poor, and take care of the needs of the destitute in the Thieves' Quarter.

Rath Kata, Cleric of Zors (Clr5): HP 18; **AC** 4[15]; **Atk** *+1 cane* (1d4+1); **Move** 12; **Save** 11; **AL** N; **CL/XP** 6/400; **Special:** +2 save versus paralyzation and poison, spells (2/2), turn undead.

Spells: 1st—*detect magic*, *purify food and drink*; 2nd—*bless*, *hold person*.

Equipment: *bracers of defense* AC 4[15], *+1 cane* (treat as club), 2 *potions of healing*, 4 vials of holy water, golden holy symbol of Zors, 50cp.

T7. Chalk and Slate

In the midst of the squalor of the Thieves' Quarter is this small, well-kept building, home, surprisingly enough, to both a school and orphanage run by **Aaronic** (Lawful male human expert 6). An orphan himself, Aaronic seeks to educate the downtrodden and parentless children of the district, teaching them reading, writing, and history, in the hope that they go on to better lives.

The building contains a sleeping room with bunk beds, a small kitchen and dining room, and a classroom with various stools and chairs. At the head of the classroom is a large piece of slate, upon which Aaronic draws each day's lessons. When not engaged in classes, Aaronic and his orphans beg on the streets, gathering enough income to keep the orphanage running. The Beggar's Guild has taken issue with Aaronic, despite his altruistic goals, and has threatened to destroy the orphanage unless he hands over a portion of his income. As Aaronic's income is only barely enough to keep him and his charges alive, he has been unable to cooperate, and has begun to ask adventurers and others for aid in keeping his school open.

Aaronic has maximum ranks in many different areas of knowledge, and can answer many questions. The extent of his knowledge is up to the Referee, but it should be considerable and useful to PCs. There are presently **16 students** (Neutral male and female commoner 1), all young human, halfling, half-elf and half-orc orphans at the school.

T8. The Inn of the Fallen Tree

This two-story wooden building is one of the more unusual of Bard's Gate's inns, since a large oak tree fell onto it some years ago. Since then, minor renovations have been performed, and the oak is now part of the structure itself. The inn is run by a haggard commoner known as **Old One-Tooth** (Neutral female human commoner 1), who generally asks no questions of her boarders as long as they don't commit any excessively overt crimes.

On the second story, in one of the "tree rooms" (that is, one of the rooms that was rebuilt around the trunk of the fallen oak), her boarder **Krants the Bruiser**, a former wrestler who has fallen on bad times, spends most of the time hiding in his room, asking that food be left at his door. The room's windows are covered with blankets, and other guests complain of the stench of garlic that periodically wafts from the place. From time to time, the sound of moaning comes from the room as well.

Krants is being haunted by **Loomin**, an inn wight, the spirit of a little boy who died from neglect here many years ago. Unaware that he is no longer alive, Loomin has been seeking out Krants, draining him of his life essence. So far no one has bothered to investigate Krants' affliction, and if the old man finally dies, Loomin immediately starts looking for a new host.

Rooms at the inn cost 1sp per night, with flavorless meals an additional 1sp. One-Tooth serves only the ubiquitous Brin Zwiescher Ale for 4cp per mug to drink.

Krants the Bruiser (Ftr2): HP 10; **AC** 7[12]; **Atk** *+1 short sword* (1d6+2); **Move** 12; **Save** 14; **AL** N; **CL/XP** 2/30; **Special:** +1 to hit and damage strength bonus, multiple attacks (2) vs. creatures with 1 or fewer HD.

Equipment: leather armor, *+1 short sword*.

Loomin the Inn-Wight: HD 3; **HP** 14; **AC** 5[14]; **Atk** claw (1hp plus level drain); **Move** 9; **Save** 14; **AL** N; **CL/XP** 6/400; **Special:** drain 1 level with hit, hit only by magic or silver weapons.

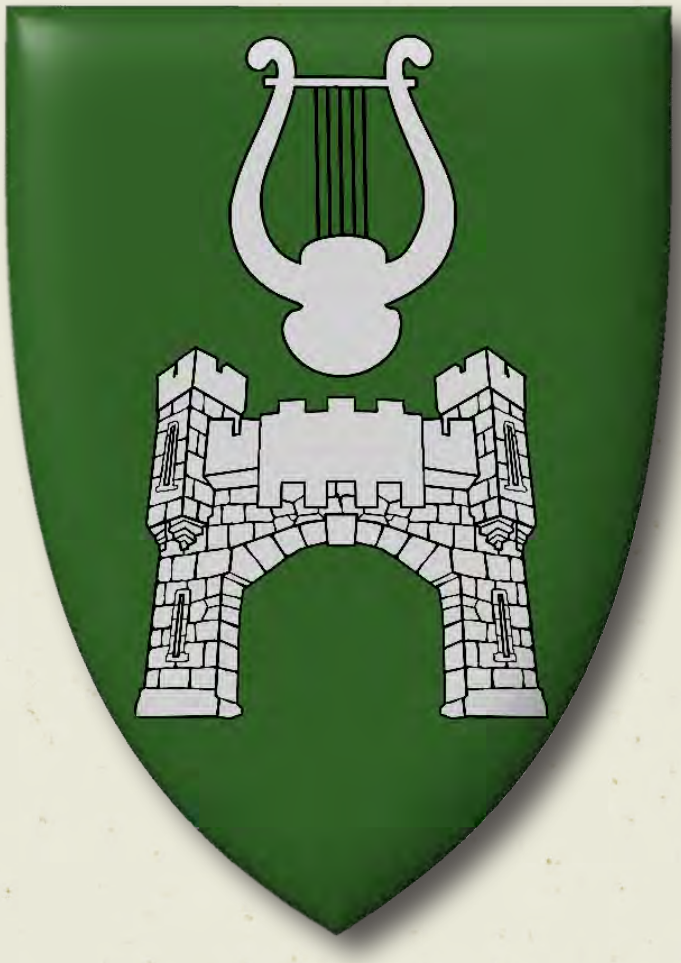
T9. The Cat of Nine

The exotic woman known as **Mistress Honeysuckle** (Neutral female Xi'en human expert 5) owns and operates this shop, where she makes and sells whips of all kinds, from riding crops to bullwhips, and everything in between. Though she sells to those who use whips for ordinary purposes, her main customers seek somewhat less mundane pleasures. An expert with all sorts of whips, Honeysuckle gives a demonstration to any who ask, but the customer should be ready to serve as her subject in the process.

Honeysuckle keeps certain other items, including manacles, torture racks, blindfolds, collars, leashes, and the like in the back of the shop, and sells them to her best customers.

T10. Rogues' Island

This tiny island hawthorn tree-covered island is known as Rogues' Island. A single manor house called Slip-Gallows Abbey sits upon the island. The Abbey was once the guildhall of the Gray Deacons, Bard's Gate's thieves' guild. Today it is said to be haunted, and none of those who have investigated the place have ever come out again. The Abbey is described in more detail in **Slip-Gallows Abbey**.




North
BC2
BC11
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BC6
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BC7
BC4
BC8
Fate's Bridge
Channel
T7
T9
T4
T8
T3
T10
T2
Central Island
Fortune Ave.
T5
Rogues' Island
Shady Way St.
Beggar's Row
T6
T1
Lyre Bridge
B5
B9
B10
Carpenter Lane
B11
B3
B12
B6
B4
B8





Bard's College

On the small island north of Central Island — called North Island appropriately enough — is the campus of the city's famous university, Bard's College, as well as the homes of several notable NPCs, and a handful of music shops and playhouses. Many consider this district to be the cultural heart and soul of the city, and it is well-patrolled and well-protected as a consequence.

College Watch (Ftr2): HP 9; **AC** 6[13]; **Atk** club (1d4); **Move** 12; **Save** 13; **AL** L; **CL/XP** 2/30. **Special:** multiple attacks (2) vs. creatures with 1 or fewer HD.
Equipment: ring mail, club.

Lyreguard (Ftr3) (6): HP 22, 19x2, 23, 17, 18; **AC** 4[15]; **Atk** *+1 longsword* (1d8+1); **Move** 12; **Save** 12; **AL** L; **CL/XP** 3/30. **Special:** multiple attacks (3) vs. creatures with 1 or fewer HD.
Equipment: chain mail, shield, *+1 longsword*, holy symbol of Muir or Mitra.

Features

Character: The district teems with students, artists, philosophers, and other intellectuals (both real and pseudo-). Many of the college's instructors live on campus, along with most of the students.

Businesses: Though the college dominates the island, there are other businesses there as well, catering to the needs of the students. These businesses include music and art shops, galleries, bookstores, taverns, and cafes. The remainder of the district is devoted to housing, from basic dormitories for ordinary students to luxurious apartment buildings or houses for wealthier students. A few fine houses can also be found for the rich notables who live here.

Prices: Prices are high here, averaging 20–25% over the standard costs.

Purchase Maximum/Month: 500gp unless otherwise noted.

Building Type: Buildings in this district are well-built, usually of brick or wood, faced with limestone. The buildings of the college itself are built in a Foerdewaith-gothic style, with pillars, steep roofs, garrets, and elaborate decorations such as gargoyles, sculptures, and friezes depicting stylized instruments, musical notes, quills, sheet music, and books.

Guard Details: An honor guard of **6 Lyreguards** is stationed here, but most security is in the hands of the **College Watch**, a group of professional warriors hired by the city. These individuals wear dress uniforms and are ceaselessly polite to the inhabitants of the island.

Shops and Buildings

BC1. Bard's College

Considered by many to be the heart and soul of Bard's Gate, the university at Bard's College is where its finest entertainers and many of its most well-known inhabitants are trained. Founded by Duquaene, the famed bardic hero, adventurer, and first High Burgher of Bard's Gate, aspiring bards from many distant lands come here to learn their trade, and usually go on to highly successful — even legendary — careers upon graduation. Each college has its own hall with a dean as administrator and a maestro as the head professor of that college. Bard's College's overall administration is overseen by its chancellor who is assisted in those duties by the provost. The Chancellor of Bard's College is **Lauriann Danyr** (**BC1:E**), the Dean of Masque Hall and Maestro of the College of Theatre. She also serves as the burgess of the Actors, Musicians, and Playwrights Guild with a seat on the Council of Burghers. The current provost of the university is **Ivir Traskari** (Neutral male human expert 3), who is considered Chancellor Danyr's right-hand man. The Provost of Bard's College has a long tradition of importance as Bard's Gate as it is the provost who typically attends city council meetings as proxy of the chancellor and is usually being groomed to step into the chancellor's position someday — if not something even higher. No less than seven provosts of Bard's College have gone on to be elected High Burgher or High Burgess of Bard's Gate over the years, including the current High Burgess Cylyria.

A. Wall

The main campus of the Bard's College is surrounded by a 10-foot stone wall. The wrought-iron gate is decorated with lutes and quills.

B. Grounds

Within, the grounds are kept well-manicured and are constantly patrolled by 2d4 members of the **College Watch**. On any day, the grounds are crowded with students hurrying from class to class, studying on stone benches, or practicing in one of the several small amphitheaters located throughout the campus. The grounds are landscaped with fountains, statuary, and fruit trees that fill the air with the scent of their blooms in the springtime.

There are five main academic buildings on the campus, and numerous smaller structures such as dormitories and libraries. Each of the five main halls houses one of the five colleges on campus.

College Watch (Ftr2): HP 9; **AC** 6[13]; **Atk** club (1d4); **Move** 12; **Save** 13; **AL** L; **CL/XP** 2/30. **Special:** multiple attacks (2) vs. creatures with 1 or fewer HD.
Equipment: ring mail, club.

C. Thunder Hall

One of the oldest colleges on campus is the College Martial that meets in Thunder Hall. It claims to have been the first college originally founded by Turlin, though of course Turlin founded Bard's College only in spirit in that he brought the love of music and encouraged the congregation of its practitioners. Rather the bard Duquaene saw a need for bard's trained to go to war and use their talents to bolster and lead their allies. As such, the College Martial seeks to train warrior-bards in the ways of music and battle. Percussion instruments are taught here under the tutelage of **Maestro Torluk Von Trund**, Dean of the College Martial and scion of a long line of dwarven battle-heralds, and wind instruments such as flutes, bagpipes, bugles, trumpets, and other assorted horns find instruction among different professors. Von Trund and his instructors specialize in marches and other martial music and often grant extra credit to students who serve with the Bard's Gate military. There is a distinctly military aspect to many of the college's classes, and the instructors also emphasize teaching spells that bolster allies or dishearten foes.

A huge painting by Umberto dominates the building's foyer. The magical painting, titled *Triumph of Song* portrays a heroic bard single-handedly turning back hordes of demons and foul creatures armed only with a flute. If one looks at the painting long enough, it begins to take on life-like qualities, as if the viewer were actually on the battlefield beside the noble bard.

Born into an ancient family of the Great Mountain Clan Krazzadak, Torluk is a brave and noble mountain dwarf that knows his instrument



well. The drums of his kinfolk have been raised to sound the alarm against invaders to their Stoneheart Mountain home for centuries. He longs to return to his ancestral clanholds once more and rebuild what was lost, but fears any expedition there is doomed to failure.

Maestro Torluk Von Trund (Ftr3): HP 16; **AC** 9[10]; **Atk** *+1 warhammer* (1d4+2); **Move** 9; **Save** 12; **AL** N; **CL/XP** 3/60. **Special:** +1 to hit and damage due to high strength, multiple attacks (3) vs. creatures with 1 or fewer HD.

Equipment: *+1 warhammer*, many sets of drums.

D. Writers Hall

The home of the College of Verse, Writers Hall is the demesne its dean, the vain poet and librettist, **Maestro Octavio d'Scale**. Maestro d'Scale has been living the high life for many years, to which his sizeable girth is ample testimony. He oversees the instructors here, who teach the intricacies of poetry (epic, tragic, comic, freeform, and so on), drama, operatic lyrics, and similar skills. Octavio himself is a foppish and annoying individual who has an innate dislike for elves and half-elves, whose writings he considers "frivolous" and "drenched in the trappings of a decadent culture." Elves and half-elves can receive instruction here, as most of the instructors don't share Octavio's views, but they still have to put up with his annoying behavior. Chancellor Danyr has not seen fit to do anything to remedy the situation yet because she recognizes that the maestro does possess considerable talent in his field — and, of course, there is the matter of his tenure…

Maestro Octavio d'Scale (MU3): HP 11; **AC** 9[10]; **Atk** fist (1); **Move** 6; **Save** 13; **AL** N; **CL/XP** 4/120; **Special:** +2 on saves vs. spells, spells (3/1).

Spells: 1st—*detect magic, light, read magic*; 2nd—*ESP (detect thoughts)*.

Equipment: robes, jewelry worth 350gp, spellbook.

E. Masque Hall

Masque Hall is the home of the College of Theatre. **Maestro Lauriann Danyr** is the dean of this hall and Chancellor of Bard's College. Here students learn acting, stage-fighting, makeup, stagecraft, stage management and production, and myriad other aspects of the theater. Lauriann is also Cylyria's second-in-command in the Fellowship of Note, and she

often leads the group in Cylyria's absence. She is a good-natured, talented individual, with an exotic half-elven beauty that has won many admirers. She has often clashed with Octavio d'Scale, who is scandalized that a "decadent" half-elf has risen so high in the faculty. In reality, Lauriann uses her position as a member of the Greycloaks to locate and foil plots against the High Burgess.

Maestro Lauriann Danyr, Female Half-Elf (MU3): HP 10; **AC** 9[10]; **Atk** *+1 dagger* (1d4+1) or light crossbow (1d4+1); **Move** 12; **Save** 13; **AL** N; **CL/XP** 4/120; **Special:** +2 on saves vs. spells, darkvision 60ft, half-elf abilities, spells (3/1).

Spells: 1st—*charm person, light, read magic*; 2nd—*mirror image*.
Equipment: *+1 dagger, boots of elvenkind, cloak of elvenkind,* robes, light crossbow, 20 bolts, flute, spellbook.

F. Wind Hall

Sometimes called "Hot Wind Hall" by its detractors, Wind Hall houses the College of Oratory and Rhetoric where bards are trained as heralds, royal criers, and impassioned speakers in matters political, judicial, and official. Under the wise tutelage of **Maestro Louis Pope**, dean of the college, graduates often go on to careers in politics and the law or even in service with the Lyreguard or knights where they become heralds, advisors, or negotiators. Master Pope is a wealth of knowledge in all things pertaining to nobility and heraldry. This focus is considered quite charming by non-students and members of the aristocracy who invite him over as a dinner guest but is considered extremely boring by those enrolled in his courses.

Maestro Louis Pope (MU3): HP 10; **AC** 9[10]; **Atk** dagger (1d4); **Move** 12; **Save** 13; **AL** N; **CL/XP** 4/120; **Special:** +2 on saves vs. spells, spells (3/1).

Spells: 1st—*charm person, light, read magic*; 2nd—*ESP*.
Equipment: robes, dagger, spellbook.

G. Harp Hall

Most famous among the colleges of Bard's College is the College of Music. Here this graceful hall constantly echoes with the sound of plucked strings as students learn to play the harp, lute, mandolin, lyre, and similar instruments. Wind woods and brass horns are also taught here for those of a less martial bent, but there are very few percussionists enrolled in this college. **Maestro Miseult** has a large collection of antique instruments, including a number of valuable custom models designed for her by Fathilir (**BC4**).

Though her hearing is nearly gone, she is still a great instructor of the strings. Miseult prefers to avoid confrontations that are not of a musical nature. She turns *invisible* if attacked, and seeks guardsmen to help her.

Maestro Miseult, Female Human (MU3): HP 10; **AC** 6[13]; **Atk** *+1 dagger* (1d4+1); **Move** 12; **Save** 13; **AL** N; **CL/XP** 4/120; **Special:** +2 on saves vs. spells, spells (3/1).

Spells: 1st—*charm person, light, read magic*; 2nd—*invisibility*.
Equipment: *bracers of defense* AC 6[13], *+1 dagger, wand of sleep* (30 charges), *lute of charming* (casts *charm person* one a day), spellbook.

BC2. The Masque and Lute

The premiere theater of Bard's Gate is an imposing marble edifice built in the manner of an ancient temple, with graceful statues of the gods and fluted black marble pillars veined in white. Inside, the auditorium seats 300 in comfort, beneath a domed ceiling painted with images of Pan, Bacchus-Dionysus, and Oghma.

The stage itself is over 50ft in length and 25ft wide, with an elaborate system of trapdoors and risers, as well as extensive ropes, pulleys, and rigging backstage where scrims and stage pieces can be moved about easily, creating almost any setting or environment

Maestro Wilhelm Rovellar, retired from the College of Theatre to pursue his professional career, manages the theater, organizes productions, hires actors and stagehands, and even patronizes promising young playwrights — having one's play or opera presented at the Masque and Lute can guarantee fame to an aspiring writer. Wilhelm himself lives in spartan quarters near the back of the theater. His most extravagant furnishings are a large canopy bed and mirrored dresser once owned by the great elven actress Myrean Dyrin, who disappeared mysteriously several years ago.

Unknown to anyone, Wilhelm is being haunted by **Myrean's ghost**, and is slowly being driven mad with fear. On some nights he awakens to find her lying next to him, and she has been blamed for disrupting plays and injuring actors.

In reality, Myrean's ghost is simply trying to communicate, and reveal the truth behind her disappearance. She was murdered by the dark elf assassin, F'arin Du`n (**Appendix A: Major NPCs**), whose affections she had arrogantly spurned. Myrean's corpse is hidden in one of the theater's many labyrinthine storage areas; finding her body and giving her a proper burial lets her spirit rest at last. If the PCs find Myrean's body, and give her last rites, award the party additional Story Award experience as if overcoming a CR 7 encounter.

Myrean is also making life difficult for F'arin D'un, tormenting him with bad dreams and creating bloody apparitions of his victims that appear near him when he is out in public or, worse, in disguise. He has complained to his superiors at the Red Blades, but so far they have been unable to do anything about it.

Maestro Wilhelm Rovellar, Male Half-Elf (MU3): HP 11; **AC** 9[10]; **Atk** *+1 dagger* (1d4+1); **Move** 12; **Save** 13; **AL** N; **CL/XP** 4/120; **Special:** +2 on saves vs. spells, half-elf abilities, spells (3/1).

Spells: 1st—*light, read magic, sleep*; 2nd—*invisibility*.
Equipment: *+1 dagger,* spellbook.

Myrean's Ghost: HD 7; **HP** 32; **AC** 4[15]; **Atk** touch (2d6); **Move** 0 (fly 12); **Save** 8; **AL** N; **CL/XP** 8/800; **Special:** magic or silver weapon required to hit, rejuvenates if destroyed until reason for its existence is set right.

BC3. Hagglesthorpe Estate

This lavishly appointed estate sits on the northeastern banks of the island, behind a wrought-iron fence among meticulously cared-for grounds. Marble statues of the owner's ancestors and topiary in the shapes of magical beasts are set around the estate.

Inside, the halls are filled with priceless works for art — sculpture, paintings, fine furnishings, crystal goblets, silver platters, tapestries and silken wall hangings. An elegant ballroom on the third floor is large enough to accommodate at least 200 guests.

Piter Hagglesthorp IV (Neutral male human aristocrat 6) is a wealthy silk merchant, and burgher of the Dockworkers' Guild, is well known for his patronage of the arts. Lately, however, his privileged life has become a house of cards. Though his family's wealth is immense even by the standards of Bard's Gate, Piter nevertheless has his back to the wall. A dissolute man of low moral character, Piter has had numerous affairs with women of other noble houses, but until now there have been few consequences. Recently, however Piter became involved with **Lisetha (M8)**, the daughter of his closest friend Ayn Vinewood Worse still, she became pregnant and gave birth to a daughter. Though he did his best to conceal the affair and its results, Piter was horrified when contacted by agents of Duloth, who demanded gold and other concessions to keep the matter quiet from Piter's wife, Tania, and the city's other nobles.

Piter has been paying a fortune to Duloth and also allows the Wheelwrights Guild to use his warehouses to store contraband. With each passing day, his dilemma grows, and it is likely to grow worse still, for what Piter does not know is that it was his own son, **Piter V**, who had run up

a considerable gambling debt with the Wheelwrights, has betrayed his father in exchange for having some of his debt forgiven.

Piter the Younger is a comely if not foppish young man. He enjoys gambling and strong drink, and little else other than spending his family's fortune. He easily picks a fight with someone he thinks he can trick into a darkened alley and believes that he can overcome with ease.

Piter Hagglesthorpe V (Thf2): HP 6; **AC** 6[13]; **Atk** short sword (1d6) or dagger (1d4); **Move** 12; **Save** 14; **AL** N; **CL/XP** 2/30; **Special:** +2 on saving throws vs. devices, backstab (x2), read languages, thieving skills.

Thieving Skills: Climb 86%, Tasks/Traps 20%, Hear 3 in 6, Hide 15%, Silent 25%, Locks 15%.

Equipment: *+1 leather armor,* short sword, 2 daggers.

BC4. The Silver Harp

A fine old two-story building is home to one of the most celebrated craftsmen in Bard's Gate. **Fathilir** is a master builder of stringed instruments, including many of exotic and even foreign design. The shop is spotless, and Fathalir's two apprentices **Cryndle** (Neutral female half-elf magic-user 1) and **Welsey** (Neutral male human magic-user 1) are accomplished workmen in their own right.

Fathilir is very particular about who he sells his instruments to. They are all of exceptional quality, and for three times the normal price he an instrument specifically for a customer. A prospective client must prove themselves a capable musician in order for Fathilir to begin work on such an instrument.

The master builder's craft does not extend only to mundane items — he has also crafted magical instruments, some of which are said to have the ability to cast spells when played. Only the most elite of bards, or those whom Fathilir counts among his closest friends and allies, are deemed worthy of these instruments. He has lately begun looking into the use of *chrysalis wood* with which to create these magical instruments and has sent men to the city of Reme to feel out the situation there and see if this special manufacturing process can be replicated (see **Malachai's Public House** in ***DM1: The Book of Taverns*** by **Necromancer Games** for more information on *chrysalis wood instruments*).

A handsome man in his late forties, Fathilir exudes charm and poise. He has a very serious look to his pale blue eyes and sits quietly for hours listening to fine music played on his creations.

Fathilir (MU5): HP 16; **AC** 7[12]; **Atk** +2 *dagger* (1d4+2); **Move** 12; **Save** 9; **AL** N; **CL/XP** 6/400; **Special:** +2 on saves vs. spells, spells (4/2/1).

Spells: 1st—*charm person, light, read magic, sleep;* 2nd—*invisiblity, locate object;* 3rd—*dispel magic;*

Equipment: *ring of protection +2, +2 dagger, lute of dispelling* (casts *dispel magic* twice a day), *wand of monster summoning I* (10 charges), spellbook.

BC5. The Clarion Call

The side of this shop is painted with an archon blowing upon a great golden horn. Inside, many different wind instruments are on display, including horns, trumpets, flutes, recorders, serpents, and many others. **Carlis Pace** (Neutral male human magic-user 3) a wizened and witty old craftsman makes these fine instruments and creates masterwork items for standard prices.

BC6. The High Note

This crowded tavern is always thick with pipe smoke, and filled with students, apprentices, artisans, intellectuals and would-be philosophers, as well as performers such as jugglers, singers, and even apprentice mages. Handbills and sketches on parchment line the walls, and a wide window faces the street, looking out over the college hill area. **Lottobus** and **Osius**, two burly, but kindly bouncers break up fights and keep the crowd from getting too boisterous after successful performances. Owner **Mac Laren** (Neutral male human expert 6) goes out of his way to make the place inviting to students and bohemian types, with such events as poetry readings, bardic contests, and regular performances by up-and-coming talent.

The High Note hosts weekly bardic competitions for musicians, poets, and storytellers. A prize of 50gp is offered in all three categories, and every other month the winners are invited back to compete for a prize of 500gp.

A number of bards and performers have risen to prominence through the competitions here, but none have gained the notoriety of a group of Erskaelosi barbarians who call themselves **"The Accursed"**. No one is entirely sure exactly why they call themselves this, and the group's own explanation for it keeps changing — sometimes on a daily basis.

The High Note's fare is pretty standard — it is the crowd and the atmosphere that draws most customers. Specialty beverages include High Note Red Ale (4cp per mug) and a potent Licorice Liquor (2sp per shot — drinkers must make a save with a –1 penalty per shot consumed, or wake up in a random location somewhere in the city).

Lottobus (Ftr2): HP 12; **AC** 7[12]; **Atk** +1 *club* (1d4+2); **Move** 12; **Save** 13; **AL** N; **CL/XP** 2/30; **Special:** +1 to hit and damage strength bonus, multiple attacks (2) vs. creatures with 1 or fewer HD.

Equipment: leather armor, *+1 club*.

A wild-looking fellow with scraggly long hair and beard, in exchange for free ale, he makes sure that University students and other patrons of the High Note stay on their best behavior.

Osius (Ftr2): HP 12; **AC** 6[13]; **Atk** heavy mace (1d6+1); **Move** 12; **Save** 13; **AL** N; **CL/XP** 2/30; **Special:** +1 to hit and damage strength bonus, multiple attacks (2) vs. creatures with 1 or fewer HD.

Equipment: ring mail, heavy mace.

Good natured, he tends to set for nonlethal damage with his mace in the event a fight breaks out.

A dark-skinned man with a broad grin, he often draws pictures of patrons and events while watching the door. During the day he often paints sets for Maestro Rovellar at the theater. Good natured, he tends to attempt to deal nonlethal damage with his mace in the event a fight breaks out.

The Accursed

The Accursed are certainly striking in appearance — unkempt northerners, their faces tattooed with exotic tribal symbols, clad in animal skins and studded leather armor. Most outsiders consider their performances — featuring mandolins and lutes pushed to their absolute limits of performance, accompanied by thunderous northern wardrums and near-incoherent screaming vocalizations — to be little more than noise, but the young audiences at the High Note — ever eager for new sensations — find the Accursed to be nothing short of hypnotic. The group is especially well known for the devotion of their female fans, who have adopted the unusual practice of flinging pieces of their own clothing at the Accursed as they perform.

Most of the group's more excessive practices — hard drinking, violence and arrogant behavior — is considered to be simply an expression of their northern barbaric ancestry and unfit for "civilized" society. All the same, the crowds that come to the High Note each week to cheer on the Accursed seem to not care terribly much, and many of the more trendy students of the district have begun to mimic their ways, dressing in furs and leather and engaging in all sorts of excessive behavior.

Estrellya, Male Half-Elf (MU3): HP 11; **AC** 9[10]; **Atk** +1 *dagger* (1d4+1); **Move** 12; **Save** 13; **AL** N; **CL/XP** 4/120; **Special:** +2 on



saves vs. spells, darkvision 60ft, half-elf abilities, spells (3/1).
Spells: 1st—*detect magic, light, read magic*; 2nd—*ESP*.
Equipment: *+1 dagger,* robes, lute, spellbook.

Wearing black kohl on his lips sporting tattoos of stars over his eyes and hearts on his thin arms, Estrellya is perhaps the most effeminate of the band. However, his voice beguiles even the most jaded of Bard's Gate's young populace, and he is constantly flocked with young women wherever he goes. Intelligent and well-spoken, he is often the mouthpiece for the band and sings most of The Accursed's more suggestive songs.

Acestrus (MU3): HP 11; **AC** 8[11]; **Atk** *+1 staff* (1d6+1); **Move** 12; **Save** 12; **AL** N; **CL/XP** 4/120; **Special:** +2 on saves vs. spells, spells (3/1).
Spells: 1st—*magic missile* x2, *shield*; 2nd—*phantasmal force*.
Equipment: robes, *+1 staff, ring of protection +1, wand of hold person* (2 charges), guitarra, spellbook.

His face, arms, and neck are all tattooed with arcane runes and astrological symbols. Acestrus brings forth chaos when he plays his fine gittern. Almost a loner, he is the quietest member of The Accursed. Although this quietude belies something else, for when the party begins after the show, he has been known to go quite wild in the revelry and has been asked to leave more than one taproom after burning holes in the furniture with *magic missile*.

Beast, Cleric of Bowbe (Clr6): HP 25; **AC** 2[17]; **Atk** *+2 heavy mace* (1d6+2); **Move** 12; **Save** 10; **AL** N; **CL/XP** 7/600; **Special:** +2 save versus paralyzation and poison, spells (2/2/1/1), turn undead.
Spells: 1st—*cure light wounds, light*; 2nd—*hold person, silence 15 ft radius;* 3rd—*cure disease*; 4th—*cure serious wounds*.
Equipment: *+1 plate mail, +2 heavy mace,* wooden holy symbol of Bowbe.

Beast dresses in black leather and has dragon wings tattooed upon his fierce face. He wears dragon-sculpted boots and is a large, imposing figure with a devious scowl upon his lips at most times. He sings some of The Accursed's more warlike songs when they perform for an audience.

Gato (Rgr4): HP 24; **AC** 6[13]; **Atk** short sword (1d6) or longbow x2 (1d6); **Move** 12; **Save** 10; **AL** L; **CL/XP** 5/240; **Special:** +4 to damage vs giants and goblinoids, alertness, tracking.
Equipment: leather armor, short sword, long bow, 20 arrows, *ring of protection +1*, drums.

Gato is quiet and mysterious, but when he strikes his drums, hearts flutter in panic and an almost electrical adrenaline rush fills the air. Tattoos that are almost feline adorn his features and he moves with a fluid grace.

BC7. The Written Note

Originally, this was the location of a small bardic school. As years went by, more and more bardic tales and songs were transcribed in books, and the Written Note slowly evolved into a library. Today, it is one of the best resources for bards and historians, containing thousands of volumes of written music, operatic librettos, lyrics, histories, dramas, and many other similar items.

The library is built of great white marble blocks, with multicolored stained glass windows rising between graceful pillars. Inside, the structure

still contains an auditorium and stage, now used for speeches and debates, or is rented to various guilds for regular meetings. Elsewhere, the building is full of tall shelves and warrens where the books seem to go on endlessly.

The chief librarian, **Geldin Lucan** (Neutral male human magic-user 5)**,** is a wise-looking man with long red hair and bright eyes. He is said to possess a magical flute that can *charm* listeners. Books are available here for study at a cost of 1sp per hour. The user must remain here and books cannot leave the library.

BC8. Umberto's Studio

Umberto Deleon (Neutral male half-elf magic-user 2), a truly skilled painter works in murals, canvas and fresco, keeps his studio here. Also trained as an illusionist, Umberto often infuses his works with magic, allowing them to seem to come to life if observed long enough. His works can be found throughout the city, most notably at the Halls of Justice, the Masque and Lute, and at the Bard's College lecture halls.

The studio is extensive and is almost always in a state of chaos, with numerous half-finished works, paint pots, brushes, sketchbooks, and supplies scattered about so that only Umberto himself knows what is where. He has a number of **assistants** (Neutral male or female commoner 1–3 or expert 1–2) who try to keep the place in order, clean his brushes, sweep the studio, and deal with visitors, but the master himself remains somewhat aloof, striding about the building, constantly deep in the throes of creative contemplation, muttering to himself. He is as sloppy as his studio, always clad in a paint-stained smock with a paintbrush stuck, forgotten, behind one ear.

BC9. Home of Ferdinand

Ferdinand Kincaid (Neutral male halfling expert 4) is a writer of contemporary works who publishes under the pseudonym of Sir Glanic. These sensationalist pieces, purported to be nonfiction, feature Sir Glanic romancing the daughters of noblemen, rescuing fair maidens and slaying fell beasts. The stories have a certain familiarity to most of the good folk of Bard's Gate and are thus extremely popular.

Ferdinand himself is a thin and somewhat timid-looking individual, often seen in neighborhood inns or taverns scribbling notes on parchment with a quill pen. In reality, he's a skilled eavesdropper, often listening in on adventurers' tales to get ideas for his stories. Several adventurers have found themselves immortalized in Ferdinand's works, and some have expressed a fair amount of frustration that "Sir Glanic" is credited with their heroic achievements.

The stories have continued to be popular, almost beyond Ferdinand's ability to control them. He would truly like to branch out and write tales of his own creation, but his lifestyle now demands the continued income that the Sir Glanic stories generate. In fact, most readers actually believe that Sir Glanic is real, and many have demanded to meet him (Ferdinand claims to be only Glanic's "agent"). So far, Ferdinand has been able to hold Glanic's fans at bay, but his is presently considering hiring an outside adventurer to impersonate the fictional hero. In the back of his mind, Ferdinand has also begun to wonder what would happen if his fraudulent Sir Glanic were to meet with a tragic demise, thinking that this might at last free him from the tyranny of his fictional creation.

BC10. Hadran's Dome

This large dome is covered over in bright blue lapis lazuli. The building was built several decades ago by the astromancer Hadran, and the interior roof is covered in gemstones intended to duplicate the night sky over Bard's Gate. Hadran enchanted the dome so that the gemstones would move with the seasons, and could be manipulated to resemble the constellations at any point in the year. In addition, Hadran was also able to transform the interior from night to day, and simulate the appearance of any weather or climatic condition that he desired. After Hadran's death, the dome passed on to a number of owners, and eventually fell into disrepair.

Recently, the dome was bought by a consortium of merchants and bards, who have restored it to its old grandeur and now use it as an auditorium and playhouse, where operas and plays can be presented with realistic effects. Manager **Carlas Teres** (Neutral female human expert 5) now manages a staff of low-level **astromancers** (Neutral male or female magic-user 1) who also present planetarium shows to the public, showing the skies and relating legends and tales of the stars.

BC11. Zachton's Fanmagical Conservatorium

This small shop on the west side of North Island is an atrocity to all things architectural. Walls jut out at strange angles, windows and doors are strange parallelograms, floors are undulating planes of non-Euclidean design. The entire place seems like one fever-dream floorplan laid out on a crumpled piece of paper. No one in their right mind could have conceived of such a building, which seems a natural assumption for its proprietor and designer. **Zachton Glazerfield the Lesser** (Neutral male halfling expert 5) is an absolute madman-genius. His musical instruments and toys are sights to behold. Half-mechanical, partially mystical, and completely wondrous, Zachton's contraptions alternately make music, can be played with as toys and mechanical devices, and boggle the imagination. Considered a savant by some, a lunatic by others, and beloved by many, the conservatorium is a shop guaranteed to amaze and excite.

East Docks

This district is newer than the original Dock district, and contained the city's naval facilities, though the greater political will of Turlin's Well allowed that district to grow and absorb those facilities recently. Unlike the Dock district, which consists mostly of warehouses and shipping facilities, the East Docks also contains a number of shops and mercantile concerns, catering to fishermen and sailors.

River Watch Boatmen (Ftr1): HP 6; **AC** 6[13]; **Atk** club (1d4) or light crossbow (1d4+1); **Move** 12; **Save** 14; **AL** N; **CL/XP** 1/15. **Special:** none.
Equipment: leather armor, shield, club, light crossbow, 10 bolts.

River Watch Officer (Ftr3): HP 17; **AC** 6[13]; **Atk** club (1d4+1) or light crossbow (1d4+1); **Move** 12; **Save** 12; **AL** N; **CL/XP** 3/60. **Special:** +1 to hit and damage due to high strength, multiple attacks (3) vs. creatures with 1 or fewer HD.
Equipment: leather armor, shield, club, light crossbow, 10 bolts.

Features

Character: The East Docks are fairly wild and rather dangerous to the uninitiated. Bard's Gate sailors from the military docks, fisherfolk, sailors, merchants, and similar individuals mix together and create a volatile mix that sometimes explodes into brawls, crime, and violence. Of course, the majority of the inhabitants are good, law-abiding citizens, but even these go armed and prepared for trouble at all times.

Businesses: There is a wide variety of businesses here, from the entirely legitimate to the completely illicit. Taverns, inns, and brothels catering to the river trade are common, as are residential buildings for those who do business along the river.

Prices: Standard unless otherwise noted.

Purchase Maximum/Month: 200gp unless otherwise noted.

Building Type: Plaster covered wooden two- and three-story buildings and wood-and-brick warehouses are the most common building type in the East Docks.

Guard Details: The sheriffs and constables mostly steer clear of this area, leaving law enforcement to the **River Watch boatmen** patrol the district, armed with clubs and light crossbows under the leadership of **River Watch officers**.

Shops and Buildings

ED1. Agrendive's Boat

Evan Agrendive (Neutral male half-elf expert 2) can carry one large-sized and 2 human-sized humanoids, four human-sized humanoids and their gear, or six halfling-sized humanoids across the Stoneheart River in his old and reliable boat. The fare is 1sp per person, but the passengers are required to row in exchange for this low rate. Evan is good-natured, but slightly deaf, and is famously difficult to communicate with. **Aririn** the river nymph is smitten with Evan, and follows his boat as it travels to and fro across the river. During nights with a new moon, Aririn sings her deadly tune (she had a siren as a distant ancestress), but fortunately for Evan, he cannot hear it.

Aririn (Nymph): HD 3; **HP** 14; **AC** 9[10]; **Atk** none; **Move** 12; **Save** 14; **AL** N; **CL/XP** 5/240; **Special:** sight causes blindness or death, siren song. (***Monstrosities*** 351)

ED2. Widow Waker's Orphanage

Perched at the edge of the Stoneheart River stands a grim stone building. Once a convent and hospital, then an asylum, 50 years ago this building was abandoned after a series of brutal murders within, and stood vacant and crumbling until three decades ago. At that time, **Widow Waker** (Lawful female human expert 3) lost her husband and found herself in a desperate situation, with many mouths to feed and no income. A proud woman, she only reluctantly accepted the charity of others, but finally decided that if she must, then she would put it to the best use possible, and began to take in orphans and unwanted babies, dedicating her life to their care and upbringing.

Her enterprise thrived, and soon she found she needed a much larger place to care for all her charges. Thus, she purchased the crumbling stone edifice in the East Docks district, and with the aid of funds from the Shrine of Freya, renovated it.

Today, Widow Waker's Orphanage houses over 130 orphaned boys and girls, ranging from infants to 16 years of age. The Widow, a wizened old woman in her 60s, runs the orphanage with an iron rule. Though she is very strict in discipline, she also loves the many children very much, and would die to protect them and keep them from harm.

The orphanage is now supported by donations from the community and the Shrine of Freya. A number of former residents have risen to positions of some authority in the city, so should the Widow or the orphanage be threatened, she has many contacts throughout the community who might come to her aid.

Though in her mid-60s, the Widow is tough as boot leather, her mind as sharp as ever. She has an iron will, and is not afraid to confront any evil that should threaten the orphans.

Recently, the murderer Lasker (**M9**) has taken an interest in the orphanage, and begun to stalk its residents. After the disappearance of several children, the Widow, frantic to discover their whereabouts, has been working with city officials to find the lost children. So far there has been no success, and she has considered hiring freelance adventurers to help her.

ED3. Eli's Tannery and Furrier

Eli the Tanner (Lawful male human ranger 3) and his assistant **Khuk** (Neutral male half-orc fighter 3) create a wide range of leather items, from belts, pouches, scroll cases, and book covers to full-sized leather armor. Eli is a big man, but is soft-spoken and pleasant to talk to. A former adventurer, he once worked with Portland and York from Fort Rendezvous (**TC14**), but the pair's newly-successful lifestyle means they have less time to work with him. Eli has now begun to hire young adventurers to bring hides and skins to him for tanning and crafting into leather items. The shop is well-kept, but constantly reeks of tanning materials.

Eli raised Khuk from a whelp, and the two are fast friends. Khuk is a devout and quiet follower of Gromm, and cares very much for his friend, whose eyesight has been failing of late.



ED4. Simple's Locks

A large iron lock bearing the name of the shop is suspended above this building's locked and reinforced door. The shop's name is misleading, as the locks made by **Yolik the Simple** (Neutral female halfling expert 6) are actually quite complicated and expensive. Yolik crafts locks with precision and skill, charging considerably more than standard price.

ED5. The Golden Palms

A domed brick-and-stucco building not far off of the east docks, the Golden Palms is a brothel that caters to riverboat travelers and visitors from out of town. The interior of the common room is decorated in silks and tapestries featuring scenes from far-off lands. A large, gold-leaf-covered palm tree stands in the center of the common room and is surrounded with overstuffed cushions, where patrons can recline while servants bring wine and other intoxicants.

The Golden Palms is operated by **Makeesh**, who is also the leader of an underground Slaver's Guild (NOT associated with Greelli [**BM25**]). He sometimes uses this establishment as a source of new wares by drugging or magically incapacitating especially strong or comely clients, then handing them over to his confederate **Jokando** to smuggle his victims out of the city. Makeesh is careful not to do this too often, and always has a cover story ready to explain away the mysterious disappearances.

Makeesh, Male Half-Elf (MU7): HP 19; **AC** 8[11]; **Atk** fist (1); **Move** 12; **Save** 8; **AL** C; **CL/XP** 8/800; **Special:** +2 on saves vs. spells, darkvision 60ft, half-elf abilities, spells (4/3/2/1).

Spells: 1st—*detect magic, magic missile, shield, sleep;* 2nd—*invisiblity, mirror image, web;* 3rd—*fly, haste;* 4th—*dimension door.*

Equipment: robes, *ring of protection +1, wand of charm person* (5 charges), lute, spellbook.

Jokando (Ftr5): HP 37; **AC** 1[18]; **Atk** *+1 two-handed sword* (1d10+3) or *+1 light crossbow* (1d4+1); **Move** 12; **Save** 10; **AL** C; **CL/XP** 6/400; **Special:** +1 to hit and damage strength bonus, +1 to damage using two-hands, multiple attacks (5) vs. creatures with 1 or fewer HD.

Equipment: *+2 plate mail, +1 two-handed sword, +1 light crossbow,* 15 bolts.

ED6. Marvel's Candies

Marvel's Candies is run by **Mimmie Marvel** (Neutral female halfling expert 5), a pleasantly plump halfling woman whose confections delight visitors and children of all ages. Her candy is expensive (5sp per pound), but is widely acclaimed due to her use of chocolate, which is not readily available in this part of the world. Special candies include lockjaw caramels, which keep the user quiet for up to 10 minutes, and smoking hot fireballs, that actually cause smoke to pour from the user's ears.

ED7. Katrin's Houseboat

Katrin, burgess of the nearly-defunct Rivermen's Guild, lives in this houseboat, which is found moored at random locations along the East Docks. Her houseboat is roughly 14 ft. x 25 ft., and comprises a compartment for entertaining and dining, and a sleeping loft where she lives with her giant river otter **Stanley**.

Katrin hauls a gondola with her, keeping it moored alongside her houseboat. Her gondola is her primary means of income. Katrin is a lady of natural beauty and a somewhat charming but sad demeanor. She often spontaneously sings about moonlight, and the natural order of the cosmos and deep love that brings both beauty and pain.

Katrin is a woman in her mid-thirties and established the Rivermen's Guild in an attempt to maintain some form of control over the pricing of river trade and transportation, so as to help out when some of the Riverfolk hit a rough patch, or are being harassed by Wheelwrights who would see themselves taking over all aspects of trade in the city and its environs.

Katrin continues her husband's quest to unify the Arkaji riverfolk, though it cost him his life. Katrin fights an uphill battle against river pirates and smugglers who sully the reputation of her proud people. She preaches clean water, clean living, and fair trade to the few who have joined her guild, though she is otherwise ambivalent to the lives of the folk who do not call the waters of the Stoneheart their home.

Katrin is a druidess who is appalled at the pollution that is dumped into the river and knows that the goddess Kamien frowns upon the horrors and disrespect that are heaped upon her clear waters by great populations of people congregated in tight quarters. Her animal companion is named Stanley, and he is a playful river otter that defends his mistress and her houseboat viciously if necessary.

Katrin charges 1gp for gondola rides along the east canals, and 2gp to ferry passengers across the river, and 3gp to tour the west canals. Her gondola holds up to six passengers with herself as the pilot.

Katrin, Female Human (Drd4): HP 16; **AC** 7[12]; **Atk** *+1 sickle sword* (1d6+1); **Move** 12; **Save** 12; **AL** N; **CL/XP** 8/800; **Special:** +2 bonus to saving throws against fire, druid language, immune to fey charms, shape change, spells (3/1/1).

Spells: 1st—*faerie fire, locate animals, predict weather;* 2nd—*cure light wounds;* 3rd—*call lightning.*

Equipment: leather armor, *+1 sickle sword* (treat as short sword), holly berries and mistletoe.

Stanley, Monstrous River Otter: HD 1d6hp; **HP** 5; **AC** 7[12]; **Atk** bite (1d4); **Move** 3 (swim 12); **Save** 17; **AL** N; **CL/XP** 2/30; **Special:** none.

ED8. River Gate

This well-fortified southern gate connects Bard's Gate to the River Road where it runs along the Stoneheart River south of Bard's Gate. It veers east to largely skirt the Stoneheart Forest and eventually reaches the Great Bridge and Aachen Province to the south. Like the West Gate, it is guarded by a squad of **8 Gatesmen** commanded by a **captain**. These guards explain the basic laws of the city to travelers, and make a cursory search of incoming trade wagons for contraband. The twin bastion towers are each 30 ft. tall, pierced with arrow slits, and topped with a light catapult affording a commanding view of both the North Road and any incoming vessels making their way up the Stoneheart River from the South. Each tower holds a garrison of **2d6+2 Gatesmen** who man the catapults.

The iron-bound oaken gates are closed after sundown and do not reopen again until sunrise.

Gatesmen (Ftr1): HP 5; **AC** 6[13]; **Atk** spear (1d6); **Move** 12; **Save** 14; **AL** L; **CL/XP** 1/15. **Special:** none.

Equipment: leather armor, shield, spear, signal whistle.

Gatesmen Captain (Ftr4): HP 23; **AC** 5[14]; **Atk** longsword (1d8); **Move** 12; **Save** 11; **AL** L; **CL/XP** 4/120. **Special:** multiple attacks (4) vs. creatures with 1 or fewer HD.

Equipment: chainmail, shield, longsword.

K9
TW38
TW40
THE
Dockside
ED1
Chaney Ave.
ED7
ED2
South
ED6
ED4
Imrie Road
ED3
ED8

Turlin's Well

This inner portion of the eastern section of the city is surrounded by the East Canal. This section grew up around a very large well dug by Turlin in the early days of the city (thus the name) to provide a water source for the caravans and merchants camped on the east bank of the river without having to rely on the sometimes questionably clean waters of the river itself. This district is full of small shops and bars. It is a bit more cramped than the Market District. It, along with the Outer District, is also considered by some to be an "Adventurers' Quarter" due to its proximity to the South Gate and the large number of shops, inns and taverns. There are many craftsmen here who either have not been here long enough to be in the Market or Guild Districts, and who do not have the money to establish themselves on the Bridge.

Well Watch: HD 1; **HP** 5; **AC** 7[12]; **Atk** club (1d4); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15. **Special:** none.
Equipment: leather armor, club, 2d4sp, 3d4cp.

Features

Character: The "Well," as it is called, is described by some as a rough-and-tumble gathering place of wayward adventuring types and low-rent charlatans. While in some instances this may be true, the Council of Burghers knows the Well to be one of the most thriving districts of the city. Large amounts of adventuring coin are spent in the shops and taverns, and licenses for new businesses are applied for on an almost daily basis, and the district's leaders in recent years successfully managed to petition for the rezoning of the City Naval Yards from East Docks to the Well, thereby increasing the Well's tax revenue considerably for the boat construction that occurs there. The boom of Turlin's Well has been so successful, that the Council is trying to spread its prosperity to the Outer District and the East Docks. At very least, they hope it serves as a model for the renewal of the Old Temple District.

Businesses: Taverns, inns, craft shops, and shops catering to adventurers are located here. Most shops are also residences, with 75% of structures dedicated to private housing.

Prices: Prices in the Well District are 10–15% above standard. This is due in large part to their swelling taxes, resulting from the expanded growth of new and successful businesses here.

Purchase Maximum/Month: 500gp unless otherwise noted.

Building Type: Structures in the Well District are fairly new, mostly brick-and-wood two-story buildings that are plaster coated in a clean, pleasant white. Many businesses have a fine mural painted on the side of their building in fresco to show the sort of operation that they run.

Guard Details: The **Well Watch** is a fairly corruptible but good-natured band of about 40 individuals. The group consists of patrols of 2–4 individuals, and may be encountered once every 20–30 minutes, when they aren't busy hanging out in the local taverns while on duty.

General Locations

Turlin's Well

The main well which gives this section of the city its name was dug many centuries ago, and is blessed with fresh clean water from a deep underground aquifer. A large fountain is built atop the well, and the water is pumped from the depths by a method devised by old Turlin himself. A statue of Turlin, one of the founders of Bard's Gate, stands atop the fountain bearing his name. This well, among several others, ensures that the city has fresh water, no matter what pollutants are dumped into the Stoneheart River from farms or marauders to the north.

Lyre Bridge

This bridge is as expansive as the King's Bridge. Built several years later, in celebration of the victory over the Bandit King and in memorium to his victims, it was designed to afford access to the Central Island from the eastern banks of the Stoneheart River.

The Plaza of Dark Pleasures

During the day this tranquil park, featuring a large hedge garden and statuary, is a popular place for the people of Bard's Gate to enjoy a picnic and a bit of fresh air. By night, however, the plaza transforms into a gathering place for shady pimps, desperate prostitutes, nefarious drug dealers, and rival gangs of cutpurses looking to score some quick coin off the unwary visitor. Troubling events recently have shaken the brazenness of these panderers to the dark pleasures of life, for bodies have turned up hidden in the hedge garden. Tongues, eyes, and sometimes heads are found missing from the unfortunate victims. Whispering rumors indicate something unnatural is afoot, and the constables are tight lipped about any leads.

Circle of Gargoyles

An alabaster pillar, topped by a bowl, is carved with gargoyles that look down upon the circular street intersection. A low-angled wall divides the usual paved stones of the streets from the stained granite pavers that surround the pillar. When it rains the bowl atop the pillar collects the rainwaters, and they then drain forth by the gargoyles to form a spectacular dome of sheeting water. The water strikes the wall and runs back toward the pillar where it drains into the sewers.

The purpose of the pillar is unknown, as are its origins. It was gifted to the city by a merchant lord of Coutaine over a century ago, though that nobleman's line has since died out and no further records of its commissioning have been found. Utello the sculptor, took his primary inspiration from this somewhat-macabre pillar when he started his business. Wizards who have studied the pillar have found it to be magical, with strong conjuration magic that some suspect opens a gate into the Elemental Plane of Water. Over the years several members of the city council have put forth motions to have a pump installed in its base so that its wondrous water dome feature can be enjoyed in all weathers, rather than only when it rains, but so far each such motion has been quashed by successive burghers of the Wizards Guild until such time as the strange sculpture's true powers and purpose can be discovered.

Entrance to the Sewers

The sewers are accessed here by a series of four low tunnels that run along the edge of the canal beneath the overhang of the street embankment above and pour forth a steady stream of effluvia into the canal. Each tunnel is just wide enough to guide a small skiff into and are used when the



Pipe Cleaners have to move gear or construction supplies into the sewers that are too big to fit through the normal access hatches. The smell issuing from these tunnels is quite pungent, so even indigents tend to avoid them.

Known to very few (even among the Pipe Cleaners), there is a fifth tunnel entrance here along the canal 100 feet father east that is completely overgrown with a hanging curtain of ivy and brambles. Noticing this shadowy, covered entrance requires someone at canal level during daylight hours being within 10 feet of the opening and making a DC 27 Perception check. Getting through the tangle blocking the entrance would take some work.

Shops and Buildings

TW1. Virthalia's House

Virthalia is a friend of Cylyria. She is a newlyjoined member of the Greycloaks. She deals reasonably with lawfully-aligned magic-users who are interested in learning spells.

Virthalia, Female Half-Elf (MU5): HP 13; **AC** 9[10]; **Atk** dagger (1d4); **Move** 12; **Save** 11; **AL** L; **CL/XP** 8/800; **Special:** +2 on saves vs. spells, darkvision 60ft, half-elf abilities, spells (4/2/1).

Spells: 1st—*detect magic, magic missile, shield, sleep;* 2nd—*ESP, web;* 3rd—*dispel magic.*

Equipment: robes, dagger, spellbook.

TW2. High Sanctum of the Scroll

This, the tallest structure in all of Bard's Gate, is a nearly 250ft tall structure that stands as a beacon to knowledge and learning. It is 60ft wide at its base and narrows to a mere 20ft with a cupola observatory at the very top. Adorning this cupola is a sculpture of a gleaming silver scroll that shines like a beacon, visible for miles around the city. Coiling around the outside of the tower is a 10-foot-wide staircase that leads to its summit, adorned with flower boxes in terraces all the way to the top that are well tended by the denizens of the Sanctum. This huge tower is home to the Temple of Yenomesh, the god of knowledge and runes, and is a repository of the greatest wealth of information in the lands. The interior of the great tower, houses a wealth of scrolls and books describing the rise and fall

of nations, the words and deeds of the gods, and the names and epics of famous hero's and their weapons.

Tended by **Master Scribe Drembrar** and his **3 Scribes of the Scroll** (Neutral male human cleric of Yenomesh 3), the great library that is housed within is barred to all who would seek to delve the depths of its tome lined walls unless they are willing to donate a tome, volume, or scroll of at least 1000gp value. The monastic Scribes seldom venture forth into the city and live as virtual anchorites to their faith. That is not to say that they are unhappy, for these learned sages have the love of their lives surrounding them at all times.

Anyone coming to seek advice from the sages must bring a book or scroll of some value in order to get the clerics to respond to their question. As stated above, however, bringing a book of one's own garners admittance to the sanctum proper. The Scribes take 1d4 days to research an answer to the question that the interested party asks of them, and unless the information sought is of a dangerous nature, they include with their answer a detailed report that explains the various possible alternate answers to the question.

Master Scribe Drembrar, Cleric of Yenomesh (Clr6): HP 23; **AC** 4[15]; **Atk** staff (1d6); **Move** 12; **Save** 10; **AL** N; **CL/XP** 7/600; **Special:** +2 save versus paralyzation and poison, spells (2/2/1/1), turn undead.

Spells: 1st—*cure light wounds, protection from evil*; 2nd—*bless, hold person;* 3rd—*cure disease*; 4th—*cure serious wounds.*

Equipment: *bracers of armor* AC 4[15], staff, holy symbol of Yenomesh.

The Libraries

The interior of the tower is hollow, and there are living quarters upon the bottom floor for the Master Scrivener and his Scribes. They are all very old, with the exception of **Daniel** (Neutral male human magic-user 1), the newest member to their order and the youngster at the tender age of 51, who often runs errands in town. A cleric or magic-user that gains entrance to the library by donation of a valuable book or scroll, and begins research on any range of topics to find out the information that they are looking for, finds it in half the normal time (Referee to determine appropriate research times). The ground level has a sanctuary dedicated to Yenomesh, and has murals depicting the how the god gave the gift of the written word to the races of the world. The paintings are extremely detailed, and the sanctuary fills all who enter it with a feeling of inner knowledge and a desire to learn. Each floor of the library covers a different field of study.

Library of Fauna and Flora

This floor is dedicated to the study of beasts and plants, both monstrous and benign. Detailed descriptions of various natural beasts and animals, their lairs and their eating habits can be found here. There are also tomes and volumes dedicated to various plant life including a section on dangerous plants and sentient plant life. Also found here is information on volcanic eruptions, changing weather patterns, and their effects on plant growth and animal migratory habits.

Library of Machination and Engineering

This floor is dedicated to the study of mechanical and magically animated objects. It has detailed descriptions of flying contraptions, ships, architecture, pulleys, and siege engines. Treatises on how to craft the perfect golem or other construct are also found on this floor. Those seeking to build a better catapult, trap, or fortification would be well served to study the manuals found here.

Library of Contemporary History

Copies of births and deaths, almanacs, proclamations, treaties and historical documents from around the world are found here, dating back to within the last few hundred years.

Library of Ancient History

Found here is a vast collection of tales and legends from the days of yore. Some of the volumes are so old as to be written on clay tablets, or on scrolls so brittle that they are kept behind plates of glass never to be handled. This floor of the library is purposefully kept dark at all times to keep the light from fading the ink on these dusty tomes any further.

Library of Genealogy

This library contains many books and tomes on family histories, and especially documents relating to royalty, heraldry and lineage of kings, and other nobles. Those seeking to prove their link to some fabled kingdom or dynasty may seek here for answers to their dilemma of rank and title.

Library Arcana

This library is filled with thick manuscripts on the nature of arcane magic, and dangerous tomes filled with hidden secrets. The Master Scrivener himself sits in on any readings and research that is done here, and allows no books to be removed from the reading tables. He gets those he deems the visitor is prepared to read himself, and returns them to their proper places when completed.

Library Astral

This wing contains tomes relating to the different planes of existence and the mortal world's association with them. As with the Library Arcana, the Master Scrivener himself sits in with the reader and keeps a watchful eye on what materials are sought after and the reasons for such research. He can also suggest what books are hokum, and those books that actually contain information useful to adventuring types. This floor has several windows that give a commanding view of the countryside, and the stars on clear nights.

Library Ecclesiastical

This section of the library is dedicated to various works on the gods and their holy texts, including those considered living and dead, as well as their creation myths from different cultures around the world. It has detailed descriptions on all manner of worship and worshippers. As with the Library Astral, and the Library Arcane, the Master Scrivener personally assists all who would seek to gain knowledge here, to insure that more dangerous works do not fall into the wrong hands. This room is furnished in comfortable, if plain, desks and chairs.

TW3. There and About

When one seeks a map to the regions outside of the city walls, one must stop by the map plastered walls of this shop. **Robert A. Terrafyrma** (Neutral male halfling expert 3) owns and creates every map that is found here. His maps are masterfully drawn. Many are copied from maps purchased from traveling adventurers with specific notes derived from the details of the heroes travels used to gather exacting detail. Those seeking ancient maps may also come here, though Robert does not allow these items to be taken from his shop. Several of these are forged to appear ancient but are actually his own designs and lead only to false treasure-troves, dead-ends, and danger. There and About's wares include floor plans of specific buildings (10gp in the city), general city maps (2gp), partial sewer maps (by district, 15gp), and treasure maps (various locales, Referee's discretion, 1d20 x 10gp, chance of accuracy 20%).

TW4. Temple of the Beetle

This dark, oval-domed structure, with bubbled pillars along its walls carved to appear as though beetles are trying to burst forth from the stone

columns, is no temple at all. Despite its appearance, it is actually an insect shop catering to specific vermin and their uses. **Takkerk** (Lawful male dwarf cleric of Serqet 5), a dwarven transplant from Khemit, runs the shop, adorning every imaginable piece of jewelry and clothing with a beetle design. He seems aloof about his love for these vermin, though no one has yet tried to steer him away from the business. Within the shop one can purchase anything derived from beetles. Among them are large or small beetle shell shields, lamps and lanterns with fire beetle glands or live solar scarabs within, flasks of acid from a few of the other varieties, jewelry from dried scarabs, as well as the possibility of obtaining live specimens of many varieties, including monstrous ones.

TW5. The Silent Strike

From this small wooden shop with a coiled whip nailed above the door, one can only assume the character of the craftsman within. **Gunther Stone** (Neutral male dwarf fighter 6) crafts bull-whips and gladly offers demonstrations, snapping clothes, jewelry, hats, and anything else off of his customers. He is a grizzled and well-traveled dwarf who has given up adventuring for the peaceful life of a businessman. Gunther still has an old map to the dungeon of Rappan Athuk that he and Arlen (see ***The Lost Lands: Stoneheart Valley***, "Major NPCs in Fairhill", for more information on Arlen), now of Fairhill, had used in their adventures within the cursed place. He partially blames himself for his friends weakened state.

TW6. Replacement Arms

Ashtin Artcolmb (Neutral male human magic-user 6) crafts prosthetic arms and legs from steel, brass, tin, and wood. His skill has become so great that the replacement limb works almost as well as the original (half of the normal penalties for a missing limb as described under "Doctor Karisk's Procedures" in Chapter 14). The victim of a horrible trap during his adventuring days that cost him his legs, Ash has begun recently to craft exotic weapons into his prosthetics that are often concealed. Many are spring loaded, magically enhanced, and/or devilishly complicated works of craftsmanship. He has crafted legs that fire darts from a hidden receptacle in the knee, hands that hide razor sharp claws, arms that hide a chain allowing the hand to become a gauntleted flail head, sockets that can change weapon attachments to swords and battleaxes (specially fitting to the locking steel socket that works similarly to a locked gauntlet).

The prosthetic limb itself comes with a steep price; usually around 1500gp for the limb itself, additional gold equal to the cost of a weapon, and an additional 1500gp to enchant this new weapon to a +1 bonus.

TW7. Oiled Axle

Enix Axlecrafter (Neutral male human expert 3) comes from a long line of wagon and chariot builders. He can build for four- and eight-hitch teams, ox carts, and sedan chairs. Lately his business has been plagued with accidents, and he is losing workers to cheaper shops run by Duloth's organization. Enix is an ex-member of the Wheelwrights Guild, and was the only one to oppose Duloth's election as burgher, pointing out Duloth's various political ambitions and machinations. For this reason, he has been blacklisted from the guild his great-grandfather started over a hundred years ago.

TW8. Precious Jewelers

Tal Rowiv (Neutral male half-elf thief 4), runs this low-quality jewelry shop. Most of the jewelry is of costume quality, or crude craftsmanship (thick gold ropes, ill-fitting rings, etc.) Tal is generally lazy, but can do a good job making costume jewelry from copper and glass that looks like the real thing after he carefully plates it in thin layers of gold or silver. Things in his display case that are estimated at a glance to be worth a hundred gold pieces may very well be worth a silver if the purchaser is lucky.

TW9. Fusini Studio

The studio of the famed artist Giovani Fusini is located near the Circle of Gargoyles. **Giovanni Fusini** (Neutral male human expert 3), is an avant-garde artist and skilled social climber who works in various media, yet is a master of none. He has bluffed many into believing that he is the greatest artist of his time, yet rarely has time to create anything, as he is always busy critiquing the work of others over dinner at some wealthy aristocrat's home.

TW10. Utello's Gargoyle Studio

Renowned for crafting many of the sculpted gargoyles that adorn several of the most fashionable noble houses and temples, **Utello** (Neutral male human expert 3), the former apprentice to Phidian, has opened up this cluttered stone workshop. His works commonly take on demonic images. Much of his greatest work is of such, while he has made more peaceful gargoyles for the common folk. This studio is open from mid-morning to mid-afternoon. Utello does most of his business from this shop, keeping a private studio elsewhere in the city.

TW11. Box of Bones

Zedicha (Neutral female human expert 2) crafts her caskets with precision for the wealthiest of families in Bard's Gate. Her caskets are always finely inlaid and carved skillfully, often in the likeness of the deceased. Recently, Zedicha was approached by a cloaked man with a limp that had a rather large order for 6 caskets of exquisite make and conception. They were to be inlaid with lapis lazuli, ivory, and precious stones, rather than her usual silver. She labored for nearly a month on the job, finally finishing the caskets, which were in turn stolen from her shop in the middle of the night while she was sleeping. The cloaked man never returned to inquire about the caskets. This has left Zedicha troubled, waiting for the man to return and claim his caskets, with half the money already spent on materials and no product to show for it, she knows she is in a very tight spot indeed. Typical prices range from a standard pine box (1gp), an oak deathbed (10gp), an exotic hardwood affair with carved top and lined interior (100gp), or a Truly Magnificent Coffin (1d20 x 100gp plus cost of inlaid gemstones and materials).

TW12. Menoen's Studio

Menoen the Limner (Neutral female human expert 2) is a skilled, self-taught artist that grew up on the streets of Bard's Gate, drawing pictures in the plazas with bits of chalk and colored stones. Eventually she got quite good at her craft, and, after earning a bit of money, she bought some paints and began painting signs and shields for traveling adventurers and local tavern owners. Menoen charges 100gp for a standard 4sq ft sign, 100gp for a portrait, and 10gp for an ink-drawn caricature.

TW13. Vok's Arcane Attic

This small building is unassuming from the outside, with a spectacled toad painted on the door. If you were not seeking this bookshop, you would probably walk on by. As owner and proprietor, **Vok Wightkicker** (Neutral male human magic-user 5) keeps his shop in the same manner as one might an exotic pet store. This gives the common visitor the uneasy feeling that the shelves that line the walls not only have eyes and ears, but claws and teeth as well. The more magical (and thus dangerous) volumes are kept safe on the second floor. Some of these are chained to the shelves to prevent incident. Prices here are double what would normally be expected, though selection is also about double of any other rare book dealer. Be it *Accurate Teleporting for the Direction Senseless*, or *Zero*

Gravity Spells for Inertia Sufferers, Vok is bound to have a copy in stock.

There are tomes on magical item creation, alchemical theory, unfamiliar familiars, and practically anything else related to the practice of magic. Vok's familiar, a brass-colored toad named **Bill** keeps a lazy eye on all visitors. From his perch on the antique desk at the rear of the shop, Bill closely resembles a poorly crafted paperweight. A keen observer might note the miniature silver bell beside the toad with a small sign attached which reads "*Please do NOT ring for service*". The toad has somehow acquired a taste for rye whiskey, and if presented with the potable, he may actually move from his perch. This is considered a rare (and good!) sign, and gives the characters a friendly start in dealings with Vok.

TW14. Arta's Laundry

Arta (Neutral female half-orc commoner 2), although hard working, possesses only moderate skills as a laundress. Arta's laundry enjoys a high level of success due primarily to her popularity amongst the local women of Bard's Gate. Always hot-tempered, she once saw a man beating his wife right in front of her shop. Arta's temper flared and she stormed out of the shop and gave the man the worst beating of his life. After that, many of the local women started bringing their business to her, and her business has flourished ever since, much to her own amazement.

TW15. The Hanging Rose Tavern

Run by the jovial **Goodman Furster** (Neutral male human commoner 4), the Hanging Rose Tavern is popular with merchants and local officials. In addition to offering simple, well-prepared food and drink (prepared by his wife), the patrons are served by the three eldest of Furster's nine attractive daughters **Trixie**, **Claudia**, and **Maggie** (Neutral human female commoner 3). All three of them are old enough to marry, which does wonders for Furster's business, yet does nothing for his peace-of-mind. Friendly and well-liked, Furster always has a protective eye on his daughters. The patronage of several influential officials ensures that there is seldom any trouble at The Hanging Rose.

TW16. Joth the Trap-Maker

Embittered by the loss of his leg while hunting as a youth, **Joth** (Neutral male human expert 5) spends his days stumping around his cluttered workshop on his peg-leg. Constantly working on new ideas, Joth lets his **2 apprentices** (Neutral human male expert 1) work on simple traps and snares for rabbits and such. Despite his cranky demeanor, Joth's expertise keeps the business lucrative. Adventurers often come to Joth for advice and traps for use in capturing nasty beasts.

TW17. Gin Wa Studio

This small shop is nestled neatly between the other buildings that surround it. There is no sign above the door, nor are there samples of works or wares displayed in the two tiny windows. The owner of the shop, **Gin Wa** (Neutral male Xi'en human expert 4), specializes in the painting of abstract portraits. His work is highly sought by those nobles and wealthy citizens who have the money to pay him. He does not advertise his store with signs and displays, but instead counts on word of mouth to bring in his business. His portraits seem to hover in a realm between reality and a land of dreams. Because of this, many wealthy buyers seek his art, seeing it as a trendy symbol of wealth and prestige.



TW18. The Wyvern's Tail

The sign above the door to this run-down tavern is hanging from one hinge. If a passer-by were to stare at it long enough, they *might* make out the form of a reptile with a pointed tail holding a mug of foaming ale. The tavern only has three windows, all of which have long since been broken out so many times that **Hal**, the owner, simply leaves them the way they are. The inside the tavern doesn't look much better than the outside. Mildew creeps up the walls and the legs of the chairs, its origin unknown but assumed to be the stagnant puddles of spilled ale and other potent spirits. The ale here is always warm, the food always terrible. The barmaids go about their business, scantily dressed, and awaiting the opportunity to engage in their *real* occupations when the patrons become drunk enough to ask.

The Wyvern's Tail was not always called what it is now. It used to be a somewhat respectable place, if never very well kept. Due to its location in town, the tavern was quickly noted as one of the most shoddy and violent taverns around. Barely a night went by when a bit of a tumble didn't erupt among the patrons. The tavern soon earned its place among the legendary brawler bars of its kind.

Like any good brawler bar, the Wyvern's Tail has its current lead thug. This model citizen, **Laamar**, happens to be an enormous half-orc with a tremendous thirst for ale and an insatiable desire to beat on someone at least once a week. PC's whose appearance or manner is imposing or threatening in any way have a 20% chance of inspiring Laamar to make a new window where a wall once stood. Hal allows this type of behavior because he can't stop it. Like it or not, the bar fights bring in customers who want to watch the brutal brawls. Should a PC defeat Laamar in a one-on-one match, they may find themselves a job as bouncer here. If the PC succeeds in beating a series of toughs, thugs, boxers, and bullies over the next month, Hal offers to sell the place to the PC for 2,000gp and retires into obscurity. The Wyvern's Tail offers Stinger Beer (mug 2cp), Brin Zwiescher Ale (mug or bottle 3cp), Wyvern Whiskey (shot 4sp bottle 4gp), Stoneheart Mountain Ale (mug 4cp).

Hal (Ftr3): HP 14; **AC** 7[12]; **Atk** club (1d4+1); **Move** 12; **Save** 12; **AL** N; **CL/XP** 3/60; **Special:** +1 to hit and damage strength bonus, multiple attacks (3) vs. creatures with 1 or fewer HD.
Equipment: leather armor, club.

Laamar, Male Half-Orc (Ftr4): HP 24; **AC** 6[13]; **Atk** fist (1d3+1); **Move** 12; **Save** 11; **AL** N; **CL/XP** 4/120; **Special:** +1 to hit and damage strength bonus, +1 hp per die due to high constitution, darkvision 60ft, half-orc racial abilities, multiple attacks (4) vs. creatures with 1 or fewer HD.
Equipment: ring mail.

TW19. Alms, Liquor, Entertainment (A.L.E.)

This run-down tavern, comprising of a few wooden shacks built into one large open space, serves cheap liquors and often pays beginning bards to play here. **Stein** (Neutral male human cleric of Zors 3) is a forgiving soul, often not charging the many poor and weak that come to his door for a drink. Many of his drinks have also been imbued with half-strength *potions of healing* (cures 1d4 points of damage), and a sobering concoction similar to Mar's (**M12**). For his contributions, Stein has been approached by the Shrine of Suffering's Ease, though he remains steadfast in the beliefs of his own god, Pekko. Stein charges his patrons only what he feels they can pay, which has led to some financial difficulties in the past.

TW20. The Toll Booth

This square stone shop has large glass windows that allow people in the streets to see the making of the cookies which this bakery specializes in. The air around the shop every morning is blanketed with the aroma of warm baked goods. **Keyslin Yebler** (Neutral male wood elf expert 3) runs the bakery and is never shy to show off his preparations or add some entertainment as he flips cookies in the air (after drawing them piping hot from the brick ovens). He is aided with his small crew of bakers; **Sandie**, **Pinwheel**, **Grasshopper**, **Fudge**, and **Chip** (Neutral male or female halfling expert 1), who are themselves entertainment in their floured green smocks and caps as they run around in the kitchen. Sold from behind the low counter are the ginger crisps, celestial wafers, demon dark snaps, and other mouth-watering cookies that make this place popular. The cookies are 1cp each, 1sp for a baker's dozen!

TW21. Bard's Gate Too!

Many stop in this small shop out of curiosity, and find **Goric** (Neutral male hill dwarf expert 5) to be a master of his craft. Here, as the name of his shop jokingly implies, one can find nearly every shop, building, and house in the city rendered in clay with all the minute details painted exactly to match. Favoring the black clay found in the river beds to the north, copies of the ceramic-made city locations are slowly becoming sought-after collectibles among the upper middle class. Many commission their own unique domicile, with actual stone or precious metals added to the design. Regardless, every piece is coded as to when it was made and in what order. It is said no one has a complete collection of the city save Goric, though many are close to that, and pay absurd amounts to obtain the lower numbered pieces.

TW22. Volwild the Swordmaker

If you're looking for a short sword, or even one balanced for finesse, you've come to the wrong place. **Volwild** (Neutral male Erskaelosi human cleric of Bowbe 4) makes heavy-weighted blades: two-handed swords, bastard swords, and longswords. He has recently acquired a common giant's heavy sword (see ***The Northlands Saga Complete*** by **Frog God Games**) from some Northlander traders and is fascinated by the weapon's crude utility. It is likely only a matter of time until he adds this weapon to his inventory.

Worthy of only the strongest warriors, Volwild has even refused to sell to any that do not look strong enough to wield his blades. Volwild is a devotee of Bowbe, whom he curses and blesses every day with the making of tools that only Bowbe would be proud of. The large wooden lean-to that Volwild works from radiates heat and steam, and many claim it is his god humming and cursing with each ring of hammer to steel.

TW23. The Mimic's Guild

The curiosity of performances at the Mimic's Guild is that anyone can join a free play. For the price of a single gold harp (1gp) anyone may become an "actor" in the loosely scripted and impromptu performances that take place here. The real acting is done by slaves who are, in fact, shouting screams of agony during dramas, showing fear in murder scenes, and tickled to laugh in comedies. Performances are directed by **Tharvis** (Chaotic male half-elf magic-user 2), who drugs the slaves to keep them from escaping and revealing the cruel truths of his increasingly popular performance art. The small wooden, open-aired coliseum has a performance twice daily, with the late evening shows often ruined by the shouting drunks that have paid for a place on stage.

TW24. The Thorn Wall

This small granite-bricked shop is covered in thorny vines and plant tendrils. The gardener **Dorbon** (Neutral male hill dwarf expert 6) is obsessed with his plants, many times refusing to sell certain seedlings to his infrequent customers. He does all he can for his "companions," offering them whatever it is they need to survive, be it new soil, fresh air, blood,

water, or in some cases even feeding them small animals or illegally purchased slaves. The shop mostly caters in vines of all varieties, many of which are charmed monstrous types or magically endowed with spells, cast daily. No thief has successfully broken into this place, as the variety of assassin vines, blood roses, razor leafs, serpent vines, strangle vines, venom twigs, and budding tendriculos sitting by the south window have devoured any would-be burglars whole.

TW25. Up in Smoke

This spa and steam house are run by **Orin** (Neutral male half-elf thief 3) who keeps this business side of things legal but offers much more to the true owners. Within its many rooms catering to the relaxation of its guests, there hides a more sinister component that plagues the city of Bard's Gate. Red Blades, who use this spa as cover, can slip in and out for a long duration and not come to the notice of the Brownies. Behind private steam rooms are a series of secret doors and an array of safeguards. Hidden chutes plunge below the spa into a sewer-level safe house that serves as a council hall, prisoner cells and slave pens. There are **1d8 lesser members** of the Red Blades, **1d2 hostages** (Referee to determine as needed), and **2d6 slaves** (Neutral male or female human commoner 1) hidden below the spa at any given time.

Red Blade Initiate (Asn1): HP 4; **AC** 7[12]; **Atk** dagger (1d4); **Move** 12; **Save** 15; **AL** C; **CL/XP** 5/240; **Special:** backstab (x2), disguise, poison, thieving skills.

Thieving Skills: Climb 85%, Tasks/Traps 15%, Hear 3 in 6, Hide 10%, Silent 20%, Locks 10%.

Equipment: leather armor, dagger, thieves' tools.

TW26. The Woven Hair

Fond of scalping his foes in the past, **Ahmen** (Neutral male Plainsman human fighter 2) now makes use of this knowledge by obtaining all kinds of hair, regardless of the original source, and weaving them into wigs. He sells his creations for 5–20gp, depending on the quality. Those that displease Ahmen are often sold wigs infested with fleas. The wealthy, barristers, women, and rogues are his most frequent customers. Working to collect his materials are his private gang of thugs, called oddly enough **head hunters** (Neutral male elf, Plainsman human, or half-elf fighter 1).

TW27. Maiden's Cross

Maiden's Cross was founded by a female order of paladins called here to battle the threat of Orcus and the other evil secret cults of Bard's Gate. They occasionally assist the guards and military in their battles against the vicious incursions of the gnolls and black orcs. They opened this tavern/shrine to their goddess, Muir, to attract others to their cause, and draw away suspicion from their goals.

The building's exterior is a round tower-like affair, with a gypsum-tiled cone shaped roof. It has white marble-bricked walls, and low half-circle steps approach the silver-gilded door, which bears the image of a kneeling, armored woman, her sword pointing downwards, and held in both her hands. Upon entering the place, the common room seems not to fit the exterior, its floor plan shaped like a cross with a circular area where the arms meet in the center. In the center of this circular area is a circular, marble-topped bar, and a red granite pillar rises from within the center of the bar up to a stone capital that supports the heavy rafters of the roof. From the rafters hang a multitude of lamps, at least one over each table, which are beyond the reach of all save a tall high elf or someone standing on a chair. The rest of the room is taken up by the multitude of round wooden tables and chairs, with stools surrounding the bar. Off to the left is a short flight of stairs leading to a balcony where some local female bards can sing and play their music. Across the room is another door. Barmaids seem to pour in and out delivering their trays of mugs and plates of steaming food to the patrons. A third door to the right opens with the acceptance of the tavern personnel.

The place is run by **Jenette Holycraft**, a woman of graying auburn hair cut short pushed back with countless strokes of her fingers. Dark brown eyes observe everyone and seem to warm when tending to those in need. Jenette lost her mount to the Cult of Orcus over a year ago, and has yet to call another.

Her staff are all **female paladins** (Lawful female human paladin 1). They act as barmaids, bartenders, cooks, and when off duty, they pray to their goddess at the shrine upstairs for guidance in the battle against evil within the walls of Bard's Gate. She is on respectable terms with Bofred and Barahil, but her all-female sect maintains a steadfastly separate — and some believe heretical — interpretation of the faith of Muir that borders on apostasy.

The place is run entirely by women. They tend to be avoided by male patrons, though the paladins do not object to their coming in. Jenette and the staff are neither dismissive nor stand-offish to men, though Holycraft explains that it is a taboo against the tenants of the Order to fraternize with men (the Maidens are strictly celibate); additionally, males are not allowed to order food or drinks at Maidens' Cross, although groups with female members may have the ladies order for the entire party. Men may drink and dine if accompanied by a female companion who orders; however, no bed is rented to a man, or shared between a man and a woman. Female bards of good alignment frequent the place and are offered free food and drink for their lively services.

The lamps above each table were crafted at The Leaded Lantern (**G5**), and are enchanted to *detect evil,* as the cleric spell. If any evil is found, they display a distinct magical mark only visible to female paladins. Some actually believe the place was founded by a coven of witches, as some woman there have displayed mystical arts, but it seems that only the men of the city spread these rumors. The rumor is not actively stamped out by the sisterhood as it brings evil doers to the establishment, thus making their identification and observation easier.

Maidens' Cross serves common drinks: beer (mug 1cp), Argent Ale (cup 5cp), wine (glass 5sp), and common mead (mug 2sp). Also if a lamp *detects evil*, the barmaids water down the drinks with holy water, and await any response, should there be one. Their specialties are Maiden's Cider (mug 1cp), and a honey-brewed Holy Mead (brewed with holy water) (bottle 30gp), both served warm. Rooms can also be had, 2 beds to a room (8sp/day, 5gp/week, 18gp/month).

Jenette Holycraft, Female Human (Pal7): HP 46; **AC** 1[18]; **Atk** +2 *longsword* (1d8+2); **Move** 12; **Save** 6; **AL** L; **CL/XP** 8/800; **Special:** immune to disease, lay on hands (14hp), warhorse mount

Equipment: *+2 plate mail, +2 longsword,* silver holy symbol of Muir.

TW28. The Divine Apothecary

This small apothecary is run by a short, plump, red-haired woman in her mid-fifties. Thoughtful and serene, this little green-eyed lady who stands only about 4ft, 11in tall, always seems to be somewhat sad. Those who visit her the most often don't even know her real name, everyone just calls her "**Dour**" because of the mood she displays.

This establishment smells of thick incense and aromatic herbs being dried high above a heated stove. The shelves are tidily kept with a large assortment of bottles and baskets that are filled with anything from mistletoe to bleached skulls. One entire side of the building is solely used for the storage of small potted plants, which Dour harvests for their medicinal properties and as ingredients for a variety of the countless potions that she brews.

Dour is often visited by a contingent of clerics from the House of the Ever Vigilant Guard. A few of the older ladies that come to gossip with her often speak of her long-lost husband, a knight within the order, who disappeared several years ago under mysterious circumstances. Most folks suggest that this would explain her "dour" mood.



Dour, Female Human Cleric of Zadastha (Clr6): HP 25; **AC** 4[15]; **Atk** +2 *heavy mace* (1d6+2); **Move** 12; **Save** 10; **AL** N; **CL/XP** 7/600; **Special:** +2 save versus paralyzation and poison, spells (2/2/1/1), turn undead.

Spells: 1st—*cure light wounds*, *light*; 2nd—*hold person*, *silence 15 ft radius;* 3rd—*cure disease*; 4th—*cure serious wounds.*

Equipment: *bracers of armor* AC 4[15], *+2 heavy mace*, 3 *potions of healing*, 2 *potions of neutralize poison*, 2 *potions of cure disease*, silver holy symbol of Zadastha.

TW29. The Lyre Valley Press

Gustof Von Blaw (Neutral male halfling expert 4), takes great pride in his newly acquired steam-powered printing press. He makes great boasts and claims that the mechanical press, which allows him to print multiple copies of a manuscript at ten times the rate of a dozen scribes, will revolutionize the way books and proclamations are processed.

The problem however is that his process is not perfected, and the machine often breaks down making the printing of anything more than a simple broadsheet, or an occasional flier highly unlikely for some time to come. It seems that he purchased the machine in far-off Castorhage, and that there is some part or piece missing that would make the machine more reliable, but for the life of him, he cannot figure out what is wrong.

It turns out there is a special spring that was left out when Gustof had the machine shipped to Bard's Gate from Reme. The spring somehow came into the possession of Duloth, who in turn sold it to the Scribes Guild (**G12**) for quite a hefty sum of coin. Out of pure cruelty, Duloth has threatened to let Gustof know that the scribes have the missing part, if they do not tithe him 10% of their total income for the work that he is sure Gustof could do faster if he had the spring.

TW30. Eldritch Inks

This bizarre Tattoo parlor is run by **Zadakarius Bloodink** (Neutral male human magic-user 6), who inlays crude and painful, yet powerful magical tattoos to whatever client has the coin to purchase such permanent and mysterious body art. Zadakarius's work is crude, and almost tribal in design. Zadakarius's hands are not skilled in crafting his runic patterns in the most creative of fashions, and this causes the entire process to be quite painful. They do, however, instill magical properties upon the wearer of such inks. The cost of each tattoo is dependent on the ability bestowed. Persons receiving a tattoo suffers 1hp of damage for every 100gp value of the tattoo thus scribed to their flesh.

TW31. The Velvet Curtain

The Velvet Curtain is a small playhouse off the concourse where many young bards get their start on the stage. It was known for a long time to be a place where common folk could go to see a popular rendition of old shows. For a long time, the Velvet Curtain had been in decline, with more and more people spending their hard earned coins at the Masque and Lute (**BC2**). The Velvet Curtain has had a revival of late as a popular spot for entertainment, as they have garnered a near exclusive contract to put on the productions of the wildly popular playwright **Armando Levane** (Neutral male human magic-user 2), whose plays are so utterly horrible as to be some of the most sought-after seats in all of Bard's Gate. The plays currently in production owe a lot to audience participation, though the actors are all in good spirits and do not seem to mind the inane howls from the crowd, as they merely go over the material and do their best to avoid hurled objects.

Pricing at the Velvet Curtain is as follows: matinee performance 3sp/general seating, 8sp/box seat; evening performance 5sp/general seating, 1gp/box seat.

Inscribing Magic Tattoos

You can inscribe a magical tattoo of any 4th-level or lower spell that you know and whose level is equal to or less than one-half the character level (or Hit Dice) of the one receiving the tattoo (a 1st-level character can have a tattoo no higher than 1st level, a 4th-level character can have a tattoo no higher than 2nd level, and so on).

The base price of inscribing a magical tattoo is its spell level x its caster level x 50gp.

A magic tattoo can be activated once per day. In order to activate a magic tattoo, the part of the body it is inscribed on must be exposed (for example, if it is on your face and you are wearing a full-face helmet or mask, you must remove it before activating your magic tattoo.)

Note, a character can have a maximum of six magic tattoos on his body at one time (head or face, torso or back or tail, left arm, right arm, left leg, right leg). Creatures with multiple legs, arms, or heads are still limited to six magic tattoos.

A magic tattoo can be removed by a higher-level spellcaster casting a *dispel magic* spell.

TW32. The Wizard's Familiar

The Wizard's Familiar is an upscale inn that caters exclusively to the traveling mage. Featuring special care and quartering of familiars, including a special chef that prepares from a menu that meets the fickle palate of such beasts. The Wizard's Familiar is a good place for the visiting wizard to kick off his boots and relax. **Folsum Judduk** (Neutral male human magic-user 6) runs the place with ease and efficiency, with the comfort of his magic-using colleagues in mind. Several **battle mages** (Neutral male or female human magic-user 4) guard the doorway from ruffians and intruders. The blue smoke of fine pipeweeds and tobaccos fills the common area as magic-users recount their deeds and their successful researches to one another in a surrounding of comfort and hospitality. Prices average 5gp a night for the full treatment, with an additional 1gp per night to house and board a familiar.

TW33. The Sword and Bolt

A crossbow and sword crossed upon a shield indicate the nature of this shop. Within are all manner of swords upon racks and crossbows menacing and clever in design. The rings from and smoke of the forge are seen in the back corner where a man pounds out a greatsword from glowing steel. A studious halfling carves a large block of curly maple wood into the stock of a heavy crossbow near the front of the shop.

Thryme (Neutral male Heldring human fighter 5) and **Blotto** (Neutral male halfling fighter 5) run the Sword and Bolt. Retired adventurers with a love for crafting deadly weapons, they strive for perfection in their creations. They are old adventuring friends that always dreamed of opening their own shop specializing in weapons of the trade. Thryme is a human just into middle-age who has become a skilled worker of the forge. Blotto, the halfling, prizes his hand-crafted crossbows above all else. Blotto's crossbows are sought by adventurers passing through Bard's Gate for the expertise of their craftsmanship and the deadliness of their accuracy. They sell all items at roughly 15% above market cost. This includes the price of rent for their shop and the craftsman's tax that is placed upon shop owners in Bard's Gate.

TW34. Steel Skin

A painting of a man with skin of pure metal hangs over the door of this Adventurer's Quarter shop. Within stands a burly human with a large mustache and thick arms pounding out a stout breastplate upon his anvil. He grins slowly to you and continues to work.

Thitus Thell is quite deaf from years of hammering on the hardened steel of the forge. As a young man he was an adventurer, who by circumstance ended up in the company of dwarves.

Apprenticed to them, he learned many secrets of steel and the art of defense. Thitus is forced to sell his gear at 50% over marked value since the Stoneheart Mountain Mines have stopped shipping the materials required to forge his creations. He can craft items that can be imbued with magical energies, but the price is high (15% over normal prices). Thitus works only in metal armor (no leather).

Thitus speaks the common tongue and dwarvish, and understands sign language. He also communicates via a chalkboard and chalk. Thitus enjoys playing the lute, which he keeps close to his body so that he may feel its vibrations against him as he strums the strings. Although he can no longer hear the music the feeling gives him much peace.

Thitus Thell (Ftr6): HP 23; **AC** 2[18]; **Atk** *+1 warhammer* (1d4+2); **Move** 12; **Save** 9; **AL** N; **CL/XP** 6/400; **Special:** +1 to hit and damage strength bonus, multiple attacks (6) vs. creatures with 1 or fewer HD.

Equipment: plate mail, shield, *+1 war hammer,* forging tools.

TW35. Stars and Pendulum

To the heavens one must gaze, and there, placed by the gods for all to see, the stars. To most they are pinpoints of light, to others a guiding light on land and sea. To **Orbitus the Thirdhand** (Neutral male halfling expert 6), they are the understanding of the events and futures of all living beings of this world. Taking his passion to an abandoned watchtower, he has, through numerous calculations, tweaking of mechanical instruments, and a lot of time on his hands, created an astrological clock tower. The tower is able to tell time to near perfection and even has the position of the stars on its face. Orbitus would be well at ease, if only the chimes would work correctly.

This patchwork stone tower near the river and Lyre Bridge has only a small wooden door as its entrance, and a large black clock face dotted with crystalline "stars" looking out towards the Keep. When one steps inside, they enter a maze-work of metal gears, stone rods, and rope pulleys, along with an assortment of nameless parts. A set of narrow stone steps wind their way up along the wall of the tower to a room even more bizarre, and open to the sky above. Here one finds a mass of spinning and revolving metal spheres of different sizes and colors, along with two cylinder shaped bells.

Orbitus is mostly deaf from his various attempts at getting the bells to work correctly, thus tends to shout a lot. Few make a visit to Orbitus. Fewer still learn of what they intended to, though do come away with some facts about the stars. Orbitus provides rather loud prediction of the heavens and can make predictions with 60% accuracy. He charges 15gp for these predictions.

TW36. Locksmith

Aramon (Neutral male human thief 6) is a young Rheman man who uses his small business as a front for a crafty operation that has left both the Brownies and organized crime organizations in Bard's Gate stumped for several years. Aramon openly offers his services as a trap maker and locksmith. What Aramon's customers don't realize is that he is a Rheman spymaster and has a small network of spies who are responsible for following his customers to their residence and noting their addresses in a vast log. He also makes an extra key to every lock, and detailed models of every new trap he devises. This information is either sold, or used by Aramon's own organization to gain access to hundreds of homes across the city, thus keeping the Prince of Reme well informed on the politics and secrets of the elite of Bard's Gate.

Aramon's prices are typically 5gp over standard costs, unless he feels he can haggle for more.

TW37. Desfort Estate

The slightly run-down estate still suggests its former grandeur. Three buildings merged together make up the home, separate residences for servants, guards, and the three-story family estate. Originally built by Marcus Desfort, a noted importer and trader, the home has remained in the Desfort family for nearly a century.

What the common populace and Desfort's neighbors do not realize, is that the Desfort family is long gone; the current "Desfort Family" are actually the scions of the Black Brotherhood, a gang of powerful doppelgangers. The "family" surrounds **Grandfather**, the ancient elder-leader of the Black Brotherhood and secret Guildmaster of the Shadow Masks. Grandfather is currently too frail to leave his bed, so only the scions filter information through Black Brotherhood operatives to the rest of the Shadow Masks. The members of the Brotherhood take turns impersonating members of the Desfort family staff, occasionally making slight errors, giving the locals the impression that the entire household is "a bit off". The doppelgangers do nothing to dissuade this, and none of the locals have any inkling who, or what, really resides in the home.

In addition to the "family", the estate is staffed by **2d6 Black Brotherhood** operatives, **mimics** impersonating furniture, insidious traps, and other items, magical and otherwise, to confuse and misdirect intruders.

Grandfather, Doppelganger: HD 10; **HP** 10 (see below); **AC** 7[12]; **Atk** claw (1d3); **Move** 0 (bedridden); **Save** 5 (3 vs magic); **CL/XP** 5/240; **Special:** immune to sleep and charm, mimics shape.

Equipment: *ring of regeneration* (currently keeping him alive; if removed, Grandfather loses 1 hp per hour until death).

Black Brotherhood Fighter: HD 7; **HP** 50; **AC** 1[18]; **Atk** claw (1d12) or *+1 longsword, +4 vs. humans* (1d8+2); **Move** 9; **Save** 8 (3 vs magic); **CL/XP** 10/1400; **Special:** +1 to hit and damage due to high strength, immune to sleep and charm, mimics shape.

Equipment: *+1 chainmail, +1 shield, +1 longsword, +4 vs. humans, ring of protection +1.*

Black Brotherhood Killer: HD 7; **HP** 35; **AC** 3[16]; **Atk** claw (1d12) or poisoned dagger (1d4 plus poison); **Move** 9; **Save** 8 (3 vs magic); **CL/XP** 10/1400; **Special:** +1 to hit fighting with 2 weapons, +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, immune to sleep and charm, mimics shape.

Equipment: *bracers of defense* AC 4[15], 2 poisoned daggers (save at –1 or die), *ring of protection +1,* thieves' tools.

A thorough search of the Desfort Estate and the old papers tucked away into odd corners of the attic and closets reveals a startling discovery. Many of them dating back more than 200 years appear to be the personal papers of the fiery orator and much-beloved Mayor of the Council Hegany Durgas, whose disappearance and the subsequent implication of the Teamsters guild in collusion with several church leaders in the city led to a massive shake-up in the city that ultimately resulted in the subsequent dissolution of the powerful Teamsters' Accord, the vast reduction of the Thyrian and Muirite churches' political influence in the city, and the stage being set for the rise of such organizations as the Shadow Masks and Black Brotherhood to quietly step into the power vacuum. At the bottom of one old box of parchments is a small brass pin in the shape of a teardrop that Mayor Durgas always wore in honor of the Orphans of War Society he had founded and that had led to precipitous rise to political power. It was often

quietly joked after his disappearance that Durgas was never seen without that pin and that to find his body the constables need only find the pin. Though the pin is here, any sign of a corpse is noticeably absent.

TW38. City Naval Yard

This large walled compound houses the River Watch and the primary shipbuilding facilities of the city. Multiple smaller locations in East Docks have the necessary tools to construct gondolas and the smaller river skiffs, but only the naval yard has the necessary dry dock facilities where the Shipwrights can lay the keels for larger rivercraft both for the River Watch and for commercial enterprises. The yard currently puts roughly one new vessel in the water per month which is adequate for the city's needs at this time. The compound is divided into two sections with the northern section housing the dry docks, boathouses, and necessary facilities for the construction and maintenance of the even the largest of river vessels. A 15-foot stone pylon erected at the north end of the compound is topped by a statue of a River Watch boatman with boat hook in one hand and the tiller of a keelboat in the other. Inscribed at the base of the pylon are the names of the 72 River Watch boatmen and officers slain during the siege of the Huun as the defended the city against repeated attempts at river incursions. Among the names is that of Standise Ellerton, the former River Commander who gave his life during that conflict. The southern portion houses the headquarters of the River Watch including a three-story blockhouse that houses a barracks, armory, mess hall, galley, and training facilities. At any given time there are **40 River Watch boatmen** stationed here along with **1d6+3 River Watch officers**. Next to the blockhouse is a smaller, two-story building of fieldstone walls and wooden shake shingles that serves as the abode and offices of the River Commander of the Stoneheart Fleet, **Alloysius Vermeer**. A small access gate connects the two compounds. After dark, the gates of both compounds are shut and barred, and patrols of **1d4+2 Rover Watch boatmen** walk the grounds.

River Watch (Ftr1): HP 6; **AC** 6[13]; **Atk** club (1d4) or light crossbow (1d4+1); **Move** 12; **Save** 14; **AL** N; **CL/XP** 1/15. **Special:** none.

Equipment: leather armor, shield, club, light crossbow, 10 bolts.

River Watch Officer (Ftr3): HP 17; **AC** 6[13]; **Atk** club (1d4+1) or light crossbow (1d4+1); **Move** 12; **Save** 12; **AL** N; **CL/XP** 3/60. **Special:** +1 to hit and damage due to high strength, multiple attacks (3) vs. creatures with 1 or fewer HD.

Equipment: leather armor, shield, club, light crossbow, 10 bolts.

River Commander Alloysius Vermeer (Ftr5): HP 17; **AC** 5[14]; **Atk** *+1 light crossbow* (1d4+2) or dagger (1d4); **Move** 12; **Save** 10; **AL** N; **CL/XP** 5/240. **Special:** +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, multiple attacks (3) vs. creatures with 1 or fewer HD.

Equipment: *+1 leather armor*, River Watch cap, *+1 light crossbow*, 10 bolts, 2 daggers, *ring of protection +1*, 2 *potions of water breathing*, 2 *potions of cure light wounds*, *potion of gaseous form* jade earring (35 gp).



TW39. Aleman's Guild

This raucous bar caters to anyone "out for a good time". Relatively safe, for its location, the Aleman's Guild (known to regulars as "the Guild") has **6 bouncers** on staff, there as much to keep people safe outside as keeping them safe inside. It is known throughout the Well that Guild bouncers will not hesitate to run out to aid anyone having trouble along the west side of the Plaza of Dark Pleasures. The bartender, **Lucy Fucher** (**O26**), is a sharp-tongued, sarcastic beauty that rarely, if ever, loses an argument or sassy exchange. She also just happens to be a member of the Saints of Turlin's Well (see **Chapter 3, Secret Organizations**), and uses her position to gather information about local happenings. Several months ago the Guild began hosting barrel races that involve contestants using an empty ale barrel as a boat and paddling themselves along the east canal using only their hands, starting beneath the bridge on West Sardinha Way and ending under the bridge on Reyst Way with a stop along the way at Founders Park to quickly drink five jacks of ale. The races are held once per month during the summer, and the most recent race had 112 contestants. No one has been drowned or seriously injured in one of the Guild's races, but with the sheer number of drunken folk involved it is probably only a matter of time.

The Guild offers River Beer, a watered-down version of Brin Zwiescher Ale (mug 2 cp), actual Brin Zwiescher Ale (mug or bottle 4 cp), Black-Eye Whiskey (shot 4 sp bottle 4 gp), Stoneheart Mountain Ale (mug 4 cp), and Lusty Lucy, a licorice-flavored spirit (shot 5 sp bottle 6 gp).

Lucy Fucher, Female Human (Thf7): HP 21; **AC** 3[16]; **Atk** *+1 short sword* (1d6+1); **Move** 12; **Save** 8; **AL** N; **CL/XP** 8/800; **Special:** +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, +2 on saving throws vs. devices, high charisma, backstab (x3), read languages, thieving skills.

Thieving Skills: Climb 91%, Tasks/Traps 45%, Hear 5 in 6, Hide 40%, Silent 50%, Locks 40%.

Equipment: *+2 leather armor of arrow deflection*, *+1 short sword* (detects chaotic alignment in a 20ft radius), *ring of protection* +1, 2 *potions of invulnerability*, 2d10gp, 1d12 sp.

Aleman's Guild Bouncer (Ftr2): HP 12; **AC** 6[13]; **Atk** club (1d4); **Move** 12; **Save** 13; **AL** N; **CL/XP** 2/30. **Special:** +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, +1 hp per die due to high constitution, multiple attacks (2) vs. creatures with 1 or fewer HD.

Equipment: leather armor, club, 2d4sp.

TW40. The Pipers' Nest

This condemned warehouse is owned by the city. Long-slated for refurbishment and sale, the odds noises that frequently emanate from its interior, and the preponderance of rodent droppings everywhere, have frightened off workers and buyers alike. No one seems too interested in investigating the disturbances or cleaning the place up for a sale, leading the city to consider hiring outside adventurers to see what's happening there.

The reality of the situation is that the warehouse is a cover for the comings-and-goings of The Pipers, and this is their "doorway" from the Well into the sewer systems (see **The Rat Who Feats Upon the Cat** for more information). At any given time, there are **1d4 rat swarms** milling about, and if PCs investigate the warehouse and then leave, the next time they come **1d4 wererats**, disguised as Pipe Cleaners investigating the sewer collapse, are here as well.

Rat Swarms: **HD** 3; **AC** 6[13]; **Atk** swarm (1d6 plus disease); **Move** 12; **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** plague (–2 to hit and damage, save avoids).

Wererats: HD 3; **AC** 4[15]; **Atk** bite (1d3), short sword (1d6); **Move** 12; **Save** 14; **AL** C; **CL/XP** 4/120; **Special:** control rats, hit only by magic or silver weapons, lycanthropy, surprise.

Equipment: leather, short sword, pickaxe, 2d10sp.

Outer Quarter

This district is east of Turlin's Well, located between the East Canal and the outer wall. Like the Well, it is an Adventurers District that contains many inns, taverns, and shops that cater to freelance rogues, fighters, wizards and the like. The Outer Quarter is a bit less prosperous than the Well, and is the haunt of slightly less reputable characters.

More than any other district in the city, the Outer Quarter felt the brunt of the besieging Huun's attacks. For a year they focused their primary assaults on North Gate and Forest Gate and the stretch of wall that runs between. All of the small businesses and homes that had sprung up outside the wall were burned to ash, and the flaming projectiles lobbed over the walls caused great fires to spread throughout the Quarter. Only the constant intervention of the temples and the Wizards Guild and the close proximity of the East Canal kept these conflagrations from getting out of hand. Consequently, much of this district's buildings are new construction, having been hurriedly thrown up since the lifting of the siege.

Constable (Ftr1): HP 6; **AC** 6[13]; **Atk** longsword (1d8) or light crossbow (1d4+1); **Move** 12; **Save** 14; **AL** N; **CL/XP** 1/15. **Special:** none.
Equipment: leather armor, shield, longsword, light crossbow, 10 bolts.

Constable Officer (Ftr3): HP 17; **AC** 5[14]; **Atk** short sword (1d6); **Move** 12; **Save** 12; **AL** L; **CL/XP** 3/60. **Special:** multiple attacks (3) vs. creatures with 1 or fewer HD.
Equipment: ring mail, shield, short sword.

Constable Sergeant (Ftr2): HP 10; **AC** 6[13]; **Atk** longsword (1d8) or light crossbow (1d4+1); **Move** 12; **Save** 13; **AL** L; **CL/XP** 2/30. **Special:** multiple attacks (2) vs. creatures with 1 or fewer HD.
Equipment: leather armor, shield, longsword, light crossbow, 10 bolts.

Wall Watch Officer (Ftr3): HP 15; **AC** 5[14]; **Atk** spear (1d6) or short sword (1d6); **Move** 12; **Save** 12; **AL** L; **CL/XP** 3/60. **Special:** multiple attacks (3) vs. creatures with 1 or fewer HD.
Equipment: ring mail, shield, spear, short sword.

Wall Watcher Archer (Ftr1): HP 4; **AC** 7[12]; **Atk** short sword (1d6) or longbow x2 (1d6); **Move** 12; **Save** 14; **AL** L; **CL/XP** 1/15; **Special:** none.
Equipment: leather armor, short sword, longbow, 20 arrows 1d4sp.

Wall Watcher (Ftr1): HP 5; **AC** 4[15]; **Atk** battleaxe (1d8) or spear (1d6); **Move** 12; **Save** 14; **AL** L; **CL/XP** 1/15. **Special:** none.
Equipment: chain mail, shield, battle axe, spear, signal horn.

Features

Character: In addition to being a haunt of lower-end adventurers, the Outer Quarter is also home to most of the upper city's nonhumans, containing large enclaves of dwarves, gnomes, halflings, and even half-orcs. Bard's Gate's elven population tend to find homes in the College, Market, and Guild Districts, and most half-elves are content to mix with the human population as they can. Most of the quarter's human residents are immigrants who have come here seeking employment or new surroundings.

Businesses: As might be expected for an Adventurers District, there are many inexpensive inns and shady taverns here, along with shops that cater to adventurers, selling exploration gear, clothing, weapons, lanterns, maps, and so on. Most of the buildings are residential, inhabited by the many nonhuman and immigrant residents of the city. There is much cheap housing here, including many tenements and inns with minimal facilities.

Prices: Standard unless otherwise noted.

Purchase Maximum/Month: 400gp unless otherwise noted.

Building Type: Much like Turlin's Well, buildings here are built of wood and plaster; there are few stone structures in the district. The majority are two-story structures. At least half of the district's buildings are new since the destruction of the siege, and most are of relatively shoddy construction unlikely to last more than a half decade before being in desperate need of major repairs.

Guard Details: The **constables** maintain a substantial garrison at location **O5**, and send out regular patrols. The district is large, so the constables are often overstretched, but they work closely with the **Wall Watchers**, who can quickly summon aid if major problems occur.

General Locations

Founders' Park

This pleasant green space is maintained by the constables at location **O5**. It features statues of various figures from Bard's Gate history with Turlin, Duquaene, and Mayor Hegany Durgas prominently featured among carefully-manicured lawns and decorative shrubs. Due to its proximity to the constable's station, Founders' Park is one part of the Outer District that is relatively safe at all hours of the day and night.

North Road Gate

This gate opens on the northeastern banks of the Stoneheart River. It is detailed more fully at **O24**.

The Forest Road Gate

This gate, flanked by stout watch towers, opens to the southeastern Forest Road. Also known as the "Elf Gate", this leads off to the Forest Kingdoms and Freegate to the east. It is also the gate that allows passage to the hills containing the City of Ashes. The Forest Road Gate is described at **O25**.

Shops and Buildings

Or. Reingolde's Bar

Tucked in amid a row of cramped buildings is this watering hole, well-known to locals and travelers alike, for the variety and rarity of its beverages.



The bar is run by **Reingolde Tumsen** (Neutral male human fighter 4), a broad-shouldered warhorse of a man who retired from being a mercenary after he found that relaxing in a tavern retelling tales was far more enjoyable than actually experiencing them. At first, he and his old comrades began to meet and trade tales. Eventually Reingolde bought the place with the proceeds from his old life, and today he offers over a hundred different types of brewed or distilled alcohol at any given time, from sweet fairy mead to subtle elven elixirs; from the finest ales on the continent to the crudest troll brew.

It is now considered a rite of passage by many adventurers, soldiers, and mercenaries to take the "Reingolde Challenge." This involves drinking different brews from the bar's extensive collection until the imbiber throws up, passes out, or gives up. The specific beverages are chosen by Reingolde himself, though he often listens for suggestions from the enthusiastic crowd that gathers to watch such spectacles. He frequently hears rumors of new and unusual liquors and brews from around the world, and has been known to hire adventurers to seek them out. Reingolde is a regular at the Faun's Cellar (**CAT6**), and he and Marrus have been business acquaintances for a long time.

The following is just a sampling of the over 100 beverages the bar has to offer — Troll Brew mug 1cp (make a saving throw or vomit); Gnoll-Piss Beer mug 2cp; Brin Zwiescher Ale mug 5cp; Stone Heart Reserve Whiskey glass 4sp; Heart of Aeulyn Brandy glass 4sp; "Last Drop" whiskey mug 5sp (see **W3**); Vinewood Port glass 1gp; Autumn's Breath elven liqueur glass 5gp; Fairy Mead thimbleful 10gp; Evernight Ale stein 20gp (brewed by an obscure clan of dwarves; has never been exposed to light until it is tapped; surprisingly rich and flavorful); Draconic Thundergod egg 50gp (supposedly a fermented dragon egg, but actually a crocodile egg imported from swamps of the Stoneheart Forest; make a saving throw or experience egomania and a +2 bonus to attack rolls and damage for 24 hours).

O2. The Brass Shield

A small target shield hangs outside the door of this nondescript shop. **Hener Roundshield** (Neutral male human fighter 2) crafts wooden bucklers and small shields from sturdy aged oak, which he varnishes and decorates with brass bosses and nails.

O3. Stoneheart Mountain Distillery

Sitting on a corner just off the beaten path near the East Canal is the low brick building that houses Stoneheart Mountain Distillery. The iron fence surrounding the distillery is normally kept locked, and opened only to allow entry and exit by employees and wagonloads of kegs. The entire place seems like a fortress designed to protect the secrets within. The front door is iron-bound black oak, with a view slot that sits about waist high on a human, through which the dwarves inside challenge visitors and demand to know their business. Carved in relief above the door is an image of a mountain with a barrel in its center. A somewhat sour smell always seems to hang over the place.

Inside, the interior is divided into four major sections — the first, for aging and storage, is lined with kegs and barrels. The second contains stills and distilling equipment — copper coils, tubes, drums and all sorts of exotic apparatus that the average human brewer would find utterly alien and baffling. The third area houses offices, where most of the management and staff work. In the basement, well underground, the dwarves who work here maintain pleasant private quarters.

The distillery was founded by the dwarf soldier **Gowan McKean** who arrived in the city a decade or so ago along with **20 followers** (Neutral male or female mountain dwarf fighter 2), all refugees fleeing the sealing of their clan halls in the Stoneheart Mountains (see **Chapter 2**, area **6**). Almost immediately, Gowan and his dwarves decided that human ales and beers were far too watery and weak for their taste, and — needing a ready source of income — built this distillery.

In addition to the secrets of full-bodied dwarven ales, Gowan had his own secret weapon — **Snorri, the brewer halfling** (Neutral male halfling expert 3), with whom he had struck up a close friendship. Together, they developed a line of beers and ales that has no equal in Bard's Gate or beyond. So far, few know that Snorri is the real talent behind Gowan's famous brews. Snorri tends to sample his own product a bit too much and often gets himself into a lot of trouble; therefore, Gowan has forbid Snorri to go out into the city alone for his own protection, often sending at least two bodyguards from the clan along with him in case things get out of hand.

In recent months, competition with Brin Zwiescher Breweries has grown increasingly fierce, with the human brewer seeing the dwarves as dangerous competitors. So far, his plans to ruin the dwarves have come to naught, due to his minions' incompetence and the dwarves' vigilance, but he continues to try.

Gowan McKean, Male Dwarf (Ftr5): HP 20; **AC** 3[16]; **Atk** *+1 battleaxe* (1d8+2); **Move** 9; **Save** 10; **AL** N; **CL/XP** 5/240; **Special:** +1 to hit and damage strength bonus, darkvision 60ft, dwarf racial abilities, multiple attacks (5) vs. creatures with 1 or fewer HD.

Equipment: plate mail, *+1 battleaxe*, heavy crossbow, 20 bolts.

O4. Koole's Butcher Shop

Luc O'Koole (Neutral male Daanite human fighter 4) is a burly man normally clad in a bloody smock, armed with a cleaver. Despite his fearsome appearance, he is a kindly and pleasant individual, who now provides fine cuts of meat for customers throughout the district. His shop sells all manner of fowl, ham, sausage, beef, and venison, both fresh and cured. Among Luc's best customers are adventurers who use his product to supplement their own rations while in the wilderness. Once a wild adventurer in his youth, Luc has settled down quite nicely and enjoys his new life. He also works with hunters and rangers, butchering and curing meats for 1sp per pound.

O5. Constables' Station

Once a small defensive citadel, this is now the constables' headquarters in the district; a garrison of **25 constables**, **2 sergeants** and an **officer** is present here at all times. In addition to patrolling the district, the constables here are also responsible for maintaining Founders' Park, a task which some find onerous, but which some of the more artistically-minded constables actually enjoy.

Constable (Ftr1): HP 6; **AC** 6[13]; **Atk** longsword (1d8) or light crossbow (1d4+1); **Move** 12; **Save** 14; **AL** N; **CL/XP** 1/15. **Special:** none.

Equipment: leather armor, shield, longsword, light crossbow, 10 bolts.

Constable Officer (Ftr3): HP 17; **AC** 5[14]; **Atk** short sword (1d6); **Move** 12; **Save** 12; **AL** L; **CL/XP** 3/60. **Special:** multiple attacks (3) vs. creatures with 1 or fewer HD.

Equipment: ring mail, shield, short sword.

Constable Sergeant (Ftr2): HP 10; **AC** 6[13]; **Atk** longsword (1d8) or light crossbow (1d4+1); **Move** 12; **Save** 13; **AL** L; **CL/XP** 2/30. **Special:** multiple attacks (2) vs. creatures with 1 or fewer HD.

Equipment: leather armor, shield, longsword, light crossbow, 10 bolts.

O6. Utello's Secret Studio

This small, nondescript house is actually the sculptor Utello's (**TW10**) secret studio, where he creates some of his more frightening works. His model for these is none other than the gargoyle, **G'zoguul.** A gift from the followers of Orcus, G'zoguul guards this studio, which contains a number of pieces by Utello that are so utterly horrifying and disturbing that he has chosen not to display them. Here, he works with members of Orcus' cult to create statues and other items of masterwork quality that can later be animated or otherwise magically treated for the cult's own nefarious purposes.

Utello draws inspiration from his gargoyle, often bringing guests here to meet what he calls "my true muse." The bloody results of these meetings never cease to amuse and delight Utello, who has committed some of the more unpleasant incidents to his sketchbook, and has also transformed a few into actual sculptures, some of which can be found throughout the city.

G'zoguul (gargoyle): HD 4; **HP** 18; **AC** 5[14]; **Atk** 2 claws (1d3), bite (1d4), horn (1d6); **Move** 9 (fly 15); **Save** 13; **AL** C; **CL/XP** 6/400; **Special:** fly, magic weapon required to hit. (***Monstrosities*** 185)

O7. A Little Off the Top

This barbershop and sometime impromptu dentist's office is run by **Horton McKaigh** (Neutral male halfling expert 2), brother of Norton the Pipe Cleaner (**C3**). Horton's shop caters to the little folk, grooming dwarven beards and giving smart coiffure to halfling ladies and gentlemen. In a pinch, Horton can also pull painful teeth, but sometimes requires the help of his **two assistants** (Neutral male halfling commoner 3) to hold reluctant patients in their chair. Horton has a friendly rivalry with Luigi Sharpshears (**UH1**) about who cuts a better coif, but when both are off work, they can frequently be found together either in Underhill or topside sharing drinks and "talking shop".

O8. Shylor the Augurer

Shylor (Neutral male human commoner 3) has had strange visions since he was a child, working in his father's butcher shop. Today, he can still foretell the future through haruspicy, consulting the entrails of slain animals. His visions are so accurate that Shylor is often consulted by influential merchants and Bard's Gate politicians. He has no control over his visions, and prefers not to interpret their true meanings, though over

the years he has gained a great deal of insight into religious and arcane matters. Using the entrails of animals, Shylor can cast *legend lore* per day, and charges 200gp per session.

O9. Furrier

Dubois Montagno (Neutral male human aristocrat 4) runs one of the largest fur trade concerns on the continent, gathering the finest pelts from traders, hunters and other merchants, then reselling them locally in Bard's Gate or shipping them to distant locations. Dubois has a darker side to his business, as he is also a spy from rival Courghais, insinuating himself into Bard's Gate's upper class, and gathering information for his masters. So far, he has learned much of Bard's Gate's leaders and wealthy citizens, including their strengths, weaknesses, political alliances and possessions.

O10. Juju Fetish

M'kele Sese Sese (Neutral male human adept 6) sits quietly in this shop, selling idols, fetishes, exotic carvings and similar items. He himself crates many of these items, carving them from stone, bone and tropical hardwoods. M'kele came here years ago from a small island just off the Aizanes chain, seeking to spread his faith in the outside world. So far, he has gathered a small number of followers, who gather in the back of his shop to perform dark rituals, and so far the cult has not attracted much official attention, as they do not engage in human sacrifice or excessive bloodletting.

O11. The Broken Camel

Once an eastern wall support building, this structure has been converted into a tavern, owned and operated by **Aos** (Neutral male elf commoner 3). The Camel serves cheap watered-down ales and beers to all (standard prices), but Aos reserves his good stock for other elves (fine elven wine, hidden behind the bar, costs 5gp per glass). Unknown to Aos is that his tavern is located directly next to a weak spot along the wall where the attacks of the Huun caused a fault to form through the pounding of their attacks. The fault's presence has not yet been detected by the city's inspectors and was only discovered by accident by Vagn the parchment maker (**O12**) as he was strolling by one day. It is a place where an army could breach the defenses if properly exploited — a fact that has not escaped the Cult of Orcus.

O12. Parchment Maker

A quiet and efficient craftsman, **Vagn** (Chaotic male human cleric of Orcus 3) makes parchment and also vellum taken from the skins of goats sacrificed to his god, Orcus. His true religious leanings are known to only a trusted few; as far as the rest of Bard's Gate is concerned, he provides paper and vellum to wizards, scribes and others who need such things. Hidden in his barn is a bloody shrine of Orcus, where Vagn performs his sacrifices. So far he has not turned to human sacrifice, fearful of attracting attention and ruining his prosperous business.

O13. Caramip's Architecture

Scribbled designs, scraps of paper and cast-off floorplans litter the floor of this shop. Here, **Caramip** (Lawful female halfling expert 3) comes up with increasingly elaborate and bizarre designs, only some of which are actually feasible. She helped transform the Broken Camel (**O11**) from a broken down city support building into a successful tavern, and has also worked with nobles to create secret rooms and passages. Her shop is often the target of rogues, who hope to discover some of her clients' secrets among the detritus that litters her floors and shelves.

O14. Hauk the Sapper

A former miner who learned his trade as a prisoner of the mountain dwarf clans of the central Stonehearts, **Hauk** (Neutral male half-orc fighter 4) and his crew specialize in demolitions. Their special skill is the removal of buildings by undermining them from below and causing them to fall with a minimum of damage to surrounding structures. Today, he holds no special grudges against dwarves, employing several of them as **assistants** (Lawful male mountain dwarf expert 2), along with his **6 fellow half-orcs** (Neutral male and female half-orc expert 3). Their services do not come cheap — 10gp per day for a partial crew, 20gp per day for full. He can bring down most simple structures in a single day; bigger buildings take longer and cost more.

Hauk has been threatened recently by Bogdan Rockroot (**UH5**) to stop his business, or face the consequences. Hauk isn't impressed by the dwarf's threats, and hopes to just be left alone to work in piece.

O15. Tar and Pitch

Run by a family of halflings, this business renders conifer trees into tar and pitch. The oldest member of the family **Gramma Poppy** (Neutral female halfling adept 1) oversees the business and lets her dozen or so children and grandchildren do all the hard work. Their product is sold to boatmen and roofers, and distributed in small barrels all over the city. Unknown to Poppy, one of their clients is actually an evil wizard who wishes to use their products to build a tar golem.

O16. Caagrah the Dog Trainer

Caagrah (Chaotic male gnome [former goblin] expert 1) was once a goblin spy for the gnolls of the north, but was transformed into a gnome by a cursed ring. Unable to return, he vanished into the streets and alleys of Bard's Gate and began to use his skills as a wolf trainer to train guard dogs, who were sold throughout the city. Today, his business continues, and he also trains riding dogs for halflings and other small customers. His kennels are always full, and his guard dogs are noted for their intelligence and viciousness.

O17. The Second Skin

Glim (Neutral male half-orc expert 4) specializes in the sale of exotic pelts. He purchases any out-of-the-ordinary skins, and his stock includes the pelts of tangtals, mastodons, dire porcupines, catoblepi, and even a small quantity of dragon hide. His wife **Caarn** (Neutral female half-orc commoner 4) helps at the shop and actually does much of the actual business, allowing Glim to work his hides. Their relationship is stormy at best, and she has been known to sell rare pelts at a fraction of their cost just to spite him.

O18. Ka'zic the Tracker

Those looking for a lost criminal, a missing loved one, a kidnapping victim or anyone else who has gone missing would be well advised to visit **Ka'zic** (Lawful male human ranger 5). A relentless tracker and skilled ranger, he is famous for never stopping until he has found his target. Ka'zic has his own agenda as well — to this day he continues to pursue his own father, who murdered his mother and siblings. Ka'zic survived his father's rampage, but lost his right ear and bears other ugly scars on his face. Driven by anger and a desire for justice that borders on vengeance, he often aids the Lyreguard in locating criminals. He does not advertise, relying instead of word of mouth and reputation to keep his customers coming.

O19. The Feathered Herald

Renald "The Falcon" Corering (Lawful male human ranger 6) and **Jorgan Corering** (Neutral male human druid 7) are identical twin brothers, one a ranger and the other a druid, who pride themselves on being able to relay messages to anyone, anywhere, anytime. Today they live in this structure, surrounded by grounds planted with lush undergrowth, flowers, and trees, and maintain a small flock of hawks and falcons, which have the remarkable ability to carry messages wherever they are needed. Messages can be carried in a small capsule attached to a bird's leg, or can be transmitted verbally using a *speak with animals* spell.

Jorgan looks almost exactly like his brother, though his hair is cut short, and he grows a short cropped beard. He wears green leather armor, and a rough wooden club hangs from his waist. Jorgan's animal companions are hawks, whose shape he often assumes himself. Renald wears his hair long and unkempt, but keeps a clean shave. He favors a dark-mottled cloak over his armor, both for camouflage and to conceal his twin short swords. The brothers have taken in a **few apprentices**, rangers and druids, levels 1–3, who tend to the gardens, bushes, hawks, and falcons.

O20. Dreams of Feng

This one-story structure's design is out of place for Bard's Gate. It is of exotic Hege architecture; its walls featuring images of jagged mountains and dragons floating among the clouds. Officially, Dreams of Feng is a steam-bath and spa, managed by **Mistress Wu** (Neutral female Xi'en human monk 6)**.** In reality, the place is a bit more sinister, a front for the trafficking of blue lotus blossom (see **Sidebox** in **Chapter 7**). A single dose costs 30gp, and addicts also come here to consume the drug in peace. These addicts run a risk coming here, for Mistress Wu is an associate of Deng Lo Do, and from time to time drugged patrons end up being sold to Makeesh (**ED5**) as slaves.

O21. The Rising Dragon

This low, black building is decorated with murals of dragons and mountains, much like the adjoining Dreams of Feng. The Rising Dragon offers exotic dishes from the Far West, a real novelty in Bard's Gate. It has a somewhat dire reputation, however, and is popular with evil sorcerers and priests. Proprietor **Deng Lo Do** is a chaotic monk who works for the Black Brotherhood, aiding Mistress Wu in the disposal of slaves she has managed to procure and the sale of blue lotus. The basement of the establishment contains a shrine to Set, as well as numerous cages where slaves are kept before transportation or sale. Those that Deng can't sell or trade are sacrificed to Set, and end up in one of his dishes, served to unsuspecting customers in the Dragon's dining room.

Deng Lo Do (Mnk6): **HP** 17; **AC** 3[16]; **Atk** weaponless strike x2 (1d12) or +2 *dagger* (1d4+5) or shuriken (1d3); **Move** 17; **Save** 9; **AL** C; **CL/XP** 8/800; **Special**: +2 save versus paralyzation and poison, deadly strike, +3 damage with weapons (included above), mastery of mind, mastery of silence (1d6 x 60 min), speak with animals, slow falling (20ft), thieving skills.

Thieving Skills: Climb 90%, Tasks/Traps 40%, Hear 4 in 6, Hide 35%, Silent 45%, Locks 35%.

Equipment: +2 *dagger, ring of protection +1,* 5 shurikens (darts).

O22. Quarter House

A shop that caters to the small folk adventurer, this establishment is run by **Garret the Wanderer** (Neutral male halfling expert 4) who realized a few years ago that there were few shops on the surface of Bard's Gate that specifically served halflings and other smaller nonhumans. The interior is quite pleasant, decorated to look like a halfling dwelling, and the main counter is a natural boulder.

This store sells almost everything that a small humanoid might want, from adventuring gear to clothing and weapons. Garret also has a number of less conventional items "under the counter" — thieves' tools, small crossbows and other items that he says are for "professional explorers." He generally looks the other way when his items are used for illicit purposes.

O23. The Strong Bow

This shop is relatively new and unassuming. **Qynyn** (Neutral male elf magic-user 6) can create a wide range of bows. He even works with adventurers to get weapons enchanted, though he lacks the skills to do so himself. The interior of the shop is dark and pleasant, smelling of incense, with a number of wooden staves constantly drying and curing over the fire. Qynyn works by the window, using natural light to aid in his craft. His business is quite successful, but Qynyn sometimes disappears for long periods of time — many suggest that he is actually an adventurer on the side, but he also works with adventurers, hiring them to find new spells, components or fine woods for his wares.

O24. North Gate

A wide, well-paved road once linked North Gate to the Plains of Mayfurrow and the trade markets of the north. Some folk called this gate the Golden Gate because of the wealth of commerce that it brought in from distant markets that land-locked merchants of the south had little hope of reaching without passing through Bard's Gate. However, that all changed three centuries ago when the Army of Light marched forth through this very gate to attack and destroy the great Citadel of Orcus in the distant city of Tsar. If that wicked city's hold on northern trade was broken, then the coins flowing into Bard's Gate coffers could only increase. Some folk began referring to the gate as the Victory Gate as the host marched forth. Over a year later the Army of Light pursued the retreating Disciples of Orcus southward through the vast wilderlands between Bard's Gate and the sea, so that none who marched forth on that triumphant day ever returned to the city, and one of the greatest tragedies of the age unfolded at Rappan Athuk far to the southeast.

Since that time a sense of malaise and despondency has engulfed this gate. With the formation of the Desolation around Tsar, land trade with the far north was virtually cut off and people began to speak of the ill luck to follow those who traveled through the North Gate. Eventually the gate was shut and barred, and the Valley Road was expanded to follow the Stoneheart River and cross over at the Stoneheart Bridge. The North Gate was left to fall into disuse only opening for the occasional wanderer to come from that road. Even the Vinewoods of Vinewood Estate (**Chapter 2**, area **15**) prefer to take the longer detour and enter and leave the city. There has long been talk of simply bricking over the gateway and sealing it, but so far the same sense of malaise that has plagued the gate itself seems to plague the efforts to seal it and such plans have yet to move forward.

During the siege of the Huun, North Gate was the primary focus of their attacks and if anything the citizens of Bard's Gate fought off the typical malaise of the gate in their valiant defense of the city, though many complained that fatigue and exhaustion came easier when fighting on its towers and ramparts. Even some captured Huun prisoners complained that assaults on the gate were always more difficult, as if "running through congealed blood" as one such described it before his execution. Whatever the cause, the sense of malaise has returned threefold since the siege as now it looks out not only on the abandoned road but also onto Hel's Acre as left behind by the besiegers (see **Chapter 25**).

Plans still remain to simply wall over the gate, but they have been shelved by the many more pressing needs of repairs to the city. For now the gate remains shut at all times and the guards ever vigilant for things that might emerge from the haze that covers the Acre. The gate is manned by a platoon of **24 Gatesmen** led by a **captain** with an additional **10 Free Defender archers** to supplement their numbers who reside in the bastion

towers that flank the massive oaken gate. These towers are 30 feet high and topped by parapets with light catapults. Most of the ammunition for the catapults is in the form of great tarry bundles of straw and rags that are set afire before being launched against whatever may lurch out of the darkness. In addition, there are always **1d4+6 clerics** of the Order of Protectors rotated through here nightly to keep an eye on the malevolence of the Acre, and a trained pigeon is always kept on hand to be released to fly back to the House of the Ever Vigilant Guard (**OT1**) and raise a general alarm if a major threat emerges.

Free Defender Archer (10): HD 1; **AC** 7[12]; **Atk** short sword (1d6) or longbow x2 (1d6); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** none.
Equipment: leather armor, short sword, longbow, 20 arrows 1d4sp.

Gatesmen (Ftr1) (24): HP 5; **AC** 6[13]; **Atk** spear (1d6); **Move** 12; **Save** 14; **AL** L; **CL/XP** 1/15. **Special:** none.
Equipment: leather armor, shield, spear, signal whistle.

Gatesmen Captain (Ftr4): HP 23; **AC** 5[14]; **Atk** longsword (1d8); **Move** 12; **Save** 11; **AL** L; **CL/XP** 4/120. **Special:** multiple attacks (4) vs. creatures with 1 or fewer HD.
Equipment: chainmail, shield, longsword.

Praesidiati Initiatum (Clr1): HP 6; **AC** 5[14]; **Atk** warhammer (1d4+1) or sling (1d4); **Move** 12; **Save** 15; **AL** L; **CL/XP** 2/30; **Special:** +2 save versus paralyzation and poison, turn undead.
Equipment: ring mail, shield, clerical vestments, warhammer, sling, 10 bullets, holy symbol of Vanitthu.

O25. Forest Gate

This gate is manned by **8 Gatesmen** on the ground. The gate is commanded by a **captain**. The gate manages traffic from the Forest Kingdoms and Freegate to the East, and affords a view of the Tradeway. Many folk refer to it as the Elf Gate because of the elven kingdoms that lie beyond its portals. The iron-bound oak of the gate itself is more ornately carved than the other gates to the city, with inscriptions carved in Elven welcoming travelers to the "City of the Lyre."

The gatehouse towers are garrisoned by **2d6+4 additional gatesmen**. Each Tower is topped with a ballista. The gate remains open from sunrise to sunset and only opens after dark for travelers with appropriate credentials. All others are pointed towards Tent City (**Chapter 7**) to await first light.

Gatesmen (Ftr1): HP 5; **AC** 6[13]; **Atk** spear (1d6); **Move** 12; **Save** 14; **AL** L; **CL/XP** 1/15. **Special:** none.
Equipment: leather armor, shield, spear, signal whistle.

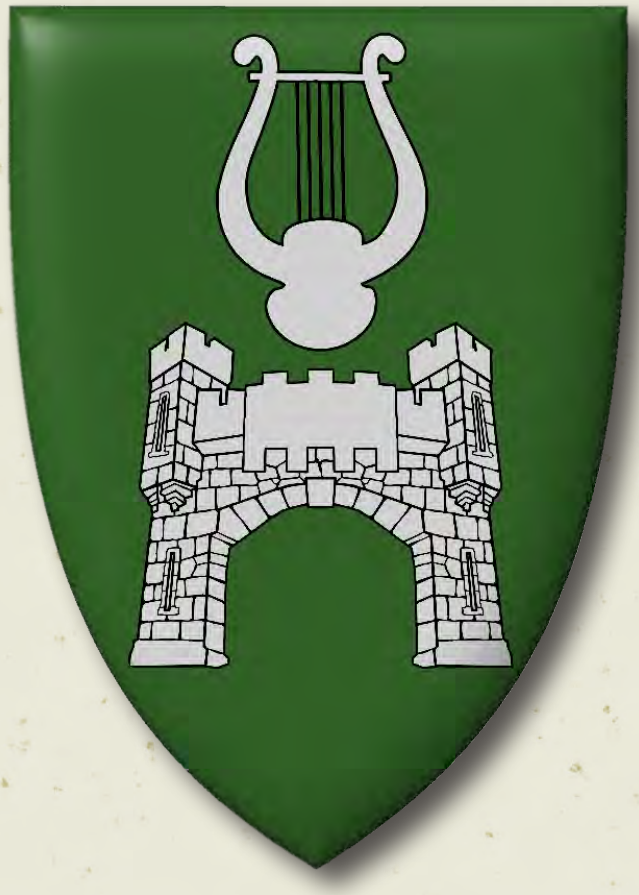
Gatesmen Captain (Ftr4): HP 23; **AC** 5[14]; **Atk** longsword (1d8); **Move** 12; **Save** 11; **AL** L; **CL/XP** 4/120. **Special:** multiple attacks (4) vs. creatures with 1 or fewer HD.
Equipment: chainmail, shield, longsword.

O26. Lucy Fucher's House

This small, unassuming cottage is actually the surface-front for a sizable underground network of chambers, tunnels, and secret passages. Owned by Lucy Fucher (**TW39**), this is also the "headquarters" of the Saints of Turlin's Well (see **Chapter 3, Secret Organizations**). Lucy's family held a longstanding role in the community after helping with the founding of Bard's Gate, until her great-grandfather was brutally murdered in a burglary. Her immediate family declined afterwards, and her own parents succumbed to disease after living in squalor. Lucy built herself back up, and now works in at the Aleman's Guild, when not out making Bard's Gate a safer place.

Lucy keeps a specific eye on groups purporting to "do good for Bard's Gate", and is currently keeping a close watch on Maidens' Cross (**TW27**); she hasn't decided yet what to think of the lady paladin's goals. Lucy hates Duloth with a passion, and never misses an opportunity to deride Thomokos (**T4**) publicly (whom she mistakenly believes to be in league with the Wheelwrights burgher), attempting to draw Duloth into the fray. Duloth, for his part, avoids Lucy like the plague, after a very public spat during a "dating incident" that happened a few years ago.

Lucy Fucher, Female Human (Thf7): HP 21; **AC** 3[16]; **Atk** *+1 short sword* (1d6+1); **Move** 12; **Save** 8; **AL** N; **CL/XP** 8/800; **Special:** +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, +2 on saving throws vs. devices, high charisma, backstab (x3), read languages, thieving skills.
Thieving Skills: Climb 91%, Tasks/Traps 45%, Hear 5 in 6, Hide 40%, Silent 50%, Locks 40%.
Equipment: *+2 leather armor of arrow deflection*, *+1 short sword* (detects chaotic alignment in a 20ft radius), *ring of protection +1*, 2 *potions of invulnerability*, 2d10gp, 1d12 sp.



Other Locations

The following places, located in and around the city of Bard's Gate, are not mapped out in detail but are instead left to the Referee to flesh out. This chapter provides general information about the locations, along with some ideas for adventures and other uses.

City of Ashes

This bleak and desolate locale is home to the city's largest cemetery. Located on a hill amid a number of ancient weathered monoliths (some claim they are natural formations, others that they are the corroded remains of an ancient ceremonial site), and surrounded by a tumbledown stone wall, the City of Ashes is a sad and lonely place indeed. Once well-maintained and peaceful, it is now a crowded jumble of mausoleums, headstones, statuary and other grim markers some 2–3 miles west of Bard's Gate. Its narrow cobblestone paths are choked with weeds and thorny vines, amid with blooms a sickly yellow flower known as the perish blossom. This unpleasant plant blooms only at night, and some whispered rumors state that is has more sinister properties. Interestingly during the siege 3 years ago, the Huun largely avoided this place, though none can say exactly why.

There is a certain peace here — the peace of the lost and forgotten. But even that little comfort vanishes as the sun sets and chill fogs rise to enwrap the stone statues and grave markers.

Few are buried here anymore. The wealthy can afford private crypts, or are taken to more pleasant surroundings outside the city. Only the poor, destitute and unknown are laid to rest in the City of Ashes now, overseen by the cold-hearted **Erlend**, burgher of the Caretaker's Guild, and his highly efficient crew of gravediggers. They work only during daylight hours, and are not so foolish as to remain in the City of Ashes after sundown. They also work closely with the criminal elements of Bard's Gate, burying murder victims in secret or piling multiple victims of the Red Blades in a single grave to avoid detection.

A former archaeologist forced to turn to grave digging when funding for his work dried up, Erlend has always been fascinated with death and dying. He is a tired man with long, gray-streaked black hair which he ties in a pony-tail behind his back, and a rough stubble beard, making him look older but more human. His brown eyes retain some spark of his old enthusiasm, and though he is aware of the Cult of Orcus' activities, he has so far refused to aid or hinder them in any way.

Erlend's crew of gravediggers includes **T'saalix**, a half-orc who never buries a dwarf without first removing the corpse's head, and **Fuad**, who is secretly a cleric of Orcus, and acts as the cult's inside man among the Caretaker's Guild. **Genevieve** is a charming woman of no small talent who sometimes sings dirges over fresh graves, and also keeps an eye on both the Caretakers and the Cult of Orcus on behalf of the Shadow Masks.

The City of Ashes true masters are the members of the Cult of Orcus, who haunt the vicinity at night, digging up corpses for sale or use in foul rites, or performing their own dark rituals. As a result of these activities, the dead in the City of Ashes do not rest easy, and often rise from their graves as undead. Anyone foolhardy enough to visit the place at night can hear countless animated corpses, moaning and scratching in vain efforts to escape their graves. From time to time a creature succeeds, breaking free of the earth and shambling about, seeking the flesh of the living.

Erlend, Male Half-Elf (Thf3): HP 8; **AC** 9[10]; **Atk** axe-bladed shovel (1d6); **Move** 12; **Save** 13; **AL** N; **CL/XP** 3/60; **Special:** +2 on saving throws vs. devices, backstab (x2), darkvision 60ft, half-elf racial abilities, read languages, thieving skills.

Thieving Skills: Climb 87%, Tasks/Traps 25%, Hear 4 in 6, Hide 20%, Silent 30%, Locks 20%.

Equipment: dirty smeared clothes, axe-bladed shovel (treat as hand axe).

Erlend never amounted to much in the eyes of his parents, nor his elven grandparents when his mother and father passed away. He enjoyed the outdoors, often digging in the yard with his pet dog, until he found a dead squirrel, one of his pet's kills. He was awed at such beauty of stillness, if not a bit sick in his love for it later on. His grandparents sent him to the orphanage and the school there in hopes he could learn something else and be around others his age. When he grew up he became an archeologist, and pursued his love of death and its mysteries. His fascination could not support his hobby, and with no funding, he was forced to take a job at the Bard's Gate cemetery as a gravedigger. He has fallen farther with the cooperation of others like him, and the undead that he works for.

He has refused all cults and gods, even Orcus himself, all due to his odd philosophy he has created and grown up following. Those who hear it find many holes and contradictions, but cannot convince him otherwise.

Faud, Male Half-Elf Cleric of Orcus (Clr4): HP 22; **AC** 4[15]; **Atk** heavy mace (1d6+1); **Move** 12; **Save** 12; **AL** C; **CL/XP** 5/240; **Special:** +2 save versus paralyzation and poison, control undead, half elf abilities, spells (2/2).

Spells: 1st—*protection from good, light;* 2nd—*bless, silence 15ft radius*.

Equipment: chainmail, shield, heavy mace, brimmed hat, gloves, holy symbol of Orcus.

One who is trying to rise in the ranks of his cult, Fuad is a well-rounded guy for any job, and appears so. While portly, it only masks the strength and stamina from those that judge him. Pale hazel eyes and receding black hair are covered from the sun by a large brimmed hat, worn mostly when he works caring for the grounds.

Genevieve, Female Human (MU3): HP 11; **AC** 9[10]; **Atk** dagger (1d4); **Move** 12; **Save** 13; **AL** N; **CL/XP** 4/120; **Special:** +2 on saves vs. spells, spells (3/1).

Spells: 1st—*detect magic, light, sleep*; 2nd—*mirror image*.

Equipment: robes, dagger, harp, spellbook.

This charming young bard, Genevieve, claims to be here only to learn the names of many spoken of in tales. In truth, she spies for the Shadow Masks, and with Erlend in love with her, has an easy time of it. She is a raven-haired woman, whose bright blue eyes watch all, seemingly inattentively. They sparkle with knowledge and joy when she plays her harp.

T'saalix, Male Half-Orc (Ftr5): HP 26; **AC** 7[12]; **Atk** short sword (1d6+1); **Move** 12; **Save** 10; **AL** N; **CL/XP** 5/240; **Special:** +1 to hit and damage strength bonus, multiple attacks (5) vs. creatures with 1 or fewer HD.

Equipment: leather armor, short sword, shovel.

The Claw of Orcus

Close by the City of Ashes is this stark rock formation, commonly called the Hand of Fate. To the faithful of the Lord of Undeath, however, it is the Claw of Orcus; scene of fearsome rites and moonlit blood-rituals.

The formation does indeed look something like a great skeletal hand made of bleached white limestone, and it has been hollowed out into crude chambers, rooms, halls and cult shrines. The interior is a truly fearsome place where undead shamble and the cultists plot in secret. Each of the


City of Ashes
Claw of Orcus
0 60 120
1 inch equals 120 ft.

separate fingers of the claw is dedicated to one aspect of Orcus — chaos, evil, death and destruction — with appropriate shrines and chambers containing ritualistic items and chambers of blood-sacrifice. The "thumb" houses the private quarters of the cult's leader, a servant of Orcus known as the **Salvager of Death**, as well as his most valued servant, another undead monstrosity called the **High Lord of Death**.

Some of the cult's most accomplished members make their homes here, along with countless debased cultists. **Tovan**, a high-ranking assassin from Reme whose life was spared by the cultists when he offered to worship Orcus and let them use his special talents. Also in the Claw are the quarters of **Myseri**, a sorceress who fears death so much that she has joined a death-cult, providing them with potions that help disguise themselves, in exchange for life-prolonging magic and substances that enhance and preserve her beauty.

The cult has been dealt many setbacks at the hands of the followers of Freya and other lawfully-aligned groups, but continues to hang on here, lurking inside their stronghold and striking at the folk of Bard's Gate from the shadows. Their crimes and schemes are many — water supplies have been poisoned, the mortal remains or spirits of great heroes have been raised and transformed into chaotic undead, leaders of lawful organizations and enemies of the cult have been slain or have vanished altogether.

The cultists' most notable act was a fearsome ritual called the March of Bones, in which hundreds of undead were raised from the cemetery and sent to wander the countryside. Eventually, some of these mindless creatures reached the walls of Bard's Gate, and a few managed to gain entrance into the city, where they caused considerable havoc. The cult's role in the event was not immediately discovered, and today they gather their forces and powers to unleash another March of Bones, this time larger still. Despite all their actions, the favor of their demon prince shields their presence, and to date none in the city other than are cultists are aware of the secret cult complex here.

Servant of Orcus, Salvager of Death, Lich: HD 13; **HP** 55; **AC** –2[21]; **Atk** hand (1d10 plus automatic paralysis); **Move** 6; **Save** 3; **AL** C; **CL/XP** 16/3200; **Special:** appearance causes paralytic fear, touch causes automatic paralysis, spells (5/5/5/4/4/2).

Spells: 1st—*hold portal, magic missile* x2, *protection from good, shield*; 2nd—*ESP, knock, invisibility, phantasmal force, wizard lock*; 3rd— *dispel magic, fireball, haste, lightning bolt, slow*; 4th—*charm monster, dimension door, hallucinatory terrain, wizard eye*; 5th—*feeblemind* x2, *hold monster, magic jar*; 6th—*death spell, project image*.
Equipment: *ring of protection* +2, ebony robe, spellbook.

The Salvager is dressed in a thick, hooded, ebony robe. Small white runes spiral their way around the shroud. Only his skeletal hands and the crimson pinpoints that are his eyes can be seen.

High Lord of Death, Mummy Cleric of Orcus (Clr7): HD 12+1; **HP** 48; **AC** 3[16]; **Atk** fist (1d12 plus rot); **Move** 12; **Save** 3; **AL** C; **CL/XP** 13/2300; **Special:** +2 save versus paralyzation and poison, +1 or better weapon to hit, control undead, rot, spells (2/2/2/1/1).

Spells: 1st—*protection from good, light;* 2nd—*bless, silence 15ft radius*; 3rd—*bestow curse, prayer*; 4th—*cause serious wounds*; 5th—*finger of death*.
Equipment: *canopic urn of the undead* (see **Appendix C**), holy symbol of Orcus.

Appearing as a dried corpse, with its dark brown skin pulled tight across its bones, the High Lord appears nothing more than a zombie. It follows up with this ruse by walking with a limp and moaning its spells so they appear as mundane noise. In life, the High Lord never had children, thinking it sacrilege to the demon prince, though with the urn, it has given birth to many "children" of Orcus.

Tovan (Thf7): HP 21; **AC** 6[13]; **Atk** +*1 dagger* (1d4+1) or light cross bow (1d4+1 plus poison); **Move** 12; **Save** 9; **AL** C; **CL/XP** 7/600; **Special:** +2 on saving throws vs. devices, backstab (x3), read languages, thieving skills.

Thieving Skills: Climb 91%, Tasks/Traps 45%, Hear 5 in 6, Hide 40%, Silent 50%, Locks 40%.
Equipment: leather armor, +*1 dagger, cloak of shadow* (see **Appendix C**), light crossbow, 10 poisoned bolts, holy symbol of Orcus.

Tovan is a thin, muscular man, with pock-marked skin and a long burn scar upon his left cheek. His blue eyes scan the world about him with clarity, and have seen everything he needs. He accepts only that which holds power, thus he is a distant man from society, relying on the cult to provide all his needs in this world. Tovan's dark red hair bas been dyed black, and cut nearly down to the scalp.

Myseri, Female Human (MU6): HP 18; **AC** 7[12]; **Atk** dagger (1d4) or dart x3 (1d3); **Move** 12; **Save** 10; **AL** C; **CL/XP** 7/600; **Special:** +2 on saves vs. spells, spells (4/2/2).

Spells: 1st—*charm person, magic missile, shield, sleep*; 2nd—*pyrotechnics, web;* 3rd—*dispel magic, haste*;
Equipment: robes, dagger, 10 darts, spellbook.

Myseri is an attractive young woman, with her dirty blonde hair pulled back in thin dreadlocks, and cascading down her back. Her gray-brown eyes and smirk of a smile are cast toward men, for what they perceive as attraction, though it is only her gauging their power, to be used at a later juncture. She appears to be in her early twenties, when in truth her actual age is 46; magic has its advantages.

Hel's Acre

Hel's Acre (or just the Acre, as it's sometimes called) is the site of the main Huun encampment and siege lines during their investment of Bard's Gate 3 years ago. The area covers much more than an actual acre in a crescent a quarter mile wide that runs along the northeastern flank of the city. After a year of camping and fighting on this ground, when their siege was finally broken the Huun held a massive night ritual before they broke camp and retreated to the north. During this ritual they offered up hundreds of captives in blood sacrifice to their dark god Nergal. In the morning the river chain blocking entry into the city has clogged with exsanguinated corpses and great smoky pyres marked where many for innocent folk had been burned alive.

The ash of countless cremated dead (both their own and those of defenders whose bodies they had recovered) had been spread over the grounds of their entire encampment along with vast quantities of salt leaving the site a dusty, gray wasteland incapable of growing even the hardiest of weeds and stirring up a gritty, eye-stinging and choking cloud with even the slightest of breezes. The first of the city defenders to attempt to explore this hellish landscape were a group of Heldring yeomen, and as they retreated from what they found within its hazy embrace they named it as Hel's Acre and refused to go back.

The entire expanse of Hel's Acre lies beneath a constant dusty cloud of haze that limits vision to 60 feet even in broad daylight. Beyond that creatures are granted a +2 bonus to AC, and at 90 feet the bonus rises to +4. Attempts to clear this haze with magical winds have failed as even the slightest breeze kicks up even more dust, and any time the wind blows those within the Acre those within it begin to suffocate (losing 1d6hp per round) until the dust settles 1d12+12 hours later or until they leave the confines of the area.

Those who have explored the Acre report only featureless dusty ash broken here and there by small totem markers made of stones stacked 2–3 feet high and topped by a human skull. Some say that the eye sockets of the skulls glow in darkness. Nobody has managed to thoroughly explore the full extent of the grounds as every 10 minutes there is a cumulative

20% chance of encountering an undead beast wandering through the haze. The source of these creatures has not been determined, and they seem to stay within the confines of the Acre itself unless they are pursuing intruders that they have discovered; the Wall Watchers have watched horrified as more than one foolhardy soul has been messily devoured within a stone's throw of the city walls. When such a drama plays out near one of the gates, the Gatesmen used to rush out to assist the hapless victim, but they are under standing orders to not do so unless a Lyreguard knight is present because of one unfortunate intervention that not only failed to save the creature's quarry but also cost the lives of 7 Gatesmen in the process.

At present the city is content to simply watch the Acre and ensure that no threats emerge. To date nothing has attempted to gain entry into the city itself, but the city's military and church leaders (especially High Guardian Perinor of Vanitthu), Wizards Guild, and the Greycloaks continue to keep a close eye on developments and are always interested in finding brave adventurers willing to be hired to plumb the Acre's unknown depths. So far there have been few takers.

Hel's Acre Encounters

Roll	Result
1–2	1d2 Allips
3–4	1d4 Bloody Bones
5–6	1d3 Vampire Spawn
7–8	1d4 Dreadweed
9–10	3d4 Ghoul Wolves
11–12	Spectre
13–14	Silent Knight
15–16	Mohrg
17	1d3 Cinder Ghouls
18	Devouring mist
19	Banshee
20	Mortuary cyclone

Allip: HD 4; **AC** 5[14]; **Atk** strike (no damage, 1d4 points of wisdom lost); **Move** 0 (fly 6); **Save** 13; **AL** C; **CL/XP** 7/600; **Special:** drains wisdom, hypnosis. (***Monstrosities*** 10)

Banshee: HD 7; **AC** 0[19]; **Atk** claw (1d8); **Move** 0 (fly 12); **Save** 9; **AL** C; **CL/XP** 11/1700; **Special:** immune to enchantments, magic or silver weapon to hit, magic resistance (49%), shriek of death. (***Monstrosities*** 30)

Bloody Bones: HD 5; **AC** 3[16]; **Atk** 4 tendrils (see below) and 2 claws (1d6); **Move** 12; **Save** 12; **AL** C; **CL/XP** 7/600; **Special:** resistance to fire (50%), slippery, tendrils. (***The Tome of Horrors Complete*** 63)

Cinder Ghoul: HD 6; **AC** 4[15]; **Atk** slam (1d8 plus 1d6 fire plus level drain); **Move** 0 (fly 12); **Save** 11; **AL** C; **CL/XP** 8/800; **Special:** drains 1 level with hit, fire. (***The Tome of Horrors Complete*** 270)

Devouring Mist: HD 14; **AC** 6 [13]; **Atk** 2 slams (2d6); **Move** 0 (fly 15); **Save** 3; **AL** C; **CL/XP** 16/3200; **Special:** blood drain, create spawn, immune to weapons, magic resistance (50%). (***Tome of Horrors 4*** 56)

Dreadweed: HD 8; **AC** –1 [20]; **Atk** bite (1d8 plus poison) or 4 vines (1d6 plus negative energy); **Move** 12; **Save** 14; **AL** C; **CL/XP** 16/3200; **Special:** +1 or better weapon to hit, enervating aura, enervating ray, pull. (***Tome of Horrors 4*** 70)

Ghoul Wolf: HD 4+1; **AC** 5[14]; **Atk** bite (1d6 plus paralysis); **Move** 18; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** paralysis, surprise on 1–2 on 1d6, undead. (*The Tome of Horrors Complete* 606)

Mohrg: HD 10; **AC** 0[19]; **Atk** fist (1d8) or tongue (paralysis); **Move** 12; **Save** 5; **AL** C; **CL/XP** 13/2,300; **Special:** paralyzing tongue, grabs and holds. (*Monstrosities* 334)

Mortuary Cyclone: HD 17; **AC** 0[19]; **Atk** fist (3d6 plus level drain); **Move** 16; **Save** 3; **AL** C; **CL/XP** 20/5,900; **Special:** +2 magic weapons required to hit, create spawn, desecrating aura, magic resistance (50%), whirlwind. (*The Tome of Horrors Complete* 388)

Mortuary Cyclone Spawn

A creature killed by a mortuary cyclone's whirlwind rises as an undead creature in 1d4 rounds. The type is based on the creature's total HD.

Total HD	Opponent Rises as
Less than 3	Ghoul or ghast (50% chance for either)
4–7 HD	Wraith
8–11 HD	Spectre
12+ HD	Ghost

Silent Knight: HD 7; **AC** 2[17]; **Atk** weapon (1d8); **Move** 9; **Save** 9; **AL** C; **CL/XP** 8/800; **Special:** silence. (***Monstrosities*** 425)

Spectre: HD 6; **AC** 2[17]; **Atk** spectral weapon or touch (1d8 plus level drain); **Move** 15 (fly 30); **Save** 11; **AL** C; **CL/ XP** 9/1100; **Special:** drain 2 levels with hit, immune to nonmagical weapons.

Vampire Spawn: HD 3; **AC** 6[13]; **Atk** bite (1d8); **Move** 12; **Save** 9; **AL** C; **CL/XP** 4/120; **Special:** darkvision 60 ft., regenerate 2 hp/round, resists cold and electricity, vampire weaknesses.

The Sewers

The sewers of Bard's Gate are divided into three areas — Eastern, Western, and Island regions, delineated by the course of the Stoneheart River. Originally, the sewers were tunnels laid down by quarry miners in the city's earlier days; as the quarries gave out and the city grew above them, they were converted into channels for the city's sewage and water runoff.

Each of the main sewer lines is 10ft tall and 20ft wide, with strong vaulted ceilings and smooth stone walls. A narrow, 5ft ledge runs along either side, providing access for sewer workers. In some places the ledge is only on one side of the tunnel, and in others it is as narrow as 2ft, precarious and often slick. Smaller pipes and tunnels feed into these main lines, often angled from above. Dwarven engineering has made the sewers highly efficient, and access is gained through a number of hatchways and iron ladders from the streets above, each sealed by a heavy iron grate.

Sewer accesses are found throughout the city streets and alleyways through these iron grates and hatchways, some of which have been rusted shut, and all of which bear simple locks that can be opened from above or below by a large key that all Pipe Cleaners carry. Any given street of alley has a 20% chance to have such an access point. Other such hatchways can



be found within some small buildings and subcellars from which the Pipe Cleaners work. These access ways are well-maintained and also locked. Only the Pipe Cleaners know where all of these buildings are located. All of these accesses have ladder steps cut into the stone or brick of the walls that lead from the openings down to the sewers below. These can be a dangerous climb when moss or grime clings to the rungs.

The western half of the sewers is better-maintained than the rest, and the tunnels are closed off by iron gates at regular intervals. Many of these are rusted shut, and a few are so badly corroded that they can easily be battered down. The sewers beneath the island are smaller, only 10–15ft wide, with narrower ledges. The sewage flows quickly here, aided by the river current. Some portions of the eastern sewers are made of brick and are in poor repair — monsters and secretive cultists have been reported in all parts of the sewage system, but most often on the eastern side. City rogues also use the tunnels as a secret route through the city, and many have their own personal maps of their labyrinthine depths.

Two colonies of rat-like creatures infest separate parts of the sewers.

Only the Pipe Cleaners know the full layout of the tangle of sewer tunnels (if even they do), but various agents of the Shadowguild member groups are known to have mapped out certain routes that provide access to points of interest to them. It is even said that some of the access tunnels run all the way beneath the bed of the river, but these are small, cramped, damp, and deep beneath the ground so that few know of them or use them. No sewage is channeled through them as it would simply collect at this lowest point and flood the entire passage. Two colonies of different rat creatures infest separate parts of the sewers: **The Pipers** and the **ratfolk**.

The Pipers

Part legend, part nightmare, the wererat clan known as The Pipers is, unfortunately for the parents of Bard's Gate, all too real. They are one of the few threats in the southeastern portion of the sewers.

Several years ago, a young and ambitious bard named **Egile** made his way through the taverns and performance halls of the city. A spoiled youth raised by doting parents, he had grown up believing himself to be a prince among bards. When he set out to make his fortune, however, Egile received a cruel shock, and was soon broke and desperate. Willing to do anything to gain an audience, Egile broke into his own father's study and stole the first thing he could find — unfortunately for him, it was a set of *pipes of the sewers*.

After losing a bardic contest, Egile began to drink and was soon completely intoxicated, wandering the streets, playing his pipes. To his surprise, then his horror, he discovered that he had finally gained the fans and followers that he had so desperately desired. These followers, however, were not human — they were thousands of fat, filthy sewer rats, drawn by his piping. Angrily, the rat's leader, a wererat, challenged Egile for the pipes and the two fought. Through luck, cunning, and a silver knife that had been a gift from his mother, Egile managed to defeat his foe. Badly wounded nonetheless, he staggered through the streets and back to his parents' house.

Egile awoke to horror the next morning — his parents and their servants were slain, and he himself was covered in their blood. As fear gnawed at him like a rat, Egile realized what had happened — he had contracted lycanthropy from the wererat, and had killed his parents and their entire household. Mad with terror and self-loathing, Egile fled to the sewers of Bard's Gate. Soon, he was once more the master of the rats, and now lurks in the sewers with his unclean hordes. He has also gathered a number of wererats to him, and together the gang has moved throughout the city,



entering homes in the night to rob, kidnap and kill. Most terrifying, Egile and his followers often steal children, whom they either convert into new recruits or — worst of all — give to the rats for sport and food.

Egile's activities have attracted the attention of S'Surimiss the Rat Queen, who has taken him under her wing, teaching him the ways of the underworld and hoping to use Egile and his horde for her own unclean purposes. Egile's forces have been expanding their underground reach, creating an alliance with Nyark and the ratlings, attempting to unify the rats under S'Surimiss' greasy claw. Egile has been thwarted a bit by the appearance of Ritithiss (see **The Rat Who Feasts Upon the Cat**), but should the "Rat Kingdom" put down the priests of Bast, and usher in the next great plague, they could reign unchecked in the sewers, something in which the Underguild would undoubtedly have some interest.

Egile "The Piper", Male Wererat Cleric of S'Surimiss (Clr5): **HP** 26; **AC** 3[16]; **Atk** heavy mace (1d6) or bite (1d3 plus lycanthropy); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special:** +2 save versus paralyzation and poison, control rats, lycanthropy, hit only by magic or silver weapons, spells (2/2), turn undead.

Spells: 1st—*cause light wounds*, *detect magic;* 2nd—*bless, hold person.*

Equipment: heavy mace, *pipes of the sewers*, brass flute.

The Ratlings

Frequently mistaken for members of The Pipers, a small clan of ratlings, led by **Nyark,** has taken up residence in a section of the Western sewers. Not all ratfolk within the city are members of this clan, but all feel its presence as Nyark its leader makes her influence known among the ratfolk community in the shadows of the city above. Those ratfolk who follow Nyark similarly prey on the weak and vulnerable, though they make no special effort to take children, as the do The Pipers.

Nyark is like any other ratling, though has dyed her fur pitch black. Her red, beady eyes and whiskered nose are the only things that are seen protruding from the dark cloak she constantly wears. She has become adapted to her home, and with her training in roguish pursuits, has helped to ensure the warren's success so far. Nyark has yet to take a mate, as her first priority is to protect the clan before worrying about her legacy. Recently, Nyark has tried to curry favor with Egile, sensing something "big" is about to happen with the Great Plague (see **The Rat Who Feasts Upon the Cat**).

Nyark, Female Ratling: HD 5; **HP** 28; **AC** 9[10]; **Atk** bite (1d6 plus disease) or short sword (1d6) or shortbow x2 (1d6); **Save** 11; **Move** 12; **AL** C; **CL/XP** 5/240; **Special:** +2 on saving throws vs. devices, backstab (x3), diseased bite, read languages, thieving skills. (***Monstrosities*** 383)

Thieving Skills: Climb 89%, Tasks/Traps 35%, Hear 4 in 6, Hide 30%, Silent 40%, Locks 30%;

Equipment: leather armor, dark cloak, short sword, shortbow, 15 silver arrows.

Ratling: HD 1; **AC** 9[10]; **Atk** bite (1d6 plus disease) or weapon; **Save** 17; **Move** 12; **AL** C; **CL/XP** 2/30; **Special:** diseased bite. (***Monstrosities*** 383)

NPCs of Bard's Gate

Major NPCs

Andrigor

Andrigor is a strong supporter of Cylyria, and quite possibly the most powerful living wizard in all of Bard's Gate. Prematurely gray-haired and with dark eyes, he wears a close-cropped beard and robes of white and silver. Andrigor believes strongly that magic should only be taught to those with the willingness to use it for lawful purposes. He takes on apprentices if they are of lawful alignment and show proper respect and restraint in their magical studies. Andrigor often acts as an arcane advisor to Cylyria, and knows much of what goes on within the city via his divinations and his *crystal ball*. Andrigor may be encountered within the city on some sort of business, though often he takes the guise of another to avoid unwanted attention to his tasks. He has crafted many of the magical items that he bears himself, and others he has found while traveling the world and the planes of existence.

Andrigor (MU12): **HP** 32; **AC** 2[17]; **Atk** +1 *dagger* (1d4+1); **Move** 12; **Save** 3; **AL** L; **CL/XP** 14/2600. **Special:** +2 on saves vs. spells, spells (4/4/4/4/4/1).

Spells: 1st—*charm person, read magic, shield, sleep*; 2nd—*detect evil, ESP, mirror image, phantasmal force*; 3rd—*clairvoyance, dispel magic, fly, hold person*; 4th—*charm monster, confusion, polymorph self, wizard eye*; 5th—*feeblemind, hold monster, teleport* (x2); 6th—*repulsion*.

Equipment: *bracers of defense* AC 4[15], *+1 dagger, wand of magic missiles* (6 charges), *wand of enemy detection, ring of protection +2, crystal ball* with *clairaudience*, 1d4 random potions, 1d4 random scrolls, spellbook.

Barahil the Faithful

A brave and honorable priest of the goddess Muir, Barahil seeks redemption for the loss of the Great Shrine of Muir in the north. Defeat has left Barahil and the paladins of the order of Muir homeless and anxious to return and reclaim the holy seat from the hordes of evil humanoids and dark priests that have desecrated the shrine. To this end, he has formed the Order of the Sword of Retribution, and has made the call for those of justice and virtue to prepare for an ultimate battle against chaos. Admittance to the Order of the Sword of Retribution calls for great sacrifice to the cause, and those brave enough to join must be prepared to die for their beliefs.

Barahil the Faithful, Cleric of Muir (Clr7): HP 28; **AC** 3[16]; **Atk** +2 *heavy mace* (1d6+2); **Move** 12; **Save** 9; **AL** L; **CL/XP** 9/1100; **Special:** +2 save versus paralyzation and poison, spells (2/2/2/1/1), turn undead.

Spells: 1st—*cure light wounds, protection from evil;* 2nd—*bless, hold person*; 3rd—*locate object, prayer*; 4th—*cure serious wounds;* 5th—*dispel evil.*

Equipment: *+2 chainmail,* shield*, +2 heavy mace, 3 potions of extra-healing,* gold holy symbol of Muir (200 gp value).

Bofred the Just

With deep blue eyes and short cropped blonde hair, Bofred seems to radiate a peace and power from within. He is outspoken in his denouncement of chaos and his wish that brave and just defenders of faith would step forward and join in the quest to return the High Temple of Thyr and the Great Shrine of Muir to the hands of law once again. Bofred has had few takers in his mission at this time. He demands complete submission to the will of Thyr of any that would follow upon the quests that he devises for would-be heroes. Many cannot meet his standards, and of that he is sad.

Bofred the Just, Cleric of Thyr (Clr7): HP 25; **AC** 4[15]; **Atk** +2 *staff* (1d6+2); **Move** 12; **Save** 9; **AL** L; **CL/XP** 9/1100; **Special:** +2 save versus paralyzation and poison, spells (2/2/2/1/1), turn undead.

Spells: 1st—*cure light wounds* (x2)*;* 2nd—*bless, hold person*; 3rd—*prayer* (x2)*;* 4th—*cure serious wounds;* 5th—*dispel evil.*

Equipment: *bracers of defense* AC 4[15], *+2 staff,* holy symbol of Thyr.

Brelliar

Brelliar comes across as a somewhat befuddled old wizard. The truth about Brelliar is that he was once a very wise man. Unfortunately, in his studies of magical forces, he happened upon a scroll that was cursed and it affected him significantly, making him horribly forgetful. Brelliar is so forgetful, in fact, that he does not realize that he is cursed, and believes he has always been this way. The cure for this malady lies somewhere within his own home.

Brelliar (MU7): **HP** 15; **AC** 8[11]; **Atk** fist (1); **Move** 12; **Save** 8; **AL** N; **CL/XP** 8/800. **Special:** +2 on saves vs. spells, spells (4/3/2/1).

Spells: 1st—*light, protection from evil, read languages, sleep*; 2nd—*knock, levitate, wizard lock*; 3rd—*clairaudience, rope trick*; 4th—*plant growth*.

Equipment: *bracers of defense* AC 4[15] (forgotten in his house), *+1 staff* (forgotten in his house), *ring of protection +1, bag of holding* (forgotten in his house), spellbook.

Cylyria

Cylyria, the mayor and High Burgess of Bard's Gate is a lovely and intelligent half-elf. Her skills at diplomacy and her ability to manage the city in a fair and even-tempered manner have made her ever popular amongst the citizens of Bard's Gate. A former agent and founding member of the "Fellowship of Note," she uses the information that her friends within the group bring her to maintain her power against those that would have her deposed and a different, more traditional leader put in her place.

Cylyria rules justly and with tolerance, but deals harshly with the forces of chaos from the north that she recognizes as a true threat to the freedom and sovereignty of Bard's Gate. It was Cylyria that masterminded the new increased fortifications around the city, and has asked for, and received, an increased military commitment from the Grand Duke of Waymarch. Her relationship with Imril is one of speculation and debate amongst the citizenry of Bard's Gate, who often have nothing better to do than wonder about her affair with the handsome leader of the Knights of the Citadel of the Griffon, and commander of the Lyreguard.

Cylyria sometimes takes on the secret identity of **Merinath**, using a magical ring to change her appearance to move freely about the city and occasionally go out adventuring. The special ring allows anyone wearing it to cast the spell placed inside it. This guise allows Cylyria to gather information regarding the many goings on within the city and the Lyre Valley without despoiling her true identity.

Cylyria, Female Half-Elf (MU4/Thf5): **HP** 12; **AC** 0[20]; **Atk** *+1 longsword* (1d8+1); **Move** 12; **Save** 11; **AL** L; **CL/XP** 6/400. **Special:** +2 on saves vs. spells, darkvision 60ft, half-elf racial abilities, read normal languages, spells (3/2).

Spells: 1st—*charm person, read magic, sleep*; 2nd—*ESP, invisibility*.

Thieving Skills: Climb 89%, Tasks/Traps 35%, Hear 4 in 6, Hide 30%, Silent 40%, Locks 30%.

Equipment: +2 *leather armor, +2 buckler* (small lightweight shield), *ring of protection* +2, *+1 longsword*, *ring of spell storing* (*polymorph self*), *boots of leaping*, *lute of suggestion* (**Appendix C**), *robe of blending,* spellbook.

Duloth Armitage

Duloth is a grossly obese man with a pointed black goatee and curly black hair surrounding his head. His great girth is deceptive in that he is actually quite light and nimble on his feet. Duloth fancies himself a great kingpin of underworld activity in Bard's Gate. He has his fingers into several different criminal activities, but centers his work on smuggling and selling items through the black market at a considerable profit.

Duloth is quick to anger, and even quicker to move to exterminate anyone he sees as a threat to his plans. He has been moving steadily over the past few years to get support amongst the leaders of the various guilds to get himself elected mayor and replace Cylyria as the popular leader of Bard's Gate.

Duloth is extremely aggressive and quite greedy when it comes to the collection and gathering of magical items that influence his status within the city. Characters possessing such items may be well to guard them dearly lest one of Duloth's many henchmen make off with items.

Duloth (Ftr7): HP 35; **AC** 3[16]; **Atk** +2 *dagger* (1d4+3) or *+1 extra attack longsword* x2 (1d8+2) or light crossbow (1d4+1 plus poison); **Move** 12; **Save** 6; **AL** C; **CL/XP** 8/800. **Special:** +1 to hit and damage due to high strength, +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, multiple attacks (7) vs. creatures with 1 or fewer HD, parry –3.

Equipment: +2 *leather armor*, *ring of protection* +2, *+2 dagger*, *+1 extra attack longsword,* light crossbow, 10 bolts (w/ large spider venom, save at –1 or die), *bag of holding*, *ring of misdirected alignment* (**Appendix C**), 3 vials of black lotus extract, several hundred gp in coin and gems.

Duloth's Henchmen

Duloth tends to surround himself with weaker, yet like-minded versions of himself. Listed below are 3 of his more well-known cohorts.

Zalatha goes about procuring items for Duloth. She also keeps certain contacts for him that he cannot go and take care of personally.

Zalatha, Female Human (Thf2): HP 6; **AC** 7[12]; **Atk** 2 short swords (1d6) or dagger (1d4) or light crossbow (1d4+1 plus poison); **Move** 12; **Save** 14; **AL** C; **CL/XP** 2/30; **Special:** +1 to hit using 2 weapons, +2 on saving throws vs. devices, backstab (x2), thieving skills.

Thieving Skills: Climb 86%, Tasks/Traps 20%, Hear 3 in 6, Hide 15%, Silent 25%, Locks 15%.

Equipment: leather armor, 2 short swords, dagger, light crossbow, 15 bolts, 5 bolts (w/ medium spider venom, save or die), *potion of extra-healing,* thieves' tools, 38gp.

Tranda is in all ways a "typical thug". His few special talents involve criminal activities; he is an amateur forger, he can beat people up, and he can sneak around somewhat. What Duloth sees in him is a mystery, beyond being an expendable, incredibly strong meat-shield.

Tranda, Male Half-Orc (Ftr1/Thf1): HP 7; **AC** 7[12]; **Atk** club (1d4+1) or dagger (1d4+1); **Move** 12; **Save** 14; **AL** C; **CL/XP** 3/60; **Special:** +1 to hit and damage due to high strength, +1 hp per die due to high constitution, +2 on saving throws vs. devices, backstab (x2), darkvision 60ft, half-orc racial abilities, thieving skills.

Thieving Skills: Climb 85%, Tasks/Traps 15%, Hear 3 in 6, Hide 10%, Silent 20%, Locks 10%.

Equipment: leather armor, club, dagger.

Gorar works as a small time enforcer and collector for Duloth. He does things that make others uncomfortable, such as breaking kneecaps with his hammer, if a person happens to be overdue in any coin or items they owe the boss.

Gorar, Male Dwarf (Ftr3): HP 23; **AC** 5[14]; **Atk** warhammer (1d4+1) or dagger (1d4); **Move** 9; **Save** 12; **AL** C; **CL/XP** 3/60; **Special:** +1 hp per die due to high constitution, darkvision 60ft, dwarf racial abilities, multiple attacks (3) vs. creatures with 1 or fewer HD.

Equipment: ring mail, shield, warhammer, 3 throwing daggers, 3d10gp.

F'arin D'un

F'arin D'un is a predator. A trained and skilled killer from the dark elven city of Thoth Kathalis, his methods were gleefully deemed obscene by even its fell inhabitants. F'arin works special assignments for the Black Brotherhood, preferring to observe them for days at a time, then come to his victims wearing the face of a beloved friend (thanks to his ring with *polymorph self*), and then slay them unawares with a pointy dagger and a generous dose of black lotus poison for good measure.

F'arin has an especially despicable fetish when it comes to women of pure elven descent. He cannot resist them, and the more powerful and alluring they are, the more desirous of them he becomes until he maddeningly stalks them as if they were his targets for assassination and finally murders them in a hideous fashion that is very pleasing to his god. In a fit of jealous rage and lust-filled passion he murdered Myrean Dyrin, the famous elven actress, and hid her body quite maliciously within a costume trunk at the Masque and Lute. Her ghost haunts the theater still, looking for a vessel to possess that is strong enough to withstand F'arin D'un and bring peace to her angry spirit.

F'arin Du'n, Male Drow (Asn6): HP 27; **AC** 5[14]; **Atk** dagger (1d4 plus poison); **Move** 12; **Save** 10; **AL** C; **CL/XP** 5/240; **Special:** +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, –2 to attack in sunlight, backstab (x3), 1 in 8 chance to be surprised, darkvision 60ft, disguise, drow racial abilities, magic resistance (50%), magical abilities, poison, thieving skills.

Magical Abilities: 1/day—*darkness 15ft radius*, ability to limn a target in faint light at a range of 60ft (all have +1 to hit the victim), and the ability to create lantern-like lights at a range of 60ft.

Thieving Skills: Climb 88%, Tasks/Traps 30%, Hear 4 in 6, Hide 40%, Silent 45%, Locks 25%.

Equipment: *+1 leather armor*, poisoned dagger (save at –2 or die), *boots of elvenkind, cloak of elvenkind*, thieves' tools.

Galera

Galera is a grey haired woman in her late 40s with pale skin and grey eyes. She wears elbow length leather gloves that hide various bites from her venomous pets. Galera is immune to the venom of each of the creatures she harvests poison from due to repeated bites. She is a heartless, cruel woman, who thinks nothing of her victims, other than what the can do to further her research.

Galera, Female Human (Asn4): HP 19; **AC** 7[12]; **Atk** dagger (1d4 plus poison) or 3 darts (1d3 plus poison); **Move** 12; **Save** 12; **AL** C; **CL/XP** 5/240; **Special:** backstab (x2), disguise, poison, thieving skills.

Thieving Skills: Climb 86%, Tasks/Traps 20%, Hear 3 in 6, Hide 15%, Silent 25%, Locks 15%.

Equipment: leather armor, poisoned dagger (save or die; hidden under shirt), 5 poisoned darts (save or die; hidden in belt), *potion of invisibility* (hidden in sleeve), *potion of healing*, *potion of neutralize poison,* thieves' tools, pouch with 35gp, topaz (100gp).

Imbo the Undying

Imbo the Undying is a completely repugnant killer. He is as ruthless and bloodthirsty as it gets. Due to a particular curse upon his wretched soul, he cannot truly die, as none of the gods of the Heaven or the Dukes of Hell will tolerate his despicable presence amongst them for more than a moment. Even if disintegrated or reduced to ashes by the flames of a dragon, his essence remains to slowly reform over time until, with slight lapses in his memory, he returns, always as a stout cruel dwarf. The reformed Imbo always seeks out the same style of weapons and gear, and always leagues himself with the cruelest and most powerful of allies. Imbo is an accomplished thief and liar and takes great pains to conceal his deceptions to the characters until the very last moment when he springs one of his particularly vile traps upon them.

Imbo the Undying, Male Dwarf (Ftr6/Thf6): HP 39; **AC** 0[19]; **Atk** *+1 throwing warhammer* (1d4+7) or *+1 battleaxe* (1d8+7); **Move** 12; **Save** 9; **AL** C; **CL/XP** 14/2600; **Special:** +1 hp per die due to high constitution, +2 on saving throws vs. devices, backstab (x3), darkvision 60ft, dwarf racial abilities, multiple attacks (6) vs. creatures with 1 or fewer HD, read normal languages, thieving skills.

Thieving Skills: Climb 90%, Tasks/Traps 50%, Hear 4 in 6, Hide 40%, Silent 50%, Locks 40%.

Equipment: *+1 plate mail, +1 throwing warhammer, +1 battleaxe, boots of speed, gauntlets of ogre power, cloak of protection +2,* thieves' tools.

Imril

A brave and courageous knight, Imril has the affection of Cylyria, and is her champion and defender. Leader of the Knights of the Griffon, he and his brother knights have sworn protection to the Lyre Valley, and carry the writ of the Duke of Waymarch as their badge of authority. Imril often investigates disturbances within and without the city walls personally, and spends equal time searching the bluffs to the north for signs of humanoid hordes as he does patrolling the streets with the Lyreguard and interviewing suspects for strange crimes and unusual circumstances.

Imril (Pal8): HP 52; **AC** –1[20]; **Atk** *+1 lance* (2d4+2) or *+1 longsword* (1d8+2) or *+1 longbow* x2 (with *+1 arrows*; 1d6+2); **Move** 12; **Save** 5; **AL** L; **CL/XP** 9/1100; **Special:** +1 to hit and damage strength bonus, *dispel evil*, lay on hands (12hp), immune to disease, warhorse.

Equipment: *+2 plate mail, +1 shield, +1 longsword* (detects chaos within 20ft), *+1 lance, +1 longbow,* 20 *+1 arrows*, riding gear, silver holy symbol of Mitra (150gp).

Jared Strahn

Jared is handsome and youthful in appearance, with long sandy-blonde hair, a clean-shaven face, and broad shoulders. A loyal and trustworthy supporter of Cylyria, Jared is the High Priest of Oghma, and administers to the needs of his followers in a kindly and benevolent manner. Jared is also a member of the Notes, and as such, keeps his ears and eyes open to any trouble brewing within the walls of Bard's Gate. A wonderful performer, he leads the coir and services within the Auditorium of the Silver Harp during the holy holidays of Oghma, and may be able to raise followers from the dead in the event that they meet some fell tragedy while out doing service in the name of their god. Jared seeks to do the most good in every action he takes, and wishes the same of his fellow priests, who go about the city spreading cheer and supporting the arts, and blessing their worshipers to do greater and more fantastic things.

Jared Strahn, Cleric of Oghma (Clr7): HP 32; **AC** 2[17]; **Atk** *+1 club* (1d6); **Move** 12; **Save** 9; **AL** L; **CL/XP** 9/1100; **Special:** +2 save versus paralyzation and poison, spells (2/2/2/1/1), turn undead.

Spells: 1st—*cure light wounds, detect magic*; 2nd—*bless, silence 15ft radius*; 3rd—*locate object, remove curse*; 4th—*cure serious wounds*; 5th—*commune*.

Equipment: *+1 chainmail, +1 shield, +1 club, silver harp of peace* (**Appendix C**), *4 potions of extra-healing*, 4 vials of holy water, silver holy symbol of Oghma.

Knave

Dirty blonde hair hangs loosely along her back, while two thin braided strands drape down in front of her ears. Small bluish-green eyes look upon the world from an angelic face, usually covered in grime. She wears anything she has acquired, mostly loose fitting, so as to be able to run while wearing it.

Knave was a scavenger, wandering back alleys, sewers and the roofs above the city to gather anything that would keep her alive. Having slept in attics, broken into houses for food, and found the occasional body in the sewer with some coin, she has basically survived her entire life within the city. She turned down the rogues' guild just days before the guild vanished, and is reported to have broken into the old guildhouse, and may know the secret behind their disappearance. She found her ring there, and in fact, it helped to save her life as she teleported away before staring too long at the *Glimmer Gem*.

Knave has lived free, to her content at least, and while approached by the Wheelwrights' Guild and Shadowmasks, she stays away from their "restricted ways".

Knave, Female Half-Elf (Thf3): HP 6; **AC** 9[10]; **Atk** fist (1); **Move** 12; **Save** 13; **AL** N; **CL/XP** 3/60; **Special:** +2 on saving throws vs. devices, backstab (x2), darkvision 60ft, half-elf racial abilities, thieving skills.

Thieving Skills: Climb 87%, Tasks/Traps 25%, Hear 4 in 6, Hide 20%, Silent 30%, Locks 20%.

Equipment: *ring of wishes* (1 *wish* left), pet rat named Sniffles (due to its chronic sneezing all the time).

Liserion

Liserion is a kindly man with a serious expression and hands that are well-worn, and look as if they are used to hard work. Although he is High Priest of the Artificer in the city of Bard's Gate, he can often be seen directing public works and building projects throughout the city. A supporter of Cylyria, Liserion was very pleased when she took the initiative to build a new curtain wall and reinforce the earthen rampart. Liserion often lends a hand in the construction and maintenance of many of the city's engineering projects, and uses his divine powers to speed up the works.

Liserion, Cleric of Dre'uain (Clr6): HP 25; **AC** 2[17]; **Atk** *+1 warhammer* (1d4+2); **Move** 12; **Save** 10; **AL** L; **CL/XP** 7/600; **Special:** +2 save versus paralyzation and poison, spells (2/2/1/1), turn undead.

Spells: 1st—*cure light wounds, light*; 2nd—*bless, hold person*; 3rd—*continual light*; 4th—*create water*.

Equipment: *+1 chainmail, +1 shield, +1 warhammer, pipes of building* (**Appendix C**), holy symbol of Dre'uain.

Lord Commander Barend Roy

Lord Barend Roy is a man of advancing years who wields steel and commands men with the strength and character that only age and experience can endow. Barend's shield arm is somewhat crippled due to a combination of bursitis and a wound which healed without the benefit of divine curatives many years ago.

Barend's nobility is an old hereditary title dating back to his great grandfather's service as a knight in the forces of Duke Borell I of Waymarch. It affords Barend a small family keep to the south of Fareme. Barend is seldom there as he and Imril see to the training and fortifications of Bard's Gate's standing military force, whom he serves as the commander of the Free Defenders.

Lord Commander Barend Roy (Ftr5): HP 23; **AC** 0[19]; **Atk** +2 *longsword* (1d8+2) or +2 *halberd* (1d8+4); **Move** 12; **Save** 10; **AL** L; **CL/XP** 4/120. **Special:** +1 to damage with a two-handed weapon, multiple attacks (4) vs. creatures with 1 or fewer HD.

Equipment: *+1 plate mail*, *+1 shield*, *+2 longsword*, *+2 halberd*.

Manisool

Though to the world at large he is an important, if somewhat secretive, member of the city's ruling elite, Manisool harbors a dread secret — in reality, he is an agent of the cult of Orcus, sent here to spy on the city and aid cult activities. So far he has done so with utmost discretion, to the point that no one suspects that Manisool might be more than he appears.

From time to time, Manisool takes on the secret identity of the magic-user **Thrush**, a worshipper of the dead god Arden, which allows him to go about much of his business in relative anonymity. In both personae, he is a frequent guest at the Rising Dragon, where the dishes appeal to his increasingly-twisted tastes. He avoids contact with other magic-users, a trait that most put down to shyness or reluctance to reveal his secrets, both common enough quirks among arcanists. Though he occasionally works with Duloth and the Wheelwrights, he considers them fools and sees them as nothing more than pawns in his scheme to bring his master greater power.

Manisool (Clr5/MU5): **HP** 12; **AC** 1[18]; **Atk** *+1 staff* (1d6+1); **Move** 12; **Save** 10; **AL** C; **CL/XP** 11/1700. **Special:** +2 save versus paralyzation and poison, +2 on saves vs. spells, command undead, cleric spells (2/2), magic-user spells (4/2/1).

Cleric Spells: 1st—*cause light wounds, protection form good*; 2nd—*hold person* (x2).

Magic-User Spells: 1st—*charm person, magic missile, shield, sleep*; 2nd—*ESP, mirror image, phantasmal force*; 3rd—*dispel magic*.

Equipment: *bracers of defense* AC 2[17], *ring of protection +1*, *cloak of displacement*, *+1 staff*, *ring of misdirected alignment* (**Appendix C**), *dust of disappearance* (4 uses), 3 *potions of healing*, *wand of hold person* (4 charges), 4–6 random scrolls, holy symbol of Orcus (hidden), spellbook.

River Commander Alloysius Vermeer

With a grizzled jaw, curly graying hair, and a permanent squint against the sun reflecting off the water, Alloysius Vermeer is the River Commander of the Stoneheart Fleet, the vaunted title for the commander of the small River Watch that patrols up and down the Stoneheart River. A Riverman himself, Commander Vermeer has taken to the job readily and introduced many improvements to equipment and doctrine for which the River Watch is already seeing the benefits. He's well known and well liked among his men and, as a consummate bachelor, can be found most nights carousing with the Riverfolk up and down the waterfront, easily recognizable in his battered, faded black River Watch cap that he's never seen without. Despite his surly — some would say insubordinate — manner and the myriad of tattoos of questionable quality running up and down his arms, he is nevertheless a respected commander in the Bard's Gate military for the skills he brings to the table and the loyalty that he inspires among his men.

River Commander Alloysius Vermeer (Ftr5): HP 17; **AC** 5[14]; **Atk** *+1 light crossbow* (1d4+2) or dagger (1d4); **Move** 12; **Save** 10; **AL** N; **CL/XP** 5/240. **Special:** +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, multiple attacks (3) vs. creatures with 1 or fewer HD.

Equipment: *+1 leather armor*, River Watch cap, *+1 light crossbow*, 10 bolts, 2 daggers, *ring of protection +1*, 2 *potions of water breathing*, 2 *potions of cure light wounds*, *potion of gaseous form* jade earring (35 gp).

Common NPCs

Acolyte (Clr1): HP 6; **AC** 5[14]; **Atk** warhammer (1d4+1) or sling (1d4); **Move** 12; **Save** 15; **AL** any; **CL/XP** 2/30; **Special:** +2 save versus paralyzation and poison, command or turn undead.

Equipment: ring mail, shield, clerical vestments, warhammer, sling, 10 bullets, holy symbol.

Bandits: HD 1; **AC** 6[13]; **Atk** longsword (1d8) or lance (2d4+1); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** none.

Equipment: leather armor, shield, longsword, lance, warhorse, 2d6cp.

Bandit Leader: HD 3; **AC** 6[13]; **Atk** longsword (1d8) or dagger (1d4); **Move** 12; **Save** 15; **AL** C; **CL/XP** 3/60; **Special:** none.

Equipment: leather armor, shield, longsword, dagger, 1d6sp, 3d6cp.

Barbarians

Barbarian Bouncers, Male or Female Half-Orcs (Ftr2): HP 10; **AC** 7[12]; **Atk** club (1d4) or fist (1d3); **Move** 12; **Save** 13; **AL** N; **CL/XP** 2/30. **Special:** +1 to hit and damage due to high strength, darkvision 60ft, half-orc racial abilities, multiple attacks (2) vs. creatures with 1 or fewer HD.

Equipment: leather armor, club.

Barbarians (Ftr1): HP 7; **AC** 6[13]; **Atk** spear (1d6+1) or shortbow x2 (1d6); **Move** 12; **Save** 14; **AL** N; **CL/XP** 1/15. **Special:** +1 to hit and damage due to high strength, +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, +1 hp per die due to high constitution.

Equipment: leather armor, spear, shortbow, 20 arrows.

Barbarian Leader (Ftr3): HP 18; **AC** 6[13]; **Atk** spear (1d6+1) or shortbow x2 (1d6); **Move** 12; **Save** 12; **AL** L; **CL/XP** 3/60. **Special:** +1 to hit and damage due to high strength, +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, +1 hp per die due to high constitution, multiple attacks (3) vs. creatures with 1 or fewer HD.

Equipment: leather armor, spear, shortbow, 20 arrows, 3d6sp.

Shaman: HD 2; **HP** 9; **AC** 9[10]; **Atk** club (1d4); **Move** 12; **Save** 16; **AL** N; **CL/XP** 3/60; **Special:** spells (2).

Spells: 1st—*cure light wounds, protection from evil*.

Equipment: robes, bone-totem staff.

Beggars

Beggar Apprentice (Mnk1): HP 3; **AC** 9[10]; **Atk** unnecessary crutch (1d4); **Move** 12; **Save** 15; **AL** N; **CL/XP** 1/15; **Special:**

+2 on saving throws vs. paralysis and poison, alertness, deadly strike, deflect missiles, thieving skills.

Thieving Skills: Climb 85%, Tasks/Traps 15%, Hear 3 in 6, Hide 10%, Silent 20%, Locks 10%.

Equipment: comfortable set of rags for clothing, unnecessary crutch (treat as club), pot of stink (see **Sidebox**).

Beggar Apprentice (Thf1): HP 3; **AC** 7[12]; **Atk** dagger (1d4); **Move** 12; **Save** 15; **AL** N; **CL/XP** 1/15; **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.

Thieving Skills: Climb 85%, Tasks/Traps 15%, Hear 3 in 6, Hide 10%, Silent 20%, Locks 10%.

Equipment: leather armor, dagger.

Beggar Journeyman (Thf3): HP 7; **AC** 7[12]; **Atk** club (1d4) or dagger (1d4); **Move** 12; **Save** 13; **AL** N; **CL/XP** 3/60; **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.

Thieving Skills: Climb 87%, Tasks/Traps 25%, Hear 4 in 6, Hide 20%, Silent 30%, Locks 20%.

Equipment: leather armor, club, dagger.

Experienced Street Beggar (Thf2): HP 5; **AC** 7[12]; **Atk** weighted crutch (1d4); **Move** 12; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.

Thieving Skills: Climb 86%, Tasks/Traps 20%, Hear 3 in 6, Hide 15%, Silent 25%, Locks 15%.

Equipment: heavy tunic, weighted crutch (treat as club).

Master Beggar (Thf5): HP 17; **AC** 6[13]; **Atk** sword cane (1d6); **Move** 12; **Save** 11; **AL** C; **CL/XP** 6/400; **Special:** +2 on saving throws vs. devices, backstab (x3), read languages, thieving skills.

Thieving Skills: Climb 89%, Tasks/Traps 35%, Hear 4 in 6, Hide 30%, Silent 40%, Locks 30%.

Equipment: cloak of chain (see **Sidebox**), sword cane (treat as short sword), 2 pots of stink (see **Sidebox**).

Cloak of Chain

This full-sized hooded cloak appears as a simple, ratty homespun garment. The fabric conceals a partial suit worth of ring mail, with the exception that it is completely concealed. Treat as ring mail, but weighs 30 lbs. and is flexible enough that thieves may use it.

This is not an official addendum to the *Swords & Wizardry* rules, and the Referee may disallow such armor in their campaign.

Pot of Stink

This is a jar of condensed filth, comprising various bits of bodily excretions, secretions, sweat, funk, and general nonliving ooze. The stink is quite nauseating, and requires a save to avoid vomiting instantly, and retching violently for 1d6 rounds (–2 to hit and damage). Even with a successful save, the sniffer is rendered dizzy for 1 round and only able to defend themselves from attack (no attacks possible). The pot of stink is the "secret" secret weapon of the beggar who wants to make good his escape, and is in the possession of most journeymen and master beggars. Even once the stink has been overcome by its victim the stench remains. Clothes or armor touched by its stench must be administered a chemical or magical cleaning to remove the odor. Failure to remove the odor double the chance of random monster encounter until the stench has been dealt with. Members of the Beggar's Guild, and denizens of the more fetid swamps and sewers are immune to the effects of a pot of stink.

Black Brotherhood Fighter: HD 7; **HP** 50; **AC** 1[18]; **Atk** claw (1d12) or *+1 longsword, +4 vs. humans* (1d8+2); **Move** 9; **Save** 8 (3 vs magic); **CL/XP** 10/1400; **Special:** +1 to hit and damage due to high strength, immune to sleep and charm, mimics shape.

Equipment: *+1 chainmail, +1 shield, +1 longsword, +4 vs. humans, ring of protection +1.*

Black Brotherhood Killer: HD 7; **HP** 35; **AC** 3[16]; **Atk** claw (1d12) or poisoned dagger (1d4 plus poison); **Move** 9; **Save** 8 (3 vs magic); **CL/XP** 10/1400; **Special:** +1 to hit fighting with 2 weapons, +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, immune to sleep and charm, mimics shape.

Equipment: *bracers of defense* AC 4[15], 2 poisoned daggers (save at –1 or die), *ring of protection +1,* thieves' tools.

Bodyguard (Ftr2): HP 13; **AC** 6[13]; **Atk** club (1d4)); **Move** 12; **Save** 13; **AL** N; **CL/XP** 2/30. **Special:** +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, +1 hp per die due to high constitution, multiple attacks (2) vs. creatures with 1 or fewer HD.

Equipment: leather armor, club, 2d4sp.

Bouncer: HD 1; **HP** 6; **AC** 7[12]; **Atk** club (1d4); **Move** 12; **Save** 17; **AL** C; **CL/XP** 1/15. **Special:** none.

Equipment: leather armor, club, 1d4cp.

Burglar (Thf3): HP 8; **AC** 6[13]; **Atk** short sword (1d6) or dagger (1d4); **Move** 12; **Save** 13; **AL** C; **CL/XP** 3/60; **Special:** +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, +2 on saving throws vs. devices, backstab (x2), thieving skills.

Thieving Skills: Climb 87%, Tasks/Traps 25%, Hear 4 in 6, Hide 20%, Silent 30%, Locks 20%.

Equipment: leather armor, short sword, dagger, thieves' tools, 1d10gp.

Caravan Captain (Ftr2): HP 10; **AC** 6[13]; **Atk** club (1d4) or sling (1d4); **Move** 12; **Save** 13; **AL** L; **CL/XP** 2/30. **Special:** multiple attacks (2) vs. creatures with 1 or fewer HD.

Equipment: ring mail, club, sling, 10 bullets, 2d4sp

Caravan Guard: HD 1; **AC** 7[12]; **Atk** longsword (1d8) or spear (1d6); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** none.

Equipment: leather armor, longsword, spear, 2d12cp.

Casino Thieves (Thf3): HP 7; **AC** 7[12]; **Atk** club (1d4) or dagger (1d4); **Move** 12; **Save** 13; **AL** N; **CL/XP** 3/60; **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.

Thieving Skills: Climb 87%, Tasks/Traps 25%, Hear 4 in 6, Hide 20%, Silent 30%, Locks 20%.

Equipment: leather armor, club, dagger.

College Watch (Ftr2): HP 9; **AC** 6[13]; **Atk** club (1d4); **Move** 12; **Save** 13; **AL** L; **CL/XP** 2/30. **Special:** multiple attacks (2) vs. creatures with 1 or fewer HD.

Equipment: ring mail, club.

Community Watch Sneak (Thf2): HP 5; **AC** 7[12]; **Atk** dagger (1d4) or club (1d4); **Move** 12; **Save** 14; **AL** C; **CL/XP** 3/60; **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.

Thieving Skills: Climb 86%, Tasks/Traps 20%, Hear 3 in 6, Hide 15%, Silent 25%, Locks 15%.

Equipment: leather armor, dagger, club, thieves' tools, 1d6cp.

Community Watch Tough (Ftr1): HP 6; **AC** 7[12]; **Atk** club (1d4); **Move** 12; **Save** 14; **AL** C; **CL/XP** 1/15. **Special:** none.

Equipment: leather armor, club, 1d4cp.

Constables

Constable (Ftr1): HP 6; **AC** 6[13]; **Atk** longsword (1d8) or light crossbow (1d4+1); **Move** 12; **Save** 14; **AL** N; **CL/XP** 1/15. **Special:** none.
Equipment: leather armor, shield, longsword, light crossbow, 10 bolts.

Constable Officer (Ftr3): HP 17; **AC** 5[14]; **Atk** short sword (1d6); **Move** 12; **Save** 12; **AL** L; **CL/XP** 3/60. **Special:** multiple attacks (3) vs. creatures with 1 or fewer HD.
Equipment: ring mail, shield, short sword.

Constable Sergeant (Ftr2): HP 10; **AC** 6[13]; **Atk** longsword (1d8) or light crossbow (1d4+1); **Move** 12; **Save** 13; **AL** L; **CL/XP** 2/30. **Special:** multiple attacks (2) vs. creatures with 1 or fewer HD.
Equipment: leather armor, shield, longsword, light crossbow, 10 bolts.

Cutpurse (Thf2): HP 5; **AC** 7[12]; **Atk** dagger (1d4); **Move** 12; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.
Thieving Skills: Climb 86%, Tasks/Traps 20%, Hear 3 in 6, Hide 15%, Silent 25%, Locks 15%.
Equipment: leather armor, 3 daggers, thieves' tools, 2d4sp.

Dog Soldiers

Dog Soldier Magic-User (MU1): HP 3; **AC** 8[11]; **Atk** staff (1d6); **Move** 12; **Save** 15; **AL** N; **CL/XP** 2/30; **Special:** +2 on saves vs. spells, spells (1).
Spells: 1st—*sleep*.
Equipment: staff, spellbook.

Dog Soldier Sneak (Thf3): HP 7; **AC** 7[12]; **Atk** club (1d4) or dagger (1d4); **Move** 12; **Save** 13; **AL** N; **CL/XP** 3/60; **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.
Thieving Skills: Climb 87%, Tasks/Traps 25%, Hear 4 in 6, Hide 20%, Silent 30%, Locks 20%.
Equipment: leather armor, club, dagger.

Dog Soldier Warrior (Ftr2): HP 13; **AC** 6[13]; **Atk** club (1d4) or sling (1d4); **Move** 12; **Save** 13; **AL** N; **CL/XP** 2/30. **Special:** +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, +1 hp per die due to high constitution, multiple attacks (2) vs. creatures with 1 or fewer HD.
Equipment: leather armor, club, sling, 10 bullets, 2d4sp.

Enforcer (Ftr1): HP 6; **AC** 7[12]; **Atk** club (1d4) or dagger (1d4); **Move** 12; **Save** 14; **AL** L; **CL/XP** 1/15. **Special:** none.
Equipment: leather armor, club, dagger.

Farseeker, Male or Female Elf or Half-Elf (MU1/Rgr1): HP 9; **AC** 8[11]; **Atk** longsword (1d8) or spear (1d6) or shortbow x2 (1d6); **Move** 12; **Save** 14; **AL** L; **CL/XP** 3/60. **Special:** +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, +2 on saves vs. spells, +1 to damage vs. giants and goblinoids, alertness, darkvision 60ft, elf or half-elf racial abilities, tracking, spells (1).
Spells: 1st—*sleep*.
Equipment: leather clothes, longsword or spear, shortbow, 20 arrows, spellbook.

Farseeker Leader, Male or Female Elf or Half-Elf (MU2/Rgr2): HP 15; **AC** 5[14]; **Atk** longsword (1d8) or shortbow x2 (1d6); **Move** 12; **Save** 13; **AL** L; **CL/XP** 3/60. **Special:** +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, +2 on saves vs. spells, +2 to damage vs. giants and goblinoids, alertness, darkvision 60ft, elf or half-elf racial abilities, tracking, spells (2).
Spells: 1st—*magic missile, shield*.
Equipment: *+1 leather armor*, longsword, shortbow, 20 arrows, *wand of sleep* (6 charges), spellbook.

Free Defenders

Free Defender: HD 1; **AC** 6[13]; **Atk** longsword (1d8) or spear (1d6); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** none.
Equipment: ring mail, longsword, spear, 1d6sp.

Free Defender Archer: HD 1; **AC** 7[12]; **Atk** short sword (1d6) or longbow x2 (1d6); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** none.
Equipment: leather armor, short sword, longbow, 20 arrows 1d4sp.

Free Defender Elite Footmen: HD 2; **AC** 5[14]; **Atk** longsword (1d8); **Move** 12; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** none.
Equipment: ring mail, shield, longsword, 2d6sp.

Free Defender Officer: HD 4; **AC** 4[15]; **Atk** longsword (1d8); **Move** 12; **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** none.
Equipment: chainmail, shield, longsword, 3d4gp, 1d6sp.

Gatesmen

Gatesmen (Ftr1): HP 5; **AC** 6[13]; **Atk** spear (1d6); **Move** 12; **Save** 14; **AL** L; **CL/XP** 1/15. **Special:** none.
Equipment: leather armor, shield, spear, signal whistle.

Gatesmen Captain (Ftr4): HP 23; **AC** 5[14]; **Atk** longsword (1d8); **Move** 12; **Save** 11; **AL** L; **CL/XP** 4/120. **Special:** multiple attacks (4) vs. creatures with 1 or fewer HD.
Equipment: chainmail, shield, longsword.

Gatesmen Lieutenant (Ftr3): HP 15; **AC** 5[14]; **Atk** spear (1d6) or short sword (1d6); **Move** 12; **Save** 12; **AL** L; **CL/XP** 3/60. **Special:** multiple attacks (3) vs. creatures with 1 or fewer HD.
Equipment: ring mail, shield, spear, short sword, signal whistle.

Grass Sailors (Ftr1): HP 7; **AC** 6[13]; **Atk** spear (1d6+1) or shortbow x2 (1d6); **Move** 12; **Save** 14; **AL** N; **CL/XP** 1/15. **Special:** +1 to hit and damage due to high strength, +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, +1 hp per die due to high constitution.
Equipment: leather armor, spear, shortbow, 20 arrows.

Hero (Ftr3): HP 22; **AC** 6[13]; **Atk** longsword (1d8+1) or dagger (1d4+1); **Move** 12; **Save** 12; **AL** L; **CL/XP** 3/60. **Special:** +1 to hit and damage due to high strength, multiple attacks (3) vs. creatures with 1 or fewer HD.
Equipment: ring mail, longsword, dagger.

Hill Watchmen

Hill Watchman (Ftr2): HP 10; **AC** 7[12]; **Atk** club (1d4) or dagger (1d4); **Move** 12; **Save** 13; **AL** L; **CL/XP** 2/30. **Special:** +1 to hit when fighting with 2 weapons, multiple attacks (2) vs. creatures with 1 or fewer HD.
Equipment: leather armor, club, dagger.

Hill Watchman (MU1): **HP** 3; **AC** 9[10]; **Atk** dagger (1d4); **Move** 12; **Save** 15; **AL** L; **CL/XP** 2/30. **Special:** +2 on saves vs. spells, spells (1).
Spells: 1st—*sleep*.
Equipment: dagger, 2 *potions of healing,* spellbook.

Hill Watchman (Thf2): HP 5; **AC** 7[12]; **Atk** dagger (1d4) or short sword (1d6); **Move** 12; **Save** 14; **AL** L; **CL/XP** 3/60; **Special:** +1 to hit when fighting with 2 weapons, +2 on saving throws vs. devices, backstab (x2), thieving skills.
Thieving Skills: Climb 86%, Tasks/Traps 20%, Hear 3 in 6, Hide 15%, Silent 25%, Locks 15%.
Equipment: leather armor, dagger, short sword.

Hill Watch Sergeant (Ftr3): HP 17; **AC** 6[13]; **Atk** *+1 longsword* (1d8+2) or dagger (1d4+1); **Move** 12; **Save** 12; **AL** L; **CL/XP** 3/60. **Special:** +1 to hit when fighting with 2 weapons, +1 to hit and damage due to high strength, multiple attacks (3) vs. creatures with 1 or fewer HD.
Equipment: ring mail, *+1 longsword*, dagger.

Kidnappers (Thf2): HP 6; **AC** 7[12]; **Atk** dagger (1d4) or club (1d4); **Move** 12; **Save** 14; **AL** C; **CL/XP** 3/60; **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.
Thieving Skills: Climb 86%, Tasks/Traps 20%, Hear 3 in 6, Hide 15%, Silent 25%, Locks 15%.
Equipment: leather armor, dagger, club, net, thieves' tools.

Longhunters

Longhunter (Rgr2): HP 17; **AC** 7[12]; **Atk** short sword (1d6) or longbow x2 (1d6); **Move** 12; **Save** 13; **AL** L; **CL/XP** 2/30. **Special:** +2 to damage vs. giants and goblinoids, alertness, tracking.
Equipment: leather armor, short sword, longbow, 20 arrows.

Longhunter Scout (Thf2): HP 9; **AC** 7[12]; **Atk** short sword (1d6) or shortbow x2 (1d6); **Move** 12; **Save** 14; **AL** N; **CL/XP** 2/30; **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.
Thieving Skills: Climb 86%, Tasks/Traps 20%, Hear 3 in 6, Hide 15%, Silent 25%, Locks 15%.
Equipment: leather armor, short sword, shortbow, 20 arrows.

Longhunter Leader (Rgr3): HP 26; **AC** 6[13]; **Atk** *+1 short sword* (1d6+1) or longbow x2 (1d6+1 w/*+1 arrows*); **Move** 12; **Save** 12; **AL** L; **CL/XP** 3/60. **Special:** +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, +3 to damage vs. giants and goblinoids, alertness, tracking.
Equipment: leather armor, *+1 short sword*, longbow, 20 *+1 arrows*.

Lyreguard

Lyreguard (Ftr3): HP 22; **AC** 4[15]; **Atk** *+1 longsword* (1d8+1); **Move** 12; **Save** 12; **AL** L; **CL/XP** 3/60. **Special:** multiple attacks (3) vs. creatures with 1 or fewer HD.
Equipment: chain mail, shield, *+1 longsword*, holy symbol of Muir or Mitra.

Lyreguard Cleric (Clr3): HP 12; **AC** 4[15]; **Atk** heavy mace (1d6); **Move** 12; **Save** 12; **AL** L; **CL/XP** 4/120; **Special:** +2 save versus paralyzation and poison, spells (2), turn undead.
Spells: 1st—*cure light wounds, protection form evil*.
Equipment: chainmail, shield, *ring of protection +1*, heavy mace, 2 *potions of extra-healing*, holy symbol of Muir or Thyr.

Lyreguard Knights (Pal4): HP 25; **AC** 2[17]; **Atk** *+1 longsword* (1d8+2); **Move** 12; **Save** 9; **AL** L; **CL/XP** 5/240; **Special:** +1 to hit and damage due to high strength, immune to disease, lay on hands (8hp), warhorse mount.
Equipment: plate mail, shield, tabard bearing the symbol of Bard's Gate, *+1 longsword*, holy symbol of Muir.

The Gentlemen (Pal4): HP 27; **AC** 2[17]; **Atk** *+1 longsword* (1d8+2); **Move** 12; **Save** 9; **AL** L; **CL/XP** 5/240; **Special:** +1 to hit and damage due to high strength, immune to disease, lay on hands (8hp), warhorse mount.
Equipment: plate mail, shield, tabard bearing the symbol of Bard's Gate, *+1 longsword*, summoning crystal, holy symbol of Muir.

Lyreguard Captain, Griffon Rider (Pal6): HP 30; **AC** 3[16]; **Atk** *+1 lance* (2d4+2) or *+1 longsword* (1d8+2) or *+1 longbow* x2 (1d6+1); **Move** 12; **Save** 7; **AL** L; **CL/XP** 7/600; **Special:** +1 to hit and damage strength bonus, lay on hands (12hp), immune to disease, warhorse.
Equipment: *+1 chainmail, +1 shield, +1 lance, +1 longsword, +1 longbow,* 20 arrows, riding gear.

Lyreguard War Wizard (MU4): **HP** 10; **AC** 4[15]; **Atk** *+1 dagger* (1d4+1); **Move** 12; **Save** 11; **AL** C; **CL/XP** 5/240. **Special:** +2 on saves vs. spells, spells (3/2).
Spells: 1st—*charm person, shield, sleep*; 2nd—*ESP, phantasmal force*.
Equipment: *+1 dagger,* traveling clothes, *ring of protection +1*, *potion of healing*.

Market Watch Guard Leader (Ftr2): HP 10; **AC** 6[13]; **Atk** club (1d4) or sling (1d4); **Move** 12; **Save** 13; **AL** L; **CL/XP** 2/30. **Special:** multiple attacks (2) vs. creatures with 1 or fewer HD.
Equipment: ring mail, club, sling, 10 bullets, 2d4sp, signal whistle.

Market Watch Guardsman (Ftr1): HP 6; **AC** 7[12]; **Atk** club (1d4) or sling (1d4); **Move** 12; **Save** 14; **AL** L; **CL/XP** 1/15. **Special:** none.
Equipment: leather armor, club, sling, 10 bullets, 1d4sp, signal whistle.

Merchant Guardsmen

Merchant Guards (Ftr1): HP 7; **AC** 7[12]; **Atk** short sword (1d6) or dagger (1d4); **Move** 12; **Save** 14; **AL** L; **CL/XP** 1/15. **Special:** none.
Equipment: leather armor, short sword, dagger, 1d4sp.

Merchant Guards (Ftr2): HP 10; **AC** 6[13]; **Atk** short sword (1d6) or dagger (1d4); **Move** 12; **Save** 13; **AL** L; **CL/XP** 2/30. **Special:** multiple attacks (2) vs. creatures with 1 or fewer HD.
Equipment: leather armor, short sword, dagger, 1d6sp.

Merchant Guards (Thf2): HP 5; **AC** 7[12]; **Atk** short sword (1d6) or dagger (1d4); **Move** 12; **Save** 14; **AL** C; **CL/XP** 3/60; **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.
Thieving Skills: Climb 86%, Tasks/Traps 20%, Hear 3 in 6, Hide 15%, Silent 25%, Locks 15%.
Equipment: leather armor, short sword, dagger, thieves' tools.

Priest (Clr3): HP 11; **AC** 4[15]; **Atk** warhammer (1d4+1) or sling (1d4); **Move** 12; **Save** 13; **AL** L; **CL/XP** 4/120; **Special:** +2 save versus paralyzation and poison, spells (2), turn undead.
Spells: 1st—*cure light wounds, protection from evil*.
Equipment: chainmail, shield, clerical vestments, warhammer, sling, 10 bullets, holy symbol of appropriate god.

Quick Knife Braves (Ftr1): HP 6; **AC** 6[13]; **Atk** handaxe (1d6+1) or longbow x2 (1d6); **Move** 12; **Save** 14; **AL** N; **CL/XP** 1/15. **Special:** +1 to hit and damage due to high strength, +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus.
Equipment: leather armor, 2 handaxes, longbow, 15 arrows, 2d4 cp.

Red Blades

Red Blade Initiate (Asn1): HP 4; **AC** 7[12]; **Atk** dagger (1d4); **Move** 12; **Save** 15; **AL** C; **CL/XP** 5/240; **Special:** backstab (x2), disguise, poison, thieving skills.
Thieving Skills: Climb 85%, Tasks/Traps 15%, Hear 3 in 6, Hide 10%, Silent 20%, Locks 10%.
Equipment: leather armor, dagger, thieves' tools.

Red Blade (Asn4): HP 19; **AC** 7[12]; **Atk** dagger (1d4 plus poison); **Move** 12; **Save** 12; **AL** C; **CL/XP** 5/240; **Special:** backstab (x2), disguise, poison, thieving skills.
Thieving Skills: Climb 86%, Tasks/Traps 20%, Hear 3 in 6, Hide 15%, Silent 25%, Locks 15%.
Equipment: leather armor, poisoned dagger (save or die), thieves' tools.

River Watch (Ftr1): HP 6; **AC** 6[13]; **Atk** club (1d4) or light crossbow (1d4+1); **Move** 12; **Save** 14; **AL** N; **CL/XP** 1/15. **Special:** none.
Equipment: leather armor, shield, club, light crossbow, 10 bolts.

River Watch Officer (Ftr3): HP 17; **AC** 6[13]; **Atk** club (1d4+1) or light crossbow (1d4+1); **Move** 12; **Save** 12; **AL** N; **CL/XP** 3/60. **Special:** +1 to hit and damage due to high strength, multiple attacks (3) vs. creatures with 1 or fewer HD.
Equipment: leather armor, shield, club, light crossbow, 10 bolts.

Rivermen Fighters (Ftr1): HP 6; **AC** 6[13]; **Atk** longsword (1d8) or spear (1d6) or light crossbow (1d4+1); **Move** 12; **Save** 14; **AL** N; **CL/XP** 1/15. **Special:** none.
Equipment: leather armor, shield, longsword, light crossbow, 10 bolts.

Rivermen Sneaks (Thf2): HP 6; **AC** 7[12]; **Atk** dagger (1d4) or club (1d4) or net (see below); **Move** 12; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.
Thieving Skills: Climb 86%, Tasks/Traps 20%, Hear 3 in 6, Hide 15%, Silent 25%, Locks 15%.
Equipment: leather armor, dagger, club, net (if attack is successful, target is immobilized until released), thieves' tools.

Robber (Thf1): HP 3; **AC** 7[12]; **Atk** dagger (1d4); **Move** 12; **Save** 15; **AL** N; **CL/XP** 1/15; **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.
Thieving Skills: Climb 85%, Tasks/Traps 15%, Hear 3 in 6, Hide 10%, Silent 20%, Locks 10%.
Equipment: leather armor, dagger, 1d4cp.

Sell-Sword (Ftr1): HP 7; **AC** 7[12]; **Atk** longsword (1d8) or dagger (1d4); **Move** 12; **Save** 14; **AL** L; **CL/XP** 1/15. **Special:** none.
Equipment: leather armor, longsword, dagger, 1d6sp, 2d4cp.

Shadowmasks

Shadowmasks (Thf3): HP 8; **AC** 6[13]; **Atk** short sword (1d6) or dagger (1d4); **Move** 12; **Save** 13; **AL** C; **CL/XP** 3/60; **Special:** +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, +2 on saving throws vs. devices, backstab (x2), thieving skills.
Thieving Skills: Climb 87%, Tasks/Traps 25%, Hear 4 in 6, Hide 20%, Silent 30%, Locks 20%.
Equipment: leather armor, short sword, dagger, thieves' tools, 1d10gp.

Senior Shadowmask (Thf6): HP 17; **AC** 5[14]; **Atk** *+1 dagger* (1d4+1) or dagger (1d4); **Move** 12; **Save** 10; **AL** C; **CL/XP** 6/400; **Special:** +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, +2 on saving throws vs. devices, backstab (x3), read languages, thieving skills.
Thieving Skills: Climb 90%, Tasks/Traps 40%, Hear 4 in 6, Hide 35%, Silent 45%, Locks 35%.
Equipment: *+1 leather armor*, *+1 dagger*, 4 throwing daggers, 2d6gp, 2d10sp.

Sheriff's Deputy (Ftr1): HP 6; **AC** 6[13]; **Atk** club (1d4+1); **Move** 12; **Save** 14; **AL** N; **CL/XP** 1/15. **Special:** +1 to hit and damage due to high strength.
Equipment: leather armor, shield, club.

Stables

Stable Squire: HD 1d4hp; **AC** 6[13]; **Atk** warhammer (1d4+1); **Move** 12; **Save** 18; **AL** N; **CL/XP** A/5; **Special:** none.
Equipment: leather armor, shield, warhammer.

Heavy War Horse: HD 3; **AC** 7[12]; **Atk** 2 hooves (1d3), bite (1d2); **Move** 18; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** none.

Light War Horse: HD 2; **AC** 7[12]; **Atk** bite (1d2); **Move** 18; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** none.

Street Urchins: HD 1d4hp; **AC** 9[10]; **Atk** fist (1); **Move** 12; **Save** 18; **AL** N; **CL/XP** A/5; **Special:** thieving skills.
Thieving Skills: Climb 85%, Tasks/Traps 15%, Hear 3 in 6, Hide 10%, Silent 20%, Locks 10%.
Equipment: rags for clothes.

Tradeway Guards (Ftr1): HP 6; **AC** 7[12]; **Atk** club (1d4) or heavy crossbow (1d6+1); **Move** 12; **Save** 14; **AL** L; **CL/XP** 1/15. **Special:** none.
Equipment: leather armor, club, heavy crossbow, 10 bolts, 1d6sp, 1d4 cp.

Tradeway Guard Sergeant (Ftr3): HP 16; **AC** 5[14]; **Atk** short sword (1d6) or light crossbow; **Move** 12; **Save** 12; **AL** L; **CL/XP** 3/60. **Special:** multiple attacks (3) vs. creatures with 1 or fewer HD.
Equipment: ring mail, shield, short sword, light crossbow, 10 bolts, 1d6sp.

Underhill Watchmen

Underhill Watchman, Male or Female Dwarf (Ftr2): HD 2; **AC** 4[15]; **Atk** warhammer (1d4+1); **Move** 9; **Save** 13; **AL** L; **CL/XP** 2/30; **Special:** darkvision 60ft, dwarf racial abilities, multiple attacks (2) vs. creatures with 1 or fewer HD,.
Equipment: chainmail, shield, warhammer, *potion of healing*.

Underhill Sergeant, Male or Female Dwarf (Ftr2/Thf2): HD 4; **AC** 7[12]; **Atk** short sword (1d6+1) or light crossbow (1d4+1); **Move** 9; **Save** 12; **AL** L; **CL/XP** 4/120; **Special:** +1 to hit and

damage strength bonus, backstab (x2), darkvision 60ft, dwarf racial abilities, multiple attacks (2) vs. creatures with 1 or fewer HD, thieving skills.

Thieving Skills: Climb 86%, Tasks/Traps 30%, Hear 3 in 6, Hide 20%, Silent 30%, Locks 20%.

Equipment: leather armor, short sword, light crossbow, 10 bolts, 2 *potions of healing*, whetstone, 1d6gp, 2d6sp.

Wall Watchers

Wall Watch Officer (Ftr3): HP 15; **AC** 5[14]; **Atk** spear (1d6) or short sword (1d6); **Move** 12; **Save** 12; **AL** L; **CL/XP** 3/60. **Special:** multiple attacks (3) vs. creatures with 1 or fewer HD.

Equipment: ring mail, shield, spear, short sword.

Wall Watcher Archer (Ftr1): HP 4; **AC** 7[12]; **Atk** short sword (1d6) or longbow x2 (1d6); **Move** 12; **Save** 14; **AL** L; **CL/XP** 1/15; **Special:** none.

Equipment: leather armor, short sword, longbow, 20 arrows 1d4sp.

Wall Watcher (Ftr1): HP 5; **AC** 4[15]; **Atk** battleaxe (1d8) or spear (1d6); **Move** 12; **Save** 14; **AL** L; **CL/XP** 1/15. **Special:** none.

Equipment: chain mail, shield, battle axe, spear, signal horn.

Waymark Troops

Waymarch Cavalry (Ftr2): HD 2; **AC** 5[14]; **Atk** longsword (1d8) or lance (2d4+1); **Move** 12; **Save** 13; **AL** N; **CL/XP** 2/30; **Special:** multiple attacks (2) vs. creatures with 1 or fewer HD.

Equipment: ring mail, shield, longsword, lance, 10gp, 20+2d10sp.

Waymarch Footmen: HD 1; **AC** 7[12]; **Atk** longsword (1d8) or spear (1d6); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** none.

Equipment: leather armor, longsword, spear, 2d12gp.

Waymarch Knights (Ftr3): HD 3; **AC** 4[15]; **Atk** longsword (1d8) or lance (2d4+1); **Move** 12; **Save** 12; **AL** N; **CL/XP** 3/60; **Special:** multiple attacks (3) vs. creatures with 1 or fewer HD.

Equipment: chainmail, shield, longsword, lance, 2d10 gp, 40+2d10sp.

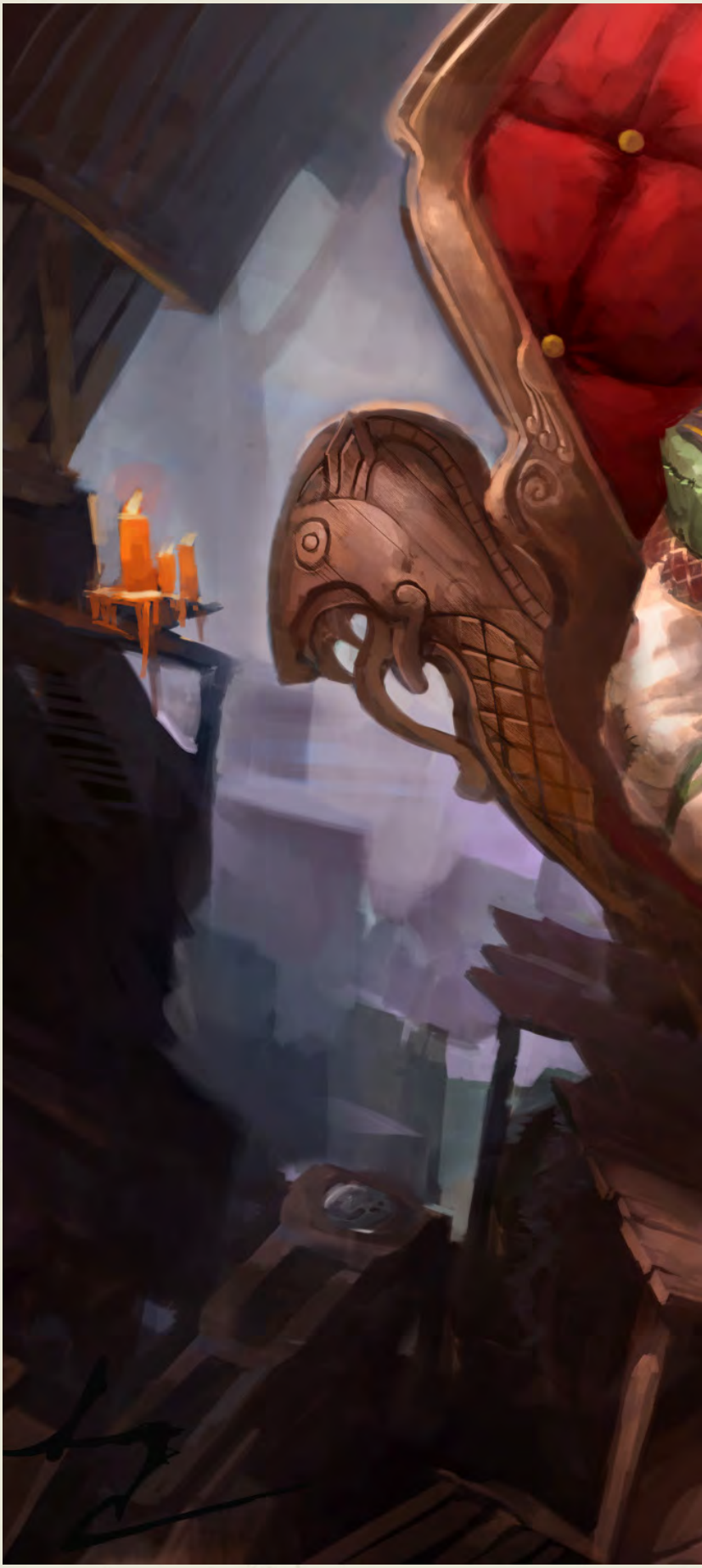
Waymarch Man-at-Arms (Ftr1): HP 7; **AC** 4[15]; **Atk** spear (1d6) or light crossbow (1d4+1); battleaxe (1d8) or handaxe (1d6); longsword (1d8) or dagger (1d4); **Move** 12; **Save** 14; **AL** L; **CL/XP** 1/15. **Special:** none.

Equipment: chainmail, shield, spear and light crossbow w/20 bolts, or battleaxe and handaxe, or longsword and dagger, 1d6sp.

Wheelwright Tough (Ftr1,Thf1): HP 5; **AC** 7[12]; **Atk** club (1d4) or dagger (1d4); **Move** 12; **Save** 14; **AL** C; **CL/XP** 2/30. **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.

Thieving Skills: Climb 85%, Tasks/Traps 15%, Hear 3 in 6, Hide 10%, Silent 20%, Locks 10%.

Equipment: leather armor, club, dagger.





Random Encounters

The random encounter tables for the main City of Bard's Gate are included here. These tables may be used in several ways to create free-form encounters that use the city as a backdrop for adventure.

The tables are intended to be an easy-to-use tool for running exciting and fast-paced encounters in Bard's Gate, but are in no way meant to be a straitjacket as to the types and sort of encounter that "could" take place in your own home campaign. Instead, the encounters may be used to easily flesh out NPCs for "on-the-fly" gaming, or may be used to generate potential adventures and encounters. Should you prefer a different set of tables or have your own system for generating random encounters, feel free to do so.

When used in conjunction with the district chapters and **Appendix A**, these tables should prove invaluable to maintaining a thrilling urban adventure campaign with limitless re-playability.

How to Use These Tables

In general, as chracters traverse the city and its general neighboring environs, the Referee should roll 1d6 for a random encounter chance during lulls of activity, such as when players get sidetracked or stumped, or when they are actively looking for trouble. A roll of a natural 1 indicates the potential for a random encounter. It may be helpful to pre-generate a number of random encounters per district in order to facilitate smooth game play.

Encounters are set for daytime and nighttime in the event there is a difference between the two as far as encounters to be had. Many of the encounter tables include a "Special" encounter for its area or district. Special encounters may take place if a certain number is rolled on a random encounter check. In this event, there is the potential of encountering a local personality as mentioned in the district chapters. Likewise there are certain areas where a distinctly unique encounter may occur, or in some cases, no encounter at all.

Random Race and Sex

Listed below are tables to generate a random race and sex for standard NPCs encountered in Bard's Gate.

Sex 1d6	Race 1d100
1–3 Male	**1–39** Human
4–6 Female	**40–47** Halfling
	48–59 Elf
	60–71 Dwarf
	72–91 Half-Elf
	92–96 Half-Orc
	97–99 Goblinoid (goblin, hobgoblin, etc.)
	100 Special Table or Other

Tent City Random Encounters

Roll	Day	Night	Special
1	Local Watch	Drunk	Ash the Clever (**TC1**)
2	Druid	Merchant Encampment	Dante the Baleful (**TC1**)
3	Ranger/ Farseeker	Barbarian Encampment (Grass Warrior)	Watenga (**TC2**)
4	Horse Trader	Mercenary Encampment (not Blackfinger's Devils)	Kal Kammon (**TC3**)
5	Horse Race	Minstrel	Okil (**TC4**)
6	Wine Peddler	Mugger	Sayid (**TC5**)
7	Lyreguard Patrol	Bandit Gang	Jotolf (**TC6**)
8	Caravan	Tent Revival	Bjorn Casteran (**TC8**)
9	Centaur Band	Gamblers	Big Horn (**TC17**)
10	Fur Trader	Shyster	Jillian (**TC10**)
11	Monk	Ale Tent	Haiweth (**TC11**)
12	Half-Orc (Wanderer's Band, **TC13**)	Reroll on Daytime Chart	Asleif (**TC12**)
13	Pickpocket	Lyreguard Patrol	Belonda (**TC13**)
14	Mercenary Band (Blackfinger's Devils, **TC1**)	Lycanthrope	Reroll on Daytime Chart
15	Ranger/ Longhunter	Vampire Spawn	Lolly (**TC13**)
16	Pilgrims	Druid	Mama Bobo and Sons (**TC13**)
17	Food Vender	Goblin Spies	Colonel Portland or York (**TC14**)
18	Charlatan/ Shyster	Adventuring Band	Rini Rohavi (**TC15**)
19	Troupe of Performers	Will-o-wisp	Wassan (**TC15**)
20	Special	Special	Filini (**TC 16**)

Market District Random Encounters

Roll	Day	Night	Special
1	Sheriff's Patrol	Sheriff's Patrol	Wilie (**Market Bridge**)
2	Wall Watcher	Local Watch	Torrie Dixson (**M2**)
3	Lyreguard Patrol	Harlot	Sergeant Vassale (**M3**)
4	Local Watch	Drunk	Durst Hammer-hand (**M4**)
5	Monk	Mercenary	Helman (**M5**)

Roll	Day	Night	Special
6	Food Vendor	Adventuring Band	Tarkon and Kel (**M6**)
7	Grocer	Mugger/Thug	Poldo (**M7**)
8	Wine Peddler	Shyster	Lasker (**M9**)
9	Pickpocket	Gambler	Mar (**M12**)
10	Troupe of Performers	Shadow Masks	Xacanthia (**M11**)
11	Paladin	Red Blade	Fervin (**M10**)
12	Fighter	Bard	Brendus or Flint (**M13**)
13	Arcane Student	Wizard	Andrigor (**Appendix A**)
14	Merchant	Aristocrat/Noble	Cylyria (disguised, **Appendix A**)
15	Scullery Maid	Local Bully or Thug	Imril (**Appendix A**)
16	Civic Official	Civic Official	Velior or Syrele (**M17**)
17	Pilgrims	Beggar	Queltin (**M18**)
18	Laborer	Streetwalker	Commandant Rohanse (**M19**)
19	Trash Collector	Pickpocket	Nurse Mary (**C13, area 11**)
20	Special	Special	Imbo the Undying (**Appendix A**)

Black Market

Roll	Result
1	Spellcaster
2	Wheelwright Thug or Collector
3	Shadow Mask Band
4	Slave Trader
5	Red Blade Initiate
6–7	Temporary Stall
8	Food Vendor
9	Gambler
10	Harlot
11	Pickpocket
12	Wine Peddler

Guild District Random Encounters

Roll	Day	Night	Special
1	Sheriff's Patrol	Adventuring Band	Culver Ringsmith (**G1**)
2	Local Watch	Local Watch	Thayco Manslayer & Booginz (**G2**)
3	Lyreguard Patrol	Drunk	Wareth Drumstrike (**G3**)
4	Guildsman	Harlot	Eltern (**G4**)
5	Laborer	Streetwalker	Guillome (**G5**)
6	Trash Collector	Shadow Mask	Milago (**G6**)
7	Civic Official	Aristocrat/ Noble	Darius Dougle (**G7**)
8	Merchant	Rake	Amaryllis Silverfeet (**G8**)
9	Arcane Student	Guildsman	Fawar/Shelen Tshaziq (**G9**)
10	Wizard	Dandy	Duloth & Zalatha (**Appendix A**)
11	Fighter	Mercenary	Borm Morgarm (**G11**)
12	Pickpocket	Arcane Student	Livit Lockhardt (**G12**)
13	Aristocrat/ Noble	Wizard	Guildmaster Barik (**G13**)
14	Paladin	Cleric	Tanna Evasho (**G14**)
15	Cleric	Laborer	Madam Toulon (**G18**)
16	Scullery Maid	Red Blade	Brelliar (**Appendix A**)
17	Pilgrims	Civic Official	Velior (**M17**)
18	Bard	Sheriff's Patrol	Andrigor (**Appendix A**)
19	Troupe of Performers	Pickpocket	Cyliria (50% chance disguised, **Appendix A**)
20	Special	Special	Manisool (**Appendix A**)

Old Temple Random Encounters

Roll	Day	Night	Special
1	Lyreguard Patrol	Sheriff's Patrol	Elissa Perinor (**OT1**)
2	Sheriff's Patrol	Cleric	Bofred the Just (**OT2**)
3	Cleric	Pilgrim	Danya Darkfeather (**OT4**)
4	Pilgrim	Paladin	Ivillivil, Haldor, Purrann, or Thord (**OT5**)
5	Paladin	Beggar	Ginivarin Krandolve (**OT6**)
6	Wine Peddler	Drunk	Fanr Flameson (**OT7**)
7	Food Vendor	Shyster	Torin Heweth (**OT8**)
8	Charlatan	Gambler	Sister Jenny or Mr. Frown (**OT9**)

Roll	Day	Night	Special
9	Beggar	Aristocrat/ Noble	Mistress Gantry (**OT10**)
10	Aristocrat/ Noble	Temple Guard	Odof Lionsmane, or Sanya (**OT11**)
11	Pickpocket	Civic Official	Bolo Histan (**OT12**)
12	Heretic	Harlot	Gilant Narvess (**OT13**)
13	Troup of Performers	Streetwalker	Drasil Narben (**OT14**)
14	Civic Official	Heretic	Sventz Borsi (**OT15**)
15	Temple Guard	Pickpocket	Gruden Grey-beard (**OT16**)
16	Trash Collector	Wine Peddler	Hadro (**OT17**)
17	Merchant	Food Vendor	Imril (**Appendix A**)
18	Adventuring Band with dead associates	Shadow Masks	Manisool (**Appendix A**)
19	Laborer	Adventuring Band with dead associates	Watenga (**TC2**)
20	Special	Special	Janette Holycraft (**TW27**)

Docks Random Encounters (East and West)

Roll	Day	Night	Special
1	Sheriff's Patrol	Shadow Mask	Chase (West Docks, **D3**)
2	Fisherman	Wheelwright	Frenrick (West Docks, **D4**)
3	Gondolier	Gondolier	Aicha (West Docks, **D2**)
4	Pickpocket	Drunk	Jaeger (**D1**)
5	Thug/Bully	Beggar	Duloth or associates (**Appendix A**)
6	Shadow Mask	Harlot	Cylyria (disguised, **Appendix A**)
7	Beggar	Streetwalker	Felicity Bigh (Night, **CAT3**)
8	Harlot	Pickpocket	Evan Agrendive (East Docks, **ED1**)
9	Laborer	Thug/Bully	Widow Waker (East Docks, **ED2**)
10	Gambler	Enforcer	Eli (East Docks, **ED3**)
11	Riverfolk	Gambler	Lasker (Night, **M9**)
12	Merchant	Sailor	Rolnüt Half-Axe, looking for Tvorji (see **The Hidden Huscarl, The *Sea Bear***)
13	Wine Peddler	Adventuring Party	
14	Food Vendor	Bounty Hunter	
15	Enforcer	Canal Worker	
16	Scullery Maid	Shyster	
17	Sailor	Riverfolk	
18	Adventuring Party	Bandit/River Pirate	
19	Sewer/Canal Worker	Monster	
20	Special	Special	

Canal District Random Encounters

Roll	Day	Night	Special
1	Sheriff's Patrol	Shadow Masks	Lasker (Night, **M9**)
2	Fisherman	Wheelwright	Lady Garga (**C1**)
3	Gondolier	Gondolier	Tuvio and guards (**C2**)
4	Pickpocket	Drunk	Left Eye Lanny (**C4**)
5	Thug/Bully	Beggar	Scolich (**C5**)
6	Shadow Mask	Harlot	Asa (**C6**)
7	Beggar	Streetwalker	Rhora (**C7**)
8	Harlot	8 Pickpocket	Valequinn (**C8**)
9	Laborer	Thug/Bully	Brin Zweischer (**C9**)
10	Gambler	Enforcer	Filthy Reebo (**C10**)
11	Riverfolk	Gambler	Manky Mary (**C11**)
12	Merchant	Nurse Mary	Oswold (**C12**)
13	Wine Peddler	Riverfolk	Rolnüt Half-Axe (see **The Hidden Huscarl, The *Sea Bear***)
14	Food Vendor	Bounty Hunter	Lucius Gromp (**C13**)
15	Enforcer	Piper's Guild	Piter Hagglest-horpe IV (**BC3**)
16	Scullery Maid	Skeletons	F'arin Du'n (**Appendix A**)
17	Sailor	Red Blade	Noria Verilath (**Chapter 3, The Red Blades**)

Roll	Day	Night	Special
18	Adventuring Party	Bandit/River Pirate	Cylyria (disguised, **Appendix A**)
19	Sewer/Canal Worker	Street urchin	Manisool (**Appendix A**)
20	Special	Special	Tovan (**Chapter 25, the Claw of Orcus**)

The Hill Random Encounters

Roll	Day	Night	Special
1	Merchant	Local Guard	Duloth or associates (**Appendix A**)
2	Local Guard	Aristocrat/ Noble	Imril (**Appendix A**)
3	Scullery Maid	Valet	Cylyria (**Appendix A**)
4	Valet	Paladin	Borm Morgarm (**G11**)
5	Guildsman	Wizard	Petyr Nordin (**H10**)
6	Dandy	Arcane Student	Lady Helon (**H7**)
7	Fighter	Rake	Evan or Naces Corseen (**H4**)
8	Paladin	Civic Official	Lisial Elmwish (**H5**)
9	Wizard	Carriage	Whitus Platonus entourage (**H6**)
10	Arcane Student	Butler	Wynstyn or Meda Gallam (**H2**)
11	Rake	Herald	Brelliar (**Appendix A**)
12	Aristocrat/ Noble	Dandy	Vermund Durnian (**H3**)
13	City Watch	Drunk	
14	Carriage	Bard	
15	Butler	Debutant	
16	Bodyguard	Cleric	
17	Herald	Burglar	
18	Cleric	Lovers	
19-20	Special	Special	

Underhill Random Encounters

Roll	Result
1	Halfling pickpocket
2	Dwarf politician
3	Dwarf travelers/prospectors
4	Halfling oompah band
5	Beer vendor
6	Cheese vendor
7	District private guard
8	Game of chance (hatchet or knife throw)

North Wall Random Encounters

Roll	Day	Night	Special
1	Merchant	Merchant	Manisool (**Appendix A**)
2	Food Vendor	Wine Peddler	Samos Kenthi (**N2**)
3	Local Watch	Local Watch	Duloth and associates (**Appendix A**)
4	Caravan	Caravan Encampment	Cylyria and associates (in disguise, **Appendix A**)
5	Shyster	Drunk	Ruvuldo (**N3**)
6	Trash Collector	Harlot	Chango (**N4**)
7	Wheelwright	Wheelwright	Justin Greenwood (**N5**)
8	Pickpocket	Burglar	Malo Enzeger (**N7**)
9	Rake	Rake	
10	Dandy	Dandy	
11	Scullery Maid	Gambler	
12	Fighter	Bard	
13	Arcane Student	Wizard	
14	Artist	Aristocrat/Noble	
15	Scullery Maid	Local Bully/Thug	
16	Civic Official	Civic Official	
17	Pilgrims	Beggar	
18	Laborer	Streetwalker	
19	Civic Official	Monster	
20	Special	Special	

The Keep Random Encounters

Roll	Day	Night	Special
1	City Watch Patrol	City Watch Patrol	Garrid Garzag (**K7**)
2	Lyreguard Patrol	Food Vendor	Pthan Traklos (**K7**)
3	Food Vendor	Merchant	Chu'aine (**K6**)
4	Merchant	Lawyer	Cylyria (**Appendix A**)
5	Lawyer	Sheriff's Patrol	Imril (**Appendix A**)
6	Civic Official	Prisoner Wagon	Bofred (**Appendix A**)

Roll	Day	Night	Special
7	Execution	Civic Official	Duloth (**Appendix A**)
8	Aristocrat/Noble	Aristocrat/Noble	Topfer Brighteye (**K5**)
9	Sheriff's Patrol	Guildman	Sergeant Major Kotchko (**K5**)
10	Prisoner Wagon	Carriage	Company of the Silver Spear (**M8**)
11	Guildsman	Herald	The Accursed (**BC6**)
12	Carriage	Drunk	Tork (**T5**)
13	Herald	Beggar	
14	Paladin	Cleric	
15	Cleric	Scribe	
16	Wizard	Paladin	
17	Arcane Student	Bounty Hunter	
18	Fighter	Mercenary	
19	Scribe	Wizard	
20	Special	Special	

Turlin's Well Random Encounters

Roll	Day	Night	Special
1	Merchant	Merchant	Virthalia (**TW1**)
2	Wine Peddler	Wine Peddler	Scribes of the Scroll (**TW2**)
3	Local Watch	Local Watch	Robert Terrafyrma (**TW3**)
4	Sherriff's Patrol	Sheriff's Patrol	Takkerk (**TW4**)
5	Rake	Drunk	Gunther Stone (**TW5**)
6	Adventuring Band	Adventuring Band	Ashtin Artcolmb (**TW6**)
7	Civic Official	Streetwalker	Enix Axlecrafter (**TW7**)
8	Carriage	Dandy	Tal Rowiv (**TW8**)
9	Dandy	Bard	Giovanni Fusini (**TW9**)
10	Troup of Performers	Courtesan	Utello (**TW10**)
11	Pickpocket	Burglar	Zedicha (**TW11**)
12	Guildsman	Laborer	Menoen the Limner (**TW12**)
13	Wheelwright	Shadow Mask	Vok Wightkicker (**TW13**)
14	Aristocrat/ Noble	Lovers	Arta (**TW14**)
15	Pilgrims	Gambler	Goodman Furster (**TW15**)
16	Artist	Debutant	Joth (**TW16**)
17	Shyster	Artist	Gin Wa (**TW17**)
18	Food Vendor	Carriage	Hal (**TW18**)
19	Trash Collector	Ghouls	Keyslin Yebler (**TW20**)
20	Special	Special	Goric (**TW21**)

Bards' College Random Encounters

Roll	Day	Night	Special
1	City Watch	Troup of Performers	Wilhelm Rovellar (**BC2**)
2	Local Watch	Local Watch	Piter Haggles-thorpe IV (**BC3**)
3	Merchant	Wine Peddler	Fathalir (**BC4**)
4	Troup of Performers	City Watch	Wesley (**BC4**)
5	Pickpocket	Food Vendor	Cryndle (**BC4**)
6	Rake	Rake	Carlis Pace (**BC5**)
7	Dandy	Dandy	Lottobus (**BC6**)
8	Author	Author	Osius (**BC6**)
9	Artist	Shyster	Estrellya (The Accursed, **BC6**)
10	Carriage	Gambler	Geldin Lucan (**BC7**)
11	Debutante	Pickpocket	Umberto Deleon (**BC8**)
12	Bard	Shadow Mask	Ferdinand Kincaid (**BC9**)
13	Gambler	Civic Official	
14	Food Vendor	Drunk	
15	Civic Official	Carriage	
16	Wine Peddler	Burglar	
17	Aristocrat/ Noble	Bard	
18	Scribe	Streetwalker	
19	Sage	Courtesan	
20	Special	Special	

The Bridge District Random Encounters

Roll	Day	Night	Special
1	Local Watch	City Watch	Goled (**B1**)
2	Riverfolk	Riverfolk	Jared Strann (**B3**)
3	Wine Peddlar	Sailor	Tobias Dricken (**B5**)
4	Merchant	Harlot	Zoey (**B6**)
5	Cleric	Gambler	Mangus the Lawbreaker (**B7**)
6	Pilgrim	Pilgrim	Levis Prochnov (**B9**)

Roll	Day	Night	Special
7	Wheelwright	Wheelwright	Duloth or associates (**Appendix A**)
8	Paladin	Cleric	Brin Zwiescher (**C9**)
9	Temple Guard	Temple Guard	Eldon (**B10**)
10	Laborer	Civic Official	Johan the Bastard (**T5**)
11	Civic Official	Dandy	Tuvio and bodyguards (**C2**)
12	Lawyer	Adventuring Party	
13	Pickpocket	Shadow Mask	
14	Food Vendor	Streetwalker	
15	Scullery Maid	Burglar	
16	Artist	Author	
17	Troup of Performers	Shadow Mask	
18	Prisoner Wagon	Carriage	
19	Aristocrat/ Noble	Courtesan	
20	Special	Special	

Outer Quarter Random Encounters

Roll	Day	Night	Special
1	Beggar	Beggar	Johan the Bastard (**T5**)
2	Merchant	Drunk	Imbo the Undying (**Appendix A**)
3	Caravan	Harlot	Gowan Mckean (**O3**)
4	Mercenary	Streetwalker	Deng Lo Do (**O21**)
5	Local Watch	Local Wach	Reingolde Tumsen (**O1**)
6	Sheriff's Patrol	Pickpocket	Hener Roundshield (**O2**)
7	Barbarian	Burglar	Luc O'Toole (**O4**)
8	Pickpocket	Wall Walker	Utello (**TW10**)
9	Street urchin	Street urchin	Horton McKaigh (**O7**)
10	Mercenary	Mercenary	Shylor (**O8**)
11	Wizard	Ghouls	Dubois Montagno (**O9**)
12	Arcane Student	Shyster	Lasker (Night, **M9**)
13	Wall Walker	Fighter	Vagn (**O12**)
14	Cleric	Barbarian	Hauk (**O14**)
15	Food Vendor	City Official	Gramma Poppy (**O15**)
16	Civic Official	Gambler	Caagrah (**O16**)
17	Trash Collector	Wheelwright	Ka'Zic (**O18**)
18	Troupe of Performers	Shadow Mask	Renald and Jorgan (**O19**)
19	Wine Peddler	Bounty Hunter	Mistress Wu (**O20**)
20	Special	Special	Garret the Wanderer (**O22**)

Thieves Quarter Random Encounters

Roll	Day	Night	Special
1	City Watch	City Watch	Fat Julie and bodyguards (**T1**)
2	Local Watch	Local Watch	Chadwick (**T2**)
3	Merchant	Merchant	Duloth and associates
4	Wheelwright	Wheelwright	Tomokos (**T4**)
5	Aristocrat/ Noble	Drunk	Chord (**T3**)
6	Carriage	Carriage	Scars (**T5**)
7	Pickpocket	Pickpocket	Natala (**T5**)
8	Troup of Performers	Bard	Zarabeshe (**T5**)
9	Gambler	Gambler	Rath Kata (**T6**)
10	Food Vendor	Nurse Mary (**C13, area 11**)	Old One Tooth (**T8**)
11	Rake	Lovers	Mistress Honey-suckle (**T9**)
12	Author	Dandy	Cylyria (disguised, **Appendix A**)
13	Artist	Shadow Mask	
14	Herald	Black Brother-hood member	
15	Street Urchin	Red Blade	
16	Debutante	Debutante	
17	Sheriff's Patrol	Burglar	
18	Lovers	Beggar	
19	Adventuring Band	Adventuring Band	
20	Special	Special	

Stable Row Random Encounters

Roll	Day	Night	Special
1	Caravan	Merchant Encampment	Jadeyn Roan (**SR3**)
2	Mercenary	Mercenary Encampment	Knotaloke (**SR4**)

Roll	Day	Night	Special
3	Merchant	Food Vendor	Johan the Bastard (**T5**)
4	Food Vendor	Farmer	Oberon Thanlaus (**Chapter 1, Farseekers of Twilight**)
5	Wine Peddler	Herdsman	Rankir (**Chapter 1, Longhunters**)
6	Horse Trader	Tent Revival	Vol (**Chapter 1, The Red Blades**)
7	Horse Race	Pickpocket	Brin Zwiescher (**C9**)
8	Ranger/Farseeker	Refugee Encampment	The Accursed (**BC6**)
9	Herdsman	Adventuring Party	Company of the Silver Spear (**M8**)
10	Fur Trader	Hustler/Shyster	
11	Hunter	Ale Tent	
12	Cleric	Bandit Gang	
13	Pickpocket	Lyreguard Patrol	
14	Farmer	Lycanthrope	
15	Ranger/Longhunter	Vampire Spawn	
16	Pilgrims	Druid	
17	Adventuring Party	Goblin Spies	
18	Charlatan/Shyster	Adventuring Band	
19	Troupe of Performers	Monster	
20	Special	Special	

Sewers (general)

Roll	Day/Night	Special
1	Bandit Gang	Thief
2	Beggar	Bandit
3	Sewer Cleaner	Shadow Mask
4	Goblin Spies	Red Blade
5	Ooze	Bounty Hunter
6	Blockage	Wheelwright
7	Giant Rats	Ghost
8	Shadow Mask	Wight
9	Adventuring Party	Wraith
10	Ratmen	Felicity Bigh (**CAT3**)
11	Kobolds	
12	Were-creature	
13	Vampire Spawn	
14	Ghoul	
15	Zombie/Skeleton	
16	Bat-swarm	
17	Monstrous centipede/Centipede swarm	
18	Monstrous spider/Spider swarm	
19	Choker	
20	Special	

City of Ashes

Roll	Day	Night	Special Undead
1	Mourner	Mourner	Ghoul
2	Cleric	Bandit Gang	Zombie
3	Bandit Gang	Goblin Spies	Mohrg
4	Undertaker	Undertaker	Skeleton
5	Bard	Bat Swarm	Wraith
6	Charlatan/Shyster	Drunk	Specter
7	Funeral	Grave Robber	Ghost
8	Special Undead	Special Undead	Shadow

Claws of Orcus

Roll	Result
1	Cleric
2	Paladin
3	Goblin Spies
4	Bandit Gang
5	Fighter
6	Mourner
7	Black Orcs of Orcus
8	Wizard (necromancer)
9	Gargoyle
10	Special Undead

Adventuring Band: This encounter is with a mixed band of **2–6 adventurers**. There is a 50% chance of their being mostly lawfully- or mostly chaotically-aligned. The adventurers are of various classes ranging from levels 2–6. The Company of the Silver Spear or The Accursed serve as good examples of ready-made adventuring bands. If the characters have recently been successful, there is a good chance that the adventuring band is jealous. Likewise, if the characters have had several recent setbacks, it is likely that the adventuring band may make fun of them.

Ale Tent: This large tent is set up as a makeshift tavern. There are at least **one bouncer**, **2–4 serving/dancing girls** (N female human commoner 1) and **1–2 proprietors/barkeepers** (Neutral male or female human commoner 3). The tent capacity is based on d% rolls and may have up to **2d10 patrons** (Referee to determine). Ale, beer, and food are standard prices for average or better quality.

Bouncer: HP 6; **AC** 7[12]; **Atk** club (1d4); **Move** 12; **Save** 14; **AL** C; **CL/XP** 1/15. **Special:** none.
Equipment: leather armor, club, 1d4cp.

Arcane Student: This is an encounter with a foreign student who has come to study magic with the Dominion Arcane. The apprentice is a **magic-user** of 1st or 2nd level. On a roll of 1 on 1d100, the student has miscast a newly manifesting spell with random and potentially damaging results.

Aristocrat/Noble: An **aristocrat** or **noble** (Neutral male or female aristocrat 5) and their retinue block up a large portion of the street. Alternately, the characters bump into an aristocrat or noble being somewhere and doing something that they should not be doing.

Artist: This encounter is with an **artist** or **artisan** (Neutral male or female expert 4). They may be a sculptor or painter. The artist could be working on a public arts piece, painting by the side of the street, or drawing pen and ink portraits for silvers. Likewise, the artist may be working with the authorities to make wanted posters. The artist is a master craftsman.

Author: The **author** (Neutral male or female expert 3) may be a fiction writer, biographer, or restaurant and local lodgings reviewer preparing travel guides and the like. If the author takes an interest in the characters, they may offer to pay them 2d10gp to "buy" their story. Likewise, the author may simply steal their stories and pass them off as his own.

Bandit Gang: A wanted band of disguised highwaymen has snuck into the city and is looking for a bar, brothel, or other trouble. If noticed, they attempt to flee, fighting their way away from any guards, and possibly taking hostages in the process. It is possible that the bandits have rented a place in the city or have some other hidden lair. There are **2d8 bandits** and a **leader**.

Bandits: HD 1; **AC** 7[12]; **Atk** longsword (1d8); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** none.
Equipment: leather armor, longsword, 2d6cp.

Bandit Leader: HD 3; **AC** 6[13]; **Atk** longsword (1d8) or dagger (1d4); **Move** 12; **Save** 15; **AL** C; **CL/XP** 3/60; **Special:** none.
Equipment: leather armor, shield, longsword, dagger, 1d6sp, 3d6cp.

Barbarian Encampment: Only encountered outside the city walls, a barbarian encampment consists of **1d10+10 adults** and half that number of children. The barbarians are here for trade, horses and weapons. There is a 10% chance there is also a **shaman** with the encampment.

Barbarians (Ftr1): HP 7; **AC** 6[13]; **Atk** spear (1d6+1) or shortbow x2 (1d6); **Move** 12; **Save** 14; **AL** N; **CL/XP** 1/15. **Special:** +1 to hit and damage due to high strength, +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, +1 hp per die due to high constitution.
Equipment: leather armor, spear, shortbow, 20 arrows.

Barbarian Leader (Ftr3): HP 18; **AC** 6[13]; **Atk** spear (1d6+1) or shortbow x2 (1d6); **Move** 12; **Save** 12; **AL** L; **CL/XP** 3/60. **Special:** +1 to hit and damage due to high strength, +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, +1 hp per die due to high constitution, multiple attacks (3) vs. creatures with 1 or fewer HD.
Equipment: leather armor, spear, shortbow, 20 arrows, 3d6sp.

Shaman: HD 2; **HP** 9; **AC** 9[10]; **Atk** club (1d4); **Move** 12; **Save** 15; **AL** N; **CL/XP** 3/60; **Special:** spells (2).
Spells: 1st—*cure light wounds, protection from evil*.
Equipment: robes, bone-totem staff.

Bard: Most typically encountered are students or teachers. The **bard** (Neutral male or female commoner 3) may (50% chance) recognize the characters (Referees discretion if so, and why) and begin recounting their deeds to passers-by. Likewise, a failed roll means the bard has suffered a case of mistaken identity and regales the party with untrue stories of their heinous and foul deeds, calls them all by different names, and generally sets out to murder their reputation. For 1d12 days after a bad encounter with a bard, the characters are called by different names by common folk and generally shunned.

Bat Swarm: This encounter is with a **swarm of frightened bats** that swoops down from an attic or high-raftered temple.

Bats (10d6): HD 1–2hp; **AC** 8[11]; **Atk** bite (1); **Move** 1 (fly 24); **Save** 18; **AL** N; **CL/XP** A/5; **Special:** sonar flight in total darkness, swarm (causes spells to fail 50% or time).

Beer Vendor: Popular in this district, the **beer vendor** (Neutral male or female commoner 2) is a rickshaw-like cart hauling a huge keg of homebrewed ale or beer. The beer may be dwarven, halfling, or human in blend, is of fair to excellent quality, and costs 3cp a cup … bring your own mug.

Beggar: This encounter is with a beggar or other lowly panhandler (Neutral male or female commoner 1). There is a 10% chance that the beggar was once a hero or other member of a character class (Referee's discretion).

Black Orcs of Orcus: This rare encounter is with **1d6+2 black orcs** in the service of the Cult of Orcus hidden near the environs of the Claws of Orcus. The Black Orcs typically remain hidden from large bands and soldiers, but see that snoopy individuals (such as paladins and rangers) never return to Bard's Gate to report on the things they may have discovered.

Black Orcs: HD 2; **AC** 5[14]; **Atk** two-handed sword (1d10); **Move** 12; **Save** 16; **AL** C; **CL/XP** 2/30; **Special:** none. (***The Tome of Horrors Complete*** 418).

Bodyguard: This encounter is with an off-duty bodyguard for a noble or aristocratic household. The Harlots Guild also employs bodyguards to protect their members when they are on assignment. The bodyguard may be of any character class (Referee's discretion on bodyguard, see **Appendix A** for examples).

Butler: This encounter is with the chief servant and confidant of a noble or aristocratic household. The **butler** (Neutral male human expert 4) is on a specific, important mission.

Burglar: Characters must make a successful check against the **thief's** Hide score to notice him coming from or heading to a bit of burglary. These criminals may be **burglers**, **cutpurses**, or **robbers**.

Burglar (Thf3): HP 8; **AC** 6[13]; **Atk** short sword (1d6) or dagger (1d4); **Move** 12; **Save** 12; **AL** C; **CL/XP** 3/60; **Special:** +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, +2 on saving throws vs. devices, backstab (x2), thieving skills.
Thieving Skills: Climb 87%, Tasks/Traps 25%, Hear 4 in 6, Hide 20%, Silent 30%, Locks 20%.
Equipment: leather armor, short sword, dagger, thieves' tools, 1d10gp.

Cutpurse (Thf2): HP 5; **AC** 7[12]; **Atk** dagger (1d4); **Move** 12; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.
Thieving Skills: Climb 86%, Tasks/Traps 20%, Hear 3 in 6, Hide 15%, Silent 25%, Locks 15%.
Equipment: leather armor, 3 daggers, thieves' tools, 2d4sp.

Robber (Thf1): HP 3; **AC** 7[12]; **Atk** dagger (1d4); **Move** 12; **Save** 15; **AL** N; **CL/XP** 1/15; **Special:** +2 on saving throws vs.

devices, backstab (x2), thieving skills.
Thieving Skills: Climb 85%, Tasks/Traps 15%, Hear 3 in 6, Hide 10%, Silent 20%, Locks 10%.
Equipment: leather armor, dagger, 1d4cp.

Caravan: A caravan encounter is typically with **2d6 wagons** or **2d8 pack animals**. The caravan hauls 2d20+20 gp worth of materials per wagon and 1d20+10 gp worth of raw materials per pack animal. The caravan has **1 drover** (Neutral male human commoner 2) per wagon or pack animal, and **1 guard** per two wagons or animals. A **captain** and **one merchant** (Neutral male or female expert 2) manage the guards. Several small caravans may combine under powerful merchants to form larger caravans.

Caravan Captain (Ftr2): HP 10; **AC** 6[13]; **Atk** club (1d4) or sling (1d4); **Move** 12; **Save** 13; **AL** L; **CL/XP** 2/30. **Special:** multiple attacks (2) vs. creatures with 1 or fewer HD.
Equipment: ring mail, club, sling, 10 bullets, 2d4sp

Caravan Guard: HD 1; **AC** 7[12]; **Atk** longsword (1d8) or spear (1d6); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** none.
Equipment: leather armor, longsword, spear, 2d12cp.

Carriage: This encounter is with a low-level **aristocrat** (Neutral male or female aristocrat 3), their **valet** (Neutral male expert 3), **bodyguard** and **servant** (Neutral male or female commoner 2). The carriage may stop if the characters have developed a reputation as heroes or due to a case of mistaken identity. The characters are invited to a party hosted by the aristocrat as a showcase and talking point. Likewise, the carriage may be empty except for a driver or valet, and is awaiting the master's return outside of an estate.

Bodyguard (Ftr1): HP 6; **AC** 7[12]; **Atk** club (1d4); **Move** 12; **Save** 14; **AL** L; **CL/XP** 1/15. **Special:** none.
Equipment: leather armor, club, 1d4sp.

Centaur Band: A group of **5–8 centaurs** has come up from the woodlands and the southern plains. They may be fur traders or are seeking bounties on slain monsters from the Lyreguard and have come to the tent city, lured by wine and weapons. On a roll of 100 on 1d100, **Silfus Sharphoof** is encountered on a day off.

Centaur: HD 4; **AC** 5[14] or 4[15] with shield; **Atk** 2 kicks (1d6) and weapon; **Move** 18; **Save** 13; **AL** N; **CL/XP** 4/120; **Special:** none.

Silfus Sharphoof, Male Centaur (Rgr2): HD 6; **HP** 31; **AC** 5[14]; **Atk** 2 kicks (1d6) and *+1 lance* (2d4+2) or longbow x2 (1d6); **Move** 18; **Save** 11; **AL** L; **CL/XP** 7/600; **Special:** +2 to damage vs giants and goblinoids, alertness, tracking.
Equipment: *+1 lance,* longbow, 20 arrows.

Centipede: This encounter is with a **giant centipede (70%)** or a **centipede swarm** (30%) that has fled the sewers into the streets or back alleyways.

Giant Centipede (small, lethal): HD 1d2 hp; **AC** 9[10]; **Atk** bite (0 plus poison); **Move** 13; **Save** 18; **AL** N; **CL/XP** 1/15; **Special:** poison bite (+4 save or die).

Centipede Swarm: HD 3; **AC** 7 [12]; **Atk** bites (1hp plus non-lethal poison); **Move** 3; **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** immune to all but blunt weapons, non-lethal poison (2d6 points of damage).

Charlatan: This encounter is with a scoundrel hawking fake potions, a false prophecy or similar con. False potions (snake oil) typically sell for 1–10gp and are nothing more than whiskey mixed with mineral water, seasoned with hot peppers, herbs and flower petals. If exposed as a fraud, the **charlatan** flees the scene to escape prosecution. The fraud later keeps tabs on the characters in order to spring some complex revenge or smear campaign against them.

Charlatan (Thf1): HP 2; **AC** 9[10]; **Atk** club (1d4); **Move** 12; **Save** 15; **AL** N; **CL/XP** 1/15; **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.
Thieving Skills: Climb 85%, Tasks/Traps 15%, Hear 3 in 6, Hide 10%, Silent 20%, Locks 10%.
Equipment: club, 3d4cp.

Cheese Vendor: Not unlike the beer vendor, the **cheese vendors** (Neutral male or female commoner 1) often work in tandem. This is a small cart selling cured meats, cheeses, crackers, bread, and pickled goods.

City Watch: This patrol is on official city business and consists of **2d4 individuals** and one **officer**.

Wall Watcher (Ftr1): HP 5; **AC** 4[15]; **Atk** battleaxe (1d8) or spear (1d6); **Move** 12; **Save** 14; **AL** L; **CL/XP** 1/15. **Special:** none.
Equipment: chainmail, shield, battle axe, spear, signal horn.

Wall Watch Officer (Ftr3): HP 15; **AC** 5[14]; **Atk** spear (1d6) or short sword (1d6); **Move** 12; **Save** 12; **AL** L; **CL/XP** 3/60. **Special:** multiple attacks (3) vs. creatures with 1 or fewer HD.
Equipment: ring mail, shield, spear, short sword.

Civic Official: This encounter is with a **lesser aristocrat** (Lawful male or female aristocrat 2) and a **pair of City Watchmen** who serve as bodyguards. The official is typically an inspector, tax collector, census taker or other such civil servant of the city's bureaucracy. The civic official is typically a pretender with tenuous ties to the noble families that allowed for their appointment.

Wall Watcher (Ftr1): HP 5, 4; **AC** 4[15]; **Atk** battleaxe (1d8) or spear (1d6); **Move** 12; **Save** 14; **AL** L; **CL/XP** 1/15. **Special:** none.
Equipment: chainmail, shield, battle axe, spear, signal horn.

Cleric: A cleric encounter is with a **cleric** of one of the gods worshipped in Bard's Gate. The cleric is either performing civic duty, preaching, or on a special mission from the temple.

Priest (Clr3): HP 11; **AC** 4[15]; **Atk** warhammer (1d4+1) or sling (1d4); **Move** 12; **Save** 13; **AL** L; **CL/XP** 4/120; **Special:** +2 save versus paralyzation and poison, spells (2), turn undead.
Spells: 1st—*cure light wounds*, *protection from evil*.
Equipment: chainmail, shield, clerical vestments, warhammer, sling, 10 bullets, holy symbol of appropriate god.

Courtesan: A high priced **lady-of-the-evening** (Neutral female expert 4) escorted by a **bodyguard** or carriage to an evening interlude with a customer.

Courtesan Bodyguard (Ftr2): HP 13; **AC** 6[13]; **Atk** club (1d4)); **Move** 12; **Save** 13; **AL** N; **CL/XP** 2/30. **Special:** +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, +1 hp per die due to high constitution, multiple attacks (2) vs. creatures with 1 or fewer HD.
Equipment: leather armor, club, 2d4sp.

Dandy: This encounter is with a foppish pretty lad or girlie girl, who also happens to be skilled with a rapier. The **dandy** plays the role in or-

der to lure ruffians to attack him, then soundly mops the floor with his adversaries.

Dandy, Male or Female (Ftr3): HP 15; **AC** 6[13]; **Atk** rapier (1d6); **Move** 12; **Save** 12; **AL** N; **CL/XP** 3/60. **Special:** +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, multiple attacks (3) vs. creatures with 1 or fewer HD, parry (–2 to enemy's attacks).
Equipment: leather armor, rapier (short sword), dandy clothes.

Debutant: This encounter is with the **spoiled child** (Neutral female aristocrat 3) of an aristocrat or noble. The debutant may be slumming in a bad part of town, or shopping on her parent's dime.

Dog Soldiers: 1d4 dog soldiers examine the characters closely and watch them for trouble.

Dog Soldier Sneak (Thf3): HP 7; **AC** 7[12]; **Atk** club (1d4) or dagger (1d4); **Move** 12; **Save** 12; **AL** N; **CL/XP** 3/60; **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.
Thieving Skills: Climb 87%, Tasks/Traps 25%, Hear 4 in 6, Hide 20%, Silent 30%, Locks 20%.
Equipment: leather armor, club, dagger.

Dog Soldier Warrior (Ftr2): HP 13; **AC** 6[13]; **Atk** club (1d4) or sling (1d4); **Move** 12; **Save** 13; **AL** N; **CL/XP** 2/30. **Special:** +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, +1 hp per die due to high constitution, multiple attacks (2) vs. creatures with 1 or fewer HD.
Equipment: leather armor, club, sling, 10 bullets, 2d4sp.

Dog Soldier Magic-User's Apprentice (MU1): HP 3; **AC** 8[11]; **Atk** staff (1d6); **Move** 12; **Save** 15; **AL** N; **CL/XP** 2/30; **Special:** +2 on saves vs. spells, spells (1).
Spells: 1st—*sleep*.
Equipment: staff, spellbook.

Druid: Druids (Neutral male or female druid 3–6) are typically encountered outside the city walls, as their many animal companions may cause the citizens special discomfort. A druid encounter may or may not include an animal (Referee's discretion).

Drunk: An encounter with a drunk may range from **1–4 loud partiers** who have had one or more too many. When a drunk is encountered, roll on the table below to determine the makeup of the drunk and any additional cavorters. See other entries for more details.

Type of Drunk

Roll	Result
1	Red Blade
2	Shadowmask
3	Guild Member (any)
4	Fighter
5	Thief
6	Cleric
7	Local Guard
8	Magic-User
9	Local Townsperson
10	Merchant
11	Civic Official
12	Bandit
13	Mercenary
14	Beggar
15	Ranger
16	Harlot
17	Fighter
18	Monk
19	Barbarian Fighter
20	Druid

Effects of Alcohol

Typically, a drinker may consume 1d4 alcoholic beverages before suffering the effects of alcohol consumption (some may consume much, mush more).

Intoxicated individuals suffer a –2 to all attack and damage rolls and any saves. The drinker loses any dexterity related bonuses to armor class (as from having a high dexterity score), including the ability to use the parry class ability for fighters. For every two alcoholic beverages consumed after reaching the level of intoxication, the drinker suffers an additional –1 to attacks and saves.

Intoxicated individuals receive and effective +2 hit points (temporarily) for every beverage they consume after the effects set in.

A drinker may consume up to one alcoholic beverage for every point of constitution score, every 24 hours. If the drinker imbibes more than their constitution score in alcoholic beverages they must make a save (saving throw is at –1 per drink consumed) or fall unconscious. Rolling a natural 1 means that the drinker must make a second save or die of alcohol poisoning in 1d4 minutes unless some restorative magic such as *cure disease* is cast upon the subject.

The drunk encountered is similar to its sober counterpart. The difference being that the drunk has an attitude toward whomever they meet that is completely random.

Drunk Attitude

Roll	Result
1	Friendly
2	Unfriendly
3	Helpful
4	Indifferent
5	Hostile
6	Drunk exhibits a different random attitude every 2 minutes

Dwarf Politician: This is a local **city councilmember** (Neutral male dwarf aristocrat 4) from the surface city pushing a petition to get the Underhill a seat on the council. He offers the characters 1sp each to spend a day handing out fliers that he printed at Underhill News and Tobacco (**UH7**).

Dwarf Travelers/Prospectors: This is a **band of 2d4 dwarves** (Lawful male or female dwarf expert 3) from the Cretian Mountians who are passing through Bard's Gate on their way to a rumored mining stake northwest

of the Stoneheart Mountain Dungeon (see ***The Lost Lands: Stoneheart Valley*** for more information on the area). They are recruiting guards and guides for their expedition.

Elemental/Golem: This encounter is with an **elemental** or **golem** that has lost contact with its summoner or creator. The creature is berserk and causes havoc throughout the neighborhood until it is defeated. The spellcaster who summoned or created it is nowhere to be found.

Roll	Result
1	Earth elemental (8HD)
2	Flesh golem
3	Air elemental (12HD)
4	Earth elemental (12HD)
5	Fire elemental (8HD)
6	Clay golem

Clay Golem: HD 10 (45hp); **AC** 7[12]; **Atk** fist (3d10); **Move** 8; **Save** 5; **AL** N; **CL/XP**; 14/2600; **Special:** immune to slashing and piercing weapons, immune to most spells. (***Monstrosities*** 218)

Flesh Golem: HD 8 (40hp); **AC** 9[10]; **Atk** 2 fists (2d8); **Move** 8; **Save** 8; **AL** N; **CL/XP** 12/2000; **Special:** healed by lightning, hit only by magic weapons, immune to most spells, slowed by fire and cold. (***Monstrosities*** 219)

Air Elemental (12HD): HD 12; **AC** 2[17]; **Atk** strike (2d8); **Move** 0 (fly 36); **Save** 3; **AL** N; CL/XP 13/2300; Special: Whirlwind, immune to non-magic weapons. (***Monstrosities*** 154)

Earth Elemental (12HD): HD 12; **AC** 2[17]; **Atk** strike (4d8); **Move** 6; **Save** 3; **AL** N; **CL/XP** 13/2300; **Special:** immune to non-magic weapons, tear down stonework. (***Monstrosities*** 155)

Earth Elemental (8HD): HD 8; **AC** 2[17]; **Atk** strike (4d8); **Move** 6; **Save** 8; **AL** N; **CL/XP** 9/1100; **Special:** immune to non-magic weapons, tear down stonework. (***Monstrosities*** 155)

Fire Elemental (8HD): HD 8; **AC** 2[17]; **Atk** strike (3d8); **Move** 12; **Save** 8; **AL** N; **CL/XP** 9/1100; **Special:** ignite materials, immune to non-magic weapons. (***Monstrosities*** 156)

Enforcer: This is a **strongman** or **gang member** employed in collection and harassment. There is a 25% chance that the enforcer is "on the job" when encountered.

Enforcer (Ftr1): HP 6; **AC** 7[12]; **Atk** club (1d4) or dagger (1d4); **Move** 12; **Save** 14; **AL** L; **CL/XP** 1/15. **Special:** none.
Equipment: leather armor, club, dagger.

Execution: Held near the gates of the Keep (**K1**) in broad daylight, executions take place for those convicted of only the most heinous crimes. Although Bard's Gate is by and large a "lawfully" aligned city, the executions serve as a reminder to its more liberal population that true malevolent chaos does exist in the world. Most executions coincide with a protest led by followers of Zors.

Familiar: This encounter is with a **magic-user's familiar**, who is out on some errand, possibly spying on the characters for its master. Referee's discretion on type and "owner" (see the various *Tome of Horrors, Monstrosities*, and other accessories for appropriate encounters).

Fighter: This encounter is with a **fighting man** who is currently between employers or adventuring parties.

Hero (Ftr3): HP 22; **AC** 6[13]; **Atk** longsword (1d8+1) or dagger (1d4+1); **Move** 12; **Save** 12; **AL** L; **CL/XP** 3/60. **Special:** +1 to hit and damage due to high strength, multiple attacks (3) vs. creatures with 1 or fewer HD.
Equipment: ring mail, longsword, dagger.

Fisherman: This encounter is with **1d4 fishermen** (Neutral male or female commoner 2). They may be hawking wares, bringing in a catch or making ready to hit the waterways.

Food Vendor: This encounter is with a vendor's cart where a **merchant** (Neutral male or female commoner 1–2) hawks prepared meals. The meals are of common quality and cost 3sp.

Food Vendor, Black Market: Food vendors in the Black Market sell various charcoal-roasted "street meats" to visitors in the dank quarter's underground. Some of the food is quite good, being a fusion of meal types from various lands. Others are potentially life threatening. Eating street food sold in the Black Market affords a 15% chance of contracting **food poisoning** (–2 to all rolls for 24 hours). These snacks cost an average of 2–5sp each.

Fur Trader: This encounter is with a non-guild-affiliated **fur trader** who actively traps and sells furs in the Stoneheart Mountains, despite the threat of orcs and other dangerous monsters. Fur traders are generally solitary but may have **1–4 subordinates** (Neutral male ranger 1). The traders winter in the mountains and are thus found at the Tent City only in summer months. Arriving traders have 3d100 + 50 gp worth of valuable pelts. Leaving traders have 1d100 + 20 gp worth of new materials, supplies and trade goods when they leave Tent City. It may be assumed that much of this discrepancy is due to heavy gambling losses and lavish expenditure during their stay.

Fur Trader (Rgr3): HP 22; **AC** 7[12]; **Atk** short sword (1d6) or longbow x2 (1d6); **Move** 12; **Save** 14; **AL** L; **CL/XP** 2/30. **Special:** +3 to damage vs. giants and goblinoids, alertness, tracking.
Equipment: leather armor, short sword, longbow, 20 arrows.

Gamblers: A random **gambler** (Neutral male or female thief 2) is trying to find a game of chance, and offers the characters a seat to try their luck at a toss of the dice or a hand of cards. The gambler tries to dupe the characters into playing his game for 1–10gp a hand. The characters must notice his tricks in order to win. Roll a secret doors check. If they spot the sleight of hand, they win the round. If they win more than three hands, he folds up shop and disappears into the crowd. The gambler can cover 50gp in wagers.

Game of Chance: A **vendor** (Neutral male or female thief 2) has set up a stall with targets to throw a collection of darts, throwing knives, or throwing axes at wooden targets designed to look like rats, rust monsters, monstrous centipedes, and other creepy crawlies commonly found in dungeon and underground environments. The targets are AC 0[19], and characters may bet up to 5gp per target. If they miss the target, they lose their bet. Hit the target and they win. If the characters win more than 50gp, they wipe out the vendor, who closes up shop for the day. Winning 50gp is not without its pitfalls. The vendor hires a **pickpocket** to steal back his stake sometime within the next 24 hours.

Pickpocket (Thf3): HP 7; **AC** 7[12]; **Atk** club (1d4) or dagger (1d4); **Move** 12; **Save** 12; **AL** N; **CL/XP** 3/60; **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.
Thieving Skills: Climb 87%, Tasks/Traps 25%, Hear 4 in 6, Hide 20%, Silent 30%, Locks 20%.
Equipment: leather armor, club, dagger.

Gargoyle: This encounter is with **1d6+2 gargoyles**. There is a 50% chance that at least one is a **green guardian gargoyle**, part of the furthering curse of Rappan Athuk.

Gargoyle: HD 4; **AC** 5[14]; **Atk** 2 claws (1d3), bite (1d4), horn (1d6); **Move** 9 (fly 15); **Save** 13; **AL** C; **CL/XP** 6/400; **Special:** fly, magic weapon required to hit.

Green Guardian Gargoyle: HD 4+1; **AC** 3[16]; **Atk** 2 claws (1d4), bite (1d6) and gore (1d6); **Move** 15 (Fly 24); **Save** 13; **AL** C; **CL/XP** 8/800; **Special:** +1 or better weapon to hit, freeze, hold, reanimation. (***The Tome of Horrors Complete*** 264)

Ghast: The encounter is with **2d4 ghasts** led by a **wraith**.

Ghast: HD 4; **AC** 4[15]; **Atk** 2 claws (1d3), bite (1d6); **Move** 15; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** paralyzing touch, stench. (***Monstrosities*** 189)

Wraith: HD 4; **AC** 3[16]; **Atk** touch (1d6 plus level drain); **Move** 9 (fly 24); **Save** 13; **AL** C; **CL/XP** 8/800; **Special:** drain 1 level with hit, magic or silver weapon to hit. (***Monstrosities*** 518)

Ghoul: A cleric or necromancer of Orcus created these fiends from the corpses of criminals and set the beasts loose within the city. The encounter is with **2d4 ghouls**.

Ghoul: HD 2; **AC** 6[13]; **Atk** 2 claws (1d3), bite (1d4); **Move** 9; **Save** 16; **AL** C; **CL/XP** 3/60; **Special:** immunities, paralyzing touch. (***Monstrosities*** 191)

Giant Rats: This encounter is with a pack of **2d4 giant rats** flushed up from the sewer system by the pipe cleaners. The rats pour from a sewer grate or out of the lower story of an abandoned home.

Giant Rat: HD 1d4hp; **AC** 7[12]; **Atk** bite (1d3); **Move** 12; **Save** 18; **AL** N; **CL/XP** A/5; **Special:** 2 of the rats are diseased.

Halfling Band: This is a **quartet of halflings** (Neutral male or female halfling commoner 2) consisting of a trumpet, tuba player, drummer, and accordion player wandering the central portion of the Underhill District. They surround a character or party and play until they are paid to leave. This typically costs 2d10gp. Causing a ruckus and not paying the band gets one expelled from the Underhill.

Goblin: A nest of **goblin spies,** disguised as halflings, have infiltrated the city and set up a base in an abandoned structure. These goblins report directly to their masters in Rappan Athuk about the troop strength and disposition of the forces located in the Stoneheart Valley and the City of Bard's Gate. The encounter is with 1d4+2 of these goblins out on the prowl for drunks and solitary wanderers. If discovered, the goblins seek to escape the city by any and all available means.

Goblin: HD 1d6 hp; **AC** 6[13]; **Atk** weapon (1d6); **Move** 9; **Save** 18; **AL** C; **CL/XP** B/10; **Special:** –1 to hit in sunlight.

Grave Robber: This is an encounter with a greedy **adventuring band** bent on cracking open tombs or mausoleums and making off with what valuables they can get their hands on. This encounter is similar to the **Adventuring Band** encounter above, except they "are in the middle of work."

Grocer: A cart operated by a **farmer** or **low-level merchant** (Neutral male or female commoner 2) selling fresh vegetables and produce.

Guildsman: This encounter is with a **member** (Neutral male or female expert 2) of one of the various guilds of the city who is on official guild business. In general, this is a paid professional of some skill. To determine the sort of guild member encountered, roll on the table below.

Roll	Result
1	Gem Cutter
2	Scribe
3	Stone Cutter
4	Glassblower
5	Wheelwright
6	Rivermans
7	Brewers
8	Weavers
9	Harlots
10	Caretakers
11	Beggars
12	Herbalists
13	Innkeepers
14	Tavern
15	Magic-Users
16–20	Roll Again or Referee's choice

Half-orc: This encounter is with a half-orc member of Mama Bobo's **Wanderers**. They are surly and intimidating, but generally harmless.

Wanderer, Male Half-Orc (Ftr1): HP 7; **AC** 7[12]; **Atk** club (1d4+1); **Move** 12; **Save** 14; **AL** N; **CL/XP** 2/30. **Special:** +1 to hit and damage due to high strength, +1 hit point per die due to high constitution, darkvision 60ft, half-orc racial abilities.
Equipment: leather armor, club.

Halfling Pickpocket: This is an encounter with a **halfling thief** who attempts to snatch a piece of equipment off of one of the characters and sneak back to the Cellar Bar (**UH11**) to pay off the owner.

Halfling Pickpocket (Thf2): HP 6; **AC** 6[13]; **Atk** dagger (1d4)); **Move** 12; **Save** 14; **AL** C; **CL/XP** 3/60; **Special:** +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, +1 with thrown weapons, +2 on saving throws vs. devices, +4 on saving throws vs. magic, backstab (x2), halfling racial abilities, thieving skills.
Thieving Skills: Climb 86%, Tasks/Traps 25%, Hear 3 in 6, Hide 25%, Silent 35%, Locks 25%.
Equipment: leather armor, 3 daggers, thieves' tools.

Harlot: This encounter is off the main streets even during nighttime hours and is with **1d2 harlots** (Neutral female expert 1) and their **bodyguard**.
Black Market Harlots: In the Black Market, **1d4 members** of the Harlots Guild ply their trade in roving "packs." Typically, they simply work their job, but there is a 25% chance that they rob their client blind, especially if said client happens to be rough, rude, or otherwise despicable. Half of all encounters with harlots in the Black Market include a run-in from **1d6 bodyguards** as well.

Harlot Bodyguard (Ftr2): HP 10; **AC** 6[13]; **Atk** club (1d4); **Move** 12; **Save** 13; **AL** N; **CL/XP** 2/30. **Special:** +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, +1 hp per die due to high constitution, multiple attacks (2) vs. creatures with 1 or fewer HD.
Equipment: leather armor, club, 2d4sp.

Herald: An encounter with a **herald** (Neutral male or female expert 1–4) may be with the chief historian and spokesperson of a noble or aristocrat. In this fashion, heralds are employed as a matter of good public relations to go about the city speaking of the civic works and good deeds of their employer. Likewise, heralds may serve in the guard to remind the folk of any new laws, warnings or ordinances. Furthermore, some heralds are employed as "town criers" giving news and information to the populace directly from the city council and mayor's office.

Heretic: This encounter is with a **cleric** or **paladin** who has fallen from favor with their deity. The heretic stands forth and denounces the faith and the religion. 10–30% of the gathering crowd agrees with the heretic or practices a different faith. The rest of the crowd is hostile toward the heretic. If trouble breaks out, guards arrive in 1d6 rounds to disperse the crowd. The heretic is a paladin or cleric with no spells or divine abilities.

Heretic Priest (Clr2): HP 6; **AC** 9[10]; **Atk** fist (1); **Move** 12; **Save** 14; **AL** C; **CL/XP** 3/60; **Special:** +2 save versus paralyzation and poison.
Equipment: clerical vestments, defiled holy symbol of denounced god.

Heretic Paladin (Pal2): HP 12; **AC** 6[13]; **Atk** longsword (1d8); **Move** 12; **Save** 11; **AL** L; **CL/XP** 3/600; **Special:** immune to disease, lay on hands (4hp), warhorse mount.
Equipment: dirty ring mail, longsword, defiled holy symbol.

Horse Race: A horse race is about to begin. **2d4 contestants** (Neutral male commoner 1–2) vie for a 200gp prize.

Horse Trader: Encounters are with a **horse trader** (Neutral male or female expert 2–5) who has 1d4 fine horses to sell. On a roll of 1 on 1d100, **Knotaloke** is encountered. She is willing to hire characters to help her move wild horses to her stables.

Knotaloke, Female Human (Rgr4): HP 21; **AC** 4[15]; **Atk** longsword (1d8) or *+1 longbow* (1d6+1) x2; **Move** 12; **Save** 11; **AL** L; **CL/XP** 5/240; **Special:** +4 to damage vs giants and goblinoids, alertness, tracking.
Equipment: *+1 chainmail,* longsword, *+1 longbow,* 20 arrows.

Kobold: A **warren of kobolds** has snuck into the city and established a lair in the sub-basement of an abandoned building. The kobolds have murdered several missing residents, whose bones line the floor of their lair. The encounter is with 1d6+4 of these kobolds.

Kobold: HD 1d4hp; **AC** 7 [12]; **Atk** weapon (1d6); **Move** 6; **Save** 18; **AL** C; **CL/XP** A/15; **Special:** none.

Laborers: 2–8 workmen (Neutral male or female commoner 2) led by a **guildsman** (Neutral male or female expert 3) on their way to or from a worksite.

Lawyer: This encounter is with a legal professional. The **lawyer** (Any alignment male or female expert 4) may be on his way to court, or headed to speak with an incarcerated client. Likewise, the lawyer could be advertising his services in the "unfortunate event" that such services are needed.

Local Bully/Thug: The biggest meanest **bully** on the street tries to pick a fight with the smallest and most fragile looking character. Stats for various thugs are located in **Appendix A**.

Local Watch: This encounter is with a patrol of a district's own privately funded and appointed guard. For example, dog soldiers are the local guard for Tent City, and the Market Guard is the local guard for the Market District. There are **1d4+2 local guards** in the patrol. See district chapters and **Appendix A** for further details.

Lovers: This encounter is with a young couple, obviously in love, sharing an intimate and discreet moment by lantern light. Referee's discretion on class, race, or if a special NPC couple.

Lycanthrope: The encounter is with one of the following **lycanthropes** (see **Table**). These lycanthropes do their best to hide their identities but have been known, as in the case of werewolves and wererats, to account for a vast number of missing persons cases throughout the years.

Roll	Result
1	Wererat
2	Weretiger
3	Werebear
4	Wereboar
5	Werewolf
6	Werewweasel

Werebear: HD 7+3; **AC** 2[17]; **Atk** 2 claws (1d3), bite (2d4); **Move** 9; **Save** 9; **AL** N or C; **CL/XP** 8/800; **Special:** lycanthropy.

Wereboar: HD 5+2; **AC** 4[15]; **Atk** bite (2d6); **Move** 12; **Save** 12; **AL** N or C; **CL/XP** 6/400; **Special:** hit only by magic or silver weapons, lycanthropy.

Wererat: HD 3; **AC** 6[13]; **Atk** bite (1d3), weapon (1d6); **Move** 12; **Save** 14; **AL** C; **CL/XP** 4/120; **Special:** control rats, hit only by magic or silver weapons, surprise, lycanthropy.

Weretiger: HD 6; **AC** 3[16]; **Atk** 2 claws (1d4), bite (1d10); **Move** 12; **Save** 11; **AL** N or C; **CL/XP** 7/600; **Special:** hit only by magic or silver weapons, lycanthropy.

Were-weasel: HD 3+2; **AC** 4[15]; **Atk** bite (1d6) and weapon (1d8); **Move** 15; **Save** 14; **AL** C; **CL/XP** 5/240; **Special:** +1 initiative, drain blood, hit only by magic or silver weapons, lycanthropy.

Werewolf: HD 4+4; **AC** 5[14]; **Atk** bite (1d6+1); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** hit only by magic or silver weapons, lycanthropy.

Lyreguard Patrol: 2d4 Lyreguardsmen pass through the area. On a roll of 50–85 on 1d100, the guardsmen are on a sweep through the tent city accompanied by **dog soldiers** as they seek out a bandit or well-known criminal (Tent City encounters only; otherwise standard Lyreguard patrol, no dog soldiers). On a roll of 85–95 on 1d100, they are led by a **Lyreguard honor guard**. On a roll of 95–99 on 1d100, the encounter is with **2–4 griffon riders**. A roll of 100 on 1d100 includes **Imril**, **1–4 griffon riders, 1d6 Lyreguard honor guard,** and **2d4 Lyreguardsmen**. Cheers and jubilation precede the Lyreguard when they pass through the more affluent districts of the city. Hoodlums and gangsters scurry like roaches before them in the poorer districts.

Lyreguard (Ftr3): HP 22; **AC** 4[15]; **Atk** *+1 longsword* (1d8+1); **Move** 12; **Save** 12; **AL** L; **CL/XP** 3/60. **Special:** multiple attacks (3) vs. creatures with 1 or fewer HD.
Equipment: chain mail, shield, *+1 longsword*, holy symbol of Muir or Mitra.

Lyreguard Captain, Griffon Rider (Pal6): HP 30; **AC** 3[16]; **Atk** *+1 lance* (2d4+2) or *+1 longsword* (1d8+2) or *+1 longbow* x2 (1d6+1); **Move** 12; **Save** 7; **AL** L; **CL/XP** 7/600; **Special:** +1 to hit and damage strength bonus, lay on hands (12hp), immune to disease, warhorse.

Equipment: *+1 chainmail, +1 shield, +1 lance, +1 longsword, +1 longbow,* 20 arrows, riding gear.

Lyreguard Honor Guard (Pal4): HP 25; **AC** 2[17]; **Atk** *+1 longsword* (1d8+2); **Move** 12; **Save** 9; **AL** L; **CL/XP** 5/240; **Special:** +1 to hit and damage due to high strength, immune to disease, lay on hands (8hp), warhorse mount.
Equipment: plate mail, shield, tabard bearing the symbol of Bard's Gate, *+1 longsword*, holy symbol of Muir.

Imril (Pal8): HP 52; **AC** –1[20]; **Atk** *+1 lance* (2d4+2) or *+1 longsword* (1d8+2) or *+1 longbow* x2 (with *+1 arrows*; 1d6+2); **Move** 12; **Save** 5; **AL** L; **CL/XP** 9/1100; **Special:** +1 to hit and damage strength bonus, *dispel evil*, lay on hands (12hp), immune to disease, warhorse.
Equipment: *+2 plate mail, +1 shield, +1 longsword* (detects chaos within 20ft), *+1 lance, +1 longbow,* 20 *+1 arrows*, riding gear, silver holy symbol of Mitra (150gp).

Dog Soldier Sneak (Thf3): HP 7; **AC** 7[12]; **Atk** club (1d4) or dagger (1d4); **Move** 12; **Save** 12; **AL** N; **CL/XP** 3/60; **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.
Thieving Skills: Climb 87%, Tasks/Traps 25%, Hear 4 in 6, Hide 20%, Silent 30%, Locks 20%.
Equipment: leather armor, club, dagger.

Dog Soldier Warrior (Ftr2): HP 13; **AC** 6[13]; **Atk** club (1d4) or sling (1d4); **Move** 12; **Save** 13; **AL** N; **CL/XP** 2/30. **Special:** +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, +1 hp per die due to high constitution, multiple attacks (2) vs. creatures with 1 or fewer HD.
Equipment: leather armor, club, sling, 10 bullets, 2d4sp.

Mercenary Band: This encounter is with a mercenary band of **2–5 members**. The mercenaries may be escorting a VIP, guarding a special caravan, or undergoing training and martial exercises. The band is typically composed of **sell-swords** led by a **mercenary**. On a roll of 1 on 1d100, the encounter is with **Dennin Blackfinger** or one of his **lieutenants**.

Denin Blackfinger (MU6): HP 20; **AC** 7[12]; **Atk** *+2 dagger* (1d4+2) or darts x3 (1d3); **Move** 12; **Save** 9; **AL** N; **CL/XP** 7/600; **Special**: +2 save bonus vs. magic, spells (4/2/2).
Spells: 1st—*charm person, magic missile* x2, *shield*; 2nd—*darkness 15 ft. radius, mirror image*; 3rd—*fireball* x2.
Equipment: *+2 dagger,* 20 darts, *wand of hold person* (27 charges), *ring of protection +1,* spellbook.

Ash the Clever (Thf4): HP 11; **AC** 6[13]; **Atk** *+1 short sword* (1d6+1) or light crossbow (1d4+1); **Move** 12; **Save** 12; **AL** N; **CL/XP** 4/120; **Special:** +2 on saving throws vs. devices, backstab (x2), read languages, thieving skills.
Thieving Skills: Climb 88%, Tasks/Traps 30%, Hear 4 in 6, Hide 25%, Silent 35%, Locks 25%.
Equipment: *+1 leather armor, +1 short sword,* light crossbow, 20 bolts, thieves' tools.

Dante the Baleful, Cleric of Vanitthu (Clr4): HP 21; **AC** 1[18]; **Atk** *+1 warhammer* (1d4+2); **Move** 12; **Save** 12; **AL** L; **CL/XP** 5/240; **Special:** +2 save versus paralyzation and poison, spells (2/1), turn undead.
Spells: 1st—*protection from evil, purify food and drink*; 2nd—*bless*.
Equipment: plate mail, *+1 shield, +1 warhammer, wand of cure light wounds* (10 charges), holy symbol of Vanitthu.

Mercenary (Ftr2): HP 12; **AC** 5[14]; **Atk** longsword (1d8); **Move** 12; **Save** 13; **AL** N; **CL/XP** 2/30; **Special:** multiple attacks (2) vs. creatures with 1 or fewer HD.
Equipment: ring mail, shield, longsword, 10+2d10sp.

Sell-Sword (Ftr1): HP 7; **AC** 7[12]; **Atk** longsword (1d8) or dagger (1d4); **Move** 12; **Save** 14; **AL** L; **CL/XP** 1/15. **Special:** none.
Equipment: leather armor, longsword, dagger, 1d6sp, 2d4cp.

Mercenary Encampment: A random band of mercenaries and their captain have set up camp. There are **2d6 sell-swords**, **1d6 mercenaries**, and **one veteran** in the encampment.

Mercenary (Ftr2): HP 12; **AC** 5[14]; **Atk** longsword (1d8); **Move** 12; **Save** 13; **AL** N; **CL/XP** 2/30; **Special:** multiple attacks (2) vs. creatures with 1 or fewer HD.
Equipment: ring mail, shield, longsword, 10+2d10sp.

Sell-Sword (Ftr1): HP 7; **AC** 7[12]; **Atk** longsword (1d8) or dagger (1d4); **Move** 12; **Save** 14; **AL** L; **CL/XP** 1/15. **Special:** none.
Equipment: leather armor, longsword, dagger, 1d6sp, 2d4cp.

Veteran (Ftr3): HP 20; **AC** 6[13]; **Atk** longsword (1d8+1) or dagger (1d4+1); **Move** 12; **Save** 12; **AL** L; **CL/XP** 3/60. **Special:** +1 to hit and damage due to high strength, multiple attacks (3) vs. creatures with 1 or fewer HD.
Equipment: ring mail, longsword, dagger.

Merchant: This encounter is with a **merchant** (Neutral male or female human expert 2) peddling common wares such as tables, chairs, mirrors, combs, and the like. A roll of 1 on 1d100 indicates that the merchant is unwittingly selling a valuable magic item.

Merchant Encampment: This encounter is with a circle of merchant wagons, camped for the night with some guards set as sentries. Otherwise, this encounter is identical to a **Caravan** encounter.

Mimic: A **mimic** has taken on the appearance of a refuse bin or public privy.

Mimic: HD 7; **AC** 6[13]; **Atk** smash (2d6); **Move** 2; **Save** 9; **AL** N; **CL/XP** 8/800; **Special:** glue, mimicry. (***Monstrosities*** 329)

Minstrel/Storyteller: A **minstrel** or **storyteller** (Neutral male or female expert 3) has gathered a crowd of folk who are listening to his or her performance or oratory. Roll a save to gauge the audience reaction to the tale spinner. Positive reactions mean the performer is tipped for his services. Negative reactions may involve baskets of rotten vegetables and fruits being hurled at the performer.

Monk: A **wandering monk** with no name is taking challenges to all comers in unarmed non-lethal combat in the center of the encampment. Betting is running high and a large crowd has gathered, fascinated by his unique fighting style.

Wandering Monk (Mnk4): **HP** 14; **AC** 6[13]; **Atk** weaponless strike (1d8) or by weapon (+2 to damage); **Move** 15; **Save** 12; **AL** L; **CL/XP** 6/400; **Special**: +2 save versus paralyzation and poison, deadly strike, +2 damage with weapons (included above), speak with animals, slow falling (20ft), thieving skills.
Thieving Skills: Climb 88%, Tasks/Traps 30%, Hear 4 in 6, Hide 25%, Silent 35%, Locks 25%.
Equipment: robes, walking staff, mala, 1d3cp.

Mourner: This encounter is with **1d6 family members** or friends of a recently deceased individual. The mourner may be of any race or class.

Mugger: This is an encounter with an individual or gang that threatens a character that is separated from the party, or attacks them outright without the intent to kill. The mugger switches to lethal assaults if the characters reply in kind. The encounter is with **1d4 robbers** led by an **enforcer** or **1 enforcer**.

Enforcer (Ftr1): HP 6; **AC** 7[12]; **Atk** club (1d4) or dagger (1d4); **Move** 12; **Save** 14; **AL** L; **CL/XP** 1/15. **Special:** none.
Equipment: leather armor, club, dagger.

Robber (Thf1): HP 3; **AC** 7[12]; **Atk** dagger (1d4); **Move** 12; **Save** 15; **AL** N; **CL/XP** 1/15; **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.
Thieving Skills: Climb 85%, Tasks/Traps 15%, Hear 3 in 6, Hide 10%, Silent 20%, Locks 10%.
Equipment: leather armor, dagger, 1d4cp.

Pickpocket: Encounters with a pickpocket involve **1d4 robbers**. The thief (or thieves) attempts to lift a small valuable item from a party member. If more than one pickpocket is encountered the leader is a **cutpurse**.

Cutpurse (Thf2): HP 5; **AC** 7[12]; **Atk** dagger (1d4); **Move** 12; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.
Thieving Skills: Climb 86%, Tasks/Traps 20%, Hear 3 in 6, Hide 15%, Silent 25%, Locks 15%.
Equipment: leather armor, 3 daggers, thieves' tools, 2d4sp.

Robber (Thf1): HP 3; **AC** 7[12]; **Atk** dagger (1d4); **Move** 12; **Save** 15; **AL** N; **CL/XP** 1/15; **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.
Thieving Skills: Climb 85%, Tasks/Traps 15%, Hear 3 in 6, Hide 10%, Silent 20%, Locks 10%.
Equipment: leather armor, dagger, 1d4cp.

Black Market Pickpocket: This is a **pickpocket** working for either the Wheelwrights or the Shadowmasks. He moves through the character party, lifting items for his crew that are then turned over to one of the stalls where they can be swiftly sold. If caught, he attempts to flee. If "manhandled," he is aided by **4 Wheelwright toughs**.

Pickpocket (Thf3): HP 7; **AC** 7[12]; **Atk** club (1d4) or dagger (1d4); **Move** 12; **Save** 12; **AL** N; **CL/XP** 3/60; **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.
Thieving Skills: Climb 87%, Tasks/Traps 25%, Hear 4 in 6, Hide 20%, Silent 30%, Locks 20%.
Equipment: leather armor, club, dagger.

Wheelwright Tough (Ftr1,Thf1): HP 5; **AC** 7[12]; **Atk** club (1d4) or dagger (1d4); **Move** 12; **Save** 14; **AL** C; **CL/XP** 2/30. **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.
Thieving Skills: Climb 85%, Tasks/Traps 15%, Hear 3 in 6, Hide 10%, Silent 20%, Locks 10%.
Equipment: leather armor, club, dagger.

Pilgrims: This encounter is with 3d10 recent converts to a faith that is practiced in Bard's Gate (such as worship of Zors). **Pilgrims** (Any alignment male or female commoner 1–3) are typically dressed in the garb of a worshipper of the chosen deity. They offer prayers and penance, and spout the dogma of their faith as their processional passes toward their deity's shrine or temple.

Ooze: An **ooze** has found its way out of the sewers or a magician's laboratory.

Oozes

Roll	Result
1	Lightning Bladder (near the water)
2	Ectoplasm
3	Gelatinous cube
4	Livestone
5	Ebon ooze (sewers) or stun jelly
6	Gray ooze
7	Black pudding (out of the sewer; city watch arrives in 1d6 x 4 rounds; Andrigor arrives in 1d3 rounds)
8	Jolly Jelly (near sewer entrance)

Black Pudding: HD 10; **AC** 6[13]; **Atk** attack (3d8); **Move** 6; **Save** 5; **AL** N; **CL/XP** 12/2000; **Special:** acidic surface, divides when hit with lightning, immune to cold.

Ebon Ooze: HD 8; **AC** 6[13]; **Atk** slam (2d6 plus 2d6 acid); **Move** 9; **Save** 5; **AL** C; **CL/XP** 10/1400; **Special:** acid, immune to acid and disease. (***Tome of Horrors 4*** 162)

Ectoplasm: HD 7; **AC** 10[9]; **Atk** pseudopod (1d8 plus weakness); **Move** 0 (fly 6); **Save** 9; **AL** C; **CL/XP** 10/1400; **Special:** +1 or better weapon to hit, weakness (cumulative –1 to hit and damage penalty with each strike). (***Tome of Horrors 4*** 162)

Gelatinous Cube: HD 4; **AC** 8[11]; **Atk** slam (2d4); **Move** 6; **Save** 13; **AL** N; **CL/XP** 5/240; **Special:** immune to lightning and cold, paralysis.

Grey Ooze: HD 3; **AC** 8[11]; **Atk** strike (2d6); **Move** 1; **Save** 14; **AL** N; **CL/XP** 5/240; **Special:** acid, immune to spells, heat, cold, and blunt weapons.

Jolly Jelly: HD 6; **AC** 7[12]; **Atk** 3 strikes (1d6); **Move** 6; **Save** 11; **AL** N; **CL/XP** 8/800; **Special:** aura of gloom, immune to fire, pheromones. (***Tome of Horrors 4*** 125)

Lightning Bladder: HD 4; **AC** 9 [10]; **Atk** pseudopod (1d6 plus 1d6 acid); **Move** 6 (swim 12); **Save** 13; **AL** N; **CL/XP** 7/600; **Special:** acid, electrical discharge, immune to cold, electricity and fire.

Livestone: HD 5; **AC** 10[9]; **Atk** slam (1d8); **Move** 9; **Save** 9; **AL** N; **CL/XP** 7/600; **Special:** engulf, immunity to petrification, solidify, surprise on 1–4 on 1d6. (***The Tome of Horrors Complete*** 361)

Stunjelly: HD 4; **AC** 5[14]; **Atk** slam (1d6 plus 1d6 acid plus paralysis); **Move** 6; **Save** 13; **AL** N; **CL/XP** 6/400; **Special:** acid, camouflage, engulf, immunity to eletricity, paralysis, surprise on 1–3 on 1d6. (***The Tome of Horrors Complete*** 341)

Otyugh: This **beast** was likely once the pet of a local wizard or crime lord that has escaped and now resides in a trash heap off the main roads.

Otyugh: HD 7; **AC** 3[16]; **Atk** 2 tentacles (1d8), bite (1d4+1); **Move** 6; **Save** 9; **AL** N; **CL/XP** 8/800; **Special:** disease.

Paladin: An encounter with a **knight errant** come to worship and pay penance at the Temple of Muir. A roll of 1 on 1d100 indicates that the paladin is pursued by some unknown devil, demon, or undead (Referee to determine) that manifests within two rounds of the paladin's encounter. If the characters assist, and survive, they are introduced to **Bofred (OT2)**.

Knight Errant (Pal4): HP 25; **AC** 2[17]; **Atk** longsword (1d8+1); **Move** 12; **Save** 9; **AL** L; **CL/XP** 5/240; **Special:** +1 to hit and damage due to high strength, immune to disease, lay on hands (8hp), warhorse mount.

Equipment: plate mail, shield, tabard bearing the symbol of Muir, longsword, holy symbol of Muir.

Prisoner Wagon: Several times per day, district constable and guard stations haul prisoners charged with serious crimes to the Keep. The prisoner wagon holds **1d6+2 prisoners** (any) cramped into a wagon affixed with wooden bars and an excellent quality lock. The prison wagon is driven by **2 City Watchmen**, and guarded by an additional **2d4+2 watchmen** or **constables**.

Constable (Ftr1): HP 6; **AC** 6[13]; **Atk** longsword (1d8) or light crossbow (1d4+1); **Move** 12; **Save** 14; **AL** N; **CL/XP** 1/15. **Special:** none.

Equipment: leather armor, shield, longsword, light crossbow, 10 bolts.

Wall Watcher (Ftr1): HP 5; **AC** 4[15]; **Atk** battleaxe (1d8) or spear (1d6); **Move** 12; **Save** 14; **AL** L; **CL/XP** 1/15. **Special:** none.

Equipment: chain mail, shield, battle axe, spear, signal horn.

Rake: This encounter is with a fighter of appropriate level to challenge a single character. The **Rake** (Referee to determine appropriate level/challenge) looks for an excuse to pick a fight and demands satisfaction from some perceived sleight. The rake demands a duel out by the old oak tree outside of town. If the character avoids the duel, the Rake pursues them, even hiring a bard to pen a song about their cowardice that quickly becomes popular throughout the city. If the character wins and shows mercy to the Rake, he becomes a valuable ally.

Ranger/Farseeker: Rarely encountered within sight of the city walls, these **rangers** typically visit the city to fix broken equipment, purchase new weapons, or pass along vital information. Rarely, they are seen around the temple of Darach-Albith. On a roll of 1 on 1d100, **Oberon Thanalaus** is encountered.

Farseeker, Male or Female Elf or Half-Elf (MU1/Rgr1): HP 9; **AC** 8[11]; **Atk** longsword (1d8) or spear (1d6) or shortbow x2 (1d6); **Move** 12; **Save** 14; **AL** L; **CL/XP** 3/60. **Special:** +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, +2 on saves vs. spells, +1 to damage vs. giants and goblinoids, alertness, darkvision 60ft, elf or half-elf racial abilities, tracking, spells (1).

Spells: 1st—*sleep*.

Equipment: leather clothes, longsword or spear, shortbow, 20 arrows, spellbook.

Farseeker Leader, Male or Female Elf or Half-Elf (MU2/Rgr2): HP 15; **AC** 5[14]; **Atk** longsword (1d8) or shortbow x2 (1d6); **Move** 12; **Save** 13; **AL** L; **CL/XP** 3/60. **Special:** +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, +2 on saves vs. spells, +2 to damage vs. giants and goblinoids, alertness, darkvision 60ft, elf or half-elf racial abilities, tracking, spells (2).

Spells: 1st—*magic missile, shield*.

Equipment: *+1 leather armor*, longsword, shortbow, 20 arrows, *wand of sleep* (6 charges), spellbook.

Oberon Thanalaus, Male Elf (MU4/Rgr4): HP 25; **AC** 4[15]; **Atk** *+2 longsword* (1d8+2) or *+2 longbow* x2 (1d6+2); **Move** 12; **Save** 11; **AL** L; **CL/XP** 3/60. **Special:** +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, +2 on saves vs. spells, +4 to damage vs. giants and goblinoids, alertness, darkvision 60ft, elf racial abilities, tracking, spells (3/2).

Spells: 1st—*magic missile, shield, sleep*; 2nd—*invisibility, phantasmal force*.

Equipment: *+2 leather armor*, *+2 longsword*, *+2 longbow*, 40 arrows, *bag of holding, wand of paralyzing* (10 charges), spellbook.

Ranger/Longhunter: Like Farseekers, **Longhunters** rarely enter the city proper, but may be encountered outside its walls, trading information and equipment or collecting bounties. On a roll of 1 on 1d100, characters encounter **Rankir**, Master of the Longhunters.

Longhunter (Rgr2): HP 17; **AC** 7[12]; **Atk** short sword (1d6) or longbow x2 (1d6); **Move** 12; **Save** 13; **AL** L; **CL/XP** 2/30. **Special:** +2 to damage vs. giants and goblinoids, alertness, tracking.

Equipment: leather armor, short sword, longbow, 20 arrows.

Longhunter Leader (Rgr3): HP 26; **AC** 6[13]; **Atk** *+1 short sword* (1d6+1) or longbow x2 (1d6+1 w/*+1 arrows*); **Move** 12; **Save** 12; **AL** L; **CL/XP** 3/60. **Special:** +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, +3 to damage vs. giants and goblinoids, alertness, tracking.

Equipment: leather armor, *+1 short sword*, longbow, 20 *+1 arrows*.

Longhunter Scout (Thf2): HP 9; **AC** 7[12]; **Atk** short sword (1d6) or shortbow x2 (1d6); **Move** 12; **Save** 14; **AL** N; **CL/XP** 2/30; **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.

Thieving Skills: Climb 86%, Tasks/Traps 20%, Hear 3 in 6, Hide 15%, Silent 25%, Locks 15%.

Equipment: leather armor, short sword, shortbow, 20 arrows.

Rankir (Rgr8): HP 54; **AC** 2[17]; **Atk** *+1 longsword* (1d8+2) or *+1 longbow* x2 (1d6+2 w/*+1 arrows*); **Move** 12; **Save** 7; **AL** L; **CL/XP** 3/60. **Special:** +1 to hit and damage due to high strength, +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, +1 hp per die due to high constitution, +8 to damage vs. giants and goblinoids, alertness, scholar of healing magic, tracking.

Equipment: *+2 leather armor*, *+1 buckler* (small shield), *+1 longsword*, *+1 longbow*, 20 *+1 arrows*, *horn of warning* (**Appendix C**), 2 *scrolls of cure light wounds*.

Ratmen: This encounter is with **2d4 ratlings** who have come up from a canal, dock, or sewer grate. The ratlings are scavenging for food and valuables, and attempt to flee back to the sewers if spotted. They dress in raggedy cloaks to disguise their appearance. It is possible that the ratlings are seeking sacrificial victims for their god.

Ratling: HD 1; **AC** 9[10]; **Atk** bite (1d6 plus disease) or weapon; **Save** 17; **Move** 12; **AL** C; **CL/XP** 2/30; **Special:** diseased bite.

Red Blade Initiate: The initiate has a 50% chance of mistaking one of the characters for his mark and attempts to assassinate them. On his body is a crude drawing that loosely resembles the character, but the dossier indicates a different person who is currently staying at the Wizard's Familiar (**TW32**). The assassin tails the characters, waiting to strike the mistaken target when they are alone and away from the Black Market.

Red Blade Initiate (Asn1): HP 4; **AC** 7[12]; **Atk** dagger (1d4); **Move** 12; **Save** 15; **AL** C; **CL/XP** 5/240; **Special:** backstab (x2), disguise, poison, thieving skills.

Thieving Skills: Climb 85%, Tasks/Traps 15%, Hear 3 in 6, Hide 10%, Silent 20%, Locks 10%.

Equipment: leather armor, dagger, thieves' tools.

Red Blade (Asn4): HP 19; **AC** 7[12]; **Atk** dagger (1d4 plus poison); **Move** 12; **Save** 12; **AL** C; **CL/XP** 5/240; **Special:** backstab (x2), disguise, poison, thieving skills.
Thieving Skills: Climb 86%, Tasks/Traps 20%, Hear 3 in 6, Hide 15%, Silent 25%, Locks 15%.
Equipment: leather armor, poisoned dagger (save or die), thieves' tools.

Rivermen: This is an encounter with **2d6 rivermen**. The rivermen have brought a supply of goods that they are shilling from their flatboats to folk along the docks, bridge, or canals of the city. Typically, a riverman hawker calls out to characters making them an offer or threat depending on the following roll on a 1d6.

Roll	Result
1	Fishmonger
2	Bootleg Liquor
3	Live Game (giant frogs, rare swamp birds, etc.)
4	Treasure Map (They have a map leading to the Necromancer's Swamp [see ***Sword of Air***])
5	Belligerents (These rivermen are boozed up and looking to start a fight with landlubbers).
6	Floating Pleasure Barge

Rivermen Fighters (Ftr1): HP 6; **AC** 6[13]; **Atk** longsword (1d8) or spear (1d6) or light crossbow (1d4+1); **Move** 12; **Save** 14; **AL** N; **CL/XP** 1/15. **Special:** none.
Equipment: leather armor, shield, longsword, light crossbow, 10 bolts.

Rivermen Sneaks (Thf2): HP 6; **AC** 7[12]; **Atk** dagger (1d4) or club (1d4) or net (see below); **Move** 12; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.
Thieving Skills: Climb 86%, Tasks/Traps 20%, Hear 3 in 6, Hide 15%, Silent 25%, Locks 15%.
Equipment: leather armor, dagger, club, net (if attack is successful, target is immobilized until released), thieves' tools.

Sailor: This encounter is with a **sailor** (Neutral male human expert 3) who is experienced in negotiating oceans, rivers and great lakes. The sailor is spending his earnings on a wild fortnight in the city. The sailor is a wealth of information and misinformation about the world beyond the Stoneheart Valley, even claiming to have ventured to the Razor Coast (see ***Razor Coast***) and beyond.

Scribe: The **scribe** (Neutral male or female human expert 3) makes detailed records of conversations, facts, and court records, and is thus a wealth of knowledge in local history and politics. There is a 10% chance that the scribe is also decent at forgery and may forge legal documents for the right price.

Scribe of the Scroll: This encounter is with a **scribe** (Lawful male or female human expert 4) who works for the High Sanctum of the Scroll. The scribe may have a treasure map, a scroll with a new spell on it, or some other data or information. The scribe may be in the process of being pickpocketed or mugged on the way to the sanctum, or the mark that characters are supposed to rob. Either way, the scribe's scroll leads to untold adventure!

Scullery Maid: This encounter is with a maid or housekeeper for a neighborhood shopkeeper or merchant. The **maid** (Neutral female human commoner 2) is carrying supplies or clean laundry to her master's home. On a roll of 90–100 on 1d100, the maid is being accosted by a neighborhood gang, ruffian, or other dastardly cur.

Sewer Cleaner: This encounter is with **2d4 members** of the Pipe Cleaners Guild. They are Neutral male or female dwarf, halfling, or half-orc expert 1.

Shadow: This encounter is with **1d4+1 shadows** that haunt a darkened alley or the home where a murder/suicide took place.

Shadow: HD 2+2; **AC** 7[12]; **Atk** touch (1d4 plus strength drain); **Move** 12; **Save** 16; **AL** C; **CL/XP** 4/120; **Special:** drain 1 point str with hit, hit only by magic weapons.

Shadowmasks: Members of the notorious **Shadow Masks** make their presence felt in this neighborhood. Lookouts are posted to avoid capture by any nearby guard patrols. The demand a little "street tax" from the characters for passing through their territory.

Shadow Masks (Thf3): HP 8; **AC** 6[13]; **Atk** short sword (1d6) or dagger (1d4); **Move** 12; **Save** 13; **AL** C; **CL/XP** 3/60; **Special:** +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, +2 on saving throws vs. devices, backstab (x2), thieving skills.
Thieving Skills: Climb 87%, Tasks/Traps 25%, Hear 4 in 6, Hide 20%, Silent 30%, Locks 20%.
Equipment: leather armor, short sword, dagger, thieves' tools, 1d10gp.

Black Market Shadowmask Band: This encounter is typically in the area of Glitter Haul (**BM8**) and Satin Tunnel (**BM15**). These gang members look after the interests of their gang and their secret masters in the Brotherhood in groups of **1d4 plus one senior Shadowmask**. They avoid causing trouble in the Black Market, though they may follow small groups or folk who have entered the market alone with the intent of skullduggery.

Shadow Masks (Thf3): HP 8; **AC** 6[13]; **Atk** short sword (1d6) or dagger (1d4); **Move** 12; **Save** 13; **AL** C; **CL/XP** 3/60; **Special:** +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, +2 on saving throws vs. devices, backstab (x2), thieving skills.
Thieving Skills: Climb 87%, Tasks/Traps 25%, Hear 4 in 6, Hide 20%, Silent 30%, Locks 20%.
Equipment: leather armor, short sword, dagger, thieves' tools, 1d10gp.

Senior Shadow Mask (Thf6): HP 17; **AC** 5[14]; **Atk** *+1 dagger* (1d4+1) or dagger (1d4); **Move** 12; **Save** 10; **AL** C; **CL/XP** 6/400; **Special:** +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, +2 on saving throws vs. devices, backstab (x3), read languages, thieving skills.
Thieving Skills: Climb 90%, Tasks/Traps 40%, Hear 4 in 6, Hide 35%, Silent 45%, Locks 35%.
Equipment: *+1 leather armor*, *+1 dagger*, 4 throwing daggers, 2d6gp, 2d10sp.

Sheriff's Patrol: A **sheriff** and **1d4+2 constables**. The patrol is on its way to pick up a criminal or drop one off at the Keep.

Constable (Ftr1): HP 6; **AC** 6[13]; **Atk** longsword (1d8) or light crossbow (1d4+1); **Move** 12; **Save** 14; **AL** N; **CL/XP** 1/15. **Special:** none.
Equipment: leather armor, shield, longsword, light crossbow, 10 bolts.

Sheriff's Deputy (Ftr1): HP 6; **AC** 6[13]; **Atk** club (1d4+1); **Move** 12; **Save** 14; **AL** N; **CL/XP** 1/15. **Special:** +1 to hit and damage due to high strength.
Equipment: leather armor, shield, club.

Shyster: This encounter may be with a pimp, peddler of contraband, or other unsavory character displaying his wares. There is a 50% chance that the hustler intends to rip off the characters in some way.

Shyster (Thf1): HP 3; **AC** 7[12]; **Atk** dagger (1d4); **Move** 12; **Save** 15; **AL** C; **CL/XP** 1/15; **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.
Thieving Skills: Climb 85%, Tasks/Traps 15%, Hear 3 in 6, Hide 10%, Silent 20%, Locks 10%.
Equipment: fine clothes, dagger, 4d4cp.

Skeletons: As with the ghoul encounter, a cleric or necromancer of Orcus freed these animated corpses and set them loose within the city to watch the chaos. The encounter is with **2d4 skeletons**.

Skeleton: HD 1; **AC** 8[11] or 7[12] with shield; **Atk** weapon or strike (1d6) or (1d6+1 two-handed); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** immune to sleep and charm spells.

Slave Trader: This is an encounter with a group of **1d4 cloaked and masked figures** driving **1d4 chained victims** (any) toward Slaver's Way. The slaves are made up of foreign visitors to Bard's Gate who had the unfortunate circumstance of being kidnapped while visiting the city.

Slaver Boss (Thf5): HP 17; **AC** 6[13]; **Atk** short sword (1d6); **Move** 12; **Save** 9; **AL** C; **CL/XP** 6/400; **Special:** +2 on saving throws vs. devices, backstab (x3), read languages, thieving skills.
Thieving Skills: Climb 89%, Tasks/Traps 35%, Hear 4 in 6, Hide 30%, Silent 40%, Locks 30%.
Equipment: leather armor, 2 daggers, whip, *ring of protection +1*.

Slavers (Ftr1,Thf1): HP 5; **AC** 7[12]; **Atk** club (1d4) or whip (1d3); **Move** 12; **Save** 14; **AL** C; **CL/XP** 2/30. **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.
Thieving Skills: Climb 85%, Tasks/Traps 15%, Hear 3 in 6, Hide 10%, Silent 20%, Locks 10%.
Equipment: leather armor, club, whip.

Spectre: This encounter is with the **spectre** of a cruel old resident of the neighborhood or one of its victims. The original spectre is likely the mean old man from up the street, or the creepy cat lady.

Spectre: HD 6; **AC** 2[17]; **Atk** spectral weapon or touch (1d8 plus level drain); **Move** 15 (fly 30); **Save** 11; **AL** C; **CL/XP** 9/1100; **Special:** drain 2 levels with hit, immune to nonmagical weapons.

Spellcaster: This encounter is with a cleric or magic-user 3–4 who is on a mission for their master to find a particularly difficult-to-get spell component, or religious item that may have been recently stolen from their temple. Depending on the reaction of the characters, the spellcaster may enlist the aid of the party in finding their missing item, or ask for a loan to help pay off the cost of the spell component.

Spider: This encounter is with a **4ft giant spider** (80%) or **6ft giant spider** (20%) within the area of an abandoned structure.

Giant Spider (4ft diameter): HD 2+2; **AC** 6[13]; **Atk** bite (1d6 plus poison); **Move** 18; **Save** 16; **AL** N; **CL/XP** 5/240; **Special:** lethal poison, 5 in 6 chance to surprise prey.

Giant Spider (6ft diameter): HD 4+2; **AC** 4[15]; **Atk** bite (1d6+2 plus poison); **Move** 4; **Save** 13; **AL** C; **CL/XP** 7/600; **Special:** lethal poison, webs.

Street Urchin: This encounter is with **1d4 street urchins** who are looking to pinch food and coin from unsuspecting travelers or shoplift from the stalls and shops.

Street Urchins: HP 1d4; **AC** 9[10]; **Atk** fist (1); **Move** 12; **Save** 18; **AL** N; **CL/XP** A/5; **Special:** thieving skills.
Thieving Skills: Climb 85%, Tasks/Traps 15%, Hear 3 in 6, Hide 10%, Silent 20%, Locks 10%.
Equipment: rags for clothes.

Streetwalker: These **territorial members** (Neutral male or female expert 1) of the Harlots Guild command entire streets after the sun goes down as they prowl for potential customers.

Temple Guard: Encounters with **temple guards** involve warriors trained to protect the temple by serving as a bodyguard to one of the temple's high priests or visiting dignitaries.

Temple Guard "Lawful Temple": HD 1; **AC** 7[12]; **Atk** longsword (1d8) or spear (1d6); **Move** 12; **Save** 17; **AL** L; **CL/XP** 1/15; **Special:** none.
Equipment: leather armor, longsword, spear.

Temple Guard "More Open Minded" (Ftr1): HP 6; **AC** 6[13]; **Atk** longsword (1d8) or light crossbow (1d4+1); **Move** 12; **Save** 14; **AL** N (or C); **CL/XP** 1/15. **Special:** none.
Equipment: leather armor, shield, longsword, light crossbow, 10 bolts.

Temporary Black Market Stalls: These stalls could be any of the following. Most of the stalls are run by a **shady merchant** (Neutral or Chaotic male human expert 2) who is working as an intermediary for his particular gang of thugs and burglars.

Roll	Result
1	Drug Peddler
2	Stolen Clothes
3	Stolen Artwork
4	Stolen Weapons
5	Stolen Jewelry
6	Stolen Holy Artifacts

1. Drug Peddler
The street-corner pharmacist is dealing tresh (**BM11**), Movollo's leaf, opium, and other substances that are considered "bad for you." He has at least 3 doses of each item, and has about 150 gp in cash.

Drug Peddler (Thf1): HP 3; **AC** 9[10]; **Atk** dagger (1d4); **Move** 12; **Save** 15; **AL** N; **CL/XP** 1/15; **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.
Thieving Skills: Climb 85%, Tasks/Traps 15%, Hear 3 in 6, Hide 10%, Silent 20%, Locks 10%.
Equipment: dagger, 3 doses each of tresh, Movollo's leaf, opium, 2d4sp.

2. Stolen Clothes
These booths are generally found in the Satin Tunnel region (**BM15**) of the Black Market. Outfits can be had for half their actual price, but there is a 10% chance upon wearing stolen clothes that their owners may recognize them, and a 5% chance of contracting lice or fleas.

3. Stolen Artwork
Artwork of varying quality from very good to amateurish student work from the Bard's College can be had here for 50% or less of its actual value.

Foreign collectors pick up most stolen artwork and whisk it away from the city before it can be recognized. No quality artwork over 1000gp can be found among the Black Market vendors.

4. Stolen Weapons

Non-magical weapons of various sorts can be found here. Typically, they are of poorer quality than that found in OK Discount Arms and Pawn (**BM14**). Weapons here are sold for 50% below value, but have a 25% chance of breakage on any use.

5. Stolen Jewelry

Most jewelry stolen in the city ends up on one of these tables in the Black Market first. The jewelry can be had for 25% below value, though scrying magic has an opportunity to detect the location of stolen merchandise. For this reason, most stolen jewelry and precious items are re-cut and melted down by disreputable jewelers. No jewelry of more than 200gp value can be found among the stalls.

6. Stolen Holy Artifacts

Items such as holy symbols, censers, candelabras, and such are found here, after they were stolen from private residences or lifted from shrines and temples. They can be purchased for 75% of actual value, though no item worth more than 500gp is typically found among the stalls. As with jewelry and other "fixed" items, the artifacts can often be detected through scrying magic; therefore, they are sold to be smelted, or quickly moved to foreign cities.

Tent Revival: A **wandering cleric** and **retinue** set up a grand pavilion and preach the teachings of their deity. 1d100 + 50 persons are in attendance. The cleric may be of any random non-chaotic deity. The revival lasts for 1d4 days.

Acolytes (Clr1): HP 6; **AC** 9[10]; **Atk** staff (1d6) or sling (1d4); **Move** 12; **Save** 15; **AL** L; **CL/XP** 2/30; **Special:** +2 save versus paralyzation and poison, turn undead.
Equipment: clerical vestments, staff, sling, 10 bullets, holy symbol.

Wandering Cleric (Clr6): HP 22; **AC** 9[10]; **Atk** *+1 staff* (1d6+2); **Move** 12; **Save** 10; **AL** L; **CL/XP** 7/600; **Special:** +1 to hit using weapon two handed, +2 save versus paralyzation and poison, spells (2/2/1/1), turn undead.
Spells: 1st—*cure light wounds, protection from evil*; 2nd—*bless, hold person;* 3rd—*cure disease*; 4th—*cure serious wounds.*
Equipment: clerical vestments, *+1 staff, scroll of raise dead,* solid gold holy symbol (50gp value).

Trash Collector: 2d4 trash collectors (Neutral male or female commoner 1) go about sweeping the streets and cleaning up refuse. There is **one trash wagon** and **two mules** for every two trash collectors.

Troupe of Performers: A troupe of 1d6 acrobats, clowns, jugglers, fire-eaters, singers and dancers perform for a gathering crowd. Characters' reactions to the event may lead to new contacts or new enemies in the city. The troupe is led by a Neutral male or female expert 5, but may be made up of experts, monks, and thieves of level 1–2.

Undertaker: An encounter with an **undertaker** (Neutral male human expert 2) may be with anyone in the profession of death, from a groundskeeper, embalmer or gravedigger.

Valet: This encounter is with a **personal porter** (Neutral male human expert 2) of a noble or aristocrat. The valet is on an errand for their master.

Vampire Spawn: 1d4 vampire spawn stalk the benighted streets in search of prey. Felicity (**CAT3**) created these unfortunate beings recently, so they have not matured fully yet.

Vampire Spawn: HD 3; **AC** 5[14]; **Atk** claw (1hp plus level drain); **Move** 9; **Save** 14; **AL** C; **CL/XP** 6/400; **Special:** drain 1 level with hit, hit only by magic or silver weapons.

Wall Watcher: This encounter is with a patrol of **2d4 wall watchers**. If the encounter is near a city wall, the wall watchers call down to the characters to ask what they are doing or if they have seen a suspicious character. If encountered away from the wall, it is with off duty wall watchers on their way home from a shift. There is **one officer** (included in the number encountered) with the regulars.

Wall Watcher (Ftr1): HP 5; **AC** 4[15]; **Atk** battleaxe (1d8) or spear (1d6); **Move** 12; **Save** 14; **AL** L; **CL/XP** 1/15. **Special:** none.
Equipment: chain mail, shield, battle axe, spear, signal horn.

Wall Watch Officer (Ftr3): HP 15; **AC** 5[14]; **Atk** spear (1d6) or short sword (1d6); **Move** 12; **Save** 12; **AL** L; **CL/XP** 3/60. **Special:** multiple attacks (3) vs. creatures with 1 or fewer HD.
Equipment: ring mail, shield, spear, short sword.

Wheelwright: This encounter is with **1d4 members** of the Wheelwrights Guild. These thuggish brutes are the eyes and ears of Duloth and operate his black market. There is a 50% chance that the wheelwrights have set up a back alley shop, selling stolen or smuggled goods and contraband. Wheelwrights may serve as a moving "fence" for stolen property, able to purchase up to 500 gp worth of illicit property or materials. In either event, they have employed a **pair of Shadowmasks** to act as lookouts. When suspicion arises, they depart and blend in with other carriage and wagon traffic, one of the faceless crowd. Wheelwrights typically have 1d4 types of contraband for sale at any given time.

Shadow Masks (Thf3): HP 8; **AC** 6[13]; **Atk** short sword (1d6) or dagger (1d4); **Move** 12; **Save** 13; **AL** C; **CL/XP** 3/60; **Special:** +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, +2 on saving throws vs. devices, backstab (x2), thieving skills.
Thieving Skills: Climb 87%, Tasks/Traps 25%, Hear 4 in 6, Hide 20%, Silent 30%, Locks 20%.
Equipment: leather armor, short sword, dagger, thieves' tools, 1d10gp.

Wheelwright Tough (Ftr1,Thf1): HP 5; **AC** 7[12]; **Atk** club (1d4) or dagger (1d4); **Move** 12; **Save** 14; **AL** C; **CL/XP** 2/30. **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.
Thieving Skills: Climb 85%, Tasks/Traps 15%, Hear 3 in 6, Hide 10%, Silent 20%, Locks 10%.
Equipment: leather armor, club, dagger.

Wheelwright Contraband

Roll	Result
1	Stolen Jewelry/Objects of Art (80% normal cost)
2	Exotic Foodstuff or Spice
3	Untaxed Trade Goods (20% off standard price)
4	Illegal Substances (drugs, narcotics, poison)
5	Rare/Illegal Spell Components
6	Treasure Map (25% chance to lead to a real treasure)
7	Weapons and Armor (15% chance previous owner recognizes it in 1d4 days)
8	Finery (20% discount, 10% chance previous owner recognizes it in 1d4 days)

1. Exotic Foodstuff or Spice

The Wheelwrights have smuggled in saffron, cinnamon, or another substance worth more than its weight in gold. Likewise, the Wheelwrights may have the butchered fresh remains of a griffon, owlbear, or some other such exotic magical beast for sale at 10–40gp per pound.

2. Finery

This may include various articles of clothing, or bedding/draperies that were pinched from a wealthy individual's domicile. The items are sold for 20% of their actual value. There is a 15% chance. However, wearing a gown or doublet once belonging to a wealthy aristocrat may draw attention to the article's burgled origins.

3. Illegal/Substances/Poison

This could be any sort of poison or drug found in your campaign setting (Referee's discretion).

4. Rare/Illegal Spell Components

Components used in the casting of evil spells, or components used in the practice of necromancy are found among the Wheelwrights' stocks at a 15–25% markup of actual value.

5. Stolen Jewelry/Objects of Art

This jewelry was stolen from a member of the upper middle class or higher. There is a 5% chance that the original owner or an associate of the owner recognizes the objects.

6. Treasure Map

This could be anything from a map to a treasure room in a famous nearby dungeon, to the blueprints of a local temple or estate. Most of these maps are forgeries, but some 25% are the bona fide real deal and lead to a substantial treasure. Of course, it is likely that any real map may have been placed out among the populace in hopes of later relieving the characters of their newfound wealth, without having to sacrifice any of Duloth's own people to gain it.

7. Untaxed Trade Goods

The wheelwrights have smuggled a barge worth of trade goods into the city untaxed (Referee's discretion on contents).

8. Weapons and Armor

These items may have been collected off bodies found in back alleys, or stolen from adventurers. The items are used, so thus only cost 80% of actual value. There is a 15% chance that its previous owner recognizes the armor or weapon.

Black Market Wheelwright Thug Band: This is an encounter with **1d4 Wheelwright thugs and a collector** who patrol the area keeping a lookout for sheriffs or other watchmen who may have attempted to infiltrate the Black Market. They may ask the characters what they are looking for, and attempt to direct them to the right stall or shop. If the characters are asking the wrong kinds of questions, they may draw their weapons and attempt to beat the characters bloody and dump them in the canal, or sell them to Grilli for some fast coin. Collectors gather tax from the various vendors of the underworld to fill the coffers of the guild.

Wheelwright Collector (Thf3): HP 8; **AC** 6[13]; **Atk** short sword (1d6) or dagger (1d4); **Move** 12; **Save** 12; **AL** C; **CL/XP** 3/60; **Special:** +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, +2 on saving throws vs. devices, backstab (x2), thieving skills.

Thieving Skills: Climb 87%, Tasks/Traps 25%, Hear 4 in 6, Hide 20%, Silent 30%, Locks 20%.

Equipment: leather armor, short sword, dagger, thieves' tools, 1d10gp.

Wheelwright Tough (Ftr1,Thf1): HP 5; **AC** 7[12]; **Atk** club (1d4) or dagger (1d4); **Move** 12; **Save** 14; **AL** C; **CL/XP** 2/30. **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.

Thieving Skills: Climb 85%, Tasks/Traps 15%, Hear 3 in 6, Hide 10%, Silent 20%, Locks 10%.

Equipment: leather armor, club, dagger.

Will-o'-the-wisp: These creatures occasionally prey on folk living near the banks of the river on foggy evenings. There are **1d4 will-o'-the-wisps**.

Will-o'-the-wisp: HD 9; **AC** –8[27]; **Atk** shock (2d6); **Move** 18; **Save** 6; **AL** C; **CL/XP** 10/1400; **Special:** lights.

Wine Peddler: This is an encounter with a **wine peddler** (Neutral male commoner 2). The commoner has several pots of wine to sell. The wine (terrible vintage) costs 1sp per earthenware crock.

Wizard: A **magic-user** is sent out on an appointment to collect magical ingredients or seek out the owner of a scroll that possesses a new spell for them to learn. Typically, this is an **apprectice** (90%), but rarely, the **master** goes out to stretch their legs (10%).

Wizard (MU5): **HP** 12; **AC** 2[17]; **Atk** *+1 dagger* (1d4+1); **Move** 12; **Save** 11; **AL** N; **CL/XP** 6/400. **Special:** +2 on saves vs. spells, spells (4/2/1).

Spells: 1st—*charm person, detect magic, sleep*; 2nd—*ESP, phantasmal force*; 3rd—*dispel magic*.

Equipment: *bracers of defense* AC 4[15], *+1 dagger, ring of protection +2, wand of magic missiles* (5 charges), spellbook.

Wizard's Apprentice (MU2): HP 4; **AC** 9[10]; **Atk** staff (1d6) or darts x3 (1d3); **Move** 12; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** +2 on saves vs. spells, spells (2).

Spells: 1st—*charm person, shield*.

Equipment: robes, staff, 6 darts, spellbook.

Wraith: This encounter is with a **wraith**. The wraith is the unkind spirit of a convicted murderer now out to get revenge upon the sheriffs who caught him in the act of his crime.

Wraith: HD 4; **AC** 3[16]; **Atk** touch (1d6 plus level drain); **Move** 9 (fly 24); **Save** 13; **AL** C; **CL/XP** 8/800; **Special:** drain 1 level with hit, magic or silver weapon to hit.

New Magic

New Magic Items

Weapons

Mace of Terror

This weapon usually appears to be a particularly frightening-looking blackened iron mace. On command, this *+1 heavy mace* causes the wielder's clothes and appearance to transform into an illusion of darkest horror; any living creatures within 30ft becomes panicked and full or horrible fear (save negates). Those who fail this save take a –2 penalty on saves, and they flee from the wielder. The wielder may use this fear ability 3/day. Paladins are immune to this effect.

Quynell

This *+1 quarterstaff* is named after Asleif's late husband, and she has learned through speech with it, that it actually houses his spirit. The staff is intelligent, communicates through speech, has an 18 intelligence, and can cast resurrection 1/month on Asleif, if necessary. It allows Asleif to *detect evil* 3/day, along with allowing her to go without sleep for up to 48 hours. Should it ever fall into someone else's hands, it tries to take control of its possessor, to return it it back to Asleif.

Skulls of Woe

This deadly three-headed weapon is a *+2 flail*. If the wielder scores a successful hit, roll 1d3 to determine how many heads actually struck the victim, inflicting 1d6 points of damage each. If all three heads strike the opponent, the weapon inflicts an additional 3d4 points of damage. Anyone attempting to wield this weapon with less than an 18 strength and 13 dexterity takes a –2 penalty to hit. Such wielders automatically strike themselves for full damage when rolling a natural 1 on an attack roll.

Potions/Oils

Oil of Gargoyle Animation

This powerful magical oil is typically given as a gift from high priests of Orcus. The oil, when spread upon a statue of a gargoyle, turns the statue into a true "living" gargoyle. There is enough oil in 1 vial to turn 2 statues into animate gargoyles. It require 1 full round to coat the statue with enough oil to animate it. Any gargoyles thus created are in all respects typical gargoyles, have no duration, and can act normally until destroyed. The applier of the oil has no particular control over the gargoyles once created.

In addition to clerics of Orcus, who are notorious for sowing discord by supplying mad artists with this oil, sometimes unknowingly, certain alchemists in Bard's Gate have also reverse-engineered the recipe, and offer the oil for sale to magic-users and those interested in more gothic guardians.

Rings

Ring of Misdirected Alignment

This ring is usually a plain, nondescript silver or gold band. The wearer is continually immune to *detect evil*, *ESP*, and any attempt to magically discern his alignment. In addition, any magical attempts to discern his alignment instead detect as Neutral.

Staves

Staff of Storms

This *+1 quarterstaff* casts *lightning bolt* (4d6 damage, 2 charge2), *light* (no charges), and a shocking blast (1 target, 1d6 damage, 1 charge).

Staff of Velior

Made from a gnarled shaft of oak, and topped with a fist-sized black pearl, this staff casts *charm person* (1 charge), *hold person* (2 charges), and *dimension door* (3 charges).

Miscellaneous Magic Items

Amulet of Protection from Good

This amulet, usually in the shape of some hideous extra-planar creature or symbol of great evil, casts *protection from good* upon the wearer 1/day. The command word is often inscribed on the reverse face in the demonic tongue.

Asleif's Travelers' Tome

This non-descript textbook is able to hold non-magical text along with spells, reverting from a magic-user's spellbook to any written text placed within it on command. Up to 30 spells may be contained in the *Tome*.

Boots of Rabbits' Feet

These fur boots, usually lined with rabbit fur, give the wearer a +25% bonus to checks where moving silently is a factor. If the wearer is not a thief, the boots grant a base 30% chance to Move Silent.

Canopic Urn of the Undead

Crafted by placing both a humanoid corpse's dissected heart and the cremated ashes of the body within the urn, and then treating the remains with a dark alchemical mixture, the necromancer fashions a portable undead servant. When the urn is opened and a command word spoken, the corpse's body rises up out of the urn to serve whoever possesses the vessel as a mummy.

The mummy serves until it or its clay urn is destroyed. If the mummy is destroyed, the necromancer may craft a new mummy for the empty urn using dark rituals at the height of the Blood Moon. If the urn is destroyed while the mummy is active, the mummy becomes uncontrolled.

Cloak of Shadow

When the hood of this cloak is pulled up over the wearer's head in any lighting conditions darker than bright sunlight, the wearer gains a 20% miss chance and +25% on Hide in Shadows checks. If the wearer is not a thief, they still gain the 20% miss chance.

The Deck of Prophecy

The *deck of prophecy* is a powerful magic item that offers the one who uses the deck great rewards or baneful curses. Using a standard deck of playing cards, remove all but the following cards: all 2s, 4s, face cards, aces, and jokers. If a character draws from the deck, allow the player to shuffle, in order to put their power within the cards. The player then hands the deck back to the Referee who asks if the player wants one, two, or three cards read to them.

The Referee deals out one to three cards for the person seeking the oracle. The player must have a specific question or request to be made of the oracle dealing the deck before the cards are played. All cards read then have a direct impact on anything and everything that pertains to the specific questions asked of the Referee.

The Referee should read the cards as follows: the character asks a question pertaining to the quest they are currently on. Player Draws a Two of Clubs (Lesser Trap), a Jack of Hearts (Prince of Roses), and the trademarked joker (Fortune's Fool). The prophecy should sound something like this: the lesser trap seeks to steal your strength, however the Prince of Roses offers you a second chance; the fortune's fool is with you and you will find great wealth along the path.

The Deck's true origins are shrouded in mystery, and many feel that it was crafted by Loki himself as a trick upon the races of the world. Others claim that a follower of Hecate was indeed the craftsman, but all agree upon this one fact; a good deal of luck can be had from hearing its oracle. Many are the hero's that have taken its oracle for good or ill, however few other than the infamous Drel Darkblade have been willing to attempt its fates more than once. Truly it is said that Drel got much of his fortune and fame from his first several draws at the deck, but these people too admit that it was his last draws at the deck that cost him the Star of Chaos, and his life.

THE CARDS

2 of clubs (The Lesser Trap): Character receives a –1 penalty on all saves, as they pertain to the question.

2 of spades (the Lesser Skull): Character receives –1 penalty on any rolls pertaining to strength and attack rolls, as they pertain to the question.

2 of Diamonds (the Keen Blade): Characters receive a +1 bonus on attack rolls and damage rolls, as they relate to the quest.

2 of Hearts (The Rose Petal): Characters receive +1 to saves, as they are related to the question.

4 of Clubs (The Greater Trap): Characters receive a –4 penalty on saves against traps and enchantment type spells (hold/charm person), as they relate to the quest.

4 of Spades (The Horned skull): Characters receive –4 penalty on saves vs. poison, as they pertain to the question.

4 of Diamonds (Keen Sword): Characters get a +4 to saves against traps and enchantment type spells (hold/charm person), as they pertain to the question.

4 of Hearts (The Rose): Characters get +4 bonus on checks, or an extra clue involving puzzles, as they pertain to the question asked.

Jack of Clubs (The Prince of Traps): Enemies get a free re-roll on any attack with ranged weapons.

Jack of Spades (Jack of Skulls): Enemies get a free re-roll on any attack, or force the character to re-roll a save and take the new result instead.

Jack of Diamonds (Prince of Blades): Character gets a free re-roll of any one attack that would have missed, as pertains to the question.

Jack of Hearts (Prince of Roses): Character gets to re-roll any save that would have failed, as it pertains to the question.

Queen of Clubs (Queen of Traps): Character automatically fails their next save, as it pertains to
the question.

Queen of Spades (Queen of Skulls): Character automatically fails the next poison save, as it pertains to the question.

Queen of Diamonds (Queen of Blades): Character automatically succeeds next save, as it pertains to the question.

Queen of Hearts (Queen of Roses): Character automatically succeeds next save against traps and enchantment type spells (hold/charm person), as it pertains to the question.

King of Clubs (King of Traps): Enemy's next spell automatically does maximum damage, as pertains to the question, or next trap automatically does maximum damage (no save, but effects only individual that had cards read).

King of Spades (King of Skulls): Enemy's next attack automatically does full damage, as pertains to the question.

King of Diamonds (King of Blades): Character's next attack automatically does full damage, as pertains to the question.

King of Hearts (King of Roses): Character's next spell cast, or next save is either maximum damage, or an extraordinary success. (+20 to die roll)

Ace of Clubs (Knight of Traps): Enemy's next missile attack inflicts double damage.

Ace of Spades (Knight of Skulls): Enemy's next melee attack inflicts double damage.

Ace of Hearts (Knight of Roses): Next melee hit against character automatically fails.

Ace of Diamonds (Knight of Blades): Character's next attack is double damage.

Joker, Trademarked (The Fortune's Fool): Character finds 25% more treasure, as pertains to the question.

Joker, Not Trademarked (The Crook): Character is charged 50% markup over cost on the next thing they need to purchase, as pertains to question; nobody else has the item and the merchant refuses to sell it for less than the marked up price.

Eyes of Bast

These fist-sized precious emeralds are identical in every way. They are warm to the touch, and seem to pulse with an inner life. The gems were granted to followers of Bast who came to Bard's Gate as protectors, and have served to dissuade the overpopulation of common rats within the city for generations. The effects of the *eyes* are only evident when placed in the eye-sockets of a statue of Bast, held to the eyes of a cleric of Bast, or by twisting their power through dark rituals to an evil god.

The eyes radiate *protection form evil 10ft radius* constantly, can cast *animal growth* (felines only) 4 times/day, and *bless, create food,* and *create water* each once/day, respectively.

While within the confines of a temple consecrated to Bast, cats and feline-blooded creatures gain a +1 bonus to hit, damage, and saves, and they regenerate 1 hit point of damage every 10 minutes.

Friendship Box

This brightly colored squeezebox can be held comfortably in one hand, but both hands are required to utilize its magic. When played, the *friendship box* enables the performer to produce a *charm person* effect (as the spell, save negates) after 3 rounds of continuous playing. This effect can be activated up to three times per day.

Horn of Warning

When this magical war horn is sounded, it alerts all rangers within 50 miles to the location of the horn's possessor, both by an audible sound of a horn, and an empathic link to the sounders exact location. It may be used by any character with a serious connection with the outdoors such as a druid, elf, ranger, etc. at the Referee's discretion. For all others, it is a simple horn.

Instant Fortress

This metal cube is small, but when activated by speaking a command word it grows to form a tower 20ft square and 30ft high, with arrow slits on all sides and a crenellated battlement atop it. The metal walls extend 10ft into the ground, rooting it to the spot and preventing it from being tipped over. The fortress has a small door that opens only at the command of the owner of the fortress—even *knock* spells can't open the door.

The adamantine walls of an *instant fortress* have 100 hit points and AC –1[20]. The fortress cannot be repaired except by a *wish*, which restores 50 points of damage taken.

The fortress springs up in just 1 round, with the door facing the device's owner. The door opens and closes instantly at a command. People and creatures nearby (except the owner) must be careful not to be caught by the fortress's sudden growth. Anyone so caught takes 10d10 points of damage (save for half).

The fortress is deactivated by speaking a command word (different from the one used to activate it). It cannot be deactivated unless it is empty. Any class may use an *instant fortress*.

Pipes of Building

This magical instrument is usually made of gold and inlaid with numerous gems. If the proper notes are struck, a single use of these pipes negates any attacks made against inanimate construction (walls, roof, floor, and so

on) within 300ft. This includes the effects of a *horn of blasting*, a *disintegrate* spell, an earth elemental, or an attack from a ram or similar siege weapon. The pipes can be used in this way once/day, with the protection lasting for 30 minutes.

The pipes are also useful with respect to building. Once/week, its can be sounded to produce chords that magically construct buildings, mines, tunnels, ditches, etc. The effect produced in 30 minutes of playing is equal to the work of 100 humans laboring for 3 days. Each hour after the first, a character playing the lyre must make a save at –2. If it fails, they must stop and cannot play the pipes again for this purpose until a week has passed.

Ring of Master Thievery

This enchanted ring has been in the possession of the true guild master of Bard's Gate's thieves' guild for nearly 1000 years. Originally conceived by a master thief named Aldo in legendary times, the ring was crafted to augment his skills in the arts of covert trade. The ring is truly splendid, having a finely cast gold band tipped with a single stone of black onyx that seems to absorb light. The ring is known to have special powers in the hands of an accomplished thief. It is rumored to have an equally special curse upon it.

The ring grants the user the following benefits:
- +2 bonus to dexterity
- –2[+2] bonus to AC
- A thief's backstab ability raises to the next higher multiplier, maximum of x4
- +1 Effective Thief Level

The ring has the following baleful effects:
- Non-thieves putting on the ring must make a save or have 2 levels drained. Success indicates the wearer gains one virtual level of thief, and must take all subsequent levels as a thief in order to retain the effects of the ring.
- The wearer must steal at least 100gp per character level worth of treasure per month in order to retain the powers of the ring. Failure to do so means the ring loses all of its magical effects and bonuses until the character steals 1000gp worth of treasure to make up for the shortfall. Wearers who continually fail to gain the amounts of treasure that the ring compels them to steal begin to lose 1 level per month until they have stolen at least 1000gp worth of treasure. Additionally, horded treasure owned by the wearer begins to turn to foul-smelling dung in amounts equal to twice the amount of shortfall per month. Excess treasure stolen during one month does not carry over to the next. For example, a 6th level thief falling short in their stealing 600gp of treasure in one month finds their level reduced to 5th, and 1200gp worth of their wealth turned to foul-smelling offal. Should a second month pass, the rogue slips to 4th level and finds an additional 1000gp worth of their valuables and equipment turns to putrid excrement.
- The wearer does not willingly take off the ring without *remove curse*, *limited wish*, or *wish* being cast on them, with the express purpose of breaking the ring's curse. If the ring is forcibly removed without the appropriate spell casting, the wearer continues to suffer all negative effects of the ring for six months, but gain none of the benefits until the ring is again worn. After a period of six months without wearing the ring, the curse is lifted.

Silver Harp of Peace

Upon playing any slow, peaceful, or calming tune, this lute allows the musician to cast *charm monster* 1/day.

Silverhelm

The S*ilverhelm* is a magical item which is symbolic to the ruler of the Silverhelm Clan of dwarves. It has been passed from ruler to ruler for generations. It grants any dwarf wearing it a –2[+2] bonus to AC and +2 on saves. It also grants 50% resistance vs. dragon breath and grants magic resistance (50%) against spells cast by dragons.

Cursed Items

Glimmer Gem

The *glimmer gem* is the cursed magical jewel that caused the entire Grey Deacons Thieves' Guild to vanish from Bard's Gate. This rare jacinth was first crafted by a magic-user for use in his *magic jar* spell, yet when the fatal crack appeared, it caused the spell to go awry. The stone now draws the body and soul into it, projecting the soul to the astral plane. The body appears as a small sparkling speck within the gem and is reflected as a shade or shadow creature of its former self. Prior to its theft by Rowling Jenks, the *glimmer gem* was in the possession of the Grand Vizier of Efreet, who used its powers to manipulate shadow, teaching him the method to enslave other spellcasters and steal their magical energies. The *glimmer gem* has 40 facets, and each facet is capable of capturing the spirit of another victim and turning them into a shade or shadow.

Any living being that comes within 10ft of the *glimmer gem* must make a successful save at –2 or be drawn into the gem. Victims of 4th level and below are instantly transformed into a shadow. Victims of level 4 and above must make an additional save. If this save succeeds they are instead transformed into a shade. Those failing the second save become shadows. Beings so transformed are trapped within a 500ft spherical proximity to the *glimmer gem*. Destroyed shades or shadows reform in 24 hours.

The *glimmer gem* may only be destroyed by a magic weapon, or by means of magic spells such as *disintegrate*. It has an AC of 0[19] and 25hp.

If destroyed, any beings trapped within the *glimmer gem* cease to exist, their spirits simply twinkling out. Beings turned to shade or shadow by the *glimmer gem*, and those destroyed when the gem is destroyed, may only be raised by means of *resurrection* or *wish*.

Potion of Stupidity

This potion appears to be a standard beneficial potion until it is imbibed. The drinker then takes an intelligence penalty of 1d4+1 points for 6 hours. This may be a potion which has gone bad, the result of a bad crafting attempt, a deliberate trick, a curse, or magic otherwise gone awry.

New Spells

Augury

Spell Level: Cleric, 2nd Level
Range: Caster
Duration: Instantaneous

An *augury* can tell whether a particular action will bring a good or bad result in the immediate future of about half an hour. The base chance for receiving a meaningful reply is 70% + 1% per caster level, to a maximum of 90%; the roll is made secretly. A successful *augury* will get one of four results: 1) Weal (good result); 2) Woe (bad result); 3) Weal & Woe; and 4) Nothing (for actions that don't have especially good or bad results). If the spell fails, the caster gets the "nothing" result without any way to know if the *augury* was successful or not. All *auguries* cast by the same person about the same topic use the same first casting die result.

Augury is a prayer-chant that has fallen into disuse over time, but many deities will grant a cleric the ability to cast it, if asked.

Chant

Spell Level: Cleric, 3rd Level
Range: 30 ft.
Duration: concentration; maximum 5 rounds per level (see below)

As long as you chant, you bring special favor upon your allies and bring disfavor to your enemies. You and your allies gain a +1 on all attack rolls and saves, while your foes suffer a –1 penalty on such rolls. You must

chant in a clear voice. Any interruption in your chanting, such as a *silence* spell, or you speaking or casting another spell, ends the effect. As an exception to the general rule, the effects of this spell add to those of a *prayer* spell if cast by a cleric of the same deity and alignment during your chanting.

Command

Spell Level: Cleric, 1st Level
Range: 25 ft. + 5 ft./2 levels
Duration: 1 round

One living creature is subject to a single-word command, which it obeys to the best of its ability if a saving throw fails. The caster may only give one of the four "true" commands unless a deity grants an unusual "version" of the spell.

Approach: The subject moves toward the caster as quickly and directly as possible for 1 round.

Drop: The subject drops whatever it was holding; it can't pick up any dropped item until the next round.

Flee: The subject moves away from the caster as quickly as possible for 1 round.

Halt: The subject stand in place doing nothing else for 1 round.

Divine Favor

Spell Level: Cleric, 1st Level
Range: Caster
Duration: 1 turn

Calling on the strength and wisdom of a deity, the caster gains a +1 to-hit and damage bonus. The spell is often only granted to priests of warlike gods, but many deities of all kinds are known to have granted this spell to their faithful from time to time.

Fire Trap

Spell Level: Magic-User, 4th Level
Range: Touch
Duration: Permanent until discharged

This spell creates a fiery explosion when an intruder opens the item that the trap protects. Any object that can open or closed can be warded. A point is selected on the object as the spell's center. When the intruder opens the object, a fiery explosion fills area within a 5-ft. radius around the spell's center. The flames deal 1d4 + 1 hp/level. The item protected by the trap is not harmed by the explosion. The caster can use the *fire-trapped* object without discharge. Others can use the item if a password is set at the time of casting.

This spell is somewhat rare; in many places there is a death penalty (or severe imprisonment) for casting it, or even having it written in a spell book.

Glyph of Warding

Spell Level: Cleric, 3rd level
Range: 0
Duration: Permanent until discharged or dispelled

A *glyph of warding* allows a cleric to trap or ward an area with a permanent symbol that causes damage or has other effects on anyone crossing, touching, or reading the glyph. Typically the glyph is inscribed over a doorway or other portal, although it can also be placed on a box or chest. When the symbol is broken (e.g. the door is opened, the chest is opened, the inscription is read, etc.), it discharges. Damaging glyphs typically do 1d6 points of fire, cold, or electrical damage per two levels of the caster in a 5-ft radius with a save for half-damage. Non-damaging glyphs like blindness, disease, or poison affect the first creature to break the symbol. The glyph is invisible until it briefly glows a second before discharge. The glyph may be located with *detect magic*, identified with *read magic*, and removed with *dispel magic*. The Referee may allow any harmful cleric spell effect to be inscribed as a glyph, providing the caster can cast the spell.

Magic Weapon

Spell Level: Cleric, 2nd Level; Magic-User, 3rd Level
Range: Touch
Duration: 1 turn

This spell turns a single normal weapon into the equivalent of a +1 weapon with no bonuses. The weapon for the duration is considered enchanted for purposes of hitting creatures that are immune to normal weapons.

Remove Paralysis

Spell Level: Cleric, 2nd Level
Range: Touch
Duration: Immediate

By use of this spell, the cleric can free one creature from the effect of paralyzation such as caused by ghoul touch or *hold person*.

Shield Other

Spell Level: Cleric, 2nd Level
Range: 25 ft. + 5 ft./2 levels
Duration: 2 turns

This spells wards the subject and creates a mystic connection of protection between the caster and the subject. The subject gains a –1[+1] AC bonus. Additionally, the subject takes half damage from attacks that cause hit point loss. The caster takes the other half of the damage. Forms of harm not involving hit point loss, such as charm effects, level drain, and death effects, are not affected. If the caster and subject move out of range of each other, the spells ends.

Crommlen's Ghosts

Crommlen's Ghosts is an adventure for 4–6 characters of levels 1–3. Any good adventuring group should have a thief or character adept at dealing with traps, a cleric, a magic-user, and a good old-fashioned meat shield. In this adventure, it would be helpful also having a druid, or especially a ranger to help with tracking down the raiders to their lair. The adventure involves equal measures of combat, investigation, and roleplay as the characters find themselves engaged in the mystery of Crommlen's Ghosts and their raids upon the Tent City environs outside of Bard's Gate.

Adventure Background

In recent weeks, a bandit gang has plagued Tent City. The gang's attacks are precipitated by a thick fog which rolls in from the fields east of town. The fog is followed by screams of terror and the clang of steel on steel as mounted raiders tear through the camp. Each attack strikes a different area of Tent City. The attacks are swift and well-organized, leaving terror in their wake. The raiders have gathered plunder and kidnapped travelers who thought they had reached safety as they camped along the city walls long before the Dog Soldiers can be mobilized to form a defense.

The attacks come on nights of the new moon when only the Dark Sister provides her meager light to the sky. Local rangers are stumped by the attacks, as tracks are seen crisscrossing the section of Tent City where the attacks take place, but soon become confused with daily trade tracks and are lost a few hundred yards away from the furthest camp.

Now, dwellers in Tent City's semi-permanent structures live in fear of further attacks. Travelers who have long found comfort in the shadow of the city's walls now wonder if they may survive a night in the moonless dark beyond the walls. Tension has grown, and various merchants have expressed their anger at the city leaders for their lack of safety and protection. The city, in return, has sent scouts and guards to offer protection. Unfortunately, they have found no trace of the missing persons or the loot that has been stolen in the course of the raids, and the presence of the guards is creating friction between the Dog Soldiers and others who choose to dwell outside the walls for a reason.

Through the course of the adventure, the characters investigate Tent City and witness an attack first hand. Following the attack, the characters are either taken prisoner by the raiders, have captured a raider, or have caught the raiders trail. In the second half of the adventure, the characters explore the bandit hideout and defeat the bandit leader, or die trying!

Getting Started

Characters may find themselves involved in the adventure from a variety of angles. As the adventure is designed for low-level characters, it may stand to reason that the characters are arriving at Bard's Gate for the first time, or are locals forging their own paths in the world. As prices in the city proper are often beyond the means of the starting adventurer, Tent City is an excellent location for introducing new characters to the **Lost Lands** setting. The start of the adventure takes place in Tent City, and uses the **Tent City Map**.

Strangers in a Strange Land: One option for starting new characters in Bard's Gate is to have them arrive at Tent City as travelers. They could be pilgrims on a voyage to one or more of the city's many temples, merchant guards, mercenaries, or young wizards seeking tutelage from the secretive wizards of the Dominion Arcane.

Locals Stretching their Legs: An alternate option could be that at least some of the characters are natives of Bard's Gate. They may have recently studied at the Bard's College, are on quest from one of the city temples, or are apprenticed to a Shadowguild, and have been sent out to make their mark in the world on behalf of their crew.

Ultimately, roleplaying games are about collaborative storytelling, and the best tales are told when the players and Referee share in the development of the new character's first encounter.

Rumors

As the characters familiarize themselves with Tent City, they find that there is an undercurrent of fear crackling in the air like a palpable energy. From trade blanket to stall, characters hear the buzz of concern about recent attacks upon the campsite. A new moon approaches, and tradesmen and trappers alike walk about fully armed. The carnival-like atmosphere that normally pervades Tent City is filled with the cold anxiety of impending doom.

Roll 1d20 on the Rumor Chart and give the characters all the information with a target number equal to or lower than the number rolled.

1d20	Result
1–6	The Tent City is pretty much a "do as you please" zone. No guards, no rules, you can run naked as a newborn through the avenues and nobody says a thing. And night time? Night time is the right time! (False; the Booshway and the Dog Soldiers maintain a little discipline)
7–8	The fiends who stalk the night are certainly a pack of vampires and werewolves feasting on outlanders trapped at the fringes of Bard's Gate. (False)
9	Cross a Dog Soldier, get the knife. (Depends on the Dog Soldier)
10–11	The villains attacking the Tent City are hidden even to Mama Bobo's far-reaching eye. (False, but Mama hasn't divined with the right questions to find the raiders)
12	So far, only the Wanderer's Encampment remains untouched. No doubt those foreigners are somehow in on the attacks! (This rumor is partially True. Mama Bobo's camp has not been attacked, but some of the young Wanderers have been taken from other parts of the camp. Her people have nothing to do with the attacks. Crommlen's Ghosts are specifically avoiding her people in their camp circle.)
13–14	It seems that an awful lot of the missing victims are from the barbarian tribes. (Partially True, the focus has been mainly on outsiders that the city would be unlikely to miss.)
15–16	Blackfinger's Mercenaries have tried to fight the ghosts, but have thus far failed to capture or kill any of the attackers. They are making a push to hire themselves out as a permanent guard force for Tent City, replacing the Dog Soldier volunteers. Some suspect Blackfinger of orchestrating the whole thing. (Partially True; while Blackfinger has nothing to do with the raids, he sees the opportunity to take over security, and is not hesitating)

1d20	Result
17–19	Searches for tracks leading to the raiders campsite has proven difficult, as the amount of day-to-day traffic and prints outside the city walls leads virtually everywhere. There was one set of fresh tracks that led away from a raid to the north of town, but those tracks suddenly disappeared. (True; Tent City is the site of a lot of comings-and-goings, so tracking by hoofprinthoof is difficult)
20	Colonel Portland has been seen near the vicinity of several of the raid locations, messing around with his walking stick. To be fair, whenever he isn't at Fort Rendezvous, he spends a lot of time wandering about Tent City telling stories and running his mouth. (True; the Colonel has more to do with the raids than anyone would believe)

Questioning Locals

The characters may wish to ask some of the important locals what they think is going on with the raids and raiders. The following local characters may have some information.

Colonel Portland (TC14): The Colonel seems anxious about the raids, as the fear in the camp is bad for business. If asked about his feelings about who has gone missing, he is aloof and mumbles something to the effect of "If a few orc spawn were to disappear, does that really make the world a bad place?" The Colonel is also vocal in his dislike of the Farseekers, and blames them for much of the trouble.

Colonel York (TC14): York is concerned, and has offered some of his own money to Longhunters that can bring information about the missing folk. His bounty is 200 gp for information related to the raiders location. Raids are bad for the tavern and bad for the folk of Tent City. , more "Raids cut down on trade, and less trade means Cityless leaf to fill my pipe and fewer travelers to swap yarns with, which is something I would as soon avoid."

Watenga (TC2): "Bad juju coming from the north. Dem some bad people up there, following a fiend of some sort that is working at being a god."

Blackfinger's Devils (in general; TC1): The Devils, in general, are tired of being accused of being part of the attacks. They are frustrated at not being able to stop the attacks, and are distrustful and possibly threatening to the characters if they are pushed too far in their questioning.

Rachid (TC9): Rachid is concerned at the number of half-elves that seem to have been taken preferentially over other victims. He is also concerned that most of the missing have been foreigners who had recently arrived to the area. Folk that are not known are harder to miss, as there is no connection to them and less investment in looking for them. That said, he also doesn't seem as concerned that half-orcs have also been taken, as orcs and half-orcs tend to be dung-eating cretins, in his opinion.

Mama Bobo (TC13): Mama's people are frightened, as they have had some of their young people taken. They don't get the impression that others in the camp care so much when a half-orc goes missing. Mama thinks members of the camp are set against her people and seek to drive them from the camp. The Wanderers are ion high alert since the taking of Corneliu during the last raid. She doesn't believe Big Horn is trying hard enough to locate Corneliu.

Big Horn (TC17): Big Horn doesn't want any more trouble. It reflects badly on his first tour as Booshway. He is concerned with friction between rival tribes, and an all-out war erupting in Tent City if things don't get handled. Of the more important people, he is most concerned about the Wanderers, and has promised to help return Corneliu.

Other Tent City Characters: These personages only know the basic rumors that can be found off of the rumor chart.

Further Investigation

Following different local personalities finds few leads unless the characters follow Colonel Portland. Portland knows Tent City better than anyone, and is difficult to follow. Characters have a 20% to tail him. If the characters manage to follow him, they see him tying a white strip of trade cloth to a tent pole among the encampments.

If the characters follow up on this after the raid, they notice the white strip of cloth on the tent of one of the kidnapping victims.

If questioned on this, the Colonel explains that the white cloth is to designate camps that need to finish paying their camp fees. While the Colonel is telling the truth, he does not seem to be telling the entire truth. Any attempt to detect his lie with magic results in a fight where the Colonel attempts to flee the Tent City.

It should be very difficult for the characters to pin the raids on Colonel Portland. That said, characters sometimes exceed expectations or make amazing rolls and should not be punished for this. See the **Colonel Portland Did It? Sidebox** at the end of the adventure.

Characters Hired as Dog Soldiers

If the characters have a decent encounter with Big Horn, they may be offered positions as temporary Dog Soldiers in the camp. In this capacity, they are asked to guard the outer ring of the camp and protect against the depredations of the raiders. If the characters have not met Big Horn yet, they must prove themselves to him (see **TC17** for details). If the characters pass, they are given provisional membership as a Dog Soldier.

Characters Hired as private Camp Guards

Various caravans may feel the need for protection, and offer the characters 1gp per night to see that none of their members are kidnapped and none of their gear is stolen by the raiders.

In this case, the camp in question is run by **Bonrenner McLeoud (TC18)**, a merchant from Eamonvale (see ***G6: The Grey Citadel*** and ***K12: The Eamonvale Incursion*** from **Necromancer Games** for more information on Eamonvale). Bonrenner has trade arrangements with the Grass Sailors for pelts and furs that he sells in Bard's Gate.

Bonrenner currently employs **6 Grass Sailor braves** as bearers, though they have been ordered to remain in camp, as their rivals the Quick Knife clan have been spotted in Tent City, and Bonrenner doesn't want any trouble this close to cashing in his pelts.

Bonrenner McLeoud (Rgr4): HP 33; **AC** 6[13]; **Atk** longsword (1d8) or longbow x2 (1d6); **Move** 12; **Save** 11; **AL** L; **CL/XP** 4/120; **Special:** alertness, +4 damage vs. giants and goblin-types, tracking.

Equipment: *+1 leather armor*, longsword, longbow, 20 arrows.

Grass Sailors (Ftr1, barbarian) (4): **HP** 8, 7x2, 6, 5; **AC** 7[12]; **Atk** handaxe (1d6) or shortbow x2 (1d6); **Move** 12; **Save** 14; **AL** N; **CL/XP** 1/15; **Special**: rage (+1 to hit and damage, 2 rounds/day).

Equipment: leather armor, handaxe, shortbow, 20 arrows.

Half-Orc Grass Sailors (2): HD 2; **HP** 14, 11; **AC** 7[12]; **Atk** handaxe (1d6) or shortbow x2 (1d6); **Move** 9; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** darkvision 60ft, –1 to hit in sunlight, rage (+1 to hit and damage, 4 rounds/day).

Equipment: leather armor, handaxe, shortbow, 20 arrows.

The Raid

A fog rolls into the camp at around the 9th hour non (9 pm), and continues to thicken as the evening wears on. This is a natural phenomenon for this time of year, as cool air blows down across the river from the north.

Shortly after midnight, a signal horn is soundedNon-thief characters have a 2-in-6 chance to hear the horn if awake, 1-in-6 if asleep. A character who succeeds notes the sound of a signal horn within 150 yards of Bonrenner's camp. Characters hearing the sound also have a 20% chance to determine the exact direction that the horn is heard (the northeast). At the sounding of the horn, the fog thickens considerably.

Within 1d4 rounds, hoof-beats are heard sweeping from the northeast, and 4–6 raiders (match the character party size) come riding towards the campsite, dragging nets behind them. Each pair of horsemen holds one net to scoop up opponents.

Two pairs of raiders break off to confront any party members actively engaged in the defense of the camp, and the remainder set about kidnapping the civilians that the characters are supposed to be protecting.

The raid continues until any raider suffers more than 50% of their hit points in damage. If the raiders are captured, they may be convinced or charmed in some way into giving up the location of their secret base.

The raiders attempt to capture opponents in nets. The woven cord of the net may be cut through with 10hp worth of damage. Attacks against the net are automatic hits, but the character must roll below his dexterity on 3d6 to avoid dropping the knife due to the tumbling, jostling, and bumping that occurs while being drug along behind fast-moving horses.

If raiders are assaulted with deadly intent, they return the attack in kind. If they have captured an opponent in their net, however, they move as quickly as possible towards the raider's rally point. Characters have 4 rounds to rescue an ally before the raiders escape with their prisoners.

Raiders (4): **HP** 7, 6x2, 5; **AC** 7[12]; **Atk** longsword (1d8) or shortbow x2 (1d6); **Move** 12; **Save** 17; **AL** L; **CL/XP** 1/15; **Special**: none.

Equipment: leather armor, longsword, shortbow, 12 arrows, capture net.

Horses, Riding (4): **HD** 2; **HP** 14, 13, 11x2; **AC** 7[12]; **Atk** bite (1d2); **Move** 18; **Save** 16; **AL** N; **CL/XP** 2/30; **Special**: none.

Attack Aftermath

In the aftermath of the raid, it is found that there were three other groups of raiders who attacked Tent City at the same time. All arrived in a thick mist and disappeared among the over-worn crisscross of tracks that surround the roads leading to the city. A total of 8 additional strangers have been taken, not including those who were taken during the exchange with the characters.

It is further noted, however, that the majority of the victims were Plainsmen or nonhuman races such as those with orcish or elven blood. If this



thread is noticed, it is revealed through questioning that nonhumans and Plainsmen appear to be the majority of the other missing victims.

Mama Bobo's Wanderers tribe is furious and have closed their camp, and are now heavily armed. Other half-orcs have joined them, and trouble is brewing. If something isn't done quickly, the camp may break out in violence.

Tracking the Raiders

The raiders are difficult (but not impossible) to track due to the amount of Forest Road traffic and generalized horse traffic that pulls through the area, as well as ranging patrols from city. Making matters more complicated is the use of magic by the raiders that obscures their path. The raiders have made use of *obscuring mists* to hide their comings and goings from authorities so that they easily escape to their lair under the cover of natural and magical fog.

Characters following a northeastern route eventually come across sets of tracks that are consistent with light horse tracks. Rangers have an 80% chance to spot the tracks (40% all others). If the tracks are discovered, characters have a 1-in-6 chance (2-in-6 elves) of finding personal effects consistent with missing persons from the trail.

During their pursuit, the characters may be anywhere from several minutes to several hours behind their quarry. If the characters detect the trail, they should avoid any raider ambush.

Raiders Ambush

If the characters get completely stuck looking for the raiders, run the following encounter. A set of **4 raiders** lie in wait to see if a posse of pursuers has detected their trail. The raiders have a 2-in-6 chance of surprising the characters (1-in-6 if the party includes a ranger or monk).

Raiders (Ftr1) (4): **HP** 8, 7, 5x2; **AC** 7[12]; **Atk** longsword (1d8) or shortbow x2 (1d6); **Move** 12; **Save** 17; **AL** L; **CL/XP** 1/15; **Special**: none.
Equipment: leather armor, longsword, shortbow, 12 arrows, capture net.

Raiders first attempt to capture characters to sell them as slaves. Failing this, 3 of their number fight to the death, with the other heading to the hills intent on warning the raiders camp. As before, captured raiders may be charmed or bullied into giving up the location of their hidden camp.

Raiders Camp

The Raider's Camp is located on the edge of a wooded hill north of the Vinewood Estate near an old salt mine (**Chapter 2**, area **22**). A patrol of **4 raider scouts** wanders the outer perimeter of the campsite, keeping an eye out for Farseekers, or others who may be in search of their hideout.

Raider Guard Patrol (Thf1) (4): **HP** 4, 3x2, 2; **AC** 7[12]; **Atk** short sword (1d6) or light crossbow (1d4+1); **Move** 12; **Save** 17; **AL** L; **CL/XP** 1/15; **Special**: backstab (x2), +2 save bonus vs. traps and magical devices, thieving skills.
Thieving Skills: Climb 85%, Tasks/Traps 15%, Hear 3 in 6, Hide 10%, Silent 20%, Locks 10%.
Equipment: leather armor, short sword, light crossbow, 10 bolts.

Raiders' Tents

There are six tents surrounding an open adit in the side of the mountain. Each tent serves as home to 2 raiders who serve Crommlen. There are **1d2 raiders** in a tent at any given time. A corral to the west of the tents holds **18 light war horses**. If an alarm is sounded, the raiders are quickly roused to action.

The tents hold an extra pair of boots, a bedroll, lantern, and personal effects worth 2d6 gp per bedroll.

Raiders (Ftr1): **HD** 1; **AC** 7[12]; **Atk** longsword (1d8) or shortbow x2 (1d6); **Move** 12; **Save** 17; **AL** L; **CL/XP** 1/15; **Special**: none.
Equipment: leather armor, longsword, shortbow, 12 arrows, capture net.

Horses, Riding (18): **HD** 2; **AC** 7[12]; **Atk** bite (1d2); **Move** 18; **Save** 16; **AL** N; **CL/XP** 2/30; **Special**: none.

Secret Air Shaft

This air shaftnarrow, steep tunnel hidden on the bluff to the northeast of the mine entrance, is an old air shaft that feeds into the collapsed eastern portion of the salt mine (**SM12**). The shaft is 100ft deep and descends to area **12**.

Old Salt Mine

The cleft in the hillside is the entrance to a salt mine (**Chapter 2**, area **22**) used by the early settlers of the Stoneheart Valley centuries ago. Primitive mining techniques and easier supplies of salt from the west resulted in the mine falling into disuse. Over the years, it has variously been used as a lair to orcs from the Stoneheart Mountains and home to other beasts hiding beneath the nose of the Lyreguard.

Features

Doors: The doors are locked, but may be forced open. This alerts **1d4 slaver guards** who arrive on the scene in 1d4+2 rounds.

Air: The air is exceptionally dry due to the salt content in the area. After 15 minutes, characters must make saving throw to avoid sneezing due to dry conditions. The sneeze has a 50% chance of alerting **1d4 slaver guards** who arrive to investigate in 1d4 rounds.

Illumination: Outside of the barracks and the Shrine of The Master, the Salt Mine is incredibly dark. Characters without darkvision are effectively blind without a torch or magical light source.

Slaver Patrols: Check hourly; on a roll of 1 on a 1d6 the characters come across a patrol of **1d2+1 slaver guards**.

Slaver Guard: **HD** 1; **AC** 7[12]; **Atk** longsword (1d8) or whip (1d4); **Move** 12; **Save** 17; **AL** L; **CL/XP** 1/15; **Special**: none.
Equipment: leather armor, longsword, whip, 2d4sp.

Placement of NPCs

There are two important NPCs in the Old Salt Mine who run operations; they are **Ikthor** the priest, and **Crommlen** the slaver. They have no "set" placement in the Salt Mine, as they are best suited to beef up any encounter or set up a "grand finale" once the characters have discovered the slaves within the mine.

Ikthor (Clr4 of The Master): HP 20; **AC** 5[14]; **Atk** club (1d4) or whip (1d4); **Move** 12; **Save** 12; **AL** C; **CL/XP** 5/240; **Special:** control undead, +2 save vs. paralysis or poison, spells (2/1), unholy strike (3/day, additional 1d4 damage on first successful melee attack of combat).
Spells: 1st—*cause light wounds* (x2); 2nd—*hold person*.

Equipment: chainmail, club, whip, silver holy symbol of the Master, prayer book, ceremonial shackles and chain.

Ikthor is cruelly handsome. He is thin of build but tall, with blond hair and pale, mottled skin from hours spent below the surface. He is utterly devoted to The Master, and was sent by Crommlen's slaver organization to insure that the steady flow of bondage and suffering remains on track. The Referee should place Ikthor where he is of most value to an encounter within the dungeon. For example, if the characters have stirred the hornet's nest in their attack on the salt mine, Ikthor may be with a contingent of acolytes laying a trap near the entrance of the mine. If not encountered in these alternate locations, Ikthor is found in the Shrine of The Master (**SM8**).

Crommlen (Ftr4): HP 29; **AC** 5[14]; **Atk** *+1 longsword* (1d8+3) or whip (1d4) or longbow x2 (1d6); **Move** 12; **Save** 11; **AL** C; **CL/XP** 4/120; **Special:** multiple attacks (4) vs. creatures with 1 or fewer HD, +2 to hit and damage strength bonus.

Equipment: chainmail, *+1 longsword*, whip, longbow, 20 arrows, horn (produces *obscuring mist* 3/day), 2 *potions of healing*, 2 *potions of gaseous form*.

Crommlen is intelligent and powerfully built, with close cropped black hair and pale blue eyes. As a servant of The Master, and an up-and-coming member of the slaving organization he works for, he has been awarded a horn that can produce *obscuring mists* three times per day from his superiors to assist in the kidnapping of travelers.

Crommlen could variably be out inspecting his raiders in their camp, out on a raid, or overseeing the training of slaves in the salt mines, depending on the needs of the GM. Crommlen is a slick foe who uses his *potions of gaseous form* and *horn* to escape if need be. He understands that losing slaves displeases his bosses, and ultimately his deity, but is smart enough to try and live to fight another day.

SM1. Entrance

The entrance is guarded by a latch cover **pit trap**. The pit is 10 ft deep. The lid closes immediately, trapping anyone caught in the pit within. A switch on the outside of the mine disables the trap. Another switch on the inside of the hallway re-sets the trap. Anyone falling into the pit suffers 1d6 points of damage.

SM2. Acolytes Chamber

This chamber once served as an equipment storage facility in the days of the mine's operation. It now serves as the room for Ikthor's **3 acolytes**.

Acolytes (Clr2 of The Master) (3): HP 10, 8x2; **AC** 7[12]; **Atk** club (1d4) or whip (1d4); **Move** 12; **Save** 14; **AL** C; **CL/XP** 3/60; **Special:** control undead, +2 save vs. paralysis or poison, spells (1), unholy strike (3/day, additional 1d4 damage on first successful melee attack of combat).

Spells: 1st—*cause light wounds*.

Equipment: leather armor, club, whip, iron holy symbol of the Master, prayer book, ceremonial shackles and chain.

SM3. Ikthor's Rectory

Ikthor has been granted limited clerical powers by The Master. His rectory hangs with slave chains, collars, whips, and other items of the slaver's trade. His bed is a simple spartan affair, comprised of rope stretched between four posts, covered with blankets. Each post has an iron hook attached to it with a set of manacles hanging from the hook. A rack along the east wall holds a longsword, chainmail, wooden shield, a used set of spurs, a short bow, a quiver with 20 arrows, and a steel helmet. A second rack is empty.

Ikthor is seldom here, as he is either overseeing slaves or is in the Shrine of The Master making sacrifices to the God of Slavers.

Ikthor's Treasure: Ikthor has a locked iron box. The key to the box is worn on a chain around his neck, along with various other keys that lock manacles, gates, and doors throughout the dungeon. The box contains 200sp, 30gp, a set of gold and diamond earrings worth 120gp, a *potion of extra healing*, and a letter written in Infernal text.

The letter, if translated is from a high priest of The Master.

I-

It is good that your operation with Crommlen has been so successful, our clients in the Kingdom of the Helcynn are pleased with the wares you have collected beyond the wall. Your continued service shall award you two more links in your unholy chain, and the everlasting gratitude of our eternal Master.

Yours in servitude to The Blind God.

-G

There is a secret door in the western wall that leads to area **8**.

SM4. Crommlen's Quarters

This chamber once served as the overseer's office for the salt mines. It now serves as Crommlen's headquarters where the bandit captain holds court over his subchiefs. The room keeps a writing table, and Crommlen's correspondence.

Correspondence

Letter 1:

C-

We have need of more slaves for continuing of our building projects in the Hatha Peaks. Due to mountainous terrain and many caverns, it is preferred that you choose specimens of good strength and that are accustomed to work in low-lighting conditions. I have sent my emissary Ikthor to serve as your overseer and see to the training of the slaves. The mine should serve as a perfect training ground for the type of skills that are necessary. A transfer of 20 slaves is expected every month with a payment of 10 shillings per slave as our agreed sum.

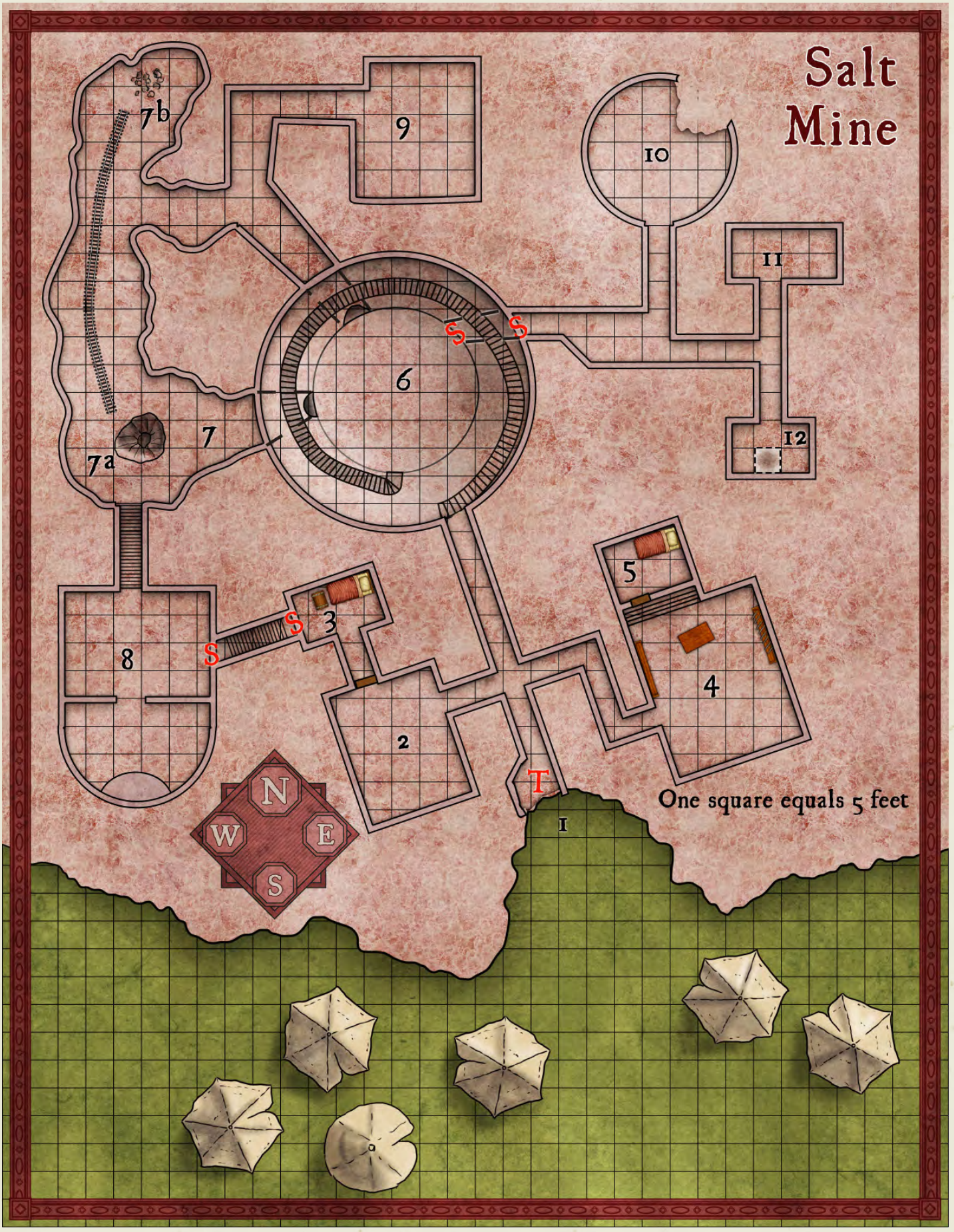
-G

A stack of parchment sits next to the letter. A successful DC 20 Perception check notes that there is an imprint on the parchment from a previous letter written atop this one. Rubbing the letter with charcoal or chalk (or even fine salt) reveals the following note.

Hidden Letter:

G-

Have made contact with an accomplice in Tent City who will mark newcomer camps for us. Over a pint of ale, the beet-faced fellow let slip his feelings on "the lesser peoples" and how there were just too many of them in the city lately. I suggested I could help with the problem for a few gold harps, so long as he could find a way to distract the Seekers


Salt Mine
7b
9
10
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7a
12
5
3
8
4
2
1
N
W
E
S
T
One square equals 5 feet

from our trail. He seemed intrigued, and made some suggestions concerning the evening fog that rolls in this time of year.
-C

SM5. Crommlen's Bed Chamber

This room keeps a rope-and-rag bed blanketed with furs. A malnourished **half-elf girl** (N female half-elf commoner, 2hp) is chained to a hasp bolted to the floor with a padlock holding her in place. The girl is terrified at the site of anyone and whimpers, cowering in the corner.

The girl's name is Krinnin, and she was taken during the most recent raid upon Tent City. She has been beaten, chained, and starved. She has not yet been otherwise despoiled. Krinnin's father is an elven knight from Arendia who would see her returned to her human mother in Ellia. If the characters return Krinnin to her mother, Sir Agelathyn finds them within 3 weeks and rewards them with a quiver of 20 *+1 arrows*, 500gp, and a *wand of sleep* (5 charges).

Treasure: An iron-bound, locked box is under Crommlen's bed. Within the chest are 200gp, 4pp, 1100sp, a ruby ring worth 300gp, a silver dagger, and a flask of March Rye Whiskey.

SM6. Mine Hub

This bowl-shaped room is 50ft in diameter and descends 50ft to a series of tunnels carved into the lower walls. The walls are hard sandstone mixed with layers of pink slab-salt. A spiral ramp cut into the walls of the bowl descends down to the floor. A **secret door** is in the eastern wall of the tunnels. There are **2 slaver guards** in the center of the dome floor and at each of the exits from the dome floor to the north and west.

Slaver Guards (6): **HP** 8, 7, 6x2, 5x2; **AC** 7[12]; **Atk** longsword (1d8) or whip (1d6); **Move** 12; **Save** 17; **AL** L; **CL/XP** 1/15; **Special:** none.
Equipment: leather armor, longsword, whip, 2d4sp.

SM7. Salt Cave

This cave extends along the western side of the mine complex. It is a natural cavern that was mined for many years until a cave-in collapsed the northern end of the cavern forcing the closure of the mine.

Currently, the sounds of digging echo through the 30ft ceilings of the cavern. The light from torches can be seen to the far south and far north.

7a. Rubble Pit

A 15ft-wide -sinkhole pit lies in the center of the lower wing of the caverns. The pit is not blocked off, as the slavers and slaves already know it is there and use torches to avoid it. Characters moving at full movement through the area may not be aware of the pit however, and must make a saving throw to avoid it, unless they enter the caves at a cautionary pace, such as half speed.

The pit is 80ft deep and ends in 5ft of salt brine that has drained here over time. The liquid reduces falling damage by 1d6 points. Prisoners from the collapsed dig site have been hauling rubble to the pit and dumping it for some time now. A cart is pushed by a **2 slaves** (Neutral commoner 1) and **1 slaver guard** every 20 minutes.

Slaver Guard: **HP** 5; **AC** 7[12]; **Atk** longsword (1d8) or whip (1d6); **Move** 12; **Save** 17; **AL** L; **CL/XP** 1/15; **Special**: none.
Equipment: leather armor, longsword, whip, 2d4sp.

7b. Collapsed Dig-site

The far northern section of the salt mine is a buzz of activity with roughly **12 slaves** (N commoner 1) removing rubble and dumping it in the pit at **7a**. The slaves are guarded by **two slaver guards** and an **acolyte**. If the slaves are freed from the Salt Mine, give the characters a 30 XP Story Award bonus.

Slaver Guards (2): **HP** 6, 5; **AC** 7[12]; **Atk** longsword (1d8) or whip (1d6); **Move** 12; **Save** 17; **AL** L; **CL/XP** 1/15; **Special:** none.
Equipment: leather armor, longsword, whip, lantern, 2d4sp.

Acolytes of The Master (Clr2): HP 9; **AC** 7[12]; **Atk** club (1d4) or whip (1d4); **Move** 12; **Save** 14; **AL** C; **CL/XP** 3/60; **Special:** control undead, +2 save vs. paralysis or poison, spells (1), unholy strike (3/day, additional 1d4 damage on first successful melee attack of combat).
Spells: 1st—*cause light wounds*.
Equipment: leather armor, club, whip, iron holy symbol of The Master, prayer book, ceremonial shackles and chain.

SM8. Shrine of the Master

A 30ft set of stairs descends to a small sepulchral chamber that hangs with chains from floor to ceiling. Among the chains are numerous shackles affixed with the dismembered hands of prisoners that were sacrificed to the Overseer of Slavers. Beyond the immediate chamber is a small sanctuary. The **animated claws in chains** act as a unique undead object, with claws that attack any non-worshipper who passes through.



Animated Claws in Chains: HD 2; **HP** 14; **AC** 7[12]; **Atk** claw (1d6 plus grab); **Move** 0 (immobile); **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** constrict (automatic 2d6 damage per round), grab (30% chance to constrict). (***Monstrosities*** 13)

Chancel

The domed chancel holds a blood-stained altar affixed with manacles for hands and feet. The winged figure of a devil bearing jagged chains leers down from the sanctuary alcove. The statue is carved from a single block of pink salt and emanates an aura of evil that causes any who approach it to make a saving throw or flee the shrine in fear. The statue is worth 500gp to a collector and is priceless to a servant of the Master.

There is a 25% chance that **Ithkor** and **1d2 of his acolytes** are praying within the chancel. Consecrating or removing the tainted evil of this area earns the characters a 60 XP Story Award bonus.

SM9. Slave Quarters

The squalid stench of human suffering rises from the chamber as occasional moans creak against the silence. Chained here are one of the work gangs waiting for their next shift on the wall. The majority of the **10 slaves** (N dwarf, half-elf, half-orc, or human commoner 1–2). **Cormeliu** is chained with the others, and is in poor shape from constant beatings. If he is rescued and returned to Mama Bobo, Mama and her family are indebted to the characters forever. If Cormeliu is returned to the camp alive, he can testify to Colonel Portland's collusion with the slavers.

Cormeliu (Half-Orc): HP 10 (currently 4 due to injuries); **AC** 9[10]; **Atk** fist (1d2); **Move** 9; **Save** 16; **AL** C; **CL/XP** 2/30; **Special:** darkvision 60ft, –1 to hit in sunlight.

Equipment: rags, slave collar.

Returning the slaves to freedom grants the party a 60 XP Story Award bonus.

SM10. Partially Collapsed Chamber

Beyond the secret door in area **6** are a series of chambers unknown to the slavers who dwell within the confines of the Salt Mine.

Buried in the rubble are **4 leper zombies** who were caught in the wall collapse. They have been dormant for lack of food but rouse themselves in 4 rounds. The zombies infect anyone killed by them.

Leper Zombies (4): HD 1; **HP** 7, 5x2, 4; **AC** 6[13]; **Atk** claw or bite (1d6); **Move** 9; **Save** 17; **AL** N; **CL/XP** 3/60; **Special:** disease (save vs. disease or die in 3 days), victims animate as leper zombies. (***Monstrosities*** 531)

SM11. Old Storage

This room contains various bits of old mining gear that has mostly become destitute over the last hundred years. Rusty iron mining helmets affixed with candle brackets to help light the way within the darkened passages of the old mines; ,a broken rack contains dry-rotted pickax handles and piles of red scale where the heads once stood, a single unblemished pickaxe leans against the wall. Against the north side of the chamber are a pile of crates that appear to be almost new.

Crate 1: The first crate contains an elven wedding dress and formal suit in cedar-lined boxes. The formal suit is in excellent condition and is worth 250gp. The wedding dress is embroidered with tiny pearls and is worth 500gp. Each item has been heavily altered to fit a larger, more human-sized guest. Documents indicate that the outfits were worn by the grandparents of Vermund Durnian for their wedding 100 years ago.

Crate 2: This crate is filled with documents and letters related to the political situation in Bard's Gate a century ago. The documents are for the

Colonel Portland Did It?

It may not initially be clear, but Colonel Portland is the unwitting "insider" aiding in the disappearances throughout Tent City. While he is neither a follower of The Master nor outright evil, he is a of a generation and mindset in which he perceives a natural hierarchy to things and sees himself .While tColonel's listed alignment may not appear to coincide with his actions, he sand those who are most like him to belong at the pinnacle of things. In many ways he epitomizes the casual ignorance of racism and characters, colonialist attitudes that were not at all uncommon in the 19th century. His purpose is not shaper Referee to eradicate or subjugate those he sees as lesser folk but rather to keep them "in their place" and protect society from what he believes to be barbarians. The fact that his own actions and habits more truly epitomize barbarism has not even occurred to him.

Unfortunately, Portland's role in this adventure is not one of harmless ignorance but rather one of an unwitting tool at the hands of truly evil intent. Through subtle manipulation of Portland's secret insecurities and personal prejudices, Crommlen has managed to recruit him as both a scout and a patsy for his slaving operation, a fact which the good colonel has not yet tumbled to. Should Portland come to realize the fate of those Crommlen's Ghosts captured (he assumed they were just roughed up a bit and released far from the city with a promise of more trouble if they ever returned), he is humiliated and stunned into near paralysis by his obliviousness to the situation, if not his complicity. He is truly remorseful and does what he can to make amends — if not for the right reasons at least as a movement in the right direction. If you wish to expand on the mysterious notes in the salt mine, it is possible that Portland will be willing to try and help the characters against the mysterious "G" by pretending to renew the relationship once Crommlen is gone in order to draw the slave master out. However, that is a matter for another adventure.

For his part, Colonel York is furious at the idiocy of his business partner and immediately makes moves to take over most of the day-to-day operations of Fort Rendezvous. York may be a part of the same culture and share much of Portland's insular inclinations, but he is wise enough to see that the old ways of their youth are passing and belong now in his own reminiscing over a pipe and a pint through the haze of nostalgia rather than in the forefront of their everyday activities. He is equally quick to point out that the majority of the victims of Portland's stupidity are the very customers that their trading post sells to. If business ever gets back to usual at Fort Rendezvous, it'll be a long while before Col. Portland holds forth with the same bluster and bravado that he used to.

As a roleplaying game scenario, it is not this adventure's purpose to tackle or make light of real-world social issues or to force such a discussion at your game table. Rather it is simply to capture a bit of the nuances that motivate villains in the game and some of the ambiguity as to what actually defines a villain in order to allow for a greater sense of realism. However, such a pursuit is not for everyone. If you and your group are comfortable with tackling the complexity of social issues in-game or would find the challenge enjoyable, feel free to expand upon the adventure and its consequences as you see fit. However, if it is not to the tastes of you or your players, it would probably be better to gloss over shades of gray that might be presented through the roleplay and stick with the basics of Ikthor, Crommlen, and their cohorts as being the undeniably evil villains and Portland as simply an ignorant dupe. It's your game, make it work best for you.

most part worthless, as copies are located in the High Sanctum. What is of value is a copy of "*The Battle of Broch Tarna*" a first-hand account of the battle with differences from the "modern" version, written by a trumpeter assigned to the 3rd Suilley Dragoons. The book is worth 200gp.

Crate 3: This felt-lined box contains a full dinner service of semi-fine china created to commemorate the opening of a now defunct bank in the Guild District. The dinner settings would seat 100 guests, though the whole, setting aside the silverware, would only net about 100gp, and weighs 300 lbs. The silverware is actually an alloy cut with tin and silver, weighs 100 lbs, and is worth 10gp.

Crate 4: This crate contains various masks and costumes for the production of a play. It includes false elf-ears, wolf masks, bird masks, lion masks, faux armor, stage swords, and the like. The dry salt conditions worked particularly well in preserving this gear, as it doesn't contain much ferrous metal, and that which is contained such as the stage weapons were wrapped tightly in lanolin-soaked cloths. The entire kit could be sold to a theater for 250–400gp, depending on negotiations.

SM12. Airshaft

The air shaft is a roughhewn 5ft x 5ft x100ft chimney that leads to the surface.

Tying up the Loose Ends

The Characters Rescue the Slaves

In this instance, the characters are considered heroes of Tent City. As such, they are also treated as "saviors" in Districts similar to Tent City, such as the Market, North Wall, Outer Quarter, and the Docks.

Crommlen and Ikthor

If they are killed, the characters gain their equipment and whatever bounty exists for either. If they are captured alive, the Dog Soldiers turn them over to the sheriffs of Bard's Gate for imprisonment and possible execution. The characters are awarded an additional 400gp in bounty for the pair or 200gp individually.

If either Crommlen or Ikthor escape, the Referee may use them as ongoing foes, or rivals in a broader campaign.

Colonel Portland

If Colonel Portland has not yet been found out, there is a strong likelihood that the characters have discovered documents incriminating him for his participation in removing the "undesirables" from Tent City. This may not be as cut and dried as it seems, however, as none of slaves who were taken ever actually encountered Colonel Portland at the salt mine or overheard any conversations with him and their captors.





A Matter of Faith

This adventure is designed for characters level 3–4, though it can be scaled to any level. The more characters involved in the adventure, the lower the overall level that is required for success. As always, the Referee can balance the adventure as best suits their gaming needs. The adventure takes place in the city of Bard's Gate, as well as outside of the gates at a boathouse not far from the City. The adventure introduces the party to the Order of the Maidens' Cross, a strictly female sect of paladins of the goddess Muir, and the schism that exists between philosophies of the Lady Paladin's followers.

Adventure Background

The adventure begins as the characters are made aware of missing children and young ladies from the city's poorer districts, and alleged kidnappings taking place in the decidedly more foreign quarters of the city, such as the Outer Quarter, Thieves' Quarter, and Turlin's Well. In the course of investigations, indicators are that some missing girls may be hidden at Maidens' Cross (**TW27**).

Upon their encounter with Jenette Holycraft, they are informed of a slave ring conspiracy within the city that has grown to atrocious levels and must be defeated. Their aid is enlisted in defeating this evil. Characters are asked to collect evidence as to the nature of the kidnappings, and to eventually infiltrate the slavers' group within the city. Once infiltrated, the characters are tasked with identifying the true slave leaders, and participate in raiding a transfer of slaves to a ship hauling a band of kidnapped children to the Sinnar Coast city of Lowport.

In the process of exploring this new threat to the city, the characters are also approached by Barahil the Faithful, who is concerned with the crusade that Jenette has proposed within the walls of the city. Throughout their interactions with Barahil and Jenette, characters come to understand the wide schism between the two factions of the same faith and how these differences threaten to undermine the overall mission of Muir's remaining worshippers in the Stoneheart Valley.

Getting Started

The Referee has several options for getting the characters involved in *A Matter of Faith*. Some involve working as "special agents" for the constables or sheriffs, stumbling across a kidnapping, or through having their interest piqued by rumors overheard on the streets.

Special Agents

This scenario assumes the characters have worked as deputies or special constables for the sheriffs or constables in the past. In this event the characters are approached by their contact person such as Undersheriff Kotchko (**K5**), or Pthan Traklos (**K7**). As special agents, the characters are given basic information in regards to the case as follows: young children and girls are going missing from the Thieves' Quarter, Turlin's Well, and the Outer Quarter. The only pattern appears to be that the victims go missing after dark. Some have been snatched from their homes, while others have been stolen walking through the streets. Some of the missing girls have been members of the Harlots' Guild, though several have been young women recently arrived to the city from neighboring civilized lands. Adding to this tension are recent reports of cloaked figures that have been seen stalking the alleyways of these neighborhoods in the dark of night. Potential witnesses have been found severely beaten, or refuse to talk to the "regular" guard forces.

Greycloaks

If the characters have become affiliated with the Greycloaks, they may be apprised of the tales of the missing by Cylyria herself in her guise as **Merinath** (**Appendix A: Major NPCs**), or her young protégé, **Virthalia** (**TW1**). The tales are similar to information provided by Kotchko or Pthan Traklos. Missing children and girls, as well as cloaked strangers stalking the streets, have the locals on edge. There is word of witnesses who have been beaten to within an inch of their life, and others who refuse to talk to the constables out of fear of being targeted next.

The Saints of Turlin's Well

If any characters have been accepted by Lucy Fucher (**TW36**) and she has invited them to join the Saints, she shares what little information she has. Cloaked figured are stalking the streets of Turlin's Well after dark, snatching children from their very beds. No one is safe, and they must be stopped! She suggests the characters try a stakeout to find the fiends, perhaps even alluding to them creating some kind of "bait" to lure the kidnappers with.

Missing Persons

This angle works well if characters have begun to develop a following in the city for their various exploits. It assumes that the party has completed some heroic tasks either on their own or on behalf of various city agencies and their deeds have not gone unnoticed. **Hanly Grouse**, a proud man of Heldring stock, wanders the streets in search of his daughter, **Uelle**, who went missing two nights ago. Having heard of the characters' reputation as heroes, and folks who get jobs done, Hanly seeks out the characters hoping against hope that they can aid him where the constables have failed. He comes now to their favored hangout, a desperate man, hoping only for the return of his child. Hanly is a carpenter by trade and has little in the way of coin, but can offer the characters 10gp that he has scraped together and raised from friends. A paltry sum to be sure, but it amounts to a month of his salary that he had saved to get his daughter reading lessons, plus some money that was given to him by friends and neighbors to help find Uelle (the Referee is encouraged to heap on the sympathy ploy, for this is, indeed, a tragedy).

Hanly lives in the long rows of rundown apartments on the southern end of the Outer Quarter overlooking the East Canal. Uelle had gotten up early, as it was her chore to empty chamber pots into the canal before helping her mother, a washer woman for the merchants in Turlin's Well, but the child never returned.

To further the intensity of Hanly's concern, he hands the characters one of Uelle's clogs that was found floating at the canal's edge, telling them that he had to tear the shoe from his wife's grasp, as it is all that they have left of their daughter — unless the characters can help.

Rumors

It is possible that the characters are self-motivated adventurers and like to follow hunches and rumors to discover what is going on in town, so that they can interject themselves into the action without much additional motivation from the Referee. The Rumor Chart is useful for parties asking around for information on what is happening in the various neighborhoods affected by the missing persons and to just find out what the general word on the street is.

Rumors Chart

1d20	Possible Rumors
1-2	- "Missing what? Only thing missing is my money to the tax man." - "Probably the government has something to do with it. Think the council and Burgess aren't corrupt? Think again. What makes me say that? What? Oh, that's what I heard at work."
3-4	- "I guess if parents were better at paying attention to their children, they wouldn't have run off. You ask me, they've joined the Harlots' Guild or gotten involved in a bloody cult!" - "That Grouse girl? Fell in the canal she did. Drowned for sure! What a pity." - "Probably kidnapped by the Harlots' Guild to be turned over for trade! They'll all turn up somewhere, and not in good shape I guarantee!"
5-7	- "There are some strange folk hanging around here lately. But really, who are you? Pretty sure I have never seen you around here before… Why do you keep asking about missing girls anyhow?" - "I heard that the missing girls were all on their way to a job or running an errand after dark. Keep your ladies indoors."
8-9	- "I bumped into a woman the other day. She was in a homespun cloak, and I would have sworn she was a beggar, but she made a metallic clank when I brushed against her. Her eyes… I decided I shouldn't trifle, and kept on walking. No, no. I don't have nothin' more to say." - "Families in the foreigners' districts have been sending their girls and ladies out after dark with guards. Not that it has mattered, as the girls have been taken regardless. Ha! Get it? Re-"guard"-less? That wasn't even on purpose!"
10-11	- "Carnival music. Pretty sure I heard carnival music the night one of the ladies went missing. Sounded like down by the canal but really who knows, the way that sound travels. This city never really sleeps." - "Riverfolk know something, but nobody talks to those river pirates. Could be them! Pretty sure somebody said they saw a gondola leaving the area of a missing girl."
12-14	- "Serving girls from Maidens' Cross were confronted by guards for holding a protest over to the missing girls. The protest was held at the 'Burn', in the Market. The ladies were adamant that the city must take the disappearances more seriously. For some reason that paladin Barahil was summoned to help make peace as the ladies refused to disperse. He and the head barmaid had words that got pretty heated; don't know that I'd have the nerve to talk to a paladin o' Muir like that. But eventually the bar girls went home." - "I seen one of them missing kids step around the corner. There was some crazy giggling and what sounded like a goose honking. That's what I heard; I swear it. The kid never came back. When I went out to look I couldn't see nothing but the dark and the lights on the water from the barges going by. Probably fell in…except there was no splash."
15-16	- "All the missing have disappeared within view of the canals. Someone heard a music-playing gondola, too."
17	- "The missing girls were all tall and lean with clear skin and bright eyes. Most were blondie Heldring. They were taken even if they were accompanied by an escort; their escorts awoke from dreamless sleep and their charges were gone."
18-19	- "I was helping some Riverfolk bring in a catfish haul a few weeks ago. A barge passed by and I swear I could hear crying coming from the barrels they had on their deck. The fellow onboard didn't look like any of the Riverfolk I've seen around here. Gave me quite the sour look he did."
20	- "When Barahil the Faithful came from the Temple of Muir to break up the serving girls' protest, he went straight up to the owner of Maidens' Cross, the woman Jenette Holycraft. I was close enough that I could hear what they said. He and Jenette had an argument involving a lot of fire and brimstone. Barahil said that he believed that Holycraft had been tainted and was near to 'falling from the grace of the goddess.' Holycraft told Barahil that she couldn't take him seriously, as he was 'blind to the evil right before his eyes.' Eventually both sides withdrew without violence. I never knew it, but if I didn't know better I'd say Jenette Holycraft was a paladin of Muir, too."

A variety of rumors are swirling about the girls missing in the districts. If the characters go in search of such information, roll 1d20 once on the table and give them one rumor from each selection with a target number equal to or lower than the number rolled. Some numbers have multiple rumors; choose one as needed. If characters get a second chance to roll on the Rumor Chart (as noted below), you can choose a different rumor if necessary.

Interviewing the Locals

Interviewing locals offers an additional chance at gaining information that is more directed than what is available on the Rumor Chart. If the characters talk to any of the specific groups listed below, they can gain the information presented for that particular group or person, and they can make a roll on the Rumor Chart as well for more general information. It is a good idea for characters to investigate multiple areas along the East Canal and the offshoots to develop leads that help further the adventure.

Questioning Harlots

Questioning ladies-of-the-evening costs some coin, how much depends on if the characters pay for "entertainment" as well, or just desire the information. The ladies are adamant that their guild has nothing to do with the disappearances. In fact, they have had a few of their own disappear recently. Typically, they were young girls new to the city who were also working near the canals. A "tip" of 50gp over the standard prices for their services elicits an additional observation that there was unusual late-night gondola traffic in the area of the missing harlots.

Questioning Riverfolk

At some point, characters who have gathered enough good information may wish to question members of the Rivermen's Guild or just Riverfolk in general to see if anyone has additional information. If the characters have already met **Chase** at the Last Drop (**D3**), he may point them in the direction of **Katrin** or **Aicha** (**D2**) to see if either of them have heard or seen anything. Katrin's houseboat is located on the Eastern Banks of the Stoneheart River near the East Docks (**ED7**).

If asked, Aicha has heard nothing, other than kids have gone missing. If the characters mention a gondola, she directs them to Katrin, as Katrin is the expert on gondola traffic in the canals and river channels of Bard's Gate.

Katrin

Katrin is aware of the missing. She has had recent run-ins with a faction of Riverfolk who have refused to join the Rivermen's Guild, and strange gondola operators who don't ever seem to have any customers. She explains that there are several "hidden" or private moorings beneath the docks, especially along the western Docks district and the Canal District. If the victims are being hauled across the river from the east bank, they could be anywhere, though Katrin says that her bet would be one of these hidden moorings. She would be willing to give the characters a gondola ride past the areas where girls have gone missing or past some of the hidden moorings she knows about. Katrin has seen a gondola operator in the fog of night who wore the garb and face paint of a clown. She attempted to give chase but the clown escaped into one of the hidden moorings on the western side of the river, and she lost him.

Note: Most of the moorings are directly associated with secret sewer entrances located around the canals and docks of Bard's Gate. Katrin should not know about Greelli's Warehouse at this point.

Neighbors

Most neighbors of the victims are obviously distraught about the missing children. They note that the missing always seem to have been walking, playing, or working near a canal. Allow an additional check on the rumors chart.



Jenette Holycraft

Either through a stakeout, or an encounter at Maidens' Cross, **Jenette Holycraft** (**TW27**) meets the characters (so long as they bring no evil to her tavern-shrine) and introduces herself and her true cause. She explains to the characters that evil is afoot within the city, and that she has evidence in the form of what she believes to be an unholy symbol in the shape of two hands bound together by wire, which were left behind at the scene of one of the kidnapping events. She is not familiar with the symbol but is convinced it has some ritualistic meaning.

Jenette is a stern woman, who belongs to a strict order of female paladins of Muir that originated in the city of Penmorgh in distant Southvale with the infamous Order of Iron (see ***Cults of the Sundered Kingdoms*** by **Frog God Games** for information regarding this militant order). The struggles in her homeland against the forces of Orcus and other evils have brought her here. In Southvale, the Order of Iron has crossed swords with reavers out of Lowport on many occasions. She readily admits that new members of her own order are often recruited from among young women who were freed from bondage during the Order's many crusades against the slavers of that despicable city. Her own personal history was, in fact, one of being freed from slavery by members of the Order of Iron as a young girl and raised among its ranks.

Through her own investigations she has learned that many of the slaves brought into Lowport actually originate in or around Bard's Gate. She suspects the hand of Orcus in the matter as in so many of the troubles that have

plagued her homeland. In response to this discovery, and with the blessing of her mistress, the Lady Astrid Dugganey of the Order of Iron, she formed her own offshoot branch of the Order. Admitting only female paladins she named this new group the Sisters of the Maidens' Cross for the oath of fidelity that each swears upon the upturned hilt of her own sword.

Jenette admits to rough interrogation of witnesses sometimes. She points out that those who were beaten by the ladies of her order were unusually lecherous. These included drunkards, addicts, and fiends of the night for whom a good beating may have placed them on a better path. Jenette explains her crusade against the secret forces of Orcus shall continue until the minions of the demon prince are cleansed within the city. She has approached Barahil about her suspicions, and has been rebuffed. She is frustrated with Barahil, who she says is a good man and faithful servant to the goddess as his name implies, however, he is so single-minded in his purpose of returning ruined northern temples to their former glory that it has blinded him to evil of equal horror growing right beneath his very nose. In her opinion, his rebuffs have forced her to go it alone against the kidnappers within the city.

Jenette says that she and her agents have scoured the city near the areas of the kidnappings, and found no sign of the missing children or young women, leading them to believe that the girls have been hidden somewhere within the Black Market in the underground. Unfortunately for Jenette and her order, access to the Black Market is restricted to those whom the Wheelwrights or Shadow Masks allow entry. Since it is dishonorable to hide behind a mask or disguise, Jenette and her allies are stuck waiting to catch the kidnapper red-handed.

Allow the characters to interact with Jenette and her order. It is possible that they may strike upon a plan to work together to capture the kidnapper, or for the characters to gain access to Slavers' Way on a foray to the Black Market. If this option is chosen, proceed to the **Slavers' Way** scenario.

Barahil the Faithful

Here the characters are introduced to **Barahil** (**Appendix A**), if they have not met him already. Barahil kindly welcomes the characters and provides them with warm bread and weak but tasty wine. Barahil explains that the quest against Orcus and the forces of evil is stronger than ever within the city. Barahil is greatly concerned with the disappearance of the girls, and has no doubt that somewhere in the bottom of all the different skeins of thread one would find Orcus' bloated hand plucking the silk.

During this time of crisis, Barahil has sent his few remaining knights and acolytes throughout the troubled sections of the city to keep an eye out for the kidnapper or kidnappers. So far nothing has turned up other than confrontations with a fellow order of paladins led by Jenette Holycraft.

Barahil has always been appreciative of Jenette's sword-arm in the fight against the forces of Orcus, and has no qualms about her bravery or her strength. Lately, he has become concerned about her faith, however, and believes she may be possessed by rage rather than the spiritual strength of the goddess. He is not convinced that slavers are the root cause of the current issues, though would hold fast to do battle against their evils if it were proven otherwise. He is certain that victims who may have been witnesses to the crimes in question were beaten by Jenette or her followers and finds such behavior unbecoming of a paladin of Muir.

If the characters are mostly good in nature, he asks that they keep a vigil over the areas of the kidnappings, and, if necessary, engage with Jenette's knights and stop them from harassing any other potentially innocent witnesses. Barahil offers the services of a young paladin named **Uswain** to act as envoy between the party and the Shrine of Muir.

Encounters

Sisters of the Maidens' Cross

In the event of this encounter, characters are actively attempting to catch the kidnappers. The characters have determined that missing girls have disappeared near a dockside, and that there are strangers in the area. They may have surmised that a boat or boats are used in the abductions, or believe that sewers are somehow being used to transport the girls.

As the characters attempt their stakeout or trap to catch the kidnapper, they are suddenly interrupted by a band of **4 warrior-women** wearing homespun cloaks, brandishing shields and swords. The women demand to know the characters' purposes along the canals late at night, and tell the characters that they must surrender or face the judgement of the Lady Protector.

After it is determined that the characters are also attempting to locate the kidnappers (if that is what they are doing), they are invited to Maidens' Cross for a meeting with Jenette Holycraft, the leader of their order, if they have not met her already. If they have already allied with Jenette, the order offers to stay and help secure the area of the stakeout.

If the party is with Sir Uswain, the Maidens are wary, partially because he is a man, but also because of their differing views on the worship and implementation of the goddess's message. This is unlikely to result in blows, though it may include some sharp words.

Sister of the Maidens' Cross, Female Human (Pal3) (4): HP 23, 21x2, 19; **AC** 2[17]; **Atk** *+1 longsword* (1d8+1); **Move** 12; **Save** 10; **AL** L; **CL/XP** 3/60; **Special:** immune to disease, lay on hands, warhorse.

Equipment: plate mail, shield, *+1 longsword*, holy symbol of Muir, 2d4sp.

Going on a Stakeout

After characters have been put on the case, either through outside motivations or through their own investigation, they may choose a district for observation. As stakeouts go, there are several variables that can affect their success. These include possibly having had discussions with Jenette Holycraft, Barahil, or Katrin; other indicators include having accessed rumors above 12+ on the Rumors Chart.

Action	Result
Characters have questioned Holycraft or Katrin	+1 chance of encounter per conversation.
Characters have interviewed locals	+1 per each district investigated.
Characters have observed the location of recent abductions	+1
Characters develop a trap involving disguise or illusion	+1
Each rumor gathered above 12+	+1 per rumor

Add up all of the above factors and subtract those from 20. For example, if the characters have done one of each of the activities listed, they have a total of 5, subtracted from 20 getting 15. Roll 1d20. If the roll is 15 or greater, they have an encounter with the kidnapper; proceeding to **Kidnap Attempt**. If the roll is less than the stakeout number, they do not encounter the kidnapper. If the die roll is a 1–5 the characters instead have an encounter with Jenette's Order of the Maidens' Cross; proceed to the **Maidens' Cross** encounter. If the roll is 6–10 the characters have an encounter with one of Barahil's Order of the Sword of Retribution; proceed to **Shrine of Muir** encounter description. Any roll between 11 and the target number results in a standard random encounter. See **Appendix B**, and roll on the chart(s) specific to the District(s) the characters are staking out. Note that if the characters manage to get their "overall stakeout number" to 10 or less, they encounter a kidnap attempt rather than an interaction with the Maidens' Cross, Order of the Sword of Retribution, or a general random encounter.

Order of the Sword of Retribution

In this encounter, characters on their stakeout come across a solitary member of the Order of the Sword of Retribution named **Sir Uswain**. Sir Uswain was dispatched by Barahil to intercept members of the Maidens' Cross, and ask them to leave off their vigil and return to the fight against the forces of Orcus. Sir Uswain encounters the characters dressed in a simple white surcoat emblazoned with the bleeding upturned sword of Muir upon his chest, sword at his hilt, and shield on his shoulder.

Uswain demands to know what the characters are doing, and immediately mistakes their stakeout as possibly the kidnapper's ambush. If convinced otherwise, Uswain begs the forgiveness of the characters and invites them to an audience with Barahil the Faithful in the Shrine of Muir, provided that they are not overtly wicked. If the characters have already been in contact with Barahil, Uswain is assigned to them if they so choose, or acts as go-between for the Shrine of Muir and the party. If Uswain is with the party and they encounter members of the Sisters of the Maidens' Cross, there is some not-so-subtle friction. Uswain is polite but wary of the Maidens, as he has been warned by Barahil that the paladins of Maidens' Cross may have been corrupted.

Uswain, Paladin of Muir (Pal4): HP 29; **AC** 2[17]; **Atk** *+1 longsword* (1d8+1); **Move** 12; **Save** 9; **AL** L; **CL/XP** 4/120; **Special:** immune to disease, lay on hands, warhorse.

Equipment: *+1 chainmail*, shield, *+1 longsword*, holy symbol of Muir.

The Kidnap Attempt

This encounter takes place when the characters finally encounter an actual kidnap attempt, either by using a decoy or through their surveillance. The kidnapping attempt happens around midnight, under the dark of night, and occurs close to a canal. A gondola pulls up to the edge of the canal, and a masked clown begins playing a squeezebox or doing magic tricks to entice a victim to the edge. Once there, the clown uses a *wand of sleep* on the targeted victim, quickly sweeping them aboard the gondola as they paddle off in the direction of the hidden docks off of Slavers' Way.

Dropsy the Clown

Dropsy is a foul villain brought to Bard's Gate by the slavers who follow the foul deity known as The Master; he wears a painted leather mask that is both hideous and whimsical, with an oversized smiling mouth, small piggy eyes, and a huge bulbous red nose. Dropsy has a bright blue shock of hair sticking out from all directions on his head that he typically keeps hidden beneath a hood when not out coercing victims into his gondola.

Dropsy is often assisted by two other kidnappers from Slavers' Way named **Wyte** and **Trimble**, who hide in the prow of his ship wearing equally bizarre clown masks. They help Dropsy bind the victims in burlap sacks to haul back to Slavers' Way.

Dropsy (MU6): HP 20; **AC** 7[12]; **Atk** +2 *dagger* (1d4+2); **Move** 12; **Save** 8; **AL** C; **CL/XP** 6/400; **Special:** +2 on saves vs. spells, spells (4/2/2).

Spells: 1st—*charm person*, *magic missile* (x2), *shield*; 2nd—*invisibility*, *phantasmal force;* 3rd—*lightning bolt*, *water breathing*.

Equipment: +2 *dagger, cloak of protection +1, ring of protection +1, wand of sleep* (9 charges), *friendship box* (**Appendix C**), spellbook.

Wyte (Thf4): HP 13; **AC** 7[12]; **Atk** short sword (1d6) or light crossbow (1d4+1); **Move** 12; **Save** 12; **AL** C; **CL/XP** 4/120; **Special:** +2 save bonus vs. traps and magical devices, backstab (x2), read languages, thieving skills.

Thieving Skills: Climb 88%, Tasks/Traps 30%, Hear 4 in 6, Hide 25%, Silent 35%, Locks 25%.

Equipment: leather armor, short sword, light crossbow, 20 bolts, *potion of healing*, *potion of invisibility*.

Trimble (Ftr4): HP 28; **AC** 4[15]; **Atk** battleaxe (1d8+1) or light crossbow (1d4+1); **Move** 12; **Save** 11; **AL** C; **CL/XP** 4/120; **Special:** +1 to hit and damage strength bonus, –1[+1] dexterity AC bonus, +1 to hit missile bonus, multiple attacks (4) vs. creatures with 1 or fewer HD.

Equipment: chainmail, battleaxe, light crossbow, 15 bolts, *potion of extra healing, potion of invulnerability*.

Kidnappings occur in the following manner: Dropsy pulls up in the gondola wearing his clown mask, and begins to attempt to entertain or entice a victim into the boat. While telling jokes, he plays his squeezebox, cajoling the target to get in the boat. If the *charm* fails, Dropsy uses his *wand of sleep* to knock out his prey, and his assistants gather the victim or victims and tie them in burlap bags.

If attacked, the kidnappers attempt to flee with their gondola at Movement 12 per round heading toward the channel off the West Canal, and their hideout in the Black Market.

Gondola Chase

After the characters have encountered Dropsy and his associates, and the kidnappers have managed to flee, the characters may take pursuit via gondola, *fly* spell, or other method of making chase. Dropsy and his crew cut across the East Canal and into the open water of the river. Dropsy casts *obscuring mist* to mask his escape once close to the western bank of the river. They use the current in the center of the river to double their speed (Movement 18) along the south end of Central Island before cutting across for the West Docks.

Gondola: If characters are in a gondola, they manage Movement 6 per round + 3 per rower with a maximum of two rowers assisting the main pilot (maximum 12). Weight is a factor however, and 1 point of Movement per round is removed for each additional passenger above three in a gondola (rounding down).

Catching up to Dropsy: If the characters catch up to Dropsy, he and his kidnappers engage them in battle up to the point where Dropsy may be captured (if Dropsy is reduced to 50% of his starting hit points, he flees), at which point he uses his magic to flee to Slavers' Way, leaving his associates to their fate. If the characters kill the kidnappers, they miss out on the opportunity to interrogate them.

Melee attacks between the gondolas on open water require a character to roll below his dexterity on 4d6 after every failed attack roll. Characters failing the check must roll 1d6; they fall in the water on a roll of 1–4, or into a boat on a roll of 5–6. If characters fall into a boat, roll another 1d6. On a result of 1–5, they fall into their own boat. A roll of 6 means they fall into the slaver's boat. Missile attacks aimed from moving boats are fired at a –2 to-hit penalty due to the boats bobbing up and down in the water.

If the characters manage to keep a kidnapper alive, they discover that they have captured a minion of a "Slavers' Cult". Trimble and Wyte refuse to talk to the characters, though magic or intimidation could persuade them to spill secrets. Alternately, if they are turned over to Jenette Holycraft, they are eventually convinced to talk. If Trimble or Wyte are turned over to the city authorities, they refuse to talk, and are found dead in their cells the following morning. In the unlikely event that Dropsy is captured alive, he does not speak to the characters, Jenette, or other authorities under any circumstances.

Kidnappers' Information: Trimble and Wyte stop short of naming Greelli, even under torture, and only reveal the name of the leader of the Slaver Cult via the use of magical methods such as *suggestion* or *ESP* spell. They do indicate that the Slaver Cult is stationed in the south end of the Black Market, and that the password to enter Slavers' Way is "Ribs and chains for The Master."

Further interrogation reveals that a shipment of children is being traded to a transporter named Harlan Mesk, due to arrive in the city soon. Harlan's riverboat is supposed to be moored downriver from the city, and the



two arranged a large transfer of "cargo" by barge to Harlan's ship, so that Harlan may take the stolen women and children to Lowport for sale. Under magical interrogation, Trimble reveals that Harlan has not met Greelli yet, but is known to be at least half-Heldring, has a bristling beard, and a bald head. Harlan is covered in tattoos, most unique of which is a tattoo of a bloody chain running around his left arm.

Infiltrating Slavers' Way

Either by managing to follow Dropsy, or by suggestion of Jenette Holycraft, the characters may find themselves attempting to infiltrate Slavers' Way in the Black Market (**BM19**). The children's cells in Slavers' Way currently hold the missing children and young women who have been recently abducted by Dropsy and his goons.

Gaining Entry

Gaining entry to Slavers' Way is no mean task. If the characters follow Dropsy, they are met with heavy resistance from the slavers and their guards in and around Greelli's entrance to Slavers' Way beneath the canals (**C14**). This scenario evolves like a raid into a hostile dungeon, where the enemies are quickly prepared to repel their attackers. Consult areas **19–26** of the **Slavers' Way** section of **The Black Market** (**Chapter 9**) for details on the level of defense afforded by Greelli's host. The characters have kicked a hornet's nest; the full complement of degenerates mobilize to repel the characters at any cost. If a large-scale fight breaks out in the Black Market, local merchants flee the scene or lock up their shops, if they have a defensible location; any guards in the Market secure their merchants, then join the fray. If the battle goes badly for the merchants, the characters can be assured that Duloth hears of their involvement, leading to massive retaliation on the surface streets for as long as the characters are in the cityCity.

Jenette's Plan

One of Jenette's order has recognized Greelli on one of the rare occasions he makes his way into the surface city for fun and frivolities, and followed him to his warehouse in the Canal District. This is his own "private" entrance to the Black Market. Jenette has previously sent other members of her order to the Black Market, but had her agents turned away by members of the Wheelwrights Guild for "looking like brownies" They lack the evidence and wherewithal to actually prove Greelli's participation in slaving operations, and his money and prestige as a regional exporter have thus far insulated him from any questions over his morality, or actual business operations.

Jenette suggests that the characters pose as Harlan Mesk and his associates in an attempt to facilitate the transfer of the captured children. If possible, Jenette and her allies wish to find the location of Harlan's ship so that they may raid it and bring Harlan to "justice."

Inside Slavers' Way

Characters may use any variety of deception or disguise (magical or otherwise) to enter the Black Market. Characters have a choice of attempting to negotiate the entirety of the Market, and on to Slavers' Way (**BM19**), though without proper introduction via some other important personage such as a member of the Shadowguild, they are surely found out; or following Jenette's agent, and enter the Market through Greelli's

warehouse (**C14**) by pretending to be Harlan Mesk; however, even disguised, the guards are nervous around a Northman, and they are immediately eyed with suspicion.

Either way, once inside Greelli's area of influence, they are led to an office (**BM25**) where they are greeted by **Greelli** or one of his **kidnappers**. They are asked the nature and number of slaves they wish to order, and what method of pickup that they desire for the receipt of their slaves. If the characters are winging it, there is a good chance that a wrong answer results in a surprise attack by Greelli's henchmen. Good roleplay is necessary to get through the encounter.

Characters may ask what sorts of slaves are available, and are given slaves to review, where they immediately recognize several of the children based on their descriptions. Hanly Grouse's daughter Uelle is among them.

Note: If the characters have come as buyers, but are not assuming the guise of Harlan Mesk, and attempt to make a bid to purchase the children, they are told that these children are spoken for, which may create a bidding war. In this event, Harlan is summoned to Slavers' Way and an auction is held over the value of the slaves.

Infiltrating Greelli's Office

If the characters manage to sneak their way into Greelli's office, they find evidence on his desk of a slave trade of over 30 victims, consisting of women and young girls. The delivery is for the following morning at a place called the "Boat House;" an abandoned boathouse sometimes used by river pirates about 12 miles south of the city, just north of where the river forks. Riverfolk such as Katrin know the area well. Picking the lock to Greelli's office, perusing his files, and gleaning the useful information would be considered a challenging feat considering the traffic and guards in the location. If a character manages to pull it off, award them 120 XP for overcoming the encounter.

Characters are Found Out

If the characters are discovered as frauds, they are immediately attacked by Greelli's henchmen. The characters must then find a way to fight their way out of Slavers' Way. If they end up making a break through the Black Market proper, they find themselves at odds with Wheelwright thugs, Shadow Masks, and any other parties interested in stopping their escape from the criminal underworld. If Dropsy made it back to Slavers' Way, he may "make" the characters unless they wear disguises or are using some form of magic to change their appearance.

Auction

Slaves are initially priced at 20gp each for adults, and 50gp each for children. Harlan is willing to go as high as double per adult slave and triple for children. In total, there are **10 adult females** (Neutral female human expert 2) who had gone missing from the Harlots' Guild and **15 children** (Neutral male or female human commoner 1) between the ages of seven and thirteen. If he is outbid, Harlan waits with his ship downriver where the ferry is to deliver slaves to the characters, and ambushes the ferry to steal the slaves for himself. The characters must hurry to the destination of the dropoff, as Greelli wants the business concluded quickly.

If Characters Win the Auction

If the characters are successful in the auction, and are allied with Barahil or Jenette, or have been sent on the mission by Pthan Traklos or the High Burgess, they may share their information with their perspective employers at this time. They are followed by hidden agents of the Slavers' Cult to whatever destination or stopping off point they may make prior to their departure from the city. If the characters are seen approaching the Greycloaks, the Orders of the Sword, or Sisters of the Maidens' Cross, they can expect a well-armed response at the meeting place for the Slave Exchange.

If Characters Lose the Auction

Harlan Mesk and his enforcer, Rollen, order the barge immediately filled and ride it south to their hideout at the Boathouse. Characters now have limited time to catch up with the barge and rescue the slaves. Horses and a full-out dash may reach the boathouse in time. This would involve having to keep pace with the barge and keep the barge in site, as the characters are unlikely to have found maps or locations of the boathouse unless they have ransacked Greelli's offices, or somehow picked his pocket and learned the location of the map.

The Slave Exchange

If the characters manage to broker a deal for a portion of the slaves, Greelli organizes a flatboat to haul the slaves to a supposedly abandoned boathouse 12 miles south of town on the western shore. Harlan's vessel also waits along the shore there. The characters are expected to collect their slaves from the boathouse, and arrange their own method of shipping the slaves out of the region.

Characters may charter their own flatboats from the Rivermen's Guild, go overland with horses, or come up with some other method that would look reasonable to slavers expecting an exchange of chattel humanoid life.

The Boathouse and Harlan Mesk's Ship

Twelve miles south of the city in a backwater is an abandoned boathouse (**Chapter 2**, area **23**) once used by river pirates, and now occupied by members of Greelli's slave trading operations. Pulled partly ashore is a longship owned by Harlan Mesk. His crew is camped variously within his boat, in the lean-tos or at the bunkhouse as indicated on the **Boathouse Map**, while Harlan and his huscarl live it up at the Felled Ogre (**M4**) in Bard's Gate.

The locations and amount of raiders are listed next to where they stay if they are now waiting for the characters to arrive.

Harlan Narwal, Cleric of The Master (Clr5): HP 22; **AC** 4[15]; **Atk** *+1 flail* (1d8+2); **Move** 12; **Save** 11; **AL** C; **CL/XP** 6/400; **Special:** +1 to damage when using a weapon two-handed, +2 save vs. paralysis or poison, control undead, spells (2/2).

> **Spells:** 1st—*cause light wounds*, *protection from good*; 2nd—*hold person*, *silence 15ft radius*.
> **Equipment:** *+1 chainmail*, *+1 flail*, *boots of leaping*, 2 *scrolls of hold person*, 2 *potions of healing*, silver holy symbol of the Master, small ironbound locked chest containing 4 rubies (400gp each), 2200gp, 1200sp, gold rope chain (200gp).

Rollen (Ftr4): HP 28; **AC** 5[14]; **Atk** *+1 flaming bastard sword* (1d8+2 plus 1d6 fire); **Move** 12; **Save** 11; **AL** C; **CL/XP** 4/120; **Special:** +1 to hit and damage strength bonus, multiple attacks (4) vs. creatures with 1 or fewer HD, rage (8 rounds/day, +1 to hit and damage).

> **Equipment:** *+1 leather armor*, shield, *+1 flaming bastard sword*, 2 *potions of healing*, diamond-encrusted gold ring (1000gp), silver necklace with amethyst pendant (500gp).

Mesk's Ship

Mesk's ship is pulled ashore and sits on its side so that the crew can perform maintenance work on the hull. The ship is light enough, though, that it could be drawn back into the water with the help of a dozen men in a matter of minutes. Mesk's ship is 75ft long and carries a crew of 32 raiders. Currently, **10 raiders**


Slaver's Way
Switchblade Alley
19
20
21
22
23
24
25
26
Slaver's Way
West Canal
Black Market
One square equals 20 feet

of Harlan's crew use the ship as their camp, and have an awning of old ship sail stretched over the side granting them additional cover and protection.

If the raiders are waiting to ambush the characters, they are located at area **X** on the map.

Raiders (Ftr1) (10): **HP** 8x3, 7, 6x2, 5x3, 4; **AC** 7[12]; **Atk** battleaxe (1d8) or shortbow x2 (1d6); **Move** 12; **Save** 14; **AL** C; **CL/XP** 1/15; **Special:** rage (2 rounds/day, +1 to hit and damage).
Equipment: leather armor, wooden shield, battleaxe, shortbow, 25 arrows, 2d10sp.

The Boathouse

The boathouse currently houses about **10 raiders** of Harlan's crew. If Harlan is in the campsite planning to ambush the slave exchange, he is using the boathouse as a command center, and will also be here. Each of the slave raiders in the bunkhouse has a bedroll containing an eating knife, drinking horn, and a pot of mead worth 4gp. The boathouse is stocked with several cured hams and cured slabs of bacon kept in a cellar beneath the kitchen. There are also five barrels of pickled catfish and two barrels of hardtack crackers.

If the raiders are preparing an ambush of the characters, they are hidden around the boathouse, and the slaves have been locked inside. Their hiding place is indicated with as area **Y** on the map.

Raiders (Ftr1) (10): **HP** 8x2, 7x3, 6, 5x4; **AC** 7[12]; **Atk** battleaxe (1d8) or shortbow x2 (1d6); **Move** 12; **Save** 14; **AL** C; **CL/XP** 1/15; **Special:** rage (2 rounds/day, +1 to hit and damage).
Equipment: leather armor, wooden shield, battleaxe, shortbow, 25 arrows, 2d10sp.

Lean-Tos

Each of the five lean-tos is currently home to **2 raiders** of Harlan's crew. They keep a woolen bedroll, a sheepskin, an extra pair of boots, and a pouch containing their loot, which comprises 2d10sp, random trinkets including ivory dice, a scrimshaw eating knife, or a scrimshaw drinking horn, and a pot of ink, worth an additional 25gp.

If the raiders sleeping in the lean-tos are waiting to ambush the characters, they are poorly concealed in **area Z** on the map.

Raiders (Ftr1) (2): **HP** 7, 6; **AC** 7[12]; **Atk** battleaxe (1d8) or shortbow x2 (1d6); **Move** 12; **Save** 14; **AL** C; **CL/XP** 1/15; **Special:** rage (2 rounds/day, +1 to hit and damage).
Equipment: leather armor, wooden shield, battleaxe, shortbow, 25 arrows, 2d10sp.

Running the Slave Exchange

If the characters have made arrangements for the purchase and transfer of slaves, the slaves are brought to the boathouse via barge from Bard's Gate. The characters are given the location of the boathouse, and instructed to come with only enough guards to manage the slaves they have purchased (or one person per five slaves) and no more.

Buying the slaves assumes that the characters have managed to outbid Harlan, who has already planned a double cross. In this instance, as the characters arrive, if they have not previously scouted the encampment (see **Scout Ahead**), they find the slaves have been unloaded and **Harlan** and his cronies are ready to ambush the characters at locations marked on the map (**X**, **Y**, **Z**), with groups of **10 crewmen** lying in wait (see above locations) and the slaves locked in the bunkhouse with Harlan and his enforcer.

Scout Ahead

If the characters have scouted the area, they easily recognize the ambushes and the number of enemies arrayed against them. Scouting ahead may give characters an opportunity to establish a counter-offensive against the slavers, and somehow free the slaves without them being slaughtered in the crossfire.

Go it Alone

If the characters enter the fray alone, they are very likely defeated, and find they too have been captured and are sold into slavery in Lowport. If the characters lay off and avoid confrontation, they find the slaves have been hauled off on Harlan's ship and have now disappeared to parts unknown. They have thus failed their bid to rescue the slaves.

Water Raid

If the characters somehow manage to find the location of the boathouse on their own, and suspect that the slaves have been taken there, they may attempt a raid via the river. Katrin and her allies among the Riverman's Guild may be willing to offer arms and boats for the purpose, since Dropsy and his team have specifically been bad for her business. In the event of a water raid, Katrin musters **2 keelboats** with **20 Riverfolk**.

Rivermen Fighters (Ftr1) (10): **HP** 8x2, 7x2, 6x4, 5x2; **AC** 6[13]; **Atk** longsword (1d8) or spear (1d6) or light crossbow (1d4+1); **Move** 12; **Save** 14; **AL** N; **CL/XP** 1/15. **Special:** none.
Equipment: leather armor, shield, longsword, light crossbow, 10 bolts.

Rivermen Thieves (Thf1) (10): **HP** 4x3, 3x4, 2x3; **AC** 7[12]; **Atk** dagger (1d4) or club (1d4) or net (see below); **Move** 12; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.
Thieving Skills: Climb 86%, Tasks/Traps 20%, Hear 3 in 6, Hide 15%, Silent 25%, Locks 15%.
Equipment: leather armor, dagger, club, net (if attack is successful, target is immobilized until released), thieves' tools.

The Battle

Battle begins when the characters either spring the ambush, or come up with a counter to attack the slavers via their own ambush, or through infiltrating the slaver camp. If the characters have brought allies to the battle, they square off against slavers as Harlan and Rollen square off against the characters.

Allies

If the characters allied themselves with the Sisters of the Maidens' Cross, or the Order of the Sword of Retribution, they are joined by **10 paladins** from the order they have allied with. If the characters have not allied themselves with either order, a squad of each arrives anyhow, having followed the characters' progress. Unless a deal has been brokered by the characters between the factions, they are each unaware of the others arrival on the scene of the slave exchange. The allies align themselves at **locations A** and **B** on the map.

If the characters are working for Pthan Traklos or Undersheriff Kotchko, they may alternately be assisted by **10 sheriffs**. If sheriffs arrive on the scene, they are lined up at area **C** marked on the map.

Jenette Holycraft, Female Human (Pal7): HP 46; **AC** 1[18]; **Atk** +2 *longsword* (1d8+2); **Move** 12; **Save** 6; **AL** L; **CL/XP** 8/800; **Special:** immune to disease, lay on hands (14hp), warhorse mount
Equipment: +2 *plate mail, +2 longsword,* silver holy symbol of Muir.

Order of the Maiden's Cross Paladins, Female Paladins of Muir (Pal3) (4): HP 23, 21x2, 19; **AC** 2[17]; **Atk** +1 *longsword* (1d8+1); **Move** 12; **Save** 10; **AL** L; **CL/XP** 3/60; **Special:** immune to disease, lay on hands, warhorse.
Equipment: plate mail, shield, +1 *longsword*, holy symbol of Muir, 2d4sp.


Boathouse
A
B
C
Z
Y
X
1
2
3
to Stoneheart River
N
W
E
S

Exalted Guardians of Bofred (Pal2) (10): HP 12; **AC** 2[17]; **Atk** longsword (1d8); **Move** 12; **Save** 11; **AL** L; **CL/XP** 3/600; **Special:** immune to disease, lay on hands (4hp), warhorse mount.

Equipment: plate mail, shield, longsword, holy symbol of Thyr, 2 vials of holy water.

Sheriff's Deputy (Ftr1): HP 6; **AC** 6[13]; **Atk** club (1d4+1); **Move** 12; **Save** 14; **AL** N; **CL/XP** 1/15. **Special:** +1 to hit and damage due to high strength.

Equipment: leather armor, shield, club.

Uswain, Paladin of Muir (Pal4): HP 29; **AC** 2[17]; **Atk** *+1 longsword* (1d8+1); **Move** 12; **Save** 9; **AL** L; **CL/XP** 4/120; **Special:** immune to disease, lay on hands, warhorse.

Equipment: *+1 chainmail*, shield, *+1 longsword*, holy symbol of Muir.

The maidens are led by **Jenette**, and the Exalted Guardians are led by **Uswain**. Both offer to fill in empty slots required for transporting slaves, if the characters allied with them.

There are several ways to resolve the battle for the slaves. Mass combat rules could be used to simulate the end game. Another solution is to fight the battle normally, going round-by-round to resolve the fight. It is suggested that players take on the role of entire units, such as a group of 10 Riverfolk, a group of 10 slavers, etc. to simplify things. The last option is to simply assume that paladins, sheriffs, or Riverfolk neutralize an equal amount of enemy combatants leaving the remainder to be dealt with by the characters. For this reason, it is important that the characters have made as many allies as possible throughout the course of the adventure. If the characters defeat all their enemy combatants, then their side "wins" and suffers 1d4 casualties per ten allied units.

Concluding the Adventure

When the smoke settles, the characters have rescued the slaves, freed them, and returned them to their loved ones. Should they so desire it, the characters receive a decent amount of fame and prestige for their part in the rescue, as well as the respect of any allies they have made along the way, creating lasting associations.

Barahil and Jenette continue to have their differences with one another, as Jenette offers any members of the Harlots' Guild who were rescued and enslaved an opportunity to change their ways and be cleansed and reborn as members of the Sisters of the Maidens' Cross. Despite their differences, Barahil openly apologizes for doubting Jenette's faith, and both leave as respectful allies, though not necessarily friendly ones.

If the heat is on, Greelli and his men temporarily pull out of the city, retreating to the Salt Mine (**Chapter 2**, area **22**) until the dust settles and they renew their business practices in the city. Even if Greelli is captured, his money and prestige offer him ways of weaseling out of any actual charges of slavery or corruption.

If Dropsy has managed to survive, he makes it his personal mission to terrorize, torment, and otherwise punish the characters at every opportunity, starting his own gang to do so, if necessary. Dropsy has the makings of an excellent long-term enemy for the characters in the city, and should be played as thus. His mask allows him to easily blend in with a crowd, so that characters are never quite sure when he may strike next.

Characters should receive an additional Story Award of 100 XP per freed slave. Their fame in the city may grow should they choose to allow their participation in the story to be known. Even if they attempt to avoid attention, the women and children rescued by them are likely to talk about the great heroes who freed them from a life of certain toil and depredation.

If characters spent any of their own money purchasing slaves, they are reimbursed double by Barahil and Jenette Holycraft. They are also awarded with a *scroll of raise dead* and a *scroll of cure serious wounds* for rescuing the slaves and shutting down the slavers operation.





The Over and Under

The Over and Under is an adventure in the city of Bard's Gate designed for 4 characters of 3rd–4th level, with a variety of tasks to engage all character class types. Specifically, it is necessary for the characters to have at least one solid thief, a magic-user, a cleric, and a fighting-classed character of some prowess in the event things have to get physical.

Adventure Background

"Fat" Juliello Broad-Toe (**T1**), the owner of Fortune's Fool, fronts as a respectable businessman, and is also a well-known facilitator in Bard's Gate's complex underworld. It is a poorly kept secret that Juliello has amassed a substantial fortune, which it is believed he has somehow hidden in the middle levels of the Rappan Athuk dungeon (see ***Rappan Athuk*** by **Frog God Games**).

The knowledge of this treasure has become known to Pidgit Ambross, an ambitious low-level Shadow Mask who is looking to break into the higher echelons of the organization. Recently, Pidgit had the good luck of stealing one of the unique masks worn by the Fellowship of Note (aka the Greycloaks) during their secret meetings outside the city.

Pidgit uses intimate knowledge of the character's recent exploits to arrange a meeting with the characters in a private room of one of the city's local taverns. Here, while wearing the mask and pretending to be a member of the Greycloaks, he lays out a whopper of a tale about a secret map hidden somewhere in the offices of Juliello in the Fortune's Fool casino. Pidgit indicates that the map contains information on weak points in the City's defenses, and in light of the recent attack on the city by an invading army should they fall into the wrong hands it could be disastrous.

During the course of the adventure, the characters must develop a plot to infiltrate the Fortune's Fool, steal the map, and escape undetected by Julie and the criminals in his employ. The adventure involves equal amounts of puzzle or trap-solving and roleplaying, with the potential for bloody combat.

Getting Started

The adventure begins with the characters receiving a message delivered by page beckoning them to meet at the Hanging Rose Tavern (**TW15**), where a private room has been reserved for them.

> *Friends,*
> *Long have those of Note observed your heroism and displays of courage in the defense of your new found home. I, a humble member of the Fellowship, would beckon you to meet me at the Sign of the Hanging Rose to embark upon a venture whose import shall be revealed shortly, but is nonetheless earthshaking in nature. Understand that your heroism and your exploits on behalf of the city are known to us, and we feel that your skills are well-suited for success in this endeavor.*
> *The Fellowship*

The message is stamped with an intricate treble clef which would be recognized as the symbol of the Fellowship of Note.

If the characters take this bait, they proceed to the Hanging Rose Tavern, where they are instructed to head upstairs to the private chamber where Pidgit gives his sales pitch.

If the characters do not take the bait, they are met at the first moment when the characters are all together in private, where he sneaks into their presence using stealth and legerdemain.

Note: It is possible, of course that characters may not be interested in meeting with members of the Fellowship. It is also possible that the characters are of an alignment more congruent to membership in the Shadow Masks. If the characters are already working a Shadow Mask angle, then Pidgit simply invites them in as a Shadow Mask recruit, makes them a standard deal, and opportunity for advancement in the gang.

Pidgit's Pitch

Once Pidgit gathers the characters together, he introduces himself as "Gilfoy Crane." Gilfoy claims to be a member of the Fellowship of Note working on behalf of those who would save the city. He makes allusions to be allied with the High Burgess, Andrigor, and others of the High Burgess' allies who are not necessarily "official" representatives of the Citycity, such as the Dominion Arcane.

Pidgit informs the characters of a map hidden within the Fortune's Fool. He is careful to omit the part about any treasures that may be hidden within the casino's vaults, or the real purpose of their expedition, which is for Pidgit and his gang to pilfer Fat Julie's hidden treasure. Pidgit is very clear that the casino is considered neutral ground, and that murdering any of the guards or employees is definitely an "off limits" enterprise. Nobody may be killed during the heist, as there are ways of gleaning secrets from the dead that the living themselves may be tricked into forgetting.

If the characters seem amicable to the plot, he offers them a *wand of sleep* (6 charges) and a *wand of phantasmal force* (5 charges), which they may use to mask their true identities as a way to pull off their heist. He also offers them 1500gp each upon completion of the assignment. Pidgit plays upon their pride in the city, and suggests full membership in the Fellowship of Note may be in the cards if their mission is a success. If the money isn't enough to entice the characters, Pidgit may sweeten the deal with promises of other magical items or a larger amount of cash on the back end. Pidgit, of course, has no intent on paying up in full and has thieves lined up to steal the map from the characters as soon as they return from the heist.

Planning the Heist: The Distraction

In order to pull off the heist, the characters need to develop distractions that thin or completely remove the guards from the equation, without getting city constables, watchmen, or sheriffs involved. You can find rules and information for planning heists and other skullduggery in *Pathfinder Roleplaying Game Ultimate Intrigue* (while this book is not part of the Swords & Wizardry ruleset, it is an excellent resource on heists). Any plot is acceptable as long as the characters are made aware of the stakes, but Gilfoy goes out of his way to reiterate the possible outcomes of failure.

Getting Caught By Casino Guards: If the characters get caught in the act by Juliello's people, things get bad, very fast. Juliello's people first attempt to capture them alive, but if blood begins to flow, they attempt to capture them alive… and then plan to torture them to death, dumping their remains in the canal, or worse.

Constables Get Called: If the constables are alerted, the whole situation turns into a cops and robbers "bad day". Magic is used to detect the thieves, even if they would have normally escaped. Characters become wanted criminals. Posters with their description are posted within 50 miles of the city and bounties are set. If they are caught, they have to face the laws of Bard's Gate. If they escape, they become fugitives.

Escape But are Seen: If the characters fight their way out, avoid the constables, but leave any evidence behind, Julie pays friendly wizards in the Dominion Arcane to attempt to discover their identity. Depending on any magical precautions taken by the characters, he should have a 50%

chance of success. If Julie is successful, he hires assassins comparable to the level of the characters from the Red Blades to bring him their heads.

Gilfoy alludes to all of these possibilities, really putting it on the characters to understand that the only real solution is a successful heist where none of the participants are implicated in the crime. Something smooth and clean that Juliello would never suspect. If the characters cannot think of any distractions for themselves, it is acceptable for the Referee, through the auspices of Gilfoy/Pidgit, to suggest some ideas that may get the ball rolling. Listed below are some suggestions Gilfoy offers the characters. To that end he suggests either a boxing match or card game as distractions for the infiltration team. The characters are of course open to come up with their own ideas for a diversion and access to Julie's hidden vault.

The Boxing Match

Bare-knuckle boxing matches draw a large crowd to the Fortune's Fool, and when a prizefight is going on, it is not uncommon for the gaming tables to be more or less "dead". If one of the characters has any skill at boxing (a monk or fighter could begin a brief boxing career), Gilfoy suggests the characters make the acquaintance of **Thayco Manslayer** (**G2**) and set up a bout with his champion. If the character manages to beat Thayco's fighter **Booginz** (**G2**), he may take them on and set up a series of bouts that culminate in a title fight against Juliello's current champ in the auditorium (**T1:H**) in the back of the Fortune's Fool.

Fights are unarmed, and unarmored. They are supposed to nonlethal — at least initially. Fights go on as long as they have to. The fight is over when a fighter submits, falls unconscious, or cannot meet a "standing 10 count" (i.e. becomes disabled or some other condition that would interfere with the ability to do this). There is a neutral third-party referee to make sure the "rules" are followed. No magical items are allowed in a fight, so it is pure strength, cunning, agility, and skill that wins the day. Lucky die rolls and special abilities don't hurt!

Fight 1

Opponent: Booginz
Location: Fort Rendezvous (**TC14**)
Purse: 250gp, Thayco takes on the character as their fight promoter.

Booginz is a straightforward brawler. He comes out trying to fell an opponent in the first round or two. He is not above biting opponents in the head if it comes to that to win. If Booginz takes 10hp of damage in a round, there is a 50% chance he goes into a berserker rage, gaining an additional +2 to damage roles. He rages at the beginning of the 3rd round in any case. Characters may make side bets with the crowd, though the total sum of these side bets cannot exceed 20gp.

Characters may make side bets with the crowd, though the total sum of these side bets should not exceed 20gp.

If the character manages to defeat Booginz, Thayco is angry, berating the half-orc mercilessly until some Shadow Masks show up. They begin to shake down Thayco for money he owes them for their bet against Booginz. If the characters step in to Thayco's aid and chase off the Shadow Masks, he is "all in" for promoting their fighting career. He sees himself as an underappreciated promoter and longs for the day where he can "be on top" once again.

The fight is attended by **2d10 commoners** (Neutral male or female commoner 2), **1d6 Wheelwrights**, **1d2 Farseekers**, and **1d4 Shadow Masks**. "Security" hovers around the outskirts of the fight area, in the form of **2 groups** of **1d4 Dog Soldiers**.

Booginz, Male Half-Orc (Ftr4): HP 21; **AC** 7[12]; **Atk** short sword (1d6+1) or club (1d4+1); **Move** 12; **Save** 11; **AL** N; **CL/XP** 4/120; **Special:** +1 to hit and damage strength bonus, darkvision 60ft, half-orc racial abilities, multiple attacks (4) vs. creatures with 1 or fewer HD.



Equipment: leather armor, short sword, club.

Thayco Manslayer, Male Dwarf (Ftr4): HP 18; **AC** 5[14]; **Atk** *+1 battleaxe* (1d8+2) or crossbow (1d4+1); **Move** 12; **Save** 11; **AL** N; **CL/XP** 4/120; **Special:** +1 to hit and damage strength bonus, darkvision 60ft, dwarf racial abilities, multiple attacks (4) vs. creatures with 1 or fewer HD.
Equipment: chainmail, *+1 battleaxe*, light crossbow, 20 bolts.

Dog Soldier Sneak (Thf3): HP 7; **AC** 7[12]; **Atk** club (1d4) or dagger (1d4); **Move** 12; **Save** 13; **AL** N; **CL/XP** 3/60; **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.
Thieving Skills: Climb 87%, Tasks/Traps 25%, Hear 4 in 6, Hide 20%, Silent 30%, Locks 20%.
Equipment: leather armor, club, dagger.

Dog Soldier Warrior (Ftr2): HP 13; **AC** 6[13]; **Atk** club (1d4) or sling (1d4); **Move** 12; **Save** 13; **AL** N; **CL/XP** 2/30. **Special:** +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, +1 hp per die due to high constitution, multiple attacks (2) vs. creatures with 1 or fewer HD.
Equipment: leather armor, club, sling, 10 bullets, 2d4sp.

Farseeker, Male or Female Elf or Half-Elf (MU1/Rgr1): HP 9; **AC** 8[11]; **Atk** longsword (1d8) or spear (1d6) or shortbow x2 (1d6); **Move** 12; **Save** 14; **AL** L; **CL/XP** 3/60. **Special:** +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, +2 on saves vs. spells, +1 to damage vs. giants and goblinoids, alertness, darkvision 60ft, elf or half-elf racial abilities, tracking, spells (1).
Spells: 1st—*sleep*.
Equipment: leather clothes, longsword or spear, shortbow, 20 arrows, spellbook.

Shadowmasks (Thf3): HP 8; **AC** 6[13]; **Atk** short sword (1d6) or dagger (1d4); **Move** 12; **Save** 13; **AL** C; **CL/XP** 3/60; **Special:** +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, +2 on saving throws vs. devices, backstab (x2), thieving skills.
Thieving Skills: Climb 87%, Tasks/Traps 25%, Hear 4 in 6, Hide 20%, Silent 30%, Locks 20%.
Equipment: leather armor, short sword, dagger, thieves' tools, 1d10gp.

Wheelwright Tough (Ftr1,Thf1): HP 5; **AC** 7[12]; **Atk** club (1d4) or dagger (1d4); **Move** 12; **Save** 14; **AL** C; **CL/XP** 2/30. **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.
Thieving Skills: Climb 85%, Tasks/Traps 15%, Hear 3 in 6, Hide 10%, Silent 20%, Locks 10%.
Equipment: leather armor, club, dagger.

If the character wins the fight, award that character of 150 XP as a Story Award a bonus in addition to the XP for defeating Booginz.

Fight 2

Opponent: Achak Thunderhoof
Location: Stable Row, The Dun Corral (**SR3**)
Purse: 500gp

The first fight Thayco sets up is a hand-to-hand battle against **Achak Thunderhoof**, a centaur known to enjoy boxing against two-legged opponents. Thayco of course doesn't mention that the opponent is a centaur until they get to the location of the battle. Achak is bigger and stronger than the average centaur, with rippling muscles and a bit of showmanship in his fighting style. A character must defeat Achak in unarmed combat to proceed to their next fight.

Achak Thunderhoof, Male Centaur: HD 4; **HP** 21; **AC** 5[14]; **Atk** 2 kicks (1d6) and punch (1d4); **Move** 18; **Save** 13; **AL** N; **CL/XP** 4/120; **Special:** none.

The crowd for this match is **2d10 commoners** (Neutral male or female human commoner 2), **1d6 Wheelwrights**, **1d6 Shadow Masks**, and **1d10 members of the Street Thugs Gang**. The crowd has also grown in number of attendees by 1d2 x the remaining hp of the boxer at the end of their fight with Booginz. For example, if the character had 20hp left after defeating Booginz, they now have 1d2 x 20 fans who follow them to their next fight. The fans are all additional commoners. Other characters may make side bets equal to 1gp times the number of attendees to the fight.

Street Thugs Guild Member (Thf2): HP 6; **AC** 7[12]; **Atk** dagger (1d4) or club (1d4); **Move** 12; **Save** 14; **AL** C; **CL/XP** 3/60; **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.
Thieving Skills: Climb 86%, Tasks/Traps 20%, Hear 3 in 6, Hide 15%, Silent 25%, Locks 15%.
Equipment: leather armor, dagger, club.

Shadowmasks (Thf3): HP 8; **AC** 6[13]; **Atk** short sword (1d6) or dagger (1d4); **Move** 12; **Save** 13; **AL** C; **CL/XP** 3/60; **Special:** +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, +2 on saving throws vs. devices, backstab (x2), thieving skills.
Thieving Skills: Climb 87%, Tasks/Traps 25%, Hear 4 in 6, Hide 20%, Silent 30%, Locks 20%.
Equipment: leather armor, short sword, dagger, thieves' tools, 1d10gp.

Wheelwright Tough (Ftr1,Thf1): HP 5; **AC** 7[12]; **Atk** club (1d4) or dagger (1d4); **Move** 12; **Save** 14; **AL** C; **CL/XP** 2/30. **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.
Thieving Skills: Climb 85%, Tasks/Traps 15%, Hear 3 in 6, Hide 10%, Silent 20%, Locks 10%.
Equipment: leather armor, club, dagger.

Fight 3

Opponent: MacDougan Little
Location: Black Market Auction House (**BM1**)
Purse: 1000gp

Known as "**Mack**", MacDougan Little is an unusual combatant. Deceptive as a halfling bare-knuckle brawler, Mack is full of surprises. Having trained in Xi'en, he is a monk and master of unarmed combat. Being small, he is agile and uses pressure points and devastating blows to smash opponents with strikes or break fingers and ankles with joint locks, often finishing opponents with a leaping knockout punch. Defeating Mack puts the character on the map as a bare-knuckle brawler.

MacDougan "Mack" Little, Male Halfling (Mnk4): HP 12; **AC** 6[13]; **Atk** strike (1d8); **Move** 15; **Save** 12; **AL** L; **CL/XP** 6/400; **Special**: +1 with thrown weapons, +4 on saving throws vs. magic, +2 save versus paralyzation and poison, deadly strike, halfling racial abilities, speak with animals, slow falling (20ft), thieving skills.
Thieving Skills: Climb 88%, Tasks/Traps 35%, Hear 4 in 6, Hide 35%, Silent 45%, Locks 35%.

The character has gained 1d4 x remaining hp worth of fans from their previous fight who are in attendance along with all of their previous fans. The fight is otherwise attended by **3d10 commoners** (Neutral male or female human commoner 2), **1d4 wealthy merchants** (Neutral male or female human expert 5), **2d6 Wheelwrights**, **1d6 Shadow Masks**, **Duloth**, **Fat Julie**, and **Greelli**.

Characters may make side bets equal to 5 gp times the number of attendees to the fight.

Duloth (Ftr7): HP 35; **AC** 3[16]; **Atk** +2 *dagger* (1d4+3) or *+1 extra attack longsword* x2 (1d8+2) or light crossbow (1d4+1 plus poison); **Move** 12; **Save** 6; **AL** C; **CL/XP** 8/800. **Special:** +1 to hit and damage due to high strength, +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, multiple attacks (7) vs. creatures with 1 or fewer HD, parry –3.

Equipment: *+2 leather armor*, *ring of protection +2*, *+2 dagger*, *+1 extra attack longsword,* light crossbow, 10 bolts (w/ large spider venom, save at –1 or die), *bag of holding*, *ring of misdirected alignment* (**Appendix C**), 3 vials of black lotus extract, several hundred gp in coin and gems.

"Fat" Juliello Broad-Toe, Male Halfling (Thf5): HP 14; **AC** 6[13]; **Atk** *+1 short sword* (1d6+1); **Move** 9; **Save** 10; **AL** N; **CL/XP** 5/240; **Special:** +1 bonus when using missile weapons, +2 on saving throws vs. devices, +4 on saving throws against magic, backstab (x3), halfling racial abilities, read languages, thieving skills.

Thieving Skills: Climb 89%, Tasks/Traps 40%, Hear 4 in 6, Hide 40%, Silent 50%, Locks 40%.

Equipment: leather armor, *+1 short sword, ring of protection +1,* 2 *potions of healing,* 2 *potions of invisibility,* 2d10gp, 1d10sp.

Grilli Folsett, Male Dwarf Cleric of The Master (Clr6): HP 25; **AC** 3[16]; **Atk** *+1 club* (1d4+1); **Move** 12; **Save** 10; **AL** C; **CL/XP** 7/600; **Special:** +2 save versus paralyzation and poison, command undead, darkvision 60ft, dwarf racial abilities, spells (2/2/1/1).

Spells: 1st—*cure light wounds, inflict light wounds*; 2nd—*hold person* (x2); 3rd—*prayer*; 4th—*inflict serious wounds*.

Equipment: *+1 chainmail*, shield, *+1 club*, whip, silver holy symbol of the Master, ceremonial manacles.

Shadowmasks (Thf3): HP 8; **AC** 6[13]; **Atk** short sword (1d6) or dagger (1d4); **Move** 12; **Save** 13; **AL** C; **CL/XP** 3/60; **Special:** +1 to hit dexterity bonus, –1[+1] to AC dexterity bonus, +2 on saving throws vs. devices, backstab (x2), thieving skills.

Thieving Skills: Climb 87%, Tasks/Traps 25%, Hear 4 in 6, Hide 20%, Silent 30%, Locks 20%.

Equipment: leather armor, short sword, dagger, thieves' tools, 1d10gp.

Wheelwright Tough (Ftr1,Thf1): HP 5; **AC** 7[12]; **Atk** club (1d4) or dagger (1d4); **Move** 12; **Save** 14; **AL** C; **CL/XP** 2/30. **Special:** +2 on saving throws vs. devices, backstab (x2), thieving skills.

Thieving Skills: Climb 85%, Tasks/Traps 15%, Hear 3 in 6, Hide 10%, Silent 20%, Locks 10%.

Equipment: leather armor, club, dagger.

Fight 4: The Main Event

Opponent: Bloody Menzie
Location: Fortune's Fool Casino Auditorium (**T1:H**)
Purse: 3000gp Winner/500gp Loser

Bloody Menzie is a horrifying opponent, being a female half-ogre known for her strength and ferocity. Menzie stands 7 ft., 6 in. and weighs over 400 lbs., with rippling, corded shoulders, thighs like tree trunks, and a face that could scare paint off a wall. She has earned her nickname



"Bloody" from beating her opponents to a bloody pulp and is renowned for her generally disagreeable attitude. It should be noted that several of her opponents have died in the ring. Rumor has it that she keeps a lair somewhere in the sewers, and is only enticed to box in the Fortune's Fool whenever some "puny weakling" is looking to take a shot at her title.

Bloody Menzie (Ftr5): HD 5+1d6hp; **HP** 43; **AC** 9[10]; **Atk** 2 punches (1d4+1); **Move** 12; **Save** 10; **AL** N; **CL/XP** 6/120. **Special:** +1 to hit and damage due to high strength, +1 hp per die due to high constitution, darkvision 60ft, half-ogre racial abilities, multiple attacks (5) vs. creatures with 1 or fewer HD. (***The Tome of Horrors Complete*** 316)

Characters not participating in the heist or fighting in the arena may make side bets. The auditorium has nearly 400 attendees for a standing room only event. Side bets may be as much as 2000gp, and are handled by Big Julie's men who take a 20% commission off of any wins.

The Fight

For the character involved, it is important to drag the fight out for as many "fight rounds" as possible, allowing their accomplices a greater amount of time to penetrate Fat Julie's vault and gather the map. Each "fight round" lasts 3 minutes, giving 30 combat rounds for the character participating in the heist to launch their plan. The fighter obviously wants to stall for as long as possible, and Menzie is accommodating for the first 1d4 rounds. She is in no rush, and letting the fight build adds to her "fun". She has no fear that the character will beat her, so she takes her time to warm up properly. In the later rounds of the fight, Menzie starts playing for keeps. She hits the character hard, often, and with malicious intent. Unless her opponant really is a good hand-to-hand fighter, Menzie plays with them, beating them mercilessly for 1d4+2 additional rounds. If the character cannot defend themselves, are knocked out, or cannot meet the "standing 10 count", the fight is over, and Menzie is still the champ! If the character manages to defeat Menzie, the crowd goes berserk, cheering and hollering for the New Champ! Common fans rush into the ring and hoist the character, creating a huge distraction in the auditorium. The winner is surrounded by fans for 1d10+10 minutes, before anyone begins to leave. The crowd slowly disperses, as bouncers and security begin moving people to the casino and bar.

While the fight takes place, the characters could figure out further distractions that may lead them into Fat Julie's offices and gain them access to the Casino safe. See "**The Heist**" for details on possible outcomes.

High-Roller Tournament

Another option for creating a diversion for The Heist is for characters to make a name for themselves as big time card players and high-rollers.

Should the characters choose this option, they find out that a high-rollers tournament is being held in the Fortune's Fool Casino. The tournament is an off-the-books affair, and typically involves a large section of the casino being closed off for the privacy of the gamblers in attendance. There is more to receiving an invitation to the tournament than simply having the requisite 2000gp buy-in for the game; prospective gamblers must have an "in" at the casino, either as a marker from Fat Juliello or being known for winning and losing large sums (in excess of 2500gp) either at the Fortune's Fool, or one of the other gambling houses in town such as the Blazing Bones. High-rollers who manage to stay successful for any amount of time are rare in the city, and building a name for oneself among elite gamblers takes talent, luck, money, and often a little bit of time.

A high-roller tournament is typically a private affair hosted at the Fortune's Fool. These events are often held in the late hours of the night and are presided over by Fat Julie who acts as dealer for his exclusive clientele. Fat Julie sees that the casino is cleared of stragglers for these tournaments save for guards, bartenders, the cooks, and wait staff. Magical aids are forbidden during the games, and a spellcaster with *detect magic* periodically scans the players to detect magical cheating.

The Players

Peppi Wallanstadt: Peppi (Neutral female halfling thief 4) is a halfling gambler with quite a bit of skill. She learned from her father, Grappa Wallanstadt, a legend among gamblers. Peppi's slick style of play involves lavish bluffs and flirting banter with other players, distracting them from her often weak hands. She is known to be a good tipper.

Orim Goldmander: Orlm (Neutral male mountain dwarf fighter 2/thief 3) is a dwarven card player who brags big and bets big, frequently going all in. Orlm owns a mining interest somewhere hidden in the Stoneheart Mountains and isn't afraid to lose a few thousand gold in a single setting while stringing marks along for a bigger score.

"Lucky" Ambrose Cork: "Lucky" (Chaotic male human thief 4) is known for big wins in poker tournaments. Some say its luck, others say, skill. Most assume cheating but none among this fraternity of high-rollers dare speak of it, lest their own tricks are called out by one of the others.

Ol' Willy: Ol' Willy (Lawful male human wizard 6) is a human gambler who has been around the gaming tables for decades. A gambler's gambler, he is full of clever sayings such as "even an ol' sow will find an acorn every now and again." Nobody knows what any of this means of course, other than they are about to have their pockets emptied by one of the best gamblers in Akados.

Lady Tillio Von Adler: Lady Tillio (N human female aristocrat 4) is a scandalous noblewoman with lands in Foere, and a manor on the Hill. Tillio is a shrewd gambler with few tells. She plays her hands conservatively, keeping her chips for as long as possible in any given tourney.

Infiltrating a Tournament

If any of the characters have managed to make a name for themselves as gamblers in the city, Gilfoy/Pidgit arranges to get them a seat at the table during one of the invitational tournaments at Fortune's Fool, offering their compatriots an opportunity to infiltrate Fat Julie's vault while the halfling casino boss is otherwise detained.

Playing through the Tournament

There are various ways to play through the card tournament. Listed below are suggestions to ease the flow of the game.

Assign players not participating in the tournament as one of the other players at the table. As it is one of the easiest versions of poker to play, play through some hands of Texas Hold'em Poker. You can, of course, call it Bard's Gate Hold'em, or any other such district, principality, duchy or kingdom meets the standards for your home campaign. Each player in the game has a stake of 2000gp as their buy-in for the tournament. The last player with any chips wins the tournament and the pot.

Hedging the Odds

Typically hold'em poker is not a game of "draw" poker where characters can draw extra cards from the deck. To simulate the additional luck or skill possessed by the high rollers at the table, allow gamblers additional draws from the deck based on their skill. Players may make a save at –5 to draw extra cards. For each 5 points by which the character beats target number, they may draw one additional card, up to four cards total. The character must discard a like number of cards before receiving the new cards. Halflings or owners of *luckstones* (50% chance not to get caught, due to the *stone's* inherent magic), may draw an additional card before discarding. Each hand of poker last 3 minutes and gives the characters 30 rounds to infiltrate Fat Julie's Offices.

Planning the Heist Part Two: Surveillance

Characters may want to make a visit or two to the Fortune's Fool. While there, they should participate in games and activities that take place at the casino, and they should also be using whatever observation skills they have to get an idea of how the employees of the casino work the floor. Characters do not "have" to visit the casino ahead of time, though.

If the characters choose to visit, allow each character a chance to see what he observes. During their observation, they should be expected to spend between 10 x 1d10gp in "entertainment." Spending too much money too lavishly attracts the attention of the casino employees, and gives them a "face" that the employees won't forget. Spending too little has the same effect.

Gathering information: Characters have to be very careful how they go about asking questions as to where Juliello's private quarters are, so that they don't end up raiding the wrong part of the casino during their heist. Robbing the casino fair and square would be as bad as failing the mission in terms of heat the characters would find coming their way. Players can roleplay asking around the casino; the Referee should judge how successful they are in learning that Julie's private chamber is somewhere in the east wing. Or, a character could roll below his charisma on 6d6 to find out where Juliello's rooms are without raising suspicion. Failure means the character who attempted the check has a 3-in-6 chance of being spotted later by the guards and thrown out of the casino before the heist can even begin. Multiple characters can attempt the check, although if they all fail they will likely have to resort to magic or disguises to get past the guards. Juliello employs a multitude of undercover thieves to walk around the casino floor, so asking the wrong person likely leads to the heist ending before it ever begins.

The Heist

At this point, all the pieces are in play, and the characters make their run at breaking into Juliello's private apartment and locating his hidden treasury. Characters must use stealth in some fashion, possibly illusions, or disguises to hide themselves. Characters can also attempt to blend into the crowd of the casino, using the revelers as their concealment. To heighten the tension, you could have random casino visitors seemingly following the characters around (and some could be thieves under Juliello's employ), or even have a few guests get caught counting cards and escorted out by the bouncers. These commotions are few, but might provide just enough distraction to get through one of the doors to the wings of the casino. They should also illustrate what happens to anyone deemed "suspicious."

When the title fight is about to begin, however, the majority of the casino's clientele make their way toward the auditorium. This includes Julie's undercover employees. This is the best time for characters to make their way into one of the wings to find the map. They have a 1-in-6 chance of being noticed, and discretionary use of a charge from the *wand of phantasmal force* can usually (75% of the time) distract any bouncers who might spot them.

Once they bypass the guards and employees, use the description of the Fortune's Fool Casino for details on the rooms, their traps, and their treasures. Remember: Just because they might be able to get past the guards, it doesn't mean they pick the right wing to enter.

And don't forget the time limit of the prizefight! The characters have to complete the heist before Pidgit's boxer is pummeled into the dirt (in 1d6+4 rounds). The *wand of phantasmal force* and *wand of sleep* can help characters get through areas quickly, or with little notice. Any security forces put to sleep with the *wand of sleep* wake not knowing what happened to them (most just assume they fell asleep due to boredom). Most are quickly gotten rid of by Juliello for dereliction of duty, but that's no longer the characters' concern once they escape the casino.

The Fortune's Fool Casino (T1)

A. Entryway

Two half-orc barbarians in chain shirts stand guard here, demanding that guests check their weapons before entering. Choli or Colic are often here, and make pleasant conversation if approached.

Fortune's Fool Bouncers (Half-Orcs) (2): HD 3; **HP** 20x2; **AC** 7[12]; **Atk** longsword (1d8) or sap (1d6); **Move** 9; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** darkvision 60ft, –1 to hit in sunlight, rage (+1 to hit and damage, 4 rounds/day).

Equipment: leather armor, longsword, sap, 2d6sp, 1d4gp.

B. Main Floor

This chamber is always alive with activity (but slows considerably when a title fight or other special program is going on in the auditorium). The floor is crowded with gaming tables where patrons play at cards, dice, the wheel of fortune, and odder games such as cockroach races (always popular) and, once per week, kobold knife fights, which take place in a specially designed temporary enclosure. The fights are always to first blood, never to the death, and the kobolds who fight have become minor celebrities. Juliello's **thieves** wander the room in disguise, and the **half-orc bouncers** are constantly on guard for cheaters or anyone else who might spoil others' fun. If the characters did not spend enough during previous visits (or spent too much!) the thieves and bouncers have a 2-in-6 chance of noticing them and "escorting" them out of the casino. If they were noticed for asking too many questions about Juliello, then the guards have a 3-in-6 chance of spotting them. Disguises lower this to a 1-in-6 chance of getting caught on the casino floor. These bouncers and thieves join the crowd when it makes its way to the auditorium for the title fight. The bouncers attend to make sure the crowd doesn't get into the fight; the thieves go to lighten a few pockets of wealthy gamblers.

Fortune's Fool Bouncers (Half-Orcs) (2): HD 3; **HP** 20x2; **AC** 7[12]; **Atk** longsword (1d8+1) or sap (1d6+1); **Move** 9; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** +1 to hit and damage due to high strength, darkvision 60ft, half-orc racial abilities.

Equipment: leather armor, longsword, sap, 2d6sp, 1d4gp.

Fortune's Fool Thief (Thf3) (6): HP 7; **AC** 7[12]; **Atk** dagger (1d4); **Move** 12; **Save** 13; **AL** C; **CL/XP** 3/60; **Special:** backstab (x2), +2 save bonus vs. traps and magical devices, read languages, thieving skills.

Thieving Skills: Climb 87%, Tasks/Traps 25%, Hear 4 in 6, Hide 20%, Silent 30%, Locks 20%.

Equipment: leather armor, 2 daggers, 2d10sp.

C. Lockroom Door

This doorway is the only route to the counting room beneath the main floor. Here as well, coins of various denominations can be exchanged for Bard's Gate currency, the only type allowed in the establishment. An **employee** (Neutral male or female human commoner 2) sits at a table and gives players their coins. The exchange rate is fair, as Juliello expects most of his guests to lose money anyway. **Two half-orcs** guard the door at all times. These guards pay little attention to the entrances to the casino's wings, but they take notice if characters try to push past them.

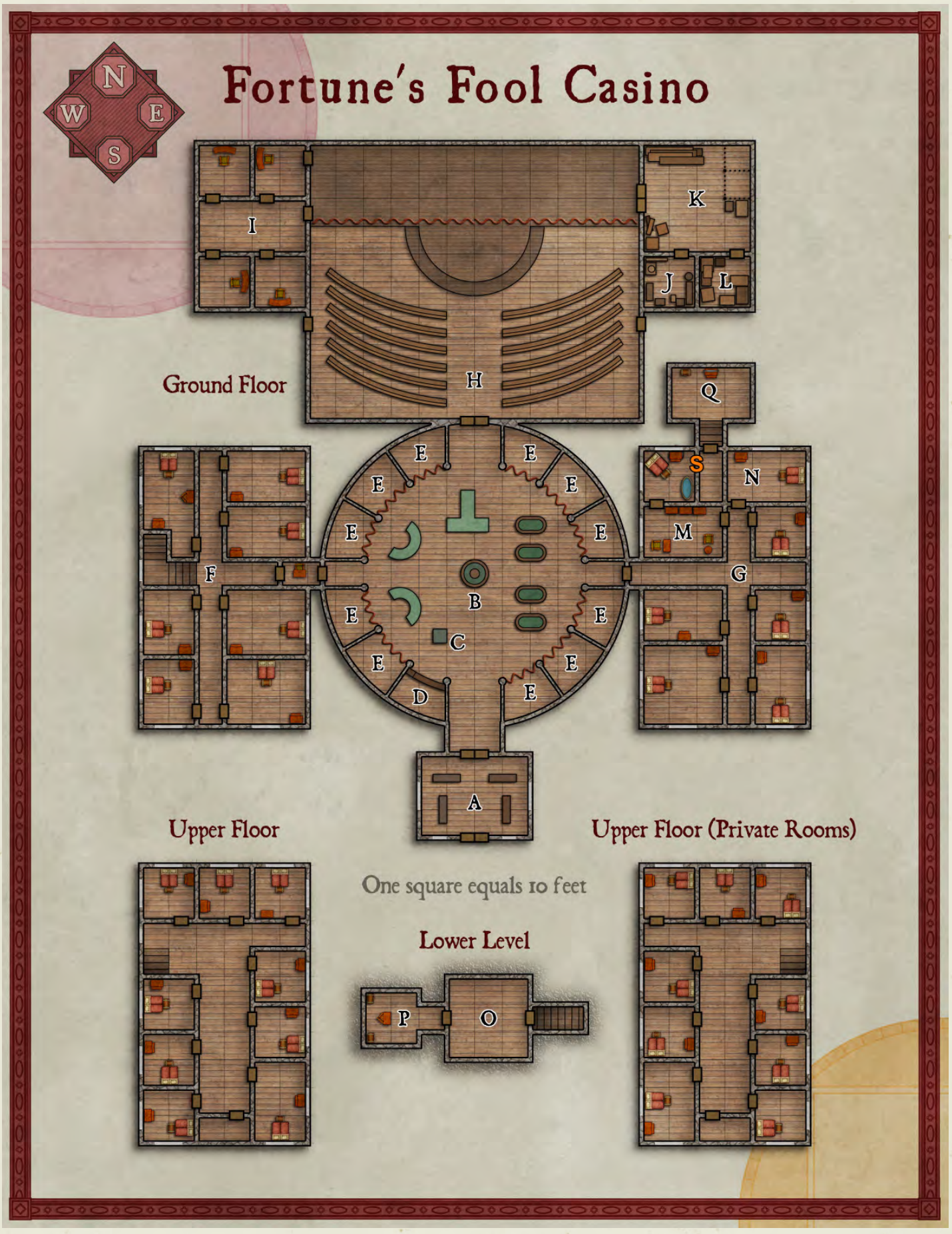
Fortune's Fool Bouncers (Half-Orcs) (2): HD 3; **HP** 20x2; **AC** 7[12]; **Atk** longsword (1d8+1) or sap (1d6+1); **Move** 9; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** +1 to hit and damage due to high strength, darkvision 60ft, half-orc racial abilities.

Equipment: leather armor, longsword, sap, 2d6sp, 1d4gp.

D. Bar

Various ales and spirits can be consumed here for standard prices; those who want to drink at the gaming tables are allowed to do so for free, as the more they drink the more they seem to lose. Bartender **Ayleyln** is pretty, talkative and known for watering drinks.

Ayleyln, Human Female (Thf2): HP 5; **AC** 7[12]; **Atk** dagger (1d4); **Move** 12; **Save** 14; **AL** C; **CL/XP** 2/30; **Special:** back-


Fortune's Fool Casino
N
W
E
S
Ground Floor
I
K
J
L
H
Q
S
N
M
G
F
B
C
D
A
E
Upper Floor
Upper Floor (Private Rooms)
One square equals 10 feet
Lower Level
P
O

stab (x2), +2 save bonus vs. traps and magical devices, read languages, thieving skills.

Thieving Skills: Climb 86%, Tasks/Traps 20%, Hear 3 in 6, Hide 15%, Silent 25%, Locks 15%.

Equipment: leather armor, longsword (hidden under the bar), 3 daggers, 2d10sp.

E. Private Booths

Private booths surround the main floor. They are curtained for privacy, and each is large enough to seat up to eight comfortably.

F. West Wing

Two half-orcs guard a pair of heavy oaken doors, and a **clerk** (C male human, 5hp) sits at a desk nearby, taking money for rooms and giving guests their keys. Beyond the doors are two floors of rooms that are normally occupied by the Fool's wealthier clients. The rooms cost 5gp per night and provide a magnificent view of the city. The rooms are luxuriously appointed, with large beds, tables, desks, and dressers. Maid service is daily, and food and drink can be delivered directly to the rooms as required. One way to get past this first line of guards is to use the *wand of sleep* on the clerk and bouncers.

Fortune's Fool Bouncers (Half-Orcs) (2): HD 3; **HP** 20x2; **AC** 7[12]; **Atk** longsword (1d8) or sap (1d6); **Move** 9; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** +1 to hit and damage due to high strength, darkvision 60ft, half-orc racial abilities.

Equipment: leather armor, longsword, sap, 2d6sp, 1d4gp.

G. The East Wing

The east wing is identical to the west, save that the view isn't as nice (overlooking the teeming slums of the Thieves' Quarter). Rooms cost 3gp per night. This wing is unguarded (guests check in with the West Wing clerk to get a key), and few know that Julie keeps his private quarters on this side of the casino. And those who do know think it better to keep that information to themselves. Fewer still know of Juliello's secret sanctum within his chamber.

A single bouncer sits beyond the door leading into the east wing. He is bored and disgruntled that he isn't allowed to attend the fight. He asks to see anyone's room key if they enter the wing. Anyone without a key is asked politely (for a half-orc) to leave. If the visitor returns a second time without a key, the bouncer rings a small brass bell that brings 1d3 bouncers in 1d4 rounds. Characters might try to bluff their way past the guard ("We forgot our key in the room."), but the bouncer escorts them to their room to make sure.

Fortune's Fool Bouncer (Half-Orc): HD 3; **HP** 16; **AC** 7[12]; **Atk** longsword (1d8) or sap (1d6); **Move** 9; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** +1 to hit and damage due to high strength, darkvision 60ft, half-orc racial abilities.

Equipment: leather armor, longsword, sap, 2d6sp, 1d4gp.

H. The Auditorium

Attendants (N male or female human commoner 1) stand beside these large double doors, taking 2gp per person for the evening's entertainment. The luxurious chamber inside seats 200, and each night's show features singers, dancers, bards and entertainers from distant lands. Bards from across the continent dream of performing here, where the pay is excellent and notoriety is enormous. A performance at the Fortune's Fool can make a bard's career.

The stage is 30ft x 120ft, with an elaborate system of pulleys and ropes to change elaborate painted backdrops and even create mechanical special effects to enhance performances.

If the characters head this direction, they've really gone off track. They'll get to see a great fight, but won't be anywhere near the map they need to procure.

I. Dressing Rooms

Especially famous performers get their own dressing rooms; others must make do by sharing. The hallway backstage is constantly jammed with performers and stage workers, and only the calm, levelheaded thinking of stage manager **Nyfra** (Neutral female elf expert 3) keeps performances from degenerating into chaos.

J. Prop Room

This chamber contains costumes, props and various other miscellaneous items, including musical instruments and weapons used in performances.

K. Workshop

This chamber is normally used in the construction of sets and props. It is also used for larger props brought in from outside and kept here before they are needed in the show. The room also contains several cages for wild animals.

L. Storage Room

Here, props and sets are boxed and kept until needed. The room is packed with crates and racks of old costumes.

M. Juliello's Quarters

Juliello's private living space and office are off-limits to everyone besides Juliello himself and his most-trusted subordinates. His office contains many bound books, contracts with performers, bills, and invoices. His desk (which is **trapped** with a poisoned needle that causes paralysis for 1d6 hours) contains 200gp in various coins, 1d4 gems worth 1d6 x 100gp each, and a *+1 dagger.*

The bedroom beyond the office is an island of decadence amid the luxuries of the club. It contains a massive bed with silk sheets and huge down

Wandering Bouncers

For every 5 rounds that the characters spend inside the East or West wings, they have a 1-in-6 chance of running into security. Roll 1d6 to find out who spots them: 1–2, a **bouncer**; 3–4, a **thief**; or 5–6 both. The guards have a 50% chance of stopping them and asking their business if they are not in a secure area, such as loitering near Juliello's chamber.

Fortune's Fool Bouncer (Half-Orc): HD 3; **HP** 18; **AC** 7[12]; **Atk** longsword (1d8) or sap (1d6); **Move** 9; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** +1 to hit and damage due to high strength, darkvision 60ft, half-orc racial abilities.

Equipment: leather armor, longsword, sap, 2d6sp, 1d4gp.

Fortune's Fool Thief (Thf3): HP 7; **AC** 7[12]; **Atk** dagger (1d4); **Move** 12; **Save** 13; **AL** C; **CL/XP** 3/60; **Special:** backstab (x2), +2 save bonus vs. traps and magical devices, read languages, thieving skills.

Thieving Skills: Climb 87%, Tasks/Traps 25%, Hear 4 in 6, Hide 20%, Silent 30%, Locks 20%.

Equipment: leather armor, 2 daggers, 2d10sp.

pillows, a sunken bathtub, plush couches and other gaudily decorated furnishings. Paintings of various performers line the walls, but the largest is a portrait of Juliello himself. Hidden behind this painting is a **secret door** that leads to his private sanctum.

N. Colic and Choli's Rooms

Juliello's twin orc barbarian bouncers occupy the suite next to their employer. Though devoted to Juliello, Colic and Choli nevertheless have their own agenda, for they are the sole survivors of their tribe, and seek information about the Cult of Set, which they believe responsible for their people's slaughter. They often roam the city looking for information, and pay well if anyone can provide them with clues as to the cult's location and members. Their chambers are decorated in a lush but barbaric style, with animal skins, decorative weapons and shields, and carved stone idols of tribal gods and ancestors.

Basement

O. Guardroom

The guardroom is a small 20ft-by-20ft cubicle with locked iron doors on the eastern and western walls. It is the only way in or out of the counting room and is always guarded by **4 half-orcs** and at least **2 rogues**. If there is trouble, the guards sound an alarm that brings the remainder of the security staff running within two rounds.

Fortune's Fool Bouncers (Half-Orcs) (4): HD 3; **HP** 21, 19x2, 17; **AC** 7[12]; **Atk** longsword (1d8) or sap (1d6); **Move** 9; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** +1 to hit and damage due to high strength, darkvision 60ft, half-orc racial abilities.
Equipment: leather armor, longsword, sap, 2d6sp, 1d4gp.

Fortune's Fool Thief (Thf3) (2): HP 7, 5; **AC** 7[12]; **Atk** dagger (1d4); **Move** 12; **Save** 13; **AL** C; **CL/XP** 3/60; **Special:** backstab (x2), +2 save bonus vs. traps and magical devices, read languages, thieving skills.
Thieving Skills: Climb 87%, Tasks/Traps 25%, Hear 4 in 6, Hide 20%, Silent 30%, Locks 20%.
Equipment: leather armor, 2 daggers, 2d10sp.

P. Counting Room

This cramped room is where Juliello's staff counts and stores the day's take. The room is empty save for a stout table and chair, and locked iron boxes along each wall. **Ilyashar** and **2 half-orc guards** sit here at midnight each night, accounting for all the income for the day. Valuables are also stored here before they are transported to Juliello's private vault. At any time, there is an average of 8000gp in coins, gems and other items here, all locked in the strongboxes that line the walls. The strongboxes are trapped with poison needles. Only Ilyashar and Juliello have keys to these boxes. Remember: Robbing the casino causes Juliello to employ every means imaginable to tracking down the culprits.

Ilyashar, Female Human Cleric of Tykee (Clr2): HP 10; **AC** 2[17]; **Atk** heavy mace (1d6); **Move** 12; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** +2 save versus paralyzation and poison, spells (1), turn undead.
Spells: 1st—*protection from good*.
Equipment: plate mail, shield, heavy mace, silver symbol of Tykee.

Fortune's Fool Bouncers (Half-Orcs) (2): HD 3; **HP** 20x2; **AC** 7[12]; **Atk** longsword (1d8) or sap (1d6); **Move** 9; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** +1 to hit and damage due to high strength, darkvision 60ft, half-orc racial abilities.
Equipment: leather armor, longsword, sap, 2d6sp, 1d4gp.

Q. Private Sanctum

The secret entrance in **Area M** leads down a narrow flight of stairs to Julliello's private treasure chamber. The staircase is set with a **scything blade trap** (2d6 points of damage to anyone within 5ft of the trapped riser; 5% chance of slicing off limb). At the foot of the stairs is a small stone room containing a locked iron chest and a mirror with a sheet thrown over it. The chest is **trapped** with a magical *lightning bolt* that ricochets off the walls, striking up to three targets (8d6 points of damage, save for half).

This represents only a portion of Juliello's wealth; he has other caches of gold and treasure elsewhere, and is rumored to have a certain amount stored in the middle levels of Rappan Athuk, though no one has yet found it.

Treasure: Juliello keeps his choicest treasures in this chest. There are 6000gp and 4000sp, 10 zircons (50gp each), 5 silver pearls (100gp each), a perfect emerald (1000gp), a gold-and-pearl statuette of the goddess Freya (1150gp), 4 gold rings (200gp each), and a *ring of fire resistance.* The chest also contains a scroll case with a map of **Level 7** of the Dungeon of Graves (see ***Rappan Athuk***).

The Portal Mirror

Juliello's most prized possession is this mirror portal that leads to the middle levels of Rappan Athuk. In years' past, Juliello made a fair amount of treasure adventuring in the Dungeon of Graves; today he rarely goes there, but maintains this portal and sometimes allows friends to use it for treasure raids and adventuring. The mirror is also a last-ditch escape route for Juliello, though staying and facing intruders might be a better fate than "escape" to Rappan Athuk. Activating the mirror requires the command "mirror, mirror" be spoken aloud.

Completing the Mission

If the characters discover the map in Juliello's Quarters and make good their escape without being seen by any of Julie's staff, the plan calls for them to meet Pidgit at Thorfin's Horse Traders (**SR2**) in Stable Row.

If the characters grab the map, and open the scroll case to verify its contents, they may quickly determine this map is of a cave complex, and doesn't appear to have anything to do with the city. The Referee should keep careful track of time in the potential ensuing debate among characters about what to do now. No other map is obvious, so any time spent brings the guards one step closer to catching the infiltrators.

If the characters discover Juliello's mirror, and activate it (intentionally or not; you know how characters are), they may end up in Rappan Athuk (Referee to determine where based on the campaign, but one of the smaller caverns marked **9–2** on **Level 9** of Rappan Athuk might be a good choice. See ***Rappan Athuk*** for more information).

If the characters' search of Juliello's quarters and his private sanctum goes beyond the allotted time of the distraction, the chance of being discovered by the guards increases. Every 5 rounds of actions the characters take, roll 1d6. If the roll is a 1–2, **1d2 of Juliello's half-orc bouncers** (**T1**) stumble across the characters pilfering their boss's goods. This results in more guards being summoned, including possibly Juliello himself, constables, or more.

Fortune's Fool Bouncers (Half-Orcs) (1d2): HD 3; **HP** 20x2; **AC** 7[12]; **Atk** longsword (1d8) or sap (1d6); **Move** 9; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** +1 to hit and damage due to high strength, darkvision 60ft, half-orc racial abilities.
Equipment: leather armor, longsword, sap, 2d6sp, 1d4gp.

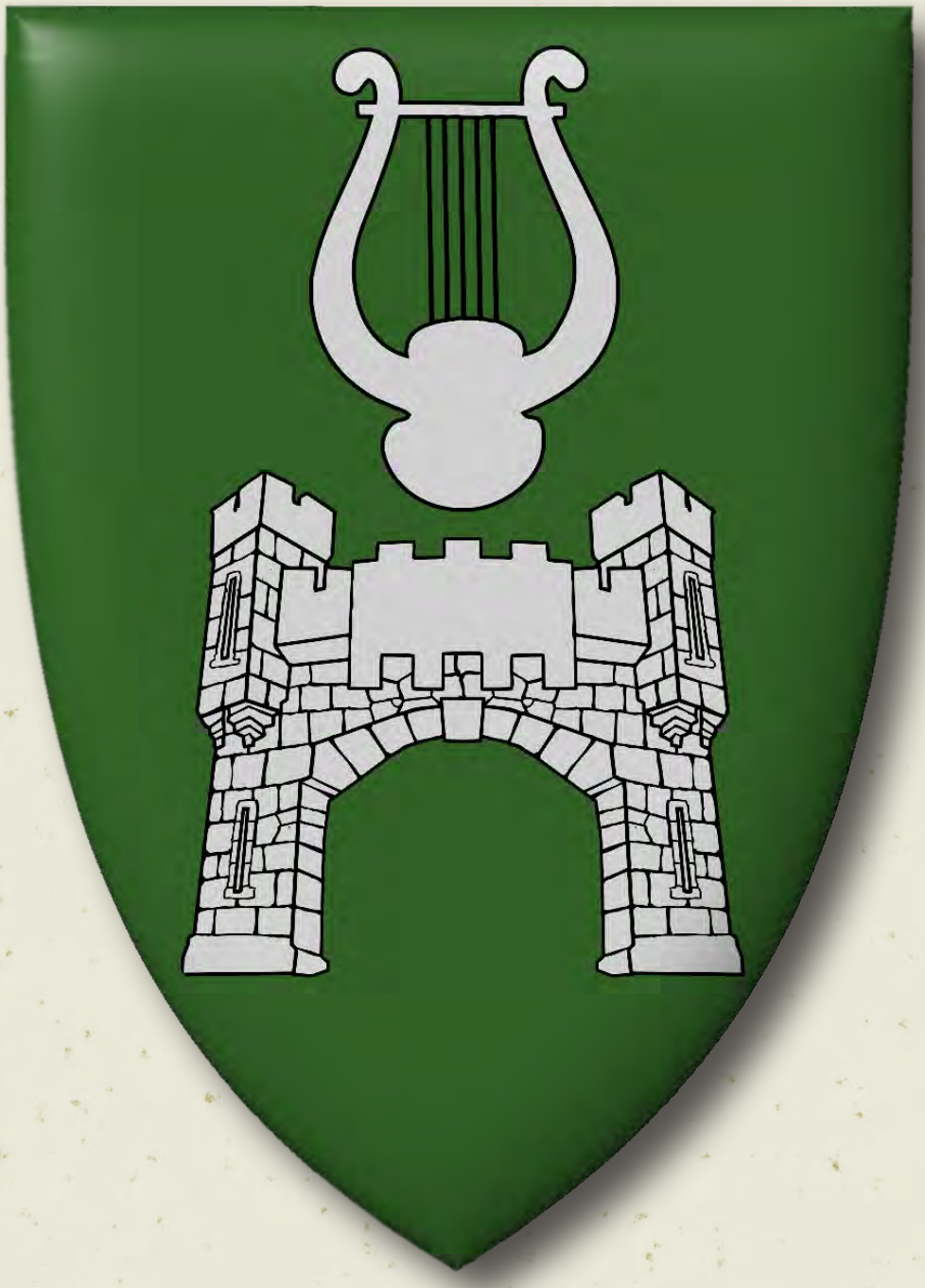
If the characters make their escape and head to Stable Row with the map and no followers, they arrive and are met by Gilfoy/Pidgit. Just as he

is about to hand over the characters' payoff, however, a group of Shadowmasks passes by and one of them recognizes Pidgit's voice. The group rolls up on the transaction, and ask "Pidgit" what he is up to. He tells them to beat it, chuckling uncomfortably; characters may be caught off guard, as they know their contact as "Gilfoy."

Undoubtedly, the characters now realize they have been deceived and may decide how they want to resolve the situation.

What happens after this is anyone's guess, but if the encounter turns to combat, the characters have 6 rounds to resolve the situation before Wall Watchers peering out from the city walls take notice and dispatch a patrol of constables or sheriffs to break up the conflict.

The characters may end up brushing off the sleight, pass off their map, and take their pay. They may demand more pay. They may end up killing Pidgit and the Shadowmasks. They may end up getting arrested. Most of this is up to the Referee, dice rolls, roleplay, and how the Referee wishes to proceed with their adventures in Bard's Gate! Characters succeeding in raiding the casino without getting caught receive Story Award bonus experience as if overcoming a CL 6 encounter.



The Rat Who Feasts Upon the Cat

This is an adventure for 4–6 characters of levels 5–7. It is recommended that the characters have a magic-user, a cleric, and a thief to handle the various traps and pitfalls found within the sewers and the rat warrens hidden in the subterranean depths of the city. It doesn't hurt to also include a ranger skilled at tracking through difficult terrain, where tracks may be hard to locate.

Background

Ritithiss, a firebrand preacher of S'Surimiss, has appeared among The Pipers from Far Jaati, bringing word of sS'Surmiss' designs for her benighted children. The preacher says that the Rat Queen is restless and seeks to destroy her ancient foe, the cat goddess Bast, once and for all. First up in her new agenda is the murder of her worldly servants among men, namely the priests who revere the figure of the Feline. In Bard's Gate, the Temple of Bast is complacent, and the time of the Queen's Great Plague is at hand. Ritithiss seeks to steal the *Eyes of Bast*, desecrate the temple, and sacrifice the eyes to S'Surimiss.

Egile has become enthralled with Ritithiss, and is swept up in the furor of an upcoming ratpocalypse. At the same time, Egile has been relegated to a secondary position within his own colony, and at times feels like he is a prisoner within his own warrens. A deep-seated jealousy rests within his heart over Ritithiss's charisma and ability to draw absolute obedience from the various tribes of S'Surimiss dwelling within the sewers of Bard's Gate.

The Pipers, who live within the eastern sewers, have grown in power and strength in recent years, constantly training for their eventual rise to the surface as their numbers swell. They have dug deep and labored long in their plan to bring about the Great Plague. The wererats, in unison with their ratling kin in the western sewers, have burrowed a long channel under the Stoneheart River from below Turlin's Well to just beneath the Temple of Bast (**OT5**).

Ignorant of the threat from below, the First Priest of Bast in Bard's Gate has been called with his lycanthropic retinue to distant Castorhage to establish a new stronghold, leaving the Bard's Gate temple staffed by only a few lesser priests and thus, lightly guarded. The summons was, in fact, a ruse by Ritithiss who created the incident as a diversion in order to draw the powerful weretigers away from their temple.

Adventure Summary

At the onset of the adventure, the characters become embroiled in the plot of Ritithiss to assault and murder the lesser clerics of the Temple of Bast. The search for the killers leads to the sewers beneath the lower east side of Bard's Gate, where they uncover the labyrinthine lair of The Pipers and their kin. Here, they battle waves of wererats, ratlings and other rat-kin, ultimately leading to the hidden Temple of S'Surmiss in the waterlogged tunnels below.

Getting Started

There are several methods for getting the characters involved in the adventure. Some examples are given below, and creative Referees may come up with several more opportunities for adventure.

Caught in the Mix: Characters are hired by a third party Shadowguild agency such as the Shadowmasks, Wheelwrights, or some other criminal entity to plunder the Temple of Bast while the High Priestess First Priest and his entourage are away from the city. It is assumed that the guard is light and the lesser priests should be easy to avoid. Characters are encouraged to avoid killing anyone in the temple, and maintain the utmost stealth in their mission. Characters are tasked with stealing the *Sistrum of the Moons*, a holy object held in the reliquary of the temple. As a musical instrument purported to have significant magical powers, the sistrum would fetch a high price in the black market.

Characters hired as Night Watchmen: First Priest Purrann has hired the characters to guard the grounds of the Temple while he is away with Ivillivil, Haldor, and Thord. Lesser priests of the temple will take care of activities within. The pay for successfully defending the grounds from the Cult of Set or mundane thieves is negotiable, but may include free healing, disease removal, coin appropriate to the campaign, or magic items and potions appropriate to the character's level.

The Hidden Tunnel: A secret sewer entrance has been located by the 'Pipe Cleanersin Turlin's Well. The workers who discovered it have since disappeared. Agents of a faction friendly to the characters have hired them to investigate the disappearance. While exploring the sewer tunnels, the characters come into contact with an assassination squad, on their way back to the warrens from murdering the acolytes of the Temple of Bast.

Screams in the Night: The southern half of the Old Temple District is awakened to the sound of horrified screams late at night. Local guardsmen arrive to investigate the screams of blood-curdling terror emanating from a sewer grate. The guards wait 10 minutes for a superior officer, or member of the Pipe Cleaners to come and unlock the iron grate.

Characters may offer to unlock the grate (see **Chapter 25** for grate details), or may have been sent to investigate (see above). If the characters are first on the scene, they may use whatever options they feel are appropriate to enter the temple, or explore its grounds.

The Temple of Bast

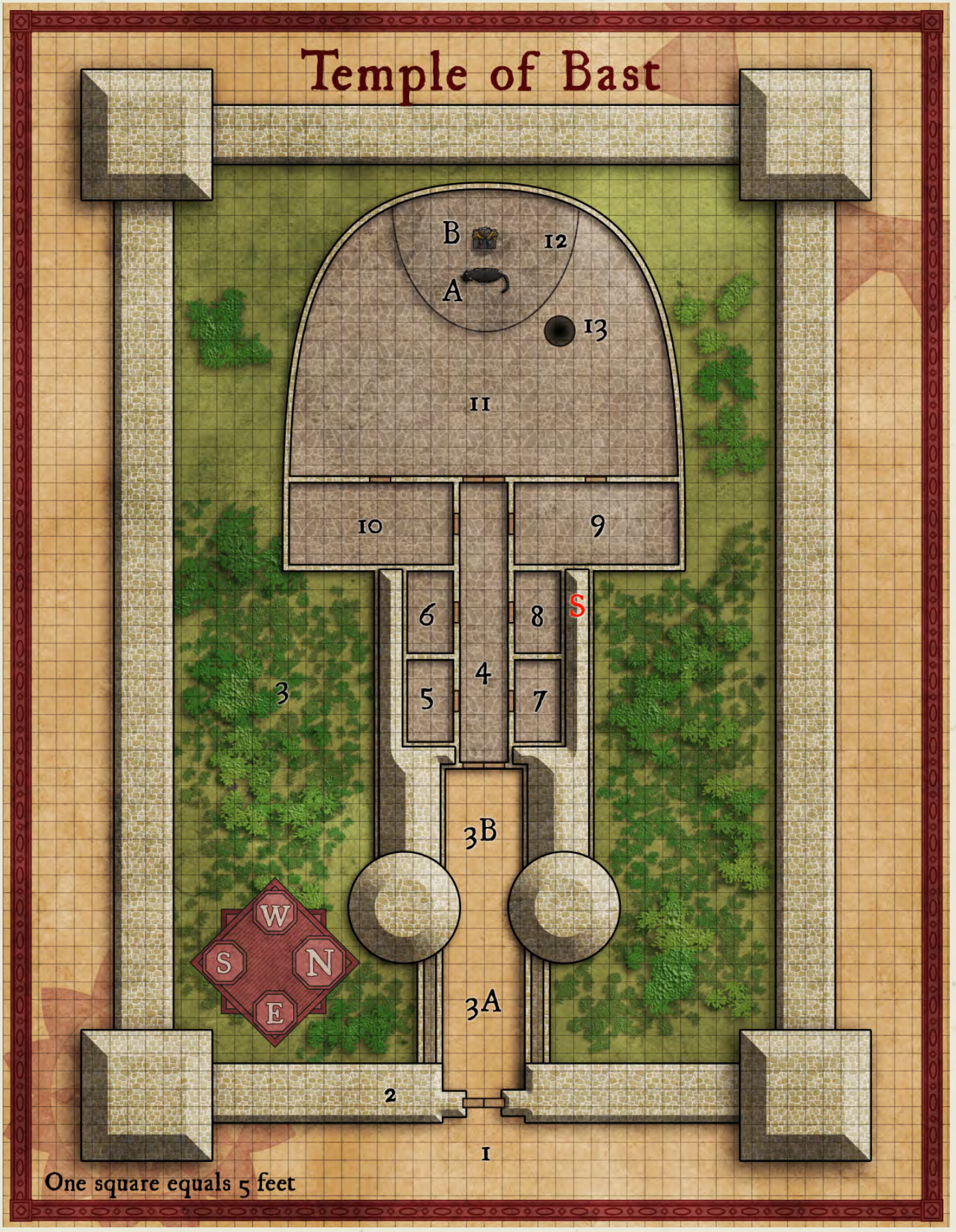
The Temple of Bast (**OT5**) is made of marble imported from quarries in Khemit and is carved in the vague likeness of a great cat resting on its haunches and staring regally to the East. Fist-sized chunks of greenish quartzite have been set in its veneer to give the impression of eyes. The top of the cat's head extends 10ft over the top of the surrounding wall, giving it a grand view of the street beyond.

1. The Temple Gate

A single wrought-iron gate detailed in designs of a great cats battling a fierce serpent pierces the center of the eastern wall. The gate is locked after dark but is open to visitors and pilgrims during the daylight hours. The lock is warded with a permanent *protection from evil* spell.

2. Outer Wall

The outer wall of the temple is 20ft high, with mock towers in the shape of obelisks rising from the cardinal points. The obelisks are carved with protective runes that emanate a continuous *protection from evil* in a 10ft radius beyond the tower.


Temple of Bast
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3B
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One square equals 5 feet

3. Temple Grounds

These largely overgrown gardens are thick with weeds and filled with feral — but well-fed — domesticated cats who loll lazily among tall cedar trees. A **pair of cave lions** who are fed a pair of cows twice a week patrol the grounds. The lions are well treated, though always slightly hungry. They could easily scale the walls and escape into the city if they so desired, but seem content to guard the area between the temple and the outer wall.

Cave Lions (2): HD 7+2; **HP** 52, 46; **AC** 6[13]; **Atk** 2 claws (1d4), bite (1d8); **Move** 12; **Save** 9; **AL** N; **CL/XP** 7/600; **Special:** none. (***The Tome of Horrors Complete*** 634)

Secret Door

A secret door in the eastern side of the temple opens into Purrann's private quarters. The secret door is locked. It is protected with a **magical trap** that detonates a blast of sound that does 3d6 points of damage to anyone within 5ft.

3a. Archway

An arched tunnel of wrought-iron bars extends between the two paws of the giant cat from the gate at the outer wall to the temple entrance. The bars are wide enough to let the smaller cats pass through comfortably, but not so wide as to let the paws of the garden's other denizens reach through to injure any visitors.

3b. Temple Entrance

The entrance is ornately carved in a gilt archway depicting cats standing guard over the underworld. The entrance portal is made of oak, banded with bronze, 12in thick, though the doors swing easily open and closed when not braced and barred for the evening.

The doors are enchanted with permanent *protection from evil* to ward off evil spirits.

4. Inner Corridor

Six doors line this long corridor. The walls are covered in hieroglyphics depicting the various aspects of Bast. There are three doors on each side of the hallway and a pair of double doors at the end of the hall.

The floor is inlaid with a preponderance of paw prints in various colors such as turquoise, jade, silver, copper, and gold. All paw prints lead toward the double doors at the end of the hall that are carved in the likeness of a gigantic cat's face.

Golden paw prints are inlaid on the floor at 6ft intervals along the length of the hall (as marked on the map). Only the golden footprints lead all the way to the cat-faced portal at the end of the hall. Others disappear at doorways to the left and right or even ascend to the side walls.

4a. Path of Bast

An inscription reveals the following words written in hieroglyphics at the start of the hall. A *read languages* spell is needed to decipher the hieroglyphics:

"*Let those who would know worship of the Great Goddess follow her holy steps to the mouth of her Sanctuary*."

Parishioners to the goddess are expected to walk in the footsteps of the goddess by leaping nimbly from paw print to paw print in sequence upon the golden prints. This requires six successive leaps from golden paw print to golden paw print. The leaps are nearly 6ft apart from each other, as the goddess expects her followers to exhibit a a feline-like grace. Each leap requires a character to roll below his dexterity on 3d6 to make the jump.

During the day when the doors at 4b are open there are no ill effects for failing to make the leaps. However, at night after the doors have been sealed, failure in these leaps has escalating consequences as described in the **Table**. If a save is successful, it is not considered to be a failed leap as far as the escalation is concerned. If each of the steps is leaped in succession by at least one person (or all of the Will saves are made by that person for any failed leaps), the Cat-Faced Door (area **4b**) opens to the sanctuary beyond (area **11**).

Failed Leap	Description	Effect
1st	Fear of the Goddess	The eyes of the cat-door glow yellow, and a *fear* spell is cast on the character.
2nd	Claws of the Cat	Spectral claws tear into the character who fails the leap, dealing 1d6 points of slashing damage. This is holy damage bestowed by Bast.
3rd	Roar of the Cat	Victim is subjected to 3d6 points of sonic damage (save for half) as a concentrated beam of sonic energy issues from the giant cat's mouth, filling the entire hallway. Other characters caught in the blast must also make a save for half damage (or one-quarter with a successful save).
4th	Jaws of the Cat	A supernatural force presses down on the character, dealing 4d6 points of crushing damage, and pinning the character for 1d4 rounds.
5th	Paws of the Cat	A beam of pale green energy fires out of the cat-door's eyes, turning the target to stone (save avoids).
6th	Banished from the Bosom	Character is teleported out of the Temple of Bast. They find themselves one mile outside of Bard's Gate in a random direction. The character cannot re-enter the temple for any reason for 1d4 days.

If each of the steps is leaped in succession, the Cat-Faced Door (**Area 4b**) opens to the sanctuary beyond (**Area 11**).

4b. Cat-Faced Door

At the end of the hall is the cat-faced portal that leads to the sanctuary. The portal is typically open during daylight hours. While the door is open, the magical traps required of the Path of Bast are unarmed. As the temple has been infiltrated from within, the door remains closed until the Path of Bast has been walked.

5. Haldor's Quarters

The door to this room is locked and is **trapped** to detonate for 4d6 points of damage (all in 10ft radius, save for half) if handled by any other than the fellow priests or acolytes of the temple. The inside of the room is fairly spartan, with a raised wooden platform covered in sheepskins serving as a bed.

A jade sculpture of Bast worth 400gp stands on a dais overlooking the sleeping platform. A chest of drawers contains silken vestments and elaborate headdresses worn by Haldor when performing his temple activities. The vestments and headdress are worth 200gp. He has a *+light mace*, and a suit of chainmail hangs on a weapons rack attached to the wall.

6. Ivillivil's Chamber

The door to this chamber is locked and **trapped** with a magical trap that bestows a curse of "cat scratch fever" on the victim. The victim begins



itching uncontrollably and suffers a cumulative –1 penalty to hit, damage and saves per day until the curse is lifted by a *remove curse*, or the character plays a stringed instrument in front of an audience of no fewer than 100 viewers while wearing nothing but a loincloth.

The chamber within is decorated in animal skins from various lands, including the skins of elk, giant beaver, and an elephant hide that covers the floor. The hides are heavy, weighing about 600 lbs., and are worth 1000gp if sold to a collector. There is a small silver-bound chest worth 200gp that holds 5gp and 3 rubies worth 250gp each. A weapons rack holds a longsword and light steel shield. An alcove in the wall holds a small idol of Bast made from pure silver worth 150gp. A successful search of the alcove finds a hidden cache containing an ivory scroll case worth 50gp. Inside the scroll case are scrolls containing the following spells: *cure serious wounds*, *remove curse*, *create water* (x2).

7. Thord's Chamber

The door to this chamber is locked and **trapped** to explode in a frozen blast that does 3d6 points of damage to anyone within 5ft (save for half).

This chamber is adorned with tapestries depicting felines in heavily forested climes hunting monkeys and rats. Various trophy items such as stuffed baboons and chimpanzees lounge about the room holding various platters, trays, hookahs and the like.

One stuffed ape wears a hollow silver ball around its neck worth 25gp. The silver ball unscrews and is filled with crushed green leaves that can be identified as catnip.

An ebony table sitting in one corner of the chamber holds an ivory carved statuette of the goddess Bast. Her paws are clamped firmly over the body of Rasrimanus, the ancient rat, who was the husband of S'Surimiss, destroyed in the Gods War by Bast in an epic battle. The statuette is worth 1500gp and projects *protection from evil 15ft radius*.

8. Purrann's Chambers

Purrann, the acting high priestess of Bast in the city, keeps this bedchamber as her own. The door to the chamber is locked and trapped with a blast that does 4d6 points of damage to anyone within 5ft (save for half). The room is simple but comfortable, and is adorned in brilliant orange, green and yellow silks. Frescoes featuring pyramids rising from a broad savanna adorn the walls.

A set of three alabaster canopic jars sits on an ornate bookshelf filled with scrolls and ecclesiastical texts about the worship of the cat goddess. If the contents of the canopic jars are poured together on the floor, a mummy can be raised from their contents if a cleric reads the scrolls. The mummy is a former priest of the Temple of Bast named **Clopek**. When raised from the canopic jars, Clopek serves a worshipper of Bast completely until it is destroyed.

Clopek (Mummy): HD 5+1; **HP** 38; **AC** 3[16]; **Atk** fist (1d12 plus rot); **Move** 11; **Save** 6; **AL** C; **CL/XP** 7/600; **Special:** +1 or better magic weapons to hit, rot (prevents magical healing, wounds heal at one-tenth normal rate). (***The Tome of Horrors Complete*** 634)

A reed mat mattress is covered in antelope, zebra, and horse hides. Concealed beneath the mattress is a **locked covered grate** that hides a locked wooden treasure chest. The lock is **trapped** to explode for 3d6 points of damage to all within 5ft (save for half). Within the chest is a *decanter of endless milk.* This is exactly like a *decanter of endless water* but is filled with sweet-tasting milk. There is also a *scroll of raise dead*, a 2000gp diamond, 300pp, and a string of teeth and claws taken from various creatures.

Secret Door: The secret door is described in the Temple Gardens (**Area 3**). It is hidden behind a bronze mirror affixed to the eastern wall of Purrann's room.

9. Acolytes' Quarters

This chamber held the acolytes of Bast who served the priesthood. Their bodies now litter the floor of their sleeping quarters, where most were swarmed by The Pipers and their minions. The mutilated corpses of five acolytes are in this sleeping chamber. Their bodies show signs of razor-sharp bite marks that have eaten them, in many places, to the bone. Many also show the cuts of edged weapons.

Bloody rat-like footprints of various sizes lead from this chamber of horrors to the hole in the ground next to the desecrated statue of Bast in **Area 11**. Characters attempting to make sense of the carnage may try to *speak with dead* if they are so inclined. Speaking with the dead acolytes reveals that their door was torn open while they slept, and a swarm of rats and man-sized rats who walked on two legs stormed in and slew them where they lay.

No treasure or personal belongings are left in this chamber.

10. Temple Treasury

This chamber houses the temple treasury. The door has been forced from its hinges. Drag marks and bloody footprints lead to a hole in the floor next to a desecrated statue of Bast in **Area 11**. The footprints are facing both directions in this room; obviously, the footprints became bloody elsewhere, came here, and left. Nothing remains in the treasury save the scorched and exploded bodies of a human and the remains of some creature that looks as if it were some admixture of rat and man. All that remains are 124cp and 15sp.

11. Sanctuary

This normally brightly illuminated chamber is bathed in an unnatural darkness. The darkness is caused by *darkness 15ft radius* spells cast by Ritithiss during the assault on the temple. Once the darkness is dispelled, a massacre of blood and fury is revealed.

The gold leaf dome glitters above with tiny semiprecious gemstones arranged to feature wild and domesticated cats in various poses over the scene of terror and carnage below. The sanctuary of the Temple of Bast is a vast dome within the hindquarters and belly of the cat-shaped temple. The bloodstained floor is a polished pink marble that reflects the gold-lined dome above. The bodies of five mutilated priestesses are scattered about the floor, in pools of their own blood. Large rat-shaped footprints lead out of the room to **Areas 10** and **11**.

Allow the characters 1d4 rounds to investigate before the bodies of the fallen start to squirm and move, slowly at first and then violently. As soon as the characters begin to react, a **swarm of rats** bursts forth from each corpse and attacks the nearest character.

Rat Swarms (5): **HD** 5; **HP** 36, 33, 32, 30x2; **AC** 6[13]; **Atk** swarm (2d6); **Move** 12; **Save** 12; **AL** N; **CL/XP** 6/400; **Special**: disease (save or –2 to hit and saves).

12. Temple Apse

An archway carved into the back quarter of the dome opens to a second, smaller domed location where the Altar of Bast stands before a 9ft-tall statue of alabaster and gold.

12a. Altar

The altar is carved from a single piece of alabaster. It once held the shape of a cat in repose, with a golden platter resting upon its back, but it has been brutally smashed and defiled. Invaders wrenched the golden platter from its fastenings and stole it. A priestess's corpse is stretched across the altar, her body hideously chopped and covered in razor-sharp bite marks. The priestess's head is nowhere to be found.

12b. Statue

The gorgeous alabaster and gold statue of Bast has been completely desecrated. Its head lies at its feet, and the glittering grape-sized emeralds that once occupied its eye sockets have been plucked from their housings. The statue is splashed with the blood of the sacrificed priestess and its arms have been broken off at the elbow and shoulder, respectively.

The missing head of the priestess on the altar has been placed atop the shoulders of the statue, its eyes plucked from its head in a macabre parallel to the missing eyes from the statue of the cat-headed goddess.

Characters attempting to cleanse and purify the altar receive a blessing from Bast that results in a +1 bonus to hit and saves for the next 24 hours. Various spells and abilities may allow characters to clean the sanctuary relatively quickly. Characters using such options are granted a +2 bonus to hit and saves for 24. In addition, cleaning the sanctuary gains the characters 150 XP bonus experience. If the characters are able to actually re-consecrate the temple (if someone in the party is a worshipper of Bast and casts *bless* on the cleansed altar), give 250 XP as a Story Award bonus.

13. The Rat Hole

This hole in the ground was dug from the catacombs beneath the temple to the hidden river tunnel that Ritithiss' raiders used to enter the Temple of Bast. Bloody footprints trail off in the catacombs.

River Tunnel

The river tunnel is wet, slippery and dangerous. A large portion of the tunnel was recently completed by The Pipers and the Eastern ratlings, connecting the east-side sewers with Central Island under the Keep Quarter, and then from the island to the catacombs beneath the Old Temple District.

Features

Tunnel: The river tunnel is 5ft in diameter, dug through solid earth and stone. A dwarf has a 3-in-6 chance (all others, 1-in-6) to assume that a moderate to severe tremor could collapse the entire structure. Feel safe?

Dark: There is no illumination in the tunnel (naturally). Light sources only project three-fourths of normal due to the damp, light-absorbing properties of the earth and stone here.

Slippery: There is a 1-in-6 chance for every 200ft traveled that the characters encounter a slippery patch where mud and muck have oozed in from the river above. A saving throw is required, or the character slips and falls. If a character falls, there is a 50% chance anything held is dropped, potentially extinguishing torches, breaking lanterns, etc.

Flooded: Certain low areas of the tunnel are submerged in water for 30ft–50ft. These low spots are noted in the River Tunnel Random Encounter table.

Partial Tunnel Collapse: This area of the tunnel is near collapse. A 1d4ft-by-10ft section of tunnel is about to collapse, filling the remaining area with water. The area can be shored up via magic, or through some other process to shore up the collapse. Without these efforts, there is a 1-in-10 chance the roof collapses as the area is crossed through, drowning the characters in a shower of mud, stone, and water. These structurally unsound spots are noted in the River Tunnel Random Encounter table.

Black Pudding: HD 10; **AC** 6[13]; **Atk** attack (3d8); **Move** 6; **Save** 5; **AL** N; **CL/XP** 12/2000; **Special:** acidic surface (dissolve items), immune to cold, divides when hit with lightning.

Brown Pudding: **HD** 11; **AC** 9[10]; **Atk** strike (2d6 plus 2d6 acid); **Move** 6 (climb 6); **Save** 4; **AL** N; **CL/XP** 12/2000; **Spe-**

River Tunnel Random Encounters

Roll	Result
1	Rat Swarm
2	Giant Rats
3	Wererats
4	Pudding (brown or black; 50% for either)
5	Otyugh
6	Water Elemental
7	Flooded section (see above)
8	Partial Tunnel Collapse (see above)

Black or Brown Pudding: This encounter is with a noxious **pudding** that has slipped into the newly carved tunnel.

Giant Rats: This encounter is with **1d6+3 giant rats** left behind to guard the passage from any intruders.

Otyugh: A renegade **otyugh** from the deepest recesses of the sewers has found its way into the tunnel, finding the steady supply of rat and offal a tasty meal. He lets characters pass if they feed him rat or ratling corpses.

Rat Swarm: This is an encounter with **1d4 swarms** of rats left behind to guard the passage from any intruders.

Water Elemental: A rogue **elemental** has broken free of its control somewhere in the city, and is taking its frustration out on the "new construction" under the river.

Wererats: This is an encounter with **1d4+1 wererats** disguised as members of the Pipe Cleaners Guild. They are larger than the average gnome or halfling who works the normal pipes and tunnels beneath the city. They don't seem concerned that they are working in "new construction," either. Unless their ruse is discovered, they casually let the characters slip by, then follow them with the intent of stabbing them in the back or warning their allies of the intruders.

cial: acid (dissolves organic material, no metal), immune to slashing and piercing weapons, split into two with half current hit points. (***The Tome of Horrors Complete*** 438)

Giant Rats (1d6+3): HD 1d4hp; **AC** 7[12]; **Atk** bite (1d3); **Move** 12; **Save** 18; **AL** N; **CL/XP** A/5; **Special:** 5% are diseased.

Elemental, Water: **HD** 8; **AC** 2[17]; **Atk** strike (3d10); **Move** 6 (swim 18); **Save** 8; **AL** N; **CL/XP** 9/1100; **Special**: can overturn boats, +1 or better weapon to hit.

Otyugh: HD 7; **AC** 3[16]; **Atk** 2 tentacles (1d8), bite (1d4+1 plus disease); **Move** 6; **Save** 9; **AL** N; **CL/XP** 8/800; **Special:** disease (90% chance, death in 3d6 days unless cured). (***Monstrosities*** 367)

Rat Swarm (1d4): **HD** 5; **AC** 6[13]; **Atk** swarm (2d6); **Move** 12; **Save** 12; **AL** N; **CL/XP** 6/400; **Special**: disease (save or –2 to hit and saves).

Wererats (1d4+1): HD 3; **AC** 6[13]; **Atk** bite (1d3), short sword (1d6) or pickaxe (1d6); **Move** 12; **Save** 14; **AL** C; **CL/XP** 4/120; **Special:** control rats, lycanthropy (contract disease if brought below 50% of hp), +1 or better magic or silver weapons to hit, surprise (2-in-6 chance).

Equipment studded leather, short sword, pickaxe, 2d10sp.

The Pipers' Nest

The Pipers' Nest, located in the Eastern sewers, is hidden under a warehouse in the Well. The nest descends almost 100ft below the level of the street, and is built among the reinforced sinkholes and limestone caverns that have been carved away by the industrious rat-folk. Here, The Pipers hide, waiting for their chance to rise from the depths and bring forth the plague of S'Surimiss.

Features

Uneven Floor: The Pipers' Nest is cramped, damp, and its floors are uneven. Unless noted, the ground is difficult to walk on, cutting the characters Movement in half unless he has clawed feet or are otherwise enabled with some other special ability that assures surefootedness.

Tight Quarters: The tunnels between the chambers in The Pipers' Nest are no more than 5ft wide and 5–6ft high, allowing passage of only one character at a time from chamber to chamber without squeezing. Area of effect spells fill available space, so that there is a chance of back-blast that may catch friendlies in a blast radius.

Rat Holes: 2ft-wide rat holes perforate much of the top two layers of The Pipers' Nest. The rat holes are only large enough for halflings or dwarf-sized creatures to crawl through, but are used with great efficiency when lesser creatures come to the aid of ratlings and wererats. Rats and giant rats may file in behind characters as they pass through the warren, barring quick escape.

Dark: It is exceptionally dark in the warrens requiring some sort of artificial light, save for those with darkvision.

Religious Zeal: Ratlings and wererats defending their home turf fight with an added vigor and zeal so long as Ritithiss is still alive. His presence and spiritual proximity to S'Surimiss grants all "rat creatures" within the warrens a +1 bonus to damage against invaders.

Level One

1-1. Hidden Entrance

A section of semi-collapsed sewer pipe, jammed with refuse and debris, hides the entrance to the Pipers' nest (**TW40**). A multitude of large rat tracks lead to a narrow 5ft alcove that descends 10ft into the rat warren (area **1-2**) below. Non-thief characters descending into the warren have a 5% chance of slipping and falling (1d6 points of damage).

The entrance is guarded by **4 ratlings** and a **wererat** of the The Pipers. The guards are thrilled over the theft of the *Eyes of Bast*, and are busy chattering about Ritithiss' plans to sacrifice the eyes to S'Surimiss. If the characters make an undue amount of noise climbing down into the rat warren, Gleason and his ratlings are hidden in the shadows waiting to strike.

Ratling Guards (4): HD 3; **HP** 22, 20x2, 17; **AC** 9[10]; **Atk** bite (1d6 plus disease) or short sword (1d6 plus poison); **Save** 14; **Move** 12; **AL** C; **CL/XP** 4/120; **Special:** diseased bite (1d4 damage/hour until healed, save avoids). (***Monstrosities*** 383)

Equipment: short sword, poison (unconscious for 1d4 hours, save avoids).

Gleason (Wererat): HD 5; **AC** 6[13]; **Atk** bite (1d3), *+1 short sword* (1d6+1) or light crossbow (1d4+2, *+1 bolts*); **Move** 12; **Save** 12; **AL** C; **CL/XP** 6/400; **Special:** control rats, lycanthropy (contract disease if brought below 50% of hp), +1 or better magic or silver weapons to hit, surprise (2-in-6 chance), thieving skills.

Thieving Skills: Climb 87%, Tasks/Traps 25%, Hear 4 in 6, Hide 20%, Silent 30%, Locks 20%.

Equipment *+1 short sword*, light crossbow, 10 *+1 bolts*.

1-2. Giant Rat Warren

This chamber houses a filthy nest of giant rats and their bald and mewling young. If attacked, they form a **giant rat swarm** and out into the hallway. If the swarm is dispersed, the survivors flee out through their rat holes alerting ratfolk, wererats and other denizens in The Pipers' Nest of a disturbance. Some of the dire rats may find their way around the characters and attack them from the rear, alone or with reinforcements.

Giant Rats (20): HD 1d4hp; **AC** 7[12]; **Atk** bite (1d3); **Move** 12; **Save** 18; **AL** N; **CL/XP** A/5; **Special:** 5% are diseased.



1-3. Partially Flooded Cave

The hallway from **Area 2** leading to this cavern descends 10ft to the chamber below. It is very damp, and an odor of filth fills the air.

The chamber is strewn with refuse and debris ranging from animal bones to bits of clothing and broken furniture that have somehow washed down here from broken sewer lines. Currently, **5 ratlings** are taking turns torturing a human figure with sharp pokes from rusty knives.

At the beginning of combat, one of the ratlings attempts to kill **Kha-Sia** before engaging the characters. Another of their number attempts to flee deeper into the nest to warn others. Three ratlings move to engage the characters immediately.

If the characters save Kha-Sia and heal her, she offers to join the party at least until she can be rescued. She uses whatever cast-off equipment is available, but has no spells until she has time to rest and pray.

Ratling Guards (5): HD 3; **HP** 23, 21, 20, 19, 16; **AC** 9[10]; **Atk** bite (1d6 plus disease) or short sword (1d6 plus poison); **Save** 14; **Move** 12; **AL** C; **CL/XP** 4/120; **Special:** diseased bite (1d4 damage/hour until healed, save avoids). (***Monstrosities*** 383)

Equipment: short sword, poison (unconscious for 1d4 hours, save avoids).

Kha-Sia (Female Clr2 of Bast): HP 10 (currently 3); **AC** 9[10]; **Atk** fist (1hp) or by weapon; **Move** 12; **Save** 14; **AL** L; **CL/XP** 2/30; **Special:** banish undead, +2 save versus paralyzation and poison, spells (1), turn undead.

Spells: 1st—*cure light wounds* (none currently).

Equipment: none.

Water Pool

This putrid pool is a disgusting backwash of sewer water. The pool is 10ft deep and connects to a pipe that passes 100ft in a "J" shape like a toilet drain before exiting in the sewers 100ft away from the entrance to the Pipers' lair. Ratlings hard pressed in combat may flee into the water, only to return through the main entrance and attempt to ambush the characters from the rear.

1-4. Massive Rat Swarm

The floor of this collapsed tenement basement literally crawls with **ferocious black rats** whose screeching echoes off the walls when they are excited to an almost earsplitting crescendo.

Due to the presence of Ritithiss and Egile's piping skills, the swarms are always hungry. The Pipers' leaders frequently gather several hundred rats with them when heading out on a mission for their god. The rats are fed 1–2 homeless children per week. These stripped bones line the floor beneath the roiling mass of rat fur and feces that is their nest.

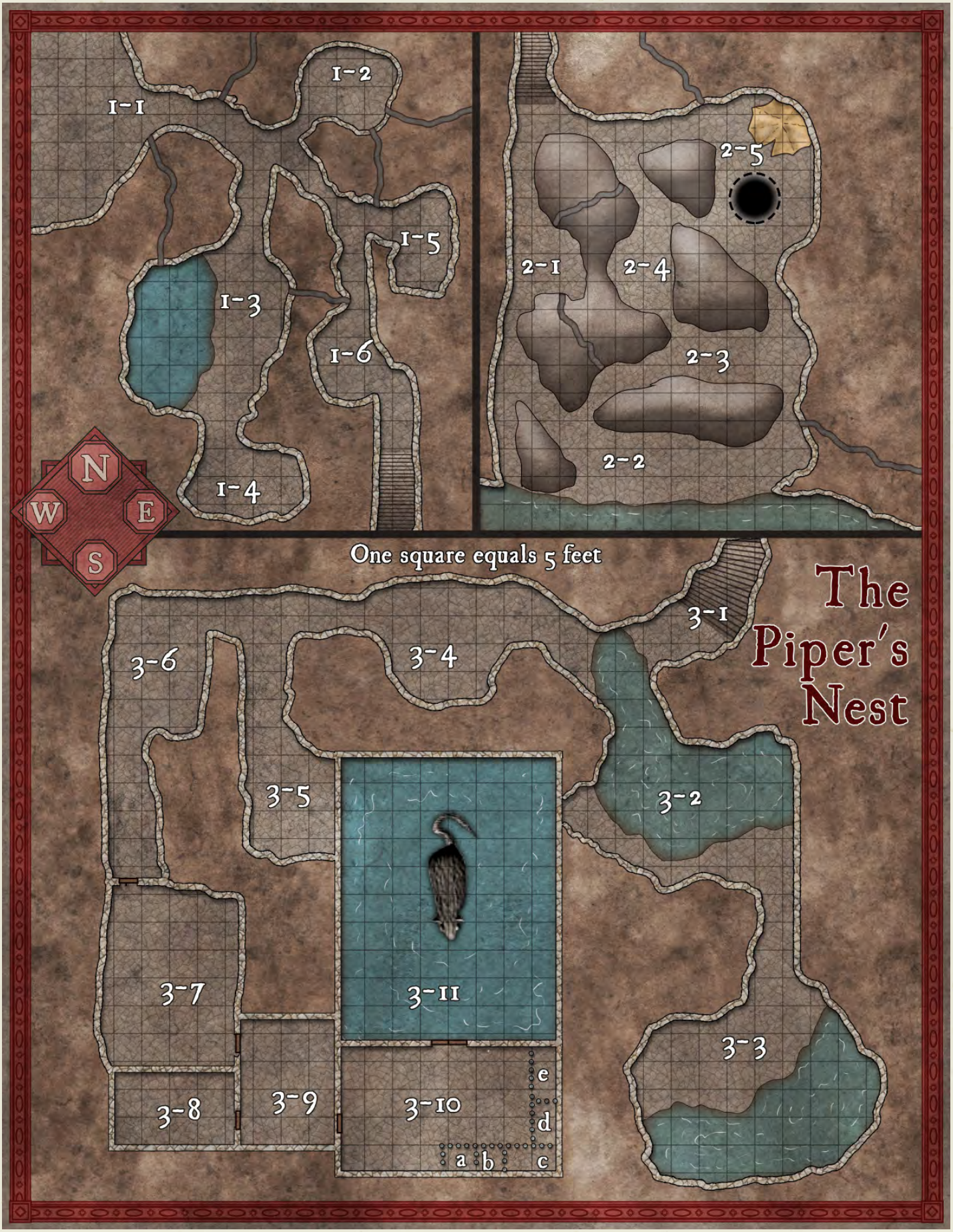
Rat Swarms (6): HD 5; **HP** 38, 36, 34, 31, 30, 29; **AC** 6[13]; **Atk** swarm (2d6); **Move** 12; **Save** 12; **AL** N; **CL/XP** 6/400; **Special:** disease (save or –2 to hit and saves).

1-5. Piper Nest

This **nest of 2d4 wererats** is made up of youths who have been brainwashed and recently transformed by The Pipers. The mental abuse and religious conditioning that they have faced has made them true believers. If warned by combat in the other areas of the nest, they transform into their human guises and tie themselves up as quickly as possible to make it look as if they are prisoners.

The youths claim that they were captured from the streets of the Well where they had eked out an existence working for the Beggars Guild. They insist on being taken with the party, and that the Beggars Guild intend to reward the characters richly with coin and information if they are rescued from the rats' den.

At the first opportunity, the wererats attack the characters.


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One square equals 5 feet
The Piper's Nest
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Wererats (2d4): HD 3; **AC** 6[13]; **Atk** bite (1d3), short sword (1d6) or pickaxe (1d6); **Move** 12; **Save** 14; **AL** C; **CL/XP** 4/120; **Special:** control rats, lycanthropy (contract disease if brought below 50% of hp), +1 or better magic or silver weapons to hit, surprise (2-in-6 chance).

Equipment studded leather, short sword, pickaxe, 2d10sp.

1-6. Guard Post

A **pair of wererat fighters** flanked by **4 larger-than-normal giant rats** guard the descent to **Area 2-1**.

Wererats Fighters (2): HD 5; **AC** 5[14]; **Atk** bite (1d3), *+1 longsword* (1d8+1) or *+1 battleaxe* (1d8+1) or throwing axe (1d6); **Move** 12; **Save** 12; **AL** C; **CL/XP** 6/400; **Special:** control rats, lycanthropy (contract disease if brought below 50% of hp), +1 or better magic or silver weapons to hit, surprise (2-in-6 chance).

Equipment leather armor, *+1 longsword*, *+1 battleaxe*, 3 throwing axes, 2d4sp.

Greater Giant Rats (4): HD 2; **HP** 14, 13, 11, 10; **AC** 7[12]; **Atk** bite (1d6); **Move** 12; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** 5% are diseased.

Level Two

A dirt-and-stone stair leads to the second level of the Pipers' den, 30ft below the surface of the sewer entrance level above. The air is cloying, humid, and noxious giving intruders the sensation of tight fingers clasping at their chest as they breathe, and the ground even filthier.

2-1. Greater Rats

Several sets of red eyes reflect any light brought into the chamber. Scratching and squeaking sounds rise from the darkness as **10 rats** the size of wolves charge from the dark.

Greater Giant Rats (10): HD 2; **HP** 16, 15, 14x2, 12x3, 11x3; **AC** 7[12]; **Atk** bite (1d6); **Move** 12; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** 5% are diseased.

2-2. Under River Passage

This underground stream feeds into the Stoneheart River several miles outside of the city. The precipice that skirts it is narrow and slippery. Any non-thief character has a 20% chance of slipping and falling into the cold, dark water. Characters using climbing equipment or creatures with clawed feet are immune to the slippery effects. Characters falling in the water are swept away at 30ft per round. Swimming in the cold water is difficult even for unarmored characters, requiring the character to roll below his dexterity on 4d6 to keep from washing away and a saving throw is needed to regain the ledge. Failing the checks could result in death by drowning.

2-3. Trapped Hall

This hall is hung with a **net** woven from damp animal hair. The net covers the entire area of the hall (1-in-6 chance to notice unless searching the ceiling for traps). Characters caught in the net are effectively entangled per the *web* spell. Unlike a web, the hair rope cannot be burned away easily, and takes twice as much effort to cut through.

When the net is triggered, a bell rings to alert the ratling nest in **Area 2-5**, and Balien and his hunters from **Area 2-4**.

2-4. Balien's Den

Balien is a wererat adopted into The Pipers a few years ago by Egile, who seduced him with song. Balien has a **pair of youths** that he has trained as hunters. They scour the sewers and alleyways in search of likely candidates to add to the pack.

Balien (Wererat): HD 6; **HP** 45; **AC** 4[15]; **Atk** bite (1d3), *+1 longsword* (1d8+1) or short sword (1d6) or shortbow x2 (1d6 plus disease); **Move** 12; **Save** 9 (+2, cloak); **AL** C; **CL/XP** 7/600; **Special:** control rats, lycanthropy (contract disease if brought below 50% of hp), +1 or better magic or silver weapons to hit, surprise (2-in-6 chance).

Equipment: leather armor, *cloak of protection +2*, *+1 longsword*, short sword, shortbow, 20 arrows smeared with wererat feces (save or lose 1d4hp/hour until healed), 50ft silk rope, manacles, 250gp ruby, 50gp gold necklace.

Wererats (2): HD 3; **HP** 21, 20; **AC** 6[13]; **Atk** bite (1d3), short sword (1d6) or shortbow x2 (1d6 plus disease); **Move** 12; **Save** 14; **AL** C; **CL/XP** 4/120; **Special:** control rats, lycanthropy (contract disease if brought below 50% of hp), +1 or better magic or silver weapons to hit, surprise (2-in-6 chance).

Equipment: studded leather, short sword, shortbow, 20 arrows smeared with wererat feces (save or lose 1d4hp/hour until healed).

2-5. Ratlings Nest

This large chamber is home to the majority of ratlings who dwell directly with The Pipers. There are **8 ratlings** in this chamber at any given time, not counting any young. All fight to protect their nest.

Jowee, a wererat priest of S'Surimiss who was brought here with Ritithiss, stays with the ratlings, finding their pure rat blood closer to the goddess than his own human and rat admixture.

Ratlings (8): HD 2; **HP** 15x2, 14, 13, 11x2, 9, 8; **AC** 8[11]; **Atk** bite (1d6 plus disease) or short sword (1d6); **Save** 16; **Move** 12; **AL** C; **CL/XP** 3/60; **Special:** diseased bite (1d4 damage/hour until healed, save avoids). (***Monstrosities*** 383)

Equipment: wooden shield, flail.

Jowee (Wererat Priest of S'Surimiss): HD 6; **HP** 39; **AC** 5[14]; **Atk** bite (1d3), flail (1d8); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special:** control rats, lycanthropy (contract disease if brought below 50% of hp), +1 or better magic or silver weapons to hit, spells (2/2) surprise (2-in-6 chance).

Spells: 1st—*cause light wounds* (x2); 2nd—*hold person*, *silence 15ft radius*.

Equipment: wooden shield, flail, wooden holy symbol of S'Surimiss.

A pile of refuse and debris has been stacked in the shape of a tent. Within the trash tent are 450gp, 2000sp, 3000cp, a *potion of extra healing*, and an idol to S'Surimiss carved from a massive tooth.

The Hole

A great hole in the back of the room descends 30ft into darkness. Tiny footholds and handholds act as a makeshift ladder for dexterous individuals or those with clawed hands and fingers. Non-thief characters have a 25% chance of falling, unless the climber is using climbing gear, rope, or has clawed hands and feet.

Level Three

3-1. The Slippery Slope

The hole from **Area 2-5** ends at a slippery, 30ft-long staircase. Care is required in descending the steep staircase, as failure deposits the victim into a pool of brackish, disgusting water which draws them toward the whirlpool in **Area 3-2**. Characters must roll below their dexterity on 3d6 to avoid slipping and falling on the stairs and into the water.

3-2. The Whirlpool

The whirlpool is avoided at all costs by members of The Pipers, who believe this region of their lair to be haunted. In his short time among The Pipers, Ritithiss has not yet made it a priority to investigate these stories.

Foul sewage drains from broken pipes nearly 100ft above, pouring into this pool then descending into a crack in the earth somewhere below. The pool partially fills the outer corridor, and quickly descends to a depth of 20ft, covering a 15ft-by-20ft area of the room. Beings caught in the water must roll beneath their dexterity on 3d6 or be sucked into the chasm at the bottom of the pool in 1d4 rounds where they are lost forever, drowning in the foul dark waters that drain below. (A kind Referee might allow them a second chance to escape death's clutches by rolling again, this time using 4d6.) If more than one character falls into the drain at a time, there is a 50% chance that the drain becomes temporarily clogged. If clogged, each character takes 3d6 points of damage per round, until they are rescued from the drain, which requires a combined strength of 25 from rescuers, or until they are dead and their broken remains are sucked down the fissure.

Each round that more than one character is caught in the fissure raises the sewage level in the chamber by 1ft. When the water gets to 6ft, it begins to pour into the Backflow (**Area 3-3**).

3-3. Backflow

This room is partially dry, and serves as a backflow when the whirlpool temporarily clogs. During one of its clogging moments, a hungry ghast named **Salipus** that had escaped into the sewers found itself here.

Salipus has since managed to ensnare a few ratlings who now dwell with him as **ghouls** in the darkness, snatching living things from the water of the backflow pool, and enticing ratlings and wererats to their doom.

The ratling ghouls float beneath the surface of the water as if drowned, rising from the water to attack as soon as living flesh is within range. They tend to gang up on single individuals, paralyzing them as quickly as possible before moving to new targets.

Salipus (Ghast): HD 4; **HP** 28; **AC** 4[15]; **Atk** 2 claws (1d3), bite (1d6); **Move** 15; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** stench (10ft, save or suffer –2 to-hit penalty), paralyzing touch (3d6 turns, save avoids). (***Monstrosities*** 189)

Ratling Ghouls (6): HD 2; **HP** 14, 12x3, 11, 10; **AC** 6[13]; **Atk** 2 claws (1d3), bite (1d4); **Move** 9; **Save** 16; **AL** C; **CL/XP** 3/60; **Special:** immune to sleep and charm, touch causes paralysis for 3d6 turns (save avoids).

3-4. Even Bigger Rats

This dank cavern is illuminated by faint light escaping its far end that reveals a tunnel opening beyond. Loud shrieks rise up from the dark foreground, as filthy black furred horrors turn their glowing red eyes upon the party.

The **6 large rats** are covered in fleas to which they are immune.

Greater Giant Rats (6): HD 4; **HP** 30, 29, 27x2, 26, 24; **AC** 7[12]; **Atk** bite (1d8 plus disease); **Move** 12; **Save** 13; **AL** N; **CL/XP** 4/120; **Special:** covered in fleas (save or suffer 1d4 points of blood loss and spend 1d4 rounds scratching uncontrollably), disease (1d4 days onset, 1d6 points of damage per hour and cumulative –1 to hit and damage per day until healed).

3-5. Kreeger's Lab

A well-carved corridor ends in a wooden door. The door is locked, but is apparently not trapped. Within the room are various bubbling beakers and bookshelves lined with moldy water-stained books. The figure of a man is seen working under the light of dozens of candles.

This is **Kreeger the wererat**, who serves as alchemist and magic-user to the Pipers. If alerted by the sounds of battle, Kreeger awaits in his lab with specially made explosive concoctions and his scroll of *hold person*. As the corridors are narrow, Kreeger casts *hold person* on the first person at the door (save with a –2 penalty), hoping to block the hallway. He then unleashes a *lightning bolt*, then hurls one of the explosive bottles into the entrance, attempting to burn the invader and any allies behind them that he may (2d6 points of damage for 1d4 rounds, save avoids). He finishes with what spells he has before drinking a *potion of invisibility* and then using a *scroll of dimension door* to teleport to **Area 7**.

Kreeger (Wererat Magic-User): HD 7; **HP** 46; **AC** 2[17]; **Atk** bite (1d3); **Move** 12; **Save** 7 (+2, ring); **AL** C; **CL/XP** 9/1100; **Special:** control rats, lycanthropy (contract disease if brought below 50% of hp), +1 or better magic or silver weapons to hit, spells (4/3/2/1), surprise (2-in-6 chance).

Spells: 1st—*charm person*, *detect magic*, *read magic*, *sleep*; 2nd—*ESP*, *mirror image*, *phantasmal force*; 3rd—*dispel magic*, *lightning bolt*; 4th—*confusion*.

Equipment: *bracers of defense* AC 4[15], *potion of healing*, *potion of invisibility*, *ring of protection* +2, *scroll of dimension door*, *scroll of hold person*, *wand of magic missiles* (12 charges), 4 explosive concoctions.

Kreeger's alchemical gear is a hodgepodge of found materials worth 500gp. He has enough ingredients to make 3 more explosive concoctions.

Kreeger is still more loyal to his friend Egile than he is to the religious-minded Ritithiss. He would back any plan Egile has to stave off the rise of Ritithiss.

3-6. Wererat Rogues

This bunkhouse is home to **4 wererat thieves**. Usually, 8 wererats stay here, though others may be out in the warrens or spying and exploring the sewers. The rogues busy themselves playing cards at a table. If they overhear noises from **Areas 3-4** or **3-5**, they investigate, hiding in the shadows and awaiting their chance to pounce on unsuspecting characters. A single torch lights the room.

Wererat Thieves (4): HD 3; **HP** 21, 19x2, 18; **AC** 6[13]; **Atk** bite (1d3), short sword (1d6) or light crossbow x2 (1d4+1); **Move** 12; **Save** 14; **AL** C; **CL/XP** 4/120; **Special:** backstab (x2), control rats, lycanthropy (contract disease if brought below 50% of hp), +1 or better magic or silver weapons to hit, surprise (2-in-6 chance), thieving skills.

Thieving Skills: Climb 87%, Tasks/Traps 25%, Hear 4 in 6, Hide 20%, Silent 30%, Locks 20%.

Equipment leather armor, short sword, light crossbow, 10 bolts, 130gp each.

3-7. Wererat Acolytes

The **4 acolytes** of S'Surimiss dwell within this chamber when not in service of Ritithiss. If the nest has been alerted to the presence of intruders, this chamber is empty and the acolytes are in the Temple. Unlike the rest of the dungeon, the acolyte's chamber is dimly lit with candles that line the walls.

The acolytes keep a small chest with 433gp, a string of pearls worth 200gp, a silver and mother of pearl comb worth 50gp, and a bronze mirror worth 5gp.

Wererat Acolytes of S'Surimiss (4): HD 3; **HP** 21, 20, 19, 15; **AC** 6[13]; **Atk** bite (1d3), flail (1d8); **Move** 12; **Save** 14; **AL** C; **CL/XP** 4/120; **Special:** control rats, lycanthropy (contract disease if brought below 50% of hp), +1 or better magic or silver weapons to hit, spells (2) surprise (2-in-6 chance).

Spells: 1st—*cause light wounds*, *protection from good*.
Equipment: wooden shield, flail, wooden holy symbol of S'Surimiss.

3-8. Temple Guards

A dozen tallow candles light this murky chamber. Bits of bone and piles of rags litter the floor.

This barracks holds the **6 wererat guards** to the temple of S'Surimiss that Ritithiss has brought with him from Far Jaati. The guards serve two purposes, in so much as they also keep a keen eye on Egile so that he doesn't rebel against the current situation that Ritithiss has reduced him to in this new endeavor.

If the characters have caused a commotion in other parts of the dungeon, there is a chance that half of the temple guards left to investigate and defend the lair. The other half moved off to Egile's room to guard the temple portals from attack.

Wererat Fighters (6): HD 5; **HP** 37, 34, 31x2, 29, 27; **AC** 4[15]; **Atk** bite (1d3), *+1 longsword* (1d8+1); **Move** 12; **Save** 12; **AL** C; **CL/XP** 6/400; **Special:** control rats, lycanthropy (contract disease if brought below 50% of hp), +1 or better magic or silver weapons to hit, surprise (2-in-6 chance).

Equipment: *+1 chainmail*, *+1 longsword*.

3-9. Egile's Quarters

After the arrival of Ritithiss, Egile's status among the Pipers is somewhat diminished. **Egile**, never one to work out in the open, has become almost a recluse in his own chambers, venturing out now only to rally the Pipers at the behest of Ritithiss. In spite of Egile's fears, Ritithiss has brought riches, power, and numbers to the once-small clan.

Now, Egile plots a way to rid himself of Ritithiss and retain the power that the Rat Priest wields. He hopes to get rid of Ritithiss and regain control of the clan.

Egile keeps a treasure chest that is **trapped** with a poison needle (paralysis for 1d4+1 days, save avoids). Inside the chest are 2200gp, a thick gold rope chain worth 400gp, a jade idol of the Rat Goddess worth 250gp, 2 *potions of extra healing*, and a *potion of heroism*.

Egile "The Piper", Male Wererat Cleric of S'Surimiss (Clr5): HP 26; **AC** 3[16]; **Atk** heavy mace (1d6) or bite (1d3 plus lycanthropy); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special:** +2 save versus paralyzation and poison, control rats, lycanthropy, hit only by magic or silver weapons, spells (2/2), turn undead.

Spells: 1st—*cause light wounds*, *detect magic;* 2nd—*bless, hold person*.
Equipment: heavy mace, *pipes of the sewers*, brass flute.

3-10. Purification Chamber

This large room outside the temple serves as a commons area for ratlings and wererats. Makeshift cages line the southern and eastern walls of the room. Those chosen to serve S'Surimiss are bitten, then locked in the cage as they suffer through their initial transformations. Rat priests and long-standing members of The Pipers then expose the transformed to infestations and diseases that are the hallmark of the Rat Queen's reign. Other cells are where victims are tortured before being sacrificed within the temple of S'Surimiss beyond.

Cages: These cages are made from rusted iron bars and disassembled pieces of sewer grating. The mortar is weak and can be broken. The cages are barred from the outside.

A. This cage is empty. Characters captured by the Pipers end up in this cage.

B. This cell contains **three recently infected children** who were kidnapped from the Docks and other unsavory areas of the city. They have not yet been converted to the worship of S'Surimiss and are in their human forms. Their transformation is erratic. Rescuing them without curing them causes an outbreak of lycanthropy in orphanages and hospices. The children are being brainwashed by Ritithiss and the brain rats beneath the broken cauldron.

Wererat Youths (3): HD 1; **HP** 6, 5x2; **AC** 6[13]; **Atk** bite (1d3); **Move** 12; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** control rats, lycanthropy (contract disease if brought below 50% of hp), +1 or better magic or silver weapons to hit, surprise (2-in-6 chance).

Equipment: none.

C. **Glen O'Yew**, a member of the Greycloaks and Farseekers, was investigating strange happenings in and around the sewers and was ambushed by Balien and his apprentices. He has become infected from bites, but has not yet shown signs of transformation, as his body attempts to fight the disease. He is quite out of his mind from constant bombardment by Ritithiss's brain rats who swarm Glen daily. The Referee may decide how he is used if freed.

Glen O'Yew (Wererat): HD 3; **HP** 15; **AC** 3[16]; **Atk** bite (1d3); **Move** 12; **Save** 14; **AL** C; **CL/XP** 4/120; **Special:** control rats, lycanthropy (contract disease if brought below 50% of hp), +1 or better magic or silver weapons to hit, surprise (2-in-6 chance).

Equipment: none.

D. This is an empty cell where characters may be held for torture if captured.

E. A body is chained with manacles to the floor of the cell. The disease-infested corpse is a **cadaver** that Ritithiss keeps until he is able to control it full-time. The creature has enough slack in its chains to just reach the edge of its cell, but is unable to actually touch the bars.

Cadaver: HD 2; **HP** 13; **AC** 6[13]; **Atk** 2 claws (1d4 plus disease) and bite (1d6 plus disease); **Move** 6; **Save** 16; **AL** C; **CL/XP** 4/120; **Special:** disease (1d4 damage, save avoids), reanimation (regenerate 1hp/round). (***The Tome of Horrors Complete*** 79)

Broken Cauldron

A broken, overturned cauldron lies near the center of the room. Beneath it are **12 brain rats**. The rats were originally befriended by Egile who attracted them with his music. Egile used a combination of his music and the power of the brain rats to brainwash the western ratfolk and new wererat recruits into joining the clan. Ritithis appreciated this technique and has co-opted it as part of his plan to bring about the Great Plague.

The rats read the thoughts of the characters and bide their time, awaiting attacks until the characters are vulnerable, or Ritithiss or Egile are in jeopardy.

Brain Rats (12): HD 1; **HP** 8x2, 7x3, 6, 5x4, 4x2; **AC** 5[14]; **Atk** bite (1d2); **Move** 9 (climb 9); **Save** 17; **AL** N; **CL/XP** 3/60; **Special:** psionic abilities, surprise (1–3 on 1d6). (***The Tome of Horrors Complete*** 452)

Psionic abilities: at will—*ESP*; 3/day—mind thrust (1d6 points damage per point of intelligence separating rat [14 intelligence] and victim); 1/day—*confusion*, *feeblemind*.

If The Pipers are aware that they are under attack, **2 temple guards** are standing guard at the doorway of the temple. They move to engage any

intruders, fighting to the death.

Wererat Fighters (2): HD 5; **HP** 35, 32; **AC** 4[15]; **Atk** bite (1d3), *+1 longsword* (1d8+1); **Move** 12; **Save** 12; **AL** C; **CL/XP** 6/400; **Special:** control rats, lycanthropy (contract disease if brought below 50% of hp), +1 or better magic or silver weapons to hit, surprise (2-in-6 chance).

Equipment: *+1 chainmail*, *+1 longsword*.

3-11. Temple of S'Surimiss

This water-filled room has a vaulted ceiling that disappears into the darkness above and hangs with deep searching roots. A roughly 25ft-diameter island of trash, filth and dirt stands in the center of the room, and in the center of that island is a crudely carved statue of S'Surimiss. Before the Rat Goddess statue, upon a filth-covered altar lies a bound human figure suffering the curved knives of a trio of ratlings.

The temple is tended by **Rititihss** and **2 of his acolytes**. The clerics are deep in a ritual to sacrifice the *Eyes of Bast* (**Appendic C**) to S'Surimiss. The sacrifice involves slashing the throat of **Tembree**, the captured priestess of Bast who is bound to the altar. The wererat clerics splash her freshly spilled blood upon the jeweled emerald orbs.

As the characters burst upon the scene, Rititihss points a clawed finger at the characters and a **pair of enormous rats** rise out of the filthy waist-deep water and attack.

It takes one round to climb onto the trash heap from the filthy water. Exposure to the filthy water forces a saving throw to avoid contracting a deadly fever (1d6 points of damage per day and –1 to hit, damage and saves until healed).

The Final Battle

So long as Rititihss or one of his acolytes lives, the ritual continues. As the characters enter the temple, Rititihss and the enormous rats assault the characters with physical attacks and magic.

Rititihss (Wererat Priest of S'Surimiss the Rat Queen): HD 8; **HP** 60; **AC** 3[16]; **Atk** bite (1d3) or +2, *+3 vs. Lawful heavy mace* (1d6+2, +3 vs. Lawful); **Move** 12; **Save** 8; **AL** C; **CL/XP** 10/1400; **Special:** control rats, lycanthropy (contract disease if brought below 50% of hp), +1 or better magic or silver weapons to hit, spells (2/2/2/2/2), surprise (2-in-6 chance). (**Chapter 22: Other Locations, The Pipers**)

Spells: 1st—*cure light wounds*, *purify food and drink*; 2nd—*bless*, *hold person*; 3rd—*cure disease*, *prayer*;



4th—*create water*, *cure serious wounds*; *finger of death*, *insect plague*.
Equipment: chainmail, steel shield, +2, +3 vs. *Lawful heavy mace*, silver filth-encrusted holy symbol of S'Surimiss.

Greater Giant Rats (2): HD 4; **HP** 30, 28; **AC** 7[12]; **Atk** bite (1d8 plus disease); **Move** 12; **Save** 13; **AL** N; **CL/XP** 4/120; **Special:** disease (1d4 days onset, 1d6 points of damage per hour and cumulative –1 to hit and damage per day until healed).

Wererat Acolytes of S'Surimiss (2): HD 3; **HP** 20, 19; **AC** 6[13]; **Atk** bite (1d3), flail (1d8); **Move** 12; **Save** 14; **AL** C; **CL/XP** 4/120; **Special:** control rats, lycanthropy (contract disease if brought below 50% of hp), +1 or better magic or silver weapons to hit, spells (2) surprise (2-in-6 chance).
Spells: 1st—*cause light wounds*, *protection from good*.
Equipment: wooden shield, flail, wooden holy symbol of S'Surimiss.

Development: If Rititiss and his allies can hold off the characters' attacks for 10 rounds, the *eyes of Bast* are destroyed as Tembree dies. A permanent *gate* to S'Surimiss' dark corner of the Styx appears at the base of the statue.

Every round after the 10th round unleashes a **demonic rat**. This continues each round until the *gate* is destroyed and the portal closed forever. Closing the *gate* requires a *dispel magic* (vs. an 8th-level caster). A *bless* spell has a 10% chance of closing the *gate*. The entire site must also be sprinkled with holy water to keep the *gate* from reforming in 1d4 days.

Demonic Rat: HD 5; **AC** 5[14]; **Atk** bite (1d8+4 plus disease); **Move** 12; **Save** 12; **AL** C; **CL/XP** 7/600; **Special:** disease (1d4 days onset, 1d6 points of damage per hour and cumulative –1 to hit and damage per day until healed), spell-like abilities.
Spell-like abilities: 1/day—*cause serious wounds*.

Tembree, Female Human Cleric of Bast (Clr3): HP 14 (currently 3); **AC** 9[10]; **Atk** fist (1hp); **Move** 12; **Save** 13; **AL** L; **CL/XP** 4/120; **Special:** turn undead, +2 save versus paralyzation and poison, spells (2).
Spells: 1st—*cure light wounds* (none currently).
Equipment: none.

Finishing the Adventure

The adventure is complete if the characters can stop the sacrifice of Tembree and defeat Rititiss and his clerics. Upon completion, the characters have gained the *Eyes of Bast* (see **Appendix C**).

Purrann and her clerics return within one week to find their temple desecrated and the *eyes* missing. Purrann seeks out the characters and asks for the return of the *eyes*.

If the characters save her priestesses and return the *Eyes*, Purrann is grateful, offering the characters what healing is at her disposal for life within this temple. Great cats in the wild never attack the characters as a special blessing from the goddess Bast for their aid.

Refusing Purrann's wishes results in clerics of Bast hunting the characters anytime they leave the city. The characters have twice as many violent encounters with wild great cats and suffer a permanent +1[–1] AC penalty when defending against cats of any species.





Galera's Basement

Hidden within a basement below the Market District is Galera's secret lair. It is here that Galera keeps her various venomous pets, their food, and certain prisoners whom she tests her poisons on, or holds as hostages for her masters in the Red Blades.

Using Galera's Basement

This area may be used for a variety of missions within Bard's Gate, ranging from collecting the hidden map to Duloth's Dungeon (see **The Hidden Huscarl, Part Two**), to finding the secret entrance to Slip-Gallows Abbey (see **Slip-Gallows Abbey**), or other activities that would force the characters to pursue an important member of the Red Blades organization. **Galera's Basement** is designed for 4–6 adventurers of levels 4–5.

Features

Doors: The doors to Galera's Basement are locked. Galera keeps the keys to her lair on her person. The doorways are 5ft wide.

Secret Doors: Secret doors are also locked unless otherwise detailed.

Light: Unless otherwise noted, the basement is dark, requiring a light source or darkvision to see.

Galera: Galera may be either out of her basement (40%) or somewhere within it (60%). The Referee may feel free to have Galera and any of her pets ambush the characters as necessary. Since Galera is in her home, she uses the various traps and secret doors to her advantage to either ambush the characters, or escape and seek allies among the Red Blades.

GB1. Black Market Entrance

This secret entrance to Galera's lair is found deep in the Black Market (**Chapter 9**, area **BM6**). Beyond the secret door is a **trapped** 15ft-long tunnel leading to a black oak, iron-bound door.

A 20ft-deep concealed **trap door pit** is 5ft beyond the entrance. The trap drops the unfortunate victim into a holding cell 20ft below. A lid clamps shut after triggering the trap, latching with a bolt. Anyone falling into the pit takes 2d6 points of damage.

Halfway down the corridor is a sign reading "*Pest Removal Service*". The oak door beyond the pit is locked. The door can of course be cut down but this would take at least 5 minutes and alert anyone within 100ft of the door.

GB2. Scorpion Pens

This odd-shaped basement room is filled with three straw-filled bins with metal lids. The floor is strewn with sand. There are 2 doors in the eastern wall, and another 2 along the west wall. What appear to be the bars of a cell can be seen in the far northern wall.

Non-thief characters carefully listening have a 1-in-6 chance to hear a bit of a clacking noise, like fingernails tapping on a pane of glass, and note strange shapes occasionally poking through the bars.

2a. The Scorpion Cages

Each of the three cages holds **1d4 immature giant scorpions** that are about the size of house cats.

Immature Giant Scorpions (1d4): HD 4; **AC** 3[16]; **Atk** 2 pincers (1d10), sting (1d4 plus nonlethal poison); **Move** 12; **Save** 13; **AL** N; **CL/XP** 5/240; **Special:** nonlethal poison sting –1 to hit and damage). (***Monstrosities*** 411)

2b.Cell

This cell holds **Yelin Grant** (Neutral male human thief 2), a merchant horse trader who ran afoul of Thorfin from Stable Row (**SR2**). Thorfin commissioned the Red Blades to slay his rival, and the contract was given to Galera. The assignment has been "paid in full," as Galera returned both of Yelin's ears as proof of the deed. She tests doses of her scorpion venom on Yelin to see how much it takes to nearly kill the wretch, and then feeds him antitoxin to revive him.

If Yelin is freed, he attempts to enlist the characters in a plot of revenge against Thorfin. His freedom also places the Red Blades in a bad position, where they are forced to order a hit against one of their own for not following through with a commitment.

GB3. Serpents Nest

This "L" shaped chamber has a door in the western and southern walls. A huge wicker basket sits in one corner of the room and five smaller baskets sit around it. A podium stands near the southern entrance, and racks of empty jars and bolts of cheesecloth line the southern walls.

The podium contains a page of sheet music, and an ornate flute rests upon a velvet lined stand.

3a. Giant Cobra Basket

The largest basket contains a **giant spitting cobra**. This creature has been raised by Galera since it was a hatchling. Galera can calm the creature with a song from the flute and direct it to attack intruders to her lair. The basket contains a clutch of twenty freshly laid eggs. If the cobra is bothered before the song written on the page is played, it strikes at anyone who opens its basket.

Giant Spitting Cobra: HD 4; **AC** 5[14]; **Atk** bite (1d3 plus lethal poison) or spit poison; **Move** 13; **Save** 11; **AL** N; **CL/XP** 6/400; **Special:** spit or bite with lethal poison. (***Monstrosities*** 440)

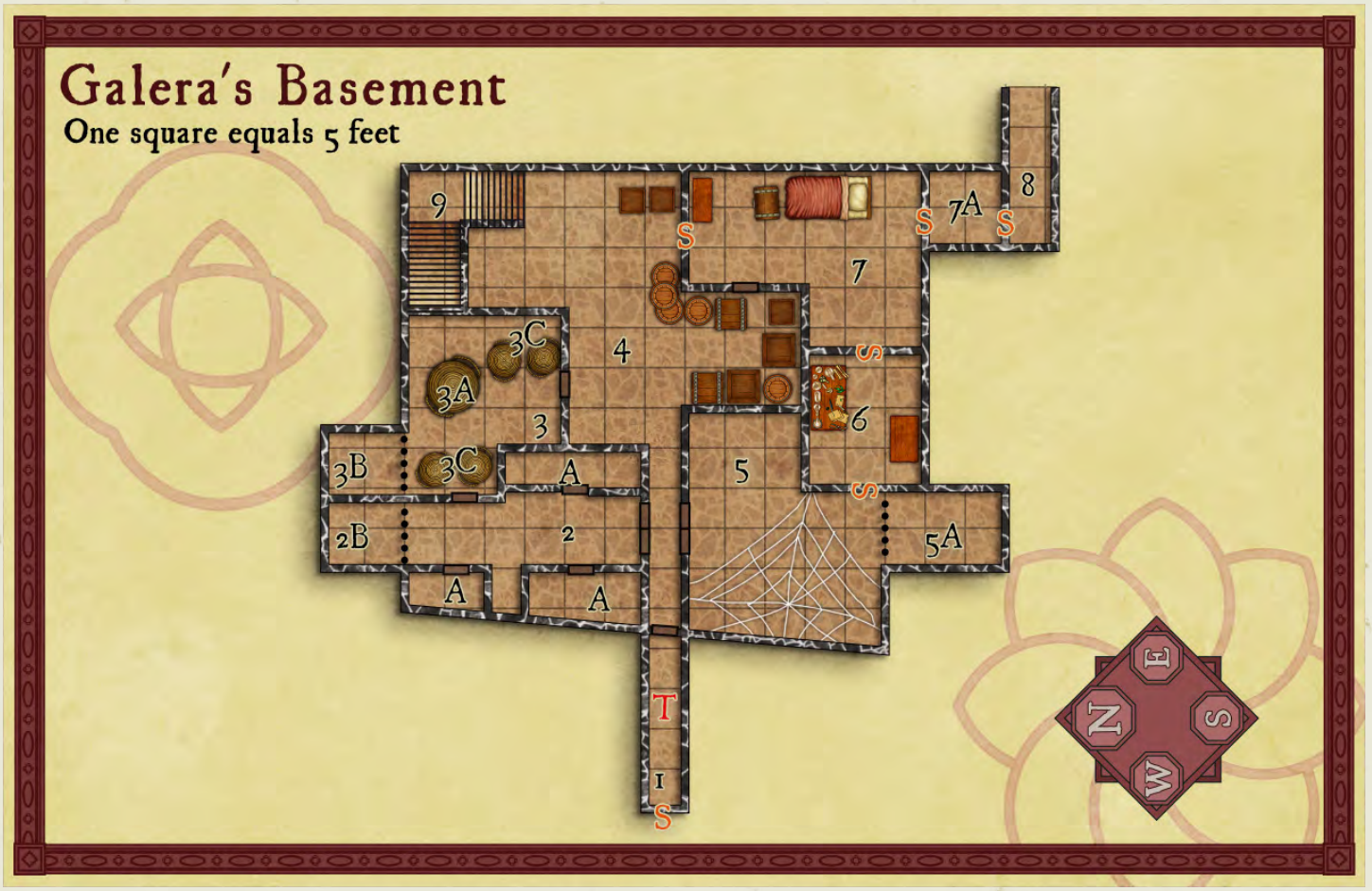
3b. Cell

This cell door is locked. Inside the cell are two badly decomposed bodies, and a man with long stringy hair who is missing half a foot. His body is covered in snake bites. The man's name is **David Tanlee**, a beggar in good standing with the Beggars Guild who went missing from the streets some months ago.

David Tanlee has been mostly driven mad by the constant poisonings and torture at Galera's hands, and couldn't pick her out if he saw her, as she typically wears a veil when she is testing venoms on him.

David Tanlee (Thf3): HP 6 (currently 2); **AC** 9[10]; **Atk** fist (1hp); **Move** 12; **Save** 13; **AL** N; **CL/XP** 3/60; **Special:** backstab (x2), +2 save bonus vs. traps and magical devices, read languages, thieving skills.


Black Market Entrance
Switchblade Alley
N
E
S
W
to Street
West Canal
2
6
5
Canal
Black Market
One square equals 20 feet



Thieving Skills: Climb 87%, Tasks/Traps 25%, Hear 4 in 6, Hide 20%, Silent 30%, Locks 20%.
Equipment: none.

3c. Viper Baskets

These four baskets each contain **1d3 poisonous vipers** of various species and a **spitting cobra**. Like their giant cousin in the largest basket, these cobras strike anyone who bothers them if the song is not played first on the flute.

Spitting Cobras (4): HD 1; **AC** 5[14]; **Atk** bite (1hp plus lethal poison) or spit poison; **Move** 16; **Save** 17; **AL** N; **CL/XP** 3/60; **Special:** spit or bite lethal poison.

Vipers (1d3): HD 1d6hp; **AC** 5[14]; **Atk** bite (1hp plus poison); **Move** 18; **Save** 18; **AL** N; **CL/XP** 2/30; **Special:** lethal poison (+2 save).

GB4. Storage Chamber

This large central chamber to Galera's basement lair contains various crates filled with vials and jars. There are enough vials to fill 100 potions, and enough jars to hold 50 poultices or pigments. There are boxes containing bolts of cheesecloth, rolls of twine, and two crates filled with enough iron rations to feed 10 men for 10 months.

GB5. Giant Spider Nest

This chamber holds Galera's **5 pet giant spiders**. The spiders feast on rats and vagrants that Galera finds in the sewers. The room is filled with a large sticky web. There is a tight pathway through the various strands that Galera has made for herself. Characters caught in the web must roll below their strength on 3d6 to escape, and automatically attract the attention of Galera's spiders.

A **trapped secret door** is hidden in the north wall. The passage leads to **area 6**. The trap fires a cloud of sticky needles at anyone failing to disarm the trap (attacks as a 3HD creature). The needles are coated with drow poison concoction. Any characters struck by the needles must make a saving throw or fall unconscious for 1d6+2 rounds.

Giant Spiders (1ft diameter) (5): HD 1+1; **AC** 8[11]; **Atk** bite (1hp plus poison); **Move** 9; **Save** 17; **AL** N; **CL/XP** 3/60; **Special:** lethal poison (+2 saving throw).

5a. Cell

This cell has two desiccated corpses. There are marks upon the corpses that indicate that they were bitten by spiders and were later somehow harvested of venom.

GB6. Galera's Laboratory

This chamber is where Galera mixes her various natural poisons. The venoms are made from her various snakes, spiders, scorpions, arsenic, and cyanide.

The lab holds 4 doses of arsenic, 2 doses of black lotus, 10 doses of refined snake venom, 5 doses of refined scorpion venom, and 6 doses of





refined spider venom. Each of these refined venoms is highly toxic and worth hundreds and up to thousands of gp on the streets. Their use, of course, is considered underhanded and evil by most honorable members of society. In addition to the toxins, there is 2000gp worth of laboratory equipment here, and distilling notes worth 1d6 x 100gp. The equipment weighs in excess of 250lbs.

GB7. Galera's Room

Galera's private chamber and sanctum. The room contains her bed, a desk with a crystal oil lantern, and a **locked, iron-bound chest** containing some of her valuables. The desk contains various wanted posters and assassination contracts. It is very orderly and has "completed" contracts on one side of the desk, and pending listed on the other. A Referee could incorporate any NPC or character that they desire to "offer a contract" on as a further story hook. Another file contains dossiers with basic information on several NPCs of the Referee's choice, including Duloth, Cylyria, Manisool, Andrigor, and the characters with footnotes about their various alliances and exploits. These dossiers are written in code but can be deciphered with a character rolls below his intelligence on 4d6. A *read languages* spell does not decipher the code. It is up to the Referee to determine how much detail is in these documents.

Galera's Treasure Chest

This chest is locked with three locks, and **trapped** with three successive traps. Galera holds all three keys to the locks; however, they must be unlocked in the order of 2nd, 3rd, and 1st. As this is virtually impossible to know without somehow torturing the information out of Galera or charming it from her, it is a matter of "lucky guess" that may win or lose the day. Although the traps may be disarmed, the difficulty increases with each successful attempt that is done in the incorrect order:

Locks

1st successful Open Locks attempt, incorrect order: –5% Open Locks check for next lock, 10% of chest contents destroyed.

2nd successful Open Locks attempt, incorrect order: –10% Open Locks check for last lock, 25% of contents are destroyed.

3rd successful Open Locks attempt: all traps disarmed, but 50% of contents are destroyed.

Traps

1st trap: A poison needle shoots out at the character attempting to open the lock. The needle does 1d3 points of damage and is coated with black

lotus extract. The victim must make a saving throw or fall unconscious for 1d4+1 hours.

2nd trap: Poison gas spews forth, affecting anyone within 5ft of the chest. All characters affected must make a saving throw or die.

3rd trap: A green slime is summoned within the chest, destroying its contents. The slime then pours out onto the floor in a 5ft radius. Green slime is an extremely dangerous hazard in underground tombs and other such places. Any metal or organic substance it touches begins to turn to green slime (saving throw). It can be killed with fire or extreme cold, and the transformation process can be arrested by the use of a *cure disease* spell.

Green Slime (CR 4): This dungeon peril is a dangerous variety of normal slime. Green slime devours flesh and organic materials on contact and is even capable of dissolving metal. Bright green, wet, and sticky, it clings to walls, floors, and ceilings in patches, reproducing as it consumes organic matter. It drops from walls and ceilings when it detects movement (and possible food) below.

A single 5-foot square of green slime deals 1d6 points of Constitution damage per round while it devours flesh. On the first round of contact, the slime can be scraped off a creature (destroying the scraping device), but after that it must be frozen, burned, or cut away (dealing damage to the victim as well). Anything that deals cold or fi re damage, sunlight, or a *remove disease* spell destroys a patch of green slime. Against wood or metal, green slime deals 2d6 points of damage per round, ignoring metal's hardness but not that of wood. It does not harm stone.

Treasure: Within the chest are a pearl necklace worth 2000gp, 3 diamonds worth 500gp each, a folded-up suit of elven chainmail, a *+1 dagger*, 2 *potions of extra healing*, 100pp, and a vial of perfume worth 400gp.

The room is accessed by the **secret doors** leading from **area 4** and **area 6**. There is a door in the southern wall that leads to **area 7a**. A long-nosed red leather mask with tiny eye holes hangs on the wall where the secret door is located.

The mask is specially designed to filter the poison trap in **area 7a** in the event Galera must use this escape path (+4 bonus to the save). If Galera uses this means to escape, the mask is missing.

7a. Hidden Entrance

This chamber serves as a hidden entrance or exit from Galera's private room. The room itself is a wicked **trap**.

Tiny holes are punched in the ceiling boards every 2in. Standing on secret plates hidden in the floor of the room directly below the holes triggers the trap, releasing a poisonous cloud of alchemical dust from the ceiling. The poison is highly toxic, but can be overcome by flying or levitating across the floor, or filtered for no ill-effect by wearing Galera's mask (**GB7**). A **locked secret door** in the southern wall opens to Galera's escape route. Anyone breathing the dust begins choking and suffocates within 1d6+1 rounds unless healed. Characters could fly or levitate over the dust once it settles on the floor.

GB8. Escape Route

This abandoned piece of the old western sewer pipe is 5ft in diameter. After running roughly northeast about 150ft, the sewer pipe opens to a wide patch of sewer tunnel just off the West Canal where an entrance awaits. A gondola is hidden among some detritus on a ledge. The gondola contains 100ft of silk rope, a *+1 short sword*, a purse with 200gp, and sealskin pack. Inside the pack is a 200gp red velvet dress, a makeup kit, perfume, and a 150gp pair of velvet and leather shoes that match the dress. The dress and shoes are in Galera's size.

GB9. Basement Entrance

This rickety set of stairs leads to the shop in the burned out area of the Market District (**M22**) which hides Galera's lair. The stairs are rigged so that they collapse on anyone attempting to use them unless specific stairs are stepped on in a specific order. The series is 3-2-1-3-2 and may be difficult for "small folk" such as dwarves, gnomes, goblins, and halflings to maneuver. Such characters may need to be lifted to the correct step. The steps do not collapse until the midpoint of the stairwell has been reached. Characters caught in the collapsing stairs and ceiling suffer 5d6 points of damage and are pinned, suffering 1d6 points of damage per round until they are freed.

The ground floor of the building above is boarded up and avoided by locals who assume the place is still haunted from the fire.

The Gnoll Fortress

A constant threat to the safety of the Lyre Valley, this hidden complex of tunnels and caves beneath the ruins of a former wilderness keep is designed for 4–6 characters of levels 7–8. The gnoll fortress is several days journey over rough terrain to the north of Bard's Gate and the way is perilous. Plagued by gnoll marauders, trolls and other hazards, the characters arrive at the gnoll fortress at the same time that the gnoll king, Ga'awootarr, is hosting several important emissaries who are seeking to ally with his tribe. Ga'awootarr is intelligent and wholly evil, and is hoping that he is offered large amounts of gold for his warriors' services. The emissaries visiting the gnoll monarch include representatives from the temple of Tsathogga in the Stoneheart Mountain Dungeon (see ***The Lost Lands: Stoneheart Valley***), an antipaladin emissary of Orcus, and a doppelganger representative of the Black Brotherhood.

A Caravan in Flames

The adventurers begin in the foothills south of the Stoneheart Mountains, where they have heard rumors of gnoll raiders and a hidden fortress. Those who have played the ***Crucible of Freya*** (see ***The Lost Lands: Stoneheart Valley***) may have encountered a large gnoll warband along the Tradeway. If so, they may have information about the gnolls' activities in this area and be in search of their lair. If not, assume they are following up a lead on missing caravans in the local area.

As the party approaches the hidden fortress, the characters catch sight of a wisp of smoke rising from about a half-mile away. As the party approaches, they encounter **1d4 giant hyenas.** If the party is approaching stealthily, they have a chance to catch the hyenas unaware; if they are advancing blindly, the hyenas attack with surprise.

Hyena, Giant (1d4): HD 5; **AC** 6[13]; **Atk** bite (2d6); **Move** 18; **Save** 12; **AL** N; **CL/XP** 5/240; **Special:** none. (***Monstrosities*** 260)

Once they reach the caravan site, it becomes obvious to the characters that a fierce battle was fought here. Wagons are overturned and burning, and broken spears and spent missiles litter the ground. The bodies of several dwarves have been tied to wagon wheels and obviously tortured, their flesh burnt and stuck full of crossbow bolts. The stench of burning flesh fills the air.

Numerous bloody tracks lead to the northwest. Rangers have a 75% chance to determine that gnolls and hyenas made the tracks; if the ranger rolls below 50%, he knows that the tracks are less than six hours old; if below 25%, the tracker learns that there are dwarven prisoners with the raiders.

Following the Gnolls

A party of **10 gnolls** led by the gnoll **Hroawoo** is making its way back to the fortress with **four dwarf prisoners** (Neutral male hill dwarf expert 5) from the caravan. They have several hours' head start but are slowed by their plunder and captives. After following the trail for 2d8+1 hours, the characters catch up to the gnolls and their prisoners. Non-thief characters have a 1-in-6 chance to hear the gnolls arguing in the distance. If they move closer undetected, the characters see the gnolls stopped in a clearing, with the bound dwarven prisoners lying on the ground. The gnolls have decided to kill their captives, and do so in three rounds unless the adventurers intervene. The gnolls fight until half of their number are slain. If the fight lasts more than five rounds, a **troll** or **ettin** overhears the commotion and attacks the party.

The prisoners are dwarf merchants from the ambushed caravan. They thank the party and want to make for Bard's Gate immediately. The characters can escort them back to the city, or allow them to go on their own. Later on, the Referee may have the dwarves or their family members reward the adventurers.

Gnolls (10): HD 2; **HP** 14, 12x2, 11x2, 10, 9x4; **AC** 5[14]; **Atk** bite (2d4) or battleaxe (1d10) or glaive (1d10) or shortbow x2 (1d6); **Move** 9; **Save** 16; **AL** C; **CL/XP** 2/30; **Special:** none.
Equipment: battleaxe, glaive, shortbow, 20 arrows, 3d6sp.

Hroawoo (Gnoll Sub-Chief): HD 4; **HP** 27; **AC** 4[15]; **Atk** bite (2d4+1) or battleaxe (1d10+1) or short sword (1d8+1) or longbow x2 (1d6); **Move** 9; **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** none
Equipment: short sword, battleaxe, longbow, 20 arrows, 62gp.

Troll: HD 6+3; **HP** 42; **AC** 4[15]; **Atk** 2 claws (1d4), bite (1d8); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special:** regenerate (3hp/round).

Ettin: HD 10; **HP** 71; **AC** 3[16]; **Atk** 2 clubs (3d6); **Move** 12; **Save** 5; **AL** C; **CL/XP** 10/1400; **Special:** none. (***Monstrosities*** 162)

The Fortress

The gnoll fortress consists of a wooden palisade surrounding a number of small structures and the cave complex beyond. A steep rocky slope leads up to the palisade walls, making it very difficult to approach unseen. Strong parties are harassed with arrows and other missiles, and eventually are attacked by several squads of gnoll raiders, aided if necessary by one or more trolls and/or ettins. The brush and talus on the slope provide cover.

GF1. Palisade Walls

The palisade walls are built of rough timber, about 15ft tall, and have a 3ft parapet walk on the inside that allows gnolls to shoot missiles or fling rocks down on intruders. There are normally **1d4+4 gnolls** patrolling the palisade walls at any time. They keep four pitch pots boiling at all times, and pour them on enemies who try to storm the walls. The pitch affects a single attacker on or at the foot of the walls, and any other attackers within a 10-foot radius. Those attacked by the pitch take 4d6 points of fire damage.

Gnolls (1d6+2): HD 2; **AC** 5[14]; **Atk** bite (2d4) or battleaxe (1d10) or shortbow x2 (1d6); **Move** 9; **Save** 16; **AL** C; **CL/XP** 2/30; **Special:** none.
Equipment: battleaxe, shortbow, 20 arrows, 3d6sp.

GF2. Gates

These iron-bound gates were scavenged from a human fortress. The gnolls defend them ferociously, raining missiles and pitch down on any attackers. If the gate is breached, **6 gnolls** block the attackers advance using glaives and battleaxes as the remainder of the defenders retreat into the caves beyond.

Gnolls (6): HD 2; **AC** 5[14]; **Atk** bite (2d4) or battleaxe (1d10) or glaive (1d10) or shortbow x2 (1d6); **Move** 9; **Save** 16; **AL** C;



CL/XP 2/30; **Special**: none.
Equipment: battleaxe, glaive, shortbow, 20 arrows, 3d6sp.

GF3. Watchtowers

This pair of crude wooden watchtowers allows a clear view of the valley for several miles. They are normally manned by **two gnolls** each. The gnolls are armed with bows and equipped with horns that allow them to alert the fortress to any danger. The gnolls in the towers also receive cover and concealment.

Gnolls (4): HD 2; **HP** 14, 12, 10, 9; **AC** 5[14]; **Atk** bite (2d4) or battleaxe (1d10) or shortbow x2 (1d6); **Move** 9; **Save** 16; **AL** C; **CL/XP** 2/30; **Special**: none.
Equipment: battleaxe, shortbow, 20 arrows, signal horn, 3d6sp.

GF4. Huts

Three thatch-and-wood guard huts surround a large cooking pit here. Captives are roasted on a spit, and the party may interrupt a very grisly scene if they arrive at mealtime. At any time there are **1d4 giant hyenas** here as well, sniffing around the place, looking for table scraps. There are **3 light warhorses** and a **heavy warhorse** tied up here as well; the gnolls intend one day to cook and eat them, but so far none has been brave enough to try to slaughter them. Their tack and harness is piled carelessly beside one of the huts.

Hyenas, Giant (1d4): **HD** 5; **AC** 6[13]; **Atk** bite (2d6); **Move** 18; **Save** 12; **AL** N; **CL/XP** 5/240; **Special**: none. (***Monstrosities*** 260)

Horse, Light (3): **HD** 2; **HP** 14, 12, 11; **AC** 7[12]; **Atk** bite (1d2); **Move** 18; **Save** 16; **AL** N; **CL/XP** 2/30; **Special**: none.


Gnoll Fortress
GF13b
GF12
GF14
GF13a
GF11
N
W
E
S
GF10
GF6
GF8
GF7
GF5
GF9
GF4d
GF4c
GF4b
GF4a
GF3
GF1
GF2
One square equals 10 feet

Horse, War: **HD** 3; **HP** 19; **AC** 7[12]; **Atk** bite (1d2), 2 hooves (1d3); **Move** 18; **Save** 14; **AL** N; **CL/XP** 3/60; **Special**: none.

4a. Tungo's Hut

The largest hut is home to **Tungo the Troll.** Tungo fights for the gnolls, and is well-fed for his services. The gnolls make sure that he has plenty of work, lest he grow hungry and decide to snack on one of them. If a fight breaks out at the palisade, Tungo straps a *+1 steel shield* to his chest and happily wades into combat. He has collected a decent amount of treasure over the past few years and keeps it in a shallow pit within his filthy hut.

Tungo the Troll: **HD** 6+3; **HP** 47; **AC** 0[19]; **Atk** 2 claws (1d4), bite (1d8); **Move** 12; **Save** 9 (+2, ring); **AL** C; **CL/XP** 8/800; **Special**: regenerate (3hp/round).
Equipment: *+1 steel shield*, *ring of protection +2*, 234gp.

Treasure: 132pp, 100gp, greataxe, *potion of levitation* (Tungo thinks it tastes nasty).

4b. Neeshnar's Hut

Neeshnar is a gnoll lieutenant who commands the defense of the fortress and also organizes raids and patrols. He shares his hut with three noncombatant females and several squealing whelps, as well as the plunder that his troops have brought for him. Neeshnar is foul and cruel, and being from the same litter as Ga'awootarr, he is trusted to guard the fortress from attackers. He demands a healthy portion of whatever loot is brought back to the stronghold on successful raids.

Neeshnar (Gnoll Sub-Chief): **HD** 6; **HP** 41; **AC** 3[16]; **Atk** bite (2d4+1) or battleaxe (1d10+1) or *+1 short sword* (1d8+2) or longbow x2 (1d6); **Move** 9; **Save** 11; **AL** C; **CL/XP** 6/400; **Special**: none.
Equipment: *+1 leather armor*, *+1 short sword*, battleaxe, longbow, 20 arrows.

Treasure: 273gp, a 100gp gem, and a dagger in an unlocked wooden chest.

4c. The Hut of Yarrzh and Mawrr

This hut belongs to **Yarrzh,** priestess of the Demon Lord Crocutus, and **Mawrr** the sorcerer, who provide magical defenses to the fortress.

Yarrzh, Female Gnoll Priestess of Crocutus: **HD** 6; **HP** 39; **AC** 5[14]; **Atk** bite (2d4) or *+1 flail* (1d10+1); **Move** 9; **Save** 11; **AL** C; **CL/XP** 7/600; **Special**: spells (2/2/1/1).
Spells: 1st—*cause light wounds*, *protection from good*; 2nd—*hold person*, *speak with animals*; 3rd—*cause disease*; 4th—*cause serious wounds*.
Equipment: *+1 flail*, holy symbol of Crocutus, 302gp, 250gp gem, 50gp gems (x3).

Mawrr, Male Gnoll Magic-User: **HD** 6; **HP** 34; **AC** 5[14]; **Atk** bite (2d4) or *+1 staff* (1d10+1); **Move** 9; **Save** 11; **AL** C; **CL/XP** 7/600; **Special**: spells (4/2/2).
Spells: 1st—*charm person*, *detect magic*, *magic missile*, *protection from good*; 2nd—*darkness 15ft radius*, *invisibility*; 3rd—*hold person*, *lightning bolt*.
Equipment: *+1 staff*, *2 potions of healing*, *potion of invisibility*, *scroll of animate dead*, *wand of magic missile* (6 charges), spellbook.

Mawrr uses his scroll of *animate dead* to raise any fallen gnolls as zombies if the need should arise.

4d. Guard Huts

These huts are the quarters of the 18 gnolls that guard the palisade. Their floors are strewn with various animal skins, food scraps, bones, and earthen jugs of sour wine. Half of the **gnoll guards** who hold the palisade are sleeping here at any one time, but are alerted should the fortress come under attack. Various bits of treasure are scattered throughout the three huts.

Gnolls (9): HD 2; **HP** 14, 13, 11x2, 10x3, 8, 7; **AC** 5[14]; **Atk** bite (2d4) or battleaxe (1d10) or shortbow x2 (1d6); **Move** 9; **Save** 16; **AL** C; **CL/XP** 2/30; **Special**: none.
Equipment: battleaxe, shortbow, 20 arrows, 3d6sp.

Treasure: 523sp, red tourmaline (118gp), sharpstone 10gp, zoiste 86gp.

GF5. Fortress Entrance

A great fissure in the cliff face nearly 15ft wide leads into the gnoll fortress proper.

Horrid smells like wet, foul fur and rotten meat emanate from the hole. Ahead is gloomy darkness.

If the fortress was alerted, **50 gnolls** issue from the mouth of the fissure as the characters approach, fully armed and howling for blood. They are accompanied by **2 trolls** and **2 ettins**. If the party managed to take the palisade without raising the alarm, this area is relatively quiet. However, **4 gnolls** and a **giant hyena** stand watch 10–15ft down the corridor.

Gnolls: HD 2; **AC** 5[14]; **Atk** bite (2d4) or battleaxe (1d10) or glaive (1d10) or shortbow x2 (1d6); **Move** 9; **Save** 16; **AL** C; **CL/XP** 2/30; **Special**: none.
Equipment: battleaxe, glaive, shortbow, 20 arrows, 3d6sp.

Hyena, Giant: **HD** 5; **AC** 6[13]; **Atk** bite (2d6); **Move** 18; **Save** 12; **AL** N; **CL/XP** 5/240; **Special**: none. (***Monstrosities*** 260)

Trolls (2): **HD** 6+3; **HP** 42; **AC** 4[15]; **Atk** 2 claws (1d4), bite (1d8); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special**: regenerate (3hp/round).

Ettins (2): HD 10; **HP** 71; **AC** 3[16]; **Atk** 2 clubs (3d6); **Move** 12; **Save** 5; **AL** C; **CL/XP** 10/1400; **Special:** none. (***Monstrosities*** 162)

GF6. Gate Trap

The corridor splits about 15ft into the darkness. The walls are damp, dripping with condensation. The left hand passage descends into darkness. Non-thief characters have a 1-in-6 chance to hear the sounds of pickaxes and hammers below. The animal stench of the cavern seems to grow the deeper the characters descend.

A **trap** made of pine saplings and spikes is triggered if anyone passes through this area without searching properly. The poles are spiked with sharpened stakes that are smeared with filth and may cause disease. The spikes spring out at anyone within 10ft of the trap (attacking as a 5HD creature). Any character struck is hit by 1d4 spikes (1d6 points of damage per spike) and must make a saving throw or contract a wasting disease from the filth coating the spikes.

GF7. Natural Landing

Five gnolls and a **giant hyena** guard the landing above the natural rock staircase that leads down. Unless alerted, the guards are bored and are likely playing a game of fingerbones to pass the time. If they have been alerted, they are hidden, awaiting any intruders. If seriously



pressed, they seek to retreat down the staircase, yipping and calling for their allies in area.

Gnolls (5): HD 2; **HP** 15, 13x2, 10, 9; **AC** 5[14]; **Atk** bite (2d4) or battleaxe (1d10) or glaive (1d810) or shortbow x2 (1d6); **Move** 9; **Save** 16; **AL** C; **CL/XP** 2/30; **Special**: none.
Equipment: battleaxe, glaive, shortbow, 20 arrows, 3d6sp.

Hyena, Giant: **HD** 5; **AC** 6[13]; **Atk** bite (2d6); **Move** 18; **Save** 12; **AL** N; **CL/XP** 5/240; **Special**: none. (***Monstrosities*** 260)

GF8. The Right Hand Passage

The right-hand passage remains level, and a foul breeze blows from it. The walls and floor are slick with condensation.

GF9. Troll Pit

The passage opens into a large chamber. The floor has a natural bowl-like depression filled with piles of broken humanoid bones. Stretched and tanned skins of humans and other humanoids are stretched like trophies across the walls of the cavern, and there are heads in various stages of decay mounted on spikes scattered across the chamber.

The room is home to **6 trolls**, the family of **Tungo** (**GF4a**), and his mate **Oogie** (**GF13**). They seek to spread the party out in order to avoid *fireballs* and other area-effect spells. They stay close to the walls and try to attack spellcasters first. Valuables are hidden among the bones and offal.

Trolls (6): **HD** 6+3; **HP** 43, 40, 39x2, 38, 36; **AC** 4[15]; **Atk** 2 claws (1d4), bite (1d8); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special**: regenerate (3hp/round).

Treasure: 1256gp, silver longsword, a *+1 scimitar* (treat as a polearm) that sheds light in a 20ft radius, a silver elven thimble (50gp.)

If any trolls have been slain in previous encounters, remove them from the total in this room. Tungo and Oogie are located elsewhere in the fortress as noted.

GF10. Ettins' Lair

This large cavern is filled with moldering furs and piles of animal bones. There are **3 ettins** here and their leader **Rung**, debating something furiously, each shouting with both heads. If any of the characters are able to understand the ettins, it is apparent that they have heard the party and are arguing about what to do.

The ettins are tough opponents. If the characters choose not to attack, they might be able to negotiate with the ettins, whose leader, **Rung,** speaks a pidgin form of Common. If approached, he is suspicious at first, but if the characters show the proper respect, they can get him to eventually explain that the ettins were the caves' original owners before the gnolls arrived. Rung knows about Ga'awootarr's meeting and is irritated that he and the ettins were not invited. Rung can give the party the password that gets them past the guards on the lower levels and grants them admission to Ga'awootarr's throne room. The Password is: *Ga'awootarr ralge Crocutus. Mawrr! Mawrr!* (translation: Ga'awootarr, chosen of Crocutus. Mighty! Mighty!).

Ettins (3): HD 10; **HP** 72, 65, 63; **AC** 3[16]; **Atk** 2 clubs (3d6); **Move** 12; **Save** 5; **AL** C; **CL/XP** 10/1400; **Special:** none. (***Monstrosities*** 162)

Rung (Ettin): HD 10; **HP** 77; **AC** 2[17]; **Atk** +2 *flail* (2d8+2); **Move** 12; **Save** 4 (+1, ring); **AL** C; **CL/XP** 10/1400; **Special:** none. (***Monstrosities*** 162)

Equipment: +2 *flail*, *ring of protection +1*, *potion of heroism*, 1208gp, 63gp andar, 57gp bloodstone, 455gp mauve spinel, 113gp olivine, 115gp zoiste.

GF11. Gnoll Common Chambers

The corridor winds to the east from the natural staircase, and this short passage emits an overwhelming stink of smoke, animal musk and wet fur. Inside are dozens of male and female gnolls, both adults and pups, sitting on filthy animal skins, roasting beasts and humanoids over small fires. **Fifteen hyenas** lounge about the chamber, sleeping, scratching or chewing on bones along with **5 giant hyenas**. If the alarm was raised, there are **50 adult gnolls** in this chamber; if it was not, there are **100**. Both the male and female gnolls fight; there are about 50 pups, which are considered noncombatants. The gnolls fight ferociously, defending their pups to the last, and the hyenas attempt to circle around behind the party and attack from the rear.

Gnolls (100): HD 2; **AC** 5[14]; **Atk** bite (2d4) or glaive (1d10); **Move** 9; **Save** 16; **AL** C; **CL/XP** 2/30; **Special**: none.

Equipment: glaive, 3d6sp.

Hyenas (15): HD 1; **HP** 8, 7x2, 6x4, 5x4, 4x3, 3; **AC** 7[12]; **Atk** bite (1d3); **Move** 16; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** none.

Hyenas, Giant (5): **HD** 5; **HP** 33, 31, 30, 29, 27; **AC** 6[13]; **Atk** bite (2d6); **Move** 18; **Save** 12; **AL** N; **CL/XP** 5/240; **Special**: none. (***Monstrosities*** 260)

Treasure: Treasure in here include a darkwood lute inlaid with jet and rubies, crafted by Fathilir (1097gp), a ceremonial silver dagger with a star sapphire in the pommel (885gp) a choker made of wrought gold of infernal origin (1359gp), a gold medallion inset with a black opal (2383gp), a gold ring engraved with a flame motif (362gp), a seashell fingerpick (54gp), and 2202gp.

GF 12. Shrine of Crocutus

This rough chamber is lit by guttering torches and a fire that burns in a pit near the center of the room. On one wall stands a great stone idol with the face of a hyena, its eyes glowing a pallid yellow, and a pile of skulls from various humanoids sits at the statue's feet. Nearby are **6 gnolls**, shaven of all their fur save for tufts atop their heads, their naked bodies crudely tattooed with infernal symbols. They are chanting in their growling, snarling language, and holding a bound human captive above the firepit. **Six ghasts** lurk in the shadows. If the party attacks, the priests command them to attack, and then charge into battle. The stone idol casts a dark power over this chamber (–1 to hit and saves for Lawful characters).

The captive is **Tylus** (Neutral male human commoner 1), the sole survivor of a human caravan. If rescued, he offers to serve the party as a henchman.

Gnoll Priests (6): **HD** 3; **HP** 22, 21, 19, 18x2, 17; **AC** 5[14]; **Atk** bite (2d4) or flail (1d10); **Move** 9; **Save** 14; **AL** C; **CL/XP** 4/120; **Special**: spells (1).

Spells: 1st—*cause light wounds*.

Equipment: flail, holy symbol of Crocutus.

Ghasts (6): HD 4; **HP** 29, 26, 25x2, 23, 21; **AC** 4[15]; **Atk** 2 claws (1d3), bite (1d6); **Move** 15; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** paralyzing touch (save avoids), stench (10ft radius, save or suffer –2 penalty to hit). (***Monstrosities*** 189)

Treasure: 1114gp, *potion of heroism*, *potion of levitation*, *scroll of pyrotechnics*, *scroll of haste*, *scroll of detect invisibility*, *scroll of light*.

GF13. Hall of King Ga'awootarr

13a. The Throne Room Door

The hallway beyond the Shrine of Crocutus ends in a stone portal guarded by **4 large muscular gnolls**. These are Ga'awootarr's elite gnoll guardians, and have been ordered to keep any but Ga'awootarr or his guests from entering the throne room. The guards let anyone pass who knows the password, but otherwise attack without hesitation.

Elite Gnoll Guards (4): **HD** 5; **HP** 34, 32, 30x2; **AC** 4[15]; **Atk** bite (2d4) or glaive (1d10+1) or bastard sword (1d10); **Move** 9; **Save** 12; **AL** C; **CL/XP** 5/240; **Special**: +1 to hit when using a weapon two-handed.

Equipment: bastard sword, glaive.

13b. The Throne Room

The light of many torches illuminates this room with yellow-orange flickering light. Seated upon a throne of bones and gold is a **huge gnoll** wearing a crude spiked crown of boar tusks, encrusted with gems, **Ga'awootarr**. His arms are covered with bracelets and other golden adornments and he wears a spiked, ugly breastplate. Grasped in one hand is a great three-headed flail with horned metal skull heads sitting across his lap.

A pair of large, mangy, **hyenas** roll about at the king's feet. Standing behind him are a hideous female troll (**Oogie**) and a huge female gnoll (**Ha'arrash**), her eyes glowing an ominous amber color. The king speaks in broken Common to a number of cloaked humanoid figures. When the PCs enter the room, all of the creatures turn to stare in surprise. In the room with the king and his wife are **Tee Haa** the gnoll priestess, **2 elite gnoll guards**, and the emissaries **Drexlir Lakoshk**, **Lord Rogr Thainkiller**, and **Sister Slayer**.

Ga'awootarr: **HD** 8; **HP** 56; **AC** 2[17]; **Atk** bite (2d4) or *The Skulls of Woe* (1d8+2); **Move** 9; **Save** 6 (+2, ring); **AL** C; **CL/XP** 8/800; **Special**: none.

Equipment: *The Skulls of Woe* (**Appendix C**), *amulet of protection from Lawful* (**Appendix C**), *ring of protection* +2, gold armbands (500gp), keys to treasure chests.

Ga'awootarr rose to power simply by being the biggest and meanest gnoll in his tribe. He focuses his attacks on the most powerful-looking fighter, allowing his spellcasters to engage enemy magic-users.

Hyenas, Giant (2): **HD** 5; **HP** 34, 31; **AC** 6[13]; **Atk** bite (2d6); **Move** 18; **Save** 12; **AL** N; **CL/XP** 5/240; **Special**: none. (***Monstrosities*** 260)

These specially trained giant hyenas attack along with Ga'awootarr.

Ha'arrash (Female Gnoll Magic-User): **HD** 6; **HP** 38; **AC** 2[17]; **Atk** bite (2d4); **Move** 9; **Save** 11; **AL** C; **CL/XP** 7/600; **Special**: spells (4/2/2).

Spells: 1st—*charm person*, *magic missile*, *protection from good*, *read magic*; 2nd—*mirror image*, *strength*; 3rd—*fly*, *lightning bolt*.

Equipment: *bracers of defense AC 2[17]*, *potion of healing*, spell component pouch.

Ga'awootarr's mate is highly intelligent and uses whatever means are at her disposal to protect herself and Ga'awootarr in battle. She prefers to strike weaker party members and spellcasters first. If her spells don't work against spellcasters, she instead focuses on thieves, rangers, and others in the rear ranks.

Tee Haa (Gnoll Priest of Crocutus): **HD** 6; **HP** 41; **AC** 3[16]; **Atk** bite (2d4) or *+1 flail* (1d10+1); **Move** 9; **Save** 11; **AL** C; **CL/XP** 7/600; **Special**: spells (2/2/1/1).
Spells: 1st—*cause light wounds* (x2); 2nd—*bless*, *silence 15ft radius*; 3rd—*prayer*; 4th—*cause serious wounds*.
Equipment: *+1 steel shield*, *+1 flail*, holy symbol of Crocutus.

Tee Haa, a priest of Crocutus is cruel and wicked beyond measure. Commonly he casts *bless*, then sticks close to the king in the event he needs aid or healing.

Elite Gnoll Guards (2): **HD** 5; **HP** 31, 28; **AC** 4[15]; **Atk** bite (2d4) or glaive (1d10) or bastard sword (1d10); **Move** 9; **Save** 12; **AL** C; **CL/XP** 5/240; **Special**: none.
Equipment: bastard sword, glaive.

Drexlir Lakoshk (MU6): HP 19; **AC** 4[15] or 2[17] (missile) and 4[15] (melee) from *shield* spell; **Atk** dagger (1d4); **Move** 12; **Save** 10; **AL** C; **CL/XP** 7/600; **Special:** +2 save (spells, wands, staffs), spells (4/2/2).
Spells: 1st—*charm person*, *light*, *magic missile*, *shield*; 2nd—*invisibility*, *phantasmal force*; 3rd—*fireball*, *haste*.
Equipment: *bracers of defense AC 4[15]*, dagger, *wand of phantasmal force* (5 charges), spell component pouch, traveling spellbook.

A nearly mad follower of Tsathogga and member of the Violet Brotherhood, Drexlir has come to Ga'awootarr with gifts of gold and slaves, seeking to maintain good relations between the gnolls and his masters in the Stoneheart Mountain Dungeon. In exchange for his gifts, he is asking Ga'awootarr to increase gnoll raids on caravans and travelers near Bard's Gate. At the onset of any battle, he charges himself with protection magic before casting *haste* and unleashing a *fireball* upon enemies, avoiding damage to the gnolls if possible. In combat, he uses the *wand of phantasmal force* to create the appearance of gnolls pouring from the shadows. If threatened, he turns invisible and flees the fortress, carrying descriptions of the party back to his masters.

Lord Rogr Thainkiller (Ftr7): HP 50; **AC** –3[22]; **Atk** +2 *longsword* (1d8+4); **Move** 12; **Save** 8; **AL** C; **CL/XP** 7/600; **Special:** multiple attacks (7) vs. creatures with 1 or fewer HD, –1[+1] dexterity AC bonus, +2 to hit and damage strength bonus, +1 to hit missile bonus.
Equipment: +2 *plate mail*, *+2 steel shield*, *+2 longsword*, 2 *potions of healing*, 3 doses of giant scorpion poison, holy symbol of Orcus, writ of authority and passage from the Temple of Orcus.

An antipaladin servant of Orcus, Lord Rogr is here to assess Ga'awootarr's forces and to see if they can serve as a true army for an assault on Bard's Gate. Sent as an ambassador of the Temple of Orcus in Rappan Athuk, Rogr was once a paladin of Muir and a sworn defender of good. He was captured and twisted to near madness by the High Priests at Rappan Athuk, and slew his own commander at the bidding of the Master. He has studied the teachings of the Master fully, and in the process lost his status as a paladin.

Rogr fights to the best of his abilities on behalf of the gnoll king, but if it looks as if his side is losing, he attempts to flee the room and report that Ga'awootarr's gnolls are not worthy allies for the Temple of Orcus.

Sister Slayer (Doppelganger): HD 6; **HP** 41; **AC** 3[16]; **Atk** claw (1d12) or *+1 short sword* (1d6+1) or light crossbow (1d4+1); **Move** 9; **Save** 9 (3 vs magic) (+2, ring); **AL** C; **CL/XP** 6/400; **Special:** mimics shape, immune to sleep and charm.
Thieving Skills: Climb 90%, Tasks/Traps 40%, Hear 4 in 6, Hide 35%, Silent 45%, Locks 35%.
Equipment: *+1 short sword*, *ring of protection* +2, light crossbow, 20 bolts, thieves' tools.

A representative of the Black Brotherhood, Sister Slayer has come to Ga'awootarr to ask that his gnolls not raid caravans that are under the Shadow Masks' protection. The gnolls' raids are bad for business, reducing profits and making many of the Masks' operations even more risky. She has brought a list with information about the Citadel of Griffons, its garrison, watch schedules, supplies, and so on, to help persuade Ga'awootarr to agree to the Brotherhood's proposition.

She then moves to hide in the shadows, and change form into the likeness of one of the party's thieves, then attacks the party's spellcaster with her crossbow, hoping that in the confusion she is not noticed. Like the other emissaries, she attempts to flee the chamber if the battle goes against her.

Oogie (Female Troll): **HD** 6+3; **HP** 46; **AC** 4[15]; **Atk** 2 claws (1d4), bite (1d8); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special**: regenerate (3hp/round).
Equipment: 900gp in jewelry.

Oogie is stupid and ignorant, but hugely strong and apt to rage on a whim. She charges the party, closing with the biggest, hardest to kill individual in the group and mauling them as best she can.

Treasure: Four locked treasure chests sit on either side of Ga'awootarr's throne. The gnoll king has the keys. Each chest contains 1000gp, 200gp in gems, 50pp, 2500cp, and 2500sp. Ga'awootarr's crown is worth 1500gp.

GF14. The Slave Pens

The sounds of pickaxe on stone and the crack of whips echo out of this chamber. The tunnel leads down a long flight of rough-hewn stone steps until it enters a large cavern complex. A group of whip-wielding gnolls stands guard over dozens of slaves of various races and ages. They are chained together in groups of six to ten, and are laboring to enlarge the chamber.

30 gnoll raiders and **5 elite gnoll guards** keep order over 120 prisoners (Neutral male or female commoner 2) in this area. The prisoners are malnourished and poorly treated. Those that become too weak to work are sacrificed to Crocutus in the shrine above.

Gnolls (30): HD 2; **AC** 5[14]; **Atk** bite (2d4) or glaive (1d10); **Move** 9; **Save** 16; **AL** C; **CL/XP** 2/30; **Special**: none.
Equipment: glaive, 3d6sp.

Elite Gnoll Guards (5): **HD** 5; **HP** 36, 33, 31x2, 27; **AC** 4[15]; **Atk** bite (2d4) or glaive (1d10) or bastard sword (1d10); **Move** 9; **Save** 12; **AL** C; **CL/XP** 5/240; **Special**: none.
Equipment: bastard sword, glaive.

Most of the slaves are too weak to fight. They are kidnapped commoners, caravan guards, merchants and unlucky adventurers. Freeing the slaves and bringing them back to Bard's Gate earns the party 600 XP.



The Hidden Huscarl

The Hidden Huscarl is a short adventure for 3–4 characters of levels 5–7. Originally part of ***The Northlands Saga Complete*** by **Frog God Games**, it is different from the other adventures of that series in that the adventure takes place in the city of Bard's Gate. It revolves around a visitation to the city by Northlanders, so the involvement of Northlanders is of utmost importance to its plot. It also serves as a bridge for your campaign between the lands and tales of ***The Northlands Saga Complete*** and of ***The Lost Lands: Bard's Gate***.

Adventure Background

Not long ago the *Sea Bear*, a longship captained by Tjorvi Thurgurson, the nephew of the legendary jarl and explorer Hallbjorn Bolverkson, arrived in Bard's Gate. The *Sea Bear* came loaded with pelts of exotic great cats, otters, and beaver of prodigious size, as well as plumage of birds never seen before in the Southlands. Tjorvi claims that the items were gathered from the mythical Oestryn Islands, and has boasted that many more riches from the legendary isles would be brought for trade from his uncle's wealthy colony of Nieuland.

Tjorvi's great boasts soon caught the attention of many of the city's underworld interests, and he was approached by Duloth Armitage of the Wheelwrights Guild, who made a lucrative offer to Tjorvi for cartage rights of his Oestryn goods from the port of Freegate to Bard's Gate. The young Northlander, not recognizing Duloth for the powerful mover-behind-the-scenes that he was, brashly pushed the crime boss from the gunwale of the *Sea Bear* into the canal below, embarrassing him in front of many witnesses and minions. Incensed at the affront, Duloth swore his revenge and before the sun rose again on the following day, Tjorvi had gone missing from the deck of the *Sea Bear*.

No sooner had he disappeared than Rolnüt, Tjorvi's second in command, pounded down the doors of the High Burgess' estate, demanding that the great Jarl Hallbjorn's nephew and huscarl be returned immediately lest the crew of the *Sea Bear* tear apart the city looking for their kinsman.

The High Burgess Cylyria fully understands the situation and has no desire to see an armed flotilla of northmen rage against the Free City. Rolnüt has given her 3 days to find Tjorvi, and his own men have fanned out across the city searching for their lord. Unfortunately, none of Cylyria's agents among the Greycloaks, nor any of the constable detectives, has been able to turn up any clues as to Tjorvi's location. It is believed that Tjorvi has been imprisoned in a magically shrouded location somewhere within the city, and time is running out.

In spite of Duloth's public threats against Tjorvi, he and his most well-known associates have airtight alibis, as they were involved in a lengthy dice game at the Blazing Bones that went well into the early morning hours and were observed by numerous independent witnesses. Meanwhile, most of the wheelwrights have gone to the mattresses, expecting raids from constables of their less legal operations.

Unknown to Cylyria, the Dominion Arcane, and other interested parties, agents operating under orders of Duloth indeed snatched Tjorvi. He was charmed right off his boat by Entrade, a vampire in service to Felicity Bigh and the Underguild, who used first the roofs and then the sewers to haul the Northlander to Duloth's secret prison in the catacombs beneath the Old Temple District.

Adventure Summary

The party is brought in to investigate the disappearance of the Northlander captain and nephew of a powerful jarl. Their investigation takes them along the docks and through the seedy dives of Bard's Gate where they learn that the barbarian crossed one of the city's powerful crime lords and may have actually been abducted by powerful undead creatures. The leads they follow bring them into the city's underworld and eventually into the actual subterranean tunnels below the city where they find a hidden dungeon used by the crime lord Duloth Armitage to dispose of those who cross him. They find this dungeon occupied by undead creatures led by a vampire torturer who has been questioning and feeding on the missing Northlander to try to learn the location of the fabled islands from which he hails. Only by defeating the vampire and his minions and rescuing the Northlander can the characters forestall a war between the city of Bard's Gate and a horde of ravening viking invaders seeking the blood-price for their murdered leader.

Beginning the Adventure

There are several options for involving characters in the adventure. Each has its own ties to the city, its people, and the fame, fortune, and social or political sway the characters may earn for completing this quest.

Cylyria: If the characters are allied with the Greycloaks, it is quite possible that Cylyria or one of her immediate agents have hired the characters to investigate the disappearance. They have no real leads but assume that the characters with their resources and talents at infiltration may find a way to crack the case. If money is a motivating factor, the characters are assured appropriate compensation for locating the Northlander and returning him to his people. Assistance to Cylyria or the Fellowship of Note (aka Greycloaks) means deepening a relationship with powerful allies, whose ultimate purpose is the protection and strength of the noble Free City.

Constables' Investigators: If characters have associations with the constables through either employment or friendship, they may be brought in as special investigators. Their activities in the investigation are considered "off the books," meaning they don't have any special warrants or rights of arrest, but they also won't be charged with any crimes that can't be directly tied to them should things get "rough" during the investigation.

The Northlanders: If the players are using Northlander characters, then they can be among Tjorvi's crew. Rolnüt assigns them to investigate discreetly the affair while he and the other crewmembers provide some modicum of cover by making a show of their barbaric antics. The canny Rolnüt believes that a small group of Northlanders quietly going about their business will be ignored in the face of the ever-escalating tensions with the *Sea Bear's* crew.

The Rumor Mill: Characters have heard that Rolnüt Cold-Axe has offered 5000gp (in hacksilver) for the return of Hallbjorn Bolverkson's nephew and huscarl, Tjorvi Thurgurson. This high bounty would normally have every bounty hunter, tracker, and rogue in town beating the bushes for some trace of the abducted Northlander. Of course, since everyone in the underworld believes Duloth is involved in this particular abduction, nobody is really taking the bait as they don't want to end up in the same position as Tjorvi. The characters may take it upon themselves to try to gather the reward money and rescue Tjorvi from his captors.

Dominion Arcane: The Dominion Arcane is aware of the abduction, and they too are intrigued by the way in which Tjorvi was snatched. Although the daily doings of the various and sundry masses of Bard's Gate are seldom of any concern to the wizards of the Dominion, there are

members who are interested in the elusive treasures of the Oestryn Isles. If the characters are allied with the Dominion Arcane, their mentor may put them on the adventure path. The Dominion instructions are simple: Rescue Tjorvi and bring him to a Dominion safe house so that the secret location of the Oestryn Isles can be extracted from him. The characters are paid in 5000gp worth of magic items, spells, or training for their efforts.

Justin Greenwood: As the characters run across different rumors, especially those of the strong man with red eyes, they may be contacted out of the blue by **Justin Greenwood** (Neutral male human ranger 9). Justin has heard similar stories as the characters of the abduction. Justin, although being the proprietor of a fletchery (**N5**), is a haunted and private person who rarely approaches strangers on his own and never in the dark of night. In this case, however, if the characters have at least heard the rumor of the "red-eyed stranger," he gets up the nerve to approach them.

Justin reveals that a deadly cult of vampires and their worshippers are within the city. He ties the vampire cult to everything from Orcus, city politics, the missing thieves' guild (Gray Deacons), and the decline of the churches of Muir and Thyr, to his missing ex-fiancée Felicity Bigh. He claims that his old beloved is none other than the local leader of the vampiric cult that has followed him across the globe. Convoluted as his tale is, he is of the opinion that a vampire captured Tjorvi, and that he is hidden in a nest of vampires somewhere within the catacombs of the city. It is Justin's belief that this lair of vampires is located somewhere under the very temples of law and good, like a cancer eating away at the sensibilities of priests such as Bofred and Barahil.

Note: Justin approaches the characters only if they have learned of the "red-eyed man" who allegedly took Tjorvi away from the **Rumor Table** below.

Part One: The Investigation

Once the characters are drawn into the adventure, a number of avenues open for them to pursue as they begin their investigation. One option is to listen around the city and maybe ask a few discreet questions to try to hear the word on the street. Another is to follow the leads available or discovered in the course of investigating the disappearance.

Rumors

Rumors about the disappearance of the Northlander run rampant throughout the city. Once an hour, each character hears one of the rumors on the **Rumor Table**. Roll 1d12 to determine the rumor heard.

Rumor Table

1d12	Rumor
1	"What's to say another boat didn't pull up and haul him off down the river? That northern boy is probably in the Necromancer's Swamp by now." (False; see ***Sword of Air*** by **Frog God Games** for information on the Necromancer's Swamp)
2–3	"The drunken fool fell off the docks and was swept down into Kamien's Loo, the whirlpool that often forms where the Docks District, Canal District, and Stoneheart River meet." (False)
4	"Likely the idiot ran afoul of the river folk, and they have fed him in pieces to the catfish." (False)
5–6	"Everybody knows Duloth has an in somehow with the Shadow Masks. I bet they snatched the Northlander up and fed him to the hogs out by Stable Row." (False)
7	"Duloth probably hired Red Blades to take him out. They can't 'find him' because he's been dissolved in acid and flushed down the sewers." (False)
8–9	"If nobody saw him being dragged through the streets, then there is only one answer: He was taken below! That's what I think. These authorities and barbarians are all looking in the wrong place. At any rate, nothing happens on the docks without the Riverfolk's Guild knowing something about it." (True)
10	"Duloth's dice game and all those witnesses? What a scam. Wouldn't be too hard to figure out what really happened there except nobody is going to talk to a brownie*. Duloth never gets his hands dirty, but he always gets his revenge." (True)
11	"A Red Blade known for work as a kidnapper keeps a shop down in the Black Market. They say she knows the sewers and catacombs better than anybody. That's where I'd look for that barbarian lad" (True)
12	"Someone saw him get hauled off into the darkness. Simple as that. Whatever it was could pick up that big Northlander like he didn't weigh a thing … like he was nothing but a child. That's all I know. It was fast, too, with glowing red eyes. Hey … whatever, don't ask me, I heard it from somebody on the docks but you know how the river folk feel about the law. Same as they feel about Duloth: Not their business!" (True; hearing this rumor results in the party being approached by Justin Greenwood as described under **Beginning the Adventure**.)

*"Brownie" is a derogatory term for a constable in Bard's Gate, so called for their characteristic brown tabard.

Following Leads on the Docks

From the outset, there are very few leads to go on. Listed below are possible sources of information. Bribes can loosen the tongues of some of the more reluctant to talk.

The Crew of the Sea Bear

All that **Rolnüt** (N male human [Northlander] fighter 5) and the crew of the *Sea Bear* know is that their captain stepped to the docks that night to relieve himself after carousing and laughing over mead with his crew and some local flavor, and never returned. When he didn't return, they looked for him, but no trace of him was found on the ship or the docks. Tjorvi is a huge specimen of a man, so none could understand how he could have disappeared so completely.

Locals on the Docks

The docks are a likely first start for many searching for Tjorvi's whereabouts. Several open shops are along the docks near where the *Sea Bear* is berthed, as well as a number of locals wandering the area whom the characters may approach and question. The characters may interview proprietors of any of the local shops. Most denizens of the docks are tired of

being asked, and refuse to talk to anyone with a Northlander in their group as they are wary of the huge men and surly shield maidens from the crew of the *Sea Bear*.

As the characters visit the various shops in the district, they find that none of the local shop owners has seen or heard anything unusual, and that all were closed for the night when the disappearance occurred. One of the shopkeepers mentions the fact that the Last Drop (**D3**), a dilapidated grog shop out on the docks, has been closed since the time of the disappearance, and that is a bit unusual since old Chase who runs the place is usually open for business whenever he's sober.

Searching the Docks

A thorough search of the docks reveals little, though previous searchers overlooked one piece of physical evidence. Characters have a 1-in-6 chance of locating it, or a 3-in-6 if the characters state that they are specifically looking in the vicinity of the Last Drop (**D3**) mentioned above. A successful check locates a cave bear claw wedged between two boards of the dock. Any Northlander character recognizes it as part of a totem necklace worn by Tjorvi. A non-Northlander character recognizes it as a piece of Northlander jewelry.

The Last Drop

Chase (N male human expert 4) is hiding in his shack. He has locked the door and hammered silver coins into the cracks around the edges of it and the shack's shutters, wedging them tight. Anyone carefully examining the door or shutters notices the glint of silver coins in the cracks. Chase lays low throughout the day and night, trying to make no sounds. The only thing that could give away his presence is a trapdoor hidden on the underside of the dock beneath the tiny pub that leads to Chase's fishing boat and his catfish lines. He uses this egress once a day to pull a fish out of the water, and anyone keeping an eye on the place for an extended period has a 10% cumulative chance per hour to observe him leaving the bar via this exit.

If the characters are persistent, they may gain access to the Last Drop, where they can question Chase. Chase is wildly drunk and has been subsisting on pickled fish, pickled eggs, pickled pigs' feet, raw catfish, and booze for the last day and a half. His speech is slurred, and he appears to be a man in terror.

Chase reveals that on the morning of the disappearance, he was passed out in a hammock next to his shack and was awakened by a scratching sound of something dragging along the dock. When he looked outside, he saw a man of slim build hauling another man of huge build over his shoulder in much the same manner that a child might carry a kitten. The huge man was wrapped in furs — fur boots, fur tunic, and so on, and had long hair, a knotted beard and a necklace of claws that dragged across the docks as the smaller man carried him.

Chase didn't get a close look at the face of the smaller man, though he saw that the man's eyes glowed in the dark like a pair of hot coals. Chase assumed it was a demon or devil, or some other foul creature, and fled to his tavern where he closed up shop and has been hiding ever since.

If the characters ask which direction the smaller man was hauling the larger one, he points to the north, toward the skyline of the Temple District, but says no more.

The Blazing Bones (C2)

It is possible that the characters have heard that Duloth and his cronies were involved in a high stakes game at the Blazing Bones. Characters may want to investigate the alibi by checking out the seedy gaming hall for themselves. **Tuvio** (Chaotic male human thief 5) and his folk refuse to share any information on the subject of Duloth and any Wheelwright associates he may have been with, other than to say that "they were here all night, and they don't like it when people go nosing about in their business."

As the characters leave, a gambler named **"Lucky" Ambrose Cork** (Neutral male human thief 5) approaches them. Lucky is angry with Duloth and his gang because they walked away from the table early in the morning without giving him a chance to win back his money. Not just that they walked on his money, but they "excused themselves" to visit the lavatory, and one by one headed toward the cellar of the Blazing Bones and never came back. Lucky was down 1200gp at the time and is furious. To most, getting away from Duloth with your money "or" your life is a good prospect, but Lucky is rather fearless. The money doesn't mean as much as his dignity, and he would let the characters keep the gold Duloth took off him if he could somehow help screw old Duloth over, which is why he is breaking the normal underworld code of silence.

Lucky knows that Duloth keeps a hidden prison somewhere in the catacombs beneath the Old Temple District. He isn't exactly sure where the prison is, but knows that Duloth has employed a poisoner and kidnapper from the Red Blades in the past who keeps a shop in the Black Market and that Tuvio has a hidden access to the Black Market in his basement.

The Blazing Bones Basement

Getting into the cellar isn't any easy affair as **Mung**, **Brudo**, and **Grooder** keep a pretty close eye on the place. The party needs some distraction to make it down into the cellar to investigate. Tuvio runs a legitimate business, so battling his henchmen would be unwise to say the least, as such an endeavor likely results in the city guards quickly being called to the scene. Characters stand a good chance of being arrested even if they are working for the constables. Give the characters an attempt at a distraction or a nonviolent means of incapacitating these henchmen, allowing any reasonable scheme to work so long as they don't attempt to murder anybody or steal from Tuvio (and get caught).

Mung, Brudo and Grooder (Half-Orcs): HD 3; **HP** 21, 18, 15; **AC** 7[12]; **Atk** club (1d6+1); **Move** 9; **Save** 14; **AL** C; **CL/XP** 3/60; **Special:** –1 to hit in sunlight, darkvision 60ft.
Equipment: leather armor, club, 2d6 sp.

The cellar of the Blazing Bones is a fairly simple affair consisting of storage for old furniture, broken gaming tables, and a locked wine cellar featuring 100 bottles of 10gp wine, 20 bottles of 50gp wine, 10 bottles of 100gp wine, and 3 bottles of wine worth 1d4+1 x 100gp each. A trail of footprints in the dust seemingly ends in a blank wall. A secret door leads below the basement and into an access tunnel that eventually leads to the Black Market (see below).

The Black Market

Characters asking questions about Duloth's activities in the Black Market find that their queries fall on deaf ears at best and attract a gang of **3d6 violent, ill-tempered thugs** that are members of the Wheelwrights carrying axe handles in extremis. However, if characters have heard rumors of Red Blade involvement in the Northlander's disappearance, they find a more receptive audience. The regulars and enforcers of the Black Market hold no loyalties for the Red Blades and readily point fingers in the direction of Galera's Shop (see below).

Violent Thugs (3d6): HD 1; **AC** 6[13]; **Atk** club (1d4); **Move** 12; **Save** 17; **AL** C; **CL/XP** 1/15; **Special**: none.
Equipment: leather armor, club, 1d6sp, 3d6cp.

Galera's Shop

If the characters visit Galera's Shop (**M22**) in search of Duloth or his associates, they find that **Galera** is not open to a friendly interview. Questioning her about the whereabouts of any missing Northmen, Duloth, his gang, or her personal business dealings results in her asking the characters to leave. If the characters become threatening or bombastic, she amends her warning to them to leave before things "get ugly."

Galera (Asn9): **HP** 44; **AC** 4[15]; **Atk** *+1 short sword* (1d6+1 plus lethal poison), *+1 dagger* (1d4+1 plus lethal poison) or dart x3 (1d3); **Move** 12; **Save** 6 (+1, ring); **AL** C; **CL/XP** 10/1400; **Special**: backstab (x3), disguise, poison use, thieving skills. (See **Appendix A: Major NPCs**)

Thieving Skills: Climb 91%, Tasks/Traps 45%, Hear 5 in 6, Hide 40%, Silent 50%, Locks 40%.

Equipment: *+2 leather armor*, *gauntlets of dexterity*, *+1 short sword*, *+1 dagger* (hidden under shirt), *ring of protection +1*, 5 darts (hidden in belt), 5 doses of lethal poison, *potion of invisibility* (hidden in sleeve), *potion of healing*, pouch with 28pp, 35gp and a topaz (100gp)

Tactics: If Galera feels threatened, she slips a *potion of invisibility* from a hidden pocket in her sleeve, and quickly drinks it and retreats out a back door on her turn. She flees to her secret hideout in the sewers, arming traps behind her as she goes. Unless the characters stop her from fleeing, they have to track her to her hideout if they wish to capture her. During this search to find Galera, characters must navigate three traps she placed to discourage such attempts.

Trap 1: Falling Block Trap

A heavy stone drops from the tunnel roof, smashing anyone in a 10ft square beneath it. Characters must make a saving throw to jump out of the way or take 6d6 points of damage.

Trap 2: Covered Green Slime Pit

The floor of the tunnel opens to reveal a 40ft-deep pit. Anyone in a 10ft line must make a saving throw or drop into the green slime at the bottom of the pit. Characters take 4d6 points of damage from the fall and must deal with the green slime.

Trap 3: Passage of Blades Trap

Slashing blades erupt from the walls of the passage, dealing 3d8+3 points of damage to all targets in a 20ft line. Characters can make a saving throw for half damage.

Development: The trail eventually ends at Galera's lair where the characters can confront her if they have been successful in trailing her. In actuality, Galera had nothing to do with the disappearance of the Northman. That said, Galera keeps a well-detailed map of the catacombs, sewers, and Underhill District of Bard's Gate in her hidden lair that should prove useful to the characters (see "Treasure" below). If Galera manages to escape and the characters fail to track her, she returns to find them in 1d3 days with another **2 Red Blade assassins** intent on murdering them for their insult.

Red Blade Assassins (Asn5) (2): **HP** 25, 21; **AC** 7[12]; **Atk** short sword (1d6 plus lethal poison) or dagger (1d4 plus lethal poison); **Move** 12; **Save** 11; **AL** C; **CL/XP** 6/400; **Special**: backstab (x2), disguise, poison use, thieving skills.

Thieving Skills: Climb 87%, Tasks/Traps 25%, Hear 4 in 6, Hide 20%, Silent 30%, Locks 20%.

Equipment: leather armor, short sword, dagger, 3 doses of wyvern poison

Treasure: In addition to Galera's own substantial funds consisting of 46pp, 412gp, a sapphire (500gp), a small diamond (500gp), a small ruby (350gp), and 2 opals (worth 300gp and 200gp), she also possesses extensive maps of the sewers and catacombs that could be used to assist in locating the missing Northlander. Indicated on her maps are the locations of the Black Market (see above), Duloth's secret prison (see **Part 2**), and the hidden underground entrances to the Blazing Bones (**C2**) and the Wheelwrights Guild Hall (**G10**).

Under the Temples of Thyr and Muir

If the characters encountered Justin Greenwood, he leads them to a hidden entrance to the catacombs in the Old Temple District, and points out the general direction of the Temple of Thyr (**OT2**) and the Shrine of Muir (**OT3**). He offers to guard the passage from any members of the "vampire cult" that may come through this particular entrance while the characters are on their mission. If asked to join them, Justin defers, mentioning some "bad experiences underground" and that he prefers to stay out of tunnels. He does provide them with 3 *+4 arrows vs. vampires* and 5 flasks of holy water before they depart, wishing them luck.

Once within the catacombs, if the characters travel in the indicated direction of the Temple of Thyr and Shrine of Muir, they find a worn pathway consistent with a well-traveled route leading from the direction of the Black Market that eventually ends at Duloth's secret prison (see **Part 2**).

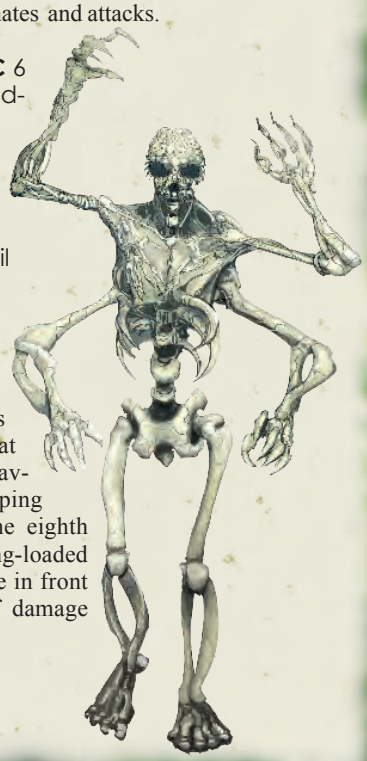
Part 2: Duloth's Secret Prison

Hidden in the depths of the catacombs under the Old Temple District is Duloth's secret prison, a location he has established where he can stash and dispose of potentially valuable captives or simply enemies that he wishes to take his time in seeing to their fate. It can be located by following the worn trail found in the catacombs beneath the temples of Thyr and Muir, or by following the map located in Galera's hideout.

1. Catacomb Entrance

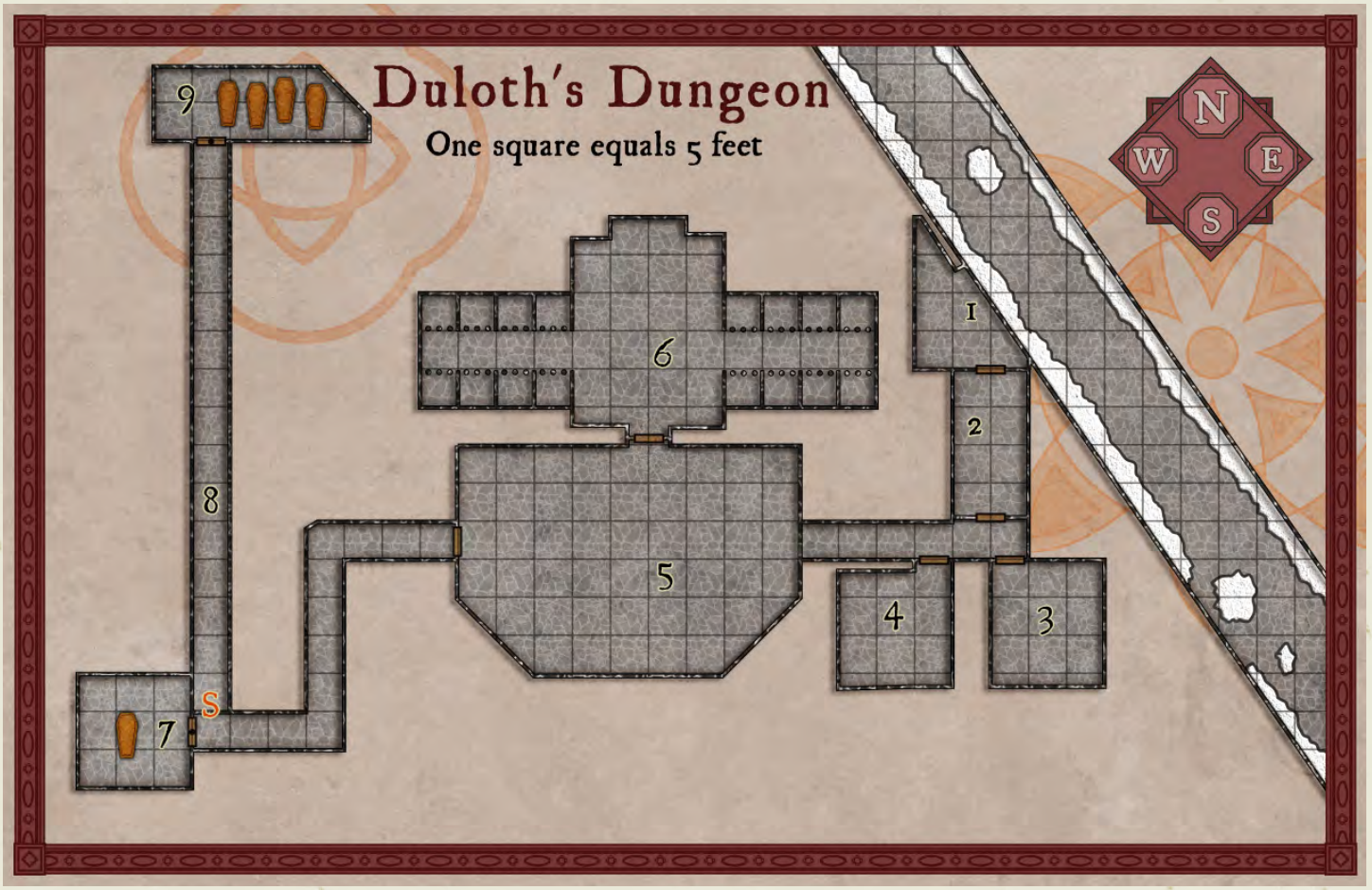
A wall of stacked bones from the old city hides the entrance to Duloth's secret prison. Enchanted with dark necromancy, the doorway needs a password to cross. If the secret password "Morentis" (an homage to Duloth's old boss) is spoken aloud, the stacked bones animate as an **ossuary golem** and draws aside to reveal the hidden doorway beyond. If anyone tries to remove the bones or otherwise gain passage beyond without first uttering the password, the golem animates and attacks.

Ossuary Golem: HD 12; **HP** 60; **AC** 6 [13]; **Atk** 4 slams (2d10 plus wounding); **Move** 15; **Save** 3; **AL** N; **CL/XP** 18/3800; **Special:** disassemble (instantly reassemble), immune to most spells, +1 or better weapon to hit, wounding (attacks bleed for 1hp damage until healed). (***Tome of Horrors 4*** 112)



2. Hallway Trap

The wall of this hallway conceals a **trap**: a steel-and-concrete plate that smashes those who cross the ninth paver stone on the floor without first stepping twice in immediate succession on the eighth paver. If the trap is triggered, the spring-loaded plate strikes at anyone in a 10ft-square in front of the plate, dealing 10d6 points of damage (save to avoid).



3. Ghast Guard Post

Entrade uses **6 ghasts** as guards to patrol the inner hallways of the prison. Duloth's henchmen despise the foul creatures but wear a mask given them by Hrothol (**Area 4**) when they have business in the secret prison.

Ghasts (6): HD 4; **HP** 31, 29x2, 26, 25, 22; **AC** 4[15]; **Atk** 2 claws (1d3), bite (1d6); **Move** 15; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** paralyzing touch (save avoids), stench (10ft, save or –2 to-hit penalty). (***Monstrosities*** 189)

4. Hrothol's Chamber

This room is home to **Hrothol**, who served as Duloth's head torturer for years before being replaced by Entrade at the urging of the Underguild. Hrothol is not despondent, though, as he has learned much about the finer points of information extraction from the vampire as his understudy. Truth be told, Entrade doesn't mind giving the old man a turn at bloodletting. Hrothol was banished many years ago from the Riverfolk's Guild for excessive cruelty to animals and members of his crews. He then spent years quietly picking off members of his old guild in staged accidents before coming to the attention of Duloth and being recruited for the considerable skills he had already developed.

Hrothol, Old Human Torturer (Thf6): HP 18; **AC** 5[14]; **Atk** whip (1d4) or dagger (1d4); **Move** 9; **Save** 8 (+2, ring); **AL** C; **CL/XP** 6/400; **Special:** backstab (x3), +2 save bonus vs. traps and magical devices, read languages, thieving skills.

Thieving Skills: Climb 90%, Tasks/Traps 40%, Hear 4 in 6, Hide 55% (mask), Silent 45%, Locks 35%.

Equipment: +2 *leather armor*, whip, dagger, *ring of protection +2*, *potion of invisibility*, *Hrothol's mask*, manacles, 3 vials of acid, thieves' tools.

In addition to the mask he wears, Hrothol keeps a number of terrible masks in his quarters that he, Duloth, and any human guards wear whenever they are in the secret prison. These masks serve to hide their identities from the subject of their tortures, and the ghast guards have been ordered to not molest anyone wearing one of the masks. Hrothol always makes sure anyone invited to the prison is issued a mask for the duration of the visit. The masks are made by Nanda, who crafts masks for the Shadow Masks, and are true works of terror, even by her standards.

Hrothol's Mask: Hrothol is always encountered wearing his personal mask, which is composed of bits of flesh stitched together from the faces of his past victims around a ragged mouth hole and wide eye holes, but with the added embellishment of being covered in small steel studs and spikes. Once per day, the mask's wearer can appear to be anyone of the approximate shape and size within 60ft for 1 hour. The wearer gains a +1 bonus to hit and damage against the person he is mimicking. Any thief who wears the mask also appears shadowy, gaining a 20% bonus to Hide checks.

Duloth's Mask: This mask is made of leather harvested from the exotic terror birds called clubneks found on distant Ghue Island. It is covered with bright feathers with a long, brightly painted ceramic beak that smells faintly of embalming spices and gives the expression of a wholly alien bird, with polished "eyes" made of large black opals (1500gp each). The actual eye holes are hidden in the feathered throat. The mask does reduce the wearer's field of vision, resulting in a –1 penalty to hit but also gives a +1 to saving throws against vision-based attacks. It is a truly exotic work of art worth 12,000gp as a whole. Duloth is the only person who ever dons this mask, and the inside of it is covered in a thin layer of sassone leaf residue contact poison that Duloth is always careful to wipe off before putting the mask on, and then reapplies before he leaves. Anyone else who puts on the poisoned mask must make a saving throw or take 2d12 points of damage.

Guest Masks: Six of these masks are in Hrothol's quarters, ready to be handed out to visiting guests. They are identical demi-masks that cover the eyes and nose of the wearer, with a padded earhole to the side. These masks also function as a sort of leather helmet designed to protect the visitors from being bitten or having their ear ripped off by a feisty prisoner.

5. Torture Chamber

This large former mausoleum has been converted to a chamber of horrors. An iron maiden, rack, brazier with heated tongs, monk's chair, and various other implements of pain fill the room. A large table in the center of the room appears to be some sort of vivisection table as judged by the pools of dried blood which stain it and the floor below. In addition, a number of empty and broken vials of different colored glass are lying open in this crusted puddle. Strapped to the table is a massively muscled, bearded man, completely naked and covered in his own blood. A gasp of inhaled breath reveals that he still lives.

The missing **Tjorvi Thurgurson** is strapped to a table in the center of the chamber, defiant in the face of the horrific tortures that have befallen him. He is covered with blood in spite of the fact that no apparent wounds or marks are on his body. The many empty bottles once held curative potions that were plied upon the man after each torture session to keep him healthy and whole for the next round of questioning. As the characters enter the chamber, Tjorvi lashes against his bonds, his eyes bulging in his drawn, sweating face as he roars against the gag stuffed in his mouth. If a character removes his gag, he exclaims, "Look out, the devil is here!" Allow the characters 1 round to prepare themselves as a low mist seeping into the chamber from the western door coalesces into the form of the vampire **Entrade** and **2 vampire spawn** servitors as they leave their gaseous form. Entrade's walnut skin and shaved head — except for two long, dark braids extending from the scalp above either ear — reveal his heritage as one of the nomadic tribesmen of the plains north and east of Bard's Gate, and his leather breastplate of molded dragon scales completes the picture of exotic savagery.

Entrade, Vampire (8HD): HD 9; **HP** 66; **AC** 2[17]; **Atk** bite (1d10 plus level drain); **Move** 12 (fly 18); **Save** 6; **AL** C; **CL/XP** 12/2000; **Special:** only killed in coffin, regenerate (3hp/round), gaseous form, +1 or better magic weapons to hit, shapeshift, summon rats or wolves, charm gaze (save at –2 or as per *charm person*), drain 2 levels with hit.

Equipment: courtier's outfit, *wand of mirror image* (8 charges), platinum medallion set with carnelians (1280gp), 2 bloodstone earrings (150gp each)

Vampire Spawn (2): HD 7; **HP** 47, 41; **AC** 4[15]; **Atk** bite (2d8 plus level drain); **Move** 12; **Save** 9; **AL** C; **CL/XP** 9/1100; **Special:** darkvision 60 ft., regenerate (2hp/round), resists cold and electricity, vampire weaknesses. (***Tome of Horrors 4*** 228)

Equipment: courtier's outfit, assorted rings and jewelry (worth 1d6x100gp)

Tjorvi Thurgurson, Northlander Huscarl (Ftr7): HP 52 (currently 6); **AC** 9[10]; **Atk** fist (1d2+2); **Move** 12; **Save** 8; **AL** N; **CL/XP** 7/600; **Special:** multiple attacks (7) vs. creatures with 1 or fewer HD, +2 to hit and damage strength bonus.

Equipment: none.



Development: Tjorvi has been repeatedly tortured and drained by Entrade and tortured by Duloth over the location of the Oestryn Islands. He has been branded and scarred by both, and then force fed healing potions to keep him alive. Needless to say, Tjorvi is in a pitiful state of mind when the characters find him, and he has a 50% chance of going berserk upon release from his bonds and attacking anyone within 5ft of him barehanded in an attempt to throttle them to death. He can be brought out of this rage by subduing him for at least 3 rounds.

Once recovered from his berserker rage, Tjorvi wishes only to return to his ship and depart this land of madmen and devils, possibly to return and gain his revenge on the ones who captured him. He is certain "the insulting fat man" was one of his torturers. As the "fat one" wore an ornate crow mask, he cannot prove this with absolute certainty, but in his heart he knows it to be true.

6. The Hopeless Cells

This wing houses the 16 dank, dark cells of Duloth's secret prison. The cells are closed off with iron bars, and are roughly 5ft by 5ft with nothing within them save for a pile of filthy straw. No light sources are in this long, echoing chamber, further lending to the sense of despair and isolation they bring, which is magnified by the rustling sounds of the rats that scurry within the walls and corners. Each cell has a door of iron bars secured by a heavy lock. Currently, no other occupants are in Duloth's dungeon, as any prisoners who are not dumped in pieces into the Stoneheart River are sold to the slavers in the Black Market, or sent as fodder to Duloth's allies in the Underguild. Characters who cross Duloth and are captured by his agents may easily find themselves locked in one of these cells.

The cell marked with an "X" on the map has the name "Parvin" recently scratched into the brick wall near the floor. This is the name of a missing gambler who was last seen gaming at the tables of the Fortune's Fool (**T1**) with Duloth, the wizard Irtep, and the bard Gynnen Valzoe (see the adventure ***Irtep's Dish*** in ***Quests of Doom*** for more information on the enigmatic Irtep and his assorted travails).

7. Entrade's Chamber

The door to this room bears a *wizard lock* and requires the password "Odontres" to open. There is a gap under the door sufficient to allow someone in gaseous form to pass underneath, though.

> The room is bare save for an ornate casket made from rare ebony and mahogany woods chased in bronze filigree. The coffin is open, and its interior is lined with fine yellow silk packed heavily with putrid soil with writhing fat worms and beetles scurrying amid bits of bone, hair, deteriorated fabric, and other detritus. The smell it gives off is revolting.

The room formerly served as a guardroom and bunkhouse for the Wheelwrights' guards once employed here, but now the chamber is the resting place for Entrade's coffin. The casket itself is filled with soil taken from Entrade's original grave in a charnel house. If Entrade was reduced to 0 hp in **Area 5**, then he rests here, buried within the foul dirt to regenerate before gathering allies to wreak vengeance on impertinent mortals who thought to do him harm.

Treasure: Entrade keeps a *bag of holding* stashed under a loose paver in one corner of this chamber. It is filled with more native dirt from his grave, 1000gp in a wooden chest, and a simple pine coffin for use in the event that he should have to travel quickly. The bronze fittings of the ornate coffin are worth 35gp if stripped from it, but the rare woods and silks are too far deteriorated for the coffin itself to bear any actual value.

8. Secret Corridor

The secret door opens into an 80ft-long corridor that slopes downward to the north at a 30° angle. The corridor ends in an ironbound door. The hallway is **trapped** with a rolling barrel inset with razor-sharp blades that Entrade and his spawn installed shortly after taking on the duties of jailor and interrogators for Duloth.

The trap is triggered when a touch-plate is stepped on 35ft down the corridor. When that occurs, the 3ft-diameter barrel drops from a panel in the ceiling above the southern door and immediately begins careening down the corridor at a speed of 40ft. per round.

Roll for initiative as if the barrel was an attacking creature. Characters may attempt to outrun the barrel if they have sufficient speed and beat the barrel's initiative, though it undoubtedly catches up to them when they reach the locked door at the north end unless whoever arrives first is able to break through. The barrel does 6d6 points of damage to anyone it strikes. The barrel is 5ft long, so it cannot fit through the door frame and comes to a crashing halt at the north end of the hall. Likewise, a character could *fly* or climb an adjacent wall if he beats the barrel's initiative and is able to attain a height of at least 8ft to allow the barrel to pass safely beneath. Finally, the individual could attempt to leap over the barrel by rolling below his dexterity score on 4d6, though a failed check results in double damage as he inevitable falls directly beneath its flashing razor blades. The trap makes a great deal of noise, so if triggered, it automatically alerts the occupants of **Area 9**.

9. Vampire Spawn Lair

This hidden chamber holds the coffins of Entrade's vampire spawn. Four coffins are in this room. They are of generally of poor make, leaky, and filled with a handful of filth from the catacombs as the graveyard dirt of their birth. There are **2 vampire spawn** in this chamber who are resting in their coffins if surprised or are lurking on either side of the door ready to attack if alerted by the trap in **Area 8**. Any vampire spawn reduced to 0 hp in **Area 5** are likewise found in their coffins regenerating, though their entrance did not awake their resting compatriots. Any vampire spawn that escape final destruction at the hands of the characters become full-fledged vampires if Entrade is killed and soon begin hunting the characters across the city at night to take their vengeance.

Vampire Spawn (2): HD 7; **HP** 51, 43; **AC** 4[15]; **Atk** bite (2d8 plus level drain); **Move** 12; **Save** 9; **AL** C; **CL/XP** 9/1100; **Special:** darkvision 60 ft., regenerate (2hp/round), resists cold and electricity, vampire weaknesses. (***Tome of Horrors 4*** 228)

Equipment: courtier's outfit, assorted rings and jewelry (worth 1d6x100gp)

Concluding the Adventure

If the characters successfully free Tjorvi and return him safely to the *Sea Bear*, he rewards them with a *+2 warhammer that returns to hand*, 5000gp in hacksilver, and the undying friendship of Tjorvi and his uncle, Jarl Hallbjorn Bolverkson of Nieuland. Tjorvi and the *Sea Bear* leave Bard's Gate, though with poor stories of the horrors that civilization has to offer.

If Tjorvi is not rescued and is transformed into a vampire by Entrade, then a whole other level of hell erupts for the citizens of Bard's Gate as Tjorvi goes on a rage-fueled feeding frenzy in the city after turning his own crew into spawn. The city becomes a fire-splashed warzone at night as hunting parties led by the Lyreguard and the paladins of the Shrine of Muir and Maidens' Cross place the city under martial law.

Other than circumstantial evidence of Duloth's associates (and possibly victims) having been at the secret prison, there is no solid evidence that ties the burgher of the Wheelwrights to the scene. An assault on his prison forces him to abandon this particular location and establish another elsewhere in the sewers or catacombs. When word of the party's participation in the assault on his prison reaches Duloth's ears, it brings the characters to the crime



lord's attention, and Duloth is likely to initiate all sorts of actions ranging from harassing any businesses or allies of the characters to hiring assassins to remove them before they can interfere with more of his plans.

Killing Entrade likewise alerts the vampires Felicity Bigh (**CAT3**) to the activities of the characters. She may begin hunting individual characters, attempting to turn them one at a time — as is her usual technique — leaving a final victim to anguish over the loss of his friends while sending these newly formed spawn to attack their one-time ally. However, if the party destroyed the vampires after being led to the catacombs by Justin Greenwood, they gain Justin as a trusted ally who may set them on the path of locating other vampires hidden in the city in order to pre-emptively strike at these night hunters.

Finally, if the party took on the mission for Cylyria, they are owed a favor by the High Burgess that can be the equivalent of a "get out of jail free card" in the event that they have some troubles in the city, a free *raise dead* on a party member that is funded by the city, or even the assistance or access to the resources of the Greycloaks should they find themselves in such need.

Slip-Gallows Abbey

Slip-Gallows Abbey is an area of adventure in the city of Bard's Gate, designed for 4–6 adventurers of levels 9–10. This adventure helps answer once and for all the mystery behind the mysterious disappearance of the Gray Deacons (the city's old thieves' guild), and has the potential to make thief characters important powerbrokers in the city's underworld.

Adventure Background

Forged from a conglomeration of other gangs and organizations, the notorious thieves' guild known as the Gray Deacons once ruled the underworld of Bard's Gate with an iron fist. The Deacons collected a hefty tithe from politicians and merchants, and once ruled over the Harlots, Beggars, and Tavernkeepers, owning title to many of the city's most popular inns and taverns. In an odd way, this powerful organization actually helped maintain order in the city by keeping freelance thuggery, drug peddling and crime to a minimum, swiftly disposing of any gangs or individuals who interfered with their operations.

Ruling from Slip-Gallows Abbey (**T10**), just off the shore of Central Island's Thieves' Quarter, Guildmaster Rawling Jawks proved a competent if somewhat flamboyant ruler. Possessing the legendary *Ring of Master Thievery*, Rawling was able to bring together several separate gangs and form a powerful thieving empire. Rawling possessed a self-destructive side which was admired by members of the Gray Deacons, but caused concern to many of his crew chiefs. Rawling was known to have stolen some of the most fabulous treasures of the East and South, despite great personal danger to himself. Eventually, he acquired a fabulous jewel from a defeated vampire's tomb that was subsequently identified as the fabled *Glimmer Gem* long ago stolen from the tower of the efreeti Grand Vizier himself in the legendary City of Brass. Upon its authentication, the gem was shown off to the rest of the guild at a great party held for all the various bosses and their henchmen.

It was on this night that the Vizier's Curse was unleashed. The thieves in the hall were transformed into shades (called *afya* among the denizens of the City of Brass), and a dark fog filled the Slip-Gallows Abbey before spreading out across the river and into the city, consuming or carrying away the remainder of the Gray Deacons.

Many times over recent years adventurers and would-be treasure hunters have attempted to gain entry into the old thieves' guildhall to find out what befell the notorious gang. At best, they were turned away by wards emblazoned upon the doors and entrances of Slip-Gallows Abbey. At worst, they found the hidden sewer entrance beneath the Stoneheart River and were never seen again.

Adventure Overview

Slip-Gallows Abbey is a location-based adventure, and affords opportunities for characters to regroup and try again due to the nature of the Vizier's Curse and the unholy magic that pours forth from the *Glimmer Gem*, which hinders the shade rogues from leaving their stronghold while the gem remains within the building. This being said, care in exploration of Slip-Gallows Abbey must be taken in order to ensure the survival of characters. Simply attempting to clear it room by room is difficult, as the shades continually reform after defeat, unless the gem is destroyed or returned to its rightful owner.

It is suggested that at least one thief, one cleric, and one magic-user be present to help overcome the challenges afforded by the shade thieves and the deadly traps presented here.

The Ins and Outs of Slip-Gallows Abbey

At first glance, Slip-Gallows Abbey appears to be an architectural nightmare. There is currently no simple way into the structure from the ground level. A little bit of history of the place; originally built to house penitents of Zors, the abbey was a holy house built upon a small island in the Trade Channel of the Stoneheart River. The senior penitents of Zors, in keeping with the god's aspect of luck and "hanging", were expected to scale the outer walls of the abbey with ropes, trusting that their god would see them gain safe passage to the interior. Aspirants were not expected to face such an ordeal straight away, and were granted a mundane door that lead to specific and restricted spaces.

When the Gray Deacons took over the abbey, the lack of exterior doors was something of a blessing, and definitely a "selling point". They could easily scale the exterior walls, and the local watch couldn't access their base without wasting time finding an entrance. Over time, the Deacons, needing additional privacy for their activities, planted thorny vines along the shoreline, bricked up some of the exterior entrances, and made other modifications in the interior to reduce and funnel access.

When the *Glimmer Gem* enacted the Vizier's Curse, access became even more restrictive, described in the adventure, below. Now, the lone access point is a long, abandoned sewer, deep under the Stoneheart River, with millions of gallons or water overhead.

Oh, you're not claustrophobic, are you?

Adventure Summary

Characters hear many rumors about the once great thieves' guild of Bard's Gate but find little in the way of solid information. After either being hired by a mysterious contractor or discovering a map leading to the subterranean entrance to Slip-Gallows Abbey, the characters set out to investigate. Once inside, the characters overcome deadly traps and the undead shades of the former guild members. Investigating further, the party must face a final showdown with the shadowy master of the once-great guild. During the course of the adventure, the characters discover the true fate of the guild and, if they survive, manage to return the *Glimmer Gem* to its rightful owner, and gain possession of the *Ring of Master Thievery* for themselves.

The Shades

The shades are guild rogues who were devoured by the curse of the *Glimmer Gem*. They are embittered by their destruction and only have vague recollections of their former life. The Grand Vizier's curse upon their guild has imprisoned these rogues within their own hall, where they can see their old treasures, but never touch them. It is possible that the shades may be bargained with or spoken to; however, much care must be taken in the attempt as they have grown restless in their bondage and have grown to despise all life. They fear the destruction of the *Glimmer Gem*, for they know it would result in their own permanent destruction, but seek those who could carry the gem out of the hall, offering their shades free-



dom to roam the world. If destroyed in combat, the shades and shadows reform within the *Glimmer Gem* within 24 hours.

Beginning the Adventure

The adventurers may find their way to Rogues' Island by various avenues. Perhaps they have explored Bard's Gate and heard rumors of the fabled treasures hidden within the walls of Slip-Gallows Abbey and tried to investigate Rogues' Island via boat, only to find its thorny bushes impenetrable and the doors barred and locked by powerful magic. Possibly an agent of Duloth's 'Wheelwrights Guild has come in contact with them and offered them a generous sum of cash to find a ring lost within the Abbey.

Another angle is for the characters to find a treasure map showing an unexplored area of the sewers beneath the Thieves' Quarter and ominous notes indicating a hidden entrance to the Abbey. A clever Referee may find a dozen other methods by which to set the characters on the path of adventure and the above are merely examples.

Part 1: Abbey Cellars

1. A Secret Entrance

A long-forgotten side-sewer pipe leads deep under the Thieves' Quarter and beneath the bedrock at the bottom of the Stoneheart River. A small platform covered with moss stands where the pipe turns south away from the city. A **secret door** opens into a damp and muddy hallway leading at a slightly upwards angle. At the end of this hallway stands a wall made of brick that is different from the stonework in the rest of the sewers.

2. The Bricked Up Wall

This wall shows signs that it was hastily erected at least a half-dozen years ago. The mortar is crumbling, and the bricks are very loose. A few bricks have fallen out, revealing blackness beyond. The wall, once broken down, opens into **Area 3**.



3. The Cloak Room

3a. Pit Trap

Mildewed and rotten Gray cloaks hang from rusty hooks or lie piled beneath them along the walls of this chamber. The cloaks are so ancient that they disintegrate if touched. A **pit trap** lies just beyond the bricked up doorway. Anyone falling into the 40ft-deep pit suffers 4d6 points of damage. A latch under one of the cloak hooks disengages the trap.

4. Secret Door

The corridor comes to an abrupt dead end where a poorly concealed **secret door** leads to the hallway beyond.

5. Proving Grounds

This chamber was used by the Deacons to initiate new members into their guild. At the end of their apprenticeships, young rogues were dropped into this chamber, blindfolded, with their hands tied (see **Area 18** for more details). Here, they were to escape their bonds and find their way to **Area 7** without being killed by traps.

There are **four traps** hidden in the maze-like chamber. The Referee can select from the list of traps below. Disarming the second trap earns the thief an item to help him escape from the chamber.

Trap 1: This trap causes sharp scythe blades to spring out at anyone within 5ft of the wall. The blades attack as a 5HD creature and deal 2d4 points of damage (save for half).

Treasure: thieves' tools.

Trap 2: Stepping on a pressure plate causes darts to shoot into the room (1d4 per person, attacks as a 5HD creature). The darts do 1d4 points of damage and are tipped with small centipede poison (save avoids). The poison causes 1d4 rounds of crippling pain (the character is helpless), and the limb (roll 1d4) is temporarily crippled for 2d4 days. A crippled leg reduces movement by 50%; a crippled shield arm cannot wield weapon or shield; while a crippled sword arm attacks at –4.

Treasure: flint and steel, bullseye lantern, 1 pint of oil.

Trap 3: A bolt of lightning shoots outward, striking all targets in a 120ft line. The bolt does 5d6 points of damage (save for half).

Treasure: 50ft silk rope and grappling hook.

Trap 4: The floor opens over a 20ft-deep pit lined with spikes. Anyone falling into the pit takes 2d6 points of damage and lands on 1d4 spikes (1d4 points of damage each).

Treasure: 1 stick of chalk.

The north wall of this chamber has a 3ft-high gap located about 10ft off the ground that runs the length of the wall. If the unfortunate applicant clambers over the wall too far east or west, he falls into the **spike traps** listed in **Area 6**. In the center, however, he clambers onto a sturdy platform that gives him access to **Area 7**.

6. The Crawlspace

This area is accessible from the gap in the wall of **Area 5**. A platform with a door fixed in the center of a far wall sits in the middle of the crawlspace. Areas to the left and right of the crawlspace lead to a deadly, **60ft-deep spiked pit** that runs the length of the remainder of the wall. Climbing over the wrong section of wall without the proper tools or care could prove deadly. Anyone falling into the pit takes 6d6 points of damage and lands on 1d4 spikes (1d4 points of damage each).

Lying among the spikes are skeletons of thieves who did not pass muster. The door to **Area 7** is locked.

Slip-Gallows Abbey



7. Chest Chamber

Standing in the center of this room is a **stone chest** about 4ft square and 2ft tall. It is locked. Opening the chest without first disarming its trap floods the chamber with water from the Stoneheart River. The room slowly drains over the course of the next 30 minutes. All characters in the room have 5 rounds to escape before the room fills completely with water.

Inside the chest, which opens easily despite the apparent weight of its lid, is a single note which reads: "*Welcome to the Gray Deacons*."

The purpose of this note or the chamber may not be readily apparent, but it seems **Areas 5**, **6** and **7** were all part of a guild initiation. Survival of the threats indicated full membership in the Gray Deacons Guild, with all the benefits and rules that applied.

8. Hostage Cells

This chamber contains four prison cells. Two hold the skeletons of unransomed hostages who starved to death after the guild's disappearance. Signet rings and other personal effects give clues to their identities. If returned to their surviving family members in Bard's Gate, a reward of 500gp per body is awarded to the characters. Should the Referee decide to pursue this matter further, they may select any figure of importance from the available NPCs to further their own plot devices.

9. Picking Pockets Practice Palace

This chamber is filled with dummies rigged with *magic mouth* spells. Each of the ten mildewed dummies has an item such as a dagger, ring, key, or necklace draped around its neck or pinned to the sack cloth which makes up its body. A Delicate Tasks check is required to remove the item attached to the dummy. Should this check fail, the dummies begin to magically wail and howl loudly, indicating failure in the pickpocketing challenge to any master training a would-be student of the art.

10. Cellar Guards and Cellar Landing

This darkened corner at the end of the hallway appears to contain a stairwell leading up. Hiding in the shadows of the stairwell are **2 shades**, members of the Deacons who were charged to guard the upper entrance to the guildhall on the fateful night when the Vizier's Curse was unleashed. Following their prior commands, these creatures attack from the shadows, attempting to slay any who would enter the Deacons' private sanctuary.

Deacon Shades (2): HD 8; **HP** 60, 54; **AC** 3 [16]; **Atk** short sword (1d6) or 2 fiery claws (1d6 plus 1d6 fire); **Move** 15; **Save** 8; **AL** C; **CL/XP** 10/1400; **Special:** magic resistance (20%), resists electricity, shadow images (2/day, *mirror image*), spells (4/4/3/2/2), teleport (1/day), vulnerable to light. (***Tome of Horrors 4*** 188)

Spells: 1st—*magic missile* (x2), *shield* (x2); 2nd— *darkness 15ft radius* (x3), *phantasmal force*; 3rd— *hold person* (x2), *slow*; 4th—*fear, polymorph self*; 5th—*cloudkill, magic jar*.

Equipment: short sword

Ground Floor

The ground floor of Slip-Gallows Abbey served as a training and recruitment center for would-be members of the Gray Deacons. The southeastern section of the ground floor had sleeping quarters for recruits and an equipment shop used by guild members to repair and upgrade their thieving equipment. It also served as a false entrance which was separate from the guild compound used by full-fledged members of the Deacons, which included the common hall and access to guild leaders' private quarters on the second story.

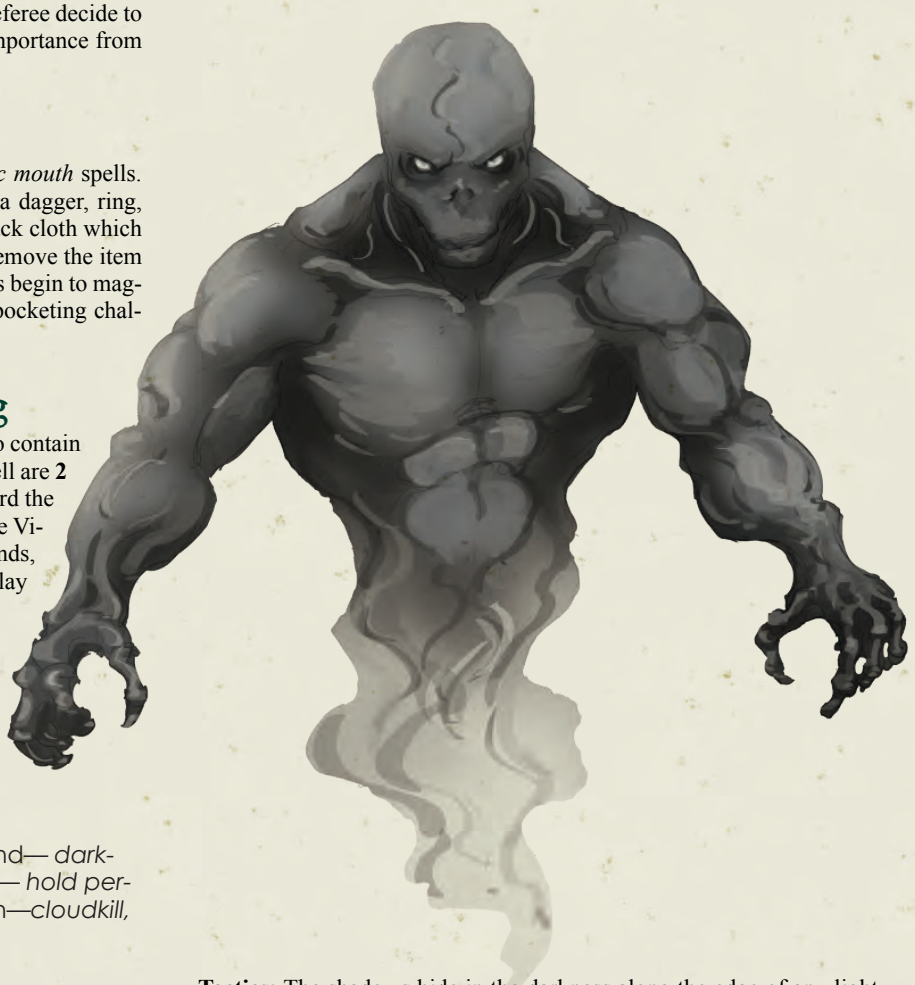
Common Features

Doors in the southern wing are locked. Doors and entrances that lead to and from the outside of the Abbey are sealed by magic, and may not be unlocked until the *Glimmer Gem* is destroyed or its powers manipulated by its new owner.

11. Initiates' Wing

This wide hall was used by new recruits to the guild that had not yet become full members but were considered good enough prospects to be invited to the Abbey for further training by one of their masters. There are **1d6+2 shadows** in this area, those lesser members who were not transformed into shades, but were instead murdered in the dark fog that enveloped the island after the curse was evoked.

Shadows (1d6+2): HD 2+2; **AC** 7[12]; **Atk** touch (1d4 plus strength drain); **Move** 12; **Save** 16; **AL** C; **CL/XP** 4/120; **Special:** drain 1 point strength with hit, hit only by magic weapons. (***Monstrosities*** 418)



Tactics: The shadows hide in the darkness along the edge of any light the characters may bring with them, springing an attack 1d4 rounds after the characters begin to explore the area.

12. Initiates' Barracks

These four bedrooms are almost identical. Each contains a bunk bed, a pair of locked iron chests, a small desk, and a rack for gear and equipment.

The chests are locked, and contain a set of thieves' tools and 2d20gp worth of gold and jewels in each room. Each rack normally contains a set of studded leather armor, a short sword, 1d4 throwing daggers, and a light crossbow with 20 bolts.

13. Fredo's

This chamber was once home to the guild armorer, an expert at repairing and crafting leather armor. Fredo's room is filled with scraps of leather and has a set of leatherworker's tools sitting on his workbench. A small bed and dresser fill out the room and a drawstring latch in the ceiling reveals a ladder leading to **Area 30**.

Fredo's room has become home to a nest of **shadow rats**, being several huge rat swarms that were transformed by the shadows in **Area 11**.

Shadow Rat Swarms (3): HD 6; **HP** 45, 41, 39; **AC** 6[13]; **Atk** bite (2d6 plus envelop); **Move** 12; **Save** 11; **AL** C; **CL/XP** 7/600; **Special:** envelop (save or swarmed, automatic bite damage), immune to fire. (***The Tome of Horrors Complete*** 535)

Treasure: leatherworking tools, *+1 leather armor*, *+2 short sword*, 1200gp in gold, gemstones, and art objects.

14. Pantry

This chamber once contained the guild's stocks of preserved foods. Sausages, cheeses, fine wines, pickles, nuts, and crates of dried fruits once filled this chamber. Long ago devoured by rats, all that remains are the bottles of fine wine that lie strewn about the floor of this room amid mountains of rat droppings. The rats have long since been transformed and now occupy Fredo's room.

The bottles of wine found here are of very old vintage; although several have turned to vinegar, there are 1d20 + 10 bottles that are of exceptional quality that can be sold for 1d4 x 100gp each on the market.

15. Applicant's Entry

This entry was once used by aspirants, and provided only limited access to the rest of the abbey. **Two Deacon shade skirmishers** currently haunt the area, having been on guard duty while the masters and their disciples enjoyed the celebration upstairs. They lurk in the shadowy corners of the rooms attacking anyone who enters the room with their sneak attacks.

Deacon Shade Skirmishers (2): HD 8; **HP** 61, 52; **AC** 3 [16]; **Atk** *+1 short sword* (1d6+1) or 2 fiery claws (1d6 plus 1d6 fire) or light crossbow (1d4+1 plus lethal poison); **Move** 15; **Save** 8; **AL** C; **CL/XP** 10/1400; **Special:** magic resistance (20%), resists electricity, shadow images (2/day, *mirror image*), spells (4/4/3/2/2), teleport (1/day), vulnerable to light. (***Tome of Horrors 4*** 188)

> **Spells:** 1st—*magic missile* (x2), *shield* (x2); 2nd— *darkness 15ft radius* (x3), *phantasmal force*; 3rd— *hold person* (x2), *slow*; 4th—*fear, polymorph self*; 5th—*cloudkill, magic jar*.
> **Equipment:** *+1 short sword*, light crossbow, 10 bolts, 6 doses of lethal scorpion poison.

16. Vaccol's Cracker Box

This chamber was used by master Vaccol, the locksmith and trapmaker of the Gray Deacons. He was known to have been hired out by certain noble families and wealthy merchants to install deadly traps in their homes. One of his old customers was the Mathen family of the Moon Fog Hills (see ***Cults of the Sundered Kingdoms*** by **Frog God Games** for more information on this family and the Moon Fog Hills in general).

A pile of dozens of locks, ranging from poor to excellent, sits upon this desk, as well as a set of thieves' tools, trap-making gear, lock-making gear, and materials to craft at least three locks and craft three sets of thieves' tools.

Vaccol's last invention, a **barrel loaded with spring coil blades**, sits in one corner of the chamber. There is a 5% chance that the trap misfires if activated, causing no damage as the compressed coils simply give way. If the barrel trap is triggered, the explosion of sharp blades does 6d6 points of damage to anyone within a 30ft radius (save for half).

Note: This trap sends whirring blades out in all directions similar in effects to a *blade barrier* spell, but is mechanical rather than magical in function. It is quite effective against "barrel smashers" and if re-created could be sold on the open market for approximately 10,000gp per barrel. Reverse engineering it would require weeks, or even months if the trap explodes and all pieces are collected.

16a. Southwest Tower

This chamber served as Vaccol's private chamber. It now lies empty, having been ransacked by a band of foreign thieves who later perished elsewhere in the abbey. A **secret door** in the ceiling has a dropdown ladder leading to **Area 29**, where it emerges directly beneath the card table.

17. Side Entrance

Due to the curse upon the guild, this hidden entrance no longer opens and is magically sealed. This chamber once afforded a secret side entrance to the initiates and full members of the guild.

Currently there are **4 shadows** and **2 Deacon shade skirmishers** in this chamber, where they had acted out their duties as door greeters for the festivities occurring upstairs. They now attack anyone who enters. Secret doors in the north and west walls. The secret door in the western wall is magically sealed and may not be open until the curse is lifted.

Shadows (4): HD 2+2; **HP** 16, 14x2, 11; **AC** 7[12]; **Atk** touch (1d4 plus strength drain); **Move** 12; **Save** 16; **AL** C; **CL/XP** 4/120; **Special:** drain 1 point strength with hit, hit only by magic weapons. (***Monstrosities*** 418)

Deacon Shade Skirmishers (2): HD 8; **HP** 57, 54; **AC** 3 [16]; **Atk** *+1 short sword* (1d6+1) or 2 fiery claws (1d6 plus 1d6 fire) or light crossbow (1d4+1 plus lethal poison); **Move** 15; **Save** 8; **AL** C; **CL/XP** 10/1400; **Special:** magic resistance (20%), resists electricity, shadow images (2/day, *mirror image*), spells (4/4/3/2/2), teleport (1/day), vulnerable to light. (***Tome of Horrors 4*** 188)

> **Spells:** 1st—*magic missile* (x2), *shield* (x2); 2nd— *darkness 15ft radius* (x3), *phantasmal force*; 3rd— *hold person* (x2), *slow*; 4th—*fear, polymorph self*; 5th—*cloudkill, magic jar*.
> **Equipment:** *+1 short sword*, light crossbow, 10 bolts, 6 doses of lethal scorpion poison.

18. Deacons Hall

This large chamber served various purposes over the years. It was built on the site of the original Bandit King's execution grounds before being built as an abbey by priests of Zors in memoriam of these murders called the Church of the Blessed Martyrs (though unofficially referred to as Slip-Gallows), to a gathering place for members of the Gray Deacons. The floor is inlaid with tiles that form the guild's old symbol, a skull and dagger on a black field.

At the far end of the hall stands a large gallows complete with noose and trap door. The gallows was designed as a play on the name of the guild hideout and as a way to terrify initiates upon the evening that they were made full members. Initiates were abducted by other members of the guild, hands tied behind their backs and a black hood pulled over their faces, just after they were allowed a glimpse of the gallows. They were then led up the gallows in front of other members and the noose affixed around their neck.

While standing, terrified, upon the platform, a list of crimes was read, including accusations of misdeeds against the guild itself. The trap door was then released, dropping the frightened prospect into **Area 5** below.

There are **5 Deacon shade guards** currently in the Deacons Hall, the remains of individuals who attempted to flee the curse of the *Glimmer Gem*. They seek to slay any living creature that enters this chamber. A staircase in the eastern wall leads to **Area 24**.

Deacon Shade Guards (5): HD 8; **HP** 60, 58, 54, 52, 48; **AC** 3 [16]; **Atk** *+1 short sword* (1d6+1) or 2 fiery claws (1d6 plus 1d6 fire) or light crossbow (1d4+1 plus lethal poison); **Move** 15; **Save** 8; **AL** C; **CL/XP** 10/1400; **Special:** magic resistance (20%), resists electricity, shadow images (2/day, *mirror image*), spells (4/4/3/2/2), teleport (1/day), vulnerable to light. (***Tome of Horrors 4*** 188)

Spells: 1st—*magic missile* (x2), *shield* (x2); 2nd— *darkness 15ft radius* (x3), *phantasmal force*; 3rd— *hold person* (x2), *slow*; 4th—*fear, polymorph self*; 5th—*cloudkill, magic jar*.

Equipment: *+1 short sword*, light crossbow, 10 bolts, 6 doses of lethal scorpion poison.

19. Northeast Tower

This chamber has a dark cobwebbed staircase which leads to the second floor battlements and **Area 22**. The lower portion of the tower is little more than a stairwell once used to gain access to **Area 24** and the battlements.

20. Northwest Tower

The lower floor of this tower is filled with display cases containing items pilfered by the Gray Deacons before their untimely demise. Several valuable paintings hang on the wall as well. It is these treasures that once attracted thieves to Slip-Gallows Abbey. Unfortunately, none have yet survived to see the treasures here.

The most valuable treasure among the many purloined items is the Crown of Ghelon. It is set with a trap that causes black tentacles to erupt from the ground around it. The tentacles attack as a 6HD creature, and 1d4 tentacles strike at each target in a 20ft radius for 1d6 points of damage each. Any creature struck by the tentacles must make a saving throw to avoid being held and constricted for an automatic 1d6 points of damage per round until freed.

Treasures: 10 engraved electrum cups from the Ting dynasty (2300gp value), an oil painting of the bard Turlin (800gp), mammoth ivory bust of the Bandit King Rinos (1200gp), a tapestry depicting the fall of Bofred I (2200gp), and the Crown of Ghelon (10,000gp value). The Referee may add or subtract treasures depending upon how easy a time the party has had.

The door at the top of the stair leading to **Area 21** is locked and stuck.

21. Northwest Tower

This tower was primarily used as storage by the priests of Zors, and the Gray Deacons utilized the tower as a prison for especially valuable hostages who could be kept here in relative comfort until their families could ransom them. The key to the Northwest Tower is in Master Jawks possession. A locked wardrobe is filled with 20 exquisitely-made ladies' dresses, each is valued at 1d4 x 100 gp and 40 pairs of fancy shoes valued at 1d6 x 50 gp each.

Access to the battlements is blocked by the Vizier's Curse. No one can enter or leave the battlements at all.

22. Northeast Tower

This tower served as lookout to the northern end of Rogues' Island. The lone lookout, a **Deacon shade guard**, remains at his post, attacking any living creature who comes near.

Deacon Shade: HD 8; **HP** 61; **AC** 3 [16]; **Atk** short sword (1d6) or 2 fiery claws (1d6 plus 1d6 fire); **Move** 15; **Save** 8; **AL** C; **CL/XP** 10/1400; **Special:** magic resistance (20%), resists electricity, shadow images, spells (4/4/3/2/2), teleport, vulnerable to light.

Spells: 1st—*magic missile* (x2), *shield* (x2); 2nd— *darkness 15ft radius* (x3), *phantasmal force*; 3rd— *hold person* (x2), *slow*; 4th—*fear, polymorph self*; 5th—*cloudkill, magic jar*.

Equipment: short sword

23. Empty Chamber

This chamber was reserved for the next master to be elected to the guild. The position was never filled due to the curse, and the chamber stands empty, full of dust.

24. Deacon's Feasthall

The adventurers now witness a reenactment of the fateful night when the Vizier's Curse destroyed the Gray Deacons.

This chamber is still dimly lit, and the air seems to swirl with traces of fragrant smoke. Shadowy figures sit around a large table in mockery of their last moments. Some are half-standing; most have blades drawn. As the party watches, the figures begin to move, and shadowy claws reach out from beneath the table. The figures turn to shadow themselves as their essences are drawn into a small dark gem that appears in midair, slowly rotating above the table.

Now, a huge figure in purple robes, wreathed in flames appears at the head of the table.

"Be you all cursed," it intones grimly. "Henceforth your shades shall be imprisoned within the walls of this Abbey, never again to feel the sunlight or taste the rain. This is my curse!"

A dark fog bursts forth from the creature's mouth, enveloping all the writhing thieves, and rolling out into the corridors beyond. "This mist shall devour all the others who bear the mark of your cursed guild! Only you will linger now and see the ruin of all your works!" The figure vanishes, and several of the shadowy figures turn and attack the characters.

The attackers are the remains of **Rawling Jawks** and his **2 lieutenants**, now transformed into shades.

Rawling Jawks (Shade): HD 8; **HP** 60; **AC** –1[20]; **Atk** +2/+3 *short sword* (1d6+2, +3 vs. Lawful) or 2 fiery claws (1d6 plus 1d6 fire); **Move** 15; **Save** 6 (+2, cloak); **AL** C; **CL/XP** 10/1400; **Special:** magic resistance (20%), resists electricity, shadow images (2/day, *mirror image*), spells (4/4/3/2/2), teleport (1/day), vulnerable to light. (***Tome of Horrors 4*** 188)

Spells: 1st—*magic missile* (x2), *shield* (x2); 2nd— *darkness 15ft radius* (x3), *phantasmal force*; 3rd— *hold person* (x2), *slow*; 4th—*fear, polymorph self*; 5th—*cloudkill, magic jar*.

Equipment: *cloak of protection +2, +2/+3 vs. Lawful short sword, ring of master thievery* (**Appendix C**), thieves' tools, jewelry worth 2500gp.

Deacon Shade Skirmishers (2): HD 8; **HP** 58, 55; **AC** 3 [16]; **Atk** *+1 short sword* (1d6+1) or 2 fiery claws (1d6 plus 1d6 fire) or *+2 dagger* (1d4+2); **Move** 15; **Save** 8; **AL** C; **CL/XP** 10/1400; **Special:** magic resistance (20%), resists electricity, shadow images (2/day, *mirror image*), spells (4/4/3/2/2), teleport (1/day), vulnerable to light. (***Tome of Horrors 4*** 188)

Spells: 1st—*magic missile* (x2), *shield* (x2); 2nd— *darkness 15ft radius* (x3), *phantasmal force*; 3rd— *hold person* (x2), *slow*; 4th—*fear, polymorph self*; 5th—*cloudkill, magic jar*.

Equipment: *+2 short sword*, *+2 dagger*.

The Glimmer Gem

In the middle of the table lies a fist-sized, multifaceted, reddish-orange stone, the *Glimmer Gem*. Any living creature that comes within 10ft of the gem must make a saving throw or instantly be drawn into the gem as if affected by a *magic jar* spell and replaced by a shade (***Tome of Horrors 4*** 188 "Shade"). It can hold only as many souls as it has facets; currently there are only 2 open facets. For more information on the *Glimmer Gem* see **Appendix C**.



25. Tshandra's Chambers

This was once the bedchamber of Tshandra, a sophisticated cutpurse who moved freely through the nobilityelite of Bard's Gate, obtaining precious items and information that Jawks used to plan elaborate heists of noble houses.

Tshandra was in the bedchambers of a petty merchant lord when the Grand Vizier's mist devoured her. Several of her personal effects remain behind in this chamber, locked in her makeup table. The makeup table is **trapped** with lethal contact poison (save at –2 or die).

Treasure: 2000gp in various jewelry, 5 potions of *frozen concoction*, 5 *potions of extra healing*, 10 vials of expensive Parnubalen perfume (100gp each), *+2 dagger*, 2 vials black lotus extract.

26. Rawling Jawks' Office

This office once served as the nerve center of the guild. Here, Rawling Jawks planned his operations, drew up missions for guild members and schemed for even greater glories. The room contains only a simple desk and a large wall-sized map of the Bard's Gate some 10 years out of date.

The desk contains very little in the way of personal belongings with the exception of the Deacons ledger. This ledger contains names of contacts, spies and associates as well as guards, priests, wizards, mercenaries and shopkeepers who were once in the pay of the Deacons. The ledger may only be read by someone wearing the *Ring of Master Thievery,* and appear as gibberish to anyone else attempting to read it, even with the aid of magic.

The map is magical and when various command words are spoken, new information appears written on it. The command words are written in the ledger. When they are spoken, glowing lines or symbols appear, showing sewer routes, secret doors, hidden rooms and other information discovered by Tshandra and Jawks and magically scribed here. Though much of this information is out-of-date (it is over a decade old), the map is nevertheless a valuable tool for thieves or others who wish to get around Bard's Gate in secret. Hidden behind the map is a **secret door** (DC 25 Perception check). This secret door leads to area **27a**.

27a. Rawling's Private Treasury

Accessed via the secret door in area **26**, this chamber is fitted with a hidden floor safe. The floor safe is locked with an intricate mechanism (–20% to Open Locks checks). The safe is also trapped, and causes a banshee wail to erupt if the trap is not disarmed. The wail does 150 total points of damage divided equally among anyone within 40ft (save for half). A **secret door** is located in the north wall.

Treasure: In the safe are 5000pp, a metal press featuring the forged impression of ancient coinage, 30 lbs. of lead, 4000gp worth of various gems and jewelry, 4 *potions of extra healing*, 4 *potions of invulnerability*, *wand of cold* (3 charges), *wand of lightning bolt* (6 charges), *ring of protection +2*, and a *helm of reading magic and languages*.

27b. Rawling's Bedchamber

This chamber is covered in several inches of dust. Inside are the bed, now rotted and collapsed, a locked wardrobe, an equipment rack, and a broken crystal oil lantern whose fuel has long since evaporated.

Treasure: On the equipment rack and in the wardrobe are 10 silk outfits of fine make valued at 1d4 x 50 gp each, a *cloak of elvenkind, boots of elvenkind,* a *+1 flaming short sword,* a *+2 longsword,* 30 *+1 darts, gauntlets of dexterity*, a set of *+1 leather armor,* and a set of thieves' tools that give a +10% chance to Open Locks checks. **Secret doors** are located in the north and south walls.

28. Master Roundtree's Chamber

Master Roundtree once served as Rawling Jawks' personal bodyguard and second-in-command of the guild. A rotted, dust covered bed lies in one corner of the chamber, with a locked dresser standing along one wall. An equipment rack stands next to the dresser, containing Roundtree's spare gear.

The lock on the dresser contains a goodly amount of plunder. A crossbow, bandolier of daggers, and a suit of slightly used leather armor, all of smaller size hang from the equipment rack.

Treasure: 500pp, 1000gp in various gems and jewels, *+2 dagger*, *+1 crossbow*, thieves' tools.

29. Game Room

This room contains a table covered with an inch of dust. Under the dust are small piles of gold coins and jewelry. A dartboard with the faded picture of a long dead High Burger of Bard's Gate hangs on one wall, all of the darts centered on the man's nose and eyes. The chairs about the table are in disarray, as if knocked over suddenly. Bone dice and cards that crumble at the touch lie under the layer of dust. **Six shadows** hide within this chamber. They attack the instant the room is entered.

Shadows (6): HD 2+2; **HP** 16, 14, 13x2, 11, 9; **AC** 7[12]; **Atk** touch (1d4 plus strength drain); **Move** 12; **Save** 16; **AL** C; **CL/XP** 4/120; **Special:** drain 1 point strength with hit, hit only by magic weapons. (***Monstrosities*** 418)

A **secret trapdoor** is beneath the table and opens to reveal a ladder leading to **Area 16a.**

Treasure: There are 400gp worth of various coins and jewelry sitting on the table, the remnants of a game of chance which was never finished.

30. South Lookout Post

This tower chamber once served as a lookout post to warn of any potential raids upon the island from the south. One Deacon remained in this room at all times, serving in 6 hour shifts. Currently, a **Deacon shade guard** resides here. He attacks on sight.

Deacon Shade: HD 8; **HP** 55; **AC** 3 [16]; **Atk** short sword (1d6) or 2 fiery claws (1d6 plus 1d6 fire); **Move** 15; **Save** 8; **AL** C; **CL/XP** 10/1400; **Special:** magic resistance (20%), resists electricity, shadow images, spells (4/4/3/2/2), teleport, vulnerable to light. (***Tome of Horrors 4*** 188)

Spells: 1st—*magic missile* (x2), *shield* (x2); 2nd— *darkness 15ft radius* (x3), *phantasmal force*; 3rd— *hold person* (x2), *slow*; 4th—*fear, polymorph self*; 5th—*cloudkill, magic jar*.

Equipment: short sword

Concluding the Adventure

Depending on how the characters came to find their way into Slip-Gallows Abbey, they may find themselves in possession of the *glimmer gem,* or destroy it and the shades as well. They may now be the owners of the *Ring of Master Thievery*, an item that Duloth desperately wants, and is willing to kill to get. The Abbey may serve as a new base for the characters, giving them excellent quarters in the heart of the city. Mind the curse upon the ring, however, for it is powerful and ultimately leads to the destruction of its possessor.



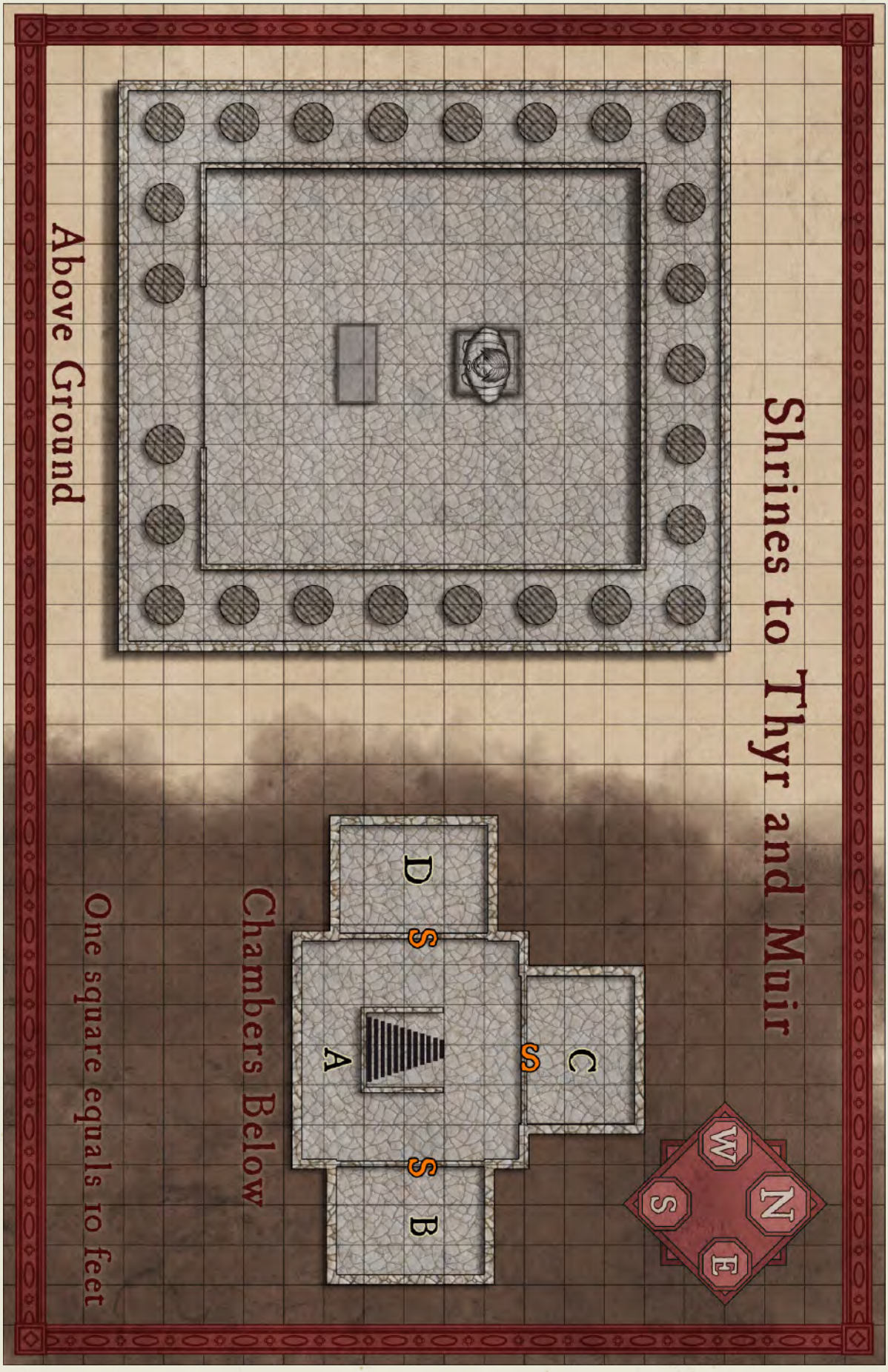


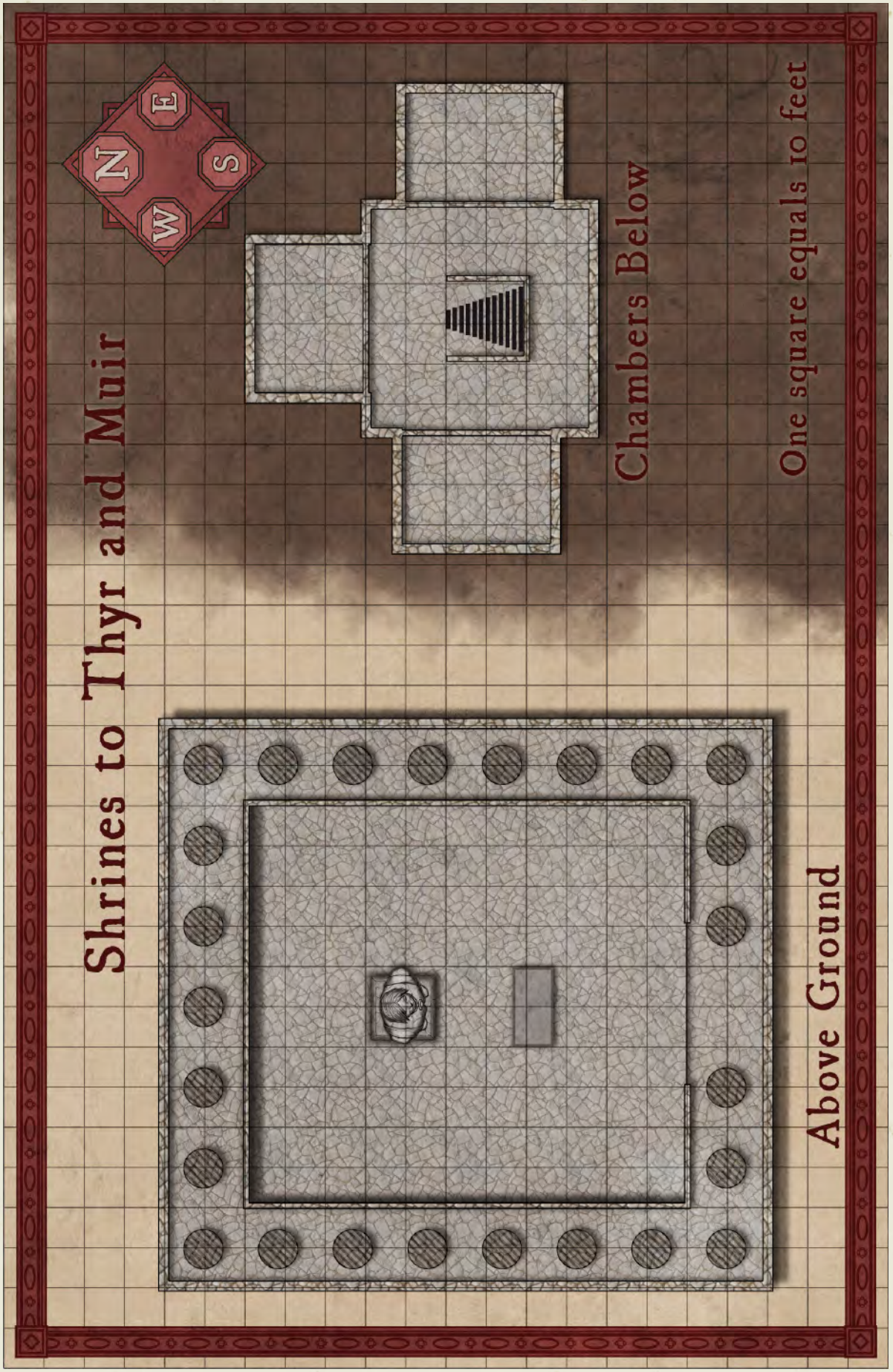

Bard's Gate
1 Square = 200 Feet
W
S
N
E
Stoneheart River
Short Channel
Trade Channel
Central Island
North Island
Roodes' Island
Mikthan Island
Lake Baldur
King's Bridge
Queen's Bridge
West Canal
East Canal
Guild Canal
Thieves' Wash
Grand Plaza
Temple District
Merchant District
Noble District
Docks
Warehouse District
Slums
Upper Ring Hill Tier
Middle Ring Hill Tier
Lower Ring Hill Tier
Fountain Park
Hill's Gate

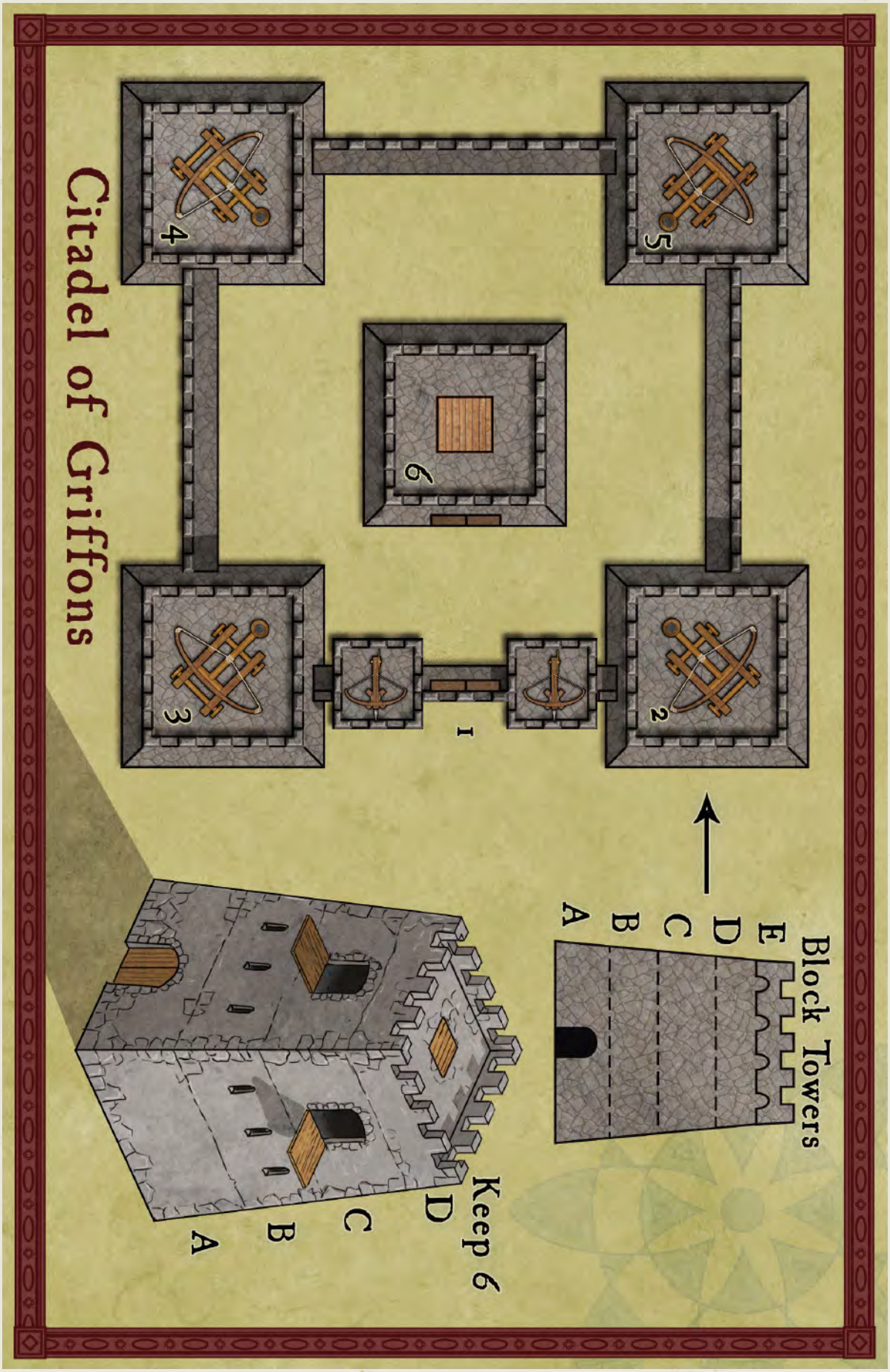

E
N
S
W

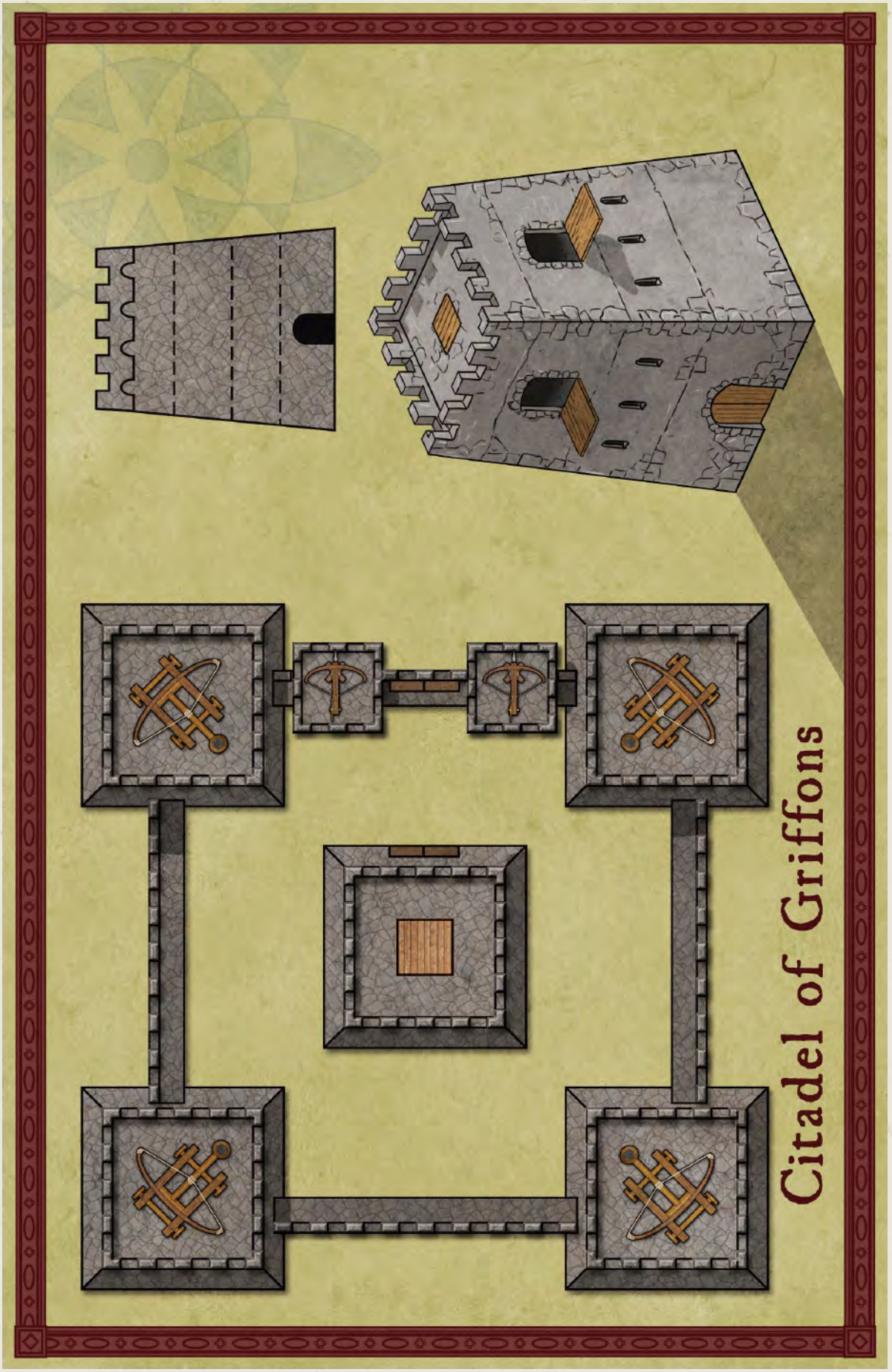

N
W
E
S
The Lyre Valley
1 hex - 12 miles
Valley Road
Old North Road
Stoneheart River
River Road
The Tradeway
The Tradeway
Bard's Gate
Fairhill
Lake Crimmormere
Stoneheart Forest
Graywash River
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
24
25
26

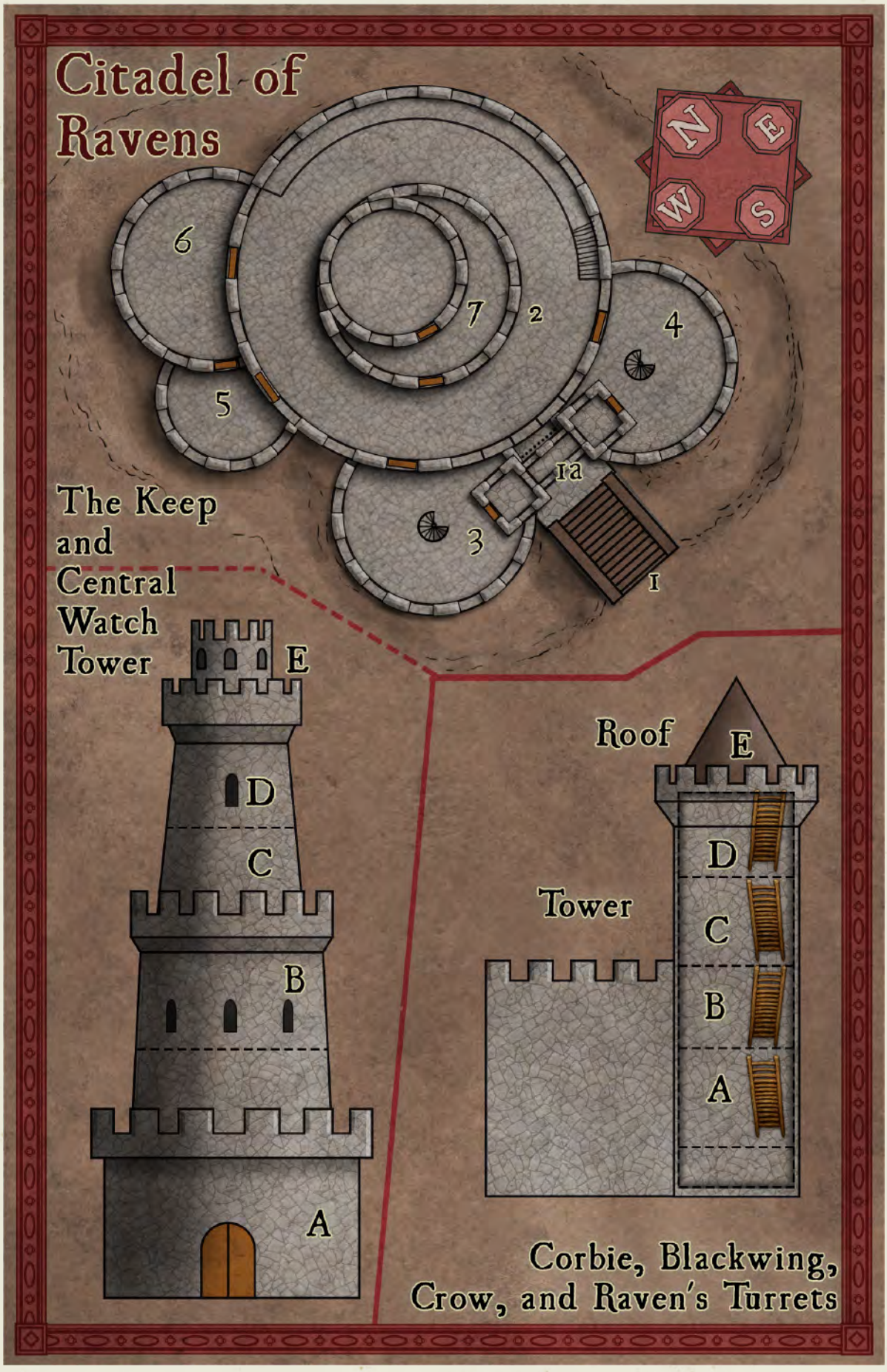

N
W
E
S
The Lyre Valley
1 hex - 12 miles
Valley Road
Stoneheart River
Old North Road
The Tradeway
Lake
Crimmormere
The Tradeway
River Road
Stoneheart Forest
Graywash River

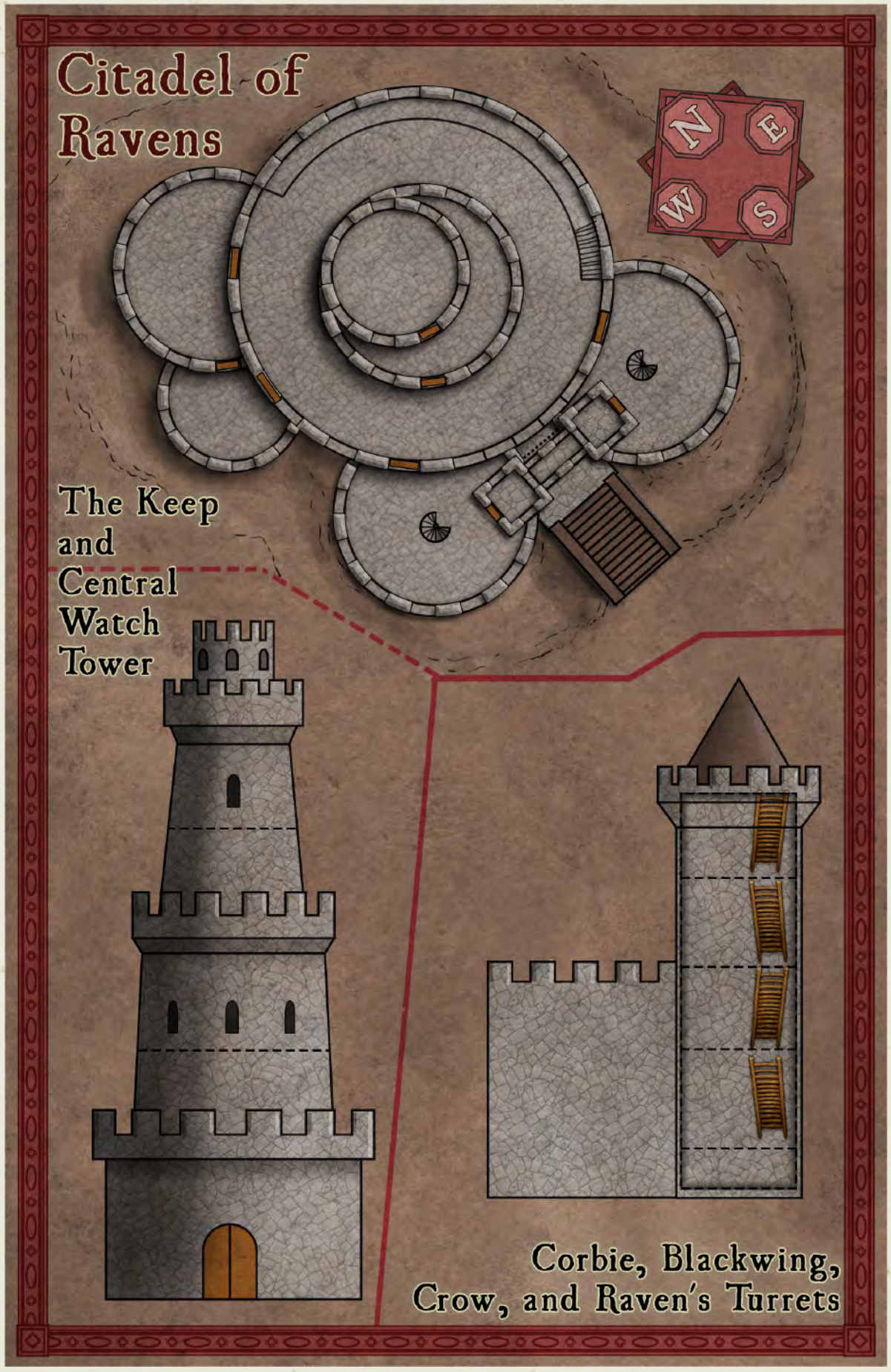

Shrines to Thyr and Muir
Above Ground
Chambers Below
One square equals 10 feet
A
B
C
D
S
S
S
W
N
S
E


Shrines to Thyr and Muir
N
E
S
W
Chambers Below
One square equals 10 feet
Above Ground


Citadel of Griffons
1
2
3
4
5
6
Block Towers
A
B
C
D
E
Keep 6
A
B
C
D


Citadel of Griffons


Citadel of Ravens
N
E
W
S
6
7
2
4
5
1a
3
1
The Keep and Central Watch Tower
E
D
C
B
A
Roof
E
D
C
B
A
Tower
Corbie, Blackwing, Crow, and Raven's Turrets


Citadel of Ravens
N
E
W
S
The Keep and Central Watch Tower
Corbie, Blackwing, Crow, and Raven's Turrets


Tent City
One square equals 10 feet
N
W
E
S
TC1
TC2
TC3
TC4
TC5
TC6
TC7
TC8
TC9
TC10
TC11
TC12
TC13
TC14
TC15
TC16
TC17
TC18
TC19


N
E
S
W
Tent City
One square equals 10 feet


Stable Row
SR1
SR2
SR3
SR4
SR5
SR6
SR7
Bard's Gate
1 Square = 200 feet
W
N
S
E


Bard's Gate
N
E
S
W
1 Square = 200 feet
Stable Row


Switchblade Alley
West Canal
to Street
Auction House
Slaver's Way
to Street
Canal
Black Market
One square equals 20 feet
N
E
S
W
1
1a
1b
2
3
3a
4
5
6
7
8
9
10
11
12
13
13a
14
15
16
17
18
19
20
21
22
23
24
25
26

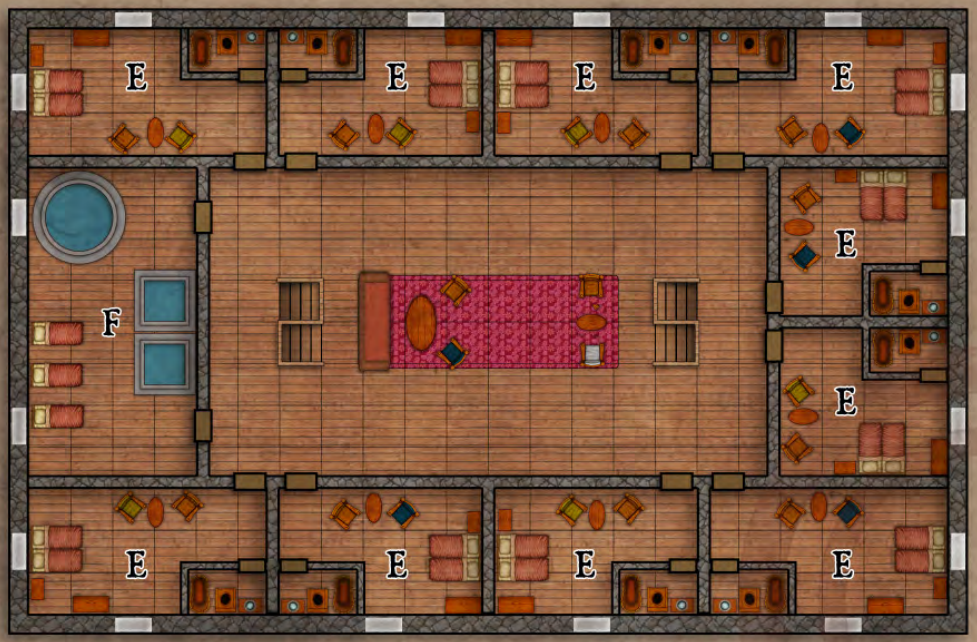

Switchblade Alley
W
N
S
E
to Street
West Canal
Auction House
Slaver's Way
to Street
Canal
Black Market
One square equals 20 feet

Inn of Six Candles



Ground Floor

One square equals 5 feet



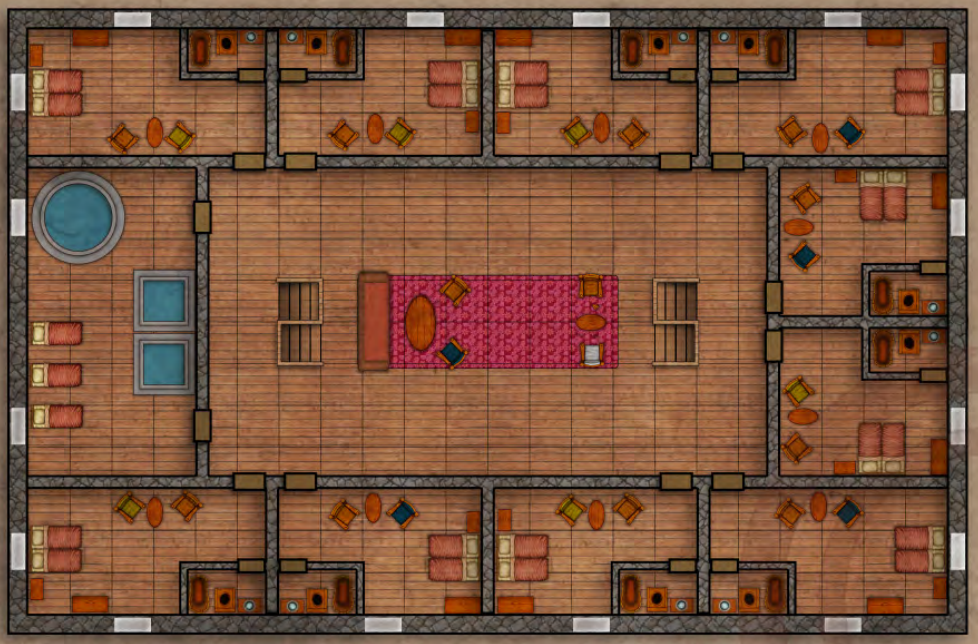
Second Floor (Second and Third floors are identical)

Inn of Six Candles



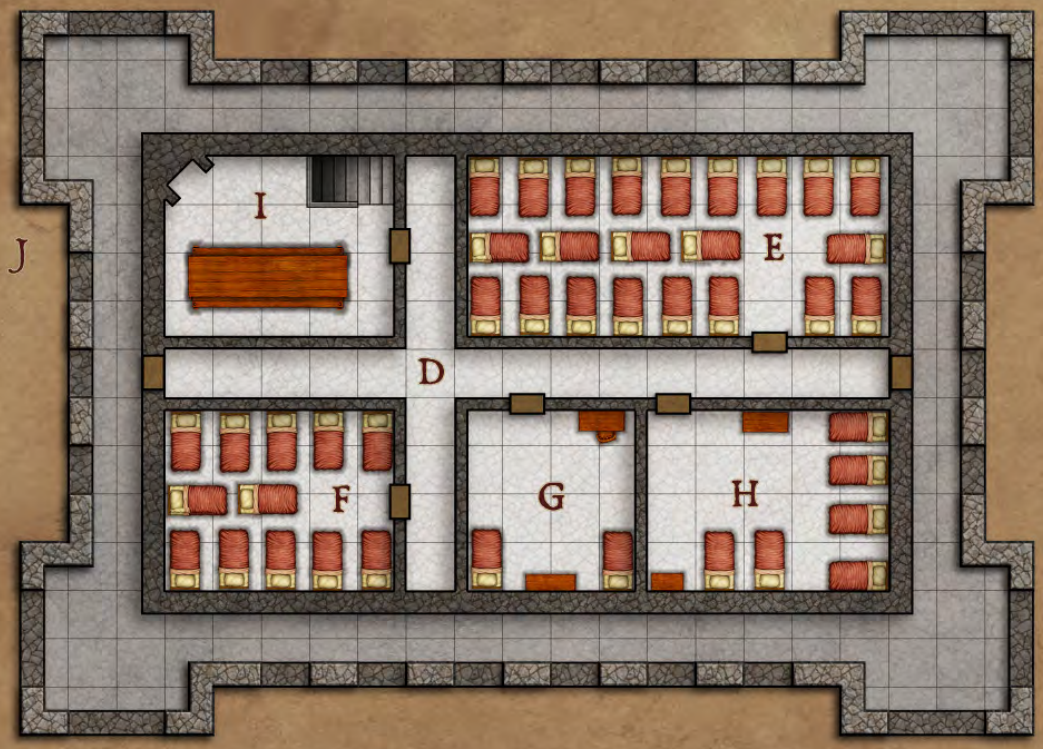
Ground Floor

One square equals 5 feet

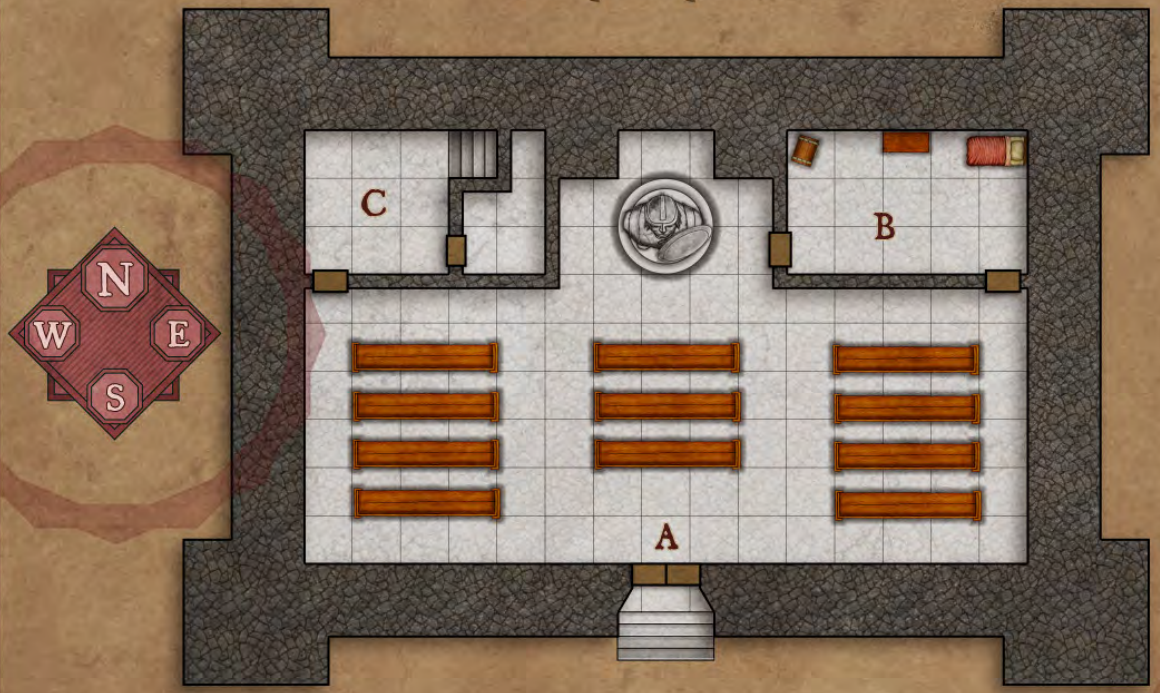


Second Floor (Second and Third floors are identical)

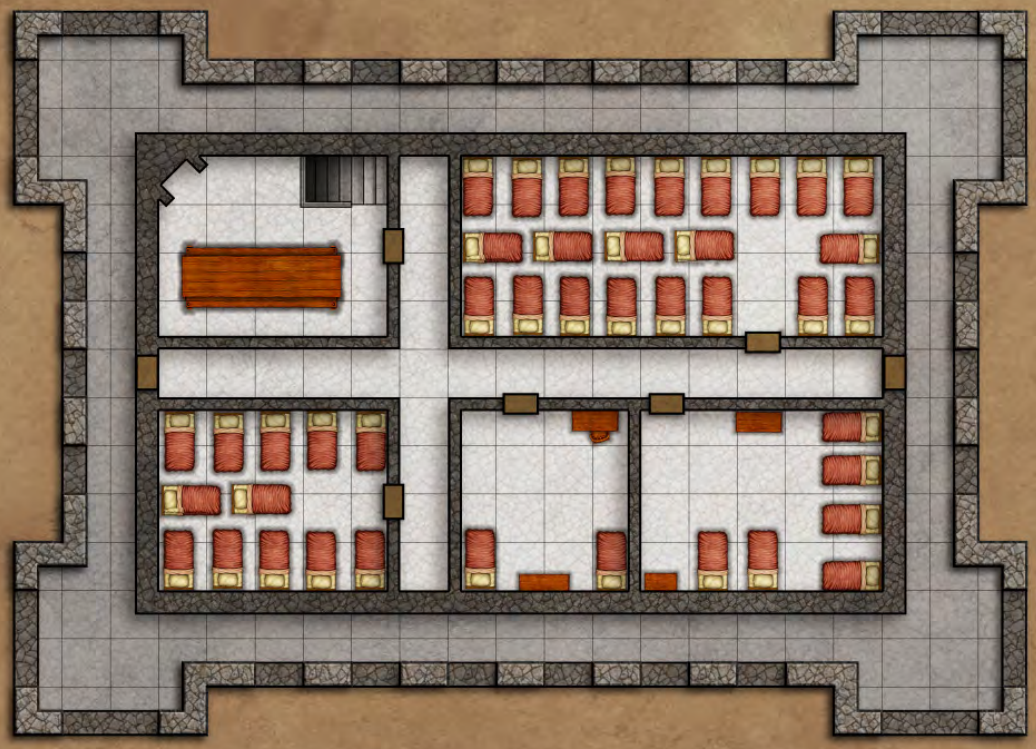
House of the Ever Vigilant Guard



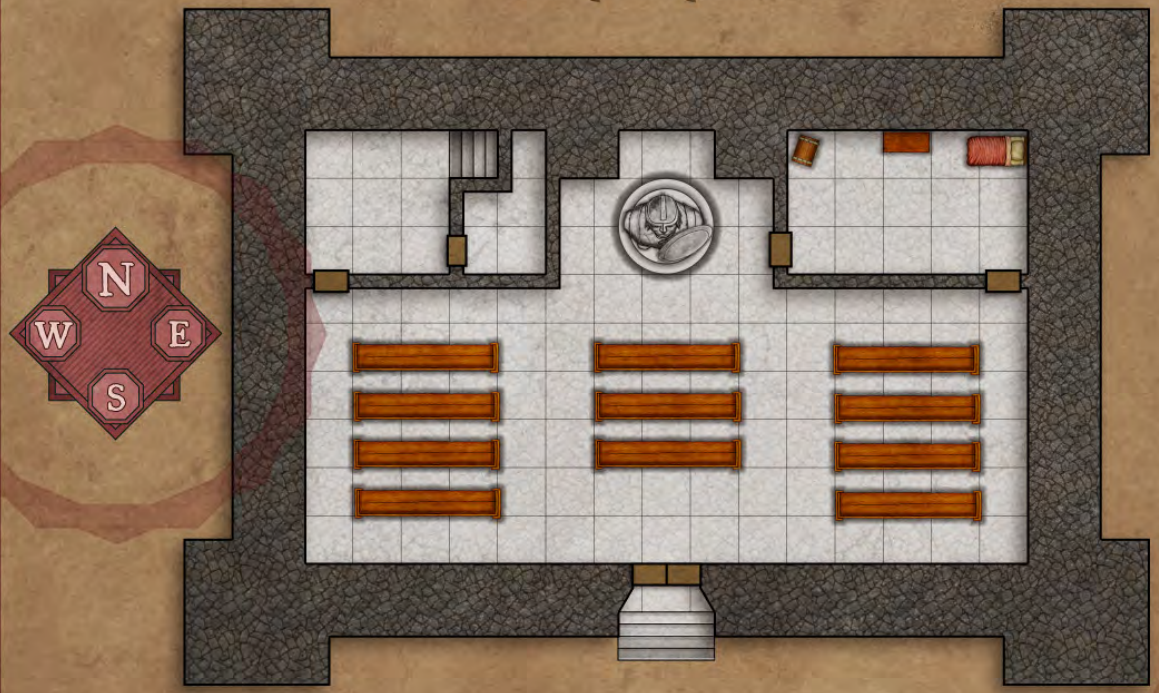
One square equals 5 feet



House of the Ever Vigilant Guard

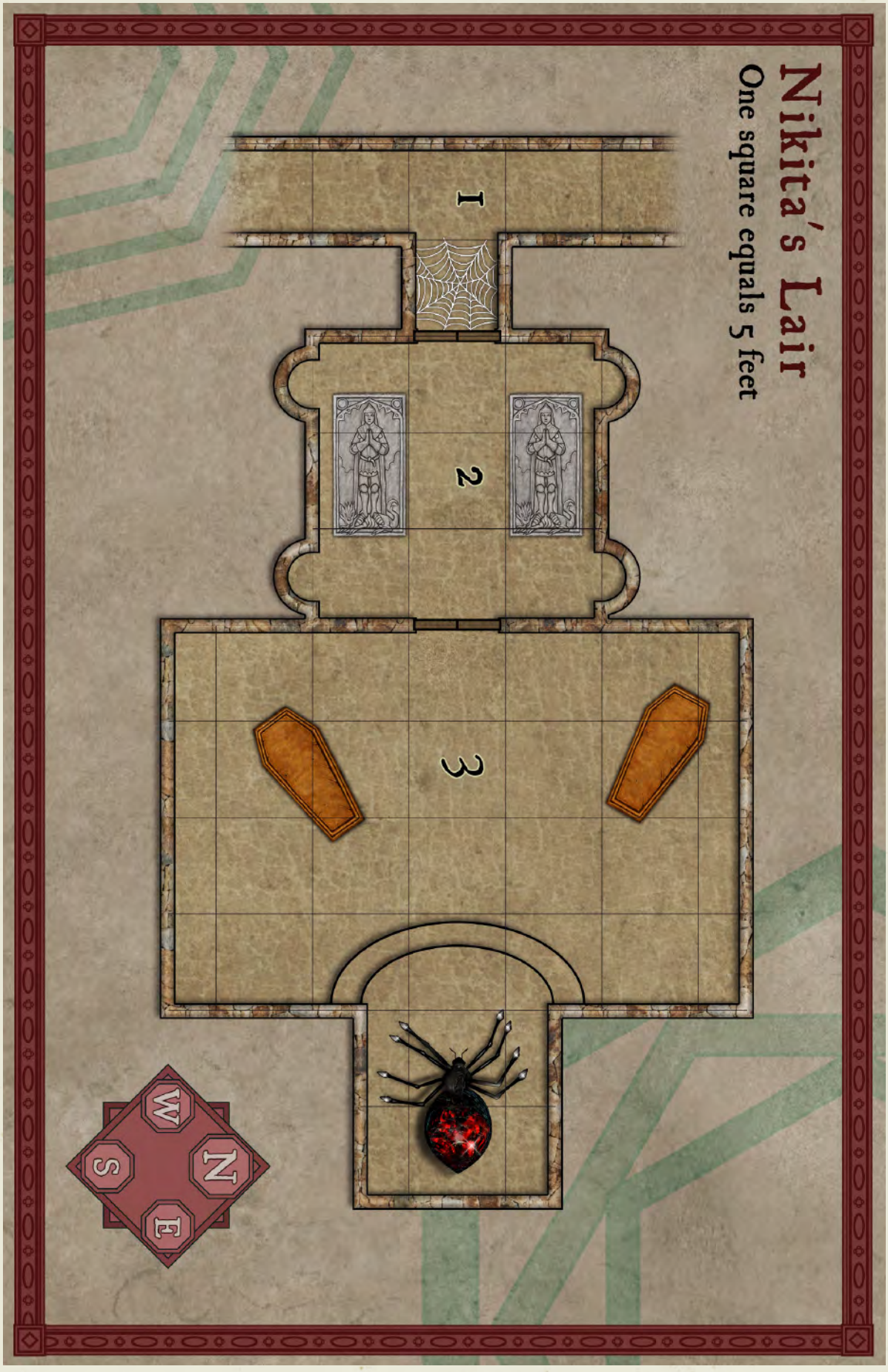


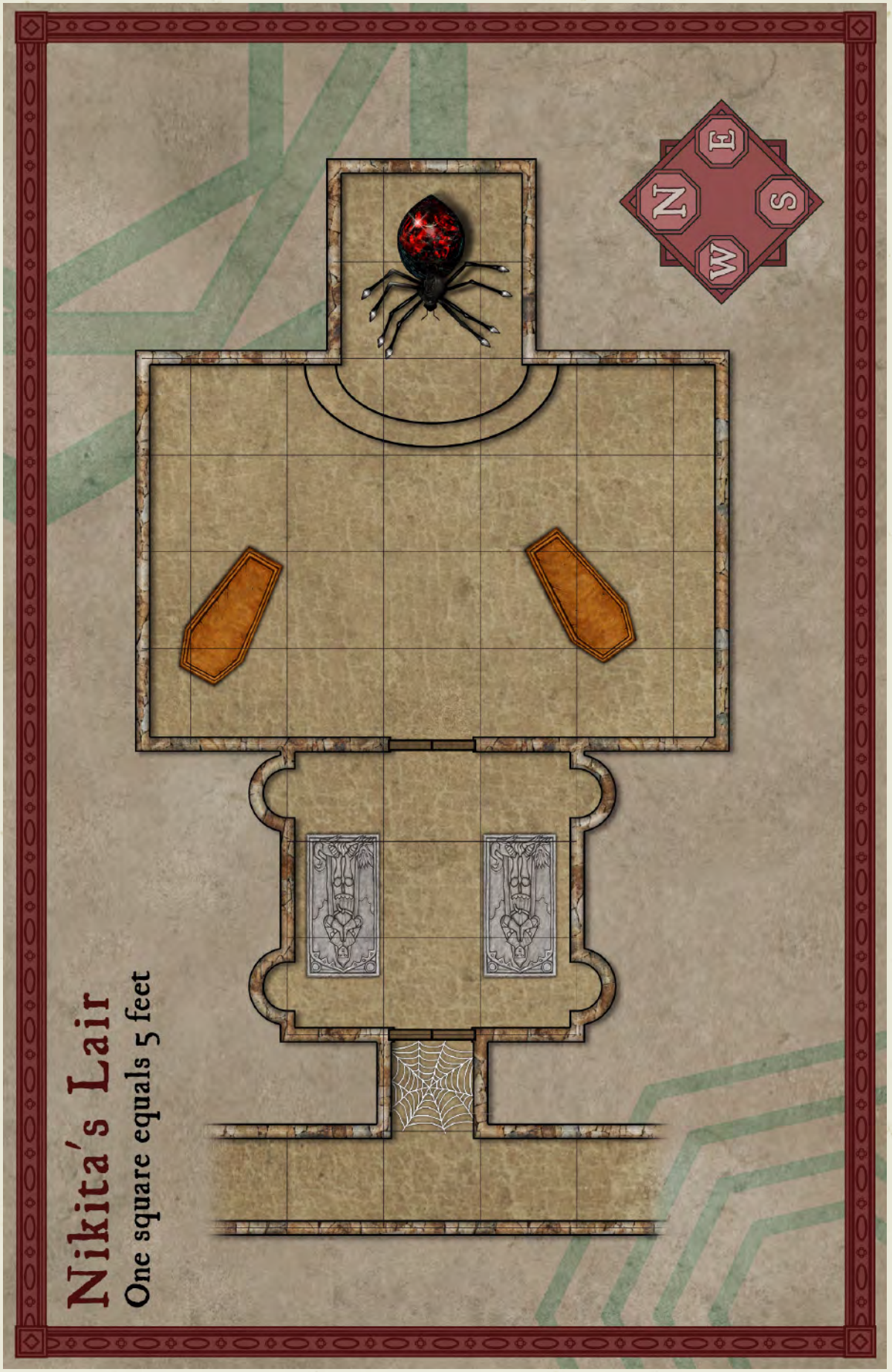
One square equals 5 feet




CATACOMBS
Armament Row
Rat Tunnel
Stoneheart River
King's Bridge
W
N
S
E
1
2
3
3
3
3
4
5
6

King's Bridge
Stonehearth River
N
E
S
W
Rat Tunnel
CATACOMBS
Armament Row


Nikita's Lair
One square equals 5 feet
1
2
3
W
N
S
E


Nikita's Lair
One square equals 5 feet
N
E
S
W

Blazing Bones

One square equals 5 feet



Blazing Bones

One square equals 5 feet



First Floor



Second Floor



Basement



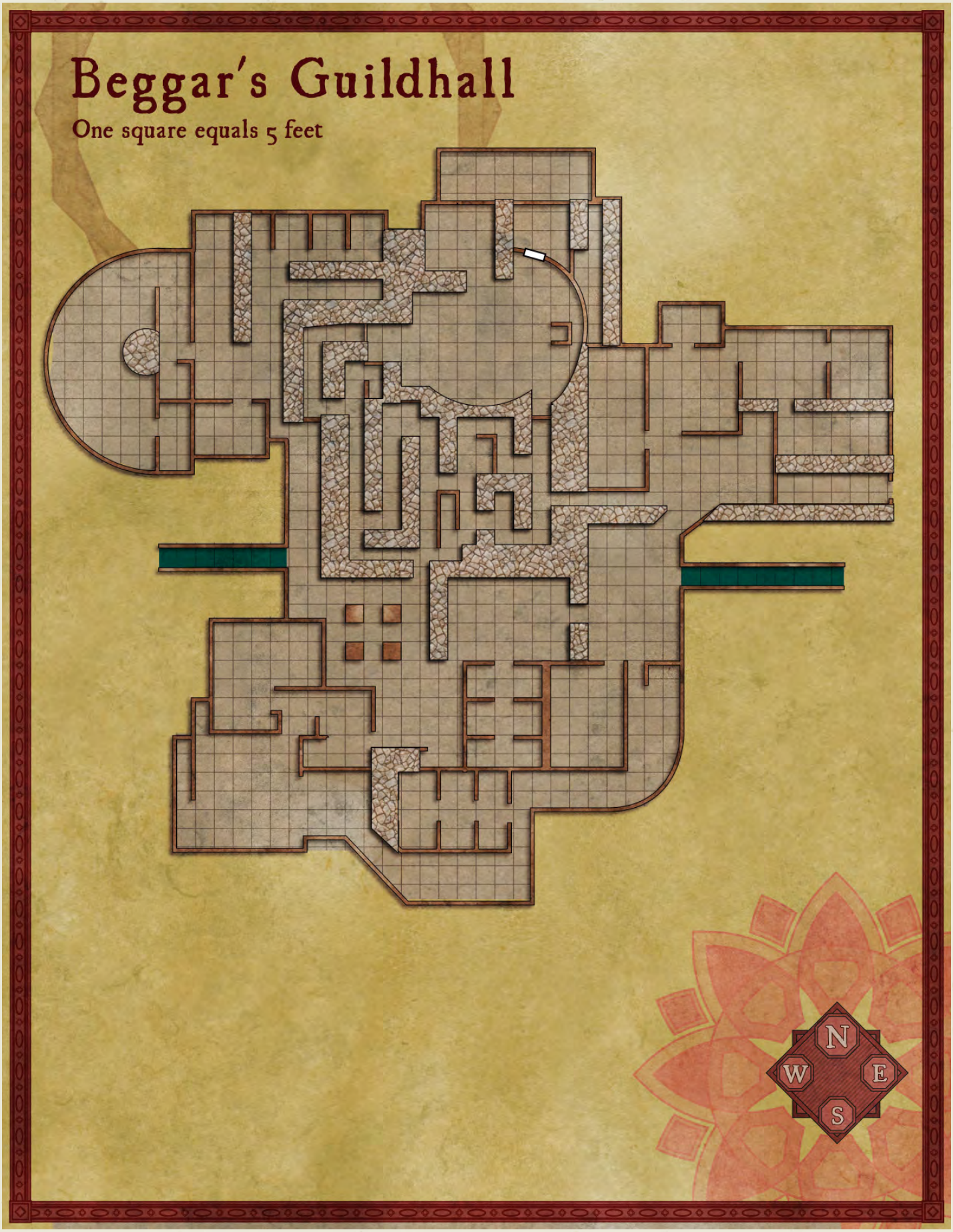
Third Floor



Beggar's Guildhall

One square equals 5 feet




Beggar's Guildhall
One square equals 5 feet
N
W
E
S


Underhill District
One square equals 20 feet
N
W
E
S
14
11
8
9
10
6
7
5
12
13
1
4
2
3


Underhill District
One square equals 20 feet
N
W
E
S


Auditorium
of the
Silver Harp
One square equals 5 feet
N
W
E
S
Ground Floor
N
L
K
M
J
I
H
G
F
E
D
C
B
C
D
A
Second Floor
Roof
O
Q
P
R


Auditorium
of the
Silver Harp
One square equals 5 feet
N
W
E
S
Ground Floor
Second Floor
Roof

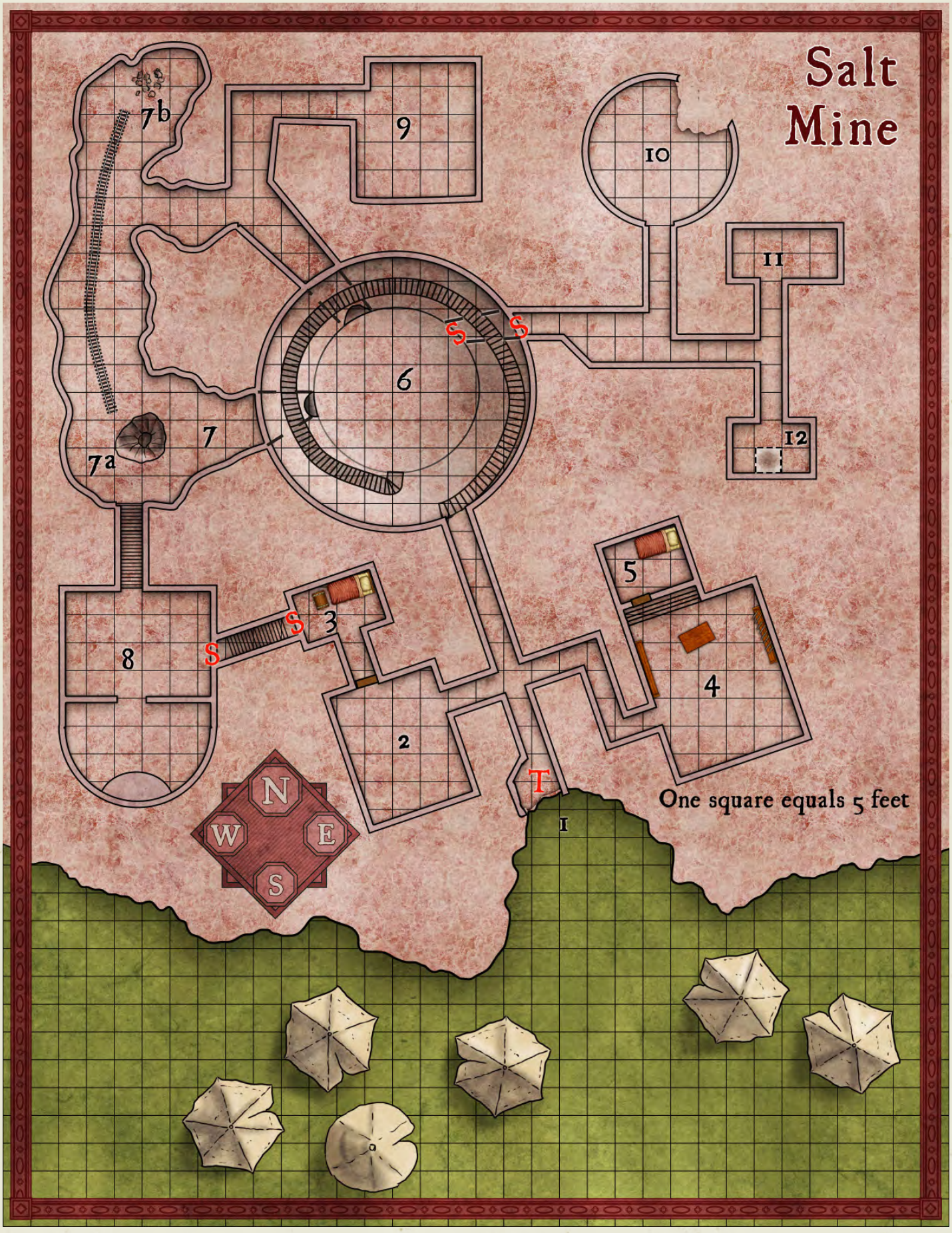
Temple of Skilled Hands

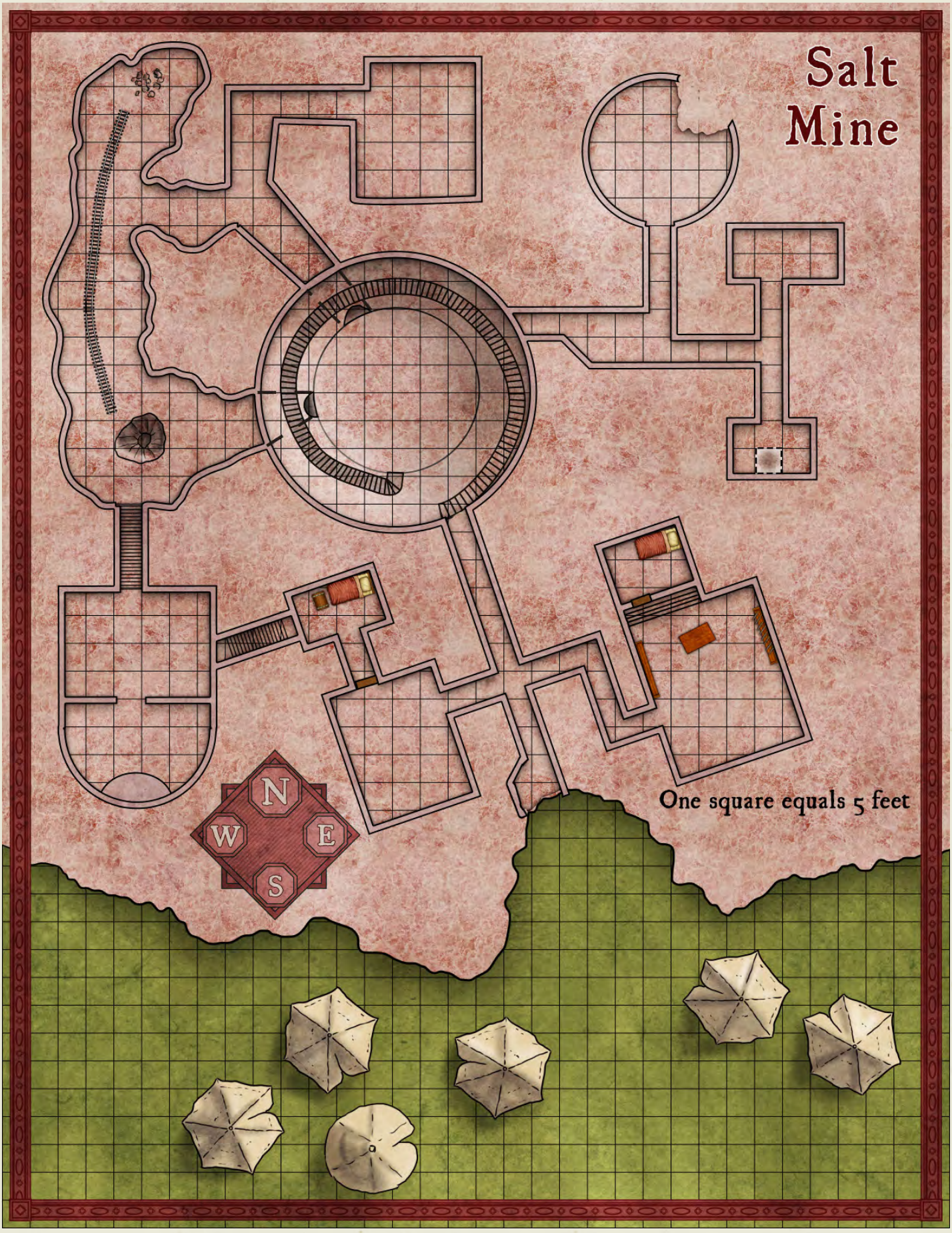


Temple of Skilled Hands



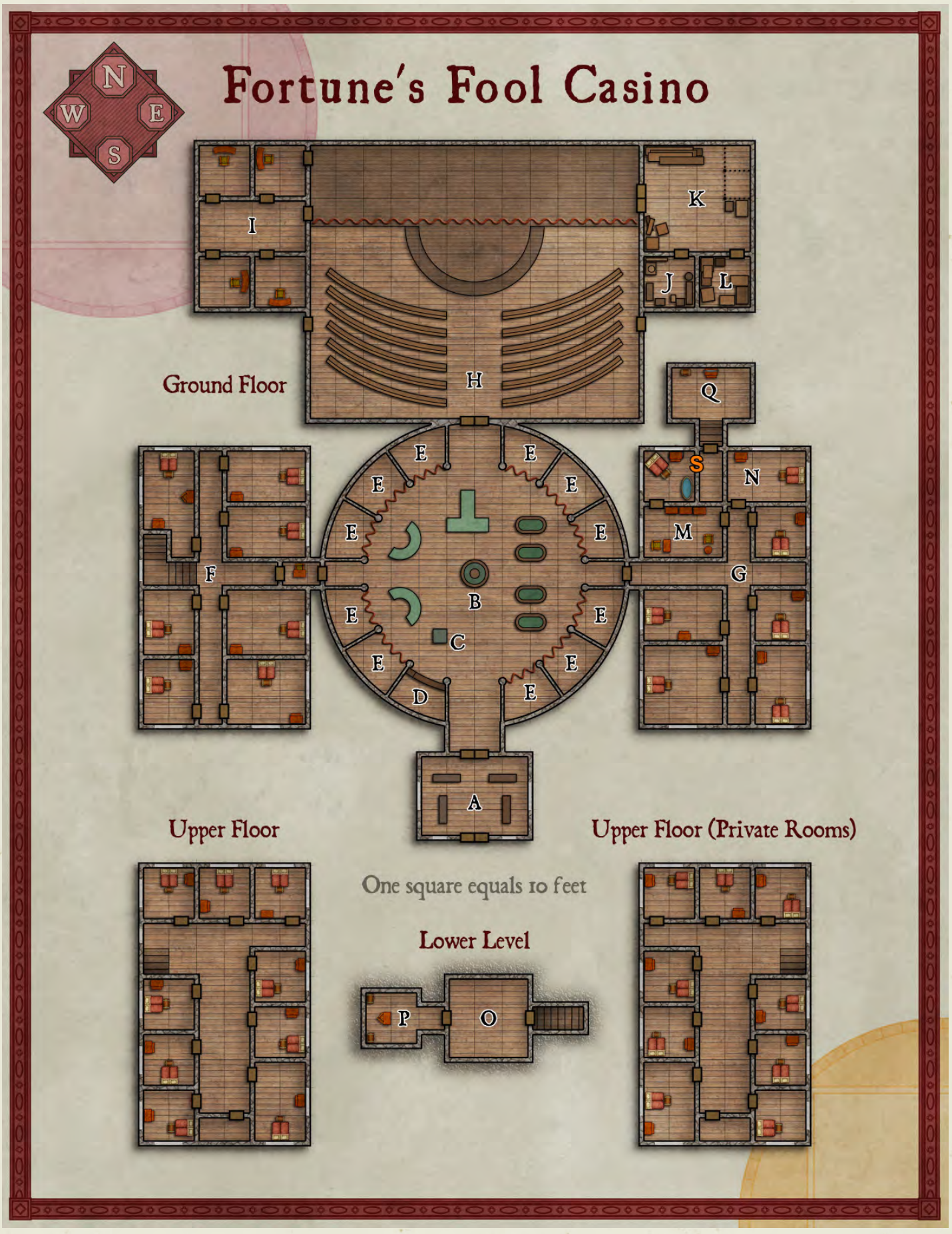
One square equals 10 feet

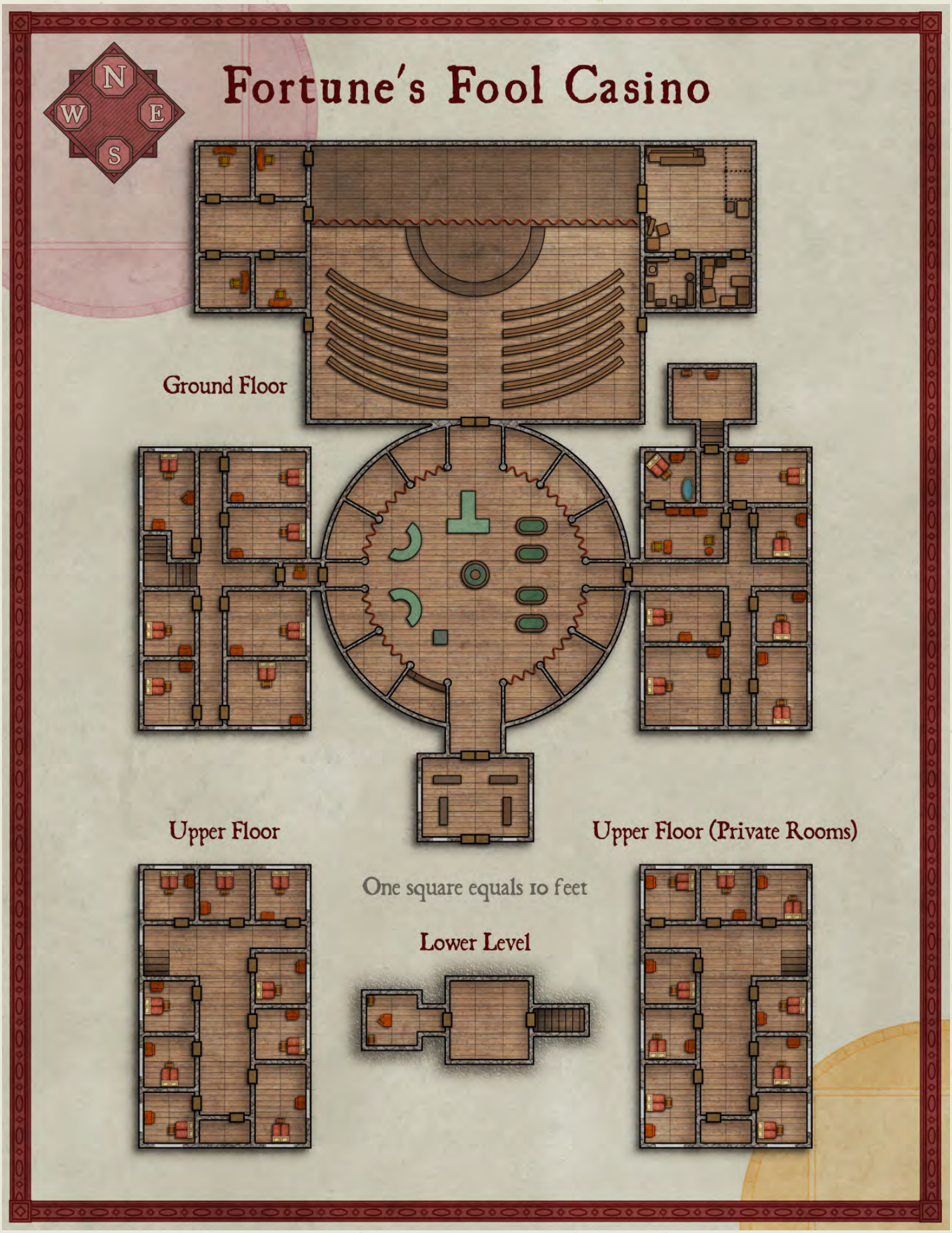

Salt Mine
7b
9
10
11
6
S
S
7
7a
12
5
S
3
S
8
4
2
T
N
W
E
S
One square equals 5 feet
1

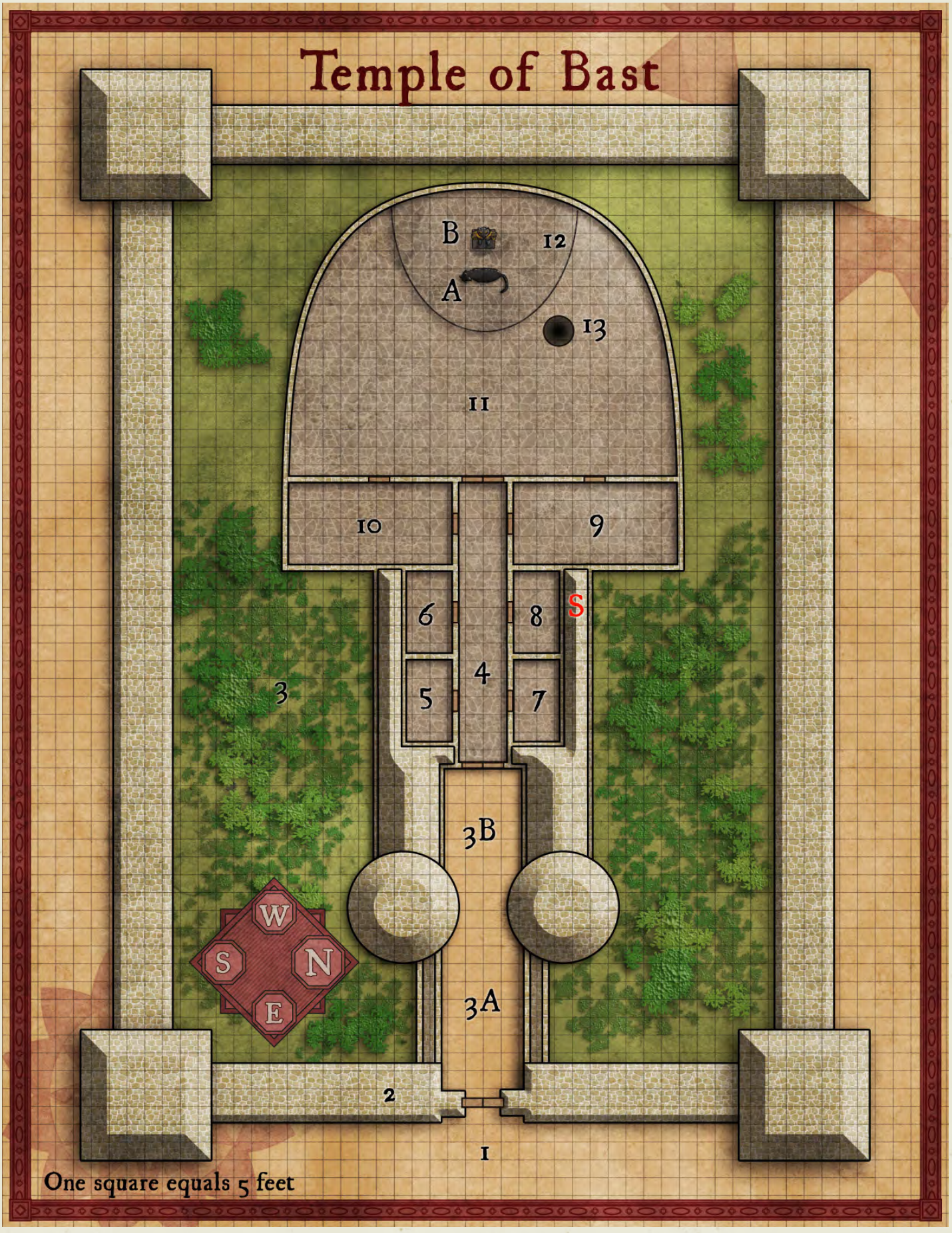

Salt Mine
N
W
E
S
One square equals 5 feet

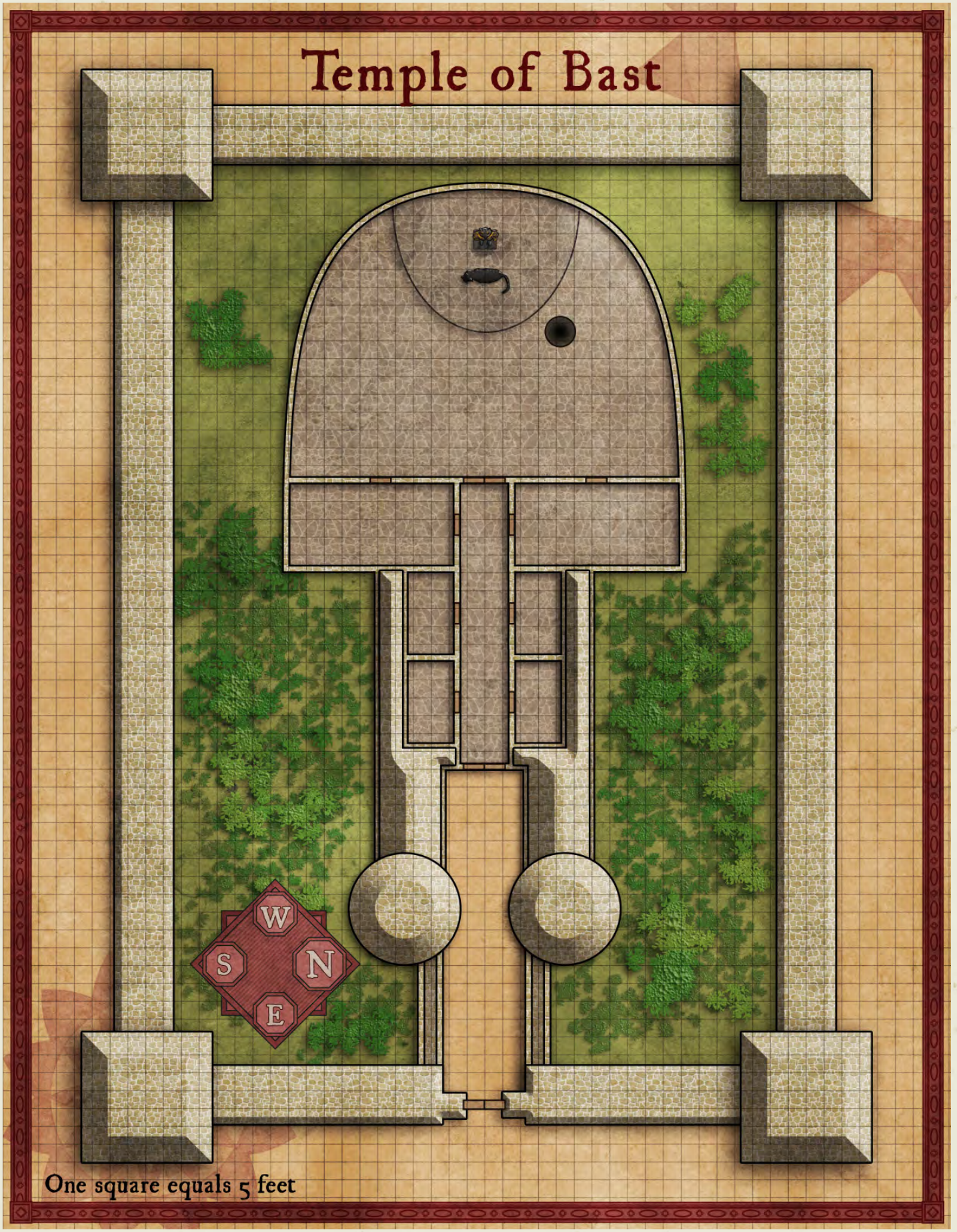

Boathouse
A
B
C
Z
Y
X
1
2
3
to Stoneheart River
N
W
E
S

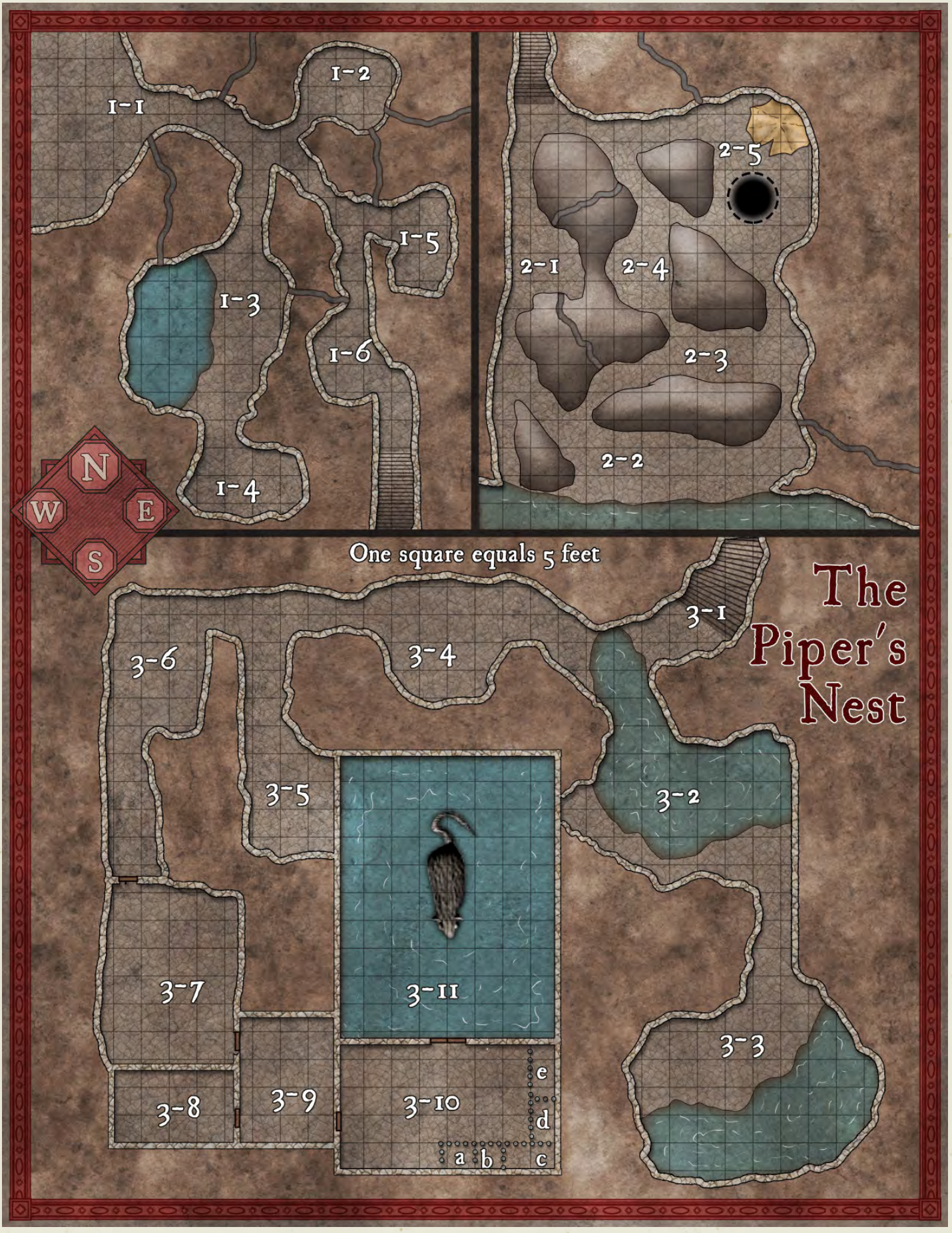

Boathouse
N
W
E
S

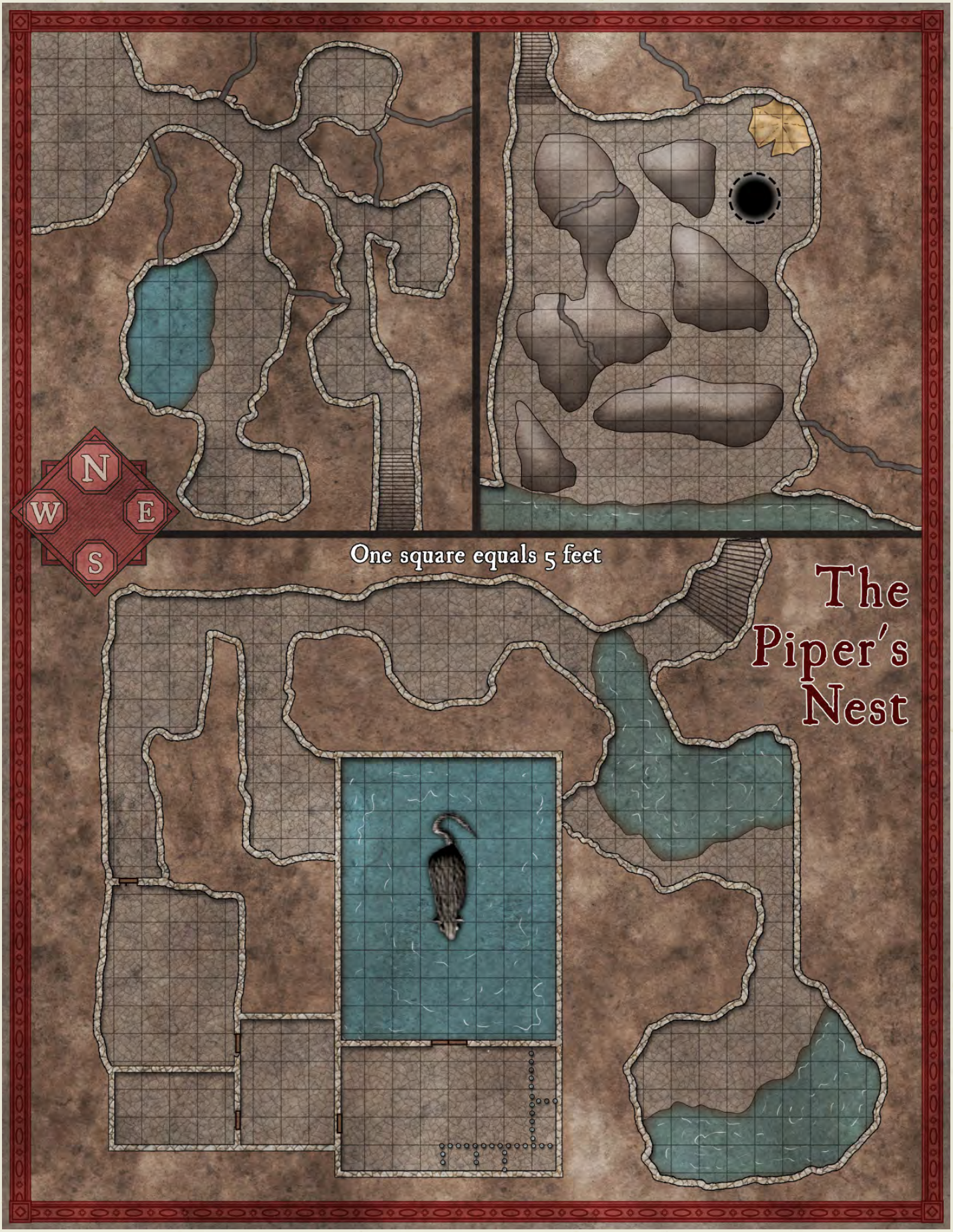

Fortune's Fool Casino
N
W
E
S
Ground Floor
Upper Floor
Upper Floor (Private Rooms)
One square equals 10 feet
Lower Level
A
B
C
D
E
F
G
H
I
J
K
L
M
N
O
P
Q
S

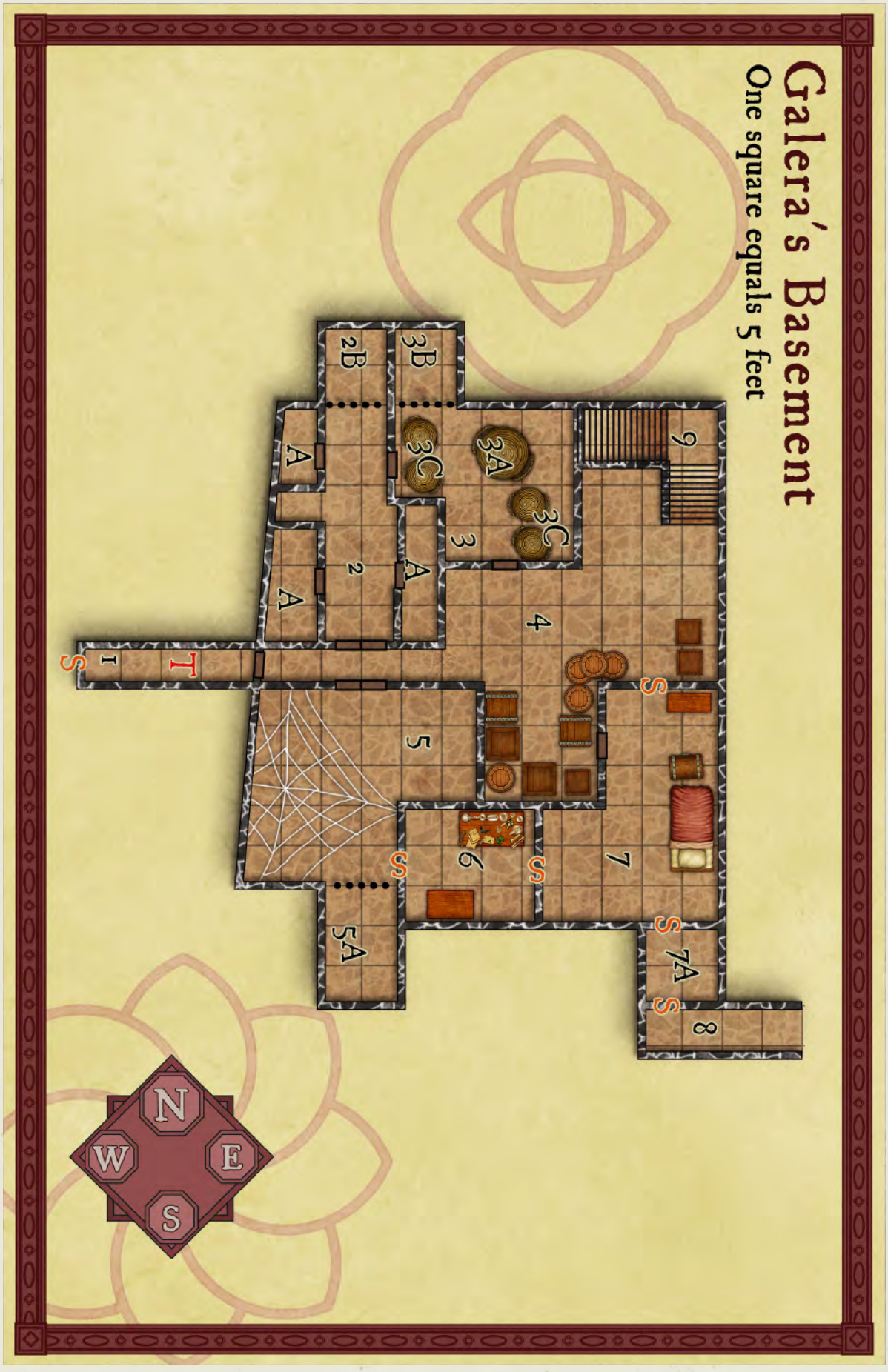

Fortune's Fool Casino
N
W
E
S
Ground Floor
Upper Floor
Upper Floor (Private Rooms)
One square equals 10 feet
Lower Level

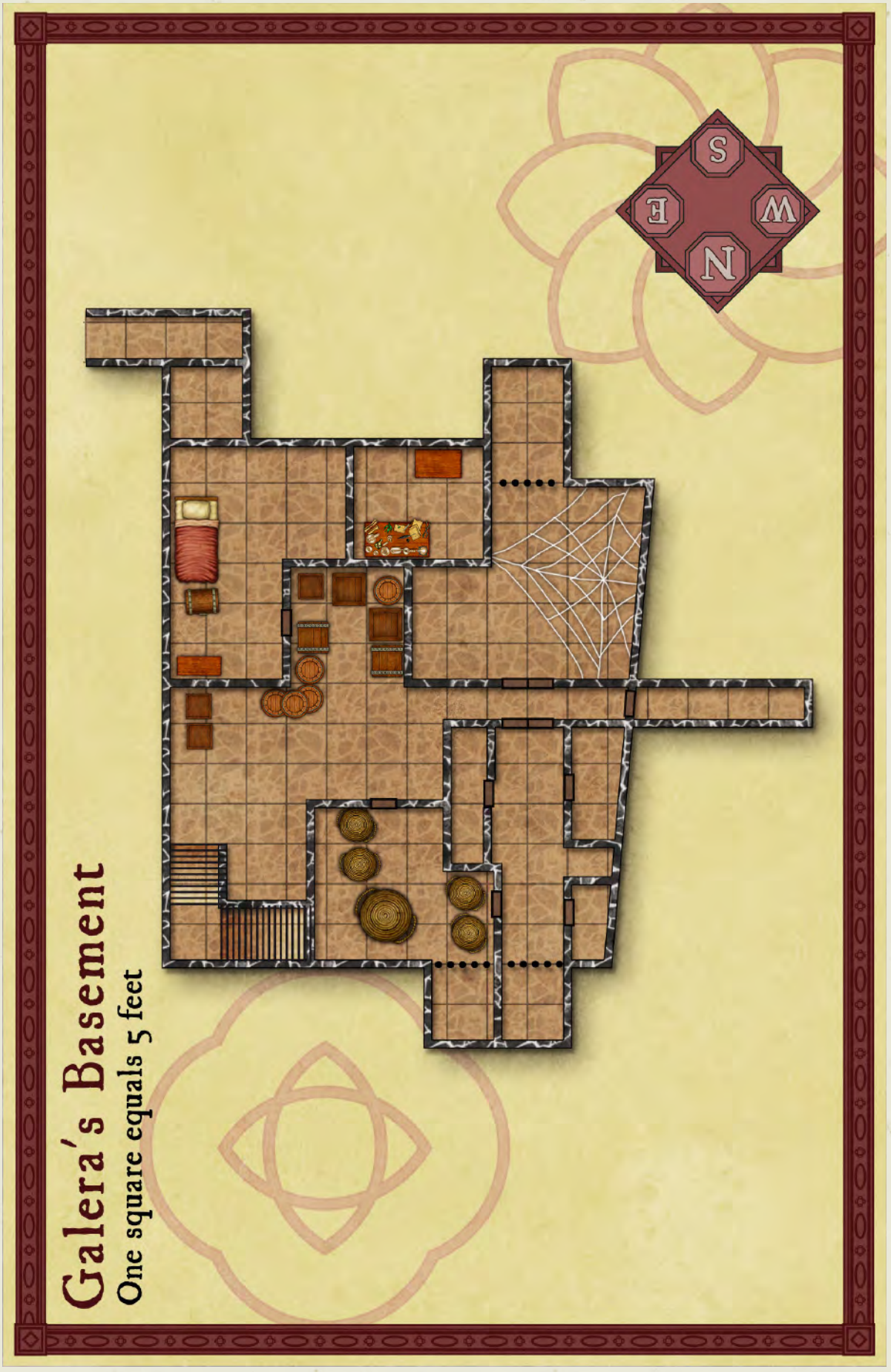

Temple of Bast
B
12
A
13
11
10
9
6
8
S
4
5
7
3
3B
W
S
N
E
3A
2
1
One square equals 5 feet


Temple of Bast
W
S
N
E
One square equals 5 feet


1-1
1-2
1-3
1-4
1-5
1-6
2-1
2-2
2-3
2-4
2-5
N
W
E
S
One square equals 5 feet
The Piper's Nest
3-1
3-2
3-3
3-4
3-5
3-6
3-7
3-8
3-9
3-10
3-11
a
b
c
d
e

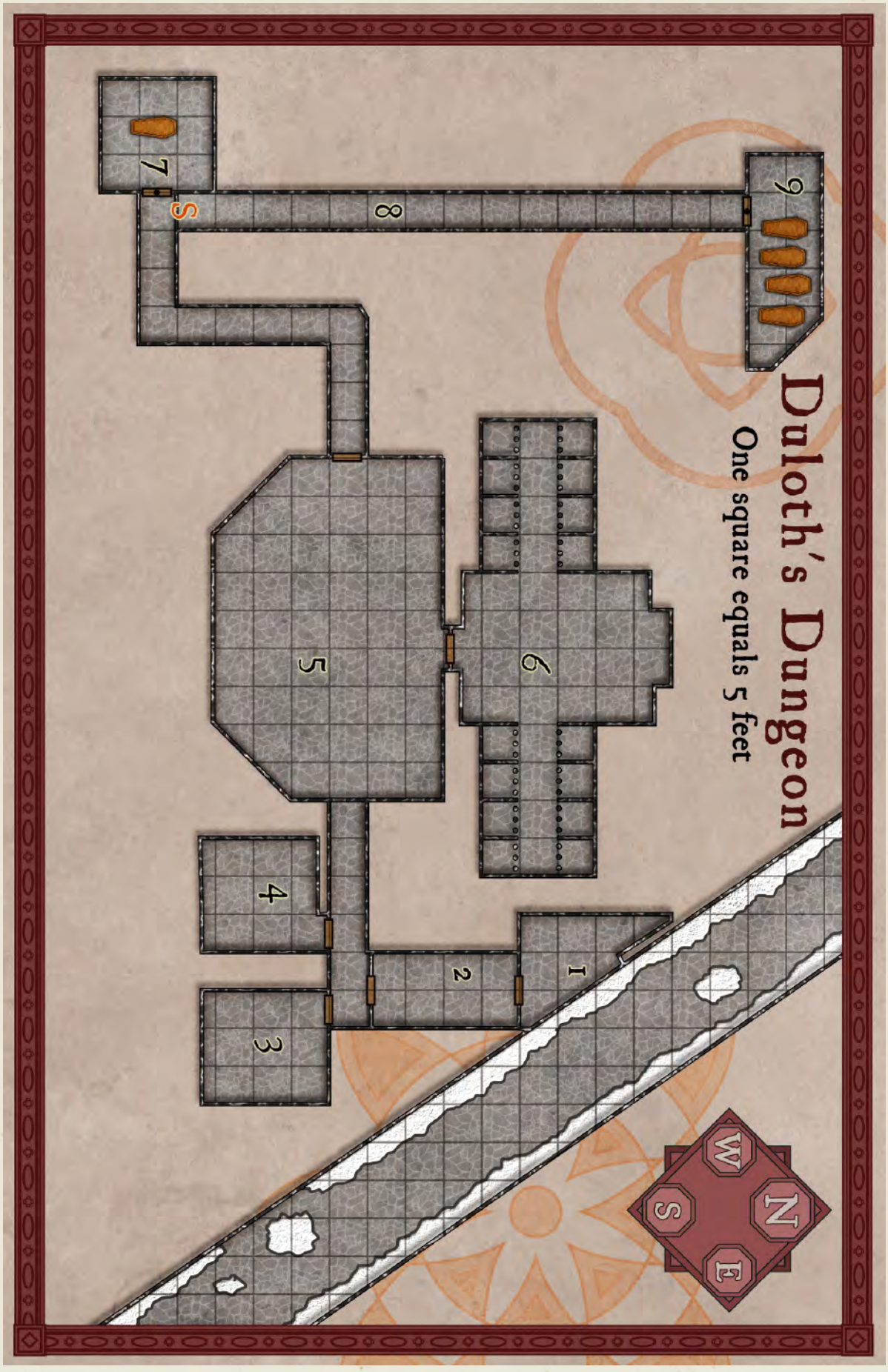

N
W
E
S
One square equals 5 feet
The Piper's Nest

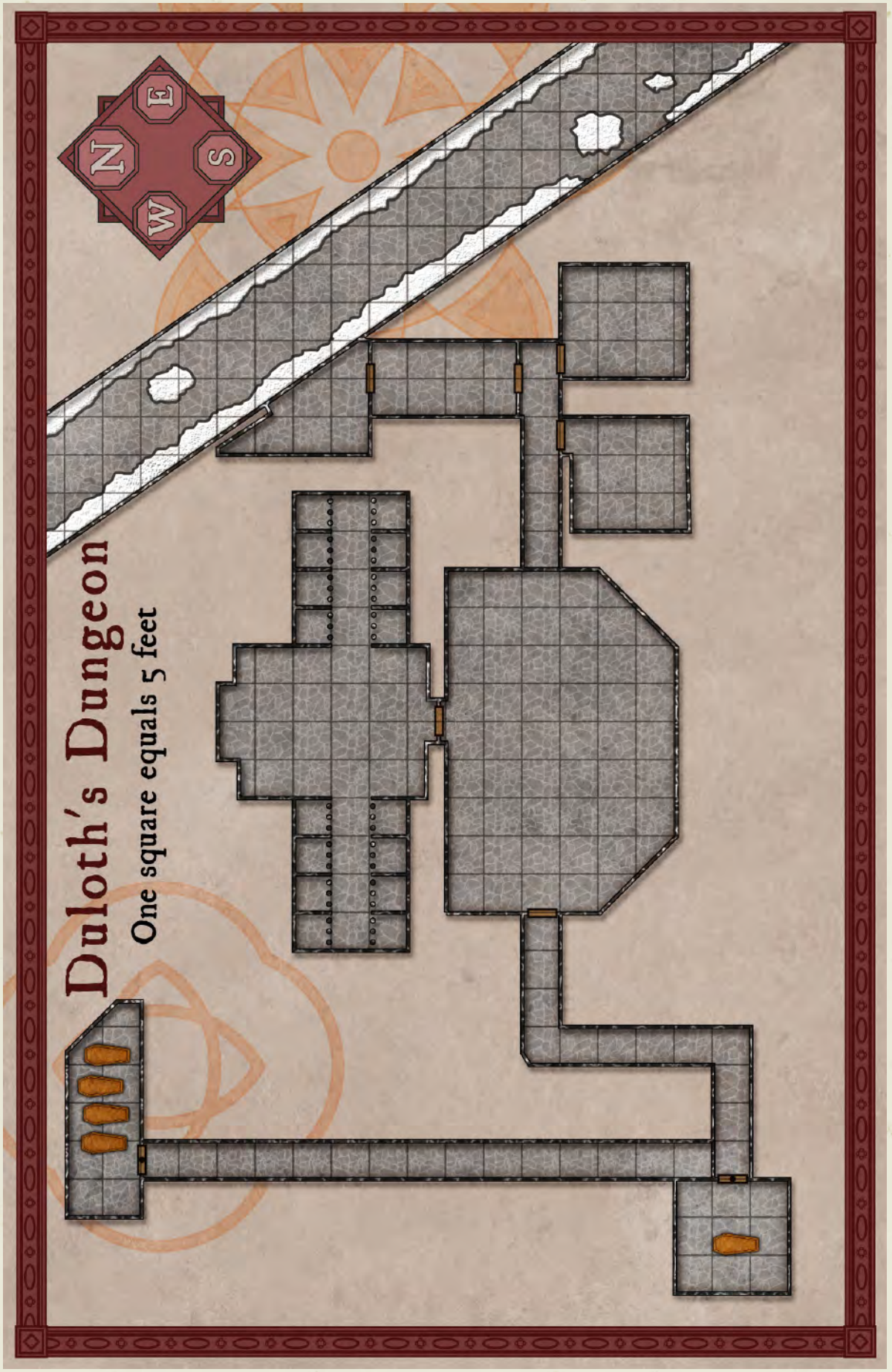

Galera's Basement
One square equals 5 feet
1
2
2A
2B
3
3A
3B
3C
4
5
5A
6
7
7A
8
9
S
T
N
W
E
S

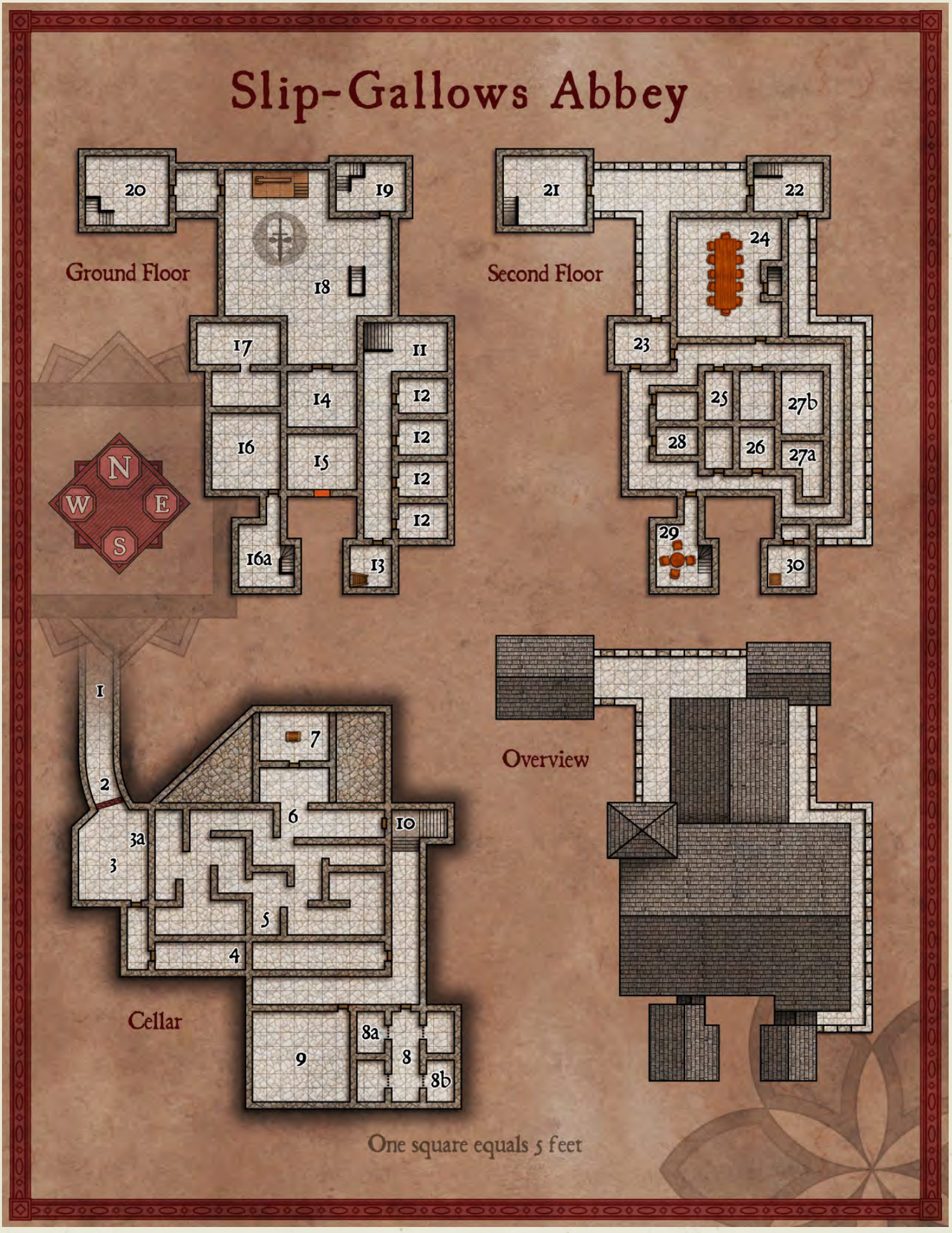

Galera's Basement
One square equals 5 feet
S
W
E
N

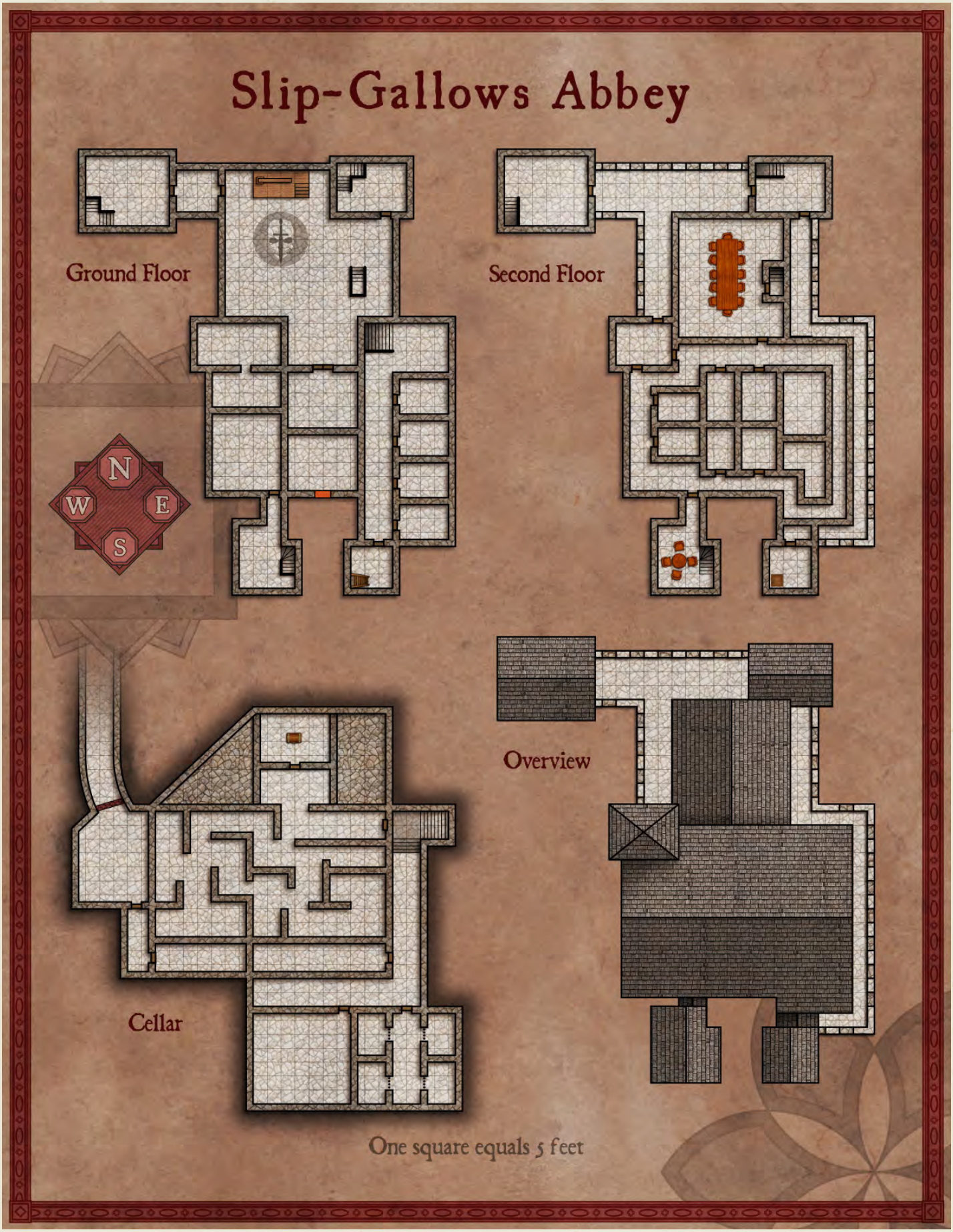

Gnoll Fortress
GF13b
GF12
GF14
GF13a
GF11
N
W
E
S
GF10
GF6
GF8
GF7
GF5
GF9
GF4d
GF4c
GF4b
GF4a
GF3
GF1
GF2
One square equals 10 feet


Gnoll Fortress
N
W
E
S
One square equals 10 feet


Duloth's Dungeon
One square equals 5 feet
1
2
3
4
5
6
7
8
9
S
W
N
S
E


Duloth's Dungeon
One square equals 5 feet
N
E
S
W


Slip-Gallows Abbey
Ground Floor
Second Floor
Cellar
Overview
N
W
E
S
1
2
3
3a
4
5
6
7
8
8a
8b
9
10
11
12
12
12
12
13
14
15
16
16a
17
18
19
20
21
22
23
24
25
26
27a
27b
28
29
30
One square equals 5 feet


Slip-Gallows Abbey
Ground Floor
Second Floor
N
W
E
S
Overview
Cellar
One square equals 5 feet

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Obituaries

Name & Level	Player Name	Cause of Death

Obituaries

Name & Level	Player Name	Cause of Death

Bard's Gate

1 Square - 200 Feet

N W E S

Hel's Acre

North Island

Short Channel

Central Island

Rogues' Island

Merthan Island

Trade Channel

Stoneheart River

Tent City

Founder's Park

Plaza of Dark Pleasures

Turlin's Well

Forest Circle

Grand Plaza

Grocers Plaza

Middle Ring

Upper Ring (Hill Top)

Lower Ring

Burned Section

The Forum

The Triangle

The Wash

Tradeway Landing

Guildhall Court

Circle of Gargoyles

Meinhardt Row

Geddes Row

Cristofferson Drive

Lawgiver Way

Winter Road

Magnesson Drive

Walker Ave.

Bunny Circle

W. Bard Street

Bard Street

Noble Road

Upper Cristofferson Drive

S. Bard Street

Knates Ave.

Avenez Way

Fraser Way

Canal

Kammer Ave.

Stefen-Wertz Road

Olsson Boulevard

Harness Ave.

King's Bridge

Gygack's Lane

King's Way

Lyre Bridge

Carpenter Lane

Fortune Ave.

Shady Way St.

Bigger's Row

Fact's Bridge

Bowie Way

Pokorny Ave.

Adam's Ave.

Lag Way

Sardinia Way

Rexford Way

West Sardinia Way

Nelson Way

East

Curtis Drive

Chaney Ave.

Jack Road

Jack Rabbit

Landwehr Lane

Mercedes Ave.

Stephens Ave.

Chase Ave.

Emlee Way

Fortune Ave.

Nature's Walk

Gehman Street

Goodman Ave.

New Gods Ave.

Tritos's End

Aermarket Row

Guild Street

Anson Way

Stefen-Wertz Road

Harness Ave.

Guild

Canal

West

Market Bridge

Hersh-Grohe Road

Meltzer Way

Wright Street

Finch Way

Marshall Street

S. Badolato Street

Jennell Quay

Berg Alley

Ramquist Way

Panas Cove

Greenberg Drive

Barnes End

Wampler Ave.

Globoski Way

Gruber Way

Jaffe Road

South Webb Way

Moon Street

Lindross Street

Ward Street

Market Way

Stewart Street

Merchant's Circle

Redmon Way

Kaze Road

The Triangle

Rufa Street

Wagdan Street

Mi1 Mi2 Mi3 Mi4 Mi5 Mi6 Mi7 Mi8 Mi9 Mi10 Mi11 Mi12 Mi13 Mi14 Mi15 Mi16 Mi17 Mi18 Mi19 Mi20 Mi21 Mi22 Mi23 Mi24

N1 N2 N3 N4 N5 N6 N7 N8 N9

H1 H2 H3 H4 H5 H6 H7 H8 H9 H10 H11

G1 G2 G3 G4 G5 G6 G7 G8 G9 G10 G11 G12 G13 G14 G15 G16 G17 G18 G19 G20

OT1 OT2 OT3 OT4 OT5 OT6 OT7 OT8 OT9 OT10 OT11 OT12 OT13 OT14 OT15 OT16 OT17 OT18 OT19 OT20

K1 K2 K3 K4 K5 K6 K7 K8 K9 K10

B1 B2 B3 B4 B5 B6 B7 B8 B9 B10 B11 B12 B13

T1 T2 T3 T4 T5 T6 T7 T8 T9 T10

BC1 BC2 BC3 BC4 BC5 BC6 BC7 BC8 BC9 BC10 BC11

A B C D E F G

O1 O2 O3 O4 O5 O6 O7 O8 O9 O10 O11 O12 O13 O14 O15 O16 O17 O18 O19 O20 O21 O22 O23 O24 O25 O26

TW1 TW2 TW3 TW4 TW5 TW6 TW7 TW8 TW9 TW10 TW11 TW12 TW13 TW14 TW15 TW16 TW17 TW18 TW19 TW20 TW21 TW22 TW23 TW24 TW25 TW26 TW27 TW28 TW29 TW30 TW31 TW32 TW33 TW34 TW35 TW36 TW37 TW38 TW39 TW40

D1 D2 D3 D4 D5 D6 D7 D8

C1 C2 C3 C4 C5 C6 C7 C8 C9 C10 C11 C12 C13 C14

ED1 ED2 ED3 ED4 ED5 ED6 ED7 ED8

SR1 SR2 SR3 SR4 SR5 SR6 SR7

Bard's Gate

City of the Lyre

Established centuries ago as little more than a ferry for travelers between the ancient cities of Tsen in the north and Remenos and Curgantium in the west, over the years Bard's Gate has grown from a small river crossing tended by a pig farmer into an important center of learning and trade. The city is famed far and wide as a bastion of the arts that welcomes bards, performers, writers, artists and crafters of all sorts. It is a beacon of civilization and a pillar of the western world.

Yet this citadel of enlightenment is also threatened by dark forces — gnolls and orcs from the Stoneheart Mountains, cults of evil gods lurking within and without, and the machinations of rivals and allies alike threaten the city daily, for the very freedom that draws artists and musicians from around the world also allows evil to flourish.

City of Adventures

While Bard's Gate serves as a cornerstone for The Lost Lands, it is also a fully-developed fantasy city that can be used in any campaign. A wide range of businesses and shops, churches and temples, homes, taverns, inns and other locations are described in detail, ready made for your ease of use. Bard's Gate is filled with unique NPCs, from the most influential leaders and wealthiest merchants on high to the lowliest beggar living in the gutter.

After a decade of playability, with the associated stories, tall tales, lies, and legends, Frog God Games presents you with the updated and reimagined The Lost Lands: Bard's Gate. In striking full-color, and more than doubling the size of the original, The Lost Lands: Bard's Gate details hundreds of individual locations and NPCs, gives an overview of the Lyre Valley and a complete history of the city, and quadruples the number of adventures that were found in the original, raising the total to 8. The adventures contained within are suitable for player characters of 1st level to 10th and even beyond. More than 20 pages of random encounter tables and descriptions give additional unique opportunities to fine-tune the city to your tastes.

The Lost Lands: Bard's Gate is not just for The Lost Lands campaign setting, it is designed with enough flexibility to be used in any campaign. Whoever you may be, whether prince or pauper, if you are a seeker of adventure, Bard's Gate welcomes you!

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Swords & Wizardry