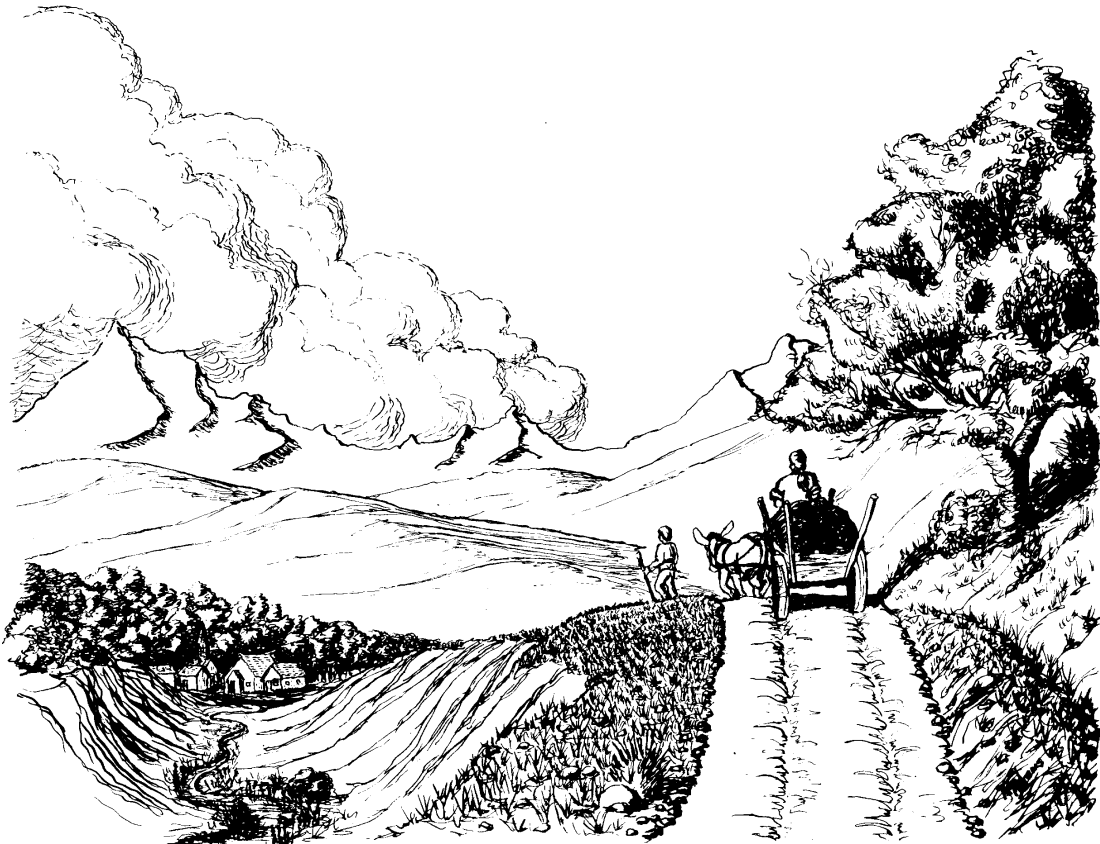

Towns of the Outlands

SIX POPULATED VILLAGES FOR USE WITH ALL FRP SYSTEMS

by

Richard A. Edwards
Wesley M. Divin
Russell Young



INTRODUCTION

TOWNS OF THE OUTLANDS is a collection of six fully populated, predominantly human habitations designed to be compatible with any of the currently available fantasy role playing games. With some modification, they are compatible with science-fiction games and modern military role playing in games.

It is especially designed for optimum enjoyment when used with the CITIES rules published by MIDKEMIA PRESS. **TOWNS OF THE OUTLANDS** is designed to be used in conjunction with other MIDKEMIA PRESS playing aids, but can be utilized with any game system. **TOWNS OF THE OUTLANDS** is part of the FIRST MIDKEMIAN CAMPAIGN, which also includes THE CITY OF CARSE, by Abrams and Abrams, TULAN OF THE ISLES, by Feist and Abrams, THE BLACK TOWER by Guinasso and Abrams, and THE CITY OF JONRIL by Abrams and Feist, as well as other games by MIDKEMIA PRESS.

THIS BOOKLET CONTAINS:

- 1) Information about the history and current social situation in the towns.
- 2) Map enlargements of the towns, delineating each building.

The pages following each enlarged map contain information on the buildings within that town, including descriptions of those who reside within those locations. While the businesses are developed, the Gamesmaster can easily individualize as few or as many as needed. Should the Gamesmaster not wish to do so, **TOWNS OF THE OUTLANDS** is sufficiently complete to be used without modification. The six towns contained in this book have been assigned general locations within the campaign. For those Gamesmasters not using the First Midkemian Campaign, general descriptions of the environments are given, allowing each Games Master to place them in any existing campaign as needed. The history and social situation of each town will hopefully provide a rich source of ideas for the Gamesmaster to draw upon, to keep players interested, and to provide 'established' towns, without feeling 'brand new'.

A NOTABLE SOCIAL INSTITUTION COMMON TO ALL CITIES, TOWNS, AND VILLAGES.

MID-SUMMER'S DAY. This festival, known as Banapis, is celebrated each year on the summer solstice. Two activities of note occur on this day in most locations, but should be modified to suit population, culture, and the Gamesmaster's needs.

- 1) The Choosing -- each year the Craftmasters of each town meet to decide which of the eligible boys (age 14) will be taken into which craft. The decision is made before the ceremony, and being chosen is considered an honor. Those not taken will become farmers, fishermen, herdsman, hunters, and the like, or in the rare case, leave home to become adventurers.
- 2) Throughout the day, all in the towns partake of a feast provided by the women of the area, and all may enjoy whatever is placed upon the great tables, regardless of rank or wealth. The evening is devoted to visiting, with townsfolk wandering from home to home, paying calls upon each other, as well as gathering in the local taverns and inns.

WELCOME TO TOWNS OF THE OUTLANDS

PUBLISHER'S PREFACE (to electronic edition)

TOWNS OF THE OUTLANDS is our second product to be converted to electronic format and provided for gamers via the World Wide Web. Some minor rewording and reformatting has been done to conform to this new format as well as the time and place.

This product is **not** Freeware or Shareware and is protected by Copyright. It is expressly forbidden for anyone not explicitly licensed to do so, to publish this product, include it in any collection of products (printed or electronic), modify it or in any way attempt to use or remove material for inclusion in other products. This product is provided expressly for home use and is provided free to gamers for their personal use. While you are welcome to link to the page containing this product, please do not copy and post this product on any other web page.

Thank you,
Stephen Abrams
Midkemia Press

PUBLISHER'S PREFACE (to printed edition)

TOWNS OF THE OUTLANDS was the first MIDKEMIA PRESS publication written "outside the family", i.e. by non-staff members. The staff of Midkemia Press is very pleased with the results of this effort and we hope this will be only the first of many exciting products by talented newcomers to Fantasy Role Playing publishing. We at Midkemia Press would like to thank Messrs. Edwards, Divin, and Young for bringing TOWNS OF THE OUTLANDS to us, and now, to you.

Raymond E. Feist Senior Editor, Midkemia Press

Art Work: Shari Kay, Mary Coman, April Abrams Calligraphy: Anita Everson

For questions regarding these rules contact:

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San Diego, CA 92119

Only those questions supplied with a stamped, self-addressed envelope can be assured a response.

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AUTHORS' INTRODUCTION















TOWNS OF THE OUTLANDS was designed to fulfill two basic needs, the need of Gamesmasters to fill their campaigns with detailed hamlets and the need for more urban scenarios which are fully populated and adventure ready. These towns and villages can be placed into many different locations in almost any campaign and are written with optional histories and settings so they may be easily adapted to any campaign in any gaming system. They are also fully populated and indexed, with many potential adventures arising from the characters' interaction with local characters. The types of towns presented, a desert oasis, a seacoast/river smuggling cove, a northern trading center, a tribal hill fort, a woodlands roadhouse, and a mining camp were chosen to allow diversity. Several can be placed relatively close to one another, as most campaigns possess deserts, seacoasts, arctic regions, valleys, woods, and mountains. Information is provided in each individual introduction as to the locality required of each town. The characteristics of the non-player characters are given as per The Tome of Midkemia rule system. However, it should be relatively easy for Gamesmasters to convert these characters to any game system being employed. It is suggested the given level of each character in a town be tried first, then adjustments made if needed. Indexes are provided for all six towns. The stable levels and inn levels are per THE CITY OF CARSE, and CITIES, published by MIDKEMIA PRESS. Most importantly, we hope TOWNS OF THE OUTLANDS will become a valuable part of Gamesmasters' libraries, giving hours of entertaining gaming and providing campaigns with population centers without the need of long hours of preparation.

Richard A. Edwards Wesley M. Divin Russell Young

ACKNOWLEDGMENT Thanks to the gamers of the Olympia Simulation Gaming Association for being great players and special thanks to Wendy Edwards for provisioning the adventurers who descend on her home so often.

Map Legends

LEGEND

	= BRUSH		= CROPS
	= DOORS		= FOREST
	= GRASSLAND		= GRAVEL
	= MARSHLAND		= MUD FLATS
	= ROADS/PATHS		= SAND
	= STONEWORK/MASONRY		= TENTS
	= WOODEN STREETS/WALKWAYS		
	= SPARSE VEGETATION		

Qum-al-Nashir

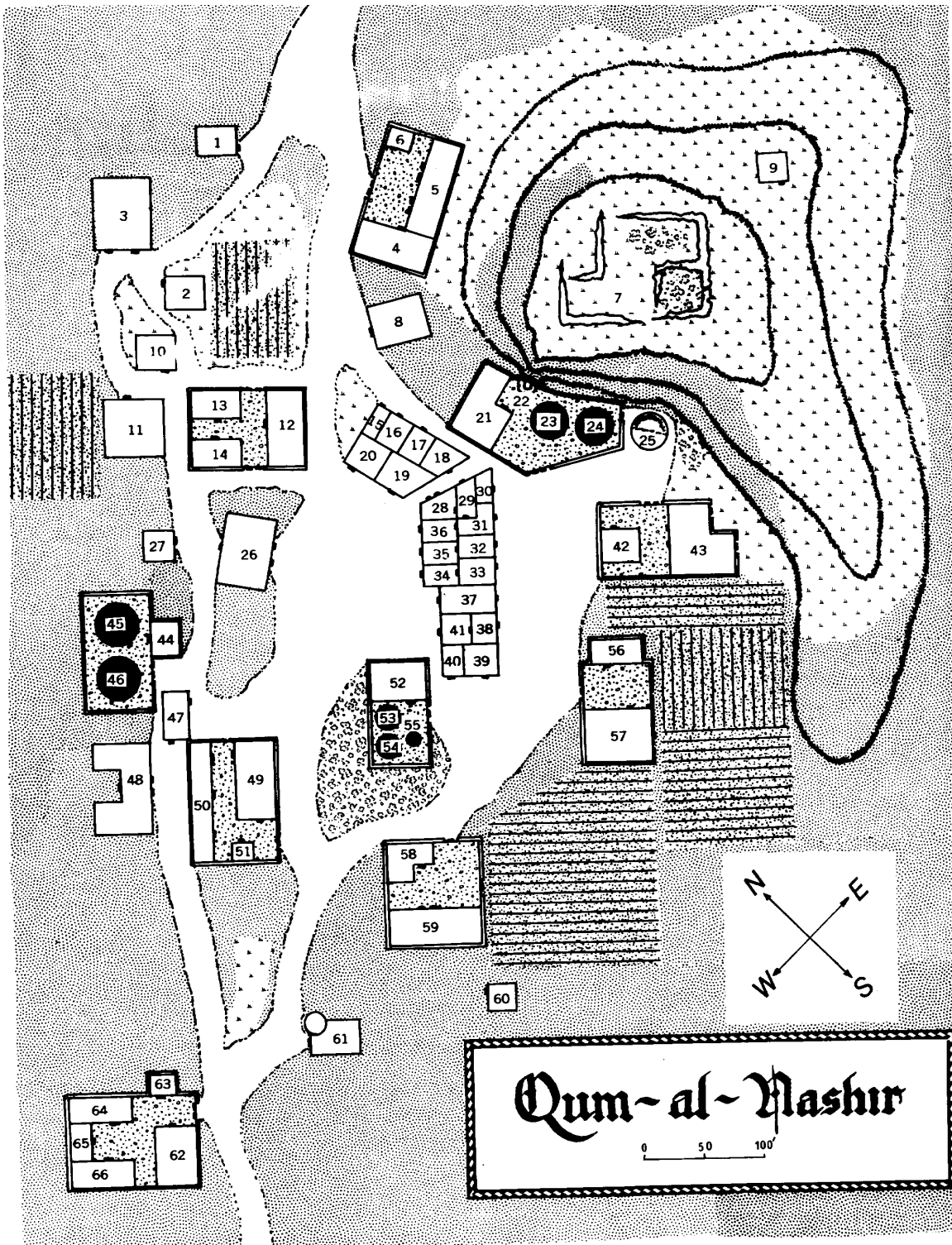
A DESERT OASIS VILLAGE

by Wesley M. Divin



DESERT OASIS VILLAGE by Wesley M. Divin

A



THE VILLAGE OF QUM-AL-NASHIR

1	LEATHERWORKER, <i>Sign of the Awl.</i>	34	BAKERY, no sign
2	RES	35	BUTCHER, no sign
3	EMPTY	36	CHEESEMAKER, <i>Sign of the Cheese</i>
4	RES		<i>Round</i>
5	STABLE, <i>Sign of the Rearing Horse</i>	37	BARRACKS, no sign
6	SMITH	38	CARPENTER, no sign
7	FORT	39	MASON, <i>Sign of the Brick</i>
8	TEMPLE, <i>Astalon</i>	40	RES
9	RES	41	POTTER, <i>Sign of the Plate and Goblet</i>
10	RES	42	RES
11	BARN	43	BARN
12	INN, <i>Sign of the Black Horse</i>	44	MILLER, no sign
13	STABLE	45-46	GRANARIES, no signs
14	STABLE	47	RES
15	RES	48	BARN, no sign
16	WEAVER, <i>Sign of the Spindle</i>	49	INN, <i>The Sign of the White Horse</i>
17	RES	50	STABLE, no sign
18	BARBER, <i>Sign of the Razor</i>	51	SMITH, no sign
19	TAVERN, <i>Sign of the Perched Buzzard</i>	52	WATERSELLER, <i>Sign of the Raindrop</i>
20	GENERAL STORE, <i>Sign of the Salt</i>	53-54	CISTERNS
	<i>Cellar</i>	55	WELL
21	WATERSELLER, <i>Sign of the Bucket</i>	56	RES
22	GROTTO	57	BARN
23-25	CISTERN	58	RES
26	TEMPLE, <i>Haacreesh</i>	59	BARN
27	RES	60	RES
28	POTTER, <i>Sign of the Bowl</i>	61	TEMPLE, <i>LaTimsa</i>
29	RES	62	CAMEL TRADER, <i>Sign of the</i>
30	RES		<i>Dromedary</i>
31	VETERINARIAN, no sign	63	STORAGE SHED
32	RES	64-66	STABLES
33	RES		

INTRODUCTION

Qum-al-Nashir stands as a welcome waystop for caravans traveling between the harsh desert to the east and the dry mountains to the west. A small town built on the edge of the rocky foothills, Qum-al-Nashir is the only source of water for several days ride, a fact used by merchant Abu al Zagir to his prosperity, for he now owns nearly all the water in town. The villagers are dark, swarthy people usually dressed in loose, voluminous robes to protect them from the heat. Cotton fabric for these robes is one of the most valued items purchased from the caravans. Turbans on the men and light shawls worn over the heads of the women also protect the villagers from the heat and sand of the desert. The thick adobe walls of the buildings also protect the inhabitants from the heat. The newer buildings are whitewashed adobe, while the original settlers used stone scavenged from the hilltop fort to wall in estates. Windows are usually barred and shuttered, although only al Zagir has splurged on glass for his home.

HISTORY

Years ago, the springs that now provide the water for the village of Qum-al-Nashir fed wells for a military outpost. The remains of this fort can be seen on the top of the hill just outside the village. When the fort was ordered abandoned, the angry commander ordered the wells thoroughly destroyed, so as to be unusable by tribes attacking from the desert who were forcing the fort's evacuation. The soldiers were successful and over the years, these springs were forgotten. Years later, a minor earthquake caused a portion of the hill to collapse and a grotto appeared at the foot of the hill. A young desert tribesman, Abu al Zagir, happened upon the grotto while returning from a raid. He and his large bondsman, Gilgram, often followed the desert nomads when they swept out of the waste to pillage the farms a few days' ride to the west. Abu and Gilgram, marginally accepted as members of the tribe, made their living by picking over the loot overlooked by the raiders and selling it in distant towns. On the return from one such raid, al Zagir and Gilgram split off from the tribesmen rather suddenly, due to a slight difference of opinion concerning the ownership of a particularly valuable necklace. Traveling westward along a goat track through the hills separating the mountains and farmland from the desert, al Zagir and Gilgram stumbled onto the newly exposed grotto. Located about seventy miles east of the rich farmlands, on the dry, eastern side of a range of mountains, the grotto provides the first source of water before entering or after leaving the desert. Abu immediately saw the value of selling water to wagons traveling a nearby caravan route, and recognized an opportunity to achieve the importance he had always yearned for. Gilgram, a more practical soul, immediately recognized an opportunity to get rich. The combination of water and a caravan stop drew others, and eventually a small village grew up. Abu al Zagir, at the urging of Gilgram, established strict control of any water in the village. Although the area is dry (except sudden winter storms and flash floods), it is not as harsh as the desert which lies to the east. Run-off from the hills to the west, though scant, is sufficient to feed the grotto and a few other wells in town, as well as allowing limited gardening at the base of the range. Water must be bought from Abu al Zagir's grotto, or if other wells are dug, Abu must license them. His control is maintained by Gilgram and his band of men, referred to in the village as the town watch. Abu al Zagir acts as magistrate for most civil and minor criminal cases, due to his position as village leader. Major crimes, such as murder, rape and well-poisoning are dealt with by the village as a whole, usually fatally.

NOTE: The three religions in town, noted below, tend to produce some religious friction, especially visible in the inns. Characters will have a high probability of starting trouble if they start debating this topic, especially clerics from other orders. Also, chance encounters with members of Abu al Zagir's (21) and Mosa al Goba's (52) factions have some probability of labeling newcomers as being on one side or the other. Qum-al-Nashir is located in the foothills of the Trollhome Mountains, near the edge of the Great Jal-Pur desert, on a trade route between the cities of LiMeth and Durbin (to be published by Midkemia Press). The arid southern coast of the Bitter Sea is over a week's travel to the north. For Gamesmasters not employing the First Midkemian Campaign, Qum-al-Nashir should be located in an area of rocky, arid foothills close to a major desert, the terrain being similar to southern Israel and Jordan, or the American southwest of southern Colorado, Nevada, New Mexico, etc.

THE VILLAGE OF QUM-AL-NASHIR

- 1 **LEATHERWORKER**, *Sign of the Awl*. Vilmun Charushla, son of Wilsh Charushla (12), lives here with his wife, Anna, and their five children. He is the village cobbler and saddle maker, and provides any other leather goods needed. A stooped, silent man, he is as thin and dour as his wife is fat and jolly. Anna and her two daughters assist with sandal making and the finer leatherwork. Vilmun's three sons aid him with the tanning of the hides, much to their disgust, since it is a hard, smelly chore and they would rather be over at one of the inns. The tanning vat and drying racks, located a hundred yards into the desert to avoid the smell, are frequently deserted, and Vilmun will often be seen charging into the Perched Buzzard (19) or the White Horse (49) looking for his absent sons.
- 2 **RES.**, herder. Fero al Hamar, devoted son of village elder Hamar (29), lives here with his family and their herd of goats. Fero is short and quick, and his wife, Tifarah, is a petite, beautiful woman. Fero and his two sons tend goats in the hills to the west, along with their father, while the three girls and Tifarah collect the hair, spin yarn, and sell any excess to Sofra and Gunra (16) the weavers. Fero spends much of his time and money on his father, telling his family it is his duty to his aged and wise sire, to Tifarah's open displeasure. Tifarah taunts the old man, now a devout follower of LaTimsa (61), by flirting with the men in the village. Unfortunately, her daughters have picked up this habit, and are not quite as discreet as their mother, resulting in Fero's having to deal with an overanxious suitor now and again. The family has a vegetable garden behind the house.
- 3 **empty**. This old, ramshackle building is used as a barn by Fero (2), and as a rendezvous point by his daughters and their current lovers. Fero pretends that he owns it, and many think he does, but it is owned by Abu al Zagir, who rarely remembers it is his.
- 4 **RES.** Choz al Kalama and his brothers, Voz and Laz, built this fortified estate soon after caravans began coming by Abu al Zagir's grotto for water. The brothers now live here with their families. All three brothers are horse traders from Abu's tribe. Short and stocky, they look so much alike that those not very close to them often get them confused. Voz and Laz are usually away from the village, seeking new stock and prospective markets. Choz remains in the village, taking care of that end of the business. Because of their frequent contacts with other tribes, this family is a great source of information in the village. Choz sells good quality animals for high prices. He enjoys dealing with titled customers, selling them better animals for even higher prices. Each brother has a wife, and between the three families, ten children have survived. The six boys, ranging from age 5 to 17, act as stable boys and assistants on the trips of Laz and Voz. The four girls, ages 8 to 16, assist their mothers in running the large household. They also purchase wool from local goat and sheepherders, and buy flax from farmers over the mountains that is spun into thread for clothes, blankets, etc. Choz, Voz, and Laz (**FIGHTERS**, LVL 2-2-2, 12-11-12 HTKS) all carry scimitars and shields when not at home or work.
- 5 **STABLE**, *Sign of the Rearing Horse* (s3). Run by the oldest al Kalama son, Kamal al Choz (4), the Rearing Horse features the best horses and the best source of gossip in town. The quality of both the horses and the gossip stem from the widely wandering brothers, Laz and Voz. A prospective buyer can find 1d6 short but well-bred desert horses and a somewhat greater number of less fleet packhorses and mules. Choz al Kalama is available for the actual bargaining in cases where the profits warrant his renowned skill at horse-trading. Mares are common, as well as geldings, in his stables, but good-quality stallions are as rare as they are prized.

- 6 **SMITH**, no sign. Koram al Rokaz, widower brother-in-law of Choz al Kalama, is village blacksmith, as well as farrier for the family business. With a one-track mind and great loyalty, Koram is not a bright man and has not looked at another woman since his wife, Choz' sister, died a few years ago. Koram (LEVEL 3 FIGHTER) uses his great strength in his work and in protecting his family, particularly the women and girls, all of whom are very attractive. He also acts as village armorer, specializing in repair rather than manufacture.
- 7 **FORT**, ruins. No one lives in these ruins except rats and an occasional traveler uninterested in the town's hospitality. Rumors abound, however, that some large, furry, and bad-tempered rats have been seen in the ruins. Most of the salvageable stone has been carted away by townspeople for use in building. The town guard (37) makes regular rounds of the ruins once a day, to prevent children from playing in the dangerous ruins and to question any strangers who might have passed up the inns in town to sleep here.
- 8 **TEMPLE**, Astalon. This small temple honors Astalon the Sky God, the Builder and the Just. The priest, Alden Karsellen, is the only non-tribesman trusted by most of the townsfolk. He lives quietly with his wife, Famara, in the rear of the temple, content to serve those who seek him, but not pushing his belief on any. Both he and his wife have little to do with the social life in town, other than temple festivities. Since their two sons were lost in the desert several years ago and it became obvious Famara would bear no more children, they have both become somewhat quiet and withdrawn. They will give sanctuary for two days to those who beg it from the god, asking only help with chores in return. Alden is respected as one of the wiser heads in the town and is often consulted when decisions are to be made. Both those who worship Haacreesh (26) and LaTimsa (61) view Alden with tolerance, as he seeks no converts. Alden (CLERIC, LVL 4, 22 HTK) keeps his leather armor, mace, and shield in his quarters.
- 9 **RES**, physician. An old tribal healer, Shahadi, lives here with her daughter Sholi. The two women act as the physicians for the town, although their real interest is in magically modified life forms. This fact they keep from the townspeople, since it might raise fears of what the two might decide to try on the children. In reality, they both love children dearly and confine their experiments to trying to create or breed new plants or beautiful insects. Occasionally, Shahadi has taken it into her head to try for a "better" breed of sheep, resulting in an unhappy herdsman trying to figure out where the six-legged lamb came from. Their magic is sometimes used to heal, though they usually rely on their non-magical physician's skills. Shahadi loves gossip as much as she loves children and is one of the best sources of information in town. She is very good friends with the wives of Choz, Laz and Voz al Kalama (4). Sholi is nineteen and pretty, though thin. She is lonely but reluctant to leave her aged mother. Shahadi (LESSER PATH MAGICIAN, LVL 8, 26 HTK) and Sholi (LESSER PATH MAGICIAN, LVL 4, 14 HTK) carry daggers.
- 10 **RES**. Bani al Keef, son of Keef al Sork (36) and brother to Sofra zim Keef (16) lives here with his wife, Brilah, three small sons, and two daughters. This is a poor, arid farm, producing barely enough to feed the family, and Bani is always scrambling to make ends meet. Because he is a member of Abu's (21) tribe, Abu often sells him water on credit. His eldest daughter, Wimla, is infatuated with Shaltan Norvis (31), and her sister Dubru, a wild-eyed romantic beauty who works for Wilsh Charushla (12) as a cook, is ready to run off with the first dashing figure willing to take her from "this pesthole."
- 11 **BARN**. This dilapidated barn is owned by Bani al Keef (42).
- 12 **INN**, *Sign of the Black Horse* (L3,F4). One of the original settlers of the town, Wilsh Charushla built the first inn in the area. Wilsh, his wife, three daughters (two, Tala and Anni are pretty; the eldest, Masha is plain), and son, Jordan (13), run an inn for travelers and passing

caravans. They offer average lodgings, but Buolo (17), the chef, is an excellent cook. The son runs the stables with something of a heavy hand, according to the four stable boys, sons of other families. Charushla's three daughters and his wife make up the staff of the inn. All are regular attendants at the Temple of Astalon (8). Welsh has some hard feelings towards Gilgram (37) as he is always sending people to the White Horse Inn (49) and as a result, Mosa's (52) crowd tends to frequent this inn. One stable and one of the large rooms are rented to caravans as a package deal. Caravans with many wagons can make camp north of town.

- 13 **STABLE**, no sign (S3). This stable is run by Jordan Charushla, Wilsh's (12) son. The facilities are average, although Jordan is easily influenced by the rank of the client, both in providing extra services and stinting those that would ordinarily be expected.
- 14 **STABLE**, no sign (S3). This building is half stable and half storage for tack and other equipment as well as containing feed for the animals. This stable is often reserved for caravan use, and is also overseen by Jordan Charushla (13).
- 15 **RES**, Simon Simonson, horse trainer. Simon keeps his own horses at the stable of L Choz al Kalama, but works wherever his clients wish. He is a good trainer, but often finds he enjoys his first-learned trade more. As a child in another city he learned the thieves' art. He frequents the Buzzard's Roost (19) and will roll a drunken stranger if possible. He can out drink most of the villagers, and often tries. He still believes himself irresistible (somewhat of an exaggeration) to members of the opposite sex, which often leads to trouble with husbands of pretty women passing through town. Simon (THIEF, LVL 2, 6 HTK) is an expert with a dagger (+2).
- 16 **WEAVER**, *Sign of the Spindle*. Sofra zim Keef and Gunra zim Falef are middle-aged spinsters who enjoy gossiping as much as Shahadi (9). Both can serve as midwives and nurses for Shahadi if needed. The two women spin and weave goat's hair, flax (into linen), and cotton, if it is available. They collect yarn and thread from several women in the town who spin more than they can use themselves. Gunra and Sofra also make cording, though they cannot handle large-diameter ropes.
- 17 **RES**, Buolo al Gobi, cook. Buolo acts as chief cook for Wilsh Charushla (12). His daughter works on the staff of the inn and his two sons work in the stable, unhappily, under Jordan Charushla. His wife died four years ago, and Buolo is always on the lookout for a good replacement. Buolo's ample stomach advertises his love for the food he prepares well. Buolo is cousin to Mosa al Goba, the waterseller (52).
- 18 **BARBER**, *Sign of the Razor*. Hirmon al Shool can cut hair, provide a manicure, pull a tooth, or perform minor surgery in his shop with equal ease. He and his wife, Kara, and their four children live above his shop. Kara is the best dyer in town and provides many lovely colors for the weavers, Sofra and Gunra (16). The dyeing is done both in the rear of the weavers' shop and the barber's much to the discomfort of the neighbors, who object to the odd smells generated in the process.
- 19 **TAVERN**, *Sign of the Perched Buzzard* (F3). The Buzzard's Roost is run by Calgo Salrith. Calgo is a portly, balding fellow married to Chiri, the cousin of Abu al Zagir (21). Chiri is only an average cook, but attracts many to the tavern because of her lovely face and supple figure. Their teen-age daughter has inherited her mother's looks, and Calgo is very jealous of his wife and protective of his daughter. Chiri's brother, Chugo al Zalum (FIGHTER, LVL 2, 16 HTK), armed with a billyclub, is an expert in wrestling and brawling, and acts as bouncer for the tavern. Calgo (FIGHTER, LVL 3, 24 HTK) keeps a broadsword and shield under the counter.

- 20 **GENERAL STORE**, *Sign of the Salt Cellar*. The store is run by Kareem al Jorda, a good-looking man looking for a wife. He sells spices, pots and kettles, knives, and other generally useful products. He is usually the first to greet incoming caravans, since his inventory can only be renewed by incoming traders. Kareem is one of the most able businessmen in town.
- 21 **WATERSELLER**, *Sign of the Bucket*. This is the estate of Abu al Zagir, the tribesman who originally found the grotto that led to the settlement of Qum-al-Nashir. Abu al Zagir is of medium height and balding, but carries himself with much dignity (some call it pomposity). Every morning Abu and his three sons make their rounds with their water barrel carts. Abu's water is pure and clear; it is the preferred drinking water for the townspeople. Abu charges one copper per liter of drinking water or one copper for three liters of unfiltered water for livestock. The undrinkable dregs he sells by the barrel to farmers for their crops at a low rate. He will not sell more than a two-day supply to anyone who is not leaving town immediately, thus maintaining his power. Several watchmen guard the cisterns day and night. Abu's hatred for the new waterseller Mosa al Goba (34) is unconcealed and thoroughly returned. The hatred is based on a struggle for the power the water represents rather than the water itself. Abu would hire an assassin, but fears the curse Mosa claims he had put on Abu. The curse will cause Abu's death should Mosa die by other than natural causes. Abu doesn't know if there is a curse, but is afraid to find out, and is so protective of Mosa he has ordered Gilgram (37) to keep a constant watch over Mosa, protecting him from harm. This hatred complicates the love between Abu's oldest son, Hizu, and Ali zim Mosa, daughter of Mosa al Goba (52). They are saving money to elope. Abu's other children are Abu, Zozar, and daughters Mela and Shani. Abu (**FIGHTER**, LVL 3, 21 HTK) has grown so fat from prosperity that he is now -2 to his scimitar which he still wears.
- 22 **GROTTO**. Water flows freely from the grotto well discovered by Abu al Zagir (21) many years ago, and shows no sign of slowing down. He has hidden a chest full of gold and silver (5,000 gp, 3,000 sp) back in a small tunnel in the grotto.
- 23 **CISTERN**. This great tank of stone holds several weeks' supply of water for Abu al Zagir (21). Anyone needing a job can almost certainly find one cleaning one of Abu's two cisterns of algae and dirt. Unless a long dry spell threatens, one tank is filled only a few feet deep and used for watering crops while it is being cleaned, while the recently-cleaned tank is used for drinking water. Anyone hired for a cleaning job is required to strip and wear only a small loin cloth (only men or boys are hired) for fear of poison in the cisterns. Unknown to the public, Abu has installed a magic **STONE OF POISON DETECTION** (ordered through a passing magician) in each cistern at great cost to prevent such a disaster.
- 24 **CISTERN**. See 23.
- 25 **CISTERN**. This is a new cistern under construction by Abu al Zagir (21). Work proceeds slowly, as Abu is awaiting the arrival of another **STONE OF POISON DETECTION** and is in no hurry to finish until it arrives.
- 26 **TEMPLE**, Haacreesh. Eight large beams shaped like the legs of the great Scorpion God, Haacreesh, support the roof of this building. A local desert god, Haacreesh is followed by those sworn to spread the faith (by any means necessary). The movement tends a little to the chaotic side of things, so order is maintained usually by strength of arms. The shaman Greth was once a mighty desert raider before he "saw the true way". Now he follows the Way of Haacreesh, "Keep to the shadows with your sting ready". He dislikes Father Alden, but puts up with him as Alden (8) does little in the way of actively recruiting, but he hates Father Alibish (61) and sees the LaTimsan movement as a real threat to Haacreesh. Open combat between followers has not occurred, as Abu (21) keeps a lid on things with Gilgram's (37) men, but bar fights over religious topics are not uncommon in Qum-al-Nashir. Seven acolytes live in

the temple, guarding the ruby-eyed (5,000 GP each) icon of Haacreesh. Greth (FIGHTER, LVL 6, 44 HTK/SPELLS AS CLERIC, LVL 1) uses a two handed-mace and wears leather armor.

- 27 **RES.** The shaman Greth (26) lives here.
- 28 **POTTER**, *Sign of the Bowl*. This is the shop and home of Hongan al Toq, and his wife, Misfah. His work is not as good as Gudro al Sork's (41) and as a result Hongan dislikes Gudro intensely. To make up for his lack of craftsmanship, Hongan has been hard at work trying to develop a formula for a glaze that would withstand the harshness of the desert better than is now known. He would pay dearly for it should anyone be able to prove they could do it. His wife supervises all sales and is a shrewd bargainer. They both attend the LaTimsan Temple (61), and are not happy their daughter, Lidah, is attending the Temple of Astalon (8). Their eldest son, Jaarl, is apprenticed to his father, while the younger, Falfa, works for Wilsh Charushla (12).
- 29 **RES.** Hamar al Gil, a retired raider of Abu's tribe, and now a village elder lives here. A follower of Haacreesh (26), he helps in the temple every day. He has a bad temper, and although he looks like a crotchety old geezer, he is still expert enough with knife and sword to prove a dangerous adversary. Hamar (FIGHTER, LVL 4, 23 HTK) wears a TALISMAN OF PROTECTION AGAINST WEAPONS (all normal weapons damage is halved).
- 30 **RES.** Gojim al Hassad, chief stableman to Wilsh Charushla (12) and cousin Kazu al Hassad (38), lives in this modest abode. He is madly in love with Wilsh's eldest daughter, Masha, who constantly spurns his romantic overtures.
- 31 **VETERINARIAN**, no sign. Shaltan Novrus, veterinarian and naturalist, lives here. He is a tall, good-looking, redheaded man, much sought after by several of the marriageable women in town. He will not speak of his reasons for settling in this remote town, but otherwise is an open, outgoing sort. He treats animals for 05% of their value, and his estimates of value are rarely off by more than a few copper pieces. He also can do a fair turn as a cartographer, linguist (he knows seven major languages), scribe (penning letters and documents for illiterates), and scholar. Secretly, he is a son of a former prince in a distant land. His father was killed in a palace revolt, and Shaltan fled his homeland. He picked Qum-al-Nashir as the remotest possible place, and he always studies strangers for possible assassins from his homeland. His skills were learned as part of a royal education. Shaltan still dreams of returning to his homeland, but if he can't, he will most likely marry Miri zim Hum (60) and settle down. Shaltan (FIGHTER, LVL 9, 72 HTK) only carries a dagger under his shirt, as he tries to look inconspicuous. But he is an expert (+2) with broadsword, short sword, rapier, scimitar, and estoc.
- 32 **RES.** Goba al Mishal is a village elder, and father of Mosa al Goba (52) the water seller. He and his son have been estranged for years, since Mosa confided in him the truth about the "curse" on Abu (21). Goba dislikes the dishonesty and won't speak to Mosa, but also won't tell the truth to Abu, as it would be his son's death warrant. All communication between father and son passes through Mosa's daughter Ali. Goba is helping Ali save money so she can elope with Hizu (21).
- 33 **RES.** This is the home of Malon and Norub al Nidi and their families. The brothers work for Abu al Zagir (21) and all members of the family worship at the Temple of Astalon (8).
- 34 **BAKERY**, no sign. The fragrant smell announces Erlo Bolidi's profession. He sells five loaves of hard bread for 1 cp. He is upset about Menro (35) having moved in next door, as Erlo and his wife, Miri, are both strict vegetarians. Both are members of the Temple of Astalon.

- 35 **BUTCHER**, no sign. Menro al Felish is a seller of goat and horse meats. He buys from village herders and slaughters them in an old shack east of town. He is a newcomer to the village and his neighbors object to the flies and smell about his shop. He ignores their complaints as he sells to most of the inns and food shops in town. He is a widower and is looking for another wife, and his three young sons are on the lookout for potential mother material.
- 36 **CHEESEMAKER**, *Sign of the Cheese Round*. White haired old Keef al Sork, father of Bani al Keef the farmer (10) and Sofra zim Keef the weaver (16), runs this modest little cheese shop. He charges 1 SP per kilogram of goat's milk cheese, and his wife, Sada, sells a limited selection of produce, dates, eggs, and some fruits and vegetables she raises in a small garden on Bani's land.
- 37 **BARRACKS**, no sign. Sergeant Gilgram, a huge, black-skinned man is commander of the town watch, all employed by Abu al Zagir (21). In most things Gilgram is honest and fair-minded, except in any matter which interferes with Abu's profits (and therefore, Gilgram's). The guards' income derives from a modest town tax (instituted by Abu) and a traveler's tax at the local inns (1 CP per person per night). Gilgram would love to put Mosa al Goba (52) out of business "permanently," as Mosa cuts down on Abu's business, but Abu won't let him, fearing Mosa's curse. Gilgram tends to be very unsympathetic to strangers he discovers are dealing with Mosa, and will watch them closely. Four other guards constitute the watch, Dogram and Shodegram, obviously from the same homeland as Gilgram, and Shum al Shorla and Pofal al Dshres. They all live upstairs in the building, with a common room, arms room, and two cells on the main floor. None of the guards are members of any religion, and are usually busy breaking up fights between religious faction members. Gilgram, Dogram, Shodegram, and Pofal (**FIGHTERS**, LVLS 5-3-3-3-3, 40-24-26-22-21 HTKS) are all armed with light chain armor, shields, scimitars, and horse bows. Gilgram is +2 to hit and damage due to strength.
- 38 **CARPENTER**, no sign. Furniture, small wagons, barn building, and woodworking are all talents of Kazu al Hassad, his wife Elina, and their three boys, Shadi, Makul, and Rafee. They are members of Haacreesh's Temple (26).
- 39 **MASON**, *Sign of the Brick*. This is the shop and home of Rugee al Komru, brick maker and stonemason. He buys his water for bricks from Mosa (52), much to Abu's (21) displeasure. He and his wife, Cizha, are members of Haacreesh's Temple (26).
- 40 **RES**. Cubu al Zareef, chief henchman of Mosa al Goba (52) lives here. A former raider, and follower of Haacreesh (26), he is recruiting fighting men in anticipation of an open confrontation between Mosa and Abu (21). Cubu (**FIGHTER**, LVL 2, 14 HTK) wears leather armor, uses a scimitar and shield.
- 41 **POTTER**, *Sign of the Plate and Goblet*. Gudro al Sork makes pots, platters, and goblets. He sells to traders passing through the village and to the locals. His wares are better than Hongan al Toq (28), and when drunk, which is usually every night, Gudro likes to needle Hongan. He is a follower of Hacreech (26), though his wife, Laran has been lately spending time in the Temple of LaTimsa (61).
- 42 **RES**, Kishra al Sebit, farmer. Kishra, his wife Alma, and their six children live quite well on their farm, growing most of the local produce for the town. Although the al Sebit family is not of Abu al Zagir's tribe, they arrived in the town early in its settlement and managed to buy some of the better land, building this walled estate using stones from the ruined fort (7). Kishra's five boys help with the farming, which is in part responsible for his success, while his wife and daughter are kept more than busy caring for their men. Kishra buys non-drinkable water at a cut rate from al Zagir to judiciously water his crops.

- 43 **BARN.** Belongs to the al Sebit family (42)
- 44 **MILLER**, no sign. Grom al Qalam is the wealthy village miller and feed dealer. He and his wife, Sharda, are members of the Temple of Haacreesh (26), and have no children. He was the only man with enough foresight to know someday people around the grotto would be farming, and grain would be imported, so he carted a millstone over the mountains. He buys his grain from passing caravans. Grom and his wife are converts to LaTimsa (61).
- 45-46 **GRANARIES**, no signs. Owned by Grom al Qalam (44)
- 47 **RES.** Mif al Zareef, brother to Cubu (40) lives here. He is an indifferent farmer who now works for Kishra al Sebit (42) since his own farming attempts proved futile. He is known in town for being both bad-tempered and stupid. He is a follower of Haacreesh (26) and is a frequent guest in Gilgram's cells (37). Mif (**FIGHTER**, LVL 2, 12 HTK) wears jack armor and uses scimitar and shield.
- 48 **BARN**, no sign. Owned by Mif al Zareef (47) and now rented to al Sebit (42) since al Zareef's farm failed.
- 49 **INN**, *The Sign of the White Horse* (L3, F2). Ishko al Robru runs this average inn with his wife, Hilla, and his sons, Ram and Torq. They are members of Abu's (21) tribe, and followers of Haacreesh (26). Because of their friendship with Abu, Gilgram's men (37) will always direct strangers here, rather than the Black Horse (12), even though the food here is inferior. Ishko, his family, and his staff of six serving men live on the third floor of the inn. Strangers will most always hear a lecture on Haacreesh from the boys, and any arguments over religion may prove explosive. For this reason, Gilgram and his men frequent this inn.
- 50 **STABLE**, no sign (S2). The stable of Ishko (49) is run by six stable boys who live on the premises.
- 51 **SMITH**, no sign. Dorio Velum, a closemouthed man, is an excellent smith who works for Ishko al Robru (49) in exchange for food and lodging. He does small jobs on the side for extra money, and is an excellent weapons maker, though he doesn't advertise the fact, for most of his customers are desert raiders in the nearby hills. He belongs to no temple. Dorio (**FIGHTER**, LVL 4, 21 HTK) is +2 to hit with a war hammer due to strength. 16
- 52 **WATERSELLER**, *Sign of the Raindrop*. This is the holding of Mosa al Goba, son of Goba al Mishal (32). Mosa wandered into town a few years back looking for his father, and discovered two seepage wells, around which he built his place of business. He passed himself off as a sorcerer to Abu (21), threatening him with a curse which he said would inflict whatever harm came to him upon Abu, and broke Abu's monopoly. For this reason Mosa lives in dread fear of any magician or cleric who might come to town and discover his deceit and is quick to "help" them on their way out of town. He will also actively recruit most newcomers into his service (the pay is very poor) and will react badly if they should refuse. He hates Gilgram (37), mostly because he fears him, and will discreetly inquire of newcomers if they might know something about assassinations. The water he sells is poor and brackish, being fit only for watering crops, and filling the water jugs of the poorest. His major service to the town is in keeping Abu's prices down. He is aided in his work by his family, wife Cisra, son Geb, and daughter, Ali. Mosa has ambitions of one day supplanting Abu and has his henchman, Cubu (40), recruiting fighting men -- difficult, as Mosa can't pay much. His father disapproved of the lie and will not speak to his son. All communication is handled by Ali, who is in love with Abu's son, Hizu, and plans to elope with him as soon as they've saved enough money.

- 53-54 **CISTERNS**. These two cisterns belong to Mosa (52). The second one stands empty, as Mosa built it in anticipation of one day expanding his business.
- 55 **WELL**. This is the seepage well dug by Mosa. It is guarded through the night by one of Mosa's men, under Cubu's (40) command. Cubu is always looking for new men, as the turnover rate is high due to Gilgram's (37) menacing presence and poor pay.
- 56 **RES**. Goatherder Gamal al Nosfra and his family, wife Jeheel, sons Barak and Kamal, and daughter Yafata live here. They are hard-working and prosperous, selling milk to the cheese maker (36) and goat hair to the weavers (16), and are followers of Haacreesh (26).
- 57 **BARN**. The barn of Gamal (56).
- 58 **RES**. Farmer Hamo al Nosfra and his family, wife Burah, son Brakcur, and daughter Tibah, live here. Hamo is starting up a business in sugar beets and finds that they thrive in the soil near the oasis, if they get enough water. He is playing both Abu (21) and Mosa (52) against one another with promises of a partnership, and gets cut-rate water prices from both. His son raises a few sheep in pens near the barn and sells the wool to Sofra and Gunra (16).
- 59 **BARN**. The barn of Hamo (58).
- 60 **RES**. Wood is too expensive to burn in town, so Hum al Basra and his family, wife Hulda, daughter Miri, and sons Dulah and Falah, make their living gathering dung, which they dry in the desert behind the house. Though the boys and Miri are all good-looking, they are avoided by the other youngsters in town because of the family trade. Miri is madly in love with Shaltan Norvis (31) the only man in town who is kind to her.
- 61 **TEMPLE**, LaTimsa. This is the newly-built temple of LaTimsa, the Follower of the One Path. Converts are few, as Father Alibish seems indifferent to spreading word of the "true" way. The establishment of a new temple has greatly angered shaman Greth of the Temple of Haacreesh (26), as LaTimsans are very lawful. The two men have no use for each other, and Alibish wouldn't mind if Greth had an accident, but as his followers are few, he bides his time. In reality, Alibish is the head of a secret society, The Bloodhunters, servants of the chaotic god, Guis-wa, called The Red Jawed Hunter. They plan to subvert the town populace and turn Qum-al-Nashir into a stronghold for their society. Occasionally strangers disappear from sight while in town, only to end up as offerings in the subterranean temple of Guis-wa. The locals are left alone, as any foul play would arouse suspicion. Five acolytes aid Alibish. Alibish (CLERIC, LVL 3, 14 HTK) uses a mace and wears leather armor when not at prayer.
- 62 **CAMEL TRADER**, *Sign of the Dromedary*. Kizi al Kili, a cold eyed character, is the town's resident camel trader. He is a member of Abu's (21) tribe and has a few horses for sale as well as camels. He drives hard bargains, but delivers good stock. Several competitors have tried to set up shop in town, but always end up out of business. Kizi's six stable hands are a vicious looking crew, though they keep to themselves most of the time. Kizi is in fact a fence for goods brought in by desert raiders, passing along the booty to certain regular caravans when they stop in town. He has a secret well, and buys small amounts of water from Abu so he won't get suspicious. He is worried about the new temple (61) as it brings people near his shop at odd hours, risking discovery of his true trade, and he also suspects something strange is going on. He is very suspicious of Father Alibish. He usually has 10-20 (1d10 +10) camels, and 1d6 horses in stock. Kizi (THIEF, LVL 2, 6 HTK) is +3 with a dagger due to dexterity. The stable hands are all raiders (FIGHTERS, LVL 3, 12-15-14-16-18-12 HTKS), and shields and scimitars are hidden close at hand in the stables.
- 63 **STORAGE SHED**. An old shed used by Kizi (62) and his men to store booty.

64-66 **STABLES**. These are the stables of Kizi al Kili (62).

SPECIAL EVENTS, Roll d% once per day:

Roll d%	Result
01-40	None
41-60	Caravan laying over in town (decide which inns are being used). Roll d12: 1-8 = usual caravan; 9-10 = needs guards; 11-12 = unusual personage with caravan (powerful magician, noble, gang of thieves, bard, adventurers, etc.)
61-65	Sandstorm/flashflood (as per season) 66-70 Caravan chased into town by desert raiders
71-75	House to house search for well poisoner (1d6): 1-4 = not found; 5 = poisoner discovered; 6 = character accused
76-85	Brawl in character's inn erupts between religious factions/water sellers' factions
86-90	Desert raiders delivering goods to Kizi al Kili (62).
91-95	Bloodhunters looking for sacrifice after dark
96-99	Assassination attempt on Mosa (52) or Abu (21), roll d12: 1-10 assassin not found; 11 = assassin found; 12 = character accused
100	Desert raiders attack town

INDEX OF BUILDINGS: QUM-AL-NASHIR

Each entry will be in the following format: If no name is shown, no sign is present. () indicates a pictorial sign. <> indicates the location is a Residence and has no sign

<u>Avocation</u>	<u>Building Number</u>
BAKER	<34>
BARBER	18 (<i>Razor</i>)
BARRACKS	37
BARN	11; 43; 48; 57; 59
BUTCHER	<35>
CAMEL TRADER	62 (<i>Dromedary</i>)
CARPENTER	<38>
CHEESEMAKER	36 (<i>Cheese Round</i>)
DUNG GATHERERS	<60>
FARMER	<10>; <42>; <47>; <58>
FORT (RUINS)	7
GENERAL STORE	20 (<i>Salt Cellar</i>)
HERDER	<2>; <56>
HORSE TRAINER	<15>
INN	12 (<i>Black Horse</i>); 19 (<i>Perched Buzzard</i>); 49 (<i>White Horse</i>)
LEATHERWORKER	1 (<i>Awl</i>)
MASON	39 (<i>Brick</i>)
MILLER	<44>
PHYSICIAN	<9>
POTTER	28 (<i>Bowl</i>); 41 (<i>Plate and Goblet</i>)
SMITH	<6>; 51
STABLE	5 (<i>Rearing Horse</i>); 13; 14; 50; 64-66
TEMPLE	
	Astalon 26
	Haacreesh 26
	LaTimsa 61
VETERINARIAN	<31>
WATERSELLER	21 (<i>Bucket</i>); 52 (<i>Raindrop</i>)
WEAVER	16 (<i>Spindle</i>)

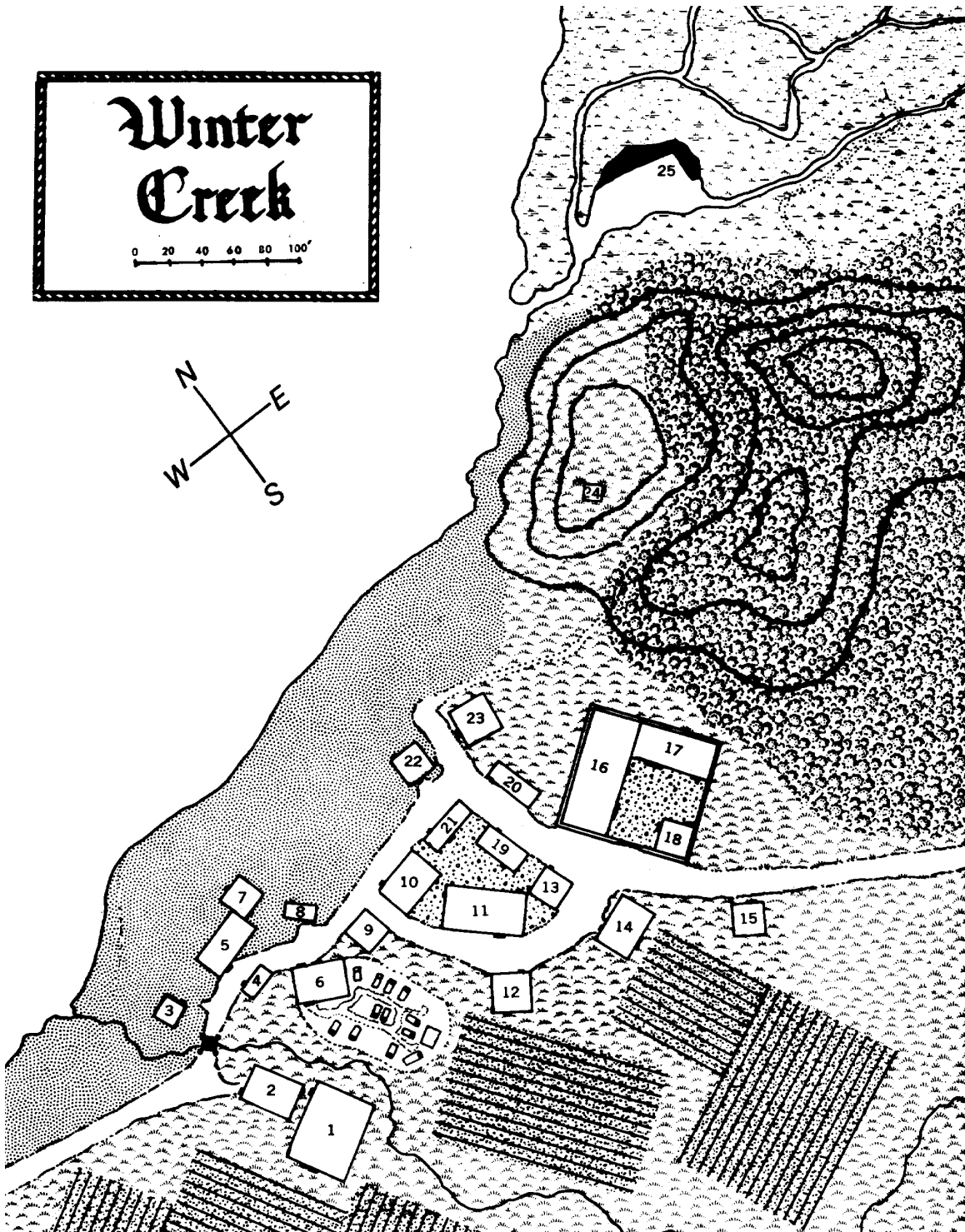
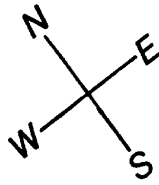
Winter Creek

A SMUGGLER'S COVE by Russell Young



Winter Creek

0 20 40 60 80 100'



INTRODUCTION

Ostensibly a small fishing/farming community, Winter Creek is in a fact a smuggling community. It lies in a vale between rugged hills to the north and a dense marshland to the east. Nestled in a cove on the coast of the Endless sea, Winter Creek provides fresh water for many ships, and a safe landing for privateers and pirates seeking to transship booty to the larger population centers to the south. A well-tended dirt road provides easy travel from this northern village to the southern interior. There are no docks evident along the coast, so passing ships that occasionally put into the town for fresh water and food must lower boats to reach the shore. This provides a safe appearance of normalcy for strangers. The smugglers' dock is hidden deep within the marshlands.

Winter Creek	
1	Barn
2	Res
3	Res
4	Res
5	Boatwright, <i>Sign of the Canoe</i>
6	Undertaker, <i>Sign of the Tombstone</i>
7	Res
8	Res
9	Res
10	Merchant, <i>Wilbur Gate's General Store</i>
11	Temple of Astalon
12	Res
13	Res
14	Res
15	Physician, <i>Master Physicker and Vet</i>
16	Inn, <i>The Lucky Leprechaun</i>
17	Stable, no sign
18	Smith, no sign
19	Res
20	Rope/Net Maker, no sign
21-24	Res
25	Smuggler's Dock

HISTORY

Once a simple town of fishermen and farmers, Winter Creek developed into a major stopping point along a well-traveled overland route between the major trading centers of Carse and Crydee. In time, Crydee began its fall as a major port and travel along the coast began to decline. Winter Creek began to wither. In an attempt to stem the decay of the area, the townspeople struck a bargain with pirates from the distant Sunset Islands. They would act as a safe harbor for the offloading of illicit goods and arrange their safe delivery inland for a cut of the profits. The operation has since expanded over the years until now nearly every pirate and privateer who sails the coast knows of Winter Creek. Ships with goods to deliver sail into a well disguised channel located deep in the marshlands. It was dredged and is constantly maintained by the townspeople. Pirate cargo is unloaded at the marsh docks (25). Ezekiel Myre (24) watches the docks from his shack in the hills and when a ship is spotted he signals Elhanin Payne at the Lucky Leprechaun (16). Black garbed riders leave the inn and make their way to the docks where the cargo is offloaded. Goods are stored there under canvas tarps until ready for shipment south. Assorted means of shipment are employed; such as under hay, in barrels, and most notably, in coffins supplied by the undertaker (6). To keep strangers out of the marshlands, the locals have spun tales of horrible monsters

and demons that inhabit the area, playing their roles of ignorance and superstition well. False trails have been laid so bolder adventurers who wish to brave the swamplands are likely to become lost, eventually perishing in a sinkhole or eaten by the few really nasty creatures that do live in the marshes.

Should a lucky and/or persistent adventurer chance to come close to the Smugglers' Dock (25), Ezekiel is likely to be watching. Using colored lanterns, he will then warn Elhanin of the danger. Then riders will don white sheets, muffle the hooves of their mounts so as to resemble phantoms, and ride after the intruders in an attempt to scare them away. Should the intruders prove difficult, the riders will attack, driving them into the marsh or killing them. One local custom often viewed by travelers is the Sixthday bonfire and fishfry on the beach in good weather. Besides enjoying each other's company, the townsfolk conduct a great deal of business at these gatherings. NOTE: Winter Creek is located a week's travel north of the city of Carse, on the north side of a cove on the shore of the Endless Sea. For those not employing the First Midkemian Campaign, Winter Creek should be located in a small valley in the hills with a dense marshland to the east, on the coast, or near the coast on a river.

THE TOWN OF WINTER CREEK

- 1 **BARN.** This barn belongs to farmer Bill Potts (2).
- 2 **RES.** Farmer Bill Potts, a happy-go-lucky, short, and bald man works this farm with his wife, Alice, and his three grown sons, Mark, George, and Little Bill. The richest farmer in the area, he owns the large wheat and barley fields south of town and a separate barn, in which lives his hired hand, Timothy. Bill has 10,000 gold pieces worth of gems buried out in the barn. Bill, Mark, George, and Little Bill (FIGHTERS, LVLS 3-1-1-1, 13-8-7-6 HTKS) are all competent swordsmen, and both Mark and George are skilled bowmen. All wear gambeson when smuggling.
- 3 **RES.** Fisherman Redd Warren, a reserved man with bright red hair lives here with his wife, Marva, and his three sons, Wilton, Gram, and Tudor. The eldest son is nearly grown and helps his father in both fishing and smuggling. Redd keeps his gold (1,200 pieces) buried under the floor of his house. Redd (FIGHTER, LVL 3, 21 HTK) is an expert with a boat hook (treat as polearm) and wears leather armor when on a smuggling job.
- 4 **RES.** Zachary Wells, the local undertaker (6), maintains his residence here, refusing to live in the room above his shop, saying dead things make him nervous. His wife, Sharon, and beautiful daughter, Millicent, share this tidy home. Most people in town expect Millicent to marry farmer Tom Blackwood (12) but she is having an affair with Physician Jim Baldwin (15). Zachary has 10,000 gold pieces in a chest in his bedroom.
- 5 **BOATWRIGHT, *Sign of the Canoe.*** Bruno (7) and Hugo Hale, brawny identical twins, run this business, building and servicing most of the small craft used by members of the community. Both are experienced fighters, having done a stint aboard a pirate ship in their youth. Hugo, the unmarried twin, lives in a loft room above the shop. Bruno •and Hugo (FIGHTERS, LVLS 3-2, 19-12 HTK) use broadswords and wear leather armor whenever actively smuggling.
- 6 **UNDERTAKER/COFFIN WORKS, *The Sign of the Tombstone.*** Zachary Wells (4) owns this business and makes most of his money providing coffins to smuggle goods to major population centers. The booty waiting at the docks to be shipped is brought to Zachary's basement, then placed in waiting coffins along with a dead dog or cat to aid the effect. As Zachary will not stay on the premises any longer than necessary, security for the shop is provided by Weldon 'No Nose' Greevy, an ex-privateer who lost his sense of smell by inhaling sulphur fumes during the sacking of a coast town years before. Due to his constant proximity to dead dogs and cats, Weldon is something of a social outcast most of the time. Strangers passing through town are often surprised to discover so small a population supporting such a thriving and prosperous undertaker. Zachary is helped by six 'apprentices' who handle cargo. On those rare occasions when he must perform a real funeral, Zachary must handle all chores, as he is usually too busy to train anyone else in embalming. His assistants are all seasoned fighters. Weldon (FIGHTER, LVL 5, 34 HTK) is expert in cutlass and billyclub and wears no armor when smuggling. The assistants (FIGHTERS, LVL 1, 8-6-7-5-6-4 HTKS) all use broadswords and shield when smuggling.
- 7 **RES.** Bruno Hale (5) lives here with his wife, Willamina, and his three children, Roal, Durstan, and Lila. Bruno keeps 500 gold pieces in a chest under his bed.
- 8 **RES.** Fisherman Otto Hjorth lives here. Called 'Crazy Otto' by the locals, he is anything but crazy. A canny businessman, who can look totally demented when he puts on his act, he is one

of those who actively bargains for the commission on goods moving through the town, and is considered third-in-command of the smugglers after Wilbur Gates (10) and Elhanin Payne (16). Given to tall tales, he is the author of most of the better legends regarding the marshlands. When strangers come to town, Otto can be counted on arriving at the Lucky Leprechaun soon after, with another of his bloody stories. His wife, Shalana, is considered something of an outsider by the locals, being an ex-slave purchased by Otto from a pirate ship several years ago. She is dark-skinned and says her people are a warrior race, and upon occasion has proven her worth fighting at Otto's side. Otto and Shalana (FIGHTERS, LVL 2, 16-14 HTK) are both experienced with short swords and wear chain mail when on a smuggling job.

- 9 **RES.** Fisherman Philo Thatcher lives here with his wife, Jillian, and their infant son, Alex. Philo (FIGHTER, LVL 1, 7 HTK) is +1 to damage with a broadsword due to constitution.
- 10 **MERCHANT**, *Wilbur Gates's General Store*. Feed, seed, and food staples are available from Wilbur and his wife, Betty. The grandson of the founder of the smuggling tradition in town, Wilbur is the brains of the operation, though Elhanin Payne (16) runs things in the field due to Wilbur's limp, the result of an accident years before. Wilbur is treated as the town mayor and is often called upon to decide local differences, his word being final in all matters brought before him. Wilbur's son, Bart, is generally acknowledged as his logical successor, though some feel Will Payne, Elhanin's son might be a better town leader. Bart is engaged to Pricilla Tripp (13). The family lives in a richly appointed apartment built on to the store. Strangers in town are often surprised at the large inventory of goods available to poor farmers and fishers, especially weapons and luxury items, purchased with profits from smuggling. Wilbur will often give excellent deals to those seeking to outfit expeditions, just to get adventurers out of town. Wilbur invests most of his profits with a moneylender in a distant city, but has 15,000 gold pieces in a safe in the backroom of the store. Bart (FIGHTER, LVL 3, 18 HTK) is an indifferent swordsman, but a fine tactician and exceptional bowman (+1 to hit).
- 11 **TEMPLE OF ASTALON**. This is the newest building in town, having been completed less than a month ago. It is the center of much of the community's social life, though mostly due to Father Nathan Hamlin's influence on the wives and daughters of the town. The men still prefer to gather in the Lucky Leprechaun (16) rather than participate in temple activities. Father Nathan is viewed as something of a community problem for as he is a spokesman for the God of Law it is expected he would look upon the smuggling activity of the town with less than approval. The townsfolk often have to go to great lengths and use extraordinarily involved ploys to keep the good father ignorant of what is taking place. Father Nathan is a stocky, tough ex-missionary who knows something is going on, but leaves well enough alone as long as the people attend services each Lastday. He is liberal in his thinking, and occasionally drops into the Lucky Leprechaun for a bit of conversation with the men and perhaps a single drink. Father Nathan is aided by four monks, Raymus, John, Tilden, and Owen. Being a new temple, the temple treasury is poor, amounting to only 100 gold pieces, 135 silver pieces, and 876 copper pieces. Nathan (LAWFUL CLERIC, LVL 5, 26 HTK) is +2 to hit due to strength, and has a full suit of chain as well as a LAWFUL MACE +1, +2 vs. Undead in his quarters in the temple. The monks are non-fighters.
- 12 **RES.** Farmer Tom Blackwood runs this vegetable farm with the help of his brother Brent, Brent's wife, Meggan (sister of Ellie Tripp (13)) and their son and daughter, Randon and Silvia. Tom is exceptionally goodlooking and is courting Millicent Wells (4). Tom and Brent (FIGHTERS, LVL 1, 4-5 HTKS) use short swords and wear leather when smuggling.
- 13 **RES.** Fisherman Gunther Tripp, a florid-faced, loud-voiced man, lives here with his wife Ellie, sister of Meggan Blackwood (12), and their two daughters, Pricilla and Sharmian. Pricilla is

engaged to Bart Gates (10) and Sharmian is engaged to Will Payne (16), the result being additional strain on the relationship of the already quarrelsome girls.

- 14 **RES.** Farmer Jacob Larkin, a friendly, but somewhat hard-of-hearing man, works this vegetable farm with his wife, Margaret, son Lloyd, and daughter, Ella.
- 15 **PHYSICIAN, *Master Physicker and Vet.*** Jim Baldwin handles most of the town's medical needs. He is the only resident of the town besides Father Nathan and the monks (11) who does not participate in smuggling. He knows about the activities and does not approve, but says nothing. He is accepted by the community, as he is the only practicing veterinarian in the area (judged by most of the farmers as being more important than his being a physician). He is unmarried and considered a good catch by several of the local young women, though their parents don't entirely trust him due to his attitude towards smuggling. Unknown to anyone else in town, he is having an affair with Millicent Wells (4). He has 450 gold pieces in a jar in his office.
- 16 **INN, *The Lucky Leprechaun* (L4, F3).** Run by Elhanin Payne, this inn hosts most of the townsmen each evening and serves as a meeting place for the smugglers when a ship is ready to unload or when strangers need to be frightened out of the area. The inn is usually empty during the workday, but should a stranger show up, locals will stop work, begin to gather, and casually start dispensing tales of horror regarding the marshlands. If 'Crazy Otto' is not out on his boat, the stories are guaranteed to be good. Elhanin, a quiet, thoughtful man, is helped in the running of the inn by his wife, Babbett, and their son, Will, who is seen as a rival to Bart Gates as the next leader of the smuggling community. Will is engaged to Sharmian Tripp (13). The inn serves as a fort in times of trouble, and can hold all the local populace in emergencies. Elhanin has 35,000 gold pieces worth of coins and gems in a strongbox in his cellar. Elhanin Payne (FIGHTER, LVL 7, 49 HTK) uses a broadsword and wears black partial plate when smuggling. Will (FIGHTER, LVL 4, 29 HTK) uses a broadsword and wears leather.
- 17 **STABLE, no sign (S4).** Marvin the stable keeper eats, sleeps, and lives with the horses due to his preferring their company to humans' as well as it being his job. Guests at the Lucky Leprechaun (16) board their mounts and mules here. Since this is the only stable in town, the Nightriders keep their horses here, along with the sheets, in case they need to ride out in a hurry. Marvin (FIGHTER, LVL 1, 6 HTK) is a crack shot with the sling (+2).
- 18 **SMITH, no sign.** Rufus Stern is the strongest man in town and can usually do any job alone. He does smithy work for Elhanin (16) in exchange for free room and board at the inn, while growing wealthy on travelers and the rest of the townsfolk. Rufus (FIGHTER, LVL 5, 39 HTK) is +1 to hit and +2 to damage with a bastard sword (hand-and-a-half) due to strength and constitution. He wears leather armor when smuggling.
- 19 **RES.** Fisherman Arnold Kimble lives alone here. A brooding, quick-tempered man he is often given less important jobs by Elhanin (16) so as to keep him out of the way and avoid trouble when dealing with pirates, and fences in the cities. For this reason, he nurtures a grudge against both Elhanin and Wilbur Gates (10), and is looking for the right opportunity to 'pay them back' for imagined wrongs. Arnold (FIGHTER, LVL 2, 7 HTK) is +2 with a dagger or estoc due to quickness and wears no armor.
- 20 **ROPE/NET MAKER, no sign.** Paul Kline runs this small business making rope and nets for the fisherfolk. He is not able to ride on smuggling jobs due to a wooden leg, but is a canny businessman and often accompanies Wilbur Gates (10) when making deals with pirates.
- 21 **RES.** Fisherman Benny Allen and his wife Bella live here. Benny is a melancholy man, grieving still for the sons he lost in a storm five years before. His wife maintains a usually

sunny disposition, despite this. Benny (FIGHTER, LVL 1, 4 HTK) is -1 with a sword due to clumsiness.

- 22 **RES.** Fishermen Willie and Nick Wilson live here. One is always home watching the entrance to the marsh trail while the other is out fishing. Both brothers are given to practical jokes, and will often send strangers into the marshlands with tales of treasure just to have an excuse to ride out and scare them away. Willie and Nick (FIGHTERS, 2-1 LVLS, 14-6 HTKS) both use broadswords and wear leather armor when smuggling.
- 23 **RES.** Two fishermen, the brothers Hergoivin, Shalor and Dwer live here with their wives, Hildi and Marta. Both brothers love to brawl, but never hold grudges, seeing it as sport. Their wives mind the children, one infant to each couple, patch up the brothers' wounds when needed and otherwise provide good a home. Dwer is planing to build an new house soon, as the children make the small house feel even smaller. Shalor and Dwer (FIGHTERS, LVL 2, 12-10 HTK) both use broadsword and shield, and wear leather armor when smuggling.
- 24 **RES.** Hermit Ezekiel Myre lives in this small shack on the hill overlooking the marshlands. He is passed off to strangers as a little crazy by the townsfolk, but he is in fact their lookout. He will signal to Elhanin Payne (16) when either ships or strangers appear. Being an ex-thief, he evaluates goods brought by pirates and establishes their worth for Wilbur Gates (10). Ezekiel has 12,000 in gold pieces buried beneath his hut. Ezekiel (THIEF, LVL 4, 14 HTK) is an expert (+2) with a dagger and wears no armor.
- 25 **SMUGGLERS' DOCK.** Cleverly hidden from any but the closest inspection, incoming boats make their way up a disguised channel to offload booty here.

INDEX OF BUILDINGS: WINTER CREEK

Each entry will be in the following format: If no name is shown, no sign is present. () indicates a pictorial sign. <> indicates the location is a Residence and has no sign
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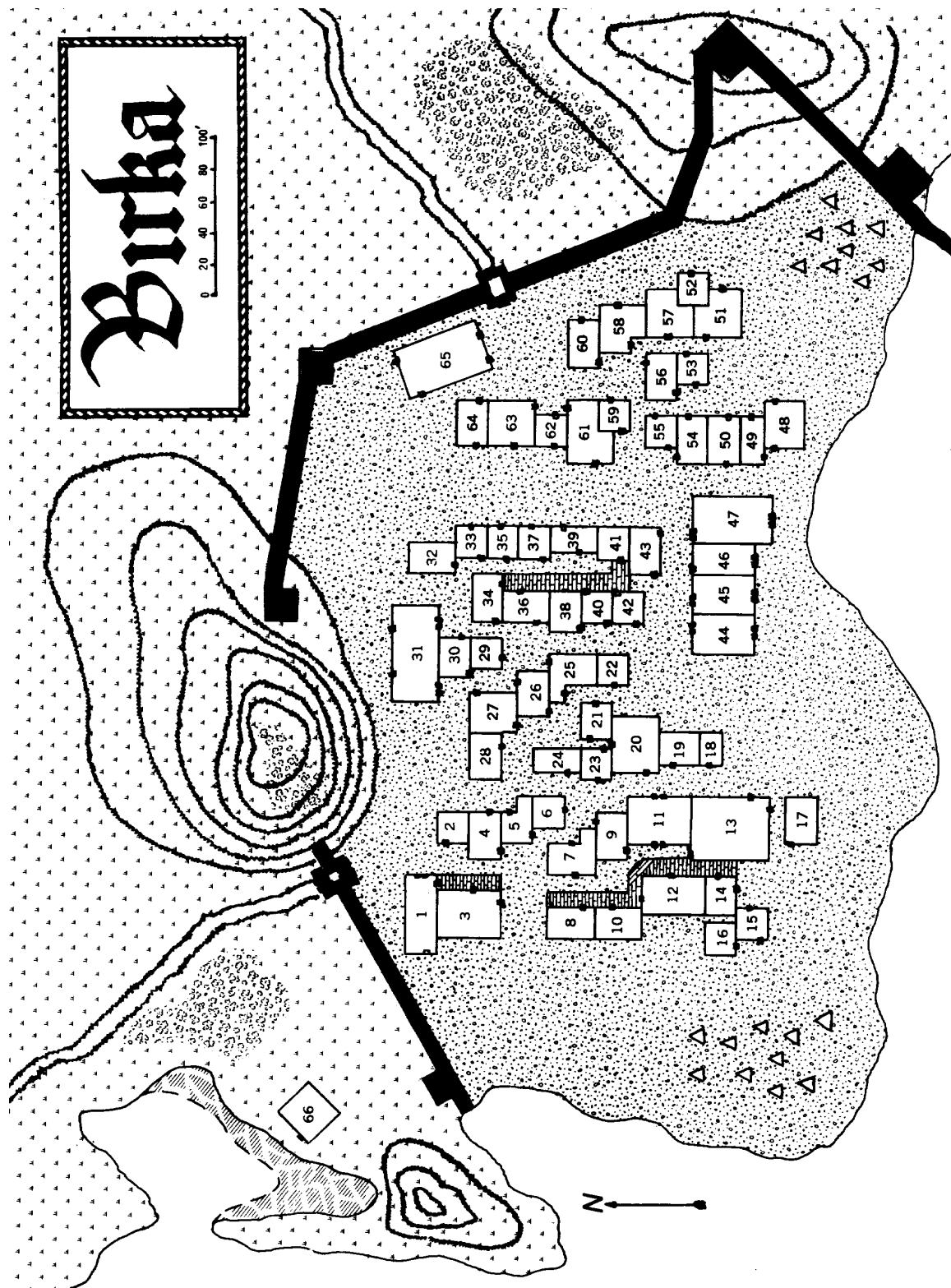
<u>Avocation</u>	<u>Building Number</u>
BARN BOATWRIGHT	5, (<i>Canoe</i>)
DOCK	25
FARMERS	<2>; <11>; <14>
FISHERMEN	<1>; <8>; <9>; <13>; <19>; <21>; <22>; <23>
INN	16, <i>The Lucky Leprechaun</i>
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PHYSICIAN	15, <i>Physicker and Vet</i>
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SMITH	<18>
STABLE	17
TEMPLE OF ASTALON	<11>
UNDERTAKER	6, (<i>Tombstone</i>)



Birka

A NORTHERN TRADING CENTER

by Richard A. Edwards



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2	RES	34	TRINKETS, <i>Sign of the Gilded Bracelet</i>
3	RES	35	RES
4	TAILOR, <i>Sign of the Scissors</i>	36	RES
5	RES	37	JEWELER
6	WEAPONS SELLER, <i>The Sign of the Knife</i>	38	PHYSICIAN
7	OUTFITTER, <i>Arctic Supplies</i>	39	PHYSICIAN, <i>Doctor</i>
8	JEWELER, <i>Sign of the Gemstone</i>	40	RES
9	LEATHER WORKER, <i>Bercan's Leather</i>	41	RES
10	WINESHOP, <i>Wine & Ale</i>	42	ALCHEMIST, <i>Lorrin's Potions</i>
11	STABLE, no sign	43	SMITH, <i>Sign of the Horseshoe</i>
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15	RES	50	INN, <i>The Pits</i>
16	RES	51	BROTHEL, <i>Sign of the Plucked Rose</i>
17	SMITH, <i>Sign of the Hammer</i>	52	STABLE/KENNEL
18	PRODUCE, no sign	53	STABLE/DORMITORY
19	WEAPONS MAKER, <i>Sign of the Mace</i>	54	ARMORY, no sign
20	INN, <i>Sign of the Archer's Head</i>	55	RES
21	STABLE, no sign	56	GAMBLING HALL, <i>Sign of the Dice</i>
22	TRAPPING SUPPLIES, <i>Sign of the Trap</i>	57	BROTHEL, <i>Loudermilk's Palace</i>
23	ALCHEMIST, <i>Hrothgar's Apothecary</i>	58	GAMBLING HALL, <i>Sign of the Crossed Sword and Coin</i>
24	RES	59	STABLE, no sign
25	ARMORER, <i>Sign of the Shield</i>	60	WARRIOR'S GUILD
26	empty	61	INN, <i>the Inn of the Holy Bread</i>
27	OUTFITTER, <i>Leofric's Gear</i>	62	TRINKETS, <i>Sign of the Glass Beads</i>
28	WEAPONS MAKER, <i>Sign of the Spear</i>	63	INN, <i>The Brook and Dragon</i>
29	RES, <i>Sign of the Staff and Star</i>	64	STABLE, no sign
30	BOWYER/FLETCHER, <i>Sign of the Bow</i>	65	BARRACKS, no sign
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INTRODUCTION

Located in the far north, Birka is a boomtown trading center, a place of quick fortunes and rough justice. Accessible by ship or a perilous overland trek from the south, the town is home to fortune seekers of every description. Many fail to survive the long, extremely harsh winter. In spring and summer, the town bustles with traders, merchants, and freebooters, seeking to barter with the local natives or looking for easy plunder. Due to the diverse nature of the town's population, many of the local natives, the Adreen, the Saltoon, and the Barenkal have widely varied reactions to the inhabitants of Birka. The Adreen are 'civilized' and live most of the year near the edge of town, trading furs, seal skins, walrus ivory, gold nuggets, and rare gems for trinkets and distilled beverages. The Saltoon visit town in midsummer and are distrustful of the townsfolk, but usually peaceful. The Barenkal are nomadic herders and hostile towards anyone outside their clans, attacking on sight.

HISTORY

The present site of the town was visited twenty years before by a young sea captain named Egan, forced to land due to bad weather. During the ensuing winter almost half his crew perished. While repairing his ship the following spring, Egan was visited by the Adreen. The natives spread word of the stranger to their shores, and by the time Egan departed he had reaped a fortune trading nearly worthless items for furs and walrus ivory. Word of Egan's discovery spread rapidly as soon as he reached his home port and within weeks a rush was on. Ships loaded with trade goods and adventurers set sail for what is now Birka. The next winter saw over half the population of that rude encampment succumb to cold and exposure, resulting in an abandonment by the fortune seekers. The following year, Egan and some associates set sail once more, with provisions and equipment to establish a permanent base of operations. He named the fledgling town Birka after his original ship which foundered there. Birka is now a thriving trading town, a haven for travelers during the bitter winter months. Being the only decent landing in the far north, a host of ships stand off the coast of Birka in the summer. The town is thick with rowdy adventurers, traders, thieves, brigands, and outlaws. Prices are high, often five or more times the going rate in the south, due to the high cost of shipping. In the late fall, and through the winter, the rocky ground is frozen solid. In spring it turns to mud, but due to the rockiness of the soil, it is negotiable for those walking carefully. During the warmer seasons, boards are used at crossing points in the streets and the better stores in the heart of town have wooden walkways outside, otherwise men and animals slog through the thick mess. And with the thaw come clouds of mosquitoes, black flies, and other biting insects (Gamesmasters should consider the potential for irritation and possible illness for characters who are exposed to these pests) Hearty, shaggy ponies tend to be more popular than the usual southern horses, though normal horses can be purchased. A few locals are beginning to imitate the northern tribes' use of dog teams during the harsh winters, but the idea has not caught on widely. The town is governed by a town council, which Egan heads. Birka is a place of immense potential for wealth, for those who manage to overcome the difficulty of getting their enterprises started. The town is rough, providing a haven for petty criminals, former brigands, con-artists, and thugs. This provides a ready pool of characters (sometimes questionable characters) that are willing to hire on, or looking to hire player characters for adventures. Mounting a summer expedition from Birka into the northlands can provide characters with the possibility of trade with natives, natives to plunder, lost cities to discover, and opening territories previously traversed only by native tribes.

In the First Midkemian Campaign, Birka is located to the far north of the City of Carse, on the coast of the Endless Sea. For those Gamesmasters not placing Birka in the First Midkemian Campaign, Birka should be located in a far northern location, typically harsh during winter (anything from southern Alaska, Norway, Newfoundland, etc. to near-arctic) accessible mainly by ship, or very dangerous overland travel.

THE TOWN OF BIRKA

- 1 **STABLE** (S3). Private stable of Egan (3).
- 2 **RES.** Stehman the Horse Trader lives here. Stehman imports horses from the south for his stable (32) . His house is kept in order by Nardesk, an elderly Adreen woman who works for room and board. Stehman has a strongbox under his bed with 12,500 gold pieces, 20,000 silver, and gems worth 10,000 gold pieces.
- 3 **RES.** Egan the Founder, as he is called, lives here. He is head of the Town Council and personally finances the payroll of the mercenary town guard, which makes Egan the law in Birka. The Town Council meets here whenever they have business to conduct. Members of the council are Egan, Ulric the Iron (16), Garvin the Trader (5), Falcon the Weaponsmaker (6), Philo the Wonderous (41), and Dragan Ector (55), captain of the mercenary guard. Egan is a tough minded businessman, but has a desire to become a member of the nobility, so any adventuresome noble who may be passing through is given first class treatment by Egan. Six veteran mercenaries from Dragan's company act as Egan's personal bodyguard, accompanying him whenever he is out of his home. Egan has 15,000 gold pieces worth of gold and gems hidden in a secret compartment in the wall of his bedroom. Dragan is loyal to Egan, but their relationship has become strained lately, as Egan is very interested in Dragan's mistress, Carlotta (55). Egan rarely leaves Birka, having been south only twice in the last ten years. Egan (MERCHANT/FIGHTER, LVL 3, 21 HTK) carries a poison dagger at all times. The bodyguards (FIGHTERS, LVL 5, 33-36-28-31-22-24 HTKS) are all armed with broadsword and shield and ~ear chain.
- 4 **TAILOR**, *Sign of the Scissors*. Gerd the Tailor lives above this large shop, where almost all the townsmen and some of Ardeen who wish to dress 'civilized' buy. He also trades bolts of cloth to the Saltoon for furs that he sells in the south through Garvin the Trader (5) . Three apprentices, Hull, March, and an Ardeen boy, Tumach, sleep in the work room.
- 5 **RES.** Garvin the Trader, a member of the Town Council resides here. Garvin is the largest shipbroker in Birka, so he contracts most of the shipping from the town. He owns an interest in six ships that are wintered in the south, and also arranges cargo for other companies, and independent captains. His senior employee, Quig the Stooped, is rumored to be a former pirate, and sometimes a ship not brokered through Garvin or other Birka merchants will be sacked after leaving town. The town council has not tried (nor cares enough) to investigate. Garvin winters in the south every other year. Quig is in town from early spring to late autumn. Quig (FIGHTER, LVL 4, 23 HTK) always carries a cutlass and has 1-5 sailors with him (FIGHTERS, LVL 1, 2-5-4-3-6 HTK) carrying belaying pins.
- 6 **WEAPONS SELLER**, *The Sign of the Knife*. Falcon Ironarm sells swords and knives imported from the south. He is the only merchant of fine blades in the town, and charges from five to six times the going rate in the south. Poorer blades are only four times normal price. Falcon is a member of the Town Council and holds a monopoly on selling weapons to Dragan's mercenaries (55). A large man with a black beard, Falcon is an easygoing sort until the dark months of winter when he begins to drink. He then becomes brooding and will often pick fights. He is an awesome fighter and most of the locals avoid him when what he calls 'the black madness' is upon him. Falcon (FIGHTER, LVL 6, 44 HTK) is +2 to damage with a bastard sword due to strength and experience and +1 to hit with all swords due to experience. He wears leather armor most of the time.
- 7 **OUTFITTER**, *Arctic Supplies*. Aiker the Cold supplies the best in foul weather gear here. Fur lined coats and parkas, warm boots, heavy woolen clothing are all available. Most of the furs

were bought cheaply from the Adreen and Saltoon tribesmen, so prices are only twice normal, reasonable for Birka. Aiker has an Adreen wife, Maluuf, and is very knowledgeable about the surrounding area and will provide information cheaply.

- 8 **JEWELER**, *Sign of the Gemstone*. This shop is run by Diderik the Jeweler for the true owner, Egan (3). The best jewelry in town is sold here for only four or five times normal price. Dideric has a strong dislike for the tribesmen who come to town to trade and will not sell to them for less than seven times normal value.
- 9 **LEATHER WORKER**, *Bercan's Leather*. Bercan makes harness and leather goods for ships, horses, dog teams, and men. His leather armor is of good quality and price, only three times the normal rate. Bercan keeps his prices down by finding many substitutes for cowhide, mostly using animal hides traded by the Adreen and Saltoon.
- 10 **WINESHOP**, *Wine & Ale*. Caryl the Wineseller runs this modest establishment that sells by the barrel or bottle at three times normal prices. There is no drinking (other than tasting) allowed on the premises. The Star and Glove (13) buys their best spirits here, but most of the town's inns and taverns use cheaper goods. Most of the better-off townsfolk buy here.
- 11 **STABLE**, no sign (S4). Stable and storage for the Star and Glove (13). Azdur, an old Saltoon with a weak spot for wine cares for ponies and horses owned by those staying at the inn.
- 12 **CHANDLER**, *Sprigg's Chandlery*. Sprigg the Salty, a retired sailor, runs the only chandlery in Birka, and charges all the traffic will bear. Any ship limping into town in need of new equipment is guaranteed to send his prices soaring. Sprigg is a good source of information about when ships are putting out to sea and where bound. Sprigg (FIGHTER, LVL 3, 17 HTK) is an experienced knife fighter (+1) and always has a blade in his belt.
- 13 **INN**, *Sign of the Star and Glove* (L4,F3). Run by Guido, this is the best inn in Birka. The staff provides fair to good service for traveling merchants and rich adventurers, as no one else can afford the prices, five times normal. Those who appear unable to pay are refused admittance. Order is kept by Heman the Bouncer (FIGHTER, LVL 4, 29 HTK) expert in hand-to-hand combat and billyclub.
- 14 **CANDLEMAKER**, *Oil and Candles*. Candles, lamps, and oil may be purchased here from Romar the Candlemaker. As elegant a shop as can be found in Birka, Romar's establishment also occasionally carries glass fixtures for the better houses in town. There is a baseless rumor Romar also is responsible for some mysterious fires in town, usually associated with competitors or personal enemies.
- 15 **RES**. Vardis the Fat lives in this simple house, consisting of only one major room, the dining room, with curtained-off kitchen and living quarters. Vardis is an importer of foodstuffs that he sells to local inns and better households. Most of his profits are spent on his own table, resulting in his often hosting members of the Town Council, other important townsfolk, and visitors as well as creating something of a chronic cash problem for him. Vardis's strongbox holds 110 gold pieces, 230 silver, and a single 500 gold piece gem. 33
- 16 **RES**. Ulric the Iron lives in this unassuming, but tasteful home. He is a member of the Town Council and owns a ship that is used to transport iron from the south that he sells to the local smiths. Ulric lives alone, as he has never married. Having few vices, Ulric has accumulated an enormous treasure over the years, in excess of 200,000 gold pieces in worth, which is cleverly hidden by magical means (courtesy of Philo the Wonderous (41)) below the permafrost in a location outside of town. Unknown to Ulric is Philo's inability to master the spell to get Ulric's treasure out of the ground. When younger, Ulric lived with an Adreen woman who he sent

away when she became pregnant. His child is now a young man called Shandro (52) who does business in town during the winter, but father and son are estranged, with Ulric refusing to acknowledge or speak with Shandro. Ulric (MERCHANT/FIGHTER, LVL 2, 9 HTK) prefers to use a rapier and wears no armor.

- 17 **SMITH**, *Sign of the Hammer*. Fanshaw the Smith works here turning iron into ship parts and other mechanical items. He specializes in runners for horse drawn sleds, and is trying to develop a dog sled runner to trade with the natives. He is currently embroiled in a running battle with Guido (13) over the location of the forge, which the innkeeper feels is too close to his inn.
- 18 **PRODUCE**, no sign. Meta the Fruit (as she is called) specializes in dried fruits and some fresh produce imported from the south. As she has the only produce store in town and as scurvy is a constant problem for sailors and adventurers during the winter, she does a very good business. Her fruit occasionally is bad, resulting in a few cases of food poisoning (15% PROB. for poisoning, 1-2 weeks recovery), and Hrothgar (23) is constantly picking over her garbage looking for tainted produce to make poisons from.
- 19 **WEAPONSMAKER**, *Sign of the Mace*. Faraday Anval makes all manner of maces, axes, and iron-bound clubs here. His wares are of doubtful quality (+5S PROB. of breaking when used), but they are cheap by Birka standards, being normal price. The really bad weapons are sold at half price, with no guarantee. Hidden in a hole near the forge is a **LAWFUL HOLY MACE**, +2, +3 VS. DEMONS, EGO 80%, INTELLIGENCE 78%. Faraday is unwilling to sell it, but is afraid to use as it has a tendency to take him over and make him go looking for demons. Faraday (FIGHTER, LVL 5, 33 HTK) wears leather armor and is +1 to hit with his mace.
- 20 **INN**, *Sign of the Archer's Head* (12,f2). This fairly modest inn is run by Wyly Gilfre for those unable to stay at the Star and Glove (13). Prices are reasonable for Birka, being twice normal.
- 21 **STABLE** (S2), no sign. Stable and storage for the Archer's Head (20). No attendant.
- 22 **TRAPPING SUPPLIES**, *Sign of the Trap*. Rickard Frostoets sells trapping equipment to newcomers seeking to make their fortunes in furs. A former trapper, he had to give up the trade due to a severe case of frostbite years earlier. He charges fair prices for his traps (small at 25 gold pieces, medium at 50 gold pieces, large at 75 gold pieces) and will also build to order. His traps range from those that ensnare prey without injury to those that kill. In his basement he has a few 'specials' for sale to slavers who occasionally come north to sweep the beaches at night.
- 23 **ALCHEMIST**, *Hrothgar's Apothecary*. Hrothgar runs a very extensively stocked alchemist's shop- with everything in local and imported herbs, healing draughts, poisons, and antidotes. Most of the potions are made in the summer from local plants so their properties differ somewhat from the usual, as well as there being a few not found in most other locations. Prices are fair, being only double normal for the local products, and triple for those imported. A popular product is an emergency stimulant (25 gold pieces per dose) that allows the user to perform at normal function, regardless of fatigue, for a period of six hours (triple rest time is required after use, and for each consecutive use there is a 15S cumulative PROB. of heart attack). He also sells a great deal of salve for the prevention of frostbite (10 gold pieces per dose -- enough for hands, feet, and face; dose lasts one day and reduces frostbite PROB. by 50S).
- 24 **RES**. Medart the Crafty lives here. Medart makes his living by his wits, being a good gambler, fair confidence man, and poor thief. Most of his income derives from running a press gang for ship captains in need of additional crews. Medart and his four thugs, Percis, Clyve, Shald, and

Hugg, can often be seen roaming the beachfront on the watch for drunken seamen and adventurers, or hanging about the Sign of the Wave (48). Medart (FIGHTER, LVL 4, 22 HTK) is an expert with a billyclub, and wears leather. His four men (FIGHTERS, LVL 3, 12-16-14-14 HTKS) are likewise equipped and also carry daggers.

- 25 **ARMORER**, *Sign of the Shield*. Calvert the Armorer provides Birka with chainmail made upon the premises, and imported plate armor. Prices are four times normal for chain and six times normal for plate. Plate is difficult to fit, as it is premade, but in Birka, it's Calvert's plate or none. Shields made from local animal hides are a regular bargain costing normal prices. Calvert (FIGHTER, LVL 4, 19 HTK) wears chainmail when about town and carries a handaxe and shield.
- 26 **empty**. This is the only empty store in Birka. A sign on the door refers interested renters to Egan (3).
- 27 **OUTFITTER**, *Leofric's Gear*. Leofric Mantell's stocks consist mostly of packs, ropes, dried foods, tools, and other common goods required by those adventuring overland. He can also make arrangements to procure other types of equipment from other sellers, arctic gear from Aiker (7), ponies from Stehman (2), etc. The charge for equipment is normal price, as Leofric makes most of his wealth by selling information of use to adventurers, e.g. the dispositions and attitudes of the local tribes, rumors of treasure, migrations of fur bearing animals, etc. His information is usually very reliable and expensive.
- 28 **WEAPONS MAKER**, *Sign of the Spear*. Hibbardard the Stout specializes in pole arms of all sorts. His prices are fair, being only twice normal, as is his work. He will also instruct the uninitiated in the use of his weapons for a fee (1-4 weeks to become proficient at 10 gold pieces per week). His wife, Helga, is one of the few 'civilized' women living in the town and as fat as her husband.
- 29 **RES**, *Sign of the Staff and Star*. Kermit Lufkin the Mage lives here, the only local magician open for business in Birka. He dislikes out-of-town magicians and will tolerate their presence only if they treat him with the respect he feels is properly due him. He will perform spells for a price, but will not join in expeditions, as that would interfere with his private research. His primary trade is determining the nature of magic items brought into town by adventurers and traders. Kermit knows of Philo's (41) difficulty with Ulric's (16) treasure, but will not say or do anything until Philo asks him, as he considers Philo something of a joke as a magician and dislikes him for having abandoned magic research for commerce. Kermit (GREATER PATH MAGICIAN, LVL 6, 17 HTK) possesses a CLOAK OF INVISIBILITY, RING OF HEALING, and knows the following spells (in addition to those normally available): SUMMON POLAR BEAR, THROW LIGHTNING, HOLD/OPEN DOOR, AND ANALYZE MAGIC (DETECT THE PRESENCE OF MAGIC AND KIND).
- 30 **BOWYER/FLETCHER**, *Sign of the Bow*. Jolan the Bowyer makes and sells longbows, short bows, and horse bows. As the wood is all imported, his prices are fair, being only twice normal.
- 31 **BARRACKS**, no sign. Twenty-five mercenaries under the command of Sgt. Lyndon Becker are stationed here. They are responsible for reinforcing the wall units in times of trouble, quelling disorders in town (if things get too far out of hand), and protecting Egan if needs be. Lyndon (FIGHTER, LVL 6, 44 HTK) wears chainmail and uses a bastard sword at +1 to hit due to strength. The mercenaries (FIGHTERS, LVL 3, 12-17-14-15-11 HTKS (X5)) all wear leather, and are armed with swords and shields. Five carry spears as well, and five others carry short bows.

- 32 **STABLE**, *Sign of the Horse*. Stehman (2) runs this establishment. Most of the horses are sold to adventurers from the south who don't know better. The locals prefer the shaggy arctic ponies, which are twice the price of the horses, as they can withstand the weather of winter. Stehman also has a few mules and donkeys, but they haven't adapted well to the climate. Stehman is trying to expand his operation to include dogs, but is having little luck buying well trained dogs from the natives. Wally, the stable boy, handles the chores and cares for the animals. Stehman conducts all business. Ponies start at 100 GP.
- 33 **SCHOLAR**, no sign. Kendall the Wise is the only scholar in the town. He is studying the northern tribal cultures and is looking for travelers to go with him on missions to find artifacts and speak with tribesmen. He has a fine collection of scars and limps, all the result of his visits with less than friendly tribal bands. Kendall is literate in the Common Tongue, Dwarven, and can speak all major dialects of the local tribes.
- 34 **TRINKETS**, *Sign of the Gilded Bracelet*. Brion the Sharp runs this establishment which sells to visiting tribesmen. The goods available are shoddy, poorly made imitations of more expensive items. He carries nearly useless knives, fake jewelry, poor quality cloth of bright colors, and the like. A few unsuspecting traders have received poor receptions from natives who have already traded with Brion.
- 35 **RES**. Pigot the Trapper goes north each year and makes the rounds of his trap lines. He keeps his furs in the basement of his home until he is ready to take them to the south himself, as he will not entrust them to anyone else. By doing all the work himself, he has amassed the tidy sum of 10,000 gold pieces that is hidden under the floor of the basement. Pigot (FIGHTER, LVL 4, 27 HTK) is an expert (+2) with a spear, and also carries a handaxe.
- 36 **RES**. This often empty home is the residence of Dred the Traveler, a tall, quiet man. One of the few townsmen to have actually journeyed to the north, Dred is rumored to know the whereabouts of some fabulous treasure. He always returns from his journeys with wrapped bundles that he ships south on his two ships. His wealth comes from the fact he is the only townsman to be trusted by the Barenkal who trade with him every year at a secret meeting place.
- 37 **JEWELER**, *Sign of the Ivory Sled*. Otho, an Adreen tribesman, started this shop when he became fed up with watching the other businesses in town cheating his people and the other tribesmen who came to Birka. He has a fairly decent inventory of goods and precious items he trades for furs and ivory. He buys stocks from travelers, as none of the local businessmen will trade with him, or let him import goods on their ships. He is always looking for reliable independent traders to take his furs and ivory south. Several attempts have been made to burn this place down, but because of Otho's treatment of the other tribesmen, there are always at least a half-dozen watching the premises.
- 38 **PHYSICIAN**, no sign. Fergus the Healer treats only the well-to-do. He will not even aid the dying unless they can pay his fee in advance, at double rates. He is the personal physician to all members of the Town Council, and is a pompous little man of grand manners, though no one disputes his being a fine physician.
- 39 **PHYSICIAN**, *Doctor*. Norval the Saintly is the only physician in Birka who will treat the poor and the tribesmen. He will accept whatever is offered in payment, or nothing if nothing is offered. He is on call at all times and will travel as far as needed to heal the sick. Norval is, in fact, a once rich physician from a southern city. He was ensorcelled by a magician who became enraged by the high prices he charged to mend a broken leg. Norval has been at his stand so long he doesn't know the spell has long since worn off, but he enjoys helping people so much now, it wouldn't make any difference if he did.

- 40 **RES.** Harald Haraldson, a master merchant and sea captain, owns two ships and does a brisk business during the summer months. He brings adventurers and goods north in spring, and ships survivors and furs south in the fall. During the winter he stays indoors, usually with two or three 'nieces' brought north. Common rumor holds he comes from an enormous family, as he has so far hosted sixty-seven nieces in the last twenty years.
- 41 **RES.** Philo the Wonderous, a member of the Town Council, makes his home here. He manages to buy things cheaper and make better deals than anyone else in Birka. People say he's charismatic, but in reality he's a minor magician. Philo is often sent south on Council buying trips as he gets the best prices, but when it comes to personal business, he spends gold as fast as he makes it on wine and women, and so is occasionally forced to borrow from Egan (3). As a result, he lives in this modest home and dresses rather plainly. Philo is concerned over his inability to recover Ulric's (16) treasure from below the permafrost, but is unwilling to trust his plight to Kermit Lufkin (29), fearing Kermit might either take the gold or discredit him. He is looking for a trustworthy magician to aid him. Philo (**GREATER PATH MAGICIAN**, LVL 3, 8 HTK) possesses an **AMULET OF CHARISMA**, a **RING OF LIE DETECTION**, and a **SCROLL OF CHARM HUMAN**.
- 42 **ALCHEMIST**, *Lorrin's Potions*. Lorrin the Alchemist deals in expensive import items. He has every conceivable non-magic potion at three times normal price and some magic potions (15S PROB. of having potion desired) at five times normal price.
- 43 **SMITH**, *Sign of the Horseshoe*. Konrad the Strong works here making gear for travelers and townsmen. His wares include most iron and steel items, including poorly made swords, but his passion is horses. He is trying to crossbreed southern horses with arctic ponies, to get a large and hardy breed, but so far he has only managed to produce a few small shaggy horses of poor stamina.
- 44-47 **WAREHOUSES**. Officially owned by the Birka Town Council, these four warehouses are operated by Egan (3). Prices for storage are normal during the warmer months, but double during the winter. Many townsmen have made a deal with Egan for discounts on goods sold to him in exchange for reduced rates. This is a large source of Egan's power in the community, as many of the local businesses depend on winter storage for survival. There is an office in the last warehouse (47) where Murdoc the Watchman supplies information on rates and availability of storage. Murdoc (**FIGHTER**, LVL 3, 21 HTK) wears leather and carries a sword and shield.
- 48 **INN**, *Sign of the Wave* (11,f1). A sailors' hangout, this inn has only slightly better accommodations than the Pits (50) and the Holy Bread (61). Scurvy Jack, a one-legged former sailor, runs this inn, constantly packed with sailors during the summer months. Jack makes no attempt to keep order, simply diving into a hidey hole behind the bar when fighting breaks out and returning to check on things when the noise dies down. As the furnishings are all rough, heavy wood, and the drinks are served in metal cups filled from wooden casks, he never worries about damage. He is very solicitous about injured sailors, and 'takes care' of the injured in a special room in back. He is in business with Medart the Crafty (24), and splits the bounty ~ on shanghaied sailors with Medart. Food service is provided by Jagu, an Adreen woman so ugly even the sailors just in from three year voyages wouldn't think of troubling her. Scurvy Jack (**FIGHTER**, LVL 4, 22 HTK) carries a billyclub.
- 49 **STABLE**, no sign (S1). This place is private stable and storage for the Pits (50) and the Sign of the Wave (48). Stableman Jernks Bridwarts charges what he thinks the traffic will allow, and the accommodations for animals are primitive. It is rumored anyone leaving horses or ponies in the stable should occasionally check on them to see they get fed.

- 50 **INN**, *The Pits* (11, fl -- but not that good). This 'inn' is the worst establishment of its kind in town, making the Holy Bread (61) look like a palace. Most of the residents are poor fighters who won't take Brother Ranny's charity. As is expected, they tend to be a mean and quarrelsome group. Fungor the Foul, a man who rarely bathes, owns this wretched place, and keeps order by the strength of his arm (and the help of Mudoo, a Saltoon warrior who works for him). Fungor (FIGHTER, LVL 3, 17 HTK) wears leather armor at all times, and carries a mace. Mudoo (FIGHTER, LVL 5, 39 HTK) is +2 with a pole arm and carries a club (+2 to damage).
- 51 **BROTHEL**, *Sign of the Plucked Rose*. Madame Janna runs this house of ill repute, avoided by most of the locals due to the high incidence of infection. For those who are less fastidious, thirty girls are available to meet most requirements. Patrons are advised to keep an eye on valuables, as their disappearance is nearly guaranteed otherwise. Order is maintained by Tubal and Hull, the bouncers, who are quick to deposit complainers outside. Janna has a liberal attitude towards employment, so many of her girls come to her by way of ship captains of uncertain credentials, but she reacts poorly to the suggestion her girls are, in fact, slaves. Janna dislikes Germain (57) and constantly spreads rumors about 'sickness' at The Palace, but the locals know better. Tubal and Hull (FIGHTERS, LVL 3, 22-25 HTK) wear leather armor and carry maces, so as to minimize bloodletting when dealing with customers.
- 52 **STABLE/KENNEL**, no sign (S2). This stable and storage is run by Filtar Sweeny for those visiting The Plucked Rose (51) or The Palace (57). A few horses are stabled here by the locals. During the winter, Sweeny closes down and sub-leases the establishment to Shandro, Ulric's (16) illegitimate half-breed son. Shandro spends the summers with his mother's clan of Adreen in the east, but during the winter brings dog teams into town for hire. He will not sell the dogs as they are expensive to train and hard to handle, but will provide transportation over the snow-covered tundra for a price. Shandro hates his father for sending his mother away when she became pregnant years ago. Shandro (FIGHTER, LVL 2, 12 HTK) is an expert with a dagger (+2) and uses a bolo. He usually wears no armor.
- 53 **STABLE/DORMITORY**. This area is used by Jothan (56) to stable his animals, store gambling equipment, and goods. He and his men live above the stable, Jothan having a private set of rooms occupied by his mistress, Sharla, and their daughter, Tina. The men sleep in dorm rooms, four to a room. There is a strongbox containing 30,000 gold beneath Jothan's bed.
- 54 **ARMORY**, no sign. A hundred good swords and axes, as well as two hundred spears and javelins are stored here to replace breakage in the mercenary guard, and as a reserve in case the town is attacked. Dragan Ector (55) has the only key. There is always a guard (FIGHTER, LVL 4, 30 HTK) in chainmail outside, armed with sword, shield, and spear, and equipped with a horn to summon aid in case of trouble.
- 55 **RES**. Dragan Ector, Captain of the mercenary guards lives here, with his mistress, Carlotta. He commands the town garrison, and is very loyal to Egan (3), but their relationship is being strained by Egan's interest in Carlotta. Carlotta is looking for her chance to dump Dragan for Egan, as the merchant is the richest man in Birka. Dragan is the only man in town with keys to the armory (54). Dragan (FIGHTER, LVL 9, 55 HTK) wears chainmail and uses a bastard sword (hand-and-a-half) at +2 due to strength.
- 56 **GAMBLING HALL**, *Sign of the Dice* (The High Roller). The High Roller is the most disreputable gambling hall in the memory of nearly everyone in Birka, but as it is the only true gambling hall in town, it is usually crowded. Jothan the Sharp runs this establishment with the aid of a small army of bouncers. Of course the games are rigged, but the travelers

passing through are usually too drunk to notice, and as the locals say, "it's the only game in town." Jothan (FIGHTER, LVL 5, 31 HTK) wears leather armor at all times under his robes, and carries a short sword. There are 12 bouncers (FIGHTERS, LVL 3, 20-15-17-19 HTK (X3)) on duty at all times, twice that number during particularly heavy action.

- 57 **BROTHEL**, *Loudermilk's Palace*. The Palace, as it is locally known, is the finer of the two brothels in town. Germain Loudermilk came to Birka seventeen years ago as a simple streetwalker, and when her beauty began to fade, set up this house of ill repute. Her girls are all attractive, and well disciplined. Because her establishment is much nicer than the Plucked Rose (51), her prices tend to be much higher (three times as much). Germain hates Madame Janna as she abhors how her girls are treated, but has yet to think up a way to hurt Janna's business. Order in the house is kept by Bartholomew Cribbins, a powerful ex-seaman, with a fine sense of humor and a devastating punch. Bartholomew (FIGHTER, LVL 5, 33 HTK) carries a short sword, sap, billyclub, and wears light chain under his tunic. He is +1 to damage due to strength.
- 58 **GAMBLING HALL**, *Sign of the Crossed Sword and Coin*. Not a true gambling hall, this blood drenched hall is the site of gladiatorial contests. Jerome Manyscars, a retired gladiator, runs all matches for Andre Turil, the owner. The fighters are mostly down-on-their-luck mercenaries, though there are a few professionals who ply their trade here. Any contestant can earn a minimum 5 gold pieces for a duel to first blood, or 100 gold for a death bout with a polar bear or other wild animal. Death bouts between men are rare and usually arranged by Turil for private parties. Those who do well in this risky trade make money by betting on themselves. All betting is handled by Ronny Threefingers, a professional gambler in Turil's employment. Jerome (FIGHTER, LVL 9, 78 HTK) wears gladiator's plate (partial plate) when working, carries a whip and short sword.
- 59 **STABLE**, no sign (S1). Stable and storage for the Inn of the Holy Bread (61), this pitiful accommodation for animals is equally divided between those animals belonging to guests of the inn, and those housed here by locals. The rent from the locals pays most of the expense of running the inn.
- 60 **WARRIOR'S GUILD**. Rogal the Guildmaster provides the latest information on caravan and expedition guard and ship marine jobs available to those willing to join the guild. Those joining the guild can live in the guild commons (L1,F1) until they find employment, and between jobs. There are also a limited number of positions open in Dragan's (55) mercenary company. The charge for referrals is 2% of the contract price, excepting bonuses for normal jobs, and 3S of those being hired into the mercenary town guard. The price is higher for the town guard due to the guarantee of work all year long. Jobs are plentiful during the spring and summer, but scarce during the fall and winter. Rogal keeps order in the hall by having a whistle to summon town watchmen in case of trouble. Rogal (FIGHTER, LVL 7, 49 HTK) wears chainmail, and has a sword and shield behind his desk.
- 61 **INN**, *the Inn of the Holy Bread* (L1,F1). This poor hostel is run by Brother Ranny, a cleric of the goddess Dala, called The Shield of the Weak. He ministers to the poor and needy, and though the food and accommodations are wretched, the place is usually crowded. He asks only for those who come to the inn to pay whatever they can and turns away no one. Brother Ranny is the only religious figure in the town, and is called upon to minister at the occasional weddings and numerous funerals in Birka. There is a small chapel in the back of the building, dominated by a shrine to Dala, but worshipers of all the major deities can find an icon of their god there, as Ranny will deny spiritual comfort to no one. Ranny (MONK/CLERIC, LVL 5, 21 HTK) will only fight in defense, and will use no weapons, but he is +4 to attack with hands and feet due to strength and dexterity, does 1-2 pts. damage with hands and 1-4 pts. damage with feet. He attacks armor as a small monster.

- 62 **TRINKETS**, *Sign of the Glass Beads*. This poorly stocked junk store is run by Syndor Sharadoon who sells mostly to drunks, uninformed tribesmen, and nearsighted unfortunates. The entire stock of the store is very poor quality, but Syndor charges only normal prices for glass beads, cheap knives, woven blankets, hunting bows, etc. Syndor sells mostly to outward bound traders heading for distant tribes, because the local natives know better than to buy here, or because Otho (37) warns them away. For this reason, Syndor hates Otho with a vengeance and is constantly inquiring of newcomers if there's a trained assassin in the party. Syndor has a cashbox with 1,000 gold pieces behind the counter.
- 63 **INN**, *The Brook and Dragon* (11,f2). This inn is run by Wolmer One-eye, a semi-retired mercenary. One of the better cheap inns in town, Wolmer runs it solely as a fast money proposition. If it can be had in Birka, Wolmer will get it for a fee. Customers often complain upon discovering their purses have been lightened while sleeping, but Wolmer's motto is, 'let the buyer beware', not original, but apt. Brawling is allowed (Wolmer has no interest in risking himself in stopping it), but all damages are charged to the losers. Wolmar (FIGHTER, LVL 4, 32 HTK) always wears leather armor and carries an UNALIGNED MACE, +1.
- 64 **STABLE**, no sign. Stable for the Brook and Dragon (63).
- 65 **BARRACKS**, no sign. There are twenty-five warriors housed here under the leadership of Sgt. Huffam Ilgony. They serve as a town patrol and stand ready to reinforce the wall positions in time of trouble. The town patrol will exercise restraint in most cases, only interfering with personal quarrels when things get out of hand (i.e. near-riot). Huffam (FIGHTER, LVL 6, 34 HTK) wears leather and uses a mace. The soldiers (FIGHTERS, LVL 4, 22-24-31-29-26 (X5) HTK) wear leather armor and are armed with sword or axe, shield, and spear or bow.
- 66 **SHIPFITTER**, no sign. Pelham Bronz maintains this establishment on behalf of the town council. Ships entering the cove at high tide will settle to the bottom during low tide. Pelham and his crew then close floodgates preventing the ships from being refloated until work is done. Portable wooden frames can be placed under the ships while afloat, should hull repairs be needed. As this is the only business able to make repairs to ships within several hundred miles of Birka, two things have become traditional. Pelham charges outrageous prices, and knowledgeable captains make sure their ships are in good shape before coming north. **WALL AND GATES**. Three companies of Dragan Ector's (55) mercenary guard are stationed here at all times, rotating with the barrack's company (65) each year. Each company numbers 25 men (when full) under the command of a sergeant. The three sergeants are Wallach, who commands the wall from the coast to the hill north of town; Dale, who commands from the hill to the east gate; and Dane, who commands from the east gate to the breakwater. Four corporals rotate among the commands and barracks, Leif, Barit, Puyle, and Degon. Wallach, Dale, and Dane (FIGHTERS, LVLS 5-4-4, 39-31-30 HTKS) wear chain and carry broadswords and shields. Leif, Barit, Puyle, and Degon (FIGHTERS, LVLS 3-3-2-2, 21-22-16-14 HTK) wear scale and carry swords and shields.

TENTS. The two tent cities expand to capacity during the spring and dwindle to near non-existence during the winter. The town council grudgingly allows adventurers, travelers, and sailors to live in these areas. Occupation of a given spot tends to change rapidly as people arrive and depart every day. As there are few places where tribesmen can stay in town, they constitute a major portion of the population. The town watch only enters the tent areas if something on the order of a riot breaks out, otherwise they stay away.

INDEX OF BUILDINGS: BIRKA

Each entry will be in the following format: If no name is shown, no sign is present. () indicates a pictorial sign. <> indicates the location is a Residence and has no sign

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ARMORY	54
BARRACKS	31; 65
BOWYER/FLETCHER	30, (<i>Bow</i>)
BROTHEL	51, (<i>Plucked Rose</i>); 57, <i>Loudermilk's Palace</i>
CANDLEMAKER	14, <i>Oil and Candles</i>
CHANDLER	12, <i>Sprigg's Chandlery</i>
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WEAPONS SELLER	6, (<i>Knife</i>)
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Oswestry

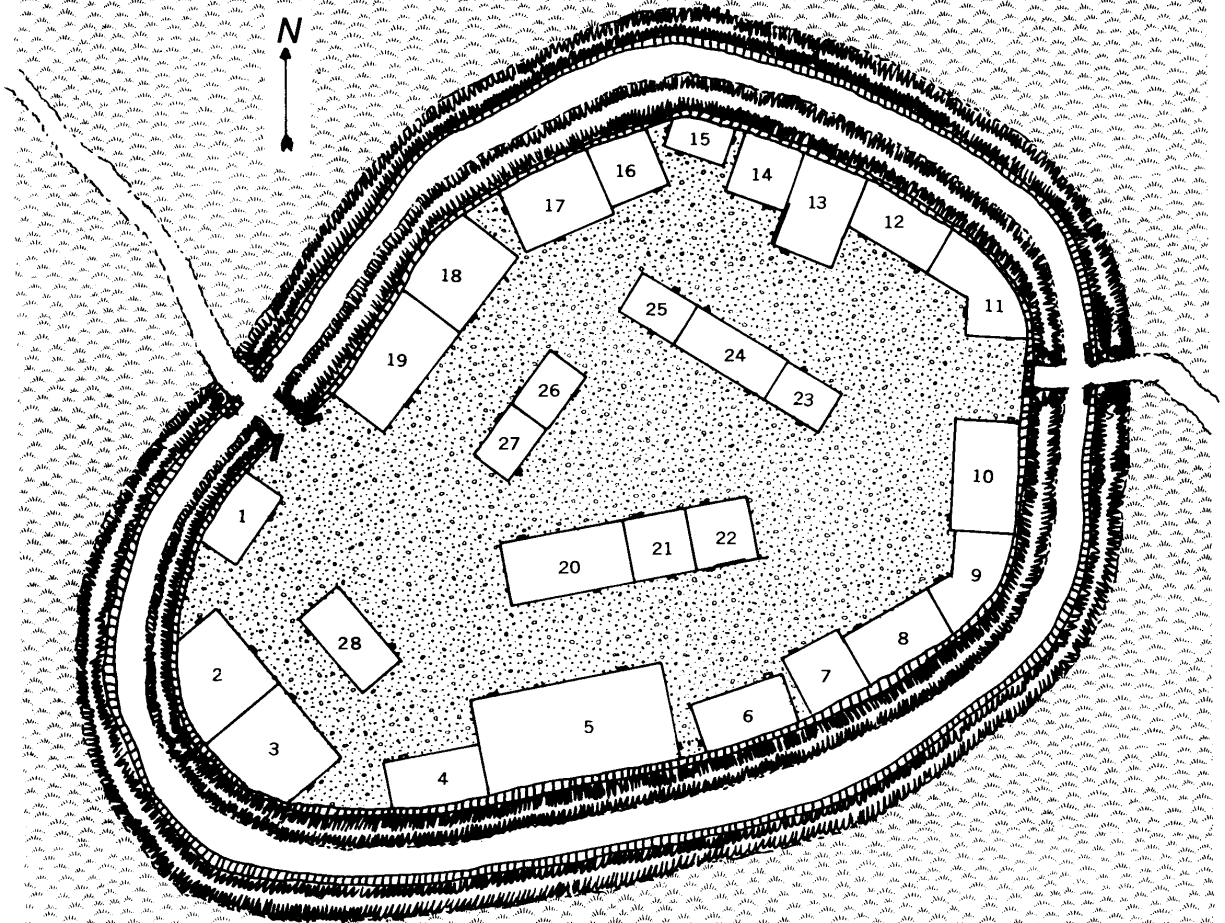
A TRIBAL HILLFORT

by Richard A. Edwards



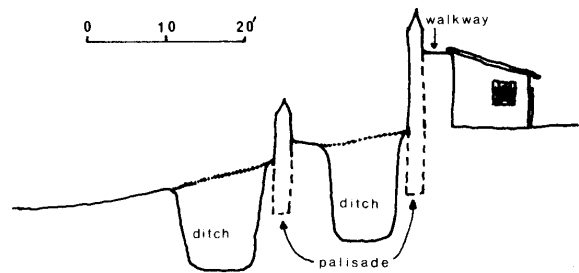
Oswestry

0 25 50 75 100'



SIDE VIEW CROSS-SECTION

0 10 20'



INTRODUCTION

The ancestors of the people of Oswestry were semi-nomadic, hunter-gatherers. Expansion by the more aggressive Kingdom to the east pushed them further to the west. These people are culturally related to the Hadati hill tribes of Yabon, northeast of the ancient duchy of Crydee.

THE VILLAGE OF OSWESTRY

1	Hunter
2	Farmer
3	Granary
4	Stable
5	Longhouse
6	Potter
7	Hunter
8	Farmer
9	Fisherman
10	Hunters
11	Fishermen
12	Farmer
13	Farmer
14	Farmer
15	Forge
16	Smith
17	Hunter
18	Farmer
19	Hunters
20	Healer
21	Shrine
22	Scholar
23	Hunters
24	Magician
25	Bowyer
26	Skaald (Bard)
27	Merchant
28	Hunter

HISTORY

Several hundred years ago, the forefathers of the people of Oswestry found a pleasant, isolated valley, near the border of Yabon and Crydee. With game, a small tributary to the river Crydee, and good land for agriculture in abundance, these ragged wanderers settled into the valley, and Oswestry was founded. Over the years, civilization caught up with the people of Oswestry somewhat, though old tribal customs are still observed. Luxuries are taken by raiding when needed, otherwise the village is self-sufficient.

SOCIAL ORDER OF OSWESTRY

In this tribal society, village business is run by the Chieftain with advice and counsel from the men of the tribe. During times of raiding or war, the Warleader assumes leadership of the fighting men and commands the defense of the village. The villagers' primary occupations are farming, fishing, herding, hunting, and raiding. Money is not often found among the villagers and outsiders will find bartering is common, though the villagers will gladly accept gold in exchange for necessities. The land around the village, stocks, and food are all communal possessions and shared out as needed. Personal possession of arms and other small items is respected. All adult members of the village will defend the village in times of trouble. All men in the village are warriors in addition to their other activities, with rare exceptions, but several of the hunters are also raiders. Any insult will most likely bring a challenge to a duel ~ fists or weapons, depending on character insulted, and gravity of the insult - with a loss of face by the character who apologizes. Losing face will often result in expulsion from the village and anything that character may have to say will be treated as without importance. Raiding is primarily confined to a nearby village

two days away, followed by preparation for return raids by that village's warriors (the exchange of raids has been going on for many years). Otherwise raiding is an occasional pastime, with the raiders plundering very small caravans, lone traders, and bands of travelers, with as little killing as possible to avoid retaliation from larger population centers.

Three types of characters will do well in Oswestry: warriors, merchants, and bards. Warriors, if they prove their courage and skill, will be entertained as important guests and might be invited on raids or hunts. Merchants will find a ready market for town goods, but little cash, so bartering will be the order of the day. If merchants refuse to barter or should the villagers not wish to part with what little gold they have, the merchants may well find their goods taken in a "raid" a mile or so from the village. Bards and minstrels will always be welcomed in the Longhouse for an evening's

entertainment, but if they are not talented they will not be invited to stay long. Local taboos or customs can also be added by the Gamesmaster to provide an opportunity to blunder into an insult situation, leading to duels or fast talking. If such taboos are added, there should be a fair to high chance of characters avoiding socially unacceptable acts if they use their wits. **NOTE:** Many of the references in Oswestry are relative to the first Midkemian campaign. The village is located in an out-of-the-way area to the far northeast of Carse. There are no roads, but many hunting trails wander throughout the area. One large trail, big enough to accommodate small trader's wagons, winds its way from a distant road. Other villages, and a small town or two, are within a few days travel, but the nearest city is over a month's travel. For those not using this campaign, Oswestry should be placed in their own campaign on a small hill in a wooded valley near a small river. It is suggested the Gamesmaster have an area around the village designated as an encounter area, so that passing player characters will have a PROB. of encountering a hunting party from the village, a war party, women getting water from a stream, children playing, seeing the smoke of fires on the hilltop, etc. All buildings are daub and wattle over compacted earth floors covered by boards (in some cases) or furs in homes. Everyone works where they live, except where noted. The villagers are not horsemen and hunt and raid on foot. Unless indicated otherwise, all men are Fighters of LVL 1, wear jack/panzer/gambeson armor, and use short-sword, shield, and short-bow.

THE VILLAGE OF OSWESTRY

THE WALLS AND GATES. The town is palisaded, so defenders can shoot down upon attackers outside. The two gates are entered over wooden bridges, easily burned and collapsed. Attackers are forced to negotiate the outer dry moat, climb the outer wall, and cross the inner dry moat while being fired upon at all times when between the walls.

- 1 **HUNTER.** Selig the Quick and his brothers, Ronan and Wesel, are acknowledged as the best hunters in the village. Selig is an outgoing man for a hunter, even cheerful at times. Ronan is a brooding sort, who is jealous of his elder brother's standing in the community. Wesel is considered somewhat slow-witted by the villagers, which is something of a kindness, as he is nearly an idiot, but a good hunter. The brothers sometimes accompany the raiders. When hunting, they use only longbows, short swords, and hunters' knives, but during raids or in defending the village, they wear leather armor. Selig, Ronan, and Wesel (FIGHTERS, LVLS 3-2-2, 20-12-11 HTK)
- 2 **FARMER.** Jolan owns this house, where he lives with his sister Meri and her husband, Lothrop. They farm a plot of land down near the river. Meri was the village flirt in her youth, and her daughter, Essy, has taken up where her mother left off, much to her parents' discomfort. The only man in town she really cares for is Rufus the Potter (6), who is too shy to approach her, much to Essy's ire. The villagers have little tolerance for any outsiders paying attention to Essy.
- 3 **GRANARY.** Byre, known as Old By, keeps watch over the village's grain here. After the grain harvest, all surplus is kept here for the winter. Occasionally, if the harvest is especially good, some of the excess is sold off to traders, or taken by wagon to the distant city. Only Wynn (5) can authorize such a sale. He will sell small amounts of good grain to outsiders in need of supplies for a stiff price in gold or trade goods.
- 4 **STABLE.** (S4) The only stable in town, the villagers' mules, milk cows, and donkeys are kept here when not out to pasture. Wynn's youngest son Doak (5) lives here and cares for the animals. Any traveler who gains permission from Wynn to leave his horses in this stable will find Doak a conscientious lad, who will tend them well t (treat as if stable level 4) for no charge (but gifts will be appreciated).
- 5 **LONGHOUSE.** Wynn the village chieftain lives here with his other two sons, Dugal and Fenwick, and their wives, Rega, Helga, and Fryda. This is the only place for a stranger to stay in town (L2, F3). A rogue and boaster, Wynn will grant one day's free lodging to anyone, except someone who has lost face, under the rules of hospitality. He will allow further stays only if he is pleased with a guest, such as a rich merchant, strong warrior, or talented bard. Wynn's wife and her daughters-in-law are constantly bickering, so Wynn usually goes hunting with Selig (1) whenever the chance arises. The longhouse is used each evening for meetings of the village men (mostly drunken story sessions), or for raider meetings. Wynn has a 'hoard' of 35 gold pieces, 55 silver pieces, and 112 copper pieces buried in the floor of the building. Wynn, Dugal, and Fenwick (FIGHTERS, LVL 6-4-4, 47-31-28 HTK) are the only men in town who own chain. They use broadswords, shields, spear, and short bow equally well.
- 6 **POTTER.** Rufus the Potter lives here. When the weather is good, he works outside the door, otherwise he's inside. He turns out pottery for the entire village, and sells some to travelers in need of jars, water jugs, etc. A shy sort, he is madly in love with Essy (2), but is afraid to say anything to her. During the winter months, with no farming to be done, many people gather near Rufus's kiln during the day for warmth.

- 7 **HUNTER.** Hurd the Bear lives here when not out on his long hunting trips (70S PROB. he's not at home). He is the most respected hunter in the village, more for courage than skill, as his favorite pastime is bear hunting with a knife. He proudly displays a large bearclaw necklace and a host of scars. His wife, a strange, quiet woman from a distant village is simply called Bearwoman, and is not liked by the other women of the village. She is fond of bears, having cared for a few cubs orphaned by Hurd. She doesn't like his hobby, but loves him deeply and ignores it as much as she can. Hurd (FIGHTER, LVL 4, 35 HTK) is +2 to damage with a bastard sword (hand-and-a-half) due to strength and constitution and wears leather armor when fighting.
- 8 **FARMER.** Hultz and Krom, two brothers, live here with their wives, Sikera and Hulin, and their small children. They own two oxen, and farm a fair sized plot of land in the valley. Hultz's two younger boys and one girl are still toddlers. Krom's eldest | boy, Bror, is nearing manhood and is well on his way to becoming a fine hunter, so he practices daily with his bow. Bror goes hunting often with Dorn (17), using a short bow (+2) and knife.
- 9 **FISHERMAN.** Gerbus, a fisherman, and his wife, Helain, live here with their three sons, Dirk, Pers, and Farlon, and two daughters, Melba, and Shalma. Gerbus can often be heard muttering about the crowded conditions of the house, and is constantly trying to find wives and husbands for his children, over his wife's objections. She considers them all children, though only the youngest, Farlon, is less than marriageable age, and he's only a year away. Dirk and Pers both pay court to Essy (2) who plays one against the other, causing many fights between them.
- 10 **HUNTERS.** Four bachelor hunters, Cowden, Egron, Hugar, and Rendel live here. Cooking is done by Old Widow Reba, who thinks of the four rowdy men as sons. She loves them dearly, ignoring their less than savory natures, for taking her in when her husband and son died in a fishing accident on the river. Cowden, Egron, Hugar, and Rendel (FIGHTERS, LVLS 3-4-3-2, 22-27-21-17 HTK) wear leather armor. Respectively, they use axe, spear, axe, and mace.
- 11 **FISHERMAN.** Stark the Fisherman lives here with his wife, Tolly. Stark is in the habit of drying fish in his house for smoking later, rather than down by river like Gurbus (9), hoping to cut down on loss to raccoons, bears, and birds. This has led several of his neighbors to complain loudly about the smell and earned Stark the nickname of Stark the Fish.
- 12 **FARMER.** Rork the farmer, and his wife, Lylla, live here with their nine children. His eldest boy, Nial, is apprenticing to Gunnar the Smith (16) and is engaged to Bertyl (16), Gunnar's daughter. The other children help out on the farm in the valley or are lent out to other farmers as needed. Rork has had a long running argument with Stark over his practice of drying fish in his house, and once let loose three wildcats (caught by Alec and Blair (17)) in Stark's drying room.
- 13 **FARMER.** Aylmer farms land in the valley with two of his sons, Rand and Paulis, as well as herding goats and sheep in the hills. His other two sons, Lucan and Born, care for the flocks. His daughter, Anna, is nearly ready for marriage and has set her cap for Dorn, the young hunter (17).
- 14 **FARMER.** Egron, Wynn's (5) cousin, was once in line for the position of village chieftain, but stepped aside in favor of Wynn as campfire politics bored him. He lives quietly with his son, Edwyn, silently mourning the loss of his wife years ago. They have a large hillside farm, where grapes are grown for table and wine, as well as a large truck garden outside of the village for vegetables. Edwyn is an ambitious sort and thinks about becoming Chieftain some day. He works hard to prove he is a better man for the job than Wynn's three sons.

- 15 **FORGE.** Gunnar the Smith (16) and his apprentice, Nial (12), Rork's son do all the village's metal work here. Only the most complex or highest quality work is beyond Gunnar, so few metal works are purchased by the villagers from traveling traders.
- 16 **SMITH.** Gunnar lives here with his daughter, Bertyl, who is betrothed to Gunnar's apprentice, Nial (12). Gunnar is a very quiet man, and despite being the strongest man in the village is not a warrior. He keeps some scale armor about which he made for himself, though he only dons it when the village is under attack. Gunnar (LVL O, 2 HTK) is normal to hit as his strength is offset by his lack of experience with weapons, but he i~ +2 to damage.
- 17 **HUNTERS.** Alec and Blair share this house with young Dorn, a first year hunter. Alec and Blair often accompany Cnut (19) as raiders, a position Dorn aspires to. Alec and Blair are fiercely loyal to each other, having saved each other's lives on several occasions, and if one is attacked, the other will defend him to the death. Both are seeking the hand of young Essy (2), but there is no rancor between them over this fact. Dorn often goes hunting with Bror (8), Krom's son, when not out with the other hunters. Alec and Blair (FIGHTERS, LVL 3, 21-19 HTK) are both expert with longbows (+2) and wear leather armor when raiding, as well as carrying shields and short swords.
- 18 **FARMER.** Eilhard the farmer and his family live here. His son, Aljan, watches over their farmland in the valley, as Eilhard is usually busy working wood. He is the village's best woodworker, doubling as carpenter and woodcarver, making tables, wooden bowls, utensils, etc. He is always the one put in charge when a new building is needed. His wife, Jana, is considered the best cook in the village.
- 19 **HUNTERS/WARRIORS.** Cnut the Warrior and his five sons, Doust, Albin, Swain, Slatter, and Moff live here. Cnut and his boys infrequently hunt, usually being too busy planning raids on the nearby village, or the occasional small caravan or passing trader. Cnut is Warleader of the village and commands the defense of the village in times of attack. He is second-in-command in Oswestry behind Wynn (5). His sons are all experienced raiders, except Moff, who has yet to prove himself. As a result, Moff is always looking for a fight, with dire results for his opponents, as his four brothers have a habit of jumping in. Cnut's wife died several years ago (of exhaustion according to the other women of the village) and Cnut has shown no inclination to remarry, saying a wife cuts down on his pillaging and raping. Cnut (FIGHTER, LVL 7, 55 HTK) wears leather armor, carries a spiked shield, and has an AMULET OF PROTECTION (+3 TO DEFENSE), and uses a broadsword. Doust, Albin, Swain, Slatter, and Moff (FIGHTERS, LVL 5-5-4-4-3, 39-35-30-26-19 HTK) all wear leather armor, and use (in order) spear and short sword, spear and long knife, warhammer, short sword, and mace, with shields.
- 20 **HEALER.** Tadeus the Sage dwells here. He is the village healer and spends much of his time in search for special herbs, and sometimes will accompany outsiders on adventures to find them. He keeps a large stock of medicines on hand.
- 21 **SHRINE.** This is the house of worship for the village, wherein lies the shrine of Woses, the Horned God. Protected by Raikin, the Shaman-Priest, the incense shrouded stone altar is heaped with booty and offerings. War horns, captured banners, magic items, and gold are all kept here, under the god's protection. Raikin is constantly at odds with Odo (24), the village Shaman-Magician, over the disposition of magic items. It is death for a stranger to enter the shrine, and Rakin will attack with a silver dagger at once, calling for aid, or throw a CURSE spell upon the interlopers. Raikin presides over all religious rites, and the usual form of sacrifice to Woses is to haul a prisoner up a tree in a wicker cage, then burn the tree to the ground (with cage and prisoner). Those caught in the Shrine usually suffer this fate. The

village treasury (2,000 gold pieces) is kept under the altar. Raikin (CLERIC / SHAMAN-PRIEST, LVL 1, 5 HTK) wears a horn to call for aid, and carries a silver dagger.

- 22 **SCHOLAR.** Nevil the Scholar lives here, with his wife Tulee, Odo's (24) sister. Twenty years ago, he wandered into town while out searching for ancient wisdom (books, scrolls, etc.) and when curiosity overcame him, he blundered into the Shrine of Woses (21). He escaped the usual form of sacrifice by convincing Raikin (21) and Odo (24) he was mad, and as such touched by the god and immune from punishment. He also contributed heavily to the shrine's treasury and married Odo's spinster sister, which had more to do with the verdict than the mad act (long since dropped), as both shamen figured anyone that clever in avoiding sacrifice was a valuable addition to the community. Nevil likes to talk to strangers. He knows a great deal about the surrounding countryside and will trade information and maps for any books, letters, tomes, scrolls, etc. the party may wish to dispose of. Among his collection is a book he can not read (written in Tsurani, from the time of the ancient riftwars, it is a BOOK OF THREE WISHES). Occasionally he will contribute some useful item for the promise of the party's return and all books and the like discovered (PROB. dependent upon party leader's honesty/charisma).
- 23 **HUNTER/WARRIOR.** Manhon, a mercenary from a distant city, came to Oswestry for reasons of health (a price on his head). He hunts and tells tales of his travels which has earned him acceptance by most of the villagers. He raids with the other warriors, and is considered something of a genius when it comes to tactics, and is consulted often by Cnut (19). This has earned him a large amount of jealousy from Cnut's sons. He will not travel with adventurers unless given permission by Wynn (5) and promised a huge share of the profits, half of which he donates to the shrine. Manhon (FIGHTER, LVL 6, 44 HTK) uses a short bow, bastard sword, and wears leather armor. He is +2 to hit with his sword due to expertise with the weapon.
- 24 **MAGICIAN.** Odo, and his sister Tulee, wandered into Oswestry years ago, and were at once 'chosen' to be sacrifices to Woses. A former magician's apprentice who washed out, his meager spells were still enough to impress the villagers and save his sister's and his lives. Not quite sure what to do with him, Wynn (5) finally named him Shaman-Magician, which didn't sit too well with Raikin (21). Since then, Odo has become the village's expert on all matters magical, and is constantly at odds with Raikin over the disposition of magical booty. He spends a great deal of his time with Nevil (22) who is married to his sister, as he is a 'civilized' man. Odo (MAGICIAN/SHAMAN-MAGICIAN, LVL 3, 11 HTK) carries a wooden staff. He knows LIGHT, INVISIBILITY, ILLUSION, AND LIGHTNING. He has never used the lightning, saving it for an emergency in case the villagers suddenly decide they don't need a Shaman-Magician any more. Over the years he has accumulated a RING OF FIRE RESISTANCE (which he will never part with, in case the wicker cage is hauled out again), A SCROLL OF PROTECTION FROM UNDEAD, and A CRYSTAL BALL.
- 25 **BOWYER/FLETCHER.** Calvert the Bowyer makes bows and arrows for the village, and is an expert bowman (+2) who has never been bested in a contest. He keeps a large stock on hand in case of trouble and will seldom sell to strangers (PROB. 25%). Calvert (FIGHTER, LVL 4, 25 HTK) wears leather and uses a ELVEN/MAGIC LONGBOW +2.
- 26 **SKAALD (BARD).** Gerd the Chanter holds the position of lorekeeper for the village, and thinks highly of his talents, despite the fact he is tone-deaf. He inherited the position from his father, and Wynn (5) puts up with his shrieking because 'all civilized folk need a lorekeeper.' Thinking the chieftain loves to hear the old tales, Gerd drops in on Wynn daily. Wynn tolerates the noise as much as he can, then tosses Gerd out, but Gerd doesn't seem to mind. He just keeps coming back. Anyone hearing Gerd sing will almost always have a negative reaction to him (10% PROB. they will attack to shut him up.), but the villagers will defend

him from physical harm. To those of the town, he is known as Gerd the Ranter. Gerd is a non-fighter (LVL 0, 2 HTK).

- 27 **MERCHANT.** Stets Silvan is the only trader to settle in the village. His mother was a member of the tribe and his father was a traveling salesman. After traveling with his father for years, he returned to the place of his birth, deciding village living was better than traveling. He gets along by acting as the village's bargaining agent with traders, and by disposing of booty once or twice a year out of town. Stets is a non-fighter (LVL 0, 2 HTK).
- 28 **HUNTER.** Kinoch is the village's best tracker and trapper. He provides the bulk of the village's furs and acts as a scout in times of trouble. He will lead outside parties occasionally, but only if there's front money (no share of the booty only), and a percentage. Kinoch (FIGHTER, LVL 4, 23 HTK) wears leather, and uses a longbow and short sword.

INDEX OF BUILDINGS: OSWESTRY

Each entry will be in the following format: If no name is shown, no sign is present. () indicates a pictorial sign. <> indicates the location is a Residence and has no sign

<u>Avocation</u>	<u>Building Number</u>
BARD	26
BOWYER/FLETCHER	25
FARMER	2; 8; 9; 12; 13; 14; 18
FISHER	11
FORGE	15
GRANARY	3
HUNTER/WARRIOR	1; 7; 10; 17; 19; 23; 28
MAGICIAN	24
PHYSICIAN	20
POTTER	6
SCHOLAR	22
SMITH	16
STABLE	4
SHRINE	21

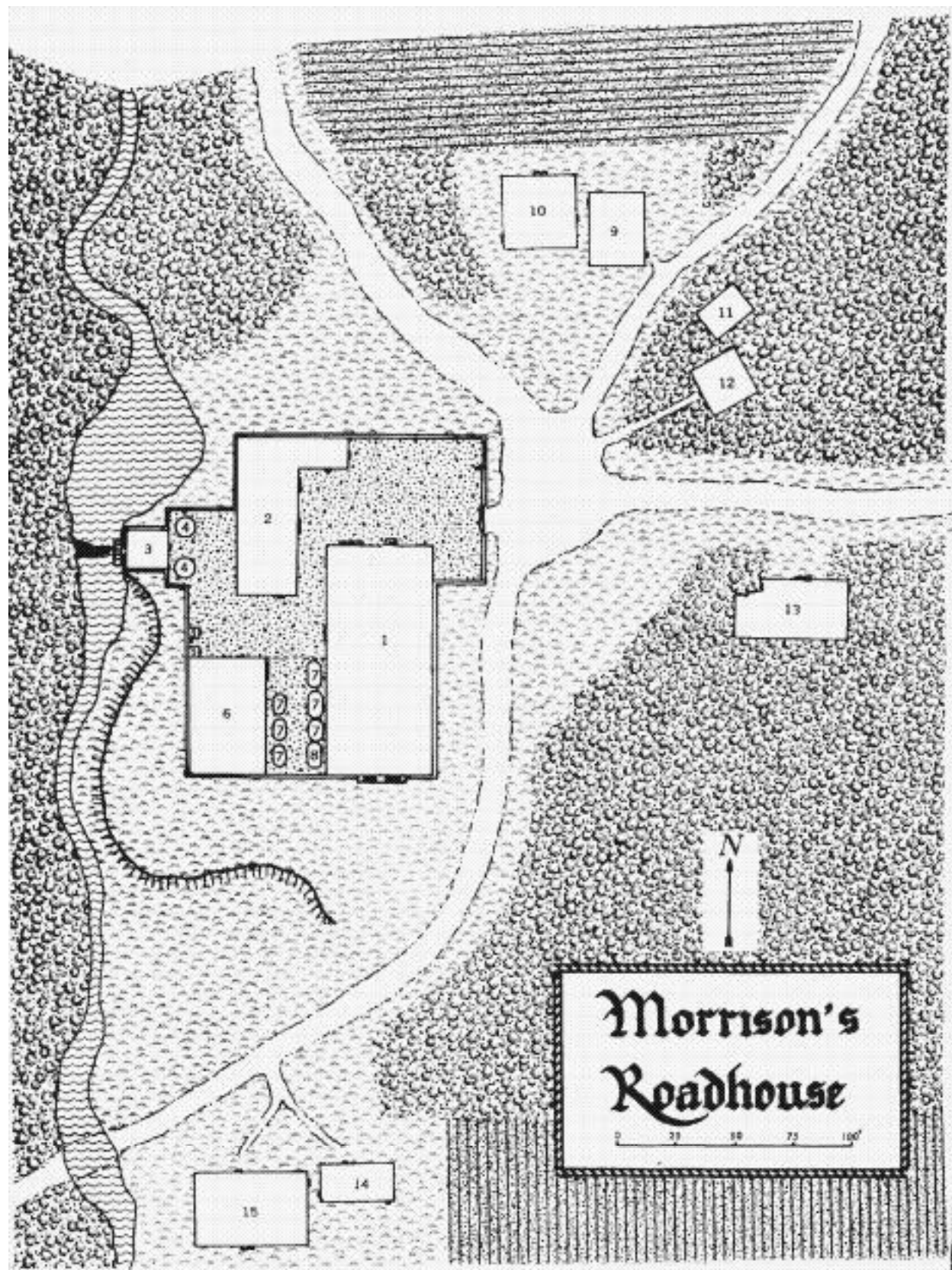


Morrison's Roadhouse

A WOODLAND'S CROSSROAD

by Wesley M. Divin





INTRODUCTION

Deep in the heart of a great forest, Morrison's Roadhouse is a welcome sight for weary travelers when it appears through the thick trees, a center of warmth and hospitality in the evening gloom. Located at the junction of four well-traveled roads, it is a busy hostelry, well known throughout the area for its good lodgings and stable, fine food, and excellent spirits.

Morrison employs a Master Distiller and Brewer. His beer is hearty and plentiful, and Roadhouse Brandy is famous and much desired. Additionally, the food is also justly famous, as Morrison's cook is acknowledged as the finest in the area. Beef, pork, chicken, duck, and goose, as well as wild game are featured nightly.

Most any night, entertainment is provided by singers, jugglers, slight-of-hand artists, and story tellers. Entertainers can usually perform for their suppers and whatever else the usually generous crowd tosses their way.

Among the nightly crowd one can usually find a varied cross-section of travelers, hunters, trappers, farmers, and lumbermen. The occasional thief who makes his way into the common room is quickly tossed out if discovered. Travelers are from all classes, and the locals tend to stay to themselves. The hunters and trappers usually are a solitary lot, who come to the roadhouse when they desire a taste of civilized cooking, or some company. The lumbermen are normally on the move, dropping in when their harvesting brings them to the area. The farmers are a hardy folk, who have cleared nearby areas for crops and herds.

Enoch Gelmsen was an indifferent trader who often passed this crossroads as he moved from city to city, and town to town. After years of camping in the area, he was seized by the only good idea of his life, to build the roadhouse. Using all his life savings, he built the first inn, a modest place, and settled in. The inn quickly became popular and for the first time in his life, Enoch knew success.

Enoch's son, Morris, continued after his father, running the inn. A fire destroyed most of the inn, and Morris and his son, Falcon, rebuilt the roadhouse to its present grandeur, adding the mill, the outer wall, and the expanded stable area. Falcon Morrison and his family now continue the family tradition of providing the best in comfort for the weary traveler.

NOTE: Morrison's Roadhouse is located in a deep forest, called The Green Heart, at the crossroads of routes between Carse, Tulan, Jonril, and northern Crydee, several days journey from any other settlement. The surrounding area is wild, but not unpopulated, harboring hunters, trappers, lumber crews, some farmers, and an infrequent band of outlaws. For those Gamesmasters not using the First Midkemian Campaign, it is recommended Morrison's be placed in a forest or heavily wooded area, several days journey from any other settlement, and a few weeks travel to major population centers.

THE WOODLAND CROSSROADS

1 INN, Morrison's Roadhouse

2 STABLE, no sign

3 MILL, no sign

4 GRANARY, no sign

5 THE JAKES, Sign of the Half Moon

6 BREWERY, no sign

7-8 CASKS

9 FARMER

10 BARN

11 RES

12 CHAPEL, The Wee Kirk

13 empty

14 FARMER

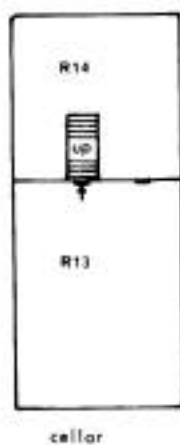
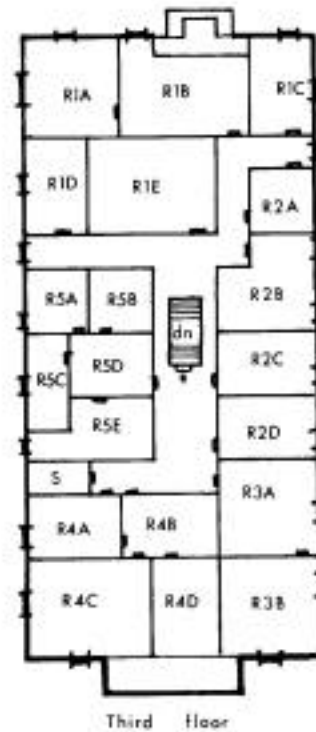
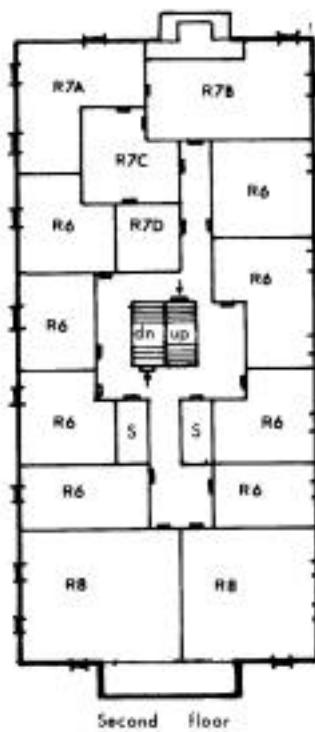
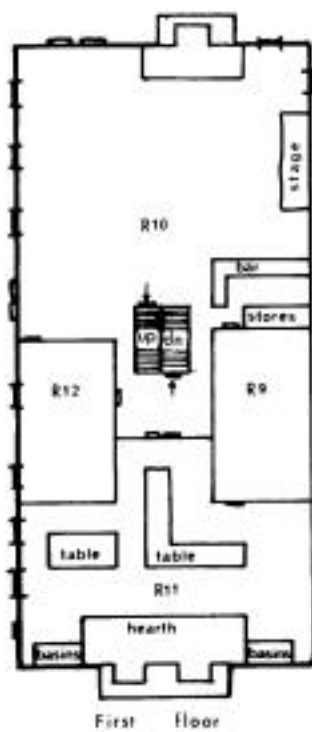
15 BARN

THE WOODLAND CROSSROADS

NOTE: All codes beginning with the letter "R11 refer to room locations within the Roadhouse (1). See separate map for interior of the inn.

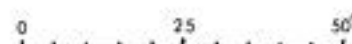
- 1 **INN, Morrison's Roadhouse** (L4, F4). This is the great roadhouse built by Enoch Gelmsen, father of Morris Enochson. It is now run by Falcon Morrison (R1) and his family.
- 2 **STABLE** (S4), no sign. The stable is run by Burt Hadsel (RU, a multi-talented smith, and his six apprentices, as well as his tomboy daughter, Marla. Inside the building is a smithy, and if he needs the money and has the time, Burt mends weapons and armor. His armor work is good, but his weapons work is only fair (5% PROB. of repaired weapons breaking). Burt and his boys run a small freight business on the side, so two wagons and two teams of draft horses are kept here. Four of the boys, including Burt's two sons, Roal and David, sleep in a dormitory over the stable and keep an eye on things throughout the night. The other two, Gormo and Kelso, live with their family (9). Burt (FIGHTER, LVL 6, 39 HTK) is +2 to hit and to damage with a warhammer due to strength.
- 3 **MILL**, no sign. Falcon Morrison (R1) owns this small mill, used occasionally by local farmers, who pay a portion of their grain for milling. The bulk of the mill's output is used by Lodro of Bormis (R5) for his brewing. When grain is plentiful, Falcon will sell the excess to traders. An apprentice miller named George lives in a small loft above the mill, cares for the waterwheel, and does the milling.
- 4 **GRANARY**. These two small buildings are used to store grain for the mill.
- 5 **THE JAKES**, Sign of the Half Moon. These sanitary facilities are used by those in the common room (R10), and guests staying in the dormitories (08). Guests have chamber pots in private rooms.
- 6 **BREWERY**, no sign. The hobbit Lodro of Bormis (R5) operates this brewery/distillery. Inside there are wine casks, several large copper kettles for cooking the mash, brewer's vats, and many hoppers to hold raw ingredients. In the back is the distillery where Lodro makes hard liquors and brandy. Lodro makes beer, ale, whiskey, and fruit brandies. He seldom sells the wine he uses to make Roadhouse Brandy, since the brandy is much more profitable than wine. The raw and aging wine and beer is stored in the great oak casks (7 & 8) while the finished product is bottled and kept in the roadhouse wine cellar (R14). Lodro has eight apprentices, his six sons, Bebo, Sammy, Morry, Perry, Mort, and Sheldon, and two of Falcon's (R1), Karl and Peter. The boys would rather spend their time sampling the products than making them, so Lodro has to keep a close eye on them.
- 7 **CASKS**. These six casks are full of aging spirits.
- 8 **CASK**. This cask has a secret compartment under it. Only Falcon (R1) and Lodro (R5) know about it. They store excess coinage here (currently 2,200 gold pieces and 4,300 silver pieces). Other valuable items are kept in the roadhouse where they can be watched and guarded.
- 9 **FARMER**. The prosperous farmer Medwulf and his family live here. They raise crops, chickens, goats, a few sheep, and a large flock of geese. The geese make good 'watchdogs' since they honk at strangers and they BITE. Two of Medwulf's sons, Gormo and Kelso, work in Hadsells Stable (2) and have a way with animals. The other son, Smarm, and the two daughters, Lila and Joy, work around the house and in the fields. Medwulf (FIGHTER, LVL 2, 12 HTK) uses sword and shield.

- 10 **BARN.** This barn belongs to Medwulf (9) who is an animal breeder at heart. At Emily's (R2) urging, he is trying to breed sheep and goats with longer, silkier hair for spinning and weaving. He is often in the common room (R10) smoking his pipe and drinking on the excuse of talking to Emily about his 'new' breeds. He will happily expound on animal breeding for hours to anyone who will listen.
- 11 **RES.** This is the home of Zebo and his wife, Melsa. This elderly couple care for the chapel (12). They will greet strangers with open arms, offering whatever they have to share, and will ask for only those donations visitors can afford. Zebo, a former thief, has left his life of crime behind, due to age and some concern over what awaits him in the hereafter. Unknown to Zebo, Melsa helps Mislav's wife, Gerda (14), with her laundry when business picks up, as she feels sorry for Gerda. Besides, Zebo and she need the extra money. Melsa also provides a mending service for guests in the roadhouse and Zebo gets a bonus from Falcon (R1) for spotting thieves in the common room (R10).
- 12 **CHAPEL,** The Wee Kirk. This small, non-denominational chapel contains several wooden pews and a simple wooden altar. It is a quiet place of contemplation, surrounded by a thick grove of trees.
- 13 **EMPTY.** This one time farmhouse is overgrown with vines, and overhung by the trees which have returned to the once cleared land around it. It is full of rats and vermin, and Falcon (R1) is looking to sell it to someone cheap, as some travelers brave the rats and vermin inside rather than pay his prices for rooms.
- 14 **FARMER.** Mislav Gorendz and his family live here raising pigs and chickens that they sell to Falcon (R1). Mislav was the youngest son of a noble, who disowned him when he married Gerda, the daughter of a rich merchant. He used her dowry to build the farm, expecting to become a gentleman farmer. He soon found his indolent nature prevented his success and now drinks and dreams of the past. He blames Gerda for his failures, as do his sons. Father and sons can usually be found in the common room (R10), drunk on Lodro's spirits. All three are belligerent drunks, but usually keep their place as they respect Falcon's skill with a truncheon. Mislav's sons, Ivor and Brodini, are nearly as lazy as their father, so the bulk of the work falls to Gerda, and her daughter, Trina. Gerda supplements their meager income by doing laundry for the roadhouse.
- 15 **BARN.** This barn belongs to Mislav (14) and is used by Gerda to dry her laundry when the weather is bad. It is badly in need of repair, as Mislav and his sons are too lazy to fix it.



LEGEND

- S storage
- door
- window
- enclosed stairway
- fireplace



Roadhouse Interior

R1	FALCON MORRISON'S SUITE
RIA	LIBRARY/WORKROOM
RIB	MASTER BEDROOM
RIC	BEDROOM
RID	BEDROOM
RIE	RECEIVING/LIVINGROOM
R2	PETER MORRISON'S SUITE
R2A	BEDROOM/STORAGE ROOM
R2B	MASTER BEDROOM
R2C	BEDROOM
R2D	BEDROOM
R3	ANDRE CHOVANIS SUITE
R3A	RECEIVING ROOM/LIVING ROOM
R3B	BEDROOM
R4	BURT HADSELIS SUITE
R4A	BEDROOM
R4B	RECEIVING/LIVING ROOM
R4C	MASTER BEDROOM
R4D	BEDROOM

R5	LODRO OF BORMISIS SUITE
R5A	BEDROOM
R5B	BEDROOM
R5C	BEDROOM
R5D	RECEIVING/LIVING ROOM
R5E	MASTER BEDROOM
R6	PRIVATE ROOMS
R7	ROYAL SUITE
R7A	BEDROOM
R7B	MASTER BEDROOM
R7C	RECEIVING ROOM
R7D	STORAGE/SERVANT'S QUARTERS
R8	DORMITORY
R9	STOREROOMS
R10	COMMON ROOM
R11	KITCHEN
R12	SERVANT'S DORMITORY
R13	STOREROOM/PANTRY
R14	WINE CELLAR

- R1 FALCON MORRISON'S SUITE.** Here Falcon Morrison and his wife Mary live with their three sons, Ralf, Karl, and Peter (named after Falcon's brother). Falcon is a big, dark-haired man with a nose reminiscent of his namesake's beak. He has a jovial disposition, and seems a simple man, but in fact he is shrewd and can spot a thief or con-man as often as not. He learned his fighting skills as a bouncer when his father ran the inn. Mary, very beautiful and much younger than her husband, is skilled at preparing poultices from herbs she gathers in the woods. She also can set broken bones and sew up wounds, and is well known for herbal tea she serves in the common room (RIO) with meals for those who do not drink alcoholic beverages.
- RIA LIBRARY/WORKROOM.** Here Falcon keeps a fairly impressive collection of books, gathered over the years. He also uses this room as a workroom, doing books, writing orders for rare wines, spices, spirits, and whatever is needed for his inn that can't be locally produced. Falcon (MERCHANT/FIGHTER, LVL 6, 45 HTK) is skilled at hand-to-hand and with club.
- RIB MASTER BEDROOM.** This is Falcon and Mary's bedroom, dominated by a large canopy bed Falcon had imported from the city of Carse as a Mid-summer's day present for Mary. A safe is hidden in the wall between the bedroom and the library and contains 14,000 GP worth of gems.
- RIC BEDROOM.** This is Ralf's bedroom. Ralf is a carpenter and oversees the needed repairs on the roadhouse. Ralf keeps extra money he's earned doing odd jobs for the locals and travelers in a sock buried under a pile of dirty clothes. The sock has 341 GP, 212 SP, and a 10 GP gem in it. Ralf (FIGHTER, LVL 3, 21 HTK) is an expert with a club (+2).
- RID BEDROOM.** This is Karl and Peter's bedroom. They are apprenticed to Lodro of Bromis (6 & R5).
- RIE RECEIVING/LIVINGROOM.** Here is where Falcon and Mary entertain guests and relax when things are quiet in the inn. Mary has spent a great deal of time (and a lot of Falcon's

money) decorating this room. Three paintings (valued at 1,000 GP each) hang on the walls, purchased in the city of Jonril. A flower vase on an end table is worth 100 GP. A divan and several chairs are placed around the room.

INHABITANTS OF FALCON MORRISON'S SUITE:

Falcon the father, owner of the Roadhouse.
Mary his wife, an herbalist.
Ralf their eldest son, a carpenter.
Karl their second son, apprentice distiller/brewer.
Peter their youngest son, apprentice distiller/brewer.

- R2 **PETER MORRISON'S SUITE.** Peter Morrison, Falcon's (R1) younger brother, and Peter's wife Emily live here with their four children, Carl, Dick, Lela, and little Helga. Peter is not as intelligent as his brother, but he is loyal to him and is nearly as strong as Burt, the Stablemaster (2 & R4). Emily is still a bit of a flirt, despite her years of marriage, and is easily flattered by soft-spoken men who praise her work. This has caused several of the better brawls in the common room, as Peter is a very jealous man.
- R2A **BEDROOM/STORAGE ROOM.** Dick, Peter's younger son, was relegated to this storage room when Lela became old enough to need her own room. Dick dyes wool for his mother, and would like to go apprentice with a master dyer in a city sometime soon, as he is sick of people popping in and out of his room to get baggage, extra linens, and other items stored in one-half of the room. Also he hates having no window, as the room gets smoky from his lamp, and there's no way to air it out without leaving the doors open.
- R2B **MASTER BEDROOM.** This is the bedroom of Peter and Emily Morrison. The bed is pushed into a corner, as Emily has taken over most of the usable space for her spinning wheel and loom. Emily is an excellent weaver, specializing in tapestries (much to Peter's dismay, as he would like a new pair of trousers and a new shirt). Her work is on display throughout the roadhouse. Little Helga's crib takes up another corner of the room, and most of Peter's things are piled up in the remaining corner. Peter keeps his money in Falcon's safe (R1B). Peter (FIGHTER, LVL 3, 22 HTK) is +2 to hit and to damage due to strength. He uses a club, like Falcon.
- R2C **BEDROOM.** This is Lela's bedroom. Lela helps her mother spin wool from Medwulf's (9) goats and sheep.
- R2D **BEDROOM.** This is Carl's bedroom. Sixteen year old Carl has been apprenticed to his father, learning the innkeeping trade for the last two years. He is terribly infatuated with his aunt Mary (R1) and is constantly conniving to accompany her into the woods to gather herbs. When he was younger, the family thought it amusing, but now that he is a young man, his parents are beginning to worry, and are thinking of shipping him off somewhere to apprentice in another inn.

INHABITANTS OF PETER MORRISON'S SUITE:

Peter the husband, Falcon's younger brother.
Emily his wife, a spinner/weaver.
Carl their eldest son, apprentice innkeeper.
Dick their younger son, apprentice dyer.
Lela their eldest daughter, apprentice spinner.
Helga their youngest daughter

- R3 **ANDRE CHOVANIS SUITE.** Andre, Master Cook of the roadhouse, spends little time here in his rooms. Most of his time is divided between his beloved kitchen and his other love, gambling. He is unmarried and cuts a dashing figure, wearing his moustache waxed to long points.

- R3A RECEIVING ROOM/LIVING ROOM.** Here is where Andre entertains on those rare occasions he feels he must. The room is unremarkable, but clean. There is a divan and three large chairs, as well as a small table in the room.
- R3B BEDROOM.** Unlike the living room, Andre has spared no expense to make this room something special, as when he entertains, it is usually alone with one of the serving girls, and he likes to maintain an "atmosphere". The lamps were specially imported, and cast a shimmering, rosy glow on the room. The bed is covered in soft fur, and the tapestries are somewhat "suggestive". Andre enjoys the company of the serving girls at night, but feels they are below his station and treats them coolly in public. This has created something of a problem, as his latest paramour is Kimi, Burt Hadsells (2 & RU eldest daughter, and Andre is terrified of the smith's strength. As a result, Andre puts up with more from Kimi than he has from any other girl before her.
- R4 BURT HADSELIS SUITE.** Burt Hadsel the smith lives here with his wife, Sara, and his daughters, Kimi and Marla. Their sons, Roal and David, stay in quarters over the stable.
- R4A BEDROOM.** This is Marla's bedroom. There is little in it to suggest it is a young girls room, as Marla has hung drawings of horses (begged or bought from passing itinerant artists) on every available section of wall, as well as riding clothes, tack she is working on, and a saddle her father bought her. Tomboy Marla is incensed that she can't live with her brothers and the other apprentices. As she is rapidly becoming as much a beauty as her elder sister, Sara is becoming less entranced as time passes with Marla spending so much time in the stable.
- R4B RECEIVING/LIVING ROOM.** Burt and his family entertain here, and have decorated this room with beautiful furniture hand crafted from single tree boles by Ralf (R1C). Burt is very careful about cleaning up in the dormitory tub (R8) after working over the forge before he comes into this room.
- R4C MASTER BEDROOM.** Burt and Sara have furnished this room in a similar fashion to the living room. The headboard for their bed is a half section of a large redwood tree, polished by Ralf.
- R4D BEDROOM.** Elder daughter Kimi lives here, but as an assistant cook to Andre, her hours are irregular. Sara knows something is going on between Kimi and Andre, but thinks it best to say nothing to Burt, as cooks of Andre's quality are hard to come by. She is waiting for Andre to marry Kimi, hints about which she drops constantly when the cook is in earshot, to his apparent discomfort. Kimi managed to borrow one of Ralf's drills, and has drilled a small listening/peep hole in the between her bedroom and Andre's (R3B), so she can be sure he's not seeing someone behind her back.

INHABITANTS OF BURT HADSELIS SUITE:

Burt	the father, and smith.
Sara	his wife
Kimi	their eldest daughter, apprentice cook
(Roal	their eldest son, apprentice smith/stable hand, lives over stable)
(David	their younger son, apprentice smith/stable hand, lives over stable)
Marla	their youngest daughter, apprentice stable hand.

- R5 LODRO OF BORMIS'S SUITE.** Hobbit brewer/distiller Lodro of Bormis and his hobbit wife Elsa live here with his six sons, Bebo, Sammy, Morry, Perry, Mort, and Sheldon. Lodro and his family have endeavored to make these rooms as much like a hobbit burrow as possible, as the several tons of dirt they have hauled up the stairs attest. Guests in the rooms below Lodro's

are often confounded by the unusual amounts of ceiling braces in evidence. Lodro's floor has collapsed twice over the years (PROB. .1% (0110N d% +1/d10) OF CEILING COLLAPSING ON GUESTS BELOW). The boys all work in the distillery (6) with their father, but are chafing a bit to leave home, as there is an alarming lack of hobbit women in the area.

- R5A **BEDROOM.** Bebo and Sammy share this room, looking for all the world like something left by a marauding band of outlaws. Clothing, old food, and odd items of all sorts are scattered haphazardly about. Elsa often scolds her two oldest boys about their room being very "un-hobbittish".
- R5B **BEDROOM.** Morry and Perry share this room, a much neater abode than their older brothers' room. Morry is something of a whittler, and several hand carved little wooden statues grace this room.
- R5C **BEDROOM.** Mort and Sheldon live here. Mort is as much like his father as could be possible, and is seen as being the most likely to take over the family trade in seventy or eighty years when Lodro retires. Sheldon is something of a source of concern for Lodro, as the lad shows signs of wanting to "go adventuring", another thing Elsa refers to as "un-hobbittish".
- R5D **RECEIVING/LIVING ROOM.** This room comes as something of a shock to those visiting for the first time, as it looks for all the world as if a tidy, little hobbit burrow was somehow transported to the third floor of the inn. Lodro is trying to convince Falcon (R1) to let him put a fireplace in, but Falcon has refused, fearing it might end in catastrophe. Lodro is a master in all aspects of his craft, and his Roadhouse Brandy is justly famous. No one who has ever visited the roadhouse has ever heard of Bormis, and Lodro never talks about it.
- R5E **MASTER BEDROOM.** This is the bedroom of Lodro and Elsa. A snigger little hole can't be found below ground. Lodro spends little of the money he makes, so he has a chest with 35,400 GP pushed haphazardly under their bed.

INHABITANTS OF LODROIS SUITE:

Lodro of Bromis -- hobbit distiller/brewer

Elsa his wife

Bebo their eldest son, apprentice distiller/brewer

Sammy their second son, apprentice distiller/brewer

Morry their third son, apprentice distiller/brewer

Perry their fourth son, apprentice distiller/brewer

Mort their fifth son, apprentice distiller/brewer

Sheldn their youngest son, apprentice distiller/brewer

- R6 **PRIVATE ROOMS.** These are well-furnished rooms for two to four people. Free standing closets, wash stands, chamber pots, and down-stuffed beds are provided. Hot baths are 1 SP extra for a tub brought into the room, or 3 CP in the DORMITORIES M).
- R7 **ROYAL SUITE.** This is a four room suite with the best furnishings in the roadhouse. Chamber pots, bathtubs, down beds and pillows, and quilted comforters are provided in the bedrooms. Laundry service and clothes mending are included in the price.
- R7A **BEDROOM.** This is the second guest bedroom in the suit. It contains two large beds, a wash table, and a free-standing closet.
- R7B **MASTER BEDROOM.** This is the Master Bedroom, complete with its own fireplace. A very large canopy bed, table, vanity table, chairs, and closet are provided.

- R7C **RECEIVING ROOM.** This is the receiving room where guests can entertain or take their meals in private. A divan, three chairs, and small table are provided. If requested, a larger dining table will be brought up from the basement storage room (R13).
- R7D **STORAGE/SERVANT'S QUARTERS.** This private storage room can also be used as a servant's quarters.
- R8 **DORMITORY.** The least expensive accommodations in the house. The beds are straw filled, and those staying here must use the Jakes outside (5). The dormitory is clean, but spartan. Hot baths can be had in a large wooden tub in the corner for 3 CP.
- R9 **STOREROOMS.** The roadhouse's food stores and the bar's supply of spirits are kept here.
- R10 **COMMON ROOM.** This is the main serving room and bar room in the roadhouse. There are long tables, as well as a few small tables, for dining, a raised dais along on wall for entertainers, and a huge fireplace. Falcon (R1) or Peter Morrison (R2) serve all the spirits, oversee the serving staff, and help keep order in the common room. There are weapons under the bar in case things get out of hand (very unusual, as the locals will help expel overly aggressive types rather than see 'their roadhouse' damaged).
- R11 **KITCHEN.** This is the domain of Andre Chovan (R3). The main fireplace is large enough to roast a complete side of beef. Kimi (R4D), Hadsel's daughter, thinks herself a fine desert cook, and the apple of Andre's eye, both notions being far from the truth. His dalliance with her has put him in fear of her father's wrath, however, and he lets her experiment with new 'delicacies', which largely go uneaten (though her garlic fudge brownies have caught on with the occasional dwarf who passes the night in the roadhouse).
- R12 **SERVANT'S DORMITORY.** This room is divided into men and woman's quarters for the serving staff and kitchen help.
- R13 **STOREROOM/PANTRY.** Here the bulk of foodstuffs are kept.
- R14 **WINE CELLAR.** This is where Lodro's finished products are kept, as well as a few high priced specialty items that are imported. All wines are imported as well, as Lodro uses all he gets locally for Roadhouse Brandy. Only Falcon (R1), Peter Morrison (W), and Lodro (R5) have keys to the door.

Roadhouse Prices:

Royal Suite -- 8 gold pieces per night per person, including meals, 2 person minimum. Private meals in room +2 gold pieces a night per person.

Private Room - 4 to 6 gold pieces per night, per person, including meals.

Dormitory -- 2 gold pieces per night, includes 2 meals. 1 gold piece per night, no meals.

Roadhouse Brandy sells for 1 GP per drink, 10 GP per liter, and 125 GP per 15 liter cask, and is worth twice that.

Roadhouse Encounter Table

Roll d6 for the number of times to roll on the table below (roll again for duplication). Roll d10 again for length of stay in days for non-locals. With nobles in the roadhouse, conditions will usually be crowded, and with royalty, security may dictate the roadhouse being closed to the public.

TAVERN PATRONS (ROLL D%)

01-29	Locals Od6)
30-34	Baron's Post rider (one night only)
35-40	Hunters (1d4)
41-45	Trappers (1d6)
46-50	Thief (1d4)
51-55	Cleric/Pilgrim (1d10)
56-60	Farmers, looking for hunters to rid area of wild beast.
61-63	Dwarves (1d8)
64-65	Elves (1d6)
66-75	Traveling players/gypsies.
76-80	Caravan (3d6 horses, with 3 men each)
81-85	Slavers, looking for merchandise (2d4).
86-90	Noble traveling with retinue M6 servants and guards).
91-96	Noble, traveling incognito.
97-98	Royalty, traveling with retinue (6d6 servants and guards, 2d4 attending ministers, advisors, etc.).
99	Royalty, traveling incognito.
100	SPECIAL. Something created by the Gamesmaster, which as the name implies is
	special. It can be an assassination attempt, a character to send the player
	characters off on an adventure, a case of mistaken identity involving a
	player character, etc.

NIGHTLY ACTIVITIES TABLE'

Roll 1d8 to see if any activity is occurring in the roadhouse each night. For each contest, some small prize will be given -- free drinks, free bath, free meal, night's lodgings, etc. Gamesmasters should modify character rolls to reflect certain skills -gambler, storyteller, high dexterity, high constitution, etc.

1-2	Entertainment Od6): 1-3 = no entertainment; 4-5 = minstrel singing; 6 = unusual act -- gypsies, carnival stopping, circus, etc.
3	Drinking bout Od6): 1-5 = no one unusual involved; 6 = prodigious drinker (Constitution of 150%+ (18+)) present.
4	Knife throwing/darts contest (1d20): 1-4 = no one unusual involved; 5-6 = very skilled (Dexterity 150%+ (18+)) player present.
5	Story telling/tall tales contest Od6): 1-4 = usual tall tales; 5-6 bard/storyteller of exceptional ability present
6	Gambling (1d6): 1-3 = usual local players; 4-5 = locals and guests; 6 = gambler in game (may be a cheat)
7	Singing contest Od6): 1-3 all locals, none very good; 4-5 = all locals, one or two good voices; 6 = a bard/minstrel enters the contest
8	Mislav Gorendz (14) and his sons will start an arm wrestling contest Od6): 1-4 it is peaceful; 5-6 = it ends in a brawl.

INDEX OF BUILDINGS: MORRISON'S ROADHOUSE

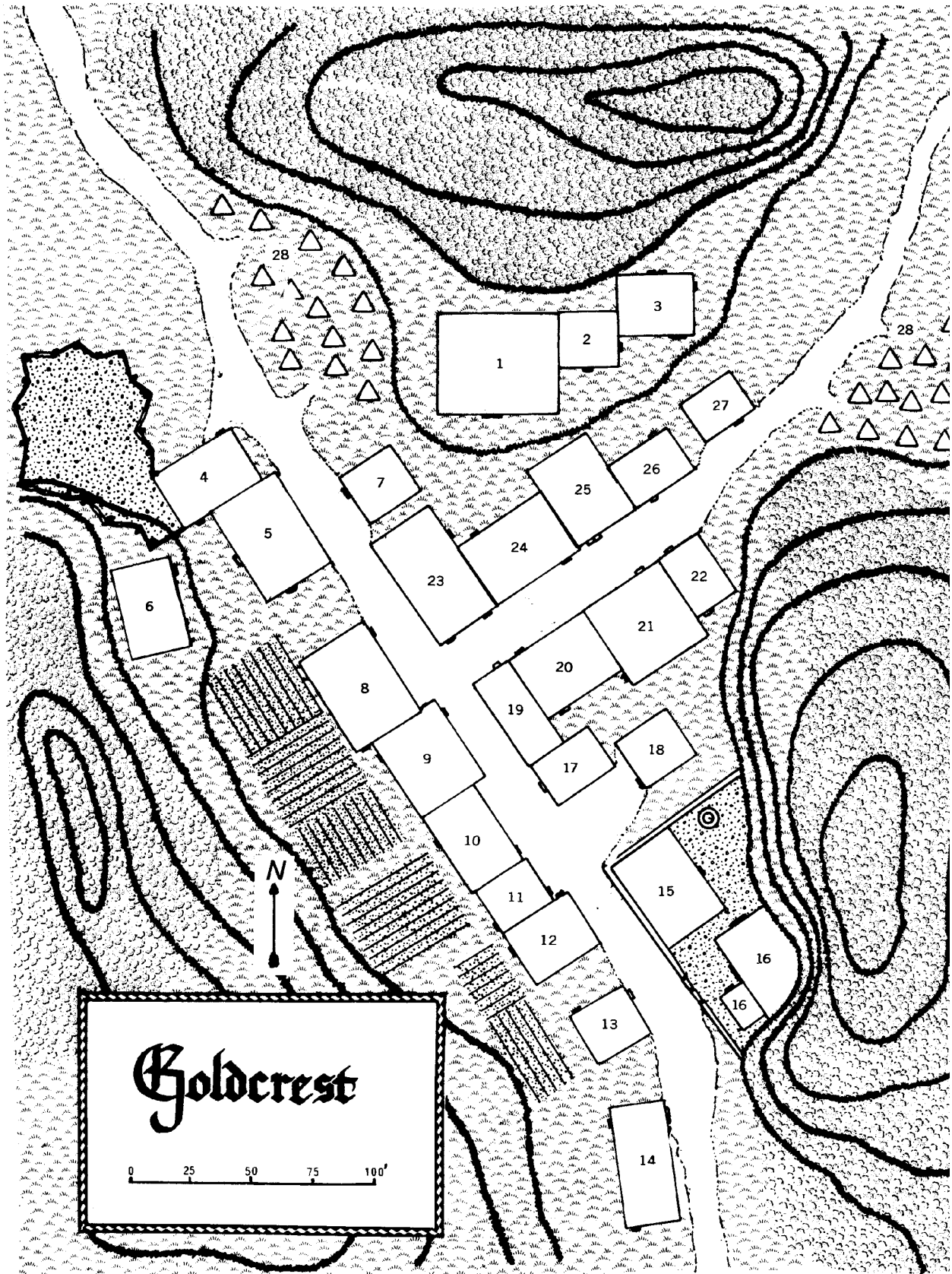
Each entry will be in the following format: If no name is shown, no sign is present.
() indicates a pictorial sign. <> indicates the location is a Residence and has no sign

BARN	10; 15
BREWERY	6
CHAPEL	12, The Wee Kirk
FARMER	<9>; <10;
GRANARY	5
INN	1, Morrison's Roadhouse
MILL	<3>
STABLE	2



Goldcrest

A MINING CAMP by Russell Young



INTRODUCTION

Goldcrest was founded almost overnight back when gold was discovered in the nearby mountains. The town achieved its present form as a result of entrepreneurs who arrived to provide food, shelter, luxury items, and services for the throng of prospectors and miners in the area. Goldcrest enjoys a booming economy during the spring and summer due to the rich ore coming down from the mountains and mild weather. During the winter, heavy snowfalls and freezing rains force all but the hardiest to lodgings in town or down in the lowlands until spring.

HISTORY

A few years back, Jorman Desrel came into the city of Krondor with a fortune in gold. For a time he refused to reveal the location of his strike, but then one night he was visited by representatives of the Salamander Trading Co., LTD. Soon after, he sold all rights to the mine he owned (as he recuperated) and the rush was on.

The Phoenix Mining Co., a wholly owned subsidiary of Salamander Trading Co., LTD. was granted an exclusive trading concession in the area by the Prince of Krondor in exchange for certain monetary considerations.

SOCIAL ORDER OF GOLDCREST

Phoenix Mining is the only company allowed to mine in the area, so all who come to Goldcrest are faced with the choice of purchasing a lease from them, or working in secret with dire consequences if discovered.

Individuals and small groups who have purchased leases from the Phoenix Mining Co. are very suspicious of strangers, and there is considerable strife over the boundaries of claims. All disputes are adjudicated by the Phoenix Mining Co. and justice is rough, which is to say, nearly non-existent. The only thing close to a town watch are the company guards, who stay out of anything that doesn't involve company property.

There is a small faction of local citizens who are trying to develop a municipal government. Calling themselves the Goldcrest Merchants' Guild, they are meeting stiff resistance from the company, as the latter has no wish to see a local government with laws and taxes. Despite its lawful aims, the Guild harbors a secret faction of determined individuals called the Nightwardens. They are responsible for many illegal mining operations, raids on Phoenix Mining Co. warehouses, and gold shipment robberies. The Nightwardens are actively recruiting members.

THE TOWN OF GOLDCREST

1	GAMBLING HALL/TAVERN, Sign of the Gold Nugget	15	INN/TAVERN, The Goldcrest Lodge
2	OFFICE, the Phoenix Mining Co.	16	SMITH AND STABLE, no sign
3	STABLE (S3), no sign	17	RES
4	OUTFITTER, Sign of the Pick	18	RES
5	WAREHOUSE, no sign	19	KITCHEN, Sign of the Soup Pot
6	RES	20	OUTFITTER, Waldo's Supplies
7	RES	21	INN/TAVERN, The Silver piece Tavern
8	BROTHEL, no sign	22	STABLE, no sign
9	TAVERN, The Sign of the Pick & Shovel	23	TAVERN, Sign of the Well
10	LIVERY STABLE, no sign	24	INN, Pappy Jack's
11	SMITH, Sign of the Anvil	25	PUBLIC BATH, no sign
12	RES	26	BARBER SHOP, no sign
13	RES	27	RES
14	BROTHEL, Millie's Home Away From Home	28	TENT

Although all the strikes are higher up in the mountains, the town is usually crowded with newcomers, those filing claims, con-men, prostitutes, and thieves.

As a result of the wealth coming from the mountains, prices in Goldcrest are from five to ten times normal.

Note: Goldcrest is located in the northern foothills of the former province of Yabon, several weeks travel to the city of LaMut. The local natives are members of the Clans of the Hadati, cattle and sheep herders, and farmers of the highlands of Yabon. They are famous as warriors and are touchy where matters of honor are concerned. They can be recognized by their clan tartan kilts, decorative bronze armbands, and bastard swords worn on their backs. For Gamesmasters not using the First Midkemian Campaign, it is suggested Goldcrest be placed in a high foothill area of the mountains, with fairly harsh winters, dangerous terrain, and hostile populations (goblins, bandits, robber barons, hostile primitives, etc.) near by. It should be somewhat removed from heavily populated areas, though it is not isolated by any means. Travel to major population centers should be somewhat difficult, but not overly so.

GOLDCREST

- 1 **GAMBLING HALL / TAVERN**, Sign of the Gold Nugget (F4,L3). The Gold Nugget is owned by the Phoenix Mining Co. This is the finest drinking hall in town, and features booths and private rooms for games or business. A lavishly decorated hall features a wide range of games of chance. The mix of patrons is surprising, for here sons of minor nobles stand shoulder to shoulder with ragged miners and Hadati hillmen. The Gold Nugget is managed by Svard Irslat for Titus Johnson (2). Order is maintained by the presence of two dozen guards (eight on duty at all times), all employed by the Phoenix Mining Co., and loyal to Titus. There hasn't been a brawl in the tavern in three years. Most of the serving staff (two bartenders, eight serving girls, and twelve dealers) were lured here by promises of wealth, and desertion is common, so jobs are usually available. Svard (FIGHTER, LVL 5, 33 HTK) is an expert with an estoc (+2) and wears leather armor. Guards (FIGHTERS, LVL 2, 12-10-9-13-11-12-12-12 M) HTKS) all wear leather armor and carry short sword and shields. Four of them with bows are stationed above the room on platforms.
- 2 **OFFICE**, the Phoenix Mining Co. Titus Johnson is the resident manager of the Phoenix Mining Co., and is the only thing resembling law in Goldcrest. He settles any claim disputes and lease problems and his word is final. He works hard at balking the Goldcrest Merchants' Guild in their attempts to form a local government. Leases are sold from this office at a rate of 100 GP advance against 30% of the gold found. All gold must be assayed here, so the company's share can be deducted. Milton Frazu does the assay, and there is a 30% PROB. his thumb will be on the counterweight, lightening the weight of gold turned in. Titus is aided in his business concerns by Artimus the Scribe, who picks up spare cash writing letters home for illiterate prospectors. All gold is kept in a safe in the basement, then shipped south monthly by mule train. Titus (FIGHTER, LVL 5, 44 HTK) uses a broadsword and shield, wears chain armor, and is always accompanied by 1-6 guards (FIGHTERS, LVL 2, 12-11-9-9-10-11 HTKS) wearing leather and armed with short swords and shields.
- 3 **STABLE** (33), no sign. These stables are owned by the Phoenix Mining Co. and serve to house the animals of guests of The Gold Nugget (1) and those working for the Phoenix Mining Co. (2). Peter, son of Horatio Hennesy the Barber (26) works as the stable boy, and will care for the animals left there. Any shoeing or tack repair is done by Otis Tyler (10), and the charges are doubled for guests of the tavern. Peter is a member of the Nightwardens, and is their spy within the company.
- 4 **OUTFITTER**, Sign of the Pick. Elswyth the Merchant has the largest stock of mining equipment and supplies in the area. He is also the only merchant in town with pack and riding animals for sale. Elswyth decries the sad state of affairs in Goldcrest and is a prime mover in the Goldcrest Merchants' Guild. He is assisted at his shop by his two sons, Brian and Tom (FIGHTERS, LVL 2, 14-13 HTKS), both expert with daggers (+2) and members of the Nightwardens, unknown to their father.
- 5 **WAREHOUSE**, no sign. This building houses Elswyth's excess inventory during the winter months in preparation for the spring rush.
- 6 **RES.** Elswyth (4) the merchant lives in this well-appointed home with his two sons, Brian and Tom, and their wives, Margret and Jenny, and Tom and Jenny's son, Brad.
- 7 **RES.** Larry Muldoon (23) lives here with his girlfriend, Molly, who used to work at Lolitals (8). He visited her regularly, got tired of paying for her company, and simply walked out with her one night. As he is such a bear of a man no one thought to stop him. She has been happily living with him since. He is terribly jealous and flies into a blind rage whenever he sees another man with her, despite her loyalty to him. Larry (FIGHTER, LVL 5, 49 HTK) is +2 to

hit and damage due to strength and constitution, and an expert brawler. He usually carries a broadsword and wears leather armor.

- 8 **BROTHEL**, no sign. Lolitals Silk Palace needs no signs, as the girls hanging out the windows do their own advertising. Here can be found all manner of exotic entertainment for those with sufficient wealth. Visitors are advised to keep an eye on their purses (if possible considering the distractions) as many of the girls supplement their income by filching gold at every chance. For the adventuresome, Lolita offers a 'special' for 2,000 gold pieces, which is something of a mystery as the only three prospectors who tried it died of heart attacks before leaving. Lolita keeps order in the brothel with Max, a trained black bear, and trained guard dogs. Max (BEAR/LARGE/LVL 6/50 HTK/2 CLAWS, 1 BITE, 1 HUG ON 17+ ON D20/1-4,1-6,2-16/NO CLAW, NO BITE) is trained to obey Lolitals voice commands, and is fearless, except for Boro (14) of whom he is terrified.
- 9 **TAVERN**, The Sign of the Pick & Shovel. Durkyn and Arkyn, two dwarven brothers own this quiet tavern, and will not put up with rowdy behavior. Both are former prospectors and are rumored to know the location of a Motherlode. Both are Nightwardens. Durkyn and Arkyn (DWARVES, LVLS 7-4, 55-31 HTK) wear chain, and use war hammers and shields.
- 10 **LIVERY STABLE**, no sign. Owned by Otis Tyler (11 & 12), the stable is managed by his wife Laura and his son Michael. This is the only stable in town not associated with an inn or saloon, and space for horses, mules, and donkeys is on a first come, first serve basis. (20% PROB. of the stable being full).
- 11 **SMITH**, Sign of the Anvil. Otis Tyler (12) works here, assisted by two apprentices, Frank and Bert. They turn out the best work in town, and the Phoenix Mining Co. sends all their work to Otis. There is a 30% PROB. during the warm months Otis is booked 1d6 weeks in advance. He will do a "rush" job for a premium (triple price). Otis is a member of the Goldcrest Merchants' Guild. Otis (FIGHTER, LVL 6, 44 HTK) is +1 to hit and damage due to strength, and uses his hammer as a weapon.
- 12 **RES.** Otis Tyler (10 & 11) and his wife Laura and son Michael live here.
- 13 **RES.** Jared Miller (25) lives here. A bachelor, Jared can usually be found here with one of his scrub girls after business hours.
- 14 **BROTHEL**, Millie's Home Away From Home. Millie was once one of Lolitals (8) girls, but when she learned who kept most of the money, she went into business for herself. Millie is known for providing cultured company for men of taste, and her discretion is well documented. She is attended at all times by Boro, a Hadati hillman who is well paid to insure order in the house. No one causes trouble since Lolita sent Max to fetch Millie back and Boro threw the bear out. Boro (FIGHTER, LVL 8, 63 HTK) wears his traditional kilts, a metal breastplate, and carries a bastard sword, with which he is +1.
- 15 **INN/TAVERN**, The Goldcrest Lodge (L4,F3). Dirk Wheeler runs this fine inn. The Lodge features live entertainment and a huge hearth in the common room. Dirk's son, Bill, tends the bar while the three cooks and six serving girls prepare and serve the meals. The Lodge is frequented mostly by wealthy miners and prospectors who are celebrating. It is almost always full of revelers and booked solid. Dirk's wife Lorna and son Bill, along with the staff and blacksmith Hugo (16), live in rooms in the back. Dirk and Bill (FIGHTERS, LVLS 6-3, 44-23 HTKS) wear leather armor, and use broadswords and shields.
- 16 **SMITH AND STABLE**, no sign (S2). These stables and the smithy are maintained by Hugo Griffin for The Goldcrest Lodge (15). As there is little steady business, there is no waiting for

work to be done. He picks up a great deal of Otis's (10) overflow, though his work can't compare.

- 17 **RES.** Mickey Hansen (19) the cook lives in this small house with his grandson, Arthur.
- 18 **RES.** Waldo Smith (20) the Outfitter lives here with his wife, Marna, and son, Hubert.
- 19 **KITCHEN**, Sign of the Soup Pot (F2). Cheap meals are available here from sunrise to sunset at reasonable prices (three times normal). Mickey Hansen, the owner/cook, is an old retired mine worker who discovered he could make more money as a cook than prospecting. Mickey is a member of the Goldcrest Merchants' Guild, and is helped out by his grandson Arthur, who is a member of the Nightwardens.
- 20 **OUTFITTER**, Waldo's Supplies. Waldo Smith had the first outfitters in town, but when Elswyth (4) moved in with his larger stock, business dropped off. Now Waldo runs this business with his wife, Marna, and his son, Hubert, selling a little of everything, but specializing in foodstuffs. Waldo is a member of the Goldcrest Merchants' Guild. Hubert is a member of the Nightwardens.
- 21 **INN/TAVERN**, The Silver Piece Tavern (L3,F3). Walter Price runs this large inn. It features some organized gambling and sometimes a wrestling match will break out, but they rarely are allowed to get out of hand, as Walter hires guards from the Phoenix Mining Co. to keep things orderly and watch for cheaters. There are four cooks and twelve serving maids. The inn is usually full, but for a small fee, they can usually squeeze another customer or two inside. Walter (FIHTER, LVL 2, 13 HTK) keeps a billyclub in his belt. The guards (FIGHTERS, LVL 3, 16-13-15-16-12 HTKS) are all armed with broadswords, shields, and wear leather armor.
- 22 **STABLE**, no sign (S2). This is the stable for The Silver Dollar Tavern (21). Hank, the stable boy, is good with horses, but not too bright. He sleeps in a shed in the rear of the stable.
- 23 **TAVERN**, Sign of the Well. The Whiskey Well is owned by Larry Muldoon (7). This is the rowdiest place in town, frequented by anyone who can't afford the higher class taverns or who is simply looking for some real exercise. The floor is packed dirt with a couple of sandpits at either end of the hall. Fights break out with alarming regularity and all-out brawls are not uncommon. For this reason, the furnishings are all heavy wooden benches and tables. The most notable feature of this tavern is the circular bar surrounding a real well (four feet in diameter and twenty feet deep) filled with whiskey. Because of the working conditions, Larry is always looking for help. In times of trouble he simply ducks behind the bar and waits. Those who do not regain consciousness before dawn are charged a night's lodgings. While not a member of the Goldcrest Merchants' Guild, Larry is a member of the Nightwardens, as their more dishonest activities appeal to him. Larry (FIGHTER, LVL 5, 49 HTK) is +2 to hit and damage due to strength and constitution, and an expert brawler. He usually carries a broadsword and wears leather armor.
- 24 **INN**, Pappy Jack's (FO,L1). Pappy offers the cheapest lodging in town. The entire inn is one large room, with Pappy's room in back. Blankets are extra. There is a 25% PROB. Mad MacGregor, a fat, one-legged, seemingly crazy prospector, is staying here. He knows the whereabouts of a Motherlode (see below) and needs strong men to go there with him. He will neglect to mention it is located deep in the heart of hostile (goblin, native, etc.) territory. Pappy (FIGHTER, LVL 2, 12 HTK) is an old fighter who is well versed in the use of his mace. He wears leather armor and carries a shield.
- 25 **PUBLIC BATH**, no sign. This establishment caters to those prospectors coming to town for the first time in months, and others looking to cleanse away the ever-present grime of

Goldcrest. Jared Miller (13) is the owner and supervises his staff of fourteen scrub girls, keeping overanxious miners at a respectable distance. Jared is very protective of his girls, and at least one of them can be found staying in his house each night. Jared (FIGHTER, LVL 3, 21 HTK) is always armed with a broadsword and wears oiled chain armor.

- 26 **BARBER SHOP**, no sign. Horatio Hennesy (27) runs this busy shop. As there are no healers in town, he spends as much time stitching wounds, pulling teeth, and giving doses of salts as cutting hair and shaving faces. Many of his clients stop off here after leaving the baths (25). Horatio is a member of the Goldcrest Merchants' Guild and the prime mover behind the Nightwardens, despite his gentle appearance.
- 27 **RES.** Horatio Hennesy (26) lives here with his wife, Julene, and his son, fourteen year old Wilmer. Horatio is trying to send Wilmer off to study as the boy is spending too much time hanging around the baths, Lolitals (8), and Millie's (14). So far Wilmer hasn't been able to get a date with any of the ladies, but he keeps trying.
- 28 **TENTS.** These areas are used by newcomers to Goldcrest when inns are full, those too proud (or too fastidious) to stay at Pappy Jacks (24). or those who just prefer solitude. Since these groups tend to drift in and out constantly, the number and occupants of each tent are determined randomly:

ROLL D6'

1	Old Timers (Number Appearing: 1-2) -- these men know the prospector's trade well, are smart, tough, and know the area. Their donkeys and mules are kept outside, with their pans, pots, and other utensils hanging from their harnesses, so if someone tries to steal them, the noise alerts the owner. PROB. 30% of Dwarf. 30% PROB. one occupant knows the location of a Find (see below); 10% PROB. knows location of Mine (see below)
2	Prospectors/Miners (NA:1d4) -- These men are strong, tough, and know the trade. They work for the Phoenix Mining Co., and do not know the area as well as the old timers. 20% PROB. knows the location of a Minor Find (see below).
3	Wealth Seekers (NA:1d6) -- This is the type of person who thinks he can get rich just by being there. He may be a good worker, but is unskilled.
4	Merchants (NA:1d4) -- These fellows have heard about the wealth to be made and have brought goods to sell at inflated prices. They tend to be sharp traders.
5	Carpetbaggers (NA:1-2) -- Like the merchant, he has come for wealth, but rather than trading, he comes to cheat, steal, or con. 30% PROB. Thief; 30% PROB. Con-man; 40% PROB. Gambler.
6	Hillmen (NA:1d4) -- Hadati hillmen, marked by their clan tartan kilts and bastard swords on their backs, they have come out of curiosity, or to make gold. They tend to be very tough, have average intelligence, and are touchy where matters of honor are concerned.

ON PROSPECTING:

It is suggested that the Gamesmaster create a small area defined as the gold strike territory. Outside that area, gold will be nearly non-existent. To determine how well a party of characters does looking for gold, use the table below. Consider how well provisioned a party is, so the players and Gamesmaster will know when a party must return to Gold Crest to re-outfit, hunt, etc.

GOLD MINING TABLE:

The numbers below reflect a party of six characters. For each character less than six, subtract 05% from the roll. No benefit is derived from having more than six prospectors, as it is the optimum number.#

Roll once per full week searching after gold area has been reached. Once a find occurs, work must run a full day before gold is extracted in assayable ore. A find must be played out before another search should be allowed. There is a 05% PROB. each day (not cumulative) that a find will become the next higher level find. Roll at end of each week to see if find plays out. There is a base 30% PROB. + 2% to a maximum of 90% each week the find is worked it will play out. Example: after working the find for six weeks the Gamesmaster needs to roll over 42% for the characters to continue working the find ($30\% + (6 \times 2\%) = 42\%$). After 30 weeks or longer, the Gamesmaster must roll over 90%.

Gamesmasters should decide how likely it is the Phoenix Mining Co. will discover unlicensed operations, so the lure of keeping an additional 30% of the find will be off-balanced by the risk of getting caught.

Modifiers (not additive): Geologist in group = +10 to die roll; Miner in group +05 to die roll

ROLL EACH WEEK

ROLL (d%)RESULT

1-40	No find
41-65	Traces (1d6): 1-4 = 1d6x10 GP worth per day for entire party; 5-6 = 1d8x10 GP per day
66-80	Minor Find* (1d6): 1-4 = 1d10x10 GP per day; 1-6 = 1d12x10 GP per day
81-95	Find* (1d6) = 1-4 = 1d6x25 GP per day; 5-6 = 1d10x25 GP per day
96-99	Mine**, requires equipment and additional men to work to full potential. (1d6): 1-5 = 1d20x10 GP per man per day (roll for each man); 6 = 1d20x20 GP per man per day
100	Motherlode*** (1d6) 1-5 = 1d20x25 GP per man per day; 6 = 1d20x50 per man per day

- # For parties less than six, a natural 100 always finds a Motherlode, 99 = Mine, 97-98 = Find
 * 10% PROB. each week of claim jumpers.
 ** 20% PROB. each week of claim jumpers.
 *** 45% PROB. each week of claim jumpers, the company (if illegal mine), the Nightwardens (if legal mine), etc.

INDEX OF BUILDINGS: GOLDCREST

Each entry will be in the following format: If no name is shown, no sign is present. 0 indicates a pictorial sign. 0 indicates the location is a Residence and has no sign

BARBER SHOP	26
BROTHEL	8; 14, Millie's Home Away From Home
GAMBLING HALL	1, (Gold Nugget)
INN	1, (Gold Nugget); 15, The Goldcrest Lodge; 21, The Silver Piece Tavern; 24, Pappy Jack's
KITCHEN	19, (Soup Pot)
MINING CO.	2, The Phoenix Mining Co.
OUTFITTER	4, (Pick); 20, Waldo's Supplies
PUBLIC BATH	25

SMITH	11, (Anvil); 16
STABLE	3; 10; 16; 22
TAVERN	9, (Pick and Shovel); 15, The Goldcrest Lodge; 21, The Silver Piece Tavern;
23, (Well)	
TENTS	28
WAREHOUSE	5