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URBAN DRESSING



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GM'S MISCELLANY: URBAN DRESSING

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READING STAT BLOCKS

GM's Miscellany: Urban Dressing includes all necessary stat blocks; these notes explain how to read them. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat block appear in four sections: basic, defensive, offensive and supplemental.

BASIC

Name, CR and XP: The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.

Appearance: The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.

Sex, Race, Class and Level: If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.

Alignment and Type: The creature's abbreviated alignment and its type (including applicable subtypes).

Init and Senses: This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.

Speed: The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.

ACP and Movement Skills: ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

DEFENSIVE

AC: The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.

Immune, Resist and Weaknesses: If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.

Fort, Ref and Will: The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.

HP: The creature's full, normal hit points along with the number

SPECIAL ABILITIES

Special abilities appear in the section to which they are best suited. Thus, offensive abilities appear with a creature's attacks while defensive ones appear with its other defences. Full write-ups of irrelevant powers (such as those that could not affect combat) are omitted. The effects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations.

of hit dice it possesses. A bracketed hit point total indicates that the creature is injured. If the creature has damage reduction or hardness it appears here.

OFFENSIVE

Space, Base Atk and CMB: The creature's space, base attack bonus and CMB.

Melee: This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. This line also lists any specific feats a creature can use with the attack (for example Power Attack), but the effects of these feats are not included in the attack's statistics. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Ranged: This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. This line also lists any specific feats a creature can use with the attack (for example Point Blank Shot), but the effects of these feats are not included in the attack's statistics. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Atk Options: This section lists any abilities or feats that can affect more than one of the creature's attacks, unless it has already been presented with the creature's specific attacks. Subsequent listings describe all but the most basic abilities in depth.

Special Actions: This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.

Spells and Spell-Like Abilities: The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted ^D are domain spells. If applicable, a spell's DC is also provided.

Combat Gear: This section lists any combat-related equipment the creature possesses.

SUPPLEMENTAL

Abilities and Special Qualities: These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.

Feats: An alphabetical listing of all the creature's feats.

Skills and Languages: These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

Gear: This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

Spellbook: The contents of the creature's spellbook and its opposition schools.

ABOUT THE DESIGNERS

Ben Armitage's long hiatus before his return to gaming will inevitably be triumphant. Well, in his mind anyway. Ben started in role-playing games by forcing his younger brother to play while trapped on long car rides en route to family vacations. Obscure Tolkien and Marvel knockoffs comprised the initial offerings before playing HeroQuest with friends until the box fell apart. When another friend put together an AD&D 2nd Edition game, it was love at first sight. Well, not really, but what a good time! His long break from gaming came after a TPK in Ravenloft and about 15 years of life...

Now, a patent attorney and small business owner, Ben enjoys reading, writing, gaming, sports and any activity with his wife and three young children. He also brews beer while pretending to use his chemistry degrees. Ben currently plays Pathfinder in a small family game and writes for Raging Swan Press, Open Design and a few other upcoming projects.

Creighton Broadhurst is a keen gamer who passionately believes in the Open Gaming License and is dedicated to making his games as fun and easy to enjoy as possible for all participants. Reducing or removing entry barriers, simplifying pre-game prep and easing the GM's workload are the key underpinning principles of the products he releases through Raging Swan Press.

Over the last 11 years, Creighton has worked with Expeditious Press, Paizo and Wizards of the Coast. He now releases his own products through Raging Swan Press. You can read his thoughts on game design at raging-swan.livejournal.com.

Creighton lives in Torquay, England where, apparently, the palm trees are plastic and the weather is warm. He shares a ramshackle old mansion with his two children ("Genghis" and "Khan") and his patient wife. Famed for his unending love affair with booze and pizza he is an enduring GREYHAWK fan.

Brian "Fitz" Fitzpatrick lives with his family in beautiful Colorado trying desperately to avoid a gruesome death by low-flying soccer ball. Though he spends his days as a code monkey, he lives for the time he spends with his family, gaming or thinking about gaming throughout the week. When not pondering what's next for his own writing projects (moebiusadventures.com), he enjoys playing with his wife and daughters, his dogs, or with his friends in their latest campaigns. He's been playing some form of RPG since discovering D&D in 1982 and has explored worlds of horror, science fiction, super heroes, spies, and swords & sorcery (his favorite) ever since.

James F.D. Graham is an aspiring RPG writer/designer who is working hard to break into the business of RPGs. He caught the bug after participating in the 2009 RPG Superstar Contest by Paizo Publishing and blushingly admits he made it into the top 8. He is currently juggling his duties as a stay-at-home dad with

endless tinkering of house rules and producing his own content, as well as leading and playing several campaigns with friends.

James has a B.A. in History with an interest in piracy (the original kind, not electronic!). He resides in Halifax, Nova Scotia along with his impish nine-month old son and his roguish, and utterly supportive, wife.

Richard Green has been playing RPGs since 1980, and has enjoyed running D&D in all four editions. Previous freelance design credits include "A Blight on the Land", a Forgotten Realms adventure written for Dungeon #38 way back in 1992, and contributions to the "Iron Gazetteer" for Open Design. More recently, he has been working on the forthcoming 4th Edition Bestiary for Open Design's Midgard campaign setting.

He is currently running two regular 4th edition D&D campaigns set in the city and wider world of Parsantium, the first campaign setting he created since his teenage years. Check out his blog, At the Sign of the Green Man (<http://richgreen01.livejournal.com/>) to learn more about the Parsantium campaign setting and to read other posts about fantasy RPG gaming. Richard lives in London with his wife Kate and two cats. When he's not playing and writing D&D stuff, he likes to watch Crystal Palace FC try to win football matches.

Julian began his interest in roleplaying games with the classic "red box" in the early 1980s, then quickly progressed onto 1e AD&D when buying the *Player's Handbook* from none other than Ian Livingstone and Steve Jackson - of *Fighting Fantasy* and Games Workshop fame - at a convention in London.

Brian Liberge is a father of one, living in Boston, MA. Introduced to AD&D at an early age, he's continued to update with the editions and dives into new systems. He loves home-brewed ideas, is honest to a fault, and thinks mechanics should absolutely be shared between systems. Check out his previous work with StufferShack.com, the RPG Circus Podcast, The Gamer Assembly and Kobold Press.

Brian Wiborg Mønster hails from Denmark the ancient Viking kingdom, where he lives with his overbearing wife and two young sons, whom he trains to be wizards, although it seems that a bard and a barbarian is most likely result of his manipulation. He has played RPGs since 1990 and has tried a variety from AD&D, Call of Cthulhu, TMNT, and Star Wars, the old D6 version mind you, not the modern D20. Today it is Pathfinder he mainly plys his evil trade in.

He started gm'ing mainly because he thought the dungeons he explored were built by kind-hearted souls, he was convinced that a trap should aim to kill or at least seriously maim, because why else would you bother with using the trap to protect your precious dungeon? This idea was sparked by his exposure to Grimtooth the Troll and his magnificent traps. He has been called an evil GM but he usually just replies "I am a realistic GM,

and you take 65 points of damage, so roll up a new character!" Apart from rpgs he also enjoys everything Sword and Sorcery beat books, comics, RPGs, or movies, especially Conan.

Julian Neale has run and played in many games and game systems over the years, and likes writing game stuff for fun. He has contributed to Dragon magazine and the Kingmaker Adventure Path for Paizo, and is excited to work with Raging Swan Press.

Julian currently lives in the north of England, but plans to relocate further south in the future.

Marc Radle is a professional graphic artist and designer by trade. He is married and has three kids (one teenaged son and two very spoiled cats).

He started playing D&D in the late 70's – good old First Edition AD&D! He also played many other RPGs back then... Marvel Superheroes, Champions, Elfquest, FASA's Star Trek, Star Frontiers, the list goes on...but it always came back to AD&D! Marc faded out of gaming sometime after 2nd Edition came out – partially because 2nd Edition just didn't quite do it for him but also because his gaming friends turned into grownups, got real lives and moved away when Marc wasn't looking!

Third Edition D&D really pulled Marc back into the hobby and he has since become a HUGE fan of the Pathfinder RPG! He is absolutely thrilled with what Paizo has done for gamers everywhere and is even more thrilled that he can still enjoy playing (and contributing to) the game he loves. Thanks Paizo!

Marc has written and/or illustrated for a number of great game companies, including Kobold Quarterly, Open Design, Super Genius Games, Last Unicorn Games (back in the day), Headless Hydra Games, Jon Brazer Enterprises, Tricky Owlbear Publishing, Louis Porter, Jr Design and Raging Swan Press.

Brian J. Ratcliff was born and raised in south-central Texas, where he lived for 18 years before moving to Arizona, meeting his first gaming group, and being introduced to the video game *Neverwinter Nights* and through it to D&D 3.5 in 2003. He has since relocated to Chattanooga, Tennessee, where he works as a member of an accounting firm; by nights he tinkers with Pathfinder gaming ideas and homebrew setting and resources, and works his way toward completing a vast array of fiction stories. When not gaming, working on gaming projects, writing, or brainstorming with his co-author, he enjoys reading fantasy, sci-fi, and/or anything that blends the two, playing video games (primarily console JRPGs), and spending time with his family's five dogs.

Liz Smith was introduced to RPGs at the age of 14 and has been involved with them ever since, most notably in the long-running Joe Wood Commoner Campaign. Quiet, observant and an avid reader, she mostly finds herself pushed into the GM seat for games and somehow manages to fit a lot of things into a 24-hour day, becoming a full-time writer in 2002. She is now a published poet, non-fiction writer and novelist, and is proud to be able to add RPG work to the list at last. She currently lives in the UK but prefers world-hopping to dull reality.

Jacob Trier has been a book-worm since before he could walk. Growing up, the library was one of his favorite places, and his love of fantasy and role-playing games was kindled by Sword and Sorcery pick-your-path books and Dragonlance novels. At age ten, he got his hands on the AD&D 2nd edition Players Handbook, and he has been a gamer ever since. His singular claim to fame was an unsuccessful run at the title of RPG Superstar in 2012.

When he isn't slaying trolls or guiding his players towards certain death and dismemberment, he's busy playing the roles of father and husband. He and his lovely wife are the proud parents of two lively sons, both future gamers if their dad has anything to say about it. Trained as a journalist, he pays the bills handling communication at a local Social and Health Care College. He lives near Aarhus, Denmark.

Josh Vogt is a full-time freelance writer and editor. He works with a variety of RPG developers and publishers and has sold fiction to Paizo's Pathfinder Tales, Grey Matter Press, the UFO2 & UFO3 anthologies, Intergalactic Medicine Show and Shimmer, among others. His upcoming debut fantasy novel is also with Paizo's Pathfinder Tales. You can find him at JRVogt.com or @JRVogt. He is made out of meat."

Daron Woodson is a published (self- and otherwise) third-party author for the Pathfinder Roleplaying Game by Paizo Publishing, LLC. In addition to over six years of administrative writing experience, Daron has authored over one hundred highly-rated and well-reviewed products under the trade name Abandoned Arts, and also works as a freelance author and content editor for several other third-party PFRPG publishers, and for online writing services like Scripted and Writer Access. Daron lives in Jacksonville, Florida, and spends the majority of his efforts there avoiding any direct contact with the sunlight.



DRESSING

NAMING LOCATIONS

This section comprises five tables:

- Table A: Descriptive
- Table B: Creatures
- Table C: People
- Table D: Objects
- Table E: Other

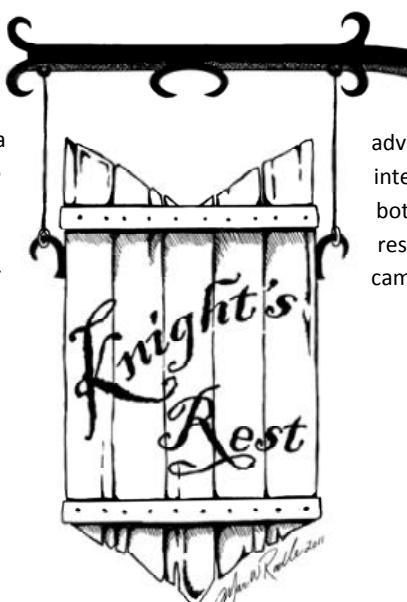
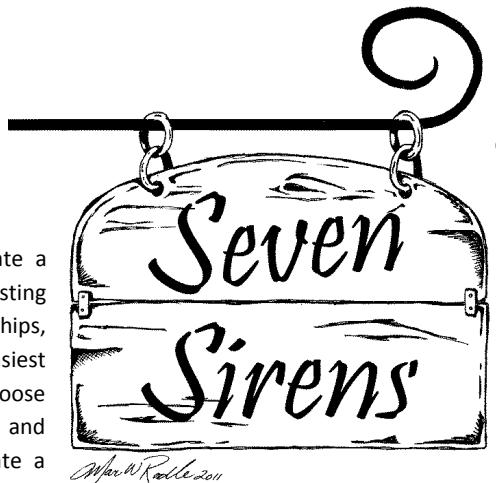
These tables can be used to generate a virtually limitless number of interesting names for shops, taverns, ships, adventuring groups and so on. The easiest way to use these tables is to simply choose any two of the five, roll once on each and apply the results in order to generate a name. In many cases, you will need to add

the word 'The' or 'and' to the name as appropriate.

The GM can instead opt to roll twice on the same table. The resulting names tend to be a bit more straightforward or mundane (especially if the GM rolls twice on Table D: Objects). For example, The Book and Candle might be the perfect name for a wizard's magic shop while The Kettle and Cauldron, could be a great name for an alchemist's shop.

If the GM is more adventurous, he might decide to roll on three tables instead of two. Doing so most likely requires the GM to be a bit more open-minded and creative with the results. However, such results can be well worth it – imagine the potential story behind an inn called The Toothless Harpy's Lute!

Yet another option is to roll on one or two tables as described above. Then, roll a single die (a D10 or D20 works well) and use the number rolled as an actual word to be added to the name generated. This method results in colourful names such as The Seven Scholars or Three Angry Wenches.



It is also important to remember that a GM is always free to skip the dice altogether and simply pick words from the tables that strike his fancy or that fit his needs. The GM can even pick words simply because they have nice alliteration or roll easily off the tongue (The Treacherous Toad, Amorous Ankheg or Saucy Shepherd).

Examples: The GM decides he needs a quick name for an inn, so he rolls once on Table A: Descriptive and once on Table B: Creatures. He rolls a 2 and a 39, resulting in the words Angry and Griffon. With the addition of the word "The", the GM names the inn The Angry Griffon, surely an interesting name his players will have little trouble remembering.

The GM could have instead decided to roll on Table B: Creatures and Table D: Objects, resulting in an inn called The Badger and Bucket.

Perhaps the GM needs a quick name for a pirate ship, so he rolls once on Table B: Creatures and once on Table E: Other, resulting in The Medusa's Gaze.

Don't worry if the resulting name does not make sense at first glance. The beauty of inn names, or other similar sorts of names, is that they can be so named because of local custom, superstitions, the owner's interests or loves or simply because they sound good.

A GM can allow a nonsensical name to fuel his creativity: why is that inn called The Chaste Minstrel? What interesting story or adventure hook lies behind the name? This interesting background adds detail and depth to both the inn and the settlement in which the inn resides. This in turn helps to make the GM's campaign world really come alive!

NAMING LOCATIONS: TABLE A (DESCRIPTIVE)

D%	
1	Amorous
2	Angry
3	Arrogant
4	Bashful
5	Bawdy
6	Black
7	Blue
8	Brass
9	Brave
10	Broken
11	Brown
12	Bronze
13	Burning/Burnt
14	Chanting
15	Chaste
16	Choking
17	Clever
18	Copper
19	Courageous
20	Comely
21	Cowardly
22	Creeping
23	Crooked
24	Dancing
25	Dreaming
26	Drunken
27	Dull
28	Empty
29	Flaming
30	Flying
31	Frozen
32	Graceful
33	Gasping
34	Gold/Golden
35	Grasping
36	Green
37	Grey
38	Grinning
39	Hairy
40	Happy
41	Homely
42	Honest
43	Honorable
44	Hopping
45	Hungry
46	Haunted
47	Insufferable
48	Jealous
49	Jumping
50	Laughing

51	Last
52	Lazy
53	Leaky
54	Leaning
55	Leaping
56	Leering
57	Lonely
58	Lucky
59	Lusty/Lustful
60	Mad
61	Modest
62	Mystic
63	Oily
64	Passionate
65	Patient
66	Platinum
67	Pompous
68	Prancing
69	Proud
70	Purple
71	Raging
72	Randy
73	Red
74	Rusty
75	Salty
76	Saucy
77	Scarlet
78	Silent
79	Silver
80	Singing
81	Sinking
82	Sleeping/Sleepy
83	Slippery
84	Smiling
85	Squinting
86	Stone
87	Thirsty
88	Thundering
89	Toothless
90	Treacherous
91	Tricky
92	Valorous
93	Vengeful
94	Vulgar
95	Wandering
96	Weeping
97	White
98	Wonton
99	Wounded
100	Yellow

INNS & TAVERNS

Inn names have perhaps the most flexibility when selecting tables. For the most consistently useful results, however, try one of the following selection options:

- Roll once on Table A: Descriptive and then once on Table B: Creatures, Table C: People or Table D: Objects. (Examples: The Bawdy Abbot, The Leaky Tankard).
- Roll once on any two of the following tables: Table B: Creatures, Table C: People or Table D: Objects. (Examples: The Harpy and Skull, The Bard and Bottle).
- Roll twice on any one of the following tables: Table B: Creatures, Table C: People or Table D: Objects. (Examples: The Wench and The Warrior, Axe and Crown).

D20

1	The Bawdy Abbot
2	The Leaky Tankard
3	The Wench and the Warrior
4	Axe and Crown
5	The Harpy and Skull
6	The Bard and Bottle
7	The Green Triton
8	The Lonely Snake
9	The Laughing Hydra
10	The Duck and Harpy
11	The Bucket and Cockatrice
12	The Shepherd and Lady
13	The Witch and Jester
14	The Treacherous Lady
15	The Silver Staff
16	The Cursed Wheel
17	The Bishop and Lantern
18	The Singing Crossbow
19	The Hag and Guillotine
20	The Church Inn

NAMING LOCATIONS: TABLE B (CREATURES)

D%	
1	Ankheg
2	Badger
3	Banshee
4	Basilisk
5	Beetle
6	Behir
7	Boar
8	Bugbear
9	Bunyip
10	Cat
11	Centaur
12	Chimera
13	Cobra
14	Cockatrice
15	Cockroach
16	Crow
17	Cyclops
18	Derro
19	Devil
20	Dolphin
21	Dog
22	Dragon
23	Drake
24	Dryad
25	Duck
26	Eagle
27	Ettercap
28	Ettin
29	Falcon
30	Familiar
31	Fish
32	Gargoyle
33	Genie
34	Ghost
35	Giant
36	Gnoll
37	Goblin
38	Golem
39	Griffon
40	Grig
41	Grindylow
42	Gremlin
43	Hag
44	Harpy
45	Hippogriff
46	Hobgoblin
47	Horse
48	Homunculus
49	Hydra
50	Imp

51	Jabberwock
52	Kobold
53	Kraken
54	Leprechaun
55	Lich
56	Linnorm
57	Lion
58	Lizard
59	Manticore
60	Medusa
61	Mermaid
62	Minotaur
63	Naga
64	Nymph
65	Ogre
66	Orc
67	Owl
68	Otyugh
69	Owlbear
70	Peacock
71	Phoenix
72	Pixie
73	Pony
74	Rakshasa
75	Rat
76	Roper
77	Sahuagin
78	Salamander
79	Satyr
80	Scorpion
81	Serpent
82	Siren
83	Spectre
84	Sphinx
85	Spider
86	Spriggan
87	Snake
88	Stingray
89	Stirge
90	Sylph
91	Tengu
92	Titan
93	Toad
94	Treant
95	Triton
96	Troll
97	Turtle
98	Unicorn
99	Worg
100	Wyvern

SHOPS

In addition to inns, the names of many other types of shops in a town can be easily generated. For the most part, such names follow the same recommendations as inns. However, for the most consistently useful results, try one of the following selection options:

- Roll once on any two of the following tables: Table B: Creatures, Table C: People or Table D: Objects. (Examples: The Abbot and Idol, Scribe and Scroll).
- Roll twice on any one of the following tables: Table B: Creatures, Table C: People or Table D: Objects. (Examples: The Fiddle and Quill, Lute and Lyre).

D20

1	The Abbot and Idol
2	Scribe and Scroll
3	The Fiddle and Quill
4	Lute and Lyre
5	Porter's Rest
6	The Noble's Caress
7	The Slumbering Wyrm
8	The Grasping Roper
9	Arrow and Armour
10	Herbalist's Cauldron
11	Chains and Shackles
12	Hoof and Bone
13	Drum and Whistle
14	Dragon's Delve
15	The Warrior's Arm
16	The Flaming Candle
17	Heraster's Quill
18	The Anvil and Flame
19	Twin Wheels
20	The Stuffed Phoenix

NAMING LOCATIONS: TABLE C (PEOPLE)

D%	
1	Abbot
2	Abjurer
3	Adept
4	Alchemist
5	Aristocrat
6	Assassin
7	Barbarian
8	Bard
9	Barrister
10	Baron
11	Beggar
12	Bishop
13	Blacksmith
14	Burglar
15	Cavalier
16	Chamberlain
17	Chancellor
18	Cleric
19	Conjuror
20	Constable
21	Cook
22	Disciple
23	Diviner
24	Druid
25	Duke/Duchess
26	Emperor
27	Enchanter
28	Evoker
29	Executioner
30	Farmer
31	Fiddler
32	Fighter
33	Fisherman
34	Fishmonger
35	Footpad
36	Friar
37	Gypsy
38	Hangman
39	Harlot
40	Hermit
41	Highwayman
42	Hooligan
43	Horseman
44	Huntsman
45	Illusionist
46	Inn Keeper
47	Inquisitor
48	Jailer
49	Jester
50	King

51	Knight
52	Lady
53	Lass
54	Lord
55	Mage
56	Magus
57	Maiden
58	Mariner
59	Miller
60	Minstrel
61	Monarch
62	Moneylender
63	Monk
64	Mystic
65	Necromancer
66	Noble
67	Oracle
68	Paladin
69	Peasant
70	Peddler
71	Pickpocket
72	Pilgrim
73	Piper
74	Plowman
75	Porter
76	Priest/Priestess
77	Prince/Princess
78	Queen
79	Ranger
80	Rogue
81	Sailor
82	Scholar
83	Scribe
84	Servant
85	Shaman
86	Shepherd
87	Sheriff
88	Soldier
89	Sorcerer
90	Spinster
91	Squire
92	Steward
93	Summoner
94	Transmuter
95	Traveller
96	Warrior
97	Wench
98	Witch
99	Wizard
100	Woodsman

SHIPS

With a little creativity, the tables can also be used to name ships and other vessels. *The Leaping Mermaid* or *Silver Ghost* would be appropriate names for a sailing ship, while the *Grinning Skull* might be perfect for a pirate vessel. For the most consistently useful results when naming ships, try one of the following selection options:

- Roll once on Table A: Descriptive and then once on Table B: Creatures, Table C: People or Table D: Objects. (Examples: *The Dancing Dolphin*, *Mad Triton*).
- Roll once on Table B: Creatures or Table C: People and once on Table E: Other. (Examples: *Siren's Folly*, *Kraken's Pride*).

D20

1	<i>The Dancing Dolphin</i>
2	<i>Mad Triton</i>
3	<i>Siren's Folly</i>
4	<i>Kraken's Pride</i>
5	<i>Drake's Glory</i>
6	<i>King's Revenge</i>
7	<i>Death's Shadow</i>
8	<i>Screaming Death</i>
9	<i>The Wrath</i>
10	<i>The Wailing Mermaid</i>
11	<i>Wavecrest</i>
12	<i>Ocean Rover</i>
13	<i>The Lioness</i>
14	<i>Siren of the Waves</i>
15	<i>The Sea Rat</i>
16	<i>Death's Breath</i>
17	<i>Vengeance</i>
18	<i>Repulse</i>
19	<i>The Acheron</i>
20	<i>Black Doom</i>

NAMING LOCATIONS: TABLE D (OBJECTS)

D%	
1	Arrow
2	Amulet
3	Axe
4	Barrel
5	Beard
6	Bell
7	Blade
8	Blood
9	Bolt
10	Bone
11	Book
12	Bottle
13	Bridge
14	Bucket
15	Carriage
16	Castle
17	Cauldron
18	Candle/Candlestick
19	Chain
20	Chalice
21	Claw
22	Club
23	Crossbow
24	Crown
25	Crust
26	Cup
27	Dagger
28	Drum
29	Elixir
30	Fang
31	Feather
32	Fiddle
33	Flame
34	Flagon
35	Flask
36	Gauntlet
37	Gem
38	Goblet
39	Grape
40	Guillotine
41	Hammer
42	Hand
43	Harp
44	Head
45	Helm
46	Home
47	Hoof
48	Hook
49	Horn
50	Hourglass

51	Idol
52	Jug
53	Ink Well
54	Kettle
55	Key
56	Lantern
57	Lute
58	Lyre
59	Mask
60	Moon
61	Mug
62	Noose
63	Oak
64	Pick
65	Plough
66	Prince
67	Quill
68	Quiver
69	Rock
70	Rose
71	Scabbard
72	Scarecrow
73	Scimitar
74	Scroll
75	Shackles
76	Shield
77	Shovel
78	Skull
79	Spear
80	Staff
81	Star
82	Still
83	Stone
84	Sun
85	Tabard
86	Tail
87	Talisman
88	Tankard
89	Throne
90	Tome
91	Tooth
92	Torch
93	Tower
94	Trident
95	Trowel
96	Wand
97	Wave
98	Whistle
99	Wheel
100	Whip

PLACE NAMES

The GM can also use the tables to generate location or place names for his campaign world, including mountain passes, hills, caves and so on. For the most consistently useful results, try one of the following selection options:

- Roll once on Table B: Creatures or Table C: People and once on Table E: Other. (Examples: Burglar's Roost, Hermit's End).
- Choose (or create) the name of an important, famous or legendary person in the campaign world and then roll once on Table E: Other. (Examples: Hrothgar's Leap, Grellick's Rest).

D20

1	Burglar's Roost
2	Hemrit's End
3	Hrothgar's Leap
4	Grellick's Rest
5	Baron's Folly
6	Knight's Way
7	Shepherd's Venture
8	Ranger's Depths
9	Hangman's Gate
10	Sages' Square
11	The Wailing gate
12	Death Alley
13	Squire's End
14	Horseman's Ditch
15	Slaughter Ford
16	Battle Lane
17	Mud Alley
18	Berilith's Fall
19	Bone Hill
20	The Shadowed Glen

NAMING LOCATIONS: TABLE E (OTHER)

D%	
1	Ancient
2	Bane
3	Banquet
4	Bite
5	Bless
6	Breath
7	Brew
8	Brood
9	Call
10	Caress
11	Choice
12	Cold
13	Courage
14	Crazed
15	Curse
16	Dance
17	Dark
18	Deadly
19	Death
20	Deep
21	Delve
22	Depths
23	Desire
24	Dream
25	Embrace
26	End
27	Fate
28	Fiery
29	Flourish
30	Fog
31	Folly
32	Fool
33	Gambit
34	Gamble
35	Gasp
36	Gaze
37	Gift
38	Glory
39	Grace
40	Grasp
41	Grip
42	Haunt
43	Holiday
44	Honour
45	Hope
46	Howl
47	Hunt
48	Ire
49	Jest
50	Kiss

51	Laugh
52	Leap
53	Lost
54	Love
55	Luck
56	Mad
57	Masquerade
58	Menagerie
59	Mercy
60	Miracle
61	Misplaced
62	Nightmare
63	Oath
64	Path
65	Plague
66	Prayer
67	Pride
68	Promise
69	Quest
70	Rage
71	Rampage
72	Rest
73	Revenge
74	Rhyme
75	Roost
76	Scream
77	Shadow
78	Shining
79	Slumber
80	Smile
81	Song
82	Sorrow
83	Soul
84	Spirit
85	Sting
86	Storm
87	Strike
88	Stupid
89	Surprise
90	Terror
91	Triumph
92	Vengeance
93	Venture
94	Wail
95	Walk
96	Way
97	Whisper
98	Wish
99	Wrath
100	Young

ORGANISATIONS

With even more creativity, the GM can generate interesting names for adventuring bands, knightly orders, mercenary groups, mysterious cabals and the like simply by rolling on any one or two of the tables before adding words or phrases like Company, Knights, Order or Brotherhood to the result.

D20

1	The Black Wyvern Company
2	Brotherhood of the Scarlet Tome
3	Order of the White Blade
4	The Company of Dragon's Tome
5	Order of the Shining Light
6	Sisterhood of the Bloody Arrow
7	Brotherhood of the Empty Scabbard
8	The Crimson Hydra's Hand
9	Knights of Fallen Banner
10	The Ghost Fall Company
11	Band of the Cursed Wanderers
12	Men of the Radiant Starburst
13	Warriors of the Sun's Glory
14	Knights of Bloodied Axe
15	Brotherhood of the Virtuous Whisper
16	Fellowship of the Broken Shield
17	The Bone Guard
18	Sisterhood of the Ebon Destroyers
19	Guards of the Eternal Vigil
20	Blessed Fellowship of the Peacock

ALLEYWAYS: APPEARANCE

Alleyways tend to be low on upkeep; used as either unofficial storage areas or handy rubbish dump for nearby buildings. It is not unlike navigating a goblin warren or an old dungeon in many ways, as you search for your footing and peer warily around each shadowy corner. The table below first presents the width, floor type and other salient terrain features before providing a brief description of 100 alleyways.

Tip: To use this chart when running a chase scene (see the *GameMastery Guide*), roll once for each card to add flavour to the obstacle.

D%	DESCRIPTIONS
1	10 ft., dirt floor, light rubble; a pile of broken wooden crates lie on one side.
2	10 ft., dirt floor, dim light; the sound of a cat mewling loudly carries into the street, though none can be seen. One side is lined with garbage bins.
3	5 ft., cobblestones in poor repair, light rubble; two men play a dice game near the far corner.
4	10 ft., cobblestone, dim light; a young girl sits as if waiting for someone.
5	10 ft., dirt floor; 3d4 youths are standing about gossiping.
6	5 ft., dirt floor; charcoal graffiti marks the walls.
7	5 ft., mud floor, light rubble; smells of cattle.
8	10 ft., cobblestones, dim light; high walls on either and a clothesline with fresh linen hangs between open windows.
9	5 ft., dirt floor, patches of dim light; walls narrow at the end to no more than 3 ft. and begin twisting around corners in a labyrinthine fashion.
10	10 ft., cobblestone; a small, metal fountain, depicting various legendary figures, rests at the back of this dead end.
11	10 ft., dirt floor, dense rubble; many empty, loose barrels are haphazardly scattered about.
12	5 ft., cobblestone, dim light; high thatched roofs allow only thin shafts of sun into the alley.
13	5 ft., cobblestone; this well maintained path leads to a small, locked (DC 20 Disable Device) iron gate. A small courtyard lies beyond.
14	10 ft., cobblestone in poor repair, light rubble; an iron lamp hangs from the back of a neighboring shop, keeping this alley lit at night.
15	5 ft., hard-packed dirt floor; remarkably empty. A DC 20 Knowledge (dungeoneering) check reveals the alley is as clean as if a gelatinous cube had moved down it.
16	10 ft., dirt floor; dozens of footprints mar the walkway, marking it as well traveled for an alley.
17	10 ft., dirt floor; a few women have gathered at one of its intersections to socialize and mend clothes.
18	5 ft., dirt floor; dried blood marks the walls in savage spray patterns.

19	5 ft., cobblestone; bits of the walls have begun to peel and flake off onto the ground, producing a chalky mist when walked through.
20	10 ft., dirt floor; several ropes hang tied from one of the neighboring rooftops.
21	5 ft., cobblestone; an arch wrapped in ivy covers the entrance to this alley.
22	10 ft., dirt floor, dim light; vagrants huddle closely together, trying to make themselves insignificant as people pass.
23	10 ft., cobblestone; a number of the cobblestones have been carved to resemble faces in profile.
24	5 ft., dirt floor; quotes from legend have been painted along one wall. The other is bare.
25	10 ft., cobblestone; a merchant has left his wagon parked here unattended; there is just enough room to squeeze by.
26	5 ft., dirt floor; grass is struggling to grow in small patches down this alley.
27	5 ft., dirt floor; a bull's-eye has been painted on the far wall of this dead end. Different sized holes indicate people have not just been throwing darts.
28	5 ft., dirt floor, dim light; stagnant water has pooled in this alley.
29	10 ft., dirt road, light rubble; a heap of rotting produce attracts flies and other pests.
30	5 ft., dirt floor; new constructions jut into the alley at odd angles, forcing hard turns where the width reaches as few as one and a half feet.
31	10 ft., cobblestone street; only recently paved.
32	5 ft., dirt floor, dense rubble, dim light; filled with garbage piled four feet high from the neighboring buildings.
33	5 ft., cobblestone, light rubble. One of the walls has a two-foot wide hole covered by a stretched hide. Loose stone still litter the ground nearby.
34	10 ft., cobblestone, dim light; high walls block most of the sun.
35	5 ft., dirt floor; eerie pipe music echoes from around the next bend.
36	10 ft., dirt floor; opens into a small, unofficial square where several alleys meet.
37	5 ft., dirt floor; a large mastiff sleeps at the back entrance of an adjacent shop.
38	5 ft., dirt floor, light rubble; a pile of ragged children's clothing has been abandoned here.
39	5 ft., cobblestone, dim light; bits of bone have been worked in amongst the stones in the paving.
40	5 ft., dirt floor, light rubble; scraps of metal pipe lean against one wall.
41	5 ft., cobblestone; the stone arch at the mouth of this alley is engraved with the image of the god of magic.
42	10 ft., dirt floor; rustling sounds emerge from several barrels of refuse due to rats digging around inside.

43	10 ft., dirt floor; a small wooden gate, easily jumped, stands locked at the mouth of this alley. The lock has rusted shut.	71	10 ft., cobblestone; copper pipes run down from the gutters above.
44	5 ft., dirt floor; a long old rug of red and gold has been rolled out over half the length of this alley.	72	10 ft., dirt floor; an old cloth lies over two crates, left over from a makeshift table or sales counter.
45	5 ft., dirt floor; a wind chime made of empty glass bottles hangs from an adjacent roof.	73	10 ft., dirt floor; flower baskets hang from a nearby window, filling the air with perfume.
46	10 ft., dirt floor; this alley slopes slowly downward.	74	5 ft., dirt floor, light rubble; two vagrants lie sleeping, wrapped in blankets.
47	5 ft., cobblestone; this alley features a steep decline that widens at the end into an intersection.	75	5 ft., dirt floor; the smell of spoiled milk hangs in the air.
48	5 ft., dirt floor, dim light; high walls block the direct sun. A glass prism hangs from one building corner, faintly painting the air with a rainbow of colour.	76	10 ft., dirt floor, dense rubble; a broken cart lies in the middle of the alley, partially stripped of parts.
49	10 ft., cobblestone in poor repair, light rubble; a hunk of meat lies rotting in the sun.	77	5 ft., dirt floor; two old men play a game of horseshoes and are arguing about the rules.
50	10 ft., uneven dirt floor, light rubble; slight incline.	78	5 ft., dirt floor; a troupe of alley cats has created a pile of dead birds near one back door.
51	Variable width, dense rubble. A collapsed house has created an unofficial alley between two streets.	79	10 ft., dirt floor; deep treads have dug into the earth from heavy wagon traffic.
52	5 ft., dirt floor; wooden beams have been set into the dirt to keep it traversable after heavy rains.	80	10 ft., dirt floor; a lilac tree thrives at one corner, giving a pleasant scent with each breeze.
53	10 ft., dirt floor, dim light; wooden boards overgrown with vines serve as a fence between two adjacent buildings.	81	5 ft., dirt floor with the consistency of mud, light rubble, dim light; smells of manure.
54	5 ft., dirt floor, light rubble; a man re-thatches an adjacent roof and tosses old straw into the alley.	82	10 ft., dirt floor; a number of stone blocks are piled to one side, giving easy access to an adjacent roof.
55	5 ft., cobblestone, dim light; heavy curtains hang as doors at each end of this alley.	83	5 ft., cobblestone; a group of youths tosses rocks at passing carriages. They scatter if approached.
56	5 ft., cobblestone; dead end with a hatch at the end that leads into the sewers.	84	5 ft., dirt floor; inclines to the entrance of a private home.
57	10 ft., dirt floor; a silver swan is set into one of the walls. Several scrapes show where people have failed to remove it forcibly.	85	5 ft., cobblestone; a locked wooden box hangs from a wall, taking anonymous donations to help the poor.
58	5 ft., dirt floor, dim light; high walls create a powerful wind tunnel.	86	10 ft., dirt floor; foreign traders selling specialty wares crowd this alley.
59	5 ft., cobblestone; slopes under the bridge of a larger street.	87	5 ft., brick laid floor; dim light; high walls.
60	5 ft., dirt floor; an abandoned, adjacent building has no doors and is used as a shortcut.	88	10 ft., cobblestone floor painted gold and silver.
61	10 ft., dirt floor; birds fight over scraps of food.	89	10 ft., dirt floor; handmade flyers poster the walls advertising various services and merchants.
62	5 ft., cobblestone; a small shrine with stained glass windows depicting prophets of flame. Several of the windows are cracked and broken.	90	5 ft., dirt floor; a hawk sits atop one wall, watching all who enter.
63	5 ft., dirt floor; a steep decline, then a sharp turn and a steep incline back up to another street.	91	5 ft., dirt floor; a few men lean against one wall smoking pipes.
64	10 ft., cobblestone, light rubble; small pots, boxes and old tools clutter the alley.	92	5 ft., cobblestone; a dead-end at first glance. An unlocked door is set into the far wall, leading to the other end of the alley.
65	10 ft., dirt floor; a string of colourful handkerchiefs, tied between buildings, swings in the breeze.	93	5 ft., dirt floor, light rubble; smells of salt air and fish guts. Old nets lie abandoned at one end.
66	5 ft., dirt floor; two dwarves slowly carry a large keg of ale between them.	94	10 ft., dirt floor; two kids duel with wooden spoons.
67	5 ft., dirt floor; "No Trespassing" is painted at the entrance in large letters.	95	5 ft., dirt floor; a young woman tunes a lute.
68	2 ft., dirt floor, dim light; very close walls.	96	5 ft., dirt floor, dim light; a fractured humanoid skull lies in the dirt.
69	5 ft., cobblestone; multiple engraved arches are spread over the length of this alley.	97	10 ft., dirt floor; an abandoned fire burns low toward the end of the alley.
70	5 ft., dirt floor, dim light; dark strands of hair are matted in among the dirt.	98	5 ft. widens out to 15 ft., cobblestone; once the alley widens, rosebushes line one side.
		99	10 ft., cobblestone; light blue curtains fill the windows on either side.
		100	5 ft., dirt floor; smells of mint and parsley.

ALLEYWAYS: NAMES

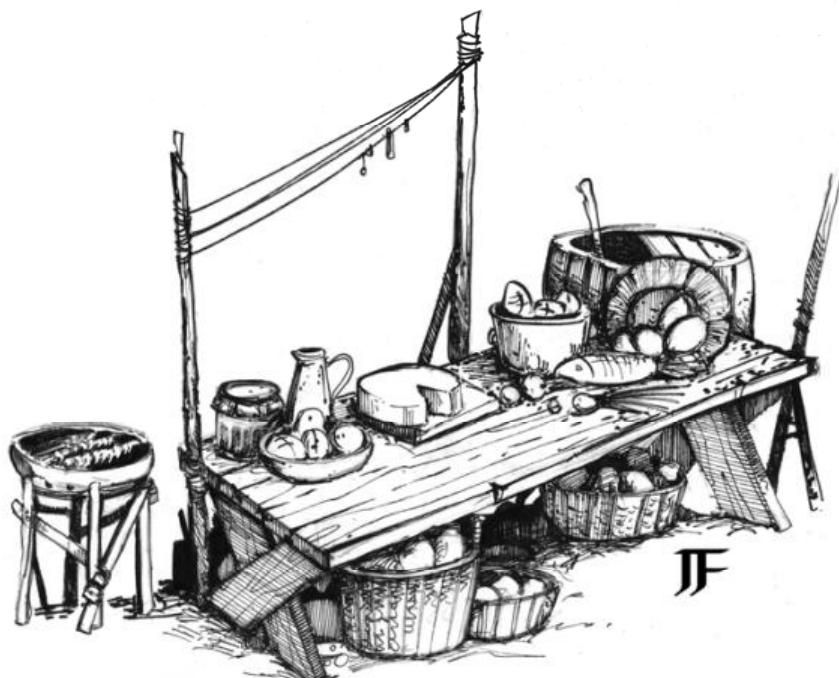
Some alleyways are so minor that they do not have an official name. Others might have more than one name – that used by the locals and the other bestowed by the town's officials.

D% ALLEYWAY NAMES

1	Access Way
2	Adage Alley
3	Apprentice Way
4	Arrow Alley
5	Bass Alley
6	Broken Horn Alley
7	Bruiser Alley
8	Caster Way
9	Cat Path
10	Char Lane
11	Cherry Lane
12	Chill Alley
13	Courtier Alley
14	Dagger Pass
15	Dander Alley
16	Demesne Alley
17	Devil's Pass
18	Distant Pass
19	Dragon Chin Alley
20	Durgin Alley
21	Dusty Walk
22	Edgar Alley
23	Elder Alley

24	Eldritch Alley
25	Everdown Alley
26	Executioner Alley
27	Extra Alley
28	Ferry Pass
29	Fey Lane
30	Fool's Errand
31	Frogman Way
32	Ghast Alley
33	Ginger Alley
34	Goblin Ear Alley
35	God Street
36	Gorgon Alley
37	Grasping Alley
38	Green Alley
39	Gremlin Passage
40	Grifter Alley
41	Halfling's Pass
42	Hammer Alley
43	Heartache Way
44	Hidden Moon Alley
45	Homely Lane
46	Inferno Alley
47	Ivy Lane
48	Jackal Lane
49	Jacob's Alley
50	Jumping Lane
51	King's Alley
52	Knight's Pass
53	Languid Lane

54	Light's Passage
55	Lover's Quarrel
56	Lucy Lane
57	Manfried Alley
58	Manger Street
59	Mikle Alley
60	Never True Lane
61	Noman Lane
62	Nunnery Alley
63	Odd Lump Pass
64	Ogre Gullet
65	Old Head Lane
66	Once Ridge Lane
67	Outland Alley
68	Pardon Alley
69	Peddler Alley
70	Pidgin Pass
71	Pilgrim Passage
72	Poison Oak Alley
73	Porter Street
74	Pumpkin Alley
75	Quiet Alley
76	Rats Passage
77	Reckless Alley
78	Redbeard Alley
79	Righty Lane
80	Rolling Alley
81	Rumpled Alley
82	Scabbard Pass
83	Shamble Street
84	Shifter Street
85	Silk Way
86	Soapmaker's Lane
87	Stagnant Alley
88	Summoner's Pass
89	Swan Lane
90	Tether Alley
91	Tremble Lane
92	Turtle Walk
93	Tuttle Passway
94	Uncle Alley
95	Vapid Alley
96	Winter's Breath Alley
97	Wolf's End
98	Yester Way
99	Youngling Lane
100	Zero Alley



ALLEYWAYS: HOOKS, COMPLICATIONS & OPPORTUNITIES

Alleys are the shortcuts, backrooms and hangouts of the shady and less fortunate. Use this table to determine what opportunities or complications the PCs encounter.

D20

1	A carpentry shop is using the alley to store stock. A dirty, young boy watches over the wood.
2	A piece of parchment is tacked onto the wall near the entrance reading "Toll Road. 2 Copper". An empty clay pot sits under the sign. A thief hides nearby and tries to pickpocket those not paying.
3	Crude runes, drawn in blood cover one wall. A DC 20 Knowledge (planes) check identifies the demon lord the author praises.
4	A layer of smoke hangs in the air, filtering out from an open window. There is no fire, but a large gathering of merchants smoke cigars within and discuss the setting of prices for key goods.
5	A sinkhole has formed, pulling the corner of a building down and making passage tricky at best.
6	A pack of stray dogs has chased a young child up onto a stack of barrels.
7	A rope of knotted sheets hangs from an upper floor. A woman calls out looking for her missing child.
8	A young man sits behind an overturned crate trying to gather folks for a game of cards. He tries to raise the stakes after the first hand.
9	2d4 lepers lie at the end of the alley. A young priest stands over them praying loudly for a miracle.

10	An old woman frantically tries to sell a collection of masterwork weapons. She claims they belonged to her ex-husband and she can no longer bare the sight of them.
11	A low hanging, pale blue fog fills the alley, created when an absentminded alchemist tripped and dropped his reagents. Anyone who enters has nightmares for 1d4 weeks.
12	Several shepherds try to coax their sheep back onto the main thoroughfare.
13	Several gang members beat another on suspicion of being a snitch.
14	A young girl lies crying on the floor. She could be in genuine distress or a diversion for a lurking mugger.
15	An imposing figure calls to any who look battle ready, looking for competitors for an unlicensed boxing club.
16	A rogue tries to sell a bejeweled dagger to the PCs. The dagger is very distinctive and its previous owner wants it back.
17	The upper floor of an adjacent building collapsed during a recent storm, blocking the alley and burying at least one person below the wreckage.
18	A hooded kenku offers to buy, sell and trade secrets. The first secret is free.
19	A fortune teller offers to predict the future in exchange for the memories of a day already passed.
20	Without any warning, a slum dweller throws a bucket of night soil into the alley from an upstairs window.

ALLEYWAYS: ENCOUNTERS

Alleyways can be very dangerous places. This chart contains hard to ignore threats to add combat to your alley scene.

D12 NPC

1	A dire rat (<i>Bestiary</i>) digging through trash treats passerby as threats to its territory.
2	A wererat (<i>Bestiary</i>) monologues its plan to rise up through the underworld to a pack of 2d6 dire rats (<i>Bestiary</i>). He orders an attack on perceived spies. The rats lair in an extensive warren below the alley.
3	An assassin vine (<i>Bestiary</i>) has been transplanted here by a savage plant mage (<i>NPC Codex</i>). The mage lurks nearby to see what the assassin vine catches.
4	1d6 shadows (<i>Bestiary</i>) hide in the darkness of a rarely traveled alley, looking to snuff the light from the living.
5	A freelance thief (<i>NPC Codex</i>) looks to make money fencing magic items to adventurers. He is desperate for a sale and if the PCs seem wealthy sells their details onto his fellow thieves.

6	A drunk barbarian (<i>Sundering Axe, NPC Codex</i>) looks to prove his worth through combat and challenges a PC to a fist fight. If he is defeated, he (bizarrely) makes friends with the group and is an excellent drinking companion. Sadly, trouble follows him.
7	2d6 bullying brawlers (<i>NPC Codex</i>) are looking to seek vengeance against citizens of this town after the mayor publicly mocked an elder of their order.
8	2d4 (<i>NPC Codex</i>) guards are looking to increase their total arrests by the end of the week and accuse the PCs for an imagined crime.
9	A carnivorous blob (<i>Bestiary 2</i>) has emerged from the city sewers. Like always, it's hungry.
10	1d6 nuglub gremlins (<i>Bestiary 2</i>) hide in the shadow looking for something to kill.
11	A tick swarm (<i>Bestiary 2</i>) leaps off the corpse of a stray dog, seeking its next warm blooded meal.
12	A hungry fog (<i>Bestiary 3</i>) lingers, attracted by an ongoing feud between noble houses.

ALLEYWAYS: ASSOCIATED NPCs

Use the NPC bios below to portray the folk encountered near the alleyway. Either determine randomly which NPC the PCs encounter or choose a suitable candidate.

D20 NPC

1	Aea
2	Namtar Elway
3	Lucky Allara
4	Leofgar Greycloak
5	Grace of Mortar
6	Cedric Bellweather
7	Siflaed Blueheart
8	Big Green Veli
9	Mara Accad
10	Lucius
11	Hilt
12	Gislin Halftall
13	Artemare Gale
14	Good Deal Gaut
15	Samanti Harborrow
16	Patza Njar
17	Emerald Green
18	Ton
19	Gin Tellia
20	Enil Westmire

AEA

CN female human bard 1/rogue 2

Appearance: Young woman with long dark hair who dresses in loose, colourful silks.

Personality: Aea plays it very cool, but internally she is calculating to the point of worry.

Mannerisms: Constantly brushes her hair back when nervous or intimidated.

Hooks: Aea is a con artist who could have retired comfortably years ago. She continues for the thrill favouring cons like “the lost princess,” “the starving peasant” and “the jilted lover.”

NAMTAR ELWAY

NG male commoner 1

Appearance: Brown haired, dirty-faced man of decent build.

Personality: Namtar is kind with a cheerful outlook.

Mannerisms: Very energetic, he tends to stretch anxiously when not on the move.

Hooks: Namtar is a professional porter, usually delivering small items. He cuts through the back alleys to save time and can get into trouble just by rushing around a corner and stumbling into a seedy situation.

LUCKY ALLARA

N female dwarf rogue 1/expert 2

Appearance: Dirty blonde hair tied in braids; dressed in black leather.

Personality: Tries to be charming but has little patience.

Mannerisms: Sighs and shakes her head when frustrated.

Hooks: Allara runs back alley dice games and acts as a bookie for all kinds of bets. She recently took bets on whether or not the local lord would ever find a wife. He found out and the local militia has orders to arrest her.

LEOFGAR GREYCLOAK

NE male human rogue 4

Appearance: Thin face with a pointed black beard.

Personality: Leofgar is infinitely patient.

Mannerisms: He likes to keep his hand busy and is often found fingering a coin or dagger.

Hooks: Leofgar tends to lurk in alleys off mercantile streets or in the shadier parts of town. He would rather steal coin quickly and stealthily but uses violence against out-of-towners.

GRACE OF MORTAR

NG female halfling druid 3

Appearance: Grimy face and short-cropped hair; tightly tailored clothes.

Personality: Grace exudes a calm joy. She stoically takes in the bustle of the city.

Mannerisms: She is very concerned with how things smell, sniffing about wherever she goes.

Hooks: Grace is an urban druid paying attention to the balance of city life. She has noticed that the rats are disappearing and wants to know why.

CEDRIC BELLWEATHER

LN male half-elf wizard 1

Appearance: Keeps a very clean image, with hair drawn back tightly and well kept clothes.

Personality: Cedric is curious and easily distracted.

Mannerisms: He makes chewing motions with his mouth while in thought.

Hooks: Cedric is an investigator working with the town guard. He is currently following a divination that predicted a sign of red would lead him to perpetrator behind a series of thefts. Unfortunately, one of the pieces is wearing a piece of red clothing and he starts to follow them assuming they'll either perpetrate, or become embroiled in, the next theft.

SIFLAED BLUEHEART

NG female human aristocrat 1

Appearance: Fair skin with smooth, gentle hands.

Personality: Siflaed is a kind, empathetic soul, though naïve.

Mannerisms: She tends to giggle when she does not understand what is going on.

Hooks: Siflaed is the daughter of a local lord. She normally does not leave her manor without an escort. She snuck out last night to explore the city on her own, but has given away all her coin and gotten lost in the back streets.

BIG GREEN VELI

LE male half-orc barbarian 3

Appearance: A large fellow with thinning hair who wears a yellow and red kilt.

Personality: Veli looks grim and is always judging those around him.

Mannerisms: He picks his teeth when bored.

Hooks: Veli is a bruiser for a local gang. He has been seen prowling the alleys at night looking to pick a challenging fight. He's had a bad night and is lurking in the alley in the hopes of a suitable victim wandering by on which to vent his frustrations.

MARA ACCAD

LG female human fighter 4

Appearance: Rough face with tied back brown hair and well-polished armour.

Personality: Mara is peaceful at heart, believing that in ideal circumstances everyone would be good.

Mannerisms: She leans slightly forward with a hand on her hip when at rest.

Hooks: Mara is in a position of authority in the town guard. When she can get away from her more bureaucratic responsibilities, she likes to walk the beat. Her mere presence stops most crimes. She may ask more questions about the PCs' activities than they like.

LUCIUS

CN male human expert 2

Appearance: Lucius's once fine clothes are now filthy and ragged. His beard is streaked with gray.

Personality: Very timid and unsure of himself. A coward.

Mannerisms: He stands hunched over and rarely makes eye contact.

Hooks: Lucius was once a successful merchant until he was ruined by the slander of a rival. Left with nothing he now lives off the scraps of others. He has come to believe the lies that brought him to this state and has almost no self worth.

HILT

CE female halfling rogue 4

Appearance: Keeps her hair tied back in a tight bun. She wears a long cloak to conceal all manner of weapons.

Personality: Hilt has a violent tick than she can only keep under control for a few days and only as long as there is the promise of fighting in her future. After that, she gets cranky.

Mannerisms: Often found clutching her own wrist. She has learned that playing with her weapons increases the likelihood of pre-emptive slaughter.

Hooks: Hilt kills people. She loves watching people go from breathing to not. If she can get paid for it, it's a bonus as she is better at killing people when she has had something to eat. She may be after one of the PCs, targeting someone the PCs need to protect, or just satisfying her need in a dark alley when the PCs come upon her.

GISLIN HALFTALL

NG male human cleric 1

Appearance: Short blonde hair; wears simple robes.

Personality: Gislin is very empathetic and confident of his own abilities. A good man, he uses his powers to help those in need. He is well liked by the poor.

Mannerisms: He looks up when in thought and utters short prayers when in trouble.

Hooks: Gislin is a kind hearted member of the local clergy. He wants to help everyone in need and does not understand the concept of limited resources. He has recently accused some high standing individuals of not caring for the poor, in a very public setting, which has upset members of his own order.

ARTEMARE GALE

N female elf wizard 1

Appearance: A youthful face with colourful robes covering a lithe frame.

Personality: Artemare is eager but easily frazzled. In turn fascinated and repulses by human cities she loves exploring their hidden reaches.

Mannerisms: She drags her feet and blinks rapidly when thinking.

Hooks: Artemare is apprenticed to a greater wizard in the city. She was sent out for reagents and when she returned she realized that the newt tails were missing. She is retracing her steps through the alleyways to find them when she encounters the PCs. If they have a wizardly-type among them, she accuses him of stealing the components.

GOOD DEAL GAUT

CN male human expert 2

Appearance: Balding with heavily patched clothing. He takes little care of his appearance.

Personality: Gaut is chipper and enthusiastic to the point of annoyance. He always looks on the bright side and gives people the benefit of the doubt. Spectacularly unorganised, he will never be a success.

Mannerisms: He talks with his hands and speaks louder than necessary.

Hooks: Good Deal Gaut is known for offering goods at lower than average prices. To keep prices low he refuses to buy a shop or pay rent, or so he says. Instead, he sets up shop in alleyways or town squares. Other merchants would him run out of town, considering him a troublemaker and a vagrant.

SAMANTI HARBORROW

LG female human paladin 5

Appearance: Short brown hair with light scars across her face; wears tarnished plate.

Personality: Samanti is quite grim; jaded from a lifetime of fighting evil. She has taken it upon herself to patrol the worst of the local alleys in the hopes of stamping out local crime.

Mannerisms: She cracks her knuckles and shifts her feet when at rest.

Hooks: Samanti knows far too well what kind of people lurk in alleys. She stalks them looking for trouble, acting as judge and executioner for those caught harming innocents or with ill-gotten goods in their possession. She has heard rumours of a local cult hiding in the locality and closely questions all she encounters as to the location of their lair.

PATZA NJAR

NG male human commoner 1

Appearance: Heavy set with rosy cheeks.

Personality: Patza is generally cheerful but gets upset when others are disrespectful. While he doesn't love his job, he has great attention to details.

Mannerisms: He leans his cheek against the end of his broomstick when conversing with people.

Hooks: Patza has been hired by the local guilds to make his way around town and clean up the alleyways. He makes most of his money from tips, which merchants are eager to give to earn preferred attention near their shops. He has seen much, while cleaning the alleys and is a font of local information. He is well aware of the value of information and charges appropriately.

EMERALD GREEN

N female half-elf ranger 4

Appearance: Dirty face; wears hide armour.

Personality: Emerald is curious but lacks patience.

Mannerisms: She tends to pace and double checks her pouch's contents constantly.

Hooks: Emerald is a professional adventurer who went ahead of her party in order to deliver a parcel quickly. She expected the rest of her party to hit town two days ago. She is now growing restless, especially as her party has all the treasure.

TON

NE male human warrior 3

Appearance: Muscular arms; has a bit of a gut.

Personality: Ton loves drinking, gambling and hitting stuff, otherwise he's bored. He loiters in alleys in the hopes of meeting like-minded folk (or easily cowed victims).

Mannerisms: Breathes heavily and rolls his shoulders.

Hooks: Ton is a simple man who is into satisfying his immediate needs. He's tough, but not so stupid to take on several town guards at once. Ton's been sent by his boss to scare an indebted thief.

GIN TELLA

LN female human commoner 2

Appearance: Getting on in years with a grey jacket in need of repair.

Personality: Gin is resigned to her position in life, and is neither sullen nor overly cheerful. She has a knowing look but holds her tongue unless spoken too.

Mannerisms: She leans on her pole as she walks and whistles to herself when it gets dark.

Hooks: Gin is employed by the city as a lamplighter. She keeps her nose clean for the most part, trying to stay out of the way of shadier characters. She may be able to give clues on local criminals, if she can be convinced to talk.

ENLIL WESTMIRE

CN male human aristocrat 2

Appearance: Dressed in finery, though a bit dishevelled.

Personality: Enlil is a lover of life and lives in the moment.

Mannerisms: He is always smiling and willing to shake the hands of anyone he encounters, regardless of station.

Hooks: Enlil is the second son of a very well off local lord. He occasionally wanders the city, sharing his wealth with those in need. Last night he fell in with a group of gentlemen that were very thankful and they drank in celebration well into the night. He has not quite sobered up yet.



DOCKS: CHARACTERISTICS AND APPEARANCE

Docks come in many different shapes and sizes; most are used for commercial activity but others may be for the exclusive use of the navy, members of the nobility or even the local ruler.

D%	DESCRIPTIONS
1	A small dock with one pier, where an old man quietly fishes.
2	A small dock with one pier. Two wooden chairs sit empty at the end.
3	A small dock, with one ramshackle pier.
4	A small dock with one pier; rusted chains are wrapped along an outer pillar.
5	A small dock with one pier, heavily packed with crates and barrels.
6	A small dock with two piers, loaded with lobster traps.
7	A small dock with two piers, with an old dog tied to one of the pillars.
8	A small dock with two piers; the smell of decay hangs in the air.
9	A small dock with piers; an old stone stairway leads from one pier down into the water.
10	A small dock with two piers; two halflings struggle to load a large keg onto a docked ship.
11	A small dock with two piers. Vines, with pink and yellow blossoms, grow along the pillars.
12	A small dock, with two piers. Old stone foundations can be seen through the clear blue water.
13	A small dock, with two piers, speckled with barnacles after the last high tide.
14	A small dock with two piers. A small ship is unloading the day's catch.
15	A small dock with two piers; a young couple holds hands, sitting on a pair of crates.
16	A moderately sized dock, entirely manned by dwarves.
17	A moderately sized dock, reeking of urine.
18	A moderately sized dock, well-guarded by regular patrols of the city watch.
19	A moderately sized dock, busy with porters unloading several newly docked ships.
20	A moderately sized dock, smelling of spices and incense.
21	A moderately sized dock, filled with the noise of drunken quarrels.
22	A moderately sized dock covered in shadows from the city's buildings.
23	This moderately sized dock is beset with a cold northern wind.
24	A moderately sized dock. The music of a tavern is a faint counter to the dock's bustle.
25	A moderately sized dock, with colourful banners that lead to the main merchant's row.

26	A moderately sized dock, with more than its fair share of seagulls.
27	A moderately sized dock, with a lively fish market.
28	A moderately sized dock, where a large ship is unloading a long line of travelers.
29	A moderately sized dock. The smell of fresh meat pies fills the air.
30	A moderately sized dock where a small troupe of performers has moored. Acrobats flip back and forth.
31	A moderately sized dock where keen-eyed youths have gathered round a trickster displaying a simple shell game.
32	A moderately sized dock. The left side is an open port; the right is devoted entirely to the navy.
33	A moderately sized dock with a number of children scattered amongst the piers, waiting for the fishermen to finish their dealings.
34	A moderately sized dock with bits of rotten fish strewn this way and that from the kitchen windows of local inns.
35	A moderately sized dock, with harshly mismatched paints colouring the walls of its inns, residences and storehouses.
36	A moderately sized dock whose southern side has begun to sink slowly into the harbour. It has a slightly lopsided appearance.
37	A moderately sized dock with strange green and white arcane symbols carved into the foundations of each building.
38	A moderately sized dock whose planks have become fragile and rotten.
39	A moderately sized dock, kept immaculately clean by a small group of workers.
40	A moderately sized dock, filled with an erratic energy as the piers fill with foreign traders.
41	The legs of this dock are wreathed in seaweed.
42	This dock has obviously been repaired recently – new wooden beams stand in stark contrast to their old neighbours.
43	Berths on this dock are marked by large, faded whitewashed numbers painted on boards.
44	This moderately-sized dock boasts innumerable smaller piers stretching out in the harbour for quite some distance.
45	A large wooden statue of a grizzled sailor stands watch over this dock.
46	Where this dock narrows, hand rails stand to stop travellers falling into the water.
47	Several missing planks create a dangerous part of this dock. In places old crates and boxes have been placed over such areas.
48	A half-dozen fishing boats are tied up at this dock; the smell of fish pervades the air.

49	Small wooden pillars bearing the sea god's sigil stand at intervals along this dock.	77	This large dock is modelled in the style of a great seafaring nation of older days.
50	This moderately-sized dock is in bad repair; in places the planks are rotten.	78	This large dock had to be expanded quickly due to demand. Many of the newest piers are made of makeshift materials, salvaged from old boats.
51	This moderately sized dock links several bare shards of rock together that thrust above the harbour's water.	79	A large dock with tastes of civilization and the wild. A lower pier allows easy access to canoes to ease the trade of nearby barbarian tribes.
52	This dock features fixed ladders that can be used to climb down to small, docked vessels.	80	A large dock with a significant "neutral quarter" built out along the piers, that technically doesn't fall within the bounds of the city and its laws.
53	Small watchman's huts are scattered along this moderately-sized, but long, dock.	81	A large dock, loud with the unloading of goods.
54	This dock has four piers; one is clearly storm damaged and not in use.	82	This large dock has an adjoining circular pier where aquatic races can swim up and trade goods.
55	Dozens of sea birds nest under this dock.	83	A large dock dominated by imposing naval ships.
56	The piers of this dock are lower than the dock and are reached by slippery wooden steps.	84	A large dock in use since ancient days. Old stone buildings stand side by side to newer wooden structures.
57	This dock has long sections of covered walkways.	85	A large dock strung with colourful banners and filled with the delightful smell of fresh roasted nuts.
58	Benches are dotted along this wide, but low dock.	86	Large wooden gates control access to these docks.
59	This dock has a muddle of small piers leading away from it.	87	This large dock is badly damaged from where a ship crashed into it; repairs are ongoing at a frenzied pace.
60	Cargo nets hang down along this high dock; many vessel's decks are below the height of the dock.	88	Several small branches for much smaller craft lead away from this large, central dock.
61	The burnt out hulk of a vessel lies close to this dock; the corresponding section of dock is scorched and burnt.	89	A single heavily guarded vessel is docked at this large and impressive dock.
62	Wooden cranes stand along this dock ready to help with loading and unloading.	90	A section of this dock can be raised to allow ships to pass underneath.
63	Floating piers bob on the water surrounding this dock.	91	The legs of this large dock are constructed from gigantic trees – in places their bark yet remains
64	Flags flutter proudly from poles spaced along this long dock.	92	A wooden archway – bearing the sigil of the sea god – stands at the dock's mouth.
65	Warehouses cluster close by this old, but serviceable, dock.	93	This large dock runs parallel to the sea wall.
66	The burnt remnants of an old pier stand nearby to a newly constructed dock.	94	This large dock runs all the way to a fortified island dominating the bay.
67	This dock is a bizarre mix of building styles; obviously it has been built up over time.	95	This large dock is for the exclusive use of nobles and their pleasure craft. Guards keep the riff raff away.
68	A small office – the harbour master's – stands overlooking this dock.	96	Posts – topped with magical lights – illuminate this dock at night.
69	A sloped walkway leads down to a network of small docks and piers.	97	This large dock is a frenzied hive of activity.
70	The figureheads of old ships have been affixed to the end of this dock.	98	Four large warships are berthed at this protected dock.
71	Large, but old, notice boards stand along this dock; adverts and notices of sales cover them.	99	This dock is of heavy stone construction; it doubles as the sea wall.
72	This dock has stone legs, but a wooden walkway.	100	Rusty, iron statues watch over this wide, busy dock.
73	Gibbets – holding the rotten remains of thieves and the like – "decorate" this dock.		
74	The side of this dock is daubed in a prayer to the god of storms.		
75	This large dock bustles with traders and porters.		
76	This large dock has a central processing warehouse to inspect for illegal goods.		

DOCKS: DOCKED SHIPS

The most prominent feature of most docks are the ships making port there. Whether the PCs are on the docks to find a certain ship or on another matter their interests may often lead them to those floating vessels.

D%	DESCRIPTIONS
1	<i>The Salty Bird</i>
2	<i>Red Storm</i>
3	<i>Henral</i>
4	<i>The Billowing Leaf</i>
5	<i>The Smoking Betty</i>
6	<i>Angry Androf</i>
7	<i>The Slightly Intoxicated Mermaid</i>
8	<i>The Young Maid</i>
9	<i>Cloud Chaser</i>
10	<i>The River Arrow</i>
11	<i>Black Bolt</i>
12	<i>The Minnow</i>
13	<i>The Lost Devil</i>
14	<i>Prestige</i>
15	<i>The Surly Lass</i>
16	<i>The Yellow Tailed Falcon</i>
17	<i>The Falconer's Wife</i>
18	<i>My Ex Wife</i>
19	<i>The Great Swan</i>
20	<i>The Ugly Gosling</i>
21	<i>Blue Mess</i>
22	<i>Dart</i>
23	<i>Wave Quick</i>
24	<i>Oak Lightning</i>
25	<i>The Musical Gale</i>
26	<i>Silence</i>
27	<i>The Gray Ghost</i>
28	<i>The Unknown</i>
29	<i>The Albatross</i>
30	<i>The Dire Ostrich</i>
31	<i>The Rusty Kraken</i>
32	<i>The Snap Crackle</i>
33	<i>The Red Boot</i>
34	<i>The Archer</i>
35	<i>The Abolitionist</i>
36	<i>The Wooden Lung</i>
37	<i>The Poppy Biscuit</i>
38	<i>The Acorn Tree</i>
39	<i>The Backwards Breeze</i>
40	<i>The Royal Care</i>
41	<i>The Czar</i>
42	<i>Haunted Limb</i>
43	<i>Wave Crest</i>
44	<i>The Greasy Shark</i>
45	<i>The Royal Madame</i>
46	<i>Sapphire of the Sea</i>
47	<i>The Seasoned Cannibal</i>

48	<i>The Island Hopper</i>
49	<i>The Singing Cricket</i>
50	<i>The Leaky Teapot</i>
51	<i>Honey Wicket</i>
52	<i>The Witches Broom</i>
53	<i>Gonzola</i>
54	<i>Leaky Barrel</i>
55	<i>The Visiting Vision</i>
56	<i>Monday's Lunch</i>
57	<i>The Takei</i>
58	<i>Father's Pride</i>
59	<i>The Missing Mate</i>
60	<i>The Trash Barge</i>
61	<i>The Water Wax</i>
62	<i>The Sea Zipper</i>
63	<i>Mountain's Envy</i>
64	<i>Green Guardian</i>
65	<i>The River Bride</i>
66	<i>The Broken Pearl</i>
67	<i>The Angry Peacock</i>
68	<i>The Shipwreck</i>
69	<i>The Dusty Porter</i>
70	<i>Goblin Breath</i>
71	<i>The Underhanded Barmaid</i>
72	<i>The Crusty Halfling</i>
73	<i>Slim Shot</i>
74	<i>Island Breeze</i>
75	<i>Veron Stars</i>
76	<i>Jumping Jerl</i>
77	<i>Maggot</i>
78	<i>The Timely Teakettle</i>
79	<i>The Clean Spicket</i>
80	<i>The Blue Monkey</i>
81	<i>The Fighting Crab</i>
82	<i>Old Lady</i>
83	<i>The Original Lightning</i>
84	<i>Lightning VII</i>
85	<i>Melody</i>
86	<i>The Once and Future</i>
87	<i>Aching Loganne</i>
88	<i>The Pirate's Niece</i>
89	<i>The Ugly Parrot</i>
90	<i>The Captain's Boyfriend</i>
91	<i>Albon</i>
92	<i>The Seaweed Cutter</i>
93	<i>The Spiked Dragon</i>
94	<i>The Trapped Muse</i>
95	<i>The Magic Decanter</i>
96	<i>Uncle Sealegs</i>
97	<i>The Seal</i>
98	<i>The Indescribable Horror</i>
99	<i>The Friendly Fireball</i>
100	<i>Pop</i>

DOCKS: HOOKS, COMPLICATIONS AND OPPORTUNITIES

Docks are often the mercantile centre of a settlement, and provide all manner of reasons to break up the daily grind of peasant life. Use this table to determine what special occurrence the PCs may encounter while passing by.

D20

1	The dock is sinking by about half a foot a day into the harbour without explanation. The townsfolk are worried the town will go next.
2	All the men in town have vanished. An old woman cries out for fear of sirens and mermaids.
3	A sailor stands in front of a moderately worn boat with a sign that says "Free to a good home."
4	Two young men are busy filling in all the empty knotholes among the piers, claiming that an infamous peg-legged pirate is rumored to make dock any day now.
5	Pier Three was completely covered in seaweed overnight.
6	A sailor loudly seeks out more crew, for a job to sail to the edge of the world.
7	A strike by the town's prostitutes are making the sailors surlier than usual.
8	All ships have been asked to stay in port due to the influence of a local cleric who claims an ocean bound, sin seeking disease will soon be set loosed upon the waves.
9	The whole town is getting ready to host the Great Sea Lane Relay, which pits the best ships in a multi-legged race.

10	A ship has recently unloaded a delivery of produce which city officials are arguing about whether they should be sold. The goods look perfectly normal, except they smell strongly of rot.
11	A band of young rebels have taken over the southern side of the docks, including two ships.
12	A ghostly vessel has been seen docking under the full moon, but none dare approach it.
13	A gang of wererats has taken up residence in planks under the docks.
14	A mysterious fiddler fills the air with music in the docks every night. Those who approach him wake up penniless outside of town.
15	Pirates have been spotted by the town watch and are sailing this way!
16	The docks are developing a serious stray cat problem. The mayor offers a sealed treasure map to whoever can catch the most felines.
17	An old sailor claims to have lost his hand to a kraken and is hell bent on get it back.
18	The town is in the midst of its annual seaweed festival, where it celebrates crafts, food and brew made of all sorts of aquatic plant-life.
19	All the town's rum has gone missing. One of the "merchant" vessels departed in the middle of the night and has quickly received the blame.
20	Mermen have swam up to the dock looking to trade, but seem only interested in items of magic.



JF

DOCKS: SIGHTS & SOUNDS

Docks are busy places; characters exploring them will no doubt hear and see many things.

D%

01-02	The air is heavy with the tang of salt and the curses of sailors.
03-04	Sea gulls and other birds wheel and turn overhead.
05-06	Boxes and barrels are stacked haphazardly at the foot of a gangplank leading to a large cog.
07-08	A large pile of vomit covers the dock; several dogs lick greedily at it.
09-10	Four drunk sailors stagger along the dock; one slips and almost falls into the water.
11-12	An old sailor sits on a box while singing a lusty sea shanty and drinking heavily.
13-14	Small children dart in and out of the press of sailors and porters.
15-16	A half-dozen porters stagger down the dock carrying matching sea chests.
17-18	Curses and shouts in a half-dozen languages fill the air.
19-20	A large splash followed by a shout announces the fall of a heavy box into the sea.
21-22	A sinister fin cuts the water near the docks.
23-24	Sea birds wheel and dart above a large ship as its cook throws food scraps into the harbour.
25-26	Children laugh and shout as they dive into the harbour from the dock.
27-28	Broken wood, scraps of food and other rubbish float on the water surrounding the dock.
29-30	A scream is followed by a loud splash as a sailor falls from the rigging of a docked ship.
31-32	A patrol of four watchmen surrounding an official of some sort push through the press.
33-34	Two mangy dogs dart through the press; one has a string of sausages in its mouth.
35-36	A waterman tries to sell his wares to thirsty sailors.
37-38	A sailor – a parrot on each shoulder and a heavy bag in each hand – walks away from a large ship.
39-40	The dock shivers as a large vessel, badly steered, thuds into its side.
41-42	A sailor charges down the dock chasing a small child who carries a small sack.
43-44	Boxes and barrels are stacked neatly along the dock.
45-46	A rowing boat bobs next to the dock and the occupant shouts before throwing the PCs a line to tie off.
47-48	The old dock creaks alarmingly as the PCs cross a certain section.
49-50	Lobster pots fill one side of the pier.

51-52	A young man, foppishly dressed and with a forlorn look upon his face, stands at the end of this dock staring off into the distance.
53-54	Two sailors snatch a minute's rest with a wine flask while swapping lies about their previous voyages.
55-56	Sailors are painting the hull of a docked ship.
57-58	A plank cracks under a PC's weight.
59-60	A peasant stands in a rowboat beneath the dock busily filling several bags with seaweed.
61-62	Several folk sit at the end of the pier, fishing rods in hand.
63-64	The smell of fresh fish is heavy in the air.
65-66	A small gang of thuggish men loiter on the dock; the threat of violence hangs over them.
67-68	A fist fight suddenly breaks out between rival crews over some imagined slight.
69-70	A seasick passenger staggers off a ship, drops to the ground and kisses the dock.
71-72	Buckets of sand – ready in case of fire – are positioned at strategic places long the docks
73-74	A sailor is busy swabbing the dock – he appears to be trying to remove a large bloodstain.
75-76	The smell of tar and paint permeate the air.
77-78	A sea captain argues loudly with a city official.
79-80	Two sailors drag an unconscious fellow down the dock. They are both drunk and laughing uncontrollably.
81-82	A pile of ballast stones almost blocks the dock.
83-84	A sailor – shouting loudly that his vessel needs new crewmen – walks up and down the dock.
85-86	Several people are swimming in the water of the harbour. Suddenly, one of them is pulled beneath the surface.
87-88	The sounds of a violent argument emanate from a docked vessel.
89-90	An artist sits sketching nearby vessels.
91-92	A performing bard strolls up and down the dock calling out the local news to new arrivals.
93-94	Four watchmen march down the dock dragging a badly beaten prisoner with them.
95-96	A sailor strolls up and down the dock shouting that his vessel is available for hire.
97-98	Perceptive PCs notice (DC 20 Perception reveals) a figure lurking in the shadowy water under the dock.
99-100	Cries of alarm and fear, and the sight of smoke rising from a docked ship, spark a general panic on the dock



DOCKS: NPCs

Use the NPC bios below to portray the those encountered on the docks. Either determine randomly which NPC the PCs encounter or choose a suitable candidate.

D20	NPC
1	Captain Fabius Redfeather
2	Livia Russo
3	Devin the Shiv
4	Big Haf
5	Salsvin Everymyst
6	Grifo Curran
7	Goldie Quick
8	Kufu Elderman
9	Buckey Wetfoot
10	Avina the Green

CAPTAIN FABIUS REDFEATHER

CN male human ranger 2/rogue 5

Appearance: Long curly black hair, with fine, foppish red clothing.

Personality: Always smiling, though he's not all that happy.

Mannerisms: Talks with his hands, with grand flourishes.

Hooks: Captain Fabius travels from port to port, taking odd jobs and running legs of the regular trade routes. He keeps an eye out for members of a previous crew, where he was ridiculed as a young cabin boy.

LIVIA RUSSO

LN female commoner 1

Appearance: Brown hair tied in the back; she wears simple clothes of cloth and leather.

Personality: Keeps a resolute look in her eye.

Mannerisms: Listens carefully before speaking.

Hooks: Livia is a porter and messenger, moving throughout the city, but is often found in the docks. Her position has given her access to a lot of secrets, but her own code has kept her honest. Now a group of assassins has been hired to make sure she never gets the chance to break that code.

DEVIN THE SHIV

CE male dwarf fighter 2/rogue 1

Appearance: Rough face, with a close beard, and a vest with no shirt.

Personality: Quick to anger but rarely is brought to violence except under his own terms.

Mannerisms: Laughs at inopportune moments.

Hooks: Devin is a thug, through and through. He takes pleasure in the pain of others and would do most anything for money. One thing he won't do is set foot in the water. He may

be comfortable on the docks but is terrified of ever being submerged. There are squid in there, after all.

BIG HAF

N male half-orc warrior 5

Appearance: Thin black hair, bulging muscles and a dominating frame.

Personality: Quiet most of the time; he has a throaty chuckle when amused.

Mannerisms: Stands very still while waiting for orders.

Hooks: Big Haf acts as both a porter and member of the city watch. He's not very bright, and has been known to allow illegal activities to proceed right in front of him when given a creative excuse.

SALSVIN EVERYMYST

CG female elf druid 3

Appearance: A youth, with dirty blonde hair and blue-ish green robes.

Personality: Salsvin is generally happy though not overjoyed. She watches the world serenely.

Mannerisms: She always has a gentle smile on her face.

Hooks: Salsvin has a deep connection to the ocean and generally hires herself out to sailing ships as a scout, guide and occasional weather witch. She thinks she may have discovered some very old underwater ruins on her last journey and seeks companions to help her explore.

GRIFO CURRAN

CN male human bard 2

Appearance: A bit portly with a dignified beard, he always wears his family colours.

Personality: Good natured but a bit strange, Grifo is a very curious soul and is quick to make friends.

Mannerisms: He's always at least partially distracted by his own thoughts, making his replies sometimes puzzling nonsensical.

Hooks: Grifo is always looking for the next story to tell. He bends the ear of any and all travellers who will put up with him, regaling them with poetry and pressing them for lore and news. He doesn't scare easy or at least doesn't seem to care whose business he's asking for details about.

GOLDIE QUICK

CN female human ranger 3

Appearance: Bright red hair, and fine linen clothes with a well-tailored coat, and prominently hung cutlass.

Personality: Intelligent and resourceful, Goldie is always looking for the next useful thing.

Mannerisms: Her eyes are always moving and her wiggling fingers are never far from the hilt of her sword.

Hooks: Goldie is an independent merchant which means she's a smuggler and pirate. She keeps an eye out for foolish mistakes in others that can be profited from and won't hesitate to finger a possession that's been left unguarded by a PC.

KUFU ELDERMAN

N male human expert 3/rogue 1

Appearance: An older fellow with a long white beard and wide brimmed hat.

Personality: A bit passive, Kufu is content to observe while most of the world passes him by.

Mannerisms: Almost always chewing on a bit of fruit or tobacco. Possibly both.

Hooks: Kufu once served as the cook on several vessels of ill repute but has since settled down to pen his memoirs. If the captain of the guard knew who he really was he'd be strung up for piracy without trial.

BUCKEY WETFOOT

CG male halfling rogue 2

Appearance: Bushy brown hair with a loose white shirt and thick black belt.

Personality: Always says what's on his mind in quite a rude manner.

Mannerisms: Paces about when bored.

Hooks: Buckey is a professional sailor who makes home in every port. He's got a girl in town who is carrying his child and has yet to commit to a proper marriage. The pressure is building from the girl's father who also happens to be one of town priests.

AVINA THE GREEN

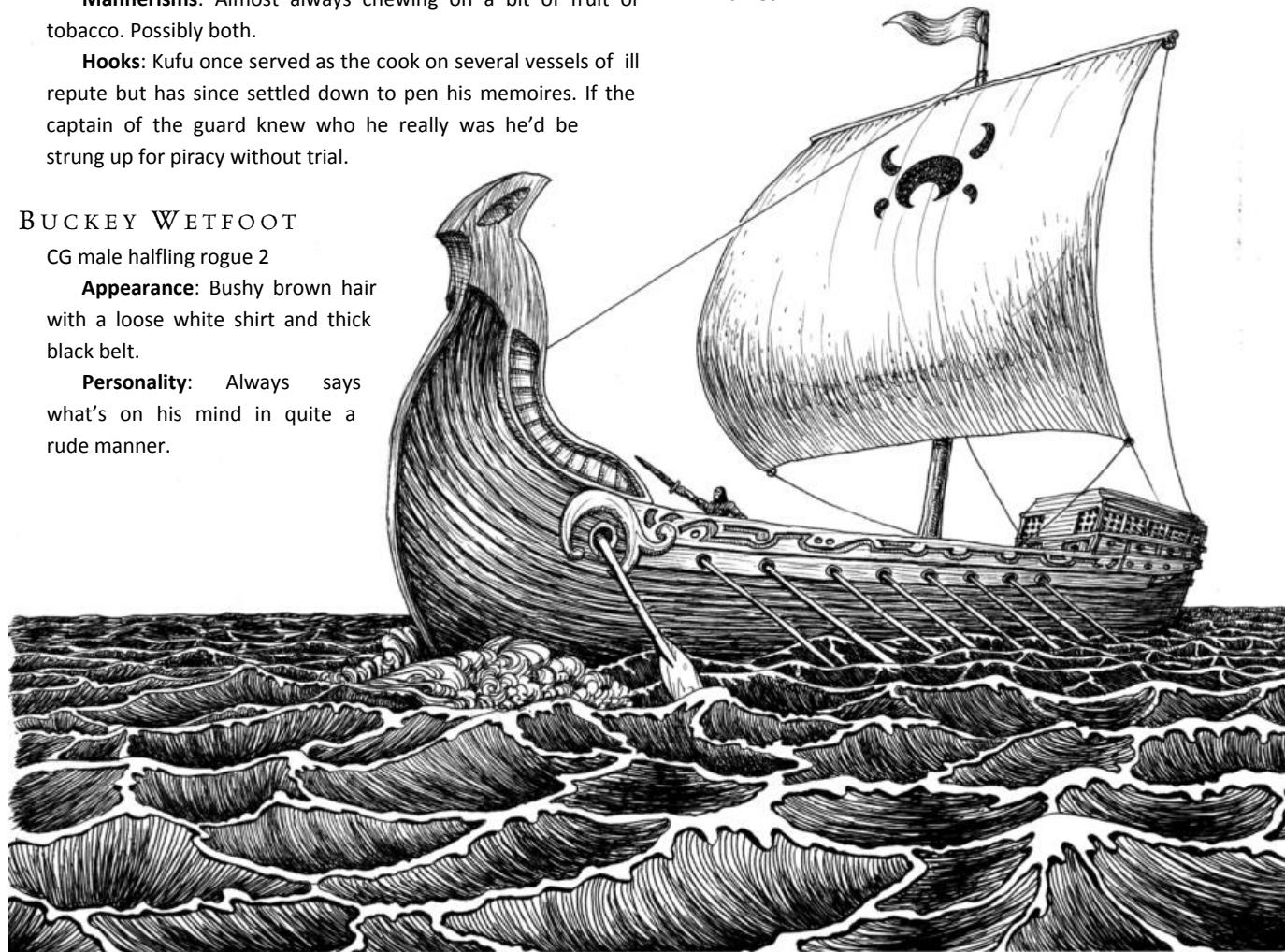
NE female human bard 1/rogue 2

Appearance: Dark hair with an almost red skin and loose fitting clothes decorated with jewels.

Personality: Deceptive, constantly keeping a knowing smile on her face.

Mannerisms: Gets close to speak, making gentle physical contact.

Hooks: Avina is a skilled con artist and plant for the thieves guild. She poses as a simple trader, selling charms on the docks. She watches for lone travellers, or those easily separated from their friends to capture and send to the underground slave market.



GRAVEYARDS: CHARACTERISTICS & APPEARANCE

A graveyard is any location set aside for long-term burial of the dead. For our purposes, it is land set aside for burial within, or directly above the earth. For most people, it conjures a mental image of a graveyard: a plot of land with green grass and rows of headstones. Many urban adventures take place in and around graveyards.

BURIAL MOUND

Also known as a tumulus, these large mounds of earth cover the remains of the deceased. These are generally found outside urban areas though small ones may stand within a cemetery, especially if the local culture has a stigma for against placing the deceased below the earth.

CATACOMB / CRYPT

Crypts and catacombs are interchangeable terms for an underground structure in which the dead are interred. Crypts are often associated with being beneath a church, though mausoleums may also have crypts. Catacombs are generally more expansive structures comprising several passages.

CEMETERY

A cemetery is a public place for burial of the masses. They may be un-owned and community operated, or property of the ruler or state religion. Even if a cemetery is considered community property, that doesn't mean there are no rules. Woe be to the adventurer who decides to go poking around a public cemetery in the middle of the night only to be met by an angry mob intent on punishing the would-be grave robber.



COLUMBIARIUM

Similar to a mausoleum, a columbarium houses urns. It may be part of a mausoleum or a temple. Unlike mausoleums they generally hold far more of the deceased and may be public structures that hold those whose only common link is death.

GRAVEYARD

The titular burial ground, graveyards are normally owned and operated by a religious temple (see *Urban Design: Temples*).

They're often adjacent to the attendant temple.

If there are multiple temples in the city there may be multiple graveyards, or the temple most associated with the dead may handle all burials.

Temples may have crypts in addition to graveyards. When this is the case, space in the crypt is often reserved for clergy and wealthy patrons.

MAUSOLEUM

A mausoleum is a free-standing structure that holds the dead above ground. They vary in size but often comprise but one room. Most are one-storey affairs.

Mausoleums most often hold multiple bodies and may be owned by families or prosperous organizations. Many are ostentatiously decorated

HALLOWED GROUND

Many graveyards have been blessed with the *hallow* spell. Hallowed ground has the following effects:

- Warded by a *magic circle against evil* effect.
- The DC to resist positive channelled energy within this area gains a +4 sacred bonus and the DC to resist negative energy is reduced by 4. Spell resistance does not apply to this effect. This provision does not apply to the druid version of the spell.
- Any dead body interred in a hallowed site cannot be turned into an undead creature.
- A single other spell can be affixed to the site. The most common spells are *bless*, *detect evil*, *invisibility*, *purge* and *remove fear*.

UNHALLOWED GROUND

Graveyards may become unhallowed ground when under the influence of an evil church, necromancers, vampires or any group who use undead as a resource or needs sanctuary from the truly good. Unhallowed ground has the following effects:

- Warded by a *magic circle against good* effect.
- The DC to resist negative channelled energy within this area gains a +4 sacred bonus and the DC to resist negative energy is reduced by 4. Spell resistance does not apply to this effect. This provision does not apply to the druid version of the spell.
- A single other spell can be affixed to the site. The most common spells are *bleed*, *cause fear*, *darkness* and *detect good*.

AREA FEATURES

Graveyards have the following features:

Location: Whether a graveyard is within or outside an urban area is often a factor of population size. There's a limited amount of space within city walls and sooner or later you run out of place to bury new corpses.

Graveyards within city walls are often associated with the rapid spread of disease, which tends to correlate with dense, rising populations.

Walls (Low): Graveyards near a village or town are often surrounded by a small stone wall to mark its boundaries. A DC 8 Acrobatics check is required to leap the wall or DC 16 if the character does not have at least ten feet of space to get a running start. Low walls provide partial cover (+2 AC, +1 Reflex).

Walls (Tall): Taller walls of iron bars or stone blocks are popular in population centres for aesthetic reasons, to restrict access hours and sometimes to keep creatures in (and grave robbers out). Taller walls require a DC 12 Climb check to scale. They provide partial cover (+2 AC, +1 Reflex) to total cover.

Headstone: The most common grave marking. Headstones are generally made of stone, stand two to four feet tall and are engraved to denote who is buried beneath. A DC 10 Acrobatics check is required to leap a headstone or DC 20 if the character does not have at least ten feet of space to get a running start. They generally only provide partial cover (+2 AC, +1 Reflex).

Sarcophagus: A box-like container for a corpse. They can be buried like a coffin, but also set above ground in place of a grave. A DC 16 Acrobatics check is required to leap a sarcophagus or DC 32 if the character does not have at least ten feet of space to get a running start. They provide partial (+2 AC, +1 Reflex) to total cover.

MINOR EVENTS

Graveyards are often surprisingly busy places during the day.

D6	MINOR EVENTS
1	Two labourers are digging a new grave. A pile of moist earth stands to one side.
2	A mourner kneels in front of a grave, sobbing.
3	An interment ceremony is taking place.
4	Mourners stand about a grave as a priest reads from a holy book.
5	A furtive, pale-skinned man skulks among the graves studying their markings.
6	A gardener tends the graveyard's grass, flowers or trees. He has encyclopaedic knowledge of the surrounding graves.
	A couple – or couple with children – stroll through the graveyard, flowers in hand.

GRAVEYARD DESCRIPTIONS

Use the below chart to add a trait to a graveyard as a whole.

D20	GRAVEYARD CHARACTERISTICS
1	A small cemetery with markers placed at random.
2	A small graveyard surrounded by a low iron fence wreathed in ivy.
3	A small, dusty cemetery where no grass grows.
4	A small graveyard surrounded by a fieldstone wall.
5	A small cemetery founded among large fir trees that screen it from casual view.
6	A small graveyard, completely flat with perfectly even rows of grave markers. The oldest – least visited graves – are in the centre of the graveyard.
7	A small cemetery where white posies grow over each grave. A small team of gardeners tends the perfectly maintained grounds.
8	A moderately-sized graveyard with paths lined with small smooth stones. The paths meander through the graves, which are haphazardly placed.
9	A moderately-sized cemetery lit all night by oil lanterns hung from high iron poles.
10	A moderately-sized graveyard where a cold wind blows from the east.
11	A moderately-sized cemetery features rust coloured grass in the oldest section, as if stained with dried blood.
12	A moderately-sized graveyard. Two statues of armoured knights flank the entrance. A stone wall surrounds the cemetery.
13	A moderately-sized cemetery with a small stream running through the east corner. Thick hedges surround the whole area.
14	A moderately-sized graveyard featuring a stone shack in the corner for the caretaker. A special furnace rests outside for cremation services.
15	A moderately-sized cemetery where all the carvings depict skeletal visages.
16	A moderately sized graveyard with rows of well-tended tulips.
17	A large cemetery dotted with ruins of an ancient settlement or building.
18	A large graveyard with graves sprawled across several small hills. It includes several small shrines.
19	A large cemetery set about a white marble fountain at its centre. Wooden benches surround the fountain.
20	A large graveyard studded with apple trees throughout the grounds. Visitors are free to pick the apples.

GRAVEYARDS: GRAVE MARKINGS

The grave markers of a cemetery are as unique as the people buried within. At a minimum, most such markers name the person buried within, but they have many other characteristics. Use the tables below to generate interesting grave markers.

D20 GRAVE MARKINGS

1	Unmarked
2	Small raised mound
3	A wooden cross
4	A metal cross
5	A stacked pile of stones
6-7	A flat, stone name plate
8-11	A small headstone
12-16	A large headstone
17-18	Sarcophagus
19	Mausoleum
20	Columbarium

HEADSTONES

D20 HEADSTONES

1	A marble headstone with a rounded top.
2	A limestone headstone with squared off corners.
3	A marble headstone covered in cobwebs.
4	A sandstone headstone with a large crack down the left side.
5	A granite headstone with a slanted top.
6	A marble headstone splattered with bird droppings.
7	A limestone headstone overgrown with ivy.
8	A sandstone headstone of a strange purple hue.
9	A white marble headstone that seems to glow in the moonlight.
10	A limestone headstone that's fallen onto its side.
11	A granite headstone with the image of a praying child engraved at the top.
12	A granite headstone with a small door carved into the base.
13	A marble headstone topped with an angel, arms outstretched.
14	A sandstone headstone topped with a stooped gargoyle.
15	A marble headstone leaning far to the right.
16	A granite headstone whose lettering has been inlaid with gold leaf.
17	A marble headstone engraved with the image of a whale.
18	A limestone headstone flanked by small rose bushes.
19	A granite headstone half sunk into the ground.
20	A marble headstone topped with an ornate stone sun.

SARCOPHAGI

D20 SARCOPHAGI

1	The weather-worn image of a man with his hands crossed adorns the lid.
2	Engraved all along the sides of the box is a battle between man and minotaur.
3	Carvings of cavorting imps cover each of the sarcophagi's corners.
4	The lid is smooth and painted with an iconographic lineage.
5	The lid depicts two lovers in bed entwined around one another.
6	Several gods are carved into the sides of the box with small kings kneeling at their feet.
7	A montage of the important rites of a local temple, from birth to burial, is engraved along the sides of the box.
8	A serpent-like dragon wraps across three sides of the box. The dragon is very life-like. Pressing both of its eyes opens the sarcophagi (DC 25 Perception reveals).
9	The lid is carved with the image of a hundred, crawling beetles.
10	An elderly bald man is carved into each side of the box. He has a different facial expression in each carving.
11	The sarcophagus is plain except a single eye carved into the lid.
12	The runes along one side of this sarcophagus are the instructions for how to construct a catapult.
13	Blue-green moss grows all over the sarcophagi, obscuring any engraving. The moss is dry, almost desiccated and if disturbed fills the air with dust.
14	There is no lid yet the insides are bathed in shadow.
15	The sides are all carved with flame and a single clawed hand adorns the lid.
16	The statue of an angel with sword outstretched, towers over this sarcophagus.
17	The ballad of Rose Peak is engraved across the lid in beautiful flowing carven handwriting.
18	The lid is slightly ajar and has been crudely sealed with plaster.
19	The statuette of an elderly man, sitting with a book, rests atop the lid. The statuette is hollow and holds the key to the sarcophagi.
20	An engraved lantern burns at each of the sarcophagus' corners. Enchanted by <i>continual flame</i> spells, they fill the surrounds with light.

MAUSOLEUMS

D20 MAUSOLEUMS

1	A one-room square building of stone, with four columns at the entrance.
2	A rounded granite structure with a red dome. The dome's paint has started to fade.
3	A two-storey marble building. The second floor is lined with columns.
4	A simple stone structure with a heavy iron door. The door has four separate locks.
5	A limestone building; statues of tiefling mages stand in place of columns. Each mage holds a different set of spell components.
6	A brick structure that was once a small temple. One of the stain glass windows is broken.
7	A crumbling stone building with a heavy stone door. The door's lintel has shifted, making it very hard (DC 25 Strength) to open.
8	A square structure with a slanted red slate roof. An old oak shades the structure.
9	A large marble building. Statues of angels stand on the roof above the entrance, their axes crossed. Several have been vandalised.
10	A small structure set back away from the other graves amongst a copse of trees.
11	A simple building of wood with a slanted roof and a sliding steel door. The wood is as hard as stone and has been carved with images of clouds and flying dragons.
12	A stone wall set into a hill, with a locked gate for a door. A narrow stone-lined passageways slopes downwards into the hill.
13	An ivy covered building of white stone. Three small windows are set about eight feet above the ground.
14	A small, one-room stone building with a green slanted roof. Weeds grow in profusion around the structure.
15	A building of moderate size with soldiers carved across the exterior walls.
16	Three rows of demonic statues flank the path leading up to this small round structure.
17	A long one-storey building with several doors along the main wall.
18	A three-storey, round structure with several small parapets. The whole gives the impression of a watchtower or keep.
19	A small, square building, set atop a small hill, with stone steps leading to its doors.
20	A set of bronze doors, set into a frame of stone in the earth. Stone stairs lead to the one-room mausoleum below.

EPIPARHS

Many grave markers are inscribed with personal messages about the person or persons interred within.

D20 EPITAPHS

1	A man for all the ages.
2	The great eye sees but never touches.
3	He died as he lived. Drunk
4	Grave robber.
5	The day will come when dragons walk and halflings fly.
6	Obedient to the law, we lie.
7	Heroes have the whole earth for their tomb.
8	To die is to defy immortality.
9	Defender of Whiteforge, until he took an arrow to the knee.
10	I told you I was sick.
11	The whites of their eyes were not enough.
12	As you are now, so once was I. Prepare, therefore, to follow me.
13	Echoes of A minor.
14	A lady is only as great as her horse and her man, in that order.
15	Through demons, through devils, through horrors of afar, the swords and the axes and daggers will mar.
16	In the eyes of the gods we are but moments.
17	Trust me, if I had no money in life, I have less in death.
18	The itch of wisdom is a dangerous scratch.
19	Sing the songs of your ancestors so their spirits will know the words.
20	By his father's blade he knows his mother's presence.



GRAVEYARDS: ASSOCIATED NPCs

Use the NPC bios below to portray individuals the heroes may encounter within a graveyard.

D10	NPC
1	Delphineas Deltrey
2	Lanina Ingles
3	Elry the Elder
4	Fungus and Rotgrub
5	Refen Hammertoe
6	Elviras Nomnen
7	Old Ilario Grandstone
8	Thunder Katzner
9	Aulus Took
10	Haf Palmerre

DELPHINEAS DELTREY

CN male half-elf rogue 3/sorcerer (rakshasa) 5

Appearance: Gaudily dressed with strips of silk, tied about his leather armour. His long, silver hair sports a purple streak.

Personality: Outlandishly social, when he sees no threat at hand he makes a point to introduce himself to all he comes across, especially young, handsome lords and ladies.

Mannerisms: Clicks his tongue when he grows impatient.

Hooks: Delphineas' family, on his father's side, are local to the area. He uses the family mausoleum as a makeshift equipment locker between adventures.

LANINA INGLES

NG female human oracle (life) 2

Appearance: A gaunt, young face with thinning blonde hair.

Personality: Distant and easily distracted.

Mannerisms: Lanina walks with her fingers outstretched, letting them brush along random objects.

Hooks: Lanina suffers from a curse of malevolent hauntings, following her wherever she goes. Her strolls through graveyards are her way of calming the spirits and giving them the chance to let go.

ELRY THE ELDER

N male human adept 1/expert 2

Appearance: Bald on top with a crescent of short gray hair. He wears simple clothes and a wooden holy symbol.

Personality: Quiet and reserved at first, but bring up religion and he becomes loud and opinionated.

Mannerisms: Stoops forward with his shoulder eschew, due to an old battle injury.

Hooks: Elry is discontented with how stagnant his life has become in his old age. He patrols the graveyard looking for signs of trouble. He is immediately suspicious of the PCs.

FUNGUS AND ROTGRUB

(both) CE male halfling witch 4

Appearance: Slightly stout with a bald head, wearing filthy black robes. Their skin has sores from disease (DC 21 Perception check to notice the sores differ in size and shape between brothers).

Personality: Very curious to the point of being rude. The brothers consider the graveyard their territory, and unless funeral rites are being attended makes every presence their business to investigate.

Mannerisms: Fungus has a hacking cough and he never covers his mouth. Rotgrub picks his teeth and sores.

Hooks: Born in the graveyard, their parents were also witches. They've never travelled far from home or each other but are now in the middle of a spat. Only one appears at a time, as they're actively avoiding each other. Each blames the other for anything bad that happens to the PCs.

REFEN HAMMERTOE

NG female dwarf expert 2

Appearance: Wild red hair with high-cut, brown leather boots. Her nose tilts to the left from when it was flattened in a brawl.

Personality: A bit gruff but much friendlier after a pint.

Mannerisms: Snorts loudly when taken aback, upset or laughing, due to her nasal injury.

Hooks: Refen is a gravedigger. She maintains the grounds with some pride as her grandparents are both buried here. Her father left many years ago to fight in a war. She suspects his death, but he never returned in any state. She would be in debt to any who could recover the body.

ELVIARS NOMNEN

NG female elf druid 2

Appearance: Curvy for an elf with braided brown hair. Her clothes appear to be tightly woven vines.

Personality: Flighty with little patience for off colour humour.

Mannerisms: Prone to sudden silences as if listening to distant noises.

Hooks: Elviars travels through graveyards looking for rare reagents that only grow among death.

OLD ILARIO GRANDSTONE

LG male human commoner 1

Appearance: Shortly trimmed gray hair with a strong build and simple dark coloured clothing.

Personality: Stoic, using as few words as needed.

Mannerisms: He crosses his arms when at rest, and presses the bridge of his nose.

Hooks: Ilario always wanted to be a paladin but couldn't break away from his family. He is suspicious of adventurers but grows helpful if he learns of their heroics.

THUNDER KATZNER

NG female half-orc ranger 3

Appearance: Long dark hair tied back in a pony tail. She wears hide armour and bears dual axes.

Personality: Generally in a good mood, made joyous when on the hunt.

Mannerisms: Smiles with a toothy grin; clears her throat and spits when thinking.

Hooks: Thunder is currently tracking a trio of trolls (or other foul beasts) and their trail leads through the graveyard. She welcomes companions on the hunt.

AULUS TOOK

NE male halfling fighter 2/rogue 4

Appearance: Dressed in leather patchwork armour and black cloak. His short curly hair has been dyed crimson.

Personality: Secretive and quick to violence.

Mannerisms: He hums old folk songs when he thinks he is alone.

Hooks: Aulus is a professional assassin. He takes great pride in his work and always disposes of the body. His new favourite dumping ground is burying them in freshly dug graves.

HAFL PALMERRE

LN male human aristocrat 2

Appearance: Beginning to show his age with salt and pepper hair, he wears fine clothes of coloured cotton.

Personality: Grieving but known for his honesty.

Mannerisms: Breaks into sobs whenever anyone mentions children or the weather.

Hooks: Hafl suspects his wife was murdered but has no proof. He's torn between paying for a *resurrection* or letting her rest in peace.



GRAVEYARDS: HOOKS, COMPLICATIONS & OPPORTUNITIES

Graveyards are a place for the dead, and as such should only be minimally occupied by the living. Exceptions tend to create very interesting circumstances.

D20

1 A wizard seeks an ebon flower for an important ritual. It only grows in ground seeped with the flesh and blood of orcs. A small flower-cloaked burial mound in an isolated corner of the graveyard holds the bodies of a score of such raiders killed long ago.

2 The mayor of the town died in his sleep at an old age. At the funeral, which is happening as the PCs enter the area, his grieving daughter throws open the coffin to find it empty.

3 Someone has been knocking over headstones at night. The local constable sees the issue beneath him but has a few coins in his coffers to anyone who can catch the culprit.

4 A tribe of centaurs have made camp in the middle of the graveyard, claiming the land is part of an ancestral pact agreed upon by the town's founder generations ago.

5 Legend says a local wizard took the secret of destroying gods to his grave. The PCs have been tipped off that it's not just a turn of phrase and that a tome of knowledge lies in his tomb.

6 The manager of the local orphanage got drunk and buried the rent money for its own safety in the graveyard. He can't remember which headstone he buried it under.

7 A group of clerics of the god of death have gathered from all over the area to celebrate a prophet buried here. They've taken all the rooms in the inn and set up a tent city outside the graveyard gates. At night, loud chanting emanates from the graveyard.

8 A young boy claims to see the image of his dead uncle walking the graveyard at night. Superstitious peasants want to exile the boy to lay the ghost to rest.

9 Two young lovers, whose parents refuse to let them marry, have sealed themselves inside a mausoleum. When the PCs arrive, screams of terror erupt from within.

10 Large holes, signs of a bullette or ankheg, have been spotted at the centre of the cemetery. Several graves have disappeared into the creature's tunnels.

11 A necromancer has set up shop, selling his services to provide mourners a day with an undead loved one. Many of the populace disapprove of his actions, but a few recently bereaved townsfolk have hired his services.

12 A small group of vampires has the populace of a village trapped in its graveyard. The vampires seem to be repulsed by the hallowed ground.

13 A black dragon has made a mausoleum his lair, converted the entire property to unhallowed ground. Skeletons have been spotted at night by villagers who dare to go close.

14 A gravedigger has discovered an underground tunnel that bears signs of dwarven construction.

15 The sword of a knight carved into a sarcophagus lid has begun glowing blue. If a paladin of pure heart approaches the sword, the light grows more intense and the sword transforms into an actual weapon.

16 A young girl was found wandering among the headstones with no memory of how she came to be there. She is otherwise healthy.

17 All the cats in town vanished a week ago. This morning their corpses were found stacked upon the grave of the town's founder; all their eyes were gouged out.

18 A strange grey speckled mist hovers over the graveyard, whispering the words of departed loved ones. The mist is thickest in the newest part of the graveyard and seems to emanate from an as yet unfilled grave.

19 The local militia has posted a reward for the capture of grave robbers plundering the graveyard. For the last three nights, strange sounds have been heard in the cemetery at night and every morning graves were found disturbed and defaced.

20 Assassin vines have spread from the forest across the oldest parts of the graveyard. Luckily, no one has yet been taken, although several cats and dogs have disappeared.



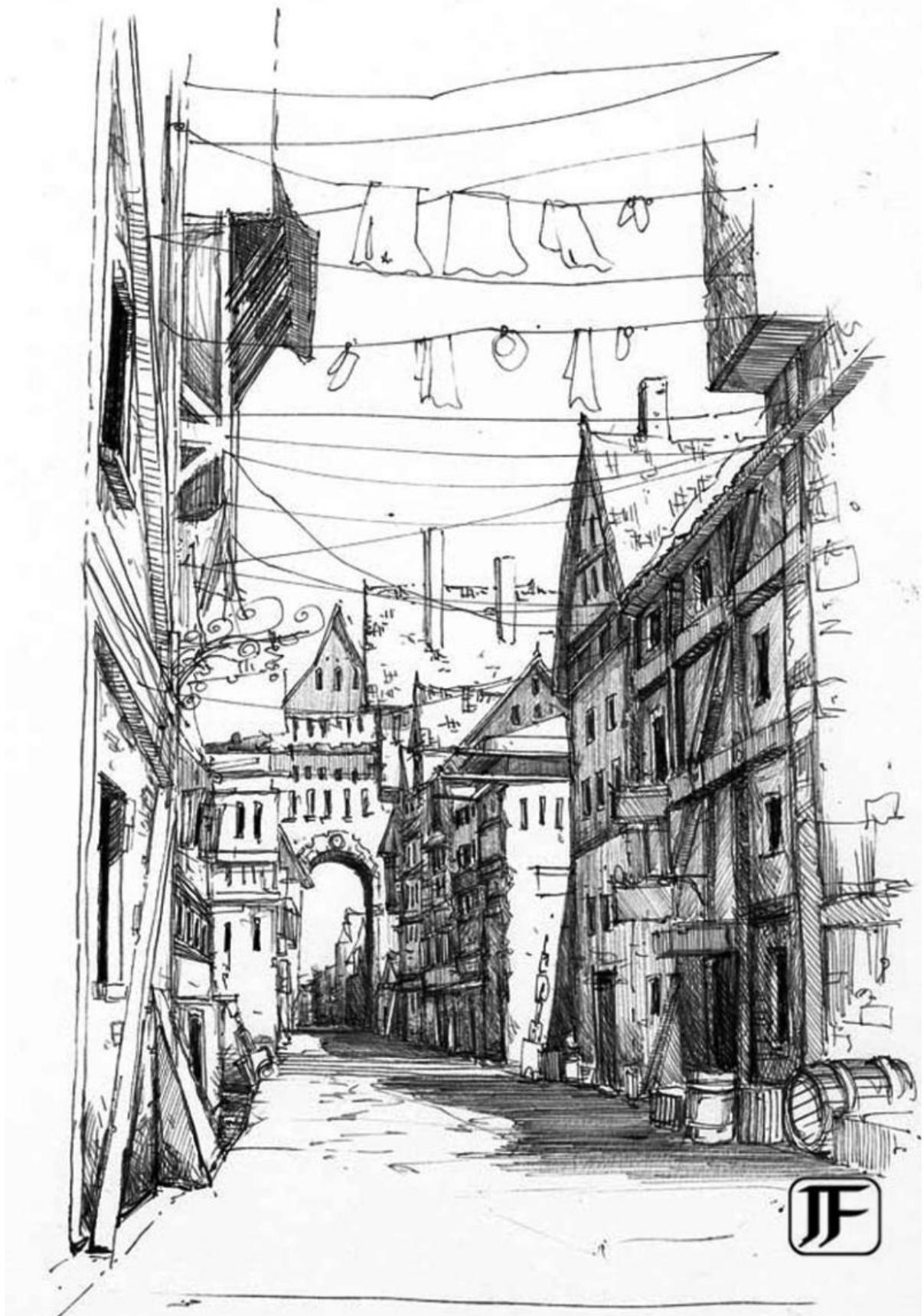


GUILDHALLS: TYPES OF GUILDS

A guild is an association of people who practice a craft or labour, who come together to control that practise in a town or larger region. Though they often control the trade through sheer numbers and economic coordination, it was not uncommon for the guild to be granted official authority by the local ruler, making it illegal to practice without membership.

D100 GUILD TYPES

		Adventurers' Guild: Job postings, cheap beds, good beer and the rights to legally loot abandoned structures; an adventurer's guild is a PC's second home in the city. Particularly popular in areas surrounded by ruins or towns with a weak military presence.
67-72		Arcanist Guild: Much like a masters' guild, the arcanists' guild is the foundation schools spring from. Arcanists guilds are often supported by governments as a matter of public safety, providing oversight as young mages learn the proper ways of spells and incantations.
73-76		Bardic Guild: Loremasters, jesters, storytellers, dancers, actors, playwrights and even the classic adventuring bard all belong to the bardic guild. It's the best place to find work, obtain public performance permits and swap stories.
77-80		Companion Guild: Formal organization of prostitutes, courtiers and courtesans. As a profession that needs very little to get started, practitioners organize into guilds more often in large societies with minimal laws, as a means of protection, or in heavily affluent societies where formal training is needed as a matter of course.
81-83		Thieves' Guild: A breeding ground for those who act outside of society and ignore property laws. It's the best place to find a fence, pick up speciality tools or grab a job.
84-86		Assassins' Guild: Much like the thieves' guild the assassins' guild generally operates outside the law, though some may be government sponsored.
87		Fraternity/Sorority: An organization dedicated to the development and prosperity of its members. These organizations often cross occupational boundaries but are bound by a deep devotion to each member. While not technically economic in nature, wealth and prosperity go hand in hand.
88-92		Racial Guild: Much like a fraternity or sorority but bound by a common blood. These organizations focus on a single minority race in a society, but may also be applied to another type of guild, such as the <u>Guild of Halfling Weavers</u> .
93-96		Secret Society: Not all organizations flourish in the public eye. When popular culture or the law frowns upon how you wish to get things done secret societies form to provide like-minded individuals a place to do business. Cartels, thieves' guilds and assassins' guilds are often secret but any kind of guild can be secret. Some secret societies even have a public face, but keep their rites and dealings known only to members.
97-100		Scholars'/Masters' Guild: A predecessor to universities, these are associations of masters, or their students, throughout a city. They are often from completely different fields but united by status and their love of academic study.



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GUILDHALLS: GUILDHALLS

Guildhalls can be anywhere with enough space for the guild to meet, though once a guild achieves a certain level of prosperity they generally obtain a dedicated locale. Use these tables to determine the general characteristics of such a guildhall. You can also add some amenities to make guilds more tempting for players or add flavour to scenes taking place within the guild itself. Every hall at least has a meeting space even if it doubles as one of the amenity rooms.

D20 GUILDHALL QUALITY

1	A makeshift guildhall.
2	A makeshift guildhall with one amenity.
3	A makeshift guildhall with two amenities.
4	A moderate guildhall.
5	A moderate guildhall with one amenity.
6	A moderate guildhall with two amenities.
7	A moderate guildhall with three amenities.
8	A prosperous guildhall with two amenities.
9	A prosperous guildhall with three to four amenities.
10	A prosperous guildhall with five or more amenities.

D20 MAKESHIFT GUILDHALLS

1	A dank basement with mould growing on the walls.
2	The second floor apartment above the guild leader's shop.
3	A few tables pushed together in a local tavern, with members shouting to be heard over the rabble.
4	The corner table in the local tavern, after regular hours.
5	A private backroom in the local tavern with a two drink minimum.
6	The centre of the city park, in full view of the public eye (See <i>Urban Dressing: Parks</i>)
7	The alley between the butcher and the general goods store.
8	The front room of a general store, after business hours.
9	The backroom of a general store, crates piled high and smelling of yeast.
10	A warehouse, dimly lit by low lanterns.
11	An empty tenement, smelling of urine.
12	The common room of a small home, a fire in the hearth and children sleeping upstairs.
13	The backyard of a local manor, in the shade of a large willow tree.
14	A long table in the civic archives of the city library.
15	The local theatre before rehearsals. A partial set is on the stage, and crew casually watch from the balcony.
16	The cellar of the local temple, between aging casks of wine.
17	A small cave obscured by hanging moss, just outside town.

18	On the deck of a large fishing ship, tied up at the docks.
19	A dank overflow chamber of the city sewer.
20	A family mausoleum towards the back of the city cemetery. (See <i>Urban Design: Graveyards</i>)

D20 MODERATE GUILDHALLS

1	A white walled guildhall with paper windows and thick, heavy shutters.
2	A rustic guildhall made of notched logs topped by a thatched roof.
3	A two-storey guildhall of painted green stone set at the end of a muddy lane.
4	A musty smelling guildhall with thin wooden walls, terrible drafts and too few fireplaces.
5	A simple brick guildhall with white windows and several tall chimneys.
6	An old remodelled bakery that still smells of bread and flour.
7	This guildhall has beige stone walls on the outside and oak wood panelling within.
8	A guildhall with fieldstone walls and large open rooms.
9	A squat, brick guildhall with very few windows and a rooftop deck.
10	The outer walls of this guildhall are set on a stone foundation of an old temple. The new construction is of wood.
11	A wooden building resting on thick columns. One can only enter when the stairs are lowered.
12	A stone complex surrounded by an iron fence and small courtyard.
13	A red walled building with a large central fire pit producing thick black smoke.
14	A fieldstone building with a thick layer of moss covering its south side.
15	A wooden two-storey guildhall with ill-fitting windows.
16	A small stone tower, with a winding central staircase.
17	A squat stone guildhall of gnomish construction, extending underground through a network of low, cramped passageways and chambers.
18	An old family home with closed heavy wooden shutters and six locks on the front door.
19	A well-kept wooden structure with a pointed roof of green shingles.
20	A small stone guildhall with a large private patio in the rear for hosting social functions.

D20 PROSPEROUS GUILDHALLS

1	A large stone guildhall with great woven banners decorating the halls.
2	A white walled building with stone columns ringing the ground floor that support a promenade balcony above.
3	A looming stone building with copper embellishments along the windows and doors.
4	An old manor with two rows of statue flanking the walkway to the main entrance. Gargoyles leer down from the roof.
5	A squat stone building that leads down to a multi-layered complex of dwarven design.
6	A highly defensible complex with high outer walls, reinforced stone door and an entranceway equipped with murder holes.
7	A grand tower with pointed slate roof and stained glass windows. Deep cellars below the tower intersect with the town's sewers.
8	A sprawling manor set among well-tended grounds. Some areas are in disrepair and cluttered with thick spider webs.
9	A grand building with pink walls, red shutters and tall fountains in the front courtyard surrounded by beautifully tended formal gardens.
10	A large stone structure with walls reinforced by adamantine. Ornate cold iron gates provide a glimpse of the building beyond.
11	A three-storey great brick guildhall with a black slate roof and many chimneys.
12	Large braziers always light the great stone steps outside the entrance of this marbled walled guildhall.
13	A brick guildhall with large stone columns and with trellises covered in ivy.
14	This guildhall is an odd mix of styles, having once been four distinct buildings. Over the years they were purchased and connected to create a complex of stone and wood of many height and colours.
15	A gleaming building whose outer walls are a patchwork mosaic of onyx and jade tiles.
16	A grand stone building with cascading arches connected to support columns.
17	Large gargoyles of demonic visage guard the roof of this old fieldstone guildhall.
18	This guildhall has large echoing rooms which occasionally make conversations quite difficult.
19	A great wooden lodge with three stories and a blue shingle roof.
20	A massive oak structure with oil paintings of its members hanging throughout the halls.

AMENITIES

Many guilds offer additional services to members through common areas, and can provide unique spaces for social scenes during an adventure. These should be customized with elements relevant to the guild type.

D20 AMENITIES

1	Meeting Space: Every guild, even those who do not yet own their own building has a meeting space. It is essential to the planning and organizing of the guild. This is generally a hall with chairs or benches, but can take the form of anything from a raked theatre to a small tavern space. Members generally enter this space ready to hear news and take part in the guilds plans. Speaking within the guild meeting space grants a +2 to bonus to Bluff and Diplomacy checks when a member speaks to other members.
2	Common Area/Libations: An area for relaxing, distinctly separate from where the meetings are held. This may also serve as a dining area or hall to host events. Examples are a tavern area, lounge or library. A guild member who spends an hour at rest in this area gains a +2 bonus to their next saving throw made that day.
3	Training Area: Most members of a guild have their own space to practice their craft but even masters come together sometimes to improve. This space has everything needed to work on the trade and generally has a few members poking about to offer commentary. A guild member working here gains a +4 to Craft and Profession roles relating to the guild. This does not stack with other item bonuses. Members generally need to provide their own raw materials or pay for any materials used.
4	Barracks: Lodging is anything from a space by the fire to individual guest rooms. Prosperous guilds may even be willing to put up the travelling companions of their members. This is very useful when the guild has chapters in several cities. A guild with a barracks provides free lodging to its members.
5	Protection/Storage: The number one problem with a warehouse is keeping thieves out of it. A guildhall with this amenity has an area to store the possessions and goods of its members. It may also take extra measures to protect its grounds, such as high walls, complicated locks or patrolling guards.
6	Contracts/Information: This may be a message board, an archive or a lounge where the older members gather to share wisdom. Members making use of this amenity gain +2 to all Knowledge checks relevant to the guild's purview.

GUILDHALLS: INITIATION, MOTIVATIONS AND RUMORS

Guilds do far more than serve as a meeting place for idle talk. Their schemes can be grand and sometimes treacherous. Even joining a guild can be a dangerous endeavour. Use these tables to add adventure and mystery to a guild.

Benefits: Once gained, membership comes with several benefits. The starting attitude for a fellow guild member is generally one step more favourable than normal. Guild members generally offer a 10% discount on their goods or services to other members and have contracts set up to offer the same discount on merchandise that is common to their profession. See "Amenities" for more benefits a guild may provide.

Dues: Guilds generally also require something in return of its members. It's generally not more than a few silver a month in membership dues and being kept apprised of information relevant to the guild's interest. Adventuring members are generally excused from making monthly visits to pay dues and in return are expected to take up the occasional task for the guild leaders.

INITIATION

What a commoner or even an adventuring hero needs to do to join the guild. Many guilds have several levels of initiation, with primary membership being easy but not granting full benefits

D20 INITIATION RITES

1	A simple fee of 1d4 copper.
2	A small fee of 1d6 silver.
3	A moderate fee of 2d6 gold.
4	A letter of note from a community leader.
5	The sponsorship of an active guild member.
6	Tithe 10% of current wealth to the guild's patron temple.
7	Have recently assisted a local community member.
8	Complete a moderate (DC 15 Craft or Profession) test of skill in the guild's area of expertise.
9	Complete an expert (DC 20 Craft or Profession) test of skill in the guild's area of expertise.
10	Complete a test of knowledge about the guild's history (a series of DC 15 Knowledge checks).
11	Complete a minor task for the guild, such as picking up an order from a distant member.
12	Apprentice under a full member, and earn their personal approval.
13	Travel to the capital and study under one of the guild masters.
14	Travel across the continent and learn from as many members as possible.
15	Swear a blood oath of loyalty to the guild.
16	Recruit a new customer for exclusive contract to the guild.

17	Recite from memory the guild charter, after a night of feasting and heavy drink. (DC 10 Intelligence check; +2 to the DC for every drink consumed).
18	Seek out a rare component of the guild's craft and present it to the guild leaders.
19	Defeat a member of a rival guild in a public contest of skill.
20	Kill an existing member, earning their place.

MOTIVATION

Most guild members join because learning the trade and getting work outside the trade is far more difficult, but what is the guild striving towards in the greater sense? Economic domination is the simple answer, but guild leaders may have something else in mind. (Normal guild members may not know of this additional goal).

D20 MOTIVATIONS

1	Destroy a rival guild.
2	Make a similar industry obsolete.
3	To please their god.
4	To gain respect in court for the guild leaders.
5	To increase their land holdings.
6	To gain the respect of the community.
7	To never go hungry again.
8	To become untouchable by the local militia.
9	To secretly smuggle illegal goods.
10	To fund a secret (possibly illegal or reviled) faith or church.
11	To protect their members where the government has failed.
12	To educate the masses perhaps through formal schooling, scholarships or similar initiatives.
13	To advance society and to provide charitable works such as fountains, pools and wells usable by the masses.
14	For the glory of their lord.
15	To become greater than their foreign rival by producing better products, destroying their rivals trading network and so on.
16	To reclaim glory after having fallen from favour (perhaps due to some terrible crime or failing of the guild).
17	To ensure their craft is never forgotten and always held in high regard.
18	To control the town or city through wealth and bribery.
19	To know divinity through perfection of their craft.
20	To win the love of a highborn lady or lord.

RUMOURS

Guilds are very important to the everyday life of an urban society. Even to non-members they often have influence over trade, politics and festivals. People are bound to talk. How much truth can be had in idle gossip is at the GM's discretion.

D20 RUMOURS

- | | |
|---|---|
| 1 | The guild is secretly controlled by the church. |
| 2 | The guild master's daughter is secretly dating her father's apprentice. |
| 3 | The guild has been working with the thieves' guild to sabotage a rival's business. |
| 4 | The guild waters down its wine at meetings. |
| 5 | The guildhall is built upon the ruins of an ancient vault. |
| 6 | The guild has a secret wing where the true decisions are made. |
| 7 | The guild was responsible for the last king's death. |
| 8 | The guild keeps a private brothel for the exclusive use of its members. |
| 9 | The guild only pretends to be in competition with its rival. It's a carefully controlled show to discourage any real competitors. |

- | | |
|----|---|
| 10 | The guild master is rarely in town. Instead he investigates old dungeons as an adventurer. |
| 11 | The guild keeps its prices cheap by using undead or slave labour. |
| 12 | The guild has fixed its books to pay less taxes. May local magistrates and tax collectors are paid off or blackmailed into silence. |
| 13 | The guild purchases ill-gotten goods from pirates and uses the profits to fund its members' lavish lifestyles. |
| 14 | The guild practices minor sacrifices to gain the favour of its long dead founders. |
| 15 | The guild's founder is still running things as a reclusive vampire. |
| 16 | The mayor is secretly in the guild's pocket and is on its payroll. |
| 17 | The guild has been training its members to fight, in order to end a rivalry through force of arms. |
| 18 | The guild does new product testing at the local orphanage. |
| 19 | The guild is heavily in debt to foreign investors and desperate for a solution. |
| 20 | The guild moves its goods at night through a series of secret tunnels. |



GUILDHALLS: ASSOCIATED NPCs

Use the NPCs below to portray individuals the PCs encounter at a guildhall. Either determine randomly which NPC the PCs encounter or choose a suitable candidate. Most descriptions do not indicate rank or position within the guild, keeping them open to all manner of uses.

D10	NPC
1	Gaius Getha
2	Old Hat Catherty
3	Ilasual Frostruin
4	Evelyn Foster
5	Aelius Boson
6	Gilos Kells
7	Marra Clearwater
8	Mit Umbridge
9	Glassjaw Yvens
10	Mister X

GAIUS GETHA

CN male human expert 2/rogue 1

Appearance: Clean cut with salt and pepper hair and a trim moustache he wears a black leather vest.

Personality: Very likeable, he intently listens and rarely gives advice that's not requested.

Mannerisms: Gaius always has a smile on his face, and sticks his thumbs in the cuffs of his vest.

Hooks: He's recently added a bit of sleight of hand to his business, keeping people distracted while altering contracts slightly or lifting small purses. While he feels guilty, he needs the money to pay off large gambling debts.

OLD HAT CATHERTY

N female human expert 4

Appearance: Thinning gray hair and a constantly furrowed brow. Her clothes are always practical.

Personality: Cantankerous when bothered but at ease when left to herself.

Mannerisms: She rocks gently while at work and rarely looks people in the eye when bothering with conversation.

Hooks: Catherty has been at her trade for a very long time and her skill is considerable, yet she is never satisfied with her own work. If a PC displays talent that may surpass her own she does what she can to sabotage them out of spite. If a PC publicly derides her skills she sets out to destroy his reputation.

ILASUAL FROSTRUIN

CG male elf expert 3/sorcerer (draconic) 1

Appearance: Receding hairline and wears well-kept clothes, contrasted with old leather bracers.

Personality: A bit haughty, but friendly once you get to know him. Enjoys the finer things in life and showing off his (minor) magical powers. Has no intention of every becoming an adventurer.

Mannerisms: Ilasual expects others to keep up, and he sometimes switches to Elven mid-sentence, if he can't be bothered to remember a phrase in Common.

Hooks: Ilasual supplements his craft with some innate magical talent. He secretly pines for another to study under to extend the range of his arcane abilities but can't find anyone who he feels is his better.

EVELYN FOSTER

NG female human bard 2

Appearance: The local beauty with wavy red hair, who keeps her clothes flattering, yet practical.

Personality: Evelyn is a joyous individual, often singing while going about her work.

Mannerisms: Evelyn thinks it is hilarious to feign anger at the actions of others and can crack herself up just by putting her hands on her hips.

Hooks: Evelyn is far more talented than the average peasant but doesn't seem to understand her true potential. If given the opportunity she could become a major figure in local politics or a skilled adventurer. A PC investing in her talent by setting her up in her own workshop could reap great rewards in the future.

AELIUS BOSON

LG male half-orc ex-barbarian 2/expert 1

Appearance: Heavily built, Aelius wears simple clothes. He generally has a pipe in his mouth.

Personality: Aelius finds peace in his work and is generally easy going. Insinuate that he may not be very bright or insult his craft and he flies into a violent rage.

Mannerisms: Aelius's favourite action in any activity is puffing his pipe, and carefully filling it back up. He smokes all the time, even when it is inappropriate to do so.

Hooks: Aelius feels very guilty after a bout of violence and tries to avoid fighting. The guild uses him for intimidation without him realizing it, simply by inviting him to certain meetings and events.

GILOS KELLS

NG male human commoner 1

Appearance: Gilos wears large brown boots and has a dirty, sweaty face.

Personality: A little absentminded and often stressed, he is also very gullible.

Mannerisms: Rubs his hands into the folds of his shirt.

Hooks: Gilos is a young member of the guild and takes orders from the others. He is always running this way or that and seems very much in need of a good night's sleep before he collapses.

MARRA CLEARWATERS

CN female halfling expert 1

Appearance: Short brown hair bound into two thin braids.

Personality: Irrational, she's always thinking ahead and can't seem to grasp the moment at hand. Marra is very friendly and enjoys a good meal with friends.

Mannerisms: Twitches her nose as if about to sneeze. She never sneezes, but always carries many handkerchiefs about her person.

Hooks: Marra is said to be a mad genius. Most of her work is sub-par, but the piece that gained her initial membership to the guild surpassed even the guild master's skill. If only they could get her to do it again!

MIT UMBRIDGE

LE male half-elf expert 3

Appearance: Always well dressed, Mit hides a slim dagger in his inside vest pocket. He has a slender moustache and long flowing blond hair.

Personality: Pretends to be interested in others but eventually just stops listening. Obsessed with himself and his own advancement.

Mannerisms: Always keeps his back to a wall if he can help it and hates to go to places he does not know well. He never seems to relax and is always on edge.

Hooks: Mit can't stand to listen to others. He seeks to control the guild and the town if he can help it, and the PCs may just be the tools he needs to do so. He is merciless in his use of tools, but generous to those who prove useful to him.

GLASSJAW YVENS

NG female dwarf fighter 3/expert 2

Appearance: With dark black hair and a long scar along her left jaw, Glassjaw always wears heavy steel gauntlets.

Personality: Sternly judges those who speak and never quite seems satisfied. A stickler for standards, she strives for perfection in her craft.

Mannerisms: Taps her fingers into her palm when growing impatient. When she gets really angry, she has been known to slap the person responsible for her mood.

Hooks: Glassjaw takes her nickname not just from the visible wound she carries from her brief adventuring career but her favourite way of ending an argument. Anyone who gets out of line gets a solid punch to the face even if she has to first wrestle them to the ground to reach.

MISTER X

N male human rogue 2/sorcerer 6

Appearance: Tall and slender, Mister X is always seen wearing a long black cape and a simple silver full face mask.

Personality: Quiet and reserved. He listens before speaking and uses only a few words to express his interest. He speaks quietly, but forcefully.

Mannerisms: Mister X stands very still when speaking and it is said no one has ever seen his hands.

Hooks: Mister X is shrouded in mystery. He is known only to guild members as one of their great patrons and attends most meetings silently.

Contradicting rumours have him as a noble who wishes to remain anonymous or a being from another plane whose presence would spark controversy within the guild's ranks. Whatever the truth, he is fabulously wealthy and so few clients question his origins too closely.



MARKET STALLS: CHARACTERISTICS & APPEARANCE

Every market stall should have a distinctive appearance. Use this table to generate such interesting characteristics and features. Some features may be inappropriate based on your set up or what the PCs have encountered. Ignore such results and simply re-roll.

D%	
1	A simple wooden handcart that has seen some wear but is still in working order serves as this mobile stall.
2	The bark remains on this roughly-made, oaken handcart, granting it a rustic appeal.
3	An old, wooden wheelbarrow, far past its prime, is piled high with merchandise. Its single wheel swivels this way and that when pushed.
4	This iron cart creaks on four oversized wheels. Dwarven runes adorn each side telling of the founding of the legendary dwarven stronghold Thor-Dilak.
5	An enslaved bugbear, heavily burdened by several saddlebags, acts as his master's mobile stall. Its fur is matted with dirt and dried blood and it looks thoroughly downtrodden.
6	A covered wagon, sporting a foreign flag, sells its wares directly from the back.
7	A huge, muzzled brown bear pulls an uncovered wagon of heavy oak.
8	A modest wooden cart distinguishes itself with a hand painted canvas sign that hangs off one side.
9	This cart of bronze has jade decorations and smells of incense.
10	A quartet of young children carries baskets on their heads.
11	An old mule pulls a rickety cart whose missing planks have been hastily patched with hides.
12	An elephant carries a small stall upon its back. Patrons can gain access one at a time by climbing a rope ladder lowered down one side.
13	This small stall comprises a small handcart made of bamboo tied together with vines.
14	This stall comprises a heavy wooden cart that features a large bust of a ram at its front.
15	A team of porters have lifted a small raft into the market place, laden with wares.
16	Three camels (or horses) carry goods in hand-woven baskets. Each basket is covered with a colourful cloth.
17	This wooden cart smells of cinnamon, though it holds none.
18	The broken foundation of an old tower forms the boundary of this stall. Weeds grow thickly on the remaining walls.
19	A rowboat set with wheels serves as a makeshift cart.
20	This horse-drawn carriage has heavy curtains so patrons can view its wares in private. Customers are only admitted one at a time and the merchant within rarely reveals himself.
21	This wooden stall is topped with billowing exotic silks of yellow, red and white.
22	This handsome stall looks quite new and features a red slate roof.
23	A few barrels topped with an old door serve as a makeshift stall. The old door is heavily stained and pitted.
24	Several large chests set around a carpet of red and gold serve as this merchant's stall.
25	A steel stall marked with engravings of giant eyes catches the sun's reflection.
26	This stall built of piled driftwood still smells of salt and the ocean.
27	This iron stall is adorned with totems to the local thunder god.
28	This open tent is made from imitation dragonhide.
29	This tent is made from interwoven multi-coloured silks. Colourful guide ropes hold it to the ground.
30	A stall that was originally a stack of crates has been patched and reinforced so many times that it has been made permanent.
31	The frame of this stall is made from the jaw bone and skull of a giant serpent (complete with fangs).
32	This stall is constructed of salvaged wood from wrecked ships; fishing nets serve as its roof.
33	The base of this stall is made from cut sandstone set without mortar.
34	This wooden stall has ivy growing up its columns and along its canvas roof. Within it is cool, but musty.
35	A simple wooden stall has living leaves sprouting from one of its posts.
36	The base of this stall is set with finely cut stones.
37	One side of this stall has a large hole from which rats scurry back and forth.
38	A large mastiff snores loudly under this wooden stall.
39	The base of this stall is made of large rocks, fitted expertly with smaller rocks to form a solid counter.
40	A dried monkey hand hangs from one of this stall's wooden posts.
41	Four bronze spears hold up a roof comprising the faded flag of a legendary kingdom.
42	This stall made of finely crafted darkwood features carven druidic runes in each of its posts.
43	This simple wooden stall has a painted sign hanging in front warning "No halflings."

44	A carving of a flying dragon serves as a sign set high above this stall's merchandise.	74	Garlands of faded flowers decorate this wooden cart.
45	The wood of this stall is charred black and still smells of smoke, having been salvaged from ruined buildings.	75	A small portrait of a famous holy man hangs from one pole of this stall.
46	This wooden stall features a series of mismatched drawers along its front.	76	Old bookcases, crammed with merchandise, form a back-wall for this stall.
47	Wind chimes all along the awning of this stall tinkle in the breeze.	77	The front of this stall is painted in a dizzying array of colours.
48	The wood of this stall has begun to rot; tiny insects crawl all about.	78	Four trees form a natural canopy over this stall.
49	Green shingles cover the base of this stall under a slate roof.	79	This stand is formed from wet sand, dried in the sun and adorned with starfish.
50	This stall is constructed of shining, polished bone.	80	The front of this stall is only a foot and a half in height; it caters to smaller patrons.
51	Numerous delicately balanced pots hold this stall's wares.	81	This wooden stall displays no wares. Prices are debated up front and then the goods are delivered from a secret warehouse.
52	Four walls of beads, strung from wooden posts, obscure this stall's interior.	82	The merchant displays the first copper piece he ever earned in a small glass jar. He views it as his lucky charm and will not part with it.
53	The stuffed head of a fox, mouth agape, serves as this stall's sign.	83	The counter of this stall is made of a large wooden crate, wrapped with chains as if trying to keep something trapped within.
54	An old wagon with no wheels, set atop crates, displays this stall's wares.	84	This wooden cart is painted silver with small engravings to appear as worked metal.
55	Two white stone columns, remnants of an old shrine, mark the entrance of this stall.	85	A cage of small birds sits behind this stall filling the air with chirps and tweets.
56	Stone statues of local gods serve as the pillars that hold this stall's hide roof aloft.	86	This stall has a smooth, polished marble counter.
57	This wooden stall has red ribbon tied to its posts.	87	Curtains of leaves, sewn with gold thread, form the walls of this stall.
58	This oaken cart has three brand new wheels.	88	Piled lobster traps with a counter top of plywood form the front of this stall.
59	Faces of old men decorate this steel stall.	89	The roof of this stall is draped in black fabric decorated with silver star beads.
60	This red stall has yellow linen curtains.	90	An oversized wool tent that seems unusually drafty serves as a makeshift stall.
61	This stall features a brick base finished with scrap wood.	91	A wooden board is missing from this stall revealing a flickering light within.
62	This stall is nothing more than a burlap tent that smells of wet cat.	92	This old iron stall is covered in rust.
63	This stall keeps a small wooden torch lit even at midday as a tribute to the fire goddess.	93	This wooden stall has a large spider-web between its posts. A large spider lurks within.
64	A small boy sits in front of this simple stall, playing a tin whistle.	94	This blue-grey stall is marked by a silhouette of a mermaid on its sign.
65	Two vendors share the same small stall, constantly bickering over space.	95	This steel and copper push cart has visible turning gears.
66	A small sign above this stall offers a free haircut with any purchase.	96	A brand new stall of pine. The wood is still sticky with sap and smells pungently.
67	Old glass bottles set in plaster form the counter of this stall.	97	Decorations for the Summer Solstice decorate this stall, weathered from being left up for extended periods.
68	"Guaranteed Not Stolen" promises the sign hanging above this stall.	98	This faded green stall has half circles carved out of the front.
69	A small, trained monkey offers wares to passersby and dances for a copper piece.	99	The splintering wooden frame of this stall has been hastily covered by an old curtain.
70	A bloodied butcher knife, used to deter thieves, hangs on display on one of the stall's posts.	100	Wares are stacked and spread across this stall using no containers or any sense of organization.
71	A glass counter reveals finer goods locked within the front counter of this stall.		
72	This green painted stall has a string of bells hanging between its two main posts.		
73	A merchant sits atop a pile of merchandise, but makes no effort to attract buyers.		

MARKET STALLS: WHAT'S FOR SALE?

Market stalls sell an incredible variety of things. Use this table to determine what a randomly visited stall is selling.

D%	
1	Dried fruit
2	Fresh local fruit
3	Exotic fruit from neighbouring kingdoms
4	Local produce
5	Butchered animals
6	Live poultry
7	Fresh bread
8	Fanciful pastries
9	Coffee and tea
10	Roasted meat on wooden sticks
11	Green bubbling beverages that ease aches
12	Fresh flowers
13	Cheap jewellery fashioned with garnets and pearls
14	Raw gemstones
15	Fine jewellery in a range of prices
16	Grains
17	Small trained animals
18	Horses/Camels
19	Exotic mounts
20	Leather and hide armour
21	Steel armour and shields
22	Iron weapons
23	Iron cooking supplies
24	Lanterns and oil
25	Ropes and nets
26	Woven baskets
27	Clay pots and pitchers
28	Second hand furniture
29	Wooden carvings
30	Silver holy symbols and idols
31	Fish
32	Crabs, clams and oysters
33	Cooking oils
34	Animal feed
35	Fertilizer
36	Banners of different guilds, adventuring parties and noble houses
37	Jars of honey
38	Spices
39	Jams and preserves
40	Bows and arrows
41	Kegs of ale
42	Candles
43	Cheese and mil
44	Wool
45	Reams of cloth
46	Patched clothing
47	Fine clothes
48	Travel clothes and hats

49	Farm tools
50	Barrels and crates
51	Fine instruments of copper
52	Glass bottles and bowls
53	Healing herbs
54	Odd arcane reagents
55	Painted holy idols
56	Paper, ink and scroll cases
57	Leather and canvas bags
58	Dyes
59	Furs
60	Money changing
61	Potions and oils
62	Minor enchantments
63	Wooden staffs and simple weapons
64	Fortune teller
65	Lace and embroidery
66	Books and scrolls
67	Locks and keys
68	Small cages and hunting traps
69	Blacksmithing
70	Cobbler
71	Fine perfume
72	Scribe services
73	Silversmith
74	Soap
75	Rugs
76	Woven tapestries
77	Taxidermy
78	Holy water
79	Fine knives
80	Wooden toys
81	Wheels and rods for carts
82	Information
83	Poison
84	Acids and solvent
85	Eggs
86	Nuts
87	Chains and manacles
88	Carts and wagons
89	Random pieces of used armour
90	Seeds
91	Slaves
92	Religious guidance
93	Water clocks
94	Tobacco and smoking weed
95	Cattle, pigs and goats
96	Instruments
97	Travel gear
98	Alchemical items
99	Makeup
100	Messenger services

MARKET STALLS: HOOKS, COMPLICATIONS & OPPORTUNITIES

Although the PCs may simply want to walk up to a stall and buy something, sometimes fate intervenes. Use this table to determine what opportunities or complications the PCs may encounter while trying to make their purchase.

D20

1	Goats have gotten loose in the area and several try to eat merchandise within reach.
2	An angry noble with several members of the town guard are trying to seize the property over past due rent.
3	A wailing haunt loudly bemoans her lost love.
4	An irate young man complains that he was almost killed by his last purchase. When pressed he explains ludicrous extraordinary circumstances.
5	The last due shipment of goods is late by a week and there is no news as to when it will arrive.
6	A handful of young nobles are belittling the owner due to unfashionable décor.
7	A religious group pickets the stall over a perceived slight towards their god in the way the merchant prepares his goods.
8	The ground below the stall has collapsed into a sewer; most of the stall's goods are lost in the fetid waste below.
9	The salesman is clearly prejudiced against elves and fey serving them last and refusing to make eye contact.
10	A burly looking man and his friends are demanding "free samples" and look like they mean to take them with or without permission.
11	A middle aged couple in front of the stall, both drunk, are having a screaming match and trying to get others to take their side.

12	The merchant's daughter left last night to make a delivery and hasn't returned since. The merchant desperately tries to hire the heroes, not worried for his daughter's safety but rather that she has run off with his rival's son.
13	The owner has been disfigured by a hag's curse and offers deep discounts to whomever can bring in her head.
14	The merchant offers to purchase cursed items at full value but refuses to give his reasons why.
15	Strange moans come from the rear of this stall that the owner blames on the wind. Investigation reveals several animate zombie heads in a chest that the owner claims no knowledge of.
16	A bard harasses any attractive individual who enters. When the owner is questioned he confesses that he is in debt to the bard and cannot bring himself to kick him out.
17	A fellow patron confronts any religious PC and begs to speak with them in private. If granted an audience he admits to being a murderer before drawing a dagger and trying to slay the PC.
18	A rare item was delivered without the key to its superior lock (DC 40 Disable Device). The merchant is paranoid of magic and needs someone to either pick the lock or locate the key.
19	A team of orphans begs outside while another pickpocket those distracted.
20	A clever rogue moves about the stalls stealthily pulling tricks on customers. He won't leave without a refund and an apology from the stall owner.



JF

MARKET STALLS: ASSOCIATED NPCs

Use the NPC bios below to portray the folk encountered near the market stall. Either randomly determine which NPC the PCs encounter or choose a suitable candidate from the table below.

D20	NPC
1	Ellara Peel
2	Jammen Downburrow
3	Rimbar
4	Hal Grithel
5	Bellis Beewetter
6	Fauntal Everleaf
7	Hela the Brat
8	Vanviral
9	Job Gwyer
10	Grod
11	Scythe
12	Len Dender
13	Doran Darkglint
14	Hanrik the Hand
15	Ismith
16	Alaquin of Dreymore
17	Hesk Eyeopopper
18	Maldrid
19	Georgel Lowland
20	Steflively Greenbillow

ELLARA PEEL

LG female human aristocrat 2/expert 1

Appearance: Young and thin with fair skin and soft features. She wears a silver signet ring of a minor noble house.

Personality: Ellara is optimistic and full of life. She is always ready to try to fill a strange custom order.

Mannerisms: She is very quick to laugh with a high-pitched giggle, even when a joke is unintended. When her ability is questioned she assumes the person doesn't know better and reasserts herself quickly.

Hooks: The stall was acquired by her wealthy father when the previous owner could not pay his loans. She has over promised on some custom orders recently and needs adventurers to secure some hard to find items.

The previous owners are upset that their shop was taken and look to discredit Ellara in the eyes of her father.

JAMMEN DOWNBURROW

N male halfling expert 1

Appearance: Wide with a mop of curly brown hair and nose that leans to the left.

Personality: Gives a general air of confusion as if lost in thought.

Mannerisms: He's easily distracted and tends to stare off into space.

Hooks: Jammen is under the sway of an imp who whispers to him while invisible. What interest could the infernal hells have in such a simple salesman?

RIMBAR

LN male dwarf fighter 2/rogue 1

Appearance: A tangled brown beard and great, bushy eyebrows. The top of his left ear is missing.

Personality: He always seems tired and a bit grumpy.

Mannerisms: Rubs his hip whenever fighting is mentioned.

Hooks: A veteran of war, Rimbar has a particular interest in news of battle and is willing to make deals or part with personal items in exchange for news from his home region.

HAL GRITHEL

CN male human commoner 2

Appearance: Reddish orange hair with a wicked grin.

Personality: Morose.

Mannerisms: Pulls on bits of his hair while talking.

Hooks: Hal used to have ties with the alchemists' guild (he was a servant there) but blames them for the death of his wife. They fear he knows their secrets and want him to return to serve the guild or die.

BELLIS BEEWETTER

N female halfling expert 2

Appearance: Long dirty blonde hair, tied back. She always wears a brown leather vest over her clothes.

Personality: Serious and down to business.

Mannerisms: She speaks in short direct sentences, never wasting any time.

Hooks: Bellis accidentally insulted the mayor's assistant with her direct attitude and now tariffs are being raised across the city.

FAUNTAL EVERLEAF

CG female elf wizard (enchanter) 3

Appearance: Pale blonde hair adorned with bits of ribbon and coloured glass. Her robes are of strong, vibrant colours.

Personality: Very happy with bursts of hysteria.

Mannerisms: Compulsively sorts things by colour and radiance.

Hooks: Needs someone to travel to the Hedgeroot forest to meet with the druid there under the next full moon, in order to acquire the reagents needed for her next enchantment.

HELA THE BRAT

CN female human aristocrat 3/rogue 3

Appearance: Stunningly beautiful with clothing that is always in the latest style and the highest quality.

Personality: Aggressively egotistical.

Mannerisms: Rarely makes eye contact except when she believes you are the only one that can give her something she wants.

Hooks: Last of a noble line, Hela has squandered most of her fortune but still manages to keep her lifestyle. She has acquired a few items that would be in poor taste to sell and wants the party to contact a particular necromancer to arrange a meeting.

VANVIRAL

LN male tiefling expert 2/bard 1

Appearance: Handsome with a black, thin beard, two curling horns and pale red skin.

Personality: Calm and pleasant even when insulted.

Mannerisms: He always smiles when he is speaking with someone. When he enters a room, his eyes dart about nervously.

Hooks: Vanviral is in the pocket of the local thieves' guild and warns them of items of interest when new folks come to town. He has had one too many narrow escapes and will consider going straight if presented with a way out.

JOB GWYER

NE male human commoner 1

Appearance: Tall and balding with well-toned arms.

Personality: Job seems good-natured at first but once he has the upper hand reveals a bitter and vengeful side.

Mannerisms: Keeps a hammer on his belt and rests one hand there. His right eyebrow rises up slightly when he lies.

Hooks: Insanely jealous, Job Gwyer has recently had too much competition in the market. Over the last two weeks, three different merchants have got ill and died. Each one sold wares that were similar to Job's own.

GROD

CN male half-orc barbarian 2

Appearance: Two large teeth protrude from Grod's lower lip, one has a good hunk chipped off. He has a long scar across his right cheek.

Personality: Distrustful at first, he laughs loudly at all jokes made by someone he has grown to like.

Mannerisms: Licks his top row of teeth when thinking.

Hooks: Grod's tribe is nomadic. He only comes into town to trade when the beasts are nearby but something has been thinning the herd in the dead of night.

SCYTHE

N female half-elf expert 3

Appearance: White hair with a red streak down the middle and uncommonly pale skin.

Personality: Fun loving and always looking for a party.

Mannerisms: Clucks her tongue when bored.

Hooks: Business is just a job to Scythe, a job that she happens to be good at. At night she can get a little wild, however, and the captain of the guard suspects that she has been influencing his daughter. He is looking for any excuse to lock her up or drive her out of town.

LEN DENDER

N male halfling commoner 3

Appearance: A bit round in the belly with curly dark brown hair and a clean face.

Personality: Keeps to himself and tries not to draw much attention.

Mannerisms: Blushes brightly whenever anyone talks about gender or relationships.

Hooks: Len was not always a man. She purchased a cursed girdle unwittingly from wandering gypsies. A few moments after trying it on, she became a man. Len lives in shame but her fiancé still dwells in town, hoping that one day his love will reappear.

DORAN DARKGLINT

LN female dwarf expert 4

Appearance: Earthy brown hair with a dirty face and fur trimmed boots.

Personality: Always willing to hear someone out but she is not easily impressed.

Mannerisms: Keeps her hands busy or stuffed deep in her pockets, with her feet shuffling against the floor.

Hooks: A new series of tunnels have been discovered in a mine outside the city and Doran is looking for assistance so that the miners can work there in safety.

HANRIK THE HAND

CN male human bard 1/rogue 3

Appearance: A lean, stubbly face under a wide brimmed hat.

Personality: Good natured and fun, but is constantly scheming.

Mannerisms: He talks with his hands and does everything with extra flare.

Hooks: Hanrik has a business on the side where he sells information though sometimes his embellishments get the better of him.

He plans to turn himself in to the town guard after his exaggerations angered a particularly fearsome client but he is really just looking for a safe place to stay for a little while. Once a better solution presents itself, he'll grab it with open arms.

ISMITH

NG female aasimar oracle (life) 2

Appearance: Blonde and silver hair with simple brown robes and the wooden symbol of her god.

Personality: Quiet and kind.

Mannerisms: Always looks people directly in the eye and waits for someone to be completely finished before speaking.

Hooks: Ismith was orphaned at a young age and has only recently learned her father is a slave owner a few villages away. She would be grateful for an escort.

ALAQUIN OF DREYMORE

CG male human commoner 2

Appearance: Thin with ratty black hair and a floppy red hat.

Personality: Always has a positive outlook.

Mannerisms: Sticks his hands in his pockets and drags his feet. Alaquin has a terrible posture, has rounded shoulders and always slouches.

Hooks: Back in Dreymore, Alaquin stole to survive. Having stolen from the wrong man, he fled loosing what he stole in the process. If he could recover the lost treasure, he could try to clear his name back home.

HESK EYEPOPPER

N male dwarf fighter 1/expert 2

Appearance: Completely hairless and always barefoot.

Personality: Stern at work, he loves a good story but hates a braggart.

Mannerisms: Cracks his knuckles and spits.

Hooks: Hesk has a reputation as a exceptional fighter due to a very lucky shot against a dragon when he was young. He is sick of the embellishment surrounding his skill and wants to stage a fight against a hero where he's publicly, badly beaten.

MALDRID

CN male elf class aristocrat 2/expert 2

Appearance: Luscious brown hair tied back with a ribbon. He often compliments his outfits with silk patterned capes.

Personality: Haughty and indifferent, Maledrid is accustomed to the finer things in life. He looks down on those he sees as coarse or unrefined.

Mannerisms: Keeps his chin up when he moves and tends to sniff the air while other people are talking.

Hooks: Maledrid's business does well enough but his opulence seems to have increased dramatically over the last two years. Rumours fly wildly about where the money is coming from; black market deals to secret cult backers are the current favourite theories.

GEORGEL LOWLAND

LN male human commoner 1/warrior 1

Appearance: Red greasy hair, freckles and a muscular build.

Personality: Trusting and hopeful, Georgel sees the best in people. Although popular, he feels lonely after a series of disastrous relationships.

Mannerisms: Constantly stretching, as if the whole world makes him feel cramped.

Hooks: Georgel used to be part of the town guard but did not have the heart for it. He is still friends with men of the guard, however, and is concerned that a few did not return from their last patrols. He's hoping to find some brave fellows to investigate the disappearances. Sadly, he has no great store of money and can offer only his thanks.

STEFLIVELY GREENBILLOW

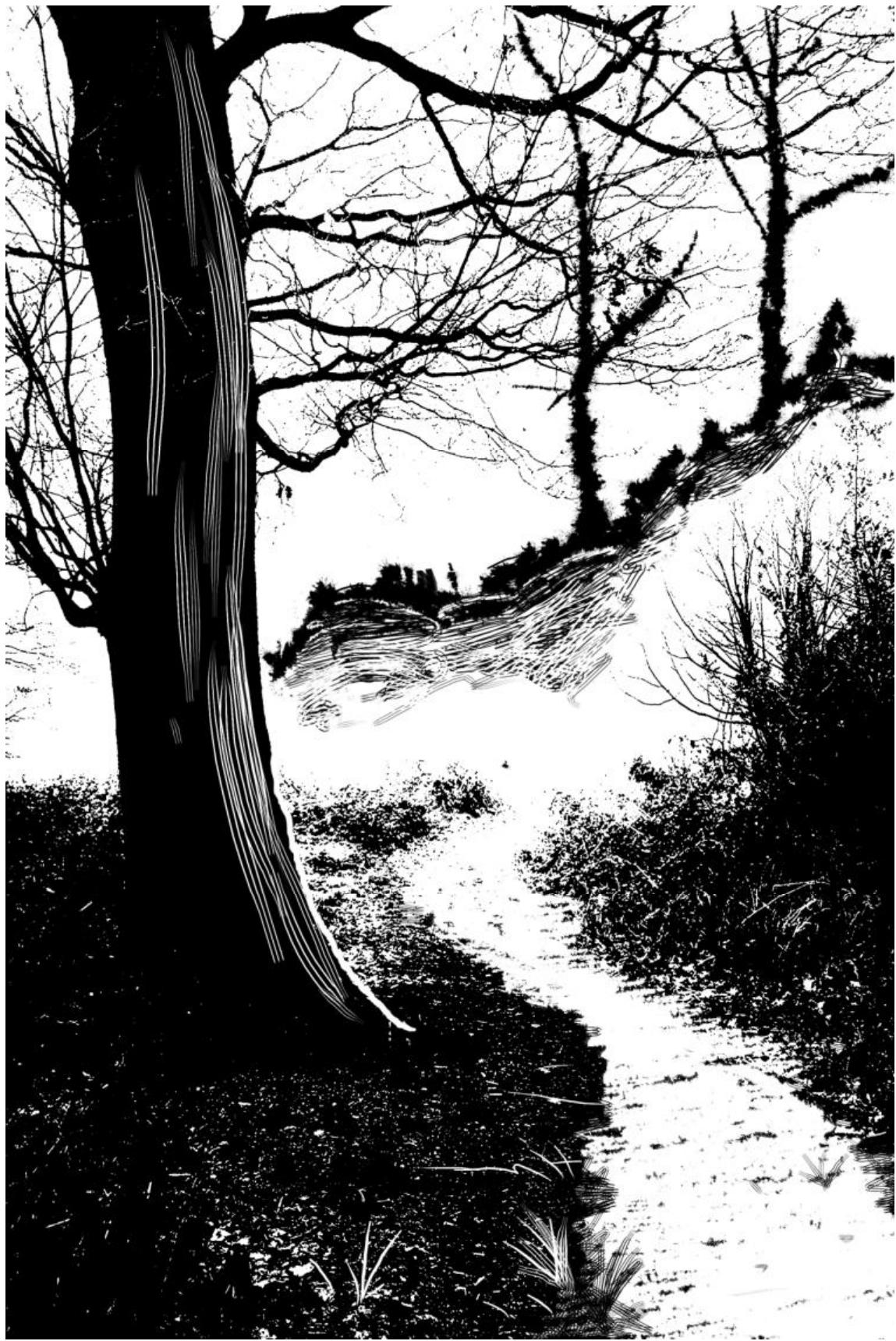
N female gnome sorcerer (destined) 1

Appearance: Green and purple hair, braided tightly into place. Her clothes are reminiscent of fireworks.

Personality: Curious with little personal boundaries. She has no concept of privacy and happily shares even the most intimate facets of her life with friends. She is offended when they do not reciprocate.

Mannerisms: Steflively is always moving, and her eyes dart back and forth if she has to stay still.

Hooks: Steflively has only recently discovered her arcane powers and does not have full control of them yet. She keeps charming people by accident causing embarrassing trysts in the marketplace.



PARKS: CHARACTERISTICS AND APPEARANCE

What we think of today as an urban park is often very different from what existed in medieval times. Parks began as private hunting grounds, often walled, for use exclusively by its noble owner. To restrict such a parcel of land often could only be accomplished with the blessing of the king, which could get expensive. Thus, they were not public meeting grounds, but exclusive status symbols.

Later came the heavily landscaped parks attached to mansions and other properties. These were originally private as well but were made public as cities became more heavily populated.

There are several kinds of park:

- **Common:** Area intended for general use, including the grazing of livestock and the harvesting of wood. It's often not actually public property but owned by a lord and set aside for specific use by his tenants.
- **Deer Park:** A private hunting ground, owned by a noble or clergyman. It's often walled, to keep trespassers out and the animals in.
- **Garden:** A well-landscaped area of carefully tended flowers, trees, hedges and other plants. It is often accented by stonework.
- **Public Park:** An area of natural land set aside within a city, the primary purpose of which is recreation. It may be tended for aesthetics or allowed to grow wild.

100 PARKS

D%	PARK CHARACTERISTICS
1	A small common, set off a manor estate, littered with sheep and the occasional shepherd.
2	A small common, set off a manor estate, dotted with rocky outcroppings.
3	A small common, set off a manor estate. An old wooden fence keeps a handful of goats from wandering.
4	A small common, set off a manor estate, comprising a pasture with cattle and a forest between two hills.
5	A small common, set off a manor estate, where sheep drink from a stream.
6	A large common, set off a manor estate, surrounded by a fieldstone wall.
7	A large common, set off a manor estate, featuring a small, murky pond at its centre.
8	A large common, set off a manor estate, with sweet-smelling, blue-green grass.
9	A large common, set off a manor estate; several men are chopping up a felled tree.
10	A large common, set off a manor estate, with birch trees growing in small stands.

11	A large common, set off a manor estate, with a few apple trees and a wandering cow.
12	A large common, set off a manor estate. A large oak tree sits at its centre; great roots emerge from the earth all around.
13	A large common, set off a manor estate; only a few towering pine trees remain from when this land was heavily forested.
14	A large common, set off a manor estate, dominated by several herds of cattle.
15	A large common, set off a manor estate; large boulders dot its fields.
16	A small public common, set on the side of a grassy hill.
17	A small public common; a murder of ravens watch from the limbs of an old willow.
18	A small public common filled with wild flowers.
19	A small public common, with a large oak tree. A cut rope, the remnants of a past execution, hangs from a large branch.
20	A small public common, surrounded by a crumbling fieldstone wall.
21	A large public common. The foundations of an old manor house are overgrown with weeds at its north end.
22	A large public common, with small rolling hills and cobblestone paths.
23	A large public common, where a small herd of goats is feasting on a bed of tulips.
24	A large public common, with a small shrine to a nature god in one corner (See <i>Urban Dressing: Shrines</i>).
25	A large public common, only recently made public. A team of youths are breaking down a series of fieldstone walls.
26	A deer park, packed thickly with oak.
27	A small deer park, with sparse birch trees. It seems mostly untouched, unused by its lordly owners.
28	A deer park, filled with the loud chirpings of many birds.
29	A deer park, with a fast river rushing through it. The walls pass right over the river; grates allow the water to pass through.
30	A deer park, with many brambly bushes and a few wild boar.
31	A deer park set right up against a cliff face for the nesting of great birds.
32	A deer park, with very rocky soil that breaks the trees into small stretches of woodland.
33	A deer park, with a thick canopy and mossy ground.
34	A deer park, overgrown with weeds.
35	A deer park, filled with holly trees and exotic beetles.

36	A deer park, once an orchard of cheery trees, is now prowled by deer, boar and displacer beasts.
37	A deer park, surrounded by a stone 20-foot high wall topped with spikes.
38	A deer park; the smell of wild onion drifts on the air between ash trees.
39	A deer park, built into hilly terrain and once home to an owlbear.
40	A deer park, thick with oak trees and spider webs.
41	A boggy deer park, with sagging walls due to the marshy ground.
42	A deer park, with sparse trees and the smells of sweet herbs.
43	A deer park, with hickory trees and wild flowers.
44	A deer park; old foundations are set among the shadows beneath the dark trees.
45	A deer park, filled with deer and featuring a small pond stocked with salmon.
46	A deer park, filled with sequoia trees and elk.
47	A deer park, with tall grass and bison.
48	A deer park, thick with pine tree and caribou.
49	A deer park, featuring exotic birds and a trickling brook.
50	A deer park, filled with dogwood and dire weasels.
51	A hedge garden with white stone benches.
52	A garden of hedges and violets replete with iron benches.
53	A garden of peach trees and lush green hedges.
54	A garden with walkways lined with small white stones.
55	A garden where all the flowerbeds are surrounded by tiny wrought iron fences.
56	A small garden with a collection of statues depicting wild beasts.
57	A small garden with very tall hedges.
58	A small garden featuring trellis arcs of climbing roses.
59	A small garden centred on a white marble fountain.
60	A small garden with blue gravel paths.
61	A small garden surrounded by a brick wall, topped with white stones.
62	A small garden, with displays of intricately raked pebbles.
63	A small garden with two large stone chimera flanking the entrance.
64	A small garden with bushes trimmed to resemble stars.
65	A small garden of white rose bushes.
66	A large garden with a lily pond and several recreational rowboats.
67	A large garden filled with statues of ancient soldiers.
68	A large garden divided into four quadrants, one devoted to each season.

69	A large garden with a river running through the middle crossed by two small pedestrian bridges.
70	A large garden centred on a massive water clock.
71	A large garden with empty stone pedestals.
72	A large garden with beds of multicoloured tulips.
73	A large garden centred on a massive bronze statue of a warrior on horseback.
74	A large garden with elaborate jade benches.
75	A large garden with clockwork statues that occasionally move and greet passersby.
76	A small public park shaded by a large oak tree.
77	A small public park featuring statues of famous wizards.
78	A small public park centred on a white gazebo.
79	A small public park with several plum trees.
80	A small public park with high stone walls.
81	A public park; wind chimes hang from the trees.
82	A public park with sweet smelling grass and blueberry bushes.
83	A public park with hickory trees and wild lilacs.
84	A public park with a stone lookout tower offering views of the city.
85	An almost perfectly flat public park surrounded by a wrought iron fence.
86	A public park replete with scorched and twisted trees. It once served as a mage's test field.
87	A public park with marshy ground and leafy bushes.
88	A public park filled by trees with bright orange and red leaves.
89	A public park with small public shrines hidden among its many paths (<i>Urban Dressing: Shrines</i>).
90	A public park in its natural state, filled with pine trees and large boulders.
91	A large public park with gentle rolling hills.
92	A large public park with a man-made pond.
93	A large public park with a fenced in area of personal garden plots.
94	A large public park featuring a series of ornate fountains flanking its main walkway.
95	A large public park centred on a cathedral of the local nature goddess (see <i>Urban Dressing: Temples</i>).
96	A large public park with wide walkways frequented by carriages.
97	A large public park with a stone outdoor amphitheatre.
98	A large public park with many caves frequented by the city's residents when the summer heat grows too great.
99	A large public park built into the side of a steep hill and featuring hundreds of stone steps.
100	A massive public park taking up an entire quarter of a metropolis. Some of the city's more nature inclined citizens have even taken up residence in its trees and caverns.

PARKS: THINGS TO STUMBLE UPON

Parks tend to be well trod by man and beast. Such areas are full of distractions and personal affects often get misplaced.

D%	THINGS TO STUMBLE UPON
1	A silver pocket watch
2	A wet rag doll
3	A stray orange cat
4	An ancient-looking gold piece
5	Two human teeth
6	A half empty wine bottle
7	A lace handkerchief
8	A steel dagger stained with blood
9	The claw of a bear
10	A busted wagon wheel
11	Four copper pieces
12	A silver slipper
13	An empty backpack with a hole in the bottom
14	A dead cat
15	A wooden bucket
16	A fresh apple
17	A bit of mouldy cheese
18	A torn bodice
19	The deed to a local estate
20	A cane topped with bronze
21	A sealed jar of honey
22	A feather quill
23	A love letter, stained with tears
24	A baby chick
25	A sleeping youth
26	A lidless bucket of red paint
27	An elven arrow
28	A coil of rope
29	A shard of mirror
30	A soiled white glove
31	A letter of marque from a foreign lord
32	A written contract for the delivery of livestock
33	A small iron lockbox
34	A simple copper key
35	A purple silk scarf
36	A glass eye
37	A broken clay jug
38	A rusted lantern
39	A silver ring
40	A few white feathers
41	A small pouch of hazelnuts
42	A white lace umbrella
43	A horseshoe
44	The footprints of a peg-legged individual
45	A wineskin
46	A torn strip of red cloth
47	Acorns stacked into a pyramid
48	A tarnished emerald

49	A bit of foxglove
50	Bits of fine tobacco
51	A simple leather sling
52	A bouquet of wild flowers
53	A compass carved from jade
54	An empty water skin
55	A wolf pelt
56	The carcass of a giant eagle
57	The epaulets of an officer
58	A ten-foot deep hole
59	An ivory statuette of the war god
60	A bent lock pick
61	Three identical sapphires (1,000 gp each)
62	A stepping stool
63	An everburning torch
64	A 10 ft. long steel chain peppered with barnacles
65	A watermelon
66	A wooden mallet
67	A folded flag
68	A noble's outfit, neatly folded, with a fine pair of leather boots nearby
69	A cloth tent
70	A deer antler
71	An old red sled
72	A long red and white striped hat
73	The image of a human brain drawn in the dust
74	A felled pine tree with part of the trunk removed
75	A white wooden crate
76	A bronze star
77	A toothpick jammed into a tree
78	A horsehair brush
79	A tin horn
80	A green and red lute
81	A wagon wheel
82	A silver bell
83	A punctured leather ball
84	A silk, green tie
85	A dog stuck up a tree
86	A pincushion stuck with several steel pins
87	Scattered bits of cotton
88	A dream journal
89	A steel razor with a pearl handle
90	A pint of beer half buried in the dirt
91	A bushel of corn
92	A wooden ladder
93	A wet rolled up rug
94	A pair of bear skin slippers
95	An egg shaped pink crystal
96	An orange scarf
97	A yeti skin, draped over a statue
98	A headstone (see <i>Urban Design: Graveyards</i>)
99	A map of the realm
100	A treasure map protected by explosive runes

PARKS: HOOKS, COMPLICATIONS AND OPPORTUNITIES

AREA FEATURES

Parks often have many features a canny adventurer can use to his advantage. Some basic features appear below, but particularly in public parks the GM should customise these descriptions to include flowers, rare tended plants and so on.

Walls: Urban Parks are often surrounded by walls. It helps keep the private parks exclusive, marks boundaries and can help keep some of the city activity outside.

A DC 8 Acrobatics check is required to leap a small boundary wall or DC 16 if the character does not have at least ten feet of space to get a running start.

Taller walls of iron bars, stone blocks or brick require a DC 12 Climb check to scale. They provide partial cover (+2 AC, +1 Reflex).

Some deer park walls curve inward and feature small ramps on the outside to both help animals enter easily and make it nearly impossible for those animals to escape. It requires a DC 5 Acrobatics check to jump the wall from the outside ramp, but it is a DC 30 Climb check to get over the wall from the inside.

Hedge (Narrow): Narrow hedges are obstacles comprising neatly tended bushes.

It costs 3 squares of movement to cross a narrow hedge and it provides cover (+4 AC, +2 Reflex).

Hedge (Wide): Wide hedges are 5 ft. tall and fill an entire square.

It takes 4 squares of movement to move through such a square, but creatures making a DC 10 Climb check reduce this cost by 2. Wide hedges provide total cover.

Tree (Normal): A creature standing in the same square as a tree (AC 4, hardness 5, hp 150, DC 15 Climb) gains partial cover (+2 AC, +1 Reflex).

Trees (Massive): Huge trees (AC 3, hardness 5, hp 600; DC 15 Climb check) fill an entire square. They provide cover (+4 AC, +2 Reflex).

Flowerbeds: Small colourful plants cover the ground, increasing the DC of Acrobatics and Stealth checks by 2. It costs two squares of movement to enter such squares.

Undergrowth (Heavy): Dense bushes and other tangled growths make movement through these areas extremely difficult.

It costs 4 squares of movement to enter such a square. It is impossible to run and charge through a square containing heavy undergrowth. Characters in heavy undergrowth gain concealment (30% miss chance) and a +5 circumstance bonus on Stealth checks.

Parks are rife with opportunities for adventure.

D20

1	A bullette has burrowed into the park leaving large holes all around.
2	A druid has conjured a <i>wall of thorns</i> around the park to keep a rare plant safe.
3	The statue of one of the city's founders has begun to speak, claiming to be possessed by the founder's spirit.
4	A finely dressed woman yells loudly that her diamond ring has gone missing.
5	A food vendor sells kabobs, claiming them to be made of dire rat.
6	The city's sewers are backed up, making the park's grass soggy and pungent.
7	Amidst withering plants a foreign druid offers to end the dry spell for the low price of 20,000 gold.
8	A bunch of kids are digging holes throughout the park. If pressured they admit to overhearing a thief say he stashed a cache of jewels there.
9	City guards have barricaded the park until they find the "vicious animal" that has left several dead with bite and claw wounds.
10	A series of sporting contests are being held to celebrate The Feast of the White Stag.
11	Three panicking gardeners hurry to paint all the red roses white before the local ruler arrives to survey the grounds.
12	A sculptor surrounded by guards carves a statue of an unpopular nobleman. Nearby folk seem less than happy about the addition.
13	The river and pond has dried up in a heat wave revealing several veins of silvery metal.
14	The park is filled with families and vendors in celebration of a local festival.
15	Men line two sides of a field, armed with wooden swords, to recreate a famous battle. The man who was to play the legendary giant has broken his leg.
16	A contingent of soldiers are aggressively recruiting for the local lord's army. They offer free beer, great pay and a signing bonus; several have already taken up their offer.
17	A loud dwarf tries to round up competitors for a drinking contest; 2 copper a head, winner takes all.
18	All of the squirrels have mysteriously disappeared from the park.
19	Three treants are squatting in the park due to deforestation by neighbouring orc tribes. They do not leave until the orcs are driven from their forest home.
20	A homeless man tries to prevent anyone from entering the park claiming the trees are plotting a revolution. He is clearly mad.

PARKS: ASSOCIATED NPCs

Use the NPC bios below to portray individuals the PCs encounter within a park. Either determine randomly which NPC the PCs encounter or choose a suitable candidate.

D10	NPC
1	Orila Nikal
2	Indra Schoolsmit
3	Belryn Toisel
4	Devel Cynderfall
5	Brokel MalNit
6	Audri Fellswing
7	Hippo
8	Halen Honeywell
9	Elrin Dermot
10	Yelda Nosebiter

ORILA NIKAL

NG male human commoner 2

Appearance: Simple peasant clothes with well-worn knees.

Personality: A very friendly fellow who takes to new people in town and tries to make them feel welcome.

Mannerisms: He lifts his cap and rubs his scalp.

Hooks: Orila owes money his wife borrowed from a local gang before she mysteriously disappeared. He intends to pay it back somehow but doesn't dare ask for help. His predicament is a very juicy bit of town gossip at the moment.

INDRA SCHOOLSMITH

LN female half-elf expert 1

Appearance: A youth in her teens with twin long ponytails. She cares little for fashion but keeps a very neat appearance.

Personality: Indra questions everything said to her, rarely taking any statement at face value.

Mannerisms: Indra sighs when people around her seem foolish or slow.

Hooks: She's an apprentice scribe and has made a huge mistake, spilling ink over a page she has already transcribed. She reluctantly seeks help from those who may know the original text.

BELRYN TOISEL

CN male halfling commoner 1

Appearance: Wears clothes of earth coloured tones, rough leather shoes and a tight vest.

Personality: Belryn always seems to be in a rush and is often curt with strangers.

Mannerisms: Belryn speaks very quickly and tends to look around while others are talking.

Hooks: He's currently trying to manage relationships with two separate women, without either finding out. One is a barrister's daughter and he's paranoid he may end up being cast into a dungeon.

DEVEL CYNDERFALL

CN male elf adept 2

Appearance: A little bit wild with fur clothing with feather accents.

Personality: Devel keeps to himself mainly paying little regard to the others in the park.

Mannerisms: He can be difficult to hear at times, speaking in a very quiet tone.

Hooks: Devel is concerned the plants in the park are weakening and this may be a sign of greater trouble. He communes with nature and looks for a sign.

BROKEL MALNIT

CN female human aristocrat 1

Appearance: Garish dresses of gold silk with elaborate hairstyling one might expect to see at a ball. She is never without a prop such as an umbrella, fan or large bag.

Personality: She thinks herself better than most and terribly clever, when in reality she can be quite thick at times.

Mannerisms: Brokel has a nasal laugh and loves to make a large show of using whatever prop she has on hand.

Hooks: Brokel has become terribly bored with urban life. She wants to know more about the party if only to pass the time. Should the PCs stick around she tries to show them off about town. If they lose her favour she uses her money and influence to make things difficult for them.

AUDRI FELLSWING

N female dwarf fighter 4

Appearance: An elderly woman with thinning long white hair but a strong build.

Personality: Audri is loud and boisterously quick to make friends and put people in their place.

Mannerisms: She stares intently at people when they speak to her.

Hooks: Audri gave her axe to her eldest son who died in battle against giants. She would give most anything to have it – and his remains – returned to her family.

HIPPO

CN male halfing bard 2

Appearance: Colourful clothing that seems mismatched and ill-fitting.

Personality: Hippo seems jolly at first, telling jokes and doing tricks but he is also very intrusive, asking personal questions.

Mannerisms: He does not respect personal space and freely touches others and their things.

Hooks: Hippo decides with enthusiasm he wants to chronicle the exploits of one of the PCs. He does not seek permission, instead following them around, recording their deeds and asking annoying questions.

HALEN HONEYWELL

N female elf expert 3

Appearance: Halen's clothes are filthy as is her face and hair.

Personality: She holds herself in a restful manner and seems at peace among the bustling city.

Mannerisms: Halen looks down at her feet when in conversation with others.

Hooks: Halen works as an herbalist and grounds keeper. She was recently working with an herb that causes temporary memory loss, but she can't remember which one.

ELRIN DERMOT

LN male dwarf paladin 1

Appearance: Fully armoured in shining plate with a heavy warhammer and steel shield.

Personality: A bit gruff, he doesn't possess much social tact.

Mannerisms: Elrin drums the inside of his shield with his fingers.

Hooks: Elrin has fallen for one of the vendors who frequents the park but has had little luck expressing his feelings. He comes to the park each day but is too scared to speak with the object of his affections.

YELDA NOSEBITER

NG female human rogue 3

Appearance: Beautiful red hair with form-fitting clothes and tall boots.

Personality: Yelda is very chatty, happy to give news of the town's goings on and hear news from afar.

Mannerisms: Her red hair tends to slide down in front of her face; when it does so she flings it back with a whip of her neck.

Hooks: Yelda has a criminal background as a thief and a con artist. She's quite smart and knows how to take the money she has to make even more money. She's moved onto to a new town, and while she doesn't know how to keep a low profile she'd like to leave her past dealings behind her.



RUINED BUILDINGS: CHARACTERISTICS & APPEARANCE

Even in the most up-to-date of cities, there are always homes, buildings or districts that have been worn and weathered by time and the elements, or the misfortunes of their inhabitants.

D%

1	A small three-room house. Its doors and windows are boarded shut.
2	A small family house. Piles of wood lie in the yard where the window shutters have fallen off.
3	This house lists slightly to one side, its lawn strewn with debris. A tiny pet-sized graveyard hides in the house's north shadow.
4	A house with a sunken roof. Shingles occasionally clatter loose inside as the wreckage settles.
5	An overgrown house, wrapped in briars and ivy.
6	A house with sunken foundations. Its windows are level with the ground outside.
7	A blackened, soot-strewn house. Choking dust fills the air inside, and the property smells of ash.
8	A once-flooded house. Mouldy discolouration runs rampant inside and out.
9	A house with a smashed-in door. The smell of mange, dog fur and urine is overpowering.
10	A house with a large patio or porch, covered by a collapsed roof. Shattered windows and a rusty, stubborn back door are the only entrances.
11	A small shop. Broken glass and fallen shelves litter the floor, along with a few bricks.
12	This smithy still smells of slag, though its half-melted furnace is black and cold.
13	This winery's uneven, spongy floor is slick and wet, and smells sharply of vinegar.
14	A bakery, dusty and stripped bare. Squeaks and scratches all around herald rats in the walls.
15	An alchemy shop with the door ripped from its hinges and windows shattered. Strong fumes remain, and the building is slightly hazy.
16	A shop. A bloodstained carpet conceals a trapdoor locked from the inside.
17	A large but decaying shop that shows recent traffic. Interior doors are locked or barred.
18	A shop filled with rusty armour on mannequins.
19	A butcher's shop. The walls and windows are slightly green and smell of rancid meat.
20	This shop is spotless despite being abandoned for years. Squelching sounds can be heard inside.
21	A tavern. Its door and sign hang askew, and its tables and chairs are broken and scattered.
22	A once two-storey inn. The top floor has fallen into the ground floor.
23	A blackened husk of a tavern. Ashes drift out of a hole in the roof when the wind gusts.
24	An inn with a large hole in the wall and floor of its upper rooms.
25	A large abandoned inn and tavern. Blankets and tents inside form a small shanty-town.

26	An old inn. Trees grow out through the windows.
27	A once-high-class inn. Tattered tapestries billow in drafts, giving a sense of haunted movement.
28	A fine inn. Faux-gold décor is now riddled with rust, and orange powder covers everything.
29	This inn is creaky, dusty and filled with termites.
30	The remains of this inn are blasted with a myriad strange colours, and the walls are desiccated.
31	A small schoolhouse. Its windows and door are gone, and its desks rotten.
32	A shop. It leans heavily on a buckling western wall, and half the roof has slid off.
33	A three-room house. The hedges around it have been left to grow into a wild wall.
34	A flooded shop. The rooms are filled to the windows with silt, mud and debris.
35	A tenement. The halls are open and occupied by homeless people, but the rooms and offices are boarded shut and locked with rusty bolts.
36	A large warehouse. Collapsed hallways block access to storerooms.
37	A large college, blackened with ash. A wall and part of the roof have crumbled and fallen.
38	The remains of a church. A large breach cuts through its centre erratically, leaving only rubble and scattered earth behind.
39	A university. Its tapestries are tattered, its windows shattered and its rooms ransacked.
40	A university, long abandoned. Its musty halls are now home to squatters.
41	A collapsed stable. Stale hay and splintered wood litter its surroundings.
42	A stable. One door and its wall have been smashed outward; the rest show signs of abuse.
43	A carriage depot. The ruined carriages lie parked, dusty with age and blackened by fire.
44	This carriage depot and its stable have collapsed into one another, leaving two sloped roofs over a tumble of splintered wood and broken glass.
45	A dock-master's stand. The building lists dangerously toward a ruined pier.
46	What's left of this dock office huddles around the wreckage of a small ship that crashed into it.
47	This blackened office smells of ashes and alcohol. Its roof is full of burn holes.
48	Rats have taken over this skeletal harbour-side warehouse. Its roof creaks off time with the tide.
49	A flooded sea-side way-station. It smells of mould and salt, and the walls are pitted with rot.
50	This way-station's roof lies crumpled by its neighbour after being torn away by a windstorm.
51	A crumbling watchtower. Loose bricks pile at its base from gaping holes in the top levels.
52	A hole in this tower's skeletal roof and blackened upper half evidence a stormy fate.
53	A small shrine. Its altar is broken in two.

54	Bloodstains, broken windows and lost or broken weapons tell a story of mutiny in this barracks.
55	The west end of this old barracks is blocked off by collapsed rubble and a makeshift barricade.
56	This old prison is missing several cell walls.
57	This prison has been torn in half by an earthquake; the two halves remain standing, but the walls close to the break have collapsed.
58	A watch house, its front walls blasted by an old fire. Broken glass and overturned tables are scattered inside, and the rear door is torn off.
59	The roof of this flooded building is bloated and sagging. Fungus covers the floor.
60	This old military training building has weathered walls and boarded windows. Strange noises echo within, and bizarre lights move inside at night.
61	An abandoned barracks. It has been picked clean, leaving behind only bare bed frames and empty storerooms with broken doors.
62	A shrine. Tattered curtains and scattered incense cover the floor.
63	Blackened and melted candelabras are stuck to the floor of this burned-out shrine. Parts of the slag have been scraped or chipped off.
64	Part of this shrine's wall has been torn out, and its broken altar is covered in occult graffiti.
65	An old temple to a dead or forgotten god. Years of neglect have left the curtains and carpets faded and the windows broken.
66	The attic and roof of this musty, dusty temple are crowded with flocks of pigeons.
67	The side wings of this temple are barely standing, their walls filled with holes and breakages. The main shrine has several broken pews but is otherwise in fair condition.
68	Shattered stained glass drowns this run-down cathedral in a bizarre array of coloured light.
69	A column of sunlight falls through a hole in the roof of this ivy-ritten cathedral.
70	This church's auditorium floor has collapsed, creating a maze of wall-tops over its rubble-strewn cellar and crypt.
71	This old wizard's tower teeters slightly to the east. Its roof is strewn with nests.
72	A room-sized brass statue hangs halfway out of a broken wall at the top of this mage's tower.
73	The door has been torn off this mage tower's entrance. The equipment inside has been thoroughly destroyed and scattered.
74	This burned-out tower smells of sulphur, liquid metal and rotten incense.
75	This lichen-covered wizard's tower is sealed with rusty chains and heavy locks.
76	An ominous rumbling like an enormous heart fills the air around this worn, empty mage's tower.
77	Faded glyphs decorate the walls of this crumbling tower. The dusty air smells of ozone.
78	Sealed by boards and chains, this warehouse reeks of yeast and vinegar.
79	There is nothing left of this mage's tower except its foundation. Piles of broken, burnt stones and twisted metal fill the ruin.
80	This wizard's tower is sunk halfway into marshy ground, despite the rest of the city being on solid foundations.
81	A large mansion. Several wings have been ravaged by fire, and much of the roof is gone.
82	This mansion is lost in a forest of overgrown hedges, rampant ivy and myriad fungi.
83	A large sink-hole has devoured the west wing of this mansion. The rest of the building leans slightly toward its missing side.
84	This is a classic haunted mansion featuring boarded doors and windows, tattered tapestries and curtains waving in draughts and creaks and groans echoing through it at odd hours.
85	All the windows in this mansion have been broken outward. Ruined furniture litters the grounds and clogs a smashed fountain.
86	Rust and rot have set in on the exterior of this manor. Bricks and boards have begun to crumble and split.
87	Once a fine palace, this crumbling building has lost four rooms and is now filled with vagabonds, the homeless and stray animals.
88	This building has partially fallen into a dried up pond. Cobwebs choke the rest of the building.
89	The upper levels of this mansion have collapsed, filling lower levels with piles of silt and debris.
90	Brackish, foul-smelling water fills this partially-sunken mansion's basement and ground floor.
91	This warehouse has been picked clean by looters, leaving an empty shell with smashed doors.
92	The upper level of this wizard's tower appears to have been pulled inward by a powerful force. The exterior seems otherwise undamaged.
93	Though its doors and windows are boarded shut, birds and rodents flock to this warehouse through its skeletal roof.
94	A riot of fungus covers this building's roof.
95	Though it hasn't collapsed yet, this warehouse's walls are buckling. Rushed patch jobs strain against the weight of the crumbling frame.
96	A livestock stockade. Splintered walls and barricades evidence a stampede; the building creaks and sways ominously in the slightest wind.
97	A publican's office. A smashed safe lies in the middle of the lobby, and the cabinets are broken.
98	This moneychanger's office has dented shelves and walls, broken windows and bloodstains on the counters and empty vaults.
99	This barrister's post still has its broken-free door lying in the middle of the floor. The rest of the inside is ransacked, but the exterior only looks worn and faded, save its ripped-free sign.
100	A grave-keeper's hut. Its door hangs askew and its contents are scattered about the cemetery.

RUINED BUILDINGS: DRESSING

Use this table to provide interesting details about the state of a ruined building, along with particular damages or signs of decay. Some may be inappropriate based on the locale's set up; ignore such results and simply re-roll.

D%	
1	Broken windows
2	Broken door
3	Missing door
4	Missing sign
5	Defaced sign
6	Broken or missing knocker
7	Missing doorknob
8	Missing window bolt
9	Splitting wood
10	Shattered wood
11	Missing beams or supports
12	Chipped or crumbling bricks
13	Missing bricks
14	Rusty gate or fence
15	Broken or missing gate door
16	Overgrown lawn
17	Overgrown hedges
18	Ivy or vine overgrowth
19	Brier overgrowth
20	Overgrown tree
21	Fallen tree
22	Rotten fruit
23	Rodent nests, burrows or warrens
24	Bird nests or warrens
25	Stray warrens
26	Fire damage (minor, exterior)
27	Fire damage (minor, interior)
28	Fire damage (major)
29	Flood damage
30	Standing water
31	Widespread mould
32	Rotting structures
33	Termite infestation damage
34	Wasp bolt-hole
35	Rust infestation
36	Combat damage
37	Destroyed furniture
38	Broken interior walls
39	Crumbling ceiling
40	Collapsed ceiling
41	Spongy floors
42	Holes in floor
43	Collapsed floor
44	Fallen chandelier
45	Tattered curtains
46	Faded tapestries
47	Rotten rugs
48	Burned rugs
49	Waterlogged rugs

50	Interior plant overgrowth
51	Fungal growth
52	Persistent draught
53	Howling draught
54	Flooded cellar
55	Layer of mud on floor and/or walls
56	Silt deposits
57	Faded silhouettes of stolen objects
58	Defaced paintings/portraits
59	Blood stains
60	Corpse or skeleton
61	Scrap metal
62	Metal slag
63	Scattered glass
64	Spilled chemicals
65	Persistent water leak
66	Building sways with the wind
67	Building lists toward one direction
68	Collapsed room
69	Collapsed chimney and/or fireplace
70	Collapsed level/story
71	Boarded windows
72	Boarded doorways
73	Chained doorways
74	Recent footprints (humanoid)
75	Recent footprints (animal)
76	Squatters (beggars)
77	Squatters (hostile)
78	Squatters (indifferent/oblivious)
79	Graffiti
80	Lingering scent (ash/smoke)
81	Lingering scent (vinegar)
82	Lingering scent (ozone)
83	Lingering scent (animal musk/refuse)
84	Lingering scent (sulphur)
85	Lingering scent (rotten/rotting food)
86	Fallen or missing shingles
87	Fallen wall
88	Entire wing is missing
89	Sunken roof
90	Hole(s) in roof
91	Collapsed roof
92	Sunken foundations
93	Cracked or crumbling foundations
94	Fallen tower
95	Ruined magical/alchemical equipment
96	Imploded wall
97	Explosion imprint
98	Burned silhouettes on walls
99	Bizarre lights and/or movement
100	Lingering wild magic field

RUINED BUILDINGS: HOOKS, COMPLICATIONS & OPPORTUNITIES

Although the PCs may simply want to examine or pass by the remnants of an abandoned building, sometimes fate intervenes. Use this table to determine what opportunities or complications the PCs encounter.

D20

1	A pack of fiercely territorial dogs attacks anything that comes within a few feet of the building.
2	A sudden gust of wind sends a pile of bricks or shingles toppling toward the nearest PC.
3	The ruined building and its property are the backdrop for a stand-off between nobles and watchmen and a large gang of squatters. The nobles want the property cleared; the squatters are refusing to leave their "home."
4	The crumbling building is infested with a gang of pugwampi gremlins, who arrange accidents and take glee in trapping or killing people investigating the ruin.
5	The basement of this abandoned building is now the headquarters of a murderous cult.
6	Though it appears abandoned, this old and deteriorating house is actually the temporary residence of a vagrant priestess who serves as a silent benefactor to the city's poor.
7	Strange, ghostly music echoes from within this collapsing shop, drifting up from somewhere below.
8	Recently-dug pits and mounds fill the lawn of this property, as if someone has been digging for buried treasure here over the past few days.
9	Despite the rest of the building being in various states of decay, one room – an enormous library behind a locked metal door (superior lock: DC 40 Disable Device) – is in pristine condition.
10	This flooded building is said to be home to an enormous man-eating snake. It's half true – a couatl has taken up residence, but she lives on rodents, sewer fish and strays.
11	The chemicals from this dilapidated alchemist's laboratory have seeped into the ground and water, causing strange mutations in local flora and fauna.
12	Though their home is in wretched shape, it's still inhabited by a friendly old couple who don't seem to notice the decay around them, and eagerly welcome visitors.
13	The teetering clock tower hasn't seen use in years, but recently people have spotted tiny constructs skittering to and fro around it.
14	The local watch has barred and chained this rickety tower shut; the wizard who owns it, however, is making a very public display of his disappointment, without harming anyone... yet.
15	A small group of druids have begun treating this foliage-choked property as a meeting place and

sanctuary when they must visit the city.

Rumoured to be haunted, this old manor is a favourite place for dares, challenges and clandestine meetings for the city's youth. A few accidents and vanishings only add to its mystique.

A few displays, faded and tattered with age, remain in this abandoned taxidermist's. The shop is actually a front, disguising the hidden (and guarded) entrance to a local thieves' guild.

A distraught poor family scrabbles at a collapsed room of their rotting house, screaming for help from anyone passing by to dig out their trapped son.

No matter what anyone tries to do, this scorched building and its immediate surroundings always seem to catch fire again within a few days to a week after the last blaze is put out. How it hasn't collapsed to ashes is anyone's guess.

This ancient ruin is haunted. Not by undead, however; rather, by a quasit that lurks here and preys on the souls of those stupid enough to investigate the building.



RUINED BUILDINGS: LEGENDS & RUMOURS

Legends and rumours are often associated with certain buildings. Use this table to determine what the PCs may learn about the building in question.

D20

1	This building was once the home or headquarters of a notorious thief. Surely his ill-gotten gains must still be hidden here somewhere. But what traps has he set to protect his ill-gotten loot?
2	Though it's a wreck now, this building was in good condition when it was seized and boarded up by the local government years ago. No one knows why they did that, but some say the place was the centre of devil worship.
3	Animals – be they stray pets, local vermin, or even wildlife from outside the city limits – always seem to be drawn to this place. What, or who, is calling them here? And why?
4	This building is haunted by its old owner, a wealthy heiress who was buried alive when the roof collapsed after a heavy rainstorm. She can't move on until her inheritance is returned to her, and no one can repair or tend the building while she's there.
5	Though the weathering here looks natural, it was actually a case of clever and efficient sabotage. This used to be the front for a local thieves' guild, until it got done in by a rival.
6	This abandoned building is silent during the day, but occasional noises and a flickering light at night reveal a vampire lairs here and stalks the hallways in the dark hours.
7	The lawn of this overgrown building seems to spread and grow with uncanny speed. And sometimes, when no one is watching, the trees move. Perhaps strange plant creatures or a deranged druid lives within.
8	Even before it was condemned, this building was notorious for accidents. Most people who try to investigate the remains have something unpleasant happen to them once they get inside. It's like the building itself doesn't want visitors.
9	This ruin has become a sort of spiritual focal point for the poor people in its district. Small offerings of food, wine, coins and trinkets are left within, and are always gone by morning. But nobody ever sees anyone take them. Perhaps tunnels beneath the ruin link up with the sewers or the cellars of other nearby buildings.
10	A strange and savage cult once performed sacrifices here. Whatever fell masters they served, they and their minions (and, perhaps, the uneasy dead of the sacrificial victims) still lurk in this ruined place. This supposed taint has left the building abandoned. No one wants to repair the ruined structure for fear of what they might find.

11	The man who owned this place before it started falling apart demanded he be buried on his own property when he died. Since then, no one has been able to live or work here more than a few weeks, so the building was abandoned.
12	There was clearly some sort of magical or alchemical accident that made this place uninhabitable. Even now, passers-by swear they see movement and odd lights, hear voices and sounds and smell sharp chemical scents wafting out of the rubble and dust.
13	Rather than retire to a large villa in the country or a mansion in the city, a notable soldier instead elected to move into this unassuming place. Long years have passed and she's gone or dead now, but certainly there has to be a reason someone of such significance chose this unimportant place as home.
14	This ancient building is only still standing because it was built by dwarves. Somewhere deep within its cellars and basements is a hidden tunnel, leading to hidden riches in mines deep beneath the city.
15	Mould and fungus in the remnants of this building has absorbed or developed a magical taint. When the wind blows through the draughty remains of the property, it scatters fungal spores which cause hallucinogenic visions or prophetic dreams for people living nearby.
16	The strange lights and sounds that come from this place at night are assumed to be caused by a haunting. But some don't think it is. It's rumoured to be just a cover for something more mundane, like smuggling. Whatever the cause, there is a distinct lack of beggars on the surrounding streets.
17	The rampant ivy and briars choking the crumbling remnants of this building actually originate from inside, growing from a central mother or core plant. It might have magical powers.
18	Tragedy has befallen this place because the local wizards use it as a sort of experiment zone for their spells. The city lets them get away with it because of the "mage tax" they pay.
19	The bitter metallic scent and taste in the air around this building is caused by cold iron, which was used in part of the construction. But why hasn't anyone dug through the walls of the crumbling building to take the rare and useful metal? Was it meant to be there for something more important, like keeping something out (or in)?
20	When the spellcaster who once lived here was driven out of town, he left something behind: a powerful monster he bound, summoned or created. It's only a matter of time before it wakes up, breaks free and wreaks havoc. The local authorities don't seem to care but nearby residents are trying to hire adventurers to explore the ruin.



GARTH
JONES

SAGES: CHARACTERISTICS & APPEARANCE

Every sage's place of business should have a distinctive appearance. Use these tables to generate their interesting characteristics and features. Some features may be inappropriate based on your set up or what the PCs have encountered. Ignore such results and simply re-roll.

EXTERIOR

D%

01-02	A stone gargoyle hangs menacingly over the outer door.
03-04	The door knocker resembles a snarling beast.
05-06	A lonely bench rests just outside the door for visitors to wait for their appointed time.
07-08	A small bell hangs outside the door for visitors to announce their presence.
09-10	The building has a small moat, drawbridge and gate.
11-12	Crumpled up papers with blotched ink and strange symbols lie on the ground.
13-14	Half-full food and water bowls are set to the side of the doorway.
15-16	The carcass of a small bird or rodent has been carefully set before the door.
17-18	Several man-high scratch marks mar the door.
19-20	A wall sconce by the door holds a torch burning with a strange colour and a stranger odour.
21-22	A nearly empty bowl of milk rests to one side of the door.
23-24	To get to the front door visitors must push through a veritable forest of overgrown trees and shrubbery.
25-26	A small vegetable garden has been neatly planted and maintained about the building. Its plants are heavy with produce.
27-28	Two red banners hang listlessly from upper floor windows.
29-30	A bronze statue of the god of knowledge stands prominently by the building's door.
31-32	The flag of a far off kingdom flies from the building's roof.
33-34	Visitors see a tapping at a window near the door and see someone who may be the sage's spouse beckoning them in.
35-36	The door appears to be older than the house and is made of incredibly hard, black wood.
37-38	The road to the sage's home has been long neglected and become overgrown.
39-40	The smell of fresh bread and fresh flowers emanates from the building.
41-42	The once beautiful garden has gone to seed.
43-44	The ground surrounding the sage's cottage is brown and withered with blight.
45-46	A porch swing sways gently in the breeze, on a squeaky chain.

47-48	A strange odour emanates from the building.
49-50	Stones in the walkway leading to the front door are covered in raised arcane symbols.
51-52	All along the outside of the building are passages hastily painted in an ancient language.
53-54	Sampling any fruit or vegetables from the garden leaves a strange taste in a visitor's mouth.
55-56	A windowsill holds an odd smelling pie that looks delicious.
57-58	Bells line the walkway to the front door ringing gently in the breeze.
59-60	Each stone in the walkway is set at a different height, making following the path treacherous.
61-62	Visitors hear small metal strips banging the walls in the wind to keep animals off the roof.
63-64	Out of the corner of their eyes visitors notice a menagerie of small animals watching closely as they approach the door.
65-66	The smell of ozone permeates the air about the building and is particularly heavy at the door.
67-68	A fire burns what must have been a small pile of pages and scrolls as you approach.
69-70	A tall tree standing in front of the building is decorated by hundreds of small ornaments, each with a single rune of an ancient language.
71-72	A wrought iron gate surrounds the property. Mystic symbol decorate the weathered metal.
73-74	A worn-looking rocking chair rests on the porch.
75-76	The odour of putrescence wafts from a nearby pit containing rotting corpses of small animals.
77-78	A tired-looking messenger arrives at the sage's door moments before the party.
79-80	A murder of crows rests on a low stone wall surrounding the property.
81-82	The door to the sage's home stands wide open and hangs from one hinge.
83-84	A number of small holes have been dug in the ground around the building.
85-86	A dozen statues depicting ancient mythological creatures stand atop the building's roof.
87-88	Three rickety steps lead up to the front door. Each creaks and groans loudly when stepped on.
89-90	A small shrine pierces the low stone wall lining the property.
91-92	A front window features a beautiful stained glass treatment of a local legendary figure.
93-94	The front yard features numerous small bird feeders; many beautiful perch within.
95-96	An ancient stone has been incorporated into the building's external wall.
97-98	A dangerously leaning chimney set in the roof's peak spews smoke into the sky.
99-100	A small child waits patiently on the steps outside the sage's house.

INTERIOR

D%

01-02	Two racks of scrolls, clearly labelled "Arcane" and "Mundane" are neatly stored upon a shelf.
03-04	Loose papers on every conceivable subject litter the desk; each contains hastily scrawled notes in red ink.
05-06	A large black rock (a meteorite) serves as a paperweight.
07-08	Three small crystal skulls sit staring at the desk from a nearby bookshelf.
09-10	The sage sits upon a small three-legged stool, choosing to leave a large padded chair for potential clients.
11-12	A small vase full of freshly cut flowers and herbs fills the office with an aromatic bouquet.
13-14	The light from a nearby window shines upon the portrait of a famous scholar of antiquity.
15-16	A plaque mounted on the wall features a quote from a famous contemporary.
17-18	Resting beneath the sage's desk is a large, old (and flatulent) hunting dog.
19-20	Hanging on a wall hook rests a bright red, cowled cloak.
21-22	A name plate on the front of the desk has a different name to the sage sitting at the desk.
23-24	A small porcelain bust of a famous scholar rests on the desk.
25-26	Several rolled-up maps lay upon the desk with a pile of hastily written notes.
27-28	A deep blue dried ink stain mars the sage's desk.
29-30	A pair of beautiful feather pens stand in two different inkwells.
31-32	A long-haired cat sits lazily on the desk. It eyes all visitors with contempt.
33-34	Hung on the wall is a beautifully painted family portrait of the sage, his wife and children.
35-36	The sage's calendar is left open on the desk with the word "Interruption" hastily written in red ink on today's date.
37-38	A huge chalkboard fills one wall of the room, covered with esoteric symbols and words.
39-40	The sage's huge desk is bolted to the floor in such as way as to stop a trapdoor beneath it being opened.
41-42	A half-full beer stein stands atop a pile of papers.
43-44	A collection of empty flagons clusters precariously at one corner of the desk.
45-46	Four old candles have dripped wax down each of the desk's corners.
47-48	Beneath a pile of papers half-hidden words are scratched into the desk's top.
49-50	A complex mechanical device rotates slowly in the centre of the desk showing the sun, planet(s) and moon(s) (based on current scientific knowledge).

51-52	Piled on a bookshelf are displayed cases containing every known insect in the country.
53-54	A collection of crystals of a variety of sizes, colours and types covers the desk.
55-56	Vials in a rack bubble and sizzle with unknown energies along a workbench.
57-58	Several jars containing grotesque samples line crowded bookshelves.
59-60	A small mirror rests on the desk, angled towards the sage in the chair.
61-62	Unfolded on the desk is a letter with the words "Help me..." scrawled in horrible handwriting.
63-64	In a room with no windows and no breeze, papers suddenly tumble through the air before covering the floor.,
65-66	Resting across a stack of papers is a fantastic weapon of ancient design wrought with strange glowing runes.
67-68	The inside of the door to the sage's office is heavily scratched.
69-70	Curtains embroidered with a flower pattern adorn the single window in the office.
71-72	In the centre of the sage's office are two chairs set facing each other. There is no other furniture.
73-74	Ancient, faded tapestries depicting various legendary events cover one wall.
75-76	In addition to the papers and books crowding the desk a spread of tarot cards depicts someone's impending death.
77-78	Sitting quietly in a cage in the corner is a large bird. It glares menacingly at all visitors.
79-80	The floor of the room is littered with papers torn into small pieces.
81-82	Sounds echo strangely in this room.
83-84	A headless statue stands in one corner of the room holding a sceptre in one hand and a book in the other.
85-86	The door to this room sticks in the jamb and must be forced open.
87-88	A primitive drum rests along one wall with a small three legged stool.
89-90	Along one wall rests a table filled with glass vials, tubing, jars and bottles arranged in a complex construction.
91-92	The window is open and three small birds sit singing merrily on the sill.
93-94	The sound of running water echoes through the building. Its source remains hidden.
95-96	A small cot stands against one wall of the room. A bulging bag of clothes stands nearby.
97-98	Hung on a series of hooks are many different hats of every conceivable design.
99-100	A strange tower of small marked stones all the same size has been partially built on the desk.

SAGES: WHISPERS & RUMOURS

As scholars and learned folk, whispers and rumours often swirl about sages and their researched. Their association with adventurers and the like often give rise to rumours of forbidden knowledge, lost treasure maps and the like.

D20

- | | |
|---|--|
| 1 | The sage has a map to a buried treasure or lost wonder hidden in their office. |
| 2 | Strange noises have been noticed coming from the sage's office. Local officials are concerned but haven't yet investigated. |
| 3 | A local sage, once young and hale, has suddenly become thin and sickly. He denies anything is wrong. |
| 4 | The sage has an addiction to a rare type of tobacco or other plant not grown or found locally. He goes to great lengths to acquire a supply. |
| 5 | The sage is locked in a bitter dispute with a rival over a piece of esoteric lore. Their public arguments – which few can follow – are the stuff of legend. |
| 6 | The sage's office is haunted. |
| 7 | Years ago the sage was thought to be involved in the theft of a magical tome. The book has never come to light, even though his home has been secretly searched several times. |

- | | |
|----|---|
| 8 | The sage loves the colour blue. |
| 9 | The sage has a collection of priceless religious artifacts from a long-dead cult hidden somewhere. |
| 10 | More than one group of adventurers seeking this sage's help have never been seen again. |
| 11 | The sage is afraid of the dark. |
| 12 | A strange figure looking a lot like the sage has been spotted digging up bodies in a local graveyard. |
| 13 | Though retired to a quiet life now, the sage was once a famed adventurer. He is thought to have a soft spot for such folk. |
| 14 | The sage has written poetry under a pseudonym. |
| 15 | The sage has sired a few children out-of-wedlock. He pays handsomely every month to keep the matter quiet. |
| 16 | Two of the sage's former students have been prosecuted for the theft of arcane artifacts. |
| 17 | The sage keeps a troubled child locked in a room in his house. |
| 18 | The sage recently suffered a strange accident and is now horribly disfigured. He rarely leaves the house and never goes out during the day. |
| 19 | The sage has a secret lair hidden deep beneath his house. |
| 20 | The sage is not the race she claims to be. |



SAGES: HOOKS, COMPLICATIONS & OPPORTUNITIES

Although the PCs may simply want to engage a sage to answer a specific question, sometimes fate intervenes. Use this table to determine what opportunities or complications the PCs may encounter while trying to make their purchase.

D20

1	A revered local sage recently passed away and an auction has been arranged to dispose of his worldly possessions. Rumoured to be among those items are several maps, journals and sketches of an area far from civilization the sage investigated when he was younger. A number of agents of sages across the known world are seeking his notes and may use force if they cannot acquire them legally.
2	A young sage has announced a big discovery in the area of decoding lost languages and arranged a talk at a local fine tavern. A group of sages has formed to stop him from revealing anything that might damage their livelihood. The sage is seeking protection.
3	The sage was recently visited by three men in dark robes decorated with strange symbols. He was visibly shaken afterwards and does not willingly entertain strangers any more.
4	The sage has been asking around town to determine if anyone has seen a particular rune, symbol or figure in any local ruins.
5	A local investigator the sage has used to check out new clients has turned up missing recently. His fate remains questionable.
6	A local sage needs some adventuring work done and will barter a favour with the PCs in return for answering their question.
7	A member of the sage's family has been kidnapped and is being held ransom. He needs the PCs' help to retrieving a lost artifact to ransom her back.
8	The sage has been seen in the surrounding towns and villages speaking secretly to innkeepers and tavern masters.
9	The very sage the PCs need to speak to has been missing for a few days after venturing into the nearby woods to research local fauna (a hobby of his).
10	The sage has had a long-standing friendship with a local cleric who has gone missing. He is seeking heroes to locate his missing friend.
11	The sage needs a brave party to gather a rare plant that only grows near the lair of a known monstrous beast. She would prefer the monster not be harmed in the process.
12	A group of particularly vociferous monks has a major philosophical difference of opinion with the sage and has been spreading rumours and lies about the veracity of the sage's wisdom.

13	An entire murder of crows has taken up residence on the local sage's property. Though the authorities have no proof, they believe someone is dead or near death at the home.
14	The local sage recently got married, but her spouse has been accused of sorcery and witchcraft. She seeks heroes to find evidence to clear her spouse's good name.
15	A strange blue light has been seen floating in the air near the sage's house. Nobody has come close to seeing what it is, but it has everyone in the area worried and afraid to visit.
16	A new priest has been souring the populace against the heretical views of the sage who has lived there all his life. He asks the PCs to find out why.
17	The sage has locked herself into her office for days working on some strange new project. She won't speak to anyone who comes to the door and the townsfolk are concerned.
18	Dogs have gathered near the sage's house a few times this week. Their howling lasts much of the night.
19	A strong smell of sulphur has recently wafted from the sage's house. She has not been seen since.
20	Livestock in the area have recently become sick and the townspeople accuse the sage of making compacts with dark forces.

BUSY?

Of course, sometimes sages are busy and cannot start work immediately on an adventurer's query. Use this table to determine a sage's availability.

D6

1	Available. The sage can start immediately.
2	Available. The sage can start immediately, but was planning a few days off. He demands an extra 25% of normal price to begin work.
3	Start Tomorrow. The sage will start work tomorrow.
4	Already Working. The sage is already working for another client and the work will take 1d2 days to complete.
5	Already Working. The sage is already working for another client and the work will take 1d2 weeks to complete.
6	Unavailable. The sage is engaged in a personal project of great complexity. He is unavailable to work for the PCs for 1d4 weeks.

SAGES: SAMPLE SAGES

Use the NPC bios below to portray sages the PCs encounter. Either determine randomly which NPC the PCs encounter or choose a suitable candidate.

D10 NPC

1	Juul Zur
2	Kabbi Dux
3	Laxxa Tozi
4	Mayn Worst
5	Nor Xay
6	Pezzin Yebs
7	Ribal Tuckle
8	Spyr Rokk
9	Tup Migo
10	Vaggan Roe

JUUL ZUR

NE male human expert 2/bard (detective) 1

Appearance: Zur always arrives in food-stained clothing. He is the epitome of the messy chef.

Personality: Juul is an obsessive cook. Bubbly and excited to share his latest recipe or research find with anyone who comes to see him. Unfortunately many of those recipes deal with cannibalism, extinct species and ritual food preparation.

Mannerisms: Juul speaks with his hands and constantly uses broad gestures. This makes him a scary individual when he is holding knives.

Hooks: He seeks a recipe book rumoured to have been seen in a nearby town a few days ago.

KABBI DUX

NG male dwarf expert 2/adept 1

Appearance: Dux is a distinguished-looking dwarf who keeps a classic look of dark robes and a finely groomed beard when meeting with clients.

Personality: Brusque, he always seems like he's in a hurry to be somewhere else. He prefers direct questions, not leading ones, and quickly redirect the conversation back to the topic at hand.

Mannerisms: His pipe is always lit. The rich smell of fine tobacco hangs in his office like a pregnant cloud. As he gets more agitated, his pipe puffing increases in frequency and if he's comfortable in the conversation the frequency decreases.

Hooks: One of his dwarven brethren was waylaid on a trip. Dux seeks knowledge of his whereabouts and his safe return.

LAXXA TOZI

CE female halfling bard (archivist) 2/expert 2

Appearance: Tozi dresses in the style of her people with brash colours, decorative jewellery and tattoos. Each decorative element tells a story and she often weaves those tales into her scholarly recitations for clients.

Personality: Where some scholars simply recite things in a dry monotone, Laxxa prefers a more theatrical approach as if she were telling a story around a campfire.

Mannerisms: Tozi was a respected witch doctor for her tribe until she was banished for leading an uprising against her chief. Since then she uses her unconventional point of view and folk wisdom to steer clients towards mutually beneficial outcomes.

Hooks: Some old tribe members have come to her seeking help with a nearby tribe of orcs causing trouble. She can't go herself, but is looking for a party to act in her stead.

MAYN WORST

CG female halfling expert 2

Appearance: Myne is pale and withdrawn, keeping to the shadows and preferring dark coloured clothes and safe corners.

Personality: Paranoid and skittish, she has trouble sitting still for too long. She constantly checks the windows and doors at her home are locked.

Mannerisms: Mayne hasn't left her home in years and lives with blacked-out windows and triply-locked doors. Refuses to use names in public conversations, giving her clients new "code names" each time they come to see her.

Hooks: This conspiracy theorist has heard an assassin's guild is after her for getting too close to the truth about their organization. She seeks protectors to spirit her away to a safe location.

NOR XAY

CG female halfling wizard (diviner) 2

Appearance: This older lady has a wrinkled face and a kind smile. She wears a floor-length simple robe with frayed gold thread in a decorative pattern.

Personality: Always ready to help, Nor is quick to tell you her latest troubles. She is optimistic despite many setbacks in her life.

Mannerisms: A jolly laugh often erupts from her small frame as she listens intently before climbing the ladders of her extensive in-home library to search out her patron's answer.

Hooks: Her husband, Lum, passed away recently and requested a small box of items be returned to his family estate some distance away. Though Nor cannot travel herself, she would gladly pay the PCs to deliver the items for her.

PEZZIN YEB

NE male human expert 2

Appearance: Fat and gray, Pezzin looks older than he actually is, but his rotundity is only matched by his love for food.

Personality: Overbearing and presumptive, Pezzin is known for being very free with his information. Ask a question and you may never get him to be quiet again.

Mannerisms: Pezzin comes across as nervous and sweaty. He drools constantly.

Hooks: Pezzin recently steered a group in the wrong direction, resulting in the death of a party member. He has been receiving more and more dire threats against his life and is seeking help dealing with the angry party.

ROBAL TUCKLE

NG male gnome wizard (illusionist) 4

Appearance: Short and rotund, Robal is a sad man suffering from the recent death of his only son. His unkempt and unwashed self has fallen upon hard times.

Personality: When engaged by a problem and distracted from his personal woes, he can be quite insightful and offer solid ideas and information for any group asking questions. He speaks in bursts, with long pauses between as he considers his words.

Mannerisms: It can be difficult to get and keep Robal's attention, as he is distracted easily. He brightens briefly if you bring him a toy to add to the growing posthumous collection in his child's room.

Hooks: Robal's wife has gone missing. She left the house one day and never came back. He wishes to know she is safe even if she never comes home.

SPYR ROKK

LN gnome male rogue (investigator) 3

Appearance: Spyр is a level-headed gnome of middle years who wears brightly coloured cloaks in a regular pattern throughout the week: red, followed by orange, yellow, green, blue, indigo, and violet.

Personality: Staid and calm, Spyр is recognized as a leader in his field. He listens intently and asks many questions before rendering an opinion.

Mannerisms: Spyр's monotone voice comes out as squeaky despite his attempts to lower it, making any long conversations rise and fall as he loses control.

Hooks: An adventuring party went to his office to consult on the background of a nearby ruin and asked a question that reduced the gnome to tears. Nobody can remember Spyр getting upset before and the party has not yet returned.

TUP MIGO

CG female human expert 2

Appearance: Tup Migo is a beautiful woman with knowledge far beyond her years. She prefers to use her beauty as a tool to keep clients off balance or at ease depending on her mood.

Personality: She is friends with everybody and connected in the most unexpected ways. Easygoing and pleasant to be around, she can influence those around her with a kind word and an emotive glance.

Mannerisms: Because she is so connected, she always needs a bit of extra time to consult with her network of sources on every new job. She is always apologetic for any delays, but makes sure to build them into every negotiation from the start.

Hooks: Several members of her network of sources have disappeared recently. One or two isn't unusual, as the makeup of the network changes frequently, but she has lost five contacts in recent weeks and wants to know what's going on.

VAGGAN ROE

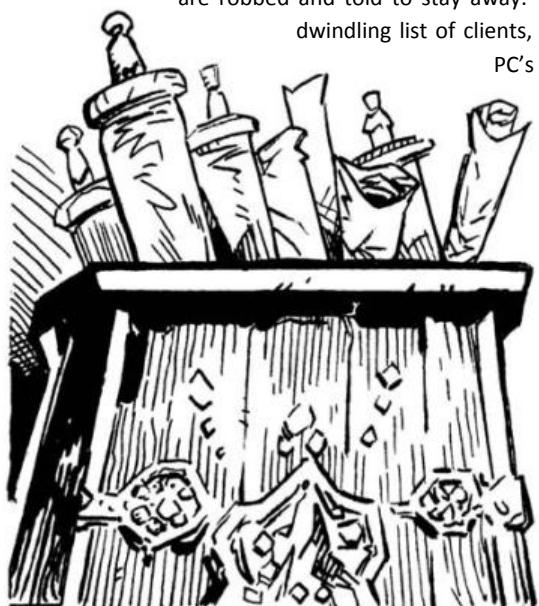
NG female human aristocrat 2/expert 1

Appearance: Vaggan is a stately, beautiful woman in her middle-years. She proudly bears her family crest on a bright red sash she wears while in public.

Personality: Perpetually vociferous, she has a tendency to say exactly what's on her mind despite the consequences.

Mannerisms: She thinks out loud whenever working, causing no end of grief to those around her.

Hooks: Lately a small group of thieves have taken it upon themselves to set upon any rich client of Roe's immediately after they leave her residence. They simply stay within earshot and when a particularly affluent or influential client walks away, they are robbed and told to stay away. With a quickly dwindling list of clients, she needs the PC's help to take care of the thieves discretely to save her business.



SHRINES: CHARACTERISTICS AND APPEARANCE

A shrine is a site of veneration for a deity, personage or ideal. They range in composition and size. Use the tables below to generate a shrine's basic details.

D20	TYPE
1-12	Personal
13-19	Public
20	Major

- Personal:** Often not more than a shelf in a home or business. Personal shrines are small, containing 1-3 pieces of minor veneration. They may be private or intended for humble public display. Some even bundle up for easy transportation.
- Public:** Small to large shrines are meant to be accessible to the greater population. Found often in parks, squares and graveyards, they may have a single piece of minor veneration or quite a deal more.
- Major:** Other shrines develop because they hold something so unique that others amongst the faithful travel from the surrounding countryside or even farther for the chance to worship before it. Such places of veneration are often grander in scope, and may have temples built up around them.

D%	PERSONAL
1-4	A simple shelf of repurposed wood
5-8	A well-polished shelf of oak
9-11	A shelf of jade with black detail work
12-14	A shelf of pine engraved with images of clouds
15-17	A marble shelf flanked by candles
18-20	An old bookshelf, stained with ink
21-23	A simple shelf covered by a small white cloth
24-26	A large wooden shelf, with built in dividers
27-30	A shelf of birch, the bark still intact
31-33	A shelf of white quartz with a green cloth runner
34-36	Three small, square stone alcoves
37-39	An old wooden cabinet with glass doors
40-42	An open wooden cabinet with a rounded top
43-45	A small square wooden cabinet with blue doors
46-48	A musty, yellow cabinet that has doors with empty glass panes
49-51	A pale blue cabinet decorated with colour paper
52-54	A bleached white wooden cabinet decorated with sea shells
55-57	Three grey stone shelves set in a column
58-60	A small red cabinet with engraved doors
61-63	An open wooden cabinet with circular alcoves
64-66	A copper cabinet with multi-hinged doors
67-69	An open cabinet of white stones carved to look like a small temple
70-72	A frame of wood atop a single drawer
73-75	A frame of mouldy dried sand, set into the shape of a castle

76-78	A hung wooden crate, missing the outward side
79-81	A small wooden end table with a green cloth
82-84	An old crate covered with a worn blanket
85-87	A small, unfinished wooden box, laid on its side
88-89	A large, circular pine cabinet hanging by chains
90	An old bone cabinet with no doors
91	A stone cabinet designed to look like a temple when the doors are closed
92	A wooden cabinet, whose insides are hidden by red, silk curtains
93	A cabinet of oak, lined with bronze
94	A steel open cabinet with a leather lining
95	A small square of silver, with a white linen covering the inside bottom
96	A large, white wooden cabinet with stained glass doors
97	A shelf of glass, resting on a large double-headed, warhammer
98	An adamantine box, with clear glass lid
99	A small, banged up tin, crudely painted with iconography
100	An old handkerchief, rolled with the object of veneration and laid flat when needed

D%	PUBLIC
1-4	A stone dais, about four feet tall
5-8	A small stone alcove in the shape of a shell
9-11	A wooden gazebo with heavy curtains
12-14	A large, red wooden archway with a small altar
15-17	Stone steps, leading to a simple altar
18-20	A large stone torii, overgrown with moss and vines
21-23	A series of small tables, draped with brightly coloured fabric
24-26	A small stone fountain with shelves built around its base
27-30	A flagstone archway with small alcove beneath
31-33	A large wooden cabinet, painted gold, which is shaped like a statue when closed
34-36	A rock garden with several large boulders
37-39	A pair of trees, with interwoven branches shading several stone benches
40-42	A wooden archway overgrown with ivy
43-45	A stone semi-sphere, with a small granite altar
46-48	A short wooden pyramid, covered in offerings
49-51	A fieldstone wall, with small metal shelves
52-54	Four steel poles holding up a slanted slate roof over an old rug
55-57	A small bronze altar set before a stone wall painted with the image of a divine realm
58-60	A small metal plaque featuring scores of names, set into a base of stone
61-63	A small wooden dais with a roof of loose planks and woven flowers

64-66	An old foundation surrounding a small alcove with a simple stone table
67-69	A green, wooden bower with a built in shelf
70-72	The remains of an old stone wall protects two small alcoves
73-75	A small stone table set in the centre of a large red quilt
76-78	A large wooden building with columns for walls and coral coloured roof
79-81	A large torii of felled logs
82-84	A stone column engraved with ancient scripture
85-87	A small stone alcove with a pointed roof and circular base
88-89	A small wooden hut, featuring a simple table and some pillows for kneeling
90	An alcove built of human skulls set over a metal basin
91	A small stone pavilion marked with jade columns
92	A small stone dais featuring mini arches of bronze and an outer wall of tall, orange flowers
93	Several large oval stone tablets marked with runes, bounding a clearing
94	Four bronze statues turned inward toward a small stone altar
95	Wooden columns with a net roof and walls keeps several birds within the shrine
96	Several large, moss covered columns standing in a circle
97	A series of stones rise out of a pond, each with its own small altar
98	A small stone building with no door hides beneath the roots of a very large tree
99	A squared stone archway beneath a roof of tarnished copper piping
100	A small circle of gigantic mushrooms has a small pool in the centre

D% **MAJOR**

1-4	A terraced, wooden dais decorated with silks
5-8	A golden casket set behind a wall of glass
9-11	A large altar, surrounded by shelves of candles
12-14	A large red torii, decorated with copper and jade
15-17	A ceremonial maze of high hedges built around a contemplation pool
18-20	Four ceremonial gates set at the cardinal compass points
21-23	A large stone alcove, lit by torches and filled with dancing shadows
24-26	A large oak tree festooned with coloured ribbons and votive offerings
27-30	An ancient fallen tree; thousands of coins have been hammered into its trunk
31-33	Crumbling stone ruins surround an immaculate altar of silver
34-36	Exotic flowers climb the columns of an ivory gazebo
37-39	A large iron statue above a terraced stone base

40-42	A series of bleached white columns, connected by pointed archways and flanked by statues
43-45	A golden awning set into a marble base
46-48	A gate of copper bars protects this quartz dais set with precious gems
49-51	A multi-levelled pagoda set with red and green stonework
52-54	A small stone alcove covered in a complicated glass mosaic
55-57	The statue of a robed man with beatific expression on his face
58-60	A lovingly tended garden filled with flowers
61-63	A bridge with prayer niches built into its walls
64-66	An ornately carved mausoleum dedicated to a fallen heroine
67-69	A lofty tower empty but for a staircase that leads to the roof
70-72	A statue of a stunning beautiful woman petting a unicorn
73-75	A circular pool fed by an underground spring; niches in its wall contain sacred objects
76-78	A golden picture box draped with heavy black curtains
79-81	An intricately engraved adamantine box, set onto poles but chained to the ground
82-84	A large mirror set into a silver frame engraved with the image of roses and crowns set into a base of sandstone
85-87	A long, rough stone wall covered in a riot of colourful wild flowers
88-89	A mausoleum covered in intricate carvings of devils and demons holds the bones of a blessed paladin
90	The bones of a gigantic dragon lie draped across a ruined tower
91	The statues of a warrior king and his entourage festooned with brightly coloured silken scarves
92	A tall, ancient set of gallows has an iron cage with the weather-worn skeleton of a tyrant within
93	Five stone statues depicting dancing maidens set in a circle about a clear pool
94	A series of stone buttresses leading to a central point, above a large fountain
95	An infinity pool, of ancient construction, with an altar rising from the centre
96	A small white stone building, domed in gold, with many small alcoves within
97	A large metal plaque featuring hundreds of names, set into a base of polished marble
98	A glass coffin holds the bones of a saint or other notable figure
99	A stone tomb encased in huge tree roots; a gigantic tree grows atop it
100	A gigantic fourteen-foot long bronze horn set upon iron supports

SHRINES: OBJECT OF VENERATION

The most prominent features of any shrine is linked to veneration. Some of the items may seem mundane, but are important when linked to the power worshipped.

D%	ITEM
1	A small white candle
2	A large brightly coloured candle
3	A small wood carving of an animal
4	A small humanoid wooden statue
5	A tattered tapestry
6	A woven family tree
7	A small, painted wooden icon
8	A block of wood carved with a religious scene
9	A small stone tablet, covered in writing
10	A dried, pressed flower
11	A metal statuette
12	A series of candles
13	Incense burning in a small metal pot
14	A set of finger cymbals
15	A stone basin of water
16	A small pouch of sand
17	A large wooden icon that's beginning to fade
18	A hanging stained glass window
19	Several small scrolls
20	An open book of scripture
21	A lit lamp
22	A small tin of consecrated oil
23	Dried blood
24	A long white feather
25	A metal disc engraved with labyrinthine patterns
26	A knotted rope
27	A folded ceremonial cloth
28	A curved dagger
29	An unrolled scroll written in an ancient script
30	Three garnets and a pearl
31	A riding crop
32	An empty basket
33	A stone coffin
34	A bronze gong
35	A thin metal circlet
36	A black, tri-cornered hat
37	Fragments of rotted wood
38	Two small ivory tusks carved with runes
39	A pair of well-worn sandals
40	Bloodstained robes
41	A fringed coil of rope
42	A small metal begging bowl
43	A bronze bust
44	An old set of scales
45	A marble statue
46	A flower pot, filled with rich soil
47	A wind chime
48	A glass cylinder of water

49	A small brazier of flame
50	A corpse
51	A wax figure of an important humanoid
52	A burial shroud
53	A clay cup
54	A bronze goblet
55	A gold chalice engraved with gems
56	A set of plate mail
57	An old, rusty sword
58	A beautifully crafted, ceremonial sabre
59	A large, stone warhammer
60	A broken arrow
61	A glass eye
62	A peg leg
63	A locket of hair
64	A knuckle bone
65	A humanoid skull
66	A handful of teeth
67	An old scarf
68	An eye-patch
69	An hourglass
70	The hilt of a sword with no blade
71	A silver holy symbol with a broken chain
72	A set of manacles
73	A singed rope, frayed at one end
74	A set of thieves' picks
75	A single, glass shoe
76	A shattered monocle
77	Two simple silver rings
78	A wooden holy symbol covered in lichen
79	A crown of wire
80	A preserved eye, floating in a jar of pink liquid
81	A necklace of gold coins
82	A leather bound, musty tome
83	A bronze coffin with a glass lid, showing the perfectly preserved corpse of a young woman
84	A locked reliquary
85	A mummified hand
86	A silver circlet set with a ruby
87	A phoenix feather
88	A petrified tongue
89	The head of an axe set into a stone block
90	Pieces of a silver sword
91	A dragon's tooth
92	An oversized, cracked diamond
93	A crystal skull
94	Golden shackles
95	A large fang
96	A humanoid skeleton with angelic wings
97	A beating heart, in an enchanted wooden box
98	A vial of water from the River Styx
99	The horns of a demon
100	A vial of blue blood

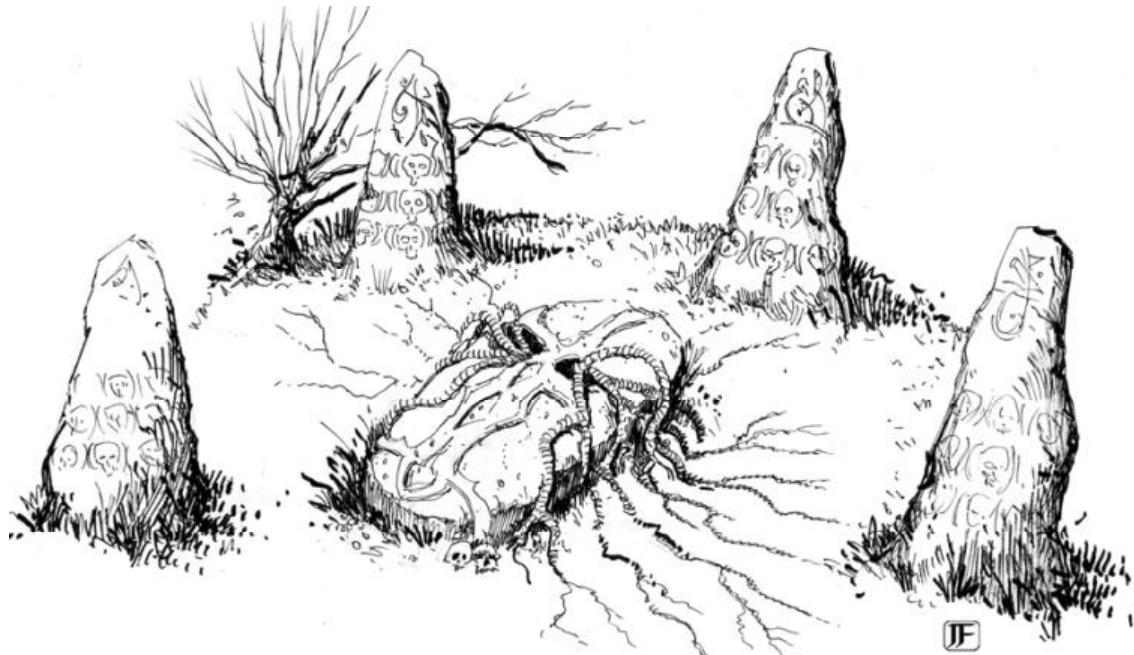
SHRINES: HOOKS, COMPLICATIONS AND OPPORTUNITIES

Shrines are often important places in people's lives, providing a break from the daily grind of peasant life. Use this table, to determine what special occurrence the PCs encounter.

D20

1	Someone has stolen the object of veneration. The shrine keeper has no resources to recover/replace the object.
2	A new object has been placed at the shrine, linked to a popular legend. Hundreds gather for the chance to look upon it and offer their prayers.
3	The spirit of the last shrine keeper is lingering until a proper replacement is found. No one seems to want to tend a haunted shrine.
4	A tribe of unarmed lizardfolk have occupied the shrine and refuse to leave. They claim the shrine is stolen and rightfully belongs to them.
5	The shrine has begun to glow with a purple light. <i>Detect magic</i> reveals a single, strong lingering aura, but its purpose and source is unknown.
6	The local baron is about to seize the building the shrine is in if the back rent is not paid.
7	A paladin has been found dead in front of the shrine. Her body bore no wounds or sign of struggle.
8	The shrine keeper is concerned he is about to be the target of a rival group. He asks the party to secretly transport the object of veneration to a member of his order in a foreign land.
9	The shrine has had a permanent <i>invisibility</i> spell cast upon it. People can still feel that it is there, but feel uncomfortable venerating what they can't see.

10	Zombies have begun appearing near the shrine as if drawn to it. Each one was a follower in life, and does not attack those brandishing a holy symbol of the relevant faith.
11	The shrine has been closed for an annual maintenance ritual.
12	A charlatan has set up shop near the shrine's entrance, charging an admittance fee.
13	A local sage has declared the shrine a historical site and, much to the annoyance of the shrine keeper, is trying to preserve it by preventing worship.
14	The shrine has recently changed hands between churches. Tradesmen make subtle changes in the design to reflect its new focus.
15	The shrine has become a hangout for children in the early afternoon.
16	The earth around the shrine has given way, plunging it and the object of veneration into an underground cave.
17	A cassian angel has taken up residence and quotes scriptures at all hours of the day.
18	The shrine keeper here only burns a special kind of incense and has almost run out. He looks for adventurers to find out why his supplier hasn't made his last delivery.
19	Drunken revelers came through the area of the shrine last night leaving trash everywhere.
20	A shooting star was seen flying directly over the shrine and crashing in a nearby forest. Local elders argue whether it is a blessing or a curse.



SHRINES: ASSOCIATED NPCs

Use the NPC bios below to portray the keeper of the shrine. Either determine randomly which NPC the PCs encounter or choose a suitable candidate.

D20	NPC
1	Allie Blake
2	Paekad Burr
3	Elmur Tintapper
4	Aldan Warrow
5	Geen Forester
6	Natir the Lame
7	Ves Maroth
8	Jezebel Uasa
9	Hardrad Narrowcart
10	Gahn
11	Cursed Livia
12	Hesper Magpie
13	Helden Pernt
14	Jekel
15	Orthunk the Axe
16	Gussy Macgrod
17	Katla Ellana
18	Nassir Oldud
19	Rami Farfate
20	Kyst the Wet

ALLIE BLAKE

NG female human expert 1

Appearance: Young with short black hair.

Personality: Normally shy, she opens up if someone shows an interest in religion.

Mannerisms: She's very tidy, and stops what she's doing to straighten something that is out of place.

Hooks: Allie has learned everything she knows about spirits and gods listening to stories outside the window of the local tavern. She secretly yearns for adventure and tries to apprentice to someone who shows kindness and a knowledge of lore.

PAEKAD BURR

LN male human aristocrat 2/expert 1

Appearance: Tall and thin, with tanned skin. He dresses in well-kept, fine robes.

Personality: Paekad is diligent and a steadfast learner.

Mannerisms: Taps the end of his feather pen when thinking.

Hooks: Paekad is the son of the lord's Keeper of the Coin, but grew weary of his accountant studies at a young age. Technically his position of shrine keeper is just a hobby, but he spends more time here than anywhere else. Foreign agents plan to kidnap him and hold him for ransom.

ELMUR TINTAPPER

CN male halfling commoner 1

Appearance: Scruffy brown hair with a dirty face and holes in his shirt.

Personality: Always chipper with a persistent smile that seems to cure any gray day.

Mannerisms: Constantly scratching his hair.

Hooks: Several townsfolk take advantage of Elmur's good nature sending him on tasks with the promise of pay and no intention of making good. He keeps a secret ledger, and is owed 217 gold pieces by the innkeeper alone. He will have his revenge.

ALDAN WARROW

LN male dwarf cleric 1

Appearance: Bald head with a dark brown beard. He's always wears his shiny breastplate.

Personality: A dwarf out of his element, Aldan is looked up to as a community leader, but comes off as awkward; he doesn't feel part of the community.

Mannerisms: Stumbles over his words and paces when forced to make a decision.

Hooks: Aldan was assigned the position of shrine keeper when an unfortunate accident took the life of the last keeper. He hails from a neighbouring clan of dwarves and views his exile as a punishment for an unknown slight.

GEEN FORESTER

CG female human commoner 1/expert 2

Appearance: Long strawberry blonde hair in a tangled mess. She wears earthy colours and a leather apron.

Personality: Self-assured and confident, Geen holds her head high and is quick to act.

Mannerisms: Bounces on her toes when waiting to begin a new task.

Hooks: Geen has been spending lots of time in the woods outside the city and has attracted the attention of a travelling satyr. She's considering running away with him but worries about what will happen to the shrine.

NATIR THE LAME

LN male human fighter 3

Appearance: Balding in front with long black hair at the back and a scar running down the right side of his face.

Personality: Natir is grizzled and without humour. He takes everything as seriously as possible and does not suffer fools.

Mannerisms: One of his legs has been replaced by a wooden peg and he favours it heavily, causing a rhythmic thud wherever he goes.

Hooks: Natir was part of the city militia and lost his leg defending the shrine from pillaging bandits. If you think he looks bad, you should see the bandit who got away. Natir would like to see him dead, and pays gold to any killing the bandit.

VES MAROTH

CN female elf aristocrat 2/sorcerer 1

Appearance: Braided white hair with loose silken robes.

Personality: Weak-willed and easily bored. She agrees to most requests, especially if she can avoid labour, blame or violence.

Mannerisms: Rests her chin on her bent wrist when standing.

Hooks: Ves is gifted with arcane magic. It is part of her blood and everyone knows it. Now the local thieves guild is pressuring her into charming some ogres into their ranks, and she's agreed (only she is not actually powerful enough to pull it off).

JEZEBEL UASA

LG female half-elf commoner 1

Appearance: Thin of frame she has orange hair.

Personality: Genuinely optimistic.

Mannerisms: Slides her hair out of her face with a shake of her head.

Hooks: Jezebel tries to do as much good with the little resources she has as possible. She's promised new toys to some poor local children in celebration of the new harvest, but is down to her last copper.

HARDRAD NARROWCART

LN male human monk 2/aristocrat 2

Appearance: Short and stout but all muscle. He wears a belt of beads over simple robes.

Personality: Stoic, always listening to the words of others carefully.

Mannerisms: Steeples his fingers together when making a point or listening to an argument.

Hooks: Hardrad was a noble before he went into hiding amongst an order of monks. He has adopted their ways and found a new home, but his family would like to make sure he never returns.

GAHN

N female dwarf expert 1

Appearance: White hair in braided rows, with a large gut. She wears a tin tankard on her belt.

Personality: Jolly and flamboyant.

Mannerisms: She bangs her tankard against nearby surfaces when she hears something pleasing.

Hooks: Gahn makes poor decisions in the name of good drink. It is rumoured she is responsible for Farmer Elthor's son going missing.

CURSED LIVIA

N female human druid 2

Appearance: Cursed Livia has sunken eyes, thinning hair and wears dirty peasant's clothes.

Personality: Glum.

Mannerisms: Drags her feet and keeps her head down.

Hooks: A series of unfortunate accidents including a fire, parasitic infestation and localized earthquake has led Livia and the townsfolk to believe she's been cursed.

HESPER MAGPIE

CN female human rogue 4

Appearance: Shoulder length brown hair, immaculate skin, white shirt and a feathered cap.

Personality: Chipper and opportunistic.

Mannerisms: Talks fast with an excitable voice.

Hooks: Hesper loves a good rumour and knows of a nearby abandoned temple that might have a few artifacts for the shrine and riches for questing adventurers.

HELDEN PERNT

N male human commoner 2

Appearance: Broad shouldered Helden wears simple clothes of cloth and leather.

Personality: Mild mannered, Helden takes life as it comes.

Mannerisms: Shrugs his shoulders and does not look people in the eye.

Hooks: Helden is a local leatherworker. He tends the shrine because no one else does. He wouldn't mind passing the duties on to someone with more passion.

JEKEL

NE male human warrior 2

Appearance: Wears his hair in a pony tail and has a well crafted leather vest.

Personality: Egotistical and greedy.

Mannerisms: Smiles at his own jokes and picks at his elbows.

Hooks: Jekel may not be kind but he keeps up the profile of a halfway decent man. He then murders innocent travellers on the road after they've left town.

ORTHUNK THE AXE

CN male half-orc barbarian 1/expert 2

Appearance: Large of frame, Orthunk has two protruding tusks. He wears furs.

Personality: Generally kind until insulted, then aggressive.

Mannerisms: Cracks his knuckles and other joints.

Hooks: Orthunk was part of a larger tribe but most was killed by giants. He has a reputation as a brute but can actually be quite insightful on the nature of spirits and the use of herbalism in healing.

GUSSY MACGROD

CN female human bard 1

Appearance: Gussy wears colourful silk dresses and is never without her pipe.

Personality: Nosey and quick with a joke.

Mannerisms: Pats her lap when she sits down as if she wants you to sit on her lap.

Hooks: She does not want you to sit on her lap, however the baker's son began to do so as a joke. Now there's rumours they are romantically involved (against the baker's wishes).

KATLA ELLANA

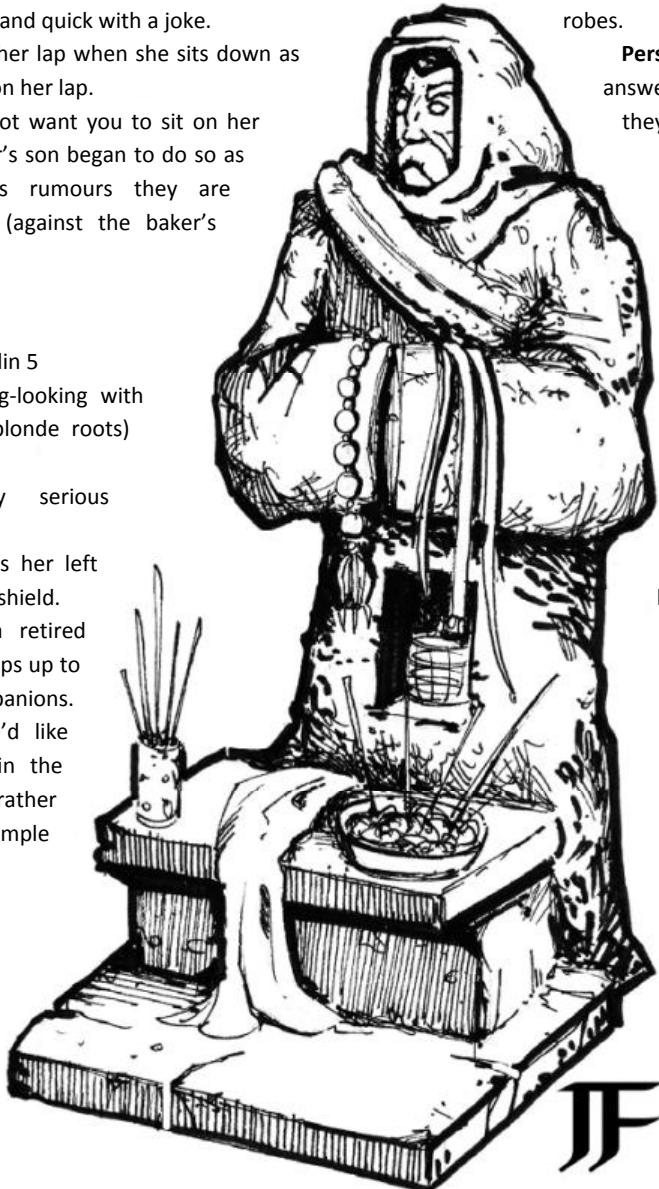
LG female human paladin 5

Appearance: Young-looking with black hair (featuring blonde roots) and a strong frame.

Personality: Very serious though well meaning.

Mannerisms: Keeps her left hand up as if holding a shield.

Hooks: Katla is a retired adventurer but still keeps up to date with her old companions. She has a letter she'd like delivered to an inn in the capital that she would rather not hand to a simple messenger.



NASSIR OLDUD

N male human commoner 1

Appearance: Old and thin with a ring of gray hair and a tuft beard on his chin.

Personality: Doesn't trust strangers.

Mannerisms: He walks very slowly and grunts at those who grow impatient.

Hooks: Nassir has been here his whole life and has little knowledge of the world outside the city walls. He was warned trolls are gathering for an attack but hasn't told anyone as he doesn't believe they exist.

RAMI FARFATE

LN female human expert 1

Appearance: Clean cut, Rami wears simple scholar's robes.

Personality: Rami believes he has all the right answers and isn't afraid to tell anyone how wrong they are.

Mannerisms: Always clears his throat before articulating a new thought.

Hooks: Rami isn't as knowledgeable as he thinks he is. His tips has been leading to bad crops and bad investments and the town just needs a small nudge to realize whose fault it really is.

KYST THE WET

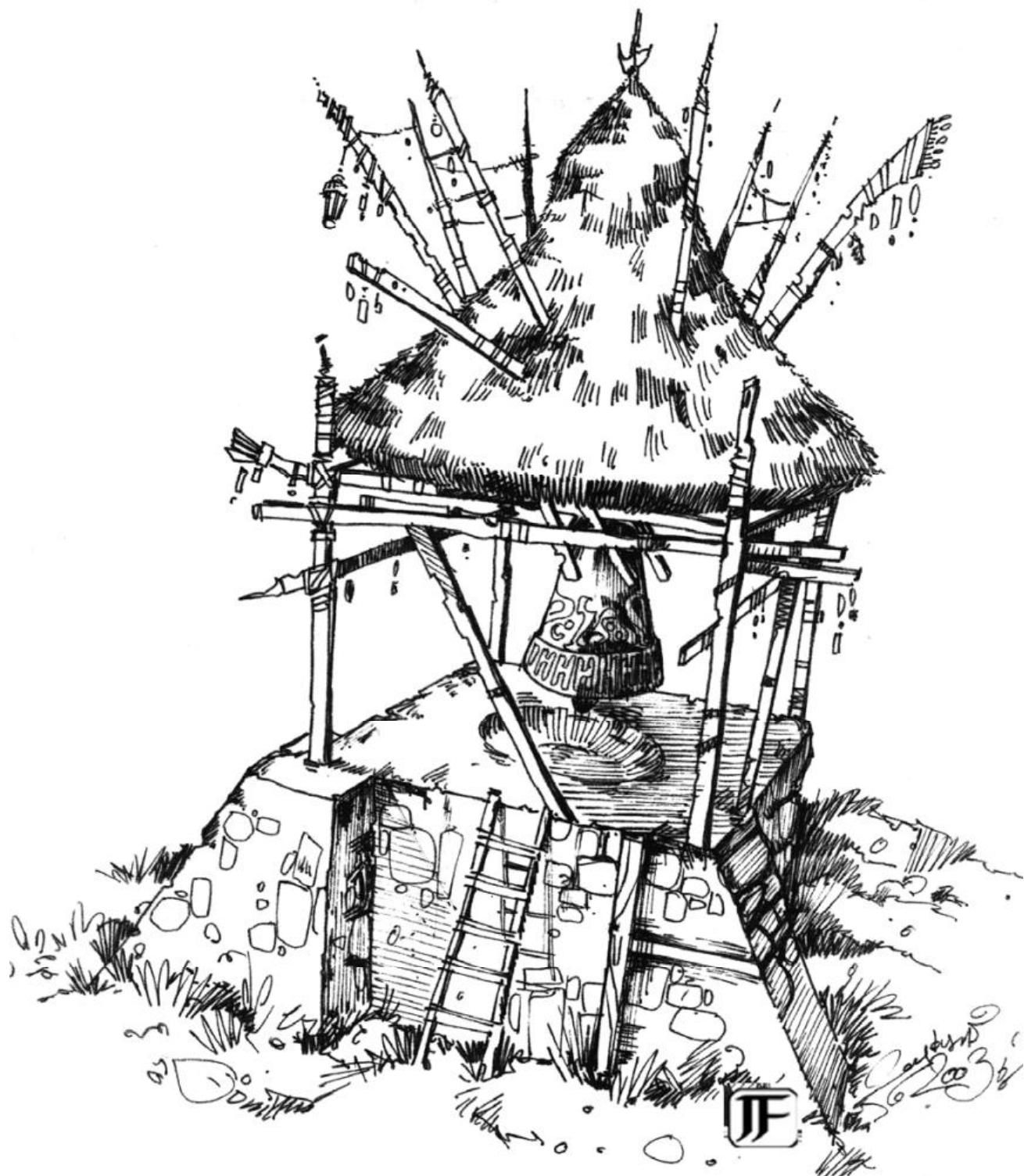
NG female halfling cleric 2

Appearance: Long brown hair, which is usually wet.

Personality: Eager and passionate about life.

Mannerisms: Wrings her hair out with her hands.

Hooks: Kyst loves the water and spends much of her time diving in the river. On her last dive she found what looked like a stone door amongst the rocks that she never noticed before.



STATUES & MONUMENTS: CHARACTERISTICS & APPEARANCE

Use this table to generate the appearance of the statue or monument. Ignore such results and simply re-roll.

D%	
1	A statue of a rugged looking man and a wolf looking off into the distance.
2	A polished wall engraved with the names of fallen soldiers.
3	This statue is of a bald woman sitting cross-legged, as if meditating.
4	A large boulder has been engraved with a memorial to the miners who died in a cave-in.
5	A holy symbol and vestments clearly indicate this statue is of a man of faith.
6	At the top of this pedestal burns a bright orange flame.
7	This carved statue of an elderly woman, surrounded by many different animals of the forest.
8	A large, iron-wrought sundial.
9	This statue is of a resplendent knight, with his sword held high and a holy symbol emblazoned on his shield.
10	A collection of small ceramic mushrooms in a circle, complete with tiny statues of faerie-like creatures.
11	This statue is of a young woman dancing amongst flames, her hands wreathed in fire.
12	A public fountain with a centrepiece depicting a multitude of fish and other aquatic life.
13	This statue depicts a dwarven warrior with an axe and shield.
14	A plaque fixed to the ground indicates the spot a famous adventurer was murdered.
15	Three <i>dull grey ioun stones</i> orbit the head of this statue of a woman carrying a staff and large tome.
16	A dull metal placard dedicates this small garden to a dearly departed spouse.
17	A statue of a laughing halfling male, playing the lute before a captivated audience.
18	A large, free standing triumphal arch carved with an intricate pattern.
19	This sculpture is of a half-elven woman kneeling in front of a chest, in the midst of picking the lock.
20	A small standing stone sits next to a tavern with a sign that claims a now famous adventuring party first met inside.
21	An immense statue of half a dozen orcish savages; all in the throes of a bloody frenzy.
22	A solemn cenotaph for an unknown solider.
23	A series of obelisks at the university are each engraved with the school motto and a list of alumni.

24	A blackened tree stump has been carved to resemble a weeping dryad.
25	A statue of a large cornucopia, overflowing with harvest vegetables.
26	This ancient and non-functioning trebuchet now serves as a commemoration of the war in which it was broken.
27	A statue of a large butterfly, engraved with a pattern, rests on top of a flower.
28	A large anchor stands in remembrance to all those lost at sea.
29	A crashing wave, stands upon a base carved to resemble a beach.
30	Affixed to the side of an ancient building is a plaque declaring its construction date.
31	This statue is of a smiling woman reaching out to aid a destitute man at her feet.
32	A monument to the abolition of slavery features two large hands holding a broken chain.
33	A large statue of a blindfolded man in a plain robe. He holds aloft a perfectly balanced scale.
34	A bust of the reigning monarch.
35	This statue depicts a local philanthropist. At its base is a list of his numerous acts of charity.
36	At the foot of the bridge stands a marker erected to those who died during its construction.
37	A towering statue of a despotic ruler.
38	A large statue of an elf and dwarf shaking hands. Engraved in its base is the date, time and place a peace treaty between two kingdoms was signed.
39	A local noblewoman had this statue of herself commissioned in order to serve her vanity.
40	A damaged figurehead from a ship stands as a testament to the shipwreck it came from.
41	This statue is of a madcap jester in the act of revelry.
42	The many laws and edicts of the city are engraved on this enormous monolith.
43	A large statue of a decorated soldier leading her troops in a charge.
44	A large statue of a holy symbol stands on a base in the centre of a courtyard.
45	This statue depicts a scythe wielding skeleton in a long robe.
46	Two long columns of free standing pillars demonstrate the opulent wealth of the area.
47	This imposing statue is of a powerful demon with outstretched wings and razor sharp claws.
48	At the beginning of a small community garden, a plaque lists those who aided in its creation.
49	One side of a large inn has been carved into a relief depicting a full and rowdy tavern scene.
50	A large corroded sculpture of intertwining spirals of copper, silver and bronze represents an alliance between three city states.

51	A statue of a city guardsman stands outside the main garrison as a testament to their vigilance and dedication.	78	A small religious shrine incorporates a beautiful mosaic of stained glass.
52	A dozen small alcoves adorn all sides of this polished column. Each has its own <i>continual flame</i> , creating a flickering pillar of light.	79	This statue of a full-sized carriage includes a driver, a team of horses and passengers.
53	This statue is in the rough shape of a blacksmith forging a sword with a hammer and anvil.	80	Set into the ground is a large chessboard, complete with movable pieces.
54	This old building is covered in classic gothic style gargoyles.	81	A statue of a scurvy looking sailor, complete with peg leg and eye patch.
55	This statue of a sleeping peasant lies in a nearby park.	82	This large compass rose accurately points north.
56	A scene from a tremendous battle between two armies is etched into the gates of a fort.	83	Set in a large brass bowl, volcanic rock has been carved to resemble a raging fire.
57	This statue is of a famous bard.	84	All the surrounding shrubbery has been pruned into the shapes of fierce looking animals.
58	A grand water clock with twelve basins, each held by a statue of a marid. As water fills each basin every hour, a set of chimes rings.	85	Layers of sandstone and other sedimentary rock make up this decorative monument.
59	A huge statue of an ancient red dragon.	86	A literal "key to the city" hangs above the doors of this town hall.
60	This statue is of a cheerful gnome. Anyone who walks too close sets off a <i>magic mouth</i> spell that advertises a nearby potion shop.	87	Expertly carved, this large statue is of a series of flowing waterfalls.
61	A life-sized statue of a war horse.	88	A piece of onyx carved into a perfect sphere and polished to a mirror-like sheen.
62	This fountain is decorated with cherubs frolicking in the water.	89	This statue is of two men walking in a windstorm. Their hair and clothing whips about them in an unseen gale.
63	A statue of a regal griffon, depicted soaring in flight its wing spread wide.	90	Easily fifty feet in height, this massive statue depicts an ancient king.
64	This statue is of a medusa recoiling from its reflection in a full-length mirror.	91	A collection of odd geometric shapes on a single, wide and low plinth.
65	A statue of a lion in mid-pounce.	92	On a warehouse at the docks hangs a large relief of a ship at sea during a terrible storm.
66	This statue of intertwined lovers borders on the obscene.	93	This large statue is of an elegant longsword standing on its point.
67	A statue of an angry swan, its wings raised in a menacing fashion.	94	On the cornerstone of a nearby building's foundation is a plaque displaying the date it was laid.
68	A statue of a chariot driven by a fierce warrior and pulled by two large boar.	95	Nothing remains of this statue except the lower part of its legs.
69	This statue of a mermaid has been carved from driftwood.	96	A statue of a guardian angel, praying over the bodies of fallen warriors.
70	A boulder carved into the shape of a slain giant's head has a halfling warrior standing triumphantly on top.	97	An elaborate statue of a tree, complete with bark, knots and branches.
71	A statue of an elderly man hunched over a cane.	98	This monument celebrates the founding of the city with a collection of bells.
72	A statue of a satyr playing the pipes, surrounded by fawning nymphs.	99	This statue is of a famous explorer examining the horizon through a spyglass.
73	Scattered about the area are a number of statues of children playing.	100	This solid, plain marker has no sign or indication of its purpose or meaning.
74	A relief of noblemen engaged in a fox hunt has been fixed to the side of a nearby building.		
75	At the end of a pier stands a detailed carving of a three-mast sailing ship.		
76	The tomb of an important noble family is covered with delicate, hand carved embellishments.		
77	Rough hewed stones stacked in a crude humanoid shape.		

STATUES & MONUMENTS: DRESSING

Use this table to provide interesting points of note about the statue or monument. Some may be inappropriate based on the locale's set up; ignore such results and simply re-roll.

D%	
1	Covered from top to bottom in bird droppings.
2	Has been overgrown with a thick blanket of green moss.
3	Centuries of exposure to the elements has worn away almost all of the detail.
4	Has a number of moisture stains and other signs of water damage.
5	Thin vines of creeping ivy grow up one side. They have even begun to cause damage by sprouting through cracks in the statue.
6	Has a single, large fissure that runs right through the middle.
7	Has a significant portion corroded by rust.
8	Surrounded by a permanent aura of green <i>faerie fire</i> .
9	Painted with a variety of slurs and other vulgar graffiti.
10	Someone has scratched their initials into the statue with some manner of makeshift tool.
11	Surrounded by wreaths and bouquets of freshly cut flowers.
12	At its base is a small water basin or wishing well filled with copper pieces and the occasional silver coin.
13	Part of a shrine filled with candles lit as part of a vigil ceremony.
14	Has a brazier built in, filled with smouldering incense that fills the air with a pleasant scent.
15	Is singed or blackened by fire but is otherwise undamaged.
16	In an act of spiteful vandalism, a crucial or prominent piece has been chipped or broken off.
17	The statue is unusually, even suspiciously, clean.
18	Draped with a tangled mess of numerous, brightly coloured ribbons.
19	Wrapped loosely in thick chains that seem to serve no purpose.
20	Affixed with numerous scrolls and other parchment. Each one has someone's prayers written on them.
21	Currently serving as a perch for a large flock of small birds. The statue is stained with their excrement.
22	Shows signs of obvious acid damage.
23	Has become a shelter for a few panhandling vagabonds. Anyone who comes too close is mobbed for spare change.
24	Has been beautifully painted by an artist with exceptional talent.

25	Surrounded by scaffolding and supplies needed for cleaning and repair.
26	Spotted with salt stains.
27	Draped in decorative flags bearing the crests of many noble houses.
28	Home to a nest of rats who scurry about the cracks in its base.
29	Surrounded by bowls of fruit, bottles of wine and other offerings of food and drink.
30	Has obviously been repaired recently. The work is of poor quality and needs to be redone.
31	Engraved at the base is the trademark signature of a famous sculptor.
32	Whatever plaque or sign was once attached is now obviously missing. Only pieces of the broken fixtures remain.
33	Surrounded by a group of angry protestors who stand firmly against its meaning or subject.
34	Lies shattered into dozens of pieces all over the ground.
35	Appears to be partially melted even though a casual touch confirms it is still quite solid.
36	Somehow, the statue is dressed in a complete set of real clothes of an appropriate theme.
37	Its style and design is of a completely different theme than all the other architecture in its surroundings.
38	Currently being used as a pulpit for a cleric preaching a sermon to a small crowd.
39	Pinned to its base are a number of job offers, notices and other postings both old and new.
40	Standing on it is a frantic looking madman, shouting nonsense theories at all those who walk past.
41	Infested with large, but harmless, spiders. Webs hang between every available surface.
42	Full of small, perfectly round holes that have actually bored all the way through.
43	Stands as the centrepiece of a small playground for children.
44	Magically animated to change its position every day at dawn though it can never leave its plinth.
45	Actually an integral part of the structural supports for a bridge that passes overhead.
46	An open entrance in its base leads down into an underground shop or tavern.
47	Has no actual base. It has been enchanted to levitate a few feet off the ground. A few chains keep it secured to its current location.
48	Is not real. It is actually a <i>permanent image</i> . Occasionally, it shifts position for no obvious reason.
49	Protected by a small contingent of city guard. The guards stand perfectly still and do not engage in conversation.

50	The statue is inexplicably warm, but not uncomfortably or dangerously so, to the touch.	76	Stands very near a public road and has been splattered with dirt and mud from passing wagons.
51	Is in the middle of being taken down and disassembled by a group of workers.	77	Has one very large, dark red bloodstain that someone has attempted to clean, to no avail.
52	Is in the middle of being assembled and then raised by a group of workers.	78	Reeks of urine and waste though no obvious source can be found.
53	The statue is inexplicably cold to the touch. Frost lingers upon pieces of it out of direct sunlight.	79	Is encrusted with beautiful, but ultimately worthless, gems.
54	At first glance, it appears to be made of one material but a close inspection reveals it is actually another – made to look like the first. Examples include wood painted to look like stone or brass tinted to resemble gold.	80	Broken crossbow bolts litter the ground nearby, as if someone had used it for target practice.
55	Is made from a precious material such as gold, mithril or adamantine.	81	Surrounded by a fence. On each side, a small wooden sign that plainly says, “No Trespassing” has been posted.
56	Has fallen over and is lying unbroken on its side.	82	Is being used as a hitching post for horses and other mounts by a nearby tavern.
57	Has been painted with garish, clashing or otherwise ugly colours.	83	A large bird's nest, with three eggs inside, has been built at the very top.
58	Covered completely by tiny golden particles, as if coated by a <i>glitterdust</i> spell.	84	Has a small pond at its base filled with small fish.
59	The statue is hollow.	85	Has been decorated with small piles of bleached humanoid skulls.
60	The plaque on its base has its writing repeated many times, in many different languages.	86	Is half buried beneath a hill or mound of earth. Only some parts are still sticking up out of the ground.
61	Has been expertly restored to its former glory.	87	Made of an unusual material such as crystal, bone or ceramic.
62	Is a smaller replica of a famous piece located elsewhere.	88	Has been decorated with a variety of colourful seashells.
63	The eyes of this statue seem to be looking at you no matter which way you travel.	89	Is hidden within a large tent. By the entrance is a man running an admission booth for those who wish to see.
64	Is shaped in such a way as to make a ghastly howling sound when a strong wind blows.	90	Attached at the very top is a working weather vane with a thematically similar appearance.
65	Has been incorporated into the construction of a gallows, complete with swinging noose.	91	Has been enchanted to produce soft, lighthearted music whenever touched.
66	Its base contains an elaborate locking mechanism. Once it is disengaged, the statue can be swiveled to face a different direction.	92	Casts a shadow whose shape looks completely different from itself.
67	Contains a gem-shaped depression just above arms reach.	93	Is covered in long boughs of garland and holly. Some are faded and withered, while others are obviously new.
68	Has been crafted with a glaring error or other imperfection, such as a statue with two left hands or an obelisk with uneven sides.	94	Is actually a very ornate, but fully-functioning, ballista in disguise.
69	Stands slightly crooked on an ivy-wreathed plinth.	95	Covered in large vines sprouting plump, juicy grapes.
70	One of the words engraved in its base has been spelled incorrectly.	96	Has been inscribed with a glowing <i>arcane mark</i> and other magical sigils.
71	Is currently wrapped up under a tarpaulin and cannot be seen.	97	A metal cage, large enough for a Medium-sized humanoid, has been built into the middle.
72	Has a number of deep claw marks scratched into its surface.	98	The language engraved in its base is completely unknown and defies magical translation.
73	Has been smeared with tar that has long since dried and covered with feathers that have almost worn off.	99	Also serves as a guard post. An alarm bell and sentry box have been incorporated into the construction.
74	Is actually a working part of a nearby building's chimney and occasionally belows clouds of thick grey smoke.	100	Is eerily, even suspiciously lifelike.
75	Has been engraved with a delicate pattern to make it appear as though it was covered in a layer of frost.		

STATUES & MONUMENTS: HOOKS, COMPLICATIONS & OPPORTUNITIES

Although the PCs may simply want to examine or pass by the statue or monument, sometimes fate intervenes. Use this table, to determine what opportunities or complications the PCs encounter.

D20

1	Rumours persist that one of the statues around town is actually made of gold or has some other kind of treasure hidden inside. Gangs of vandals roam the streets at night, smashing every piece of decorative masonry in sight and fighting with each other in a race to find it before the others.
2	A mimic has moved into the area and begun hunting people. It disguises itself as smaller statues and monuments to effectively hide in plain sight. The authorities are hiring adventurers to examine every statue in town.
3	A nobleman wants to know why his fallen son's name does not appear on a memorial cenotaph alongside the other soldiers from the same squad, all of whom died in a recent battle. He will pay handsomely for such information.
4	When the statues of the city weep blood, doom is sure to follow for everyone dwelling within its walls. One statue starts to weep blood as the PCs walk passed.
5	A city, known for its aqueducts and ancient architecture has become infested by a flock of gargoyles that terrorize the populace constantly.
6	A new religious cult has risen. They are fanatic followers of a doctrine that opposes the worship of gods through idols. No longer content with tearing down and destroying religious statuary, they have begun to attack and even kill any sculptor who creates them.
7	An unfortunate accident, such as a runaway wagon or falling crate, severely damages a local statue. No one is hurt, but during its repair a skeleton wearing fine clothes is discovered embedded inside. Several well-to-do families claim the remains.
8	High quality fakes of a famous sculptor's work have begun to flood the artisan's market. Naturally, the sculptor and the growing number of fraud victims want the culprit caught.
9	During broad daylight, a large and heavy statue from the middle of the market square vanishes. No one saw what happened and city officials want to know who stole the statue, why they did it and most importantly – how.
10	One morning, a finely made gravestone appears in the centre of town. Carved into it are a long list of names of various citizens. The only thing they seem to have in common is that they are all still alive. Is the event a joke, or the first step in a madman's sinister plan?

11	A ranger reports something has been petrifying the woodland animals of a nearby forest. The road is a major trade route and everyone fears it is only a matter of time before a traveller is turned to stone.
12	A wizard suffers under a powerful curse; each day he transforms into a statue from dawn to dusk. He is looking for anyone who is willing to help him break free of this affliction.
13	A dignitary from a foreign nation has arrived with a large diplomatic force. She is demanding the return of a monument she claims is a stolen national treasure. If it is not found and returned within one week, her kingdom will declare war.
14	A caravan of gnomic pilgrims has begun a quest to find and reclaim their ancestral home. Their only means of finding it is an ancient map that only references old stone monuments as its guide points. The pilgrims require someone to help decipher the map and escort them home.
15	A rash of daring and well executed robberies have baffled the city authorities. All that is known about this master thief is the small silver figurine of a butterfly he leaves as a calling card. The figurine is an exact duplicate (in miniature) of a famed local statue.
16	A sorcerer seeks to hire a team to help him track down and acquire an eye of a medusa, a fang from a basilisk, the beak of a cockatrice and a horn from a gorgon. The purpose of these reagents is a secret and he is willing to pay extra for adventurers who don't ask questions.
17	A strange magical effect has swept over the city and surrounding area. No magic pertaining to stone, such as <i>statue</i> , <i>transmute mud to rock</i> or even <i>stone to flesh</i> functions within the area as if it were an <i>antimagic field</i> . No one can determine the cause of the effect, nor can they dispel it but mystics have determined it originates from a monument erected at a stone quarry.
18	Overnight, bizarre obelisks appear all over the city. The quality of work surpasses even the greatest stone cutters and they are made of an unknown type of stone that is seemingly indestructible.
19	During a routine demolition of an aged and decrepit monument, an entrance to a vast underground labyrinth is discovered.
20	A terrible warlord is running rampant across the countryside, claiming the entire territory as her own. It is her control over an army of animated statues that makes her nigh unstoppable and it is only a matter of time before she attacks the city.

STATUES & MONUMENTS: LEGENDS & RUMOURS

Legends and rumours are often associated with certain statue or monument. Use this table, to determine what the PCs learn.

D20

1	They say the statue of the general on horseback at the garrison is actually mounted on the very same <i>stone horse</i> he rode into combat. Magic has been used to keep its aura from being detected and the command word used to activate it was lost when its owner died on the battlefield.
2	Legend states that if the city should ever truly be on the brink of destruction, all the statues on the perimeter wall will come to life. Known as the Stone Sentinels, they will not stop until every attacker has been slain and the city is safe.
3	A priceless jade idol of a dancing woman is cursed. Every person who has owned the figurine has had a life of misery and loss and has met with an untimely end. The curse only ends when the statue hears the very same music the artist had his model dance to when he carved the idol.
4	One of the omens that signal the coming of a great evil will be when all the statues begin crying tears of blood. A small cult of supposed madmen watch the statues so that they might have warning of evil's approach.
5	Six different cemeteries spread across the kingdom all claim to be the final resting place of the legendary hero depicted by the statue. Each has a mausoleum dedicated to the fallen hero and the clergy tending each locale fiercely contest the other's claims.
6	People say the local war memorial is haunted. Many attest that late at night, they have seen the ghost of a soldier who died. Some claim the spirit is trying to return to the wife and family he left behind.
7	A wizard reportedly claims to have developed an arcane ritual that can take the soul and consciousness of a person and transfer it into specially enchanted statue. He willingly offers this chance at immortality to anyone who can afford his price.
8	Hidden deep in the mountains is a shrine containing a legendary artifact; a crown carved from solid granite that grants the wearer the ability to animate any stone statue within sight, regardless of its creator's commands. The local lord greatly desires the crown and will pay handsomely for its delivery.
9	Gossip amongst the artists and stone masons says that, after centuries of perfecting the art, a dwarven sculptor is now searching for an apprentice to teach but only the one he feels is worthy will be chosen.

10	According to prophecy, if the flame at the base of the Queen's monument ever goes out, the kingdom will fall into ruin within half a year.
11	Parishioners claim that kissing the feet of their patron saint's statue cures the sick and heals the wounded. Crowds have begun to flock to the church to see if the rumours are true.
12	Local folklore states the old wishing well outside town will grant your wish, but only if erect a new statue at its centre. Several times every year, the current statue is torn down and a new one erected.
13	People whisper that late at night, if you listen carefully, you can hear the statues of a local cemetery crying.
14	It is a widespread belief that no soldier from town will ever die in battle so long as his or her blood stains the war monument. It has now become a local tradition for those who join the army to travel to the monument and smear a drop of their blood across its surface.
15	There is a myth of a great colossus that stares at the location of a lost city. To see where it is, one must find and climb the giant statue until they reach its eyes and then determine exactly where it is looking.
16	Every salty old sailor knows the myth about the statue of a sea captain down by the piers. As the story goes, there is a map hidden on it somewhere. A map that leads to the sunken wreck of a ship filled with treasure.
17	Ever since she lost her favourite tools, a local sculptor has stopped producing art despite having other sets. This only fuels the rumours that she bargained with the fey for her original tools, and it was their enchantment that gave her the talent.
18	Every streetwise criminal in the city knows the story about the cache of potions and scrolls hidden behind the relief of a landscape on the side of the library. What no one can agree on, however, is what part of the relief is secretly the switch to make it open.
19	No one likes to talk about it openly, but the reason construction of the archmage's monument keeps being delayed is because so many workers keep dying in "mysterious accidents."
20	Local superstition says that bad luck befalls anyone who doesn't hold their breath as they walk in the shadow of a certain monstrously huge statue. Even today, normal folk go out of their way to avoid the shadow.

TEMPLES: CHARACTERISTICS AND APPEARANCE

Much of a temple's features are independent of the god(s) worshipped within. Use this chart to get a general description of the building.

D%	NAMES
1	A small building of cut stone.
2	A small draft-riddled building of fieldstone.
3	A quaint building of cut stone, with a hearth at the back.
4	A grand building with jutting towers and large buttresses.
5	An awe-inspiring structure filled with statues and stained glass windows.
6	A simple stone building that radiates a divine aura, having been blessed directly by the gods.
7	A cavernous structure of stone with a high roof that throw a long, deep shadow.
8	A very basic building of wood with wax paper windows.
9	An extravagant building decorated with fine tapestries and gold statuettes.
10	A homely stone structure, small and ill-kept.
11	A rundown, wooden building, much used but underfunded.
12	A wooden building that smells of human sweat.
13	A cold stone building of moderate size.
14	A large structure of cut stone with a thunderous echo.
15	A tall, impressive building of quality stonework.
16	A simple and clean building of cut stone.
17	A massive structure with a large, airy sanctuary and several wings.
18	An accurate, but smaller, recreation of a cathedral located in the capital.
19	A sturdy stone building reinforced with steel beams.
20	A simple wooden building recently rededicated to a different god. Several effigies have simply been turned around.
21	A door-less wooden building that widens to a gaping sanctuary.
22	A large brick building with tall glass windows.
23	A stone building with dazzling jewelled engravings set into the wall.
24	A cheap wooden structure whose trimmings all appear to be second-hand and low quality.
25	A small, temporary wooden building, used while a permanent structure is being completed.
26	A delicate wooden structure that shifts in the wind.
27	A carefully constructed structure of wood and stone that offers excellent acoustics.
28	A large stone structure built on the highest point in the city, with nothing but sky beyond.

29	An intricately detailed stone building with verses of scripture engraved throughout.
30	A wooden building with a winding shape, designed to be harmonious with the surrounding environment.
31	A small wooden structure painted pale blue.
32	A stone building with a shop selling wares crafted by the priests.
33	A large stone structure with a very deep entrance through thick walls.
34	A small stone building, designed as a miniature replica of a legendary cathedral.
35	This large stone building, with no roof, is always open to the heavens.
36	An ancient stone structure built by a past lord in an antiquated style.
37	A small stone building with an inner portcullis, where strangers can be questioned before admittance.
38	A stone building with narrow doors and no windows.
39	A very clean and efficiently constructed wooden structure built precisely to divine instruction.
40	A building of cut stone, matching the same architectural style of the surrounding buildings.
41	A stone structure that has two sets of front doors.
42	An enormous stone building with a massive sanctuary and several graceful towers.
43	A small, tidy fieldstone building where everything seems in its place.
44	A large set of open, welcoming double doors are the focal point of this stone building.
45	A pathetic wooden building with rotted walls and sagging roof.
46	A simple stone building; completely empty of furnishings.
47	A charming field stone building with a homely carpet running down the main aisle.
48	A large stone structure with pointed towers and frightening gargoyles hanging from the gutters.
49	A mundane stone square, previously a warehouse.
50	A moderate wooden building, well appointed with high quality furniture.
51	A fine stone structure with a private box, favoured by the local lord.
52	A well-defended compound, with an outer wall set around the main temple.
53	A stone building built around an acent keep.
54	A gaudy stone structure inlaid with false gems and gold plated statuettes.
55	A wooden building with wide metal doors.
56	A milky-coloured wooden structure with black trim.

57	This large stone building has iron supports and large gears set along the walls to power a basic clock.
58	An old stone building, mostly empty.
59	A new stone building, recently completed. The work crew is still taking down the wooden scaffolding.
60	An efficiently designed wooden building with many small cabinets built into the walls.
61	A ragged stone structure with tattered tapestries and hole-riddled roof.
62	A yellow wooden building with ivy-covered roof.
63	A broad, but short, stone building with an arched roof.
64	A splendid stone building with clean floors and rose scented air.
65	A dusty wooden structure, that almost seems abandoned.
66	A domineering stone building that casts long shadows over the neighbourhood.
67	A small stone building, set tightly between two older buildings.
68	A tasteless stone building featuring huge stone statues of saints, engaged in gruesome deeds.
69	A square building of pale cut stone with a flat roof.
70	A squat stone building with large stairs, leading to a grand sanctuary deep below the city.
71	A simple stone building with large windows filling the sanctuary with bright light.
72	A spotless wooden structure, with well-polished wooden pews.
73	A tan wooden building with a small graveyard to one side.
74	A large stone building known for its vast cellars, used for various purposes over the years.
75	A solid stone building whose walls block out the outside noise.
76	A stone building that smells of mildew and is infested with rats.
77	A small stone building decorated with precious mithral engravings.
78	A dreary stone building with grey walls and a leaky roof.
79	A crooked wooden structure featuring bizarre, artistic furnishing.
80	A majestic stone building with subtle gold engravings and purple wall hangings.
81	An enchanting, small wooden structure with a stone foundation, surrounded by a small grove.
82	A small stone building, busy with the coming and going of local folks.
83	A rambling stone structure with a key support all leaning precariously westward.
84	A stone structure with unfinished masonry giving it a near natural look.

85	A small wooden building in the shadow of a much larger stone temple.
86	A stone building with finely wrought metal doors, open only to worshippers.
87	A gigantic stone structure with minarets of green crystal.
88	A stone building featuring an elegant sanctuary with long thin floor runners and silver candlestick holders set on the walls.
89	A long stone building with a messy sanctuary, littered with stacks of dogmatic writing and abandoned personal possessions.
90	A simple stone exterior with a brightly coloured interior.
91	An astonishing stone structure with statuary so detailed they seem lifelike.
92	A sturdy wooden building lined with finely wrought stone benches.
93	A crimson wooden building with a slanted roof of slate.
94	A cool stone structure with flat black roof. A bell tower emerges from the very centre of the structure.
95	A little brick building surrounded by bushes.
96	A typical stone temple with one tall steeple.
97	A wooden building with two long, sharp steeples.
98	This building is built half of stone and half of wood.
99	A massive stone structure with arcing buttresses, large stained glass windows and glorious towers that appear to stretch to the heavens.
100	Roll twice and combine features of both results.



TEMPLES: DOMAIN FEATURES

The most prominent features of any temple interior are those linked to the worship performed within. Roll on this chart multiple times and combine the results with a general description from the previous table to create countless, unique locales. Alternatively, choose the characteristics most linked to the religion in question.

D%	DESCRIPTIONS
1	Air: Panels on the roof slide back to allow fresh air to enter the sanctuary.
2	Cloud: A minor wondrous item produces a stream of fog along the floor, as a <i>horn of fog</i> but the fog is only 2 feet high.
3	Wind: Upper windows are left open to provide a breeze for hanging chimes.
4	Animal: The bones of great beasts hang in areas of prominence.
5	Feather: A curtain of feathers separates the vestibule from the main sanctuary.
6	Fur: The hide of a great bear hangs behind the altar.
7	Artifice: Clear tubes of coloured liquid run along the far wall.
8	Construct: Swinging mechanical arms adorn the altar space, keeping sacraments within reach.
9	Toil: Scratches mark the floor around the altar where rites have been repeated for decades.
10	Chaos: Benches and pews have been replaced with chairs of varying shapes and sizes.
11	Demon: Abyssal runes are painted along the walls in blood.
12	Entropy: Furnishings go unrepaired and surfaces uncleaned.
13	Whimsy: Paint is spattered across the room at random.
14	Charm: Large mirrors rest on opposite walls.
15	Love: A wooden archway, seeded with roses, rests above the altar.
16	Lust: Long, silken scarves hang down from the ceiling along the walls.
17	Community: The history of the settlement is painted in murals along one wall.
18	Family: Statues of grouped families line the outside of the sanctuary.
19	Darkness: Wall candles are dimmed with wax paper hoods.
20	Loss: A small stone basin, filled with cloudy water rests in the foyer.
21	Moon: A series of small mirrors reflect the light from a single skylight.
22	Night: Heavy black curtains cover the windows during the day.
23	Death: Bones are laid into stone columns.
24	Murder: The altar and floor are bloodstained.

25	Undead: Rotting heads line a shelf on the far wall.
26	Destruction: The stone altar is broken in half.
27	Catastrophe: Stained glass windows show the falls of past nations.
28	Rage: Sacks, stuffed with feather down, are tied to several columns.
29	Torture: Brands and pokers lie next to a deep hearth.
30	Earth: The floor is packed dirt.
31	Caves: The inside walls are rough, untouched by masons.
32	Metal: Engravings of copper, steel and other metals line the walls.
33	Evil: Black spikes jut from the end of each pew.
34	Daemon: Statues of the four horsemen loom near the altar.
35	Devil: One wall is engraved with infernal laws.
36	Fear: A great yellow eye is painted upon the far wall.
37	Fire: Brass braziers burn with bright, high flames.
38	Ash: Embers burn low in a great hearth.
39	Smoke: Wisps of thin smoke rise from small lamps.
40	Glory: The banners of nations, warriors and lords past hang from the rafters.
41	Heroism: Statues of legendary figures stand around the sanctuary.
42	Honour: A tapestry hangs, embroidered with a knightly code.
43	Good: A basket of provisions rests in the foyer, free for the taking.
44	Agathon: Paintings of Nirvana adorn the walls.
45	Friendship: Different architectural styles come together in unison in the main sanctuary.
46	Healing: Anointed oil rests on table in the foyer.
47	Restoration: A multitude of canes sit abandoned in one corner.
48	Knowledge: Several shelves of bookcases line one wall, serving as a public library.
49	Memory: A large sand timer is set above the altar.
50	Thought: A small stone basin, filled with pristine water rests in the foyer.
51	Law: A wooden pulpit is raised above the rest of the sanctuary.
52	Archon: Circular glass lanterns hang from the rafters.
53	Inevitable: The edge of each pew is lined with brass gears.
54	Loyalty: Stone arches, with engravings of overlaid hands, connect the sanctuary's columns.
55	Slavery: Chains hang from the sides of the altar.
56	Tyranny: Iron bars and sparkling jewels adorn the pulpit.

57	Liberation: Broken chains hang from the sides of the altar.
58	Freedom: There is no pulpit.
59	Revolution: The local nation's flag hangs with its colours inverted.
60	Luck: Scratches run along the bottom of several walls from years of dice games.
61	Curse: A silted eye is engraved into each pew.
62	Fate: Golden threads are strung between different engravings.
63	Madness: The floor is painted to look like the night sky and the roof interior is cobblestone.
64	Insanity: The pews are well cushioned.
65	Magic: A case of scrolls is set near the altar.
66	Arcane: Small lanterns pattern the air with purple wisps of smoke.
67	Divine: A skylight lets in a single beam of light that bathes the altar.
68	Nobility: Tapestries hang on the walls showing the lines of several noble houses.
69	Leadership: The pulpit is set centre, behind the altar, and raised up.
70	Martyr: Statues along the outside of the sanctuary depict saints at the moment of their death.
71	Plant: Vines hang down the interior walls.
72	Decay: Dead flowers hang from the columns.
73	Growth: The floor is a bed of grass and weeds.
74	Protection: The walls are reinforced with iron.
75	Defence: A stone wall is set outside the church with iron gates.
76	Purity: Silver bowls of spring water sit in the vestibule.
77	Ancestors: Stone coffins lie flanking the altar in small alcoves.
78	Rune: Eldritch runes are engraved along the edge of the altar.
79	Language: Banners hang from the rafters, displaying the church tenants in a multitude of tongues.
80	Scalykind: Two stone fangs form part of the main entryway.

81	Dragon: A large stone dragon head hangs from the peak of the temple roof.
82	Strength: Training weights lie in the courtyard.
83	Sun: Crystals reflect sunlight all around the sanctuary, from a high window.
84	Light: A single lit lantern hangs above the altar.
85	Travel: The floor of the sanctuary features a mural of the surrounding region.
86	Exploration: A public (but supervised) library of maps sits in the foyer.
87	Trade: Curtains hang off ropes at regular intervals, separating the sanctuary into small stalls during market hours.
88	Trickery: The main door leads to solid stone. The real entrance is hidden along the east wall.
89	Thievery: Everything of value is locked down.
90	Void: The walls and ceiling are painted black.
91	Stars: Specks of gold paint form constellations across the ceiling.
92	War: The foyer contains a rack of donated armour and weapons.
93	Blood: A small stone basin, filled with blood, rests in the foyer.
94	Tactics: A case of miniatures and maps rests near the altar.
95	Water: Small stone fountains rest in each corner.
96	Ice: The trim of the roof is a frosty blue.
97	Oceans: Whales, sharks and other aquatic animals make up a majority of the engravings.
98	Weather: Several holes in the roof go unrepaired.
99	Seasons: The sanctuary is divided into quarters, each painted with a seasonal colour scheme.
100	Storms: Thin metal sheets hang near upper windows, creating a thunderous echo when the wind blows.



TEMPLES: DONATIONS, TITHINGS AND SACRIFICES

Different gods make different demands upon their worshippers and temples often stand as the middlemen of these exchanges. There is more to tithing than just donating a tenth of your last haul.

D20 GOOD DONATIONS

1	A day spent assisting the infirm
2	A spell of healing freely cast
3	The head of an evil creature
4	A prayer for the soul of an enemy
5	An oath to protect the innocent
6	A confession of past transgressions
7	The horns of a demon
8	Food for the hungry
9	Clothes for the needy
10	A scale from a red dragon
11	A repentant soul
12	Warm blankets
13	Lost scripture
14	The tongue of an imp
15	A day of self reflection
16	Training for the weak
17	A broken phylactery
18	The ashes of defeated undead
19	Holy water
20	A share (10-100%) of your current wealth

D20 NEUTRAL TITHINGS

1	A recovered art object
2	A vial of pure water
3	A fatted calf
4	Soil from a foreign land
5	The writings of a great philosopher
6	Seeds of a rare plant
7	Hides
8	Good wine
9	The ear of a giant
10	Precious gem stones
11	Artifacts of a lost age
12	A freshly killed beast
13	A week of watch on the city walls
14	A bound elemental
15	A day of hard labor
16	Weapons
17	Iconography
18	Treasures of an enemy kingdom
19	A tale of wonder
20	A share (5-25%) of your current wealth

D20 EVIL SACRIFICES

1	The heart of an innocent
2	The finger of a stranger
3	Deeds to land, gained through lies
4	The feathers of an angel
5	An infant
6	A treasure heirloom
7	The holy symbol of an enemy priest
8	The true name of a devil
9	The hair of an aasimar
10	A scale from a gold dragon
11	The horn of an archon
12	The blood of your parents
13	The ash of a destroyed shrine
14	Poison
15	A live prisoner
16	Bread stolen from the poor
17	Treasures of a foreign nation
18	Slaves
19	A turned soul
20	A stolen coin



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TEMPLES: EVENTS, FESTIVALS AND RITES

Temples are often the centre of culture for a settlement, and provide all manner of reasons to break up the daily grind of peasant life. Use this table to determine what special occurrence the PCs encounter while visiting or passing by the temple.

SERVICE COMPONENTS

Religious services can have many elements beyond simple worship. These can include:

- Singing
- Prayer
- Sacrifice
- Preaching
- Object lessons

FIXTURES & FITTINGS

Temples are sacred places and are normally well appointed with the objects required to worship the deity in question. Commonly encountered fixtures and fittings in a temple include:

- **Instruments:** Bells, chime, gong, bell, drum, pipes, organ, whistles.
- **Furniture:** Altar, pews, font, lectern, throne.
- **Decorations:** Mosaics, carvings, statues, flower displays, shields, paintings, displays of religious objects or relics, frescoes, tapestries, patterned carpets or rugs.
- **Other:** Idol, statues, lamps, prayer rugs.

AREAS IN A TEMPLE

Several different kinds of room can be found in most temples:

- Aisle
- Ambry
- Belfry
- Chancel
- Crypt
- Nave
- Prayer room
- Sanctuary
- Shrine
- Undercroft
- Vestry

To these can be added living quarters, treasuries, storage areas and so on depending on the size of the building, how many resident clergy dwell there and so on.

D20

1	Birth: Shrill cries fill the air as young babes are processed into the temple for ritual blessings.
2	Death: A funeral train processes towards the temple.
3	Harvest: A large bonfire marks the center of town, where the farmers have gathered for fun and communal shucking.
4	Marriage: White flowers are woven over the temple doors as the steeple bells ring in celebration.
5	Ascension: A new lord is to be crowned. People dress in their best as they gather to give thanks.
6	Battle: Warriors gather solemnly near the temple doors for blessings on their soul and weapons.
7	Miracle: A boon of gold has miraculously appeared on the temple altar at its hour of greatest need. Locals line up to offer prayers for their own needs.
8	Feast Day: In honour of a hero slaying a great serpent centuries ago, worshippers are gathering for a communal meal.
9	Day of the Living Dead: The spirits of those who have died rise again on this day. Townsfolk wear masks of ghoulish nature when traveling after dark.
10	Birth of a God: It is on this day that the local deity sprang forth from an elder god. All toil may only be done in reverence to the gods.
11	Summer Solstice: A festival of dancing and music to commemorate the longest day of the year.
12	Winter Solstice: A grim gathering of drinking and storytelling to help pass one of the shortest and coldest days of the year.
13	Changing of the Leaves: Colourful lanterns are raised in the main streets and the local bakers compete in making the tastiest sweets.
14	First Frost: Local clergy walk the fields with incense chanting prayers for a short winter.
15	Sacrifice: Prisoners, sinners and slaves have their blood spilled to gain the god's favour. They may or may not survive the service.
16	All Gods: A day of reverence for the deities not generally worshipped in town. It has become a point of contention for the stubbornly pious.
17	Saint Day: Saint Eltherburt made grain spring from a rock in stories of legend and so on this day the townsfolk engage in wrestling competitions.
18	Forgiveness: A day when all debts and transgressions are forgiven. The day before can get violent as debts are forcibly collected.
19	Freedom: No man must work on this day. Much dancing and drinking are had by all.
20	Remembrance: A day for the telling of tales and reverence for ones ancestors. Lilies are traditionally placed before gravestones.

TEMPLES: CLERGY IN A HURRY

Use the tables below to quickly create the details of the clergy the PCs encounter in the temple.

D%	GENDER
1-49	Female
50-100	Male

D20	MALE NAMES
1	Henrik Hammerfall
2	Garfeild of the Downs
3	Aaro Hemcatch
4	Gyric the Tall
5	Census
6	Umrbrige Yensel
7	Sauli Pansu
8	Etor Agrariate
9	Fausta Getha
10	Fargrim Thornekept
11	Uther the Dark
12	Lucian Right
13	Oak
14	Malfese
15	Quarry
16	Grimdeer Father
17	Skuti Talton
18	Ember of Ink
19	Excelsor
20	Adjo Warpwood

D20	FEMALE NAMES
1	Ati Safaga
2	Helga Kochel
3	Aenor Fosi
4	Heva
5	Auda Ubi
6	Rica Omer
7	Ibon Sais
8	Gdyia the Lame
9	Pia Outila
10	Hella
11	Saeith Stone
12	Kaylee of Right Bend
13	Leia Grall
14	Eadburgh Alston
15	Persephone
16	Asta of New Founding
17	Anu Isin
18	Urbau Zaltose
19	Glaustein
20	Asharru Erech

D20	RACES
1-10	Human
11-13	Dwarf
14-16	Elf
17-19	Halfling
20	Roll on Races 2 (Uncommon)

D20	RACES 2 (UNCOMMON)
1	Half-Orc
2	Half-Elf
3	Gnome
4	Aasimar
5	Tiefling
6	Goblin
7	Kobold
8	Orc
9	Tengu
10	Gnoll
11	Drow
12	Minotaur
13	Centaur
14	Catfolk
15	Lizardfolk
16	Ifrit
17	Orcead
18	Ratfolk
19	Sylph
20	Undine

D20	POSITION
1-3	Laity (volunteer, accountant, etc.)
4	Acolyte
5	In discernment
6-11	Priest(ess)
12	Bishop
13-15	Monk/nun
16-18	Cleric
19	Paladin
20	Oracle

RELIGIOUS TITLES

Acolyte, adept, priest (priestess), cleric, curate, patriarch, matriarch, high priest (high priestess), canon, initiate, aspirant, ovate, oracle, minister, pastor, father, mother, deacon (deaconess), abbot (abbess), bishop, archbishop, elder, primate, chaplain, cardinal, vicar, prior, monk, nun, brother, sister, archdeacon (arch deaconess), novice, saint.

D20	CLOTHING
1	Simple robes with a rope belt
2	Common peasant attire
3	Traditional liturgical vestments
4	Well kept, quality clothing
5	Shambled vestments
6	Long dark robes with a full hood
7	Leather armour
8	Chainmail
9	Full plate and shield
10	A light woven gown
11	Silk vestments with jewels
12	Brightly dyed robes
13	Travelling gear
14	High leather boots, with a bright sash
15	Loosely tied robes leaving shoulders and back bare
16	A long heavy cloak with a high collar
17	Breastplate with kilt
18	A large girth under heavy robes
19	Wimple with long robes
20	Ornate ceremonial robes

D20	ACCESSORIES
1	Ink stains
2	Tight braids
3	An old cane
4	Divine tomes
5	A large gaudy holy symbol
6	A full coin purse
7	A spear
8	A coil of rope over one shoulder
9	An obviously full bag
10	A ceremonial dagger
11	Facial tattoos
12	Food stains
13	Scroll cases
14	A thurible of incense
15	Prayer beads
16	A mace
17	A missing tooth
18	A streak of gray hair
19	A lute
20	Calloused hands

D20	MANNERISMS
1	Exhales through teeth
2	Wipes nose on sleeve
3	Give a high pitched laugh
4	Scratches neck
5	Fiddles with a pen
6	Rolls shoulder
7	Favours right leg
8	Pull on beard
9	Clears mucus from throat regularly
10	Lays hand on others shoulders
11	A very close talker
12	Readjusts clothes
13	Licks teeth with tongue
14	Twirls loose hair
15	Looks down their nose at people
16	Rolls eyes
17	Cracks knuckles
18	Picks at finger nails
19	Whispers
20	Thinks out loud

D20	RUMOURS
1	Is courting the mayor's daughter
2	Worships another god in secret
3	Never received formal training
4	Killed the last priest
5	Is lecherous
6	Used to be a blacksmith
7	Is a royal in hiding
8	Has gold buried under the temple
9	Knows the location of a dead saint
10	Mints counterfeit money
11	Has a secret patron
12	Waters down the holy wine
13	Uses old bath water as holy water
14	Is part of a thieves' guild
15	Is a disgraced soldier
16	Knows Draconic and Abyssal
17	Sells indulgences
18	Former lover of the king
19	Was born in an enemy kingdom
20	Former adventurer



THEATRES: CHARACTERISTICS & APPEARANCE (EXTERNAL)

Every theatre has a distinctive appearance. Use this table to generate its basic appearance. Some features may be inappropriate based on the locale's set up. Ignore such results and simply re-roll.

D%

01-02	A red and yellow hand puppet theatre set on a busy street corner. Tinkling music plays from somewhere unseen.
03-04	A lurid purple-pink hand puppet theatre sized for a gnome lying on its side by the road.
05-06	A folded marionette theatre leaning against an alley wall, with a tangled, splintered pile of puppets beside it. The alley reeks of blood and vomit.
07-08	A pretty marionette theatre covered with carvings of tiny flowers and animals, and set next to an equally carved puppet box.
09-10	A miniature stage with burgundy curtains and a puppet dancing beside it to the clipped <i>mage hand</i> orders of its owner.
11-12	A square foot of yellowed cloth stretched over a frame and flanked by two beggars offering a shadow puppet show.
13-14	An open wagon with a pair of clog dancers performing on its floor, while a drummer keeps time.
15-16	A scrubbed but battered open wagon used as a mobile stage for a troupe of shabby actors, two of whom are arguing beside it.
17-18	A gaudy pink and gold coloured wagon with a side that drops down to make a stage, driven by a fat red-haired human.
19-20	A dark green covered wagon with a side that drops down to make a stage, and the owner's name painted on the side.
21-22	A folding stage stacked onto a red wagon, parked beside an inn, and guarded by a small white dog.
23-24	A filthy folding stage half-sliding off a wobbly handcart, pushed by a half-orc and a goblin.
25-26	A shimmering silver tent with illusory trees around it.
27-28	A sober blue and grey peaked tent with a board outside showing the times and name of the show.
29-30	A small, run-down, unremarkable, house with a dwarf bawling the show times and title outside.
31-32	A bright red and blue big top with a clown dancing around the entrance.
33-34	A red velveteen tent with a roped off entrance.
35-36	A shabby dance hall with faded, peeling gilt on the doors and roof edge.
37-38	An old music hall, with a sagging roof, and walls painted with dancing satyrs and nymphs.

39-40	A small opera house, threadbare and fading. Flecks of paint linger around the door and walls, outlining a grove of trees.
41-42	A brash amphitheatre, shouldering above the buildings on either side; calls and shouts echo from inside.
43-44	A well-cared for house in a moderately well-off area. A discreet sign with the show name hangs from thatched eaves.
45-46	A large balcony above a bawdyhouse with a single figure posed like a slowly moving statue on it and a hefty bouncer on the door below.
47-48	A lovingly restored music hall with lacquered black doors, clearly rescued from a larger building, wedged between sturdy log walls.
49-50	An inn yard transformed into an open air theatre with a central stage and bare, lime-washed, walls.
51-52	A gothic peaked and painted hall with a plump elf guarding the door in top hat and tails.
53-54	A small, prinked up, opera house with sandwich-board apprentices spread out in the surrounding streets calling out the shows.
55-56	A grand amphitheatre wedged between a bard's guildhouse and a magic acadamy. Thickly plastered posters proclaim music, magic and dance displays.
57-58	A roll of wrapped cloth rests in a trestle frame in an inn yard while at the front of the inn a gaunt young half-orc encourages people to come and see a shadow puppet show.
59-60	A grand dance hall covered in flowering vines that nod at the slightest breeze.
61-62	A well-kept concert hall built of dark stone polished almost as smooth as glass.
63-64	A butter-yellow playhouse surrounded with a jostling stream of actors and patrons.
65-66	A circular hall with a domed roof of glass panels lit from within by coloured lamps.
67-68	A circular, open-roofed theatre made from 12 wattle and daub panels, each painted with a different animal.
69-70	An archway, shaped like a pair of silver and gold trees, apparently leading to nowhere (though the gnome standing beside it assures patrons otherwise).
71-72	A grandiose opera house, open doors leading into an oak-panelled, red-carpeted lobby. It is cool and dim within.
73-74	A roped off teleportation circle set just on the edge of a noisy market hall. Twin happy and sad masks are inset into the centre of the circle.
75-76	An austere auditorium in solemn red brick. Pealing laughter wafts out of an entrance flanked by two masked and cloaked humans.

77-78	A glittering white ballroom attended by liveried footmen. Violin music drifts from an open window.	99	A stone platform, set on a low ridge of ground, and surrounded by trees trained to grow in the shape of seats.
79-80	An oval amphitheatre in red-veined marble, used equally for acting and creature-racing. The smell of smoke and dung drifts from the attached stables.	100	An unobtrusive side door tucked away in a wall niche. Engraved above the heart shaped handle are the words "My heart opens only to music. Sing to me."
81-82	A stage constructed of heavy cloth and wire, stretched rigid between three trees.		
83-84	A circle of tightly-fitted wooden slabs, hammered into the ground. A woven sling chair hangs from a high pole, just visible over the top of the slabs.		
85-86	A wide and shallow hollow in the ground, about chin high to a dwarf. A circle of red bricks inset in the ground marks the centre.		
87-88	An archway carved into a cliff face and roped off with a silken ribbon. The rock around the arch displays intricate carvings of the deities of music and love.		
89	An open door in a limestone wall, with a tapestry hanging just inside to block the view. The tapestry shows a set of bagpipes playing without a musician's hand to guide them.		
90	A high, narrow theatre wedged between two larger ones, its windows outlined in tiny mother-of-pearl tiles. A <i>magic mouth</i> murmurs the show titles to anyone approaching the entrance.		
91	An oak trapdoor, embossed with brass studs and pokerworked with stars and musical notes. Under it, stairs lead down into darkness.		
92	A colonnaded combined ballroom and concert hall, plastered and painted with ivy, butterflies and tiny birds. The sound of bird song fills the air, but falling bird excrement is a common danger here for visitors.		
93	The edifice of this theatre is festooned with intricate carvings depicting scenes from famous plays and operas. When the theatre puts on special events the owner hires illusionists to bring the carvings to life.		
94	This colonnaded building is faced with white marble. A sweeping set of steps leads up to the main entrance.		
95	Many-hued everburning torches in black cast-iron sconces are set above the windows of this theatre. They bathe the street in a bizarre mishmash of colours.		
96	The skulls of large monsters – dragons, giants, manticores and so on – are set into the wall about this theatre's main entrance.		
97	The flags of many different nations flutter from the roof of this theatre. One flagpole is conspicuously unused.		
98	A huge banner hangs down from the roof of this theatre. The banner advertises the upcoming appearance of a famous bard performing a recently discovered play by a famous playwright.		



THEATRES: CHARACTERISTICS & APPEARANCE (INTERNAL)

Inside, every theatre is different. Use this table, to make the interior of the theatre interesting. Some features may be inappropriate based on the locale's set up. Ignore such results and simply re-roll.

D%

01-02	A grandfather clock in the entrance hall hides a secret door (DC 20 Perception spots) to the backstage passages.
03-04	Diaphanous golden curtains divide the audience area into sections radiating out from the stage at one side of the tent.
05-06	Warped, but well-scrubbed, pine boards cover the floor.
07-08	A vaulted stone ceiling bears carved bosses of famous heroes and villains.
09-10	Simple swirls of yellowed plaster grace the walls and ceiling of the music hall.
11-12	Trestles and bench boards sit stacked in a pile beside the battered stage with a length of stained canvas stretched above them.
13-14	Weathered boards form a crude stage. A streak of something smelling strongly of rotten vegetables runs diagonally down the wall behind the stage.
15-16	An illusion forms the stage backdrop, displaying fields of ripe grain.
17-18	A small shrine to the music gods flanks the stage.
19-20	The intricately carved walls of the concert hall make even the worst players produce a sweeter sound (playing on stage grants a +2 circumstance bonus to Perform checks)
21-22	Instead of scenery, wands of <i>minor image</i> and <i>silent image</i> are racked beside the stage.
23-24	Silvery cloth covers the walls and comfortable couches face the stage.
25-26	A musicians' gallery high on the right-hand wall overlooks the stage.
27-28	A sloped floor offers standing room for the audience. There are no seats or barriers.
29-30	Boxes of disturbingly life-like marionettes line the walls of the puppet theatre.
31-32	Two <i>rope tricks</i> form a pair of ultra-discrete boxes in the auditorium.
33-34	Each of the torch sconces lining the theatre walls is modelled on a different songbird.
35-36	Pieces of partly painted scenery lie scattered either side of the stage.
37-38	Every room of the dancehall contains at least two clocks; none tell exactly the same time.
39-40	A harp almost twice the height of a human stands in the very centre of the stage.
41-42	A bank of dark wooden pigeonholes for letters line the entrance wall.

43-44	Curtains, gaudily stitched with bawdy jokes in a flowing foreign script, frame an alcove.
45-46	Dried leaves cover the floor.
47-48	An incense burner fills the air with a spicy scent.
49-50	The inside of the amphitheatre smells of smoke, blood and old sweat.
51-52	Layers of rushes cover uneven stone flags.
53-54	Paintings of musicians and scantily clad dancers cover the plastered walls.
55-56	A geometric mosaic marks the path from outer entrance to main auditorium.
57-58	Ropes hang against all the walls, with one end vanishing up through the ceiling and out of sight.
59-60	Muffled thumps and laughing voices echo from behind a row of closed doors.
61-62	Flute music starts playing from nowhere as soon as anyone steps through the inner door.
63-64	The room boasts a shifting colour scheme that automatically changes to match the clothing of each person who steps onto the centre stage.
65-66	The large central stage is surrounded by a sloping auditorium.
67-68	A basket of withered fruit and vegetables is on sale for a few coppers apiece.
69-70	A half-eaten apple bounces down a flight of steps as if just dropped.
71-72	A motley collection of rugs in different colours cover the floor.
73-74	Clashing, overlapping curtains cover the walls.
75-76	An underground chamber, chiselled in deep steps for seats, slopes down to a tiny stage.
77-78	Five staircases spiral off in different directions with no indication of what leads where.
79-80	Paint and padding makes the room resemble a dragon's open mouth, with the tongue as a ramp leading up to the throat and a black door.
81-82	Tiny twisting galleries lead off from the foyer, each painted in a different shade of the rainbow.
83-84	A blazing light overhangs the stage
85-86	A light hangs from the centre point of the ceiling, like a miniature moon.
87-88	A whisper of sound like heavy breathing comes from everywhere and nowhere.
89-90	Drumming fills the air, making even the floor and walls seem to vibrate in time.
91-92	Flowers cram the area, filling the air with an overpowering, cloyingly sweet scent.
93-94	This room appears to be an open glade in a moonlit forest, complete with trees and flowers.
95-96	A red-lit sauna set up ready for use with a firepit, water, stones for heating and low stone seats.
97-98	Glittering glass crystals stud the walls.
99-100	This room's walls are as black as obsidian.

THEATRES: HOOKS, COMPLICATIONS & OPPORTUNITIES

Although the PCs may simply want to visit the theatre, or view a show, sometimes fate intervenes. Use this table to determine the opportunities or complications the PCs encounter.

D20

1	Three pickpockets (rogue 1) working the audience targets the PCs (Sleight of Hand +9). They flee if detected, using the crowd as cover to get away.
2	Two dogs chase a cat through a crowded entrance way, oblivious to the people in the way.
3	A local noble has hired the theatre company to put on derogatory plays, slandering and defaming one of his rivals. The slandered noble has just discovered he has been slandered and is making a grand scene in front of the theatre.
4	The theatre is really a living dropbox for a group of spies and saboteurs. As they, the audience, and the actors mingle, coded letters slip from one person to another. The PCs must intercept a message unseen. Alternatively, a perceptive PC spots the exchange and might wonder what is going on or a PC receives a message through mistaken identity.
5	Calamity strikes during the performance. Perhaps a large piece of scenery collapses or the stage suddenly gives way. This might simply be a random act of misfortune or the culminations of a sinister plot against the theatre or a specific performer.
6	A child starts to cry during the performance – scared by some aspect of the play or show. After a few minutes, the child's parents lead him outside where they can be heard scolding him loudly.
7	One of the actors is a local aristocrat's runaway child, and the aristocrat has filled the audience with loyal retainers to recapture him, but Cammy (page 102) has taken the actor's shape.
8	The PCs are mistaken for a local notable and retinue, and plied with extras, bonuses and offers in hopes of a reward.
9	The PCs are mistaken for an infamous local notable and retinue, and the company calls all hands to drive them away from the theatre.
10	Political rivals both try to woo the theatre company over to their side, for the propaganda value, resulting in constant one-upping of gifts and favours poured into the theatre and company.
11	An assassin mingles with the crowd, waiting for the show's climax to strike his target.
12	The stage manager decides one of the PCs is perfect for a role in the next performance and tries to recruit the PC on a temporary basis.
13	During the performance a couple begin to row about something seemingly inconsequential. As it continues their voices get louder and louder. Soon, their argument threatens to disrupt the performance all together.

14	The crowd goes wild and throws the performers out of the theatre.
15	The crowd goes wild and mobs the performers with delight.
16	Tokens of appreciation are thrown at the stage during the performance. One hits the star performer in the head and stuns him. A replacement is urgently sought.
17	Tokens of disgust are thrown at the stage during the performance. One of the performers is injured.
18	The stage manager is desperately hunting for an unusual stage prop and offers a reward to the PCs if they can provide it.
19	Someone swaps the theatres illusion-crafting wands for evocation wands, causing a deadly "scene-changing" moment.
20	The theatre catches fire in mid-performance, causing panic and a frantic rush for everyone to escape, or deal with the fire.

SHOWS

Theatres generally have 1d4-1 shows running at any one time. Use the table below to generate show titles for the theatre. Some may be inappropriate, depending on the type of theatre desired. Ignore such results and simply reroll.

D20

1	Mrs Vansome Dances
2	Cyanide and Supple Silks
3	Three-handed Frikke and the Greedy Dragon
4	The Magician and the Mousetrap
5	Foxy Lady
6	Journey into Knight
7	Mystical Magic
8	Across the Blue Yonder
9	Willem Do Tell
10	Pretty Pretty Please
11	Butterfly Heart
12	Queen Midnight and the Iron Cobra
13	A Bachelor's Bacchanalia
14	Soliloquy No. 3
15	All Gingered Up
16	Fugue in A-minor For Flute and Harp
17	Valtyra
18	Who Took the Raw Maiden?
19	Imaginary Happiness
20	Lost Rainbow

THEATRES: SIGHTS & SOUNDS

D%	
01-02	An illusory, scantily-clad man (or woman) beckons patrons inside.
03-04	The sound of a large argument – on the merits of different acting styles – is easily audible.
05-06	A cat stares haughtily down from halfway up a spiral staircase.
07-08	Apprentices practise tumbling in the yard
09-10	Actors are rehearsing their lines on and off stage, in multiple small clusters.
11-12	A drunk picks a fight with another patron or a bouncer after being thrown out.
13-14	Two people carry a length of scenery along a hallway.
15-16	A man tries to wheedle his way in without paying so he can visit one of the actors.
17-18	A woman tries to wheedle her way in without paying so she can see one of the dancers.
19-20	A child tries to creep in unseen and watch the show without paying.
21-22	Musicians rehearse in a side room, still tuning up with each other.
23-24	A mage argues loudly with the stage manager about the merits and ease of the desired scenery illusions.
25-26	Three actresses practise a stage fight across the floor, while a surprised visitor tries to break them up.
27-28	A writer scribbles alterations to a script hung on the wall beside the stage.
29-30	An instructor drills the chorus in a long, complicated dance, which they do badly.
31-32	An instructor drills the chorus in a long, complicated dance, which they do well.
33-34	A gnome with a tray of pies patrols by the theatre, calling his wares loudly.
35-36	A child actor runs up with a script and demands the PCs hear the child's lines for the next play.
37-38	A scantily-clad man or woman beckons patrons inside.
39-40	A loud thump echoes from within the theatre.
41-42	A uniformed usher moves back and forth, leading people to their seats.
43-44	A painter is hastily finishing scenery for the next play.
45-46	A cat runs through a toppled paint pot, and then up a piece of scenery, leaving pawprints behind.
47-48	A dog runs into a piece of scenery, knocking it down into a pool of paint.
49-50	An actor argues with the stage manager, then storms out of the theatre.
51-52	A patron proposes marriage to one of the dancers, and a crowd gathers to watch the reply.
53-54	A handful of performers stand on stools while a dresser scurries around fitting costumes to them.
55-56	A crowd of patrons pours out of the theatre, excitedly discussing the show they have just seen.
57-58	A cook sprints out the door with a pan on fire, and thrusts it into the nearest water source.
59-60	Someone has polished the wooden theatre floors to a high gleam with the side effect that the floor is nearly as slippery as ice.
61-62	A female elf has four identical dogs lined up and is teaching them to bark on note on command.
63-64	A pair of singers rehearses, repeating the same few phrases over and over again.
65-66	A trapdoor in the stage comes loose and an actor drops through unexpectedly.
67-68	A supporting rope comes loose, dropping a piece of scenery flat on the stage.
69-70	A gale takes a stretch of tiles off the roof, turning the show's storm scene into something much realer and wetter.
71-72	A clerk shooes patrons into a neat line for tickets, then takes a long time with each one.
73-74	The star of the show gets stuck out of sight, and the rest of the company try to free him without letting the audience know anything is wrong.
75-76	A mage tests out illusory scenery for effect.
77-78	A little old man briskly sweeps the theatre foyer, ignored by the patrons.
79-80	A clock chimes, and then ticks and keeps chiming without stopping.
81-82	Political rivals use the theatre as a neutral venue to meet and discuss problems, a discussion that quickly turns icy.
83-84	The theatre's cat takes a liking to the PCs and winds around their ankles, purring.
85-86	A halfling with a tray of drinks and snacks patrols the inside of the theatre, cheerfully crying his wares between acts.
87-88	A strand of ivy wriggles through a window and grows happily in the internal warmth.
89-90	A shower of rain sweeps across the theatre drumming loudly on the roof and drowning out the show temporarily.
91-92	A cluster of children build a small replica theatre next to it, and play there using half-remembered scripts.
93-94	Someone catches a cutpurse in the act and beats them half to death before anyone can interfere.
95-96	The town guard arrives looking for an escaped criminal.
97-98	An alchemy stage trick goes horribly wrong, with a loud explosion and huge amounts of multi-coloured smoke.
99-100	A patron propositions one of the dancers and is immediately slapped for it.

THEATRES: ASSOCIATED NPCs

Use the NPC bios below to portray the folk encountered in the theatre. Either determine randomly which NPC the PCs encounter or choose a suitable candidate. These NPCs can work both individually and in a theatre company from *Ultimate Campaign*. (A theatre company comprises five apprentices teams, one bureaucrat team, one craftsperson team and one labourers team; refer to chapter 2 for more information).

D20	NPC
1	Avrey Fitzodem (team: craftspeople)
2	Erotaisytu 'Cammy' Aenusoch (team: labourers)
3	Grippa Saltbeard (team: labourers)
4	Gulan ap Matham (team: bureaucrats)
5	Jean Pierrot (team: apprentice 5)
6	Laverne Dunstan (team: labourers)
7	Leif Hallard (no team)
8	Leona Crystlnails (team: apprentice 2)
9	Lorenzo Larksong (team: apprentice 4)
10	Mayra (team: apprentice 3)
11	Orthida Twitterpate (no team)
12	Pascale Pariel (team: bureaucrats)
13	Sautha (team: bureaucrats)
14	Skat (team: craftspeople)
15	Starlyre (team: labourers)
16	Tahinoll Calmstar (team: apprentice 1)
17	Tamika Salas (team: bureaucrats)
18	Ty Silverson (team: bureaucrats)
19	Ullari (team: labourers)
20	Zarky Halfpint (team: craftspeople)

AVREY FITZODEM

N male human wizard (illusionist) 2

Appearance: Dark hair threaded with gray, dark, lined skin, immaculately dressed in deep crimson and russet.

Personality: Jealous, obsessive, falls quickly in and out of love at any excuse.

Mannerisms: Sniffs quickly at everything he comes across. Stares meaningfully at his latest flame.

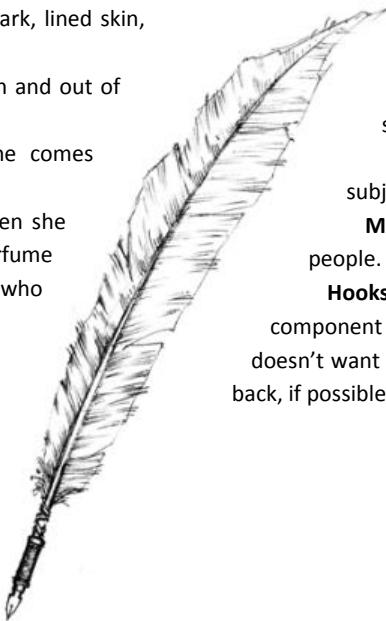
Hooks: Fell in love with Leona, then out when she chased him. Last week smelt an unknown perfume lingering in his workroom, and wants to know who entered.

EROTAIKYTU 'CAMMY'

AENUSOCH

N doppleganger ranger 1

Appearance: Variable, sometimes whichever minor role was last played, sometimes a half-elven child with dusky-brown skin, hair and eyes.



Personality: Mischievous, commonly laughing or smiling off-stage, and prone to shift shape for pranks and jokes.

Mannerisms: Rubs ankle with toe of other foot. Folds hands over belt and opens eyes wide and innocent.

Hooks: Secretly helps Zarky pin down secrets. Recently dyed Pascale on Zarky's request, while wearing Gulan's shape.

GRIPPA SALTBEARD

CN female dwarf fighter 5

Appearance: Red hair in a sailor's pigtail, wide hands, dark gray clothes streaked with paint and dust, slight limp.

Personality: Sharp-tongued, practical and pragmatic. Quickly exasperated by slower people.

Mannerisms: Rubs shoulder slowly when thinking. Flips pigtail over shoulder with a toss of her head.

Hooks: Planning to drop stage weight on Lorenzo after he spite-killed her wife.

GULAN AP MATHAM

LN male half-orc adept 4

Appearance: Gray-brown skin, yellow eyes, white robe with lilac embroidery around the collar.

Personality: Super-enthusiastic about latest fad, discards others. Changes every few weeks, only steadfast to his god.

Mannerisms: Slides the heel of one shoe up and down the side of the other shoe.

Hooks: Accidentally imparted information about poison to Lorenzo during that fad, giving enough knowledge to poison a dwarf. Worried dwarf's partner will take revenge.

JEAN PIERROT

LG male human wizard (universalist) 4

Appearance: Rat-like nose, tiny dark eyes, shabby red robe, slight hunch.

Personality: Darts rapidly from subject to subject. Has an answer to everything. Cocky.

Mannerisms: Shoots head forward to look at people. Runs thumbs along inside belt.

Hooks: Belt is a money belt, after losing spell component pouch with valuable materials to a cutpurse, he doesn't want to lose anything else. Would also like his pouch back, if possible.

LAVERNE DUNSTAN

CG male human cleric 4

Appearance: Dark blond hair and beard. One blue eye, one gray. Patched, motley, layers of gray and brown clothing.

Personality: Thrown out of his temple for gambling, he swings from upbeat and cheery to morose depending how his luck runs.

Mannerisms: Twists strands of beard in his fingers when listening.

Hooks: Won big, wants to invest it into the company without anyone knowing; needs a front person.

LEIF HALLARD

LN male human rogue 8

Appearance: Looks much younger than actually is, blond hair, gray eyes. Immaculate but nondescript clothes.

Personality: Suave, charming, ruthless. Leader of the local pickpockets.

Mannerisms: Purses lower lip in thought. Picks ‘dust’ off sleeve or knee.

Hooks: Hunting the members of a spy group muscling in on his turf, so he can get rid of them.

LEONA CRYSTALNAILS

LN female human wizard (diviner) 3

Appearance: Mousy curls and skin, gray eyes, bitten nails alternately painted white and red and decorated with tiny chips of crystal of the opposite colour. Grubby lace spills over her tight red dress.

Personality: Intensely curious. Collects books and scrolls of all types, with a particular focus on history.

Mannerisms: Constantly fidgeting, chewing nails, picking at the lace of her collar and cuffs, drumming fingers on the nearest wall.

Hooks: Wants to know why Avrey is so flighty around her. Someone stole a rare book she had only just acquired, and she wants it found, no questions asked

LORENZO LARKSONG

NE male human bard 5

Appearance: Scrawny in black and silver, aiming for elegant. Black hair, pale skin, hazel eyes.

Personality: Superficially charming, spiteful and manipulative underneath.

Mannerisms: Folds arms, hidden fingers tap impatiently on ribs. Lays one finger along jaw.

Hooks: Wants a letter quietly delivered to Orthida, spinning a sob-story of how Zarky is blackmailing him.

MAYRA

CN female human sorcerer (destined) 3

Appearance: Almost albino except for striking blue eyes. Faded blue shirt and breeches, scarf over her hair.

Personality: Wary, uneasy, often mistaken for shy. Talks very little off-stage, and when she does, her accent betrays her distant origins.

Mannerisms: Ducks her head and looks a little sideways at people. Tugs at the frayed cuff of her shirt.

Hooks: Mayra killed a noble by accident and fled, seeking training for her wild magic. She made a new life for herself, but the noble’s heir has sent assassins after her in revenge.

ORTHIDA TWITTERPATE

NG female gnome cleric 1

Appearance: Blue hair, braided and coiled like a birdnest. Navy skin, lots of pink freckles. Wears silver shirt, black skirt and shoes.

Personality: Flits from one topic to another, easily distracted, adores birds and children. Eternal optimist.

Mannerisms: Tilts head on one side like a bird. Picks absently at eyebrows.

Hooks: Wants to rescue and redeem Lorenzo without spoiling the wonderful theatre shows.

PASCALE PARIEL

LN male halfling rogue 3

Appearance: Fair haired, freckled skin, brown eyes. Severe black coat and breeches over a plain white shirt.

Personality: Cold, haughty and very precise about his speech and actions.

Mannerisms: Purses lips and puckers face as if about to sneeze. Smooths a hand down his coat.

Hooks: Someone recently tipped dye into Pascale’s bath after he fell asleep, leaving him streaked and mottled with lurid colours. Furious, Pascale wants the culprit found.

SAUTHA

CN female lizardfolk aristocrat 3

Appearance: Polished green scales, yellow eyes, yellow frill. Simple beige tunic, belt with pencase and rapier.

Personality: Once happy-go-lucky human, reincarnated after dying defending a druid, now testy and unhappy.

Mannerisms: Tugs tunic down, smoothes out invisible wrinkles. Goes to run fingers through hair, then changes to tug frill.

Hooks: Seeking a method of becoming human again; asks for help from the PCs.

SKAT

NE female goblin expert 3

Appearance: Green skin with blue tattoos instead of hair. Enveloping yellow apron covered in pockets and tools.

Personality: Jumpy, nervous, always running somewhere. Prefers to work alone but takes pride in her ability to make anything needed at short notice.

Mannerisms: Mutters under her breath as she works. Constantly pats her pockets as if looking for a tool.

Hooks: Managed to set fire to a set of stage backdrop and loved the sight and smell of the conflagration. Awed, and looking to repeat the effect.

STARLYRE

LN female elf druid 1

Appearance: Ankle length hair dyed in leaf-patterns, gold skin and eyes, leather armour and twin daggers. A scar lifts the left corner of her mouth.

Personality: Patient with children and animals, less so with adults. Propositions receive a knife or fist to the face.

Mannerisms: Always works clockwise around any area, from room to plate of food. Cleans her nails with the point of a dagger.

Hooks: She is teaching a hound chorus, but is short one animal; can the PCs find one that barks the right note?

TAHINOLL CALMSTAR

LG male elf bard 2

Appearance: Copper hair and skin, blue-green eyes, dozens of clashing earrings up long ears, plain brown clothing.

Personality: Dreamy, easygoing and easily trusting, yet firm in his wishes, even forceful.

Mannerisms: Blinks rapidly when spoken to. Runs fingers up the line of earrings.

Hooks: Entered Avrey's workroom by accident, saw a beautiful stone there, wants it for a new earring, but unsure how to broach the subject.

TAMIKA SALAS

CN female human rogue 8

Appearance: Gold-skin, dark-green eyes, wispy white hair streaked with ink, low-cut top hides leather armour.

Personality: Chatterbox, spinning stories as easily as true anecdotes, but always with her eye to the money or the opportunity.

Mannerisms: Runs her fingers through her hair while writing, sometimes forgets to put the pen down first.

Hooks: Annoyed a noble with a story, left town in a hurry, but circuit is now taking her back there. Needs someone to check if he remembers her.

TY SILVERSON

LN male human monk 2

Appearance: Blue-black skin, iron-gray stubble, scarred knuckles, broken nose. Maroon tunic over loose gold breeches and boots.

Personality: Cheerfully dutiful in all circumstances, terse-spoken but probing, careful and accurate in action.

Mannerisms: Runs a hand over his head. Adopts fight-ready foot-stance whenever day dreaming.

Hooks: Looking for a sparring partner to keep his skills sharp.

ULLARI

LE female orc fighter 2

Appearance: Long black hair, dull gray skin, broken nose and tusks, armour glamoured into a fashionable green dress.

Personality: Friendly, but aloof and vengeful. Very interested in fashion, almost dandyish.

Mannerisms: Taps a finger on her left tusk when she thinks.

Hooks: Hears of a place where she can be star performer instead of playing only minor roles and asks PCs to investigate and report back.

ZARKY HALFPINT

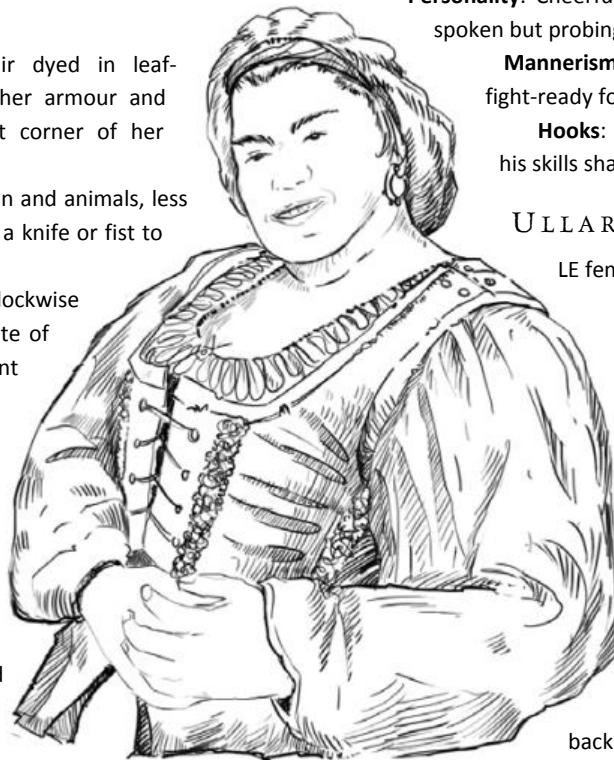
NG male halfling witch 4

Appearance: Short even for halflings. Sun-streaked brown hair, hazel eyes. Purple shirt, black breeches. Tabby cat familiar.

Personality: Sharp-eyed, studious, catches secrets from everyone.

Mannerisms: Constant running commentary on everything under breath.

Hooks: Uses Lorenzo's secrets to keep him from wrecking the company. Keeps an eye on him all the same.



THIEVES: PICK POCKETS & CONFIDENCE TRICKSTERS

They're the hand slipped into your pocket. They're the ones scampering through the crowds with your coin purse. The ones willing to break windows and snatch food from market stalls for the merest copper—or just to survive. No theft is too small, no trinket worthless enough not to lift.

D%

01-04	Toggly Bellast (N male gnome expert 1) keeps his purple-black hair cut short and twitches like a magpie, unable to resist the allure of any shiny thing in someone else's possession. He wears many pouches – all stuffed full with the many mundane items he has recently lifted.	29-31	Oma Ger (N female human rogue 1) is constantly popping her huge knuckles as she scans the crowds for a target. Despite her oversized hands, she's deft enough in lifting coin purses, and you can always tell when she's made a steal because she'll be grinning from ear to ear, revealing teeth that would put a horse to shame.
05-08	Phaedri Lothwin (CN female elf expert 2) often prowls the rooftops, studying potential targets from above. Then she drops down beside them to make the snatch and run before they realize what's happening. Her lithe form is perfect for crouching among the shingles and chimneys.	32-33	Fidst Huntle (CN male gnome rogue 2) has a collection of pet rats, each as grimy and stringy-looking as him. He always keeps one about his person, and slips into posh eating establishments, where he'll set it loose in the common area. As the patrons react predictably to the rodent, he works through their midst, lifting coin and silverware alike.
09-12	Ulumt Umult (N male human expert 2) is forever juggling items in his calloused hands, brown eyes gleaming with delight at his talent. Rocks, daggers, coins...he creates intricate patterns of items in the air to distract his victims so he can pluck from their pockets as they watch.	34-36	Elbius Ollory (CG male halfling expert 2) has been hanging around kitchens, bakeries and inns long enough that most cooks in the city recognize his rumpled black hair and squinty blue eyes. And they know to hide any baked goods until he's gone, otherwise the delicacies will vanish into his stomach the moment their back is turned.
13-16	Avrit Ogglestent (N male halfling expert 2) has a spotty record as a pickpocket, and the scars on his cheeks are evidence of victims lashing out with blades or fingernails as they try to capture or dispatch him. Knob-kneed, he runs with a bumpy gait. He is nervous and hates the threat of violence; he doesn't target obvious warriors and is a bit of a coward.	37-39	Quili Wendst (LN male half-elf rogue 2) often sets up tripwires in alleys and around tight corners, and then slips his thin figure into a nearby nook until a victim comes along and tumbles face-first to the cobbles. Then he pounces on them and grabs what he can, sprinting off before they can recover.
17-20	"Ripples" Dernstile (CN female halfling adept 1/expert 1) uses her over-large feet to trample others' toes when darting off with snatched goods. She wears a manic grin even when being chased, and loves causing a good bit of chaos in a crowd to cover her escape.	40-42	Pol Jupple (N male elf sorcerer 1/rogue 2) goes about wrapped in a concealing robe and hood. No one can recall what he looks like, even if they have a long conversation. As he moves through the crowded streets, people find their purses and possessions suddenly missing, even if they were standing across the way from Pol. He has no real friends and lurks in the forgotten cellar below a ramshackle tavern.
21-24	Tholosa Ervia (CG female half-elf bard 1) possesses a lovely voice, almost as fair as her face. She tends to target merchants in marketplaces, and the few who know her well say she drops off a portion of everything she steals at a nearby orphanage. She sings lullabies to herself every night until she falls asleep in whatever hole she's tucked into.	43-45	Ryun Zer (N male human rogue 1) has only one hand and ear, the others cut off as punishment for being caught stealing. This hasn't slowed him down from still trying to prove himself a master thief. At this rate, though, he soon won't be much more than a scrap of flesh, bumping his way through crowded markets or begging on the side of the road. Occasionally, he masquerades as a beggar.
25-28	Laya Falto (CE female human wizard 1/rogue 1) employs her meagre magical skill to make people's attention slide away from her until she's gotten close enough for a snatch. Then, once ducked around a corner with the bounty, she muddles her plain, blocky features and changes the colour of her hair to avoid being singled out as the culprit.	46-48	Obles Numon (CN male human commoner 1) likes to shamble around marketplaces, finding unsuspecting targets and getting right in front of them. If his stink doesn't make them turn away (giving him a first opportunity to dip their pockets), he'll thrust his left hand in their faces—the sight of the mangled, fingerless stump inevitably causes them to recoil in disgust, and he'll make his snatch during the distraction.

49-51	Hada Lilifoot (CN female gnome expert 2) has been blind since birth, but that hasn't stopped her from robbing others blind. In fact, her heightened sense of smell and hearing gives her an edge in getting in and out of a steal unseen. She walks hesitantly in public (but can dash about when needed), tapping her way with a stick she uses to whack away unwanted touches.	73-75	Hassar Junth (N female human adept 1/expert 1) loves the idea of thievery, but suffers from a terrible malady—a conscience. Short and stocky, she's developed some talent; but even when she is successful, she often feels so guilty about the theft, she anonymously returns the stolen items.
52-54	Bomi Takora (CE female human expert 1) has always found it's easier to steal from those who pity you. So she's disguised her fair skin with mud and her healthy body with bandages and sits on a beggar's mat most days...until she finds a compassionate soul who tosses a silver into her bowl, rather than a copper. Those, she follows home.	76-78	Vand Munet (LE male human expert 1/warrior 1) loves picking pockets, but it's a serious wound to his pride when he's caught. As such, if anyone tries to grab him before he gets away, they're likely to get a finger (or whole hand) lopped off by the meat cleaver he carries.
55-57	Dita Fens (CG female gnome rogue 2) believes in a thief deity, and so considers it her form of worship to slip into the temples of other gods and snitch from their coffers. She often enters as a patron seeking prayers and blessings, and leaves with her robes heavy laden with holy coin.	79-81	Plunk Erregard (CG male dwarf warrior 2/rogue 1) has only been forced to steal in order to pay for the healing tinctures that keep a vicious lung infection from killing him in a matter of days. His black beard is speckled with crusted blood from his constant hacking, which has made it harder for him to steal as the disease progresses.
58-60	Noral Opalskein (N female dwarf expert 2/rogue 1) runs a jewellery stall in the market; most of her items are fakes. But when people stop to inspect her wares, she deftly switches their real items with convincing mock-ups while helping them try on various pieces. Nobody suspects the dwarf with the gleaming blonde hair and shining smile.	82-84	Olstrum Havarrer (CG male gnome adept 2/expert 1) may be old for a gnome, wrinkled and starting to grey, but his hands haven't lost the dexterity decades of working quill and parchment have gifted him. Now that business has dried up, thieving is the only income he has to keep his family from starving.
61-63	Teppit Crundle (CE male human rogue 2) has a snivelling air and nose that never stops twitching. He makes it his business to know most other thieves in the city, so if he's ever caught, he's got plenty of snitch material to offer up in exchange for his being let go.	85-87	Xellar Vul (N male elf aristocrat 2/rogue 2) lost his family's fortune to a band of conmen. In seeking them out for revenge, he learned many of thieving skills and funds his search in this manner. He retains a fierce pride, and walks with a regal air.
64-66	Sagis Rudibar (CN male half-elf commoner 1) hobbles along on a crutch, one leg tied up behind him to look like a cripple, all rags and tragedy. His crutch has a hollow compartment where he conceals any small valuables he filches from others. He likes to sing and whistle when at work.	88-90	Onnock Lodestar (N female dwarf expert 1) had been taught to use her hands and tools in a smithy—but found it faster to use those same tools to break into buildings and safes. Quick with a joke, her brown eyes hold a constant wariness.
67-69	Athele Delera (N female gnome expert 1) steals from the poor to give to...well...herself. Beggars of all sorts are her primary target, and her teal eyes gain a vicious glint whenever a well-meaning soul tosses a heavy handful of coin into the nearest alms bowl.	91-93	Pockle Dockle (CN male gnome expert 1) wanted to be a great magician, but lacked any significant magical skill. So he taught himself sleight-of-hand and set about earning his keep by tricking others' senses, most of the times without their realizing any trick had occurred.
70-72	Suna Donown (N female human adept 1) wears a dirty priestess robe that's seen years of wear and tear. Her hair hangs bedraggled and as filthy as her outfit. She mutters blessings and curses as she wanders the back streets, stealing what food and coin she can. She promises to cast powerful spells for money, but just runs off when she's got the coin.	94-96	Juti Thims (CN female halfling adept 2) developed a formula for flash powder that she tosses in a target's face. The resulting dazzling light leaves them dazed long enough for the skinny halfling to rifflle through their clothes and dash off.
97-100	Guruj Kollum (NE male half-orc rogue 1) loves to eavesdrop on adventurers in taverns, catching word of what treasure they might've rescued from a nearby dungeon lately. Then he'll attempt to slip into their rooms later in the night and make off with whole chests of goods.		

THIEVES: THUGS & BASHERS

Subtlety, tact, discretion and cunning. Some thieves lack all four of these qualities. These are the thugs who lurk in alleyways, naked blade in hand.

D%

	Dredge (CE male human warrior 3) doesn't wander far from the river. A hulk of a man, his nose always sniffling and dribbling, he eyes passersby as if they're a slice of mutton. He robs others by grabbing a victim's face in one of his huge hands and threatening to tear it off unless they pass over everything of value.
01-07	Dengle Wreste (N male half-elf fighter 2/rogue 1) once made good money in a fighting ring, until his sponsor discovered he threw bouts for gold. Now he employs his chokeholds on unfortunates who walk down the wrong alleys and bump into a scraggly half-elf with a fighter's grimace.
08-15	Kellen Ostole (CE male human fighter 1/rogue 1) has the philosophy of "What you don't know and can't see will definitely hurt you." As such, this handsome young man prefers to bludgeon his victims from behind and leave them bereft of all personal possessions by the time they wake.
16-22	Munda "Toll" Racit (CE female human rogue 2) has set herself up as a "toll collector" in seedier areas of town. If you see this muscled, glowering woman watching over a doorway or alley you need to go through, you might as well find another way. She won't let you pass unless you pay a "admittance fee" or resort to violence.
23-29	Frothle Unnagun (NE male half-orc rogue 2) is missing one eye in his scarred face, but that doesn't stop him from picking out wealthy targets who need a lightening of their load. His method is simple. Stab. Steal. Walk away.
30-37	Gollick Tym (CN male half-orc warrior 2) doesn't like things getting in between him and money (especially other people). With broad shoulders and simple wit, his habit is to simply break down doors and windows of empty homes, walking straight in and out with whatever he can carry.
38-45	Rundah Pinth (LE female half-orc rogue 2) takes great pleasure in throttling her targets until they pass out. Then she takes her time sorting through their goods. Anyone crossing her path while she's looting joins the passed-out patsies.
46-53	Tobian Erun (N male elf warrior 3) has a growing armoury stashed in a cellar, thanks to his habit of stealing weapons. From the tiniest dagger to the largest warhammer, this muscular elf loves to liberate well-crafted weapons from the hands of the unskilled. He has a particular preference for enchanted arms.
54-60	

61-66 Argunt Cromost (NE male half-orc warrior 1) is rarely sober, and when he is, he only enjoys stealing one thing—alcohol. Any vintage or brew he can lay his hands on, even if he has to snatch it straight out of a tavern-goer's hands and chug it down before they can respond. He is skinny for a half-orc and has blunted tusks.

67-73 Schona Ammon (NE female half-orc warrior 1/expert 1) is a mute that moves about quietly for all her bulk, and the beads woven into her hair make a quiet clatter. If anyone ever spots her face during a steal, the worse for them. She'll find them later and cut out their tongue to keep them from identifying her as the thief.

74-80 Vopen Font (N male dwarf fighter 2) is a young dwarf who has a keen talent with slings. Wiry for a dwarf, he'll line up a pebble with a target and let fly, producing a sharp sting or dazing hit to the skull. As the person recovers, that's his opportunity to trundle by and say he saw the urchin that threw the stone, and will point them out for a small fee.

81-85 Hool Unnagun (NE female half-orc warrior 2/expert 1) watches over a ragtag gang of pickpockets, making sure they always deliver a cut to her in the evening, in exchange for a safe place to sleep under her watch. Her gray eyes are surprisingly kind, but her tusked smile can turn cruel.

86-92 Cajira Filis (NE female elf expert 2/warrior 1) believes the most valuable thing she can steal is another's life. Trim and with a coiled strength, she holds a harsh beauty with a sadistic gleam to her golden eyes. If she's ever caught in the middle of a theft, she gives up trying to rob and simply turns to killing her target. She'll leave the loot behind in these instances.

93-96 Jundo Munst (CN male human warrior 2) knows his ugly, lumpy face marks him as little more than the thug he is. He doesn't try any fancy tricks, but prefers to rob victims with the tried-and-true tactic of cornering them in an alley with a dagger to their throat. A strategy that has kept him in the coin for now.

97-100 Lipswit Naer (LE male halfling adept 2/expert 1) possesses strong hands and nimble feet, allowing him to clamber up most walls or other vertical surfaces. Many a sleeper has woken to find a small, masked face leaning over them and a dagger to their throats. Their survival depends on how quickly they lead him to their valuables.



THIEVES: SKILLED THIEVES

There are thieves...and then there are those who put pickpockets and back-alley muggers to shame. These are the ones that get a real rush out of performing the perfect con or daring heist. Quick of wit, eye and blade, they'll leave you coinless, yet none the wiser for your sudden poverty.

D%

01-03	Dalo Wumple (CE female halfling bard 5) loves to throw her voice into odd corners, distracting victims, or even causing arguments between two innocents that she can use as a distraction to acquire their goods.	Atherli Blestein (CE male human aristocrat 2/rogue 7) comes from a wealthy family, and financial responsibility was drilled into his head from a young age. Now, this red-headed, freckle-faced man steals all the coin he can to keep it safe from those who would otherwise squander it on ill-thought investments or base pleasures. It's for their own good, really.
04-06	Undra Sozonk (CG female half-orc rogue 3/fighter 1) often disguises herself and gets jobs guarding banks or other financial establishments. Then she learns the layout and routine, biding her time until she can empty the place in a single night while she's on shift.	Cisa Holze (CE female human wizard [enchanter] 8) is a slender, doe-eyed young woman who got kicked out of a school of mages for kleptomania. Now she employs her magic charms to temporarily persuade targets to hand over their goods and then forget she was there.
07-09	Gerb Lerries (NE male human bard 4) possesses a perfect memory for maps. He uses this to memorize building layouts for infiltration, as well as plot escape routes through the city. Loves discovering hidden doors and tunnels.	Jogo Ligrump (N male dwarf fighter 6/rogue 2) likes to snatch items from folks in plain sight and dare them to try and take it back. With rock-hard fists and a harder forehead, he fights like a demon to keep what he's taken. Plenty of victims have decided it's not worth the effort to confront him.
10-12	Yelf Thungerd (NE male dwarf rogue 6) has a fondness for dirt and darkness, and has turned this passion into tunnelling under the city which he does almost nonstop. These tunnels connect with countless cellars and back rooms, which he uses to slip in and out unseen, making off with whatever he wishes.	Erbent Mikash (N male dwarf rogue 5) enjoys stealing from folks in a more legal manner—gambling. He always ensures the games he offers looks good on the surface, with odds subtly rigged in his favour. His swarthy complexion and affable nature often charms people into playing when they really should know better.
13-15	Dok Anuk (CN male half-orc rogue 3/fighter 3) has an easy, if toothy grin. Maybe it's because his favourite method of robbing another is sidling up to them and whispering incredibly creative threats, detailing all the terrible things he'll do if they don't hand over the coin. And if they balk, he backs those threats up.	Xiga Naggles (N female half-orc barbarian 4/rogue 3) has a stride that could outrun a horse. Even if she is spotted, with her grey-green skin and orange hair making her easy to pick out, the guards have never succeeded in catching her once she's made a snatch. She guests in low-class taverns and is always moving about.
16-18	Tibby Arzoli (CN female gnome rogue 5) has disproportionately long legs and toes, and she uses these to good effect, having learned to pick pockets with her nearly prehensile toes. Gangly, with bright yellow hair and eyes, she gets vicious if anyone dares call her a "monkey."	Jonly Timmons (CN male halfling rogue 5) has a stash of jewellery he keeps in his hidey-hole, where he goes and prances about, adorned with dozens of rings and other finery. His thick hair hides large, blue eyes that widen at the sight of a particularly fine bauble.
19-21	Pedge Vikkers (LE male human rogue 7) leaves notes behind every time he makes off with household valuables, thanking the previous owners for their "donation." Effeminate handwriting and a penchant for floral language is the only thing known about him.	Quon Derler (LE male half-elf rogue 5) lets his victims do the work for him. He'll break into a noble's house and wait for the owner to come home—helping himself to the larder in the meantime. When the owner returns, he greets them with a blade and has them direct him to the hidden safe.
22-24	Erzen Molo (LE male human fighter 2/rogue 5) must have some sort of fierce blackmail on the local watch. Anytime he gets caught thieving and hauled off, he's out on the streets within a day, smirking and blowing kisses to the ladies. He never even pays a fine.	Wottle Jergen (N male human fighter 4/rogue 2) has found easy pickings in getting himself hired as a caravan guard. His spic-and-span armour and clean-shaven demeanour gives him an official air that merchants find refreshing. Not so refreshing, though, when they wake up one morning to find him gone with their most valuable goods.

49-51	Rin Damans (NE female gnome rogue 5) feigns a wounded leg, or perhaps a foot trampled by a passing ox and cart. When someone responds to her wails, she asks to be carried to the nearest healing house. Along the way, she uses the excuse of clinging to them to relieve them of what goods may be on their person.	76-78	Grensh Kunch (N female half-orc fighter 4/rogue 3) has filed her nails to fine points, and uses these to prick and puncture various nerve endings in her targets, inducing paralysis. Then this otherwise short and stout half-orc takes what she wishes while grinning into her victim's frozen eyes.
52-54	Rickles Semerson (NE male halfling rogue 4) disguises himself to look like a child and gets himself in an orphanage, where he doctors the books to be adopted by the next wealthy couple to come by. Then, after enjoying the hospitality of his new "parents" for a few days, he makes off with all household valuables and repeats the ploy with another disguise.	79-81	Eta Vickles (N female gnome fighter 3/rogue 2) uses her natural height to an advantage by hiding under barrels and crates, waiting to hamstring targets that walk by. As they fall and bleed out, she loots them, promising to send the guards quickly if they don't struggle. Bright red hair and golden eyes give her a fiery appearance.
55-57	Olgben Nottle (CE female half-orc rogue 4/expert 4) is a popular fence who works with most of the city's criminal factions. Her steely gaze is as heavy as her tongue, and she always ensures the best prices—both for her and her clients.	82-84	Loscheck Hurms (CG male human sorcerer 4/rogue 2) prematurely ended his apprenticeship to a wizard when he stole a scroll of levitation and vanished into the night. Having since committed the spell to memory, he uses his magic to levitate items of value out of their owners' pockets, purses and homes.
58-60	Prots Rangle (N male human rogue 6) only possesses two fingers on either hand, but uses them effectively to pinch every coin out of the nearest pocket. To relax, he works as a bartender in a popular tavern, entertaining guests by his two-fingered pouring and serving tricks.	85-87	Cholos Denner (N male half-elf rogue 7) never goes anywhere without his mask, and many wonder what it and his soft voice hides. He's often hired to steal objects of personal, rather than actual material value from highly secured estates, and he has yet to fail such a contract.
61-63	Coorman Legrum (CN male human fighter 3/rogue 3) is a strapping lad with a shock of long white hair. In order to negate any guilt he feels for his thievery, he donates a full tenth of his earnings to various charities around the city.	88-90	Raman Onnz (N male human rogue 4/wizard [illusionist] 5) is a dark-eyed, pot-bellied man who inspires little thought of the usual thieving type. However, his ability to conjure illusionary walls gives him a mean of camouflage and escape that has enable his ongoing exploits.
64-66	Betsel Bregund (CE male human rogue 5) will enter a shop during the day and find a way to secret himself away in a closet, barrel or other hidey-hole. Then he emerges at night after the merchant has closed shop, and helps himself to any goods lying about.	91-93	Clinst Flather (CN male human rogue 6) owns a variety of dens and boltholes around town that he "rents" out to his fellow thieves—offering them temporary anonymity and security for a hefty cut of their latest haul.
67-69	Evol Drasterfort (N male elf aristocrat 2/rogue 5) wanted a challenge in life, no longer finding his noble lifestyle satisfying. So he hired several master thieves to teach him the shadowy arts and took to stealing simply for amusement's sake. Black-haired and purple-eyed, he is forever looking down on those around him, no matter how tall they truly stand.	94-96	Zoola Forrow (CE female human rogue 9) runs an expansive thieves gang, made up of the toughest crooks in the city. How she keeps the rabble in line is unknown. She keeps herself shaved, revealing lines of ugly scarring along her skull.
70-72	Dinny Opet (LN female half-elf aristocrat 1/bard 4) always wanted to be part of the nobility; but since no prince would marry her, she's settled for masquerading as a minor baroness at parties and thieving valuables from the guests. She employs her natural beauty and cultured manners to just such an end, and few have thus far pierced her facade.	97-100	Nadel Kormean (CG female elf aristocrat 3/rogue 6) runs a gang that works on the city outskirts, robbing from any caravan foolish enough to pass through their neck of the woods. She then disperses the wealth she accrues to the poor and needy – minus what's needed to keep her gang clothed and fed. A fat monk is her second-in-command. She often wears outfits all in verdant green.
73-75	Abay Urian (N female halfling rogue 5) is skeletally thin, and uses her spare frame to slip through cracks and barely open windows. She often targets churches and temples, stealing holy relics and gilded decorations to pawn.		

THIEVES: SPECIALISTS

Sometimes a specialist thief is called for. Able to climb any wall or open any lock, they are the stuff of nightmares to the wealthy.

D%

01-07	Durolf Allamay (CN male human rogue 7) is a thin, balding man who can slice purse strings so finely, you won't notice it's missing until the next time you reach for it. Always has daggers tucked up his sleeves.
08-15	Adorai Klept (N female human rogue 8) has mastered every sort of lock and latch in existence, and she's even grown bored of lesser challenges. Her long, spider-like fingers often wander to the pick set she keeps concealed.
16-22	Aggel Ock (CE male half-orc rogue 9) was given a puzzlebox as a child and opened it by breaking it open over another playmate's head. Since then, he's learned to crack all manner of latches, lockboxes and safes. In fact, any sort of lock is a personal affront to him that must be eliminated.
23-29	Therian Loust (CE male elf rogue 7/fighter 2) employs superb acrobatic skills to walk rooftops and leap through open windows, whereupon he relieves the inhabitants of their valuables. He also is practically untouchable in a fight, as he tumbles and dodges every blow. Sandy-brown hair dusts over green eyes that are filled with mirth. Several women are smitten by the rogue, but would be terrified if they learnt what lurks in his heart.
30-37	Pheruth Dewson (CN male half-elf bard 7) was raised in the theatre and now employs his talents to take on countless personas at a moment's notice. He can talk his way into almost anyone's confidence, and talk his way out again with their valuables. Not to mention his skill with stage makeup. He is wildly egotistical and loves being the centre of attention. He sulks if ignored.
38-45	Vally Gumont (CG female gnome rogue 7) often climbs the highest structures in the city, moving up walls almost spider-like to peer down over what she considers her domain. There, she studies patterns in the crowds below until she divines an easy mark. She loves feeding the birds of the city – and several of them eagerly come to her outstretched hand.
46-53	Zala Manlot (CE female elf bard 4/rogue 3) is a master of disguise and can make herself look like a male or female of various races. She's often pulling off wicked cons that involve romantic triangles and high society scandals, in which she is actually at least two corners of the triangle. Her true hair colour is brown, but anything beyond that is unconfirmed.

54-60	"Uncle Shade" (CN male halfling rogue 8) is a grey-eyed, grey-skinned, grey-haired halfling with a singular talent for hiding in shadows. He can remain unseen in the smallest patch of darkness, and can slip from one shadow to another without detection, even if others are watching for him.
61-66	Rollo Cench (LN male human bard 8) is able to play almost any musical instrument he touches. As such, he's often hired to provide entertainment at upscale parties...where he then whisks away jewellery, silverware and other goods and stashes the takings in his instruments.
67-73	Staloa Phillerese (CN female human expert 4/rogue 4) is obsessed with art and has a remarkable talent for painting forgeries. She then slips into galleries and private collections, where she swaps out the forgeries for the originals, and either sells them off or keeps them for her own growing collection.
74-80	Sucor Sumlonay (CG female human fighter 3/rogue 5) strides about clad in thick armour, yet somehow does so in complete silence. Her bulk belies a cunning mind and the ability to plot out daring infiltration routes that would make most thieves balk.
81-85	Jerosh (NE male human fighter 6/rogue 3) is the guild's chief basher. Violent, depraved and avaricious, he is feared by his fellow rogues. His childhood was replete with misery and pain; he does not harm children – this is his only redeeming quality.
86-92	Zerif Derg (NE male human rogue 7) has a blank stare that unnerves anyone who holds it too long. Perhaps he practices it on the corpses he constantly robs, digging up countless graves to salvage any valuables buried with them. His handshake is as wet and chilly as the corpse mud he's often knee-deep in.
93-96	Ferom Noglet (LN female half-elf cleric 6/rogue 2) is a priestess of the death goddess. She appropriates all grave offerings as an offering to her dark mistress. She lairs in a sunken, abandoned crypt in the oldest part of a graveyard.
97-100	Tem Logrist (N male gnome fighter 2/rogue 6) figured the easiest mark is the one that can't resist. Employing his knowledge of toxins and skill with a blowgun, this pasty-faced gnome hits his victims from a distance with a paralytic dart and then pilfers their frozen forms.

THIEVES: SAMPLE ROGUES & THIEVES

Use the stat blocks here to represent minor thieves and nuisances. Such folk can serve as a PC's contacts, fence or minor enemy.

EXPERT CUTPURSE

CR 1 (XP 400)

This thin human wears a fine cloak over his fine studded leather armour.

Human expert 3

CN Medium humanoid (human)

Init +1; **Senses** Perception +5, Sense Motive +0

Speed 30 ft.; Nimble Step; **ACP** 0; Acrobatics +5, Climb +4, Escape Artist +7, Stealth +7

AC 15, touch 12, flat-footed 13; **CMD** 13

(+3 armour [mwk studded leather], +1 Dex, +1 dodge [Dodge])

Fort +2, **Ref** +2, **Will** +3

hp 16 (1 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +2

Melee mwk dagger +3 (1d4/19-20)

Ranged dagger (range 10 ft.) +3 (1d4/19-20)

Combat Gear dagger (2), smokestick (2), tanglefoot bag (1)

Abilities Str 11, Dex 13, Con 12, Int 11, Wis 10, Cha 8

Feats Dodge^B, Nimble Step, Skill Focus (Sleight of Hand)

Skills as above plus Appraise +4, Bluff +4, Disguise +5, Knowledge (local) +5, Sleight of Hand +10

Languages Common

Gear as above plus belt pouch, 6 gp, 12 sp

HUMAN THIEF

CR 1 (XP 400)

This man has greasy black hair and acne.

Human rogue 2

CN Medium humanoid (human)

Init +2; **Senses** Perception +8 (+9 vs. traps), Sense Motive +3

Speed 35 ft.; **ACP** 0; Acrobatics +7, Climb +6, Escape Artist +7, Stealth +7 (fast stealth)

AC 15, touch 12, flat-footed 13; **CMD** 14

(+3 armour [mwk studded leather], +2 Dex)

Fort +2, **Ref** +5 (evasion), **Will** +1

hp 16 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +2

Melee short sword +2 (1d6+1/19-20)

Atk Options sneak attack (+1d6)

Combat Gear potion of invisibility, potion of cure light wounds

Abilities Str 12, Dex 15, Con 14, Int 12, Wis 10, Cha 8

SQ rogue talent (fast stealth), trapfinding (+1)

Feats Alertness^B, Fleet

Skills as above plus Appraise +6, Bluff +4, Disable Device +10, Knowledge (local) +6, Sleight of Hand +8

Languages Common, Goblin

Gear as above plus belt pouch, masterwork thieves' tools, 17 sp, 3 gp

THUG

CR 3 (XP 800)

This hulking half-orc wears battered studded leather armour.

Male half-orc fighter 2/rogue 2

CN Medium humanoid (human, orc)

Init +6; **Senses** darkvision 60 ft.; Perception +8 (+9 vs. traps), Sense Motive +1

Speed 30 ft.; **ACP** 0; Acrobatics +9, Climb +8, Stealth +9, Swim +8

AC 17, touch 13, flat-footed 14; **CMD** 19 (21 vs. grappling); Dodge

(+4 armour [+1 studded leather], +2 Dex, +1 dodge)

Fort +5, **Ref** +5 (evasion), **Will** +1 (+2 vs. fear)

hp 34 (4 HD); orc ferocity

Orc Ferocity (Ex) Once per day, when the thug is brought below

0 hit points he can fight on for one more round as if disabled.

At the end of the next turn, unless brought above 0 hit points he falls unconscious and starts dying.

Space 5 ft.; **Base Atk** +3; **CMB** +6 (+8 grapple)

Melee unarmed strike +6 (1d3+3) or

Melee mwk dagger +7 (1d4+3/19-20)

Atk Options Catch Off-Guard, Improved Grapple, sneak attack (+1d6)

Combat Gear elixir of hiding (2), potion of cure moderate wounds, potion of magic fang (2)

Abilities Str 17, Dex 14, Con 14, Int 10, Wis 12, Cha 8

SQ bravery (+1), rogue talent (combat feat), trapfinding (+1), weapon familiarity

Feats Catch Off-Guard, Dodge^B, Improved Grapple, Improved Initiative, Improved Unarmed Strike

Skills as above plus Disable Device +7, Intimidate +5, Knowledge (local) +5

Languages Common, Orc

Gear as above plus 1 gp, 7 sp

URCHIN

CR 1/4 (XP 100)

This thin, dirty-faced child wears ripped and torn clothes..

Young human expert 1

CN Medium humanoid (human)

Init +3; **Senses** Perception +4, Sense Motive +0

Speed 30 ft.; Run; **ACP** 0; Acrobatics +7 (+11 running jump), Climb +2, Escape Artist +7, Stealth +11

AC 14, touch 14, flat-footed 11; **CMD** 10

(+3 Dex, +1 size)

Fort -1, **Ref** +3, **Will** +2

hp 3 (1 HD)

Space 5 ft.; **Base Atk** +0; **CMB** -3

Melee dagger -1 (1d3-2/19-20)

Ranged dagger (range 10 ft.) +4 (1d3-2/19-20)

Combat Gear dagger (2)

Abilities Str 7, Dex 17, Con 8, Int 11, Wis 10, Cha 8

Feats Run^B, Skill Focus (Sleight of Hand)

Skills as above plus Knowledge (local) +4, Sleight of Hand +8

Languages Common

Gear as above plus belt pouch, 14 cp

THIEVES: HOOKS, COMPLICATIONS & OPPORTUNITIES

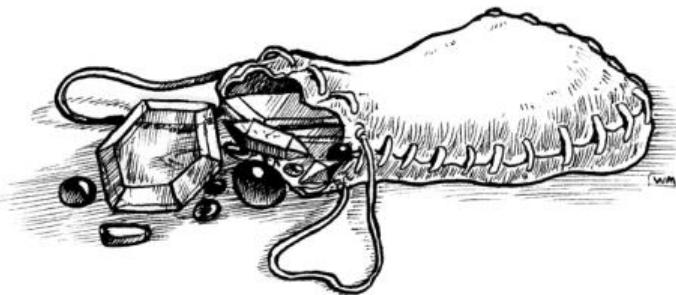
The phrase, “thick as thieves” isn’t much of an exaggeration. They seem to lurk around every corner and in every shadow, waiting for the chance to pounce on unsuspecting targets.

D%

01-02	It was supposed to be a shortcut, but the alley wound up being another chance for the PCs to donate to this dagger-wielder’s “I’ll let you live” fund.
03-04	Seeing a scoundrel run off with their goods, the PCs cry out, “Help! Thief!” The nearby guards all look at them with bored expressions, and one says, “So? Go get him then. Stop bothering us.”
05-06	Someone sneaked into the PCs’ room last night and left a parchment on their desk. It details an offer to join a thieves guild, if they can steal enough to pay the entrance fee.
07-08	The thief the PCs just found riffling through their possessions looks to be no more than a kid. Likely an orphan, and a hungry one at that.
09-10	A PC successfully cornered the thief who took his coin in a dead-end alley. Unfortunately, his three cronies have now blocked off the exit, trapping the PC instead.
11-12	So the barmaid’s offer to “meet behind the stables” wasn’t for a dalliance, but so her associate could give the PC their offer of “your coin or your life.”
13-14	A thief just clambered up to the rooftops and is now getting away with the PCs’ goods. Do they follow?
15-16	Echoes of the thief’s chuckling keep annoying the PCs as they search for him in an increasingly twisted maze of alleys. Dare they keep pursuing him in territory he knows so well?
17-18	Right after a PC feels his belt lighten, he sees the likely thief duck into a nearby sewer. The smells emanating from there are not encouraging.
19-20	A woman just walked past the party wearing a pendant about her neck that a PC would’ve sworn they were wearing just minutes earlier.
21-22	After a short chase the two thieves pursued by the PCs split up at a fork in the street. Which one do they chase?
23-24	The unlocked cellar the PCs ducked into to get out of the rain wasn’t as empty as they hoped. And the plucky fellow waiting there with a blade insists they leave his den a bit poorer than when they entered.
25-26	A PC is pretty sure the blind beggar he just tossed a copper to winked back. Perhaps he’s been conned?
27-28	The PCs gave a lame man a coin yesterday. Today, they saw him duck into an alley, both legs somehow miraculously restored.

29-30	Two shady figures sitting in opposite corners of the tavern are eyeing the patrons and signalling to each other with strange gestures.
31-32	Clear as day, a PC sees a thief snatch a merchant’s coin purse and slip off. The merchant has yet to notice the loss.
33-34	The PCs are minding their own business when a heavy pouch is thrust into their hands. The person who just gave it thumbs over their shoulder, where guards can be heard shouting. “Hide that and let them search me. Once I’m clear, we’ll split the coin. Squeal, and I’ll say you’re my partner in crime.”
35-36	This fellow just marched up, grabbed a PC’s purse right off his belt, and shouted to all in earshot, “Here’s the brigand! Think you can make off with my coin, do you?”
37-38	While at the theatre, the PCs notice several unseemly sorts working through the crowd, bumping into attendees and signalling to one another. They appear to be working towards some nefarious end.
39-40	A warm body snuggles up to a PC at the bar, and a soft voice whispers salacious suggestions. At the same time, the PC senses fingers trying to undo his purse strings—and that’s not a euphemism.
41-42	Is this thief the PCs caught lightening their pockets actually just a child? Or a halfling in disguise?
43-44	Cornered, the thief claims he has no other way to get enough coin for a healing potion for his sick wife. He begs and pleads for the money—he may even be telling the truth!
45-46	It seems this thief is nothing but rags and bones. If the PCs take back what little coin she took from them, she may starve to death before even this night is out.
47-48	A friend of the PCs has boasted about this great steal he just pulled off, and he’ll split some of the profits if they help him fence the goods.
49-50	The PCs awake just as a black figure clammers through their window and fades into the shadows of the bedroom. From outside, sounds of pursuit echo through the dark streets.
51-52	The PCs’ beer has a funny smell to it and the bartender keeps nervously eyeing a few of his rough-looking friends in the tavern corner. They may be trying to drug the PCs and relieve them of their goods (or the beer may just be foul).
53-54	Passing by a noble’s estate late at night, the PCs witness a figure climb up one of the tower walls and slip into a candlelit window. The candlelight snuffs out moments later. The thief emerges ten minutes later and disappears into the night.

55-56	The PCs step into their room, glad to get some rest, when the door swings shut and latches behind them. The figure hiding there puts a blade to the PC's throat and asks, "Where's the money?"	83-84	The child thief the PCs just caught squirms in their grip. "Please," he says. "If I don't bring 'nuff home, my pa will beat me."
57-58	Over a few drinks, several scoundrels invite a PC to participate in a complicated con scheme, involving a wealthy merchant, a bucket of tar and a lizard.	85-86	A PC is fairly certain the guard exacting tolls at the gate is the same person he saw begging for alms in beggar's rags a few days earlier. What's going on here?
59-60	Turns out every coin in a PCs' pouch has been swapped for counterfeit money. Who could've made the switch? When and where did the PC last leave his coin unguarded?	87-88	As the PCs are strolling towards a corner, they hear a whisper of, "Soon as they round 'ere, clobber 'em and get their gold." This is quickly hushed. When the PCs pause, they can hear faint, but heavy breathing.
61-62	Half a dozen priests from a local temple are running toward the PCs, hollering "Thief! Thief!" after a man who barely has the lead on them.	89-90	A black-robed figure steps out of a doorway that seems to suddenly appear. He sweeps an arm out and invites the PCs to pay respects within the thieves' temple and receive a blessing from one of its priests.
63-64	A woman dodges through the marketplace towards the PCs, guards hot on her heels. Cries of "Thief!" rise above the usual hawking and haggling.	91-92	A thief pops up in front of the PCs, somehow waving one of their valuables in the air. "Race you to the nearest city gate. Beat me, and I'll return it!" Then the thief dashes away.
65-66	In a tavern, a drunk man totters up to the PCs' table, grabs a drink and downs it in one. With a look of smug satisfaction on his face, he totters off to the next table. A barroom brawl will inevitably ensue...	93-94	A PC recognizes the beggar wandering the market as having once been a noble, now having fallen destitute. Then they notice him plucking food and goods from various stalls he's passing...
67-68	The thief the PCs have cornered lets the hood slip back from concealing their face. The visage revealed belongs to a supposed friend.	95-96	The thief the guards are marching down the street is a friend of the PCs and someone they'd rather not see get stuck in jail or have a hand cut off. He sees them and begs for help.
69-70	The game-runner in the marketplace offers the PCs' choice of card, dice or other gambling pleasures. Surely they couldn't be rigged, could they? He's giving good odds...	97-98	The PCs have caught the thief with their coin purse in his hands, but he claims he needs the money to help save his dying child. He begs them to come to his hovel to see the veracity of his words.
71-72	This shifty fellow offers to sell a treasure map for a mere gold coin. The wealth it could lead to will be thousands of times that!	99-100	"Hello. I'm the god of thieves, and I need you to steal something for me." At least, that's what the guy in the black mask and cloak claims when he meets the PCs. Do they believe him? Well, since he just walked through a solid wall to greet them, maybe there's something to his story and request.
73-74	The PCs have caught a thief red-handed, and their grip on his wrist is unbreakable. Turns out, though, this thief likes to bite anything within reach.		
75-76	Unlike most thieves, when the PCs caught this one in the act, they pulled a blade and look ready to leave the PC bleeding in the gutter.		
77-78	Heavy netting drops over the PCs' heads as they ducked into the alley behind a tavern. As the ropes tighten, hands pat them down for valuables. If they struggle, the thieves beat them into unconsciousness, but do not inflict lethal damage unless attacked by the same.		
79-80	While enjoying a dinner party at a noble's estate, the PCs notice a pair of poorly dressed servants slipping various pieces of silverware and food into their clothes and bags. They're also plucking the odd piece of jewellery from other guests.		
81-82	The thief who just bumped into the PCs and took their coin is dressed in the finery of a noble. Also, his face matches that of a well-respected member of an influential house that holds much power in the local courts and merchant circles.		



TRADERS & CRAFTSMEN: CHARACTERISTICS & APPEARANCE

Every shop or workshop should have a distinctive appearance. Use this table to generate interesting characteristics and features of the shops and workshops in your town or city. Some features may be inappropriate based on your set up or what the PCs have encountered. Ignore such results and simply re-roll.

D%	
1	A loft, where the craftsman labors, overlooks the sales floor.
2	A stone building with a blue-green moss growing on the north wall.
3	This stone workshop is reminiscent of a miniature castle with slits for windows and a small portcullis.
4	A stone gargoyle, hopefully just a statue, overlooks each corner of this shop.
5	Green logs make up the walls of this shop, which smells vaguely of mint.
6	A finely wrought fountain sits in the corner of this shop, adorned with small angels.
7	A brick shop with a large mural painted on an outer wall depicting a young warrior fighting a dragon.
8	This stone shop was once a dwarven still and still smells of whiskey.
9	The walls of this shop are formed of well-polished marble.
10	The interior walls of this shop have been plastered smooth and painted pale blue.
11	The east wall of this shop is brand new, composed of a different wood from the rest.
12	A young girl sits in the corner of this shop playing a simple lute.
13	This shop of dark blue slate has a stale taste in the air.
14	The goods in this workshop are not labelled or organized in any clear manner.
15	This shop is favoured by local fishermen and smells of fish even when empty of patrons.
16	A small stone shop with a thatched roof.
17	A small stone shop with a leaky slate roof.
18	This large wooden building has a store in front, workshop in the back and residences on top.
19	This former manor home has been converted into an indoor marketplace, with different vendors selling from each room.
20	The base of this shop is of fieldstone, finished with pine.
21	A clay building with a dirty wood floor.
22	A fine wooden shop with a slanted copper roof.
23	This shop has fishing nets hanging from the rafters, filled with supplies and extra stock.
24	A stuffed elephant head is displayed on the wall above the hearth.

25	A fieldstone building with a blue wood shingle roof.
26	Large brass hooks line the walls of this workshop displaying extra merchandise.
27	A very homey one-room shop, with an old red rug, large fireplace and small desk in the corner.
28	This shop has a number of chairs and tables in an adjoining room, and serves refreshments as a side business.
29	A small wooden shop that smells of fresh baked bread.
30	A large stone shop with a coat of arms displayed on one wall.
31	This workshop features a spiral staircase that leads to a second floor residence.
32	The walls of this shop have been tiled and accented with false gems.
33	A small gold-plated monkey statue sits by the entrance on a stand of cherry wood.
34	A boar's tusk serves as a door handle and wolf and bear hides cover the floor.
35	A trap door behind the main counter leads to a separate storeroom where the highest quality goods are sold in private.
36	A wooden shop, painted red with a roof of tin.
37	A shop made of salvaged materials with portholes instead of windows.
38	This large shop at first appears to have a labyrinthine layout but it has been carefully arranged to make customers view as many items as possible before reaching the exit.
39	Two large men stand outside this workshop as a deterrent to troublemakers.
40	The flag of the local lord waves from the rooftop of this modest stone shop.
41	A large family tree is displayed on one wall of this shop.
42	The far end of a display table in this shop is dyed red with blood and boasts several deep cuts.
43	A grey slate shop with a simple flat roof.
44	This large stone shop has one window that cannot stay closed. It continuously bangs in even the slightest breeze.
45	A stone shop with windows of green glass.
46	A simple wooden shop with stars painted on the ceiling.
47	A stone shop with the silhouette of a red goblin painted on its door.
48	A stone shop with ivy growing heavily on one side.
49	A brick shop with a slanted tin roof.
50	This shop looks like it was built in ages past, with a sharply different design than the newer buildings around it.
51	A stone shop with windows of dyed wax paper.

52	A stone shop featuring a warm hearth in the center of the room.
53	A large wooden hall features different shops, each with their own area.
54	A two-storey wooden building with a shop on each floor.
55	A second floor shop allows access via a wooden ladder. The first floor is boarded up.
56	The wood of this shop is tinted red and smells of cherries.
57	The walls of this shop are made of whole trunks, uncut except at the corners.
58	This stone shop features an eerie echo.
59	A private shop is accessed only from the back room of a tavern, through a door marked with a black star.
60	A shack made of salvage sells its wares at the end of an alley just off the main marketplace.
61	A simple wooden building has three different doors for Large, Medium and Small patrons.
62	Over the entrance of this shop hang two curtains of fine mail in place of a door.
63	The walls of this shop are hung with the skins of animals, many of which are found only in foreign lands.
64	The front room of this shop is completely bare except for six doors. All six doors lead into a densely packed workshop.
65	The outer walls of this shop have hundreds of notes crammed into the crevices, each a prayer to a departed loved one.
66	The rug set in the middle of this store depicts an ancient battle between dwarves and creatures of shadow.
67	While a roof can be seen from the outside, the shop's ceiling has mural of the night sky upon it.
68	The outside of this shop is rundown; appearing to be abandoned, while the inside appears brand new.
69	A wooden shop whose walls have grown a thick layer of moss.
70	A wooden shop with the ceiling and upper shelves thick with spider webs.
71	A building of brick decorated with oil paintings of great military leaders.
72	An old chapel converted to a shop within.
73	The entrance to this shop features a steel cage with a locked door that serves as a secure antechamber.
74	This shop is accessed through a cellar door around the side of another shop.
75	A bright purple shop of wood with orange curtains in the windows.
76	The front of this shop is made of magically hardened glass crafted by a forgotten wizard.

77	A stone shop has a discount section in its basement.
78	A small stone tower with a shop on its first floor.
79	A large stone tower with a different shop on each floor.
80	A wooden shop with no doors providing a step stool so people can get in through the windows.
81	A wooden shop with its walls lined completely with shelves.
82	A stone shop featuring well-crafted glass display cases.
83	The arctic timbers of this shop's walls keep the sales floor chillier than outside.
84	Copper pipes line one wall of this shop making haunting music when the wind blows.
85	A large bear skin rug greets patrons.
86	Two suits of armour flank the shop's entrance.
87	This great stone room has everburning torches flickering in wall sconces.
88	A cooking fire is set in the back wall filling the shop with the smell of stew.
89	This stone building was once a guard post and features arrow slits in the walls.
90	This wooden shop has a religious symbol painted in gold on the front door.
91	This stone shop has a front door of iron featuring seven different locks.
92	This brick walled shop has a spiral staircase set in the middle leading to a second floor of goods.
93	A small storefront contains only samples with all goods stored in a back room behind a curtain of hide.
94	The insides of this shop are terribly cramped; the aisles count as difficult terrain.
95	This small stone shop has a thatched roof and smells of wet dog.
96	The air in this shop is stale leaving a foul taste in customers' mouth.
97	The walls of this shop are pink and feature paintings of famous young bards.
98	One wall of this shop features a mirror lined in silver that shows a perfect reflection of the scene three seconds ago.
99	The outside of this shop features a huge painted sign reading "You don't want to shop here!"
100	This large wooden building features three floors, fully staffed, with a sales counter on each and a tavern in the back. Your first drink is free with any purchase (limit 1/day).

TRADERS & CRAFTSMEN: SELLING

Traders and craftsmen sell an incredible variety of things. Use this table to determine what a randomly visited shop is selling.

D%	
1	Apothecary
2	Tailor
3	Grocer
4	Fletcher
5	Scribe
6	Blacksmith
7	Livery
8	Dyer
9	Tanner
10	Metalsmith
11	Cooper
12	Armourer
13	Weaponsmith
14	Candlestick maker
15	Soap maker
16	Cobbler
17	Seamstress
18	Butcher
19	Baker
20	Rope maker
21	Book binder
22	Hostel
23	Money lender
24	Tutor
25	Slaver
26	Herbalist
27	Arms trader
28	Oracle
29	Hireling's guild
30	Gem cutter
31	Appraiser
32	Storage
33	Alchemist
34	Astrologer
35	Story teller
36	Gladiatorial trainer
37	Houndsman
38	Midwife
39	Shaman
40	Tinker
41	Artificer
42	Poet
43	Locksmith
44	Courier
45	Brewer
46	Money collector
47	Mercenary services
48	Jeweller
49	Leatherworker

50	Tattoo artist
51	Stonecarver
52	Carpenter
53	Vinter
54	Thatcher
55	Weaver
56	Wheelmaker
57	Silversmith
58	Shipwright
59	Map maker
60	Potter
61	Playwright
62	Glass blower
63	Hatter
64	Haberdasher
65	Milliner
66	Porter
67	Barrister
68	Embroiderer
69	Architect
70	Barber
71	Coppersmith
72	Fence
73	Basketweaver
74	Whore
75	Cheesemaker
76	Cartwright
77	Farrier
78	Bowyer
79	Wainwright
80	Perfumemaker
81	Horse breeder
82	Mason
83	Paige
84	Scribner
85	Tax collector
86	Customs agent
87	Bricklayer
88	Painter
89	Acquisitions agent
90	Falconer
91	Tobacconist
92	Cartographer
93	Fisherman
94	Cook
95	Minstrel
96	Physician
97	Collier
98	Colporter
99	Linen-draper
100	Spicer

TRADERS & CRAFTSMEN: HOOKS, COMPLICATIONS & OPPORTUNITIES

Although the PCs may simply want to walk into a shop and buy something, occasionally fate intervenes. If you desire to add an extra level of complication to their shopping trip, use this table to determine what opportunities or complications the PCs encounter while trying to make their purchase.

D20

1	The store, its owner and several customers are being quarantined due to reports of a plague. The doors are all boarded up and prominent signs spell out the danger in several languages. The sound of sobbing emanates from within.
2	A sudden fire breaks out on the bottom floor leaving several people – including the shop owner's children – trapped on the floor above. He begs passersby for aid; those saving this family gain a friend for life.
3	The store begins to flood with sewage from the sewers below. The craftsman panics and starts to move his products to a higher shelf. An apprentice moves some of the larger items outside – at which point they are promptly stolen.
4	The craftsman's young nephew regales loudly about how incredible the last adventurers that came through town were – they had a pet dragon! No one seems to be listening.
5	The craftsman has been taken with a strange mood. He's locked himself away in his workshop for nearly a week, taking no visitors. Lights burn at the windows all night and occasional strange sounds emanate from within.
6	Thirteen dwarves are turning the shop upside down looking for a lost key, when the PCs arrive. They take a dim view of questions or of strangers interfering in their affairs.
7	An old man stands outside predicting the moment passersby will die. He is emaciated, wild-eyed and very loud. He predicts a dire end for the party "in a place where the fair light of the sun has never reached."
8	The craftsman weeps over her lost love, who was taken by pirates or bandits last week. His work has not been the same quality since and customers are beginning to complain. He is thoroughly miserable.
9	Someone has snuck packets of dye in this craftsman's last supply shipment. All his most recent wares are tainted green. He is loudly swearing vengeance against his rivals, when the PCs arrive.
10	The local lord has levied high taxes against this particular trade, doubling the price of the goods the PCs seek. The tradesman apologises, but can do nothing to reduce the price.

- The vendor is looking for some high priced wares to add to his inventory. He is willing to reveal the location of an old tomb in exchange for a percentage of the loot. He has an old bloodstained map given him by a previous customer in part exchange for several items that shows the location of the Cairn of Whispering Darkness.
- The craftsman has locked himself in his backroom crying that he has been bitten by an angry patron. He refuses to come out until the customer apologises, but of the customer there is no sign. (At the GM's discretion, the customer could be a lycanthrope and the unsuspecting craftsman is now infected).
- A ranger's eagle companion has gotten loose in the shop. No one can find the ranger and the bird is quite angry. It refuses to leave until its master returns; the shop keeper is at his wits end.
- Someone has gone through the store changing the prices listed on signage. A salesperson runs around the store frantically trying to correct the signs and stop people from making purchases.
- A sign is posted inside the shop reading "Help Wanted. Acquisitions."
- Hidden amongst the various wares is a small box with two marble dice. A note inside has one word: "Lucky."
- A spectacular-looking sword hangs on the back wall. A DC 20 Appraise reveals that the item is from an ancient, fallen kingdom making it worth 2,000 gp without enchantment. A successful Spellcraft check of the relevant DC reveals magical properties relevant to the PC's level or greater. The item has a long and storied history and is the focus of a search by an ancient secret order.
- A shelf full of wares has been toppled over. The vendor struggles to pick it all up while making sure no one walks off with any pocketed merchandise. He is distracted when the PCs arrive and asks them to return later.
- The craftsman here cannot find his tools. He refuses to work with anything less than tools of masterwork quality and thus work has ground to a halt; he suspects thieves in the pay of his rivals to be responsible for the missing tools.
- The craftsman here has been tasked with building the centrepiece for the upcoming festival or other celebration but a streak of bad luck has soured his view of the holiday. The piece stands half-built in the centre of the shop.

TRADERS & CRAFTSMEN: ASSOCIATED NPCs

Use the charts below to portray the folk encountered in or nearby a shop or workshop.

BASIC CHARACTERISTICS

D20	GENDER
1-10	Female
11-20	Male
D20	MALE NAME
1	Avel Ferryman
2	Nestor Longfeather
3	Darkmane Grey
4	Elric Headsplitter
5	Torg
6	Shamol Brewer
7	Ysgor
8	Danrel Grower
9	Gar the Great
10	Teeth Dinos
11	Tender Sweeney
12	Gaetir Merrygood
13	Kadal Thornbread
14	Nordstrahm
15	Heinril the Bald
16	Sweets
17	Honest Solon
18	Haf Sollis
19	One-Eyed Goodman
20	Balasi Prospect
D20	FEMALE NAME
1	Cyma Ara
2	Ellaris the Light
3	Iona May
4	Grendella
5	Goodie Laenus
6	Taris Ellbee
7	Junia Sharpe
8	Deadly Daltree
9	Agora
10	Frazelle
11	Dark Jann
12	Luta Deathknell
13	Smiling Asa
14	Caitlin Greymark
15	Cassandra Ravilla
16	Sheryl Augur
17	Restel the Yellow
18	Aelia Underbridge
19	Winter Estergrew
20	Red the Kindhearted

D20 RACES 1 (COMMON)

1-10	Human
11-13	Dwarf
14-16	Elf
17-19	Halfling
20	Roll on Races 2 (Uncommon)

D20 RACES 2 (UNCOMMON)

1	Half-Orc
2	Half-Elf
3	Gnome
4	Aasimar
5	Tiefling
6	Goblin
7	Kobold
8	Orc
9	Tengu
10	Gnoll
11	Drow
12	Minotaur
13	Centaur
14	Catfolk
15	Lizardfolk
16	Ifrit
17	Orcead
18	Ratfolk
19	Sylph
20	Undine

D20 APPEARANCE*

1	Dressed for battle with a longsword on her hip
2	Long golden locks and the latest finery
3	A large ruby rests on a chain around his neck
4	Dark wiry hair and a heavy tan
5	Leather armour and short red hair
6	A large filthy apron wrapped around a thin frame
7	A unicorn horn is tattooed on her forehead
8	Long brown hair is tied back with a red ribbon
9	Olive skin with scars along his left cheek
10	Many silver chains and piercings with minimal clothing
11	A heavy brown robe and hair cut short
12	Silk clothes in bright colors
13	Black hair in braids ending with gold beads
14	A large belly shakes when she laughs
15	A long nose and big fluffy eyebrows
16	Prominent cheekbones and dark brown eyes
17	A clear overbite
18	A large, red wart dominates his chin
19	Piercing blue eyes and a well-worn brown jacket
20	Big floppy sleeves and a bandolier across her chest

*Descriptions can apply to NPCs of either sex

D20 MANNERISMS*

1	Dodgy eyes
2	Favours the right leg
3	Cracks her knuckles
4	Scratches his chin
5	Stares off into space
6	Yawns at inappropriate times
7	Drums her fingers
8	Sniffles
9	Laughs with a throaty chuckle
10	Rolls his eyes
11	Talks far too fast
12	Does not respect personal space
13	Loops her hair about her finger
14	Punches people's shoulders in greeting
15	Drags his feet
16	Walks with hunched shoulders
17	Talks in a nasal voice
18	Is gullible and easily astounded
19	Whispers her internal monologue
20	Seems to be constantly filled with glee

*Mannerisms can apply to NPCs of either sex

RUMOURS

Use this table to determine any stories circulating about the NPC in question.

D20 RUMOURS

1	Keeps a paramour
2	Has a drinking problem
3	Is in debt
4	Part of the local thieves guild
5	Worships the old gods
6	Moved after their spouse died
7	Eats stray cats
8	Distant blood relative to the local ruler
9	Poisoned a rival
10	Comes from old money
11	Former adventurer
12	Keeps a daughter in the basement
13	Killed a man with a rusty spoon
14	Has a separate backroom business
15	Skilled card player
16	Exceptionally well read
17	Converted religions to please spouse
18	Knows where the treasure is buried
19	Secretly a changeling
20	Is having an affair with (roll a new NPC)

PURPOSE

Use this table to determine why the NPC is in the shop.

D%	PURPOSE IN THE SHOP
1-30	Craftsman
31-40	Supplier
41-60	Salesman
61-87	Patron
87-90	Thief
91	Rival checking on his competition.
92	Gang member looking for the latest "protection" payment
93	Messenger with a notice from the king or other local authority
94	Child of the craftsman's ex-lover, looking for work
95	Detective looking for clues on a smuggling case
96	Wizard's apprentice picking up a special order
97	Crook laying low from the militia outside
98	Craftsman who used to own this shop, reminiscing
99	Secret admirer of the shop owner, hiding in plain sight
100	Bard trying to piece together the history of a legendary item



WATCH, THE: RANK & FILE

It takes many pairs of eyes, hands and feet to keep a town's streets and alleys safe. Even the lowliest member of the Watch plays an important role — even if that sometimes is just as fodder for the criminal elements they're trying to stamp out.

D%

1-3	Gorman Runst (LN male half-orc warrior 2) is notable due to his missing arm and eye, gouged out during a patrol in the wilds. With elongated tusks and a gruff nature, he loves making people flinch before getting them to buy him a drink.	25-27	You wouldn't guess it from her wiry frame and dewy eyes, but Gella Vraimont (CN female half-elf warrior 3) has a fierce reputation as the reigning champion of a local blood-fighting ring. She brings this same ruthlessness to her patrols.
4-6	Avrys Lummons (TN male human warrior 1) was once savaged by a pack of wild dogs, leaving him missing a left ear and much of his nose. These days, anything on four paws sets his fingers twitching for his sword, and he's always looking for an excuse to lash out at any mutt.	28-30	Edgin Wulluny (NE male human warrior 2) may wear the Watch's badge, but everyone knows he has a tattoo of a red boar on his right heel, marking him as a loyal member of a local gang. Quick to laugh and quicker to kill, Edgin is always watching anyone nearby through the tangle of his lanky brown hair.
7-9	Oraji Hulasker (CG male half-elf warrior 1) is rarely seen without a liquor flask or wine jug in hand. You can tell he's around when your eyes start watering from his alcohol-saturated breath. At the same time, he's able to take quite a bit of physical punishment because he simply ignores the pain due to his constant inebriation.	31-33	Quentin Nombsky (N female human warrior 1) has fine features, close-cropped black hair, and startlingly green eyes. What none of his fellow Watchmen realize is "he" is actually a she, hiding her gender because she believes it will gain her deeper respect from her peers.
10-12	Rolan Tomas (LE male human warrior 3) is known to be connected with a local gang lord, but no one seems to care. Fashionable and vain, he's always flush with extra coin and isn't shy about spending it to make friends.	34-36	Xavin Mellonus (LG male human aristocrat 1) shows off the sword on his hip, etched with gold filigree — that is all that's left of his lost family fortune, thieved by a conniving ex-business partner. He constantly suspects double-crosses and hidden plots where there are none, and has a permanent squint.
13-15	Alain and Adain Remshire (LG male human warrior 1) are twin brothers—each tawny and muscled—who can only be told apart by their closest companions. They love setting up sting operations, confusing criminals with their identical features and making crooks feel like they're being pursued by a relentless hunter.	37-39	Galen Selanthia (LG male elf aristocrat 1) puts the lie to the idea that all elves are wise beyond their years. Incredibly naive and gullible, Galen joined the Watch thinking he could help clean up the city and help everyone live in peace. He has a dancer's poise and almond-coloured eyes.
16-18	Ulost Us'laust'un (LG male human warrior 2) this exotic man speaks broken Common, but isn't hesitant to get his point across with a well-placed prod of his blade. A loyal bladesman, anyone who tries to mock his outlander heritage receives the instant ire of his companions.	40-42	Duni Tongtongues (LN male dwarf expert 3) is as superstitious as they come, and his fiery red beard is knotted with charms to ward off bad luck. He is rather twitchy for a dwarf.
19-21	When his wheat crop failed, Sulley Moyons (NG male human commoner 1) moved his family to the city in order to provide for them. Broad-shouldered and deeply tanned, he's further distinguished by his tendency to carry a hoe as his weapon of choice.	43-45	Berta Claggs (CN female dwarf warrior 2) knows every tavern in town, and it just so happens her patrols go by most of them in a single day. You can't ever quite tell if she's scowling, smirking or smiling.
22-24	Since the Watch doesn't always pay too well, Durgen Havusroc (CG male orc warrior 3) works as a tavern bouncer on the side. As such, he's been in hundreds of brawls and scrapes, inuring him to levels of violence others would find shocking. He laughs uncontrollably in any fight.	46-48	Brumbles Allany (N male human warrior 1) always has a fierce glint in his eyes and constantly caresses his sword hilt. Truth is, though, despite his bulk and brusque nature, he's a coward at heart. He's the first to flee from a fight and always lets others engage the enemy while he watches from the sidelines.
49-51	Heavily muscled and brutish, Guntle Sornan (CE male half-orc warrior 2) disdains those weaker than him, and has a particular scorn for beggars. Any not quick enough to scramble out of his way gets a solid whack.		
52-54	Anders Thorpe (N male human warrior 1) has had his head bashed a few times too many. His lumpy skull and cross-eyed stare aren't at all enhanced by his incessant grunting.		

55-57	Pont Dredgem (NG male dwarf warrior 2) is constantly munching on a raw onion or garlic cloves, giving him a pungent aura. He says it's to keep the vampires away. He has at least a dozen warts on his face and an enormous nose.	85-87	Ede Iuon (N female half-elf adept 2) loves nature beyond all else, and does what she can to preserve any wild growth within the city walls. She hauls a bag of fresh earth and seedlings around, and plants them whenever her patrols come across a bare patch of dirt among the stones. Trample a blade of grass in her presence at your peril.
58-60	Whalen Wimple (LN male human warrior 2) is forever stuffing meat pies into his dribbling maw, his gut straining the buttons on his Watch uniform. Enormously obese and drenched in sweat, he doesn't so much "patrol" as waddle around it (mostly from food cart to food cart).	88-90	Darnelly Obolstein (CG male human warrior 2) is quickly recognized by the thick, rusted armour he never takes off. He clanks about town, glinting eyes peering out through his helm's visor, eager for someone to cause trouble.
61-63	Olly Totle (N male halfling warrior 1) was once a slave to a foreign master with a cruel tendency to cut out the tongues of all his servants so they could never reveal his secrets. Having escaped that country and joined the Watch, Olly communicates by whistling.	91-92	Sammus Quilpas (LN male human expert 1) believes the whole city is conspiring against him, and his signing up for the Watch was partly inspired by the desire to uncover "the truth." Shifty-eyed and with a flair for dramatic reveals, he is forever formulating new conspiracy theories connected to any misfortune that befalls him.
64-66	Danelly Gim (N male human warrior 1) has filthy nails that he is always picking clean with a dagger. Bald and loutish, grime seems to have been etched into the wrinkles of his face. There's a hint of a graveyard stink around him, but no one knows why.	93-94	Ovor Drunst (LE male half-orc warrior 3) joined the Watch because it gave him the ability to kill with impunity. His armour is patched together from scraps taken from dozens of his victims—but so long as they're criminals, he isn't technically doing anything illegal.
67-69	Mavrity Jurex (CG female half-orc warrior 1) hates how the city is divided by economic strata and racial castes. She often loudly lectures against social injustices, and isn't afraid to slap ill-doers around with the flat of her blade.	95-96	Daw Quellwith (NG male human warrior 2) has a thing against fighting women, which puts him in a bind whenever he faces female criminals who have no problem shoving a sword through his gut. He is polite to a fault, often bowing whenever a woman passes him on the street.
70-72	Buntu Drunst (CG male human warrior 2) has massive scarring across his enormous shoulders and back. He's never told what he did to gain the apparent whipping, or where he lived before coming to the city. Dark-skinned and haired, he goes about his duty with a grim, merciless air.	97-98	Carrel Fulstrum (LG male human warrior 3) knows every Watch regulation that ever existed and quotes every single relevant one of them while performing an arrest. He often puts people in mind of a bull walking around on its hind legs.
73-75	Finny Batterby (LG male gnome expert 1/warrior 1) loves to talk. Doesn't matter what it's about, so long as he can keep jawing away. His companions have taken to stuffing their ears with cotton during patrols in order to block out his wheedling voice.	99	Thulia Falish (LG female elf aristocrat 3) knows no moral middle ground. To her, all is black and white, good and evil. As such, even the slightest infraction demands the greatest punishment. Willowy and tall, she strides through crowds, back straight and shoulders squared, secure in her ethical superiority.
76-78	Obos Longsmith (LN male dwarf expert 1) turned from a passion for mining gold to trying to create the precious metal through alchemy. His eyebrows were burnt off years ago, and he's often setting some part of the Watch station on fire with his experiments.	100	Ralan Thesmir (NG male aasimar adept 2) has adapted to his celestial breeding by believing he needs no armour, or even clothing to protect his perfect physique. Anyone who runs into this golden-haired, silver-eyed man will get more than an eyeful of his well-muscled body. Clad only in a loincloth, it is a wonder how he keeps his Watch badge affixed to his bare chest.
79-81	Volli Kranster (LG male human commoner 1) is enjoying his very first day as a member of the Watch. He's eager to prove himself in the eyes of his commanders, and practically vibrates with bridled energy. Smooth-cheeked and wide-eyed, his youthful innocence won't last long, no doubt.		
82-84	Uthger Nattles (LG male human warrior 1) is marked by his half-blindness and white hair. The oldest member of the Watch, he will never retire, even when forced to hobble after crooks on his cane. Loves to tell stories from his youth in a crackly voice.		

WATCH, THE: EXPERTS & SPECIALISTS

The watch does not simply comprises warriors and yet more warriors. Like any large organisation, it also relies on groups of specialists to facilitate certain needs – be it healing, organisation, information gathering and more. Use the NPCs below, to portray such folk.

D%

1-6	Frella Wellorus (LN female half-elf expert 2) used to run one of the most successful smuggling and counterfeiting rings in the city. A religious experience turned her straight, and she now employs her knowledge to catch and convict those who wallow in similar misdeeds.	49-54	Avi Dunnnonson (NG male dwarf expert 2) came from a poor upbringing and has a particular fondness for beggars and widows. His gentle eyes and words often soothe the souls of those who often are trampled on by the upper crust of society.
7-12	Wyrte Nourn (CG male human adept 4) has eyes on the back of his head—literally. After going bald, he had a ring of stylized eyes tattooed around his skull. Some of his men even claim to have seen them wink every now and then.	55-60	Aghlia Runeforge (NG female dwarf adept 4) left her position as a priestess during a crisis of faith. Now she turns her healing abilities towards keeping her fellows alive and curing the city of its ills. Black braids hang down to her waist, and she's often seen in prayer.
13-18	Lina Haluspeck (LG female halfling adept 2) has a tamed mountain cat who prowls by her side at all times—and stands as tall as her. Her Watch station also hosts a pack of feral cats, but nobody mutters about the stink of cat piss in Lina's presence.	61-66	Once a blacksmith, Toddy Nobcrusher (LN male dwarf expert 2) continues to forge his own armour and weapons, while also outfitting the Watch with fine gear. The stink of the forge rests over him at all times, and his chainmail jingles as he marches about.
19-24	Randle Utterspout (N male gnome expert 3) has bedecked his quarters with a dozen different paintings of his own creation, and is always searching for artistic inspiration while overseeing Watch patrols. His hair and eyes are a glittering silver.	67-72	Yorg Munst (CG female half-orc warrior 3) has a reputation for beating information out of prisoners in the most brutal fashion. She files her tusks to needle points and crimson tattoos decorate her dusky gray skin.
25-30	Andragt Huntfer (NE male human expert 3) loves to use his authority to levy massive fines on local businesses for the slightest regulatory infractions. Despised and feared by merchants, he never hesitates to use the Watch for personal gain, and stall owners rapidly pack up wares whenever they see his slim figure swaggering their way.	72-78	Gipple Werstile (LG male half-elf expert 2) has an office plastered with maps, marking patrol routes, criminal hideouts and other notable sites. He paces before these at all hours, searching for patterns and details that have slipped past his scrutiny.
31-36	Elwin Quillspine (LG male half-elf expert 2) has compiled a massive logbook of all current crimes and criminal names in his district. He carries it with him at all times, ready to add another line in his tidy handwriting. He has ink-stained fingers which he licks absentmindedly.	79-84	Odel Ansus (N male human expert 2) believes the Watch is being opposed by a shadowy network of crime lords, and spends much of his time plotting to thwart their supposed schemes. Antsy and unhealthily thin, he tends to speak in whispers, not wanting spies to overhear his plans.
37-42	Luppa Gliswrith (CG female gnome adept 3) carries paints and brushes with her everywhere and draws odd runes on out-of-the-way surfaces. Her purple hair and eyes gleam in even the softest light, but her voice is harsh whenever ordering her troop about.	85-90	Undlestant Stundleson (LN male dwarf expert 3) sees the Watch as a giant mechanism, with the various soldiers and guards as cogs and levers that must be tuned and operated properly. His movements and marches are as clipped and measured as his words.
43-48	Fayla Mopest (LN female human expert 2) doesn't believe in the spirit of the law. There is only the letter of the law. Plain-faced and severe in dress and composure, she is merciless in her pursuit of law and order.	91-99	Dradley Plonkst (LN male gnome adept 4) has built up an enormous informant network among the orphans and beggars throughout the city, and he uses this to always keep a bright red eye on the criminal factions in his territory. Swift with a dagger, and swifter to come to his allies' aid.
100	Rouael Tulus (LE male human vampire aristocrat 3) only works night patrols. He helps clear the streets of its most violent denizens while also slaking his bloodthirst. Ebony eyes are set in a pale face, and he enjoys stroking the faces of his trembling victims before feasting.		

WATCH, THE: INFORMERS & WATCHERS

Although the watch spends a fair amount of its time chasing pick pockets and breaking up drunken brawls it also investigate more serious crimes. A good network of informers, gossips and watchers are vital to this practise. Use the NPCs listed here, to portray such individuals.

D%

1-7	Ada Delia (CG female human commoner 2) suffered as a prostitute under a particularly harsh pimp, until she convinced her "sisters" to unite and beat him to death. Now, still possessing of a harsh beauty, she patrols the alleys where prostitution remains rampant and is often driven to violence when she witnesses abuse against women.	52-59	Amoley Augusthon (NG female human expert 2) once had a oracle prophesy she would die by drowning, which has given her a lifelong phobia of water. She refuses to even drink it, and her dehydrated state has given her cracked lips, sallow skin and greasy brown hair. She refuses to go near rivers or small bodies of water.
8-14	Peddly Blusk (NG male human adept 1) has an affinity with rats others find repellent. Beyond his hunched stature and whiskered face, he even claims an ability to talk with rodents, which makes him even more an object of ridicule. However, he often possesses information that would otherwise be impossible for him to gain alone. His nose constantly twitches.	61-66	Yullip Ebonnuth (LN male half-elf adept 1) fancies himself a prophet and searches for omens in everything around him, from birds flying overhead to the arrangement of a corpse's limbs. His keen eyes never stop moving as he scans his surroundings.
15-21	Falish Ungul (TN male tiefling adept 1) is striking for his youth—barely come into his first chin stubble. At the same time, cold, hard eyes dare you to bring up the tiny horns peeking out of his black hair, and anyone foolish enough to bring up his heritage is immediately subjected to at least an hour of lecturing on the nature of tieflings.	67-72	Allory Mumfrum (LE male human aristocrat 2) believes he is descended from royalty, and has affected a pompous air to match his supposed heritage. He thinks of the Watch as his private army and tries to manipulate it for his own ends and profit. His thin figure is buffered by an ostentatious voice.
22-28	Word on the streets is that Salahna A'grayun (LN female human expert 1) ran away from a noble family to avoid a forced marriage. Since she's worked with the Watch, she's proven a keen hand at daggerplay and slinking around unseen, often acting as an informant and hidden blade.	73-79	Jerly Eroot (LN male human expert 2) has a knack for sniffing out lies. Stout and jovial, he constantly cocks his head from one side to the other when talking to others, as if hearing something they don't.
29-35	Yuli (CN female gnome commoner 1) bedecks her diminutive frame with the holy icons of a dozen different deities and prays to them all, constantly. She figures if she keeps multiple gods happy, one of them will have to come through for her in times of need.	80-85	Illian Chival (NG male half-elf expert 2) used to belong to a dancing troupe until a group of brigands burned down their theatre. Now he employs his grace and speed in superior swordplay, hunting down violent rabble before they ruin others' lives. He has a wistful look to his violet eyes, as if remembering better days.
36-42	Reynold Louris (N male halfling expert 1) is always keen to share the gossip he gathers. He loves to sit unnoticed in an out-of-the-way corner and pretend to doze while eavesdropping on conversations. He always goes barefooted.	86-90	Elsi Ladrael (CG female gnome expert 1) is the go-to gnome whenever anyone needs to make stolen property disappear. Fencing hot goods gives her a decent side income, and she figures it doesn't hurt anyone. She constantly runs fingers through her long, pink hair.
43-51	Telly Pendlefoot (LG female halfling expert 2) is small, even for a halfling. Terrified of the dark, yet stuck on night patrols, she carries a candle almost as tall as her and volunteers for lamp-lighting duty. Moves silently on her hairy feet, but squeaks at any noise from the shadows.	91-95	Nobble Spindlespire (CN male gnome expert 1) doesn't understand why anyone wouldn't want to be his friend. Bright blue hair and eyes make him stand out in any crowd, and if you let him start shaking your hand or bowing to make your acquaintance, he'll never stop. Rather ignorant of potential danger, but fearless when faced by it.
		96-100	Perl Bonnon (CN male human adept 2) once dreamt of being a bard, and still tries to write epic poems and songs about the smallest of crimes he helps to foil. His long legs let him run down any fleeing thief with ease, and he often hums or sings to himself while out and about.

WATCH, THE: SERGEANTS & CAPTAINS & SPECIALISTS

Someone has to lead the patrolmen and swordhands. Without commanding officers, the Watch would mill about like headless chickens and get even less accomplished than they already do.

D%

1-6	Olmen Zurusk (CE male human warrior 3) loves inflicting as much pain on others as possible. Few who languish in his cells rarely emerge without broken bones or fresh facial scarring. He always has a smug smirk and licks his lips whenever he spots a new victim.
7-11	Irromanaeus Drex (NG male elf warrior 3) has charged into more battlefields than most people alive today. Having retired from the army, he applies military precision and strategic planning to keeping the city safe. His boots are always polished and he marches in circles when deep in thought.
12-16	Xandiel Flavius (CG male elf warrior 3) prefers to see the fear in the eyes of those his squad arrests. He often engages crooks in personal duels, relishing the thrill of a private fight before skewering them on his sabre. His angular features gain a cruel edge whenever duelling.
17-22	Rost Ungrund (CN male half-orc warrior 4) is known for his brash, hasty manner that has gotten more than a few of his men killed. He believes the simplest solution to conflict is just throwing more people into the fray until all opponents are dead or subdued. Guards fear being assigned to his squad.
23-27	Dahlia Lindquist (NG female human warrior 3) has recruited an all-female squad, which is ruthless in keeping the quarter clear of criminal factions. With raven hair and emerald eyes, Dahlia isn't shy about using her beauty to disarm a convict before beating him to the ground.
28-32	Avery Alwith (CG male halfling warrior 3) takes on many green recruits and puts them through merciless training to turn them into fighters worthy of the Watch. His tiny figure, clad in polished armour, draws chuckles from the new recruits, until he has them begging for mercy and rest.
33-37	Langle Dridge (LN male human expert 3) prefers fighting with his bare hands. With a permanent scowl fixed upon his scarred face, he lumbers about, seeking the next villain who needs throttling.
38-42	Felus Halen (NE male human expert 3) is in the pocket of a local gang, and turns the Watch away from interfering with their illegal activities. In exchange, he enjoys numerous luxuries, fine food and a peaceful position. This has led him to become fat and lazy.

43-47 Cibbi Slimcloud (CG female gnome expert 1/warrior 2) has an instinct for finding danger that her squad members respect and fear—since it often puts them in the middle of the fray. Her petite ears quiver at every noise, and her wide, ocean-blue eyes are always peeking around the nearest corner.

48-52 Atrius Pensworthe (LN male human aristocrat 1/warrior 3) is unlikely to ever enjoy his family's wealth, thanks to older siblings who squander the fortune. So he's set out to make his own way in the world, and the Watch has turned a soft young man into a hardened commander worth heeding.

53-57 Leron Bathus (CN male human warrior 3) takes everything personally. He is incredibly harsh on his own self, and can often be heard growling in his office, lecturing himself for failing to live up to his personal expectations. His overly large eyes seem to quiver in their sockets.

58-62 You can hear Slavi Pundlestic (LG male dwarf warrior 4) bellowing from blocks away. It's the only volume setting the stocky dwarf knows, and half his squad stumble around partially deaf because of his shouting in their ears at all hours.

63-70 Tadi Yeureau (N female half-elf warrior 2) has a passion for feats of strength and physical challenges. She keeps her squads in tip-top shape by a fierce fitness regimen, and is always dashing about town, long brown hair trailing behind her and a joyful light in her eyes.

71-73 Jarla Iridin (LG female human warrior 3) doesn't have an inch of her dark skin that isn't crowded with tattoos. She claims the tattoos describe her true name, that none but the gods can speak, and claims she is on a divine mission to purge the city of evil.

74-76 Bolstun Erias (LN male human aristocrat 3) is rarely seen without his horse, a gray stallion he rides all about the city. He loves the feeling of looking down on the commonfolk the horse offers, and feeds it better than most of the men in his squad. He is not beloved by his men, or the people over which he watches.

77-79 Nadan Draske (LG male human warrior 3) has eschewed the usual shield and sword many Watch patrols are equipped with in preference for training with polearms and spears. Even in close quarters, he can spin and thrust a spear with admirable flair.

80-82 Louk Rowter (CN male half-orc warrior 3) has an enormous temper which is triggered by cruelty towards children. Woe to the one who shoves aside the grimiest urchin when Louks is watching—he has beaten several folk to a near pulp for such infractions.

83-85	Phileus Olemon (NG male elf aristocrat 2) claims a royal heritage, and certainly acts the part. Haughty and preferring tailored clothes to the Watch's usual uniform, he keeps his blonde hair long, compared to most guards' close-cropped style.	92-94	Ari Brek (CG female human warrior 3) wears heavy armour, carries a massive warhammer and puts lovely flowers in her hair. Her smile is as broad as her shoulders, and she's quite gentle until her temper is roused.
86-88	Foyathel Gurs (LN male human warrior 3) While a respected Watch commander, Foyathel is unaware that he actually has a split identity, the other of which is actually violent and criminal in nature. Many of the crimes his squad investigates were actually committed or instigated by him.	95-97	Luellen Versane (LN female half-elf warrior 3) hates when adventurers stroll into town, because they always muck up her precious peace. Chubby for a half-elf, she keeps a wary eye on any strangers in the area, certain they're going to need arresting sooner or later.
89-91	Kaleb Montroy's (CG male human warrior 2) hirsute appearance has given rise to the rumour he's actually a werewolf. His penchant for raw meat and affinity with wild dogs has only encouraged such stories further.	98-100	Haffrey Stonework (CN male dwarf aristocrat 2) is jittery for a dwarf, to the point of paranoia. No one is quite sure what the pale-skinned and gray-haired dwarf is afraid of, but his constant patrols and building inspections do keep the area safer than normal.



WATCH, THE: HOOKS, COMPLICATIONS & OPPORTUNITIES

The Watch often has problems they need to sort out. Sometimes they're their own problem. Sometimes the adventurers are the problem. Or you could be the solution.

D%

01-02	While strolling through a city marketplace, the Watch shows up looking for a stolen magic item, recently thieved from one of the nearby merchants. On their search of the PCs' belongings, they discover the item has somehow wound up in their possession.	23-24 Need some ill-gotten goods on the cheap? A Watch guard has offered to guide the PCs to the nearest black market for a small fee.
03-04	The PCs leave a tavern from its side entrance, exiting into an alley—only to find a blood body lying at their feet. Right then, members of the Watch round the corner and see them standing over the corpse.	25-26 A Watch member is stalking a noble's daughter, and his commander wants the PCs to dissuade him from this foolish infatuation.
05-06	While the PCs purchase supplies for their next adventure, the shopkeeper lets slip that a member of the local Watch is running a protection racket, and they're about to arrive to collect their weekly fee.	27-28 During a guard's patrol of a mercantile district, a jewellery store was broken into and robbed of many valuable gems. The guard is desperate for the loot to be recovered before he's blamed and demoted. He asks the PCs for help.
07-08	The familiar cry of "Stop, thief!" rings out right as the crook in question bumps into the PCs before sprinting away. As the Watch give chase, a PC realizes the thief they're chasing also just lifted his coin purse.	29-30 A Watch private has been visiting the estate of a rich merchant on a regular basis. His commander wants to know what's going on there, and whether the private has gotten on the merchant's personal payroll.
09-10	A Watch patrol marches up and displays a Wanted poster with a sketch of a PC's face on it. Similar sketches have been posted all around town, stating the PC is a violent criminal.	31-32 The PCs just saw a known gang enforcer slip a heavy pouch to a Watchman, who is now strolling along like nothing happened. The pouch clinked loudly.
11-12	A Watch patrol stumbles out of a nearby tavern, drunk, surly and looking for trouble. They decide the PCs are up to no good and stagger over to investigate.	33-34 The PCs spot a reputable Watch commander duck into a popular drug den. Is he there to bring in some addicts or to sample the place's various brews and smokes?
13-14	Some wastrel has broken the heart of this Watchman's sister—and from her description, he looks a lot like a PC. Whether the PC did the deed or not, he's been pegged as the culprit.	35-36 The Watch squad at the city gate is helping a band of smugglers bring illicit goods into the city through a series of tunnels and nightly deliveries.
15-16	The PCs have been caught out past an unofficial curfew, and the Watch members are demanding a "forgiveness fee" in order to not arrest them.	37-38 A Watch commander has uncovered evidence of a black market slavery ring. His men are stretched thin as it is, but he wants this ring put out of commission immediately.
17-18	A guard's gone missing on his usual night patrol in a seedy part of the city. A PC thought he saw someone matching his description slip into a brothel the day before. There is a reward money for the guard's rescue.	39-40 The local Watch patrol is equipped with some of the shoddiest armour and weapons the PCs have ever seen. What are they doing with the city funds that should allow them to purchase better gear?
19-20	Hearing sounds of a scuffle in a nearby side street, the PCs investigate the disturbance and find a freshly dead Watch member in the middle of the road. A dagger remains stuck in his gut.	41-42 The Watch patrol possesses suspiciously nice gear...some of the finest armour and swords around. Who is their mysterious sponsor and what is the hidden cost of their finery?
21-22	While resting on the balcony of an inn, enjoying the starlight, the PCs see several members of the Watch chasing a masked and cloaked figure across the nearby rooftops. They're passing right by the PCs.	43-44 Several churches have been desecrated over the past few nights, and the Watch needs more personnel to keep further altars from being profaned.
		45-46 A Watch member's family was killed by a band of thugs wanting to cow the city guards into submission. While the rest of his squad are fearful, he'll stop at nothing for revenge.
		47-48 The PCs have crossed paths with a Watch guard who is notoriously racist towards non-humans.
		49-50 A pyromaniac has burnt down several warehouses in the city's dock district. The Watch is hiring people to guard the remaining structures before the firebug threatens the entire seafront.

51-52	Twenty merchants have had their shops robbed in a single week, and the Watch believes it's the work of several master thieves. They need help coordinating a sting operation to catch them in the act.	77-78	Food riots have erupted in the poorer sections of the city, and the Watch needs hands able to defend the barricades to keep the violence from spilling over into the more upscale neighbourhoods.
53-54	A new street gang has rolled into the city and tried to claim its territory through a rash of killings. The Watch is looking for extra swords to cut down the lunatics before they settle in permanently.	79-80	A serial killer is on the loose in the city, leaving bodies missing hands, feet and heads. The Watch has put out a call for this murderer to be put down like the rabid dog he is.
55-56	Dozens of children have been kidnapped off the streets in the past few weeks, and the Watch has no leads as to who is responsible.	81-82	Congratulations. The PCs are asked to volunteer due to a shortage of hands in the local Watch. Tonight, a rowdy festival is taking place, and they've been conscripted to help keep folks from getting too out of hand.
57-58	A Watchman wants to retire, but refuses to do so until a local drug smuggler is removed from the scene. Since his mates won't humour him, he's come to the PCs for help in eliminating this blemish on society.	83-84	While passing by a tavern, the PCs see a Watchman get flung out the door to sprawl across the cobbles. He sits up, blood streaming down his face. On seeing the party, he points at the tavern, and orders them to help subdue the brawl.
59-60	This Watch member is an obvious addict, shaking and twitching as he begs the PCs for enough coin to get her next fix. It's the only way she can stay focused enough to manage her patrol.	85-86	Drought in the wildlands has caused an influx of barbarian refugees who are stirring up trouble around town. The Watch is shorthanded in dealing with these ruffians, and needs the PCs' help!
61-62	A Watchman wants help framing one of his fellow guards to get him kicked out of the squad. The guard in question is a lazy brute whose behaviour sullies the good name of the Watch—but there's no hard reason for him to be expelled.	87-88	The Watch wants the PCs' help in evicting squatters from a block of ramshackle houses and abandoned shopfronts. It's been ordered to be torn down for a noble's new manor, but the squatters refuse to leave and get violent in their own defence.
63-64	The PCs have encountered a Watch member who is heavily in debt due to gambling. He either needs someone to pay off his debts or dissuade his creditors from pursuing payment.	89-90	While trying to enter the city, the guards at the gate demand a "fee" to prove the PCs an upright and honest citizen. If you refuse, they refuse your entry or attempt to bully you into submission.
65-66	The local Watch also runs an underground dog fighting ring. They've got dozens of the poor creatures starving in cages, horribly scarred and mutilated.	91-92	A guard has asked for your help in bringing in a vicious crime lord—an arrest that is sure to get him a well-deserved promotion. He may
67-68	A Watch captain has dug up some juicy blackmail on a noble and wants some muscle to back him up when he goes to gouge the aristocrat for as much coin as possible. He offers a portion of the spoils in return.	93-94	The captain of the Watch is suspected of being on the take of several local crime lords. Several of his lieutenants want to gather enough evidence to take him down, but can't risk getting involved personally.
69-70	The PCs hear a shout and see a Watchman standing by a sewer entrance. Apparently, a pack of thieving wererats have just ducked into the undercity, and he's not stupid enough to chase them himself.	95-96	A Watch captain wants the PCs' help breaking into a noble's estate to steal evidence to confirm suspicions of tax evasion. If caught, their actions will be plausibly denied on his part.
71-72	An entire Watch patrol is plagued with insomnia, possibly the result of a magical hex. Alongside their increasingly exhausted and erratic behaviour, they need someone to lift the curse.	97-98	The gang member the PCs just killed turns out to be an undercover member of the Watch who had infiltrated the gang as an informant.
73-74	The nearby Watch barracks had its food stores poisoned, and half the force is deathly ill. The PCs are asked to help them and find out who sabotaged their stores!	99-100	A Watchman has unrequited love for his female commander, but hasn't managed to catch her eye. So he wants to set up a scheme where he catches the PCs performing a heinous crime and turns them in, in the hopes it impresses her and proves he's worth her attention.
75-76	A rat infestation has taken over city grain stores, and the Watch needs help in stamping out the pests before people start to starve and riots ensue.		

WIZARD'S TOWER: CHARACTERISTICS & APPEARANCE

Use this table to generate the appearance of the wizard's tower. Some may be inappropriate based on the locale's set up; ignore such results and simply re-roll.

D%

1-2	A simple and round grey two-storey brick tower, with a wooden front door. Ivy is growing in large patches on the walls. Red roof tiles comprise the sloping roof.
3-4	An octagonal stone tower with a flat observation deck on top. At night, voices can be heard from the observation platform as several wizards discuss the night sky.
5-6	A square stone tower stands in the centre of a bridge, archways allow the traffic to pass without incident, but occasionally the owner shouts at pedestrians or wagons when he feels they come too close to his domain.
7-8	A wooden tower, which looks as if it is about to fall any minute. Every time the wind blows, the tower creaks and trembles, and the door rattles on its hinges.
9-10	On the top of the hill stands a small stairway, the staircase does not end abruptly, instead it simply fades out of existence.
11-12	A four-storey stone tower shows years of neglect, tiles have fallen from the roof and bricks lie in piles near its base. Its chimney is crooked and birds roost about the structure.
13-14	A moss covered tower has many small animals scurrying to and from the shelter offered by the shrubbery. The door is an intricately carved oaken work of exquisite craftsmanship.
15-16	This morbid three-storey tower has been built with the bones of huge creatures; the roof is made of a huge dragon's skull. Fiendish lights dance behind closely-shuttered windows.
17-18	Two towers vie for dominance in the square, one a smoothly polished stone structure and the other a solid tower of hewn stone. The wizards take every opportunity to scream obscenities at each other.
19-20	A small potion shop with living quarters in the back room. The wizard living here has eschewed research, which is a common motivation for so many wizards; he just makes potions and need no grandiose tower.
21-22	This tower of rough hewn stone is adjoined to an inn called the Drunken Wizard. The inn looks like it is popular, but visitors keep their distance from the tower.
23-24	The harbour's lighthouse doubles as the home of a maritime oriented wizard, he keeps the lighthouse functioning as part of his agreement with the local ruler.

25-26	A stone tower with heavy wooden shutters and a strong looking oak door. Both are of a black, hard wood.
27-28	A square stone tower stands amid newer wooden buildings; some which have been crushed under the tower's base.
29-30	A stone bridge leads out to the middle of a lake. When guests arrive, a stone tower rises up from the lake, while water cascades down the sides of the spire; it surely connects its iron door to the bridge to allow visitors inside.
31-32	A four-storey stone tower has a smaller wooden tower on the top, this wooden tower adds another twenty feet to the tower's height and is a new addition.
33-34	In the middle of an open plaza stands a single-storey building. It looks like the top of a watch tower with ramparts. There is no door leading in, only a series of small windows.
35-36	This stone tower of dwarven design has a mishmash of gears and pipes covering the top floor. Steam, accompanied by a loud whistling, is frequently let out.
37-38	On a small island in a river stands a tall fieldstone tower with a wooden door and barred windows. There is a dinghy tied to a small jetty in front of the tower. Most of the island is overgrown with brambles.
39-40	This wizard's wooden tower is built on a river barge, for the moment the barge is moored at the docks, but it is a well-known sight up and down the river.
41-42	A tall stone tower has the door at the top; a long winding staircase – without a bannister – wends its way from the ground all the way up to the top.
43-44	This sleek tower of green marble is seemingly carved from one giant piece of stone. Red and grey veins run down the length of the tower. No door is visible.
45-46	A deaf wizard has taken up residence in the old bell-tower. The bells yet hang in the tower, but mercifully he never rings them.
47-48	This necromancer has made a mausoleum his tower, it is located in the town's cemetery and helps to give the place an eerie atmosphere with its dark and ominous motifs of death.
49-50	A soaring spire made of crystal, there seems to be no doors or windows giving access to the interior. The crystal reflects the sun's rays in a kaleidoscope of colours.
51-52	The tower looks more like a military bastion than a wizard's tower. A thick wall surrounds the tower, and the windows look more like arrow slits. A solid wooden gate provides access.

53-54	A serene-looking stone tower with a small garden in the back featuring a small pond. Colourful fish swim in the pond and a large bloated toad sits croaking on a flat stone nearby.	79-80	The locals avoid the centre of this empty square. All other squares in the town have statues or other monuments built in the centre but not this one.
55-56	This small slim stone tower is in the architectural style of the surrounding houses, but sports several ornate carvings upon its upper levels that seem somehow disturbing.	81-82	On the top of a hill stands a white painted tower with lead tinted windows. The roof is made of red roof tiles, which reflect the sun's light and glitter like rubies.
57-58	A tower of black wood. The smooth edges and the way the tower looks like it swirls around itself indicate elven origins. Runes decorate the door; occasionally they flash with a white light.	83-84	The fieldstone tower stands in the middle of a boiling tar pit, a drawbridge can be lowered to allow access. The tar pit is an illusion (DC 19 Will disbelieves) The tower and drawbridge are real.
59-60	This forty-foot high tower made out of clay has clearly been magically modified as it is as hard as steel. A darkwood door and shutters are the only features not made of clay.	85-86	A gleaming silvery spire stretches to the heavens, at certain angles the sun's rays make the tower impossible to look straight at.
61-62	The tower looks like it is made up of the night sky itself. During day it appears to be made of stars and the darkness from beyond the world, but at night the tower is almost invisible. No door or windows can be made out.	87-88	A 50-foot wide chasm has opened up underneath this tower, but the six storey tower simply floats in the air over the rupture. The chasm is 200 ft. deep.
63-64	This basalt tower is in a weird architectural style. The angles are off as if the tower occupies more dimensions than three. Observing the tower, for more than a minute, results in the sickened condition (DC 16 Will negates).	89-90	This unassuming stone tower has a simple wooden door. Near the tiled roof, three humanoid shapes can be seen, one hanging from a rope, the other two on the roof itself. Three burglars tried to enter the tower ten years ago, but were caught in a time stasis; in the last ten years they have only moved a few inches closer to their goal. No one dares to confront the wizard about them.
65-66	A black ominous stone tower with skull motifs stands in the middle of a busy marketplace, although no one comes within 20 ft. of the tower itself and the air surrounding the structure seems colder than it should.	91-92	The tower has been cut in twain twenty feet up at a slightly downward angle. The rift has been contained in a stasis field and individual bricks hang in midair as they were smashed away from the tower.
67-68	The brick tower has an old and ornately decorated observatory dome on the top. On some nights, a large telescope can be seen sticking out of the dome.	93-94	This stone tower has no stairs leading up to the door, which is located ten feet up the wall. The tower is topped with an onion-shaped golden dome and has no windows. It does have, though, arrowslits in profusion.
69-70	A tall, smooth stone tower, the top has been carved into the likeness of an elephant's head. The trunks snakes its way down the side ending above the wooden door. Two long tusks, from a huge beast, have been set into the stone.	95-96	A huge ice spire rises from the ground; a doorshaped hole shows the icy interior. Wicked-looking icicles hang from the spire's roof.
71-72	A huge statue of a wizard over 40 ft. high, with a defiant look on his face, has a door in its left shin. Windows can be made out in the folds of the statue's robes.	97-98	A beautiful, smooth tower rises up from the temple of the god of magic. The tower is the personal domain of the temple's high priest.
73-74	Amid drifts of snow, stands a three-storey sandstone tower; not a single snowflake mars the appearance of the tower. The building style stands out amid the other buildings.	99-100	Several burnt out houses surround the tall stone tower. The tower itself is missing its roof and shows signs of severe fire damage. There seems to be a pall resting over the area and no vegetation grows here as if the fire was not an ordinary fire.
75-76	Four large chains are attached to this stone tower and securely driven into the ground, as if the tower itself must be restrained from escaping its resting place.		
77-78	A circle of standing stones surrounds this fieldstone tower. Lightning can be seen jumping between the stones building up in intensity and frequency. The biggest lightning bolts are jumping up to the roof where they are collected in a huge ruby.		

WIZARD'S TOWER: DRESSING

Use this table to provide interesting Subjects and points of note about the wizard's tower. Some may be inappropriate based on the locale's set up; ignore such results and simply re-roll.

D%	
1	There are scorch marks around and on the door.
2	The tower's weather vane is formed like a wizard casting a fireball.
3	A severed hand still grasps the doorknob.
4	An iron fence surrounds the tower, and clearly marks the perimeter.
5	A hot air balloon is tethered to the tower's top.
6	The tower has deep rents covering its eastern side, as if a giant beast have mauled it, the surrounding buildings show no such signs.
7	Hedges ten feet high form a maze around the tower.
8	A two-foot wide green spiral shape glows on the tower's door.
9	The door to this tower has a gnome-sized door in a human-sized double door.
10	A sundial stands on a plinth in front of the tower.
11	A moat surrounds the tower; dark shapes can be seen swimming in the murky water.
12	Stone gargoyles in different stages of take-off and flight decorate this tall tower of cut stone.
13	An open eye is set in the oaken door, it blinks and peers around.
14	At irregular intervals, clouds of sulphur are emitted through canals along the top of the tower.
15	A huge black dragon head hangs over the door.
16	The tower's dome is carved to resemble an octopus; with tentacles twenty feet long. Each day the tentacles seem to be in slightly different positions.
17	Whispers promising power and wealth come out of nowhere; they increase in intensity closer to the tower.
18	A dream catcher made of femurs hangs next to the door.
19	Halfway up, the stone gives way to an organic bulge merged with the wall. The bulge pulses at a steady pace.
20	Three devils' faces are carved over the front door, one covers its ears, another covers its eyes, and the last holds its mouth wide open.
21	For some reason the neighbourhood's cats like to frolic in the tower's shadow.
22	A gilded nameplate proclaims, "Fornegul, court sage, expert in all fields and matters."
23	The tower's roof tiles are in fact black dragon scales.
24	The doorbell emits a moaning sound.

25	The tower is whitewashed.
26	A light mist clings around the tower's base.
27	Occasionally a tray carrying beverages can be seen floating past the windows.
28	The door is a large mirror.
29	Black glasslike bricks have been used to break the monotony of the grey stonework.
30	The exploits of the wizard living in the tower have been carved into the walls.
31	A small explosion blows the shutters off a window.
32	Seven winged monkeys are sitting on the roof, occasionally a pair of them flies off to patrol the nearby streets.
33	The front door has moving shapes of faces and hands trying to break free from within.
34	The tower has a thatched roof.
35	Black orchids surround the tower's base.
36	Black oaken exterior shutters cover all the windows of the tower.
37	"Wands crafted for a fee", is written above the door.
38	The tower's roof is a giant beast's carapace.
39	Halfway up the tower is a large balcony, the doorway behind it is covered by exquisite silken curtains.
40	A spinal cord serves as a bell pull.
41	Oil lamps light up the tower's stone walls.
42	The tower has no door, but a door-shaped opening is covered with what looks like a rainbow-coloured semi-transparent curtain.
43	Every noon, an undead string quartet rises from the ground in front of the tower and plays a bone chilling tune.
44	The door is made of a single piece of crystal; it distorts everything behind it into unrecognizable weird shapes.
45	Weird shadows dance on the tower's walls. When someone approaches the tower, the shadows reach out for them.
46	A gilded carriage is parked in front of the tower; the coachman is taking a nap in his seat.
47	Small dragons have been carved into the tower's smooth stonewalls.
48	The windows of this tower are beautiful mosaic works of art.
49	A huge wizard's mark has been painted on the side of the tower.
50	Thorny roses cover the tower walls.
51	Water lilies cover the surface of the moat surrounding this tower, giving it a serene look.
52	Laundry hangs from a line attached to the tower and a point in mid-air.
53	A wooden sign reads, "Potions and Scrolls for sale."

54	All the tower's shutters carry the wizard's mark prominently.	80	Four burning skulls float around the tower's top.
55	A halfling is scrubbing the tower's walls clean from degrading slogans, painted during the night. He looks miserable.	81	A laughing skull is affixed to the door, the laughter switches between manical and giggling.
56	A halfling gardener is feeding a giant flesh-eating plant near the door.	82	Two metallic statues stand on either side of the door armed with halberds.
57	A displayed sign reads, "No loitering."	83	Gold dragon scales make the roof glitter in the sunlight.
58	Potted plants stand on the stairs leading up to the door.	84	The tower's door has seven keyholes.
59	The lower windows have iron bars across them and a tightly shuttered from within.	85	The tower has a small orchard at the back, the wizard occasionally sells fruits to the locals.
60	A cart carrying dung has broken an axle in front of the tower, the wizard is screaming at the cart driver from a window, as the dung has spilled onto his stairway.	86	Three large rubies glitter above the door.
61	The front door is carved from a single piece of jade.	87	Thick mist obscures the lower half of the tower.
62	A narrow ditch surrounds the tower; the ditch is filled with a purple mist, making it impossible to discern the bottom.	88	Small lizards dart across the tower's walls; they hide in cracks in the masonry. Whole families of lizards live in the cracks of the ancient stonework.
63	No less than five weather vanes are seen on the tower's roof, each of them showing a different wind direction.	89	Two large braziers stand on either side of the door; they each burn with a greenish flame.
64	On the door hangs a piece of paper, on which is scrawled with a shaky hand, "Help wanted, halflings preferred."	90	A thundercloud hangs over the tower; it discharges lightning bolts down to the tower's lightning rod.
65	From a slightly open window, organ music drifts.	91	Thin copper wires have been laid into the mortar of the brickwork.
66	A broom is sweeping the stairway by itself.	92	Eight runes, each representing a different magic school are displayed over the doorway, a brass dial shifts between them seemingly at random.
67	A sign says, "Beware of Owlbear."	93	Children play in front of the tower; they are jumping in puddles of water, each puddle is a different colour.
68	Black smoke billows out of the tower's open top, which functions as a chimney.	94	A sign on the door reads, "Adolphus Finkelroy, Mage Extraordinaire."
69	A moaning man in a pillory serves as a warning to would be thieves.	95	A chained ettin butler stands in front of the tower, one head is welcoming people, the other threatening to rip them apart and devour them.
70	A hastily scribbled note on the doorknob reads, "Gone to the Abyss, will be back soon."	96	A ghostly figure stands in front of the tower and warns visitors of the perils of going to visit the tower with darkness in one's heart.
71	The surrounding garden is filled with colourful flower arrangements.	97	Five pillars covered with arcane runes are arranged into the shape of a pentagram in front of the tower.
72	The doormat says either, "Welcome" or "Stay out" depending on the person standing on it.	98	Six open and empty coffins of different sizes stand along the tower's eastern wall. A sign over them proclaims, "Please measure for size before entering."
73	A murder of crows is perched along the edge of the tower's roof.	99	In the ornately fountain in the front of the tower, a group of water mephits have made their camp. Their constant jokes and pranks are a nuisance to the town's inhabitants, but they don't approach the tower.
74	Swarms of many-coloured butterflies take flight from flower pots on the roof.	100	A wizard sits on the stairs in front of the tower and smokes a pipe. The smoke from the pipe takes on shapes of known and unknown creatures.
75	"Arcane paraphernalia bought, inquire within", a sign proclaims.		
76	The tower's windows are so dusty and dirty nothing can be made out within.		
77	A small work crew is busy replacing the roof tiles with new glazed ones. Scaffolding cloaks the tower.		
78	Perfumed odours emanate from the tower's windows. Occasionally, a woman's voice raised in song floats down from above.		
79	Scaffolding surrounds the tower as several masons work to repair the stonework.		

WIZARD'S TOWER: HOOKS, COMPLICATIONS & OPPORTUNITIES

Although the PCs may simply want to examine or pass by the wizard's tower, sometimes fate intervenes. Use this table to determine what opportunities or complications the PCs encounter.

D20

1	A woman stops the party and implores them to find her young daughter; she was playing near the wizard's tower yesterday. The wizard has threatened to turn those pesky kids into squirrels on several occasions.
2	The wizard asks the party to get rid of some rats in his basement, but he has omitted to mention the rats are of the giant fiendish sort.
3	A man, with a pointy hat, stands in the town square and stares into the distance. Noticing the party he asks if they would meet the caravan he is waiting for, it is long overdue and he expects an important delivery.
4	The local tax collectors ask the party for a favour, they are afraid to go near the tower as the wizard is known for his sour mood towards the authorities. They just need the party to collect the small tax on magic which amounts to five gold pieces.
5	A white-haired bearded wizard comes running out of the tower screaming, "Flee for your lives." Moments later a horned abomination bursts through the wall next to the door, it scans the fleeing folk in front of the tower, and roars at the PCs before charging them.
6	A parchment hanging from the door of the tower reads, "Midnight dew and red scaled mushrooms wanted, reward given for correctly gathered ingredients, for details ring the bell." An arrow is painted on the parchment pointing towards a small toadstool-shaped bell.
7	The wizard living in the tower sees the party as a tool in his efforts to best his bitter rival living in the next town. Using a combination of threats, flattery and gold he tries to hire them.
8	The wizard has the largest collection of accurate maps of the party's next destination, but will he willingly share?
9	A half-finished statue of the wizard stands in front of the tower, the nose seems overly large for a statue of this size. It might explain why there is a statue of a sculptor with a fearful expression standing next to the statue.
10	When a hawk-nosed man cannot pay his gambling debt to the party, he offers them tickets to the yearly masked ball held in the wizard's home, instead.

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- 11 An absentminded wizened old wizard walks around his tower. He is drawing different designs on selected buildings; there seems to be no grander scheme in his meticulously vandalism.
- 12 The party is swept along as a crowd of halflings demonstrate in front of the tower. They demand better work conditions for servants in the employ of wizards. The local wizard's reply to their demonstration could be calm or more severe in nature.
- 13 A surly barbarian hopes to enlist the party's help to break into the tower and steal a jewel the size of a human's head.
- 14 Two wizards stand in front of the tower and play chess with halfling-sized chess pieces. The pieces are in fact real living halflings; perhaps they are earning a living, being coerced or magically dominated to take part in this bizarre spectacle.
- 15 At the base of the tower lies a halfling in severe pain, both legs stick out in unnatural angles, they are clearly broken. A bearded man shouts from a window near the top, "No I had the ring of feather falling, now get in here."
- 16 A bearded man hangs from the tower's roof screaming for help. Below him at the tower's base lies an ordinary broom.
- 17 An abandoned tower has recently started to open up cracks in the ground around itself, at first it was barely noticeable, but now the cracks are large enough and threaten to swallow up the nearby buildings. Town officials ask the party to investigate, and stop whatever is behind the cracks' sudden appearance.
- 18 The local town drunkard claims to have conversed with a devil asking for directions to the tower.
- 19 An artist with a painting of the wizard stands in front of the tower's door. The painting is clearly too large to go through the doorway. The wizard in the painting is hiding his head in his hands and slowly shaking his head.
- 20 A magical experiment goes wrong, and the tower catches fire. Worse, it begins to give off smoke laden with minor magical effects that starts to affect the nearby buildings. The party must penetrate the tower's formidable defences and stop the wayward experiment.

WIZARD'S TOWER: LEGENDS & RUMOURS

Legends and rumours are often associated with certain wizard's towers. Use this table, to determine what the PCs may learn about the wizard's tower in question.

D20

1	No one lives in the tower, it has been abandoned for years, and furthermore the protective wards of the tower are all dormant. Or at least that is what the rumours say.
2	Carrilyth is a powerful elven mage; he has always been a benefactor to the neighbourhood, always helping the needy. But lately Carrilyth has become a recluse always keeping to the shadows on the rare occasions he leaves his tower.
3	The crystal tower has never been breached. What riches and powerful secrets must lie within?
4	After disappearing twenty years ago, the tower of Balthazar is back in the exact same spot in which it once stood. The tower took most of the neighbourhood with it those decades ago, although when it came back the other houses were nowhere to be seen.
5	Gudron, a gnomish wizard, died a decade ago and now he walks the rooms of his tower, protecting it against intruders, and looking for a way to leave the mortal world. No one knows how he died; perhaps the circumstances of his death is what keeps him here.
6	The tower was built in a single night the legends tell, by devils. One day the same devils will come for the owner, but who knows when that will be.
7	Agathar has the largest collection of fine spirits and rare liquors from across the realms. He is always willing to pay handsomely for any spirits that expand his collection.
8	Verion is a mad mage, with a fondness for turning his enemies and other undesirables into frogs.
9	The Tower of Ferinthyr has been turned invisible, and only becomes visible under the light of the full moon. No one has breached the Moon Tower so far, but the tales tell of plenty attempts.
10	At night, weirdly coloured lights can be seen coming from the windows of the tower, and several voices in languages not from this part of the world chant in the darkness.
11	Old Nikolitus has married one of his apprentices. Her father was not too pleased about it, and he has offered a substantial reward for the return of his beloved daughter.
12	This tower exists on several planes at once; it provides an easy way to travel between the planes. Many planar treasures are hidden within.

13 No one knows who built the tower, it has always been there, and some legends claim that it is older than the town itself.

14 The wizard that lived in the tower insulted a dragon. One day the dragon landed on the tower and tore the roof off, and ate poor old Havasger. Several citizens ended up in the dragon's maw as well. When the dragon had left, eighteen people were gone and several buildings were ablaze. The fires burnt for days, and the smoke could be seen from miles away. Havasger's magical treasures could be in the tower or in a cave up in the mountains, guarded by the dragon.

15 To enter this tower one must appease the three devils carved over the doorway. But how and why, the legend does not specify, apart from the curious line, "What is missing must be restored."

16 It is said the owner of the tower, Henedryal, can hear whenever someone speaks her name, and instantly know the location and intent of the speaker.

17 The wizard Fraelin is obsessed with mechanical life, his tower is choked full of gears and all kinds of weird contraptions. It is said he is looking for a way to merge himself with an iron body to become immortal. "Iron before flesh", is his motto.

18 The wizard Sandhor used to be a handsome man, but an accident in the laboratory left him horribly scarred. Today he barteres with devils and demons for a way to regain his lost looks.

19 Gerold is afraid of heights; that is why it is a one-storey building, but how deep it goes is anyone's guess. Some say it goes so deep it pierces Hell itself, which may explain the sounds of flapping wings on the darkest nights.

20 During a thunderstorm five years past, the ground opened up under Barriol's tower. The chasm is still there but the tower simply floats over it, in the exact same spot as before the incident. Now the watch have to stand guard over the chasm in case something comes out of it. On the occasions things have emerged, Barriol has helped defeat the hellish beasts emerging. There have been some unsolved bestial murders, and other unexplained happenings, recently. Perhaps something has snuck past the sentinels?



ENCOUNTERS

DOUBLE DEALINGS (EL 6; XP 2,400)

The players witness an apparent mugging in an alley. Read:

Muffled cries and deep groans echo off the alley's walls. Four soldiers, dressed in red trappings, surround two men. One man beats the other while the soldiers anxiously glance over their shoulders and shuffle about nervously. The victim whimpers as he makes eye contact with you...

A PC making a DC 15 Perception check hears one soldier mutter:

"I don't like this. This isn't what we're here for."

The PCs have stumbled not into a mugging, but into a bit of rough street justice. The man being beaten – Veltin – is a fence of stolen and illicit goods. The man beating him – Tulger – has recently been hired (along with his mercenary band, the Red Raiders) by a loose alliance of merchants intent on stamping out smuggling and thievery in the town. Tulger has been tasked with capturing, intimidating or killing anyone associated with smuggling or organized crime because the merchants believe the Watch is riddled with corruption and incompetence.

Once Veltin sees the PCs he screams for help, while Tulger tells the PCs to back off. Neither Tulger nor his men want to fight the PCs, but defend themselves if necessary.

NEGOTIATIONS

This is a very free-form encounter; how the PCs resolve it will depend greatly on their personalities and alignments. Use these notes to run the PCs' conversation with Tulger and Veltin.

Tulger: Tulger is initially unfriendly toward the PCs and brushes them aside with:

"Buzz off and go mind your own business!"

- **Hostile to Unfriendly** (Diplomacy DC 24): He orders his guards to attack. They do so, using nonlethal force to drive off the PCs.
- **Unfriendly to Indifferent** (Diplomacy DC 19): Tulger explains the situation and tells the PCs to leave.
- **Indifferent to Friendly** (Diplomacy DC 14): If the PCs offer to take Veltin into custody, Tulger agrees.
- **Friendly to Helpful** (Diplomacy DC 9): As above, but Tulger forms a friendship with the PCs, which may be useful to them in the future.

Veltin: Veltin is friendly toward the PCs (or indeed anyone who may intervene).

"I can help you. Just give me a chance. These guys have it all wrong. I am only a dealer in hard-to-find items, not a thief!! I have contacts, money...help me!"

Veltin promises the PCs 300 gp and custom acquisition of specialty items if they help him. If the PCs seem like they plan to turn him over to the Watch he offers the same reward as a bribe to let him go. Veltin pleads and begs for help.

VELTIN

Open by appointment only, Veltin's shop seems rather mundane at first glance. With the right introduction, buyers discover a cornucopia of illicit and stolen goods: jewellery, gems, weapons, poisons and instruments of assassination number just a few items in Veltin's inventory.

Background: Son of a shopkeeper, Veltin watched his father struggle to build up his business before losing it to pay a large, overdue tax bill. The experience sent his father into a deep depression from which he never emerged, dying after "accidentally" being run down by a runaway cart. Starting with almost nothing, Veltin has worked hard to get where he is today.

Personality: Once an honest man, greed and opportunity slowly compromised this merchant's moral compass. Veltin is a coward and hates violence.

Mannerisms: Veltin rubs his hands together when negotiating a sale.

Distinguishing Features: Veltin is rather fat and wears oversized shirts to hide his plump frame.

VELTIN

CR 5 (XP 1,600)

This man wears high-laced boots and a flowing shirt over his plump frame.

Male human expert 7

N Medium humanoid (human)

Init -1; **Perception** +12, **Sense Motive** +12

Speed 30 ft., **ACP** 0; **Ride** +6

AC 10, touch 9, flat-footed 10; **CMD** 13; Combat Expertise (+1 armour [padded armour], -1 Dex)

Fort +2 **Ref** +1, **Will** +5

hp 31 (7 HD)

Space 5 ft.; **Base Atk** +5; **CMB** +4

Melee mwk dagger +5 (1d4-1/19-20)

Abilities Str 8, Dex 9, Con 10, Int 14, Wis 11, Cha 14

Feats Alertness, Combat Expertise, Deceitful, Persuasive, Skill Focus (Profession [merchant])

Skills as above plus Appraise +12, Bluff +14, Diplomacy +12, Disguise +6, Intimidate +4, Knowledge (local) +10, Knowledge (nobility) +10, Linguistics +12, Profession (merchant) +13

Languages Common, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Halfling, Orc, Sylvan

Gear as above plus bag of holding (type I), 210 gp in stolen and illicit goods (gems, jewellery, poisons etc.)

TULGER AND THE RED RAIDERS

This mercenary leader has a score to settle with the local smugglers.

Background: Tulger leads the Red Raiders (a small, experienced group of mercenaries). Hired by a newly formed loose alliance of merchants to counter smuggling and organized crime, the mercenaries are somewhat out of their element. Used to skirmishes and open warfare, many of the Red Raiders have begun to question Tulger's decision to enter the realm of political in-fighting, vigilantism and urban conflict.

When he was a boy, Tulger's father was maimed by a local smuggling gang when he discovered their operation; Tulger has a personal stake in stamping out the lawlessness infesting the town.

Personality: Tulger believes the Watch are weak and uninterested in tackling disorder. He is not shy with this opinion. He lacks subtlety and his emotional attachment to the situation makes him dangerous and unpredictable.

Mannerisms: Tulger spits copiously and often. He is capable of launching great globules of spit an impressive distance.

Distinguishing Features: Tulger is heavily tanned and his right hand has a web of scarring across its knuckles.

TULGER

CR 3 (XP 800)

Street grime and a shrouded hood do little to hide this half-elf's well-muscled frame.

Male half-elf fighter 4

N Medium humanoid (elf, human)

Init +2; **Senses** low-light vision; Perception +10, Sense Motive +5

Speed 30 ft.; **ACP** -1; Acrobatics +1, Climb +4, Swim +4

AC 17, touch 12, flat-footed 15; **CMD** 19

(+4 armour [armoured coat], +1 shield [buckler])

Immune sleep

Fort +5 **Ref** +3, **Will** +3 (+4 vs. fear)

hp 34 (4 HD)

Space 5 ft.; **Base Atk** +4; **CMB** +7

Melee longsword (Furious Focus, Power Attack [-2/+4]) +8
(1d8+3/19-20)

Ranged longbow +6 (1d8/x3)

Atk Options Cleave

Combat Gear arrows (20)

Abilities Str 16, Dex 14, Con 13, Int 10, Wis 14 Cha 8

SQ armour training (1), bravery (+1)

Feats Alertness, Cleave, Furious Focus, Power Attack, Skill Focus (Perception), Weapon Focus (longsword)

Skills as above plus Survival +7

Languages Common, Elven

Gear as above plus 50 gp

TACTICS

Experienced mercenaries, the Red Raiders flank opponents but only strike to deal nonlethal damage unless one of them suffers lethal damage. The soldiers are brave and stalwart, but despite their fierce loyalty to Tulger, they parley if they are clearly losing (if half the soldiers are at or below half hit points).

Tulger fights tenaciously; he uses Power Attack with Furious Focus to beat the PCs unconscious. He also only uses lethal damage if attacked in kind.

AREA FEATURES

The alley has the following features of note:

Dim Light: Dim light provides concealment (20% miss chance).

Alcoves: Doorways in the alley walls provide cover (+4 to AC and +2 to Reflex saves).

Trash: Rubbish covers the floor. It costs 2 squares of movement to enter such squares and the DC of Acrobatics and Stealth checks increases by 2.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 5 (XP 1,600): Remove 2 Red Raiders.

EL 7 (XP 3,200): Add 2 Red Raiders.

RED RAIDERS (4)

CR 1 (XP 400)

Clad in banded mail, these sword-armed warriors look capable and ready for action.

Male human fighter 2

N Medium humanoid (human)

Init +5; Perception +4, Sense Motive +3

Speed 20 ft., base speed 30 ft. **ACP** -7; Ride +1

AC 19, touch 11, flat-footed 18; **CMD** 16

(+7 armour [banded mail], +1 Dex, +1 shield [buckler])

Fort +5 **Ref** +1, **Will** +1; +1 vs. fear

hp 16 (2 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +5

Melee longsword +5 (1d8+3/19-20)

Ranged heavy crossbow (range 120 ft.; Rapid Reload) +3
(1d10/19-20)

Combat Gear bolts (10)

Abilities Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 8

SQ bravery (+1)

Feats Alertness, Animal Affinity, Improved Imitative, Rapid Reload

Skills as above plus Handle Animal +5, Intimidate +3, Profession (soldier) +5, Survival +5

Languages Common

Gear as above plus 5 gp

FIRE SALE (EL 4; XP 1,200)

This encounter can be used to add excitement to a shopping trip for potions or alchemical items. Read:

Moving through the merchant quarter, you spot a squat, windowless building among the shops and stalls. Above the door, a sign portrays a robed figure working at a table filled with alchemical equipment. Above the image, the words, "The Able Alchemist" are written in bold letters. As you get closer, the figure on the sign calls out in a cheerful voice: "Ho there, brave fellows! Adventurers, by the look of you, no doubt seeking items of alchemy and the arcane to aid you in some worthy quest. Well, look no further, step inside and you shall find all you need!"

The voice is a permanent *magic mouth* spell (DC 16 Spellcraft identifies) that triggers if anyone bearing weapons and armour, traveling gear or clothing with arcane or divine symbols passes by the shop.

ENTERING THE SHOP

As the PCs enter the shop, read:

A small bell chimes as the heavy wooden door swings open easily to reveal a spacious room lit by several lamps hanging down from the ceiling. Along the walls, tall shelves hold a large selection of neatly organized and labelled wares. In the centre of the room, a low table displays a selection of vials, pouches and scrolls. Near the back, a large counter is set against one wall. Behind it, a set of stairs lead up, and another leads down.

As soon as the door is opened, Algar appears from his workshop below and greets the PCs in a cheerful fashion, inquiring to their needs. Realizing the customers are adventurers, his face brightens and he eagerly chats and tells stories of his own exploits.

ALGAR BRADEN

This amiable shopkeeper is an able wizard and alchemist, who has retired from adventuring due to his failing health.

Background: In his youth, Algar was a member of an adventuring party, and enjoyed the excitement of exploring forgotten ruins and raiding lost tombs. An unfortunate encounter with a patch of yellow mould left him with weak lungs, and he decided to settle down and open his own business.

Personality: Algar is optimistic and cheerful, and especially likes to swap adventuring stories with his customers. He dotes on his familiar, a hedgehog named Tanglefoot.

Mannerisms: Algar talks in an energetic and animated fashion, punctuated by bouts of dry, wheezing coughing.

Distinguishing Features: Algar has a faintly acrid odor, due to long hours spent working with alchemical components.

FIRE!

Once the PCs decide what to buy, Algar begins to pack up their purchases, and offers to throw in a free sample of his home-made alchemist's fire. As he has done many times before, he uses *mage hand* to bring down hard to reach items from the top shelves. However, this time he is suddenly gripped by a violent coughing fit when the vial is halfway down, and loses control of the spell. The alchemist's fire tumbles to the floor and shatters, setting fire to Algar and several of the shelves.

At this point, roll for initiative. Initially, there are three separate fires burning in the shop, and Algar is burning as if hit directly by alchemist's fire. Each round at initiative count 10, if at least one fire is still burning, another fire starts.

If more than five fires burn simultaneously, the shop fills with smoke. If more than ten fires burn simultaneously, anyone inside the shop takes 1d6 fire damage each minute. If more than 15 fires burn simultaneously, the fire rages out of control and the shop burns to the ground in 3d10 minutes.

HAZARDOUS MATERIALS

The shop contains plenty of items that do not react well to the heat. Every round at initiative count 10, after igniting new fires, roll once on the table below each round:

D8 EVENT

A crate of alchemist's fire explodes, dealing 2d6 fire damage to everyone in the shop (DC 15 Reflex save halves). This starts another two fires.

2 A thunderstone goes off, and everyone in the shop is deafened for 1 hour (DC 15 Fortitude save negates).

3 A shelf collapses, spilling items over the floor, creating 1d4 squares of difficult terrain.

4 Several smokesticks ignite, filling the store with thick, opaque smoke (as *fog cloud*) for one minute.

5 Some flash powder goes off, blinding everyone in the shop for one round (DC 13 Fort save negates).

6 Several vials of alchemical grease crack, spilling their content on the floor (as *grease*, DC 13).

7 Several vials of liquid ice crack, immediately putting out one fire.

8 No effect.

FIGHTING THE FLAMES

There are several ways the PCs can try to put out the fires.

Smothering: A PC can extinguish one fire by making a DC 15 Reflex save.

Water: Dousing a fire with water from the *create water* spell, a full waterskin or the pail from the basement bestows a +5 bonus to the Reflex save made to extinguish a fire.

Magic: Targeting a fire with a spell with the cold or water descriptor may extinguishing it. The caster must make a DC 15 Reflex saving throw to extinguish the flames. He gains a bonus to this saving throw equal to the level of the spell used. For instance, using a second level spell like *frigid touch* bestows a +2 bonus to the Reflex saving throw.

Creativity: Reward any creative solutions the PCs come up with to fight the flames.

NPC ACTIONS

Algar: Between his injuries and his coughing, Algar is not much help in fighting the fire. Treat him as having the nauseated condition until the fire is under control. If treated with a DC 15 Heal check, he recovers enough to talk, directing the PCs to the water barrel in the basement and offering them the use of his *potion of resist energy*. He's also very concerned for the safety for his familiar Tanglefoot.

Tanglefoot: The hedgehog is napping under a bundle of old rags behind the counter. Sensing Algar's pain and distress through their empathic link, Tanglefoot rolls into a spiny ball and stays that way until Algar is well enough to soothe him. He can be spotted with a DC 20 Perception check and moved by anyone who successfully grapples him (CMD 6), taking 1 damage from his spines.

SHOP FEATURES

The shop has several features of note:

Front door: This wooden door (hardness 5, hp 15, DC 25 Break) is unlocked.

Everburning lamps: The shop is lit by four ceiling-mounted lanterns with *continual flame* cast inside.

Upper floor: Algar lives in a small, but comfortable apartment on the upper floor.

Basement: Algar has converted the basement to an alchemical workshop. The area contains various raw materials and a small selection of completed alchemical items and potions. The room also holds a full water barrel and a bucket.

REWARD

If the PCs extinguish all the fires and save both Algar and Tanglefoot, Algar is extremely grateful. In the future, he sells them alchemical item at cost price (50%), and gives them a 10% discount on any wondrous items he has for sale. He is also willing to craft specific wondrous items for the PCs, also with a 10% discount.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 3 (XP 800): The fires do not burn as fiercely. Extinguishing a fire requires on a DC 13 Reflex save.

EL 5 (XP 1,600): The fires burn fiercely. Extinguishing a fire requires a DC 17 Reflex save.

ALGAR BRADEN

CR 4 (XP 1,200)

This thin man wears a simple artisan's outfit, and smells faintly of something acrid.

Male human wizard (universalist) 3/ expert 2

N Medium humanoid (human)

Init +1; Senses Perception +8, Sense Motive +1

Speed 30 ft., ACP 0

AC 11, touch 11, flat-footed 10; CMD 13
(+1 Dex)

Fort +0, Ref +2, Will +7

hp 14 (5 HD)

Space 5 ft.; Base Atk +2; CMB +2

Melee mwk dagger +3 (1d4/19-20)

Ranged mwk dagger (range 10 ft.) +4 (1d4/19-20) or

Ranged hand of the apprentice (range 30 ft.; 7/day) +6 (1d4/19-20)

Wizard Spells Prepared (CL 3rd; concentration +7)

2nd—*glitterdust* (DC 16), *make whole*

1st—*comprehend languages*, *identify*, *unseen servant*

0—*arcane mark*, *mage hand*, *mending*, *prestidigitation*

Combat Gear potion of cure light wounds, potion of invisibility, potion of levitate, potion of resist energy

Abilities Str 10, Dex 13, Con 8, Int 18, Wis 12, Cha 14

SQ arcane bond [familiar (hedgehog)]

Feats Brew Potion, Craft Wondrous Item, Master Alchemist, Scribe Scroll^B, Skill Focus (Craft [alchemy])

Skills as above plus Appraise +12, Craft (alchemy) +17, Diplomacy +6, Knowledge (arcana) +12, Knowledge (dungeoneering) +10, Knowledge (geography) +10, Knowledge (history) +10, Knowledge (local) +10, Knowledge (nature) +10, Knowledge (planes) +10, Spellcraft +12

Languages Auran, Common, Draconic, Dwarven, Elven

Gear as above plus *cloak of resistance* +1, alchemist's kit, spell component pouch, spellbook, 303 gp

Spellbook as above plus 1st—*crafter's fortune*, *feather fall*, *mage armour*, *magic missile*; 0—all

FOR THE BIRDS! (EL 3; XP 800)

Navigating through or shopping in a busy market, the PCs encounter four tengu thieves (Chow'ru, Bakkcha, Nuy and Puto'ya). Although not formally part of a thieves' guild, this band of avian scoundrels rarely pays for anything. They have worked together since a young age, and they know every crack and loose stone on the filth-covered streets. They believe their unlawful actions to be harmless and that they are teaching those stupid enough not to protect their valuables an important lesson.

As the PCs move through the crowd, the tengu decide to target one of them.

PICK POCKET!

One of the tengu tries to pick a PC's pocket:

- **Sleight of Hand:** The tengu attempts a DC 20 Sleight of Hand check (+7). Success indicates it has taken a minor item from the PC.
- **Spot Pick Pocket:** The PC can make an Perception check opposed by the tengu's Sleight of Hand check to notice the attempt. If the PC fails to spot the attempt, a nearby merchant shouts out a warning.

If the PCs chase the tengu, refer to The Chase is On. If they do not, the encounter is over.

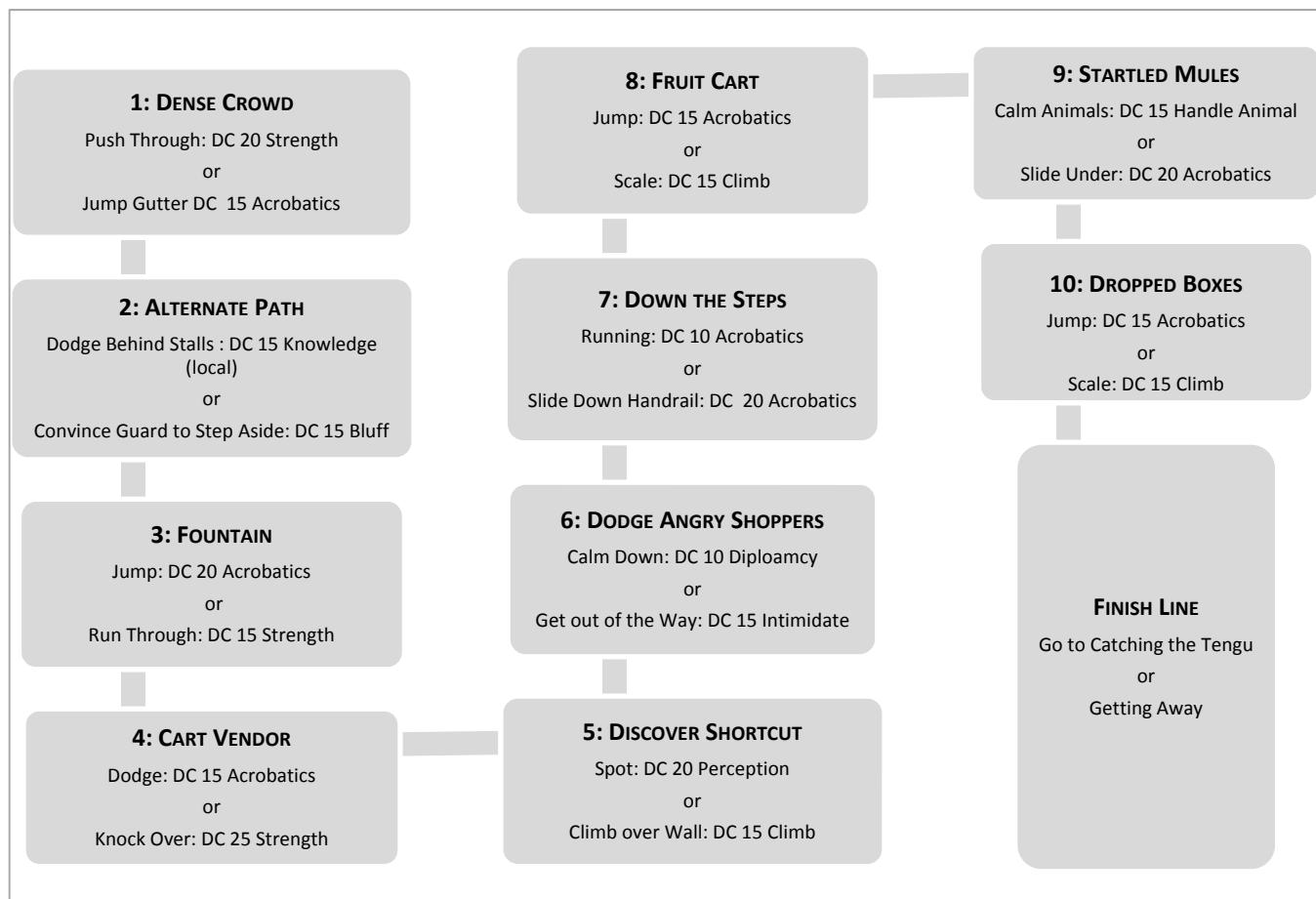
THE CHASE IS ON!

The chase begins in a crowded marketplace surrounding a large fountain filled with shallow water.

Set-Up: The PCs begin at the start line. The tengu thieves begin at the third card due to their head start.

The Chase: Each card includes two chase obstacles and corresponding skill check to overcome them. Examples of ten cards appear below, but feel free to remove cards to shorten the chase or add your own cards to increase its length and complexity.

- **Initiative:** The tengu and PCs roll initiative normally and move in the relevant order.
- **Cards:** Each card represents 30 feet and for every 10 feet of movement speed more or less than 30 feet, the character takes a +2 or -2 respectively to every check made to navigate an obstacle. At the GM's discretion magical abilities may bestow additional bonuses.



- Moving Through One Card:** It takes a move action to move through a card. When a character exits a card, he must pick one of the two obstacles to overcome. Success means he moves on while failure means he must face the obstacle again next round.
- Other Actions:** Instead of exiting a card, a character may take other actions, such as casting a spell, making a ranged attack and so on. A character can only make melee attacks against targets on the same card.
- Moving Through Three Cards:** A character can move three cards by using a full-round action. To leave the first card, the character must overcome both obstacles. If he fails either check by 5 or less, he moves only one card forward. If he fails either check by 5 or more, he cannot move at all. Failing two obstacle checks mires the character in the current card. A mired character must spend another full-round action to free himself.

CATCHING THE TENGU

During the chase, the tengu stick together. If the PCs capture or attack and slow one of them, the others turn to defend him.

If the PCs catch the tengu without using violence, the thieves listen to any request or demands. Flattery gets you everywhere with the tengu and if the PCs successfully pursue such a tactic, the thieves offer the item back as part of a big misunderstanding.

TENGU THIEVES (4)

CR 1/2 (XP 200)

This humanoid wears a deeply cowled cloak that almost completely obscures its features.

Male tengu rogue 1

N Medium humanoid (tengu)

Init +3; **Senses** low-light vision; **Perception** +8 (+9 vs. traps; trapfinding)

Speed 30 ft. **ACP** 0; **Acrobatics** +7, **Climb** +5, **Stealth** +9

AC 15, touch 13, flat-footed 12; **CMD** 14

(+2 armour [leather], +3 Dex)

Fort +1 **Ref** +5 **Will** +2

hp 9 (1 HD)

Space 5 ft.; **Base Atk** +0; **CMB** +1

Melee dagger +3 (1d4+1/19-20) and bite -2 (1d3)

Ranged shortbow (range 60 ft.) +3 (1d6/x3)

Atk Options sneak attack (+1d6)

Combat Gear arrows (20)

Abilities Str 12, Dex 17, Con 12, Int 10, Wis 15, Cha 8

SQ gifted linguist, swordtrained, trapfinding (+1)

Feats Weapon Finesse

Skills as above plus Appraise +4, Knowledge (local) +4, Linguistics +8, Sleight of Hand +7

Languages Common, Goblin, Halfling, Tengu

Gear as above plus assorted shiny jewellery and trinkets (presumably stolen), 4 gp

The thieves' attitude towards the party begins as unfriendly. If the PCs make them hostile, they attack maddened by the PCs' pointless wittering.

- Hostile to Unfriendly:** Diplomacy DC 24.
- Unfriendly to Indifferent:** Diplomacy DC 19.
- Indifferent to Friendly:** Diplomacy DC 14.
- Friendly to Helpful:** Diplomacy DC 9.

Alternatively, the PCs can intimidate the tengu into returning what they have stolen (DC 13 Intimidate check). A tengu rendered friendly or better returns the stolen item and apologises for the "misunderstanding."

GETTING AWAY

If the tengu reach the "finish line," they disappear into a ruined building through a thin crack in the wall at the back of an alley. By the time the PCs find a way in, the thieves have gone.

At the GM's discretion, the PCs can discover the location of the thieves' hideout by gathering information from unsavoury locals and other folk in the know.

- Merchants:** Most market vendors hate the tengu as their thievery is bad for trade. A DC 12 Diplomacy check or DC 13 Intimidate check get them to reveal their suspicion that the tengu lair somewhere near the waterfront.
- The Watch:** The Watch generally ignore the tengus' actions as chasing them exerts too much energy for too little reward. The guards suspect the tengu of lairing in an abandoned warehouse and for a 2 gp bribe tell the PCs of their suspicions.
- Knowledge (local):** A DC 20 Knowledge (local) check reveals the general area of the tengus' lair – an abandoned, dilapidated warehouse near the docks.

TACTICS

In combat, the tengu thieves flank enemies and sneak attack as often as possible. They primarily use daggers, but if the opportunity presents itself, they also bite. They flee as soon as they are able.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 2 (XP 600): Remove one Tengu Thief.

EL 4 (XP 1,200): Add two Tengu Thieves.

CHASE

This encounter utilises the Chase mechanic. For a more detailed explanation of chases, check out Chapter 8 of the *Pathfinder Roleplaying Game GameMastery Guide*.

GHOULS IN THE GRAVEYARD (EL 4; XP 1,200)

This encounter occurs at night.

A pair of wily ghouls infests the town's cemetery. Families of those buried constantly pester the Watch for help, but the Watch does not have the resources or courage to deal with an undead infestation. A local minor noble, Nedel FlAMESHIELD, decided to solve the ghoul problem himself, but they proved too much for him and he fled the graveyard in search of help. Clearly agitated and scared, he approaches the PCs wherever they might be (in a tavern, as they wander the streets and so on). Read:

A finely-dressed, but dirty, young man clad in fine armour approaches you. Clearly angry or upset as he rushes up to you.

"Worthy heroes! I have a great need of your skills. May I speak with you?"

If given leave to speak, Nedel describes the problem (in a rather confused fashion; see below for notes on his personality). He also tells the PCs the ghouls are acting very strangely, leaping from vault to vault, taunting him from the shadows and so on. He begs them to help eradicate the ghouls, but offers them nothing but his thanks (although, see Nedel's Boon, below).

NEDEL

FLAMESHIELD

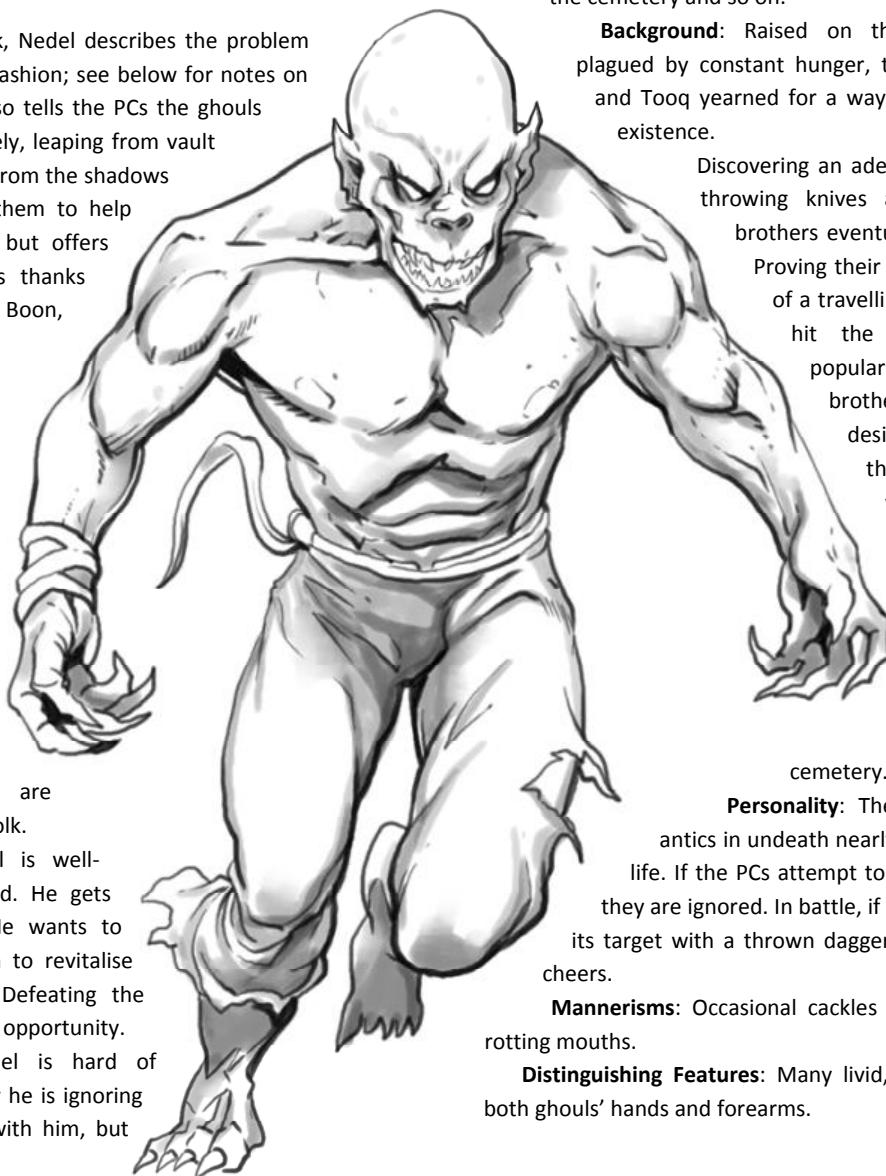
This minor noble fears for the safety of his antecedents' earthly remains.

Background:

Nedel's family lives outside the town and has fallen on hard times. Practically penniless, they are nevertheless a proud folk.

Personality: Nedel is well-meaning, but confused. He gets muddled up often. He wants to gain fame and wealth to revitalise his family's fortune. Defeating the ghouls seems a perfect opportunity.

Mannerisms: Nedel is hard of hearing; it may appear he is ignoring the person speaking with him, but he is not.



Distinguishing Features: Nedel takes great care of his appearance. However, nose hair sprouts alarmingly from one nostril.

Nedel's Boon: If the PCs help him destroy the ghouls, Nedel is grateful. At the moment, he is unable to offer them a reward but later on in their careers he can pop up – now much wealthier and famous – to offer them aid at an opportune time.

GHOUL BROTHERS: FUUT AND TOOQ

These brothers have remained united in death. The ghouls lurk in their lair (an ornate crypt in the centre of the graveyard) during the day. They normally attack their victims around dawn or dusk and can otherwise be found looting tombs, despoiling the cemetery and so on.

Background: Raised on the harsh streets and plagued by constant hunger, the twin brothers Fuut and Tooq yearned for a way out of their miserable existence.

Discovering an adeptness for juggling and throwing knives at a young age, the brothers eventually found the chance.

Proving their worth to the operators of a travelling faire, Fuut and Tooq hit the road. Despite their popularity in the show, the brothers couldn't resist their desire to thieve. Eventually they crossed the wrong victim, a powerful witch, who cursed and then murdered the brothers. The curse raised them as ghouls and now they feast in this cemetery.

Personality: The brothers enjoy their antics in undeath nearly as much as their prior life. If the PCs attempt to speak with the ghouls, they are ignored. In battle, if one of the brothers hits its target with a thrown dagger the other cackles and cheers.

Mannerisms: Occasional cackles or taunts escape their rotting mouths.

Distinguishing Features: Many livid, white scars crisscross both ghouls' hands and forearms.

TACTICS

The brothers prefer to attack from the shadows, hurling their daggers at unaware foes to gain the benefits of sneak attack. Wherever possible, they snipe (adjusted -10 Stealth modifier).

They prefer to attack from atop the tombs and leap from tomb to tomb to separate their foes (and to gain cover from ground-based attacks).

AREA FEATURES

The graveyard has the following features of note:

Dim Light: Dim light blankets the graveyard, providing concealment (20% miss chance).

Soggy Ground: The ground is waterlogged.

The soggy ground does not slow characters, but does increase the DC of Acrobatics and Stealth checks by 2.

Crypts and Tombs: Due to flooding, the cemetery features almost exclusively above-ground vaults and shrines.

FUUT AND TOOQ

CR 2 (XP 600)

These starved pallid-skinned humanoids have long, sharp teeth.

Male ghoul rogue 2

CE Medium undead

Init +3; **Senses** darkvision 60 ft.; Perception +9 (+10 vs. traps; trapfinding), Sense Motive +7

Speed 30 ft.; **ACP** 0; **Acrobatics** +12, Climb +9, Escape Artist +10, Fly +5, Ride +3, Stealth +10 (fast stealth), Swim +9

AC 15, touch 13, flat-footed 12; **CMD** 17
(+3 Dex, +2 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +2 **Ref** +6 (evasion), **Will** +5 (+7 vs. channelling)

hp 31 (4 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +4

Melee bite +5 (1d6+2 plus ghoul fever [Fort DC 14 {2 cures; onset 1 day; frequency 1 day; effect 1d3 Con and 1d3 Dex damage. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul retains none of the abilities it possessed in life. A slain humanoid of 4 or more Hit Dice rises as a ghast] and paralysis [DC 14 Fort negates; duration 1d4+1 rounds; elves immune}]) and 2 claws +0 (1d4+2 plus paralysis [DC 14 Fort negates; duration 1d4+1 rounds; elves immune])

Ranged dagger (range 10 ft.) +5 (1d4+2/19-20)

Atk Options sneak attack (+1d6)

Combat Gear daggers (6)

Abilities Str 14, Dex 16, Con —, Int 14, Wis 14, Cha 14

SQ rogue talent (fast stealth), trapfinding (+1)

Feats Acrobatic, Weapon Finesse

Skills as above plus Intimidate +9

Languages Common, Dwarven, Undercommon

Gear as above

The structures provide cover (+4 to AC, +2 to Reflex) and can be easily scaled (DC 15 Climb check) due to their carved decorations. Most vaults are 10 – 15 ft. high. Characters moving atop a vault, or jumping between them, must make a DC 10 Acrobatics check. A character failing by 5 or more falls off the vault (suffering 1d6 falling damage). The vaults provide higher ground (+1 on melee attacks) against opponents on the ground.

Ghoul Liar: The ghouls lurk in an ornate tomb. Bones and the ghouls' treasure lie scattered about the floor:

- **Mixed, Scattered Coinage:** 12 pp, 162 gp, 327 sp.
- **Tarnished Gold Bracers:** Ornately wrought to depict cavorting lovers, these bracers need cleaning (worth 200 gp; DC 20 Appraise values).
- **Cold Iron Dagger:** This masterwork weapon has a small red stone set into its pommel (a jasper; the whole is worth 400 gp; DC 20 Appraise values and identifies).
- **Minor Trinkets:** A handful of silver jewellery (total worth 200 gp; DC 20 Appraise values).

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 3 (XP 800): Apply the young creature template to both ghouls (+2 on all Dex-based rolls, -2 on all other rolls; hp 23).

EL 5 (XP 1,600): Apply the advanced creature template to both ghouls (+2 on dice rolls [including damage]; AC 19, touch 17, flat-footed 16; CMD 21; hp 39; ghoul fever [DC 16], paralysis [DC 16]).

NEDEL FLAMESHIELD

CR 2 (XP 600)

Slimy in both looks and voice, this man is dressed immaculately and faintly smells of perfume.

Male human aristocrat 4

NG Medium humanoid (human)

Init +1; **Senses** Perception +3, Sense Motive +3

Speed 30 ft.; **ACP** -1; **Ride** +6

AC 17, touch 11, flat-footed 16; **CMD** 14

(+4 armour [mwk chain shirt], +1 Dex, +2 shield [mwk heavy steel])

Fort +1 **Ref** +2, **Will** +3

hp 20 (4 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +3

Melee mwk longsword +5 (1d8+1/19-20)

Ranged shortbow +4 (1d6/x3)

Combat Gear arrows (10)

Abilities Str 12, Dex 12, Con 11, Int 10, Wis 8, Cha 13

Feats Mounted Combat, Ride-by Attack, Trample

Skills as above plus Bluff +5, Diplomacy +8, Intimidate +8, Knowledge (history) +4, Knowledge (local) +4, Knowledge (nobility) +5, Linguistics +5, Perform (dance) +5

Languages Common

Gear as above plus a fine handkerchief and a money pouch holding 250 gp

LAW & ORDER: THE TAXMAN (EL 4; XP 1,200)

Taxes are the lubrication that enables towns and cities to function and so every settlement of note will have at least one tax collector. Such fellows are normally disliked by almost everyone they deal with. (In fact, if a tax collector is generally well-liked it's a virtual certainty he is not doing his job properly!) Some taxmen are more honest than others.

As he often carries quite a lot of coin, a taxman is accompanied by three watchmen while he is working.

Use these notes to portray a taxman accosting the PCs.

LIOFA BURWARD

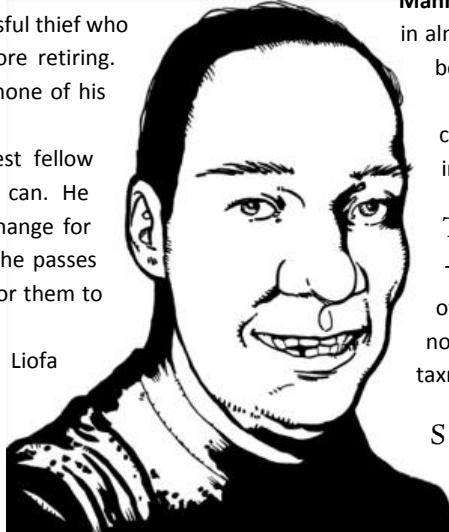
This taxman has contacts in a local thieves' guild.

Background: Liofa's mother was a successful thief who rose high in the local guild's hierarchy before retiring. Liofa is her only surviving child, but shares none of his mother's adventurous traits.

Personality: Liofa is a devious, dishonest fellow intent on making as much money as he can. He blatantly suggests the PCs bribe him in exchange for paying much less tax. If the PCs anger him, he passes their details onto his mother who arranges for them to be visited by the guild.

Mannerisms: When confused or angry Liofa rubs his forehead with one hand.

Distinguishing Features: Liofa has a receding hairline.



TAX COLLECTOR

CR 2 (XP 600)

This middle-aged man dresses well and has a slight paunch.

Male human expert (tax collector) 4

LN Medium humanoid (human)

Init +4; Senses Perception +10, Sense Motive +10

Speed 35 ft.; **ACP** 0; **Ride** +7

AC 12, touch 10, flat-footed 12; **CMD** 13

(+2 armour [mwk leather])

Fort +1, Ref +1, Will +5

hp 18 (4 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +3

Melee mwk dagger +4 (1d4-1/19-20)

Abilities Str 8, Dex 10, Con 11, Int 13, Wis 12, Cha 12

Feats Alertness^B, Fleet, Improved Initiative

Skills as above plus Appraise +8, Diplomacy +8, Intimidate +8, Knowledge (local) +8, Knowledge (nobility) +8, Profession (reeve) +8

Languages Common, Dwarven

Gear as above plus belt pouch, 5 gp, 34 sp, 67 cp, silver chain of office (worth 50 gp), courtier's outfit, tax book, ink, quill

ETOR THE PROUD

Scrupulously honest, Etor wants to be loved by the populace.

Background: The youngest of six brothers, Etor's childhood was not a happy one – picked on by his brothers and all but ignored by his hardworking parents he left home at an early age.

Personality: Honest and friendly, Etor is often misunderstood. In truth, he wants to make everyone happy and make taxes fair. Thus, he charges everyone exactly what they owe. His childhood was not a pleasant time for him, and he always carries snacks to give to children he meets. This behaviour could be misinterpreted.

Mannerisms: A happy fellow, Etor remains smiling in almost any situation, even though his smile may become strained (and manifestly fake).

Distinguishing Features: Etor's left thumb curls inwards toward his palm – badly broken in a childhood fight it never set properly.

TACTICS

The watchmen protect the taxman without overly endangering their lives. They use nonlethal force and call for aid. During battle, a taxman gathers up his book and coin and flees.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 3 (XP 800): Remove two Watchmen.

EL 5 (XP 1,600): Add two Watchmen.

WATCHMAN (3)

CR 1/2 (XP 200)

Clad in scale mail this warrior carries shield and spear.

Male human warrior 2

LN Medium humanoid (human)

Init +0; Senses Perception +0, Sense Motive +0

Speed 20 ft., base speed 30 ft.; **ACP** -5; Acrobatics -5 (-9 jumping), **Ride** +0

AC 16, touch 10, flat-footed 16; **CMD** 14

(+5 armour [scale mail], +1 shield [light wooden])

Fort +4, Ref +0, Will +0

hp 18 (2 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +4

Melee spear +5 (1d8+2/x3) or

Melee morningstar +5 (1d8+2)

Abilities Str 15, Dex 11, Con 13, Int 9, Wis 10, Cha 8

Feats Toughness^B, Weapon Focus (spear)

Skills as above plus Handle Animal +3, Profession (soldier) +4

Languages Common

Gear as above plus belt pouch, 2d6 sp

LAW & ORDER: THE WATCH (EL 4; XP 1,200)

If the PCs get involved in a pitched battle or get caught breaking the law in some other fashion, the Watch eventually appears.

HAREK FLATNOSE (WATCH SERGEANT)

This sergeant of the watch is a dependable fellow that craves love and family.

Background: Abandoned as a child and brought up by a local priest, Harek's youth was devoid of real love or meaningful relationships. In adulthood, he craves such and seeks out companionship whenever he can.

Personality: A no-nonsense fellow, Harek is businesslike and straight to the point. He loves the town and its folk and protects them to the best of his ability. He is brave and honest, but has an insatiable lust for ladies of the night which is eventually going to get him into trouble. Above all, he craves a family of his own.

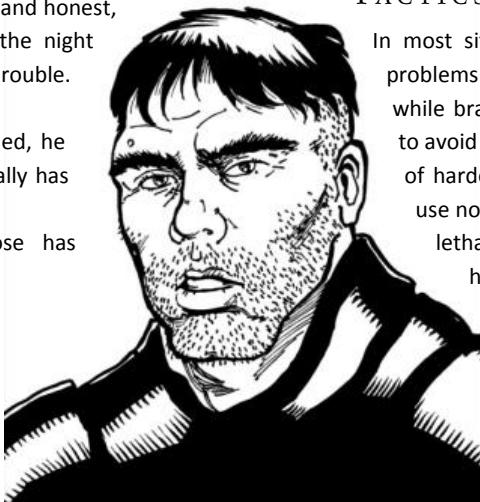
Mannerisms: Harek's nose is so mashed, he finds it difficult to breathe. Thus he normally has his mouth open.

Distinguishing Features: Harek's nose has been broken several times.

WATCHMEN

Use these notes to portray watchmen the PCs encounter:

- Borgar:** Short-tempered and squint-eyed, this watchman is nevertheless scrupulously honest. A father four-times over, he has no intention of dying on the job.



SERGEANT OF THE WATCH (1)

CR 1 (XP 400)

Clad in chainmail this warrior has a severe haircut and stubble.

Male human warrior 3

LN Medium humanoid

Init +0; **Senses** Perception +2, Sense Motive +2

Speed 20 ft., base speed 30 ft.; **ACP** -6; Acrobatics -6 (-10 jumping), **Ride** -1

AC 17, touch 10, flat-footed 17; **CMD** 14

(+0 Dex, +6 armour [chainmail], +1 shield [buckler])

Fort +4, **Ref** +1, **Will** +1

hp 25 (3 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +5

Melee mwk longsword +7 (1d8+2/19-20) or

Melee dagger +5 (1d4+2/19-20)

Combat Gear potion of cure light wounds (2)

Abilities Str 15, Dex 11, Con 13, Int 9, Wis 10, Cha 8

Feats Alertness, Toughness^B, Weapon Focus (longsword)

Skills as above plus Intimidate +5, Profession (soldier) +4

Languages Common

Gear as above plus belt pouch, 2d10 sp, 1d8 gp

- Eyvard:** Tall and gangly, this youth was once a resident of a nearby village, but moved to the town to seek his fortune. After a series of disastrous business ventures, he has become a watchman. He is not happy about his current station and whines almost constantly to anyone who will listen.
- Orim:** A barrel-chested, hirsute man about town, Orim seems to know everyone (and their business). He is gregarious and good-hearted.
- Svart:** This middle-aged man is a cynic who has been a watchman for too long. In truth he doesn't like his job, but has no other real skills. Svart is always on the lookout for a bribe.

TACTICS

In most situations, the patrol prefers to resolve any problems quietly and without violence. Watchmen, while brave, are not hardened fighters and are keen to avoid fighting obviously magical creatures or bands of hardened adventurers. If forced into battle, they use nonlethal force unless facing an opponent using lethal force. A watchman reduced to under half hit points withdraws to seek more of his fellows for help.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 3 (XP 800): Remove two Watchmen.

EL 5 (XP 1,600): Add two Watchmen.

WATCHMAN (4)

CR 1/2 (XP 200)

Clad in scale mail this warrior carries shield and spear.

Male human warrior 2

LN Medium humanoid (human)

Init +0; **Senses** Perception +0, Sense Motive +0

Speed 20 ft., base speed 30 ft.; **ACP** -5; Acrobatics -5 (-9 jumping), **Ride** +0

AC 16, touch 10, flat-footed 16; **CMD** 14

(+5 armour [scale mail], +1 shield [light wooden])

Fort +4, **Ref** +0, **Will** +0

hp 18 (2 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +4

Melee spear +5 (1d8+2/x3) or

Melee morningstar +5 (1d8+2)

Abilities Str 15, Dex 11, Con 13, Int 9, Wis 10, Cha 8

Feats Toughness^B, Weapon Focus (spear)

Skills as above plus Handle Animal +3, Profession (soldier) +4

Languages Common

Gear as above plus belt pouch, 2d6 sp

SHOP 'TIL YOU DROP (EL 1; XP 400)

As the PCs wander the town one of them notices a small girl squeezing out of a shop window and dropping into an alley. She is desperate to help her father and approaches the PCs. Read:

A young girl frantically looks up and down the street and when she spots your party, runs quickly toward you waving her arms. "Sirs, please help, please help" she blurts out breathlessly. Through teary eyes, she whimpers "He is hurting my Papa" and points back towards the shop.

The girl, Rosenn, is eight years old and her clean, white dress reinforces the impression of a well-to-do merchant's daughter. Rosenn was playing when a man entered and engaged her father in conversation. The talk quickly turned to violence and Rosenn fled to get help. She can tell the PCs about her father and the layout of the shop, but knows nothing about the "nasty man."

HERRAN NON

Herranon is a jeweller by trade.

Background: Herranon recently moved to the town in search of bigger and better opportunities. His wife is dead – of a horrible wasting fever – and he now lives with his only daughter, Rosenn. He is in the process of setting up his shop. Thus far, he has no stock and is keen to buy any jewellery the PCs may wish to part with.

Personality: Herranon is a doting father and skilled (and basically honest) jeweller. Herranon's eagerness to develop a long-term relationship with the PCs is obvious. He sees the party as potential protection, obtainers of items found through adventuring and, of course, customers.

Mannerisms: Herranon loves haggling and is overly theatrical while doing so.

Distinguishing Features: Herranon has thick, bushy eyebrows.

THORACE

Thorace is working for a new, ambitious smuggling gang in town, the Red Worms, that wants to extend its business to include "protection."

Background: Thorace grew up on the streets and lacks any close, loving relationships. He has tried a variety of jobs, but loves the "mystique" of being muscle-for-hire.

Personality: Unimaginative and without initiative, Thorace cares only for the money he needs to buy his simple pleasures – beer and women. He is a bully.

Mannerisms: Thorace's face is set in a perpetual scowl.

Distinguishing Features: Thorace's nose has clearly been broken several times.

The Red Worms: Thorace's contact is a sour-faced drunk named Ret who is often found down by the docks. Thorace thinks the gang formed from disgruntled dockworkers, but he is hired muscle and knows little more than that.

ENTERING THE SHOP

The PCs can try to enter the shop in many ways. Use these notes in conjunction with Shop Features to adjudicate their efforts.

- **Front Door:** Thorace hears any attempt to break down the door and hides ready to ambush any entering the shop. If the PCs try to break down the door, the Watch arrives after three failed attempts. If the PCs attack the door with weapons or magic, a bystander alerts the Watch. Refer to Yorek The Watchman for more information.
- **Back Door:** Thorace may hear the PCs open the door (+5 Perception). If he does, he hides. If not, the PCs surprise him.
- **Eavesdropping:** PCs listening at a door (DC 25 Perception check) or window (DC 20 Perception check) may hear something of what is going on within. If the check succeeds, read:

"...this is the way it's going to go from now on. You move our goods and you make a little money."

"I'm an honest fellow, please just leave me alone."

"That's not really an option."

(Sounds of shuffling, grappling and fists hitting flesh...)

YOREK

CR 1 (XP 400)

Clad in half-plate this warrior carries a heavy flail over one shoulder.

Male human warrior 3

LN Medium humanoid (human)

Init +0; Senses Perception +3, Sense Motive +2

Speed 20 ft., base speed 30 ft.; **ACP** -7; Acrobatics -7 (-11 jumping), Ride -3

AC 18, touch 10, flat-footed 18; **CMD** 15 (17 vs. sunder)
(+8 armour [half-plate])

Fort +4 **Ref** +1, **Will** +1

hp 19 (3 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +5 (+7 Sunder)

Melee heavy flail (Power Attack [-2/6]) +5 (1d10+3/19-20)

Ranged heavy crossbow +3 (1d10/19-20)

Atk Options Improved Sunder

Combat Gear bolts (10), potion of cure light wounds (2)

Abilities Str 14, Dex 11, Con 13, Int 9, Wis 10, Cha 8

Feats Alertness, Improved Sunder, Power Attack

Skills as above plus Intimidate +5

Languages Common

Gear as above plus 5 gp

YOREK THE WATCHMAN

This watchman has an epic power complex

Background: Yorek has lived in the town all his life and has rarely been more than 10 miles away from his home. His father was a watchman before him.

Personality: Yorek loves his job and loves bossing people about. He is aggressive and immediately assumes the party is up to no good. His attitude towards the party is unfriendly.

Mannerisms: Yorek clears his throat often, normally when trying to gain someone's attention or exert control over a situation.

Distinguishing Features: Yoek's hair is prematurely greying. He is very sensitive about this.

Development: If the PCs render Yorek hostile, he arrests them for disturbing the peace (or calls for reinforcements if it doesn't look like the party will go quietly). If they render him friendly (DC 9 Diplomacy check), Yorek helps them break into the shop (but insists on being in charge).

TACTICS

If Thorace hears the PCs enter the shop, he hides and ambushes them with sneak attack. He fights tenaciously but can be bribed (DC 16 Diplomacy) or intimidated (DC 12 Intimidate) to surrender.

Herranon: Herranon is too dazed and frightened to help.

Yorek: Yorek uses nonlethal damage in any fight (and expects the PCs to as well) unless his life is in danger.

SHOP FEATURES

The shop borders an alley on one side and a house on the other. There is no access to the shop through the next door building.

THORACE

CR 1 (XP 400)

This obvious thug wears a tight vest to showcase his large, scarred chest and arms.

Male human fighter 1/rogue 1

NE Medium humanoid (human)

Init +2; Senses Perception +5

Speed 30 ft.; **ACP** 0; **Climb** +8, **Stealth** +7

AC 15, touch 12, flat-footed 13; **CMD** 16

(+3 armour [mwk studded leather], +2 Dex)

Fort +3, Ref +4, Will +0

hp 16 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +4

Melee dagger +4 (1d4+3/19-20)

Ranged dagger (range 10 ft.) +3 (1d4+3/19-20)

Atk Options sneak attack (+1d6)

Combat Gear daggers (2)

Abilities Str 16, Dex 15, Con 13, Int 8, Wis 10, Cha 12

Feats Skill Focus (Intimidate), Toughness, Two-Weapon Fighting

Skills as above plus Intimidate +9, Knowledge (local) +4

Languages Common

Gear 13 gp, 30 sp

The shop has the following features of note:

Front Door: This wooden door (hardness 5, hp 15, DC 25 Break) is barred from within.

Back Door: This wooden door (hardness 5, hp 15, DC 18 Break) is locked (DC 20 Disable Device).

Windows: Two narrow windows overlooking the alley allow light into the shop. They are 6 ft. off the ground.

Counter: A large service counter dominates the front of the shop. It provides partial cover (+2 AC, +1 Reflex save) and can be leapt over or onto (DC 12 Acrobatics check). A character on the counter gains the benefit of higher ground (+1 to melee attacks) against opponents on the floor.

Boxes and Crates: If the fight moves to the back of the shop, various loose boxes and crates can create difficult terrain (each square equals 2 squares of normal movement), provide partial cover (+2 AC, +1 Reflex save) or be used as thrown objects. All are empty (they contained the families possessions that are now upstairs).

Upper Floor: Herranon and Rosenn live on the upper floor in a comfortable apartment.

REWARD

If the PCs defeat Thorace, Herranon is extremely grateful. In the future he pays 60% of market price for any items the PCs sell him, not the standard 50%. However, in exchange he may occasionally ask them to help resolve other problems with the town's underworld.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 2 (XP 600): Apply the advanced creature template to Thorace (+2 on all rolls [including damage], AC 19, touch 16, flat-footed 17; CMD 20; hp 20).

HERRANON

CR 1 (XP 400)

The bald portly, middle-aged man wears fine, but plain, clothes.

Male human expert (jeweller) 3

N Medium humanoid (human)

Init +0; Senses Perception +8; Sense Motive +9

Speed 30 ft.; **ACP** 0

AC 10, touch 10, flat-footed 10; **CMD** 11

Fort +1 Ref +1, Will +4

hp 13 (3 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +1

Melee club +1 (1d6-1)

Abilities Str 9, Dex 10, Con 10, Int 11, Wis 13, Cha 12

Feats Alertness, Deceitful, Skill Focus (Professional [jeweller])

Skills Appraise +6, Bluff +9, Diplomacy +7, Disguise +6, Knowledge (local) +6, Linguistics +6, Profession (jeweller) +10

Languages Common, Dwarven, Gnome, Halfling

Gear belt pouch, 15 gp, fine clothes

SWORD TROUBLE (EL 8; XP 4,800)

On a visit to the city's leading weaponsmith, the PCs arrive in the middle of a heated argument. Read:

Approaching the shop, you hear angry voices.

"Have you gone mad, Master Hornwood? I commission you for a simple task, and now you threaten me with my family's own sword?," a male voice says in a tone of outraged disbelief.

"You have forgotten your duty and the purpose of this sword, baronet Blackstone. I will not allow you to send it from the city," another voice replies.

Inside the smithy, the PCs find two men standing opposing each other by the forge. A middle-aged man in nobleman's attire is gesturing with a cane at a man in a blacksmith's apron. The smith is brandishing an obviously expensive shortsword.

THE LIVING BLADE

The two men are baronet Ambrose Blackstone and master smith Jeek Hornwood. Blackstone recently engaged Hornwood to make some minor alterations to Wallbracer, a magic sword that has been in his family's possession for generations. Blackstone intends to give the sword to his future son-in-law, a knight with his own estate north of the city.

What the baronet does not know is that the sword is intelligent, and has the defence of the city as its special purpose. It has been dormant for decades, but the recent handling roused it. Realizing what was happening, it dominated Hornwood, and now telepathically demands he do whatever it takes to keep it in the city. A DC 15 Sense Motive reveals Hornwood is behaving oddly; sometimes pausing as if to listen to a voice only he can hear.

Because his alignment is neutral, Hornwood suffers a negative level while he's holding Wallbracer.

NEGOTIATIONS

Use the following as a guide if the PCs attempt to diffuse the situation.

Hornwood/Wallbracer: While Hornwood holds Wallbracer, the sword is in control. It is unfriendly toward Blackstone and anyone else who might want to help remove it from the city.

- **Hostile to Unfriendly (DC 24 Diplomacy):** Wallbracer orders Hornwood to threaten anyone who would take the sword.
- **Unfriendly to Indifferent (DC 19 Diplomacy):** Hornwood explains it is vital the sword remain in the city, but won't go into further details.
- **Indifferent to Friendly (DC 14 Diplomacy):** Wallbracer reveals its true nature through telepathy and instructs Hornwood to relax.

- **Friendly to Helpful (DC 9 Diplomacy):** Wallbracer lets itself be handed to one of the PCs or Blackstone.

Blackstone: Baronet Blackstone is indifferent toward the PCs and Hornwood. He appreciates any help the PCs offer, but he just wants Hornwood to stop his nonsense and do as he's told.

- **Hostile to Unfriendly (DC 27 Diplomacy):** Blackstone calls the Watch, demanding Hornwood be arrested.
- **Unfriendly to Indifferent (DC 22 Diplomacy):** Blackstone keeps demanding the sword returned to him.
- **Indifferent to Friendly (DC 17 Diplomacy):** Blackstone listens patiently.
- **Friendly to Helpful (DC 12 Diplomacy):** Blackstone gives his word the sword will remain in the city.

WALLBRACER, THE SWORN DEFENDER

This shortsword is superbly crafted in the style favoured by officers of the City Watch. The seal of the city is displayed on one side of the crossguard, the Blackstone family crest on the other.

History Originally forged for one of baronet Blackstone's distant ancestors, a city watch commander, Wallbracer played a decisive role in the defence of the city on several occasions, although only a few people ever learned its true nature. Due to a long stretch of peace, Wallbracer languishing in the Blackstone armoury for decades, until the current baronet Blackstone decided it would make a nice part of his daughter's dowry.

Personality Wallbracer's personality mimics that of a gruff sergeant-at-arms. It puts no stock in titles or rank, but respects anyone who demonstrates a firm grasp of warfare or exhibits natural leadership abilities.

Powers Wallbracer is a +2 *guardian shortsword* which grants its wielder the ability to cast *heroism* once per day. It has a special purpose, to defend the city against invading enemies. If its wielder is in command of a unit of troops defending the city, it grants a +5 bonus to Profession (soldier) and the boons Bonus Tactics (siegebreaker) and Defensive Tactics to the wielder.

Alignment Lawful Neutral **Int** 10 **Wis** 14 **Cha** 12 **Abilities** senses 120 ft., telepathy **Cost** 37,210 gp **Ego** 11

AMBROSE BLACKSTONE

This respected nobleman is an influential member of the city's nobility.

Background: The Blackstones have been among the city's leading families for centuries. Originally very militaristic, the last few generations have shown more interest in commerce than warfare. Ambrose Blackstone is a successful merchant and a respected figure in the city.

Personality: As befitting his station, Blackstone carries himself with an air of natural authority. He has a strong sense of justice and propriety.

Mannerisms: Blackstone frequently taps or gestures with his cane while talking.

Distinguishing Features: Blackstone rarely goes anywhere without his signature cane.

JEEK HORNWOOD

This former soldier is the finest weaponsmith in the city.

Background: Apprenticed to a blacksmith at a young age, Hornwood ran away and joined the army as a teenager. He returned to his old trade after a few years, and is now regarded as one of the best smiths in the region.

Personality: Hornwood is proud of his skill, and strives to be courteous and professional in his dealing.

Mannerisms: When not working, Hornwood usually keeps his hands busy by fiddling with tools or bits of metal.

Distinguishing Features: Hornwood keeps his scalp shaved, but usually sports rough stubble on his chin and cheeks.

TACTICS

While Hornwood holds Wallbracer, he defends himself if anyone attacks him or tries to disarm or restrain him. He uses Power Attack and fights defensively. If he is disarmed or otherwise

JEEK HORNWOOD

CR 6 (XP 2,400)

This lean, muscular man wears a heavy leather apron over ash-smereed work clothes.

Male human expert 5/warrior 3

N Medium humanoid (human)

Init +0; **Senses** Perception +7, Sense Motive +7

Speed 30 ft., **ACP** 0

AC 13, touch 10, flat-footed 13; **CMD** 19

(+2 armour [mwk leather armour], +1 natural [amulet of natural armour +1])

Fort +5, **Ref** +2, **Will** +4

hp 55 (8 HD)

Space 5 ft.; **Base Atk** +6; **CMB** +9

Melee Wallbracer (Power Attack [-2/+4]) +11/+6 (1d6+5/19-20) or

+1 longsword (Power Attack [-2/+4]) +10/+5 (1d8+4/19-20)

Ranged mwk dagger (range 10 ft.) +7/+2 (1d4+3/19-20)

Combat Gear oil of magic weapon, potion of bull's strength, potion of cure moderate wounds

Abilities Str 16, Dex 10, Con 13, Int 11, Wis 8, Cha 9

Feats Craft Magic Arms & Armour, Master Craftsman (Craft [weapons]), Power Attack, Skill Focus (Craft [weapons]), Toughness

Skills as above plus Appraise +9, Craft (armour) +13, Craft (blacksmith) +12, Craft (weapons) +18, Knowledge (local) +8, Knowledge (nobility) +8

Languages Common

Gear as above plus anvil, masterwork artisan's tools, 403 gp

freed from Wallbracer's influence, he surrenders.

If attacked, Blackstone draws his sword cane and withdraws from the shop, calling for help. He does not attack, and uses Combat Expertise and the total defence action to keep attackers at bay.

AREA FEATURES

The area has several features of note:

Forge The smithy's forge is filled with smouldering coals. Anyone falling or pushed into it suffers 2d6 fire damage and must make a DC 15 Reflex save or catch on fire.

Quenching bucket If the water in this bucket is poured onto the forge, it extinguishes the coals and creates the effect of *obscuring mist* for three rounds.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 7 (XP 3,200): Apply the young creature template to both NPCs (+2 on all Dex-based rolls, -2 on all other rolls; -8 hp).

EL 9 (XP 6,400): Apply the advanced creature template to both NPCs (+2 on all dice rolls [including damage]):

- **Jeek Hornwood:** AC 17, touch 14, flat-footed 17; CMD 23; hp 71.
- **Ambrose Blackstone:** AC 14, touch 14, flat-footed 14; CMD 18; hp 44.

AMBROSE BLACKSTONE

CR 6 (XP 2,400)

This richly dressed man carries himself with an air of natural authority.

Male middle-aged human aristocrat 8

N Medium humanoid (human)

Init -1; **Senses** Perception +12, Sense Motive +12

Speed 30 ft. **ACP** 0; **Ride** +6

AC 10, touch 10, flat-footed 10; **CMD** 14

(+1 deflection [*ring of protection* +1], -1 Dex)

Fort +2, **Ref** +2, **Will** +10

hp 28 (8 HD)

Space 5 ft.; **Base Atk** +6; **CMB** +4

Melee +1 sword cane +6/+1 (1d6-1)

Atk Options Combat Expertise (-2)

Combat Gear antitoxin, potion of cure light wounds

Abilities Str 7, Dex 9, Con 9, Int 15, Wis 12, Cha 15

Feats Alertness, Combat Expertise, Iron Will, Skill Focus (Appraise), Weapon Finesse

Skills as above plus Appraise +16, Bluff +9, Diplomacy +13, Intimidate +9, Knowledge (history) +9, Knowledge (local) +13, Knowledge (nobility) +13, Profession (merchant) +8

Languages Common, Elven, Halfling

Gear as above plus *cloak of resistance* +1, jewellery (worth 200 gp), noble's outfit, signet ring, 275 gp

THE ORACLE OF SMOKE AND FIRE (EL 5; XP 1,600)

A bustling metropolis houses a condemned industrial forge; once an old workhouse for smiths and metalworkers, now a decrepit edifice of grey stone and rusty iron.

Some say the dilapidated forge is not empty, however. Rumours persist of an oracle of smoke and fire dwelling in the defunct furnace, speaking in riddles to worthy visitors.

This encounter assumes the PCs have the need or occasion to visit the abandoned industrial forge, perhaps to disprove the far-fetched rumours surrounding the place, or possibly even to seek out the oracle's wisdom for themselves.

ENTERING THE WORKHOUSE

The workhouse doors are barred, but easily forced open with a DC 15 Strength check. A number of broken windows allow access as well, requiring only a DC 10 Climb check to clamber through.

Once the PCs have gained access to the poorly-secured metalworking warehouse, read:

The workhouse floor is dominated by an enormous furnace, upon which rests a clutter of rubble and debris. Old iron rafters flecked with rust lean and twist downward from the ceiling, wreathing a gaping hole in the warehouse ceiling. The ruin and wreckage of old machines, tools, catwalks and workstations litter the floor all around and atop the long-darkened, central furnace.

THE ORACLE OF SMOKE & FIRE

The abandoned forge is indeed inhabited by an oracle, though none as wise or potent as rumour would indicate. The scheming imp Cindersoot lairs in the furnace, posing as a great and powerful oracle in order to coerce desperate urchins and foolish explorers into doing his bidding.

In years past, Cindersoot convinced the property's owner, a gold-obsessed dwarven foreman, to sell the forge to an eccentric wizard – Cindersoot's onetime human master. With the wizard's meagre mortal lifespan ending in recent years, the imp haunts the urban ruin, spinning rumours of an "oracle of smoke and fire" in order to fool the very desperate and the very gullible into performing infernal deeds. More recently, and much to Cindersoot's surprise, unknown infernal powers finally awarded the trickster imp with *real* oracular gifts for his achievements. Leaning on the legitimacy of his newfound powers, Cindersoot's rumormongering has found a newfound grip on the city's most destitute and desperate.

THE ORACLE SPEAKS

This encounter might prove a useful way to send the PCs this way or that – or it might simply serve as a memorable fight with the fiery pretender haunting the workhouse. If the PCs are inclined to hear the oracle's wisdom, Cindersoot is all too ready

to send the PCs to do his impish bidding...with or without their knowledge.

The oracle Cindersoot won't present himself before just anyone, however. If the PCs (or any other party) bring the city watch or any person of authority to the workhouse, the imp simply remains hidden in the rafters, using his spell-like

CINDERSOOT THE ORACLE

CR 5 (XP 1,600)

A great cloud of ashy soot takes the shape of a leering face with smoky horns and burning embers where its eyes should be.

Imp bard 2/oracle 4

LE Tiny outsider (devil, evil, extraplanar, lawful)

Init +4; Senses darkvision 60 ft., gaze of flames; Perception +8, Sense Motive +16

Gaze of Flames (Su) Cindersoot can see through fire, fog and smoke without penalty.

Speed 20 ft., fly 50 ft. (perfect); **ACP** 0; **Fly** +16, **Stealth** +12

AC 18, touch 17, flat-footed 13; **CMD** 21

(+4 Dex, +1 dodge [Dodge], +1 natural, +2 size)

Fort +6, **Ref** +11, **Will** +12; +4 vs. bardic performances and sonic effects

hp 82 (9 HD); fast healing 2; **DR** 5/good or silver

Space 2 1/2 ft.; heat aura (10 ft.); **Base Atk** +7; **CMB** +6

Heat Aura (Su [1/day; swift]) Cindersoot surrounds himself in flames that deal 2d4 fire damage [Reflex halves]. Additionally, he gains 20% concealment until the start of his next turn.

Melee sting +13 (1d4+1 plus poison [DC 16 Fort {1 save}; freq. 1 rd/6 rds; effect 1d2 Dex])

Special Actions bardic performance (10 rounds/day, DC 15; countersong, distraction, fascinate, inspire courage [+1]), change shape (boar, giant spider, rat, or raven; *beast shape* /)

Bard Spells Known (CL 2nd; concentration +6)

1st—*charm person* (DC 15), *comprehend languages*, *silent image* (DC 15)

0—*dancing lights*, *ghost sound*, *mage hand*, *prestidigitation*, *spark*

Oracle Spells Known (CL 4th; concentration +8)

2nd—*resist energy*, *summon monster II*

1st—*burning hands* (DC 16), *entropic shield*, *obscuring mist*, *sanctuary* (DC 16)

0—*bleed* (DC 15), *detect magic*, *light*, *mending*, *read magic*

Combat Gear pipes of the sewers

Abilities Str 12, Dex 18, Con 14, Int 13, Wis 14, Cha 18

SQ bardic knowledge (+2), mystery (flame), oracle's curse (haunted), versatile performance (oratory), well-versed

Feats Augment Summoning, Dodge, Great Fortitude, Weapon Finesse, Spell Focus (conjunction)

Skills Acrobatics +10, Bluff +15, Diplomacy +16, Fly +22, Intimidate +16, Perform (oratory) +16, Perform (wind) +9, Knowledge (arcana) +7, Knowledge (planes) +7, Knowledge (religion) +13, Perception +8, Sense Motive +16, Spellcraft +7

Languages Common, Infernal

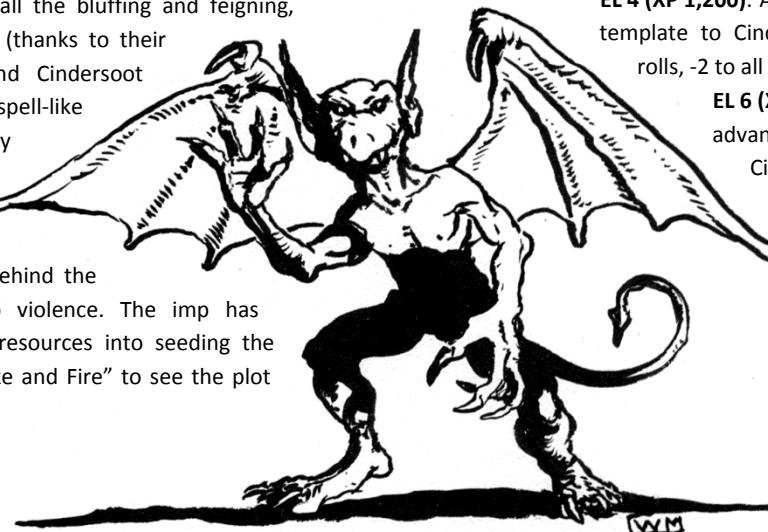
invisibility to avoid detection. The imp appears only to those he perceives as fools, beggars, adventurers, fortune-seekers or merely desperate. Before manifesting within the seemingly-defunct forge, the oracle Cindersoot puts on a show of sorts – grandstanding and fronting in order to establish the illusion of tremendous power and mystery.

First, Cindersoot allows himself a long moment to study any urban explorer happening upon his ruined domain, patiently observing visitors while counting on the derelict silence of the workhouse to instil nervousness – or even scepticism – in his guests. Only when it seems an oracle-seeker is giving up on the search does Cindersoot make himself known.

When the time is right, Cindersoot announces himself with a fiery flourish, perching inside the ancient (but fuel-stocked) furnace and igniting it with a *spark* cantrip (or perhaps *burning hands*, for extra dramatic flair). Instantly, the foul furnace springs to life, belching forth a thick cloud of ash, soot and smoke with the imp at the centre. Thanks to his gaze of flames revelation, Cindersoot is able to see through the cloud as though it were clean, clear air. The stage set, Cindersoot uses *prestidigitation* spells and similar magic to shape the cloud into a great and terrible face – a disembodied “oracle” of soot and embers through which he speaks.

Spells like *mage hand*, *dancing lights*, *ghost sound* and *silent image* allow Cindersoot to interact with the workhouse and its visitors, while his high Bluff and Knowledge modifiers enable him to feign incredible authority and wisdom. His voice augmented by the echo imparted by the furnace’s chamber, and by his own *prestidigitation* spell, Cindersoot speaks loudly and with bluster. No matter what his guests’ questions or plights, however, the oracular imp imparts no wisdom or service without demanding a task or favour first. The GM might impose any task here – the imp could require a sacrifice or an offering of gold or valuables – or something more subtle, like information about other NPCs or happenings in the world. For all the bluffing and feigning, imps really are gifted diviners (thanks to their natural spell-like abilities), and Cindersoot uses his *augury* and *commune* spell-like abilities on behalf of any party completing his task.

If the oracle doesn’t get his way, or if a visitor deciphers the truth behind the façade, Cindersoot resorts to violence. The imp has invested too much time and resources into seeding the rumour of the “Oracle of Smoke and Fire” to see the plot revealed by nosy adventurers.



TACTICS

Cindersoot’s tactics are simple and reliable – the imp maintains his hiding place within the smoking furnace, and uses *summon monster II* spells, his *pipes of the sewers* and his *suggestion* spell-like ability with near-impunity, completely invisible to his opponents (even to foes that would otherwise be able to perceive the invisible). Cindersoot’s gaze of flames revelation should prove to be a truly staggering defence, as long as the imp maintains his hiding place. Cindersoot falls back on *burning hands* if cornered, but prefers to let conjured fiends and rats do his fighting for him.

AREA FEATURES

The area has several features of note:

The Furnace: The furnace – a ten-by-ten foot structure at the centre of the workhouse – emits a cloud of soot and ash twenty feet across once lit.

The Rafters: A DC 10 Acrobatics check allows a character to move across the rafters at half speed. A character moving across the rafters is considered to be flat-footed.

Rubble: Heaps of rubble lie about the forge. It costs 2 squares of movement to enter a square with rubble. The DC of Acrobatics checks on rubble increases by 5, and the DC of Stealth checks increases by 2.

TREASURE & REWARDS

In addition to Cindersoot’s *pipes of the sewers*, a wealth of gold and silver coins (1,102 gp and 5,013 sp) are hidden away in the rafters – offerings gifted by prior visitors in return for the advice and wisdom of the Oracle of Smoke and Fire.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 4 (XP 1,200): Apply the young creature template to Cindersoot (+2 to Dex-based rolls, -2 to all other rolls; hp 64).

EL 6 (XP 2,400): Apply the advanced creature template to Cindersoot (+2 on all rolls [including damage] and special abilities DCs; AC 22, touch 21, flat-footed 17; CMD 25; hp 100).

THE VANISHING DEAD (EL 5; XP 1,600)

One of the town's temples has experienced some disturbing problems lately. On several occasions, graves and crypts in the adjoining graveyard have been found open and empty shortly after funerals, the freshly buried bodies gone without trace. Even more disturbingly, a watchman posted to patrol the graveyard report seeing incorporeal forms rise out of the ground to collect the dead. Lacking the courage to confront the undead, the watchman fled in terror before investigating further.

With another funeral scheduled later this afternoon, the head of the temple, Father Alveros Mazeron (male human cleric 5), is deeply concerned. He is desperate to resolve the problem before rumours spread and cause panic among the population. As such, it seems like an answer to his prayers when the PCs visit the temple.

Alveros promises the PCs a handsome reward if they agree to guard the graveyard after the funeral. If they manage to solve the problem, he gives them two *potions of neutralize poison*, two *potions of cure moderate wounds* and offers a 10% discount on all future healing and spellcasting services.

THE GRAVE ROBBERS

It is not restless dead that plague the graveyard. Instead, a couple of local criminals have made a lucrative business out of providing fresh corpses to those who practice necromancy or construct flesh golems.

The two corpse thieves, Denthir and Lena, slip into the graveyard before funerals and hide in a nearby crypt, waiting for night to fall before exhuming the recently interred. If they are disturbed, Denthir first tries to scare off the intruder using his illusory magic. Should this fail, Lena has more direct and brutal means of discouragement at her disposal.

DENTHIR WESTIN

This opportunistic lowlife has managed to move from the gutters to the halls of arcane study through a combination of natural intellect and a complete lack of morals.

Background: The fatherless son of a dockside whore, Denthir was born with sharp mind and a distinct lack of morals. Until a few years ago, he led a life of petty crime, before managing to earn a spot at a local magic academy through his willingness to do unsavory errands for the more immoral members of faculty. He often enlists his old accomplices when the task he is asked to perform requires extra muscle.

Personality: A natural schemer, Denthir is not afraid to get his hands dirty or lie through his teeth to get what he wants. He has little pity for those who fall prey to his plots.

Mannerisms: All false smiles and easy manners on most occasions, Denthir has a tendency to scowl and curse in stressful situations, especially if things escalate beyond his control.

Distinguishing Features: Denthir keeps his black hair chopped short, and sports a widow's peak.

LENA "THE CUDGEL" KLEER

This pale, hulking half-orc is the perfect enforcer for those who want someone warned, punished or scared off.

Background: Growing up, Lena quickly learned to use her natural strength and intimidating demeanor to dissuade potential bullying due to her half-breed heritage. She has since turned these skills into her livelihood, hiring out her services or joining the occasional criminal crew.

Personality: Lena takes an unsentimental approach to what she does, displaying little emotion during acts of violence or intimidation. She does have a soft spot for halflings, whom she considers lucky, and goes out of her way to avoid hurting them.

Mannerisms: Lena moves with measured care and speaks little, her facial features usually a mask of reserved scrutiny as she examines her surroundings.

Distinguishing Features: The upper half of Lena's left ear has been torn away, leaving only a jagged edge, a souvenir of a street fight at a young age.

TACTICS

Before entering the graveyard, Denthir casts *mage armour* on himself (his stat block has been modified to reflect this).

The pair emerge from their hiding place using Stealth. If they spot anyone guarding the grave they intend to plunder, Denthir uses *minor image* to conjure the image of ghostly figures rising out of the ground, hoping to scare the PCs off.

If they fail to flee, Lena takes advantage of the distraction to sneak close and wait for Denthir to hurl flash powder before charging, hoping to catch opponents flat-footed or blind so she can use her sneak attack. Lena always deals nonlethal damage so she can use her Enforcer feat to intimidate her target as part of the attack.

Used to fighting together, Denthir waits for Lena to make a foe shaken or sickened before using his wand of *cause fear* or casting *grease* or *create pit*, focusing on heavily armoured opponents.

If either Denthir or Lena are reduced to below one third of their hp or they see the other defeated or captured, they flee.

RESOLUTION

If captured, Denthir and Lena lie about their true purpose, claiming to be simple graverobbers. If made to talk using Diplomacy, Intimidate or magic (their starting attitudes are hostile), Lena only knows they have been stealing corpses. Denthir knows the identity of the clients who ordered the body parts, but also knows it would be dangerous for him to reveal this information. This adds 10 to the DC to make him talk.

AREA FEATURES

The graveyard has the following features of note:

Dim Light: After sunset, the graveyard is shrouded in dim light, providing concealment (20% miss chance).

DENTHIR

CR 3 (XP 800)

This thin man carries a scrollcase and wears a heavy cloak over his dark clothes.

Male human wizard (universalist) 3/ rogue 1

NE Medium humanoid (human)

Init +7; **Senses** Perception +7 (+8 vs traps; trapfinding), Sense Motive +0

Speed 30 ft., **ACP** 0; Acrobatics +10, Climb +3, Escape Artist +10, Stealth +10

AC 17, touch 13, flat-footed 14; **CMD** 13
(+4 armour [*mage armour*], +3 Dex)

Fort +3, **Ref** +7, **Will** +4

hp 22 (4 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +0

Melee mwk dagger +5 (1d4-1/19-20)

Ranged light crossbow (range 80 ft.) +4 (1d8/19-20) or

Ranged hand of the apprentice (range 30 ft.; 6/day) +5 (1d4-1/19-20)

Atk Options sneak attack (+1d6)

Wizard Spells Prepared (CL 3rd; concentration +6 [+10 casting defensively or grappling]; arcane bond [ring])

2nd—*create pit* (DC 15), *minor image* (DC 15)

1st—*grease* (DC 14), *mage armour*, *vanish*

0 (at will)—*acid splash*, *detect magic*, *ghost sound* (DC 13), *prestidigitation* (DC 13)

Combat Gear bolts (20), potion of cure light wounds (2), scroll of alarm, wand of cause fear (20 chgs.), alchemist's fire (2), flash powder (2)

Abilities Str 8, Dex 16, Con 13, Int 16, Wis 10, Cha 12

SQ trapfinding (+1)

Feats Combat Casting, Improved Initiative, Scribe Scroll^B, Weapon Finesse

Skills as above plus Appraise +7, Bluff +8, Diplomacy +5, Disable Device +6, Disguise +5, Intimidate +5, Knowledge (arcana) +7, Knowledge (local) +7, Sleight of Hand +7, Spellcraft +10

Languages Common, Draconic, Infernal, Orc

Gear as above plus *cloak of resistance* +1, disguise kit, spell component pouch, spellbook, masterwork thieves' tools, 24 gp

Spellbook as above plus 1st—*alarm*, *ant haul*, *cause fear*, *colour spray*, *enlarge person*; 0—all.

Open Graves: In several places, open graves have been dug in preparation for future funerals. They are 10 ft. by 5 ft. and 10 ft. deep. In the dim light, they require a DC 10 Perception check to spot.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 4 (XP 1,200): Apply the young creature template to both NPCs (+2 on all Dex-based rolls, -2 on all other rolls; Denthir hp 14, Lena hp 23).

EL 6 (XP 2,400): Apply the advanced creature template to both NPCs (+2 on all dice rolls [including damage] and spell DCs:

- **Denthir:** AC 21, touch 17, flat-footed 18; CMD 17; hp 30.
- **Lena:** AC 22, touch 15, flat-footed 21; CMD 22; hp 39.

LENA

CR 3 (XP 800)

This tall, muscular half-orc wears a breastplate and is armed with a black greatclub.

Female half-orc rogue (thug) 3/ fighter 1

NE Medium humanoid (human, orc)

Init +1; **Senses** darkvision 60 ft.; Perception +7, Sense Motive +4

Speed 20 ft., base speed 30 ft., **ACP** -3; Acrobatics +4 (+0 jumping), Climb +8, Escape Artist +5, Stealth +5, Swim +5

AC 18, touch 11, flat-footed 17; **CMD** 18
(+7 armour [+1 breastplate], +1 Dex)

Fort +5, **Ref** +4, **Will** +1

hp 31 (4 HD); orc ferocity

Orc Ferocity (Ex [1/day]): When below 0 hp, Lena can fight on for one more round as if disabled. At the end of this turn, unless brought above 0 hp, she falls unconscious.

Space 5 ft.; **Base Atk** +3; **CMB** +7

Melee darkwood greatclub (Bludgeoner, Enforcer, Power Attack [-1/+2]) +8 (1d10+6) or
mwk dagger (Power Attack [-1/+2]) +8 (1d4+4/19-20)

Ranged javelin (range 30 ft.) +4 (1d6+4)

Atk Options sneak attack (+2d6; Brutal Beating)

Brutal Beating (Ex): Lena forgoes 1d6 sneak attack damage to sicken her target for 1 round

Combat Gear oil of magic weapon, potion of cure light wounds (3), potion of enlarge person, tanglefoot bag

Abilities Str 18, Dex 12, Con 14, Int 13, Wis 10, Cha 8

SQ rogue talents (strong impression)

Feats Bludgeoner, Enforcer, Intimidating Prowess, Power Attack
Skills as above plus Disable Device +5, Intimidate +12 (frightening), Survival +7

Frightening (Ex): Lena demoralizes targets for one extra round. If the duration is 4 rounds or longer she can instead frightened the foe for one round instead.

Languages Common, Giant, Orc

Gear as above plus crowbar, miner's pick, sack, shovel, thieves' tools, 21 gp

THIEVES, CUTTHROATS AND PICKPOCKETS (EL VAR.; XP VAR.)

A young urchin – unseen by many – dodges through the crowd, taking a coin here, an apple there.

As passersby gather to watch a street performer, a dextrous man of unremarkable appearance mingles with the crowd.

A young woman drops a heavy load in the bustle of the crowd. As kind-hearted travellers rush to assist, her accomplices' deft touch liberate the good folk of their coin.

In any society, there are always those who seek to take what does not belong to them. Pickpockets, cutpurses and thieves are often encountered in towns and cities. Their thefts rarely end in violence or death; indeed their marks normally don't realise they have been the victim of theft until the thief has long since left the area.

Most such thieves are not evil or malevolent. Rather, they may steal to feed their family, because it is their only skill or simply because they enjoy it.

Use these stat blocks, encounter groups and distractions to create interesting and memorable encounters with a settlement's pickpockets. At the GM's discretion, a pickpocketing can be a minor annoyance, a sign of escalating tensions with the local thieves' guild or the start of the PCs' next adventure.

TACTICS

A pickpocket detected at work flees immediately; only when cornered do they resort to violence. When injured, they surrender and try to bribe their attacker to let them go.

CUTPURSE

CR 1/3 (XP 135)

This thin human clutches a stained cloak close about his body.

Human expert 1

CN Medium humanoid (human)

Init +1; **Senses** Perception +4, Sense Motive +0

Speed 30 ft.; **ACP** 0; Acrobatics +5, Climb +4, Escape Artist +5, Stealth +5

AC 14, touch 12, flat-footed 12; **CMD** 12;

(+2 armour [leather], +1 Dex, +1 dodge [Dodge])

Fort +1, **Ref** +1, **Will** +2

hp 5 (1 HD)

Space 5 ft.; **Base Atk** +0; **CMB** +0

Melee dagger +0 (1d4/19-20)

Ranged dagger (range 10 ft.) +1 (1d4/19-20)

Combat Gear dagger (2)

Abilities Str 11, Dex 13, Con 12, Int 11, Wis 10, Cha 8

Feats Dodge^B, Skill Focus (Sleight of Hand)

Skills as above plus Knowledge (local) +4, Sleight of Hand +8

Languages Common

Gear as above plus belt pouch, 3 gp, 12 sp, 14 cp

AREA FEATURES

The area has several features of note:

Stealth and Detection: In a crowd, the maximum distance at which a Perception check can be made to identify a specific individual is $2d8 \times 20$ feet. In areas of dense crowd, this range drops to $2d6 \times 10$ feet.

Additionally, the background noise of a crowd makes Perception checks that rely on sound more difficult, increasing the DC of the check by 2 per 10 feet, not 1.

Crowd: Crowds are a natural hunting ground for cutpurses. The bustle of so many folk provides effective cover for their activities and serves as a handy distraction should they flee.

Moving through a crowd is difficult. It costs 2 squares of movement to enter a square containing a crowd. Characters making a DC 15 Escape Artist check need spend only 1 squares of movement to enter a square containing dense crowd.

Additionally, crowds are easier to hide in, granting a +2 circumstance bonus on Stealth checks.

Crowd (Dense): In places, a crowd of people can get densely packed; perhaps the people are moving through a narrow gateway or are watching a street performer.

Moving through a dense crowd is difficult. It costs 4 squares of movement to enter a square containing dense crowd. Characters making a DC 20 Escape Artist check need only spend 2 squares of movement to enter a square containing dense crowd.

Additionally, dense crowds are easy to hide in, granting a +4 circumstance bonus on Stealth checks.

Distraction: Cutpurses and pickpockets are drawn to street performers, criers, zealous preachers and the like. Such folk hold

URCHIN

CR 1/4 (XP 100)

This small urchin is covered in dirt, wears rags and looks hungry.

Young human expert 1

CN Medium humanoid (human)

Init +3; **Senses** Perception +4, Sense Motive +0

Speed 30 ft. Run ; **ACP** 0; Acrobatics +7 (+11 running jump), Climb +2, Escape Artist +7, Stealth +11

AC 14, touch 14, flat-footed 11; **CMD** 10

(+3 Dex, +1 size)

Fort -1, **Ref** +3, **Will** +2

hp 3 (1 HD)

Space 5 ft.; **Base Atk** +0; **CMB** -3

Melee dagger -1 (1d3/19-20)

Ranged dagger (range 10 ft.) +4 (1d3/19-20)

Combat Gear dagger (2)

Abilities Str 7, Dex 17, Con 8, Int 11, Wis 10, Cha 8

Feats Run^B, Skill Focus (Sleight of Hand)

Skills as above plus Knowledge (local) +4, Sleight of Hand +8

Languages Common

Gear as above plus belt pouch, 14 cp

the attention of those nearby, making the cutpurses' job much easier.

Distracted targets suffer a -5 penalty to Perception checks.

ENCOUNTER GROUPS

Cutpurses and pickpockets normally work alone, but sometimes form larger groups to fleece wary or wealthy targets. Not all members of the group actually steal from the marks. Some may be involved in creating a distraction while others might keep an eye out for the Watch or be ready to hinder a target's pursuit of a fleeing thief.

- **EL 1 (400 XP):** cutpurse (3); expert cutpurse (1); urchin (4)
- **EL 2 (600 XP):** expert cutpurse (1) and urchin (4); urchin (6)
- **EL 3 (800 XP):** cutpurse (3) and expert cutpurse (1); expert cutpurse (2)
- **EL 4 (1,200 XP):** cutpurse (3) and expert cutpurse (2); expert cutpurse (3); urchin (12)
- **EL 5 (1,600):** cutpurse (6) and expert cutpurse (2); expert cutpurse (4); urchin (16)

These groups can belong to the local thieves' guild or other independent group. Urchins often serve as distractions and lookouts while the older, more skilled members of the group do the actual stealing. At the first sign of trouble, the gang melts away into the crowd and does not bother the PCs again – unless they are paid to do so or the PCs seem to be particularly wealthy (or inattentive).

EXPERT CUTPURSE

CR 1 (XP 400)

This thin human wears a good quality cloak over his fine studded leather armour.

Human expert 3

CN Medium humanoid (human)

Init +1; Senses Perception +5, Sense Motive +0

Speed 30 ft.; Nimble Step; **ACP** 0; Acrobatics +5, Climb +4, Escape Artist +7, Stealth +7

AC 15, touch 12, flat-footed 13; **CMD** 13

(+3 armour [mwk studded leather], +1 Dex, +1 dodge [Dodge])

Fort +2, Ref +2, Will +3

hp 16 (1 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +2

Melee mwk dagger +3 (1d4/19-20)

Ranged dagger (range 10 ft.) +3 (1d4/19-20)

Combat Gear dagger (2), smokestick (2), tanglefoot bag (1)

Abilities Str 11, Dex 13, Con 12, Int 11, Wis 10, Cha 8

Feats Dodge^B, Nimble Step, Skill Focus (Sleight of Hand)

Skills as above plus Appraise +4, Bluff +4, Disguise +5, Knowledge (local) +5, Sleight of Hand +10

Languages Common

Gear as above plus belt pouch, 6 gp, 12 sp

DISTRACTIONS

Organised groups of pickpockets may stage distractions to divert their targets' attentions. Alternatively, they may make use of street performers, altercation, accidents and other non-related events, to mask their activities.

In any manufactured distraction, a character can make a DC 20 Sense Motive check to realise that something is amiss.

At the GM's discretion, the distractions listed below can either be genuine – in that the thieves take advantage of a distraction not of their own creation – or can be manufactured by other members of their gang. To determine what might distract the PCs, roll on the table below:

D20 DISTRACTION

1	A thief in an upstairs window pours a chamber pot of foul-smelling liquid onto the crowd below.
2-3	Stray dogs race through the crowd, knocking over children, small baskets and so on.
4-6	The PCs are asked to settle an argument.
7-10	A street performer juggles flaming torches. A small crowd has gathered to watch.
11-12	A seemingly mad preacher stands on a small box, haranguing the crowd while delivering some divinely inspired message.
13-14	A nondescript man asks the PCs if they'd like to buy some fine jewellery (or other luxury item) at a very low price. He badgers the PCs until they look at his wares.
15-17	Several ruffians start a brawl in the street. They push and shove each other against passersby.
18	A small gang of urchins darts through the crowd, laughing, fighting and calling each other names.
19	A man hurtles through the crowd on a horse clinging to its mane for dear life.
20	A runaway cart crashes into a nearby building.

PICKING POCKETS

Picking pockets requires the Sleight of Hand skill (which can be used untrained).

- **Action:** Using Sleight of Hand is normally a standard action, however a character can use it as a move action by taking a -20 penalty on the check.
- **Success:** A DC 20 Sleight of Hand check indicates you succeed on taking something from the target.
- **Spot Pick Pocket:** The target of the Sleight of Hand attempt can make a Perception check opposed by the Sleight of Hand check to notice the attempt.
- **Try Again:** After an initial failure, a second attempt against the same target requires a DC 30 to succeed.

TO GIVE THE DEVIL HIS DUE (EL 10; XP 9,600)

In a sprawling ghetto, a desperate young woman struck a tragic bargain with the Bogeyman of Long Alley. Pregnant with a son, the penniless urchin promised her boy to the fey monster if it would scare off a pair of vicious thugs; street-rats who routinely threatened her, robbed her and worse. Though the bogeyman kept his end of the bargain, the young woman – a hauntingly pretty girl named Molliani – couldn't bear to part with her child, and fled the ghetto instead.

The PCs meet the Bogeyman of Long Alley, though they'll likely not know it at first. Posing as a wronged merchant, the fey creature bids the PCs to hunt down a thief for him, promising fair compensation for her capture. He doesn't want the pretty young thief hurt, of course – he only wants what's his. True to their names, all bogeymen are male. It is said that the boys they steal away re-emerge years later, themselves transformed into bogeymen...ready to continue their fey father's work.

MEETING THE BOGEYMAN

The Bogeyman of Long Alley maintains a number of personas about the ghetto, among them the façade of a mysterious curio dealer and fortune-teller called Hanse. The bogeyman's *hat of disguise* facilitates these disguises.

Hanse might approach the PCs for a number of reasons. The PCs might come upon Hanse promising rewards to passers-by for the capture of a thief. Alternately, he might have heard of the PCs' exploits, seeking them out in particular. More simply, Hanse might happen upon the PCs as they explore the ghetto, recognizing an adventuring party when he sees one.

However the PCs happen upon this monster-in-disguise, read the following text aloud when Hanse approaches the party:

A well-dressed merchant in fine clothes and a tall hat hustles your way. "There! You, there... please! You're adventurers, aren't you? Please; I've been robbed; I'll pay you to bring me to the thief! I know where she is!"

Hanse explains, a pretty thief has deceived him and stolen from him. According to Hanse's account, he sold her a magical remedy for a problem she'd been having, and she stiffed him on the payment. Hanse explains he'd agreed to allow the girl to pay for the remedy after-the-fact, since he could sympathize with her scepticism. "Lot of hucksters and snake oil salesmen out there peddling so-called magic to desperate folks" Hanse remarks. Hanse is willing to pay 4,000 gp for the PC's assistance.

Though Hanse omits some noteworthy details (such as the fact the "thief" is pregnant, and that her yet-unborn son is his payment), no part of his story is fabricated or untrue. For obvious reasons, Hanse isn't willing to say much more. If the PCs guess or inquire about any sinister intent on Hanse's part, the

merchant swears he means the girl no harm at all – another of Hanse's literal truths. The bogeyman intends only to take the

THE BOGEYMAN OF LONG ALLEY CR 10 (XP 9,600)

Dressed in a long, dark coat and a tall hat, this lanky, fanged humanoid exudes an almost-palpable aura of horror.

NE Medium fey

Init +9; **Senses** low-light vision; Perception +23, Sense Motive +23

Speed 30 ft.; **ACP** 0; **Stealth** +35

AC 23, touch 23, flat-footed 17; **CMD** 32

(+7 deflection, +5 Dex, +1 dodge [Dodge])

Fort +9, **Ref** +15, **Will** +13

hp 93 (17 HD); terrible rejuvenation 5; **DR** 15/cold iron; **SR** 21

Terrible Rejuvenation (Su) Hanse gains fast healing 5 while any creature within his deepest fear aura is suffering from a fear effect, including any fear effect created by the aura itself.

Space 5 ft.; deepest fear (30 ft.); **Base Atk** +8; **CMB** +9

Deepest Fear (Su) A 30-foot aura of fear cloaks Hanse. This manifests as a shifting haze of images reflecting the viewer's deepest fears. The first time it ends its turn within the aura, a creature must make a DC 25 Will save or become shaken for as long as it stays within the aura. If the creature makes the saving throw, it cannot be affected again by the aura for another 24 hours. This is a Charisma-based fear effect.

Melee 2 claws +13 (1d8+8/19-20)

Atk Options striking fear (DC 25)

Striking Fear (Su) If Hanse confirms a critical hit or a sneak attack with one of its claws on a target suffering a fear effect, that effect automatically becomes one step more severe (shaken creatures become frightened, frightened creatures become panicked, and panicked creatures cower in fear). A DC 25 Will save negates this increase. In addition, a critical hit from his claw forces any target that has successfully saved against his fear aura to make another Will save against its effects, even if 24 hours have not yet passed. This is a Charisma-based fear effect.

Spell-Like Abilities (CL 10th; concentration +17)

constant—*detect thoughts, tongues*

at-will—*darkness, gaseous form, ghost sound* (DC 17), *invisibility, suggestion* (DC 20)

3/day—*crushing despair* (DC 21), *hold person* (DC 20), *quickened phantasmal killer* (DC 21)

1/day—*nightmare* (DC 22)

Abilities Str 12, Dex 21, Con 14, Int 15, Wis 16, Cha 25

Feats Dodge, Great Fortitude, Improved Critical (claw), Improved Initiative, Mobility, Quicken Spell-Like Ability (*phantasmal killer*), Skill Focus (Stealth), Spring Attack, Weapon Finesse

Skills Bluff +27, Diplomacy +20, Disable Device +15, Disguise +27, Escape Artist +18, Intimidate +28, Knowledge (local) +16, Perception +23, Sense Motive +23, Spellcraft +12, Stealth +35

Languages Aklo, Common; *tongues*

Gear hat of disguise, 400 pp

girl's son – his compensation – once he is born. Molliani is due any day now, a fact of which the bogeyman is keenly aware.

Hanse also offers no details on the nature of his "remedy," Molliani's ills, or what she agreed to pay. The bogeyman claims he simply can't discuss his customer's problems – even dishonest ones.

Hanse has also learned where the thief is hiding – inside an abandoned church dedicated to gods of law and order. A dais inside the innermost chamber of the church still bears a number of *antipathy* spells warding against evil, fey creatures. One of these spells prevents him from collecting the girl – and the old, fey trickster hasn't got the time it would take to scrounge up thugs wicked enough to assault a pregnant girl for him (or careful enough not to harm her in the process).

MEETING THE THIEF

Hanse is ready to lead the PCs to the girl's hideout as soon as they're able. When the party gets close to the church, Hanse confides the following:

"We're almost there. I know she's hiding here, but she's young and healthy; I can't just go in there and make her come out all on my own. Just tell her to pay up, won't you? And don't hurt her. There... in there."

With that, Hanse points to the decrepit chapel door. He's led the PCs to a desperate and defunct part of the ghetto. Molliani is indeed hiding inside – she'd heard rumours about the old church's protective spells, and hasn't left the 20-ft. wide dais at the back of the chapel in several days. Molliani is panicked, fearful and *obviously* pregnant. When Molliani sees the PCs, accompanied by the merchant Hanse, she begins to wail and cry. Molliani begs the PCs for help, tearfully explaining her side of the story – telling the PCs how this awful man made her promise her son to him in exchange for his help. She insists she had little choice but to make the promise – the men that were shaking her down and threatening her had made her destitute and terrified for her safety. Hanse – knowing it might come to this – will finally admit the price of his "remedy."

"Magic doesn't come freely or easily, love. There's always a cost – and you promised to pay yours. I won't hurt you or your boy, Molliani. He'll be safe with me, and you'll be debt-free as soon as he's born. Now come with me, dear. Let's get you fed and warmed up somewhere, hmm?"

Evil PCs (or *unsettlingly* lawful ones) might side with Hanse at this point, but most PCs will no doubt wish to protect Molliani.

The GM is encouraged to play up the back-and-forth between Hanse and Molliani; with Hanse playing up the price of his services and the clear-cut nature of their deal, while Molliani appeals to the PCs' sympathies – it should be clear Hanse has preyed upon the girl's desperation. When the PCs inevitably side with Molliani, read:

"Dearest Molliani, there's just no way around it, no matter what these fools tell you. Now let me tell you what happens if you don't keep your end of our bargain..."

"Suddenly, Hanse's features melt away. Where Hanse stood a moment ago now stands a tall, violet-skinned humanoid with long claws and fangs. The hideous creature before you still wears Hanse's tall hat and long coat, and continues to speak in the merchant's voice.

"...you – and your soon-to-be-son – will have the blood of these dolts on your hands. And tomorrow night, I'll kill another handful of innocents. Right here...right in front of your eyes. Night after night..."

With that, the Bogeyman of Long Alley attacks the PCs.

TACTICS

The bogeyman does not fight to the death – he intends only to kill as many PCs as he can (as brutally and gruesomely as possible) right in front of the unfortunate Molliani. He is willing to resort to his *phantasmal killer* ability – but only as a last resort. If at all possible, the bogeyman would prefer to make more of a spectacle out of each kill. When one or two of the PCs are dead, the bogeyman withdraws in *gaseous form*.

AREA FEATURES

The area has several features of note:

The Dais: Characters standing on the 20-ft. wide dais gain height advantage (+1 on melee attacks) against other characters. An *antipathy* spell keeps Hanse from standing on the platform.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 9 (XP 6,400): Add the young creature template to Hanse (+2 to Dex-based rolls, -2 to all other rolls; hp 59).

EL 11 (XP 12,800): Add the advanced creature template to Hanse (+2 on all rolls [including damage] and special abilities DCs; AC 27, touch 27, flat-footed 21; CMD 36; hp 127).

UNDER CONSTRUCTION (EL 7; XP 3,200)

After many months of construction, a new church is almost ready for use. However, a series of troubling events have brought construction to a halt. Several strange accidents have plagued the building efforts, and there have been a few suspicious cases of people going missing after straying close to the unfinished building after dark.

Just a couple of days ago, one of the construction crew's most experienced stonecutters fell to his death while working on the decorations atop the unfinished bell tower, and now the workers are refusing to finish construction until the cause of the problems is identified and resolved.

The master builder, Raynard Carran, turns to the PCs for help, promising a 3,000 gp reward if they investigate and convince the workers it is safe to resume work.

QUESTIONING THE WORKERS

Questioning the workers and nearby residents (DC 15 Diplomacy) quickly reveals the problems centre around the bell tower. Some think the tower is haunted, while others suspect a demonic cult is at work. Another theory is that some sort of sinful activity inside the unfinished building has angered the deity to whom the church is dedicated.

THE HUNTER ABOVE

The real cause of the problems is Ryllhax, a gargoyle who has decided the church' bell tower makes a perfect lair. A few days ago, he was accidentally discovered by the stonecutter, whom he flung off the top of the tower. Ryllhax is prepared to take similar violent action if he should be found again.

RYLLHAX, THE BELLTOWER BEAST

A deadly hunter, Ryllhax has led a shiftless and violent life in the city, hunting its citizens for the pleasure of the hunt and the kill.

Background: For years, Ryllhax prowled the city rooftops, making the occasional nightly raid into the streets to prey on drunks and lonely watchmen. Once the shape of the church began to dominate the city's skyline, he was drawn to the bell tower, especially as statues of angels and demons were placed around the steeple. Since moving to the tower, Ryllhax spends his days perched among the other statues atop the parapets.

Personality: Like most of his kin, Ryllhax is petty, spiteful and sadistic.

Mannerisms: Hunched in his frozen state for long periods, Ryllhax favourite pastime is tormenting the unsuspecting people moving about below him. If given the chance, he hurls a roof tile or similar heavy object from a position of hiding, disguising the attack as an accident. He also engages in the occasional act of sabotage.

Distinguishing Features: Due to the long period spent hiding among chimneys and roof shingles, Ryllhax's hide is the dark grey colour and rough texture of the local stone. After moving in among the statues, his features have begun to shift to become more refined, emulating a statue of a demon. This process is gradual and not yet complete, giving Ryllhax a strange, half-finished look.

TACTICS

During the day, Ryllhax perches atop the tower with a good view of the construction site. On moonless or clouded nights, he soars down into the city, seeking prey.

If he spots armed people making their way up into the tower, he assumes his secret has been discovered, and prepares to defend his lair.

Once the PCs come within 20 ft. of the top of the tower, Ryllhax rages and grabs a stone block, then takes to the air and hurls it at the PC closest to his lair, using his lesser hurling rage power. He continues to return to the top of the tower for more objects to hurl, targeting anyone capable of attacking him with ranged weapons or spells.

If anyone uses the brick hoist to ascend, he lands on the roof next to the pulley and bites the rope in an attempt to sever it before the platform reaches the top.

Should any of the PCs make it to the top of the tower, Ryllhax lands and engages them with his natural attacks, fighting with the full force of his fury.

While in rage, Ryllhax fights to the death. If he is forced out of rage, he flees if reduced to below 15 hp.

THE BELL TOWER

The bell tower is of stone construction (hardness 8, hp 270, DC 35 Break, DC 25 Climb), is 20 ft. by 20 ft. at the base and stands 100 ft. tall. It has the following features of note:

Unfinished interior: The interior of the bell tower has not yet been completed, and the only access to the top of the tower is by the scaffolding erected along the exterior walls or the brick hoist.

Scaffolding: All around the tower, wooden scaffolding (hardness 5, hp 10, DC 13 Break) has been erected to allow the workers access to the top of the tower. The scaffolding is 2 ft. wide, and comprises 10 ft. high sections with ladders providing access between levels. The Acrobatics DC for moving along the scaffolding is 5, although a check is only required if other circumstances raise the DC.

It is a DC 0 climb check to climb the ladders.

Brick hoist: At the top of the tower, a block and tackle has been secured, allowing a wooden platform to be hoisted up by a hemp rope (hardness 0, hp 2, DC 23 Break).

At ground level, the rope is secured to a winch used to raise or lower the platform. The platform can be raised or lowered 20 ft. as a full-round action, by making a DC 15 Strength check.

PCs can ride the hoist up if someone else is working the

winch. As long as they hold on to the rope with at least one hand, a DC 5 Acrobatics is sufficient to maintain their balance. If the occupant of the platform performs any kind of vigorous motion (such as making an attack or casting spells with somatic components) or is struck by an attack, the platform becomes severely unsteady, adding +10 to the Acrobatics DC. If occupants fail their Acrobatics check by 5 or more, they fall from the platform.

Building materials: The top of the tower contains several piles of building materials, such as timber and blocks of stone. These objects count as Small falling objects (2d6 damage) if thrown from the tower.

They create areas of light rubble in squares in which they land.

Gargoyle Lair Ryllhax keeps a collection of gruesome trophies from his nightly hunts hidden under some stone blocks (DC 15 Perception locates). The pile contains several severed fingers, a fractured skull, some blood stained jewellery and a torn dark green cloak. Ryllhax does not collect normal treasures – he cares nothing for such trinkets.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 6 (XP 2,400): Remove the collapsing scaffolding trap.

EL 8 (XP 4,800): Apply the advanced creature template to Ryllhax. (+2 on all dice rolls [including damage]; AC 22, touch 18, flat-footed 22; CMD 29; hp 82).

RYLLHAX, THE BELLTOWER BEAST CR 6 (XP 2,400)

Seemingly carved from a dark gray stone, this sinister crouching humanoid resembles a horned, winged demon.

Male gargoyle barbarian (hurler) 2

CE Medium monstrous humanoid (earth)

Init +8; **Senses** darkvision 60 ft.; Perception +7, Sense Motive +1

Speed 40 ft., fly 60 ft. (average; Hover); **ACP** 0; Climb +8, Fly +14, Stealth +13 (+19 in stony areas; freeze)

Freeze (Ex) Ryllhax can hold himself so still he appears to be a statue. He can take 20 on his Stealth check to hide in plain sight as a stone statue.

AC 18, touch 14, flat-footed 18; **CMD** 25; uncanny dodge (+4 Dex, +4 natural)

Fort +8, **Ref** +8, **Will** +5

hp 68 (7 HD); **DR** magic/10

Space 5 ft.; **Base Atk** +7; **CMB** +11

Melee bite +12 (1d4+5) and 2 claws +12 (1d6+5) and gore +12 (1d4+5)

Atk Options Throw Anything; rage (10 rds.)

Combat Gear amulet of mighty fists +1, alchemist's fire (3), potion of cure moderate wounds, potion of magic fang (2), thunderstone

Abilities Str 19, Dex 18, Con 18, Int 6, Wis 13, Cha 5

SQ rage powers (lesser hurling)

Feats Hover, Improved Initiative, Skill Focus (Fly), Throw Anything

Skills as above plus Craft (traps) +5, Survival +6

Languages Common, Terran

Gear as above plus masterwork artisan's tools, gems and jewellery worth 205 gp

When raging, Ryllhax has the following, altered statistics

Climb +10

AC 16, touch 12, flat-footed 16; **CMD** 23; uncanny dodge (+4 Dex, -2 class, +4 natural)

Fort +10, **Will** +7

hp 82 (7 HD); **DR** magic/10

CMB +13

Melee bite +14 (1d4+7) and 2 claws +14 (1d6+7) and gore +14 (1d4+7)

Atk Options Throw Anything; rage (10 rds.; lesser hurling [Small stone block; range 20 ft.; +11 ranged touch; 2d6+4, DC 17 halves])

Abilities Str 22, Con 20

COLLAPSING SCAFFOLDING TRAP CR 3 (800 XP)

Ryllhax has rigged a section of the scaffolding to collapse if walked upon.

Such a trap not only can spell doom for the intruder activating it, but also makes it difficult for non-flying creatures to access his bell tower lair.

COLLAPSING SCAFFOLDING

CR 3 (800 XP)

Suddenly, the scaffolding gives way beneath your feet and your plummet towards the street!

Search DC 25 Perception **Type** Mechanical

Disarm DC 20 Disable Device (2d4 rounds); activates on DC 15 or less; **Bypass** DC 25 Perception (jumping over the section of rigged scaffolding).

Trigger Location; **Reset** Manual

Effect When triggered, this trap has the following effects:

Effect: 30-ft. fall (3d6 falling damage); DC 20 Reflex avoids;

multiple targets (all targets in a 10-ft. section of scaffolding).

If the trap is triggered, the rest of the scaffolding becomes mildly unsteady (+5 to Acrobatics DCs).

'WARE THE WERERAT (EL 4; XP 1,200)

This encounter takes place on the night of a full moon and can start on the streets or in a tavern or other public place. The moon will remain full for another three nights. Read:

A dirty, nervous-looking young man approaches you. His eyes shift quickly and he constantly looks over his shoulder. "Please help me, I have nowhere else to go."

A DC 20 Sense Motive check reveals Milt is genuinely frightened. If the PCs ask what is wrong he relays his story and begs for help.

MILT'S STORY

A month ago or so Restin and Milt waylaid a traveller. In horror, Milt witnessed his companion beat the man to death after discovering he didn't carry much wealth. However, before dying, the man transformed into a gigantic rat-like beast and bit Restin. Terrified, Milt fled and has not seen his friend since.

Although Milt refuses to contact the Watch, he suspects Restin is behind the "animal" attacks in the neighbourhood over the last few nights. Now slightly paranoid, he thinks his once-friend is stalking him in revenge for leaving him writhing in the street. Milt assures the group the Watch rewards civic-minded duty and promises to lead the group to Restin's lair. (As a wanted criminal, Milt is very keen to avoid the Watch).

If the PCs offer to help, Milt promises them Restin's accumulated treasures once his partner has been defeated.

MILT

This man of the streets is terrified for his very life.

History: Milt grew up on the streets. Attempting to make his way in the world, his path crossed and merged with the large and charismatic Restin. Easily influenced, Milt participated in many of Restin's cons, thefts and muggings.

Personality: Milt is gullible and easily lead. Brave to a fault, his friend's transformation terrifies him on an atavistic level. Although he has participated in scores of muggings, he is at heart a coward.

Mannerisms: Milt fondles his brass knuckledusters when he wants to look menacing.

Distinguishing Features: Filthy, Milt smells terrible.

RESTIN

This wild man has a terrible rage.

History: A child of the slums, Restin quickly grew to be a fearsome warrior well able with fist or weapon to defend what was his (or to take what he desired).

Personality: A bully and sociopath, Restin cares nothing for others beyond what they can give to or do for him.

Mannerisms: Restin grinds his teeth when angry.

Distinguishing Features: Restin has wild, staring eyes that dart about.

FINDING RESTIN

Restin lives in a hovel in a slum on the edge of town. During the day, he slumbers within. At night, he transforms and prowls the surrounding alleys.

TACTICS

Once the PCs encounter Restin, use these notes to run the ensuing battle:

Restin: Restin can't be reasoned with in his changed form and attacks with barbaric rage as soon as it becomes clear the PCs are after him. Once reduced to half hit points, he retreats to his hovel. There, he fights to the death.

Milt: Milt stays as far away from Restin as possible and only fights if cornered.

AREA FEATURES

The area has several features of note:

Dim Light: Dim light blankets the streets, providing concealment (20% miss chance).

Rubbish: Rubbish covers much of the ground. It costs 2 squares of movement to enter a square in the hut and the DC of Acrobatics checks increases by 2.

HOVEL FEATURES

Restin's hovel has the following features of note:

Darkness: Darkness fills the hovel, providing concealment (50% miss chance).

Ceiling: The ceiling is 7 ft. high.

MILT

CR 1/2 (XP 200)

This well-built man wears tattered, filthy clothes.

Male human commoner 2

N Medium humanoid (human)

Init +1; Senses Perception +4, Sense Motive +2

Speed 30 ft.; **ACP** 0; Acrobatics +2, Climb +3, Escape Artist +3, Fly +1, Ride +1, Stealth +1, Swim +3

AC 11, touch 11, flat-footed 10; **CMD** 13
(+1 Dex)

Fort +0 Ref +1, Will +0

hp 12

Space 5 ft.; **Base Atk** +1; **CMB** +2

Melee brass knuckledusters +2 (1d3+1)

Abilities Str 12, Dex 13, Con 10, Int 11, Wis 10, Cha 9

Feats Athletic, Toughness

Skills as above

Languages Common

Gear as above plus pouch 50 sp, well-worn leather boots

Wooden Walls: The wood walls are (hardness 5, hp 15; DC 18 Break) relatively sturdy.

Trash-Covered Floor: Rubbish covers the floor. It costs 2 squares of movement to enter a square in the hut and the DC of Acrobatics checks increases by 2.

RESTIN (HYBRID FORM)

CR 4 (XP 1,200)

This horrid bipedal rat-like beast has razor sharp teeth and is covered in thick, coarse fur.

Male human afflicted wererat barbarian 4

CE Medium humanoid (augmented humanoid, human)

Init +3; **Senses** low-light vision, scent; **Perception** +9, **Sense Motive** +2

Speed 40 ft.; **ACP** 0; **Acrobatics** +10 (+14 jumping), **Climb** +12, **Swim** +12

AC 18, touch 13, flat-footed 15; **CMD** 22; uncanny dodge, +1 vs. traps

(+3 armour [mwk studded leather], +3 Dex, +2 natural)

Fort +8, **Ref** +5 (+6 vs. traps), **Will** +4

hp 47 (4 HD); **DR** silver/10

Space 5 ft.; **Base Atk** +4; **CMB** +8

Melee mwk heavy flail (Power Attack [-2/+6]) +11 (1d10+7) and bite +4 (1d4+5 plus filth fever [save DC 13 Fortitude {2 consecutive saves}; onset 1d3 days; frequency 1/day; effect 1d3 Con damage and 1d3 Dex damage] and curse of lycanthropy [DC 15])

Ranged mwk longbow (range 110 ft.) +6 (1d8+4/x3)

Atk Options rage (12 rounds)

Special Actions change shape ([full-round action] human, hybrid)

Combat Gear arrows (20)

Abilities Str 20, Dex 17, Con 16, Int 10, Wis 14, Cha 6

SQ lycanthropic empathy (rats and dire rats), fast movement, rage powers (powerful blow [+2], superstitious) trap sense (+1)

Feats Power Attack, Toughness, Weapon Focus (heavy flail)

Skills as above plus Diplomacy -2 (+2 vs. rats), Intimidate +5

Languages Common

Gear as above plus *cloak of resistance* +1, 23 gp

When raging, Restin has the following, altered statistics:

Climb +14, **Swim** +14

AC 16, touch 11, flat-footed 13; **CMD** 24; uncanny dodge, +1 vs. traps

Fort +10, **Will** +6; +2 vs. spells and supernatural and spell-like abilities

hp 55

CMB +10

Melee mwk heavy flail (Power Attack [-2/+6]) +13 (1d10+10) and bite +11 (1d4+7 plus filth fever [save DC 15 Fortitude {2 consecutive saves}; onset 1d3 days; frequency 1/day; effect 1d3 Con damage and 1d3 Dex damage] and curse of lycanthropy [DC 15])

Atk Options powerful blow (+2), rage (12 rounds)

Abilities Str 24, Con 20

Secret Door: A DC 25 Perception check reveals a secret floor compartment; within lies 252 gp, 75 sp and three yellow gems (ambers each worth 200 gp; DC 20 Appraise values and identifies).

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 3 (XP 800): Apply the young creature template to Restin (+2 to all Dex-based rolls, -2 on all other rolls, -8 hp).

EL 5 (XP 1,600): Apply the advanced creature template to Restin (+2 on all rolls [including damage], +4 to AC and CMD and +8 hp).

RESTIN (HUMAN FORM)

CR 4 (XP 1,200)

This heavily muscled, wild-eyed man wears old, slightly tatty clothing.

Male human afflicted wererat barbarian 4

CE Medium humanoid (augmented humanoid, human)

Init +1; **Senses** low-light vision, scent; **Perception** +9, **Sense Motive** +2

Speed 40 ft.; **ACP** 0; **Acrobatics** +8 (+12 jumping), **Climb** +11, **Swim** +12

AC 14, touch 11, flat-footed 13; **CMD** 19; uncanny dodge, +1 vs. traps

(+3 armour [mwk studded leather], +1 Dex)

Fort +7, **Ref** +3 (+4 vs. traps), **Will** +4

hp 43 (4 HD); **DR** silver/10

Space 5 ft.; **Base Atk** +4; **CMB** +8

Melee mwk heavy flail (Power Attack [-2/+6]) +10 (1d10+6)

Ranged mwk longbow (range 110 ft.) +6 (1d8+4/x3)

Atk Options rage (12 rounds)

Special Actions change shape ([full-round action] human, hybrid)

Combat Gear arrows (20)

Abilities Str 18, Dex 13, Con 14, Int 10, Wis 14, Cha 6

SQ lycanthropic empathy (rats and dire rats), fast movement, rage powers (powerful blow [+2], superstitious) trap sense (+1)

Feats Power Attack, Toughness, Weapon Focus (heavy flail)

Skills as above plus Diplomacy -2 (+2 vs. rats), Intimidate +5

Languages Common

Gear as above plus *cloak of resistance* +1, 23 gp

When raging, Restin has the following, altered statistics:

Climb +13, **Swim** +13

AC 12, touch 9, flat-footed 11; **CMD** 21; uncanny dodge, +1 vs. traps

Fort +9, **Will** +6; +2 vs. spells and supernatural and spell-like abilities

hp 51

CMB +10

Melee mwk heavy flail (Power Attack [-2/+6]) +12 (1d10+9)

Atk Options powerful blow (+2), rage (12 rounds)

Abilities Str 22, Con 18

WATCH, THE: PATROLS

Use the statistics and encounter groups on this page to depict any watch patrol the PCs encounter.

PATROLS

- **Small Patrol (EL 3 [XP 800])** Watchman (2), sergeant of the watch (1)
- **Normal Patrol (EL 4 [XP 1,200])** Watchman (4), sergeant of the watch (1)
- **Large Patrol (EL 5 [XP 1,600 XP])** Watchman (6), sergeant of the watch (1)
- **Exceptional Patrol (EL 8 [XP 4,800])** Watchman (14), sergeant of the watch (2), captain of the watch (1)

Although some watch patrols are quite large, it is obvious such a group is only a challenge to the weakest of adventuring parties. Most watchmen have no intention of dying in battle against hardened killers – they would much rather break up drunken brawls or apprehend pick pockets. If the watch are confronted by armed adventurers or fantastical monsters rampaging through the streets, they will likely muster in force. The watch also, no doubt, have contacts among the retired adventurers and other powerful folk dwelling in the town; may such individuals aid the watch in times of great need. The GM should use the *NPC Codex* to represent such folk.

Watchmen do not use lethal force on a daily basis, preferring to use the threat of violence or incarceration to defuse the situation. If left with no option, they resort to inflicting nonlethal damage on their foe. If their opponent is using a weapon to inflict lethal damage, they reply in kind.

WATCH MEMBERS

WATCHMAN CR 1/2 (XP 200)

Clad in scale mail this warrior carries shield and spear.

Male human warrior 2
LN Medium humanoid (human)
Init +0; **Senses** Perception +0, Sense Motive +0
Speed 20 ft., base speed 30 ft.; **ACP** -5; Acrobatics -5 (-9 jumping), Ride +0
AC 16, touch 10, flat-footed 16; **CMD** 14
(+5 armour [scale mail], +1 shield [light wooden])
Fort +4, **Ref** +0, **Will** +0
hp 18 (2 HD)
Space 5 ft.; **Base Atk** +2; **CMB** +4
Melee spear +5 (1d8+2/x3) or
Melee club +5 (1d6+2)
Abilities Str 15, Dex 11, Con 13, Int 9, Wis 10, Cha 8
Feats Toughness^B, Weapon Focus (spear)
Skills as above plus Handle Animal +3, Profession (watchman) +4
Languages Common
Gear as above plus belt pouch, 2d6 sp

SERGEANT OF THE WATCH

CR 1 (XP 400)

Clad in chainmail this warrior has a severe haircut and stubble.

Male human warrior 3
LN Medium humanoid
Init +0; **Senses** Perception +2, Sense Motive +2
Speed 20 ft., base speed 30 ft.; **ACP** -6; Acrobatics -6 (-10 jumping), Ride -1
AC 17, touch 10, flat-footed 17; **CMD** 14
(+6 armour [chainmail], +1 shield [buckler])
Fort +4, **Ref** +1, **Will** +1
hp 25 (3 HD)
Space 5 ft.; **Base Atk** +3; **CMB** +5
Melee mwk longsword +7 (1d8+2/19-20) or
Melee dagger +5 (1d4+2/19-20)
Combat Gear potion of cure light wounds (2)
Abilities Str 15, Dex 11, Con 13, Int 9, Wis 10, Cha 8
Feats Alertness, Toughness^B, Weapon Focus (longsword)
Skills as above plus Intimidate +5, Profession (watchman) +4
Languages Common
Gear as above plus belt pouch, 2d10 sp, 1d8 gp

CAPTAIN OF THE WATCH

CR 3 (XP 800)

This well muscled half-elf wears a fine breastplate and carries a finely crafted longsword at his hip

Male half-elf fighter 4
LN Medium humanoid (elf, human)
Init +2; **Senses** low-light vision; Perception +10, Sense Motive +5
Speed 20 ft., base speed 30 ft.; **ACP** -2; Acrobatics +0 (-4 jumping), Climb +4, Swim +4
AC 20, touch 15, flat-footed 15; **CMD** 20
(+6 armour [mwk breastplate], +2 Dex, +1 dodge [Dodge], +1 shield [mwk buckler])
Immune sleep
Fort +5 **Ref** +3, **Will** +3 (+4 vs. fear)
hp 34 (4 HD)
Space 5 ft.; **Base Atk** +4; **CMB** +7
Melee mwk longsword (Power Attack [-2/+4]) +9 (1d8+3/19-20)
or
Melee mwk dagger (Power Attack [-2/+4]) +8 (1d4+3/19-20)
Atk Options Cleave
Combat Gear potion of cure moderate wounds
Abilities Str 16, Dex 14, Con 13, Int 10, Wis 14 Cha 8
SQ armour training (1), bravery (+1)
Feats Alertness, Cleave, Dodge, Power Attack, Skill Focus (Perception), Weapon Focus (longsword)
Skills as above plus Profession (watchman) +7
Languages Common, Elven
Gear as above plus 50 gp

SO WHAT'S FOR SALE?

SMALL TOWN

Use the table below, to determine which set of items is for sale in a small town the PCs visit.

D%	SMALL TOWN SET	NOTES
01-04	Small Town 1	
05-08	Small Town 2	Cursed item
09-12	Small Town 3	Cursed items
13-16	Small Town 4	
17-20	Small Town 5	
21-24	Small Town 6	Cursed item
25-28	Small Town 7	Cursed item
29-32	Small Town 8	Cursed items
33-36	Small Town 9	
37-40	Small Town 10	
41-44	Small Town 11	
45-48	Small Town 12	
49-52	Small Town 13	
53-56	Small Town 14	
57-60	Small Town 15	
61-64	Small Town 16	
68-68	Small Town 17	
69-72	Small Town 18	
73-76	Small Town 19	
77-80	Small Town 20	
81-84	Small Town 21	
85-88	Small Town 22	
89-92	Small Town 23	
93-96	Small Town 24	
97-100	Roll on Large Town	

Base Value: 1,000 gp; 3d4 minor items; 1d6 medium items

SPELLCASTERS FOR HIRE

Additionally, wandering adventurers can often find spellcasters available to cast spells (for a price) at any small town they happen upon.

Highest-Level Spell: 4th.

Cost: Caster level x spell level x 10 gp (plus any additional costs noted in the relevant spell's description).

SMALL TOWN 1

Armour +4 heavy steel shield (16,170 gp), elven chain (5,150 gp)

Potions & Oils align weapon (300 gp), levitate (300 gp), protection from good (50 gp)

Scroll (Arcane) mirror image (150 gp)

Scroll (Divine) sound burst (150 gp)

Wands bull's strength (35 charges, 3,150 gp), protection from chaos (23 charges, 345 gp)

Wondrous Item necklace of fireballs type IV (5,400 gp)

SMALL TOWN 2

Armour darkwood buckler (205 gp), +3 improved shadow breastplate (24,350 gp)

Potions & Oils arcane mark (25 gp), fox's cunning (300 gp), heroism (750 gp)

Wands bless weapon (12 charges, 180 gp), flaming sphere (29 charges, 2,610 gp), make whole (8 charges, 720 gp)

Wondrous Items bronze griffon figurine of wondrous power (10,000 gp), pearl of power (4th; 16,000 gp)*, universal solvent (2; 50 gp each)

***Cursed (Known) Requirement:** item must be used at least once a day, or it won't function again for its current possessor.

SMALL TOWN 3

Potions & Oils make whole (300 gp), wood shape (300 gp)

Scroll (Arcane) blindness/deafness, ray of frost and whispering wind (325 gp)*

Scrolls (Divine) barkskin (25 gp), protection from chaos (25 gp)**

Wands bless water (1 charge, 40 gp), magic circle against chaos (16 charges, 3,600 gp), scorching ray (43 charges, 3,870 gp), tongues (3 charges, 270 gp)

Weapon +2 gauntlet (8,302 gp)

Wondrous Item scabbard of keen edges (16,000 gp)

***Cursed (Unknown)** Intermittent functioning: only works aboveground.

****Cursed (Unknown)** Opposite effect or target: listed bonuses instead become penalties.

SMALL TOWN 4

Armour +1 tower shield (1,180 gp)

Oil magic stone (50 gp)

Scrolls (Arcane) bull's strength (150 gp), fog cloud and summon monster II (300 gp), magic weapon (25 gp)

Weapons +1 composite shortbow (+2 Str) (2,525 gp), +4 kama (32,302)

Wondrous Items amulet of natural armour +3 (18,000 gp), elixir of truth (500 gp), folding boat (7,200 gp)

SMALL TOWN 5

Armour +1 invulnerability scale mail with locked gauntlet (16,208 gp)

Potion cure light wounds (50 gp)

Scroll (Arcane) cause fear (25 gp)

Scroll (Divine) lesser restoration (150 gp)

Wands goodberry (46 charges, 690 gp), rage (42 charges, 10,350 gp), shillelagh (46 charges, 690 gp)

Wondrous Item candle of invocation (8,400 gp), horn of blasting (10,000 gp)

SMALL TOWN 6

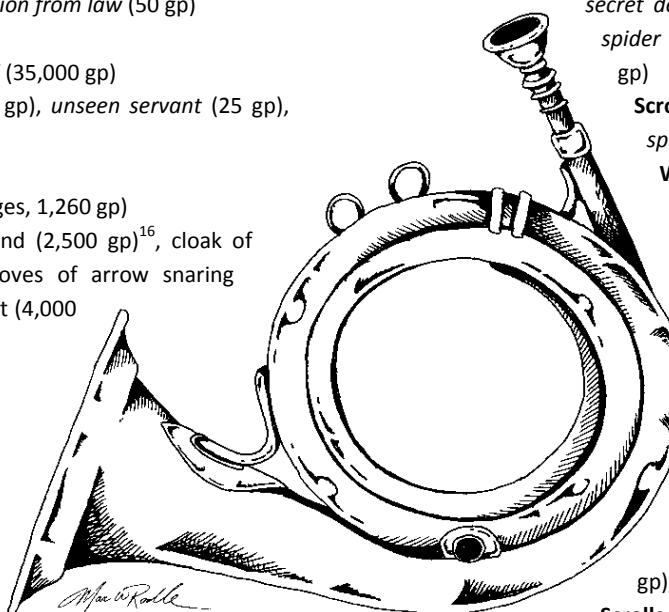
Armour +2 chainmail (4,300 gp)
Potion cure light wounds (50 gp)
Scrolls (Arcane) expeditious retreat (25 gp), flaming sphere, mass reduce person (700 gp), protection from arrows and rope trick (450 gp)*
Wands acid arrow (33 charges, 2,970 gp), fly (5 charges, 1,125 gp)
Weapon +1 gauntlet (2,302 gp)
Wondrous Items elixir of vision (250 gp), pearl of power (1st) (1,000 gp)
***Cursed (Unknown)** Intermittent functioning: can only be used underground.

SMALL TOWN 7

Armour +2 heavy steel shield (4,170 gp)
Potions invisibility (300 gp), protection from law (50 gp)
Ring force shield (8,500 gp)
Rod lesser metamagic quicken spell (35,000 gp)
Scrolls (Arcane) cause fear (2; 25 gp), unseen servant (25 gp), whispering wind (150 gp)
Scroll (Divine) wind wall (375 gp)
Wand summon monster II (14 charges, 1,260 gp)
Wondrous Items boots of elvenkind (2,500 gp)¹⁶, cloak of resistance +4 (16,000 gp), gloves of arrow snaring (4,000 gp), restorative ointment (4,000 gp)
***Cursed (Unknown)** Delusion.

SMALL TOWN 8

Potion endure elements (50 gp)
Rods lesser metamagic extend spell (3,000 gp), metal and mineral detection (10,500 gp)
Scrolls (Arcane) detect secret doors (25 gp), flaming sphere (150 gp), magic circle against good (375 gp), silent image (25 gp)
Scroll (Divine) speak with animals (25 gp)
Staff charming (17,600 gp)
Wand lullaby (39 charges, 292 gp, 5 sp)*
Weapon screaming bolt (267 gp)
Wondrous Items bracers of natural armour +3 (18,000 gp)¹⁸, cloak of resistance +2 (4,000 gp), medallion of thoughts (12,000 gp)
***Cursed (Known)** Opposite effect or target: picks a random enemy target other than the one chosen (if only one enemy, targets caster).
****Cursed (Unknown)** Delusion.



SMALL TOWN 9

Armour +1 buckler (1,165 gp)
Potion bull's strength (300 gp)
Scroll (Arcane) protection from good (25 gp)
Scroll (Divine) protection from chaos (25 gp)
Wand erase (48 charges, 720 gp), greater magic weapon (41 charges, 9,225 gp)
Weapon +1 dire flail (2,690 gp)
Wondrous Items fan feather token (200 gp), pearl of power (1st) (1,000 gp), necklace of fireballs type V (5,850 gp)

SMALL TOWN 10

Armour +1 spell resistance (15) chainmail (16,165 gp)
Potions & Oils bear's endurance (300 gp), eagle's splendour (300 gp), make whole (300 gp)
Scrolls (Arcane) blindness/deafness and shield (175 gp), detect secret doors and magic weapon (50 gp), spider climb and whispering wind (300 gp)
Scrolls (Divine) find traps (150 gp), spiritual weapon (150 gp)
Wand owl's wisdom (38 charges, 3,420 gp)
Weapon +2 shortbow (8,330 gp)
Wondrous Items bag of holding type I (2,500 gp), pink and green sphere ioun stone (8,000 gp)

SMALL TOWN 11

Potions & Oils hide from animals (50 gp), remove fear (50 gp), sanctuary (50 gp)
Scrolls (Arcane) knock (150 gp), levitate (300 gp), magic circle against good (375 gp), magic mouth (160 gp)
Scroll (Divine) sanctuary (25 gp)
Ring wizardry (I) (20,000 gp)
Weapon +3 hand crossbow (18,400 gp), +3 anarchic throwing axe (50,308 gp)
Wondrous Items elixir of fire breath (1,100 gp), gray bag of tricks (3,400 gp)

SMALL TOWN 12

Potions & Oils animate rope (50 gp), bull's strength (3) (300 gp), cure moderate wounds (300 gp), magic stone (50 gp), sanctuary (50 gp)
Scroll (Arcane) burning hands (25 gp)
Wand chill touch (4 charges, 60 gp)

SMALL TOWN 13

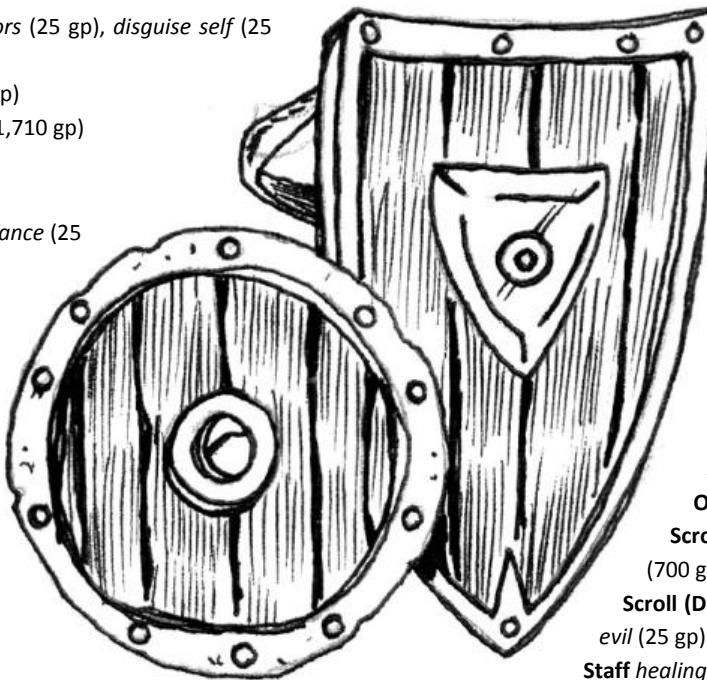
Armour +1 tower shield (1,180 gp), +1 light wooden shield (1,153 gp)
Potions & Oils gentle repose (300 gp), magic weapon (50 gp)
Rod cancellation (11,000 gp)
Scroll (Arcane) cause fear (25 gp)
Scroll (Divine) death knell (150 gp)
Wands cure serious wounds (8 charges, 1,800 gp), remove curse (45 charges, 10,125 gp)
Weapon masterwork cold iron longsword (330 gp)

SMALL TOWN 14

Armour +1 heavy steel shield (1,170 gp)
Potion sanctuary (50 gp)
Ring protection +3 (18,000 gp)
Scrolls (Arcane) detect secret doors (25 gp), disguise self (25 gp), locate object (150 gp)
Scroll (Divine) charm animal (25 gp)
Wand align weapon (19 charges, 1,710 gp)

SMALL TOWN 15

Potions darkvision (300 gp), resistance (25 gp)
Rings animal friendship (10,800 gp), force shield (10,800 gp), x-ray vision (25,000 gp)
Scroll (Arcane) whispering wind (150 gp)
Scroll (Divine) detect chaos (25 gp)
Staff defence (62,000 gp)
Wands chill metal (18 charges, 270 gp), darkness (18 charges, 1,620 gp), illusory script (29 charges, 7,975 gp)



SMALL TOWN 16

Armour dragonhide plate (3,300 gp)
Potions & Oils cure moderate wounds (300 gp), fox's cunning (300 gp), obscure object (300 gp)
Scrolls (Arcane) detect secret doors and fly (400 gp), invisibility and knock (300 gp)
Scrolls (Divine) barksin (150 gp), speak with dead (375 gp)
Wands eagle's splendour (39 charges, 3,510 gp), eagle's splendour (44 charges, 3,960 gp), scare (15 charges, 1,350 gp)
Weapon +2 short sword (2,310 gp)
Wondrous Item iridescent spindle ioun stone (18,000 gp), sovereign glue (2,400 gp)

SMALL TOWN 17

Oil shillelagh (50 gp)
Rod immovable (5,000 gp)
Wands enlarge person (4 charges, 60 gp), meld into stone (25 charges, 5,625 gp)
Weapon +2 light hammer (2,301 gp)
Wondrous Item vest of escape (5,200 gp)

SMALL TOWN 18

Armour +1 light fortification light steel shield (4,159 gp)
Potions cat's grace (300 gp), invisibility (300 gp)
Ring water walking (15,000 gp)
Scrolls (Arcane) colour spray (25 gp), eagle's splendour (150 gp), hypnotism (25 gp), light and endure element (37 gp, 5 sp), minor image (150 gp), protection from arrows (150 gp), spider climb (150 gp), summon monster I (25 gp)
Scroll (Divine) flaming sphere (150 gp)
Staff healing (29,600 gp)
Wondrous Item headband of vast intelligence +4 (16,000 gp)

SMALL TOWN 19

Armour +1 heavy wooden shield (1,153 gp)
Oil rope trick (300 gp)
Scroll (Arcane) charm monster (700 gp)
Scroll (Divine) barksin (150 gp), detect evil (25 gp)
Staff healing (29,600 gp)
Wondrous Item rope of entanglement (21,000 gp)

SMALL TOWN 20

Armour +1 heavy wooden shield (1,157 gp)
Potion & Oil make whole (300 gp)
Rod lesser metamagic extend spell (3,000 gp)
Scroll (Arcane) detect poison (12 gp, 5 sp)
Scrolls (Divine) aid (150 gp), flare (12 gp, 5 sp)
Weapons +1 club (2,300 gp), flame tongue (20,715 gp)
Wondrous Item hand of the mage (900 gp)

SMALL TOWN 21

Potions & Oils *bull's strength* (300 gp), *cure moderate wounds* (300 gp), *hide from undead* (50 gp), *light* (25 gp), *obscure object* (300 gp)
Ring *minor energy (fire) resistance* (12,000 gp)
Scrolls (Arcane) *confusion* (700 gp), *detect secret doors* (25 gp) and *flame arrow* (375 gp), *resist energy* (150 gp)
Wand *shillelagh* (42 charges, 630 gp)
Wondrous Item *necklace of fireballs type VI* (8,100 gp)

SMALL TOWN 22

Armour +1 *heavy wooden shield* (1,157 gp)
Potions & Oils *protection from chaos* (50 gp), *resist (cold) energy* (300 gp)
Scrolls (Arcane) *obscuring mist* (25 gp), *shield* (25 gp)
Staves *defence* (62,000 gp), *frost* (41,400 gp)
Wand *enlarge person* (27 charges, 405 gp)
Wondrous Items *cloak of resistance +2*, *necklace of fireballs type IV* (5,400 gp)

SMALL TOWN 23

Armour *Rhino hide* (5,165 gp)
Potions & Oils *reduce animal* (300 gp), *reduce person* (50 gp), *remove paralysis* (300 gp), *sanctuary* (50 gp), *status* (300 gp), *wood shape* (300 gp)
Rings *protection +1* (2,000 gp), *protection +3* (18,000 gp)
Rod *flame extinguishing* (15,000 gp)
Scroll (Arcane) *arcane eye* (700 gp)
Staff *defence* (62,000 gp)
Wands *aid* (31 charges, 2,790 gp), *comprehend languages* (25 charges, 375 gp)

SMALL TOWN 24

Potions & Oils *darkvision* (150 gp), *light* (25 gp)
Ring *improved climbing* (10,000 gp)
Scrolls (Arcane) *fox's cunning* (150 gp), *invisibility* (150 gp), *reduce person* (25 gp), *suggestion* (375 gp), *ventriloquism* (25 gp)
Scroll (Divine) *cure serious wounds, water walk* (750 gp)
Wondrous Item *phylactery of positive channelling* (11,000 gp)

SAMPLE SELLERS

Use the table below, to determine a seller's identity.

D10	SELLER ¹
1	Alpo Poso (N male human fighter 1): From a distant village, this is Alpo's first time in a town. He loves the nightlife and doesn't want the item(s). He is bald and half-drunk.
2	Arvyon Moonfoot (LN female halfling ranger 1): A lover of solitude, Arvyon nevertheless enjoys a good barroom brawl. She eats voraciously and has terrible table manners. She always tries to carry out negotiations over a meal (paid for by the customer, of course).
3	Tranen Nuoso (N male human wizard [necromancer] 2): Convinded of his brilliance, Tranen has recently arrived in town to perform certain research best carried out in private. He smells musty and has large, bushy eyebrows. He sells scrolls and potions to fund his research, but he hates the inconvenience of doing so.
4	Jalava Otila (CN female human druid/bard 6/4): Jalva believes that she can instil a love of nature in people by singing them great epics about the world's beauty. She insists on doing so before selling any items.
5	Juho Tuomi (LN male human sorcerer 1): Juho is selling items to pay the ransom of a comrade held hostage by a nearby orc tribe. He is obviously in a hurry and tells his story to all willing listeners.
6	Lamiat Koritas (LG female half-elf rogue 6): This rogue hates undead and specialises at hunting them. She has lots of such stories and tips. She is lonely and spins out negotiations as long as possible.
7	Ruabrar Fisual (NE male half-elf cleric 2): Ruabrar has an inferiority complex. He hates everyone and demands 150% of market price for his item(s).
8	Rumsan Uthdulean (LN male elf wizard 3): Frail and unsuited to an adventurer's life, Rumsan would much rather craft potions and scrolls to order. He has a hacking cough and wears his hair in braids.
9	Simo Ahonen (CE male human rogue 2): Simo is selling the proceeds of a theft in a nearby town. She looks nervous and settles for 75% of market price if the deal can be done quickly. He notes if the PCs are obviously wealthy and may pay them a stealthy, nocturnal visit.
10	Viljo Tuuri (NE male human ranger 3): Viljo has terrible social skills, horrific breath and an impressive moustache. He wants money for drinking and wenching. He is planning to leave town as soon as he runs out of money.

1: Skill Ranks 5+ level for class skills; non class skills +1.

Base Value: 1,000 gp; 3d4 minor items; 1d6 medium items

LARGE TOWN

Use the table below, to determine which set of items is for sale in a large town the PCs visit.

D%	LARGE TOWN SET	NOTES
01-04	Large Town 1	Cursed items
05-08	Large Town 2	
09-12	Large Town 3	Cursed item
13-16	Large Town 4	Cursed items
17-20	Large Town 5	
21-24	Large Town 6	
25-28	Large Town 7	Cursed item
29-32	Large Town 8	
33-36	Large Town 9	
37-40	Large Town 10	
41-44	Large Town 11	
45-48	Large Town 12	
49-52	Large Town 13	
53-56	Large Town 14	
57-60	Large Town 15	
61-64	Large Town 16	
68-68	Large Town 17	
69-72	Large Town 18	
73-76	Large Town 19	
77-80	Large Town 20	
81-84	Large Town 21	
85-92	Roll on Small City	
93-100	Roll on Small City	

Base Value: 2,000 gp; 3d4 minor items; 2d4 medium items; 1d4 major items.

SPELLCASTERS FOR HIRE

Additionally, wandering adventurers can often find spellcasters available to cast spells (for a price) at any large town they visit.

Highest-Level Spell: 5th.

Cost: Caster level × spell level × 10 gp (plus any additional costs noted in the relevant spell's description).

LARGE TOWN 1

Armour +3 breastplate (9,350 gp), +5 greater electricity resistance leather armour (91,160 gp)

Potions & Oils cat's grace (300 gp), make whole (300 gp), reduce person (50 gp), virtue (25 gp)

Scroll (Arcane) beast shape I, fly and mnemonic enhancer (1,500 gp)*

Staves divination (82,000 gp), earth and stone (85,800 gp)

Weapons +1 quarterstaff (2,600 gp), +3 net (18,320 gp)**

Wondrous Items headband of mental prowess +6 (90,000 gp), silversheen (250 gp)

***Cursed (Known)** Drawback: temperature around item is 10° F cooler than normal.

***Cursed (Unknown)** Substitute; net of snaring.

LARGE TOWN 2

Armour +3 light wooden shield with shield spikes (9,163 gp)

Potion & Oil delay poison (300 gp), invisibility (300 gp), resist cold energy (300 gp)

Ring sustenance (2,500 gp)

Scrolls (Arcane) expeditious retreat (25 gp), mage's private sanctum (1,125 gp), suggestion (375 gp)

Scroll (Divine) inflict light wounds (25 gp)

Staff abjuration (82,000 gp)

Wands eagle's splendour (26 charges, 2,340 gp), hold portal (1 charge, 15 gp)

Weapon +4 brilliant energy hand crossbow (64,400 gp)

Wondrous Item pearl of power (9th; 81,000 gp)

LARGE TOWN 3

Potions & Oils arcane mark (25 gp), shatter (300 gp)

Wands animal trance (12 charges, 1,080 gp), message (38 charges, 285 gp), silent image (11 charges, 99 gp)

Weapons +2 short sword (8,310 gp), +2 flaming shock composite longbow (+3 Str) (32,700 gp)*

Wondrous Items ivory goats figurine of wondrous power (21,000 gp), pearl of power (5th; 25,000 gp), portable hole (20,000 gp)

***Cursed (Known)** Drawback: character must make a DC 20 Fortitude save each day or suffer 1 point of Strength damage.

LARGE TOWN 4

Potions protection from law (50 gp), stabilize (25 gp)

Ring water walking (15,000 gp)*

Rod python (13,000 gp)*

Wand bull's strength (47 charges, 4,230 gp)

Weapons sleep arrow (132 gp), flame tongue (22,715 gp)

Wondrous Items bead of force (3,000 gp), belt of giant strength +6 (36,000 gp)

***Cursed (Known)** Drawback: character shrinks 6 inches; happens when item first used; permanent.

****Cursed (Known)** Intermittent functioning: item has a 5% chance of functioning once at a random time every day.

LARGE TOWN 5

Ring water walking (15,000 gp)

Rods greater metamagic enlarge spell (24,500 gp), metamagic extend spell (11,000 gp)

Scrolls (Arcane) burning hands (25 gp), charm person (25 gp), touch of fatigue (12 gp, 5 sp)

Scroll (Divine) sending (700 gp)
Wands *cure moderate wounds* (41 charges, 3,690 gp), *major image* (43 charges, 9,675 gp)
Weapon +4 repeating heavy crossbow (32,700 gp)
Wondrous Item *tan bag of tricks* (16,000 gp)

LARGE TOWN 6

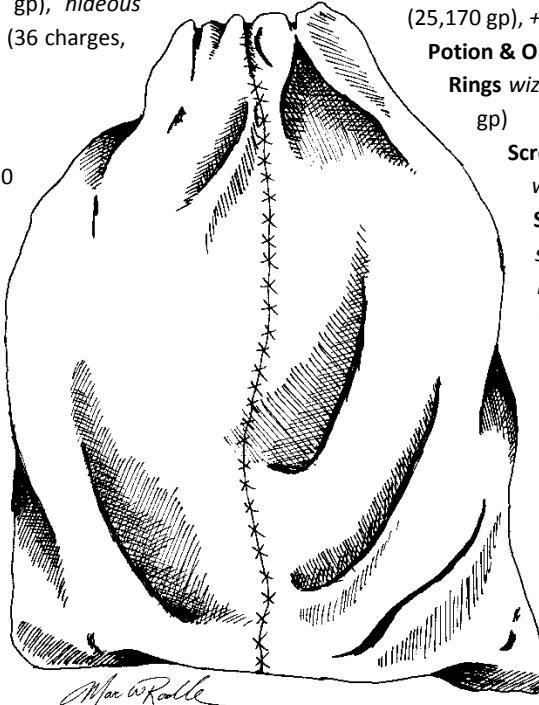
Armour +2 chain shirt (4,250 gp)
Potion *cure moderate wounds* (300 gp)
Rings *jumping* (2,500 gp), *protection +3* (18,000 gp)
Scrolls (Arcane) *fireball* (375 gp), *floating disk* (25 gp), *interposing hand* (1,125 gp)
Scroll (Divine) *find traps and zone of truth* (300 gp)
Staves *divination* (82,000 gp), *frost* (41,400 gp)
Wands *detect good* (36 charges, 540 gp), *hideous laughter* (42 charges, 3,780 gp), *web* (36 charges, 3,240 gp)

LARGE TOWN 7

Armour adamantine breastplate (10,200 gp)
Potions & Oils *fly* (750 gp), *levitate* (300 gp), *magic weapon* (50 gp), *protection from evil* (50 gp), *purify food and drink* (25 gp)
Ring evasion (25,000 gp)
Scrolls (Arcane) *command undead* (150 gp), *shield* (25 gp)*, *shocking grasp* (25 gp), *transmute mud to rock* (1,125 gp)
Staves *healing* (29,600 gp), *transmutation* (82,000 gp)
Weapons +1 greatsword (2,350 gp), **+1 longsword** (2,315 gp)
Wondrous Items *boots of striding & springing* (5,500 gp), *bracers of armour +4* (16,000 gp), *maul of the titans* (25,305 gp)
***Cursed (Unknown)** Opposite effect or target; shield bonus becomes a penalty.

LARGE TOWN 8

Potions *blur* (300 gp), *cure light wounds* (50 gp)
Ring *invisibility* (20,000 gp)
Rod flailing (50,000 gp)
Scrolls (Arcane) *grease* (25 gp), *hold person* (375 gp), *rope trick* (150 gp), *scorching ray* (150 gp), *summon monster I* (25 gp)
Scroll (Divine) *holy aura* and *wind walk* (4,650 gp)
Wands *speak with dead* (23 charges, 5,175 gp), *bull's strength* (4 charges, 360 gp)
Wondrous Items *fan feather token* (500 gp), *hat of disguise* (1,800 gp), *pearly white spindle ioun stone* (20,000 gp)



LARGE TOWN 9

Armour +2 heavy wooden shield (4,157 gp), **+3 heavy darkwood shield** (9,257 gp), **+3 improved acid, cold and electricity resistance full plate** (136,650 gp)
Potions & Oils *bless weapon* (50 gp), *hide from undead* (50 gp)
Scrolls (Arcane) *darkness* (150 gp), *magic mouth* (2; 160 gp each)
Wand entropic shield (41 charges, 615 gp)
Weapon +2 repeating crossbow bolts (5) (831 gp)
Wondrous Items *bracelet of friends* (19,000 gp), *cloak of arachnida* (14,000 gp), *manual of gainful exercise +3* (82,500 gp)

LARGE TOWN 10

Armour +4 banded mail (16,400 gp), **+5 heavy steel shield** (25,170 gp), **+5 leather armour** (25,160 gp)
Potion & Oil *reduce person* (50 gp)
Rings *wizardry (II)* (40,000 gp), *x-ray vision* (25,000 gp)
Scrolls (Arcane) *passwall* (1,125 gp), *whispering wind* (150 gp)
Scrolls (Divine) *barkskin* (150 gp), *summon nature's ally I* and *summon nature's ally II* (175 gp)
Wands *enlarge person* (5 charges, 75 gp), *false life* (27 charges, 2,430 gp), *mage armour* (29 charges, 435 gp)
Weapon +5 scythe (50,318 gp)
Wondrous Item *hand of glory* (8,000 gp)

LARGE TOWN 11

Armour +2 scale mail (4,200 gp), **+3 scale mail** (9,200 gp)
Ring *water walking* (15,000 gp)
Scrolls (Arcane) *gust of wind* (150 gp), *reduce person* (25 gp)
Scrolls (Divine) *animate dead* (up to 10 HD worth) (625 gp), *charm animal*, *command* and *comprehend languages* (75 gp),
Wands *ray of enfeeblement* (10 charges, 300 gp), *summon nature's ally IV* (42 charges, 17,640 gp)
Weapon screaming bolt (267 gp)
Wondrous Item *cubic gate* (164,000 gp)

LARGE TOWN 12

Armour +4 light steel shield (16,159 gp), +4 sonic resistance splint mail (34,350 gp)

Potions & Oils cure moderate wounds (300 gp), cure serious wounds (750 gp), light (25 gp), spider climb (300 gp)

Ring major sonic resistance (28,000 gp), protection +3 (18,000 gp)

Scrolls (Arcane) gust of wind and summon monster II (300 gp), sepia snake sigil (875 gp)

Scroll (Divine) spell resistance (1,125 gp)

Staff evocation (82,000 gp)

Wands protection from arrows (24 charges, 2,160 gp)

Weapon sword of subtlety (22,310 gp)

Wondrous Item candle of truth (2,500 gp)

LARGE TOWN 13

Armour +1 buckler (4,165 gp), +3 breastplate (9,350 gp), +4 improved fire resistance chainmail (58,300 gp), rhino hide (5,165 gp)

Potion cure moderate wounds (300 gp)

Ring protection +4 (32,000 gp)

Rod greater metamagic extend spell (24,500 gp)

Scroll (Arcane) endure elements (25 gp)

Scroll (Divine) cure light wounds, guidance, and owl's wisdom (187 gp, 5 sp)

Wand invisibility (13 charges, 1,170 gp)

Weapons +3 dwarf-bane handaxe (32,306 gp), +3 net (18,320 gp)

LARGE TOWN 14

Armour +1 chainmail (1,300 gp), +3 half-plate (9,750 gp), lion's shield (9,170 gp)

Potions & Oils grease (50 gp), mage armour (50 gp)

Ring chameleon power (12,700 gp), improved climbing (10,000 gp), improved jumping (10,000 gp), wizardry (IV) (100,000 gp)

Rods greater metamagic, empower spell (73,000 gp), metamagic empower spell (32,500 gp), viper (19,000 gp)

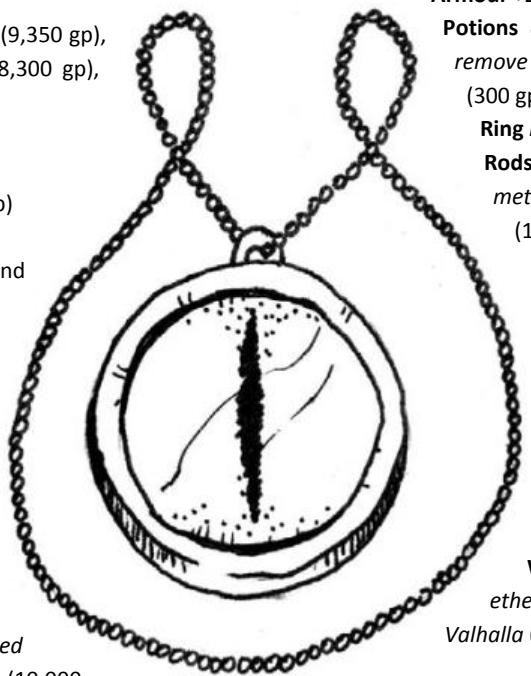
Scrolls (Arcane) darkvision and endure elements (175 gp), ventriloquism (25 gp)

Staff illusion (82,000 gp)

Wands calm emotions (2 charges, 180 gp), shatter (4 charges, 360 gp), shout (29 charges, 12,180 gp)

Weapon +3 dwarven urgrosh (18,650 gp)

Wondrous Items boots of the winterlands (2,500 gp), headband of alluring charisma +4 (16,000 gp)



LARGE TOWN 15

Potions cure light wounds (50 gp), enlarge person (50 gp), rage (750 gp), sanctuary (50 gp)

Rings improved jumping (10,000 gp), protection +4 (32,000 gp)

Rods metamagic lesser empower spell (9,000 gp), python (13,000 gp)

Scrolls (Arcane) dimension door (700 gp), dominate person (1,125 gp), erase and expeditious retreat (50 gp), fireball, rage and sepia snake sigil (1,625 gp), rope trick (150 gp)

Wondrous Items ivory goat figurines of wondrous power (21,000 gp), necklace of fireballs type IV (5,400 gp), robe of blending (8,400 gp), robe of bones (2,400 gp)

LARGE TOWN 16

Armour +2 buckler (4,165 gp)

Potions & Oils pass without trace (50 gp), remove disease (750 gp), resist acid energy (300 gp), shatter (300 gp), shillelagh (50 gp)

Ring blinking (27,000 gp)

Rods immovable (5,000 gp), lesser metamagic silent spell (11,000 gp), viper (19,000 gp)

Scrolls (Arcane) burning hands (25 gp), comprehend languages (25 gp), darkvision (150 gp), invisibility sphere and wall of ice (1,075 gp), resist energy (150 gp)

Scroll (Divine) spell immunity (700 gp)

Wands alarm (49 charges, 735 gp), jump (42 charges, 630 gp)

Wondrous Items cloak of etherealness (55,000 gp), horn of Valhalla (50,000 gp)

LARGE TOWN 17

Ring protection +5 (50,000 gp)

Rod lesser metamagic enlarge spell (3,000 gp)

Staff size alteration (26,150 gp)

Wands discern lies (21 charges, 8,820 gp), heat metal (50 charges, 4,500 gp), mage hand (7 charges, 5 gp), sound burst (49 charges, 4,410 gp)

Wondrous Items belt of mighty constitution +4 (16,000 gp), eyes of the eagle (2,500 gp), headband of mental superiority +6 (144,000 gp), ring gates (40,000 gp), sustaining spoon (5,400 gp)

LARGE TOWN 18

Potions & Oils cure serious wounds (750 gp), hold portal (50 gp), neutralize poison (750 gp)
Ring protection +2 (8,000 gp)
Scrolls (Arcane) comprehend languages (25 gp), detect thoughts (150 gp), glitterdust (150 gp), planar binding and lesser (1,125 gp)
Weapon +3 darkwood composite longbow (+5 Str) (18,900 gp)
Wondrous Items blessed book (12,500 gp), druid's vestment (3,750 gp), manual of quickness in action +5 (137,500 gp)

LARGE TOWN 19

Armour +1 studded leather armour (1,175 gp)
Rods flame extinguishing (15,000 gp), wonder (12,000 gp)
Scrolls (Arcane) detect poison (12 gp, 5 sp), hold portal (25 gp)
Scrolls (Divine) barkskin (150 gp), remove disease (375 gp), summon nature's ally I (50 gp)
Staves necromancy (82,000 gp), passage (206,900 gp)

LARGE TOWN 20

Armour adamantine breastplate (10,200 gp)
Potions cure moderate wounds (300 gp), owl's wisdom (300 gp), stabilize (25 gp), tongues (750 gp)
Rings force shield (8,500 gp), minor spell storing (18,000 gp)
Scroll (Arcane) invisibility (150 gp)
Staff fire (18,950 gp)
Weapons +1 quarterstaff (4,600 gp), +4 punching dagger (32,302 gp)

LARGE TOWN 21

Armour +3 energy (fire) resistance tower shield (27,180 gp)
Potions delay poison (300 gp), hide from animals (50 gp), virtue (25 gp)
Rings evasion (25,000 gp), invisibility (20,000 gp), protection +1 (2,000 gp)
Scroll (Divine) comprehend languages (25 gp)
Staff defence (62,000 gp)
Wands phantom trap (39 charges, 3,510 gp), restoration (32 charges, 16,640 gp), summon nature's ally I (14 charges, 210 gp)
Weapon +3 ranseur (18,310 gp)
Wondrous Items amulet of natural armour +1 (2,000 gp), bird feather token (3,000 gp), pale green prism ioun stone (30,000 gp)

SAMPLE SELLERS

Use the table below, to determine a seller's identity.

D10	SELLER ¹
1	Ahti Rautio (LN male human bard 8): Ahti suffers from schizophrenia. His current personality – a hard-up actor – wants to sell the item(s). Tomorrow, however he believes he is a famous singer and that the PCs stole the items.
2	Berran Lowbrow (LE male half-orc fighter 9): This belligerent warrior has a stutter and thus speaks as little as possible. Dark of hair and impeccably turned out he is selling items to finance a townhouse.
3	Duelemar Selrail (CE male elf rogue/sorcerer 4/6): This smooth-talking rogue is calm and confident. He likes to bad-mouth others and his vocabulary is filthy. He wears his hair in a long ponytail that hangs halfway down his back.
4	Helbryn Whurcral (LE female dwarf fighter 8): A woman of her word, Helbryn flies into a rage if others lie or cheat in her presence. She carries a much-notched dwarven waraxe.
5	Jere Aalto (LG male human cleric 9): Although good of heart, Jere is greedy and has convinced himself he deserves comfort and wealth. A scion of a famed warrior, he trades on his ancestor's name.
6	Onni Lilja (NG male human rogue 10): Onni has a surprisingly rich and deep voice. He is selling items found among the detritus of an owlbear's nest. Several are still bloodstained.
7	Reiral Valral (NG male dwarf wizard/fighter 5/7): This muscular dwarf is a master crafter of magical arms and armour. He is selling the item(s) to purchase raw materials to craft a longsword for a local lord. His beard is singed and his arms are blackened with soot.
8	Remilvan Lythal (CN male half-elf fighter 8): This middle-aged half-elf has a pot belly and has obviously not seen action for years. He believes himself to be still young and vigorous and tells crushingly boring stories about his exploits.
9	Sari Pohjola (LG female human paladin 5): Fascinated by military history, Sari is a collector of swords. She is selling the item(s) to finance the purchase of a dwelling to store her possessions. Tortured by feelings of guilt over this frivolous expense, she almost backs out of the sale several times.
10	Uljas Hujanen (NE male human bard 6): This handsome bard is madly in love with a brazen strumpet of his acquaintance. (Uljas is unaware his beloved is a vampire.) If he sells the item(s) to the PCs, his bloodless corpse is discovered in a nearby inn the next morning.

¹: Skill Ranks 5+ level for class skills; non class skills +2.

SMALL CITY

Use the table below, to determine which set of items is for sale in a small city the PCs visit.

D%	SMALL CITY SET	NOTES
01-05	Small City 1	
06-10	Small City 2	Cursed items
11-15	Small City 3	Cursed items
16-20	Small City 4	Cursed items
21-25	Small City 5	
26-30	Small City 6	Cursed items
31-35	Small City 7	
36-40	Small City 8	
41-45	Small City 9	
46-50	Small City 10	
51-55	Small City 11	
56-60	Small City 12	
61-65	Small City 13	
66-70	Small City 14	
71-75	Small City 15	
76-80	Small City 16	
81-90	Roll on Large Town	
91-100	Roll on Large City	

Base Value: 4,000 gp; 4d4 minor items; 3d4 medium items; 1d6 major items.

SPELLCASTERS FOR HIRE

Additionally, wandering adventurers can often find spellcasters available to cast spells (for a price) at any small city they visit.

Highest-Level Spell: 6th.

Cost: Caster level x spell level x 10 gp (plus any additional costs noted in the relevant spell's description).

SMALL CITY 1

Ring animal friendship (10,800 gp)

Scrolls (Arcane) *glitterdust* (150 gp), *misdirection* (150 gp), *slow and spider climb* (525 gp)

Scrolls (Divine) *heal* (1,650 gp)

Staves *conjuration* (82,000 gp), *life* (109,400 gp)

Wands *pass without trace* (12 charges, 180 gp)

Weapon +3 cold iron battleaxe (2,320 gp), +3 warhammer (18,312 gp), +3 silver flail (18,398 gp), +3 brilliant energy flaming burst heavy crossbow (162,350 gp)

Wondrous Items belt of mighty constitution +4 (16,000 gp), gloves of swimming and climbing (6,250 gp), headband of mental superiority +2 (16,000 gp), manual of gainful exercise +4 (110,000 gp), mattock of the titans (23,348 gp)

SMALL CITY 2

Armour +1 light wooden shield (1,153 gp), +3 invulnerability moderate fortification half-plate (81,750 gp) +3 full plate (19,650 gp)

Potions & Oils continual flame (350 gp), cure light wounds (50 gp), keen edge (750 gp), pass without trace (50 gp)

Rings invisibility (20,000 gp), wizardry (I) (20,000 gp)

Rod python (13,000 gp)

Scrolls (Arcane) *blink* (375 gp)*, *elemental body* IV (2,275 gp), *glitterdust* (150 gp), *rope trick* (150 gp)**

Weapon +1 darkwood longbow (2,405 gp), +4 sling bullets (10) (6,460 gp)

Wondrous Items eyes of charming (56,000 gp), golem (stone guardian) manual (44,000 gp), helm of teleportation (73,500 gp), manual of gainful exercise +1 (27,500 gp)

***Cursed** (Unknown) Drawback: spell's target grows 6 inches; permanent.

****Cursed** (Unknown) Intermittent functioning: can only be used underwater.

SMALL CITY 3

Armour +3 improved slick hide armour (24,165 gp), +3 shadow improved slick studded leather armour (22,925 gp), +5 full plate (26,650 gp)

Potions bull's strength (300 gp), eagle's splendour (300 gp), fox's cunning (300 gp), remove paralysis (300 gp)

Scrolls (Arcane) alter self and false life (300 gp), cause fear (25 gp), endure elements (25 gp), gust of wind (150 gp), mage armour and obscuring mist (50 gp), scare (150 gp)

Wands darkvision (29 charges, 2,610 gp)*, endure elements (33 charges, 495 gp), locate object (33 charges, 2,970 gp), magic circle against evil (11 charges, 2,475 gp)

Wondrous Items boots of dancing (appears as boots of speed; 12,000 gp)**, cloak of arachnida (14,000 gp), hand of glory (8,000 gp), tome of understanding +4 (110,000 gp)

***Cursed** (Known) Opposite effect or target: affects a random ally.

****Cursed** (Unknown) Substitute.

SMALL CITY 4

Armour +2 heavy wooden shield with shield spikes (4,167 gp)*, +1 full plate (2,650 gp), +2 sonic resistance improved slick leather armour (37,160), +3 chain shirt (9,250 gp)

Potions & Oils gaseous form (750 gp), spider climb (300 gp), wood shape (300 gp)

Scrolls (Arcane) blur, fox's cunning and protection from evil (325 gp), contagion (700 gp)**, explosive runes (375 gp)

Scrolls (Divine) repel vermin (700 gp)

Staves *divination* (82,000 gp), *necromancy* (82,000 gp)***
Weapons +3 *sling* (18,300 gp), +4 *light mace* (32,305 gp)
Wondrous Items *belt of physical might* +6 (90,000 gp), *orb of storms* (48,000 gp), *serpentine owl figurine of wondrous power* (9,100 gp), *silversheen* (250 gp)
***Cursed** (Known) Intermittent functioning: only functions for non-spellcasters.
****Cursed** (Unknown) Delusion.
*****Cursed** (Known) Drawback: user's skin colour changes (black 50% or gray 50%) while item in use.

SMALL CITY 5

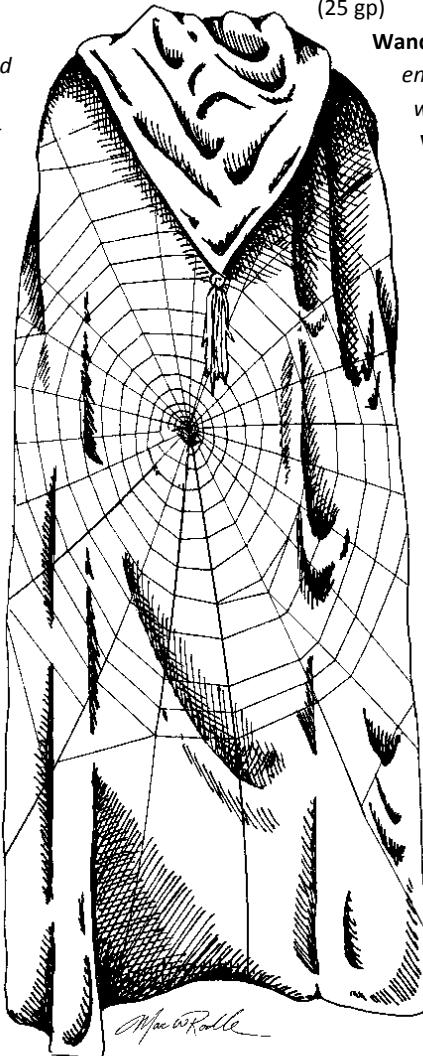
Armour +2 *light steel shield* (4,159 gp), *winged shield* (17,257 gp)
Potions & Oils *aid* (300 gp), *displacement* (750 gp), *erase* (50 gp)
Ring *wizardry* (I) (20,000 gp)
Rod *lesser metamagic empower spell* (9,000 gp)
Scrolls (Divine) *endure elements* (25 gp), *fog cloud* (150 gp)
Wands *halt undead* (8 charges, 1,800 gp), *invisibility purge* (45 charges, 10,125 gp), *reduce animal* (43 charges, 3,870 gp)
Weapon +1 *lance* (2,310 gp)
Wondrous Items *circlet of persuasion* (4,500 gp), *orb of storms* (48,000 gp)

SMALL CITY 6

Armour +2 *scale mail* (4,200 gp), *breastplate of command* (24,500 gp)*
Potions & Oils *bull's strength* (300 gp), *protection from chaos* (50 gp), *remove paralysis* (300 gp), *shillelagh* (50 gp)
Ring *improved swimming* (10,000 gp)
Rods *flame extinguishing* (15,000 gp)**, *metamagic silent spell* (11,000 gp), *viper* (19,000 gp)
Scrolls (Arcane) *invisibility* (150 gp), *misdirection* (150 gp), *non-detection* (425 gp), *sending* (1,125 gp)
Scroll (Divine) *produce flame* (25 gp)
Staff *defence* (62,000 gp)
Weapons +3 *sickle* (18,306 gp), +1 *adamantine greatsword* (5,050 gp)
Wondrous Items *dusty rose prism ioun stone* (5,000 gp), *winged boots* (16,000 gp)

***Cursed** (Unknown) Substitute: armour of rage.

****Cursed** (Known) Drawback: character is afflicted with a random disease that cannot be cured as long as the item is possessed.



SMALL CITY 7

Potions & Oils *arcane lock* (300 gp), *erase* (50 gp), *hide from undead* (50 gp), *remove fear* (50 gp), *rope trick* (300 gp)
Ring *force shield* (8,500 gp)
Rods *flailing* (50,000 gp), *metamagic empower spell* (32,500 gp)
Scrolls (Arcane) *comprehend languages* (25 gp), *enlarge person* and *shocking grasp* (50 gp), *levitate* (150 gp), *summon monster III* (375 gp)
Scrolls (Divine) *chaos hammer* (700 gp), *delay poison*, *inflict light wounds* and *protection from chaos* (200 gp), *entropic shield* (25 gp)

Wands *magic vestment* (6 charges, 1,350 gp), *ray of enfeeblement* (17 charges, 255 gp), *cure moderate wounds* (7 charges, 630 gp)

Wondrous Items *amulet of mighty fists* +2 (20,000 gp), *pale green prism ioun stone* (30,000 gp), *tome of understanding* +2 (55,000 gp)

SMALL CITY 8

Armour +1 *heavy steel shield* (2) (1,170 gp each)

Potions & Oils *purify food and drink* (25 gp), *sanctuary* (50 gp)

Rings *ram* (2 charges, 344 gp), *protection* +2 (8,000 gp), *x-ray vision* (25,000 gp)

Scrolls (Arcane) *comprehend languages* (25 gp), *magic mouth* (160 gp), *protection from chaos* (25 gp)

Scrolls (Divine) *dispel magic* and *spike growth* (750 gp), *wall of fire* (1,125 gp)

Wands *cure moderate wounds* (8 charges, 720 gp), *flaming sphere* (30 charges, 2,700 gp), *fly* (34 charges, 7,650 gp), *lesser restoration* (1 charge, 90 gp), *phantom trap* (16 charges, 2,240 gp), see *invisibility* (21 charges, 1,890 gp)

Weapon +1 *heavy crossbow* (2,350 gp), +3 *light mace* (18,305 gp)

Wondrous Items *cube of frost resistance* (27,000 gp), *feather token*, *bird* (300 gp), *gray bag of tricks* (3,400 gp)

SMALL CITY 9

Potions & Oils bull's strength (300 gp), cure serious wounds (750 gp), darkness (300 gp), good hope (750 gp), light (25 gp), rope trick (300 gp)

Ring force shield (8,500 gp)

Scrolls (Arcane) cat's grace (150 gp), flaming sphere (150 gp), misdirection (150 gp)

Scrolls (Divine) delay poison (150 gp), desecrate (175 gp), endure elements (25 gp), scrying (1,125 gp)

Wand cure moderate wounds (49 charges, 4,410 gp)

Weapon +3 frost punching dagger (32,302 gp)

Wondrous Items ivory goats figurine of wondrous power, (21,000 gp), pipes of sounding (1,800 gp)

SMALL CITY 10

Armour +4 greater electricity resistance heavy steel shield (82,170 gp)

Potions & Oils bless weapon (50 gp), cure light wounds (50 gp), guidance (25 gp), heroism (750 gp)

Scrolls (Arcane) animate rope (25 gp), magic circle against good (375 gp), major creation, symbol of pain and wish (32,075 gp)

Scrolls (Divine) charm animal (25 gp), pass without trace (25 gp), shambler (3,825 gp)

Staff swarming insects (22,800 gp)

Wands resilient sphere (34 charges, 14,280 gp), summon monster III (4 charges, 900 gp)

Weapon screaming bolt (267 gp)

Wondrous Items belt of dwarvenkind (14,900 gp), broom of flying (17,000 gp), maul of the titans (25,305 gp), portable hole (20,000 gp)

SMALL CITY 11

Armour +1 arrow deflection buckler (9,165 gp), +3 adamantine chainmail (19,150 gp)

Potions darkvision (300 gp), fox's cunning (300 gp), guidance (25 gp), heroism (750 gp)

Rings chameleon power (12,700 gp), protection +1 (2,000 gp)

Rod metamagic extend spell (11,000 gp)

Scrolls (Divine) awaken, raise dead (9,250 gp), (desecrate (175 gp), restoration (1,700 gp)

Wands aid (11 charges, 990 gp), sound burst (8 charges, 720 gp)

Weapons +2 arrows ([20] 8,121 gp), +3 sling (18,300 gp), +4 dancing kama (128,302 gp)

Wondrous Items anchor feather token (50 gp), helm of underwater action (24,000 gp), minor cloak of displacement (24,000 gp)



SMALL CITY 12

Armour +1 arrow catching heavy wooden shield (4,157 gp)

Potions & Oils bear's endurance (150 gp), remove fear (50 gp)

Ring ram (17 charges, 2,924 gp)

Rods flailing (50,000 gp), lesser metamagic extend spell (3,000 gp), python (13,000 gp)

Scrolls (Arcane) animate rope (25 gp), disguise self (25 gp), magic circle against law (375 gp), mage armour, see invisibility and true strike (200 gp), persistent image (1,125 gp), protection from evil (25 gp), secure shelter (700 gp)

Scrolls (Divine) glyph of warding (575 gp), wind wall (375 gp)

Staff illusion (82,000 gp)

Weapons +1 spell storing dagger (8,302 gp), +3 frost shortbow (32,330 gp)

Wondrous Items belt of physical perfection +4 (64,000 gp), bird feather token (300 gp), broom of flying (17,000 gp)

SMALL CITY 13

Armour +3 heavy wooden shield (9,157 gp)

Potions & Oils aid (300 gp), cure light wounds (50 gp), magic weapon (50 gp), reduce person (50 gp), shatter (300 gp)

Rod lesser metamagic empower spell (9,000 gp)

Scrolls (Arcane) blindness/deafness (150 gp), darkness (150 gp), spider climb (150 gp), tongues (375 gp)

Scrolls (Divine) divine favour (25 gp), freedom of movement (700 gp), poison (375 gp), zone of truth (150 gp)

Wand magic aura (27 charges, 405 gp)

Wondrous Items dimensional shackles (28,000 gp), hand of the mage (900 gp), broom of flying (17,000 gp)

Weapon +3 shortbow (18,300 gp)

SMALL CITY 14

Armour +2 tower shield (4,180 gp), +3 energy (fire) resistance heavy steel shield (27,170 gp), +5 breastplate (25,350 gp)

Potions & Oils animate rope (50 gp), eagle's splendour (150 gp), mage armour (50 gp), hide from animals (50 gp)

Potions remove blindness/deafness (750 gp), protection from energy (electricity) (750 gp)

Rods cancellation (11,000 gp), metamagic empower spell (32,500 gp)

Scrolls (Arcane) jump (25 gp), disguise self (25 gp)

Scrolls (Divine) aid (150 gp), create greater undead (3,150 gp), dismissal (700 gp), tongues (700 gp)

Staves defence (62,000 gp), frost (41,400 gp), swarming insects (22,800 gp)

Wands calm emotions (5 charges, 450 gp), charm animal (31 charges, 465 gp), detect undead (45 charges, 675 gp)
Wondrous Items onyx dog figurine of wondrous power (15,500 gp), pearl of power (1st-level) (1,000 gp)

SMALL CITY 15

Armour +1 scale mail (1,200 gp)
Potions & oil arcane mark (25 gp), cure light wounds (50 gp), protection from chaos (50 gp), remove fear (50 gp)
Rod greater metamagic silent spell (24,500 gp)
Scrolls (Arcane) blink and flame arrow (750 gp), bull's strength (150 gp), magic circle against chaos (375 gp), magic missile (25 gp), rainbow pattern (700 gp)
Wands cure critical wounds (39 charges, 16,380 gp), summon monster I (25 charges, 375 gp)
Wondrous Items bracers of armour +1 (1,000 gp), iridescent spindle ioun stone (18,000 gp), pale lavender ellipsoid ioun stone (20,000 gp)

SMALL CITY 16

Armour +4 animated moderate fortification greater cold resistance light steel shield (147, 159 gp)
Potions & Oils arcane lock (150 gp), cure serious wounds (750 gp), darkvision (300 gp), delay poison (300 gp), resistance (25 gp), virtue (25 gp), warp wood (300 gp)
Rings evasion (25,000 gp), protection +2 (8,000 gp), telekinesis (75,000 gp)
Rods metamagic enlarge spell (11,000 gp), python (13,000 gp), wonder (12,000 gp)
Scrolls (Arcane) astral projection and meteor swarm (8,650 gp), protection from arrows (150 gp)
Staff earth and stone (85,800 gp)
Wand glitterdust (41 charges, 3,600 gp)
Weapons +1 heavy crossbow (2,350 gp), +1 shortbow (2,330 gp), nine lives stealer (23,057 gp)

SAMPLE SELLERS

Use the table below, to determine a seller's identity.

D10	SELLER ¹
1	Anneli Niemi (N female human rogue 7): Unfeeling and insensitive, Anneli looted the bodies of her fallen companions during a disastrous adventure. She has short brown hair and an intense, disconcerting gaze.
2	Berstal Thror (CN male half-orc druid 6): A dreamer who craves a return to a simpler existence, Berstal is selling much of his gear in preparation for becoming a hermit. He is ill at ease in the city.
3	Calopee Shadowstalk (LN female halfling fighter 11): Full of bluster this skilled warrior is fearless and has a reputation for tenacity and luck. Muscular and lithe, she enjoys haggling and spins the process out as long as possible.
4	Erno Loponen (NE male human sorcerer 7): Suspicious of other's motives, Erno only meets in public places and has many protective enchantments upon his person. His father recently died, and he is selling his unwanted items.
5	Giliotheian Tyiat (LG female half-elf sorcerer 7): Friendly and modest, Giliotheian craves a "proper wizard's demesne" and as a result is selling unwanted items. She is obviously wealthy and is uninterested in crafting items for others.
6	Konsta Peltonen (CE male human wizard/sorcerer 5/7): Short, stocky and dark-haired Konsta's appearance is immaculate. Opinionated and antagonistic, he is selling items to fund his research (the nature of which he does not share).
7	Maitae Shaspar (NG male elf rogue 10): Appearing aloof, Maitae is dangerously shy and hates meeting new people. Driven by a necessity to pay a rather hefty fine levied by his guildmaster for unauthorised larceny, he is selling a few items he recently "found."
8	Raerlyn Throlam (LN male elf fighter/wizard 11/7): Hard-hearted, Raerlyn has been betrayed many times. He insists on counting any money he receives twice and flies into a rage if he believes he is being cheated.
9	Saethal Vonthilas (N male elf ranger 6): A racist, Saethal only speaks Elven. Here to sell treasures looted from a destroyed orc tribe, he hates the mess and stink of human civilisation. He sees half-elves as an affront to elven racial purity and charges them 50% above an item's market value.
10	Tuukku Vainio (NG male human rogue/fighter 8/4): Diplomatic but a cad, Tuukku ogles any non-hideous women he meets. Dressed in the latest fashions, he knows little of the world beyond the city's walls (and cares less).

1: Skill Ranks 5+ level for class skills; non class skills +2.

LARGE CITY

Use the table below, to determine which set of items is for sale in a large city the PCs visit.

D%	LARGE CITY SET	NOTES
01-05	Large City 1	Cursed items
06-10	Large City 2	
11-15	Large City 3	
16-20	Large City 4	Cursed item
21-25	Large City 5	
26-30	Large City 6	
31-35	Large City 7	
36-40	Large City 8	
41-45	Large City 9	
46-50	Large City 10	
51-55	Large City 11	
56-60	Large City 12	
61-65	Large City 13	
66-70	Large City 14	
71-75	Large City 15	
76-80	Large City 16	
81-90	Roll on Small City	
91-100	Roll on Metropolis	

Base Value: 8,000 gp; 4d4 minor items; 3d4 medium items; 2d4 major items.

SPELLCASTERS FOR HIRE

Additionally, wandering adventurers can often find spellcasters available to cast spells (for a price) at any large city they visit.

Highest-Level Spell: 7th.

Cost: Caster level x spell level x 10 gp (plus any additional costs noted in the relevant spell's description).

LARGE CITY 1

Armour +5 improved fire resistance mithral full plate (77,500 gp)

Potions & Oils bull's strength (300 gp)*, continual flame (350 gp), cure moderate wounds (300 gp), delay poison (300 gp), enlarge person (50 gp), remove curse (750 gp)**

Rings chameleon power (12,700 gp), improved jumping (10,000 gp)

Scroll (Arcane) true strike (25 gp)

Scrolls (Divine) prayer (375 gp), protection from good (25 gp)

Staves fire (18,950 gp), healing (29,600 gp), illumination (51,500 gp), transmutation (82,000 gp)

Wands daze (41 charges, 307 gp, 5 sp), enthrall (32 charges, 2,880 gp), invisibility (4 charges, 360 gp), magic stone (24 charges, 360 gp), soften earth and stone (31 charges, 3,060 gp), stinking cloud (24 charges, 6,975 gp)

Weapons +1 shock unholy wounding lance (72,310 gp), nine lives stealer (23,057 gp)

Wondrous Items belt of mighty constitution +2 (4,000 gp), bracers of armour +6 (36,000 gp), rope of entanglement (21,000 gp)

*Cursed (Unknown) Delusion.

**Cursed (Unknown) Delusion.

LARGE CITY 2

Armour +5 reflecting heavy wooden shield (100,157 gp)

Potions & Oils gentle repose (300 gp), status (2; 300 gp each)

Rod flame extinguishing (15,000 gp), metamagic enlarge spell (11,000 gp), metamagic silent spell (11,000 gp), wonder (12,000 gp)

Scrolls (Arcane) darkness and darkvision (300 gp), darkvision and spectral hand (300 gp), false vision (1,375 gp)

Scrolls (Divine) align weapon (150 gp), produce flame (25 gp)

Staves charming (17,600 gp), fire (18,950 gp)

Wands comprehend languages (39 charges, 585 gp), summon nature's ally I (25 charges, 375 gp)

Weapons +3 shortbow (18,330 gp), +5 adamantine greatsword (53,050 gp)

Wondrous Items headband of alluring charisma +4 (16,000 gp), manual of bodily health +4 (110,000 gp), unguent of timeliness (150 gp)

LARGE CITY 3

Armour +2 splint mail (4,350 gp), +3 buckler (9,165 gp)

Potions & Oils arcane mark (25 gp), endure elements (50 gp)

Ring blinking (27,000 gp)

Rod python (13,000 gp)

Scrolls (Arcane) endure elements (25 gp), grease (25 gp), read magic and web (162 gp, 5 sp), sending (1,125 gp)

Scroll (Divine) inflict serious wounds, greater magic fang, and invisibility purge (1,125 gp)

Staves divination (82,000 gp), illumination (51,500 gp)

Wand deep slumber (15 charges, 3,375 gp)

Weapons +3 elven curve blade (18,380 gp), javelin of lightning (1,500 gp)

Wondrous Items bracers of armour +5 (25,000 gp), cloak of resistance +1 (1,000 gp), horn of goodness/evil (6,500 gp), silver horn of Valhalla (50,000 gp), silversheen (250 gp)

LARGE CITY 4

Armour +3 improved shadow improved slick banded mail (48,250 gp), +3 tower shield (4,180 gp)

Potions & Oils bull's strength (300 gp)³⁶, sanctuary (50 gp), shatter (300 gp)

Rings counterspells (4,000 gp), elemental command (air) (200,000 gp), improved swimming (10,000 gp)

Rods cancellation (11,000 gp), python (13,000 gp)

Scroll (Arcane) comprehend languages (25 gp)

Scrolls (Divine) bull's strength (150 gp), destruction (2,775 gp)

Staff evocation (82,000 gp)

Wands colour spray (29 charges, 435 gp), shocking grasp (33 charges, 495 gp)

Weapons +1 frost longsword (8,315 gp), +3 repeating heavy crossbow (18,700 gp), +2 two-bladed sword (8,700 gp), +4 flaming burst shock arrows (20; 39,321 gp)

Wondrous Items blessed book (12,500 gp), tome of clear thought +1 (27,500 gp)

***Cursed** (Unknown) Opposite effect: Strength bonus becomes a penalty.

LARGE CITY 5

Armour +3 splint mail (18,350 gp), mithral shirt (1,100 gp), +3 breastplate (9,020 gp)

Potions & Oils animate rope (50 gp), cure light wounds (50 gp), enlarge person (50 gp), purify food and drink (25 gp)

Rings chameleon power (12,700 gp), major energy (electricity) resistance (28,000 gp)

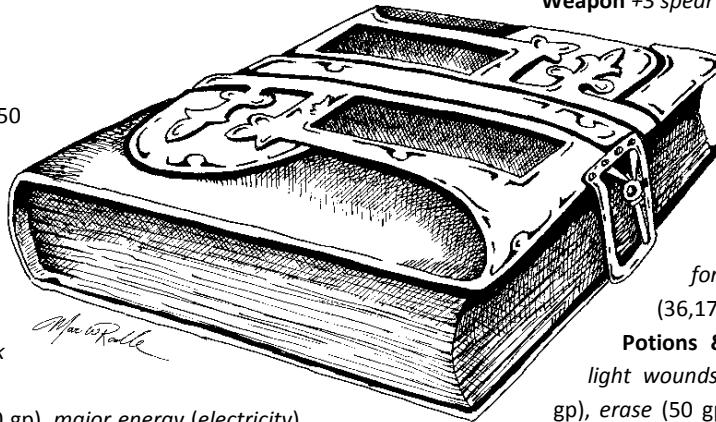
Scrolls (Arcane) hypnotic pattern (150 gp), rage (375 gp)

Scroll (Divine) longstrider (25 gp)

Wand bless (22 charges, 330 gp)

Weapon +2 lance (8,310 gp)

Wondrous Item tome of clear thought +3 (82,500 gp)



LARGE CITY 6

Armour +3 half-plate (9,750 gp)

Potions & Oils bless weapon (50 gp), cure moderate wounds (300 gp), magic stone (50 gp), rage (750 gp), remove deafness/blindness (750 gp), virtue (25 gp)

Rings climbing (2,500 gp), shooting stars (50,000 gp)

Rod metamagic empower spell (32,500 gp)

Scrolls (Arcane) fog cloud (150 gp), hypnotic pattern (150 gp), magic circle against evil (375 gp), nondetection (425 gp)

Scrolls (Divine) darkness (150 gp)

Staff illumination (51,500 gp)

Wand eagle's splendour (1 charge, 90 gp)

Weapon +1 quarterstaff (4,600 gp), +3 frost vicious greataxe (50,332 gp), +3 longbow (18,375 gp)

Wondrous Items headband of mental prowess +6 (90,000 gp), pearl of power (2nd; 4,000 gp)

LARGE CITY 7

Armour +2 hide armour (4,165 gp), +4 light fortification heavy wooden shield (25,157 gp)

Potions & Oils cure light wounds (25 gp), fox's cunning (150 gp), magic stone (25 gp), rage (750 gp), shield of faith (25 gp)

Rings evasion (25,000 gp), improved climbing (10,000 gp), mind shielding (8,000 gp), swimming (2,500 gp)

Scrolls (Arcane) glitterdust (150 gp), mass reduce person (700 gp), solid fog (700 gp), whispering wind (150 gp)

Scroll (Divine) continual flame (425 gp), holy word (2,275 gp), wall of thorns (1,125 gp)

Staves divination (82,000 gp), necromancy (82,000 gp), woodlands (100,400 gp)

Weapon +3 spear (18,302 gp)

Wondrous Items cloak of resistance +5 (25,000 gp), fan feather token (200 gp), handy haversack (2,000 gp)

LARGE CITY 8

Armour +2 bashing moderate fortification heavy steel shield (36,170 gp), +5 chainmail (25,400 gp)

Potions & Oils barkskin (300 gp), cure light wounds (50 gp), endure elements (50 gp), erase (50 gp), spider climb (300 gp), virtue (25 gp)

Scrolls (Arcane) fire trap (725 gp), flaming sphere (150 gp), phantom steed (375 gp), protection from good (25 gp)

Scrolls (Divine) enthrall (150 gp), speak with animals (25 gp)

Staves frost (41,400 gp), illusion (82,000 gp), swarming insects (22,800 gp)

Wands bear's endurance (39 charges, 3,510 gp), major image (26 charges, 5,850 gp), shrink item (36 charges, 8,100 gp)

Wondrous Items circlet of persuasion (4,500 gp), headband of mental superiority +2 (16,000 gp)

LARGE CITY 9

Armour +3 adamantine banded mail (24,250 gp), +5 improved fire resistance banded mail (67,400 gp)
Potions & Oils barkskin (300 gp), endure elements (50 gp)
Ring animal friendship (10,800 gp)
Rod enemy detection (23,500 gp)
Scrolls (Arcane) acid arrow (150 gp), shield (25 gp)
Scroll (Divine) comprehend languages (25 gp)
Wands cure serious wounds (42 charges, 9,450 gp), levitate (26 charges, 2,340 gp)
Weapon +2 heavy mace (8,312 gp)
Wondrous Items efficient quiver (1,800 gp), stone of alarm (2,700 gp), pearl of power (8th) (64,000 gp)

LARGE CITY 10

Potions jump (50 gp), magic fang (50 gp), protection from arrows (300 gp), reduce person (50 gp), stabilize (25 gp)
Ring animal friendship (10,800 gp)
Rod absorption (50,000 gp), greater metamagic extend spell (24,500 gp)
Scrolls (Arcane) cat's grace, ghoul touch and shatter (450 gp), disguise self (25 gp), detect poison (12 gp, 5 sp)
Scroll (Divine) magic fang, greater and meld into stone (1,075 gp)
Staff healing (29,600 gp)
Weapon +4 composite longbow (+7 Str) (33,100 gp)
Wondrous Items boots of elvenkind (2,500 gp), boots of levitation (7,500 gp), robe of bones (2,400 gp)

LARGE CITY 11

Armour +3 darkwood buckler (9,205 gp)
Potions & Oils bear's endurance (300 gp), blur (300 gp), cure light wounds (50 gp), grease (50 gp), magic weapon (50 gp)
Ring elemental (earth) command (200,000 gp)
Rods metamagic quicken spell (75,500 gp), metamagic silent spell (11,000 gp)
Scrolls (Arcane) ghoul touch (150 gp), legend lore (1,900 gp), shocking grasp (25 gp)
Scroll (Divine) jump (25 gp)
Staves enchantment (82,00 gp), frost (41,400 gp), size alteration (26,150 gp)
Wand detect snares and pits (42 charges, 630 gp)
Weapon +3 handaxe (18,306 gp)
Wondrous Items belt of physical perfection +4 (64,000 gp), cloak of the manta ray (7,200 gp)

LARGE CITY 12

Armour +4 ghost touch moderate fortification light wooden shield (100,153 gp), +3 improved electricity resistance mithral buckler (52,015 gp), +3 heavy mithral shield (10,020 gp)
Potions & Oils cure serious wounds (2) (750 gp each), eagle's splendour (300 gp), jump (50 gp), protection from law (50 gp), resistance (25 gp)
Ring protection +3 (18,000 gp)
Rod metamagic quicken spell (75,500 gp)
Scrolls (Arcane) bear's endurance (150 gp), blink, invisibility and keen edge (900 gp), bestow curse and daylight (1,075 gp), protection from law (25 gp), summon monster I (25 gp), unseen servant (25 gp)
Scroll (Divine) restoration (1,700 gp)

Staff abjuration (82,000 gp)
Wands false life (25 charges, 2,250 gp), shatter (36 charges, 3,240 gp)
Weapon +2 rapier (8,320 gp)
Wondrous Items folding boat (7,200 gp), mantle of faith (76,000 gp)

LARGE CITY 13

Armour +3 buckler (9,165 gp), +4 heavy wooden arrow catching shield (25,157 gp)
Potions and Oils endure elements (50 gp), fly (750 gp), hide from animals (50 gp), keen edge (750 gp), rage (750 gp), shield of faith (50 gp), warp wood (300 gp)

Rings blinking (27,000 gp), chameleon power (12,700 gp)
Rod greater metamagic enlarge spell (24,500 gp)

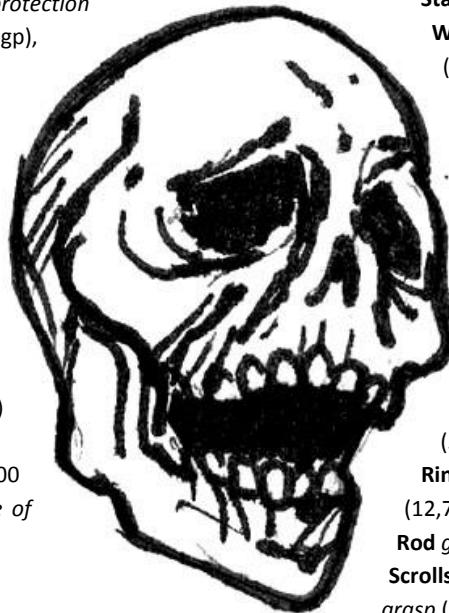
Scrolls (Arcane) chill touch, darkness and shocking grasp (200 gp), hold person (350 gp), hypnotic pattern (150 gp), knock (150 gp), protection from arrows (150 gp)

Scroll (Divine) remove curse (375 gp)

Wands alter self (19 charges, 1,710 gp), blight (24 charges, 10,080 gp), darkness (8 charges, 720 gp), gentle repose (6 charges, 540 gp)

Weapons +2 ghost touch handaxe (18,306 gp), flame tongue (20,715 gp)

Wondrous Item orb of storms (48,000 gp)



LARGE CITY 14

Armour +2 bashing light steel shield (9,159 gp), +3 studded leather (9,175 gp), +4 spell resistance (15) buckler (49,165 gp)

Potions & Oils aid (300 gp), cure light wounds (50 gp), cure moderate wounds (300 gp), hold portal (25 gp), light (12 gp, 5 sp), magic weapon (25 gp), status (300 gp)

Scrolls (Arcane) bestow curse (700 gp), bleed (12 gp, 5 sp), eagle's splendour (150 gp)

Scroll (Divine) neutralize poison (700 gp)

Staves defence (62,000 gp), evocation (82,000 gp)

Wands hold portal (11 charges, 165 gp), mirror image (1 charge, 90 gp)

Weapon +2 trident (8,315 gp)

Wondrous Items amulet of natural armour +3 (18,000 gp), broom of flying (17,000 gp), carpet of flying (10 ft. by 10 ft.) (60,000 gp), darkskull (60,000 gp), tome of leadership and influence +5 (137,500 gp)

LARGE CITY 15

Armour +3 hide armour (9,165 gp), +5 full plate (26,650 gp)

Potions & Oils grease (50 gp), protection from evil (50 gp), water walk (750 gp)

Rings invisibility (20,000 gp), mind shielding (8,000 gp)

Rod metamagic extend spell (11,000 gp)

Scrolls (Arcane) burning hands and expeditious retreat (50 gp), grease (25 gp), illusionary wall and fire trap (1,425 gp)

Scrolls (Divine) align weapon (150 gp), cure light wounds (25 gp), undetectable alignment (150 gp)

Wands alter self (48 charges, 4,320 gp), ice storm (46 charges, 19,320 gp)

Wondrous Items bracers of armour +3 (9,000 gp), cloak of arachnida (14,000 gp), crystal ball with detect thoughts (51,000 gp), gloves of swimming and climbing (6,250 gp)

LARGE CITY 16

Armour +1 heavy wooden shield (1,157 gp) +1 studded leather armour (1,175 gp), +3 heavy steel shield (9,170 gp), +4 hide armour (16,165 gp)

Potions bless weapon (50 gp), guidance (25 gp), resistance (25 gp)

Scrolls (Arcane) resilient sphere (700 gp), secure shelter (700 gp), sepia snake sigil (875 gp)

Staves healing (29,600 gp), illumination (51,500 gp), illusion (82,000 gp)

Wand remove blindness/deafness (29 charges, 6,525 gp)

Weapons +1 warhammer (2,312 gp), +4 light mace (32,305 gp)

Wondrous Items cape of the mountebank (10,080 gp), scabbard of keen edges (16,000 gp)

SAMPLE SELLERS

Use the table below, to determine a seller's identity.

D10	SELLER ¹
1	Arto Leppanen (CG male human fighter/cleric 6/6): A devout church warrior, Arto believes passionately in freedom. Consequently, he hates slavers and is selling the item(s) to fund the purchase of several slaves. He has a big bushy beard and large, wild eyes.
2	Atron Tant (N male half-orc ranger 5): At home in the twisted warrens of the slums, Atron knows many of the city's secret ways. A gang enforcer and occasional bounty hunter, he often acquires interesting items.
3	Brenlur Swifthand (NE male halfling rogue 11): A merchant with flexible morals, this corpulent halfling is gregarious. He offers to keep an eye out for certain items – which miraculously he often seems to find. He charges a 10% fee when selling such items.
4	Jere Rantala (CN male human fighter 7): Quiet and reflective when sober, Jere becomes a different person when drunk. Unfortunately, this leads him into many compromising positions. He is selling the item(s) to pay off his last paramour's angry father.
5	Rensar Koethten (CN female half-elf rogue 7): A superb burglar, this lithe, dark-skinned elf is in trouble. During her last job, a clever trap infected her with a horrible disease. She is visibly suffering and needs to sell the item(s) to pay for a <i>remove disease</i> .
6	Saimi Nikkola (LN female human sorcerer 6): Convinced of her own destiny to be a great and powerful figure in the city, Saimi is dismayed that others don't share her vision. She is selling the item(s) to bribe several city officials.
7	Shavdrin Taspar (LE male half-elf rogue 8): This rat-faced tax collector slavishly follows the letter of the law. He often confiscates magic items in lieu of payment and happily sells them on (pocketing any remaining monies for himself).
8	Tapani Tihohnen (CE male human barbarian 9): Resting between adventures, Tapani is selling a few unwanted items to fund the further enchantment of his greatsword. Huge of frame and short on vocabulary, Tapani is a decent drinking companion, but he has a mercurial temper.
9	Teijo Parras (LN male human fighter 6): A long-time city resident, this dependable fighter has many friends. Consequently, he often hears of items for sale and acts as a middleman on such sales. He adds a 5% surcharge onto any item he sells. He enjoys the arts and is a good stonemason.
10	Verasa Levian (CN male tiefling fighter/sorcerer 10/9): A skilled painter, Verasa is also renown as an accomplished, if unpredictable, battle-companion. He is selling the item(s) to fund his own mercenary unit.

¹: Skill Ranks 5+ level for class skills; non class skills +3.

METROPOLIS

Use the table below, to determine which set of items is for sale in a metropolis the PCs visit.

D%	METROPOLIS SET	NOTES
01-05	Metropolis 1	Cursed item
06-10	Metropolis 2	Cursed item
11-15	Metropolis 3	Cursed item
16-20	Metropolis 4	Cursed item
21-25	Metropolis 5	Cursed item
26-30	Metropolis 6	Cursed item
31-35	Metropolis 7	
36-40	Metropolis 8	
41-45	Metropolis 9	
46-50	Metropolis 10	
51-55	Metropolis 11	
56-60	Metropolis 12	
61-65	Metropolis 13	
66-70	Metropolis 14	
71-75	Metropolis 15	
76-80	Metropolis 16	
81-90	Metropolis 17	
91-100	Roll on Large City	

Base Value: 16,000 gp; nearly all minor items are available; 4d4 medium items; 3d4 major items.

SPELLCASTERS FOR HIRE

Additionally, wandering adventurers can often find spellcasters available to cast spells (for a price) at any metropolis they visit.

Highest-Level Spell: 8th.

Cost: Caster level x spell level x 10 gp (plus any additional costs noted in the relevant spell's description).

METROPOLIS 1

Armour +2 heavy dragonhide shield (4,340 gp), +3 improved electricity resistance chainmail (51,300 gp)

Potions & Oils cure moderate wounds (2; 300 gp each)

Rings animal friendship (10,800 gp), improved swimming (10,000 gp), invisibility (20,000 gp)*, protection +3 (18,000 gp)

Rod cancellation (11,000 gp)

Staves fire (18,950 gp), life (109,400 gp)

Weapons +3 adamantine flail (21,008 gp), +5 rapier (50,320 gp)

Wondrous Items amulet of mighty fists +2 (20,000 gp), belt of giant strength +6 (36,000 gp), necklace of fireballs type VI (8,100 gp), phylactery of negative channelling (11,000 gp)

***Cursed (Known)** Requirement: character must have 5 ranks in Stealth.

METROPOLIS 2

Armour +1 acid resistance chainmail (19,300 gp), +4 scale mail (16,200 gp), +3 improved shadow breastplate (24,350 gp)

Rings evasion (25,000 gp), improved jumping (10,000 gp), mind shielding (8,000 gp), minor spell storing (18,000 gp)

Rod greater metamagic enlarge spell (24,500 gp)

Scroll (Divine) forbiddance, resurrection and righteous might (18,050 gp)

Wands flaming sphere (23 charges, 2,070 gp), speak with plants (46 charges, 10,350 gp)

Weapons +3 battleaxe (18,310 gp), +3 darkwood shortbow (18,350 gp), +4 ranseur (32,310 gp)

Wondrous Items cloak of the bat (26,000 gp), mantle of faith (76,000 gp)*, necklace of fireballs type VI (8,100 gp)

***Cursed (Known)** Requirement: item must have bless cast on it once per day.

METROPOLIS 3

Armour +3 acid resistance arrow deflection buckler (43,165 gp)

Potion barkskin (300 gp)

Scrolls (Arcane) explosive runes (375 gp), passwall (1,125 gp), tiny hut (375 gp)

Scroll (Divine) meld into stone (375 gp)

Staves healing (29,600 gp)*, illusion (82,000 gp)

Wands cure moderate wounds (8 charges, 720 gp), hold person (49 charges, 4,410 gp), inflict critical wounds (13 charges, 5,460 gp), levitate (18 charges, 1,620 gp)

Weapons +4 disruption flaming silver dire flail (98,870 gp)

Wondrous Items belt of physical might +6 (90,000 gp), crystal ball (42,000 gp)

***Cursed (Known)** Intermittent functioning: only functions in dim or darker light.

METROPOLIS 4

Armour +2 light darkwood shield (4,203 gp), +2 heavy steel shield (9,170 gp)*, +3 invulnerability dragonhide full plate (39,300 gp), +5 banded mail (25,400 gp)

Rods metal and mineral detection (10,500 gp), wonder (12,000 gp)

Scrolls (Arcane) fly (375 gp), greater invisibility (700 gp)

Scrolls (Divine) discern lies (700 gp), hallow (2,125 gp)

Staves fire (18,950 gp), healing (29,600 gp), illumination (51,500 gp), woodlands (100,400 gp)

Wondrous Items decanter of endless water (9,000 gp), greater bracers of archery (25,000 gp), tome of leadership and influence +3 (82,500 gp)

***Cursed (Known)** Drawback: character must attack nearest creature (5% chance each day).

METROPOLIS 5

Armour +2 scale mail (4,200 gp), dragonhide plate (3,300 gp), +3 arrow deflection spell resistance (15) heavy steel shield with shield spikes (64,180 gp), +5 light steel shield (25,159 gp)

Potion mage armour (50 gp)

Rings blinking (27,000 gp), minor spell storing (18,000 gp), protection +3 (18,000 gp), wizardry (I) (20,000 gp)

Rod flame extinguishing (15,000 gp)

Scrolls (Arcane) cone of cold (1,125 gp), shrink item (375 gp)

Wand haste (41 charges, 9,225 gp)

Weapons +2 light mace (8,305 gp), adamantine dagger (3,002 gp), +4 battleaxe (32,310 gp)

Wondrous Items belt of giant strength +6 (36,000 gp), cloak of resistance +4 (16,000 gp)*, incandescent blue sphere ioun stone (8,000 gp), pearl of power (8th; 64,000 gp)

***Cursed (Known)** Requirement: character must undergo a specific quest (one time only, and the item functions normally thereafter).

METROPOLIS 6

Armour +2 acid resistance padded armour (22,155 gp), +2 shadow banded mail (8,150 gp), +3 buckler (9,165 gp), mithral full plate of speed (26,500 gp)

Rings force shield (8,500 gp)*, protection +3 (18,000 gp)

Rods immovable (5,000 gp), lesser metamagic empower spell (9,000 gp), greater metamagic silent spell, (24,500 gp)

Scrolls (Arcane) elemental body I (700 gp), heroism (375 gp), lesser geas (700 gp), programmed image (1,675 gp)

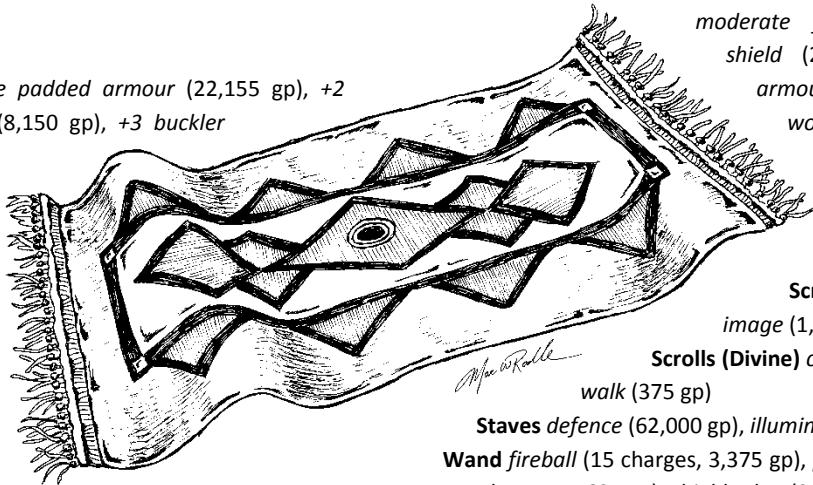
Staff healing (29,600 gp)

Wands dispel evil (41 charges, 24,600 gp), explosive runes (34 charges, 7,650 gp), sleet storm (40 charges, 9,000 gp)

Weapons sword of subtlety (22,310 gp), +4 shortspear (32, 301 gp), +4 axiomatic shocking burst longspear (128,305 gp)

Wondrous Items amulet of mighty fists +5 (125,000 gp), pearl of power (7th; 49,000 gp), scarab of protection (38,000 gp), tome of understanding +1 (27,500 gp)

***Cursed (Known)** Drawback: character becomes selfishly possessive of the item.



METROPOLIS 7

Armour +2 light steel shield with shield spikes (4,169 gp)

Potions fox's cunning (300 gp), tongues (750 gp)

Rings evasion (2) (25,000 gp each)

Rod withering (25,000 gp)

Staves abjuration (82,000 gp), illusion (82,000 gp)

Wand spell immunity (23 charges, 9,660 gp)

Weapons +3 composite longbow (+5 Str) (18,900 gp), +5 thundering scimitar (72,315 gp)

Wondrous Items belt of giant strength +6 (36,000 gp), brass horn of Valhalla (50,000 gp), darkskull (60,000 gp), drums of panic (30,000 gp), gem of seeing (75,000 gp),

METROPOLIS 8

Armour +2 half-plate (5,500 gp), +2 improved slick breastplate with armour spikes (19,400 gp), +2 light wooden shield (4,153 gp), +4 ghost touch greater cold resistance improved sonic resistance moderate fortification heavy steel shield (208,170 gp), +4 leather armour (16,160 gp), +5 heavy wooden shield (25,157 gp),

Potions displacement (750 gp), fly (750 gp)

Ring minor fire resistance (12,000 gp)

Scroll (Arcane) permanent image (1,650 gp)

Scrolls (Divine) commune (1,625 gp), water walk (375 gp)

Staves defence (62,000 gp), illumination (51,500 gp)

Wand fireball (15 charges, 3,375 gp), protection from energy (25 charges, 5,625 gp), shield other (21 charges, 1,890 gp)

Wondrous Items amulet of natural armour +3 (18,000 gp), cube of force (62,000 gp), glove of storing (10,000 gp), headband of vast intelligence +6 (36,000 gp), pearl of power (7th), (49,000 gp), pearl of the sirines (15,300 gp)

METROPOLIS 9

Armour +4 cold resistance spell resistance (15) light steel shield (67,159 gp), +5 half-plate (25,750 gp)

Rod metal and mineral detection (10,500 gp)

Staff earth and stone (85,800 gp)

Wand bear's endurance (4 charges, 360 gp), charm monster (30 charges, 12,600 gp), daylight (1 charge, 225 gp)

Wondrous Items boots of speed (12,000 gp), manual of bodily health +4 (110,000 gp)

METROPOLIS 10

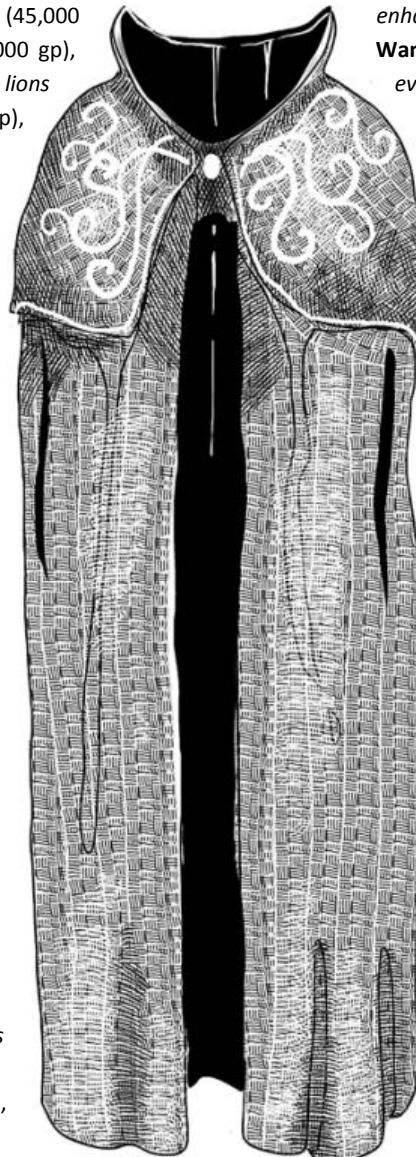
Potions barkskin (300 gp), cure moderate wounds (300 gp)
Ring evasion (25,000 gp)
Rods greater metamagic enlarge spell (24,500 gp), immovable (5,000 gp),
Staves size alteration (26,150 gp), woodlands (100,400 gp)
Wand cure moderate wounds (21 charges, 1,890 gp), fire shield (26 charges, 10,920 gp)
Wondrous Items amulet of mighty fists +3 (45,000 gp), carpet of flying, 5 ft. by 10 ft. (35,000 gp), cloak of resistance +3 (9,000 gp), golden lions figurine of wondrous power (16,500 gp), manual of bodily health +2 (55,000 gp), necklace of fireballs type VI (8,100 gp)

METROPOLIS 11

Armour +1 full plate (2,650 gp), +4 improved shadow leather armour (31,160 gp), +4 tower shield (16,630 gp)
Potions & Oils arcane lock (300 gp), barkskin (300 gp), cure serious wounds (750 gp)
Ring telekinesis (2) (75,000 gp each), water walking (15,000 gp)
Rods alertness (85,000 gp), greater metamagic extend spell (24,500 gp), splendour (25,000 gp)
Staves fire (18,950 gp), illumination (51,500 gp), size alteration (26,150 gp)
Wondrous Items amulet of proof against detection and location (35,000 gp), belt of mighty constitution +4 (16,000 gp), tome of understanding +3 (82,500 gp)

METROPOLIS 12

Potions & Oils remove blindness/deafness (750 gp), water walk (750 gp)
Rods metamagic extend spell (11,000 gp)
Scrolls (Divine) forbiddance and mass bear's endurance (6,300 gp)
Wand divine power (30 charges, 12,600 gp), secret page (17 charges, 3,825 gp)
Weapons +3 defending lance (32,310 gp), +3 spell storing wounding rapier (72,320 gp), sword of the planes (22,315 gp)
Wondrous Items eyes of charming (56,000 gp), golden lions figurine of wondrous power (16,500 gp), necklace of adaptation (9,000 gp), white robe of the archmagi (75,000 gp), wings of flying (54,000 gp)



METROPOLIS 13

Armour +4 improved energy (fire) resistance full plate (59,650 gp)
Potions & Oils heroism (750 gp), magic vestment (750 gp), water breathing (750 gp)
Ring ram (29 charges, 4,988 gp)
Rod viper (19,000 gp)
Scrolls (Arcane) beast shape I, halt undead and mnemonic enhancer (1,775 gp), dimensional anchor (700 gp)
Wands death ward (43 charges, 18,060 gp), dispel evil (16 charges, 9,600 gp), phantom trap (7 charges, 630 gp), pyrotechnics (22 charges, 1,980 gp)
Weapons +3 sling (18,300 gp), +5 axiomatic holy whip (162,301 gp)

METROPOLIS 14

Armour +1 light steel shield (1,159 gp), +3 improved energy (cold) resistance banded mail (51,400 gp)
Ring protection +3 (18,000 gp)
Rods greater metamagic silent spell (24,500 gp), lesser metamagic quicken spell (35,000 gp), rulership (60,000 gp), wonder (12,000 gp)
Scroll (Arcane) hold person, tongues and wind wall (1,125 gp)
Scrolls (Divine) control water, discern lies and flame strike (2,100 gp), locate object and remove disease (750 gp)
Staves divination (82,000 gp), healing (29,600 gp), illumination (51,500 gp), necromancy (82,000 gp), size alteration (26,150 gp)
Weapons +3 heavy crossbow (18,350 gp), +3 sickle (18,306 gp), +4 elven curve blade (18,380 gp), +5 sai (50,301 gp), +5 shocking burst gauntlet (98,302 gp), luck blade (1 wish) 62,360 gp), sword of the planes (22,315 gp)
Wondrous Items belt of mighty constitution +4 (16,000 gp), iron horn of Valhalla (50,000 gp)

METROPOLIS 15

Rods enemy detection (23,500 gp), immovable (5,000 gp)
Scrolls (Arcane) beast shape (375 gp), rainbow pattern (700 gp)
Staves abjuration (82,000 gp), illumination (51,500 gp)
Weapons +4 sickle (32,306 gp), luck blade (1 wish; 62,360 gp)
Wondrous Items broom of flying (17,000 gp), headband of vast intelligence +4 (16,000 gp), horn of blasting (20,000 gp), manual of bodily health +2 (55,000 gp), manual of bodily health +4 (110,000 gp), tome of leadership and influence +1 (27,500 gp)

METROPOLIS 16

Armour +4 darkwood light wooden shield (16,203 gp), +4 splint mail (16,350 gp)
Potion displacement (750 gp)
Rings improved climbing (10,000 gp), protection +4 (32,000 gp), wizardry III (70,000 gp)
Rods cancellation (11,000 gp), greater metamagic empower spell (73,000 gp), lesser metamagic quicken spell (35,000 gp)
Staves frost (41,400 gp), size alteration (26,150 gp)
Weapons +3 composite shortbow (+4 Str; 18,330 gp) +3 spear (18,302 gp), mace of smiting (75,312 gp)
Wondrous Items pearly white spindle ioun stone (20,000 gp), phylactery of positive channelling (11,000 gp), robe of scintillating colours (27,000 gp)

METROPOLIS 17

Armour +3 full plate (10,650 gp), +5 light wooden shield (25,153 gp)
Potion water breathing (750 gp)
Ring minor cold energy resistance (12,000 gp), protection +2 (8,000 gp)
Rod security (61,000 gp)
Staves conjuration (82,000 gp), evocation (82,000 gp)
Weapons +3 two-bladed sword (36,700 gp), luck blade (0 wishes; 22,060 gp)
Wondrous Items cloak of resistance +3, (9,000 gp), flesh golem manual (8,000 gp), medallion of thoughts (12,000 gp), tome of clear thought +4 (110,000 gp)

SAMPLE SELLERS

Use the table below, to determine a seller's identity.

D10	SELLER ¹
1	Aerla Stron (CN female half-orc wizard 14): Horribly disfigured when an experiment exploded, Aerla always wears a cowled hood. A familiar sight in upmarket drinking establishments, she is normally alone.
2	Aulis Otila (CN male human cleric/bard 9/4): Jealous of others' success, Aulis is a spiteful creature constantly scheming the downfall of all those more successful than himself. Aulis is selling the item(s) to fund his lavish lifestyle and makes it very clear he is doing the buyer a favour.
3	Lafesti Lueawar (LN female half-elf cleric 10): Now in late middle-age, Lafesti has finally decided to give up adventuring for a quiet life in the city. She is selling unwanted gear and plans to found a small chapel. Generous buyers gain a friend.
4	Markku Sallinen (LN male human ranger 9): A raging egotist, Markku is raising money to hire mercenaries to crush a bandit incursion in the borderlands. He plans to establish his own small fief afterwards and refers to himself as "Lord Sallinen".
5	Naevar Verlian (NG male half-elf fighter 7): Compassionate and sensitive, Naevar has amassed a veritable swarm of orphans and urchins who look to him for food and shelter. Consequently he is forced to sell some gear.
6	Reijo Pajari (LE male human cleric 12): A greedy soul, Reijo is amassing funds to use in deposing his church's current leader. Trustworthy – to a fault – he may try to recruit PCs to his cause, painting his superior as a depraved madman. The irony.
7	Saima Moilanen (NE female human wizard 15): Saima dreams of constructing an iron golem. As she draws closer to amassing the required funds, she gets more and more desperate. Self-centred, she doesn't care how she gets the money and is selling the possessions of a deceased comrade.
8	Turkko Uronen (LG male human cleric/monk 7/10): A true zealot, Turkko is planning a pilgrimage and needs to raise funds. This wise and physically fit monk is honest, kind and humble. Sadly, he is also a little dim.
9	Virva Ylanne (LN female human fighter 7): Scion of a minor noble family, Virva owns a small estate within the city walls. The buildings are in desperate need of repair and so she is selling unwanted family possessions.
10	Voitto Yrjonen (N male human barbarian 9): Famed for his sudden temper, Voitto is a frequent visitor to the city. Insanely brave, but wildly superstitious, he loudly hawks his wares in taverns and inns.

1: Skill Ranks 5+ level for class skills; non class skills +3.



TAVERNS

TABLE A: TAVERN NAME (DESCRIPTOR)

D%	
1	Abandoned
3	Angry
4	Arm
5	Arrogant
6	Black
7	Blessed
8	Blood
9	Bloody
10	Blue
11	Bold
12	Brave
13	Brawny
14	Broken
15	Capricious
16	Clever
17	Confused
18	Craven
19	Crying
20	Cursed
21	Dancing
2	Desperate
22	Destitute
23	Dirty
24	Drunk
25	Dying
26	Enchanted
27	Fallen
28	Fiery
29	Flaming
30	Foolish
31	Forgotten
32	Furious
33	Ghostly
34	Giant
35	Gray
36	Green
42	Hammered
37	Hand
38	Hapless
39	Happy
40	Head
41	Hung/hanging
43	Hungry
44	Hunting
45	Illuminated
46	Iron
47	Jealous
49	Jolly
50	Last
51	Laughing
52	Lazy
53	Lost

54	Loud
55	Mad
56	Merciful
57	Merciless
58	Merry
59	Mighty
60	Mind
61	Number (1, 2, 3 etc.)
62	Polite
63	Poor
64	Quiet
65	Red
66	Rest
67	Restless
68	Rhyming
69	Rich
70	Riding
71	Rotten
72	Ruddy
73	Rude
75	Rusty
76	Sad
77	Salty
78	Screaming
74	Selfish
79	Shadowed
80	Shattered
81	Shining
82	Singing
83	Slain
84	Slender
85	Smiling
86	Soaked
87	Spectral
48	Suicidal
88	Swinging
89	Sword
90	Tortured
91	Unkempt
92	Violent
93	Vulgar
94	Wandering
95	Weary
96	Weeping
97	Welcoming
98	White
99	Wise
100	Yellow

USING THESE TABLES

Tables A and B present scores of options for tavern names. A GM can roll on the tables to randomly determine a name or simply pick a suitable name.

Table A presents 100 descriptors while Table B presents 100 subjects. The simplest tavern names comprise a descriptor followed by a subject; for example, the Happy Halfling. Other tavern names comprise two subjects; for example, The King and Traitor.

It's important to remember when naming taverns that such establishments often gain their name for a reason. For example, The King and Traitor could be named for a famous meeting between a king and his treacherous uncle while the Sorcerer's Wand could be named for a powerful magic item lost in the area. Such names are a cool add-on to the campaign and can even spark adventures or side quests.

For more naming tables, check out *So What's It Called, Anyway?* by Marc Radle which presents tables suitable for naming taverns and all other manner of establishments. Alternatively, a quick internet search will throw up thousands of example tavern names.

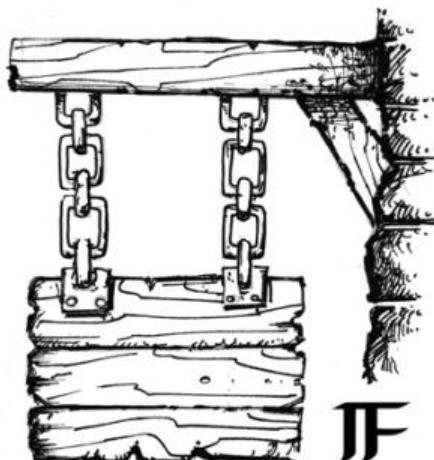


TABLE B: TAVERN NAME (SUBJECT)

D%	
1	Acolyte
2	Adept
3	Angel
4	Apprentice
5	Badger
6	Banshee
7	Beggar
8	Bugbear
9	Burglar
10	Champion
11	Cockatrice
12	Cooper
13	Cripple
14	Crypt
15	Cup
16	Curate
17	Demon
18	Devil
19	Dragon
20	Drum
21	Dwarf
22	Elf
23	Emperor
24	Ettin
25	Farmer
26	Footpad
27	Forest
28	Gauntlet
29	Ghost
30	Giant
31	Gnome
32	Goblet
33	Goblin
34	Guardian
35	Gypsy
36	Halfling
37	Harpy
38	Stallion
39	Helm
40	Hero/Heroine
41	High Priest
42	Hills
43	Horseman
44	Human
45	Jester
46	Journeyman
47	Justicar
48	Keeper
49	King/Queen
50	Kobold
51	Lich
52	Lord

53	Mage
54	Magsman
55	Man
56	Manticore
57	Master
58	Medusa
59	Merchant
60	Moon
61	Myrmidon
62	Ogre
63	Orc
64	Priest
65	Protector
66	Rabbit
67	Rat
68	Robber
69	Rod
70	Runner
71	Sceptre
72	Scout
73	Scribe
74	Scrivener
75	Serpent
76	Shadow
77	Shark
78	Snake
79	Spectre
80	Spider
81	Spy
82	Strumpet
83	Sun
84	Swashbuckler
85	Thief
86	Thug
87	Tome
88	Traveller
89	Treant
90	Trickster
91	Vampire
92	Veteran
93	Wagon
94	Wand
95	Warden
96	Warrior
97	Wave
98	Wheel
99	Wizard/Sorcerer
100	Wood

SAMPLE TAVERN NAMES

D20	THE...
01-02	Acrobatic Spider
03-04	Angry Badger
05-06	Angry Harpy
07-08	Balls and Ferret
09-10	Banshee & Spider
11-12	Bard and Fox
13-14	Blind Medusa
15-16	Bloody Orc
17-18	Coiled Serpent
19-20	Confused Jester
21-22	Craven Dragon
23-24	Crippled Bugbear
25-26	Crippled Dog
27-28	Curate and Thief
29-30	Cursed Helm
31-32	Dancing Ettin
33-34	Enchanted Axe
35-36	Fallen Cooper
37-38	Footpad's Hand
39-40	Forgotten Queen
41-42	Ghostly Goblet
43-44	Ghostly Warrior
45-46	Goblin's Sword
47-48	Good Master
49-50	Green Dragon
51-52	Iron Warden
53-54	Jumping Cripple
55-56	Lost Angel
57-58	Mad Beggar
59-60	Merry Huntsman
61-62	Rabbit and Ogre
63-64	Screaming Forest
65-66	Scribe and Scriveners
67-68	Swashbuckler's Head
69-70	Three Kings
71-72	Traveller's Rest
73-74	Tricky Spy
75-76	Vampire and Ghost
77-78	Vengeful Apprentice
79-80	Vengeful Kobold
81-82	Vulgar Halfling
83-84	Wagon and Sceptre
85-86	Wand and Cup
87-88	Wandering Lich
89-90	Weary Giant
91-92	Weeping Justicar
93-94	Weeping Merchant
95-96	Wizard and Beggar
97-98	Yellow Elf
99-100	Zealous Paladin

INTERESTING TAVERN FEATURES

Each tavern or inn the PCs visit should have something unique or interesting about it to help it stick in the players' minds. This section presents dozens of memorable tavern features, including physical descriptions, rumours, secrets and other quirks.

D% THE TAVERN....

	suffers from frequent bar fights. All stools, benches and tables are nailed to the floor, and all food and drinks are served in wooden plates, bowls and mugs. The cutlery is still metal though....	has a secret door hidden in the wardrobe of one of the bedrooms which leads to the unholy temple of a demonic cult.
1-2	has secret smugglers' tunnels leading from its cellar to an underground river dock.	has a bar made from the trunk of a sacred oak, enraging the local druidic circle.
3	brews Gorgon's Blood Strong Ale on the premises; the beer is rumoured to contain a drop of real gorgon's blood in each pint.	is inside a lighthouse on a rocky headland. The landlord still lights the great lantern on stormy nights.
4	has a badly stuffed pair of ettin's heads hanging on the wall. The monster terrorized travellers until it was slain by the landlord and patrons.	is haunted by the harmless ghost of a former regular, Aznaro Litwin. An empty chair is left by the fireside for him.
5	is a moored ship that once belonged to the infamous pirate captain Bloody Marja.	is run by a former pirate and has a bright green talking parrot on a perch behind the bar. The parrot likes to insult customers, but occasionally recites directions to buried treasure.
6	has a resident alehouse drake [see <i>Book of Drakes</i> from Open Design] named Mikulas who loves to gossip and carouse.	has ten tables grouped around a large stage on which satirical plays are performed. Sometimes these are closed down by the authorities.
7	is famous for its menu including dishes such as devilled cockatrice eggs and spiced owlbear steaks.	somewhat moves around the city. Each night it can be found in a different district. Occasionally, it shifts to another town altogether.
8-9	has a hidden room where illegal high-stakes gambling takes place.	is popular with members of the Arcanists' Guild; newcomers are encouraged to demonstrate their magical skills with a trick or two.
10-11	doubles as a brothel renowned for its discretion and is very popular with the great and the good.	is always very dark and has many alcoves. It attracts unsavoury characters and those who don't want to be seen.
12-13	has a polar bearskin rug in front of the fire; this was the gift of a patron from the Northlands.	is inside the trunk of a huge tree; the bar stools and tables are upturned logs, and the floor is bare earth.
14	is operated as a front for the local thieves' guild.	has the best selection of dwarven beers outside of the mountain kingdom of Khazdralhad.
15-16	stages pit fights in its basement, including bear vs. dogs, cockfights and bare knuckle boxing matches.	serves bland food and flat beer, but thanks to an enchantment placed on the establishment by a local illusionist, the patrons love it.
17-18	is situated on stilts in the marshes; patrons arrive and leave by skiff.	has a row of moth-eaten peryton heads mounted on the wall; the patrons use their antlers to hang up their hats and cloaks.
19	has a sign on the door reading "No Dogs, Muddy Boots or Adventurers Allowed."	is warded by a permanent <i>calm emotions</i> (established after the owner grew tired of brawls breaking out).
20	is immaculately clean; the rumour is that brownies sweep and wash the floor, polish the glasses and tidy up every night after closing.	has a leaky roof which the landlord is too poor (or mean) to fix. There are buckets everywhere, when it's raining.
21	is designed with gnomes and halflings in mind; the furniture is tiny and humans are forced to stoop to avoid banging their heads on the low ceiling.	makes the best spiced chicken pasties and pheasant pies for miles around.
22	has an enormous map of the locality on the wall behind the bar with key dungeons marked; adventuring bands stick a flag with their emblem in the map when they have looted a site.	is on the end of a pier. A trapdoor in the middle of the taproom can be used to drop unruly drunkards and those who can't pay their tab into the sea.
23	is run by a devout follower of Conn the Lawgiver and serves no alcohol.	is situated on a floating island, drifting 200 feet above the ground. Access is via a large wicker basket on a pulley.
24	is situated at a crossroads with an excellent view of a high set of gibbets.	makes its own sweet white wine from the vines growing in the garden behind the pub.
25	has such a fine wine cellar that it's rumoured powerful noblemen frequent it in disguise.	serves amazing smoked dire boar sausages.
26		

52	acts as the unofficial headquarters of the Adventurers' Guild. There is a "Situations Vacant" notice board for available work and a scoreboard for tallying treasure found and monsters killed.	79	serves delicious mead and tasty honey from its own beehives.
53	has a rune-covered greatsword hanging over the bar.	80	is a rowdy place, popular with warriors and barbarians; much quaffing of ale, plate-smashing and drunken singing happens here.
54-55	is the most fashionable place in the city, despite its rude staff, vinegary wine and overcooked food.	81	has saucy, flirty serving staff of both sexes who can be hired as "bedwarmers."
56	holds weekly singing contests for locals and visitors. Many of the singers have also performed at the opera house.	82	is very quiet. Serious students from the nearby university and School of Wizardry come here for a bite to eat and a drink while studying their books.
57	has walls painted with raunchy scenes of nymphs and satyrs; there is a small shrine to the Wine God in one corner.	83	acts as a front for a group of cruel slavers. Drunk patrons are sometimes dragged off and shoved into the holding cells beneath the inn.
58	brews its own strong cider, Jolly Halfling Redface, using only local orchards.	84	is popular with local fishermen and is decorated with fishing nets and other nautical knickknacks. The fried fish served here is delicious.
59-60	opens early in the morning to cater for the market traders and is closed in the evenings.	85	has a "no weapons" rule. All weapons must be surrendered at the door to a female half-orc bouncer with a big club and a missing nose.
61-62	is overrun by rats which are bold enough to eat the food from the customers' plates.	86	has a shield with a red griffin emblem hanging outside. This shield was stolen from the paladin Amar Beaumont by bandits; he would pay a decent reward for its return.
63	has a wide double door entrance, oversized furniture and a high, vaulted ceiling. Tall and four-legged folk such as ogres and centaurs make up much of the clientele.	87	is subject to a permanent <i>reverse gravity</i> enchantment, allowing patrons the chance to drink on the ceiling.
64	supposedly has the lost treasure of Peder Uren buried beneath the cellar floor.	88	is situated on its own demiplane, accessible from a number of different pub entrances across the multiverse. The clientele is as varied as the cuisine and drinks menu.
65	has a flat roof for landings by griffins and giant eagles. An upper floor also provides a quiet, members only drinking venue.	89	employs hard-up students from the School of Wizardry; some of them are prone to bumping up their tips with a little charm magic.
66-67	is the best place in the city to find someone willing to buy an unwanted magic item.	90	is a former chapel and has beautiful stained-glass windows. The old altar displays a range of strong spirits.
68	has a trapdoor in the floor of the kitchen which leads down into the remains of the older city on which the present one is built.	91	is a popular spot for a romantic evening and has a small fountain in the middle of the dining area. It is said that if a couple each throw a coin into it, they will live happily ever after.
69	has a huge painting hanging on the wall of the current landlord battling a dragon single-handed. This never happened – the landlord has always worked in pubs but dreams of adventure.	92	is a dank and dimly lit cellar bar, decorated with the skulls of various animals and monsters.
70	is also a popular gambling establishment among the wealthy, offering fine food and wines and a classy escort service for both men and women.	93	is packed every night with actors and playwrights who perform at the nearby theatre. They drink a lot and like to rehearse their speeches in front of other patrons.
71	is built on a bridge spanning a chasm. The floor of the taproom is magically reinforced glass and offers a superb view of the river 500 feet below.	94-95	has an uneven floor and wobbly tables and chairs.
72	is situated in the undercroft of the city gatehouse and is popular with off-duty city watchmen. This is a good place for rumour-gathering.	96-97	is a cheap, backstreet pub, selling strong ale and hearty stew to hard-working laborers.
73-74	is a local pub for local people. The place falls silent when the PCs enter and the "welcome" from the bar staff is noticeably frosty.	98-99	is very popular with merchants and traders; there are deals going on at almost every table.
75-76	has a bad reputation for pickpockets.	100	is a secret drinking establishment inside a cave on the outskirts of town.
77	is decorated with dozens of hunting trophies (mostly animals but there are a few monsters too). The three chandeliers are fashioned from antlers.		
78	has dishonest staff who short-change their customers and pilfer items from their rooms.		

SAMPLE CUSTOMERS

Other patrons offer the GM a great way for the PCs to hear local rumours, pick up on adventure hooks, or just have a fun roleplaying encounter when they visit a tavern.

This section presents 50 notable tavern customers for the PCs to interact with; each entry includes basic statistics, a physical description and one or two personality traits to help bring the patrons to life.

D%	CUSTOMER
01-02	Eavis Hob [N male human commoner 3]: ruddy-faced local farmer with mutton-chop sideburns, doesn't like "folk not from round 'ere".
03-04	Francio Colias [NG male human expert 5/bard 2]: fork-bearded playwright, scribbling furiously away on parchment and won't take kindly to being disturbed. Likes to use flowery language.
05-06	Berig Tolly [LN male human expert 2]: miserable, pot-bellied fisherman, constantly bemoaning the lack of a good catch. Stinks of fish.
07-08	Oglander Trell [CG male human wizard 11]: bearded, wears a ridiculous-looking wizard's hat, and smokes a foul-smelling pipe. An expert on the fey; friendly but very absent-minded.
09-10	Madame Rocelin [CG female human expert 7]: buxom middle-aged brothel-keeper, the archetypal "tart with a heart." Loves a good double entendre.
11-12	Garrow Poppyfield [LN male halfling expert 4]: rotund orchard keeper and cider-maker, has a huge belly laugh and enjoys a good gossip.
13-14	Rafiq Al-Tayyib [N male human expert 8]: dark-skinned, djellaba-wearing spice merchant from the southern city of Sabtah. Warm and friendly, but insists on haggling.
15-16	Holgin Forgestoker [LG male dwarf expert 6]: bald-headed weaponsmith with elaborately braided red beard and heavily calloused hands. Irritable perfectionist who does excellent work.
17-18	Anora Greenmantle [NG, female half-elf druid 5]: has light brown hair, violet eyes and attractive features; wears plain woollen robes and is accompanied by her wolf. Softly-spoken, kind and wary of heavily-armed adventurers.
19-20	Nesta Redhawk [CG female human ranger 3]: red-haired with a freckled face and wearing studded leather armour and a dark green cloak. Moves slowly and deliberately. Takes an interest in strangers.
21-22	Gong Tzu [LN male human monk 7]: shaven-headed elderly martial artist from distant Keiwan, dressed in simple robes. Bows respectfully and expects others to do the same. Speaks very poor Common and is likely to become confused in any conversation.

23-24	Thadeous Kellgrim [CE male human sorcerer 6]: bald-headed, thin-faced man with a goatee beard, wearing black robes and a sinister-looking silver amulet. Has a cruel sense of humour.
25-26	Father Poncival [N male human cleric 1]: big-nosed, middle-aged priest of Conn the Lawgiver, clad in white clerical robes. Tends to leer at attractive women.
27-28	Gerd Hot-Head [CN female human barbarian 10]: blond Northlands warrior, clad in furs and leather and carrying a big axe. Boisterous and quick to anger; she likes to challenge men to drinking contests.
29-30	Odgar Pennyweather [N male gnome rogue 3]: devious pickpocket with bright orange hair, large glittering black eyes and earthy brown skin. Bursts into (crocodile) tears, if caught stealing.
31-32	Skaar Flatnose [NE male half-orc fighter 5]: down-at-heel warrior who was thrown out of his last adventuring band and is desperate to join another one. Has terrible breath and a nasty temper.
33-34	Gwaelen Calafalas [CG female elf fighter 7]: blond-haired elf archer in shining chainmail and green leather boots; has a nasty scar on her left cheek. Waiting to meet a prospective employer and seems distracted.
35-36	Piero Merigot [LN male human aristocrat 12]: wealthy and handsome olive-skinned young noble in search of some female company. Charming but somewhat world weary.
37-38	Dani Sunilda [NE female human rogue 6]: very attractive, well-dressed lady with bright green eyes and dark hair. Looking to seduce a stupid but wealthy man and run off with his money.
39-40	Sidrac Pureheart [LG male human paladin 9]: good-looking, blond-haired knight in shining armour embossed with the symbol of the sun god Darlen. Vain, pompous and a bit dim.
41-42	Beldina [NG female human witch 4]: young dark-skinned gypsy fortune-teller offering tarot readings. Very intense; often sees death in her cards.
43-44	Ivan and Pavao [N male human warrior 1]: off-duty members of the city watch. One is tall and thin, the other short and fat. Both are bullies, and don't like to pay for their drinks.
45-46	Theona [LG female human expert 3]: pale and undernourished scribe with ink-stained fingers, dressed in plain grey robes. Speaks very quietly and is painfully self-effacing.
47-48	Valgard Stonyfist [LE female dwarf fighter 7]: one-eyed bearded adventurer, back from a successful expedition with items to sell. Greedy and likely to rip off anyone she deals with.

49-50	Hamult [N male human commoner 1]: buck-toothed miller, not liked by the locals, who suspect him of taking a bigger cut than he should. Hums to himself and is suspicious of outsiders.	75-76	Kazask't [N male lizardfolk fighter 4]: seven-foot-tall green-scaled warrior, carrying a turtle-shell shield and a spear. Confident, taciturn and unbothered by any strange looks.
51-52	Caranthal Martken [N half elf rogue 6]: handsome con man, posing as a merchant who has just been robbed. Smooth-talking and apparently very honest.	77-78	Elanoreth [CG female elf wizard 13]: stunningly beautiful silver-haired magus, wearing black robes decorated with arcane symbols and carrying an orb-topped staff. Poised and aloof.
53-54	Barr Jockell [NE male human commoner 3]: red-faced cooper with a shock of blond hair and a lazy eye. Bigoted about other races and sexist to boot. Rants when drunk.	79-80	Barro Bonerattler [N male gnome expert 13]: talented professional gambler with a natty line in waistcoats. Expressionless when at the tables; shows his deadpan humor when he's not.
55-56	Gundrik Craghammer [LN male dwarf commoner 2]: master builder with a magnificent triple-braided beard and the ability to blow large smoke rings. Very meticulous.	81-82	"Scabby" Cuthred [CN male human commoner 7]: scruffy and dirty beggar with a missing arm. Offers local information in exchange for food and drink.
57-58	Tuluin [NG male human commoner 1]: swarthy labourer with nearly all his teeth missing, wearing a simple peasant smock. Nosy and overbearing.	83-84	Brendon Sharpwit [NG male halfling expert 2]: smartly dressed curly-haired general shopkeeper with well-manicured bare feet. Is keen to find out if the PCs have enough iron spikes and ten-foot poles.
59-60	Minir Lossehelin [CG male elf bard 5]: blond-haired singer and lute player, wearing clothes of deep blue and a silver swan-shaped brooch. Talented performer, prone to melancholy.	85-86	Folgrim Goldsmelter [NE male dwarf expert 10]: grey-bearded balding moneylender, wearing small spectacles on the end of his nose. Mean-spirited, avaricious and misanthropic.
61-62	"Happy" Hiragg Skullcruncher [N female half-orc fighter 5]: broken-nosed scraggly-haired enforcer for the local thieves' guild. Affable when she's not working; tells terrible jokes.	87-88	Kadia Killiwrath [LN female monk 10]: dark-skinned woman with her blue-black hair tied in a topknot, and two kamas tucked into her red cloth belt. Maintains a state of zen-like calm.
63-64	Reyna Kirkas [LE female half-elf inquisitor 10]: heavily armed, fanatical follower of Darlen the Shining Light, sworn to track down the god's enemies. Has a sinister smile and enjoys inflicting pain on others.	89-90	Liuba [NG female human commoner 2]: soot-covered, muscular charcoal-maker. Nervous about returning to work due to "strange happenings in the woods."
65-66	Ruggert [N male human expert 3]: weather-beaten, sun-tanned sailor, with a bowlegged gait and lots of tattoos. Won't stop telling sea stories as long as the rum keeps flowing.	91-92	Elarik Swiftwater [CG male half-elf ranger 7]: rugged-looking, well-travelled bounty hunter on the trail of a notorious murderer. Intimidating and solemn.
67-68	Colum the Clumsy [N male human commoner 2]: accident-prone dock-worker with a limp and sporting a black eye. Hates his boss and tells boastful lies to anyone who will listen.	93-94	Variel Duskreader [LN female elf fighter 6]: plain-featured down-to-earth captain of the city watch. Always on the lookout for anyone up to no good.
69-70	Bhuvanesh [LN male human wizard 8]: brown-skinned, handsome scholar from remote Gopura, studying the magic of distant lands. Will enthusiastically compare notes with any arcane spellcasters; somewhat naïve.	95-96	Pia [CG female commoner 1]: seven-year-old girl in a bright red dress who is looking for her mother. Distressed, she wants to tag along with the PCs until she finds her.
71-72	Leovold Kerric [LG male human paladin 1]: inexperienced, fresh-faced paladin with shiny, undamaged, plate mail and a sword that's barely been swung in anger. May ask the PCs for some tips if they seem to be "goodly sorts."	97-98	Borstig Bigbelly [CN male human commoner 5]: obese, sweaty cobbler whose main aim in life is to avoid being sober. Rude and abusive.
73-74	Parador [NG male human cleric 6]: middle-aged tonsured priest of the god of healing. His adventuring days are behind him but he enjoys recounting his exploits in a dull monotone. Has sweaty hands.	99-100	Letia Varro [N female human aristocrat 4]: elegant and well-dressed mature noblewoman, accompanied by her manservant as she looks for her errant husband. Imperious demeanour.

SAMPLE STAFF

It's often the staff in a tavern that determine its atmosphere and help make it distinct and memorable. It's particularly important to have interesting NPCs working in a pub that the PCs regularly return to after an adventuring expedition. The landlord can become a trusted friend and a good source of information on what's been going on in town while the PCs have been away. This section presents 50 notable tavern staff; each entry includes basic statistics, a physical description and one or two personality traits to help with roleplaying.

D%	STAFF MEMBER
01-02	Urgrim Strongarmed [N male dwarf warrior 2]: overweight and out of shape bouncer. Is polite to women and gruff with men. Perpetually smiling, he is very protective of the tavern's staff.
03-04	Gurdik Pendrell [LN male human expert 1]: weasel-faced bartender, wearing a grubby, grease-stained apron. Miserly and lugubrious.
05-06	Jarla Vespen [CG female human commoner 2]: rosy-cheeked, mature landlady with a heaving bosom and a heart of gold. Flirtatious.
07-08	Steffan Kennig [N male human expert 3]: portly landlord with thinning hair. Snobbish; looks his patrons up and down when they enter his tavern. Hates mess and dirt; is usually obsessively cleaning something.
09-10	Tanith Zerlas [LG female human aristocrat 2/expert 1]: elegant widow with long raven-black hair, running her own stylish restaurant. Loves good food and fine wine.
11-12	Renward Slyfox [CN male halfling rogue 2]: well-fed professional gambler who won the tavern in a bet and hasn't a clue how to run it. Makes mistakes when taking drink and food orders, spills beer everywhere and so on.
13-14	Darry Hardbottle [LN male halfling expert 2]: ruddy-complexioned halfling cook. Superb piemaker but very temperamental.
15-16	Bella Moonrise [NG female half-elf commoner 1]: young serving maiden with long, braided, light brown hair. Terrified of getting things wrong.
17-18	Rhodus [CN male human commoner 3]: very handsome, pony-tailed waiter; wears tight leather breeches and a puffy shirt. Vain and empty-headed.
19-20	Shazwyn [N male gnome expert 3]: green-haired resident juggler and knife-thrower. Sulks if he doesn't get enough applause.
21-22	Dollen [LG male human commoner 1]: goofy-looking serving boy with ginger hair and a stutter. Very gullible.
23-24	Ratha Varrin [LN female half-orc expert 2]: scary-looking innkeeper, with a nasty scar running across her forehead. Proud and determined.

25-26	Ninetha [CN female human commoner 1]: pretty, green-eyed, olive-skinned serving girl and chambermaid. Lazy and flighty.
27-28	Luthrin Summerbee [NE male human rogue 4]: very pale, almost albino, tavern owner. Smooth-talking liar, always looking for ways to steal from his customers.
29-30	Bolval the Barrel-Bellied [NG male dwarf cleric 9]: tubby landlord and former cleric of the Forge God. Has dedicated his retirement to brewing the best beer this side of the Cloudpeak Mountains.
31-32	Obry Verne [LN male human rogue 3]: heavily tattooed, bald-headed landlord with a bushy moustache. Used to be in a criminal gang, but is now determined to keep out of trouble.
33-34	Jameela [N female human expert 1]: sensuous, dark-skinned exotic dancer, performing in diaphanous veils. She longs for a rich patron to whisk her away.
35-36	Grodor [NG male human expert 2]: short, bearded bartender who pours beer agonisingly slowly, much to the frustration of his thirsty customers.
37-38	Zebar [NG male black bear]: dancing bear, sits chained in the corner. An adventurer who was cursed by the fey, he tries to communicate his predicament to the PCs.
39-40	Derlana [LG female commoner 2]: smartly dressed, silver-haired landlady who insists only the finest glasses are used to serve drinks in her backstreet pub. She allows no swearing.
41-42	Niall Brodgirdle [N male halfling commoner 1]: doddery, tipsy old potman with bushy sideburns and big, hairy feet. Drinks down the dregs as he collects up the tankards. He is normally drunk, but the customers tolerate him good naturedly.
43-44	Blothmac [CN male troll]: hideously ugly green-skinned bouncer with a ring through his nose. Unusually intelligent and fiercely loyal to the landlord. Enjoys the effect his appearance has on first-time customers.
45-46	Spichfat [NE male human expert 1]: greasy-haired, acne-ridden cook, with a thin moustache. Mean and nasty; uses rat meat in his stews.
47-48	Elenagh [NG female commoner 1]: pretty young serving girl with blond hair and a curvy figure. Tired of getting her bottom pinched by amorous patrons, she is likely to empty a glass over someone's head the next time it happens.
49-50	Zambros Kibber [CN male gnome commoner 2]: well-dressed, diminutive landlord with fiery red hair and a bottle-green waistcoat. Greedy, he serves watered-down beer to patrons he thinks won't notice.

51-52	Tereza [N female half-elf expert 3]: beautiful dark-haired prostitute who works from the rooms upstairs. One of her regular client beats her violently, but she is too scared to tell anyone.	75-76	Ciosa and Jacopa [NG female human commoners 2]: two young sisters, both blond-haired and comely. Took over the tavern when their father died and are determined to make a go of it without any male interference.
53-54	Malkas Hardepate [CN male human bard 5]: veteran master of ceremonies, with wild, grey hair and a red robe that's seen better days. Great joke-teller with a sharp wit.	77-78	Gerulf Thondirk [N male human commoner 3]: frustrated artist who serves ale wearing a paint-spattered smock. The tavern is hung with his talentless paintings. Very sensitive to criticism of his art.
55-56	Algar Scrobbes [LN male human expert 3]: wide, bull-necked pit boss who makes sure all is running smoothly at the gaming tables. Suspicious of everyone and misses very little.	79-80	Marketa [CG female human commoner 1]: very pretty serving girl with light brown hair. Forced to work in the tavern by her father, she is trying to get fired by spilling drinks and getting things wrong but it's not worked yet.
57-58	Herol Chenic [CN male human expert 5] highly talented chef, with a shaved head and neatly trimmed beard. Believing that his lovely food is not being appreciated, he is on the verge of poisoning his "ungrateful" customers.	81-82	Elestir Calafalas [CG male elf expert 3]: pale gold-haired, violet-eyed and very attractive landlord; dresses immaculately. Loves sharing his passion for fine wines with anyone who orders a glass.
59-60	Frodin Underhall [N male dwarf commoner 1]: dark-haired cellar man, with intricate silver clasps tying up his hair and beard. Surly and enjoys grumbling.	83-84	Herek Tebene [N male human expert 1]: tall, grey-haired, blue-eyed landlord with more than a whiff of arrogance about him. Thinks his tavern is far too good for the riff-raff who come in there.
61-62	Landaeris Celetherin [CG female elf bard 3]: graceful and handsome blond-haired resident musician, capable of playing both rousing jigs and terribly sad songs. Shy and nervous when not performing.	85-86	Ergal Shieldbreaker [LN male dwarf fighter 2/expert 1]: former adventurer, now a landlord, red in the face with an unruly beard. Hates elves and won't allow them in his pub.
63-64	Pachko Keff [N male human fighter 11]: brawny and red-bearded former adventurer, who once plundered the tower of a notorious sorcerer, and is now lying low as a backstreet tavernkeeper. Wary of strangers.	87-88	Edine [NG female human commoner 2]: slim and muscular serving girl with short, dark hair. Keen to give up her boring job and become an adventurer. She may seek to follow the PCs on their next quest.
65-66	Morten Ordel [LE male half-elf rogue 3]: brown-haired, clean-shaven landlord with wholly unremarkable features. Polite to his customers and keeps a low profile to avoid drawing attention. The tavern is a front for his small but growing criminal empire.	89-90	Steinar [CG male human ranger 3]: tall, burly tavern keeper, who insists the only food served is game he's hunted or caught himself. Plains-spoken and genuine.
67-68	Bjorg Deepdelver [LG male dwarf expert 2]: one-legged former sailor, covered in nautical tattoos; now a barman. Loves the open sea and has never seen the inside of a mine.	91-92	Osoro [N male human commoner 1]: young serving lad and apprentice cook with tousled, brown hair. Hates the head cook and is over-salting the food to see if he can get him fired.
69-70	Belloza [NG female human commoner 1]: attractive, middle-aged landlady, wearing lots of make-up and perfume. Widowed a year ago, she is lonely and looking for a new husband.	93-94	Alvito [NG male human commoner 1]: gangly young waiter with goofy teeth. Works hard but is clumsy and accident prone.
71-72	Wali Sabirah [LN male human expert 2]: dark-skinned tavernkeeper, with a smartly trimmed beard and wearing a clean white djellaba. Warm, friendly and passionate about the very fine coffee and mint tea he serves.	95-96	Hilda Goodeve [CG female human expert 1]: kindly, smiling woman who runs the gaming tables. Often tries to stop those who can't afford it from betting too much.
73-74	Wennig [N male human expert 1]: young lad with a shaved head and multiple piercings. He is an excellent cook; fish and seafood are his speciality. He is often late for work after a big night out. He is pale skinned and suffers from horrendous hangovers.	97-98	Felippon [N male human expert 3]: well-oiled, sun-tanned and muscular male stripper and sometime gigolo. Targets rich, older women when performing in an effort to get bigger tips.
		99-100	Tamas [N male human commoner 2]: ugly and foul-smelling landlord of a shabby backstreet tavern. Is missing several teeth and part of his left ear. Rude and disinterested.

FOOD & DRINK

The food and drink available at taverns is as varied as the establishments themselves. These two pages presents lists of suitable food and drink divided by the quality of the establishment. The table immediately below also presents the average cost of food and drink for sale in taverns.

DRINKS

Ale (gallon)	2 sp
Ale (mug)	4 cp
Wine (common; pitcher)	2 sp
Wine (fine; bottle)	10 gp

MEALS (PER DAY)

Poor	1 sp
Common	3 sp
Good	2 gp

POOR FARE

D20	POOR MEALS
1	Carrot and acorn soup with bread
2	Vegetable stew
3	Pease pudding
4	Chickpea stew with kale
5	Beans and greens soup with rye bread
6	Pea and carrot soup with oatcakes
7	Vegetable soup with laver bread
8	Pea soup on baked potato
9	Potato soup with mixed greens
10	Pea and beet stew
11	Acorn cakes with beet soup
12	Oat gruel with turnips
13	Bean soup with onion
14	Cheesy millet balls with carrot
15	Beet soup with bread
16	Mixed greens pottage with potato
17	Carrot soup with ground chickpeas
18	Fried beet and potato cake
19	Potato and acorn stew with bread
20	Baked potato with onions and bread

D20 POOR DRINKS

1	Water (cold)
2	Buttermilk
3	Whey
4	Mint tea
5	Nettle tea
6	Dandelion coffee
7	Small ale
8	Small beer
9	Sour wine
10	Sage tea
11	Chamomile tea
12	Plain barley water
13	Lavender verbena tea
14	Water (hot)
15	Rosemary tea
16	Watered cider
17	Watered Perry
18	Fennel tea
19	Raspberry leaf tea
20	Birch sap tea

D20 POOR HOUSE SPECIALITIES

1	Rolled seaweed stuffed with rice and vegetables
2	Fishcakes with cabbage
3	Black pudding with turnip and bread
4	Marrow stuffed with barley and herbs
5	Spiced beets with onion and potato
6	Roast chickpeas with laver bread
7	Mushroom porridge
8	Turnip and pea pie
9	Onion flan
10	Bean stew with onion bread
11	Cracked wheat pilaf
12	Turnip stew
13	Mixed root stew with kale
14	Bean and barley pottage
15	Homity pie
16	Chicken soup with bread
17	Fish soup with rice and beans
18	Beet stew
19	Umble pie with cabbage
20	Cabbage soup with beets

COMMON FARE

D20 COMMON MEALS

1	Omelette with toasted nuts
2	Ham with mixed greens
3	Fish and bacon stew
4	Rabbit in mushroom sauce
5	Fried rabbit with nut cakes
6	Poached fish with kale
7	Cheap sausage with fried onion and apple chunks
8	Black pudding and beans
9	Corned beef with carrots
10	Ham and vegetable stew
11	Cheese and ham omelette
12	Cheese and leek bake
13	Rabbit pie with beets
14	Black pudding with turnip and mushrooms
15	Cheap sausage with cheese and chickpeas
16	Cauliflower cheese with parsnip and kale
17	Leek and chestnut stew
18	Vine leaves stuffed with chickpeas and millet
19	Chicken with buttered parsnip
20	Fishcakes with cracked corn and red cabbage

D20 COMMON DRINKS

1	Beer
2	Ale
3	Watered white wine
4	Cider
5	Perry
6	Cherry barley water
7	Plum barley water
8	Watered red wine
9	Koumiss
10	Watered mead
11	Pear barley water
12	Elderflower cordial
13	Blackberry cordial
14	Elderberry cordial
15	Sloe wine
16	Sloe gin
17	Rosehip cordial
18	Gooseberry cordial
19	Plum cider
20	Blackcurrant cordial

D20 COMMON HOUSE SPECIALITIES	
1	Chicken in plum sauce with rice
2	Honey-fried fish
3	Sheep's head stew with barley and beans
4	Star-gazy pie
5	Chicken and leek pie
6	Mushroom flan
7	Oxtail soup with cheese bread and onions
8	Pork liver with onions and potatoes
9	Bacon, eggs and fried Potatoes
10	Parsnip soup with cheap sausage and bread
11	Yoghurt soup with meatballs
12	Trout stuffed with oats and mushrooms
13	Lentil pancakes with cabbage and leeks
14	Shellfish chowder
15	Fishballs with mixed greens
16	Lamb heart stew
17	Brawn with spinach, turnips and carrots
18	Oxtongue with onion bread and hazelnuts
19	Fish cooked in ale with mashed swede and potato
20	Vine leaves stuffed with garlic cheese, served with millet balls

GOOD FARE

D20 GOOD MEALS	
1	Mutton in a creamy almond sauce with a mixed green salad
2	Steak and mushroom pie with green beans
3	Honey glazed ham with cheesy potatoes and peas
4	Lamb chops with redcurrant sauce, swede and leeks
5	Roasted quail in a nest of rice and peas
6	Spiced goat with apple and raisin oatcakes
7	Pork medallions with apricots, almonds and cracked wheat pilaf
8	Mushroom soup with good sausage and butter beans

9	Salmon with peas, mushrooms and carrots
10	Beef stew with roasted chickpeas and kale
11	Good sausage, cheese, plums and honeycakes
12	Roast goose stuffed with apple and raisins and served with potato and parsnip
13	Duck pie with broad beans and sweet millet balls
14	Roasted eggs with endive, raisins and cracked corn
15	Roast pork with fried parsnip and sliced beet
16	Baked pigeon in cream with leek and onion
17	Good sausage with hardboiled egg, cheese bread and spring onions
18	Cinnamon dusted mutton with roasted chestnuts and potato
19	Turkey with raspberry sauce, green beans and mushrooms
20	Roast chicken With pork and apple stuffing, carrots and peas

D20 GOOD DRINKS

1	White wine
2	Red wine
3	Rose wine
4	Mead
5	Apple brandy
6	Pear brandy
7	Plum brandy
8	Brandy
9	Port
10	Sherry
11	Whisky
12	Vodka
13	Cherry brandy
14	Apricot cordial
15	Strawberry cordial
16	Raspberry cordial
17	Lemon cordial
18	Peach brandy
19	Spiced mulled wine
20	Spiced mulled cider

D20 GOOD HOUSE SPECIALITIES

1	Lobster with mixed greens and rice
2	Beef in red wine with potato, carrot and swede
3	Partridge stuffed With eggs and mixed grains
4	Baked hare stuffed with roasted eggs and creamed corn
5	Veal in cream with spiced pilaf
6	Pork and apricot stew with broad beans
7	Peppered beef with corn, red cabbage and peas
8	Minted lamb ribs with peas and potato
9	Chicken stuffed with quail, with parsnips, green beans and spinach
10	Goose in white wine with rice, peas and carrots
11	Smoked salmon with parsley, peas and creamed turnip
12	Pigeon pie with potato, butter beans and baked pear
13	Mutton with mushroom sauce and mixed beans
14	Gammon in cheese and parsley sauce with leeks
15	Turkey with sliced good sausage, cabbage and broad beans
16	Venison meatballs with apricot sauce, chestnut cakes and kale
17	Mutton in onion gravy with a cracked wheat pilaf
18	Steak and kidney pudding with potato, cabbage and peas
19	Pork chop with sage and onion stuffing, peas and roast beet
20	Perch in honey sauce with rice, fennel and raisins

TAPROOM EVENTS

D%	
1	A customer collapses, dead, in their meal.
2	A customer collapses, unconscious, in their meal.
3	A customer haggles with the bartender over the hire of a long dark cloak.
4	A group of local young nobles is slumming it in the corner. One is very touchy about their rank and speaks loudly about "peasants" and "scum."
5	A beggar circulates about the taproom offering to tell patrons' fortune for the price of a hot meal.
6	A sudden gust of wind bangs a shutter shut causing a loud bang. Conversation momentarily stops before slowly restarting.
7	An exotic dancer pickpockets those watching her.
8	Two rival gangleaders and their guards choose the tavern as neutral ground for a meeting.
9	A professional duellist insults people, trying to provoke a duel.
10	A mercenary sergeant and squad set up a recruiting booth in the tavern.
11	A thief takes shelter in the tavern just ahead of a mob of peasants and such like trying to earn his last victim's reward.
12	A pack of students and apprentices pour into the tavern on a night out.
13	A rich merchant loudly dismisses everything offered as "not good enough."
14	A dogfight breaks out of its assigned area and rolls across the floor.
15	A cat sees a mouse and charges along the bar after it, knocking all the drinks over.
16	Off-duty town guards swagger in drunk, demanding free food and ale.
17	A drunk projectile vomits across his table.
18	A self proclaimed hero lounges at the bar, expecting free board in return for tales.
19	Members of two rival guilds stare coldly at each other across a divided taproom.
20	A half-dozen men stagger into the tavern. On an epic bender, they are clearly very drunk. They are refused service and leave...loudly.
21	A tiny fire elemental bound to the fireplace escapes, setting the tavern on fire in passing.
22	Two customers bump into each other and spill their drinks. After loudly cursing, they both apologise and return to the bar for more drinks.
23	Supporters of a local champion, gladiator or suchlike swarm into the tavern to discuss/dissect his latest tactics.
24	Someone throws hallucinogenic incense on the tavern fire, affecting everyone close by.
25	An impromptu drinking contest breaks out between soldiers from different companies.
26	A card-player jumps to his feet and loudly accuses his fellow players of cheating.

27	One of the tavern's bedwarmers comes down the stairs in tears over her latest customer.
28	A press-gang bursts in, looking for suitable victims.
29	A gang of slavers bursts in, grabbing everyone remotely attractive and dragging them outside.
30	An old man tells the tale of how he met a hero to a crowd that only humours him – until the hero walks in and recognises the man.
31	A bird tumbles down the chimney, scattering soot, coal and debris everywhere.
32	The innkeeper's dog has pups under one of the tables and won't let anyone come near it.
33	An argument breaks out at a table when a customer thinks the server has short-changed him. She hasn't; he is drunk.
34	A travelling merchant enters the bar carrying samples of several wines. He tries to sell them to the innkeeper.
35	A mass eruption of loud, unstoppable hiccups breaks out among the tavern patrons.
36	A local hero sits at a table receiving attentive service while everyone else is ignored.
37	Two drunks attempt to climb onto a table and dance for everyone else's entertainment.
38	An urchin enters the tavern and tries to sell customers one of several bedraggled, half-dead bunches of flowers "for that special someone."
39	A group of urchins wander in, begging for food scraps and coins.
40	An impromptu riddling contest breaks out among a group of sages.
41	An impromptu insult-screaming contest breaks out; a cluster of children listen wide-eyed.
42	A dog races in, snatches a plateful of food from under someone's nose, and runs off with it.
43	Someone spits noisily and obviously into someone else's beer.
44	A stray cat jumps onto a table and starts rubbing itself against a customer.
45	A dead bird tumbles down the chimney, blocking it and shunting smoke and soot into the tavern.
46	A rat emerges from a hole in the floorboards in search of food. If anyone notices it, they try and squash it, but it dashes away.
47	A mischievous gnome sits in the rafters, dropping snuff on the people below to make them sneeze.
48	A group of card sharpsters are taken for a ride by an innocent-looking bard.
49	A wild-eyed preacher declaims the end of the world to anyone who will listen.
50	Several local adventuring parties are holding a recruitment day: each table holds a knot of folk and a sign detailing the skills they seek.
51	Festival participants arrive in the tavern for food and drink, still in their costumes.

52	A bitch in heat races through the tavern door and runs the length of the tavern, closely pursued by a pack of hopeful dogs.	75	A customer enters the taproom and all the regulars shout out his name.
53	A customer steals another (distracted) customer's drink and wanders off with it.	76	Drunk customer falls off a chair.
54	A drunk customer passes out.	77	Customer vomits on the floor.
55	A metallic dragon in human disguise saunters in to mingle with the crowd.	78	Pickpocket tries (and fails) to relieve a drunken customer of his pouch.
56	An aging madam sits at a table interviewing prospective male and female employees.	79	The watch enter the tavern looking for a wrongdoer. They question everyone closely.
57	A woman loudly slaps a customer across the cheek. His companions find this riotously amusing. The man is not so impressed.	80	A server drops a whole tray of drinks. This may be an accident or a customer may have deliberately tripped her. She is either angry or embarrassed depending on whether this was an accident or not.
58	An impromptu party breaks out when a popular local appears with his new baby.	81	Customers gambling begin to argue over their game. The argument quickly escalates.
59	A boy circulates about the taproom looking for his father (who has been missing for over a day).	82	A rival group of adventures enter the taproom and nosily celebrate their recently successful foray. They may invite the PCs to join them or alternatively denigrate the PCs' achievements.
60	A bard tries to tell the ballad of a hero who was born locally, only to be shouted down with laughter and jeers of "get it right!"	83	A beggar enters the taproom and begs for money or food. The barkeep quickly hustles him out.
61	A member of the Watch walks in and nails a proclamation to the bar. He leaves after having a quick pint.	84	A passing customer enters the bar looking for a "friend" and loudly asks if anyone has seen him. The customer has a black eye and a broken nose.
62	The town's bells suddenly toll a warning and the tavern customers abandon their benches to see what is happening.	85	Customer confuses a PC with someone else and sits down at their table.
63	A man sits alone deep in thought. Every now and then a sinister smile flits across his face.	86	A distraught and dishevelled man enters the bar and loudly calls for aid. It seems he has just been mugged and needs help tracking down his attackers. The man could be genuine or this could be a trap to waylay drunk customers.
64	A brawl breaks out and the bouncer throws the brawlers out through a window.	87	A customer believes he has been short-changed. He argues voraciously with the barkeep.
65	A brawl breaks out; there are too many participants for the bouncer to deal with.	88	A customer stumbles into the PCs' table spilling at least one drink.
66	Two thieves start a brawl as a distraction so that a third can rob the cashbox.	89	A man enters the tavern, looks about the taproom intently before leaving. Shortly thereafter, two men hurriedly finish their drinks and leave.
67	Someone spikes all the tavern's drinks, making them five times as potent as usual.	90	A customer makes obscene comments to a server and gets a mug of ale thrown in his face.
68	The legs on an bench collapse, dumping all the people on it onto the floor. Laughter fills the common room.	91	Several patrons whisper conspiratorially while glancing warily about the common room.
69	A female half-orc sits alone and sharpens a dagger. Occasionally she smiles grimly and looks around the taproom.	92	A bard enters and starts serenading the patrons, moving from table to table in search of coin.
70	Four attractive, drunk and giggling women enter the taproom. They make their way to the bar where they hold court to a succession of suitors.	93	The floorboards overhead creak alarmingly.
71	One of the tavern drinkers is actually a spy for the local ruler. He asks lots of questions and is quite inept; it quickly becomes obvious he is much more than he seems.	94	Singing wafts up from the cellar.
72	One of the drinkers is the local ruler in disguise, testing the mood of his subjects. He makes seditious comments and notes who agrees.	95	Two lovers sit at a table, kissing passionately.
73	A weasel-faced man circulates among the patrons offering several minor magic potions.	96	A half-orc whore leads a very drunk dwarf through the throng to an upstairs room.
74	Several off-duty guardsmen in a foul mood occupy one corner. They are spoiling for a fight after a local thief got away from them...again.	97	Over a period of 20 minutes half the patrons drink up and leave. The common room is suspiciously empty.
		98	The innkeeper asks the PCs' help with a minor problem.
		99	One PC gets drawn into an event; roll again.
		100	The party gets drawn into an event; roll again.

TAPROOM ENTERTAINMENT

D%	
01-02	An apprentice mage is using <i>prestidigitation</i> to create the appearance of indoor fireworks.
03-04	A young man is putting on a sleight of hand conjuring show.
05-06	A young woman is using <i>prestidigitation</i> to enhance a sleight of hand conjuring show.
07-08	A waiter is juggling the knives, spoons, mugs and plates while he sets the tables.
09-10	An animated drum kit is playing itself.
11-12	A gnome is playing harp music in one corner.
13-14	A half-orc is playing bagpipes while roving the tavern floor. The sound is incredibly loud, but rousing (and popular).
15-16	A human bard is playing the flute beside the fireplace. He is playing a soulful, haunting melody.
17-18	A man is singing love ballads in a very deep voice. Several entranced women look on.
19-20	A woman is singing bawdy songs from atop a table.
21-22	A halfling is doing a stand-up comedy routine on the perils of mixing with "big-folk."
23-24	A storyteller is expansively telling heroic tales to an audience of young children.
25-26	Wide tavern windows look out onto an bear baiting arena in the courtyard. The barking of dogs and growls of the bear echo through the taproom.
27-28	A cock-fight is in progress in the middle of the taproom. A dozen or so cheering peasants surround the fighting birds.
29-30	A dog fight is in progress along one side of the tavern, fenced off with wicker hurdles.
31-32	A narrow circular balcony features dog racing.
33-34	A tall elf is reciting humorous monologues.
35-36	Two men are wrestling on the floor while others bet on them.
37-38	Two women are wrestling on a dais.
39-40	Two boxers have squared off in the middle of the tavern.
41-42	A massively muscled dwarf is challenging all comers to arm wrestling. He accepts his winnings in gold or strong spirits.
43-44	A line of tables hosts a drinking competition. Half the people have already passed out. All are splattered with beer and several have vomited.
45-46	Three actors on a low dais are performing a short play. They are terrible, but trying very hard. Almost no one is paying attention.
47-48	Two acrobats are tumbling around the floor delivering bottles of wine.
49-50	A knife-thrower has set up a target in the roof beams and is challenging all comers.

51-52	A half-orc fire-eater is winding through the crowd, quenching torches.
53-54	A slim male dancer is dancing a jig in the middle of the floor.
55-56	A voluptuous female dancer is performing on a table.
57-58	A male stripper is beginning his performance while the crowd claps the beat.
59-60	A female stripper is winding sheer veils around her body in preparation for a performance.
61-62	A mixed group is performing a stamping sword dance around the edges of the room.
63-64	Wire mesh tubes line the walls ready for ferret races.
65-66	A mass drink-and-dance contest fills the floor. Those that fall are dragged to the sidelines.
67-68	A dog choir is lined up against the back wall. Each dog barks at a different pitch on command.
69-70	A puppet theatre fills a lone table and the puppets lie nearby in a tangle of strings.
71-72	A half-elven bard beside the bar plays the fiddle.
73-74	Two youngsters play a four-handed piece on a battered piano.
75-76	A gnome re-tunes a lute before playing again. He is dressed in garish clothes and is humming a tune to himself.
77-78	An impressionist stands on a dais, mocking the local aristocracy.
79-80	A mime plays air violin in time with an old minstrel. He looks ridiculous and leaps around a lot, pretending to serenade female customers and suchlike. Bafflingly, he is popular.
81-82	Cards and a crystal ball mark a fortune-teller's stand in a shadowy corner.
83-84	Voces echo from thin air as a ventriloquist enhances his act with <i>ghost sound</i> .
85-86	A cartoonist draws on a whitewashed wall for the patrons' pleasure.
87-88	An experienced shadow-puppeteer works in the light of a bulls-eye lantern.
89-90	Two jesters compete, bawling ribald verses at each other across the length of the room.
91-92	A dog and its owner dance to music in the middle of the floor.
93-94	A snake charmer sits cross-legged on the dais in front of a basket.
95-96	A trio of jugglers toss light clubs and balls from balcony to balcony over the audience's heads.
97-98	A talking raven squawks insults at a handful of taunting customers.
99-100	A pair of elves sing a comic duet.

SAMPLE TAVERN SONGS

Many landlords hire travelling bards or talented locals to entertain their customers. Other customers – groups of carefree adventurers, drunken farmers and even star-crossed lovers are also wont to break into song. This section presents a small selection of such songs.

WHERE THE HEART IS

Where the wild geese wing
Where the skylarks sing
Wherever the wind cries
And whispers and sighs
There lies my heart

Where the old oak leans
Where the kestrel keen
Wherever animals creep
And linger and leap
There sleeps my heart

Where the sweet stream flows
Where blue ice forms, then goes
Wherever flowers swell
And snowflakes fell
There dwells my heart

THE CAPTAIN AND HIS CREW

The Captain called to his scurvy crew
Haul up the anchor! It's time that we flew!
There are ships out there in the open main
Don't you fancy some gold, so yellow and plain?

The Captain cried to his pirate crew
Away now, away now, sail out in the blue!
I know of an island, I know of a shore
We all will be rich, but I will have more.

The Captain smiled at his rascal crew
He never guessed what they planned to do
Out there in the sea, with a sturdy plank
And a parrot that squawked, Thanks thanks thanks!

The Captain stared at his mutinous crew
As he walked the plank in a smart new shoe
And only much later did the crew get in a flap
When they found that the Captain had taken the map!

HIS AND HERS: A DUET

He threw a rope
She threw a plate
He managed to duck
She was too late

He tossed a ball
She tossed a salad
He called it a day
She called it a ballad

He ran out of time
She ran out of words
He thought that was fine
She thought it absurd

He went on his way
She went on and on
They called it enough
We call it too long...

LADS AND LASSES

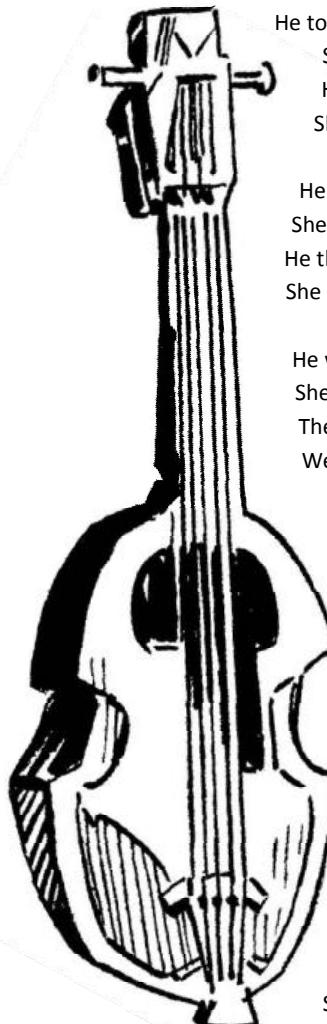
Now that you mention those lasses,
And some of the good lads we've known.
My memory goes back to old Lilly
And the nights I thought we had flown.

It's a long while ago. I'm not sure now
Of the name of that sweet little blonde,
And that lad with the hair to his ankles -
I think that they called him Girond.

What became of that luscious lass, Sarie?
Oh! Remember the fox-faced brunette?
She was working the streets with her sister
And she's not left my dreams even yet.

And a young lad I think was called Ishtak.
The cutest thing I've ever seen,
With a smile any woman would die for,
And a body so muscled and lean.

Wait! I almost missed naming that Keisal.
The one who gave kisses galore,
With a twinkling eye that promised
Everyone so very much more...



GAMES TO PLAY

As well as drinking and eating, games of chance and skill are quintessential pastimes enjoyed in tavern taproom. (Luckily, such games are also an excellent source of barroom brawls, if the GM so desires). This section presents several such games.

ARM WRESTLING

Popular with barbarians, dwarves and other tough guys, arm wrestling is a simple test of strength between two participants. Each person sits across from the other and places his arm on the table with the elbow bent and touching the surface. The two contestants grip each other's hand with the aim of shoving the other's arm down flat onto the top of the table.

- Each round, the contestants make opposed Strength checks.
- Each successful check moves the opponent's arm closer to their side of the table. To win, a player must make three more successful Strength checks than his opponent.
- If the contest has not been won after 10 rounds, both contestants must make a Constitution check each round (DC 10 +1 per previous check) to be able to continue wrestling. If both contestants cannot continue, the contest is a draw.

BROOM JOUSTING

A popular game in larger taverns, especially common near knightly orders, castles and training grounds.

- Played in teams of two, one of which is the "rider" and one the "horse." The horse carries the rider piggyback.
- The rider wields a broom (improvised bludgeoning weapon dealing 1d4 nonlethal damage) and tries to hit the other rider. If a rider is hit, the rider must make a DC 10 + damage dealt Ride check to stay mounted on their "horse." Failure indicates they fall off.
- If a rider is hit 3 times or falls off his horse, he is out. The winner is the last person still mounted.

DOWN THE HATCH

Down the Hatch is a drinking game more commonly played in poorer communities, as it only requires one mug of drink for each participant. (However, versions that require each drinker to down three drinks also exist). Rather than drinking more than your opponent, the object of Down the Hatch is to drink the same amount, but faster. It requires a minimum of three people – two drinkers and a caller. The drinkers both start with their hands placed flat, palm down, on the table equidistant from the drinks. The caller cues them in with "*3-2-1-Down the Hatch!*"

- All drinkers make an initiative check to see who can grab a mug fastest.

- Each drinker must hit AC 10 to grab the drink without spilling it. Failure indicates the character knocks the drink over, pours it down themselves and so on.
- Each drinker then makes a DC 12 (+1 per previous check if more than one drink is downed) Fortitude save to get the drink down without choking.
- The winner is the first person to successfully get the drink down their throat. If more than one gets it down, the person with the highest initiative is the winner.

HAZARD

Hazard is just one of many popular tavern dice games. It is played with two six-sided dice by any number of players. The person who has the dice is called the caster.

Bets are between the caster and the house, which is normally the player to the caster's right.

To start, the caster and the bank place their bets. After the first throw, the caster wins if she rolls her chance before her main, and has the option to increase her stake.

- Each round, she picks a number between 5 and 9 inclusive, called "the main" and throws the dice.
- If the caster rolls the main, she wins or "nicks" and can either take the pot or increase his stake (which the bank matches).

For other results, see the table below:

MAIN	NICKS (WINS)	THROWS OUT (LOSES)	CHANCE
5	5	2, 3, 11, 12	4, 6, 7, 8, 9, 10
6	6, 12	2, 3, 11	4, 5, 7, 8, 9, 10
7	7, 11	2, 3, 12	4, 5, 6, 8, 9, 10
8	8, 12	2, 3, 11	4, 5, 6, 7, 9, 10
9	9	2, 3, 11, 12	4, 5, 7, 8, 10

- If the caster neither nicks nor "throws out," this roll is called the "chance" and he throws the dice again.
- If he rolls the chance again, he wins, but now if he rolls the main, he loses. If neither number is rolled, he keeps throwing until he rolls one or the other.
- The caster may keep playing until he loses or wins three times in a row when he must pass the dice to the player on his left who becomes the new caster.

OLD CRONE

An Old Crone is a painted wooden representation of the head of a nasty-looking witch or hag, with a clay pipe stuck in her mouth, sitting on top of a wooden pole. Players throw sticks at the crone to try to knock the clay pipe out of her mouth without knocking the head off the pole.

- Each player takes it in turn to throw their stick (treat as an improvised weapon) at the head.
- The clay pipe is AC 18 (hardness 2, hp 2).
- If the thrower misses the pipe, but hits AC 12, he hits the head. On an even-numbered attack roll, the head falls off and the player is eliminated from the game.

PITCH COIN

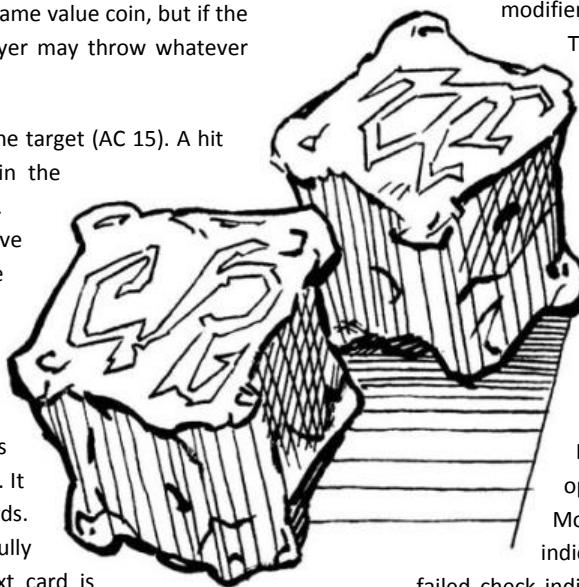
Pitch coin is a common game of skill in which the players take turns tossing a coin into a container (a small box, tankard and so on). Normally, each player throws the same value coin, but if the competitors agree otherwise each player may throw whatever denomination they wish.

- Each player in turn tosses a coin at the target (AC 15). A hit indicates the player gets the coin in the container. A miss indicates he missed.
- The winner is the first to make five successful pitches and wins all the coins in the container.

RISE AND FALL

One of many common card games played in taverns, Rise and Fall is as much about luck and guesswork as skill. It is played with a standard pack of cards. The aim of the game is to successfully predict whether the value of the next card is higher or lower than the last card showing. For this game, an Ace counts as a one and a face card counts as a ten.

- The dealer deals 10 cards face down on the table, then turns the first over as a starting point. (Roll a d10 to determine each card's value, if cards are not available).
- Each player in turn makes their guess whether the next card is higher or lower and places their bet in the pot. The dealer turns over the next card and the players who guessed wrong drop out.
- The players repeat the previous step until no cards are left or until only one gambler remains. The winner(s) split the pot equally.



SNAIL RACING

Snail races take place on a circular "track," usually a damp cloth on a tavern table. The snails start in the middle and "race" to the edge of the circle, which is usually about 13 inches away. Races start with the shout "Ready! Steady! Slow!" The first snail to reach the edge is the winner. This usually takes several minutes. Snail are painted with racing numbers for easy identification and spectators place bets on the outcome and cheer on their snail to victory.

- Roll initiative for each snail at the start of the race (-2 modifier).
- Each minute, roll $1d6-2$ for each snail. This is the number of inches the snail moves towards the edge. Roll $1d8$, to determine the direction in which the snail travels in the same manner as that used to determine a missed splash attack.
- Specially trained racing snails might have a +0 initiative modifier or move $1d6-1$ inches each minute.

These snails typically attract much shorter odds.

TOP THAT

A communal telling of tall tales, in Top That, each person tries to tell a stranger tale than the last, without going so far that someone declares "I don't believe you!"

Each tale-teller in turn must make a Bluff, Perform (oratory) or Profession (storytelling) check opposed by each listener's Sense Motive check. A successful check indicates the listener believe the story; a failed check indicates the listener shouts out "I don't believe you!"

The game ends when no one can top the last tale with a better, yet believable one.

YARD OF ALE

A yard of ale is a very tall beer glass, wide at the top and with a bulb on the end; it holds two and a half pints. Contestants need to drink the ale or beer to empty the glass as fast as possible.

- Each contestant must make a Fortitude saving throw; highest roll wins.
- Dwarves, innkeepers and heavy drinkers get a +2 bonus on their saves.

Yard Racing: In races featuring a yard of ale, use the rules for Down the Hatch.

GAMES TO PLAY: DRAGON AND THE THIEF

To play, Dragon and the Thief, each player needs two six-sided dice. The game is best played with three or more players.

Start: Before play begins, the players must decide what denomination of coin (copper, silver, gold or platinum) to wager. All players start by placing a coin of the relevant value on the number 7.

Who Goes First: The players all roll their dice. The player with the lowest score goes first. Thereafter, play passes to the left.

Playing: Each player rolls his dice. The result determines the player's action:

- **2 (The Thief):** The player takes all the coins except those on number seven (The Hoard).
- **3, 5, 6, 8, 9, 10 or 11:** The player checks the number for a coin. If a coin is there, the player takes it. If there is no coin the player puts one down on that number.
- **4:** The player does nothing.
- **7 (The Hoard):** The player puts a new coin on that number.

- **12 (The Dragon):** The player takes all the coins on the board.

Play continues as long as the participants want to play; players can join or drop out at any time.

HOW TO USE DRAGON AND THE THIEF

The dragon and the Thief is a perfect game for PCs to play when relaxing in their favourite tavern. They can play it among themselves or try to win coins from the locals. Unlike some gambling games, a single round of Dragon and the Thief can go on for some time, but large amounts of money are rarely won or lost as each player usually only puts down or picks up one coin at a time.

A game of Dragon and the Thief is a great way to introduce new NPCs – either normal locals, rival adventurers, thieves, rivals or even potential employers. A game of Dragon and the Thief is also the perfect backdrop for some impromptu information gathering.





GAMES TO PLAY: EVENTS

Not all games of Dragon and the Thief are uneventful. You can use these events on the table below to inject more excitement, conflict or opportunities into the game. Either choose a suitable event, or roll randomly:

D12

A drunk tavern patron stumbles and falls onto the table. Coins fly everywhere and drinks spill on the floor. The man is very drunk – and mumbles his apologies – but several of the players don't care and start shouting at him. In the meanwhile, other players scrabble about for the fallen coins, which provokes another argument as no one can agree on what coins were where and whose is whose. Unless the PCs calm the situation, the arguments rapidly spiral out of control and a brawl ensues.

1 Jerrick Hivel, an arrogant minor nobleman (or rich merchant), swaggered up to the table and demands to play. He sneers at the pitiful stakes on the board and demands the players raise the wager to a gold piece a throw. If the players refuse his demand, he belittles them, calls them ingrate scum and continues to be irritating until forced to leave.

2 One of the players suddenly realises that he has to urgently be somewhere else, but doesn't want to leave until someone has won the Dragon (rolls a 12). He gets increasingly irritated and exhorts his fellow gamblers to play quicker. If they ignore him, he gets increasingly agitated until he eventually just grabs a handful of coins and makes a run for it. Shockingly, the other players object and make a grab for the fleeing player. Chaos ensues.

3 The game is proceeding peacefully until a devout cleric of a lawful god enters the tavern, sees the game and proceeds to sermonise loudly about the evils of gambling. Some of the players tell him to shut up, but he persists. The cleric, Fabius Drusu (LG male human cleric 1), is a reformed gambler and preaches with the conviction of a convert. Unless the PCs convince him to go away (treat his as hostile towards them) he ruins the game. Shortly after his arrival, the other players start to drift away to seek entertainment elsewhere.

4 A player spills a full drink across the table, which messes up the board and displaces several coins. No one can agree on where the coins were in the first place; an argument ensues.

5 Several of the players have finished their drinks, but don't want to get up and lose their place at the table. They ask an observer to get them drinks and he readily agrees. The man getting the drinks, however, is a malicious trickster and he adds powdered herb to one or more of the beers. Half an hour later several of the players experience violent stomach cramps.

6 One of the players, Avel the Jolly (CN male human rogue 1), is a petty thief. He is also very drunk and accidentally blurts out details of a major robbery happening tomorrow night in which a nobleman's town house will be targeted. The next day, his lifeless body is discovered in a nearby alley. His mouth and throat are full of tarnished copper coins.

7 An attractive, scantily clad lady of the night saunters over to the table and asks if any of the players would like some company. In reality, the woman (Katla [N female human rogue 2]) is a thief merely disguised as a prostitute to facilitate her pick pocketing (at which she is rather skilled [Sleight of Hand +11]). After getting close to her mark, she picks his purse, names an outrageous price for her services and then leaves when her offer is rebuffed.

8 One of the players is getting very friendly with another man's wife. The two sit close together, cuddle and generally seem smitten with one another. All seems to be going well until the woman's husband turns up at the tavern and see the two canoodling. He storms over to the table and a loud (and potentially violent) argument breaks out. Unless the PCs intervene, the men quickly fall to blows, which upsets the table and could potentially lead to a full-scale brawl!

9 One of the players has epic delusions of grandeur because he was slightly involved in an adventure many years ago. The man (Lothair of Dol [N male warrior 1]) loves to tell people about it and when he discovers the PCs are adventurers he launches into a long and convoluted story about his own heroics. Sadly, many of the other players have heard the story repeatedly and they beg him to shut up. Undeterred he continues to tell the story as long as the PCs feign interest.

10 One of the players rolls the dice a little too violently and they bounce off the table onto the floor and under a chair. Sadly, a monkey (which is also the wizard Anhuri of Nekham's familiar) lurks under the chair. It grabs the dice and makes off with it, running away under chairs, over tables and eventually up into the rafters where it sits nibbling on its prize. Anhuri (NE male half-elf wizard [evoker] 6) is very protective of his familiar and does not allow any harm to come to it. The PCs must come up with a nonviolent way of coaxing the monkey down, abandon the game or make a powerful enemy.

11 The game is proceeding as normal when a small patrol of watchmen burst into the tavern. They are searching for a petty criminal who may (or may not) be in the establishment. Their searching and questioning are rough – the thief in question just mugged a nobleman's son – and PCs resisting or ignoring the watch's attention are detained for further questioning.

GAMES TO PLAY: PLAYERS

Along with the PCs, there are bound to be other players enjoying a game of Dragon and the Thief. The GM can invent such folk as necessary or use one or more of the NPCs listed below.

D12

- Barita Kildann** (LN female dwarf fighter 2): Desperate to raise funds to pay for her passage home, Barita has resorted to gambling – something she abhors. All the way through the game she makes sarcastic remarks about the dice, other players and the foolishness of humans. If the PCs discuss an upcoming adventure or journey that is in the general direction of her homeland she offers to accompany them. She is trustworthy and brave, but somewhat racist.
- Solalith Evdearn** (CE male elf fighter 1/wizard 1): Solalith capitalises on the misconception that all elves are good. He is a relentless – and merciless – gambler who delights in creating discourse and rancour. He argues the rules, nudges the board to displace coins and so on.
- Miro Giantbasher** (CG male halfling fighter 4): Cheerful, half-drunk and flush with cash Miro has been carousing and gambling for almost three days. He is exhausted and keeps falling asleep in the middle of the game. Empty mugs litter the table and floor around his chair. He is a ripe target for a pick pocket or mugging.
- Oggor Skull-Splitter** (CN male half-orc barbarian 3): Oggor is not terribly bright and doesn't really understand the rules of Dragon and the Thief. He constantly asks for rules clarifications, gets distracted and ogles any nearby attractive women. Shockingly, he has lost quite a lot of cash and is getting more and more irate.
- Taneli Keto** (N male human expert 2): Obsessed with one of the players at the table (either male or female) Taneli is playing the game simply to be near the object of his lusts. Although he thinks he has hidden his feelings, the object of his desires is very aware of his interest, but sadly does not reciprocate the feelings.
- Kaari Ojanen** (CN female human commoner 1): Attractive and vivacious, Kaari loves the thrill of gambling and thinks the other players enjoy her company. She wears a low-cut top and enjoys the reaction it provokes among the other players. She likes free drinks and is charm personified if she thinks she can get something out of her fellow players.
- Aavar the Flat-Nosed** (NG male human barbarian 1/fighter 1): A stranger in town, Aavar arrived as a caravan guard and has been busily spending his wages for the last few weeks. He's down to his last 10 gp and is looking for a new job. He asks everyone playing (and anyone watching) if they know of any such openings.

He is friendly and a good drinking companion.

Khai Desouk (N male human wizard [conjurer] 1): Khai is horribly burnt and wears a cowled cloak at all times. He is searching for Anhuri of Nekham, and has been for almost a year. Several years ago, one of Anhuri's experiments went badly wrong and Khai was horribly burnt as a result. He now seeks revenge and has heard that Anhuri sometimes drinks here. A pleasant man, he is nevertheless bitter and resentful and – where Anhuri is concerned – has an impressive mean streak.

Ivo Njars (N male human expert 3): Ivo is an expert gambler and a skilled cardsharp. He only plays Dragon and the Thief to identify talentless idiots with a lot of money to lose. If he spots a likely candidate, he invites him to a private "gambling emporium" where Ivo promises he will be looked after. He drinks little and is only friendly to those he thinks he can fleece. He keeps away from other skilled gamblers and reveals little of his personal life.

Roza Vagoth (NG female human expert 1): Roza is at the end of her tether. Several months ago, her husband, Sigdag, was slain while serving in the watch. He left Roza with six children to feed and almost no savings. She sits quietly throughout the game, not making eye contact with her fellow players. In truth, she is worried sick and anyone expressing genuine interest in her plight is easily able to wring the details of her troubles from her. Roza is also a skilled seamstress and has been trying to start up a respectable business – thus far with little success.

Filimer son of Huml (LN male human fighter 6): A mercenary warrior from the west, Filimer's one vice is gambling. Now between jobs – but with gold to fritter away – he is considering giving up a mercenary's life and becoming an adventurer. While the risks are much greater, so are the rewards and Filimer dreams of returning to his home village and building a grand house. If the PCs discuss an adventure while playing, he seeks them out later and offers to join their group – for a decent share of the profits of course!

Pekko Mustonen (N male half-elf bard 2): Pekko is scheduled to sing later at the tavern and is simply killing time until his performance. He is well groomed but obviously not particularly wealthy. He only gambles with copper and silver, but has a good eye for people. If the PCs are obviously adventurers he makes certain to flatter them and asks to hear about their exploits. Later during his performance, he flatters the PCs and tells the crowd of their adventures – portraying them as his personal friends. Afterwards, he approaches the PCs and waxes lyrical about his "financial difficulties."

BARROOM BRAWLS: RUNNING A BRAWL

When planning to run a barroom brawl, a GM should not view it as a normal combat. After all, the chances of anyone getting killed are pretty slim; instead a barroom brawl is a chance to relax and have a fun fight that “doesn’t really matter” in the grand scheme of things.

A barroom brawl comprises several distinct phases:

- **Brawl Trigger:** Brawls just don’t start for no reason – although to those not paying attention it may seem that way. Consider using the Brawl Trigger table (page 209) to determine why the brawl starts. Alternatively, the brawl can have a campaign-specific purpose such as introducing a band of rival adventurers, getting the PCs into trouble with the Watch, acting as an adventure hook and so on.
- **Brawl Events:** Brawls are crazy affairs; use the Brawl Events table (page 210) to add flavour to the fight. Determine what strange event happens in any given round of combat and describe it to the PCs at the appropriate point. Not only do these events give flavour to the brawl, many also give

the PCs important clues about how they can interact with the taproom’s environment and other brawlers.

- **Brawl Aftermath:** A barroom brawl is a great way to let off steam, but does the fight have any consequences for the PCs? You can decide these consequences based on the PCs’ actions or you can roll on the Brawl Aftermath table (page 211). When rolling on this table remember that many of the brawl’s participants are not used to battle (even nonlethal battle) and so their perception of events may not sync with the PCs’ recollections (or, indeed, reality). Thus, the PCs might get blamed for starting the fight or even for an accidental death that had nothing to do with them!

A BRAWL ROUND BY ROUND

Barroom brawls often have dozens of participants – running such a fight “properly” – rolling initiative, making attack and damage rolls and so on for each individual will bring the game to a juddering halt. Rather, concentrate on describing the general flow of battle using the Brawl Event table to highlight notable events in any given round.



BARROOM BRAWLS: BRAWL TRIGGERS

Many events can trigger a barroom brawl: a gambler can be caught cheating, two men may argue over a woman, someone may spill another's pint or simmering animosity may suddenly boil over into violence. A GM can simply determine the brawl's trigger or roll on the table below.

D20 BRAWL TRIGGER

- 1-2 A group gamble at a table. One of the group is accused of cheating, but denies the charge. He refuses to return his winnings and a brawl quickly ensues.
- 3 A drunk staggers against a table sending the drinks upon it flying. Those around the table attack the drunk, furious at his clumsiness. The drunk's friends leap to his aid...
- 4 An argument erupts at one table and quickly several patrons are fighting. The brawl is a diversion; one of the other customers (perhaps even a PC) is marked for assassination and while the fight distracts witnesses the assassin strikes.
- 5 A pickpocket fails spectacularly to lift a purse. The owner notices and tries to grab the thief. He twists out of the man's hands but falls into a nearby table, smashing it and spilling all the drinks on it.
- 6 A drunk man staggers to the bar and demands more ale. The barkeep refuses and the man gets belligerent. A regular steps in to defuse the situation and the drunk attacks him. As the regular staggers back, he knocks over another man who leaps to his feet enraged. From there, the chaos quickly spreads...
- 7 A prostitute moves around the tavern seeking business. Two drunken men begin to argue over who should enjoy the pleasure of her company first. She draws the two men into a brief bidding war, which ends with one smashing a flagon over the others head.
- 8 A server weaves through the taproom with a full tray of drinks. However, when she sets it down, two groups of drinkers claim that the drinks are for them. Both groups are drunk and the ensuing argument turns violent.
- 9 A server delivers a drink to a table, but the (drunk) patron refuses to pay. After a short argument, the drunk pushes her away and she falls. Several regulars take exception to this and move to punish the drunk. Others intervene and an epic brawl quickly breaks out.
- 10 A small contingent of the Watch enter the tavern and start to belligerently search for a fugitive last seen nearby. The search angers many of the regulars and eventually one hurls a flagon at a guard in protest. As the guards attempt to apprehend their attacker other patrons join in. Inevitably, some of the missiles hit other patrons and a confused melee breaks out.
- 11 An old beggar enters the taproom and moves from table to table begging for spare coins and food. A few patrons give him their scraps but one shouts and curses at him before pushing him away. As the beggar falls to the floor, several other patrons move to help him and

remonstrate with his attacker. Unsurprisingly, the attacker does not take kindly to their opinions and an argument quickly develops. Eventually, it leads to violence. After the brawl, there is no sign of the beggar.

- 12 Two drunken patrons (one a huge warrior) are dancing (very badly) when one of them trips and falls. The other trips over the first and lands in the lap of a courting couple. Wine gets spilled all over the couple, which enrages the woman. She smashes an empty flagon over the head of her "attacker." By that point, the first dancer has regained his feet and totters over to aid his friend.
- 13 Two men standing at the bar begin to push and shove each other. They inevitably bump into other patrons and matters go downhill rapidly thereafter.
- 14 A man weaves his way through the crowd carrying two handfuls of drinks. Suddenly, he trips and the drinks go flying. He is quickly to his feet, accusing a nearby customer of deliberately tripping him. Meanwhile, the three men he has just drenched in beer decide to teach him a lesson.
- 15 A customer drops his belt pouch and gold and silver coins tumble to the floor. As he tries to retrieve his wealth, other nearby customers scramble to grab the coins. Almost immediately, several fights break out.
- 16 Two groups of rival warriors or workmen are drinking heavily in the taproom. As they get drunker the two groups exchange insults. Veiled at first, they become more demeaning as the alcohol flows. Eventually, a fight breaks out between the two groups; innocent bystanders get dragged into the melee.
- 17 Four toughs have been bribed to beat up a customer. They enter the bar, buy drinks and take a table close to their target. They wait until their target is drunk before pouncing. Other customers go to the target's aid and a general melee ensues.
- 18 A man buying drinks at the bar believes he has been short-changed. The barkeep denies the charge and refuses to pay up. The customer reaches across the bar and tries to grab some coins. Several regulars leap to the barkeep's aid. Seeing this, the customer's friends come to his aid.
- 19 Two men get into an argument over a woman sitting nearby. As they begin to fight, other patrons gather round to watch. Soon, however, one of the men knocks another customer over and the chaos soon spreads. (Alternatively two women can argue over a man).
- 20 A fleeing man bursts through the tavern's door and rushes through the taproom knocking over chairs, spilling drinks and so on. Patrons leap to their feet in indignation. Moments later, a small group of guards enter the tavern and try to follow the man. Chaos ensues as the guards try to force their way through a crowd of angry patrons.

BARROOM BRAWLS: BRAWL EVENTS

Barroom brawls are chaotic affairs and the most bizarre events can occur during them. Some are to be expected, the innkeeper calling for the watch or opportunistic thieves trying to steal unattended wagers, while others are completely unexpected: tables collapse, kegs of beer spring leaks and chandeliers fall. In the most deadly brawls, fires can accidentally start that if left unchecked can destroy the tavern.

Every round of a brawl, roll on the table below to determine the brawl event before describing it colourfully.

D%	BRAWL EVENT
01-40	No event of note.
41-50	The innkeeper calls loudly for the Watch. A brawler tips over a table. Atop the table lies a small pile of coins — the pot of some game now unattended.
51-52	2d20 cp and 2d10 sp clatter to the floor. Nearby brawlers dive for the coins and try to gather up as many as possible.
53-55	A brawler kicks over a bench, chair or table. The next person who isn't a PC, to move through the square trips over it and falls prone.
56-59	A brawler tries to punch a target, misses and smashes a beer keg. Beer gushes out, creating a 15 ft. cone of slick floor (DC 10 Acrobatics check to move at half-speed through the area; failure by 5 or more and the character falls prone). The innkeeper wails at this unfortunate event.
60-61	A random brawler hurls a flagon or chair at a PC. A small contingent of the Watch arrive to break up the brawl. They use nonlethal attacks to subdue the brawlers, beating them with the ends of their spears. Brawlers fight to get away from the Watch as no one wants to get arrested.
62-64	A brawler leaps onto the bar and starts to kick half-full flagons of beer into the melee. Every time he scores a hit he shouts in triumph.
65-66	Someone shouts that the Watch is coming. At that, many of the combatants make a break for the nearest exit. The area around the front and back doors of the tavern get congested as patrons fight each other to get away.
67-68	One brawler throws another 1d2 x 5 ft. onto a chair or table. The piece of furniture collapses and the thrown brawler lands prone.
69-70	Somehow, high-strength alcohol (such as brandy) lands in the fire. All combatants within 5 ft. suffer 1 fire damage as the fire sparks and spits.
71	The innkeeper (or other staff member) gets attacked by a brawler. The innkeeper shouts for help; if a PC assists him, he gets free board and lodgings for one week.
72-74	Three brawlers gang up on another patron and quickly kick him to the floor. They beat him unconscious in two rounds before moving onto another target.

77-79	Desperate to escape the violence, a patron dives under a table and screams for help. The man is well-dressed and gives his rescuer a reward of 2 gp.
80-82	Skirting the violence, a patron moves from table to table stealing coins, downing drinks and so on. After three rounds of this, he is spotted and attacked by irate patrons.
83	A large brawler picks up a bench and belts nearby targets with it. Once he has knocked unconscious a few other brawlers, the rest avoid him and so he goes in search of new targets. He settles on the nearest PC.
84-85	A female patron jumps onto the back of a brawler and starts hitting him over the head with a flagon. It smashes, blinding him for one round with ale. In the next round, he pulls her off and throws her to the floor.
86-87	A table collapses dumping the patron on it onto the floor. The patron falls prone.
88	A patron dives behind the bar and grabs several bottles or brandy or other expensive beverage. On the next round, he makes a break for the door clutching his prizes.
89	The fight spills out into the street as several brawlers fall through the tavern's door.
90	A brawler is thrown through a window or door into the street. Three rounds later, the Watch arrives.
91	Amid the chaos, a thief rifles the pouch of a fallen brawler. If no one stops him, he moves onto his next mark. If accosted, he flees.
92	A patron lies slumped over a table. Underneath the table, his hound barks ferociously and tries to bite anyone entering an adjacent square.
93	A brawler staggers out of the melee, blood dripping from a nasty scalp wound (caused by a broken bottle). He screams in agony and flails about looking for assistance.
94	A brawler stands over his unconscious foe. The two are hated enemies; the brawler gives his fallen foe a good kicking. If no one intervenes, he eventually kills his enemy.
95-96	A brawler takes this opportunity to knife an enemy. He draws a dagger and tries to stab him in the back.
97-98	A brawler tries to grab the tavern's ready cash before fleeing. The barkeep notices this attempt and screams for help before attempting to apprehend the thief. There is a 50% chance that any patron grabbing the thief tries to steal some of the money himself.
99	Fire! Flames from a knocked over torch or similar fire source catch on a tapestry, straw covering the floor and so on. Unless extinguished, the fire advances 5 ft. every second round. (A DC 15 Reflex save extinguishes a 5 ft. section of fire as a full-round action). Characters in the fire suffer 1d6 fire damage and catch on fire.
100	GM's discretion – something truly bizarre happens; the floor collapses, chickens escape from the kitchen etc.

BARROOM BRAWLS: AFTERMATH

Although often fun and exhilarating, barroom brawls can have nasty consequences for the participants. Unlike battles against invading orcs, barroom brawls are not often looked on kindly by the authorities.

This table presents possible consequences for the PCs. A GM should tailor these consequences to suit the overall flow of the campaign. For example, if you have an adventure ready to run in a distant town have the PCs blamed for the brawl and be forced to flee town. Alternatively, you can use the brawl to both introduce an NPC and to set him up as a reoccurring character in your campaign – perhaps he'll one day have a job for the PCs or be able to render them assistance. Alternatively, he may become an enemy or foil of the PCs.

Of course, a tavern brawl can also be an isolated incident and have no impact on the PCs once they have recovered.

D20 BRAWL AFTERMATH

1-2 No consequence of note.

The PCs are blamed for starting the brawl and the Watch begins to search for them. Unless someone was killed in the brawl, the Watch does not search too diligently – after all the adventurers are heavily armed; rather the Watch hope the PCs take the hint and leave town.

3 The taproom is severely damaged by the brawl and consequently the tavern shuts for 1d2 weeks for repairs and renovations.

4 The taproom is so badly damaged that the current tavern owner cannot afford the repairs. The tavern shuts and the owner puts it up for sale.

5 A brawler develops a grudge against the PCs. This can manifest itself as nothing more than name-calling and the occasional instigation of other brawls, but it can also take on a more sinister aspect. The brawler can spy on the PCs, bad mouth them to friends and suppliers and could even end up working for one of their enemies.

6 During the fight, one of the PCs loses a minor magical item such as a potion or scroll. They don't discover it is missing until they try to use the item.

7 The owner or innkeeper blames the PCs for the brawl and seeks to reclaim damages from them for broken furniture, loss of earnings and so on. He claims 40 gp and if the PCs decline to pay he refuses to serve them or allow them to stay in his establishment. Optionally, other taverns hearing of the PCs' reputation also refuse to serve them.

8 One of the PCs' enemies masterminded the brawl either so he could get a better feel for their fighting styles, as an attempt to get them into trouble with the local authorities or simply to slow them down. As a consequence, his agents report interesting and useful information about the PCs' fighting styles.

9 One of the other brawlers – rightly or wrongly – feels that one of the PCs helped him in the fight. He is very grateful and offers them some small help in return. He can offer them shelter, provide local information or perform other minor tasks. Alternatively, he may have contacts in town who can offer the PCs greater assistance – access to magic items, esoteric lore or individuals of influence.

10 A member of the opposite sex believes the PC saved him or her during the brawl. The NPC develops a crush on the PC and begins to peruse the PC. The NPC is always in the taproom when the PCs are in the taproom and finds excuses to talk with them.

11 A NPC of note saw how the PCs fought during the brawl and was impressed with their prowess. After the brawl, he approaches to offer them a job – perhaps he is about to embark on a long journey and needs bodyguards or he offers them a job that leads to the next adventure.

12 Someone dies during the brawl and the PCs are sought for questioning. As long as they cooperate, the Watch takes their statement and does not bother them further. If they refuse to cooperate, hide or try to make a run for it, the Watch concludes they have something to hide.

13 One of those caught up in the brawl is an off-duty member of the Watch. He remembers the PCs and depending on how they acted during the fight could be a good friend or irritating foil in the future. As a friend, he can waive gate taxes, overlook minor misdemeanours and so on. As a foil, he looks for reasons to get them into trouble.

14 The brawl was a cover for a robbery. A nobleman or merchant in the bar at the time of the brawl has a precious object stolen and wants it back. He believes the PCs innocent of the theft and asks them to retrieve it. Asset rich, but cash poor he offers them the deeds to a small rundown castle on a distant estate in exchange for the item's return.

15 The barkeep believes the PCs did all they could to help him during the brawl. He is very grateful and gets them round after round of free drinks during their next visit. He becomes their good friend and always serves them quickly and well. On the downside, if another brawl starts he expects them to help him calm things down.

16 The barkeep is so impressed with one of the PC's prowess that he offers him a job as a doorman. Pay is 3 sp a night and all the cheap ale he can drink.

17 After the brawl the PCs find a small item – perhaps a map or key – that will be useful in their next adventure.

18 Immediately after the brawl, a PC spots a small belt pouch under an overturned table. The pouch contains 23 sp and 14 gp. Of the owner, there is no sign.

BARROOM BRAWLS: BRAWLERS

Use these statistics to run the various folk involved in a brawl. These statistics present the folk normally present in the tavern and should not be used to represent special individuals such as adventurers and so on. Most are no match for a skilled adventurer, but in large numbers they might cause the party some small trouble.

This section also presents three new conditions designed for use in a barroom brawl: tipsy, drunk and hammered. Apply one of these conditions to every combatant (including the PCs) who has consumed one or more alcoholic drinks.

DRUNK?

Before the brawl starts in earnest you must determine how much alcohol each participant has consumed:

- **NPCs:** Randomly determine the condition of each NPC:

D20	CONDITION
01-04	Sober
05-12	Topsy
13-18	Drunk
19-20	Hammered

- **PCs:** Make a determination of each PC's condition based on how much the player indicates his character has drunk.

LETHAL DAMAGE

The vast majority of the improvised weapons available in a normal tavern common room deal nonlethal damage. However, some combatants may resort to weapons dealing lethal damage at some point during the fight. This immediately changes the feel and flavour of the brawl – other combatants avoid such an individual if at all possible, and probably shout warnings to others nearby. If anyone is killed in a brawl, the Watch pursue the matter with vigour until they discover the identity of those people responsible.

BARKEEP

CR 1/2 (XP 200)

This man wears a stained apron and carries several cloths jammed into his belt. His skin is pale and he has big bags under his eyes.

Male human expert 2

N Medium humanoid (human)

Init -1; **Senses** Perception +6, Sense Motive +7

Speed 30 ft.; **ACP** 0

AC 9, touch 9, flat-footed 9; **CMD** 9

(-1 Dex)

Fort +1, **Ref** -1, **Will** +3

hp 11 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +0

Melee unarmed strike +0 (1d3-1 nonlethal) or

Melee improvised weapon -4 (as weapon -1) or

Melee club +0 (1d6-1)

Abilities Str 9, Dex 8, Con 12, Int 10, Wis 11, Cha 15

Feats Alertness^B, Skill Focus (Diplomacy)

Skills as above plus Appraise +4, Diplomacy +9, Handle Animal +6, Knowledge (geography) +4, Knowledge (local) +4, Profession (brewer) +4, Profession (innkeeper) +5

Languages Common

Gear as above plus belt pouch, 3 gp, 15 sp, 37 cp

Generally speaking, a barkeep does not seek out combat, rather staying behind the bar during a brawl. A barkeep tries to regain control of the taproom, minimise damage to furniture, stop any thievery taking place under cover of the brawl and protect other staff members and the tavern's takings. Most barkeeps hide a club behind the bar to deal with thieves or serious threats to life.

These statistics can also represent other members of staff including cooks and servers, with minor adjustments. During a brawl other members of staff act in a similar fashion to the barkeep – they retreat from any real threat, taking shelter behind the bar, in the cellar or kitchen or run outside to fetch the Watch.

NEW CONDITION: TIPSY

Topsy characters have had a little to drink but are not yet drunk. While each character's alcohol tolerance is different, apply this condition to any character who has had up to three alcoholic drinks.

Topsy characters have the following modifiers:

- +1 morale bonus to Will saving throws

NEW CONDITION: DRUNK

These characters are drunk, but not yet hammered. They have consumed up to ten alcoholic drinks.

Drunk characters have the following modifiers:

- +2 Con
- -2 Dex, -2 Wis, -2 Cha
- +2 morale bonus to Will saving throws

HUMAN MERCHANT

CR 1/3 (XP 135)

This well-dressed man has the air of wealth about him.

Human aristocrat 1

LN Medium humanoid (human)

Init +1; Senses Perception +4, Sense Motive +4**Speed** 30 ft.; **ACP** 0; **Ride** +8**AC** 11, touch 11, flat-footed 10; **CMD** 11

(+1 Dex)

Fort +0, **Ref** +1, **Will** +2**hp** 4 (1 HD)**Space** 5 ft.; **Base Atk** +0; **CMB** +0**Melee** unarmed strike +0 (1d3 nonlethal)**Melee** dagger +0 (1d4/19-20)**Ranged** dagger (range 10 ft.) +1 (1d4/19-20)**Abilities** Str 10, Dex 12, Con 11, Int 13, Wis 10, Cha 9**Feats** Skill Focus (Profession [merchant]), Skill Focus (Riding)**Skills** as above plus Appraise +5, Diplomacy +3, Profession (merchant) +7**Languages** Common, Elven**Gear** as above plus noble's outfit, belt pouch, 12 gp, 4 sp

Mercants often frequent bars in search of deals or hired help. Sadly, they often fare badly in barroom brawls as they are not skilled at defending themselves. If given the choice, they flee the brawl as quickly as possible. They are often targeted because of the wealth they normally carry.

Use these statistics to represent merchants or minor members of the nobility slumming it for the evening. By changing their Profession skill, they can also be used to represent craftsmen and affluent members of other professions.

Such individuals are not without resources and are grateful if rescued from a brawl. At the GM's option, they can offer the PC discounted or free goods or services, access to other business contacts or even future commissions. While they make good friends, they can also make nasty, low-grade enemies. While such folk have little stomach for a fight, they well-remember the person who beat them. Such folk could be attacked by hired thugs, become suddenly unwelcome in a number of establishments in town (or in the case of someone wronging a member of the nobility) get the PCs arrested and punished without trial.

NEW CONDITION: HAMMERED

Hammered characters have consumed a vast quantity to alcohol – normally more than ten drinks.

Hammered characters have the following modifiers:

- +4 Con
- -4 Dex, -4 Wis, -4 Cha
- Slow: reduce their speed by half.
- +4 morale bonus to Will saving throws
- -2 on attack rolls

WATCHMAN

CR 1/2 (XP 200)

Clad in scale mail this warrior carries shield and spear.

Male human warrior 2

LN Medium humanoid (human)

Init +0; Senses Perception +0, Sense Motive +0**Speed** 20 ft., base speed 30 ft.; **ACP** -5; **Acrobatics** -5 (-9 jumping), **Ride** +0**AC** 16, touch 10, flat-footed 16; **CMD** 14

(+5 armour [scale mail], +1 shield [light wooden])

Fort +4, **Ref** +0, **Will** +2**hp** 18 (2 HD)**Space** 5 ft.; **Base Atk** +2; **CMB** +4**Melee** spear +5 (1d8+2/x3) or**Melee** morningstar +5 (1d8+2)**Abilities** Str 15, Dex 11, Con 13, Int 9, Wis 10, Cha 8**Feats** Toughness^B, Weapon Focus (spear)**Skills** as above plus Handle Animal +3, Profession (soldier) +4**Languages** Common**Gear** as above plus belt pouch, 2d6 sp**SERGEANT OF THE WATCH**

CR 1 (XP 400)

Clad in chainmail this warrior has an air of authority about him.

Male human warrior 3

LN Medium humanoid

Init +0; Senses Perception +2, Sense Motive +2**Speed** 20 ft., base speed 30 ft.; **ACP** -6; **Acrobatics** -6 (-10 jumping), **Ride** -1**AC** 17, touch 10, flat-footed 17; **CMD** 14

(+0 Dex, +6 armour [chainmail], +1 shield [buckler])

Fort +4, **Ref** +1, **Will** +1**hp** 25 (3 HD)**Space** 5 ft.; **Base Atk** +3; **CMB** +5**Melee** mwk longsword +7 (1d8+2/19-20) or**Melee** dagger +5 (1d4+2/19-20)**Combat Gear** potion of cure light wounds (2)**Abilities** Str 15, Dex 11, Con 13, Int 9, Wis 10, Cha 8**Feats** Alertness, Toughness^B, Weapon Focus (longsword)**Skills** as above plus Intimidate +5, Profession (soldier) +4**Languages** Common**Gear** as above plus belt pouch, 2d10 sp, 1d8 gp

When breaking up a brawl, watchmen do not use lethal force unless they are confronted by someone wielding an actual weapon. Instead, they either use blows from their spear butts or shield bashes (both to deal nonlethal damage) to subdue combatants.

WATCH PATROL (EL 5; XP 1,200)

A Watch patrol responds to reports of a disturbance as quickly as possible; the exact timing is up to the GM and should depend on whether the players are having fun (and whether things are going too easily for them).

A typical patrol comprises four watchmen and one sergeant-at-arms.

BARROOM BRAWLS: TAPROOM FEATURES

Tables, chairs, bar stools and other pieces of furniture are scattered about almost any taproom. During a brawl, clever combatants use tables, chairs and even barrels to gain an advantage over fellow brawlers.

- Movement:** Unless otherwise noted, it costs two squares of movement to enter a square containing a piece of furniture.
- Skills and DCs:** The table below details the various skills a character can use to use each object in a barroom brawl.

Most taprooms have the following pieces of furniture:

Bar: The bar is 4 ft. high and 2 ft. wide. A character cannot move through a square containing a bar unless he leaps atop, or climbs over, it.

Bar Stool: Bar stools are 3 ft. high. A bar stool can be used as an improvised weapon.

Barrel: About 3 ft. high, barrels can be empty or full. A full barrel is also an improvised weapon with the slick (burst) characteristic.

Chair: Chairs stand around every table in the taproom. A chair can be used as an improvised weapon.

Tables: Small tables seat two characters and can be used as an improvised weapon. Large tables seat four persons comfortably.

SPECIAL CHARACTERISTICS

Each of the different types of furniture has special characteristics a canny brawler can use to his advantage:

Cover: This piece of furniture provides cover (+4

AC, +2 Reflex saves).

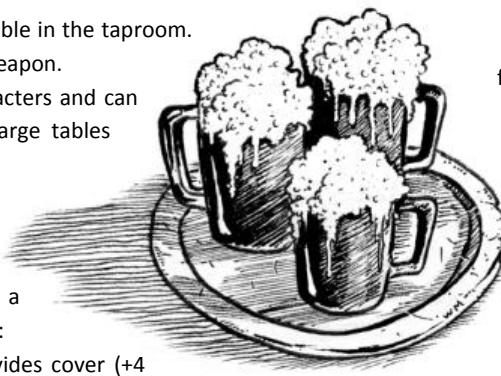
Cover (Improved): This piece of furniture provides improved cover (+8 AC, +4 Reflex saves) to Small or smaller characters or to any prone Large or smaller character.

Flip Over: A character can flip over this piece of furniture by making the Strength check noted on the table below.

- The DC to flip over a piece of furniture increases by 5 for each character atop it.
- Flipping over a piece of furniture provokes attacks of opportunity.

A character on a piece of flipped furniture must make a Reflex save:

- Success (DC 15):** The character lands on his feet in a square of his choice adjacent to the piece of furniture.
- Failure:** The character lands prone in a square adjacent to the piece of furniture of his opponent's choice.



Higher Ground: Characters atop this piece of furniture gain the benefits of higher ground (+1 on melee attacks) against lower targets.

Wobbly: Most furniture is not designed to be stood on. Characters atop a piece of wobbly furniture must make an Acrobatics (balancing) check every round in which they move and when they take damage.

FURNITURE	HEIGHT	ACROBATICS ¹ (LEAP ATOP)	ACROBATICS ² (BALANCING)	CLIMB ³	STRENGTH (FLIP OVER) ⁴	SPECIAL
MISCELLANEOUS						
Bar	4 ft.	16	5	10	—	Cover, cover (improved), higher ground
Barrel (empty)	3 ft.	12	10	5	5	Cover, higher ground, wobbly
Barrel (full)	3 ft.	12	5	5	10	Cover, higher ground
TABLE						
Small	3 ft.	12	10	5	5	Cover, higher ground, wobbly
Large	3 ft.	12	5	5	10	Cover, higher ground
SEATING						
Bar stool	3 ft.	12	10	5	0	Higher ground, wobbly
Bench	2 ft.	8	5	0	5	Higher ground
Chair	2 ft.	8	5	0	0	Higher ground, wobbly

1: This is the DC to leap atop the piece of furniture.

2: While atop a piece of furniture, a character moving or taking damage must make this check or fall prone. A character must only make this check if the DC is 10 or more. Furniture covered with bottles, plates and so on is severely obstructed (DC +5) while wet furniture is slippery (DC +2).

3: This is the DC to climb onto the piece of furniture.

4: This is the DC required to flip over the piece of furniture.

BARROOM BRAWLS: IMPROVISED WEAPONS

Objects not designed to deal damage can still be used in combat. Any creature can use an improvised weapon, but is considered non-proficient and takes a -4 penalty on attack rolls. Refer to the table below for individual improvised weapon's statistics and extrapolate other weapons using the presented statistics as guidelines. Some feats enable characters to effectively use improvised weapons:

Catch Off-Guard: You do not suffer any penalties for using an improvised melee weapon. Unarmed opponents are flat-footed against attacks you make with an improvised weapon.

Throw Anything: You do not suffer any penalties for using an improvised ranged weapon and you gain a +1 circumstance bonus on attack rolls with thrown splash weapons.

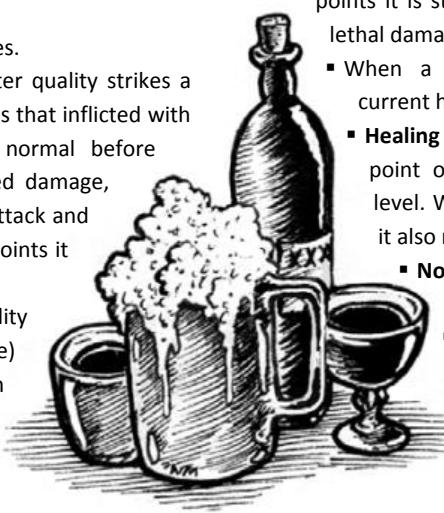
WEAPON QUALITIES

The weapons below have several new qualities.

Shatter: When a weapon with the shatter quality strikes a target it takes the same amount of damage as that inflicted with the successful strike. Apply hardness as normal before deducting the damage. Once it has suffered damage, the weapon gains the broken condition (-2 attack and damage). If the weapon is reduced to 0 hit points it breaks.

Slick: A weapon with the slick quality contains liquid (normally ale, water or wine) and can be thrown as an improvised splash weapon.

- Light Weapons:** All creatures and objects within 5 ft. are splashed with the liquid.
- Barrels:** The liquid in a burst barrel soaks all creatures and objects within a 10 ft. radius.



This has two effects:

- Acrobatics Checks:** The DC of Acrobatics checks in the affected squares increases by 2.
- Grappling:** Characters struck by the liquid gain a +2 bonus to grapple checks made to escape a grapple and all Escape Artist checks.

NONLETHAL DAMAGE

Keep a running total of the nonlethal damage each character suffers during the brawl; do not deduct such damage from the character's current hit points.

- When a character's nonlethal damage equals its current hit points it is staggered. All subsequent nonlethal damage is lethal damage.
- When a character's nonlethal damage exceeds its current hit points it falls unconscious.
- Healing Nonlethal Damage:** A character heals 1 hit point of nonlethal damage per hour per character level. When a spell or ability cures hit point damage, it also removes a like amount of nonlethal damage.
- Nonlethal Weapons:** Saps, unarmed strikes and whips deal nonlethal damage.
- Dealing Nonlethal Damage with Other Weapons:** A character can use a weapon designed to deal lethal damage to deal nonlethal damage, but suffers a -4 penalty on attack rolls.

IMPROVISED WEAPON	DMG (S)	DMG (M)	CRITICAL	RANGE	WEIGHT	TYPE	SPECIAL
LIGHT MELEE WEAPONS							
Flagon/Tankard	1d2	1d3	x2	10 ft.	1 lb.	B	Nonlethal, shatter (hardness 1, hp 2), slick
Pitcher (clay)	1d4	1d6	x2	10 ft.	1 lb.	S	Nonlethal, shatter (hardness 1, hp 2), slick
Wine Bottle	1d3	1d4	x2	10 ft.	1 lb.	P or S	Shatter (hardness 1, hp 1), slick
Wineskin	1d2	1d3	x2	10 ft.	4 lbs.	B	Nonlethal, slick
ONE-HANDED							
Tray	1d3	1d4	x2	10 ft.		B	Nonlethal, Shatter (hardness 5, hp 2)
Barrel hammer	1d3	1d4	x2	20 ft.	2 lbs.	B	
TWO-HANDED							
Bar stool	1d4	1d6	x2	10 ft.	3 lbs.	B	Nonlethal, shatter (hardness 5, hp 2)
Bench	1d8	2d6	X2		15 lbs.	B	Nonlethal, reach, shatter (hardness 5, hp 5)
Chair	1d4	1d6	x2	10 ft.	6 lbs.	B	Nonlethal, Shatter (hardness 5, hp 5)
Small table	1d6	1d8	x2		20 lbs.	B	Nonlethal, Shatter (hardness 5, hp 5)
RANGED WEAPONS							
Barrel (empty)	1d6	1d8	x2	10 ft.	30 lbs.	B	Nonlethal, Shatter (hardness 5, hp 5)
Barrel (full)	1d8	1d10	x2	10 ft.	60 lbs.	B	Nonlethal, Shatter (hardness 5, hp 5)

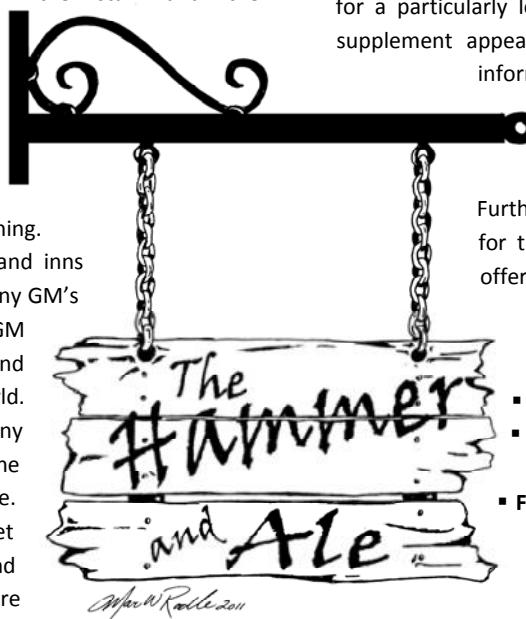
SAMPLE TAVERNS

This supplement provides twenty ready to use inns and taverns for your campaign. Each entry includes a general description of the establishment, information on services on offer, notable patrons and events or adventure hooks to use when the PCs visit. The presented establishments fill many niches from those offering low-brow, raucous entertainment to others offering the very best in fine dining.

Most, if not all, of the taverns and inns herein should be suitable for almost any GM's campaign although, obviously, a GM may need to make minor changes and tweaks to fit it seamlessly into his world. Using these taverns, along with any necessary modifications, can help the GM bring his game world to life. Taverns are great places to meet people, learn about current events and rumours and to experience the culture of the place in which a PC finds himself.

There's a reason so many adventures start in taverns, after all!

As few PCs own their home, or are often far away from it, they often spend an inordinate amount of time in taverns making this a particularly valuable supplement for GMs whose campaign ranges over a wide area.



RATINGS

To make it easy to see at a glance if an establishment is suitable for a particular locale, each of the taverns and inns in this supplement appear on the table below. The table includes information on where a tavern is best located, basic notes on the most common type of clientele the PCs can meet there and whether it offers accommodation. Furthermore, the table presents a ranking system for the quality and price of the establishment's offering.

For quality, the following rating system suffices:

- **One Star:** Establishment is of poor quality.
- **Three Stars:** Establishment is of common quality.
- **Five Stars:** Establishment is of excellent quality.

For prices, use the following ratings:

- **One Star:** Establishment has cheap prices.
- **Three Stars:** Establishment has average prices.
- **Five Stars:** Establishment has high prices.

ESTABLISHMENT	QUALITY	PRICE	ACCOMMODATION	LOCALE	CLIENTELE
Cock and Bull, the	***	***	Yes	Rural	Travellers
Crossed Axes, the	**	***	Yes	Urban	Dwarves, real ale lovers
Dancing Satyr, the	***	***	No	Urban	Live entertainment lovers
Dirty Weasel, the	**	**	No	Urban	Neophyte adventurers, wizards
Hammer and Tongs, the	**	*	No	Urban	Craftsmen
Huntsman's Rest, the	****	****	Yes	Rural	Trappers, hunters, adventurers
Lady Luck's	*	*	No	Urban	Gamblers
Laughing Gull, the	***	**	No	Urban (docks)	Criminals, dockworkers
Lazy Badger, the	***	**	No	Rural	Gnomes, halflings, travellers
Lucky Catch, the	***	**	No	Urban (docks)	Fishermen, seafood lovers
Merry Mermaid, the	***	***	Yes	Urban (docks)	Sailors, smugglers
Pilgrim's Rest, the	**	*	Yes	Rural	Pilgrims
Royal Swan, the	*****	*****	No	Urban	Nobles and the wealthy
Saucy Sylph, the	**	***	Yes	Urban	Gamblers
Silver Unicorn, the	****	***	Yes	Urban	Elves, merchants, travellers
Wand and Scroll, the	***	****	No	Urban	Wizards
Warm Welcome Inn, the	***	**	Yes	Rural	Travellers
Weary Camel, the	*****	*****	Yes	Rural	Merchants, travellers
Wily Fox, the	****	****	No	Urban	Young nobles, wizards
Wyvern's Head Inn, the	**	***	Yes	Urban	Adventurers

SAMPLE TAVERN: COCK AND BULL, THE

The Cock and Bull is a popular roadside inn, providing a handy stopover for couriers and other travellers on the road between two major cities. Weary wayfarers can enjoy a hot meal, an ale or two, and a good night's rest here before venturing forth the next morning.

The inn is a long two-storey wooden building with a thatched roof. The large courtyard at the front has good-sized stables along one side where fresh horses can be purchased and a farrier is on hand to replace any damaged horseshoes. Inside, the ground floor has a low ceiling of wooden beams, and is divided into several small bars and snugs where travellers can relax in front of a warming fire. The yellowing plaster walls are decorated with post horns, leather satchels, wagon wheels and other objects in a similar vein. A gentle hubbub of amiable conversation can usually be heard throughout the bars, and occasionally a wandering minstrel might play a tune or two.

STAFF

The Cock and Bull has the following notable staff members:

- **Fosco Greenbottle** (LG male halfling commoner 2) is the fussy, curly-haired halfling landlord of the Bull. He took over the Bull when it had a lousy reputation and is determined to continue to build on his recent successes.
- **Odila** (NG female human commoner 1) is short, rotund and formidable. She is in charge of the serving staff and makes sure they are always friendly and welcoming.
- **Radulf** (N male human expert 2) runs the stables. He is taciturn and brawny, but has a great affinity with horses and much prefers their company to people.

NOTABLE PATRONS

The Cock and Bull has several patrons of note:

- **Bourchier** (N male human rogue 6) is a highwayman who holds up travellers on the road at crossbow-point. Handsome and cocky, with long wavy, blond hair, wearing a puffy white shirt and black leather breeches, he sits drinking with his feet on the table.
- **Leoda** (N female human expert 3) is an experienced courier, carrying

important messages from one city to another. Introverted and unsociable, she has short-cropped hair and is wearing worn riding clothes and boots. Her leather satchel never leaves her side.

FOOD & DRINKS

The Bull has a good reputation for its food. The offering includes:

	PRICE
Catchpole's Old Irregular (tankard)	8 cp
Mead	5cp
Meal, common	3 sp
Rabbit simmered in red wine	1sp
Roast goose with mashed swede and carrots	2 sp

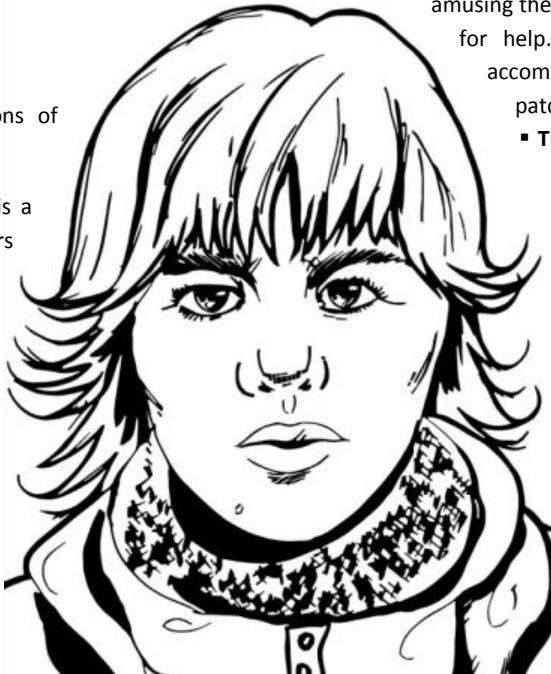
ACCOMMODATION

Two dozen comfortable single rooms are available on the upper floor (7 sp).

EVENTS & ADVENTURE HOOKS

The PCs' visit to the Cock and Bull may not be without incident; use one of the below adventure hooks, to inject a little excitement into the proceedings:

- **Robbery Most Foul:** The PCs are enjoying a drink when Aaron (LN male human expert 1), a mud-stained coachman, bursts into the taproom. He tells of being ambushed on the road by bandits who robbed him and his passengers of all their valuables. They have pushed his coach into a ditch and are amusing themselves with the passengers. Aaron begs for help. Surprisingly, Bourchier volunteers to accompany the PCs – such brigands on "his patch" are bad for business.
- **Thieves:** An unscrupulous merchant is determined to prevent rival trade contracts that Leoda is carrying reach their destination, and has hired a pair of experienced thieves to steal her satchel. The PCs witness the attempted theft.



SAMPLE TAVERN: CROSSED AXES, THE

The Crossed Axes is run by, and for, dwarves, serving as a home away from home for dwarven visitors to the city and for those residents who want to spend time among their own kind. Although there is nothing to stop members of other races from popping in for a drink, they rarely do.

The entrance to the inn is a stone archway, marked with a wooden sign depicting two crossed dwarven waraxes. Beyond, a flight of stone steps leads down to the large cellar bar. Humans and other tall folk need to watch out for the low beam, lest they bash their heads on it when entering (among locals this is known as the “the Crossed Axes’ welcome”).

Carved stone pillars hold up the ceiling, and finely wrought shields adorn the walls. Behind the long bar is the best selection of dwarven ales outside of the Cloudpeaks, and there are half a dozen alcoves opposite where patrons can enjoy some solitude or privacy.

STAFF

The Crossed Axes has the following notable staff members:

- **Bardolph Rockheart** (LG male dwarf expert 2), a dour pessimist with a short-cropped and neat jet black beard, is the owner and landlord of the Crossed Axes. Bardolph is trying to brew his own dwarven stout but the local river water “just isn’t the same as back home.”
- **Ingel** (LG female dwarf commoner 2), Bardolph’s long-suffering wife, waits tables and keeps the place clean and tidy. She accepts no nonsense.
- **Sandor Ironkettle** (NG male dwarf commoner 2) does the cooking. He is dour and hates customers “invading” his kitchen.

NOTABLE PATRONS

The Crossed Axes has several patrons of note:

- **Holgin Forgestoker** (LG male dwarf expert 4) is an irritable bald-headed weaponsmith with an elaborately braided red beard and heavily calloused hands. He is taciturn in the extreme, but highly skilled.

- **Mabrin Glimmersten** (NG female dwarf cleric 8), dedicated and determined cleric of the Forge God, is in the city to hire some stout dwarven warriors for an important mission. She has had no luck so far but will approach any likely candidates entering the bar.

FOOD & DRINKS

The Crossed Axes serves simple, plain food including:

	PRICE
Anvil Brew, mug	7 cp
Cavern Stout, mug	10 cp
Ham and mixed greens	2 sp
Meal, poor	1 sp
Mutton and mushroom stew	15 cp
Stone bread, made from imported lichen flour	5 cp

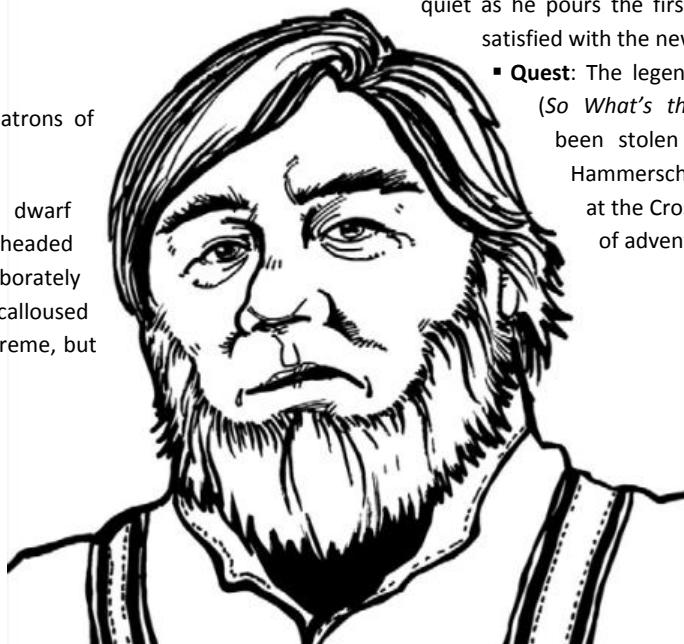
ACCOMMODATION

Five clean but basic private rooms are available for 1 gp per night.

EVENTS & ADVENTURE HOOKS

The PCs’ visit to the Crossed Axes may not be without incident; use one of the below adventure hooks, to inject a little excitement into the proceedings:

- **New Batch:** Bardolph decides to tap a barrel of his new ale. He has tried a slightly different recipe and is excited to see if he has finally created the perfect dwarven stout. This has become a semi-regular occurrence in the taproom and the patrons fall quiet as he pours the first pint. Although, Bardolph is not satisfied with the new brew, his patrons love it.
- **Quest:** The legendary dwarven urgosh, Trollslayer (*So What’s the Weapon Like, Anyway?*), has been stolen from the tomb of King Odvin Hammerschlag, and a dwarven cleric staying at the Crossed Axes is looking to hire a band of adventurers to help her recover it.



SAMPLE TAVERN: DANCING SATYR, THE

The Dancing Satyr is a rowdy, popular tavern located in the city's lively Riverside District. Good quality food and drinks are sold at reasonable prices, but it's the nightly entertainment that brings in the punters.

Despite being tucked away down a back street, the Satyr is easy to find thanks to the loud music, laughter, cheers and jeers coming from inside. The building is unassuming from the outside, and inside isn't much better: the décor is shabby, the makeshift tables are made from bits of wood nailed to the top of old barrels and the floor is covered in sawdust to soak up spilt wine.

Against one wall is a simple wooden stage on which a wide variety of performers appear each evening. The entertainment is free and always brings in a crowd – many of the city's most famous singers, musicians and poets got their big break after performing here. A typical bill might include several musicians, a puppet show, a juggler, a satirical poet and a singing dog. The good get free drinks and food, and plenty of cheers; the bad get pelted with bread rolls and beer.

STAFF

The Dancing Satyr has the following notable staff members:

- **Amara** (NG female half-elf bard 1) is an aspiring musician. She is scatterbrained, but extremely attractive. Tactile, she is a firm favourite of many of the male patrons. She wears ornate hairclips to manage her long, slightly curly hair and loves to receive flowers from admirers. There are always several bouquets behind the bar.
- **Hibran** (NG male human bard 1) is an aspiring musician, who is working here to make some extra coin by serving drinks and food between performances. Hibran is bursting with ambition, but is frustrated by all the attention lavished on Amara (which he doesn't believe she deserves).
- **Kerran Fairfield** (NG human male bard 2/expert 3) owns the Dancing Satyr and acts as Master of Ceremonies. He is tubby, camp and fond of colourful, glittery clothing. A showman through and through, he closes every night's bill with a tipsy rendition of "Lads and Lasses," to the accompaniment of the crowd.



NOTABLE PATRONS

The Dancing Satyr has several patrons of note:

- **Bavo Riddleberry** (N male gnome expert 3) is an impresario looking for performers to appear in the play he is staging. Charming but greedy, he makes sure he comes out on top in any business deal.
- **Marette** (CG female human aristocrat 1) has sneaked out from under her noble father's beady eye to come and see the handsome bard, Alaric Micheri, perform.

FOOD & DRINKS

The most popular items on the Dancing Satyr's menu include:

	PRICE
Bardic Inspiration ale, pint	6 cp
Fruity white wine, bottle	3 gp
Honey-glazed roast chicken wings	2 sp
Meal, common	3 sp
Onion and cheese omelettes	1 sp

ACCOMMODATION

None available.

EVENTS & ADVENTURE HOOKS

The PCs' visit to the Dancing Satyr may not be without incident; use one of the below adventure hooks, to inject a little excitement into the proceedings:

- **Hecklers:** Freyja Sparrow (N female half-elf bard 2), a talented and beautiful harpist, can't make herself heard on stage over the rowdy students from the College of Magic. Kerran asks the PCs to go over and tell them to keep their voices down.
- **Harassed Bard:** Alaric Micheri (N male elf bard 4) is having trouble with his over-enthusiastic female fans. He begs the PCs to help him slip away quietly at the end of his performance by creating some kind of distraction. He laments to the PCs that he has a hard life.

SAMPLE TAVERN: DIRTY WEASEL, THE

Home from home for students at the College of Magic, young nobles slumming it for the evening and neophyte adventurers, the Dirty Weasel is a cheap and raucous back street tavern in the centre of the city.

The pub is a tall, narrow, two-storey building, sandwiched between a bakery and a candlemaker's shop. The swinging sign depicts a lascivious-looking, drunken weasel wearing a tricorn hat. Inside, the crowded taproom is long and thin, with a low ceiling and only a few bar stools in the way of furniture. A flight of stairs at the back leads up to the first floor; here, there are several rooms with tables and chairs, each usually packed out with groups of friends from early evening. The walls on both floors are decorated with dusty old College memorabilia.

The atmosphere is convivial, if drunken, with much friendly rivalry and banter between the different student houses at the College of Magic, noble factions and various rookie adventuring bands. This often turns into impromptu contests of prestidigitation, arm wrestling, drinking or a combination of all three.

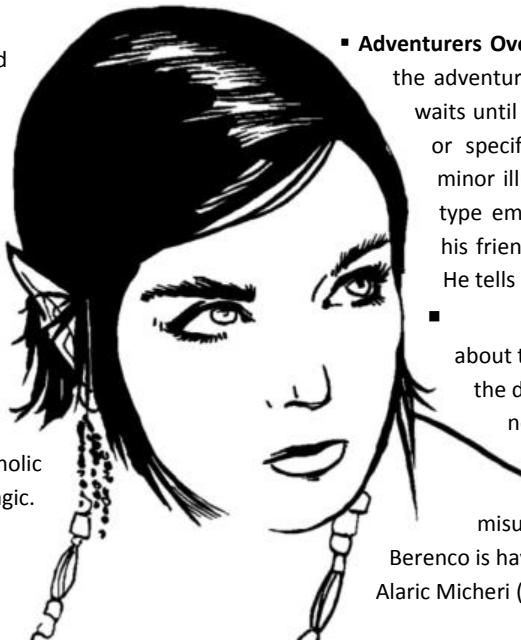
STAFF

The Dirty Weasel has the following notable staff members:

- **Mazran Draker** (CG male half-elf expert 3/wizard [universalist] 1) is a jolly, well-fed fellow who was sent down from the College of Magic for slipshod spellcasting and poor attendance at lectures. He owns and runs the Dirty Weasel.

Mazran is assisted behind the bar by various student wizards trying to earn a few extra silver pieces to pay for their spellbooks.

- **Aelliah Kaneltyn** (NG female elf wizard [transmuter] 5) tries to play the part of the aloof elven maiden, but often forgets herself. Far more advanced than most students, she was sent here by her racist father to study at the College of Magic and to see for herself the depravity of human civilisation. Sadly, for her father, she is rather enjoying herself.
- **Pirjo Rantanen** (CN female human wizard [evoker] 2) is fiery, unpredictable and a borderline alcoholic student studying at the College of Magic. She loves working at the Dirty Weasel.



NOTABLE PATRONS

The Dirty Weasel has several patrons of note:

- **Bruno Dunker** (NG male human wizard [illusionist] 1) is a ruddy-complexioned, big-boned student with a mess of curly brown hair. He is failing Evocation and Abjuration and spends every night in the Weasel, getting drunk and entertaining his fellow students with his clever illusions.
- **Salerith** (LN female elf cleric 1), a mousy-looking, long-haired cleric of the Goddess of Magic, is looking for an adventuring band to join. She is an expert historian.

FOOD & DRINKS

There is no kitchen at the Weasel, but Mazran sells snacks from the next door bakery as well as various local speciality drinks:

	PRICE
Basilisk Brew	2 cp
Ham and cheese pies	5 cp
Meal, poor	1 sp
Red wine, pitcher	1 sp
Viperstrike Cider (extra strong), pint	5 cp

ACCOMMODATION

None available.

EVENTS & ADVENTURE HOOKS

The PCs' visit to the Dirty Weasel may not be without incident; use one of the below adventure hooks, to inject a little excitement into the proceedings:

- **Adventurers Overheard:** Bruno decides to play a prank on the adventurers. If he overhears their conversation, he waits until he hears them speaking about a fallen foe or specific type of creature. Later, he creates a minor illusion of a ghostly creature of the relevant type emerging from the party's table. Bruno (and his friends) find the ensuing chaos vastly amusing. He tells angry PCs to "calm down – it was a laugh."
- **Wizardly Whispers:** Rumours and gossip about the college and noble houses swirl among the drunken, indiscreet clientele. The latest news is that Oglander Trell (see The Wand and Scroll) is engaged to the Winter Queen's daughter after a misunderstanding, and Kouren of House Berenco is having an illicit affair with the noted bard Alaric Micheri (see the Dancing Satyr).

SAMPLE TAVERN: HAMMER AND TONGS, THE

This unpretentious tavern serves decent food and reasonably priced drinks to local craftsmen seeking to unwind at the end of a hard day's work. The pub is situated in the heart of the city's Guild District and is the type of establishment where everyone knows everyone else's name, meaning that newcomers tend to stand out from the crowd.

Unremarkable from the outside, there's nothing particularly noteworthy about the décor inside either, although the taproom is decorated with painted wooden badges of the various city guilds. It's rarely busy and the clientele tend to sit alone or in small groups, enjoying a quiet pint, a bite to eat and some friendly conversation over a game of table skittles or Pitch Coin.

All this changes when an inter-guild dispute flares up, turning the Hammer and Tongs into a battleground. The last one was between the Coopers and the Carpenters and led to a massive brawl which broke every stick of furniture in the tavern.

STAFF

The Hammer and Tongs has the following notable staff members:

- **Frida** (N female human expert 1), Herk's short and stocky wife, cooks the food and helps serve drinks, using her waspish tongue to keep the patrons in line. She wears her hair up in bunches because she thinks it makes her look younger. Patrons commenting on her "youthful" looks gain preferential service (and possibly a free drink or two!)
- **Herk One-Hand** (LN male human expert 3) is the no-nonsense landlord of the Tongs. A former carpenter, Herk lost his hand in an unfortunate accident, forcing a career change. He tries to stay neutral in any inter-guild disagreements. For the most part he succeeds in this and, consequently, he is respected by most of his patrons (except, bizarrely, the Carpenter's Guild that see him as something of a traitor).
- **Roke the Reckless** (N male half-orc fighter 3), a towering, broken-nosed bouncer, is brought in to act as peacemaker when the guilds are at war. The patrons universally fear his hammer-like blows and his mere presence has been known to quell an impending brawl.



NOTABLE PATRONS

The Hammer and Tongs has several patrons of note:

- **Balrenna** (N female human expert 2) is a gap-toothed, grey-haired old woman with hands stained reddish-brown from dyeing cloth. She likes a good gossip and is happy to chat to anyone buying drinks.
- **Erner Flat-Nose** (NG male dwarf expert 3) is a tattooed, red-haired shipwright and a fully-paid up member of his guild. Business has not been good recently, and Erner grumbles to that the Carpenters' Guild is encroaching on his territory.

FOOD & DRINKS

The kitchen offers filling meals, served in generous portions. The offering includes:

	PRICE
Blacksmith's ale	2 cp
Black pudding with mashed turnips	6 cp
Meal, poor	1 sp
Vegetable stew with meatballs	4 cp

ACCOMMODATION

None available.

EVENTS & ADVENTURE HOOKS

The PCs' visit to the Hammer and Tongs may not be without incident; use one of the below adventure hooks, to inject a little excitement into the proceedings:

- **Barroom Brawl:** The PCs are looking for a particular craftsman who they have heard drinks in the Hammer and Tongs. Unfortunately, a full-fledged barroom brawl is underway when the PCs arrive.
- **Gossip:** Balrenna is thirsty and wants a drink. She decides the PCs are clearly gullible adventurer types and tries to get them to buy her drinks. In return, she tells them all she knows about local events, rumours and legends. The stories start out innocuous enough, but as she gets drunker they become more and more fantastical (and blatantly untrue). She tries to spin out the tales' telling as long as possible, and frequently stops for refreshment.

SAMPLE TAVERN: HUNTSMAN'S REST, THE

The Huntsman's Rest is a large inn situated at a well-travelled crossroads near the edge of a great forest. Popular with hunters, trappers and adventurers, it provides warm food, excellent ale and good company to those venturing into the wilderness.

The inn is a sturdily constructed three-storey wooden building, with sleeping accommodation and meeting rooms on the upper floors. Balconies with comfortable leather armchairs overlook the main taproom, which is dominated by a huge stone chimney and roaring fireplace, and decorated with hunting trophies. Many of these are mundane animal heads, such as elk and boar, but there are monsters too, including the three heads of a magnificent chimera mounted over the fireplace, and a stuffed girallon which stands in one corner.

STAFF

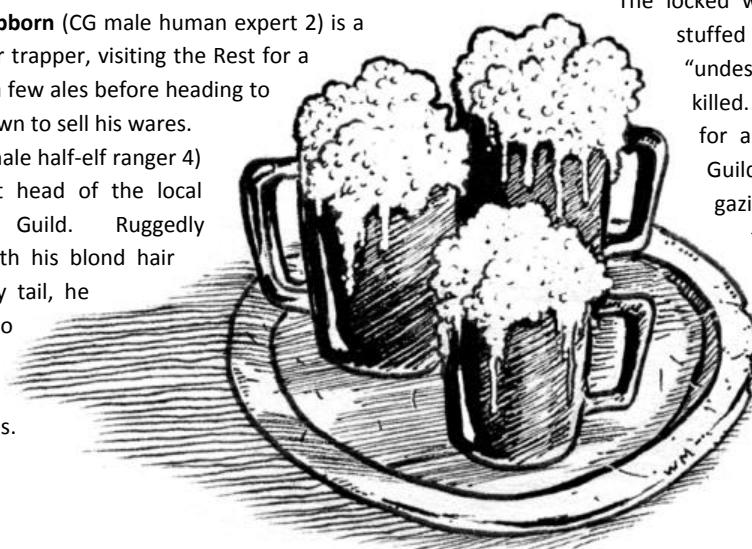
The Huntsman's Rest has the following notable staff members:

- **Cernon Eadbyrg** (N male human ranger 5) is a retired hunter. Balding and out of shape, but still a towering figure of a man, Cernon likes to regale his customers with dramatic hunting tales.
- **Emmi** (NG female human expert 2) is Cernon's doting wife. She is an excellent cook with years of experience in preparing exotic meats.
- **Irja and Saewen** (CN female human rangers 2), the couple's daughters, serve drinks and food, but also bring in the fresh game served in the kitchen. They dress in hunting gear and take no nonsense from the customers. Both are attractive; of the two, Irja is far wilder than her sister.

NOTABLE PATRONS

The Huntsman's Rest has several patrons of note:

- **Barjik the Stubborn** (CG male human expert 2) is a grizzled old fur trapper, visiting the Rest for a hot bath and a few ales before heading to the nearest town to sell his wares.
- **Kanbrar** (NE male half-elf ranger 4) is the current head of the local Huntsmen's Guild. Ruggedly handsome, with his blond hair tied in a pony tail, he seeks to impress any female PCs with his charms.



FOOD & DRINKS

The high quality food served at the Rest is dominated by game. House specialities include:

	PRICE
Dire Bear Drool (an amber ale), mug	8 cp
Forest grouse pie with fresh mushrooms	7 sp
Meal, good	5 sp
Spicy elk sausages	7 sp

ACCOMMODATION

Private one- or two-bed rooms cost 1 gp and 15 sp a night respectively. More trophies decorate the bedrooms, fur rugs keep patrons' feet warm, and the chandeliers are made from antlers. Alternatively, bunk beds are available in the common room for 5 sp a night.

EVENTS & ADVENTURE HOOKS

The PCs' visit to the Huntsman's Rest may not be without incident; use one of the below adventure hooks, to inject a little excitement into the proceedings:

- **Forbidden Pleasure:** Irja takes a liking to one of the party and makes it very clear that she would like to spend the night with her chosen partner. She is attractive, passionate and without scruples. However, once the PCs have left, Cernon overhears her telling Saewen of her conquest. Outraged, he decides to avenge his daughter's honour – who was clearly bewitched in some way – and sets out after the PCs with a small band of hunter friends.
- **Missing Adventurer:** One of the first-floor meeting rooms is used exclusively for the Huntsmen's Guild's monthly meetings.

The locked wood-panelled chamber is decorated with stuffed goblin heads and trophies taken from other "undesirables" the Guild has hunted down and killed. The PCs may have come to the inn looking for a missing adventurer who fell foul of the Guild. The discovery of his embalmed head gazing down at them from the wall may lead the PCs to question the motives and morals of the local hunters.

SAMPLE TAVERN: LADY LUCK'S

Located in the poorest neighbourhood in town, Lady Luck's is a sleazy gambling hall and tavern which attracts desperate souls hoping to win big and get themselves out of a hole.

Lady Luck's can be spotted from some distance away because of its unique "sign" – three glass globes floating magically above the shabby entrance, glowing in ever-shifting colours. These spheres were given to the owner a few years ago by a hard-up wizard who couldn't pay his gambling debts. Inside the dingy low-ceilinged hall, local folk fritter away what little money they have at the scruffy-looking gaming tables, while drinking cheap beers and wine served by scantily clad hostesses. Games played include Rise and Fall (a card game), Hazard (a dice game) and a spinning wooden wheel of fortune, and are rigged to ensure the house always comes out on top.

STAFF

The Lady Luck's has the following notable staff members:

- **Podrick Pendrell** (NE male halfling rogue 2) runs Lady Luck's for its owner, the crime boss Orzo Gerozzo (see The Laughing Gull). This cowardly little fellow has yellowing, rotten teeth, bad breath and a greasy comb-over which fails to cover his bald patch.
- **Sylvana** (CG female human expert 2), a talented singer whose career was cut short after a nasty robbery, spins the crooked wheel of fortune. Still very attractive, despite the scar across her throat, she longs to find honest employment elsewhere.

RISE AND FALL

One of many common card games played in taverns, Rise and Fall is as much about luck and guesswork as skill. It is played with a standard deck of cards. The aim of the game is to successfully predict whether the value of the next card is higher or lower than the last card showing. For this game, an Ace counts as a one and a face card counts as a ten.

- The dealer deals 10 cards face down on the table, then turns the first over as a starting point. (Roll a d10 to determine each card's value, if cards are not available).
- Each player in turn makes their guess whether the next card is higher or lower and places their bet in the pot. The dealer turns over the next card and the players who guessed wrong drop out.
- The players repeat the previous step until no cards are left or until only one gambler remains. The winner(s) split the pot equally.

NOTABLE PATRONS

The Lady's Luck has several patrons of note:

- **Averick** (CN male human commoner 1) is a middle-aged widowed fisherman who has fallen in love with Sylvana. Kind-hearted and not bad looking, he squanders his earnings from the day's catch by placing bets he never wins on the wheel, in order to spend time with her.
- **Mannero the Sly** (N male human rogue 1/expert 3) is a nondescript-looking information-broker, who sells and trades useful snippets of gossip. His information is usually very reliable but he cannot be trusted to keep quiet about who has asked him what.

FOOD & DRINKS

To keep the gamblers at the tables the snacks are large and filling (but not particularly nice):

	PRICE
Beer, watery	2 cp
Fishcakes	5 cp
Meal, poor	1 sp
Red wine (vinegary), glass	4 cp
Sausage rolls	3 cp

ACCOMMODATION

None available.

EVENTS & ADVENTURE HOOKS

The PCs' visit to the Lady Luck's may not be without incident; use one of the below adventure hooks, to inject a little excitement into the proceedings:

- **Mistaken Identity:** Podrick mistakes one of the PCs for a member of Orzo's organisation and provides as much free drink and food as the PC demands. Later on in the evening, the real thief comes in for a drink and Podrick realises his mistake. He belatedly demands that the PCs pay for everything they have consumed. When Orzo hears of the confusion he realises he now has a golden opportunity – while the PC is in town his henchman has an airtight alibi. Until the case of mistaken identity is resolved, this could cause the PC in question considerable grief.
- **Rigged Games:** Market trader Murghad was beaten up by Gerozzo's enforcers for failing to pay the gambling debts he racked up at Lady Luck's, and died soon afterwards. His daughter Nessie thinks the games at the tavern are rigged and begs the PCs to go there and prove it.

SAMPLE TAVERN: LAUGHING GULL, THE

The Laughing Gull is a thoroughly disreputable tavern situated near the docks in the roughest part of the city. Widely known as the unofficial headquarters of the Gerozzo crime family, the place is best avoided.

The tavern occupies a ramshackle two-storey wooden building built on the end of a pier, sitting above the waters of the harbour. A couple of dodgy-looking Gerozzo family soldiers (LE male human warrior 2) loiter outside, but most people stupid enough to come here without an invitation are admitted with little more than a shrug of the shoulders. Inside, the main bar is on two levels; stairs lead up to a first-floor balcony where Orzo Gerozzo and his lieutenants look down on the action below in some comfort. Common thieves, low-level enforcers and teenage pickpockets drink at rough tables and benches on the lower floor.

In the centre of the room is a large round hole in the floor, surrounded by a low wooden railing. The dark waters of the bay are just five feet below the hole, and occasionally a large dorsal fin breaks the surface of the water. Every night, a barrel of fish heads and guts is poured into the hole to entertain Gull patrons with a glimpse of one or two sharks.

STAFF

The Laughing Gull has the following notable staff members:

- **Hardjoy** (CE male half-orc rogue 1/commoner 2), tends the Gull's bar while living up to his epithet "the unsmiling." Hardjoy is missing half his nose and gets very angry if anyone asks him how he lost it (his ex-wife bit it off).

Several women work as tavern wenches; the younger ones flirt with Orzo and his men to keep in with the crime boss and get the best tips.

- **Hild** (NG female human commoner 1) has just started work at the Laughing Gull because she is deeply in debt to Orzo and is horrified as to what she has gotten herself into. Most of the clientele terrify her and she has already fended off several inappropriate advances. If any of the PCs seem trustworthy, or if any of them are actually nice to her, she keeps as close to their table as possible hoping that they will protect her.
- **Oxilia** (CN female human rogue 2) is out for revenge – Orzo had her brother killed and she is

waiting for the right moment to slip a knife between his ribs. She is very attractive and tries to seduce a warrior to aid her.

NOTABLE PATRONS

The Laughing Gull has several patrons of note:

- **Orzo Gerozzo** (LE male human rogue 7) owns the Laughing Gull and is a thoroughly nasty piece of work. Fat, sweaty and fond of wearing massive jewelled rings, Orzo controls much of the smuggling that operates through the city docks, as well as running protection rackets and thieving gangs.

FOOD & DRINKS

The Laughing Gull is not renowned for its cuisine:

PRICE ¹	
Ale, pint	2 cp
Beer, pint	2 cp
Fish stew and a hunk of bread	4 cp
Meal, poor	1 sp

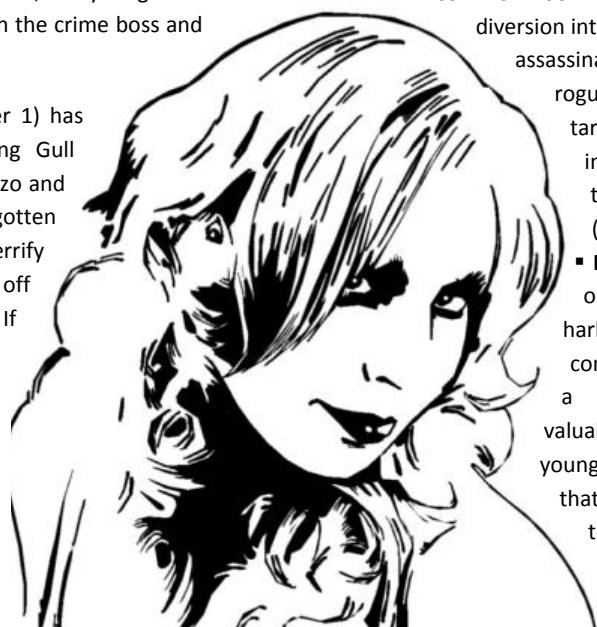
ACCOMMODATION

None available.

EVENTS & ADVENTURE HOOKS

The PCs' visit to the Laughing Gull may not be without incident; use one of the below adventure hooks, to inject a little excitement into the proceedings:

- **Barroom Brawl:** A barroom brawl suddenly breaks out in the common room and quickly spreads. The brawl is a diversion intended to draw attention away from an assassination. The assassin (NE human male rogue 7/assassin 2) intends to poison his target and dump him into the shark-infested waters below. If the PCs stop the assassin, they make a new friend (but sadly a new enemy as well).
- **Doomed Pickpocket:** Chum isn't the only thing that gets thrown into the harbour for the sharks. The PCs might come to the Laughing Gull on the trail of a pickpocket who stole something valuable from them. Unfortunately, the young lad got caught trying to hide part of that day's takings from Orzo and is about to be thrown to the sharks when the PCs enter the tavern.



SAMPLE TAVERN: LAZY BADGER, THE

The Lazy Badger is situated on the banks of a busy river in a small town and is a popular watering hole amongst the "Little Folk" – gnomes and halflings – living in the wooded hills nearby or passing through on barges.

The tavern is built into the side of a low hill and is either entered through a large round blue door at the front or the charming beer garden at the back, where a small jetty provides easy access for river travellers. The whitewashed walls of the taproom are hung with faded tapestries and paintings, mostly depicting rural scenes, although one behind the bar (showing three moss-covered troll statues sitting in a forest clearing) stands out from the others.

The ceilings inside the bar are much lower than those in a typical tavern, forcing humans and other tall folk to stoop, and most of the furniture is built with the smaller races in mind. Humans, elves and dwarves are still made to feel welcome by the bar staff, but it is recommended they sit outside in the beer garden to avoid too many bruised heads and egos.

STAFF

The Lazy Badger has the following notable staff members:

- **Maela** (LG female halfling commoner 2) is Reenor's wife. She does the cooking, and likes to make a fuss of her regular customers, often flirting with them when she's had a few drinks, prompting rolled eyes from Reenor.
- **Reenor Nimblefoot** (NG male halfling expert 2) is well-fed, curly-haired and amenable. He loves his job and is genuinely happy with his lot. He is not above sharing a pot of ale and recent rumours with friendly, generous customers.

Several barmaids and potboys (NG gnome or halfling commoner 1) aid the couple, but none stay longer than a month or two.

NOTABLE PATRONS

The Lazy Badger has several patrons of note:

- **Cadder Shadowstep** (N male halfling rogue 5) is a river traveller and regular at the Badger. Dressed in well-tailored midnight blue clothes and with his long

dark hair tied back in a pony tail, this handsome fellow is a big hit with Maela and the barmaids. Cadder smuggles fine brandy, pipeweed and spices up and down the river, always staying one step ahead of the authorities.

- **Paulpin Lund** (CG male gnome wizard [conjurer] 4) lives just outside town. Easily spotted thanks to his purple spiky hair and ostentatious red and gold robes, Paulpin does a brisk trade in scrolls and potions, advertising his magical talents by performing parlour tricks in the bar.

FOOD & DRINKS

Maela's food is typical, hearty halfling fare. He also brews his own beverages on the premise:

	PRICE
Fresh onion bread, loaf	1 sp
Frothy Luglurch ale, pint	4 sp
Meal, common	3 sp
Reenor's Own (perry), glass	3 cp
Rabbit and beetroot pie	1 sp

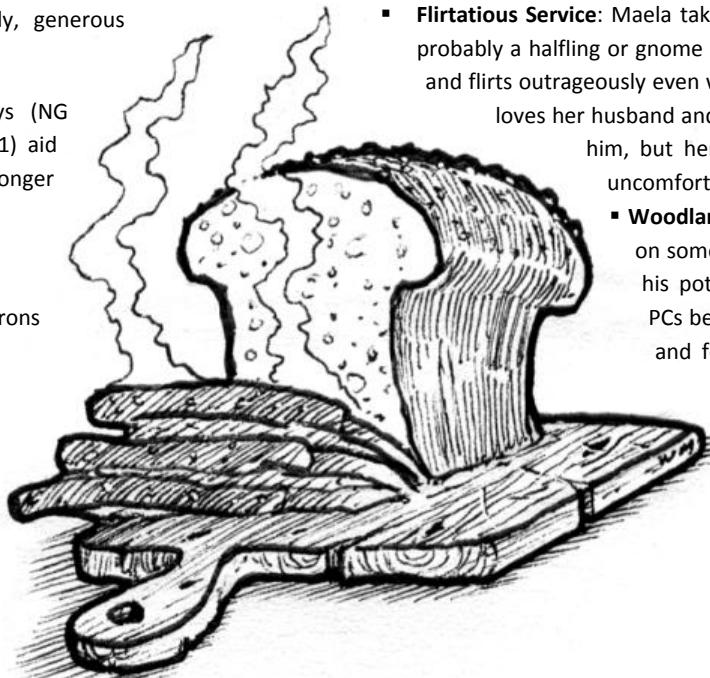
ACCOMMODATION

None available.

EVENTS & ADVENTURE HOOKS

The PCs' visit to the Lazy Badger may not be without incident; use one of the below adventure hooks, to inject a little excitement into the proceedings:

- **Flirtatious Service:** Maela takes a shine to one of the party – probably a halfling or gnome but any attractive male will do – and flirts outrageously even when her husband is nearby. She loves her husband and has no intention of cheating on him, but her attentions may make the PCs uncomfortable.
- **Woodland Hunt:** Paulpin is running low on some of the ingredients he needs for his potions and scroll inks. Would the PCs be available to pop into the woods and fetch him some giant spider silk and jack-o-lantern toadstools?



SAMPLE TAVERN: LUCKY CATCH, THE

This tavern is located near the docks in a seaside town and is popular with both the local fishermen and anyone who enjoys well-cooked seafood.

The pub is nothing too special to look at from the outside, just a weathered one-storey wooden building, with a painted sign showing a smiling fisherman hauling in his bulging net. The taproom isn't particularly impressive either – it has a low ceiling, a plain wooden floor, and the only decorations are fishing nets and other nautical gear. What is notable, though, are the delicious aromas coming from the kitchen. Typically quiet during the daytime, the tavern is bustling in the early evening when the fishermen come in for their supper and a drink after a day out on their boats. Tales are swapped of the ones that got away and it's only a matter of time before someone gets out a fiddle or a squeezebox and starts to play a jolly shanty.

STAFF

The Lucky Catch has the following notable staff members:

- **Norbert** (LG male human commoner 1) is a nervy, acne-ridden young lad with a missing thumb, who needs to be more careful when handling knives. He helps out in the kitchen and behind the bar.
- **One-Eyed Griffon** (NG male dwarf expert 2), a retired fisherman with an eyepatch and a peg leg (he lost his own leg to a shark), owns and runs the Catch. As well as brewing his own beer, he's a great fish cook. A nosy fellow, Griffon is always keen to find out more about any newcomers.

NOTABLE PATRONS

The Lucky Catch has several patrons of note:

- **Ortwen** (CG female human wizard [transmuter] 4) needs a rare seaweed found on the beaches of remote Shadow Island for a potion she wants to brew. Bespectacled and bumbling, with long red hair, she is looking to hire a fisherman to take her there.
- **Praen** (N male human druid [aquatic] 2) is a fisherman of consummate skill who always seems to know exactly where the fish are most plentiful. Perpetually smoking a pipe, he is bluff and friendly to all. He knows secret coves along the coast where at low tide

strange ruins emerge from the surf. For a modest fee, he is happy to show inquisitive adventurers.

- **Skorren** (LN male human expert 1) is a bearded, bow-legged old fisherman who enjoys telling tall tales of mermaids and sea serpents. He likes his rum and has a tendency to overindulge.

FOOD & DRINKS

Much of the Lucky Catch's provender comes from the sea:

	PRICE
Clam chowder	2 sp
Griffo's Lonely Wyrm dark ale, mug	2 cp
Grog	2cp
Lobster	3 sp
Mackerel fishcakes with mushy peas	1 sp
Meal, common	2 sp
Rum	1 sp

ACCOMMODATION

None available.

EVENTS & ADVENTURE HOOKS

The PCs' visit to the Lucky Catch may not be without incident; use one of the below adventure hooks, to inject a little excitement into the proceedings:

- **The Sunken Pyramid:** Several old fishermen sit around telling tales of a strange sunken structure just off the coast. They speak of a great stone pyramid that rises up from the depths.

Sharks are known to cruise the waters around the pyramid and several fishing boats have recently gone missing.

- **The Whispering Idol:** Skorren caught something unusual in his nets a few days ago – a strange wooden idol. He took it home and has since had a few weird dreams where it appeared to be whispering in his ear while he slept. He is now worried that one or two of the other fishermen want to steal it from him. He can't let that happen...



SAMPLE TAVERN: MERRY MERMAID, THE

In the eyes of the authorities, a nasty blemish on the face of their otherwise fair port town, the Merry Mermaid is a boisterous dockside inn, run by an ex-pirate and frequented by those still in that line of work, smugglers, and sailors looking for somewhere to spend their hard-earned coin. Bawdy songs, barroom brawls and wild revelry are common.

The Mermaid is a large two-storey black and white building on a busy street corner near the docks, with a scandalously carved ship's figurehead of a mermaid, its paint peeling off, fixed above the entrance. Inside, the barroom has the appearance of an inverted ship, with a ceiling fashioned from curved wooden beams. The décor includes many items taken from the owner's former vessel, including a ship's wheel, a large globe that once stood in his cabin, and dozens of framed nautical charts. A painting of a strange-looking rock formation resembling the skull of a giant monkey hangs behind the bar.

The inn is usually fairly quiet during the day, but from early evening it fills up with sailors who have arrived at the docks that afternoon, and then stays busy until the early hours of the morning. Entertainment is provided by a trio of resident half-elf musicians – a fiddler, an accordion-player and a penny whistle player – who perform a wide array of sea shanties sure to get everyone dancing a drunken jig and singing along at the tops of their voices.

STAFF

The Merry Mermaid has the following notable staff members:

- **Aldal**, an emerald green talking parrot, sits on a perch hanging over the bar. He mostly enjoys insulting the customers but occasionally spout things like “take fourteen paces from the crooked tree, then walk west for twenty paces,” which appear to be directions to buried treasure.
- **Arallia** (CG female human commoner 3) is Loach's third wife. She is twenty years his junior, blonde and stunningly attractive, and dotes on the old ex-pirate. Arallia manages the tavern wenches and potboys who serve drinks and food to the thirsty pirates, and handles the inn's finances with aplomb.
- **“Red Legs” Loach** (CN male human fighter 7/duelist 2) is a red-haired, bearded, bear of a man in his late forties, covered in tattoos. He served as first mate on the *Drunken Medusa* under the fearsome pirate captain Bloody Marja, before a massive treasure haul earned him enough to buy his own ship. After a few years sailing the Five Seas on the *Merry Mermaid*, he returned to dry land and bought this inn. Red Legs misses the sea and it's not hard to get him to tell a few tales of his adventures.

NOTABLE PATRONS

The Merry Mermaid has several patrons of note:

- **Blind Nallon** (NE male dwarf rogue 2) is an irascible, greedy informant and spy, who provides intelligence on the movement of pirate ships and smugglers to the authorities and sometimes rival criminals. Although he binds his eyes with a black cloth and carries a staff he isn't actually blind.
- **Ywain Coltbeyn** (CN male half-elf expert 2) is a dashing-looking fellow, always elegantly dressed, with long, flowing blond hair and several gold rings on his fingers. Ywain is a successful and wealthy fence, charming to talk to, but also possessed of a steely determination to make as much money as possible.

FOOD & DRINKS

Food served at the Mermaid is mainly simple, hearty fare:

	PRICE
Meal, common	3 sp
Nutmeg-spiced grog, mug	3 cp
Oysters, served raw with a sauce of white wine, shallots, lemon juice and black pepper, platter	3 sp
Piping hot cheese and onion pasties	1 sp
Rum, glass	1 sp
Well-spiced sausage rolls	1 sp
Whalesong Stout (strong dark beer), mug	6 cp

ACCOMMODATION

There are six well-kept private rooms available at the Mermaid for 5 sp per night, as well as the bunkhouse in the yard out the back which sleeps a dozen (2 sp for a bed). Company for the night is usually available for between 2 gp and 5 gp.

EVENTS & ADVENTURE HOOKS

The PCs' visit to the Merry Mermaid may not be without incident; use one of the below adventure hooks, to inject a little excitement into the proceedings:

- **Bloody Marja's Cutlass:** The PCs have heard a rumour that Aldal knows the location of Bloody Marja's cutlass (see *So What's the Weapon Like, Anyway?*) If they give him enough ship's biscuits, will they be able to get the information they need to find the valuable sword?
- **Smuggled Goods:** The town council knows it is missing out on valuable duty charges from goods smuggled into port and believe the Merry Mermaid is at the heart of this illegal activity. Rumours persist of hidden tunnels leading from a secluded cove to beneath the inn and the mayor hires the PCs to go to the inn and find the tunnels.

SAMPLE TAVERN: PILGRIM'S RESPITE, THE

Pilgrims making the arduous trek up Justicar's Mountain to visit the sacred site where St. Jorammon received the Sacred Laws of Darlen (LG god of law, order, justice and the sun) from the god are always grateful for the sight of the Pilgrim's Respite halfway through their trip.

The inn is a two-storey wooden structure built onto the side of the mountain, with balconies on both floors giving guests stunning views of the forested valley far below and the high peaks opposite. The main barroom is decorated with wooden pillars carved with Darlen's holy scriptures, and provides welcome shelter from the bleak weather conditions on the steep, winding trail to the summit. Hot, sugary cups of tea are presented to guests on arrival and the great blazing fire allows travellers to dry off while their mules are taken to the stables.

STAFF

The Pilgrim's Respite has the following notable staff members:

- **Esme** (LG female human commoner 3) is Ullah's wife and his equal in religious fervour. In her fifties, she is a kindly woman and has a tendency to speak in hushed, reverential tones.
- **Father Ullah** (LG male human cleric [Darlen] 4), a devout cleric of Darlen, runs the inn. In his mid-fifties Ullah has a suntanned, weather-beaten face. He climbs the mountain at least once a week and is happy to act as a guide for pilgrims (for a donation to the church, of course).
- **Lister** (NG male human commoner 1) looks after the stables and serves food and drink in the bar. He is a gangly, awkward lad who desperately wants to join the clergy. Not particularly religious, he nevertheless sees the priesthood as his best chance at an easy life.

NOTABLE PATRONS

The Pilgrim's Respite has several patrons of note:

- **Bozelas** (LN male human commoner 1) is a small, wiry-looking goat herder who comes into the inn each evening for a hot cup of tea and a bowl of rice. He gets lonely with no one but his flock to talk to all day and is keen to chat to travellers.
- **Davefor Poggs** (N male human wizard [necromancer] 6) is a wizard in trouble. A spot of foolish dabbling in diabolism has led the pot-bellied, balding little man to sign an infernal contract with a contract devil (*Bestiary* 3) in exchange for success and recognition

from his peers at the College of Magic. He sits alone in a corner, drowning his sorrows and fretting about what lies in store for his damned soul.

- **Korivio** (LG male human cleric 2) is a 17-year-old, olive-skinned, tonsured priest of Darlen on his first pilgrimage to the shrine at the summit. Unfortunately, his porters were driven off when his party was attacked by a flock of harpies. He is determined not to turn back but could do with help in getting to the top.

FOOD & DRINKS

Only plain dishes are on offer, at the Respite:

	PRICE
Hot rice wine, glass	3 cp
Meal, poor	1 sp
Rice with chicken and egg, bowl	7 cp
Tea, cup	2 cp
Vegetable broth (thin), bowl	4 cp

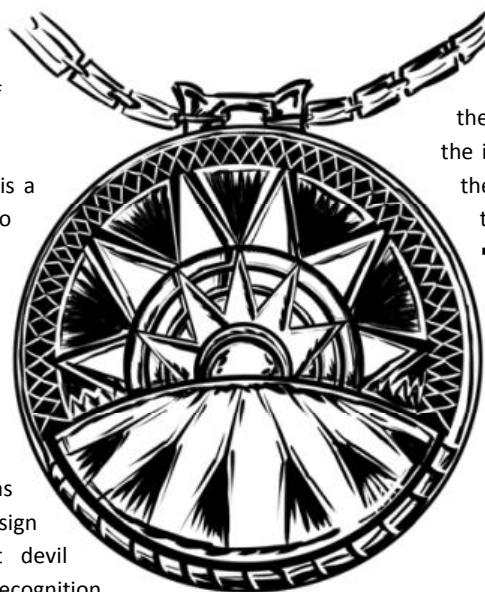
ACCOMMODATION

A night's stay costs 1 sp. The rooms are very basic with bunk beds, warm blankets and a fireplace. Religious paintings and tapestries adorn the walls.

EVENTS & ADVENTURE HOOKS

The PCs' visit to the Pilgrim's Respite may not be without incident; use one of the below adventure hooks, to inject a little excitement into the proceedings:

- **Ghostly Pilgrim:** Recently a pilgrim's seven-year-old daughter, Asunda, died in a tragic accident – the little girl slipped and tumbled down the mountain in the snow. Her ghost wanders the corridors of the inn at night and may try to lead the PCs to the site where her bones lie so she can be put to rest.
- **Stolen Soul:** Davefor Poggs is desperately seeking a band of adventurers experienced and resourceful enough to sneak into the fortress-library in the Nine Hells that holds the devil's copy of his infernal contract so it can be destroyed. He seeks to test the PCs' capabilities first with a simpler quest.



SAMPLE TAVERN: ROYAL SWAN, THE

The Royal Swan is, without a doubt, the finest tavern and restaurant in the city, if not the entire kingdom. Home to the culinary genius Sarracino, and a wine cellar that is second to none, this is the place to see and be seen for the great and the good.

The tavern is a smart, two-storey black and white building whose sign depicts a white swan wearing a gold crown, with two liveried doormen standing attentively outside. Within, guests are greeted by a hostess and shown to either the bar or the restaurant. Both typically require reservations, with the latter subject to a long waiting list. The décor in the barroom is stylish with discreetly lit booths and well-upholstered velvet seats. In the more formal restaurant, fine rugs from distant Sabtah cover the floors, the cutlery is silver and the glasses elven, and the walls are hung with tapestries. Upstairs, several private rooms are available for intimate dinners and soirées.

STAFF

The ownership of the Swan is something of a mystery, as no one has ever met the wealthy merchant who holds the deeds. The Royal Swan has the following notable staff members:

- **Dainiel** (LG female elf expert 4) manages the staff and looks after the customers. She is beautiful and charming and is consequently the centre of much male attention.
- **Sarracino** (CG male half-elf expert 5) is the Swan's head chef; shaven-headed and olive-skinned, he is renowned as much for his penchant for colourful language as he is for his experimental dishes.
- **Volterin** (LN male human expert 3) runs the bar and the wine cellar. He is short and dapper.

The waiters and bar staff are all impeccably dressed and exceptionally polite.

NOTABLE PATRONS

The Royal Swan has several patrons of note:

- **Coren D'Attalio** (LN male human aristocrat 2) is a cold-hearted noble in his late thirties with thinning black hair. He is dining with his fashionable young "niece" and is bored

with her inane conversation.

- **Fiora Silvertongue** (NE female human bard 4) is a large-bosomed blond opera singer with a magnificent voice and a mean streak. She is most often here with a coterie of male admirers.

FOOD & DRINKS

Sarracino's imaginative creations are expensive but taste amazing.

PRICE	
Stuffed pheasant on a bed of vegetables served with parsnip mash	6 sp
Meal, good	5 sp
Poached cockatrice egg and crispy dire bacon on a bed of river cress, drizzled with truffle oil	5 gp
Wine (fine), bottle	10 gp
Wine (outstanding), bottle	25 gp

ACCOMMODATION

None available.

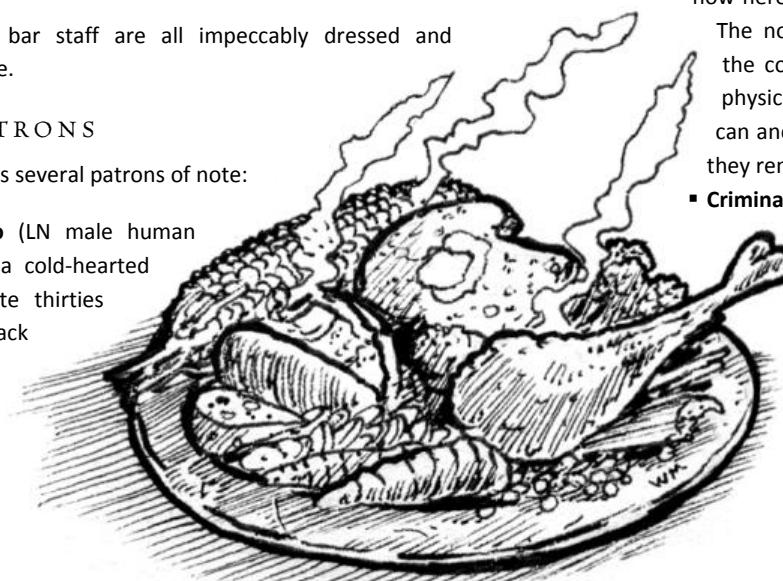
EVENTS & ADVENTURE HOOKS

The PCs' visit to the Royal Swan may not be without incident; use one of the below adventure hooks, to inject a little excitement into the proceedings:

- **Angry Customers:** A party of noblemen turn up for dinner, but discover they have lost their booking because they are late. It transpires that the PCs are the beneficiaries of their misfortune. The nobles demand the PCs leave – as they are now here – and take it badly if the PCs refuse.

The nobles leave, but vow revenge against the commoner upstarts. While they do not physically confront the party, their hirelings can and do make the PCs' lives difficult while they remain in the city.

- **Criminal Front:** Captain Jorgem of the City Watch is convinced the Royal Swan is a front for a ruthless crime lord. He can't be seen to harass the influential clientele or the staff, so he attempts to hire the PCs to pose as aristocrats to see if they can unearth the truth.



SAMPLE TAVERN: SAUCY SYLPH, THE

The Saucy Sylph is an inn, tavern, gambling hall and festhall all rolled into one that provides rowdy entertainment nightly to all and sundry.

The inn occupies a large three-storey wood and stone building in a busy part of the city where it attracts nobles wanting to slum it for the evening, traders and merchants and anyone else looking for a wild night out. Inside, the noisy bar runs the length of the right-hand wall; there is always a big queue despite the half dozen very efficient barmaids pouring pints.

The centre of the room is dominated by a round stage where scantly clad dancers of both sexes and various races perform for the crowds. Several gaming tables, including dice, cards and even snail racing, are dotted around the vast room. The décor is gaudy – much of the furniture is painted gold and the walls are hung with rather tatty red velvet drapery. Escorts (of either gender) are available for hire for 10 gp for the evening.

STAFF

The Saucy Sylph has the following notable staff members:

- **Grurrk** (N male bugbear fighter 1) works as the inn's bouncer. He enjoys his work, happily throwing out anyone getting too boisterous, then bopping them over the head with his club for good measure. He is an imposing figure and is ferociously loyal to Tyrellai. If not beloved by the patrons, Grurrk is respected and is able to move about the town relatively freely.
- **Tyrellai** (CG female half-elf expert 3), an enchanting dancer, won big on the card tables one night and bought out the previous owner. She still takes part in the performances and is very popular with the regulars. She makes sure that no customers mistreat her dancers or escorts.

NOTABLE PATRONS

The Saucy Sylph has several patrons of note:

- **Doonan** (LG male human cleric 3) is a young, shaven-headed pious priest of Conn who has come to the Sylph to preach the joys of temperance to the sinners within. He is getting very hot under the collar at the sight of the dancers and is planning

to get to know one or two of them so he can save them.

- **Edgar Pennyweather** (N male gnome rogue 3) is a devious little pickpocket with bright orange hair, large glittering black eyes and earthy brown skin. He targets wealthy customers whose attention is wholly focused on the dancers.

FOOD & DRINKS

Most people don't come to the Sylph for its food – the quality isn't great and prices are on the high side:

	PRICE
Chicken hotpot	2 sp
Liver, bacon and onions	3 sp
Maiden's Ruin, beer	1 sp
Meal, common	4 sp
Sweetheart (beer), mug	5 cp
Wine (decent), bottle	5 gp

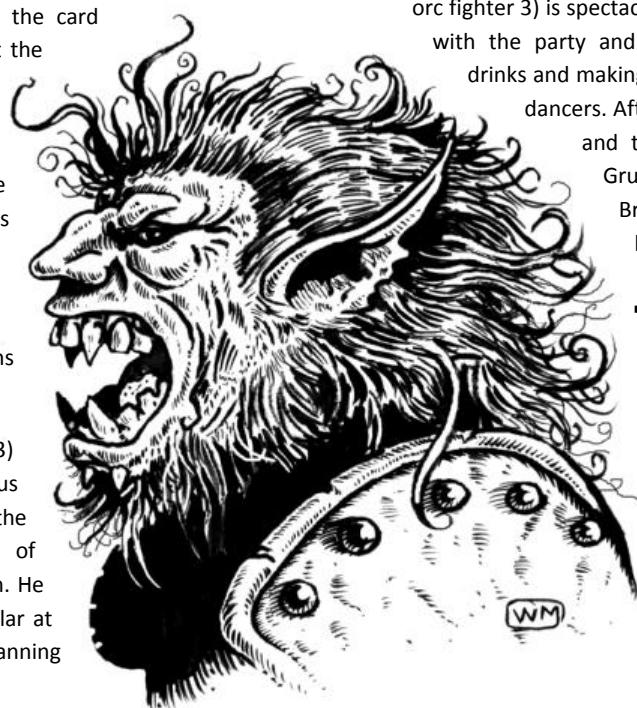
ACCOMMODATION

Thirty rooms are available costing 1–3 gp per night, depending on size. Most are decorated with erotic paintings or tapestries.

EVENTS & ADVENTURE HOOKS

The PCs' visit to the Saucy Sylph may not be without incident; use one of the below adventure hooks, to inject a little excitement into the proceedings:

- **Amorous Customer:** The half-orc warrior Brunk (N male half-orc fighter 3) is spectacularly drunk. He invites himself to sit with the party and immediately begins drinking their drinks and making inappropriate comments about the dancers. After a half-hour he staggers to his feet and tries to join the dancers on stage. Grurrk quickly intervenes and throws Brunk out. Depending on how the PCs have been dealing with Brunk, Grurrk may also demand they leave.
- **Drunk Nobles:** A group of young, drunken nobles accuse a merchant of cheating at a game of Hazard, saying he is using loaded dice. The argument escalates and soon gets out of control as the nobles draw swords.



SAMPLE TAVERN: SILVER UNICORN, THE

The Silver Unicorn is located in a small town on the fringes of the elven forest kingdom of Aerathrin. Here, merchants from the elven city and the Faerie Realms beyond come to trade with their counterparts from the human cities.

The inn is a large, solid-looking structure of wood and stone, built in the shade of an enormous, ancient oak tree. At night, softly glowing pale blue magical lights illuminate the entrance, which leads into a wood-panelled lobby. The welcoming tavern room lies beyond – wooden pillars carved with vine motifs support the low ceiling, and the walls are hung with paintings of the Elven Courts and their beautiful and terrifying inhabitants, enchanted so the vibrant colours glow softly.

In the evenings musicians perform on the low stage in the corner. The handsome flutist, Londallin (CG male elf bard 3), is a favourite for his delicate, haunting tunes, but the gnomish fiddle-playing duo Dinegar and Pallena (NG male & female gnome expert 2) are also very popular for their merry jigs.

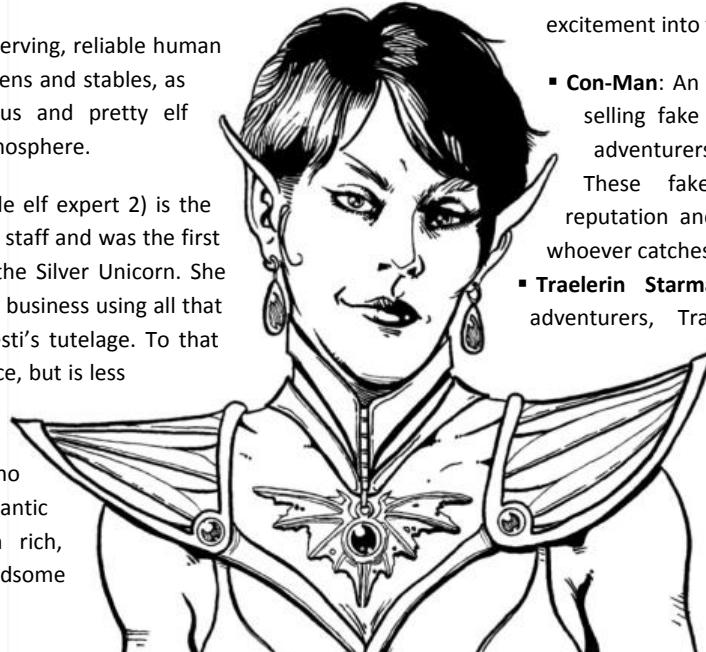
STAFF

The Silver Unicorn has the following notable staff members:

- **Nainesti Greenglade** (CG female elf aristocrat 2/expert 2) is the Unicorn's owner/operator. A kind-hearted widow of indeterminate age born into a noble family several decades ago, she grew frustrated with courtly life, moved to the human lands and built the Silver Unicorn. She and her human chef, Imbart, soon fell in love and married. Imbart has been dead for ten years and Nainesti misses him terribly, but ensures his signature dish remains on the inn's menu to honour his memory.

Nainesti employs several long-serving, reliable human and half-elven staff in the kitchens and stables, as well as half a dozen vivacious and pretty elf barmaids to create a cheery atmosphere.

- **Sylhel Vonothvar** (NG female elf expert 2) is the most experienced member of staff and was the first person retained to serve at the Silver Unicorn. She dreams of setting up her own business using all that she has learned under Nainesti's tutelage. To that end she offers excellent service, but is less than subtle when it comes to the subject of tips. She is friendly to a fault, but has no interest in romantic entanglements (except with rich, generous and handsome customers).



NOTABLE PATRONS

The Silver Unicorn but one patron of note:

- **Traelerin Starmantle** (CG male elf expert 4) is a master armourer from Aerathrin with finely made leather armour and bucklers for sale. Traelerin is muscular for an elf, and is somewhat nervous around other races, but is very proud of his work.

FOOD & DRINKS

The Silver Unicorn has a fine selection of cheeses from near and far and an excellent selection of wine. Highlights of the menu include:

	PRICE
Cheese platter	3 sp
Imbart's fresh river salmon glazed with ginger and lime and served with fennel and forest mushrooms	7 sp
Leafmould Blue (cheese) with crusty bread, platter	1 sp
Meal, good	6 sp
Silver Moonbeam (elven white wine), bottle	20 gp

ACCOMMODATION

The Silver has twenty private rooms, each decorated with fresh woodland flowers, available for 6 sp per night.

EVENTS & ADVENTURE HOOKS

The PCs' visit to the Silver Unicorn may not be without incident; use one of the below adventure hooks, to inject a little excitement into the proceedings:

- **Con-Man:** An unscrupulous con-man has been selling fake elven magical items to gullible adventurers staying at the Silver Unicorn. These fakes are damaging the inn's reputation and Nainesti will pay a reward to whoever catches the culprit.
- **Traelerin Starmantle:** Assuming the PCs are adventurers, Traelerin Starmantle approaches them and tries to interest them in some of his wares. All are of masterwork quality and beautifully made. PCs working for Nainesti may assume that Traelerin is the con-man selling fake magical items and react accordingly.

SAMPLE TAVERN: WAND AND SCROLL, THE

The Wand and Scroll is located in a dingy alley behind the College of Magic and close to the Arcanists' Guild. Wizards and other arcane spellcasters relaxing after a hard day's lecturing or spell research make up the majority of the tavern's customers. Almost exclusively male and mostly of a certain age, the patrons give the tavern the ambience of an old boy's club or senior common room.

The entrance to the Wand and Scroll is an unassuming, battered-looking wooden door at the end of the alley, with a faded sign depicting a crossed wand and scroll hanging above. A piece of parchment nailed to the door is scrawled with the message "Students are not welcome. Go to The Weasel instead!"

Inside, the taproom is hazy with pipe smoke. This makes it hard for first-time visitors to discern the dimensions of the room, but it seems bigger than looks possible from the outside. The décor is plain – the walls are stained yellowish-brown from the smoke and there is nothing fancy about the wooden bar – but a few interesting objects hang on the walls and from the ceiling, including a shabby-looking pointed hat which once belonged to the legendary wizard Elgrim the Thoughtful, and the broken wand of a reckless dragon-blooded sorcerer named Turaljir.

A gentle hubbub of conversation is usual, although late in the evening, the wizardly patrons often get into heated debates about such topics as the nature of the Seventh Element or the proper way to train a quasit, and drunken voices are often raised in disagreement. Apart from cantrips used to light pipes, spellcasting is an unusual event in the Wand and Scroll – alcohol and spellcasting rarely mix well.

New customers are generally ignored by the regulars, but adventurers who are obviously warriors might be the subject of a few disapproving looks. Young-looking wizards and others in robes are assumed to be students and are asked to leave.

STAFF

The Wand and Scroll is owned by the Arcanists' Guild. It has the following notable staff members:

- **Hildegard** (NG human female commoner 2) is the establishment's ample-bosomed, matronly cook. She cooks simple, filling fare to make sure her customers "don't get too thin." Judging by most of their waistlines, this seems extremely unlikely.
- **Torold** (LG human male wizard [universalist] 1/expert 3) is the Wand and Scroll's affable landlord. Torold knows only very basic magic but is an expert on fine ales and ensures the very best from around the city and beyond is available to his

discerning clientele. He is middle-aged, sports a smartly trimmed goatee and wears dark blue wizard's robes.

NOTABLE PATRONS

The Wand and Scroll has but one patron of note:

- **Oglander Trell** (CG male human wizard [enchanter] 11) is an expert on the fey and their courts, and has written several academic treatises on the subject. Friendly, but rather absent-minded, he wears a pointy wizard's hat and smokes a foul-smelling pipe.

FOOD & DRINKS

The food at the Wand and Scroll is tasty and hearty. The selection of guest ales and wines is also excellent. Highlights include:

	PRICE
Belligerent Bulette Brew (ale), pint	12 cp
Black Mountain (red wine), bottle	12 gp
Catchpole's Old Irregular (ale), pint	15 cp
Meal, common	3 sp
Oxtail soup	3 sp
Plum bolster smothered in custard	5 sp
Polymorphic Porter	1 sp
Steak and mushroom pie, served with roasted parsnips and boiled cabbage	1 gp

ACCOMMODATION

None, although more than one wizard has slept off the night's drinking under one of the tavern's tables.

EVENTS & ADVENTURE HOOKS

The PCs' visit to the Wand and Scroll may not be without incident; use one of the below adventure hooks, to inject a little excitement into the proceedings:

- **Petrified Wizards:** Torold has ordered a barrel of Gorgon's Blood Strong Ale as the latest guest ale. Each pint is said to contain a drop of real gorgon's blood but there seems to be a much higher concentration in this batch and wizards who drink too much are petrified. Did somebody sabotage the ale and why?
- **Sage Advice:** The PCs need some information before a trip to the Faerie Realms and have learned that Oglander Trell is the best person to advise them. In return for his help, the wizard wants the party to fetch him some of the rare herbs that grow along the river banks there.

SAMPLE TAVERN: WARM WELCOME INN, THE

Situated at a country crossroads on the outskirts of a small, sleepy farming village, the Warm Welcome Inn does exactly what it says on the sign hanging outside. Smoke comes from the chimney of the thatched building, and a warm glow from the fire can be seen through the windows. Patrons are typically weary travellers and local farming folk.

Stepping into the taproom, visitors are greeted by the friendly smiles of the landlord and his wife. The bar is cosy with simple wooden tables and chairs arranged around the roaring fire which usually has a hog roasting on a spit over it. Well-polished horse brasses and a few ancient, rusty weapons provide most of the decoration, although it's the magnificent display of huge, prize-winning vegetables that usually catches the eye of first-time visitors.

STAFF

The Warm Welcome Inn has the following notable staff members:

- **Denrys Drinkpenny** (NG female human commoner 2) is Gullenn's homely-looking wife. She dotes over her two sons, Frans and Jooris.
- **Frans Drinkpenny** (LG male human commoner 1) is as much of a yokel as his parents. His shock of unkempt red hair makes him easy to spot.
- **Gullenn Drinkpenny** (LG male human commoner 2) is the affable landlord of the Warm Welcome. Red-faced and big nosed, with bushy eyebrows and mutton chop sideburns, Gullenn knows how to make sure his guests enjoy their stay.
- **Jooris Drinkpenny** (CG male human commoner 1) is tall and lanky. He is getting restless and yearns to leave and seek his fortune in the big city.

NOTABLE PATRONS

The Warm Welcome Inn has several patrons of note:

- **Hervel** (LG male human commoner 3) grew the enormous marrow that occupies pride of place at the centre of the vegetable display. Hervel is a bit simple but is very good at growing vegetables. He loves to chat to strangers.

- **Mitko Juraj** (NE male half-elf wizard [necromancer] 9) sits in the corner away from the fire, wearing a dark, hooded robe and nursing his red wine. Pale-complexioned, he wants to be left alone to his sinister thoughts, and finds the Drinkpenny family extremely annoying.

FOOD & DRINKS

Denrys' cooking is both tasty and filling. Specialities of the house include:

	PRICE
Cider (local), pint	4 cp
Gullenn's Own (beer), pint	2 cp
Ham and beetroot soup served with warm sourdough rolls smothered in butter	1 sp
Meal, common	2 sp
Slices of roast hog served with buttered parsnips and red cabbage	2 sp

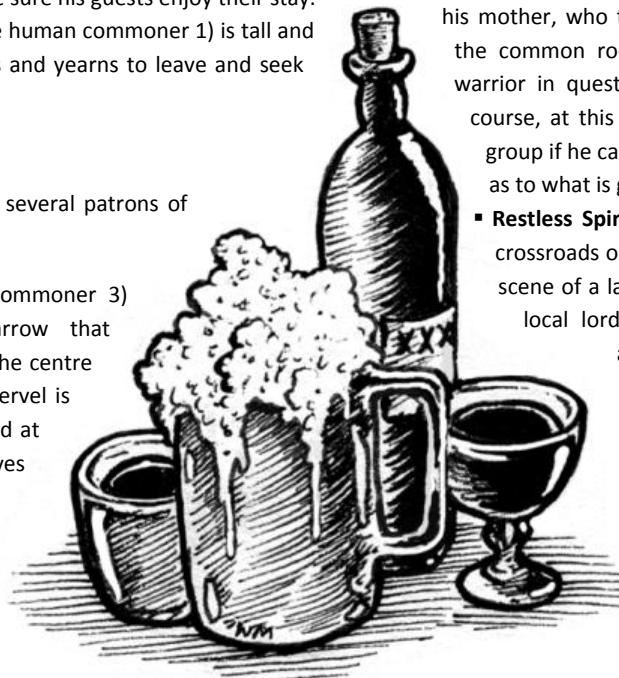
ACCOMMODATION

There are four comfy private rooms available for 4 sp per night.

EVENTS & ADVENTURE HOOKS

The PCs' visit to the Warm Welcome may not be without incident; use one of the below adventure hooks, to inject a little excitement into the proceedings:

- **Hero Worshipper:** Jooris takes a shine to the most confident warrior in the party and decides to join the group. He informs his mother, who takes the news very badly. She rushes into the common room and through floods of tears begs the warrior in question to "not take her dear boy away." Of course, at this juncture, Jooris has not actually asked the group if he can join them and so the PCs are likely clueless as to what is going on!
- **Restless Spirits of the Dead:** A hundred years ago, the crossroads on which the Warm Welcome stands was the scene of a large number of executions by the tyrannical local lord. Mitko Juraj has come to the village to attempt to raise the restless spirits of the dead using dangerous necromantic magic. Can the PCs prevent him shattering the bucolic idyll?



SAMPLE TAVERN: WEARY CAMEL, THE

The Weary Camel is a busy roadside inn, situated between towns on the well-travelled trade route leading to the southern lands. It is renowned for its excellent food and hospitality.

Travellers entering the Weary Camel come through the main gates into a large open courtyard, with a beautiful fountain in the centre, depicting the God of the Sea and his lovely daughters. The inside walls of the enclosure hold stalls for camels and horses, storage rooms where trade goods can be locked up, and guest accommodation. More guest rooms can be found on the first floor.

There is a fine tavern and restaurant located along one side of the ground floor, with a wide selection of exotic wines and other drinks, including strong, sweet coffee. Diners can relax on comfortable silk cushions and are treated to nightly entertainment in the form of a puppet show, music and dancing girls. Other amenities include a bathhouse, decorated with stunning mosaics, with hot, warm and cold baths to wash away the dirt of the road.

STAFF

The Weary Camel has the following notable staff members:

- **Fatima, Latifa and Keshini** (LG female human experts 2), Jamshid's three attractive wives, welcome guests warmly and serve drinks and food.
- **Jamshid Sharam** (LG male human expert 4) is the owner and landlord of the Weary Camel. Charming, handsome, well-fed, and possessed of exquisite taste, Jamshid made his riches as a spice merchant before growing tired of travelling from town to town. He settled down to run the kind of inn he would like to stay in.
- **Mustapha and Rupak** (LG male human experts 1) are Jamshid's young sons. They attend to guests' animals and trade goods. Rupak is bored with his life and loves to listen to tales of faraway lands and adventure.
- **Pelindaer** (CG male elf bard 3) puts on the popular nightly puppet shows for the Camel's guests. A clever and talented puppeteer, his topical shows are often satirical in nature.

NOTABLE PATRONS

The Weary Camel has several patrons of note:

- **Conchaka Chabi** (CN female human barbarian 5) is a bounty hunter on the trail of a bandit gang who have been attacking caravans. Stunningly beautiful with jet black hair, she wears leather armour and dozens of pieces of silver and turquoise jewellery, which she constantly plays with while she's talking. She is accompanied by four big, silent warrior-types (CN male

human barbarian 1) from her homeland on the Steppes. Not the usual Camel patron, she is sure to attract a lot of attention.

- **Omkar Al-Hashem** (N male human rogue 4/expert 2) is a dark-skinned, djellaba-wearing wine merchant who stops off at the Weary Camel on a regular basis. Polite to other travellers, but with a tendency to keep to himself, Omkar is smuggling illegal drugs inside his wine barrels.

FOOD & DRINKS

Food and drink at the Weary Camel is of a high standard. Highlights include:

	PRICE
Elvish Dreamwine (white wine), bottle	20 gp
Gopuran Blue (red wine), bottle	20 gp
Meal, good	1 gp
Roasted pigeon in saffron cream sauce served with spiced couscous, pan-fried river trout with garlic and shallots, and minted lamb with curried parsnips	5 gp

Beers are available for 2 sp per tankard, and coffee is 1 sp per pot. Guests are also able to smoke apple, strawberry or mint flavoured tobacco by sharing a sheesha (water pipe) for 2 gp.

ACCOMMODATION

Rooms and suites are available for 8 – 15 gp per night, depending on size and location. Prices include use of the bathhouse, stabling and overnight storage for trade goods.

EVENTS & ADVENTURE HOOKS

The PCs' visit to the Weary Camel may not be without incident; use one of the below adventure hooks, to inject a little excitement into the proceedings:

- **Strange Happenings:** Pelindaer has been troubled by a couple of strange happenings recently. The dead body of Latifa's pet cat was found two mornings ago – it had been repeatedly stabbed with a small pointy object. Then, a guest found broken glass in his eggs at breakfast. After both of these occurrences, Pelindaer found his Cunning Fox puppet nearby when he was sure that he'd put him safely away after the performance. What's going on? Is his puppet somehow possessed, or is someone trying to upset Jamshid and his family?
- **Ghoul Tunnels:** The PCs have heard a rumour that the Weary Camel is built on top of a series of abandoned ghoul tunnels. Although the ghouls are supposedly long gone, the treasure they took from their victims is said to remain. Is there a way into the catacombs from the cistern beneath the bathhouse? And can the PCs sneak in there without Jamshid noticing?

SAMPLE TAVERN: WILY FOX, THE

The Wily Fox isn't like other taverns in the city. Each night it somehow moves around, ending up in a different district. Occasionally, it even shifts to another town altogether. Tracking it down for a night's drinking is a popular pastime for wealthy young nobles seeking to impress their lady friends, and for students at the College of Magic.

No one knows how or why the Wily Fox wanders, only that it does. When it appears in a new location, it somehow seems to squeeze itself in between existing buildings, or temporarily replaces a disused warehouse, unoccupied home or other building no one cares about. Wherever the tavern turns up, the exterior always appears the same – an unassuming wooden building with a shabby sign bearing the name and a green door with a brass knocker in the shape of a fox's head.

Inside, the large taproom has wooden beams overhead, a scuffed wooden floor, and a well-stocked, polished chestnut bar running the full length of the left-hand wall, with plenty of tall stools alongside for patrons. Several booths are situated on the opposite wall, and there are tables with benches in the middle of the room, as well as a small stage. A wrought iron spiral staircase leads up to the first floor balcony where there are more booths and a cosy area with large leather armchairs sitting in front of a glowing fire. Paintings and hangings, most depicting animals such as foxes, coyotes, rabbits and ravens, decorate the walls. These are all the work of Yenjukai, the tavern's owner.

The atmosphere in the Wily Fox is lively and affable, and the entertainment is usually light-hearted and fun, with performances from jesters, jugglers and comic singers more common than those by serious musicians. The tavern is open from dusk until the early hours of the morning, when the last revellers are politely asked to leave before the tavern fades away. No one knows where the Wily Fox goes to during the day.

STAFF

The Wily Fox has the following notable staff members:

- **Tomoko** (N male human expert 4), the jovial and jowly faced barman, is also from Keiwan. He also lives in the inn and is aware of Yenjukai's secret.
- **Yenjukai** (CN female kitsune sorcerer [fey] 7/rogue 5/arcane trickster 3), the enigmatic owner of the Wily Fox, is an attractive woman of Keiwanese origin with brilliant blue eyes and long dark hair who always dresses in silver and blue. Friendly and welcoming, she enjoys speaking a good riddle and gives cryptic answers to newcomers' questions about the tavern. Yenjukai's other form, which she does not assume in public, is that of a humanoid fox with snow white fur.

NOTABLE PATRONS

The Wily Fox has several patrons of note:

- **Theodolphus Snelk** (N male human wizard [diviner] 1) is a bespectacled student of divination at the College of Magic who enjoys spending his evenings sitting in front of the fire, and playing cards with his fellow students. He has an uncanny knack of predicting where the Wily Fox will appear.
- **Varren Piso** (NG male human aristocrat 2/fighter 1) is a fashionable, young noble with a hot temper and a barbed wit. If he has one too many drinks (a frequent occurrence), he is likely to challenge someone to a duel for an imagined slight.

FOOD & DRINKS

The food served is excellent and exotic. Highlights include:

	PRICE
Chicken in white wine sauce with tamarind leaves and mung beans	8 sp
Dewdrop White, bottle	12 gp
Meal, good	7 sp
Peach brandy, glass	3 gp
Sweet and sour pork with saffron rice and oyster mushrooms	1 gp

ACCOMMODATION

None available.

EVENTS & ADVENTURE HOOKS

The PCs' visit to the Wily Fox may not be without incident; use one of the below adventure hooks, to inject a little excitement into the proceedings:

- **Missing Merchant:** The PCs are asked to track down Modahar, a wealthy young merchant who went missing after a night's drinking at the Wily Fox. Is he still in the tavern, and, if so, where does it go during the daylight hours?
- **Yenjukai's Curse:** The Wily Fox didn't always wander. Yenjukai was cursed by a sorcerer after she failed to steal a wand from him when he passed out in the tavern from drinking too much. The curse is that she can never spend the night in the same place twice, but for some strange reason, probably to do with the sorcerer's drunken state, this causes the tavern to move around each night with Yenjukai unable to leave the premises. The kitsune might steal a magical item from the PCs, believing it can help her break the curse. If caught, she begs for their help in freeing her, even offering the Wily Fox as a reward.

SAMPLE TAVERN: WYVERN'S HEAD INN, THE

Conveniently situated just inside the city gates is the not-so-cheap but cheerful Wyvern's Head Inn, an establishment built to cater for adventurers and liberate them from as much of their ill-gotten gains as possible.

The inn is a large, ramshackle building with many wings, roofs, towers and balconies, added on as its popularity grew over the years. In addition to food, drink, accommodation and stabling, the Head also has its own adventurers' store which sells a variety of useful gear at standard prices.

The main barroom is capable of seating a couple of hundred hungry heroes at rough wooden benches and tables. The floor is covered in straw to mop up frequent drink spills, and the walls are hung with faded maps and rusty old weapons and shields. Dominating the room is an impressive stuffed wyvern's head. Nicknamed Grimjaws, the head is enchanted – at irregular times during the evening, it speaks in a low rumbling voice of legendary dungeons and ruined towers. Several adventuring bands have become rich from Grimjaw's ruminations over the years.

STAFF

The Wyvern's Head Inn has the following notable staff members:

- **Ortis Stoutbelly** (CN male halfling expert 2) is the temperamental halfling chef that supervises the busy kitchens. He is always stressed.
- **Piroska Silverpenny** (CG female human fighter 6), a stunning flame-haired former adventurer in her forties, bought the inn a decade ago and turned it into the success it is today. She enjoys drinking with her customers and swapping stories of dungeons and dragons, and more than one handsome young adventurer has ended up in her bed at the end of an evening.

A dozen attentive tavern wenches wait on tables.

NOTABLE PATRONS

The Wyvern's Head Inn has several patrons of note:

- **Leovold Kerric** (LG male human paladin 1) is a young, fresh-faced paladin with shiny, undented plate mail and a brand new sword. He's looking for a bunch of like-minded fellows to accompany him on an expedition to free the ruined Abbey of St. Joramon from the clutches of the

undead.

- **Yupan Harlsen** (N male half-orc fighter 7) is a drunk and unkempt adventurer who has fallen on hard times. His last party was wiped out by a deadly naga; Yupan escaped and feels guilty for not dying at his companions' side.

FOOD & DRINKS

Food served in the Wyvern's Head is humdrum but filling. The offering includes:

PRICE	
Chicken with buttered carrots and mashed herby potatoes	4 sp
Derring Do dark ale, pint	5 cp
Ham and pea stew, bowl	2 sp
Meal, common	3 sp

ACCOMMODATION

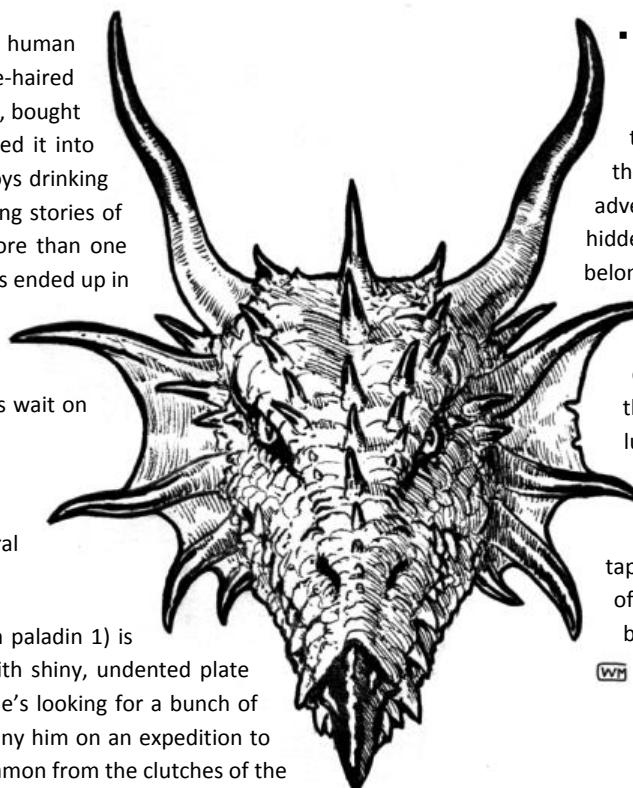
Clean, basic rooms with twin beds are available for 1 gp per night.

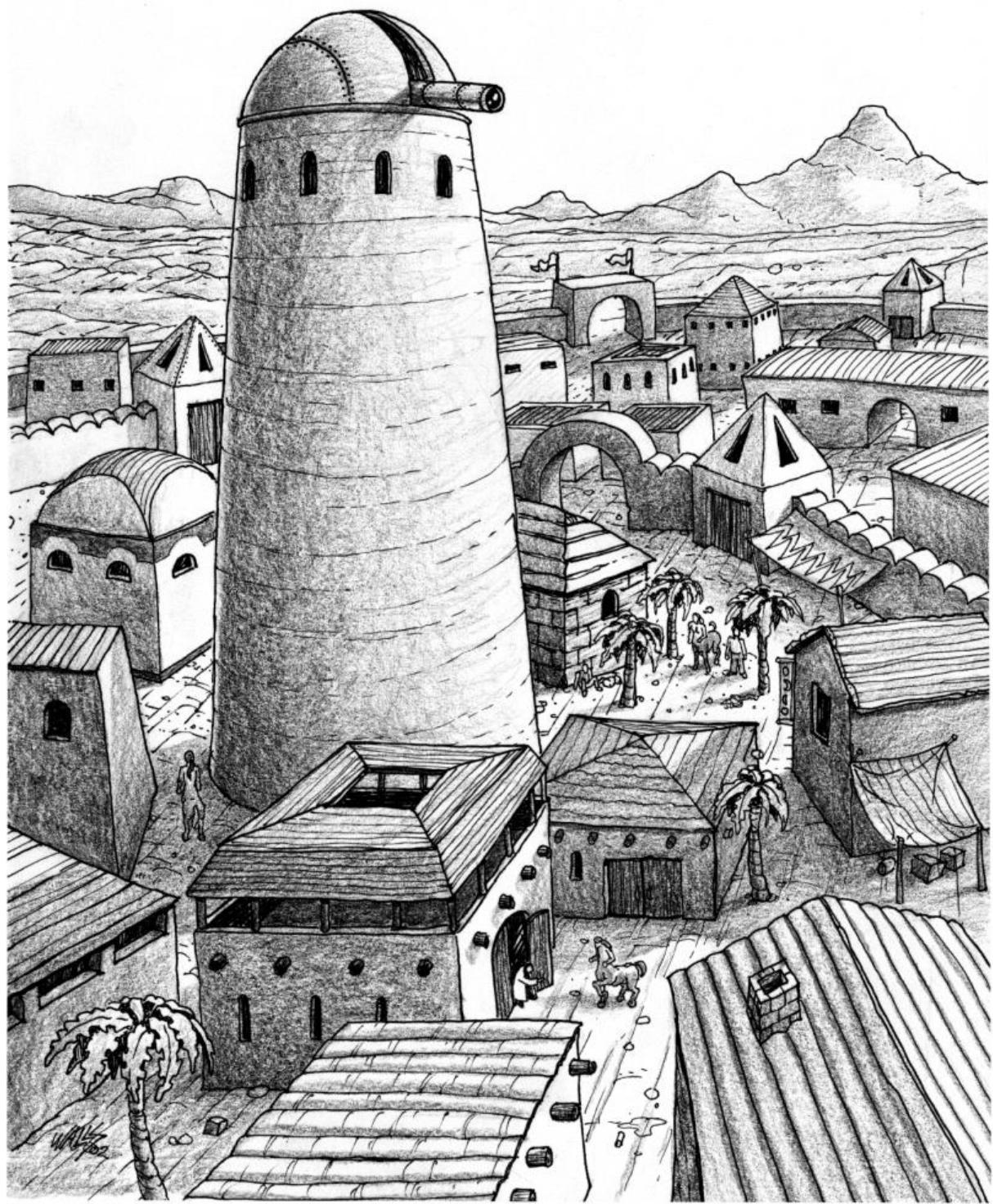
EVENTS & ADVENTURE HOOKS

The PCs' visit to the Wyvern's Head may not be without incident; use one of the below adventure hooks, to inject a little excitement into the proceedings:

- **Grimjaws:** The cunning gnome illusionist Erfejan Daenig (CN male gnome wizard [illusionist] 7) has travelled to the Wyvern's Head with the express purpose of getting a band of adventurers to investigate a ruined castle hidden in the nearby hills. The tower belonged to a powerful wizard, and Erfjan wants the wizard's spellbooks reputedly hidden within. A coward, he doesn't want to deal with the monsters and traps that inevitably lurk within the ruin.

Rival Adventurers: An adventuring band enters the taproom and noisily accuses a rival group of sabotaging their gear so they could beat them into the Lost Tomb of Darrovir Halfman and loot it first. A barroom brawl appears imminent.





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