

CASTLES OF THE CRUSADES

BLUFFSIDE CITY ON THE EDGE



CASTLES & CRUSADES®

BLUFFSIDE: CITY ON THE EDGE FOR CASTLES AND CRUSADES

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CHAPTER 1: INTRODUCTION

DISTRICTS OF BLUFFSIDE

Bluffside is divided into eight distinct districts (not counting the ruins): Old City, New City, Mining District, Temple District, Military District, Wizard District, Undercity, and Sordadon. Each of these contains enough information to use as a standalone city. If you feel Bluffside is too large and you need a city the size of the Temple District, use it. Want a floating city? Sordadon can be dropped into the waters off any coast. The maps included make converting this large city into several smaller ones easy.

POINTS OF INTEREST

Bluffside contains over 100 Points of Interest (POI). Taken as a whole, they help make Bluffside a living, breathing city. There is plenty of information in each to help ease your players into the city and feel part of it right from the start. Did we map out every building and all of the characters of Bluffside? We didn't, but what we did do is give you plenty to start with, making your job much easier. Any CK should find that with little preparation Bluffside can be opened up and the PCs can start exploring immediately. With a city of this size, there is plenty of room to add your own flavor to Bluffside, making it yours and your players' city of choice.

Included in the POIs are hooks: ideas for CKs to spin into complete adventures. They are not required, nor are they complete. They require plenty of work from the CK to make into real adventures. The hooks are, however, a good place to start and may spark a CK into creating something that can be completed in a night or become the center of an entire campaign.

Included in each POI is a list of regulars (NPCs). Not all regulars listed will be in a particular POI when a PC visits, and can be encountered just about anywhere in Bluffside. The POIs the regular is listed in is simply where they can most commonly be located.

RELIGION

The gods presented in this section are worshipped in Bluffside as well as most areas of the world. If you like our gods and want to use them, feel free. If, however, your campaign world is already filled with deities, then use your own and set these aside. Hopefully, the POIs for these temples will give you good starting points for your own gods.

APPENDICES

The appendices contain new spells, magic items, creatures, and various other items. Each item in this section is used somewhere within the city and are referenced. Also found in this section are the attributes for each of the regulars of Bluffside.

MAPS

Every district of Bluffside has a section devoted to it, describing that district. At the beginning of each of these sections is a map of the district, identifying all POIs in the district, with a key for ease of use.



Key	
Map Reference	District or Area
Bluffside Proper	
OC	Old City
MD	Mining District
TD	Temple District
M	Military District
WD	Wizard District
NC	New City
Undercity	
S	Sewers
CA	Under Old City
W	Warehouse District
CH	Cavern Harbor
CS	Coach and Six Market
CN	Natural Caves
AC	Aceldama
MI	Mines
DH	Dwarven Halls
Sordadon	
HD	Harbor District
SD	Sea District
SH	Shipping District
CD	Commoner's District

CHAPTER 2: HISTORY

The history of Bluffside is divided into two distinct parts: known and unknown. While it may be easier to start with what is known, the unknown has drawn people to Bluffside for over 200 years. All of what is here is mere speculation and supposition garnered through archaeological research. Of course, any information that can help shed light on the Ancients before the Great Sundering and before The Walk can only help us understand where we came from and what we can be once again.

SEM LA VAH

The history of Bluffside dates back over two hundred thousand years to when it was Sem La Vah, perhaps the largest seaport on the western shoreline of the Great Northern Continent. The shoreline is a continuous jagged cliff, making attempts at deep-water docking impossible. However, wrecks uncovered by Sel'varahn and its unusual geographic location confirm the theory of its origin as a seaport.

While the Archaeologists have studied the available ruins with the help of divination spells, information concerning the location of the city remains elusive. To this day, no ancient passageway out of the valley has been found. In other words, all who lived here or visited came via the coast. The small valley is not particularly fertile, nor is the fishing either convenient or more plentiful than on the other side of the continent. Why then was this huge metropolis located in this nearly inaccessible valley?

THE BARROKKS

The original inhabitants of Sem La Vah, known today by their fossil remains, were known as Barrokks. As with all of the Ancients, little is known of these people. What is known of them has been gleaned over the past century from fragments unearthed in the ruins of Sem La Vah. Studying unearthed structures and skeletal remains, researchers estimate that the Barrokks stood approximately seven feet tall and weighed 300 pounds. As of yet no Barrokk child has been unearthed. Barrokks were a highly civilized people and their one great remaining structure, the Palace, provides proof that these people were cultured, interested in both beauty and functionality. Three museums in Bluffside alone hold countless restored pieces of Barrokkian art and beauty. From the sculpture of Dak to the Door of Light, Barrokkian art is appreciated and valued in ports of call thousands of miles distant from the ruins where they were unearthed. These artifacts as well as the incredible ruins of Sem La Vah shed some light on these people from a time before the Great Sundering, who became extinct in spite of their tremendous power.

Bluffside (Metropolis)

Alignment: NG

Assets: 300,000,000gp

Population: 60,000 (human 78%, elf 6%, gnome 4%, half-elf 4%, dwarf 4%, halfling 3%, half-orc 1%, Other <1%).

8 CASTLES & CRUSADES

Authority Figures: Horatio Hollingsworth, male human (Mayor); Wilton Blander, male human (Council Member); Samantha Pomander, female human (Council Member); Revel Varian, male human (Council Member); William Wellington III, male human (Council Member)

Important Characters: Simissin Elisine Nisselim, male dragorisah (Dragori Ambassador); Jarman the Wise, male lich (City Founder); Master Uribe, male gnome (Leader, Adamantine Security Council); Walnd, male human (Leader, Valhalla Temple); Garl Frostor, male Frost Giant (Leader, Winged Death Temple); Finus Lomusin, male human (Leader, Academy of Arcane Arts/Library of the Magical & Mundane); Kinkar Kinlay, male human (local Cat Burglar); Ruka Frosht, male White dragon (leader, Chill Bringers); Hawk Drydor, male human (Bluffside Mountain Ranger); Will Tooley, male dwarf (Leader, Umbra Incognita); Tamalek Aurtein, male human vampire (Undercity resident); Falina Edgewater, female Sel'varahn (Bay Defender).

Militia: Drindel Lightstrike, male sixam (Leader, Bluffside One-hundred); Reginald Oakfirst, male human (Leader, Bluffside Regulars); Admiral Kale Benocia, male half-elf (Leader, Naval Academy)

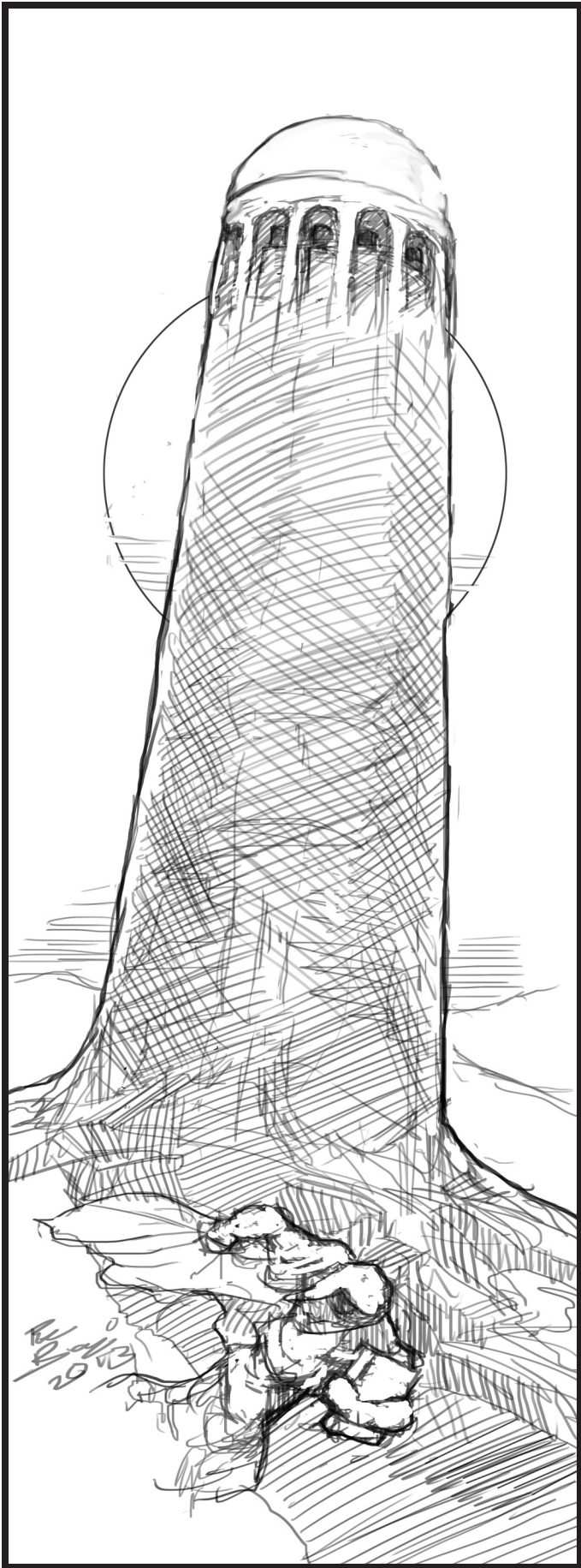
THE GREAT SUNDERING

The Great Sundering has been chronicled in most cultures throughout the world, and is interwoven in every religion. Bluffside, formerly Sem La Vah, was ground zero of the Great Sundering. No matter where in the world the story is told, all have a common theme. Death and destruction rained down upon the world from the heavens. Some called it the anger of the gods. Others claimed it was the end of the world. Civilization ended. Panic ruled. Gods disappeared. Fire and famine swept through everything. Sem La Vah was struck by a huge messenger of destruction. Did the ancient Barokkians know of their impending doom? Did they struggle with magic and might unknown today to prevent what could not be stopped?

We don't know, but do know that in an instant it was over. Archaeologists have been trying to discover for over a hundred years what happened to the people, and why so much of the city remained intact after such a catastrophe. The impact took a huge bite out of the cliffs, forming Crater Bay, and yet it left substantial ruins that remain even today. No one from ancient Sem La Vah made it across the ice bridge during The Walk. All that is left of the Barrokks is here, and Sem La Vah does not give up her secrets easily.

THE WALK

The Walk took place when the ice age descended upon the world. An ice bridge formed, joining the Great Northern Continent to the scattered land masses to the south. Races that survived the Great Sundering now fled the killing cold. Many legendary races of antiquity did not make the crossing, and met their fate on the ice.



The southern lands were stark and barren compared to the lush lands of the north before the Great Sundering. But they were warm. The survivors adapted to their new lands, learned to live and work together, and slowly forgot the north. Exact knowledge of the Great Northern Continent was lost and receded into racial memory. It would be over a thousand years before their birth land would be rediscovered.

REDISCOVERY

1,130 years after the rediscovery of the Great Northern Continent, Jarman the Wise sailed north on his third voyage, intent on uncovering some of its secrets. He found ancient scrolls near the Sundered Mountains, written in an Elvish script. The text hinted at a valley of gold and magic that lay just on the other side of the mountains, as well as an ocean west of the mountains, previously untouched by modern man. With funds running low Jarman sailed south again, determined to return in force.

Once in his home port, Jarman solicited funding for his next adventure. He gathered the greatest archaeologists that money could rent and set off again four years later for his fourth visit to the ancient land of his fathers. He had a feeling that this would be the trip to make him famous. Following the directions on the scrolls through a secret pass now known as Jarman Pass, Jarman discovered the remains of Sem La Vah. This vast, undiscovered ancient city would be his base of operation until his disappearance in 1,158. He called his camp Bluffside, and it eventually grew into the city of today. The ruins of Sem La Vah are dominated by two enormous structures. The first – only a few hundred yards inside the valley – repulsed Jarman, turning him forever toward the second.

OBSIDIAN TOWER OF THE UNKNOWN

Sticking out from the broken land, a finger of pure obsidian pointed toward the sky. Jarman and his group approached the structure as soon as they entered the valley. The entire company felt a sense of dread as they neared the black tower. Pack animals started to kick and go mad once within a hundred feet.

No one, however, reacted the way Jarman did. His senses were bombarded with an otherworldly attack that caused him to recoil. While others could approach close to the Tower, Jarman could not get within 100 feet without feeling his head would explode. He believed it was his spell casting ability that drew the power against him, but a wizard in the group never felt what he, a fellow wizard, did. Because of his feelings of dread, Jarman ordered his followers to stay clear of the tower. Simon Parlance, a maverick in archeological circles, defied the order. Sneaking out under cover of night, Simon was last seen by his servant moving toward the tower. When he could not be found the next morning, Jarman sent a small expedition closer to examine the structure. The tower was a completely featureless black obelisk, capped by a golden dome. There was no sign of Simon, who was never seen again. Jarman turned from the tower and would never return to it again. He never spoke of his experience with a living soul. Jarman now completely focused on the second major

structure in the valley; a structure that would become the focal point of his life's work. After bridging the 50-foot crevasse that ripped the valley in two, Jarman was face to face with one of the greatest discoveries of this age. He immediately started the original Bluffside settlement, now referred to as the Old City. This settlement grew slowly beneath the shadows of the largest freestanding structure from the ancient world, the Palace of Sem La Vah.

THE PALACE OF SEM LA VAH

The Palace of Sem La Vah dates back an estimated 200,000 years. Standing over 150 feet tall, the Palace drew Jarman to it like iron to a lodestone. What initially struck the archaeologist was the enormous golden dome atop the Palace, still intact after centuries of exposure to the elements. Initial investigations showed that entrance to the Palace would be costly and hazardous. Ancient spells of binding – still in place and very powerful – protected the whole structure. These powerful magics may well have protected the Palace from both the Great Sundering and the ice age that followed. It took a year of expensive and dangerous research and experimentation before the Palace could be entered.

Jarman and his team gained access to the first floor, which was intact but completely empty. The mystery just drew them in deeper. Thieves hearing rumors of the ruin snuck into the structure, looking for loot. When they were disappointed, they defaced some of the walls, obscuring ancient patterns. When Jarman and his team discovered the damage, they closed the Palace and sent away for assistance. Since he was responsible for breaking the seal on the Palace, Jarman felt responsible for protecting it from such wanton destruction. He sold off trinkets from lesser ruins the valley and used the money to hire a small mercenary force under Commander Franklin Brakk. Commander Brakk immediately took charge of the situation and sealed off the area surrounding the Palace. By 1,136 this small strip of land was under modified martial law. Only archaeologists and their guests were allowed near the Palace proper. The Bluffside Regulars, as they came to be called, made protection of the Palace their main priority.

While the Palace was the center of most activity in the valley there were other ancient structures holding who knew what treasures, and the Bluffside Regulars could not guard them all. Just east of the Palace is an area of fallen buildings that have claimed more lives over the years than any other single event within the whole Bluffside valley.

RUINS

There is disagreement as to what the original purpose of the ruins was, largely because the place cannot be thoroughly investigated. Some say they are the remains of the easternmost part of the ancient city of Sem La Vah. Others say that they are the last resting place of the Barroks; a graveyard of sorts. Whatever the ruins were, there can be no doubt that they are haunted.

Early on, the new residents of Bluffside recognized the dangers of the ruins. Strange, haunting sounds were heard from within the area. There were some early excavations within the ruins on the outskirts. While spooky during the day, at night they became dangerous, driving people away. Some who lived to tell of their time within the ruins at night spoke of skeletons, zombies, and ghouls walking the ancient streets. Others saw apparitions of Ancients wailing in an unknown tongue.

What the residents of Bluffside didn't initially realize was that the ruins were more than just a haunted graveyard of the Ancients. During the Great Sundering, a rift was opened between the Prime Material Plane and the Plane of Shadow. In at least two places – beneath the ruins and deep beneath the bay – the Prime Material Plane gives way to the Plane of Shadow at random intervals and in different ways. There are rumors that the Barroks were pushed into the Plane of Shadow when they attempted to save themselves, but none of these rumors have been confirmed.

Eventually, those who settled Bluffside in the early days gave up on the ruins, preferring more healthy and dependable ways to build their fortunes. Soon after Jarman brought in the Bluffside Regulars, real settlers began to seek out Bluffside. Some believed the wild rumors about gold lying on the ground and ancients walking the streets, but most wanted to be involved in the repopulation of the Great Northern Continent. Whether greedy fortune seekers or clear-eyed colonial pioneers, the immigrants flooded in.

SETTLING BLUFFSIDE

In the early days, Bluffside was a small collection of tents and temporary structures erected for the sole purpose of excavating surrounding sites. Slowly, a makeshift town grew up around the camp. Many different people emigrated to Bluffside, with artisans such as metal workers, miners and researchers amongst them. Farms grew out to the edges of the valley. With all these people came others to prey upon them.

A rough city plan was devised to allow the town to form while the business of archaeology continued undisturbed. Now Bluffside actively recruited construction workers, painters, sewage workers, and others with necessary skills. The city walls were erected and the core structures of the city were completed in 1,144.

The new Bluffside had a population of roughly 5,000 people, although the capacity of the city as it was planned was far greater. Jarman and his fellow archaeologists had a large say in city affairs, but felt that others were better equipped for day-to-day city management. The Guild of Archaeologists, led by Jarman, held veto rights over any decision related to ancient Sem La Vah, along with full authority over the military and the Palace. Bluffside had a good start, with good planning for the future. No one could have foreseen the coming rush.

ADAMANTINE

An archaeological dig in the Sundered Mountains south of Bluffside uncovered a large quantity of a metallic substance only found in small quantities before. The metal swirled in their hands, as though alive. Believing they knew what they possessed, the miners quickly brought a sample back to town.

It was confirmed. They had found adamantine, rarest of metals. Adamantine occurs naturally only in space. Meteorites and comets bring small samples to the world. Whatever struck Sem La Vah during the Great Sundering was huge and almost entirely adamantine. The impact had shattered the object with the shrapnel penetrating the surrounding mountains. The rush began.

BOOM TOWN

Tales reached around the world and soon prospectors flooded into the valley. The Old City grew quickly and soon filled to dangerous numbers. Fearing a takeover by the mob descending upon Bluffside, the authorities declared the entire valley and surrounding mountains property of Bluffside. They designed an expansion plan for the city, assuring that no ancient structures or ruins would be disturbed in the quest for wealth.

Bluffside is in a very defensible location. Only one pass leads to the interior of the continent, weaving its way through the Sundered Mountains. A few others lead up into the mountains, but don't cross. There is no way to move a large force through these passes. In addition, the 500-foot-tall cliff to the west makes it all but impossible to assault the town from the sea.

The Bluffside Regulars became a standing army, supported by new taxes. Most of the initial company of soldiers retained their high-ranking posts. Commander Brakk was given the position of Commander of all Bluffside Forces, with orders to protect the Old City and the Palace at all costs. His first assignment was to seal off the Old City to immigrants. A new district was designed off the same basic plan, just to the south of the Old City and across the crevasse.

SIXAMS DISCOVERED

On one of his many forays into the mountains surrounding the valley, Jarman and a small force came upon a frightening scene. A winged creature, vaguely humanoid in shape, fell from the sky near their location, its body smashing on the sharp rocks. Jarman quickly moved to lend assistance to the strange creature when a large shadow passed over him. Looking up, Jarman saw, silhouetted against the sun, a white dragon looking for its prey.

In seconds, Jarman and his men dragged the fallen creature into a nearby cave and waited. Although the dragon circled for hours, it never discovered the small entrance to their hiding spot and eventually gave up. Jarman brought the creature back to Bluffside and, with the help of healers, nursed the fallen creature back to health.

The creature identified itself not only as a member of a race called sixam ieuna, but also a scion from a royal line. He stated he owed his own life and that of his unborn descendants to Jarman. He vowed his people's eternal friendship to the people of Bluffside. From this point forward, one-hundred sixam warriors, known as the Bluffside One-hundred, would patrol the skies above Bluffside, repaying the debt owed by the sixams.

Before the sixams could assemble this force, however, the Goblinoid War began.

JARMAN DISAPPEARS

In 1,158, rumor spread that Jarman and his colleagues were on the verge of an important discovery beneath the Palace. An ancient underground passage was revealed, perhaps for the first time in 200,000 years. The archaeological community observed in great anticipation. Then, Jarman disappeared. The search for him was cut short, however, as a simultaneous uprising in the nearby mountains threatened Bluffside and the dig itself.

THE GOBLINOID WAR

The Goblinoid War came as a complete surprise to the people of Bluffside. While threats from mountain denizens existed from the earliest discovery of Sem La Vah, most of these monstrous incursions (involving goblins, orcs, and the like) were sporadic and uncoordinated; easily rebuffed. Simple precautions, like highly visible caravan guards, were enough to keep most of the problems at bay.

In 1,159, after several months of silence, the mountains exploded. Jarman Pass was cut off by a large force of orcs. Goblins, sneaking down the Red River, swarmed into the valley, quickly fording the river with portable bridges. They were well prepared, and executed a good plan.

The creatures skirted the base of the Obsidian Tower and the area surrounding it. Sneaking around the crevasse, they were first spotted as they approached the new city. An alarm was raised, and quickly the bridge to the Old City was raised, assuring its survival and the new city's destruction. It took two months to drive the creatures from the valley. A combination of counter attacks from the Old City and the arrival of the first Bluffside One-hundred helped, but what actually ended the siege was the mass pullout of the invading forces. One night they just left, with no treaty, no surrender, indeed, no explanation at all. The new city was rebuilt, and named the Mining District.

While the Mining District set to the chore of rebuilding, excavation in designated sites in the surrounding countryside resumed. In 1,170 an Ancient underground complex was broken into just north of the Palace and south of the Red River. Exploration through this vast complex continued for several years until a group of adventurers hired to eliminate some monsters discovered a previously unknown race.

STEAM GNOMES

In 1,175, the steam gnomes were discovered. The steam gnomes are a race of tinkers. They have lived for thousands of years below ground, relying only on their skill at manipulating their surroundings. They immediately befriended the people of Bluffside (topsiders, as the steam gnomes called them) and together they formed a mutually beneficial alliance. Bluffside provided the steam gnomes with grain, beef, and wood. In exchange, the steam gnomes promised to help the people of Bluffside with one of their most serious – problems: trade.

From the beginning, it was very difficult to trade anything with the outside world because of the dangers involved with moving through Jarman's Pass. It was easy for any marauding creature or band to waylay any cargo winding its way through the pass. A seaport, however, would change all that. Unfortunately, the same cliff face that was so beneficial to Bluffside's defense was an obstacle to oceanic trade.

THE UNDERCITY

The first thing the steam gnomes did was open up ancient passageways leading down to the bay. Some new tunnels were dug, but with the help of nearby dwarves, they were completed in only a few years. The plan was to bring cargo up from the sea through a series of passageways and the use of an invention unknown to topsiders: the elevator. A second new city quickly built up over these passageways with the intention of being the main trading sector.

The elevator was powered by a water wheel inside the immense falls. This complex contraption of gears and spindles supplied the Undercity with power enough to raise cargo several hundred feet. While the engineering marvel of the Bluffside elevators overcame the barrier of the cliffs, there was still the matter of the shallow water at the cliff base. No ships could harbor there.

SORDADON

Crater Bay is unusually large and rounded, but not exceptionally deep. Coral reefs weave throughout the bay, making it impossible for large vessels to anchor anywhere near the cliff face. Several derelict wrecks bear mute testimony to the difficulties of harboring in the bay. This made it necessary for a fleet of flat-bottomed boats to shuffle trade goods back and forth into the Undercity directly from the ships: an imperfect system prone to hazard. An enterprising halfling named Kyle Sordan, seeing an opportunity, set up shop on the largest of the half-sunk wrecks. At first, Sordadon was little more than a floating bar. Eventually, through dealings with the Traders League and the Miners and Burrowers Society, present day Sordadon was lashed together, providing a deep-water port for incoming vessels and a trade hub from which Bluffside's adamantine could be shipped overseas.

CLIFF DIVING

The cliffs of Bluffside plummet 500 feet into the bay. To some this

is an awe inspiring view while a terrifying vista to others. To some folks in Bluffside, the cliffs are a challenge. Cliff diving is a sport in Bluffside. Divers dive from openings found throughout the cliff face. The most easily accessible openings are the most popular diving points, but there is a certain prestige gained by diving from obscure ledges or places with restricted access. The view from the Rooftop Inn is sometimes disturbed by the sight of a diver in crazy-colored costume leaping into Crater Bay. Rumors abound in the diving subculture of winding passages leading through restricted areas in the Undercity to spectacular diving ledges.

There is a series of diving ledges all along the cliff, starting only 10 feet up from the water far down at the south end of the bay. Most of these were fashioned from wood and bolted into the cliff face while a few were fashioned through magic. They give no access to the tunnels of the Undercity and are accessed either by climbing up from the bay, flying or levitating.

Climbing up from the bay is assisted by handholds and footholds placed regularly in winding paths up the cliff face to various ledges. The ledges are separated by about 30 feet horizontally, and each is higher than the last. At this time there are ledges at 10, 20, 30, 40, 60, 80, 100, 150 and 200 feet.

At the base of the cliff, the water reaches a depth of 20 feet. A skilled swimmer or acrobat can safely dive from the 60-foot ledge. Diving from anywhere higher results in normal falling damage, because the water is not deep enough. It takes approximately 5 seconds (one-half of a round) to dive from the top of the Bluffside cliffs into Crater Bay.

Every year a huge competition draws divers from Bluffside, Sordadon, and the surrounding countryside. Divers compete in events based on precision and style. It's no longer enough to just survive, although there is still an unofficial competition in that area. The sixam ieuna love watching the land-bound perform acrobatics in the air as they plummet helplessly downwards. They cannot normally compete in the diving, but sometimes judge.

Going Over the Edge: Not everyone who dives off the cliff does so voluntarily, with many a dark night bearing witness to a struggling figure, in a bag or barefaced to the winds, tossed over the edge. Few survive the plunge. Often, when a local personality goes missing, people say he's gone over the edge or taken a dive.

TODAY

Trade ships come to Bluffside from all over the known world, but the adamantine is nearly mined out of the surrounding mountains. Reports come up from the Undercity speaking of terrible creatures beginning to emerge from the deepest caverns below. Creatures from the surrounding mountains appear to be operating in concert again, as they did during the Goblinoid War. Apparitions previously unique to the ruins are now being seen in the Old City. In addition, word from the Wizard District indicates that the Obsidian Tower of the Unknown's secrets, for good or ill, are close to being unlocked. Bluffside stands on the verge of its greatest age, and the edge of ruin.

12 CASTLES & CRUSADES

CHAPTER 3: TIMELINE

NOTE: All dates are from the rediscovery of the Great Northern Continent (GNC)

0	Northern continent rediscovered
1,130	Jarman finds scrolls detailing passageway to Sem La Vah
1,134	Ruins of Sem La Vah discovered
1,134	Simon Parlance heads to Obsidian Tower of the Unknown and disappears
1,136	Martial Law declared in strip of land surrounding the Palace
1,142	Tarrag Presage constructs first mage tower in Bluffside
1,144	Old City completed
1,153	Adamantine discovered in mountains south of Bluffside
1,153	Bluffside expands dramatically as prospectors flock to the area
1,155	Adamantine mines in full swing
1,158	Archaeologists uncover underground passageway beneath the Palace
1,158	Jarman the Wise disappears
1,159	Goblinoid War begins and ends two months later
1,159	The new city is renamed Mining District and sets about rebuilding
1,160	Shaloron touches Obsidian Tower of the Unknown and disappears
1,163	First temple built in what would become Temple District
1,170	Underground complex discovered
1,172	Walls completed around Military District
1,175	steam gnomes discovered
1,175	Gal Na Mar Khan purchases Silver Wyrn
1,176	steam gnomes begin turning Bluffside into seaport
1,180	West Quadrant completed
1,200	Beginnings of present day Sordadon tied into place
1,210	Water wheel supplies power to Bluffside
1,242	Present Day

CHAPTER 4: POPULATION

Bluffside's permanent population is approximately 60,000 beings, broken down as follows: 78% human, 8% elf, 4% gnome, 4% half-elf, 3% dwarf, 2% halfling and 1% half-orc. Aside from these major races, several minor races are present in extremely small numbers: dragori, Nevae, sixam, steam gnome, and the occasional giant, among others.

Fluctuation from trade, however, can cause the population to reach over 90,000, especially at the peak trade time of Advar, which occurs during the summer solstice. During such high trade times, the population of Sordadon increases more than that of the city proper while that of the Undercity rarely changes.

CHAPTER 5: POWER STRUCTURE

ADAMANTINE SECURITY COUNCIL

The ASC has one and only one charge: ensure the safety of the adamantine within the mining district. They accomplish this task using both visible and invisible methods. Visibly, ore squads are present with every adamantine shipment as it travels along the city streets. These five individuals are highly trained and willing to lay down their lives to protect the adamantine. Working as one, they are a force to be reckoned with. Invisibly, the ASC has moles that have infiltrated underworld operations, trying to cut off any attempted hijacking of the ore before it happens. The ASC works alone, eschewing even aid from the Five, mainly because of Wilton Blander's association with Umbra Incognita.

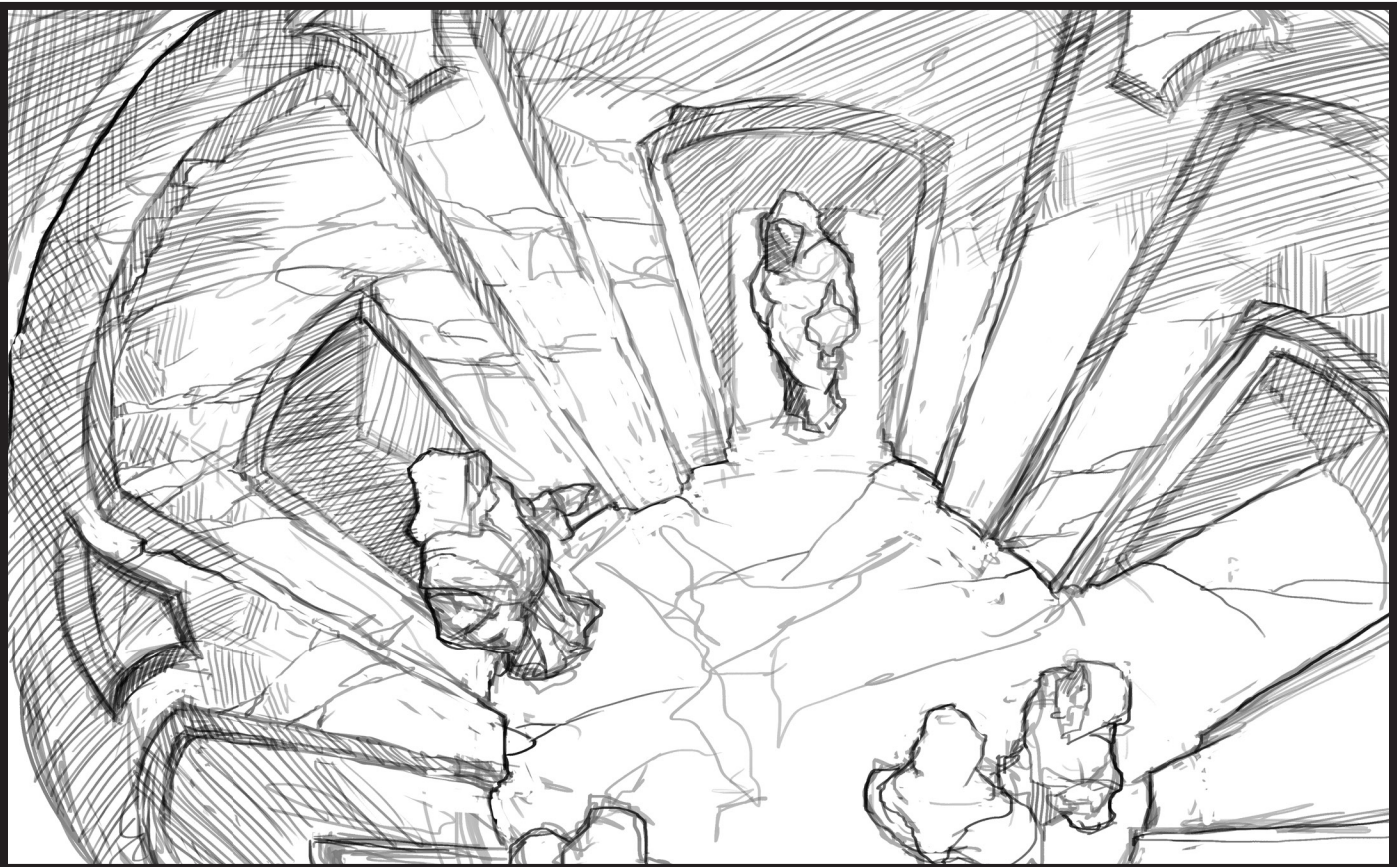
THE FIVE

From the earliest days when Jarman brought in the Bluffside Regulars, the visible seat of power in Bluffside has been occupied by archaeologists. Although Jarman himself wasn't interested in running a city, five of his most trusted colleagues took on the challenge. They formed a confederation whereby they and their descendants would share power. It was these early houses, now known as the Five, which sponsored many early mining operations, in turn using the adamantine to cement their hold on power. Throughout the history of Bluffside, this one adage holds true: he who controls the adamantine controls Bluffside. The one thing that places the Five apart from all other powerful groups in the city is that they are the only private citizens who hold adamantine mines. All others are operated by a cooperative of miners and the like.

Over the years, petty bickering and assassination attempts have fractured the original confederation. Now, each schemes and manipulates the others on a daily basis with only one goal in mind: total control of Bluffside and the wealth of the adamantine mines. This complex dance of power has all the houses on guard at all times. With their attention so focused on each other, they have not grown or changed with the times, allowing others to wield power within the city that would now take all of them working together to challenge. Although they still unquestionably control the Palace and Old City, their power over the rest of Bluffside is not so absolute.

The Five are:

- *Wilton Blander*: Blander would, if allowed, tear down the Palace and sell it piece by piece. His only cares are for personal gain and illicit pleasures. He uses Umbra Incognita as his personal army, bribes leaders of the Bluffside Regulars to look the other way, and promotes much of the illegal activities within the city. While not dangerous personally, crossing him would be a bad career decision for any adventurer.
- *Mayor Horatio Hollingsworth*: Hollingsworth holds the title of mayor solely through his advanced age. He, in fact, holds no more power than the others, although his ideology is more along the lines of the archaeologists who came before him. He would allow the city



to fall apart to preserve the most insignificant relic from the past. He survives through his great skill at diplomacy. He knows what makes the others tick and exploits them for his own personal gain. He is not especially well liked by the citizens, as they see him as one who has his head in the clouds.

- *Samantha Pomander*: Pomander, the only woman among the Five, prides herself on being a great bureaucrat. Her persistence in the day-to-day activities of the city makes her a valuable asset to the power structure. She deals with problems the others feel are beneath them, which brings her more into contact with the people who actually run the city. While she has no political ambitions, she secretly wishes both Blander and Varian would cease to exist.
- *Revel Varian*: Varian is a religious zealot. He worships the Great Teacher, and he will not rest until all of Bluffside worships him as the one true god. His spies are everywhere, mostly disguised as beggars. They gather information on everyone in power, used to make them see the light or pay the piper. Wildly loved by other worshippers of the Great Teacher, Varian is considered dangerous by all other religions represented in Bluffside.
- *William Wellington III*: Wellington is the only true archaeologist of the Five. He has no desire to run a city. He would rather be left to his digs. Unfortunately, his voice is needed, if for no other reason than to block Blander. He is the best liked of the Five by the populace. His great popularity is his best defense against assassination.

WIZARD COUNCIL

The Wizard Council was founded as the voice of the Wizard District. They represent the wizards in dealings with the city government, and all other organizations outside of the quarter, and also deal with issues inside the quarter.

The council believes that, since the incident with Jarman, the Tower rejects anyone but pure mages and so should they. The wizards feel that impure mages are a perversion that should not be allowed to exist. Local law, however, keeps the council from outwardly moving against Bluffside's non pure mages.

Each "house" in the Wizard District has a say in the business of the council, as each house has one representative on it. The "General House" representative is the Council President and only votes on issues when there is a tie. Each member remains in their council position until the house they belong to removes them from it, or they are unable to hold the position for whatever reason.

The Council concerns itself for the most part with magic, and keeping things running smoothly in the Wizard District. However, sometimes political considerations weigh in, and political ties and political power become factors in decisions.

When it comes to wielding actual power within the city, the Wizard Council takes a wait and see attitude. If the Wizard District is not affected, they are not interested. Their only dealings with the Five involve lending lower level mages to man vital points in the city defenses. This also lets them gather information from the inside.

Anything involving magic immediately gains their attention. Any wizard within the valley must report to the Wizard Council. Their power is determined and they are added to the roster of their affiliated house of wizardry. If for some reason a wizard does not want to join a house, he may remain in Bluffside on one condition: he is not allowed to practice magic within the valley under penalty of death. Certain short-term visitors are immune to this penalty. They are simply asked to leave at once.

RELIGION

Religion plays an important part in the lives of most city residents. The vast multitude of religions within Bluffside, and the fervor with which they are worshipped, makes this one of the most potentially explosive power groups within the city. Only the constant infighting and divisions makes them, as a whole, less effective than smaller power groups. Still, if any one of the large temples decides they want something from the Five, it would be hard to refuse them.

The temples of Bluffside wield power based on sheer numbers of worshippers. The Five are more likely to listen to a temple that draws 5,000 worshippers than one that draws 500. The power of a temple is also affected by the amount of money it has at its disposal. With the right amount, even small temples find their wishes granted.

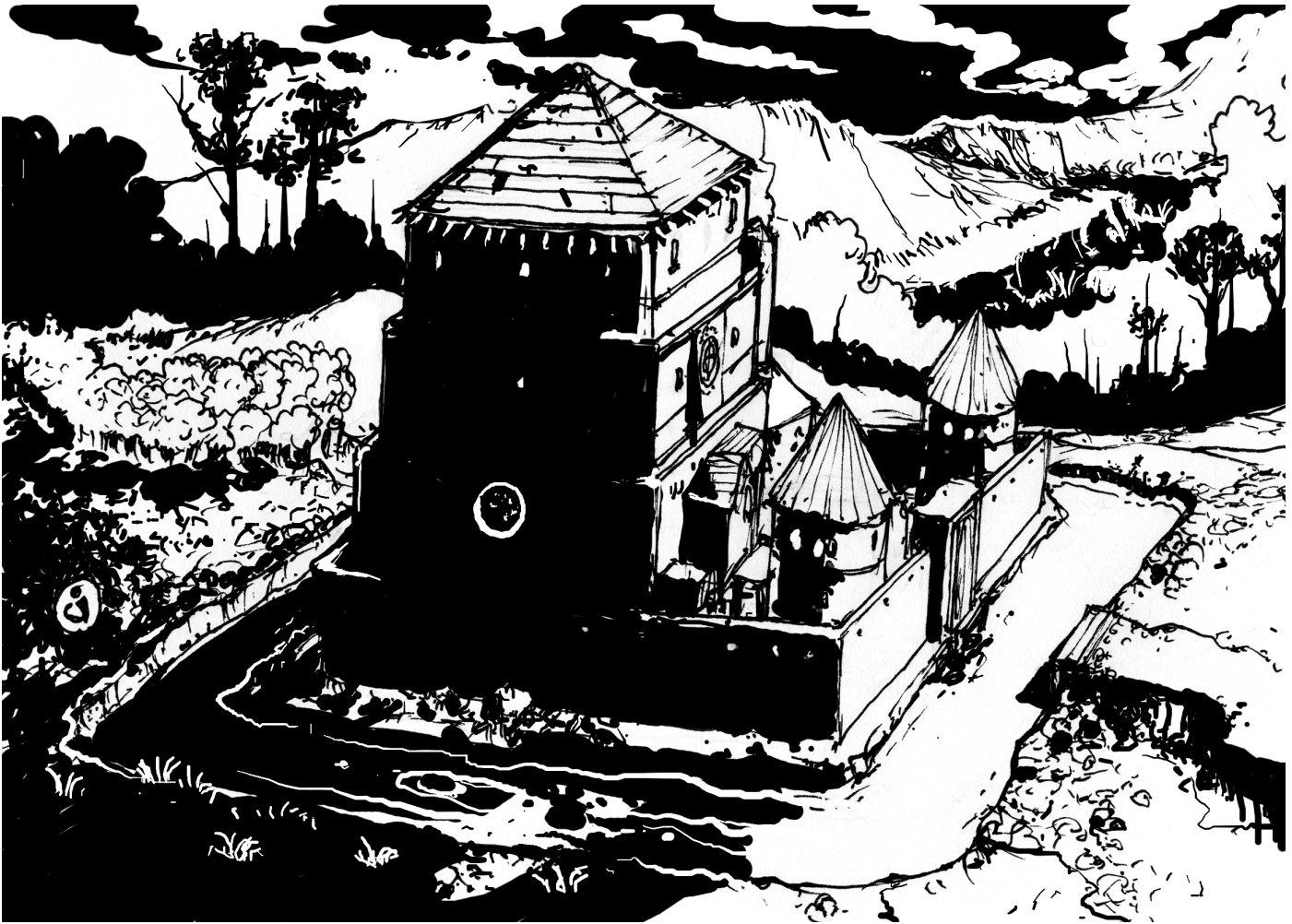
VAULT

The Inner Sanctum of the Vault absolutely controls all adamantite that leaves the city through sea routes. This, as well as its unusual locale, makes it the absolute authority on Sordadon. Not even the Five dare violate the Vault's sanctity. This unusual situation makes Sordadon almost a sovereign city within Bluffside's sphere of control. If you are arrested for a crime in Sordadon, no amount of pleading from the city will have any impact on your incarceration or subsequent sentence. The Vault takes its responsibility seriously and feels equal to the Five. At times, the Vault feels they hold the real power of Bluffside.

ADVENTURERS

While it may seem odd to include adventurers as part of the power structure, in reality they form a very powerful group. Adventurers helped drive goblinoids from the valley. They helped explore and clear out the area that would eventually become the Undercity. They are called upon repeatedly to explore caverns in the nearby mountains or investigate strange happenings in the ruins. The vast underground passageways beneath the city could not be kept clear if it were not for adventurers. If the Society of Explorers and Adventurers ever considered it a possibility, they could wield real power.

CHAPTER 6: BLUFFSIDE PROPER



An excerpt from the journal of Winingham Farseer

Leaving the confinement of Jarman Pass, I saw below me, stretched out in all of her majesty, the City of Bluffside. Even after a long and arduous trip from Kirkwood, I found myself standing with mouth agape in wonder at its majesty. Although this was my third visit to the great city, I still found myself awestruck by its skyline. The Palace dominating the panorama, majestic sixams flying patrol, the Great Furnace bellowing clouds of smoke pulled into the mountain caves – this is what I dreamed of on my return trip. Memories flooded back, and I felt a pull to tour the city before taking care of this trip's business.

After descending the gently sloping road, I left Red River and passed between the Military District on the right and the farmlands on the left. Had I more time I would stop in to visit Madame Scarlett's lovelies. As it was I could not help but reminisce about the hours I spent there on prior trips.

Moving along, I skirted the massive chasm to the left, passing between it and the Temple District. The spectacle of holies battling it out at Dine Divine beckoned to me, as well as the good company of my friend Farkham McDougnam. But business called.

Before crossing one of the seven bridges, I passed by the Adamantine Gate, defender of the Mining District. A hard, busy

place, filled with miners going about their business and the ASC patrolling the streets. Not a good place just to visit. Of course, my memory may have been clouded by that incident with the adamantine dust.

While crossing the bridge, I took a quick look into the crevasse. The aspect of the depths descending into impenetrable darkness, and the sound of the wind rising from below makes me shudder. The eerie sound carries echoes with the memory of the catastrophe that brought such great devastation to tear this land apart.

On the other side, however, all of that changed. The Old City, founded by Jarman the Wise, lay before me. To pass through those streets once again! To see the splendor of the ancient Palace up close. To visit the Theatre on the Bluff, the museum, the gardens – this is life at its best.

As I moved around the Old City, I passed dangerously close to the ancient Ruins of Sem La Vah: graveyard of the Ancients. I thank the Great Provider for the sun being high in the sky. I would not dare to pass this close at night, when the Ancients rise and haunt the ruins, daring any so bold as to disturb them under the watchful eye of the moon.

I crossed over the crevasse one final time and took a quick left to avoid the Wizard District. I never really cared for wizards. My one time within its walls convinced me not to visit again. The

Obsidian Tower of the Unknown has an unsettling presence. I shuddered, remembering the time I passed closer to the Tower for a look. Never again.

Finally, my quick tour of Bluffside proper ended in the New City. I pushed past merchants and adventurers, most residents of this district, and made my way to the market at its center. Although the smells and sights called for me to stop and eat, I had work that must be completed before I sought earthly comforts. I took a last look at the sky and descended the sloping ramp toward the Undercity.

THE OLD CITY

HISTORY

It is here where the origins of Bluffside were forged through the efforts of archaeologists and early treasure seekers. Its residents are very proud of living “inside the crevasse.” The basics of what exists now were finished in 1,144. The rulers of Bluffside, now known as the Five, came from the original expedition to the valley which Jarman the Wise led in 1,134.

The first ruler was an obvious choice. In 1,146, Jarman was named Mayor of Bluffside. It helps when you pay the only military force from your own private funds. It was thought that Jarman’s descendants would continue to rule Bluffside from then on. Unfortunately, his disappearance in 1,158, leaving no heirs, ended all talk of a dynasty. After Jarman’s disappearance, the power shuffled between the houses of his five most trusted associates in a complicated dance that only they fully understand. They would become known as the Five.

By 1,153, those who had settled the Old City, and their descendants, had become comfortable in their ways and felt like a community. When threatened by the inundation of prospectors and adventure seekers, they commissioned the construction of a new city section, outside the crevasse, across its only bridge.

The single event that defined the character of the Old City occurred during the Goblinoid War in 1,159. The Regulars, still beholden only to Jarman and thus the Old City, sighted advance scouts from the attacking goblin hoards. They had their orders for this contingency, probably written with no more than a minor incursion in mind. They raised the bridge, cutting the Old City off from any ground attack. Across the crevasse, the new city burned, and its residents died.

After this, Bluffside was forever a divided city. There is the Old City, with its self-serving ways, and there is the rest of Bluffside.

THE OLD CITY TODAY

Buildings and Streets: The streets of the Old City came together in a more natural (unplanned) way than the other city sections. As buildings went up, the original streets were just footpaths that connected them. This caused the streets today to have many dead ends and connections through skinny alleyways. The buildings are the oldest in the valley, and the estates

of the Five are the only truly sprawling estates, set up in a semi-circle in front of the Palace.

Law: Patrols are constant here, with the average patrol passing any given point once every half hour. Everyone who is not recognized is stopped at the gates and asked their business. If the answer is a little dodgy, the offending party or individual is given an escort to their destination and back out again. One method used to get rid of undesirables is to stop them on a flimsy charge and tell them that they have to come to the Tribunal the next day to pay the fine, which is usually hefty. This causes most to flee the Old City and not return for fear of being held on that trumped up charge.

Society: The average old city resident deals, at least indirectly, with the upper class on a day-to-day basis, making them unimpressed with the trappings of the rich. Most are workers whose livelihood is dependent on either what they sell or what service they perform for the upper class. It is common to see a visiting dignitary making this way through the streets with a full contingent of brightly clad followers, while Old City residents take no notice. It takes something special to make someone in the Old City sit up and take notice.

In addition, the relationship between Old City residents and those from the rest of Bluffside is touchy at best. The Old City residents still believe that they are the only “real” Bluffsidians. The rest of the districts are glorified camps, and their residents are temporary citizens. Unfortunately, this attitude has driven many wealthy new businesses and individuals to other districts, leaving the Old City to gradually decay. Old City residents don’t acknowledge any decline in their fortunes or the gently decaying surroundings.

POINTS OF INTEREST

OC1: Dragori Embassy

Type of Establishment: Governmental

Description: This imposing building is composed mainly of reddish-orange stone imported from the southern region of the dragon Sands desert. A 20-foot tall, 5-foot thick wall surrounds the grounds, also built from the reddish stone. The black iron gates, designed with a long, curling dragon worked into intricate maze-work, are guarded throughout the day and night. The courtyard is divided into carefully groomed sand gardens featuring the most beautiful and rare blossoms and mineral formations of the dragon Sands. All pathways are of black volcanic paving stones. The main building is filled with exotic treasures of the dragori Empire and beyond, displaying the wealth and power of the Empire.

Owner/Prominent Resident: Simissin Elisine Nisselim, Ambassador, male dragori-sah ; see *Appendix 1: NPCs*

Description: Simissin is a powerful sorcerer specially trained and groomed for his position as ambassador to the wealthy and influential city of Bluffside. He is a favored scion of the power-

ful and influential Nisselim family in Endikarr, the capital city of the dragori Empire. Simissin was favored with unusual coloring at his birth – his background scales are creamy white, with his family markings in dark blue. He has a low opinion of those who have no magical ability but hides this if his diplomatic mission requires it.

List of Regulars:

- *Selim Nisselim* was groomed from an early age to support his cousin. His knowledge and experience with both impure magic and wizardly methods of casting gives him some insight into the possible relations between the dragori and the people of Bluffside. He is entirely devoted to the Nisselim family and will consider what is best for them above all else.
- *Guard Contingent*: 30 mixed fighters and monks of 1st level, with two co-leaders: one 5th level monk and one 5th level fighter (see *Appendix 3: Guards*).

Hooks:

- Ambassador Nisselim is in Bluffside to negotiate for improved trade relations for the dragori Empire. He is there to offer diamonds from the dragon Sands for Bluffside's adamantine.
- The ambassador is under a lot of pressure to bring honor to the Nisselim, so much so that he resents the path chosen for his life. If the correct opportunity arrives, he will make a life altering change and turn on his family and people.

OC2: The Palace of Sem La Vah

Type of Establishment: Governmental

Description: The Palace of Sem La Vah is the single most imposing structure in the entire valley, towering 150 feet over the valley floor. Originally dating back to the time of the Ancients, the first floor of the Palace now houses the center of government for Bluffside. Although the binding magic that sealed the first floor has been breached, the spell that will unlock the upper floors and any subterranean levels is still to be discovered. Built from pure white marble, the Palace is topped in several areas with gold domes, including one that is over 50 feet across. Inside, the ceilings are all 20 feet tall and covered with mosaics completed in a bygone age. The doors are all 10 feet tall and carved from solid darkwood. There are no windows or entrances to the Palace above ground level, making the upper stories completely inaccessible. No form of scrying, teleporting, or even plane shifting has allowed any information to be garnered about levels above the first.

Owner/Prominent Resident: Horatio Hollingsworth, Mayor

Description: See OC13.

List of Regulars:

18 CASTLES & CRUSADES

- *Jarman the Wise*, male lich; see *Appendix 1: NPCs*: After moving through a secret passageway, Jarman found himself in the ancient, unseen underground of Sem La Vah. Stumbling among the great treasures of the ancient Barroks, Jarman found a tome that drew his attention. Losing all sense of time, Jarman read the cursed text, unable to stop both from the magic and his lust for information, until he passed out. Upon awakening days later, he found he was a lich. Jarman resides beneath the Palace to this day. He retains his knowledge of his past as an archaeologist as well as his love of the dig, and haunts the lower levels of the ancient passageways still looking for relics of ancient Sem La Vah. Jarman has discovered the tomb of Tamalek and is studying this creature to gain more information on the catacombs that lie beneath. *Tamalek Aurteim* (CA1)
- *Admiral Kale Benocia* (SD6)
- *Falina Edgewater* (SH2, HD6)
- *Drindel Lightstrike* (OC3)
- *Wilton Blander* (OC12)
- *Samantha Pomander* (OC14)
- *Revel Varian* (OC15)
- *William Wellington III* (OC16)
- *Jebadiah Schoones* (MD12)
- *Reginald Oakfirst* (M1)
- *Diplomats*: Any visiting diplomats or those currently stationed in and about Bluffside are often here.
- *Any of the Five*: From time to time, any of the regulars from the estates of the Five can be found coming and going within the Palace walls.
- *Guards*: The best of the Bluffside Regulars are chosen as Palace guards. At all times, the guard contingent consists of: one 10th, 3 8th, 10 6th, and 25 4th level guards (see *Appendix 3: Guards*).

Hooks:

- Jarman has uncovered secret passageways beneath the Palace, Old City, and the ruins that allow him to pass back and forth between the three with relative ease. He still searches for more information, although his powers are limited.
- The secret passageway that Jarman found almost 200 years ago has been recently discovered. The Five are trying to keep this a secret, while at the same time gathering adventurers brave enough to enter the passageways below.

OC3: Sixam Ieuna Aerie

Type of Establishment: Governmental

Description: This sandstone tower stands 80 feet tall and is 40 feet in diameter. There are no visible doors or windows on the tower exterior; the only thing that disrupts its smooth surface is a spiral staircase, winding around the building to end at the top. The roof is a flat open space for sixams to take off and land. Inside, the tower is a single large open space. Outside, the courtyard is filled with lush trees, bushes and plants. It is nicknamed “Garden of Peace,” and the sixams take pride in having an area for guests to sit and appreciate its beauty. The garden is honeycombed with stone-edged dirt pathways. The main building is filled with more plants and rare spectacles of wonder from the sixam’s homeland.

Owner/Prominent Resident: Drindel Lightstrike, Royal Guard Leader

Description: Drindel stands six feet tall; a strong, proud sixam. With his spear, *Trellsbane*, gleaming in his hands, and his long, black hair whipping in the wind, he inspires his men to greatness. What he lacks in intellect, he makes up for with a keen tactical sense.

List of Regulars:

- *Reginald Oakfirst* (M1), male human; see *Appendix 1: NPCs*
- *Aerial Guards:* At all times, the guard contingent consists of: two 6th, four 5th, 10 4th, 25 3rd, and 58 2nd level guards (see *Appendix 3: Guards*)

Hooks:

- The Bluffside One-hundred is suddenly recalled to the aerie, an unprecedented event. The people of Bluffside are tense as their skies are unguarded for the first time since the sixams were encountered.
- One of the Bluffside One-hundred is found dead, shot out of the sky with an arrow enchanted specifically to slay him. The sixams are now on high alert, and the Five want to find the assassin before the sixams abandon Bluffside.

OC4: Tribunal of Review and Retribution

Type of Establishment: Governmental

Description: The Tribunal, as it is commonly called, is the court of Bluffside. The building itself is an open courtyard, with the judges on one side, the accused on the other, and the viewers in benches that encircle the court. Two honorary guards are present at all times, flanking the five sitting judges. All judgments are rendered immediately, with three of the five judges needed for a verdict. Adventurers are often sentenced to perform dangerous tasks for the city as payment for their infractions. Rarely do they get off with a fine.

Owner/Prominent Resident: See below, also see *Appendix 1: NPCs*

Description: The five sitting judges are:

- *Yath Tamar* (female human)
- *Arman Forsht* (male human)
- *Zargon the Great* (male human)
- *Feldor Spender* (male elf)
- *Jellor Elemar* (male halfling)

List of Regulars:

- *Samantha Pomander* (OC14), see *Appendix 1: NPCs*
- *Honorary Guards:* Two 5th level fighters (see *Appendix 3: Guards*)

Hooks:

- The judges have been asked to supply the Palace with high level adventurers to map out the newly found underground passageways beneath the Palace. Remember the secrecy around this. The adventurers will be bound by oaths.
- One of the judges is being blackmailed. There is a major case being heard in which this judge is the tie-breaking vote.

OC5: Black Boudoir

Type of Establishment: Inn/Tavern

Description: The exterior of this high-scale nightclub is nondescript, and easily missed by those who don’t know it. Inside, however, is the most exclusive club in Bluffside. On normal nights, the club is open to anyone with the password: money. For 10gp, you can enter the club and have the opportunity to purchase any of its varied pleasures: wine, women, and song. Famous bards thrill the crowds. Exotic dancers from all over the world make their way here to enthrall the patrons. For 200gp, anyone can rent out the club for the evening. Rumor has it that not all those who work the club are free to leave. Rumor also speaks of secret rooms holding perverse pleasures for the discriminating buyer. The Black Boudoir stays open despite its illicit reputation because the rich want it open.

Owner/Prominent Resident: Glamor Glitterrod, male halfling; see *Appendix 1: NPCs*

Description: Glamor is a flamboyant entrepreneur who came to Bluffside 25 years ago with nothing but a small bag of gold and a dream. Through his travails, he acquired enough backing to open the Black Boudoir. Legends abound of his travails amongst Bluffside’s power brokers. From party to party, he worked his way up into their confidence, and some of their bedrooms, until he acquired enough backing to open his infamous club. Now, he moves among the old money as if he were one of them.

List of Regulars:

- *Ruka Frosht* (NC10)
- *Walnd* (TD12)
- *Wilton Blander* (OC12)
- *Kinkar Kinlay* (NC8)
- *Uzzell Longbottom* (W1)
- *Glimbim* (CS1)
- *Jamtulon Staciaenial* (CS5)
- *Wendil Upton* (CS6)
- *Griffin Bayleaf* (WD16)

Hooks:

- Glamor is a fence. He will buy high ticket items, even those others will not touch. He can also acquire just about anything desired for the right price.
- Glamor knows the alter ego of Damania Hollingsworth (OC 13). For a price, he can find out anything about anyone in town.

OC6: Golden Lantern

Type of Establishment: Inn/Tavern

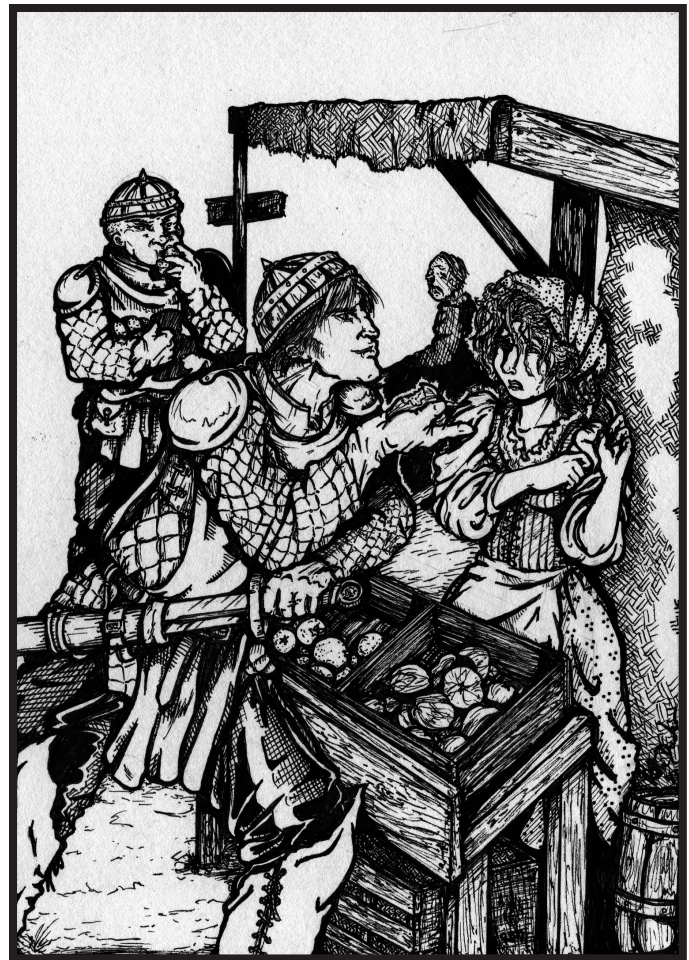
Description: The Golden Lantern is a very posh, upscale tavern. Only the extremely rich frequent the establishment, as the exotic wines and liqueurs featured are more than most people can afford. As the name implies, the tavern is illuminated with lanterns of solid gold. The theme is gold, and it is used wherever possible. While there is no bouncer at the door, it quickly becomes apparent to anyone who doesn't belong that he should move along. In reality, the entire establishment is constantly watched, both physically and magically. Most potential problems are handled before they enter the building.

Owner/Prominent Resident: Rosenberg, male human; see *Appendix 1: NPCs*

Description: Rosenberg started this establishment early on, right before the boom period of Bluffside. In fact, he was one of the last people allowed to settle in the Old City before the south quarter was erected. He knows everything about everyone but simply does not tell secrets. As such, he is a perfect confidant and host for the very rich. His exquisite manner and slight build belie his shrewd mind and truly horrific past. Once a killer for hire, he left that life for something better, although he can never truly be confident he has escaped that past. He keeps a few mementos of his former life close by, just in case.

List of Regulars:

- *Horatio Hollingsworth* (OC13)
- *Revel Varian* (OC15)
- *Samantha Pomander* (OC14)



- *William Wellington III* (OC16)
- *Wilton Blander* (OC12)
- *Kinkar Kinlay* (NC8)

Hooks:

- Rosenberg committed countless murders before fleeing to Bluffside. Now, those who know of his past have contacted him and threatened to reveal his terrible secret.
- An assassination is being planned on one of the leaders of the Five. It will happen in the Golden Lantern.

OC7: Rooftop Inn

Type of Establishment: Inn/Tavern

Description: This entire tavern is built on top of an inn, which is up against the western most exterior wall of the Old City. From atop this perch, any patron can see Crater Bay to the west, the Palace of Sem La Vah to the north, the mines to the south, and the whole of the valley to the east. While there is a roof, the walls are completely open to the elements. There are heavy, waterproof tapestries that can be rolled down during times of inclement weather, but even during the winter months, they are usually up, allowing the view to be seen year round. There are two ways up to the tavern; one opens up from the inn below in the center of the room, the other is a staircase against the build-

ing wall. The three story inn and tavern are both reasonably priced. The establishment is popular with travelers, although the food and lodgings are fair at best.

Owner/Prominent Resident: Helfore Jokule, male dwarf; see *Appendix 1: NPCs*

Description: Helfore is a peculiar fellow who doesn't really fit in to the Old City way of life. He originally came to Bluffside in the early mining days with his family, right before the Mining District was built, and they moved into a large, hastily built apartment building that lost most of its tenants once the miners all moved into the Mining District. Helfore bought the building with the money he made from the mines and converted it into an inn. In the beginning, business was slow. Then he came up with the idea of putting a tavern on the roof. This made the inn famous and has supplied him with a very comfortable living.

List of Regulars:

- *Kinkar Kinlay* (NC8)
- *Mentar the Magnificent* (OC11)
- *Walnd* (TD12)

Hooks:

- The locals have long thought the inn an eyesore and are unimpressed with the clientele it attracts. They have arranged for someone to start a huge fight one night and, during the confusion, set fire to the inn below.
- Umbra Incognita is using the Rooftop Inn to spy on certain activities in Sordadon and the rest of the Old City.

OC8: Silver Wyrn

Type of Establishment: Inn/Tavern

Description: The Silver Wyrn is more than a simple inn. In reality, it is an exclusive retreat. Every amenity is available within its walls, and the clientele are a who's who of the rich and famous from the far reaches of the world. Only those who are both wealthy and famous get inside. The unique feature of the inn is its décor, crafted entirely in silver.

Owner/Prominent Resident: Gal Na Mar Khan, female half-dragon; see *Appendix 1: NPCs*

Description: The Wyrn was purchased from the original owner in 1,175 by a mysterious party cloaked in secrecy. The Wyrn shut down for a year, reopening after complete reconstruction. Rumors abound regarding the owner's identity and nature. It is a favorite subject of debate among those who like to be in the know. The owner is the offspring of a male silver dragon and a female half-elf. She is in Bluffside doing some precautionary spying for her kin in the dragon Mountains to the north.

List of Regulars:

The clientele prefer to keep their identities and business pri-

vate. The establishment respects these wishes; therefore, anyone of high stature from a nearby nation could be within its walls at any time.

Hooks:

- A foreign ambassador from a nearby island kingdom is visiting Bluffside and staying in the Wyrn. On the surface, he is trying to establish trade ties with Bluffside. In actuality, he is planning an invasion.

OC9: Gardens

Type of Establishment: Parks and Recreation

Description: Although the Garden area was originally begun as a small haven for all the residents of Bluffside, the only entrance to it lies within the Old City, making it, essentially, a sanctuary for the rich. Located on the only patch of arable land in the western end of the valley, the Gardens are constantly patrolled, making them very safe. Many paths wind their way throughout the Garden, leading to countless secret nooks and hidden bowers where many deals, for good and ill, are consummated within.

Owner/Prominent Resident: Sylemis, male dragori-fehr; see *Appendix 1: NPCs*

Description: Sylemis was a monk and a member of the bodyguard of a noble of fair rank and prestige in the dragori Empire. When that noble was assassinated, all members of his guard were executed except for Sylemis, who was found asleep after the attack. Although he was off duty, he was still shamed for his negligence and cursed with a lost tail. Sylemis left the empire rather than kill himself, wandering first in the dragon Sands and then further away. Eventually he came to Bluffside, where he found a home within the Grove of Peace and Harmony. The druids there took him in and helped to heal his spirit and body. Though he will never re-grow his tail, Sylemis is content and now serves the Great Mother.

List of Regulars:

- *Samantha Pomander* (OC14)
- *Patrols* (see *Appendix 3: Guards*): The best of the elite Regulars patrol the Gardens, as it is considered a high profile assignment. They keep all within safe, but with discretion.

Hooks:

- Sylemis can be commissioned to brew any potion, for anyone. He does not care about things like alignment or ethics, as long as the gardens are not harmed.
- The PCs stumble on a hidden conversation, which is cut short when the participants leave. A brief search reveals a scrap of paper left behind, detailing an assassination attempt in the Golden Lantern (OC6).

OC10: Museum of Sem La Vah

Type of Establishment: Parks and Recreation

Description: Here in this musty building are many of the wonders unearthed from the ancient city of Sem La Vah. Its many rooms are filled with objects dug up during the early years of excavation in Bluffside. While this is one of the largest museums in the world dealing with the subject of the Ancients, the palace holds many valuable items never shown to the public at large. Still, the museum is popular enough to bring Archaeologists and intellectuals to Bluffside, making it well worth its upkeep. There is no price of admission, as requested by Jarman the Wise when he originally created it. Upkeep and security are paid for from a trust Jarman set up for this purpose.

Owner/Prominent Resident: Lorien Warrensby, Curator, male elf; see *Appendix 1: NPCs*

Description: Lorien Warrensby was among the first Archaeologists in Bluffside and was part of Jarman's original crew. Although he isn't one to delve into dangerous underground complexes, he is one of the best at taking uncovered relics and piecing together their historical significance. Warrensby is always in the museum. Prying him away from his precious relics long enough for conversation is a chore.

List of Regulars:

- Archaeologists flock to the museum both from within Bluffside and neighboring nations.
- *William Wellington III* (OC16)
- *Uzzell Longbottom* (W1)
- *Trevor Vost* (SD2)
- *Horatio Hollingsworth, Mayor* (OC13)
- *Cephalous* (TD10)

Hooks:

- Jarman has discovered an underground passageway into the Museum. He sometimes wanders its halls at night, searching for clues to the lost people of Sem La Vah.
- Warrensby has discovered, mixed in with an otherwise unexciting haul, an engraved stone that could unlock the secret to the ancient language of Sem La Vah.

OC11: Theater on the Bluff

Type of Establishment: Parks and Recreation

Description: This enormous facility is a retreat for the wealthy of Bluffside. With one show nightly, the elite who want to be seen can be spotted here nearly every week. Plays shown are generally two hours long, with performances starting immediately after sundown. Cheap seats are on ground level. Since the stage is raised, much of the play is missed from these seats, but most people who purchase tickets for this area want to ogle the audience more than see the play. Better seats rise above the

stage from left to right. These are open seating and can be purchased on a first come first served basis. Boxes overlook the stage to the right and left. There are 30 boxes in all, with 20 owned outright and the other 10 available for purchase or rent. Each box holds 10 medium-size individuals. Prices: cheap, 1 sp; middle, 5 sp; box, 40gp (4gp per seat).

Owner/Prominent Resident: Mentar the Magnificent, male human; see *Appendix 1: NPCs* **Description:** Mentar started out as one of a seemingly endless line of actors making his way through the fledgling theatre. His proficiency in the arts, however, soon elevated him above his peers. Eventually, he saved up enough money to purchase the theater. While not the best of men with regard to finances, he makes up for it with his keen eye for talent. His present troupe is one of his best, and they regularly play to sold-out audiences.

List of Regulars:

- *Troupe de la Favor:* Troupe of actors currently employed in the theater.
- *Jamtulon Staciaenial* (CS5)
- *Glamor Glitterod* (OC5)
- *Rosenberg* (OC6)
- *Horatio Hollingsworth, Mayor* (OC13)
- *Samantha Pomander* (OC14)
- *Reginald Oakfirst* (M1)

Hooks:

- Mentar, a master of disguise, regularly takes his act to the streets, playing on corners and in taverns. For these performances, he takes on an unusual persona and tries to hone his skills.
- Mentar is having cash flow problems, mostly due to his own ineptitude. He is searching for partners to give the theater an infusion of cash.

The Estates of the Five

All of the Five's estates, OC12–16, were built at the same time and laid out in a similar manner. All are patrolled by the Bluffside Regulars in much the same way as the Palace, with additional interior security from personal guards. (The CK is encouraged to create appropriate, high level "personal guards" for each of the Five, taking into account the relative level of PCs he is running through Bluffside. If your PCs are relatively low level, then 10th level henchmen will suffice, while higher level ones are needed for high level PCs to assure they will not just waltz into the city and take it over.) Each estate is built from native granite and erected by dwarven craftsmen brought in during the boom period immediately following the discovery of adamantine. None of the current occupants were alive during their building.

OC12: Blander Estate

Type of Establishment: Personal Estate

Description: see The Estates of the Five above

Owner/Prominent Resident: Wilton Blander, male human; see *Appendix 1: NPCs*

Description: Blander is an obese man of 50 who enjoys pleasures that would turn the stomach of lesser beings. He is single and without an heir. He is the only one of the Five that has completely turned his back on his archaeological past. Instead of trying to protect the past, he does his best to exploit it. Blander has ties with the Umbra Incognita, often inviting their highest-ranking officials to dine in his home. The Umbra Incognita supplies Blander with all kinds of illicit pleasures, while he protects their interests with his considerable influence.

List of Regulars:

- *Will Tooley* (S5)
- *Uzzell Longbottom* (W1)
- *Rosenberg* (OC6)
- *Denis Duwall* (M5)
- *Madame Scarlett* (M7)
- *Laeb Sinoot* (WD9)

Hooks:

- Blander has recently had a falling out with Tooley. He has threatened to shut Umbra Incognita down. Tooley has other ideas.
- Blander has learned of a cargo of beautiful slave girls being held on a ship in Sordadon. He wants the PCs to bring them to him so he can release them.

OC13: Hollingsworth Estate

Type of Establishment: Personal Estate

Description: see The Estates of the Five above

Owner/Prominent Resident: Horatio Hollingsworth, Mayor, male human; see *Appendix 1: NPCs*

Description: Hollingsworth is the oldest member of the Five at age 75, and because of his age was granted the title of Mayor. He is an admirer of his archaeological past, and he is easily the single biggest supporter of the Museum of Sem La Vah. He is a dedicated worker who values the past over the present in all cases. His relationship with his wife is strictly one of convenience. He has no idea what she really does in her spare time.

List of Regulars:

- *Damania "Mogra" Hollingsworth* (AC1) – Horatio's wife
- *Rosenberg* (OC6)

Hooks:

- Hollingsworth has no idea that his wife is the undercover leader of the Aceldama.
- Hollingsworth has heard rumors that a significant archaeological find has been unearthed, yet no one is coming forward with any solid information. Bluffsides: City on the Edge

OC14: Pomander Estate

Type of Establishment: Personal Estate

Description: see The Estates of the Five above

Owner/Prominent Resident: Samantha Pomander, female human; see *Appendix 1: NPCs*

Description: The only female among the Five, Pomander constantly suffers from the ignorance of her male counterparts. She is the voice of reason in the hierarchy of Bluffsides, constantly having to make peace between Blander and Varian, although she is only 35. She takes the most interest in the day-to-day operation of the city, and she can be often found in the Tribunal of Review and Retribution, just to see that justice is really being served.

List of Regulars:

- *Rosenberg* (OC6)

Hooks:

- Pomander does not like the way the Tribunal works and seeks a way to make it more responsive to the needs of all the residents of Bluffsides.
- Pomander is trying to infiltrate the Umbra Incognita, and is willing to pay a party to do so.

OC15: Varian Estate

Type of Establishment: Personal Estate

Description: see The Estates of the Five above

Owner/Prominent Resident: Revel Varian, male human; see *Appendix 1: NPCs*

Description: Varian is the most religious of the leaders, putting his worship of the Great Teacher before all else. His beliefs border on zealotry: a zealotry that makes residents of the Temple District both happy and nervous. He has gone so far as to say, in a public forum, that the Great Teacher should be the deity of Bluffsides, sparking a week of holy terror throughout the city. Cooler heads convinced him to renounce his statement, but he did so grudgingly. By virtue of his age of 70, he is next in line for the title of Mayor and thus the most prominent dais from which to espouse his beliefs. He would not mind seeing Hollingsworth pass away, from natural or unnatural causes.

List of Regulars:

- *Clerics of the Great Teacher* (TD11)

- *Rosenberg* (OC6)

Hooks:

- Varian has secretly begun an operation to undermine the other major religions of Bluffsides, hoping everyone will see that, in the end, the Great Teacher is the only real deity.
- Varian is disgusted by Blander's perversions. He openly shows his disgust, prompting several confrontations.

OC16: Wellington Estate

Type of Establishment: Personal Estate

Description: see The Estates of the Five above

Owner/Prominent Resident: William Wellington III Male human; see *Appendix 1: NPCs*

Description: Wellington is the only true, active archaeologist among the city leaders. He is routinely found on digs and working his way through the Museum of Sem La Vah. As such, he has little to do with the day-to-day operation of the city. The youngest among the Five at only 29, he would rather be delving through catacombs than sitting behind a desk filling out paperwork. To the citizens of Bluffsides, he is considered one of the regular people.

List of Regulars:

- Archaeologists
- *Rosenberg* (OC6)
- *Lorien Warrensby, Curator* (OC10)

Hooks:

- Wellington has been trusted by Curator Warrensby with information on a great find.
- Wellington is looking for a party to explore an underground complex he recently unearthed inside the ruins. It is extremely dangerous, and very tempting.

OC17: Vellum Valley

Type of Establishment: Specialty Shop

Description: This shop specializes in rare books and maps. The inside smells a bit musty, and you can hear one of the employees constantly sniffing. The walls are lined with bookshelves from floor to ceiling, filled to capacity and beyond. There seems no order to the madness, but when asked for a specific title, the employees know exactly where to find it. Russ will appraise any book or map for a fee of 5%. This fee is waived if the store purchases the item, at 75% of its value. There are five tables and several chairs scattered throughout the store.

Book & Map Prices

Item	Price
Common	1 sp-10 sp
Uncommon	11 sp-4gp
Rare	5gp-500gp
Unique	500+gp

Owner/Prominent Resident: Russ de'Levet, male human; see *Appendix 1: NPCs*

Description: Russ has owned this shop for 6 years. He appears in his mid-30s, but is actually 42. He is 5' 11", with a medium build, and has a slightly rugged appearance. His look is not what you would call typical for a bookstore owner. The rumor goes that, in his youth, he collected numerous maps and books while looking for an ancient city known only as Ingins. After years of searching, he found that he was no closer to his objective. He had gained, however, an impressive array of rare books. Opening the Vellum Valley was a natural extension of his youthful search. He still seeks Ingins; however, he does it through research within his store.

List of Regulars:

- Scribes
- *Hassenforth* (TD11)
- *William Wellington III* (OC16)

Hooks:

- Russ is looking for these unique titles: *The Book of Ways*, *Basic Properties of Adamantine*, and *Sem La Vah: Portal to Antiquity*
- Ingins is a legendary city of solid gold buried deep in the Sundered Mountains.

MINING DISTRICT

HISTORY

The history of the Mining District is tied, as no other, to the Old City. When adamantine was discovered in 1,153, the Old City was nearly overrun by prospectors and adventure seekers. The residents of the Old City were set in their ways, comfortable with their community, and suspicious of newcomers. As a result, the Mining District was quickly created outside the crevasse.

As this new district sprang up, questions of security were brushed aside. The most important thing was finding a vein, if it existed, and bringing in the load. By 1,159, several small finds were being brought in, but still no major veins. It was then, when the miners and their community were most focused on the mines that the Goblinoid War began. As the oldest residents tell it, the chicken mercenaries saw the oncoming rush of goblins, turned, and ran into the Old City, cutting loose the bridge behind them.

The loss of life was great. The best estimate places the number of dead at 1,500 in the Mining District, while the people of the Old City watched from safety beyond the crevasse, and lost no one. By the time order was regained, the newer district was leveled and its residents were forced to retreat into the mines for shelter. The siege lasted two months, with the goblins finally disappearing during the night, leaving only the charred remains of the district.

Angry at being left to die, the survivors refused access to the mines to those who worked for Old City residents. Entrenched as they were, the survivors could not be easily shifted by the Bluffside Regulars. Old City owners were forced to sell their claims or pay people for doing nothing. Eventually, the Mining District was rebuilt.

MINING DISTRICT TODAY

Buildings and Streets: The streets of the Mining District are much more orderly than in the Old City, with the main thoroughfares all leading towards the main mine entrance to the south. Everything is laid out to accommodate mining operations, with an intricate pattern of rails weaving through buildings and crossing streets. Mules drag ore carts laden with everything from coal to adamantine through the town on these rails, which are under constant surveillance. Building architecture also accommodates the rails, with openings specifically built for rail entrance and exit.

Law: The laws of the Mining District revolve around keeping the adamantine safe. In that respect, the Adamantine Security Council is responsible for the safety of the ore. Ore carts are always escorted by an Ore Squad, specifically fashioned to keep the ore flowing. Since this system has been implemented, not one ounce of ore has been lost while inside the district. Entrance to the district is strictly regulated, with tower and wall guards assuring that no unauthorized personnel enter the area. Whatever else happens within the district is of no concern to the guard, so long as the adamantine is not threatened. This is a very rough part of town; visitors after dark should be well armed and truly adventurous.

Society: Everything is geared toward the adamantine. The rich of the Mining District display their wealth by the amount of adamantine dust they use to powder their clothing. The dust gives their apparel a brilliant diamond-like luster. Most residents of the Mining District are hard-working individuals, making a living in some trade associated with the ore: mining, smelting, shipping, etc.

POINTS OF INTEREST

MD1: Adamantine Gate

Type of Establishment: Governmental

Description: Named for its purpose of guarding the Mining District, this is the most watched gate in all of Bluffside. Unlike the other gates, this one remains closed; it is opened only when an authorized agent enters or leaves the district. Besides the obvious physical safeguards (two-foot-thick iron door, arrow slits, and boiling oil slots), the gate is under constant surveillance

by a high-ranking member of the Wizard Council. The area through the gate is constantly searched for invisible creatures, magical weapons, spell use, and a host of other things deemed dangerous to the adamantine mines and thereby illegal within the walls. In addition, a band of metal encircles the inside of the gate that has been enchanted with a permanent *detect precious ore* spell. Everyone who leaves the city is forced to stop within the gate for 1 minute. The band of metal will glow in a white diamond pattern if there is any adamantine detected.

Owner/Prominent Resident: Jacob Prisdome, Captain, male human; see *Appendix 1: NPCs*

Description: Captain Prisdome is in charge of security at the gate. He is unusual in that the Miners and Burrowers Society as well as the Five trust him. This puts him in a unique position in the hierarchy of Bluffside. Both his effectiveness and his loyalty are unquestioned.

List of Regulars:

- *Reginald Oakfirst* (M1)
- *Guard contingent:* Five 5th level fighters and one 5th level wizard (see *Appendix 3: Guards*)

Hooks:

- The thieves' guild has infiltrated the gate guards. They have been smuggling out small quantities of raw adamantine, to test gate defenses. They are planning a large-scale operation soon.
- Captain Prisdome wants to check the gate's effectiveness. To do this, he will have adamantine ore placed on one of the PCs before they leave the district. Unfortunately, the captain is taken away on official business when the PCs are found with the ore.

MD2: Bluffside Regulars Post 17

Type of Establishment: Governmental

Description: Although they have every right, according to the city charter, to operate a guard post in this district, the Bluffside Regulars are unwanted here, and know it. At best, the ore squads, who wield the real military power here, tolerate them. The Regulars consider this punishment detail, as there is no other post where it is so easy to get in trouble or even get killed. The local residents have little use for the Bluffside Regulars and make no attempt to hide their feelings.

Owner/Prominent Resident: Soro, Captain, male human; see *Appendix 1: NPCs* **Description:** Captain Soro was accused, rightly so, of petty theft. Instead of drumming him completely out of the Bluffside Regulars, he was sent to the worst assignment in Bluffside: Post 17. Here he commands a ragtag group of disgraced troops, most trying to get back into the good graces of their leaders. The Captain is looking out only for himself, and wants to get out of this duty only so he can continue with his personal agenda.

List of Regulars:

- *Guard contingent*: 10 2nd level fighters (see *Appendix 3: Guards*)
- *Reginald Oakfirst* (M1)

Hooks:

- Captain Soro has been paid off in the past by the thieves guild to look the other way. Now, they are offering him a great amount to do more than just stand aside.
- Several of the troops here will do whatever it takes to get back into their leaders' good graces, and are patrolling the area with renewed vigor. This causes friction between them and the ASC. One night, the PCs find themselves caught between two angry patrols.

MD3: Tower S3

Type of Establishment: Governmental

Description: This is one of several towers that lie atop the Mining District walls. They look like the towers that top the walls of the other districts, but are more numerous and focus more on keeping things in, not out. The whole purpose behind these towers is to ensure that adamantine is not smuggled out of the district. To ensure this, each tower has a permanent *detect precious ore* on the inner face, emanating into the district. If

adamantine gets within range, the towers affected glow with a white diamond pattern and an alarm is raised.

Owner/Prominent Resident: Holesly, Captain, male human; see *Appendix 1: NPCs*

Description: Captain Holesly is in charge of the towers of the Mining District, working directly for the Adamantine Security Council. He is routinely found inspecting the towers, sometimes creating false smuggling attempts to test his own security. Because of this, it is common to see towers light up and hear the piercing alarm. He is unmerciful with his men during these tests, demanding that they work as hard as he does at all times.

List of Regulars:

- *Guard contingent*: One 4th level fighter, two 2nd level fighters, and one 3rd level wizard (see *Appendix 3: Guards*)
- *Reginald Oakfirst* (M1)

Hooks:

- The wall has been breached and the PCs are mistaken for the perpetrators.
- A thief plants raw adamantine ore somewhere on the PCs.



MD4: The Abyss

Type of Establishment: Inn/Tavern

Description: The Abyss was an ordinary tavern until recently, when a giant hole opened up in the middle of the building, swallowing up much of the internal structure. While the hole stopped its destructive growth after reaching 20 feet across, the outside walls of the building were still stable. Instead of moving, the owner decided to use the hole as an attraction and changed the name of the tavern to the Abyss. To keep drunks from falling into this apparently bottomless pit, a low wall has been erected around its perimeter. So far, no one knows the depth of the hole, for it turns pitch black about 25 feet below ground level. Barkley warns people from entering the pit, and thus far no one has seen fit to challenge him. Patrons throw either money or glasses into its maw, for luck or otherwise. The Abyss has only recently reopened, and the pit is a huge success.

Owner/Prominent Resident: Barkley Boon, male human; see *Appendix 1: NPCs*

Description: Barkley is the fourth owner of this tavern, whose position in the town was never great for drawing customers. Since the hole opened up and he changed its name, he has to turn customers away almost every night. While some come for the drinks, most are here to see the pit and speculate on it, and Barkley works hard to keep the buzz going. Only a mediocre bartender, he has discovered his true calling in promotions.

List of Regulars:

- Tourists
- *Tavalong* (MD5)
- *Walnd* (TD12)

Hooks:

- Barkley is promoting a first ever excursion into the maw of the Abyss. He is holding a drawing, and winners get to be the first to descend into the unknown.
- Strange sounds have been emanating from the Abyss recently. This is starting to cause some alarm within the ASC, who want to shut the place down until they can discover the cause of the noises.

MD5: Miner's Rest

Type of Establishment: Inn/Tavern

Description: This is one of the best-known inns in the district, mainly serving as temporary housing for miners moving into the area. The inn is laid out with several buildings connected together. The rooms are plain and comfortable. The fare is common and nourishing. The owners are not discriminating and will accept custom from just about anyone. Because of this, there are illegal activities around every corner. Miners who live here are sometimes lured into gambling and other schemes designed to separate them from their money, although outright robbery is not tolerated.

Owner/Prominent Resident: Tavalong, male gnome; see *Appendix 1: NPCs*

Description: Tavalong, while not directly involved in illegal activities, ignores what goes on in his rooms. He lives in constant fear that the more unsavory residents in his inn will one day decide he is in the way and simply eliminate him. While he has never dared contact the ASC, he wonders why they have done nothing about the problems he faces, which are well known to other residents of the district.

List of Regulars:

- Miners
- *Agent of the ASC (secret)*, female gnome; see *Appendix 1: NPCs*

Hooks:

- A small gambling operation has taken up residence in two adjoining rooms in the middle of the inn. The games are run fairly, for the most part. All bets are accepted.
- The ASC has a secret agent living at the Miner's Rest, keeping an eye on activities and making sure they do not threaten the mines or the flow of adamantine.

MD6: The Quarry

Type of Establishment: Inn/Tavern

Description: Set up just outside the main mine entrance, The Quarry is the primary stop for workers emerging after a hard shift in the mines. Noted for its thick, black, dust-filled floors, the tavern cares little for looks or smell. The Quarry serves good, powerful ales at a reasonable price. Aside from the occasional fight, most of the patrons know each other and share the bond of working in the mines. Outsiders, however, are unwelcome, especially clean, nice-smelling types. Prices are lower than average, but the fare is short on variety.

Owner/Prominent Resident: Havensrad, male dwarf; see *Appendix 1: NPCs*

Description: Havensrad was a miner by trade before a cave-in left him without legs. He now moves around in a wheeled chair, mainly staying behind the bar to avoid stares. He has a quick tongue and enjoys a good "discussion." He knows the miners personally, calls them by name and asks after their families.

List of Regulars:

- Miners: 10 – 50

Hooks:

- A miner has unearthed an ancient mausoleum. He has been told to keep quiet about it, for safety reasons, but he recently blurted it out during a drinking binge.
- Havensrad has been robbed. Although he won't say what was stolen, he is offering a very high price for the whereabouts of the thieves and a certain vase.

MD7: Adamantine Security Council (ASC)

Type of Establishment: Mining and Associated

Description: This is the largest building in the Mining District, taking up a whole city block in the center of town. The ASC holds the true power in the Mining District. Not even patrols of the Bluffside Regulars can say no to a random public search: one reason most Bluffside Regulars stay away from the Mining District. The inside of the building has aspects of an office building, guild house, and law enforcement agency. From here, Ore Squads venture forth to ensure the safety of raw adamantine within district walls. The Ore Squads are comprised of five ruthless, single-minded individuals sworn to die to protect the adamantine. In addition, the ASC sponsors spies to infiltrate groups planning illegal activities within the district. Their sole purpose is to assure the adamantine is safe. Any illegal activity that does not threaten it is ignored.

Owner/Prominent Resident: Master Uribe

Description: See MD13.

List of Regulars:

- Ore Squad (see *Appendix 3: Guards*)

Hooks:

- The ore squad stops the PCs on a random search and finds raw adamantine. They are arrested immediately.
- The ASC is looking for a few good men to assist with ore shipments outside the district.

MD8: Great Furnace

Type of Establishment: Mining and Associated

Description: The Great Furnace is the only blast furnace in Bluffside capable of reaching the temperatures necessary for processing raw adamantine ore. The chimney from the furnace rises 100 feet, easily the tallest structure in the district. The furnace is located near the base of the mountainside, with the smoke rising up and drawn naturally through a series of caves high into the Sundered Mountains. Inside the structure, special clothing enchanted to resist heat is worn by the workers, partially protecting them from the intense temperatures. Adamantine, heated to liquid form, flows to the Minting Hall next door for further processing.

Owner/Prominent Resident: Smith Carlson, male dwarf; see *Appendix 1: NPCs*

Description: Smith Carlson is in charge of the Great Furnace and was the main architect in its design. The Smith, as he is commonly called, came to Bluffside in the early days when word leaked of the great adamantine find. He knew that getting the valuable ore out of the ground was one thing; making it usable was another. Followed by a contingent of 20 dwarves, Smith convinced the leaders of the Five to allow him to build the

Great Furnace, showing them that they could earn at least twice as much profit from selling refined adamantine as they would selling the raw ore. The Smith takes great pride in his operation and is usually found near his beloved furnace.

List of Regulars:

- Dwarven smiths: 20

Hooks:

- The furnace shuts down. No one knows what is going on, but there are rumors that something now resides in the cooling fire chamber.
- The caves that draw off the smoke of the furnace suddenly stop sucking off the fumes, and smoke billows out into the city. Something is keeping the smoke from the caves, and now the smoke hovers about the city, turning day to night.

MD9: Miners & Burrowers Society Guildhouse

Type of Establishment: Mining and Associated

Description: The MBS has its main headquarters in the Mining District. An impressive four-story building close to the city walls, the levels above ground deal with administration and weighing in of precious metals. Lower levels handle iron ore. The building is a majestic structure with deep brown clay and timber exterior and the guild symbol, a pick and hammer across a set of scales, emblazoned across the main entrance. The guild slogan, "The Law of Profit and the Rate of Value," is written below in Dwarven. The building has three underground levels, with passages leading directly to the mining areas.

Owner/Prominent Resident: Jebadiah Schoones

Description: See MD12.

List of Regulars:

- Miners
- *Krede Ruruk* (SH1)
- *Master Uribe* (MD13)

Hooks:

- The MBS posts signs around town for a group of adventurers to investigate unusual activities within a newly opened shaft
- The MBS is under attack! Somehow, a powerful creature has infiltrated the guildhouse from below ground. If it gets out, it could raze the entire district.

MD10: Minting Hall

Type of Establishment: Mining and Associated

Description: The Minting Hall is located beside the Great Furnace, making the distance the molten adamantine flows mini-

mal. Once it enters the building, the liquid is diverted to one of three molds. The first creates 1,000gp bars stamped with the seal of the ASC, guaranteeing it is more than 99% pure. These bars are meant for general trade and are sent directly to Sordadon. The second mold creates adamantine coins bearing the seal of Bluffside. These coins are used in place of platinum and are worth 10gp each. The third mold creates sheets of adamantine used elsewhere within the sector to make specialty items. Adamantine sheets are sold at 10gp per square foot.

Owner/Prominent Resident: Charlata, female dwarf; see *Appendix 1: NPCs*

Description: Charlata is a well-respected administrator, having the skills necessary to run a large minting operation. She asks for nothing less than the best from her underlings. Charlata is ultimately responsible for the quality of the mints, and she personally marks each adamantine bar with her seal, along with the seal of Bluffside.

List of Regulars:

- Dwarven minters: 25

Hooks:

- One of the minters is stealing a small number of coins. Charlata wants to find out who it is and put a stop to it.
- Charlata is being blackmailed by Umbra Incognita to divert a significant portion of the adamantine bars their way. A long forgotten figure from her past is being used in this scheme.

MD11: Baths and More

Type of Establishment: Parks and Recreation

Description: Centrally located for easy access from the Great Furnace, Coal Hold, and the Miners and Burrowers Society Guildhouse, this is the place to wash up after a long day in the soot and grime. The baths offered here vary from a basic group bath pool where up to 50 miners at a time wash the grime off their bodies, to individual baths where three specially trained washers are paid to take all of your day's pain and troubles away. The water is brought in from the Red River through a series of underground passageways, while the runoff is piped into the sewer system.

Owner/Prominent Resident: Lady Lovelace, female human; see *Appendix 1: NPCs*

Description: The Lady is renowned throughout Bluffside for the tender touch she personally gives to the rich and famous. She is booked weeks in advance and the only way to get in with her is if you know someone very powerful. Her beauty and grace help her move through the inner circles of Bluffside's powerful and elite. She is desired by men and women of all races.

List of Regulars:

- Miners: Up to 200 at a time
- *Jebadiah Schoones* (MD12)

- *Samantha Pomander* (OC14)
- *Kinkar Kinlay* (NC8)
- *Nelly Perkins* (S4)
- *Master Uribe* (MD13)
- *Walnd* (TD12)

Hooks:

- A rare disease is making the rounds among the patrons of the baths, with many of them getting extremely sick. The disease was purposely put into the water system.
- One of the women who work the baths is left a necklace by a customer, who is later found dead. She fears the necklace is somehow associated with the death.

MD12: Schoones Estate

Type of Establishment: Private Estate

Description: Jebadiah's estate is humble for one of his stature. He has stayed close to his roots, keeping the house that he grew up in and only adding on a few rooms. While this simple, one-story wood structure would be overlooked in most cities, the locals know it well and treat it as a historical site.

Owner/Prominent Resident: Jebadiah Schoones, male human; see *Appendix 1: NPCs*

Description: Jebadiah is a simple man made good. From his roots as a miner he moved into the Miners & Burrowers Society as a clerk, learning his profession as accountant, and eventually making it to Guildmaster at a youthful 39. He is also known for his coal sculptures. Jebadiah is well liked by all within the mining community and regularly plays host to the most powerful people in the industry.

List of Regulars:

- *Smith Carlson* (MD8)
- *Charlata* (MD10)

Hooks:

- Jebadiah is looking at opening a shop where he can sell his sculptures. He does not have the expertise to run such a shop and is looking for a partner that can run the business.
- Jebadiah is actively seeking a successor for the Miners & Burrowers Society. He wants to retire within the next year to follow an ancient map he dug up long ago and see what is at its end.

MD13: Uribe Estate

Type of Establishment: Private Estate

Description: This estate is built completely without windows, because of the Master's light sensitivity. It is a sprawling, one-story building built for a gnome and is thus shorter than the surround-

ing structures. The entire estate is fenced and contains a secret tunnel that runs from it to his office within the ASC complex.

Owner/Prominent Resident: Master Uribe, male gnome; see *Appendix 1: NPCs*

Description: Master Uribe is the leader of the ASC, having held the post for 20 years. A horrible underground explosion left him horribly scarred and made his eyes so sensitive to light that he wears a pair of nevae glasses constantly. Master Uribe is one of the single most powerful people in Bluffside, holding the ear of all Five in exchange for the safety of their personal caches of adamantine. While he rarely cares for goings on outside of his district, he is not the least bit bothered by asking for a favor from one of the Five, a favor that is usually granted immediately.

List of Regulars:

- *Jebadiah Schoones* (MD12)
- *Horatio Hollingsworth, Mayor* (OC13)
- *Revel Varian* (OC15)
- *Wilton Blander* (OC12)

Hooks:

- Uribe calls the leaders of the Five to his home for a late night meeting. Word gets out and people start to worry about his health.
- Uribe wants to move mining operations farther into the Sundered Mountains. He needs a group of adventurers to accompany his miners on an overland trek to seek new loads of adamantine.

TEMPLE DISTRICT

HISTORY

The Temple District is the only one to spring up without a master plan. Once the basics of what is Bluffside today were created, one tract of land to the southeast was left open, mainly because of several long surface cracks scarring the area. This made it the least desirable piece of property in the valley. Unfortunately, this also left a considerable space between the miners in the Mining District and the farmers in the far eastern end of the valley.

In 1,153, Bluffside was growing rapidly. While space was being gobbled up by farming, mining, and trade, space available for religious pursuits was becoming scarce. Although small temples and shrines had always been a part of Bluffside, the new, larger city needed greater monuments for its worshippers, both the old ones and the new ones drawn to the region by adamantine. The first person to see the potential of what would become the Temple District was Cleric Zabora, who broke ground on a temple on this unusable part of the valley in 1,163.

Once the first temple went up and the rest of the religious community saw its draw potential, a Temple District was inevitable. Built along the same template as the other districts, the Temple District became a haven for worshippers of all kinds. Enormous

temples to the known gods sprang up first, but they were followed by smaller and smaller temples dedicated to gods both obscure and mysterious. While those who followed established religions scoffed at these little mysteries, the numbers of followers drawn into the area soon silenced the scorn.

From the beginning, the temples drew thousands of worshippers from all sections of Bluffside, except the Old City. For the most part, Old City residents saw the numerous temples as tainted, preferring their smaller houses of worship in the Old City. The Five, however, outwardly showed nothing but respect for the Temple District, for two reasons: First, the ever-growing populace needed a place to worship, no matter what god they called their own. Second, and of greater importance, temple taxes sent an influx of new cash into their coffers.

TEMPLE DISTRICT TODAY

Buildings and Streets: The buildings of the district are designed for worship, which varies widely from temple to temple. A building dedicated to the Great Provider could have flames licking from its turrets and its surface polished to reflect everything that passes, while a short walk further on could be a small, black building dedicated to a gray ooze named Carl. The streets follow the contours created by the fissures, making crossing the street a difficult proposition in certain parts of town. Opposing orders are often placed across fissures, staring balefully at each other. There are fewer buildings here than in any other district due to the size of the temples.

Law: Law enforcement within this district is left entirely to the Bluffside Regulars. While there is no barracks here, there are constant patrols through the streets, making this district the safest in Bluffside after the Old City. Religious disputes, however, are not the concern of the Regulars, and patrols will perform more of a crowd control function in these cases. Under no circumstances will they interfere in any skirmish declared a “religious dispute.”

Society: With almost everything inside the walls dedicated in one way or another to religious pursuits, this is the strangest collection of individuals in all of Bluffside: strange, but tolerant. Where else can you see such opposing views and gods worshipped right next to each other? As a whole, the people of this district make it a point to worship how they please and let others do the same. Clerics and believers of each faith are found at every temple.

POINTS OF INTEREST

TD1: Dine Divine

Type of Establishment: Inn/Tavern

Description: This eating establishment hosts an unusual dichotomy of beauty and pain. Two bouncers check all weapons at the door. The inside is done all in wood carved with a dark, rich, beautiful feel. The walls hold paintings of historical events, each featuring a different god. Above those tables

30 CASTLES & CRUSADES

against the walls are holy symbols of all the deities worshipped in Bluffside. Only patrons wearing the right symbol can sit at the table of a specific god. The rest of the tables are available to anyone. In the center of the establishment is a round fighting ring, with a sign above: “Don’t ruin the furniture! Take your disagreements here, and may the strongest believer win!” This is where “holy fights” take place, proving for all to see whose belief is strongest. Dine Divine is considered one of the toughest pubs in the city.

Owner/Prominent Resident: Farkham McDougnam, male human; see *Appendix 1: NPCs*

Description: Farkham is a short human with a rough demeanor. He is usually behind the bar, serving drinks and making conversation. Once a well-known thief in Bluffside, his career ended when he was caught and summarily sent “over the edge” by his last victim. Fortunately, the wind was heavy and luck was with him. He was pulled out of the bay on the verge of death by a passing cleric. Now, all Farkham has from that dreadful night is a limp and memories. He felt that the gods gave him a second chance, so he quit his thieving life, opened this pub, and dedicated it to the people closest to the gods as a thank you. A cleric of any deity with a permanent location in the Temple District can get all food and drink at cost.

Whenever a new religion comes in, Farkham gets the symbol posted over a table along the wall. As the pub grew in popularity, so did the theological debates, which grew more heated and often physical. Farkham established the ring to protect his furniture. Many a patron has discovered his pious side while watching the heated discussions within the ring, and gambling cannot be bad when part of a philosophical discussion, can it?

List of Regulars:

- *Brandyn & Jezzica Bergen*, male & female humans; see *Appendix 1: NPCs*
- *Kinkar Kinlay* (NC8)
- *Walnd* (TD12)

Hooks:

- The person who sent Farkham “over the edge” has discovered he is still alive. He is actively searching through the pubs of Bluffside.
- The PCs are taunted into a religious “discussion” once inside the tavern. When it reaches a heated level, they will be called out to enter the ring and prove the validity of their beliefs.

TD2: Street of Sorrows

Type of Establishment: Parks and Recreation

Description: The Street of Sorrows looks, at first glance, to be an enormous open-air market. However, what is being sold is salvation and every religion, temple, and nut case in Bluffside has a representative here, espousing the one true religion. The

area is filled with a confusing array of sights and sounds as each tries to drown out the others with their own message. You cannot take more than a few steps without hearing the words “The end is nigh.” In spite of the noise and bustle this is a no fight zone; the only one in the district. Although the residents may disagree on philosophical matters, they don’t take umbrage. Any possible confrontations are taken off to the Dine Divine.

Owner/Prominent Resident: Midnight Shadow, male human; see *Appendix 1: NPCs*

Description: No one owns or dominates the street. All residents have free reign to claim any plot of land they need to get out their message. The Midnight Shadow, however, calls this street home. He is the bane of the underworld of Bluffside. He is the shadow that keeps the dawn to those he protects and that rat bastard Midnight Shadow to his enemies. In his guise of Sol, a drunken sailor and vagabond, the Midnight Shadow appears in his mid-forties with a long ratty beard and beady eyes. He is swathed in rags a rat would leave, and covered in dirt and filth. As the Midnight Shadow, he appears enveloped in black. His flowing black cloak writhes in the wind. From a closer perspective (usually a brief perspective for those about to be cleansed), his black leather armor is decorated with intricate patterns of a deep, blood red color. He covers his face in a full head mask of black silk. Many say he is not even human, and some say he is a demon from the netherworld itself.

List of Regulars:

- Believers of all faiths
- *Walnd* (TD12)
- *Clerics of Carl* (TD3)
- *Revel Varian* (OC15)
- *Ruka Frosht* (NC10)

Hooks:

- The street is unusually quiet. Missing are the more insane preachers – the mad prophets and wandering holy men – leaving only mainstream religions to espouse their beliefs. No one knows what happened to them, just that they all seemed to clear out at the same time and have not returned.
- A fight breaks out in the street, apparently started by believers of a religion not before seen in Bluffside. They don’t play by the rules.

TD3: Carl’s Temple

Type of Establishment: Religious

Holy Symbol: Gray Ooze

Description: This temple is dedicated to the worship of Carl, the gray ooze. While adventuring deep below Bluffside, a group of adventurers found themselves trapped by a cave-in. With food and water running out, all seemed hopeless. Eventually,

they found themselves near death and beginning to hallucinate. Then Carl made his appearance. Carl is a semi-sentient Gray Ooze. Fresh from feeding, he approached the party for a closer look. Sated, Carl ignored the party and moved away to a hidden exit from the cave. In their unstable mental state, the party saw Carl as a divine agent sent to save them and followed him to freedom. Once returned to the surface, the mad adventurers erected a temple to Carl and called him a god. One of the smallest cults in Bluffside, this religion nonetheless enjoys a strange status, gained because all of its followers are insane. Most residents of the district avoid this temple.

Owner/Prominent Resident: Carl I, male human; see *Appendix 1: NPCs*

Description: Carl I is the high priest of the temple, being one of the original party that was saved by Carl. Like all clerics of this religion he is called Carl, with the number following his name signifying where he stands in the hierarchy. All the clerics wear sickly grey robes. Although the insanity suffered by Carl I could have easily been treated early on, he steadfastly refuses any treatment and denies there is anything wrong with him.

List of Regulars:

- Carl, the Gray Ooze; see *Appendix 1: NPCs*
This is just another Gray Ooze brought to the temple soon after its opening. While it is not the original Carl, the worshippers don't know the difference and consider him a god.

Hooks:

- Carl I is upset that the worship of Carl is not being embraced by the citizens of Bluffside. He is gathering Gray Oozes in an attempt to overrun the city with them.
- One reason the religion is not growing is that, to keep Carl happy, members of the religion are sacrificed to him on a regular basis. To keep their membership up, members of the religion occasionally go out at night to "recruit converts" for feeding purposes only.

TD4: Castle of Purification

Type of Establishment: Religious

Holy Symbol: Scales made out of crossed swords

Description: This temple is dedicated to the worship of the Purifier. The temple is built as a small castle, with the walls and towers painted brilliant white. There is a moat and drawbridge. This temple of the Purifier is dominated by paladins, constantly entering and leaving on horseback, riding high in their pure and true faith. While there are worshippers who are not paladins, only paladins are in leadership roles.

Owner/Prominent Resident: Silvon, male human; see *Appendix 1: NPCs*

Description: Silvon is the perfect paladin. He is tall, good-

looking, and speaks eloquently. His personal mission is to help the poor. He patrols the seedier parts of Bluffside, doing what he can to aid the poor. His paladins patrol the streets of Bluffside separately from the Bluffside Regulars, seeking those of lesser means being abused by those better off. While these are not official city guards, no one dares stand in their way when they declare their cause, not even members of the Five. Female paladins are not accepted into the Castle, as Silvon believes that they are not pure.

List of Regulars:

- Paladin Patrol (see *Appendix 3: Guards*)

Hooks:

- The PCs accidentally bump into a beggar who falls to the ground and dies. This is witnessed by one of Silvon's paladins, who accuse them of killing the man.
- A powerful female paladin from outside Bluffside is turned away from the Castle. She now is trying to set up an opposition temple. She actively seeks other women to join her cause.

TD5: Conflagration of Life and Succor

Type of Establishment: Religious

Holy Symbol: Sun

Description: This temple is dedicated to the worship of the Great Provider. This enormous building is flanked by turrets that belch flames twelve times a day. The Eternal Flame burns constantly on the roof, rising into the sky, and visible from all parts of Bluffside. The building is covered entirely in thin brass sheets, polished to reflect passersby and the flames, and making the whole structure seem to come alive and writhe in pain. Magical flames randomly shoot out from the crevasse in front of the temple, making it a very hot street to walk on.

Owner/Prominent Resident: Axgar, male dwarf; see *Appendix 1: NPCs*

Description: Axgar leads his people with fiery diatribes from the pulpit, bringing his congregation to peaks of religious ecstasy. He always dresses in red, from his boots to his hair, reflecting his fiery attitude. He is constantly looking for ways to bring more followers into the fold, and he has found of late that preaching against the Frozen One seems to bring in the crowds. This brings problems of its own since the temple dedicated to the Frozen One, The Winged Death, is across the street. Only the crevasse keeps Axgar's people from rushing forth after a particularly powerful sermon and attacking the infidels.

List of Regulars:

- *Keltin Farnbrough* (S2)

Hooks:

- Clerics from the Winged Death have infiltrated the

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temple and attempted to put out the eternal flame. Since Axgar does not want to start a visible holy war, he is looking for someone to retaliate who is not associated with his temple.

- Axgar has begun to build a bridge across the crevasse, making it possible, once completed, to directly confront the patrons of the Winged Death. Worshippers of the Winged Death are building a bridge of their own in retaliation. Likely, they will meet over the crevasse.

TD6: *The Exploratory*

Type of Establishment: Religious

Holy Symbol: A set of footprints

Description: This temple is dedicated to the Traveler, but while a temple to a major deity, the Exploratory is laid out as though its residents were leaving at any minute. The entire building is apparently unfinished, lacking paint and basic repairs, yet structurally sound. Inside, it looks like a flophouse, since the Traveler is worshipped more by those who live in a constant state of transience. While there is a temple area of sorts inside, with walls decorated by maps of the entire known world, the rest of the temple is like an inn that caters only to those who cannot afford to pay.

Owner/Prominent Resident: None

Description: Although this temple holds services, the preacher changes from week to week, as do times and dates of the services. One week it may be a traveling cleric from the east, while the next it may be a homeless man come in off the street. Anyone who wants to be heard and worships the Traveler is welcome to preach to the masses.

List of Regulars:

- Travelers

Hooks:

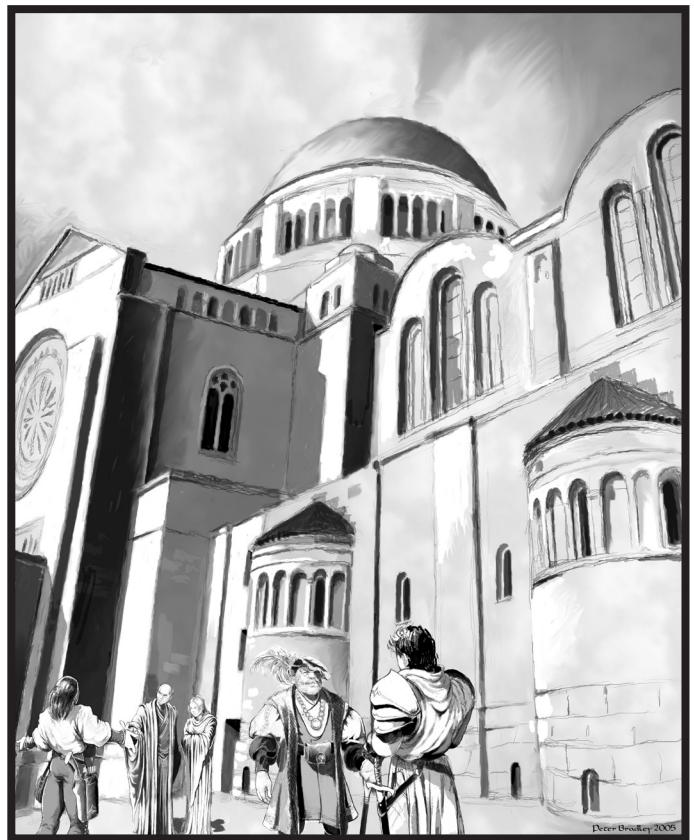
- A disease is spreading within the walls of the Exploratory, and is slowly moving out into the city. A movement is underway by the nearby temples to burn the Exploratory down.
- A traveler from a distant land has moved into the temple and seems to be taking over. He is trying to make the place more respectable, but is getting resistance from the other followers.

TD7: *Grove of Peace and Harmony*

Type of Establishment: Religious

Holy Symbol: An Oak leaf and an acorn

Description: This temple is dedicated to the Great Mother. Unlike other temples this one is completely outdoors, with only a short wall surrounding the grove. Within the grove, large trees



intertwine, paths meander, and small woodland animals scurry about. In the center is a cathedral of trees, towering over 50 feet above the woodland floor. Druids monitor the grove, tending to its every need. All of the Mother's druids are female, and only females are allowed into the Grove.

Owner/Prominent Resident: High Sister, female human; see *Appendix 1: NPCs*

Description: The High Sister is dedicated to the health and well-being of the land and its creatures. She often wanders in the countryside surrounding Bluffside, tending to the forests and protecting small woodland creatures. The Grove, however, is her pride and joy, and she cares for it as though it were her child. She believes that men are responsible for most of the hurt the world suffers, so she shuns them all. The druids of the Grove are called Sisters. One of the Sisters of the Grove, a favorite of the High Sister, is responsible for the health and well-being of the Gardens in the Old City, working behind the scenes with Sylemis.

List of Regulars:

- Druids (25)

Hooks:

- The Grove is on fire! While the flames are quickly extinguished, leaving no lasting damage, it quickly becomes apparent that the fire was set on purpose.
- The High Sister is in love. Suddenly she has been seen in the company of a mysterious stranger, leading people to believe that she is under a spell.

TD8: Holy Sanctuary of Peace and Protection

Type of Establishment: Religious

Holy Symbol: Three interconnecting circles

Description: This temple is dedicated to the Protector. The Holy Sanctuary of Peace and Protection is a modest, two-story structure only as large as a mid-sized storefront.

Owner/Prominent Resident: Mother Superior, female human; see *Appendix 1: NPCs*

Description: The Mother Superior of the Holy Sanctuary is a simple woman who moved to Bluffside late in her life. She is of average height and weight and appears 50 years old. Shrouded in the green and gray robes of the order, the Mother Superior shows only her face and her trusting, deep green eyes.

Hooks:

- The PCs stumble across the convent while looking for a place to stay.
- One of the nuns is missing! The Mother Superior is frantic with worry. She enlists the aid of the PCs to find the missing nun!

TD9: Phantasmic Temple

Type of Establishment: Religious

Holy Symbol: A cloud and three stars

Description: This temple is dedicated to the Ethereal One and is entirely hidden by a thick cloud of swirling, multicolored mists that cannot be penetrated either by magic or wind. When a worshipper enters the mist, he is drawn forth into a place not of this world, where the halls within are endlessly long, the rooms enormous, and all within boundaries too small to contain them.

Owner/Prominent Resident: Ariel, female sixam; see *Appendix 1: NPCs*

Description: Ariel leads the Bluffside worshippers of the Ethereal One. While she has been given the means to bring worshippers to the Ethereal Plane through the power of the Ethereal One, she cannot do it alone. Soon after settling in Bluffside, she erected a temple to the Ethereal One, built of stone and mortar. During the first service, the structure was spirited to the Ethereal Plane, where it has remained since. Now, Ariel is never seen outside the temple, and the people of Bluffside know only rumors of her whereabouts. The only way to meet her, supposedly, is to become a worshipper and travel to the Ethereal Plane.

Hooks:

- The mists recede, leaving only ruins behind.
- Eerie sounds emanate from the mists and the people of Bluffside are becoming worried. In addition, no worshippers of the temple have emerged from the mists in over a week.

TD10: Sem La Vah Redux

Type of Establishment: Religious

Holy Symbol: The Palace

Description: This temple is dedicated to worship of the ancient civilization of Sem La Vah. The worshippers believe that, since this great civilization could not be erased from the world by the worst the gods could do, they are a power themselves. The origins of this cult stretch back to the early days of the valley's discovery. Several archaeologists were drawn to the ancient ruins that lay within the crevasse. Although it was quickly apparent that these ruins were a direct link to Sem La Vah, it was also apparent that apparitions haunted them from the past. While this was enough to keep most archaeologists at bay, a small group set up a temporary camp in the middle of the ruins and began studying the Ancients. Fascination with the past became obsession with a few individuals, and eventually worship. They moved their center of worship into the Temple District to help draw members, although there are still rituals held inside the ruins.

Owner/Prominent Resident: Cephalous, male human; see *Appendix 1: NPCs*

Description: Cephalous is not a cleric, but an archaeologist by trade. He was brought into the religion while working the ruins and stumbling across the makeshift temple within which a small band of Archaeologists was worshipping. He helped to make this a real religion, and now stands at that religion's head. Like the worshippers of Carl, this religion is only found here in Bluffside, making Cephalous not only the high priest of the temple, but also the high priest of the entire cult.

List of Regulars:

- Archaeologists
- *Uzzell Longbottom* (W1)

Hooks:

- An ancient, powerful magical item is discovered within the ruins that gives Cephalous tremendous power. He becomes infatuated with this power and tries to get other religions to bend to his will.
- Jarman the Wise is spotted within the ruins one night during a ritual. He is recognized and now worshipped by this religion as a bridge with the past.

TD11: Teacher's Library

Type of Establishment: Religious

Holy Symbol: A book, a pen, and a blank scroll

Description: This temple is dedicated to the Great Teacher. The building is one enormous library, its dusty shelves stretching from room to room. Over the years since its founding, rooms have been added, subdivided, and reorganized to accommodate the books and scrolls acquired every day by the clerics. The scriptorium is always in use, the scribes mostly transcribing holy

scriptures where they deal with the Great Teacher, Dylona, and Olius. Seekers of knowledge from around the world are drawn to this library and its storehouse of knowledge. While worship within is not like those of other temples, all who come here believe in the power of knowledge.

Owner/Prominent Resident: Hassenforth, male human; see *Appendix 1: NPCs*

Description: Hassenforth started out as a librarian, but over time saw that the way of the Great Teacher was his true path. He spends all his time inside the musky maze of the temple, researching, reading and cataloging. He tells no one what he seeks, but never stops searching.

List of Regulars:

- Researchers (25-50)
- *Revel Varian* (OC15)
- *Russ de'Levet* (OC17)

Hooks:

- Hassenforth is seeking a book crucial to his research. He has gone so far as to post his need on a signpost in front of the temple.
- The scribes of the temple accidentally released 10 copies of a religious text containing incorrectly translated passages. They are now searching for those copies, but have to do it without anyone finding out for fear of ruining their reputation.

TD12: Valhalla

Type of Establishment: Religious

Holy Symbol: Two Valkyries in flight

Description: This temple is dedicated to the worship of Odin, the All Father. This small temple sits amongst the prominent temples of the district, drawing a small but steadily increasing patronage. This is surprising as Odin does not exist in this plane. Walnd, who came from another plane via the breach in the Plane of Shadow, is bringing his name to this new world. His unique brand of hard love preaching has drawn several clerics to the fold along with dozens of prominent fighters. The general populace has failed so far to heed his message.

Owner/Prominent Resident: Walnd, male human; see *Appendix 1: NPCs*

Description: Walnd is well over 60 years old, but ancient potions keep him in great shape. A battle-hardened veteran, Walnd wields a longsword and hand axe, whirling like a dervish when he fights. A man of few words, he is stirred to action by two things only: gold and god. He is dedicated to Odin and will bring his word to every man, woman and child of Bluffside. He still goes out on adventures, joining groups with no explanation and leaving them when he grows weary of their company, or

if it suits him. He is one of the most dangerous men in Bluffside, his reputation clearing the streets as he walks, and silencing crowded taverns as he enters. Walnd wants to return to his home plane, but believes Odin will not allow it until he has fulfilled his destiny on this world.

Hooks:

- If Walnd enlists enough followers, Odin will come to this plane and take his place as one of the gods of Bluffside. This will form a permanent connection between the two planes and allow Walnd to return to his home.
- Walnd is watched by the Bluffside Regulars, from a distance. He needs volunteers to run illegal errands for him.

TD13: Winged Death

Type of Establishment: Religious

Holy Symbol: A disk with icicles pointing inward

Description: This temple is dedicated to the Frozen One. The top of the temple is adorned with the statue of an ancient white dragon. The scale of the structure was obviously built for creatures much larger than human size. The walls sweat constantly since the interior is kept just below freezing by powerful magic. Worshipers of the Frozen One carry or wear heavy clothing with them to the temple, even in the heat of summer. In the winter they are not so easily spotted.

Owner/Prominent Resident: Garl Frostor, male Frost Giant; see *Appendix 1: NPCs*

Description: Garl lived in the peaks of the Red Mountains with his Frost Giant clan. In 1,200, they were attacked in the night by a mixed force of powerful creatures that overwhelmed the Frost Giants. Garl was the only survivor. He left behind his dead, vowing to return one day to avenge their loss. He came to Bluffside and created the Winged Death. Once he gets enough followers of sufficient power, he will reenter the mountains and attempt to retake his village.

List of Regulars:

- *Ruka Frosht* (NC10)

Hooks:

- Garl wants to send a reconnaissance mission to his old village to see what now lives there, and what power they have.
- Garl is seeking information concerning the Goblinoid War. He is looking for clues about who orchestrated the attack.

MILITARY DISTRICT

HISTORY

Originally the unwallled entrance into the valley, the Military District holds most of the farms of the valley as well as the Bluffside Regulars. In the early days of Bluffside, buildings sprang up wherever, and the farmers tilled all the arable land they could handle. It was too much for the Regulars to guard, and whole sections of the city went unprotected. It wasn't until the Goblinoid War of 1,159 that the powers of Bluffside saw this vulnerability as a real problem. Aside from the destruction of the Mining District, farmhouses and most of that season's harvest were also burned. Because the only effective military force was safe beyond the crevasse, protecting the Old City, most of the people killed in the initial fighting were farmers who had nowhere to run. After the war, when food was scarce, the Regulars built a barracks closer to the farms. This brought some safety to the area as well as new business. Seen as a final line of defense in case of invasion from the mountains, a wall was built in 1,172, and the Military District became an official city district.

THE MILITARY DISTRICT TODAY

Buildings and Streets: The barracks is one of the more prominent features of this sector, and was the focus around which the district was built. The barracks building is at the center, with streets radiating outwards from there. Buildings are simple and hastily constructed, with many in a state of disrepair.

Law: Because the Regulars play such a large role in this sector, patrols are infrequent. There is little crime so near headquarters. The most prominent vice involves Madame Scarlett's House of Flesh, which is frequently raided but never shut down. The rumor goes that she has paid off most of the law officials in the area through coin or services. The typical Military District resident is either a farmer or Regular, and neither causes a lot trouble.

Society: During the day, the only people roaming this district work or live here. The place is quiet. At night, people come from other sectors to see shows at the House of Flesh. Most people here are Regulars, farmers, shopkeepers and craftsmen.

POINTS OF INTEREST

M1: Bluffside Regulars Barracks

Type of Establishment: Governmental

Description: The barracks is a large, four-story building in the center of the district. The barracks contain sleeping quarters and specialized training rooms, with an obstacle course and fighting fields in the surrounding grounds. There is a large mess hall, administrative offices, and several meeting and planning rooms as well. Only Bluffside Regulars can proceed beyond the main lobby. Throughout the day, Regulars run through the obstacle course in the yard, or train in hand-to-hand combat. The Regulars are trained in tactics and strategy. Advanced studies include exotic weapons, ranged weapons, and the vulnerabilities of monsters indigenous to the area.

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Owner/Prominent Resident: Reginald Oakfirst, male human; see *Appendix 1: NPCs*

Description: Reginald Oakfirst is the current head of the Bluffside Regulars. Reginald is a competent fighter and has been in the Regulars for 20 years, starting out as a scout. While his fighting skills are impressive, his management skills are nothing short of amazing. He has streamlined the organization and cut costs, while at the same time offering better training and fixing up facilities. Reginald has also recently implemented a reserve system where Regulars can assume normal jobs and are available to help with emergencies as needed. This program has been quite successful. In addition, Reginald has beefed up security and watches near the city and, as the city expands outward, into the mountains as well. Mountain patrols have assumed a life of their own and are under their own command now, but Reginald keeps tabs on their movements, always mindful of his early days as a scout.

Hooks:

- The Regulars are always looking for new recruits. Adventurers often join as it affords them unique opportunities for excitement. In addition, the Regulars have special contracts with certain individuals that offer pay for services rendered.
- One of the mountain patrols has failed to report for some days. While not unusual in and of itself, this patrol was in an area where unusual goblinoid activity had recently been reported.

M2: Take a Bow

Type of Establishment: Specialty Shop

Description: No finer bow can be purchased in all the land than in Take a Bow. Take a Bow has established a reputation of creating only the highest quality bows. All bows here are of expert quality and come complete with replacement bowstrings, leather wrist guard, and a certificate guaranteeing the bow's authenticity. Each bow bears the famous Take a Bow maker mark, and is a unique creation. Take a Bow also has a special contract with wizards from the Wizard District, and can arrange for enchantment either at the time of purchase or any time during the life of the bow, for a price. Take a Bow is a small, unassuming building holding Arlan's workshop and modest sleeping area. There are no bows on the shelf here, as Arlan only does custom work.

Owner/Prominent Resident: Arlan Pendergrast, male half-elf; see *Appendix 1: NPCs*

Description: Arlan is a calm, serious individual who has devoted his whole life to mastery of the bow. His bows are among the finest of the land, and he takes great pride in his craftsmanship. Each bow he crafts is like a child to him, and he holds prospective owners responsible for their proper care. Arlan field-tests his bows, often closing shop while he goes on hunting expeditions up north. He loves to meet other bow enthusiasts and can talk about bows and bow designs for hours.

List of Regulars:

- *Banhl* (CD1)
- *Darius Slade* (RHB)
- *Ethan Steelhawke* (CD2)

Hooks:

- One of Arlan's prized bows broke the very first time it was used, harming his reputation. Arlan believes he is the victim of sabotage, and will pay PCs to clear his good name.
- Arlan is holding an archery contest. The grand prize is an enchanted bow. This contest is drawing archers from far and wide.

M3: Cattle Bane

Type of Establishment: Specialty Shop

Description: Cattle Bane specializes in leather armor, helms and shields. They also make leather barding for horses and can create special, one-of-a-kind leather items for specialized needs. While catering to the Regulars, Cattle Bane also sells to individuals. As a lesser known side-business, however, Cattle Bane is the source for sultry, seductive, tight-fitting black leather outfits made on request. They keep a few sample pieces behind the counter. Cattle Bane also makes more mundane leather goods, including pouches, wallets, purses, and (not surprisingly) bull whips.

Owner/Prominent Resident: Henryk, male human; see *Appendix 1: NPCs*

Description: Henryk runs one of the best leather shops in the city. Madam Scarlett goes only to Cattle Bane for the tight-fitting, seductive black leathers her girls wear. In exchange, Henryk gets a discount at her establishment. Henryk is hardworking and dedicated to his craft. He is meek, mild, and unassuming, much like the Military District during the day. At night, at Madam Scarlett's, he unleashes the wild animal within and indulges his wildest fantasies.

List of Regulars:

- *Madam Scarlett* (M7)

Hooks:

- During one of his wild nights, Henryk went too far and murdered a girl at the House of Flesh (M7). As many patrons were bouncing from room to room during the night, no one knows for sure who committed the crime.
- One of the paladins at the Castle of Purification (TD4) has discovered that Henryk is supplying leather goods for the House of Flesh (M7). He is not quite as pure as a paladin should be, and is extorting money from Henryk to keep his secret.

M4: Heavy Metals

Type of Establishment: Specialty Shop

Description: Specializing in plate armor and heavy shields, the Fierguld family has turned the craft of armor making into an art form. Alec Fierguld, the owner, has been making plate armor for nearly 30 years. His wife, Alicia, designs the suits which Alec and his son Barry hammer out, and Alec's daughter, Mary, adds on embellishments. A suit of Fierguld armor is guaranteed for life against natural wear and tear, and the Fiergulds will repair any suit of Fierguld armor free of charge (unless damaged in combat). The shop is well kept and clean. The back area, however, is cluttered with scraps of metal. The constant sound of hammering all day penetrates the neighborhood, but most are used to it.

Owner/Prominent Resident: Alec Fierguld, male human; see *Appendix 1: NPCs*

Description: The Fierguld family has a lot of problems. Alec was caught visiting the brothel by his wife but only went because he believed Alicia was having an affair: an accusation she denied. Alec's daughter is rumored to be pregnant by a member of the Thieves' Guild. Alec's son has been spotted with members of some of the darker cults in town, and was spotted coming out of the necromancer's guild house a couple of weeks ago.

Hooks:

- Alicia isn't having an affair, but she does sneak off to gamble; an addiction that has grown into a real problem. Alec doesn't know about it, but she can't hide it much longer.
- Mary has been hanging out with members of the Thieves' Guild, but is not pregnant, despite the persistent rumors. She has been learning the art of thievery from her new friends, and is getting better.

M5: Denis' Adventure Exchange

Type of Establishment: Specialty Shop

Description: Denis' Adventure Exchange buys unique items, precious stones, artwork, antiques, and other goods. Rather than going to a jeweler, an antique dealer, and other collectors, customers let Denis take care of the legwork. Denis deals mostly with adventurers, but not exclusively. He buys items with no questions asked, and then finds buyers. He has a small selection of items in his shop for sale that even his buyers don't want, but it's mostly odd pieces of junk and trinkets. The Adventure Exchange consists of a small office with a desk and table. Denis works behind the desk most days, and customers can lay their wares on the table so he can inspect them.

Owner/Prominent Resident: Denis Duvall, male human; see *Appendix 1: NPCs*

Description: Seeing a need to fulfill, Denis started up the Adventure Exchange. He offers a fair price for items brought in and sells them to individual collectors. As a wizard, Denis can determine whether something is magical or not, and can read magical texts.

List of Regulars:

- Members of the Society of Explorers and Adventurers

Hooks:

- Carl recently purchased a strange stone that radiates magic, but the only thing it seems to do is spin around on a flat surface, always pointing due west. Denis believes it must point to something, but he doesn't know what.
- Denis has acquired a strange map. He knows that he can fetch a higher price for it from a party of adventurers. He would hate to see it end up in a dusty library. Denis will sell it to a group if he can convince them to use him as the buyer for any treasure they find.

M6: Polearms and More

Type of Establishment: Specialty Shop

Description: If polearms are what you're looking for, then look no further, because Polearms and More has exactly what you need. If they don't have what you're looking for, just describe it and they'll custom make it. Serving the Bluffside area for nearly 30 years, Octavio and Gianini Scamardo are passionate about the work they do. From traditional polearms to their own unique designs, they do it all. The Scamardos even have wooden dummies in their training room where you can try out the weapon before you make a purchase, ensuring that you'll be satisfied in the heat of battle.

Owner/Prominent Resident: Octavio and Gianini Scamardo, male humans; see *Appendix 1: NPCs*.

Description: Octavio and his son Gianini have been making the finest polearms in Bluffside for nearly 30 years. They can make any polearm you want, and can even work with you to create new and deadly polearm designs. For Octavio and Gianini, polearms are life. They eat, sleep, and breathe polearms. They have created several new types of polearms and have even had them field-tested by the Regulars. The name Polearms and More is a little deceptive – : all they sell are polearms.

Special: Octavio and Gianini can create any unique polearm design. All they need is a picture, and the Scamardos can create it. In fact, they love to do it. Typical polearms do 2d4 to 1d12 points of damage. Polearms with a spear tip can be set to receive a charge, and weapons that have hooks on the back can make trip attacks. If you are tripped during your own trip attempt, you can drop the weapon to avoid being tripped. In addition, all polearms have a reach of 10 feet, and cannot attack adjacent foes.

List of Regulars:

- *Ariel* (TD9)
- *Davin Hillsfar* (DH1)
- *Sasha Yeob* (HD2)

Hooks:

- Gianini is missing. Octavio is offering a hefty reward for the return of his brother.

- Once a month, the Scamardos host an open exhibition of polearm techniques. They find this brings in many new customers, many who never gave polearms a thought before seeing the show.

M7: House of Flesh

Type of Establishment: Parks and Recreation

Description: Ask anyone in town and everyone, even little kids, will point to this large, old building in the middle of the square. Madame Scarlett's brothel has some of the finer ladies of the night in the city. More an entertainment facility than an actual brothel, the house is famous for vaudevillian shows featuring scantily clad dancers and singers. The girls here perform every night to a full house. The House of Flesh offers more subtle forms of entertainment as well. Madame Scarlett keeps such dealings discrete, but casual observers may notice men heading upstairs.

The brothel was originally begun with farmers and soldiers in mind, but has branched out from its modest beginnings. Now women come to enjoy the show, often arriving on the arms of their husbands in full evening dress. People come now for the dancers, singers, comedians and performers of all kinds.

Owner/Prominent Resident: Madame Scarlett, female human; see *Appendix 1: NPCs*

Description: Madame Scarlett is a shrewd businesswoman used to getting what she wants. Outward appearances have people believing she is a charismatic, successful entrepreneur who built a solid business around hard work and discipline. The truth of the matter is that she's been involved in countless under the table dealings, has connections to the Thieves' Guild, and – rumor has it – several major political figures. Scarlett has a lot of political and underworld power, and some believe that she makes at least some of her money from blackmail.

List of Regulars:

- *Nemmakar Helt* (CS4)
- *Wilton Blander* (OC12)
- *Walnd* (TD12)
- *Alec Fierguld* (M4)

Hooks:

- A political or religious official that the PCs know is being blackmailed by Scarlett. The official trusts the PCs enough to ask for their help. Scarlett holds proof of an illicit affair that happened several years ago, but if it were to leak out, it would ruin his career. The PCs are asked to find the information, and destroy it.
- Silvon, from the Castle of Purification (TD4) has made it his personal quest to see the House of Flesh shut down. His paladins have threatened Madame Scarlett and her customers. She is looking for protection and is willing to pay a high price for it.

WIZARD DISTRICT

HISTORY

When Jarman first entered the valley, the initial thing he saw was the massive obsidian tower near Red River. The archaeologists immediately flocked to it, hoping to uncover its ancient secrets. They soon found, however, that anyone who got close to the tower felt an overwhelming magical pull. This frightened the archaeologists and they backed away, deciding it should be left undisturbed. The tower stood untouched until a human wizard, Lucordin, came onto the scene. He looked upon the great tower with reverence and awe. He could feel its power and wanted to know more about it and those who built it. Gathering what money and valuables he had, he constructed a small house near the tower; the first structure built in what would become the Wizard District. It still stands today.

After Lucordin had been there a while with no adverse effects, more wizards and scholars came to Bluffside to study the Obsidian Tower of the Unknown, as Lucordin dubbed it. They too settled near the tower. The study of the tower and the surrounding area was slow and tedious; the Ancients who had built this great tower made sure it was securely sealed.

Sometimes however, when certain wizards approached the Tower, a pain would shoot through his head and he would drop to the ground, writhing in pain. The pain would continue until the wizard was removed from the presence of the Tower and allowed to rest. The wizards held this phenomenon validated their own particular worth, and there must be something ill about these “tainted ones” that could not get near the Tower. From that point on, any wizard that was deemed “tainted” was removed from the area and no “true” wizard would have any dealings with them.

From the beginning, Lucordin realized that Jarman’s repulsion from the Tower colored his dealings with the new district. Jarman’s attitude towards other wizards grew cold and distant; an attitude drawn from his exposure, and repulsion, to the force of the Tower. Lucordin was powerful enough, however, to stand up to Jarman and his prejudice. Because the Tower repulsed the “tainted ones”, he forbade them from entering the Wizard District. Since the area made them uncomfortable anyway, there was little resistance to this decree, even from Jarman himself. However, it was used in later years to make the “tainted” unwelcome in other areas of Bluffside, and drove them to hide their true nature.

Lucordin was the acknowledged leader of the Wizard District, and was well liked amongst the wizards and scholars. When he realized most of his time was spent settling disputes or negotiating contracts, instead of studying the Tower, Lucordin determined to find a better way of handling these things-preferably not involving him.

He called a large meeting, inviting all interested parties, and presented his position. After much debate and discussion, a solution was reached that would have far reaching impact on Bluffside. Eight Houses were built, each dedicated to the study of a specialized type of magic, although not necessarily limited by that study. Any wizard could choose to join a House, if they



wished, after fulfilling whatever entrance requirements were needed. If they decided against one of the specialized houses, a ninth House was constructed for the general study of magic. A tenth, much larger House formed the headquarters of the newly formed Wizard Council.

The Wizard Council was made up of one representative from each House. The Council represents Wizard District business in the citywide government. This organization freed up the wizards and scholars and most importantly, Lucordin himself, to concentrate on studying the Obsidian Tower of the Unknown.

THE WIZARD DISTRICT TODAY

Buildings and Streets: When the Houses were established, each group set out to make their particular house the best. There were gatherings to discuss layout and location. Some built elaborate towers rising toward the sky like the great obsidian tower. Others constructed great guildhouses with secret chambers and hidden passageways. The ten Houses dominate the district, with smaller buildings filling the spaces between.

Law: This is the only district within Bluffside where the Regulars are not allowed. They do guard the one gate to the district. One of the duties of the Wizard Council is to provide security for the district. They have a secret sect of mages, drawn from the nine Houses, that patrols the streets. Only the highest-ranking members of each House know the identity of those among them who serve in the sect, and only the nine members of the Wizard Council know them all.

Under no circumstances are “tainted ones” allowed in the district. Signs at the gates state this in no uncertain terms. If a “tainted one” is found in the district, he is immediately expelled, after all his possessions are confiscated.

Society: Most of the district's residents are wizards or those who deal with them. Magic is common in the streets and the residents hardly notice it. Everyone, however, keeps one eye on the tower, hoping it will soon give up its secrets.

WIZARD COUNCIL

The Wizard Council was founded as the voice of the Wizard District. They represent the wizards in dealings with the city government, and all other organizations outside of the district, and also deal with issues inside the district.

Under no circumstance does the council represent "tainted ones". The council believes that, since the incident with Jarman, the Tower rejects them and so should they. There is no official House for "the tainted" within the district and, moreover, the council openly rejects them. The wizards feel they are a perversion that should not be allowed to exist. Local law, however, keeps the council from outwardly moving against Bluffside's "tainted ones", although several on the Council try to secretly.

Each House in the Wizard District has a say in the business of the council, as each House has one representative on it. The "General House" representative is the Council President and only votes on issues when there is a tie. Each member remains in their council position until the House they belong to removes them from it, or they are unable to hold the position for whatever reason.

The Council concerns itself for the most part with magic and keeping things running smoothly in the Wizard District. However, political considerations sometimes weigh in, and political ties and political power become factors in decisions.

When it comes to wielding actual power within the city, the Wizard Council takes a wait and see attitude. If the Wizard District is not affected, they are not interested. Their only dealings with the Five involve lending lower level mages to man vital points in the city defenses. This also lets them gather information from the inside.

THE TAINTED ONES

Over the years, many people who have come near the Obsidian Tower of the Unknown have suddenly fallen down in immense pain and had to be removed from its presence for the pain to subside. Once this reaction is known, that person is immediately banished from The Wizard District and never allowed in again, having been labeled "tainted." There is no set distance this reaction occurs at, and people have gotten as close as the fence that surrounds the Tower before it happened. Others have barely even entered the district and been overwhelmed with pain.

No matter the distance, everyone that has this reaction also has another side effect that presents itself at some point. The "tainted one" begins to have random visions. For some, this happens very soon after their reaction to the Tower; for others it can be weeks or even months. The visions seem to be flashes of the past in the valley, but only occur very briefly for each.

40 CASTLES & CRUSADES

Some "tainted ones" have begun to meet secretly and compare their visions to see if there is something connected with them or if anything can be discovered about the past or the future of Bluffside and the valley.

Either way, it would seem that although many view the "tainted ones" as outcasts from the Wizard District and cursed by the Tower, their encounters with the Tower unlocks something deep inside them from the past that should be furthered studied.

HOUSE MEMBERSHIP

Each House has rules and guidelines governing what initiates have to do for full membership privileges. Becoming a full member in good standing usually involves pledging to adhere to the guidelines of the House, paying a small yearly fee, and sometimes completing a minor mission or task to prove the initiate's dedication. Once someone is a member in good standing, they have full access to the individual House and its facilities, and are known to be members of that House. After a year of membership in good standing, a member is awarded a gift signifying the milestone that reflects the House in some way, like a jeweled ring. The Houses are like clubs that a wizard can be a part of and gain benefits from, and being a part of a House means you always have a place to go in times of trouble. Membership is also required for a wizard to participate in the Wizard House Competition during the Spring and Autumn festivals.

Any wizards entering the district have to report to the Wizard Council as soon as they can, to notify them they are in Bluffside. At this time, they can choose to "affiliate" with a particular House, thus allowing them to practice magic in the city and give them limited access to the House and its facilities. This affiliation costs a very small fee, which is given to the chosen House. This does not mean the wizard is a member in good standing with the House, just that they have a connection to it that allows them the freedom to practice magic while in Bluffside. If a wizard chooses not to "affiliate" with a House, which they are free to do, they are not allowed to practice magic while in Bluffside unless in dire emergencies. If they do and are discovered, they will face stiff fines and possibly other penalties.

There are exceptions to the "affiliation" rule that cover short term visitors. These exceptions are dealt with on a case by case basis by the Wizard Council.

POINTS OF INTEREST

WD1: Obsidian Tower of the Unknown

Type of Establishment: Ancient Structure

Description: The Obsidian Tower of the Unknown is so named because that is what it is. It stands 100 feet tall, and appears made entirely of a solid piece of finely polished obsidian. No seams, doors, or windows mar its surface. It is capped by a giant gold dome; resembling the one on the Palace of Sem La Vah in the Old City. The ground outside is lifeless: no plants or animals can be found anywhere within 30 feet of the Tower.

In all the years of studying the Tower, few of its secrets have been uncovered. The biggest discovery came in 1,160, when Shaloron, a young, impetuous illusionist, dared touch the tower. For a moment he just stood there with his hand resting flat against the tower. He exclaimed that the obsidian felt very cold, and moments later he disappeared. At first, it was thought this was some sort of elaborate trick by Shaloron, as he was known as a prankster. But time passed and Shaloron remained absent, thus it finally was agreed that he really had disappeared. Shaloron, through his sacrifice, had shown that no one should ever touch the Tower. A tall, wrought iron fence was erected around the tower. Only those with explicit permission from the Wizard Council are now allowed to go near the tower, and that permission is only given to the highest-ranking wizards for research purposes.

Owner/Prominent Resident: none

Description: none

Special: Only those wizards given special permission may enter the fenced courtyard around the Tower, and only for research purposes.

List of Regulars:Regulars:

- Only scholars and wizards come to visit the Great Tower, attempting to unlock its secrets.

Hooks:

- Rumor has it that Shaloron has been spotted in the Wizard Council. How he survived for over 80 years and what information he possesses about the Tower are the talk of the district.
- The Tower speaks! After centuries of silence, a low noise has begun deep within the Tower, putting everyone in the district on edge.

WD2: Academy of Arcane Arts

Type of Establishment: Governmental

Description: The Academy of Arcane Arts is one of the biggest, most beautiful buildings in the district, if not all of Bluffside. Constructed of pure white limestone and topped with a golden dome, the Academy is a glowing beacon of knowledge and learning. The main hall includes the oldest part of the school, with the two newer wings flanking it. The grounds around it are perfectly landscaped, with huge, towering trees and flowering bushes. Inside, students and instructors hustle back and forth, going about the daily chores of education. The main hall functions both as a gathering room and study area, while the two wings house the branches of magic instruction.

Owner/Prominent Resident: Finus Lomusin, male human; see *Appendix 1: NPCs*

Description: Finus Lomusin is the elderly yet spry headmaster of the Academy. Although a wizard by trade, teaching others has always interested him and he derives great enjoyment from it. This is why when the opportunity presented itself so long ago

to become the headmaster of the school, he jumped at it. Finus often helps individual students with their problems and often roams the building, popping in on class sessions.

Hooks:

- Any newcomers to Bluffside, once they become members of a Mage House, are eligible to study here. But first, the prospective pupil must perform a small quest to prove he is worthy.
- Finus has taken ill and the Wizard Council is actively looking for a replacement. Many houses want their representative here as a show of power. Some would do most anything to assure their man takes this position.

WD3: Library of the Magical and the Mundane

Type of Establishment: Governmental

Description: Connected to the Academy via the right wing, the Library is similar in construction. Also constructed of white limestone, the roof of this building is protected by a ring of gargoyles. Sitting atop the great depository of knowledge, the gargoyles are always on the lookout for those that would harm it. Inside the great house of information, there are bookcases from floor to ceiling, holding books from all over and dedicated to all types of knowledge. Most of the general knowledge books are contained in the cases in the front area and side wings, while the oldest and most valuable tomes are kept in a secure location toward the back of the building. Only one person is allowed in this room at a time, and only with special clearance.

The secret, vast underground area beneath the library is a maze, magically protected with twisting corridors, concealed doors, and spells to ensnare the unwary. While some of the highest-ranking mages know some of the maze's secrets, Finus alone holds the entire secret to the great maze.

Owner/Prominent Resident: Finus Lomusin (WD2)

Description: Since the Library is connected to the Academy, it falls under the watchful eye of Finus Lomusin, the headmaster of the Academy.

List of Regulars:

- *Silas Greentree*
- *Hassenforth* (TD11)
- *Worx Redwing* (NC7)

Hooks:

- The rarest magical tomes are kept in the secure room from all of the Houses. Although not available to the general public, a wizard in need may be able to peruse one for a price.
- An intruder has gotten lost in the maze. Rumors are spreading that he is not of this world.

WD4: Wizard Council

Type of Establishment: Governmental

Description: The Wizard Council headquarters is a mid-size building built near the Academy. It houses the ruling body of the district as well as administrative offices. The exterior looks like a great monument, with pillars of white marble greeting all who have business there. Two giant griffins sit atop pedestals on either side of the steps leading up to the entrance, looking ready to pounce on any who would defile the dignity of the Council. The interior of the building is also white marble, with hallways leading off in several directions to offices and meeting rooms. At the end of the main hallway, two giant gold-trimmed doors open into a magnificent chamber where the internal workings of the government of the district take place. Darkwood trimming adds to the quiet power of the room, with seating for as many as 20 people with business with the Council. At the front is a semi-circular dais where the representatives from the Houses sit and preside over business brought before them.

Owner/Prominent Resident: none

Description: The Wizard Council is comprised of the nine representatives of the Houses in the district, with Gruber presiding over the Council as President. The Council has a regular schedule, only hearing business during these hours unless it is an emergency session. While sitting in council, the individual members wear colors representing their Houses, and are assisted by clerks and assorted associates of the Council.

List of Regulars:

- Every Wizard in the district and the rest of Bluffside makes his way here at one time or another.

Hooks:

- Any citizen (or PC), who has questions/concerns with regards to magic within the city or the Tower may come before the council and seek their help.
- From time to time, the Wizard Council seeks adventuring parties to perform tasks outside of Bluffside for them. All tasks are dangerous and well compensated.

WD5: Emerald House

Type of Establishment: Guildhouse

Guildhouse Colors: Light green trimmed in dark forest green

House Magic Focus: Protection spells

Description: Emerald House is one of the more normal looking of the eight guildhouses. It is a two-story wooden structure with black shutters and a stout oak door. There is very little landscaping around the house, aside from a few lonely bushes. The interior of it is as plain as the exterior.

Owner/Prominent Resident: Baltus Dunon, male human; see *Appendix 1: NPCs*

Description: Baltus Dunon is a tall gentleman of quiet reserve. He stands well over six and a half feet tall and is thin as a rail. He walks with a peculiar gait because of the length of his legs. Although not overly friendly with most people, he is the biggest dealmaker on the Wizard Council and can usually work something out for any issue that arises.

Hooks:

- While studying one day, a member comes across information about an ancient, ruined temple supposedly not far from Bluffside. A party of adventurers is commissioned to accompany the expedition to the site.
- A member is seen arguing with a mysterious, dark-skinned stranger staying at the Boarding House. He storms off, mumbling something about "...damn stubborn Nevae."

WD6: Pearl House

Type of Establishment: Guildhouse

Guildhouse Colors: Cream trimmed in maroon

House Magic Focus: Conjuring and summoning spells

Description: The Pearl House is three stories high and made of a dark, greenish-gray stone. Windows dot the exterior and the light wooden door beckons all who pass to come and visit. The grounds contain many different plants and animals, some unique. The main room is furnished with large chairs and sofas for gathering and relaxing. There is also a small fireplace on one wall with a beautiful painting of the House hanging above it. Upstairs are smaller rooms for meetings, research and rest.

Owner/Prominent Resident: Lopeki Kildorn, male human; see *Appendix 1: NPCs*

Description: Lopeki Kildorn is a refined, middle-aged gentleman with silver-streaked black hair and green eyes. He is an outspoken member of the council, and always has some new topic to discuss. Those that know him well think he is good-natured, although a little long-winded. The members of the house think he is a good representative, and support him fully.

List of Regulars:

- *Atroxi Gladiel* (WD15)

Hooks:

- While testing a new version of a conjuring spell, Lopeki accidentally lets loose a mystical beast into the district. He needs help to quickly track it down.
- A mysterious hooded figure is seen lurking around the house at night, and Lopeki wants to find out who it is and why he is there.

WD7: Topaz House

Type of Establishment: Guildhouse

Guildhouse Colors: Light teal trimmed in silver

House Magic Focus: Prediction, location and searching spells

Description: The Topaz House is smaller than the other houses by comparison, but is attractive and awe inspiring. When approached from any direction, it seems to shimmer in the sunlight. The two-story granite building stands in a copse of trees on the outskirts of the district, and seems to beckon all who come near. The interior is decorated with exotic plants, and smells of incense. There is a small room after the main door, where the public waits to be helped by representatives. Only members in good standing or those with important business are admitted beyond that point.

Owner/Prominent Resident: La'Dorran Kilpo, female human; see *Appendix 1: NPCs*

Description: La'Dorran Kilpo is a very attractive young woman in her mid-twenties. She has long, flowing blonde hair and bluish-green eyes, standing about 5' 6" tall. She often wears robes of her house colors. La'Dorran just recently became the leader of the house after a horrible accident killed her predecessor. Young by council standards, some secretly question her qualifications.

Hooks:

- The death of La'Dorran's predecessor was no accident. The person or persons who committed the crime now want her dead.
- Secretly, the elder members of the house set up La'Dorran by electing her to leadership. They know about the death of the last leader and want her to lure the party into an attempt on her life. They need to get a party of high-level adventurers to help with the more physical aspects of this endeavor.

WD8: Sapphire House

Type of Establishment: Guildhouse

Guildhouse Colors: Light blue trimmed in dark midnight blue.

House Magic Focus: Influence and controlling spells

Description: The Enchantment House is one of three guildhouses that is actually a tower. It stands about half the height of the Obsidian Tower of the Unknown, but is about twice as wide. It is constructed of the finest red granite, with a surface polished like the great tower's exterior. Looking up, several balconies grip the sides at different levels as well as many windows. A small wall surrounds the grounds, although it is more decoration than protection. Upon entering the tower, a visitor is greeted by the greeter on duty for that day, and must wait to be seen by a member of the house. The interior is done in an alluring blend of red granite and beautiful dark woods. A large fireplace is the focal

point of the main meeting room, where most public business takes place. There are rooms available to members on the upper floors, for research and study or for short/long term stays.

Owner/Prominent Resident: Cheston Baldercon, male human; see *Appendix 1: NPCs*

Description: Cheston Baldercon is an older gentleman in his mid-60s. His hair is whitish-gray, but still mostly in place. He stands 5' 10", although he walks slightly slouched. He usually wears robes or casual clothes, and is a very friendly person. While Cheston makes no grand displays of his magic, most agree he is not someone to anger.

Hooks:

- Cheston secretly wants his house to dominate the council. He is spreading rumors about the other house leaders in hopes of driving their support away.
- This house requires a quest from prospective members. While this usually involves the retrieval of some small item, sometimes it involves more sinister opportunities.

WD9: Agate House

Type of Establishment: Guildhouse

Guildhouse Colors: Red trimmed in yellow and gold

House Magic Focus: Energy manipulation spells

Description: The Agate House is a large wood and stone building, with a small tower attached to one end. The large wooden front door welcomes all guests to the house, prominently displaying the symbol of the house. Currently, there is some minor construction being done on the tower, repairing a hole blown into it during an experiment. No vegetation grows near the house anymore, as accidents through the years have discouraged growth. The interior is functional, with a few decorations here and there.

Owner/Prominent Resident: Laeb Sinoot, male human; see *Appendix 1: NPCs*

Description: Laeb Sinoot is a short human male in his mid-thirties. He is slightly balding and does not care to discuss it. He is usually quiet in public and while sitting on the council; however, he is known to have a fiery temper. He doesn't like the idea of the council, but he supports it as long as it is useful to him. He has secret ties to Umbra Incognita.

Hooks:

- Laeb is seen going into an establishment in Sordadon with a bad reputation, and the news gets back to other members of the house. They want to find out more.
- A severed finger is found on the front steps of the house, with a one-word note addressed to Laeb attached to it. The word is "Beware."

WD10: Amber House

Type of Establishment: Guildhouse

Guildhouse Colors: Light yellow trimmed in copper/brown

House Magic Focus: Deception spells

Description: Amber House is a normal looking guildhouse most of the time, gray stone intermixing with wood to form a nice solid structure for conducting business. Then again, it appears made of white marble with gold trim or swirling masses of water held together by some mystical force. Whatever the appearance, it is well worth a trip. The interior can only be described as functional and practical. The only decoration in the main gathering room is a tapestry emblazoned with the glowing symbol of the house. The second floor holds study and research rooms, as well as a few supply rooms. The third and fourth floors hold rooms for higher-ranking members of the house, and smaller rooms for those that need them but have little rank.

Owner/Prominent Resident: Rundaar “The Giant” Neruten male gnome; see *Appendix 1: NPCs*

Description: Rundaar “The Giant” Neruten is a fiery tempered gnome who likes a good debate as much as a good mug of ale at the Flaming Sphere. Although one of only two nonhuman leaders in the district, he is well known as a passionate speaker. Rundaar is also not one to be double-crossed or fooled.

Hooks:

- Being a gnome, albeit a very powerful one, Rundaar finds himself outnumbered by the humans on the Wizard Council. He believes if one of the other houses lost its head and a new, nonhuman one was chosen, things would be better for him.
- Umbra Incognita has approached several members of the house trying to form an alliance. Trading illusionary spells for cash and information is a good deal for both parties.

WD11: Onyx House

Type of Establishment: Guildhouse

Guildhouse Colors: Black trimmed in light gray/silver

House Magic Focus: Death manipulation spells

Description: Onyx House was built to look like the Obsidian Tower of the Unknown in the center of the district, but is only two-thirds as tall. It was constructed of black obsidian, although it does have windows and doors leading into it. While most of the Houses are in roughly the same section of the district, the House of Necromancy stands on the opposite side, built a good distance back from the main sections of the district. Most of the land around the house is barren and dead, with only a few plants struggling to survive. One bush, however, bustles with exotic roses, growing a short distance behind the house.

Owner/Prominent Resident: Bruskin “Nightshade” Thorvar, male half-elf; see *Appendix 1: NPCs*

Description: Bruskin “Nightshade” Thorvar is a dark-skinned male half-elf in his forties. He is a thin, imposing figure, standing 6’ 4”. He has black, shoulder-length hair and dark, piercing eyes. Although friendly by nature, he is shunned by the other members of the council because of the house he represents and the magic it focuses on. He is a solitary figure in his own house and at council meetings, although he will speak up if prodded.

Hooks:

- A map is found that supposedly leads to a secret underground entrance beneath Necromancy House, possibly to the rumored secret that lies there.
- A body is found in the district, completely drained of blood, and one of the members of the house is a suspect.

WD12: Ruby House

Type of Establishment: Guildhouse

Guildhouse Colors: Maroon trimmed in white

House Magic Focus: Matter alteration spells

Description: Ruby House is a four-story gray stone building with large oaken doors and shutters. Engraved in fine detail on the main door is the symbol of the house. The entryway has a large mural painted on the wall, depicting a great battle scene featuring a multitude of races. The interior is done in richly colored wood.

Owner/Prominent Resident: Lucien Greko, male human; see *Appendix 1: NPCs*

Description: Lucien Greko is a tall, lanky man in his early forties. He stands a little over 6’3” and weighs about 180 pounds, with dark hair and eyes. He is very pale, with only a hint of color to his skin. He is friendly when he needs to be, but mostly keeps to himself. Lucien is a well-liked council member and counts Baltus from Emerald House among his friends. He is also friendly with Lefty and often goes to him for advice on matters pertaining to the house.

List of Regulars:

- *Bet’Sheal Galordon* (WD15)

Hooks:

- A new initiate to the house goes missing after applying for membership, and no one seems to know where he is.
- A messenger was sent out to a nearby town carrying an important message and was supposed to have returned a week ago, but still hasn’t turned up.

WD13: Amethyst House

Type of Establishment: Guildhouse

Guildhouse Colors: Purple trimmed in gold

House Magic Focus: Universal magic

Description: The Amethyst House is an enchanting place, with two mid-sized towers on each end of a central building. The house is constructed in imported, bluish-gray granite, giving it an air of grace and importance. Balconies hang off the towers on each side, allowing a complete view of the district. The west tower is used for house business, from meetings to research. It also contains a small treasury of magic items. The east tower holds personal rooms of the higher-ranking members of the house, as well as some reserved for guests. The connecting building houses the main hall and kitchen. It is usually used only for larger meetings or gatherings.

Owner/Prominent Resident: Gruber “The Nose” Hustberon, male human; see *Appendix 1: NPCs*

Description: Gruber “The Nose” Hustberon is the eldest member of the Wizard Council, and is known as a fair and genuine person. He can always be found engaging some young initiate in discussion on various topics, from magic study to the weather, and is well liked in the district. He has a long beard that hangs below his waist, and his large nose takes up about a third of his face. Although he is the oldest member of the council, no one doubts his abilities as leader, and anyone questioning them would be quickly rebuffed.

Hooks:

- A member of the house discovers during his studies a legend about a magic staff supposed to bring ultimate power to the wielder. It was last seen deep in the Red Mountains.
- Gruber needs to have a letter of great importance delivered to a friend in a distant town. He needs traveling companions and guards to accompany him.

WD14: Flaming Sphere

Type of Establishment: Inn/Tavern

Description: The Flaming Sphere is a relatively large structure, standing three stories high. It has an upscale appearance that would lure the best mages and officials to it, while also appealing to regular folks. It is well built, with wide doors for travelers and large windows for light. The large wooden sign outside has a spinning, burning sphere on it. There is a huge fireplace in one wall in the large common room, with a large bar opposite it. There is a stairway on another wall that leads up to the second and third stories as well as down to the basement. The second and third stories have numerous rooms of various sizes and styles while the basement has meeting rooms. The Flaming Sphere is the Wizard District’s hangout spot. At any given time, some of the most powerful people in the district can be found here, drinking, talking and socializing.

Owner/Prominent Resident: Bet’Sheal “Lefty” Galordon, male human; see *Appendix 1: NPCs*

Description: Bet’Sheal “Lefty” Galordon is a human male approximately 40 years old. He is a little over 6 feet tall and weighs around 200 pounds. He has short brown hair and brown eyes with tanned and smooth skin, and a light beard. He has several scars on his left hand – a present from an encounter early in his adventuring career – hence his nickname Lefty. He is a friendly person, and his jovial personality welcomes patrons to his tavern.

Regulars:

- *Lucien Greko* (WD12)
- *Finus Lomusin* (WD2)
- *Baltus Dunon* (WD5)
- *Walnd* (TD12)

Hooks:

- Someone overhears a conversation between Lucien Greko and Baltus Dunon pertaining to a secret payoff to some high official.
- An unidentified man is found dead in one of the rooms upstairs and the authorities are called in to investigate. He turns out to be a low ranking government official.

WD15: Atroxi’s Herbs and More

Type of Establishment: Specialty Merchant Shop

Description: Atroxi’s Herbs and More is in a small wooden structure near the other businesses in the district. The shop is crowded with bottles and containers of all sizes and shapes, located on shelves filling the room. Atroxi himself works behind a small counter in the back, and the rarest herbs are on the shelves behind him. When entering the shop you are immediately engulfed in the warm, sweet-smelling aroma of some special herb he has burning.

Owner/Prominent Resident: Atroxi Gladiel, male human; see *Appendix 1: NPCs*

Description: Atroxi Gladiel is a good-looking young human male with sandy blond hair and amber eyes. Although a good conversationalist, he would prefer to be left alone to research herbs and other things. He can be found either at the shop or Pearl House, where he assists Lopeki.

List of Regulars:

- All wizards eventually make their way here for components.
- *Glimbim* (CS1)

Hooks:

- Atroxi has recently been approached about obtaining a rare herb that only grows deep beneath the sea. He is looking for PCs who can accomplish such a task.

- Atroxi is always looking to purchase any rare herb brought in to his shop. He pays fair market value.

WD16: Griffin's Gem Emporium

Type of Establishment: Specialty Merchant Shop

Description: This little shop specializes in buying and selling gems of the highest quality. If ever a wizard needs a particular gem for a spell or magic item and wants only the highest quality, then Griffin's is where he goes. Griffin deals in every type and size of gem and precious stone, and if necessary, can acquire even the rarest gems for the right price. Just don't ask where they come from. The shop itself is ordinary in appearance, with display shelves and holders on the walls, and a small, functional counter in the front of the store. The back room holds the rarest stock, along with a staircase that leads upstairs to Griffin's small apartment.

Owner/Prominent Resident: Griffin Bayleaf, male halfling; see *Appendix 1: NPCs*

Description: Griffin Bayleaf is a 39-year-old halfling male with a nose for gems and an eye for quality. He is a spirited and friendly person, and is well liked by most in the district. He stands 3' 4" and weighs in at 42 pounds, although his personality makes him seem larger in stature. He is always on the lookout for new acquisitions, and uses his numerous connections to acquire products for his customers. Not all of these products are gems.

Regulars:

- Every wizard in the area visits Griffin's Gem Emporium when in Bluffside.

Hooks:

- Recently, a very large gem, valued at 50,000gp, was purchased by the staff. Umbra Incognita caught wind of this enormous gem and began planning an assault on the shop. Griffin has to gather a strong party to guard the building for a week until he can rid himself of the gem.
- Griffin, always on the lookout to make quick money, is financing an expedition into the Red Mountains to retrieve a gem purported to be associated with the Barroks from ancient Sem La Vah.

WD17: Alton's Alterations and Clothing

Type of Establishment: Specialty Merchant Shop

Description: Contained in the same structure that houses Mouse's Merchandise shop is a shop called Alton's Alterations and Clothing. It is a relatively small shop compared to others, but serves its purpose. It is the place where the people in the district come to have their clothes made or altered, and has a very good reputation for its quality workmanship.

Owner/Prominent Resident: Alton Ravensmith, male elf; see *Appendix 1: NPCs*



Description: Alton Ravensmith is a middle-aged Elven tailor who takes great pride in the work that he performs. Tricil Ironflame, the wife of Mouse next door, assists him. He is a friendly person who loves to help others and enjoys his work. Most of the time he can be found in his shop, performing some sort of changes to a robe or a pair of pants for some wizard in the district, but when he isn't he can be found at The Flaming Sphere.

List of Regulars:

- *Tricil Ironflame* (WD18)
- *Finus Lomusin* (WD2)
- *Gruber Hustberon* (WD13)
- *Bet'Sheal Galordon* (WD14)
- *Bruskin Thorvar* (WD11)

Most if not all of the people who call the district home have used Alton's services at one time or another. Gruber and Finus especially like his work and often come by to say hi. Bet'Sheal gets all of his clothes made at the shop, and always adds a little extra payment in to show his appreciation. Bruskin Thorvar can be found at the shop occasionally, and is actually considered a friend of Alton's.

Hooks:

- While walking back from The Flaming Sphere one night, Alton is attacked and robbed of his possessions, among them his custom sewing kit. He is lost with-

out it and wants to hire a group to investigate who attacked him.

- Alton gets a message from someone who has kidnapped his sister! He needs to hire some help to track her down before something happens to her.

WD18: Mouse's General Merchandise

Type of Establishment: Merchant Shop

Description: Mouse's General Merchandise is a haven for those looking for the necessities of life, from fabrics to food to all the little things people never think about until they are out of them. The store itself is a modest two story wooden building, with good-sized windows in the front to show off the goods. The interior of the shop has merchandise all over the place in no particular order, although if asked, Mouse knows exactly where everything is. The second floor is where Mouse lives with his wife, Tricil, who helps out at the tailor shop next door.

Owner/Prominent Resident: Narl "Mouse" Ironflame and Tricil Ironflame, male and female dwarves; see *Appendix 1: NPCs*

Description: Narl "Mouse" Ironflame is a grizzled middle aged dwarf always looking for a good reason to get into an argument, although a good natured one. He is well known in the district and the surrounding areas as a friendly but feisty person, who runs a fair store where a person can always find what they are looking for. He set up shop in the district to show that not all dwarves dislike magic, and has befriended many of the members of the magic community.

Tricil Ironflame is a middle-aged female dwarf and wife of Narl. She is fairly good looking, for a dwarf, and Narl counts himself very proud that she is his wife. She has long black hair braided into a ponytail and gray eyes. She is a very kind-hearted woman, and if not at the store, can be found next-door at Alton's, lending a hand.

List of Regulars:

- *Silas Greentree* (WD3)
- *Beth* (WD19)
- *Stephanie Millorin* (WD19)

At one time or another, many of the people who call the district home have been in the shop looking for something. Beth and Stephanie come in often to buy goods for The Boarding House. Silas Greentree comes by quite a bit to partake of the stories that Mouse is so fond of sharing with others. The shop is so popular that people from other areas of Bluffside also come by to shop.

Hooks:

- Mouse's shipment of goods from another town has not arrived yet, and he looks for a group to go see what has happened to it.
- Mouse tells a story to Silas one day about a great Dwarven axe that was used to lead his people into battle against one of their enemies, and was then stolen by thieves.

WD19: The Boarding House

Type of Establishment: Inn

Description: The Boarding House is a large unassuming structure built near The Flaming Sphere in the Wizard District. Unlike The Flaming Sphere, The Boarding House's clientele consist mainly of initiates and low ranking members of the different houses in the district. It is a large, sturdy, wooden building with a stone path leading to the large front door. The surrounding land around the house is landscaped with several different types of trees and bushes, and a mid-sized garden grows behind the building, providing the house with a constant supply of good fresh food. The interior is decorated to provide a homey feel, while not being too flashy. There are a few different types of rooms available, from large private rooms to barracks style rooms that sleeps 10.

Owner/Prominent Resident: Stephanie Millorin, female human; see *Appendix 1: NPCs*

Description: Stephanie Millorin is an average looking human woman in her late thirties. She has long brown hair that she keeps pulled back in a ponytail and green welcoming eyes that warm any who look upon them. Due to an accident a long time ago, Stephanie is unable to have children of her own, but looks upon the young inhabitants of her boarding house as all her children. She tries to stay withdrawn from the goings on in the district, but does take notice when something important comes up. She also stays informed of the news of the day from her boarders, and from Lefty, who occasionally stops by to visit.

List of Regulars:

- *Beth* (female human)
- *Hallin* (male human)
- *Grilli Ravenclaw* (male half-elf)
- *Cheston Baldercon* (WD8)
- *Bet'Sheal Galordon* (WD14)

The majority of the boarders that stay at the house are entry level initiates for the different Houses in the district, although there are a few older members that live there. Cheston Baldercon, head of the Sapphire House, has lived in the boarding house for as long as anyone can remember, and can often be found in the house's main room next to the large fireplace enjoying his pipe. Grilli Ravenclaw serves as the house's handyman and gardener, and also keeps a watch over the house and especially Stephanie, who he is rumored to be sweet on. Helping Stephanie run the boarding house is the brother and sister combo of Beth and Hallin. Not much is known about their history, except they showed up one day and hired on to help run the house. Assorted initiates and low level wizards can be found in the house at different times also.

Hooks:

- Grilli suspects there is something that Beth and Hallin are hiding, but needs help to find out what it is.
- Cheston is attacked while walking back to the board-

ing house one evening, and catches a glimpse of his lizard-like attacker.

- A mysterious dark skinned woman rents a room, and rumors start to spread that she may be a nevae.

WD20: *The Golden Fleece*

Type of Establishment: Specialty Merchant Shop

Description: The Golden Fleece is a medium sized log construction store, with an open-air area in the front and a small building attached at the back. Many different types of pelts and furs hang in and around the open area, either from small hooks or just tossed over branches used as “display racks.” A grizzled looking half-elf can be found rocking in a chair in front of the small building, whittling on a small piece of stick until a customer appears. When Jermel is not at the shop, he packs up the merchandise and stores it in the small building until he returns.

On any given day, the shop could contain any number of different furs or pelts. Most small regular animals (squirrels, raccoons, beavers) can be found there most days (75% chance) with any number of larger or more exotic ones (bear, wolf) possible as well, although somewhat rarer (25% chance).

Owner/Prominent Resident: Jermel Kithak, male half-elf; see *Appendix 1: NPCs*

Description: Jermel Kithak is a middle aged male half-elf with brownish hair and brown eyes and a prominent scraggly beard. Although appearing withdrawn and boorish, he is actually a fairly nice guy. He buys, sells and trades furs and pelts, and when he’s not at his storefront, he can be found out in the forests around Bluffside. For the right price, he can also be hired on as a guide for the surrounding areas.

List of Regulars:

- *Alton Ravensmith* (WD17)
- *Narl “Mouse” Ironflame* (WD18)

Hooks:

- Jermel gets a request from one of the wizards in the district for a more exotic pelt, and although he has an idea where to find the animal, he doesn’t think he can get it alone. He needs to hire some help to go get it.
- The party is tasked with finding a man that has gone missing in the forests around Bluffside, and need to hire a guide to help them find their way around.

WD21: *Toppin’ Ya Off*

Type of Establishment: Specialty Merchant Shop

Description: Toppin’ Ya Off is a small yet somewhat busy headwear store located near The Academy in The Wizard District. It is located in a small grouping of shops that make up one of the “business areas” of the district, along with The Golden Fleece and a few others. It is fairly large two-story shop made of wood and it could very easily be

mistaken for a home instead of a store. The shop is housed on the first floor, with the main shopping area in the front set apart from the work area in the back by a curtain. The living area is on the 2nd floor and is where the shop’s owner, Shleef Toppin resides.

Walking through the door, you notice all manners of headwear displayed along the walls and counters. Some are sitting on shelves or hanging on small racks, while some of the more elaborate ones are showcased on mannequin heads so the intricate details can be more easily seen. The counter in the back of the store, which has small accessories racks located on it, blocks access to the curtained area. Moira, Shleef’s assistant is usually found tending the counter or reorganizing a rack and can assist with any questions or orders.

The curtained area in the back of the store is where Shleef makes the hats and contains all manner of hat and headwear making supplies. There is a door that leads outside and other than the chaos of the fabric, nothing seems amiss in this area.

Owner/Prominent Resident: Shleef Toppin and Moira Turner, male and female humans; see *Appendix 1: NPCs*

Description: Shleef is an average human in his mid-thirties with closely cropped red hair and green eyes. He is personable enough to run his business, but prefers the quiet solitude of his work area, having grown up with 6 brothers and sisters. He is skilled with his trade and enjoys creating intricate headwear for the ladies that come to the shop.

Moira is a fair looking human in her mid-twenties with shoulder length black hair and dark brown eyes, and has a small scar on her left hand. She is usually humming a tune as she works in the shop and greets every customer through the door with a smile. Her cheery demeanor hides the fact that she has a darker side, and wouldn’t hesitate to cut a heavy pouch or lift a ring from some unsuspecting traveler.

List of Regulars:

- Many members of the different houses in the district
- *Alton Ravensmith* (WD17)

Hooks:

- Shleef runs a nice clean business or at least he thinks he does. Moira works at the shop by order of the Thieves Guild in Bluffside, which is secretly using the shop to smuggle small items in the headwear. When an item needs to make it to a “new home”, Moira will hide it in a hat and make sure it gets to the correct customer that comes in for it. No one has noticed anything out of the ordinary yet, and Moira works very hard to keep it that way.
- Shleef is in need of a particular fabric for a special order and needs to hire someone to pick some up for him. The fabric is only made in a far-away city and will take days if not weeks to acquire.



WD22: Farmer John's Bountiful Harvest

Type of Establishment: Specialty Merchant Shop

Description: Farmer John's Bountiful Harvest sets up near the center of the district once a week year round, and often more frequently during the peak growing season around Bluffside. The "market" consists of several wagons or carts overflowing with all manner of fruits and vegetables, mostly from the farms around Bluffside, but also from farther away locales as well. On any given appearance, there's an 80% chance of finding "regular" fruits and vegetables and a 20% chance of discovering something exotic. Farmer John has many connections in and outside Bluffside, and takes special requests if a shopper is looking for something in particular.

Owner/Prominent Resident: Farmer John Dukes, male human; see *Appendix 1: NPCs*

Description: Farmer John Dukes is a middle aged human male with hair that has been bleached by the sun and skin tanned to match. He can often be found wearing dusty overalls and smoking a hand carved pipe. He is very outgoing, and can always be counted on to deliver top quality food stuffs to his customers.

List of Regulars:

- Many members of the different houses in the district
- *Stephanie Millorin* (WD19)
- *Beth* (WD19)
- *Bet'Sheal Galordon* (WD14)

Hooks:

- It's been 2 weeks since Farmer John has set up in the district and people are starting to worry that something may have happened to him.
- Farmer John has heard tales of a very rare fruit that only grows on a distant island and is looking for a party to retrieve some for him.

NEW CITY

HISTORY

New City, like the Mining District, grew from necessity. A chance mining encounter unearthed a vast underground complex just south of the river and north of the Palace in 1,170. While it was initially hoped it would lead to a treasure trove of adamantine, the first groups of explorers failed to return. The people of Bluffside knew they had stumbled upon some sort of ancient dungeon, one which they were unable to deal with. Enter the adventurers. When any vast underground complex becomes unearthed, no matter how dangerous, flocks of adventurers come to test their mettle, all hoping for a quick score. By 1,175, with the blessing of the Five, a small community of adventurers made this tract of land their home. Shops, inns and all other things necessary to quench the thirst of the savage beast also sprang up here, making this district a wide open and ripe with possibilities for those brave enough to enter.

Then things changed. The discovery of the steam gnomes deep within the earth opened up even more possibilities for the district. While underground adventuring possibilities were still vast, enough of the complex had been tamed to allow access to the sea below, and this allowed the possibility of making Bluffside a port. Only with help from the steam gnomes could this be possible.

Quickly, others flocked into the district. Mostly merchants, these people set up shop near the adventurers, becoming part of the community. This was ideal for both groups: the traders had at their disposal a ready number of swords for hire to guard their goods at home and on the road, while the adventurers had a means to dispose of unique and valuable treasures.

Eventually, the Old City – where it all started – began to lose its luster to what was now being called the New City district. When new businesses moved into Bluffside, they now chose the New City district. When any really powerful person chose to relocate, the New City district was the choice. Only the presence of the Five keeps the Old City as powerful as it remains.

NEW CITY TODAY

Buildings and Streets: The buildings of this district are mostly one- or two-story wood structures, with less importance placed on the façade than what is inside. Rarely is wealth openly displayed, giving this area some of the blue-collar feel of the Mining District, without the coal dust. The streets are clogged and dirty, with horses having to fight for space with people.

Law: Over all, this is the most wide-open district with regards to danger and excitement, with only Sordadon being more, erm, fun. There are perfunctory patrols by the Bluffside Regulars, but they go about their business knowing that many residents are more powerful than any number of Regulars. They move through the streets as quickly as possible, only focusing their attention on traders who pay the most protection money.

Society: The two groups that live in this area, traders and adventurers, work together remarkably well, especially when you consider how different they are. For the most part, they would rather deal with each other than others in Bluffside. Both are used by the Five but make enough on the deals to keep them interested. The traders bring in trade goods necessary to the health of the city and the adventurers bring a ready supply of men at arms.

POINTS OF INTEREST

NC1: *Asylum*

Type of Establishment: Governmental

Description: Sometimes madness takes its toll. For those poor souls who have felt its embrace, the asylum offers a safe haven from the treacherous outside world. All manner of folk find their way here, either by choice or by force. Some are here against their will, and others refuse to leave. The Asylum is a home for the insane, confused, mentally deficient, or unstable. Clerics volunteer to help. Although they work hard, there are never enough to take care of all the sick. Filth builds up on the floors and walls, and the sick go uncared for: some in cages and makeshift jails, and others wandering the hallways aimlessly. Most people on the outside ignore the Asylum, preferring not to think about the people inside.

Owner/Prominent Resident: None.

Description: The Asylum is a government-owned facility. It has no official owner or permanent resident. Various religious organizations in the city help with the sick, but with no concerted, organized effort there is little hope of improving things.

List of Regulars:

- *Wilton Blander* (OC12)

All of the insane end up here. Some have been committed here because of violent acts. Others have come of their own volition, choosing to remove themselves from society before they cause harm. There are usually 6–10 haggard clergy here tending the sick. They more often act as police and janitors, and rarely have time to actually help the people.

Hooks:

- The Asylum houses a man by the name of Calor Onkot (male human), who babbles constantly about an ancient civilization and riches beyond imagining. His life is a never-ending cycle of sleeping for days on end then awakening and talking for days.
- Recently, a group of miners was admitted to the Asylum. Rumor has it they dug into a cavern complex, and something within drove them insane. None involved are talking about the incident, and they claim that each miner's recent insanity is unrelated to the others'.

NC2: *Dungeon of Bluffside*

Type of Establishment: Governmental

Description: Here is where all of Bluffside's lesser criminals are incarcerated. This is truly a dungeon, as no criminals are sent here for minor infractions. Those who commit truly horrendous crimes, however, are sent to Sordadon. Only a small part of the building lies above ground. Below, passageways wind into the earth in a pattern of chaos. While there was originally a design for the Dungeon, it has been altered so many times over the years that no one really knows all the twists and turns. The Bluffside Regulars guard the Dungeon, both above ground and at stations below. Prisoners are here for punishment, not rehabilitation. The conditions are brutal, and many do not survive sentences of more than a year.

Owner/Prominent Resident: Captain Russell, male human; see *Appendix 1: NPCs*

Description: Russell, who was only recently promoted to this position, is one of the Bluffside Regulars' finest officers. He is still trying to figure out the peculiarities of the Dungeon. He has learned that his maps are completely useless, as they show only the original design. He tours daily through the passageways, marking up the maps and trying to make sense of the confusion. Early on in his explorations he got lost and walked around in circles until he was found. This has made him wary of leaving the known paths.

List of Regulars:

- Criminals
- Agents of Umbra Incognita
- Guards (see *Appendix 3: Guards*)
- *Reginald Oakfirst* (M1)

Hooks:

- Russell tries secretly to find a group to map out the Dungeon. He knows that many prisoners listed as deceased were actually lost after they were imprisoned.
- Umbra Incognita regularly sends agents into the Dungeon through secret entrances, to either spring allies or eliminate foes.

NC3: *Brocail's Inn*

Type of Establishment: Inn/Tavern

Description: While there are numerous inns in the New City, none are as large or unique as Brocail's. Sure, other inns have dozens of rooms and can handle large groups easily. However, none have rooms particularly designed for the individual needs of its residents. For passing halflings, there are rooms beneath the ground, dug out of the earth. What if a passing giant needs a place to stay? Here, there are rooms with ceilings 15 feet high. What about sixams? Some rooms have skylights to launch into the air without need of passing through the lobby. Any room, of any configuration, can be had here. It may take a full day to prepare a room if reservations were not made in advance, but

any being can be accommodated by the staff. Its closeness to the Undercity and the Warehouse District allows the staff easy access to many different delicacies required by their clientele. This unique blend of residents leads to a very unusual mix in the tavern on the lower floor.

Owner/Prominent Resident: Brocaïl, male human; see *Appendix 1: NPCs*

Description: Brocaïl is a world traveler who decided to settle here in Bluffside. From his days of trading, he saw the problems faced by nonhuman races within human cities. He saw a niche that needed to be filled, and filled it. He assembled a small staff that can accommodate just about any need. Brocaïl is conversant in many languages. Whenever anyone needs an interpreter, Brocaïl, for a small cost, fills the need. Where his ability in unknown, Brocaïl hears much that people believe is secret.

Hooks:

- Brocaïl overheard two of his customers talking about goblinoids massing in the Red Mountains. They seemed to be talking about an imminent invasion.
- A recent customer left behind what appears to be an expensive book. Brocaïl wants to find the man and return his property.

NC4: Bay Divers

Type of Establishment: Parks and Recreation

Description: This shop is more of a guildhouse for anyone who dives off the cliffs of Bluffside. Here, they can get together and talk about past dives and the ones they are planning. Maps surround the main room, pointing out the more prominent places to dive. Every spot that has been dived from is marked on these maps, and each spot is rated based on the skill required of the diver to attempt the dive. Anyone who wants to learn about cliff diving can come here and, for a price, get expert instruction. This instruction is for complete novices all the way up to those trying for expert. See *Cliff Diving*, page XX, for more information.

Owner/Prominent Resident: Delia, female human; see *Appendix 1: NPCs*

Description: Delia is a tall, beautiful, slim girl who lives to dive. Brought up here in Bluffside, she discovered the hobby when she was just a small girl. At that time, the only people who dove off the cliffs wanted to commit suicide. She and her friends discovered, after years of searching, the best spots from which to dive. The only thing she ever wanted to do was dive, so starting her own dive shop was a natural fit. While there are 15 divers rated as expert, she is the best of the bunch.

List of Regulars:

- Various divers

Hooks:

- On one of her recent expeditions to find new spots

to dive from, Delia came across a cave that, as far as she knows, has never been explored. Strange noises came from within, frightening her off. She has not yet worked up the nerve to return.

- Delia is sponsoring a contest to find a new spot from which to dive. Many of the more secluded spots on the cliffs will be searched for the first time.

NC5: Arms

Type of Establishment: Specialty Shops

Description: This small building has only one room with a counter. Rough-looking, burly fighters stand around waiting for work, while a weasel-like man behind the counter takes assignments from incoming customers. Three doors lead into the building. The sign out front shows a variety of weapons. Customers may hire 1st-level fighters as guards for 1gp each per day. These guards will not travel outside of Bluffside, but will do any guard job that lies within city limits.

Owner/Prominent Resident: Arne Swanson, male human; see *Appendix 1: NPCs*

Description: Arne Swanson adventured for a while until he decided it was too hazardous to his health. Now he hires out guards to people who can afford to pay others to take their risks. If a customer is referred to him by Hector LaRousa, Arne cuts Hector in for 10%. Arne and Hector have an understanding that his guards won't make it too hard for Hector's people.

List of Regulars:

- Guards (24): Fighters available for guard duty. They will not voluntarily die for the customer.
- *Hector LaRousa* (NC9)

Hooks:

- A PC hiring on with Arms to make a little extra money is asked to take a fall for a night visitor at the site of a job. He is offered 10gp.
- If anyone has a truly special job, Arne can come up with higher level guards. For a price, he can get a few low level mages to accompany his normal guards.

NC6: Bluffside Crier

Type of Establishment: Specialty Shop

Description: This small shop, located right in the middle of the district, is where all the news of Bluffside ends up. From here, dozens of reporters scan the city looking for anything that might be news. Every morning, at daybreak, the Crier sends out criers to tell the news from street corners around the city. Many residents of Bluffside lean out their windows at sunup to hear the latest. You can hear just about everything from the Crier, from hard news to gossip and help wanted offers. In addition, printed papers are hand-delivered across the city to the most prominent, and wealthy, residents. The only way to do this on a daily basis

is through magic, and the paper's price reflects the excessive cost of this. Each daily paper costs 1gp, so most residents rely on the criers to tell them the news instead of reading it for themselves.

Owner/Prominent Resident: Scribner Thriftmore, male human; see *Appendix 1: NPCs*

Description: Scribner took over the Crier from his father, who started out in the Old City. Only after most of the new blood had settled into the New City did the Crier move. Scribner is solely responsible for what gets into the Crier, and he takes this responsibility very seriously. He is not beholden to anyone, and anything he believes is news gets in, without regard for whom-ever it upsets. While this could get him into trouble, Scribner is so well respected he is nearly untouchable, considered off limits by those in power, including Umbra Incognita and the Five.

List of Regulars:

- Anyone trying to get information out to the public.

Hooks:

- Anything the CK wants the PCs to find out can be placed in the Crier.
- The PCs get the latest issue of the crier and find they are featured!

NC7: Body Worx

Type of Establishment: Specialty Shop

Description: Body Worx is a small, seedy looking place shoved between two other buildings. This tattoo parlor is pretty typical of the trade. They tattoo pirate skulls and discrete butterflies on miscreant adventurers and ladies of the court. The one unusual thing about it is its owner: a sixam wizard who discovered his rare talent. He is the only known Spellmarker (his own term) in Bluffside. He is able to tattoo spells upon the flesh that, when touched, call forth the spell effect inscribed. This has caused his business to prosper so much that he could move to a nicer building if he chose to.

Owner/Prominent Resident: Worx Redwing, male sixam; see *Appendix 1: NPCs*

Description: Worx is nearly seven feet tall and weighs only 150 pounds. He has long black hair and slate gray eyes, a rarity for his kind. The name Redwing comes from peculiar red stars on the upper back portion of his bluish-white wings. He is a solemn and quiet man, bothering no one if left to his own devices. When not working, he studies his tomes and practices his art on leather canvas.

List of Regulars:

- *Yvenia Salthali* (female human); see *Appendix 1: NPCs*: This young woman has been trying to get Worx to teach her the secret of Spellmarking for a year now. She will stop at nothing to get this secret and disguises

her requests with feigned friendliness. Worx is ignorant of her cunning and thinks of her as a sister.

- *Vandross* (male human); see *Appendix 1: NPCs*: Vandross is a close friend to Worx and often comes by to make sure Yvenia has not coaxed the secret out of Worx.

Hooks:

- Yvenia strikes! Vandross approaches the PCs, asking if they could help him track down Worx, who was spirited off by Yvenia Salthali. She wants his secret, and will torture and maim Worx to get it.
- The PCs hear of a strange sixam who can create tattoos that mimic the effects of a potion.

NC8: Kinlay's Outfitters

Type of Establishment: Specialty Shop

Description: This musty shop contains just about everything an adventurer would need to outfit himself for a quest. From floor to ceiling, everything from weapons to armor to clothes can be found in this enormous single room. If an adventurer needs it, chances are it can be found here. All non-magical items are usually in stock and available for purchase, with the prices generally running about normal. From time to time, Kinkar will come across a magic item and offer it for sale, but only to those who he trusts. While the shop appears wide open to robbery, since there are no guards or locks, Kinkar has several magical means of telling if he has been burgled, and who did it. These people are dealt with outside of the shop, to avoid any interference by the Bluffside Regulars. Information, of all kinds, can also be sold here.

Owner/Prominent Resident: Kinkar Kinlay, male human; see *Appendix 1: NPCs*

Description: During the day, Kinkar plies his trade, and is slowly becoming one of the most respected and trusted merchants in Bluffside. At night, however, he steals about town, plying his real trade as a cat burglar. Through his dealings with Umbra Incognita, who believe he is just another thief, he is privy to a lot of inside information. He also frequents many of the hot spots of Bluffside, always looking for clues and hints to unusual items worth his time to acquire.

List of Regulars:

- *Walnd* (TD12)
- *Uzzell Longbottom* (W1)
- *Denis Duwall* (M5)

Hooks:

- Kinkar has discovered that one of the Five has come upon an ancient artifact whose value is immeasurable.
- Kinkar stumbles upon a murder while plying his trade. While he does not think he was spotted, he is looking for a party to check out the facts surrounding the murder.

NC9: LaRousa's Messengers and Guides

Type of Establishment: Specialty Shop

Description: This is a modest two-story building with a painted wooden sign proclaiming the name, as well as a picture of a runner in the LaRousa uniform (bright yellow tabard with a lantern and quill embroidered in black). The spartan entryway leads directly to both the office and the duty room, where runners await their assignments. The services available here include guides within the city at 5 sp per day, message carriers at 1 sp per destination per message, and lantern bearers at 2 sp per night.

Owner/Prominent Resident: Hector LaRousa, male human; see *Appendix 1: NPCs*

Description: Hector LaRousa started in this business as a messenger and errand-runner. He worked independently, offering his services at poverty-level prices to keep food in his mouth, until he ran across a wealthy merchant passing through. He guided the merchant very well, to several shops where he made great finds, and he rewarded Hector by giving him 10gp at the end of his stay. With the 240gp he'd managed to pick off the merchant during that time, Hector had enough money to rent a shop of his own and start a messenger service.

List of Regulars:

- Runners: Two-dozen rogues who perform the various services offered by LaRousa.
- *Harlan:* Hector's contact with Umbra Incognita. Whenever he gets enough information on a client, Hector sends Harlan to the guild.
- *Arne Swanson* (NC5)

Hooks:

- LaRousa's Messengers and Guides is a front for Umbra Incognita. They use the cover of providing a message and guide service to case establishments, look over newcomers to the city and arrange for any thefts by the guild. Any PC hiring services from this business may well be targeted if the guild decides it is worthwhile.
- Hector also refers customers wanting guards to the mercenary outlet across the street from him: Arms.

NC10: Abandoned Warehouse

Type of Establishment: Guildhouse

Description: From the outside, this looks like a rundown warehouse. Inside, however, is the headquarters of the Chill Bringers. From here, the Chill Bringers continuously work on their two most pressing issues: defeating the Order of the Flame and returning the world to the ice age that covered it for thousands of years. The building has several entrances, all secretly guarded so no one accidentally stumbles into the hideout. Deep beneath the building is an enormous cavern complex where the guild

head, a dragon known as Ruka Frosht, can spread his wings.

Owner/Prominent Resident: Ruka Frosht, male White dragon (very old); see *Appendix 1: NPCs*

Description: Ruka is a White dragon who leads the Chill Bringers' chapter in Bluffside. He works diligently to bring about an end to the current warm age and cast the world back into the perfect cold age. In human form he appears as a small human begging about town. Although beggars are frowned upon, he is always able to avoid the Bluffside Regulars and their patrol routes so he can gather information for his guild.

List of Regulars:

- *Garl Frostor* (TD13)

Hooks:

- Ruka has recently come upon an ancient artifact brought back from the Ruins of Sem La Vah. Although he has not yet discovered its full potential, one of its functions is to lower the temperature dramatically in a 25 feet radius.
- Anyone caught poking around the warehouse is followed by members of the Chill Bringers to see if they are in cahoots with the Order of the Flame.

NC11: Smith's Smithy

Type of Establishment: Specialty Shop

Description: While several shops exist within Bluffside for purchasing arms and armor, Smith's Smithy deals only with specialty items. From something simple, like adding a crest to a shield, to actually creating magical armor, the Smithy can get the job done. Any basic magical weapon or armor can be created here, with a maximum enhancement bonus of +1. If other, special magical enhancements are required, Smith can get his hands on scrolls that will do the trick. This is very expensive, so the business stays open based on a small number of customers, mostly adventurers, who are willing to spend the extra money to get a truly unique item.

Owner/Prominent Resident: Smith, male human; see *Appendix 1: NPCs*

Description: Smith is secretly a wizard, which makes it easier for him to acquire the spells necessary to enchant weapons and armor. He is able to deal directly with the Wizard Council for spells, which he receives at discounted prices. In exchange, he passes along to the Wizard Council all information he gets about his clients and what else is going on with regards to magic in Bluffside.

Hooks:

- Smith's Smithy is constantly under surveillance by the Wizard Council. If anything is stolen, a member of the Council visits the offender and convinces him to return it.
- Smith receives small shipments of adamantine from the

Mining District from time to time to produce some of his more unusual items. These are all for the very wealthy and the shipment is planned out weeks in advance.

NC12: *Trader's League Guildhouse*

Type of Establishment: Guildhouse

Description: The building is not large for such an organization. The workers are out on business most of the time, except for Tomolaff. It is a squat, two-story building, overshadowed by the higher buildings around it, but its lime-washed walls stand out.

Owner/Prominent Resident: Tomolaff Heindicks, male human; see *Appendix 1: NPCs*

Description: Tomolaff is a hardworking, honest man who does not treat with those who twist the system to their own causes, something that seems to happen with greater frequency. He stands six and a half feet tall with long brown hair and a mustache to match.

List of Regulars:

- Only the league workforce is allowed into the building.

Hooks:

- Tomolaff's children have been kidnapped! The demands are that he supply the kidnappers with details of all trade coming in for the next week within two days or he'll never see his children again. Tomolaff suspects the Thieves' Guild with a spy in the league – or is it someone else?

NC13: *A Light in the Dark*

Type of Establishment: Specialty Merchant Shop

Description: A Light in the Dark is a small candle shop located off a side street in the New City. There's a small non-descript door that leads into the shop where the smell of melted wax permeates the air. A simple counter runs the length of the rear of the shop and many shelves line the walls, holding all different types and sizes of candles. A curtain covers the opening behind the counter that leads to the work area in the back. Anyone that knows the secret phrase is allowed to pass through the curtain and access the hidden stairs that leads to the meeting area where the "tainted ones" gather to discuss their visions.

Owner/Prominent Resident: Frish Littleleaf, male elf; see *Appendix 1: NPCs*

Description: Frish Littleleaf is a young elf with cropped brown hair and green eyes. He stands slightly under 6 feet tall and has a small build. He is very quiet and keeps to himself unless a customer approaches with a question. He is personable enough, but not very outgoing. He is a "tainted one" although no one outside his closest friends know this information about him. He opened his candle shop to provide a "front" for other "tainted ones" to have a place to gather and talk about their individual

experiences without fear of repercussions.

List of Regulars:

- Many people in Bluffside labeled as "tainted" have met here
- Members of the House of Flesh (M7)

Hooks:

- During one of their meetings, several "tainted ones" describe visions of what appears to be the original inhabitants of the valley fleeing from a dragon attack.
- A frequent customer begins to act suspicious and Frish starts to worry that his shop's secret could be discovered.

RUINS OF SEM LA VAH

Although Bluffside has grown to a city of nearly 100,000 people, one of the prime factors in its growth stems from death, not life. Lying in the center of town, the ruins of Sem La Vah – a graveyard of the Ancients – is a part of the day-to-day lives of the citizens of Bluffside. This constant reminder of death, of the fact that even the powerful Ancients could not elude its cold embrace, keeps Bluffsiders grounded in the here and now.

The ruins, aside from the Palace of Sem La Vah and the Obsidian Tower of the Unknown, are all that remains of ancient Sem La Vah. Unlike the two huge buildings, the ruins are open to the public. Any archaeologist or adventurer who wishes to explore its secrets has the full support of the ruling factions. This open policy is due to the grave danger that exists within the ruins; a danger that has never leaked outside of its boundaries. Secretly, the Five feel the ruins could be more dangerous, in the long run, than any outside agency. Any information garnered by willing adventurers is welcomed.

The ruins have two distinct personalities, depending on when visited. In the light of day they resemble any ancient dig. The ruins are not particularly dangerous in the day, though there is always a danger of cave-ins and other mundane events. Several separate digs are worked at all times. Not even the smallest item is overlooked. Worshipers from the temple dedicated to the Ancients, Sem La Vah Redux, can be found here most every day, trying to spread their religion among any workers who will listen.

At night, the ruins are haunted by spirits of the Ancients, and they take exception to anyone trespassing on their territory. No experienced diggers are caught here after dark, pulling up stakes at least a half hour before sunset every day. Some pious worshipers stay into the night, but often disappear before morning. It is best to avoid the ruins after dark.

A few underground passageways were opened, but have never been fully explored. The archaeological teams that first entered upon discovery failed to return. Adventurers encouraged to explore have each returned with different stories, even those who entered the same passage. Some theorize that the passages lead to portals to other realms or planes. So far, this has not been confirmed.

CHAPTER 7: THE UNDERCITY

An excerpt from the journal of Winingham Farseer

I had to pause to allow my eyes to adjust from the bright sunlight above-ground to the dim lamps of the sewers of the Undercity. Arriving in the middle of the Warehouse District, I wondered if I would run into my old friend, Uzzell Longbottom. He ran the whole district. Goods traveling between Bluffside at the top of the cliffs and Sordadon far down below needed storing in the meantime, which meant Uzzell was usually bouncing between storage facilities, and very busy.

The eastern passageway, well-traveled, leads to the Coach and Six market and, eventually, to the fabled Dwarven Halls. On past trips I perused the varied goods for sale and barter in that small tent city. Even this far away, I could smell Bard's Tale's mushroom pie wafting down the tunnel, making me long for an hour or two to savor the delicacies offered in the market.

But I could not take that path. Not this day. Nor could I pass through the winding tunnel leading south. The one ending in a solid, oak door. The one leading to the vast sewer system that keeps a city the size of Bluffside working. No, I would not visit the Toshers. I would not travel to Middenman's Wharf. Nor would I visit the mines or the cube pits. Not this day.

This day, I went west. I traveled down one of the great lifts (a miracle of modern design!) 350 feet to the cavern harbor below. From there I moved straight to the harbor itself, eschewing the intoxicating beverages available at the Swinging Wench, along with its games of chance. No, I had to get to Sordadon and the only way was by boat. Hopping the next flat bottomed boat leading out of darkness and onto the bay, I saw my journey finally nearing its close. No temptation, no distraction, nothing could keep me from completing my business.

UNDERCITY HISTORY

Bluffside holds streets filled with beautiful architecture and shops lined with wares to tempt the most careful shoppers. But beneath it all lays a maze of tunnels, caves and sewers; the arteries, veins and gullet of the city. Like those organs, the Undercity of Bluffside remains out of sight, and out of mind of the average citizen.

A thriving community exists below the streets of Bluffside. While the New City district was being built, it became obvious Bluffside was going to grow even more, with the vast potential resources in the surrounding hills, valleys and mountains drawing in an ever-increasing population. With great foresight, a sewer system adequate to deal with the expanding population was planned alongside details for the city overhead. Major architects of the time came to New City. Lured by stories of magnificent buildings and artwork in Old City and fortunes littering the streets, they made their way here in hopes of expressing their talents on a blank canvas. But there was also money to be made below the streets, and many plied their talent and vision in the sewers below, designing them to be as efficient as possible, always with a view to expansion. The sewers were completed in 1,158, months before the Goblinoid War of 1,159. The ransacking and burning of the city above left the sewers below unharmed. Indeed, many of the city folk fled to the sewers in a desperate attempt to escape the goblinoids.

After the war, the city rulers looked to trade. Sordadon, a floating island port, was constructed on its bed of coral, allowing trade into the natural harbor below the New City district. Steam gnomes, the ingenious race living beneath the sewers, helped excavate passageways down to the base of the cliff, allowing for easier access to the harbor. They also constructed the Great Winding Room, enabling great loads to be moved from the harbor below up the Warehouse above and off into the city. With increased trade came more traders and soon the Coach & Six market was formed in a huge natural cavern off the Warehouse. A separate community lives in the strange underground maze of tunnels and caverns beneath Bluffside.

But not all under the city was constructed for the newcomers. Catacombs and tunnels lie deep beneath the Old City, places that intrigue the Archaeologists and wizards alike to this day.

SEWER SYSTEM

Today the sewer serves the underside of Bluffside's internal cities, though skirting around the Wizard District. Conduits lead out to the farmlands and cesspits in the surrounding countryside, foul waste emptying through specially designed cleansing tunnels and the ingenious Cube Pits deep in the southern crevasse. It is not only the waste of the city that moves through the sewers but also cleaners, scrapers, toshers and the less reputable of the population looking for somewhere quiet to do their dealings or a way to move through the city. Though there are many entrances to the sewers throughout the city, a few are of particular note.

One such entrance leads into the Warehouse District. Many a trader finds the sewers a quicker way over negotiating the streets above, with the added advantage of being away from prying eyes.

There is also a large maintenance area outside of the city districts, amongst the farms. Livestock farmers are given a subsidy for manure they feed into the sewer and crop farmers are offered the same subsidy or an equal weight of bat guano, rich in fertilizer. This gives the city a twofold advantage, keeping the fields clean and providing the city with precious methane, which in turn is used to light the streets and caves of Bluffside.

PHYSICAL LAYOUT OF THE BLUFFSIDE SEWERS

The sewers are engineering marvels. Guided tours give visitors to Bluffside a chance to appreciate the beautiful carvings and ingenious engineering. The layout of the sewers is typical of such structures in cities of similar size throughout the world: two-foot diameter pipes – almost always vertical – leading from garderobes and cesspits, with excess water traveling down into the sewers from the streets above through storm drains. Three-foot-wide channels run from heavily grilled entrances on the streets.

Both the sewer pipes and storm drains feed into the main lines, some 30 feet to 40 feet in diameter and usually filled 5 feet to 15 feet deep with a mixture of sewage and rainwater. These channels have walkways running along the sides, usually only wide enough to walk single file, but often traversing both sides of the

channel. Transport along these channels is accomplished with narrow barges, flat-bottomed longboats using a series of locks built to avoid waterfalls and indeed for the barges to climb to higher levels. These locks are operated by guiding the barge into a lock, closing the gate on one side and raising it on the other in order to fill it with water, raising or lowering the barge until the necessary level is reached.

The channels lead into cisterns; large chambers holding storm water to prevent flooding in the streets. Cisterns are 300 feet square and up to 50 feet high, with water about 3 feet to 5 feet deep in normal conditions. The largest of these cisterns is called Middenmans' Wharf and is used as a makeshift harbor for travelers of the water-ways. The Middenmans' Wharf is conveniently close to the cleaners' rest and storage area.

Sluices hold water along the bank of the Red River. These are opened whenever the river looks ready to burst its banks, or when the sewers need to be flushed, ridding the sewers not only of dirt and filth but also any creatures setting up home in the sewers.

Access tunnels are built to allow entry to inspectors and cleaners. These access tunnels are 6 feet in diameter and run at a 45-degree angle from backstreets and cellars, ending at locked and barred oak doors. Beyond the doors, a short passage leads to a barge wharf: short piers with steps down below water level used for docking barges. A bell rope calls for a barge should there not be one available immediately. Under normal circumstances a barge arrives within 30 minutes to 2 hours.

The barges used for travel through the sewers differ by function, but all are around 30 feet in length. The locks are, on average, 35 feet long, so the barges can be no longer than this, and about 10 feet wide, to allow room for barges to pass on the channels. Long, padded staves push against the walls of the sewer, propelling the barges along where there is no current. The barges are mainly used by sewer cleaners and scrapers as they scrape filth from the walls of the sewers, clear blockages or track down unwanted denizens setting up homes in the sewers.

Some have chosen the sewers as a place to live. Known as Toshers, they eke out a marginal existence living on barges, scraping a living from what they find floating in the water.

DANGERS OF THE SEWERS

Though there are rumors of monstrous creatures lurking in the dark passageways, they are not the only trouble to meet folks venturing under the streets of Bluffside. Gases irritate the eyes, cause nausea and drowsiness, and in extreme cases loss of consciousness or death. The architects who designed the sewers of Bluffside anticipated these problems. Gas channels were carved along the tops of pipes to gather gases, and small ventilation shafts were built into projected problem areas. But their most ingenious use of this gas was to introduce gas lamps along main city streets and major underground areas. The lamps generate an intense heat in the hood, drawing up gases from the sewers. The gas is burned off, along with any impurities. Lamp poles are fitted with both a ladder bar and hinged hood for easy maintenance. With these precautions sewer explosions are rare, but do still happen to disastrous effect. Damage varies from just blowing off a few manhole covers and exploding lamps to the disaster of 1,171, when a massive explosion on High Street ripped the road to shreds for nearly half a mile, ruined shop fronts to either side, and killed 37 citizens. If caught underground in one of these explosions, the best chance of survival lies in diving into the fetid wastes of the sewer, taking the chance of contracting disease. These jets of sewer flames run through the sewers until they find a place to escape, such as a ventilation shaft or a chamber with a high ceiling. Damage depends on the ferocity of the explosion, from 1 to 2 points in hair-singing damage up to a 9d6 sewer fireball tearing through the tunnel, with a dexterity save for half damage. Cleaners take along a canary for added insurance, with the poor bird overcome by the effects of gas long before its owner can detect the risk.

Travel through the sewers comes with a risk of disease. Disease has many ways of penetrating the body and the sewer environment breeds a lot of diseases.

Common Diseases in a Sewer Environment

Disease	Infection	CL	Incubation	Damage
Blinding sickness	Ingested	1	1d3 days	1d4 Str††
Filth fever	Injury	0	1d3 days	1d3 Dex, 1d3 Con
Typhoid*	Ingested	1	1d4 +8 days	1d2 Int, 1d4 Con
Cholera**	Ingested	0	1d2 days	1d3 Dex, 1d3 Con
Wheezing lung	Inhalation	0	1d2 days	1d3 Str, 1d3 Con

*Fever, diarrheal stools (often bloody), abdominal pain, malaise and a rose colored rash on the upper abdomen are seen. Severe cases may progress to delirium.

**A form of infectious gastroenteritis (intestinal infection) that results in frequent watery stools, cramping abdominal pain and eventual collapse (from dehydration).

†† Each time the victim takes 2 or more damage from the disease, he must make a constitution check or be permanently blinded.

Nauseated characters are unable to attack, cast spells, concentrate, or do anything else requiring attention. The only action a nauseated character can take is a single move (or move-equivalent action) each round.

DENIZENS OF THE SEWER

Many travelers work their way through the sewer system, not all with malevolent intentions.

The Toshers live in a world of darkness and filth, gleaming what living they can from the refuse of the city above, but they are good people willing to share what they have. Their appearance may turn many away, with their lank hair and gaunt physique, often boil- and hive-ridden. Toshers get by on what they can, committing the occasional petty crime to make ends meet, and give no trouble to those who wish them none. Tolerated by the sewer authorities, they cause no harm, clean a little and often give useful information.

There are currently nine families of Toshers moving their way around the sewer system. Their typical barge is 30 feet long with three rooms, one each for sleeping, eating and storage. A Tosher family consists of the parents and no more than two children. All currently traveling the sewers are human. As one member of the family punts the barge along, another Tosher drags the dredging nets along the sewer bottom looking for trinkets. They also receive a bounty from the Sewer Cleaning Committee on any bodies or beasts brought up from the depths.

Often the streets are too busy to transport goods through the Mining District or even into the Temple District. The sewers offer a viable alternative, especially for goods the owners may not wish others to see.

The sewer authorities have two organizations that keep the areas in check. The Sewer Scraping Committee looks after the general cleanliness of the sewer. With their specially designed tools, they regularly scrape the walls of the sewers clean of mold, moss and fungus. They also clear blockages and build-ups that occur at junctions in the sewers. Theirs is not a pleasant job, but a feeling of camaraderie exists amongst them that make the work seem not so bad. The Scrapers have a rest area, along with storage facilities, commonly known as the Floaters' Rest.

On occasion a wizard or a cleric will accompany the Scrapers into the sewers as part of their training or as a penance, to clear filth, fungus and disease from particularly difficult areas.

The Sewer Cleaners is an organization that performs a more dangerous type of cleansing. Should the sewers become infested with vermin or pos-

sibly something more powerful, a team is formed of appropriately skilled people to find and eliminate the problem before it impacts the city. Teams usually have a strong warrior base, but are accompanied by a cleric or even a druid armed with appropriate spells: *diminish plants*, *control plants*, *repel vermin*, and *remove disease*.

The cramped conditions in the sewer, and the fear of drowning, make studded leather the preferred form of protection. Weapons are small, usable in confined spaces. When the going gets really tough, the Cleaners employ the skills of a Tunnel Fighter, individuals trained in close combat in cramped and unusual situations.

In a sewer this size, there is plenty of room for residents of all kinds. The complex is too large and has too many isolated areas to patrol regularly. Rumors exist even of a vampire, Tamalek Aurtein, creeping through the sewers going about his business.

S1: Middenmans' Wharf

Type of Establishment: Sewer Harbor

Description: Middenmans' Wharf is the largest cistern in the sewer complex, some 500 feet square. Easily large enough to accommodate 20+ barges, unused barges are harbored here ready for collection or delivery to docking barges. Toshers dock up here alongside Scrapers, discussing the day's events and current gossip. The ceiling of Middenmans' Wharf is also the highest in the system, reaching some 80 feet. During times of flood the Toshers make their way here in the hope it will be sufficiently high to avoid submerging their vessels.

Owner/Prominent Resident: Harold Perkins, Scraping Committee Chief, male human; see *Appendix 1: NPCs*



Description: Harold is a slip of man, standing six feet tall and all skin and bone. Harold is well liked by Scrapers and Cleaners alike, spending as much time in the sewer as in his offices above ground.

List of Regulars:

- Cleaners, Scrapers and Toshiers
- *Dave Tellinbrau*, male human ;see *Appendix 1: NPCs*: Dave is the 43-year-old father of a small family of Toshiers who are regularly at Middenmans' Wharf. Here Dave, his wife Ethel and daughter Jessika have trading rights amongst the Toshiers within Middenmans' Wharf.

Hooks:

- Torrential rains have flooded the sewer. When the waters subside, something left behind has taken up residence.
- Dave has come by a brooch belonging to a missing Noble woman. He claims he dredged it from the sewer, still attached to the late owner's hand.

S2: Floaters' Rest

Type of Establishment: Rest Area

Description: Floaters' Rest is a small network of rooms where the sewer workers rest. A short passageway leads from the entrance in Middenmans' Wharf to a stairway up to a stout wooden door, beyond which lies the main room. Tables are arranged round the outside of the circular room, with stoves for cooking and lockers for all workers currently on the payroll. Two doors stand opposite the entrance, one leading to the bunkroom, with enough bunks to sleep eight, the other leading to the storage area. The storage area holds scraping sticks, extra punting sticks and weak disinfectants for washing down. A locker in the back of the storage room holds specialized equipment: spare weapons, studded leather armor and a small selection of curative potions.

Owner/Prominent Resident: Keltin Farnbrough, male half-orc ; see *Appendix 1: NPCs*

Description: Keltin is a worshipper of the Great Provider, spending his current tenure with the sewer workers and helping where he can.

List of Regulars:

- Cleaners, Scrapers and Toshiers
- *Shelly "Wrinkles" Malloy* (SD3)

Hooks:

- A boy is found sleeping in the bunk room and no one remembers him entering. He is mute and blind, and his only possession is a circular tablet with mysterious runes etched upon it.
- A thief is on the loose! The close-knit family-like atmosphere in the Rest is shattered when a cleaner's personal equipment is missing.

S3: Cleansing Tunnels

Type of Establishment: Work Area

Description: The Cleansing Tunnels are the result of collaboration between the steam gnomes and Sel-va'rahn to manage the wastes of Bluffside usefully. Wastes are ferried through a series of tunnels, splitting and threshing more sizeable items ready for treatment. The Capture Room is located before this area, where a series of galley ways allow workers to check for bodies and the like, equipped with catching poles and nets to fish out unwanted material. Beyond the tunnels are the treatment pits, where the treatment agent purifies the water before it travels down to Crater Bay. Not all impurities are removed. Some elements, believed beneficial to the water and sea life below, aid the food chain around the bay of Bluffside.

Owner/Prominent Resident: Shelly "Wrinkles" Malloy, male human; see *Appendix 1: NPCs*

Description: At 87 years of age, Shelly is the most senior member of the Scraping Committee, serving the last 27 years in the cleansing tunnels alone. Shelly has not left the sewer network for over 45 years, some say. His eyes are accustomed to the gloom.

List of Regulars:

- Cleaners, Scrapers and Toshiers

Hooks:

- The body of a strange creature has been found within the Capture Rooms. No one so far can identify it, or can tell whether it died in the sewers or was washed in through the river.
- "Wrinkles" mysteriously disappears while on one of his daily routes. The scraping committee is organizing a search party and needs the help of local PCs.

S4: Cube Pits

Type of Establishment: Work Area

Description: The Cube Pits are an ingenious, if somewhat dangerous, mechanism for clearing the sewers. The pits are located deep in the crevasse to the south. Waste is ferried down on smaller versions of the elevators of the Great Winding Room, and fed through a series of pipes and ducts. The cubes are huge iron constructs containing at any one time up to 3 gelatinous cubes. Sliding lids slice up the waste entering and keep the creatures from escaping. At the beginning and end of each summer, when the sewer system can handle more waste, high-powered teams are sent in to limit the growth of the oozes. Freezing them, they hack the oozes down to bare minimum for survival, leaving them to feed and grow again over the coming months.

Owner/Prominent Resident: Nelly Perkins, female human; see *Appendix 1: NPCs*

Description: Nelly is the wife of Harold, the owner of Middenmans' Wharf, and watches over the pits. Harold and Nelly met

when their barges bumped one night in the sewers. It was love at first sight and shortly afterwards they married in the Capture Room of the Cleansing Tunnels.

List of Regulars:

- Cleaners and Scrapers
- School trips: Nelly has no children of her own and runs small tours for local schools.

Hooks:

- The gelatinous cubes have stopped feeding. No one knows why, but the rubbish has built up above them, and investigators will have to get past the fetid mess.
- Nelly and a group of school children have gone missing while on a tour. They had no access to the gelatinous cubes themselves.

S5: Umbra Incognita

Type of Establishment: Guildhouse

Description: The central network of rooms is located near the Coach & Six market under Red River, exiting through Jef's Tally Shop. The main meeting rooms are close to this exit, with a maze of training rooms and barracks, leading up to Will's private chamber. Throughout there are secret passageways, and only Will knows them all. Though there are offices on the surface streets and even the rooftops, the sewers hold the main places of business.

Owner/Prominent Resident: Will Tooley, male dwarf; see *Appendix 1: NPCs*

Description: Will is getting venerable even by Dwarven standards, now touching on 234, and it's starting to show. His arms have images of axes and major beasts he has slain etched into his skin with both tattoos and scarification. He wears his hair long but shaves his moustache, which is something he likes amongst his closest advisors, often telling them, "Let me see yar lips moving boy." The years wear on Will's mind. Though still sharp, he fears a takeover and has become increasingly paranoid. He only trusts Mr. Tipster, his trained monkey. Everyone's got something to hide except him and his monkey.

List of Regulars:

- *Tamalek Aurteim* (CA1): Tamalek and Tooley have an uneasy relationship where Tamalek supplies Tooley with any information he feels will bring pain to others. Tooley, meanwhile, is slowly falling under Tamalek's spell, fated to follow him into service of the Undead.
- *Jef Jefferson* (CS2)
- Various agents of Umbra Incognita

Hooks:

- Will has gone missing! His loyal lieutenants do not wish the news to get out and contact one of the party's rogues, asking for aid in locating him.

- The guild wishes a high profile job done, and needs new faces to do it. Enter the PCs, willing or not.

UNDER OLD CITY

CATACOMBS

The catacombs lie deep beneath the ruins of Sem La Vah. The residents of the ancient city revered their dead and kept their mortal remains beneath the streets of the city they once lived in. Most of these tunnels are yet to be uncovered or even discovered; many collapsed when the earth shook with the impact of the gods' retribution, but Archaeologists have recovered a few bodies from the tombs of the ancient Barrokks. Strangely, no body of a child has yet been found, a mystery the Archaeologists' guild has long debated. Sightings of spirits and ghosts hamper excavation and research. Appearing with increasing regularity, though yet to show malevolence, they mislead diggers and prevent real work being completed on the streets of Sem La Vah, and especially below them. One creature has made a home amongst the spirits and the dead. Tamalek is a vampire who finds gathering information and the power it brings over people nearly as important as the lifeblood he craves. In fact, the power he holds often supplies him with a regular flow of blood. The existence of this vampire is a local legend: a story to scare children in preparation for bedtime. Those few who know he is real know only too well not to cross Tamalek.

The excavation of the ruins continues even with outside influences trying to hamper operations. Dezward Felklin oversees the excavation and all research into the catacombs of Sem La Vah. Though young – a mere 24 years – Dezward has risen in the ranks of the Archaeological Guild, his knowledge and thirst for information propelling him past older, less ambitious members. No one is supposed to enter the catacombs without Dezward's authority. In reality, many find their way under the streets of Sem La Vah without his knowledge. Specifically, residents of the Wizard District have tunnels going deep into the ground under their towers. Many mages have found entrances to the underside of Sem La Vah. Kiki McGurk leads his own little feud against the Archaeologists, who he believes hamper the wizards' work with their futile preservation of the past. This half-elven wizard seeks the meaning of the tunnels under Sem La Vah, and the truth of its residents' power; a truth that can only aid the wizards' hold over Bluffside.

CA1: Lair of Tamalek

Type of Establishment: Residence/Mausoleum

Description: Tamalek's home suits him well. It is an old mausoleum with all entrances and exits blocked by tons of rubble. The mausoleum is constructed from rock cleared from the underground cavern for some official of Sem La Vah. Tamalek now sits with the skeleton of that official, discussing the day's business.

Owner/Prominent Resident: Tamalek Aurteim, male vampire; see *Appendix 1: NPCs*

Description: Tamalek can only enter and leave his sanctuary while in gaseous form, through cracks in the walls and rubble. The archaeologists excavating the ruins work their way closer each day to his unknown lair and the constant hammering weighs heavily on the vampire's temper. He often sits talking to the corpse who shares his quarters, seated next to him on his makeshift throne. Tamalek is slowly slipping into the madness that often results in the end of a vampire: he hears and argues increasingly with the dead that surround him. Tamalek has few companions or close associates, but one whom he actively seeks out is Will Tooley, head of the thieves guild. Their relationship is built on a mutual need for information and, on its own level, professional respect.

List of Regulars:

- *Jarman the Wise* (OC2)

Hooks:

- Jarman has discovered the lair of Tamalek and sits listening to the vampire as he chats with the skeleton, hearing opportunities for himself. Will an epic struggle between undead powers take place beneath Bluffside?
- Tamalek has taken over the mind of Will Tooley (SD5) and therefore leadership of the Umbra Incognita. His partial insanity, however, makes it nearly impossible to relay any real instructions to Will. Others of the Thieves' Guild now see Will as weak and ripe for replacement.

TUNNEL NETWORK

The tunnels that wind beneath the ancient city of Sem la Vah still hold mysteries for the Archaeological society and those others who investigate it. The ceiling and walls are curved, somewhat like a horseshoe, with a small furrow cut along the center.

The beautiful workmanship of the tunnels is wondrous to behold. Geometric patterns cover the walls, inlaid with pearl, ivory, bone and shells. The murals glisten and shine, seeming to move and alter their patterns as you look at them. The meaning of these patterns and their usage has caused many debates, but the tunnels do not give up their secrets easily. Maybe as more of the tunnels are discovered and excavated, the truth behind them will be found, or maybe there are secrets better left sleeping in those glistening halls. The tunnels uncovered so far are laid in a distinct pattern, all pointing to an as yet undiscovered central room.

Explorations are slow, hampered by the spirits mentioned above and by the desire of the Archaeologists to preserve as much of the craftsmanship as possible. They map and catalogue all they find, taking whatever they can back to the surface for full examination.

In addition, strange creatures inhabit the tunnels, including giant cave spiders and cave eels (see *Appendix 2: Creatures*).

WAREHOUSE DISTRICT

The Warehouse District was set up in a large natural cave near the Great Winding Room, supplied by the steam gnomes. It accommodates goods ready for ships or waiting to be passed through the city to prospective traders.

Methane lamps light this large natural cavern which stretches 500 feet long, with the Great Winding Room at one end and the Coach & Six Market at the other. It is some 180 feet wide, with the offices of Uzzell Longbottom, Warehouse Manager, situated directly at the center.

The Warehouse District has three exits, aside from the lift access. A ramp rises gently up to the center of the small marketplace in New City, carts ferrying goods like fresh produce brought in from the harbor. A short tunnel leads north to the Coach & Six underground market. The hustle and bustle of this busy trade area can be heard throughout the warehouse, filling it with the noises of life otherwise lost in the large cavern. Off to one side of the cavern lies a winding passageway that ends in a heavy oak door. This leads to a small harbor in the sewers for transporting goods underground. The harbor is large enough to accommodate four barges.

The Warehouse District is managed by Uzzell Longbottom. Uzzell is assisted by a strange crew. Geldrid and Melkin Humeron – twin half-orcs – help to run the warehouse along with Stirzacker, an aging Ogre. Stirzacker left his tribe when an injury blinded him in one eye. Now he helps Uzzell with the heavier lifting work. Incoming goods are stacked left of the lift area, arranged by district destination. Outgoing goods are stacked right of the lifts, ready for lifting down to the harbor.

W1: Warehouse Offices

Type of Establishment: Office

Description: The Warehouse Offices are located in a two-story wooden building with windows on the second floor to look out over the whole of the warehouse. The staff and reception areas are situated below for checking logs and receipting incoming goods, overseen by Catrina Fens, an 18-year-old human female. Upstairs is Uzzell's private offices. With his mounted spyglass he is able to keep an eye on the entire Warehouse District. A trapdoor leads down through a tunnel to the caves below, where he transacts his secret business with the Aceldama: illegal combat arenas. Uzzell is a valued supplier of spectators and participants for the Aceldama. Immigrants paying for illegal entry to the city often end up fighting for the entertainment of the Aceldama and for their own lives.

Owner/Prominent Resident: Uzzell Longbottom, male steam gnome; see *Appendix 1: NPCs*

Description: Uzzell Longbottom (real name: Uzzmelkulslovirrhiz) is a steam gnome and Stoneworker by trade. His carvings are displayed all along the walls of the cavernous Warehouse District. He found the Topsiders and their ways most interesting and de-

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cided to stay on and observe their comings and goings. Though Mr. Longbottom has a darker side, he is also the contact for getting an invitation to the Aceldama, a secret arena combat held deep in the caves to the north. Though this is held outside the jurisdiction of Bluffside the practice is still frowned upon. He has several secret passages leading out of the Warehouse District, heading down towards the caves and combat pits. He uses his own entrance hidden within his offices when alone. Uzzell is one of the best fences within Bluffside, offering up to 30% of the marketable price to move illegal goods into or out of the city.

List of Regulars:

- Various Traders
- *Glimbim* (CS1)
- *Marten Looms* (CH3)

Hooks:

- Stirzacker's clan has tracked him down and wants him returned for crimes he says he did not commit. Will the PCs help investigate the humanoid troubles?

W2: Great Winding Room

Type of Establishment: Work Area

Description: The Great Winding Room not only has the hum of activity as workers rush around maintaining and operating the room but also the low rhythmic hum and grind of the giant waterwheel that powers the lifts of the Cavern Harbor. The tunnels wending down to the harbor and the winding mechanism were devised and constructed by the steam gnomes to show friendship and enable trade with the Topsiders. Many of the steam gnomes still live here in the Winding Room, maintaining the mechanisms controlling the lifts. The lifts themselves are each 60 feet round. When one rises, the other lowers down the 350 feet to the Cavern Harbor below

Owner/Prominent Resident: Windel Orm, male Steam gnome; see *Appendix 1: NPCs*

Description: Windel (real name: Windelzingenziiklm) is currently the Chief Engineer within the Great Winding Room. He personally checks over most work done by his employees, which is a sore point for them. He is, by his own admission, a grumpy little fellow, happiest when there is something to complain about, and even then quite unhappy about that. He wears his hair long, with small spectacles perched on his ruby red nose, always with his work harness strapped on.

List of Regulars:

- Traders and shopkeepers constantly pass through during the week.
- *Uzzell Longbottom* (W1) often pops along to visit Windel for a sly dram of Mulberry Wine.

Hooks:

- The waterwheel grinds to a halt! This is a major me-

chanical breakdown. Everything hooked up to the waterwheel stops. An expedition must seek out the home of the Steam gnomes for the expertise to fix it.

CAVERN HARBOR

The cavern harbor is not big enough to dock conventional ships. Goods are initially brought into Sordadon, and then transported here on low, flat-bottomed tugboats. Passengers can hitch a ride. The tugs pull up to the sloping harbor, where they are hitched onto a pulley system, then the whole tug and cargo is pulled up into the loading area ready for distribution onto the lifts.

There are two taverns in the cave harbor, used mainly by the crew of the tugs and traders visiting on short business, being cheap and not always cheerful.

CH1: Inn Between

Key CH1

Type of Establishment: Inn/Tavern

Description: Inn Between sits between the two large lifts ascending to the Great Winding Room. It is owned by Thomas and Mary Blenkins, an ex-sailor and his wife. Inside it is a cheery place, with heavy oak doors and thick glass windows blocking out the noise from the lifts. Steam gnomes frequent Inn Between for a sly drink between shifts and to catch up on the day's events. Heavy velvet drapes cover the windows, blocking what little light filters in from the harbor entrance. Home-cooked food, freshly prepared by Mary, has a reputation that brings customers down from the city above to sample her seafood specialties. Inn Between is mainly a drinking and eating establishment with a few more comfortable rooms than are available at the Swinging Wench.

Owner/Prominent Resident: Tom Blenkins, male human; see *Appendix 1: NPCs*

Description: Tom is a ruddy-faced ex-sailor who set up the Inn not only as a form of income but also to keep in touch with his old mates. His years as an innkeeper have broadened him and his paunch is often the target of jokes. His wife is a waif of a woman, no more than five feet tall.

List of Regulars:

- *Windel Orm* (W2)
- *Uzzell Longbottom* (W1)
- *Will Tooley* (S5)

Hooks:

- A messenger, sent from the Palace to Sordadon on important business, stops at the Inn Between for a quick drink. Unfortunately, the package he was carrying disappears and he has to find it fast or it is his head."

FARE AT INN BETWEEN

Item	Description	Cost
Bluff's Edge Bitter	Strong bitter dark beer.	1gp
Roe's Honey Mead	Sweet, with a taste of honey & cinnamon.	5sp
Mary's Seafood Medley	A fine mixture of local shellfish and imported favorites.	1gp
Salt & Pepper Fish Bites	For those who like a kick to their fish.	3sp

CH2: Swinging Wench

Type of Establishment: Inn/ Tavern

Description: This unsavory establishment has several cheap rooms for rent, along with a large bunk-room. The Swinging Wench is often raided for illegal gambling or unsanitary conditions, but the landlord somehow always keeps his license. With its location, further into the cavern than Inn Between, lanterns burn continuously inside and out, casting dancing shadows across the faces of the shadowy clientele. Cheap food and ale with a place to lay your head when you can no longer keep it up would best describe this establishment.

Owner/Prominent Resident: Kevin Harolds, male human; see *Appendix 1: NPCs*

Description: Kevin claims to be an ex-sailor from far away. Far away is true, as attested by his swarthy complexion, but Kevin spent his time as a pirate. With his ill-gotten gains he settled here, opening the Swinging Wench.

List of Regulars:

- Lesser members of Umbra Incognita

Hooks:

- By chance a local recognizes Kevin from his pirate days. He is quickly eliminated, though none of the patrons remember anything happening. The deceased's spouse pleads with the PCs to avenge his death.

FARE AT THE SWINGING WENCH

Item	Description	Cost
Harold's Kneetrembler	Very strong ale, brewed on the premises.	2sp
A Rum Welter	Rum with a dash of hot spices.	5sp
Sausage Pie	Spiced sausage in a hard pastry.	2sp

CH3: Cavern Harbor

Type of Establishment: Work Area

Description: The cavern harbor is set some 40 feet above sea level, tugs pulling the cargo in on low, flat-bottomed boats are hitched up at the bottom of a long ramp then winched up to the harbor floor. There is enough room for 10 such boats to dock

here where goods are loaded onto carts and pulled by donkeys to the elevators ready for lifting up to the warehouse.

Owner/Prominent Resident: Ken and Marten Loomis, male humans; see *Appendix 1: NPCs*

Description: Ken and his son Marten are hard working men who seemingly oversee operations of the harbor for the love of it more than monetary benefits. However, Marten has a deal with Uzzell where if Uzzell needs to get goods into and out of the city, for a small price Marten will ensure its safety.

List of Regulars:

- Various Traders
- *Kevin Harolds* (CH2)

Hooks:

- One of Uzzell's live cargos has woken up before getting off the dock. A wealthy noble lady was sealed inside a crate for a far off prince of another land. She knows of Uzzell's trade.

COACH & SIX MARKET

Through a short, wide tunnel leading out of the Warehouse District is the Coach & Six Market. If you cannot find what you are looking for here, you are not looking hard enough. Long rows of tented stalls line the cavern and methane lamps light the place throughout. The walls are honeycombed with dug-out openings leading to stores. There must be some 150 tented stalls at least on an average day, with 29 stores in the natural and man-made caves along the walls of the cavern.

Prices vary greatly and haggling is always advised. Indeed it can be taken as an insult not to haggle with a stall holder. Haggling is done through role play, with the buyer rolling a Charisma check at the end of negotiations to determine if the seller is willing to settle for a lesser price. If the check fails the seller refuses to settle, in which case the buyer can try one additional time with a -3 penalty on the check. On a successful check the seller reduces the price by a percentage determined by the CK.

As a rule of thumb, all equipment under 30gp is available at the listed price. For every additional 15gp of cost, the price here will rise by 10%. All items under 70gp are available 100% of the time, with availability at -5% for every 10gp over this, down to a minimum of 5%.

If an item is not immediately available, the stallholder will promise he can get for a price. Whether he can actually do this is a different matter.

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Cost/Availability

Normal Cost	Market Cost	Availability
30gp	30gp	100%
45gp	50gp	100%
60gp	66gp	100%
75gp	83gp	95%
90gp	99gp	90%
105gp	116gp	80%
120gp	132gp	70%
200gp	220gp	25%
1000gp	1100gp	5%

CS1: Glimbim's Curio Shop

Type of Establishment: Shop

Description: The store is one of the many cave shops lining the Coach & Six Market.

Owner/Prominent Resident: Glimbim, male halfling; see *Appendix 1: NPCs*

Description: Glimbim, a stocky little halfling, has a store filled with all manner of things. Often sought by wizards for his vast collection of components, he is always on the lookout for the strange and curious, offering a fair price for any goods delivered. There is not much that Glimbim will not buy or sell. He never asks how items were found, only how much they cost. Glimbim has magical means of protecting his shop, from Magic Mouth spells watching over the shop when he is not there to the well-publicized Invisible Stalker that watches over his shop and himself at all times. This he claims is a present from a wizard. The truth, however, is that Glimbim is a practicing sorcerer. He keeps this fact close to his chest with the current atmosphere towards sorcerers.

List of Regulars:

- *Glamor Glitterod* (OC5)
- The majority of wizards within the city and those visiting will pass through Glimbim's doors.

Hooks:

- A mysterious casket Glimbim purchased opened from the inside during the night, before Glimbim himself could investigate it. The contents, if any, are gone.

CS2: Jeffrey "Jef" Jefferson's Tally Shop

Type of Establishment: Shop

Description: Jef owns a Tally Shop in one of the caves of the Coach & Six. Those without cash can take items on tick, paying an inflated price at the end of the term, or pay a weekly amount to the cost of the item. Items can also be pawned here, with Jef paying half price or less for the item but promising to keep it aside



and not sell for a set time. The owner can buy it back at any time before his time runs out, at 110% of its original price. This may seem a risky business, allowing customers to take items without first paying, but Jef is a member of Umbra Incognita, allowing them access through his shop and fencing various low key items. Should a customer go back on a deal, Jef will soon have his goods back, along with something extra to boot.

Owner/Prominent Resident: Jeffrey "Jef" Jefferson, male human; see *Appendix 1: NPCs*

Description: Jef is a broad fellow, hair thinning on top with a goatee beard waxed to a point; his bright blue eyes offer a note of sincerity to his words, something he uses to his advantage.

List of Regulars:

- Members of the Thieves' Guild

Hooks:

- A PC has a precious item stolen, only to spot it in Jef's store. How do they handle negotiating its return?

CS3: Blunt & Blade

Type of Establishment: Shop

Description: Delik and Benak deal in weapons of all shapes, sizes and qualities. They are especially known for expert axes, beaten and honed by Benak, with runic carving etched by the hand of Delik.

Owner/Prominent Resident: Benak Breckon, male human, and Delik Deep, male dwarf; see *Appendix 1: NPCs*

Description: Benak is a huge, brutish looking man, with shaven head and low hanging moustache belying his calm, friendly nature. He spends most of his time above ground in his workshop on the outskirts of Bluffside, in the farmlands. Delik deals mainly with the day-to-day running of the store, as he is able to do his etching there.

List of Regulars:

- *Hendron Deepsire* (CN1)
- *Bendigo the Pugilist* (AC1)
- *Morris Beadle* (MI1)

Hooks:

- All the weapons recently sold from Blunt and Blade have been breaking in combat. Benak and Delik don't realize it but their doorway has been cursed so all weapons that leave the shop become brittle.

CS4: Blood & Ink

Type of Establishment: Shop

Description: Blood & Ink is a tattoo, scarification and piercing studio.

Owner/Prominent Resident: Nemnakar Helt, female half-elf; see *Appendix 1: NPCs*

Description: Nemnakar is renowned for her skills and people will travel from other continents just to get a Nemnakar tattoo. Nemnakar is a beautiful woman with long auburn hair and the eyes and ears of her elven heritage. Wherever she can reach herself she is covered with samples of her work. The images blend and work together, her skin the canvas for a masterpiece.

List of Regulars:

- *Uzzell Longbottom* (W1)

Hooks:

- Nemnakar has had a request for tattoo removal/blending to hide an unsightly tattoo a customer says he cannot remember getting. But she recognizes the tattoo as the coastline of a far off land. Could this skin be a map?

CS5: The Bard's Tale

Type of Establishment: Open Cafe/Bar

Description: The Bard's Tale is an open café/bar at the far eastern end of the Coach & Six Market. Tables and chairs are set outside the cave's small interior, where a selection of food and drink is prepared. There are three things that bring particular attention to The Bard's Tale: imported coffee from the far south,

delicious game and vegetable pies, and live entertainment provided for free, sounding out above the noise of the market.

Owner/Prominent Resident: Jamtulon Staciaenal, male Nevae; see *Appendix 1: NPCs*

Description: Jamtulon, or Jam to his friends, was a bard and adventurer by trade until he saw his party slaughtered by a group of Hill Giants. He escaped with his life, and feels guilty to this day for living when his friends died. Taking what money he had, he set up in Bluffside, opening this café and providing a place for young talent to show their worth and shoppers to rest their aching legs.

List of Regulars:

- *Wendil Upton* (CS6)
- *Jefrey "Jef" Jefferson* (CS2)

Hooks:

- A customer at the Bard's Tale collapses and dies with blue lips and rolling eyes. Jamtulon is accused of murder by the deceased's partner. A small boy says he saw a man place something in the drink after Jam had served it, but no one listens.

Fare at the Bard's Tale

Item	Description	Cost
Pale Coffee	A light and sweet brewed coffee.	4sp
Buzz	A dark strong coffee for those needing to stay awake.	6sp
Jamtulon Stew	A tasty fresh fish broth.	8sp
Mushroom Pie	A succulent pie filled with large mushrooms from deep in the caves.	6sp

CS6: Far & Away

Type of Establishment: Stall

Description: Far & Away deals in exotic goods imported from afar. Whether for coffee, exotic weapons or wondrous jewelry, Far & Away is a place worthy of investigation.

Owner/Prominent Resident: Wendil Upton, Doppelganger; see *Appendix 1: NPCs*

Description: Wendil owned Far & Away for many years until on a trading trip he encountered a Doppelganger posing as a spice trader. The Doppelganger read Wendil's thoughts on Bluffside and decided it warranted a visit. Disposing of young Wendil's body, it assumed his form and has lived in Bluffside for 10 years.

List of Regulars:

- *Jamtulon* (CS5) often checks out Wendil's wares for anything different he can serve in his coffee shop.
- *Kevin Harolds* (CH2)

Hooks:

- The Doppelganger thirsts for adventure, and latches onto a party of adventurers. This gives a chance for a bit of different play for a player. Have them play their own character as the Doppelganger, being mischievous. Meanwhile, the character is holed up in one of the Doppelganger's storage areas.

CS7: Mr. Rat

Type of Establishment: Fast Food Outlet

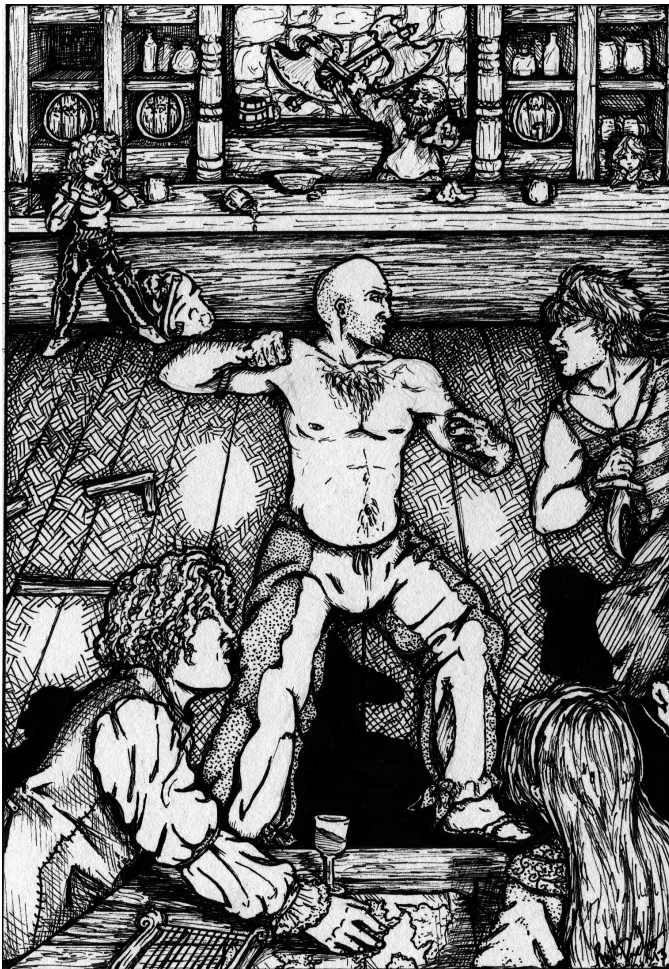
Description: Mr. Rat may not have the most appetizing of names but the food is surprisingly good.

Owner/Prominent Resident: Gemmil Hammerarm, male dwarf; see *Appendix 1: NPCs*

Description: Gemmil was a tunnel fighter by trade until his bones began to ache and his will for the fight waned. Now he sells the kind of food he survived on during long dungeon crawls. Gemmil displays on the wall of his establishment the warhammer he carried on every trip down into the tunnels, caves and sewers.

List of Regulars:

- *Uzzell Longbottom (W1)*



Hooks:

- Gemmil's hammer has gone missing. He will pay a decent reward for its safe return. The hammer is a missing artifact belonging to a cult long thought dead. Gemmil never knew.

Fare at Mr. Rat		
Item	Description	Cost
Rat on a Stick	Grilled to perfection with a selection of sauces to dip.	5cp
Cave Sponge Souffle	In individual pots, a sweet dish with honey sauce.	3sp
Crayfish & Cave Mussels	Not as salty as their sea cousins, their flesh is mouthwatering.	3sp
Mushrooms and Puffed Wheat	Sautéed. A bowl of this piping hot mix will satisfy you any time of the day.	3sp

NATURAL CAVES

Extending out under the mountains north of Bluffside lie miles of natural caves that the Steam gnomes first ventured to so they could inspect their new neighbors and the world above. The caves have been an area of concern for the safety and security of Bluffside, being a nearly open route into the city.

There are miles of caverns, tunnels and sinkholes under the mountains and hills around the valley. As a security measure a few of the cavern entrances have been blocked off. Those that had to remain open have walls with turreted guard posts, largely watching for incursions by mole men or giant cave spiders (see *Appendix 2: Creatures*).

CN1: Guard Outpost 03

Type of Establishment: Typical Guard Outpost

Description: A typical outpost is set across a cavern or tunnel entrance to keep intruders at bay. Tunnels are blocked with stout wooden structures studded with large iron shields set at random intervals across its facing. Caverns merit towers to aid viewing, with small offices on the city side and torches or lanterns set along the walls of the cavern side.

The offices have bunks for two of the four guards on duty, with one commander. Numbers may be increased depending on need.

Owner/Prominent Resident: Hendron Deepsire, male dwarf; see *Appendix 1: NPCs*

Description: Hendron is currently the commander of Outpost 3 and a dwarf of humor and hijinx, characteristics not usually associated with dwarfs.

List of Regulars:

- Only other guards and Clearance Gangs visit this area.

Hooks:

- Clearance Gangs often step into the caverns beyond to ensure the safety of the city and that no Goblinoid tribes are trying to set up home too close to the city. At least one experienced Tunnel Fighter will be part of the group entering the caves.

ACELDAMA

Hidden within the caverns is the Aceldama, the secret fighting arena outside the jurisdiction of Bluffside.

The Aceldama is currently run by Mogra, an aging human somewhere in her late 60s and slightly plump. She oversees the contest from her balcony high in the cavern wall, only occasionally mixing with the rabble below. Her crooked form parts the crowds as she walks with her bodyguards. But Mogra isn't the old lady she appears. She is in fact Damania Hollingsworth, a noble lady from the Temple District who has found in the violence and mayhem of the arena a release from the day-to-day duties she must perform. She also lines her family coffers. She uses a hat of disguise, appearing as a small skull cap, to hide her true identity.

There is one way in and out of the Aceldama: huge oaken iron shod doors. All natural entrances have been sealed off, some with walls and others with more ingenious, sometimes magical means.

The entrance doors are 15 feet high and 20 feet wide. A balcony built into the side of the wall 30 feet up gives the guards high ground to view those wishing entrance. A dragon's skull over the gate speaks by the enchantment of a magic mouth whenever anyone passes through: "Welcome to the Aceldama, cause no trouble and none shall be dealt to you." This is delivered in booming Draconic, and there more for effect than anything else. Another magic mouth on the door itself is triggered by touch: "Stand and be still, lest ye shall be still beneath the earth." This warning is issued in Common and Goblinoid. Shortly, a guard comes to see who desires entrance.

The main guard contingent is a small group of Orcs who live, work and clean within the Aceldama. Fenk Keltin, a half-orc priest, commands. Fenk is one of the few who know Damania's secret identity. She is unaware of his knowledge, and he prefers to keep it until it will do him the most good.

There are 20 Orcs who live and work within the complex, guard the gates, patrol the surrounding area, maintain the Aceldama and look after combatants for their owners.

The Aceldama is constructed within a large lave tube cavern, its walls smooth stone fused centuries ago when lava ran through the mountains. Over 300 feet long and nearly as wide, the cavern has few other natural features except for a small stream running along the northern wall. Two deep pits are in the east and west end of the cavern, one still in its rough natural state, the other lined with brick and mortar. The floor surrounding them slopes upwards to allow crowds to view the entertainment.

The east Fighting Ring is the rough-cut pit, with a short wall and wooden fence. The west pit has a permanent wall of force constructed around it, and is used for specialty fights, large beasts, magical combat and on occasion is filled with water for aquatic battles. Both have tunnels leading up from below for the contestants. Many of those who attend these events have a stable of able gladiators to compete in the battles, but not all fighters are brought here willingly. Often creatures are captured to bring in to fight, or an unsuspecting victim is brought down from the city for the crowd's amusement.

Below the pits are the cells and training grounds and personal offices of the regular entrants. Betting is made on the outcome of the fight and controlled by four odds makers in the employ of Mogra, current odds for each fight are written in chalk on boards set around the arena, and all betting stops before the fighters enter the arena.

Mogra watches the proceedings from one of three balconies set against the southern wall, with her two appointed body guards. Jareth is a half-elven sorcerer and

Jefrey Calls a human priest of the Sufferer. Jareth is a close personal friend of Damania and knows her secret identity.

On event days Haltarth, a heavily scarred minotaur, provides extra security at the gates, armored in studded leather and brandishing an ornate expert orcish double axe. Enforcing the 3 sp cover charge, he looms menacingly over the crowd, discouraging troublemakers.

When not on duty at the gates Haltarth trains under the pits or – less typical of the minotaur race – reads. Damania has been educating him, and he has already learned to speak and read Common, though he still finds the practice of writing confusing. These intellectual pursuits have not taken the edge off his instinct for fighting and he often wanders off into the cave complex beyond the Aceldama, sometimes hunting escapees or new combatants, sometimes just looking for trouble to keep his edge.

Race and creed are of little impact in the Aceldama. How people treat each other outside its walls is of no concern. There are three rules:

- Fighting is only permitted within the pits. Start a fight outside the pits and you will soon be in them.
- No spellcasting by spectators (this includes psionics). Fenk is always in attendance, scanning for mind-gifted creatures.
- Break either of the above rules and you better get as far away from Bluffside as you can.

AC1: Aceldama

Type of Establishment: Fighting Arena

Description: See above for detailed description of the area.

Owner/Prominent Resident: Damania Hollingsworth (under the guise of Mogra.), female human; see *Appendix 1: NPCs*

Description: Damania is a beauty in her normal form, but a haggard old wretch in disguise. Her family duties are few and boring and the Aceldama provides a release for the buildup of daily tensions.

List of Regulars:

- All are welcome, but by invitation only. Upon their first visit they must be accompanied by a representative.
- *Bendigo the Pugilist* (see *Appendix 1: NPCs*): Big Ben is one of the most well-known fighters in the Aceldama. He actually comes here voluntarily!
- *Gellen Hendrickson* (see *Appendix 1: NPCs*): Has several fighters in his private stables under the fighting pits.
- *Uzzell Longbottom* (W1)

Hooks:

- One or more PCs have been press-ganged into the Aceldama, and get to face the latest “recruit” from the deep caverns: a balden (see *Appendix 2: Creatures*).
- Three local women pooled their savings to hire adventurers to track down their miner husbands, who disappeared a week ago. Investigations lead to the Aceldama.

AC2: Aceldama Training Room & Cells

Type of Establishment: Training Room

Description: The training room consists of a long chamber stretching under the center of the East Pit to the center of the West Pit, with cells for unwilling participants along the whole of its length. Ramps lead up at the ends for combatants to enter the arenas and at the center another ramp leads down to the secure units. The secure units hold monsters and more difficult participants.

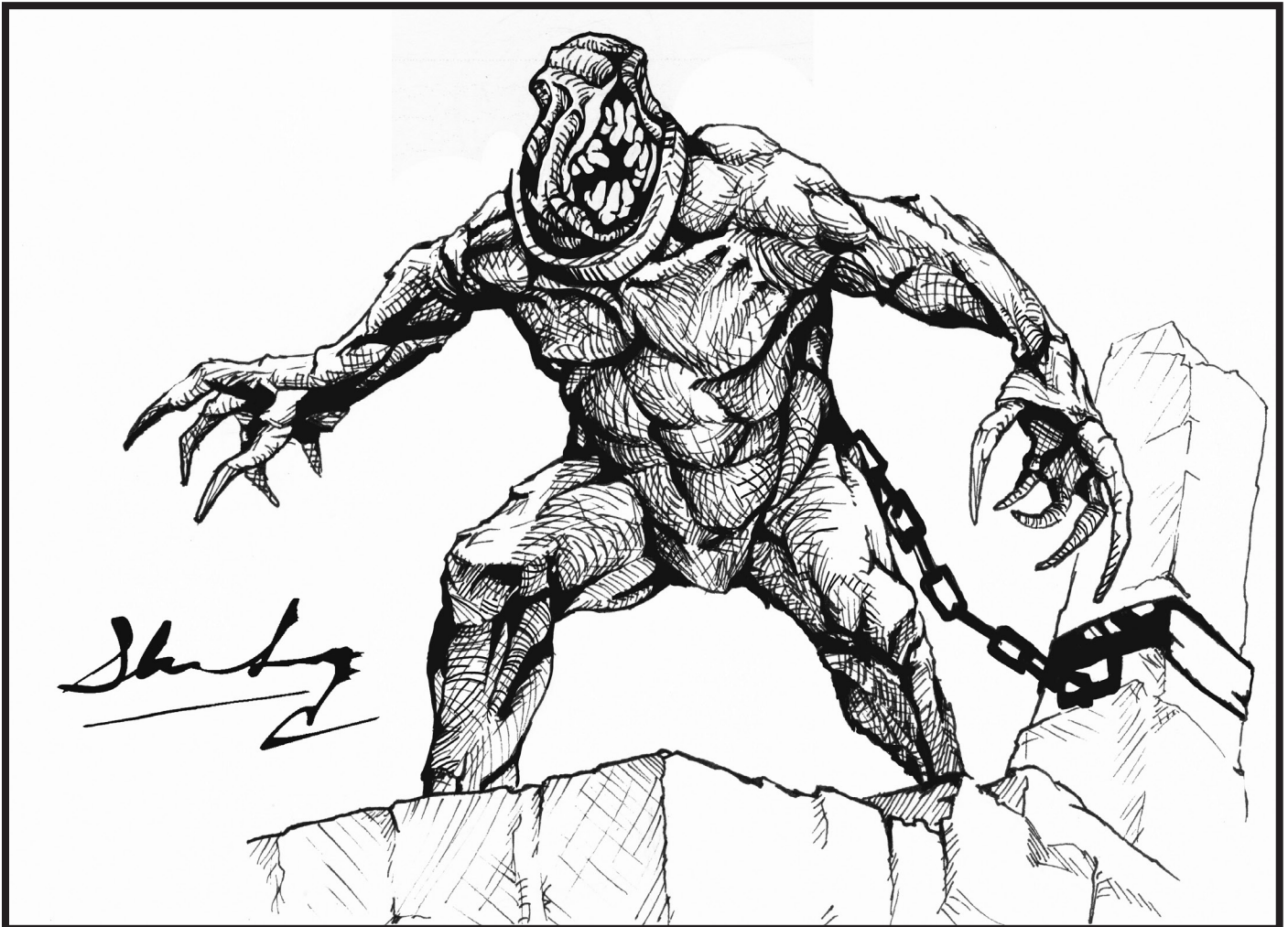
The training room contains exercise equipment and training dummies for those willing to use them, either under the eye of a Stable master or as lone fighters.

Owner/Prominent Resident: Fenk Keltin, male half-orc; see *Appendix 1: NPCs*

Description: While Damania is the owner of the Aceldama, Fenk leads the orc tribe that runs it. Fenk likes to appear dumber than he actually is, finding it often works to his advantage. He is handsome, by half-orc standards.

List of Regulars:

- *Bendigo the Pugilist* (AC1)



MINES

Artifacts and ancient relics lured people and their money to Bluffside initially, triggering its growth towards today's metropolis, but the mines bring in continued wealth and prosperity.

The adamantine mines cut deep into the Sundered Mountains. Shards of adamantine riddled the limestone caverns, eroded through the centuries by water draining from the peaks. Mining today is more difficult, as the readily accessed adamantine has long-since been removed. Gone are the scraps lying on the ground and stuck in the walls. Now the miners travel deeper into the mountain, seeking precious adamantine now beneath the water table, in sinkholes and underwater caverns. Divers negotiate the flooded caverns, checking for ore and on occasion actually mining it as well. Jars filled with water hold a rare breed of luminescent jellyfish from Crater Bay. When agitated, these jellyfish give off a bright orange glow to scare off attackers. A quick shake of the jar lights an area 20 feet in diameter.

Adamantine from the Bluffside mines has been fused into the limestone and rock surrounding it. This form is treated as ore to be refined. It has very high luster, giving it extraordinary brilliance and shine. In particularly rich veins, miners use Nevae glasses to shield their eyes.

Iron ore is mined in the hills north of Bluffside. Tin is water blasted from closer hills. Peat is extracted from bogs and marshes near the coast west of Bluffside. Gnomes provide calcite, gypsum and bat guano. Precious metals such as gold, platinum and silver can also be found in the hills and peaks surrounding Bluffside and all of these resources have contributed towards the growth of the city.

Mining operations are overseen by the Miners & Burrowers Society (MBS), which is controlled by the Trader's League. Miners are not actual employees of the MBS. They work for themselves and sell what they mine, but pay a Mineral Tax for all goods brought into Bluffside. All miners are required to hold a current Mining License, with fees as set by the MBS. Cooperatives are formed for increased profit and production, as well as safety. As the miners dig deeper into the mountains in search of precious ore, encounters with hostile creatures increase. Specialists are in demand now, from metallurgists to tunnel fighters, and even divers for deeper mining.

A hardy group of surface miners scabble away at the cliffsides above Crater Bay. There is still a living to be made chipping the rock surface to uncover minerals hidden below. This practice is discouraged by the MBS as unsafe to the miners, as well as the future safety of Bluffside.

The most dangerous job in Bluffside lies deep beneath the other tunnels, scraping a living from the sulfur pits. Sulfur workers must know their pits well, judging the bubbling pools to avoid noxious gasses. Anyone caught short can expect at the least a severe headache. The gases can boil the victim's lungs, killing him instantly.

68 CASTLES & CRUSADES

MI1: Chitty Desk

Type of Establishment: Governmental

Description: Entrance and exit from the mines is tightly controlled. The Chitty Desk is the stopping point for all entering or leaving the tunnels to the mines. All entering the mines must have a license, which is left here in safekeeping. All leaving their licenses here are given a chit. You need the chit to get your license back and get entry to the city passageway. A few rooms behind the Chitty Desk are always occupied by two representatives and at least one guard.

Owner/Prominent Resident: Morris Beadle, male human; see *Appendix 1: NPCs*

Description: Morris is the current commander of the MBS contingent guarding the Chitty Desk. He takes advantage of his rank to catch naps in the back room.

List of Regulars:

- All miners accessing the mountains need to pass through the Chitty Desk.

Hooks:

- Several licenses are missing at the end of a shift. Morris, sleeping at the time, must find the culprit before he is reassigned to a less tolerable post.
- A problem has forced the mines closed. A monster is feeding on miners, and adventurers are needed to clear it out.

DWARVEN HALLS

The Dwarven Halls were constructed shortly after the Military District to house dwarves that had come to mine and help build the city. Now, situated east of the Coach & Six Market, it has become home to not only dwarves but gnomes and occasional halflings as well. Its underground streets are too low for the average human or elf to negotiate easily.

The Halls has its own society, with its own customs, shops and businesses, all offering a 10% discount on items to its own residents. The dwarven artistry that went into the walls and layout is exquisite with carvings showing dwarven heroic tales on every available space. The streets are laid out around a central plaza. A fountain was recently added. Bars surround the plaza, with shops west, the Coach & Six Market south, and residences to the north and east. The avenue leading east terminates in the Skills Quarter.

DH1: Skills Quarter

Type of Establishment: Business District

Description: Here are a variety of agencies offering skills available from the Dwarven Halls. There are three distinct areas:

- **Defense and Offense:** Demi-human warriors, dwarven defenders and tunnel fighters.

- **Mining and Research:** Stonework, mining and wizardry and priests.
- **Mechanics:** Engineering services from the steam gnomes.

Owner/Prominent Resident: Gorin Heartsdeep, male dwarf; see *Appendix 1: NPCs*

Description: Gorin oversees work allocations and general service details offered by the Skills Quarter. Anyone living in Bluffside can sign up for his services, with the Business District taking a percentage of the deal depending on the work taken.

List of Regulars:

- *Davin Hillsfar* (see *Appendix 1: NPCs*): Davin is in charge of the Defense and Offense Team.
- *Hempal Underrock* and *Durin Moonseeker* look over the Mining & Research areas of employment.
- *Jinky Muddelsfar* (real name: Jinkmurdixixtimkiln) is in charge of Engineering Services in the field of mechanics.

Hooks:

- Gorin is suspicious that Davin is selling his services without going through proper channels, cheating the Business District of its fair share. He is looking for a gnome, dwarf, or halfling to seek out Davin and trap him in a deal.
- Jinky has recently been commissioned by an unknown third party to oversee an excavation deep in one of the many side tunnels below Undercity. He is being paid far too much for the job, and believes it may not be on the up and up.

DH2: Steaming Anvil

Type of Establishment: Inn/Tavern

Description: Situated in the Central Plaza, the Steaming Anvil is occupied mainly by dwarfs, offering strong ale and, well, that's it. Stubwelter is the only ale offered at the Steaming Anvil. Brewed on the premises using the tavern's recipe, Stubwelter is strong ale known for its bitter, earthy taste.

Owner/Prominent Resident: Pendall Warsong and his wife Gellin, male and female dwarves; see *Appendix 1: NPCs*

Description: Pendall is an unappreciated dwarven bard. Back at home he played inspiring songs to the soldiers before they went on raids or off to war. Hearing of the Dwarven Halls built under Bluffside, he decided this would be a better place to try his talents.

List of Regulars:

- *Gemmill Hammerarm* (CS7)

Hooks:

- Pendall is discovered! During a night of song and revelry, Pendall was approached by a talent agent who of-

fered him a singing contract. Pendall is now looking for someone to buy his establishment.

- Gemmil comes to the Steaming Anvil drunk, looking for his lost hammer. Upon laying eyes on the PCs, he pronounces them the thieves and calls for the authorities.

DH3: Rested Pipe

Type of Establishment: Cafe/Bar

Description: The Rested Pipe is situated opposite the Steaming Anvil, and is its opposite in every respect. They offer mead and fine wines, alongside some guest ales and a small selection of coffees and tobacco. It is a much more serene location for those wanting to rest and recuperate, offering pipe and flute music to ease away the day's worries.

Owner/Prominent Resident: Jimbob , male halfling, and Leeteesha (Leexxteekimshammelr), female steam gnome, own and run the Rested Pipe. See *Appendix 1: NPCs*

Description: Jimbob is a cheery fellow. Though already balding on top, he wears his beard and sideburns long and bushy, with what hair he has tied up in a top knot. He nearly always has his clay pipe dangling from the corner of his mouth. Leeteesha is a stunning beauty and has something of a soft spot for Jimbob; her dark brown eyes always have a glint of curiosity about them whenever they peer out through her long auburn hair.

List of Regulars:

- This is the hangout of choice for halflings and steam gnomes, though those dwarves that do enter are made to feel welcome.

Rested Pipe Fare

Item	Description	Cost
Sweetmeal Wine	Sweet satisfying flavor with a little bite.	2gp
Sugared Nuts	The Rested Pipe is known for its free bar snacks.	Free
Fruit Mead	Syrupy fortified wine.	1gp
Stumpmans Brew	A sweet pale ale.	1gp

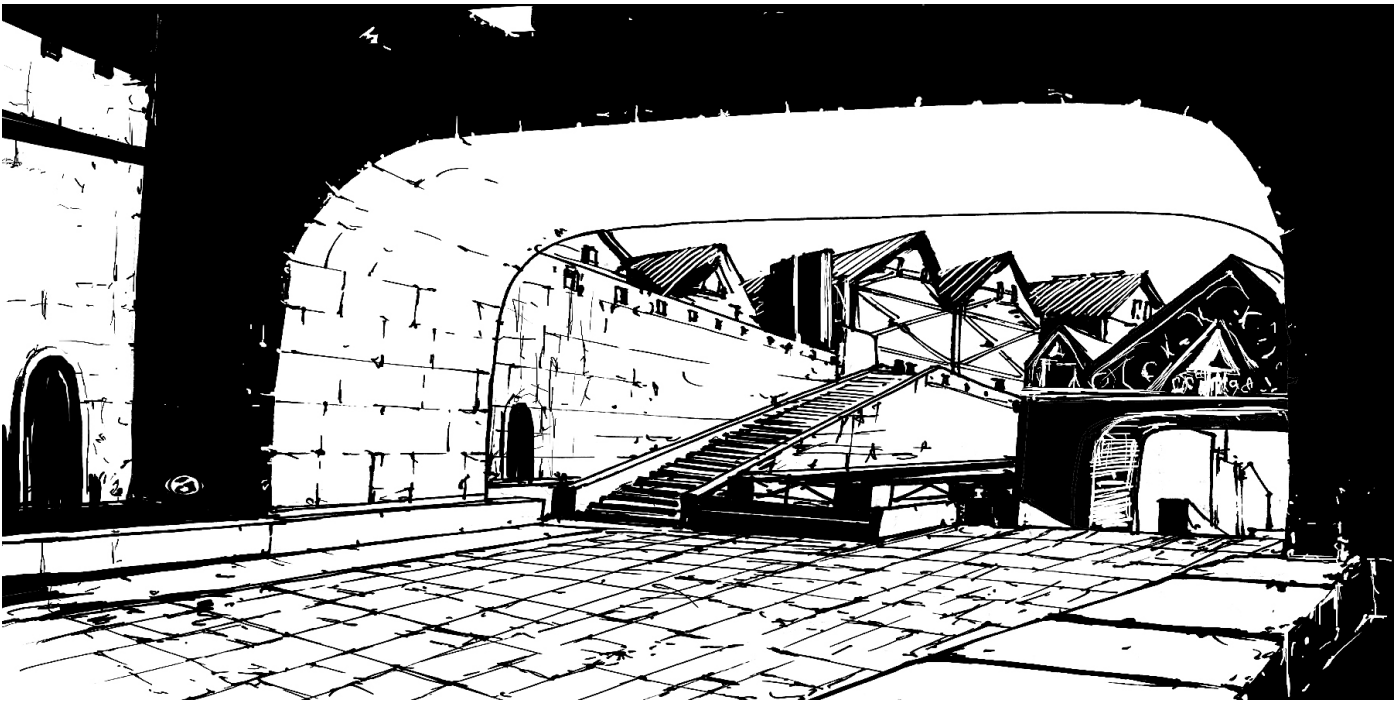
Hooks:

- An enormous fight in the Steaming Anvil pours over into the Rested Pipe! Several patrons are hurt during the ensuing scuffle, and one claims he was robbed.
- Jimbob and Leeteesha are to wed! Steam gnomes and halflings are uneasy about mixing their two races, making the Rested Pipe a very tense place of business.

DH4: Battering Ram

Type of Establishment: Shop

Description: The Battering Ram deals in blunt, bludgeoning weapons: maces, hammers and the like.



Owner/Prominent Resident: Ram Bunkle, male dwarf; see *Appendix 1: NPCs*

Description: Ram completed his term in the dwarven army and headed above ground in search of adventure and renown. He could never stand to leave perfectly usable weapons to rot on the ground, and so found himself collecting the various weapons held by those he defeated. Eventually he deciding to settle down with his collection and learn a new trade.

List of Regulars:

- *Loen Samkin* (see *Appendix 1: NPCs*): Loen collects blunt weapons from his adventures, which he passes along to Ram.
- *Kevin Harolds* (CH2)

Hooks:

- Loen Samkin enters the Battering Ram with a unique proposition. In the Sundered Mountains to the south, a great, lost city has been discovered, which rivals ancient Sem La Vah in its splendor. He needs Ram to help him gather a high level party that he trusts to come investigate.

DH5: Temple of the Miner

Type of Establishment: Religious

Description: The Temple of the Miner is an impressive sight, stretching the length of five normal shop-fronts; its street wall bears a bas relief showing the Miner. Three priests have been in charge here since its construction.

Owner/Prominent Resident: Mercin Farseer, male dwarf; see *Appendix 1: NPCs*

Description: Mercin is the high priest of the temple. With the

increase in other racial types now living within the halls, Mercin allows others to worship their gods here, something not all of the priests appreciate. He is a man of strong will, built up by a life of adversity. During a battle with a black dragon many years ago, he lost half his party and got hit himself by a jet of acid that left his face scarred and hairless.

List of Regulars:

- *Potaria Renson* (see *Appendix 1: NPCs*) is second in command here. She does not appreciate non-dwarves worshipping here. She is a stern-faced lady who follows the writings of her god to the letter.
- *Gorin Heartsdeep* (DH1)
- *Davin Hillsfar* (DH1)
- *Hempal Underrock* (DH1)

Hooks:

- Potaria is secretly gaining influence within the temple regarding allowing non-dwarves to enter and worship. She is planning a coup to wrest authority away from Mercin and go back to the ways of the past.
- Mercin leads a yearly retreat deep within the vast tunnel complex that begins beneath the Undercity. He and his followers are now one week overdue and those in the temple are beginning to worry about their safety.

CHAPTER 8: SORDADON

An excerpt from the journal of Winingham Farseer

Luckily, on this day Crater Bay was calm and the trip was easy. I remember well when the wind whipped the sea into a heavy chop. I needed to refill my stomach once we docked that day, I tell you!

There, spread before me, was Sordadon, my final destination. What a sight: tall boats coming in from the Sea of Ishamark; circling sixams melding with the sea gulls; the lighthouse and its mystic flame, lighting the way for travelers without sleep or rest. From the Grove of the Sea Druid to the Tower of Vost, Sordadon truly holds marvels that all should see.

Before we docked, however, I took one more look up at Bluffside, rising some 500 feet above the bay. Perhaps I would see a diver on this fine day. The Palace – not even the mighty waterfall from Red River drew attention like the Palace. Even from this distance it dwarfed all around it. Its secrets remain, locked for thousands of years, waiting for the right key. A key to usher in a new age, or perhaps restore an old one.

The secrets of the Barrokks, from the Obsidian Tower of the Unknown to the mysterious Daemonforge deep below Sordadon, were personified by the Palace – size, strength, mystery. Yes, once I unburden myself, I will search for the secrets. I will delve from the bottom of the bay to the top of the Palace. I will unlock all of Bluffside's secrets. I will.

HISTORY OF SORDADON

Nutrients stirred up by the meteor strike in Crater Bay triggered an explosion of life. Coral reefs teeming with life fill the bay. When people began to fish here, they used flat-bottom boats and poles. As the population of Bluffside grew and they needed more food, larger boats were brought in. The largest got stuck on the jagged coral reef. Seeing an opportunity for riches, an enterprising halfling named Kyle Sordan set up shop on the half-sunk wrecks.

Sordan established a bar on the largest of the ships, called the Scallywag. Fishermen and boat crews came from miles to eat and drink at the Scallywag. More adventurous ship captains tried to dock at the Scallywag and ended up grinding their hulls into the coral reef as well.

Sordan got another idea. He contacted the miner's guildmaster and made him an offer he couldn't pass up. What if Sordan built a warehouse out on the reef where adamantine ore could be shipped by sea? This intrigued the guildmaster, who until this point had been using caravans. This method was expensive, slow and dangerous. But there was a problem with shipping by sea: the coral. Always an opportunist, Sordan knew an elf in tune with the marina. Himllie F'castia called the ocean his home, though he was born on land. Himllie travelled often to Bluffside, checking on the reef from time to time. When Sordan opened the Scallywag, Himllie stopped in to make sure the local wildlife went unharmed, for he was a druid. Sordan asked Himllie to oversee the project of making his ship graveyard into a port. Himllie thought on it for two winters before he returned to Bluffside with a group of elves in tow.



FLAVOR OF SORDADON – THE LOOK

Sordadon is known for two things: canals and boats. The buildings and canals of Sordadon reflect its naval influence. Large poles, a lot like masts, stand on nearly every street corner. On top of these poles are glass globes filled with rainwater. These globes are magical, softly glowing lights. At night, a specialized group of wizards (garrisoned at the jail) are sent out to light these globes. The color denotes the district of the port:

- **Blue:** Harbor District
- **Green:** Sea District
- **Yellow:** Shipping District
- **Red:** Commoner's District

Most buildings reflect the sea-born origins of the port; some are merely the forecastles of ships, while others are of a truly ordinary nature. Stone buildings are rare (due to the fact that this is a floating city).

Most buildings are splashed with whitewash to keep up the appearances of being respectable and to cover graffiti. No building in Sordadon, unless otherwise noted, is more than two stories high.

When walking down the streets of any district, the constant rolling of the walkway is enough to unnerve landlubbers. Very few horses or other draft animals can be found here. Gulls and other sea birds circle overhead, while small fish jump for insects in the many canals. The main canal bisects the port. This route

is for goods traveling to and from the cliffs below Bluffside. Minor channels empty into this larger one.

When the weather turns cold, the walkways are very slick. Most residents of Sordadon stay inside during the winter season, only venturing out at great need. Spring isn't much better, with storms and high winds. The streets can turn to rivers in minutes, washing all caught outside into the sea.

There are no railings around any of the waterways or docks. This was a slight miscalculation on the part of the planners of the port. Since this place was originally intended to only cater to seagoing vessels and their crews (who are used to the dangers of the ocean) and not the land dwellers now living on the floating platforms, the need for railings was never brought up.

HARBOR DISTRICT

The Harbor District (blue light) is where the largest ships come into port. Two structures dominate this area: the Lighthouse and the North Tower. Vendors pack the streets and alleyways, selling goods coming in from all over the world. Warehouses and plush apartments pack each block with money and a sense of civilization that can be found nowhere else in Sordadon. Most inhabitants walk like they have just gotten their land legs and are dressed in a variety of clothing styles from across the world.

HD1: Lighthouse

Type of Establishment: Special Location

Description: This building pre-dates the founding of Sordadon. No visible windows or doors can be seen on the structure's face. The only break in the swirling patterns of fire and water on the surface is the top platform, which holds the infamous Lighthouse Flame (see *Appendix 8: Magic Items*). A circular wall of force protects the Light. The building is made of a substance that reflects all magical attacks and physical blows so that not even the enamel chips or fades.

Owner/Prominent Resident: No one owns or operates the Lighthouse. No one enters or leaves the Lighthouse. The secret of the Lighthouse Flame is known only to a few powerful people in Sordadon and Bluffside.

Hooks:

- The Flame Guard is becoming lax in their duties as officers of Bluffside. Some are extorting bribes from honest merchants of the Harbor District in exchange for protecting them from random outbreaks of fire.
- While on a moonlit stroll, the party sees the faint silvery outline of a door along the base of the Lighthouse. Could this be the way into the fabled tower?

HD2: North Tower

Type of Establishment: Governmental

Description: This tower embodies the Harbor District's peace-keeping presence. The wood and mortar tower is five stories

high and 60 feet in diameter. The top is flat and bounded with a rampart. Three ballistae face the ocean.

Owner/Prominent Resident: Sasha Yeob, Bailiff, female human; see *Appendix 1: NPCs*

Description: Sasha is the bailiff of the tower. She is an ugly woman, in her late thirties, with a hooked nose from too many breaks and cold brown eyes. Despite her imposing visage, she is a well-proportioned woman with well-toned muscles and short-cropped black hair. She wears her uniform armor only when there is trouble in her section of Sordadon. Otherwise, she wears the standard of Bluffside over a loose-fitting white tunic and brown breeches. She walks with the rolling step of a sailor and always wears her braid of office prominently on her left shoulder. Sasha is a widow. Her husband was killed by a band of street toughs nearly four years ago.

List of Regulars:

- Guards (see *Appendix 3: Guards*)

Hooks:

- Sasha believes the street toughs who killed her husband were part of the Golden Sabre organization, centered in the Shipping District (SH6), but has been unable to pursue her investigation due to their political power.

HD3: Pool of Senna

Type of Establishment: Inn/Tavern

Description: The Pool of Senna is named for the large reflecting pool outside its front door. This is perhaps the finest inn and tavern in all of Sordadon. Its meals are high priced and its drinks are never watered down. The rooms are warm and cozy, each with a fireplace and washbasin. The staff is clean and well-trained, not the usual bar wenches found in other parts of Sordadon.

Owner/Prominent Resident: Zander Trip, male human; see *Appendix 1: NPCs*

Description: Goodman Trip, as his patrons call him, is a small man born with a disease that stunted his growth. He is only four-foot two-inches tall, but has a smile more than a mile wide. He has circles under his eyes, left-over from the disease, and can be found making the rounds of his tavern room, talking to old patrons and newcomers alike. He has brown hair and hazel eyes, and a little crook in his nose. He once aspired to being an artist, but learned early on that he didn't have the talent for it.

List of Regulars:

- Sasha Yeob, Bailiff (HD2)

Hooks:

- Very few fights ever occur in the Pool. However, on one night every autumn, the Pool hosts a rowdy costume party. Drinks and food are free, and tempers can flare over

the smallest things. Weapons are not allowed into the establishment on this night, and extra security keeps the sailors, nobles and adventurers from getting out of hand.

Pool of Senna Fare

Type	Item	Quantity	Cost
Ale	Good	Mug	4 sp
Food	Bread	Per loaf	4 cp
Food	Cheese	Per wheel	2 sp
Food	Meat platter	One person	5 sp
Meal	Common	Per meal	3 sp
Meal	Good	Per meal	5 sp
Meal	Seven course meal	One person	10gp
Room	Common	Per day	1gp
Room	Good	Per day	3gp
Wine	Common	Pitcher	4 sp
Wine	Fine	Bottle	12gp

HD4: Port Authority

Type of Establishment: Governmental

Description: Sweeping up from the street like a majestic juggernaut, the Sordadon Port Authority could be easily mistaken for a cathedral. The exterior is red-washed plaster over fine wood planks. The large arched windows are stained glass and encased in gold leaf-covered molding. The front door is finely carved in the likenesses of sylphs and water pixies dancing in the crashing surf. All windows are magically reinforced with walls of force, while each door is both physically and magically trapped to safeguard the locks. A domed hall dominates the interior of the building. The ceiling is painted in tasteful oceanic scenes, the walls are decorated with hanging tapestries, and the floor is highly polished hardwood. Light pours in through the colored windows and gives this place a feeling of tranquility and calm. At the far end of this room is a single desk, flanked by two smokeless braziers casting a flicker of dancing firelight. Normally, the harbor master is here alone.

Owner/Prominent Resident: Trevor Blackthorne, Harbormaster, male human; see *Appendix 1: NPCs*

Description: Master Blackthorne is a wizened old man, bent and creased from too many years at a desk, but his withered frame belies a youthful spark in his radiant green eyes. Trevor has stark white hair and a thin mustache. He wears unbuttoned purple robes, trimmed with thread-of-gold in fleur-de-lis patterns. Under these robes he wears a black silk shirt and red velvet, brocaded doublet. His pants are common brown linen breeches during the warm spring and summer months, or brown woollens during the colder seasons. Trevor commonly wears his favorite pair of black riding boots, with a tooled TB at their tops, everywhere he goes.

List of Regulars:

- *Sasha Yeob, Captain* (HD2) stops in to check on the Harbor Master at least twice each day. She believes her district will feel safer if she publicly visits him on a regular basis.
- Sea Captains from all over the world come to this building to collect new manifests, sign off on old manifests, and hire new sailors. Blackthorne keeps a running tab as they pass through the port, recording them into his numerous volumes of trade logs.

Hooks:

- Master Blackthorne is a man of routine. He comes to the office and leaves at the same time each day. One day a group of brigands waits for him, to take him for ransom.
- The Port Authority is the best place for a sailor to find a job. Today a merchant has come in looking for seasoned sell-swords and sailors to recover a treasure on an island a week's journey out into the open sea.

HD5: Well of the Worlds

Type of Establishment: Religious

Holy Symbol: Blue Disk

Description: This temple is dedicated to the Sustainer. Brought to Bluffside by way of the sel'varahn, this religion has become the most worshipped among Sordadon's residents. The most notable patrons, however, come from Bluffside Proper, from the Dragori Embassy. While there is an above water element of the temple, the main portion exists below the waves. There, seawdwelling races can worship comfortably.

Owner/Prominent Resident: Falina Edgewater

Description: See SH2.

List of Regulars:

- *Simissin Elisine Nisselim*, Ambassador (OC1)
- *Selim Nisselim* (OC1)

Hooks:

- Falina, always trying to bring the Land Folk more in tune with the ocean, is attempting to convince a dragori to become her second in command of the temple. Unfortunately, when she approached Ambassador Nisselim about this, he forbade her from speaking with any of his people.
- Falina has contacted Garl Frostor from Winged Death (TD13) and offered her service in his fight against the Conflagration of Life and Succor (TD5). Apparently, some of the Provider's followers tried to set fire to the Well of the Worlds, and she is looking for payback.

HD6: Blackthorne Square

Type of Establishment: Private Estate

Description: The high walls surrounding this spacious compound are nearly 20 feet high. The gate is made of twisted wrought iron and capped with the name Blackthorne on a wooden plaque. The six buildings of the compound are each designed to be pleasant and capture the maximum amount of light. They are whitewashed wood buildings with slate roofs and high arching windows. The largest building, at the far end of the compound, is three stories tall, over 100 feet long and 50 feet wide. This is by far the largest family home in all of Sordadon.

Owner/Prominent Resident: Jarrid Blackthorne, Barrister, male human; see *Appendix 1: NPCs*

Description: Jarrid Blackthorne is a gaunt man, thin from years of worry. His brown eyes are pinched in a perpetual squint behind his wire-framed glasses, from long nights of study by candlelight. His black hair is beginning to show signs of age. He dresses in a rich black doublet with his house colors (red and gold) striped across the sleeves, a short black cape and high black boots polished to a gleaming shine.

List of Regulars:

- *Zander Trip* (HD3)
- *Mackenzie Blackthorne* (see *Appendix 1: NPCs*) is Alak's sister and the only daughter of Jarrid. She is the family black sheep, born with the ability to channel arcane magic as a sorcerer. The family keeps this quiet and Mackenzie spends her days in the study, when her father isn't there working.

Hooks:

- Someone is trying to blackmail the Blackthorne family with Mackenzie's secret. Late one evening, Jarrid received a scroll noting how much money it would take to keep an anonymous source from going to the Wizard Council in the city above with the information.

HD7: Pinnacle

Type of Establishment: Special Shop

Description: This shop is painted a pleasant off-white with dusty rose-colored trim. The tower is nearly 40 feet in diameter, but only two stories tall. A waving pennant tops the circular building's steeple roof, with the mark of a griffon holding a wand. This marks Pinnacle as a place to trade in spells and magical items.

Owner/Prominent Resident: Harvess Mortin, male nevae; see *Appendix 1: NPCs*

Description: Harvess is a dark figure from deep in the Coldwind Forest, south and east of Bluffside. Harvess wears his white and black hair in a long ponytail that hangs to his waist. He wears billowing robes that shimmer in the light as he walks, but are non-magical and just shot with diamond dust. He is a true

character in the Harbor District, known for his flamboyance and disrespect for all things thought socially acceptable.

Items Available at Pinnacle

Type	Item	Caster
Scroll	1st level spell 12th level	Standard cost
Scroll	2nd level spell 12th level	Standard cost
Scroll	3rd level spell 12th level	Standard cost
Scroll	4th level spell 12th level	Standard cost
Scroll	5th level spell 12th level	Standard cost
Wand	Any 1st level spell (50 charges) 12th level	Standard cost
Wand	Any 2nd level spell (50 charges) 12th level	Standard cost
Wand	Any 3rd level spell (50 charges) 12th level	Standard cost
Staff	Any 4th level spell (50 charges) 12th level	Standard cost

List of Regulars:

- *Mackenzie Blackthorne* (HD6) comes here from time to time to see what other goods Harvess may have for sale. She keeps to herself while in the store, or can be found chatting with Harvess over a steaming cup of foul smelling tea.
- Wizards and sorcerers from the various ships in port come in to see the latest offerings in weather control and fire protection magic.

Hooks:

- Harvess has been under close scrutiny by the Harbor Guard ever since he set up shop over a decade ago. He is thought to associate with pirates and slavers from all over the world. The guard has recently accumulated enough evidence against him for an arrest. Mackenzie Blackthorne wishes to find someone to investigate the alleged criminal activities, to clear his good name.

HD8: Blackthorn Trading Coaster

Type of Establishment: Specialty Shop

Description: Like many warehouses in Sordadon, Blackthorne Trading Coaster is large and heavily guarded by men wearing the red and gold stripes of the Blackthorne Family. It is an unassuming building, only distinguishable by the pennant that flies overhead and the colors of the guards' tabards. The building has many well-laid traps and alarm systems set into place. The details of these traps are left to the individual CK, but the CRs of individual traps (both magical and mundane) should be no less than 3.

Owner/Prominent Resident: Blackthorne family (HD6)

Description: The Blackthorne Family rarely visits the warehouse personally. Guards and clerks gather cargo and inventory goods before export.

List of Regulars:

- Guards (see *Appendix 3: Guards*)

Hooks:

- One of the guards, Jillian Honesdale, is being blackmailed by the Golden Sabre for information about the current contents of the warehouse. Jillian owes the Sabre a great deal of money from gambling debts and wishes to find a way out of her current predicament.
- Within the walls of the warehouse lies a crate containing an effigy to an evil and cruel demon. This effigy was bought on a whim and imported into Bluffside by Garl Frostor (TD13) for no more than the pleasure of studying its significance. It now sits in the warehouse, reeking of evil and calling out to those of like mind to come and rescue it.

SEA DISTRICT

Smaller vessels dock in the shallow waters of the Sea District (green lights). Taverns, inns and merchants rule this area. Crime is common; however, this is also the location of Bluffside's Naval Academy and the West Tower. Rowdy sailors drink at establishments like the Rusted Nail, the Scallywag, and Sojourn. A few gambling houses can be found here as well: Fahil's Flotilla of Fun and the very posh Tuirein Palace. The bulk of Sordadon's population lives and works in this district.

SD1: *Fahil's Flotilla of Fun*

Type of Establishment: Inn/Tavern

Description: The Flotilla is actually a barge tethered to the outer ring of docks. It is a huge vessel with two stories, almost 200 feet long and 50 feet wide. Gambling and drinking go on at all hours and music blares out across the bay, echoing off the cliff walls. Fahil's Flotilla is lit with colorful magical lights that pulse and dance to the beat of the strange dwarven music from within.

Owner/Prominent Resident: Fahil Greenmountain, male dwarf; see *Appendix 1: NPCs*

Description: Fahil is a beardless dwarf. He shaved it all off when he moved to Sordadon, swearing, "If they not be comin' to my place for the music and beer, then they be comin' to see a beardless dwarf swim!" Fahil stands a little over four feet tall and is nearly as wide. He dresses in the most colorful silk clothes, and enjoys wearing pointed slippers with bells on his feet. He runs a clean and safe establishment.

List of Regulars:

- Every sailor and pirate who thinks himself a gambler comes to Fahil's Flotilla.
- Nobles and workers from Bluffside also brave the journey to Fahil's to take a chance at the tables.

Hooks:

- From time to time, Fahil runs a contest for the fastest swimmer in Sordadon. The winner claims the prize: a cup plated in gold bearing the inscription *Faster than the rest 'o the fishes*. The CK is urged to create fantastic personalities to compete against any willing PCs in this competition.
- Once per year, Fahil challenges every man on the barge to go cliff diving with him on his birthday. Delia at Bay Divers (NC4) helps to organize the event. Those brave enough to answer the challenge get free drinks at the Flotilla for the next month.

SD2: *Tower of Vost*

Type of Establishment: Private Estate

Description: Standing almost 150 feet tall, the Tower of Vost is the third highest building in Sordadon. The entire building is made of a bluish-colored marble found only at the bottom of the bay. Initially constructed as a guard tower for the western portion of the city, this building was abandoned along with most of Sordadon, and bought by Cyril Vost about 45 years ago. The tower has remained in the family, and is currently owned by his only student, his grandson Trevor Vost.

Owner/Prominent Resident: Trevor Vost, male human ; see *Appendix 1: NPCs*

Description: Trevor is an ugly old man with a bulbous nose and squinting eyes. Liver spots cover his bald scalp, and a thin wisp of a greasy gray beard is stuck to his fat little chin. Trevor is a rotund man, and his off-white robes are constantly stained with food and grease. Trevor's library is guarded constantly by supernatural creatures that attack any who enter without Trevor.

List of Regulars:

- *Harvess Mortin* (HD7)

Hooks:

- Trevor is searching for the secrets of the ancient meteor crash. He has picked up the research his grandfather (the original Vost) started, over 50 years ago.
- Trevor sells scrolls of spells he has in his spellbook. All spells from levels 0 to 4 are double their normal price, spells of levels 5 to 7 are triple, spells of 8th level are quadruple, and 9th level spells are not sold.

SD3: *Tuirein Palace*

Type of Establishment: Inn/Tavern

Description: Tuirein Palace is a typical Sea District building: well-kept and sturdy. The structure stands two stories high and has a sign hanging above the front door depicting a pile of faded yellow coins next to a pair of tumbling dice. The first floor holds numerous round tables, covered in soft material ranging in color from deep blue to a dark crimson. Each color is coded to a different type of game; the shade indicates the skill level or the stakes at the table.

GAMES AT TUIREIN PALACE

Shade and Color	Game	Low/High Bet
Light Blue	Bones	-1 cp/2 sp
Blue	Bones	-1 sp/2gp
Dark Blue	Bones	-1gp/20gp
Light Green	Poker	1 sp/10gp
Green	Poker	5gp/100gp
Dark Green	Poker	50gp/2500gp
Light Red	Trinity	5gp/100gp
Red	Trinity	50gp/2000gp
Dark Red	Trinity	500gp/10000gp

The second floor is set aside for quiet booths and two fully-stocked bars. Nearly any kind of beverage (non-poisonous) can be found here, at 75% of its normal cost. The Palace does not serve food, and the drinks are all served at the bars.

Security is tight in the Palace. Fagin, the owner, employs 20 strong and loyal guards, 36 dealers who know how to handle weapons, and six bartenders with ranged weapons hidden under the bars. Fagin's personal office is guarded by Butch, a large stone golem and his clerk, Geraldine Fren.

Owner/Prominent Resident: Fagin Worth, male nevae; see *Appendix 1: NPCs*

Description: Fagin is a man with very few vices. He dresses casually and blends in with the crowds that patronize his establishment. He keeps his black and white hair perfectly trimmed and military short, and his clothes always look freshly pressed and clean. He is an unprepossessing man with little to say, other than idle conversation about weather, current events, or a friendly question about a patron's luck that night. Fagin once belonged to a noble family from the dry lands of the south, but came here for a new start after his last establishment caught fire.

List of Regulars:

- Most of the gamblers that come to Tuirein Palace are professionals. They find poker and trinity to their liking and many have won or lost a king's ransom in a night at the tables here.
- Guards (see *Appendix 3: Guards*)
- *Jarrid Blackthorne, Barrister (HD6)*
- *Trevor Vost (SD2)*

Hooks:

- Rumors state that Fagin came to Bluffside because a rival torched his last gambling den. These same rumors say this rival has finally caught up to Fagin and plans to ruin his business here as well.
- A gambler named Gerald Rannet has been caught cheating. Cheating is not illegal or disallowed, but being caught is. Gerald does not wish to be hauled off to

jail and has begun a fist fight at a bones table. Someone at that table, settling an old score with Gerald, stabs him in the back with a pearl handled knife.

SD4: Harold's Hole

Type of Establishment: Specialty Shop

Description: Harold's is a small place, set back off the street down a well-lit alley. A plaque above the door reads "Welcome to Harold's Hole!" Underneath this is a handwritten note tacked to the door saying, "Thieves: I have a loaded crossbow and I know how to use it. ~Harold" The spectacle of tables and shelves lined with all sorts of adventuring gear crowds the small front room of the shop. Harnesses and straps hang from the ceiling with items dangling from their hooks. At the far end of the room is a wall with a large barred opening. Behind the bars is a chair, with a loaded crossbow hanging on a rack behind it. During store hours, Harold sits in that chair. After hours, the seat is empty and a bell cord is looped over the front bars.

Nearly anything can be bought here except for magical items. Everything is of good quality and can be purchased at standard prices. Harold also buys weapons and equipment with no questions asked as to their origin. He pays one-half listed value, if it is in good condition. He keeps a record of all transactions, including the seller's name and residence (district if within Bluffside, or town if outside of Bluffside).

Owner/Prominent Resident: Harold Greenvale male half-orc; see *Appendix 1: NPCs*

Description: For a half-orc, Harold is remarkably well kept. His hair is cut very close, his scalp shining through. He has a very young face for being over 30 years old, and his girth is remarkable. His clothes are neat and well worn, and his eyes have a piggish squint that makes him almost comical to look at.

List of Regulars:

- Adventurers

Hooks:

- Harold has been called many things in his life, but "fence" is an insult to his good name. Someone has gotten Harold in trouble with the law, and he wants to know who and why.
- A customer notices that one of the finely tooled leather backpacks for sale is actually a nobleman's riding pack – a nobleman that has been missing for more than a month. Harold is now under investigation and he needs help finding the people who sold him the pack.

SD5: Sojourn

Type of Establishment: Inn/Tavern

Description: Just like most buildings in Sordadon, this sturdy two-story affair has the business on the first floor and the residence on the second. The wood building is regularly coated

with whitewash to cover graffiti and stains. The shutters are a pleasant forest green and the whole building looks clean. A small launching dock in the canal behind the tavern has stairs leading up to a back door of the tavern.

Inside the Sojourn radiates a cozy feeling of warmth and home. The benches and chairs are padded in royal blue cloth. Near the fireplace by the bar, one whole wall is covered in a bookshelf filled with novels and journals of all sorts and sizes. Patrons can sit in comfort and read, or play at quiet games of chess and king's crowns (a game similar to checkers).

The prices for food and drink are above standard, but well worth the extra penny for such a clean and comfortable place to relax. The Sojourn is not an Inn but the owner, Ku Gerbay, has a few rooms for regular customers with nowhere else to stay the night in bad weather. The rooms cost two gold pieces per night, or a single book donated to the collection.

Owner/Prominent Resident: Ku Gerbay male human; see *Appendix 1: NPCs*

Description: Ku and his family owns, operates, and lives above the Sojourn. Ku is a soft-spoken man with a love for books and knowledge, but his poor memory has taken its toll on his 60 long years and left him remembering very little. Ku sits by the fire, snoring quietly, leaving his patrons to pay for any meals or wine they may have. Ku's wife, Eleanor, does all the cooking while their only child, Jeremie, cleans the old tavern and takes care of the guests and his father. Ku, when awake, can be persuaded to play a couple games of king's crowns or discuss what books he can remember and enjoys his conversations with his patrons.

List of Regulars:

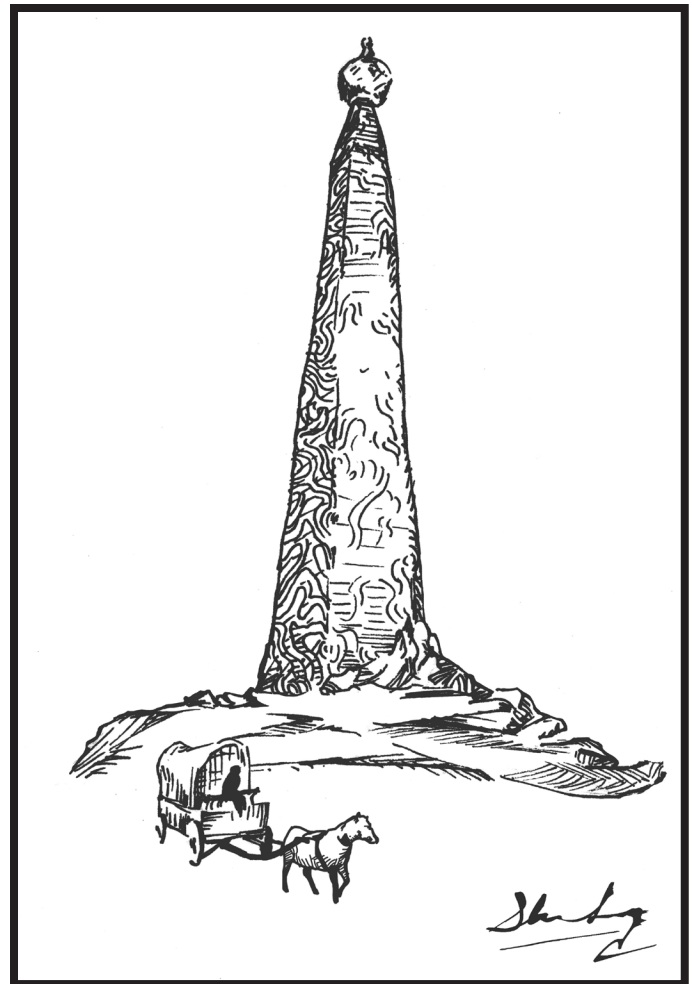
- *Rook MontClaire* (SH1) frequents the Sojourn at least once every three days. In better weather he comes to the Sojourn every night to unwind and relax from long days of work at the Vault of Nypen.

SOJOURN FARE

Type	Item	Quantity	Cost
Meal	Fish and chips	Plate (one person)	2gp
Meal	Pheasant with leaks	Plate (one person)	4gp
Meal	Snack platter (cheese and bread)	Platter (four people)	2gp
Wine	Good quality (various brands)	Glass	1gp
Wine	Very good quality (various brands)	Glass	2gp

Hooks:

- An evil wizard once owned this tavern, then named the Corpselight. The Sea Guard stormed the building 50 years ago and took the mage by force, but not before he laid a curse on the building. The curse was designed to kill one randomly selected patron each year on the anniversary



sary of the mage's capture. Each year, the tavern closes on that day and Ku and his family go to his brother's house in the Wizard District of Bluffside for the night.

- A rare tome was hidden on the massive bookshelf by a pirate being chased by those he stole it from. Later that evening, the pirate was murdered. The guilty party now searches for the tome, and will stop at nothing to get it.

SD6: Naval Academy

Type of Establishment: Governmental

Description: Bluffside's Naval Academy inhabits a whole campus of buildings. Numerous dormitories and large halls give an atmosphere of mystery and excellence to this prized school. All the dorms are whitewashed, while the lecture halls and teaching buildings are painted red. A pair of guardhouses flanks the front gate, always manned by senior cadets of the academy in full dress uniform. The best and most promising officers in Bluffside's long naval tradition learned their trade here.

Owner/Prominent Resident: Admiral Kale Benocia, male half-elf; see *Appendix 1: NPCs*

Description: Admiral Benocia is a man in his mid-forties, and looks well able to handle himself. He is pompous and cynical, fully engrossed in the romance and mystery of a sailor's life.

While the Admiral is not a very nice man, he is just and fair and every cadet in the Academy believes in his integrity.

Hooks:

- Hazing is a tradition in most of Bluffside's military; however, the boys at the naval academy take hazing very seriously. This year, three first-year cadets have been killed during hazing rituals. The bodies were found floating in the main canal that cuts Sordadon in half. No one knows who committed this crime, and the families of the dead cadets want answers.
- The Admiral is being pressed to retire or a secret from his past will be revealed. While he cannot afford to have his name involved, he will pay, under the table, any who can permanently silence his blackmailer.

SD7: Rusted Nail

Type of Establishment: Inn/Tavern

Description: The Rusted Nail is a disgusting dive where passed out sailors sleep off drink outside in heaps of garbage and the front window is always boarded up or broken. For the most part, this is a sailor's bar. Loud music and gales of laughter pour out of the open doorway day and night.

Inside the Nail isn't much better. The floor is covered in sawdust and there are no tables or chairs, only stools bolted to the floor and a rude counter running along all the walls. A large bar sits next to a raised platform where dancing girls and bards practice their trades. Cheap drinks are the only bill of fare here, and the bar is always crowded.

Owner/Prominent Resident: Michin "One-Eye" Orhammer, male dwarf; see *Appendix 1: NPCs*

Description: True to his nickname, Michin has only one eye. His other eye is an empty socket covered in flesh. Michin has no hair and a long grey beard and moustache. He wears a leather apron and brown breeches, but no shirt in the hot and musty taproom.

List of Regulars:

- Sailor or pirates.
- Cadets from the naval academy

Hooks:

- A thief in the crowd, seeing the party's equipment, figures they are rich and easy marks.
- A drunken sailor mistakes a character for a rival and punches him in the nose, sending the whole tavern into a brawl.

SD8: Scallywag

Type of Establishment: Inn/Tavern & Specialty Shop

Description: The Scallywag is the most unusual building in all of Sordadon. Since the halfling Kyle Sordan founded this tavern and shop, it has not changed much. Built from a large galley that ran

aground over 100 years ago, the Scallywag has been leveled and the ship's original timbers replaced as they decayed. The outside is painted with waves lapping against the hull, and a pirate's skull-and-crossbones flag flies from the main mast. A huge gangplank leads up to the deck. Entry into the tavern is gained through the captain's quarters at the rear of the ship, while entry to the shop is through a long stairway leading into the belly of the ship.

All manner of trade goods can be purchased in large quantities in the shop. Sacks of grains and kegs of clean fresh water, as well as other bulky items, are delivered by a Scallywag cart to the purchaser's ship a few hours before it sets sail, ensuring the items are as fresh as possible.

Most people who visit the Scallywag come for the tavern, however. Good quality sea spirits can be had at nearly any time day or night, and they accept most vessels' ration cards as payment.

Owner/Prominent Resident: Russell Bladesinger, male halfling; see *Appendix 1: NPCs*

Description: Russell is the current owner of the Scallywag, and third cousin of Kyle Sordan's grandson. He is a lithe and funny little man, ready to crack a risqué joke or light a pipe. He concerns himself with the tavern more than other aspects of the Scallywag's operation, feeling that more money comes from slinging drinks than selling foodstuffs. He wears a brown jacket and green vest, both with shining mother-of-pearl buttons, and carries a small jeweled dagger at his waist at all times. The back of his hairy left hand has a tattoo of a naked mermaid, and when he wiggles his fingers he can make her dance (much to his own amusement).

List of Regulars:

For such an established and well-known tavern, the Scallywag has very few regular customers. This is due to the number of sailors who come in and get drunk on a regular basis: it scares away the gentle folk of the mainland.

Hooks:

- Russell recently acquired the Scallywag from his cousin. Unknown to both of them, Kyle Sordan hid a great fortune within the ship somewhere. A drunken sailor uncovers this wealth and a fight breaks out between that sailor's shipmates and a rival ship's crew over who actually found the treasure in the crowded tap room.

SD9: West Tower

Type of Establishment: Governmental

Description: This squat tower stands only three stories high but is more than 150 feet in diameter. Rising from its peaked roof is the dual pennant of Bluffside and the Sea Guard, a sea hawk clutching lightning bolts in its talons while flying over blue water. The building is otherwise unpainted and bare. All windows are barred and the front door is heavy and bound with iron. A barred window slit in the door allows visual assessment of all visitors, before they are allowed access.

Owner/Prominent Resident: Joshua Britain, Bailiff, male human; see *Appendix 1: NPCs*

Description: Bailiff Britain has flaming red hair and stands over six feet tall. He is powerfully muscled and his skin has been tanned to a brown and leathery texture from his years on patrol in the salt air. Joshua wears his uniform with puffed up pride, displaying his cords of office and breastplate with gilded Bluffside crest prominently whenever he is on patrol. In his first floor office at the West Tower, he relaxes in guard uniform; his longsword always close at hand.

List of Regulars:

- Sordadon guard (20) (see *Appendix 3: Guards*)
- Sordadon flame guard (5) (see *Appendix 3: Guards*)

Hooks:

- A rowdy fight between two ship crews has broken out and the Sea Guard is not enough to stop them. Carts of goods are overturned and a fire is started in a stack of crates on the docks. The Flame Guard from the Sea Guards has been pulled back from the growing riot to deal with the fire that threatens the moored ships, and now the Guards are having a hard time controlling the rioters and stopping this before the whole district is either in flames or vandalized.

SHIPPING DISTRICT

Ever-present smoke billowing from the forges of the Vault dominates the skies of the Shipping District (yellow lights). In the midst of this gloom there is also beauty: a grove of kelp, Sordadon's only tree stand, an open-air market, and the South Tower. The streets are patrolled by beings in silvery armor carrying magical glaives. Most buildings have large statues (the only ones in the city) outside their main doors. Everywhere there is a look of magical mystery and otherworldly perverseness. The streets are paved in stone. Inns and taverns have fish viewing booths. People are dressed in splendid robes of vibrant metallic colors and walk down the streets (with noses held high) or ride on magically drawn divans.

SH1: Vault of Nypen

Type of Establishment: Specialty Shop

Description: The Vault is a large, stone fortress sitting on solid rock pilings that pierce through the coral like spears. This is the financial center of Sordadon, controlling all trade of adamantine leaving the city. The Vault also controls trade of magical items, minting, and trade coming into Bluffside itself.

Through the years of its service, more than a small country's wealth has passed through this establishment. The nine members of the Inner Sanctum rule the Vault. They see to daily administration of the organization and distribution all adamantine leaving Bluffside by sea. They are among the most powerful organizations in Bluffside. The Vault employs scouts, mages, scribes, and their

own personal fighting unit known as the Vault Guards.

Vault Guard of Nypen: Numerous magical barriers and golems (most notably the Adamantine Guardian, see *Appendix 2: Creatures*), as well as the Vault Guard, and city watch, defend the Vault. Breaking into The Vault is nearly impossible, and all thieves are punished quickly and permanently.

Services: The Vault of Nypen offers clients a full array of arcane scrolls, potions, rings, wands, and rods. All are at normal costs; however, they can also make items to order. The CK should make the monetary difference noticeable. Weapons, armor, and wondrous magical items cost double the listed prices. All common arcane spells are available. The Vault will purchase spells unknown in Bluffside for double their normal sale value, or triple their value in trade. Unidentified magical items can be identified here for 100gp per item, or sold for a flat rate of 250gp. Identified magical items are bought at one-half their listed price.

Owner/Prominent Resident: The Inner Sanctum

Description: The ruling council of the Vault is known as the Inner Sanctum. There are nine members, each in charge of a specific area of expertise or division within the Vault. None of them are ranked higher than any others, and each votes on critical subjects affecting operation of the Vault.

The Inner Sanctum: Dran Shallowgrave (Reconnaissance), male elf; Elendar Faer (Internal Security), male drow elf; Gavin Blackhawk (Teamsters), male human; Katarina Boomgarden (Chief Negotiator), female halfling; Krede Rurik (Mining), male dwarf; Marius i'Sonsario (Finance), male elf; Rook Mont-Claire (Chief mage), male human; Sephona Hil'aquissa (Head of the Vault Guard), female elf; Tarmanius Quiverfull (Export), male elf; see *Appendix 1: NPCs*

Hooks:

- The adamantine in Bluffside is beginning to run out. The Vault knows that its position of power is threatened and they are frightened. They wish to find and claim new deposits of adamantine ore as quickly as possible and are paying handsomely for information leading to the discovery of new veins.
- Someone has made off with the Vault of Nypen's most treasured item: its spell-book. The Vault is desperate to get this item back, since it was decreed that none of its spells should ever be copied. The finders of this lost item will be rewarded beyond their wildest dreams in magic, items, and gold. The only catch is finding the criminal.

SH2: Grove of the Sea Druid

Type of Establishment: Parks & Recreation

Description: This open park holds every type of sea flora. Covered walkways riddle the park. Small arched bridges cross quiet blue canals of the clearest, blue seawater. Statues of playful nymphs and dancing fish stand in the middle of every pool. One figure dares to walk and swim in these pools – the druid Falina.

Owner/Prominent Resident: Falina Edgewater Female sel'varahn; see *Appendix 1: NPCs*

Description: Falina Edgewater was born to a noble family of sel'varahn under the waves of the deep ocean. She has blue skin and green hair with a fine blend of elven and human features: normally she wears only a seaweed loin cloth and a sea-shell halter-top, with a scimitar of pink coral hanging from her hip. Falina dislikes those who pollute the waters of the bay, and constantly works to cleanse the area of the filth that streams down from the city sewer system. Falina is one of Bluffside's most powerful beings. She controls the bay guardian (see *Appendix 2: Creatures*), holding it in case of an attack from the sea. She also controls local weather.

List of Regulars:

- Worshipers of the sea and those who appreciate beauty come here to sit and reflect. This is also a common spot for lovers to meet before they adjourn elsewhere for late night trysts.
- *Trevor Vost* (SD2) is often found sitting here on evenings, dreamily gazing out over the quiet pools of the park.

Hooks:

- The captain of the DDD Mistress, a pirate named Jamie "King of Squirrels" Desmar, recently befouled the waters of the grove after a night of drinking. In response, Falina is calling a huge storm to smash his boat to flinders. The pirate captain may attempt to stop her himself, or perhaps he will hire a hapless party to interfere.
- A young nymph recently appeared in the bay, lost and afraid. The fishermen take it as a bad omen, and Falina cannot be found to talk to the creature. Someone must find her

SH3: South Tower

Type of Establishment: Governmental

Description: This guard tower houses most guards of Sordadon, including the main body of the Flame Guard. The tower stands five stories high, and is 75 feet in diameter. The steeple is tipped with the pennants of Bluffside and the Flame Guard, an orange and yellow flame with a sword and wand crossed over it.

Owner/Prominent Resident: Captain Falgast Gorman, male human; see *Appendix 1: NPCs*

Description: Captain Gorman is a tall man, standing over six and a half feet. He has fading blond hair and appears in his late fifties to early sixties. Gorman wears his cords of office and the robes of the Flame Guard proudly. His voice sounds like a deep rumble of thunder, and he is very slow to anger.

List of Regulars:

- Sordadon guard (50) (see *Appendix 3: Guards*)
- Sordadon flame guard (50) (see *Appendix 3: Guards*)

Hooks:

- A rash of arson fires plagues the Shipping District. The Flame Guard is stretched thin and their resources are beginning to fail. They recruit new members, who have to cope with the fires without much training.

SH4: Tumor's

Type of Establishment: Specialty Shop

Description: This building is three stories tall. The upper floor holds the apartment of the owner, Lynn Tumor, and her bodyguard, Silas Fendarr. The second floor has barred windows and contains crates and barrels in locked storage. All manner of merchandise can be bought from these stores. The first floor contains the pawnshop and Lynn's desk. Lynn buys items and fences them through her store to the Golden Sabers. She can also forge nearly any document, if the price is right.

Owner/Prominent Resident: Lynn Fendarr, female nevae; see *Appendix 1: NPCs*

Description: Lynn is a beautiful woman. She has coal-black dyed hair and dazzling blue eyes. She is well proportioned and her skin is a dusty tan color. Her bodyguard, Silas, is a sel'varahn.

List of Regulars:

- The only regulars that come into this shop are runners for the Golden Sabers.

Hooks:

- The sounds of a fight come from the second floor. A man jumps out a window with its bars sawed through. Silas is badly injured. Lynn discovers the attacker was a Hammer trying to steal documents from her personal apartment on the third floor.

SH5: The Bleeding Elf

Type of Establishment: Inn/Tavern

Description: The Bleeding Elf is a one-of-a-kind tavern in the Shipping District. Unlike most other buildings in this district, the Elf has only a single story, and the exterior is mortared with yellow clay. The roof is slate sheets and two windows face the street. A single large window in the rear looks out on Crater Bay, giving the patrons a beautiful view of the cliffs and southern portions of the bay. A painted sign over the front door depicts an elf hanging upside down by his feet from a tree, with the words The Bleeding Elf burned into the wood below it.

The furniture is large and heavy, the bar itself hewn from a single tree and laid flat. Behind the bar is a large cask with a tap, a wall full of shelves, and many bottles of alcohol. Nearly any kind of drink can be had here, all for the same price. However, most people avoid this place due to the clientele and the food. It is all orcish in origin.

Owner/Prominent Resident: Anthony “Frosty” Martin, male half-orc; see *Appendix 1: NPCs*

Description: Anthony is an unusually hairy, albino half-orc. His eyes are pink and all of his considerable body hair is stark white. He stands between five and a half and six feet tall, with a thin frame and the beginnings of love handles. He is sarcastic, snide, and bluntly honest. If he feels that a patron has overstayed his welcome, he ignores him until he goes away. Anthony expects money up front before meals and drinks are served.

List of Regulars:

- *Lynn Fendarr* (SH4)

Hooks:

- It is rumored The Bleeding Elf actually serves elf as a dish. The unknown white meat that makes up Elf on a Stick may be taken from a stock of elves Anthony keeps in a secret location.

SH6: Golden Palace

Type of Establishment: Inn/Tavern

Description: This grand building was built in the style of the southern dry lands. Sweeping turrets of gold gleam in the sun, and the walls are made of dried mud bricks. The whole building stands three stories high, with the towers over six stories.

The interior is nothing short of extravagant. People come here to relax in the silk-enshrouded rooms and gamble at the tables. The stakes are high here, and if those who lose cannot cover their bets, the house takes it out in flesh.

Owner/Prominent Resident: Brandi Twistknot, female half-ling; see *Appendix 1: NPCs*

Description: Brandi is the proud owner of the Golden Palace, and head of the secretive Golden Sabers. She stands a few inches over three feet and is slightly built. Her long brown hair is kept in a single braid that hangs down to her waist, and her glowing green eyes constantly search faces and sparkle with amusement.

List of Regulars:

- The leaders and soldiers of the Golden Sabre frequent this gambling den. It is a very dangerous place for those that don't know its ins and outs, but many folks come here looking to make a quick coin; most leave as slaves or pawns of the Sabers.

Hooks:

- Game Masters are encouraged to develop long-term enemies here. This organization works secretly and prides itself on its professionalism.
- The Sabers hate the Hammers. The Sabers have called a full war on the Hammers, trying to wrest control of the slave market from them, thus gaining total control over Sordadon's criminal world.

SH7: Market

Type of Establishment: Specialty Shop

Description: The Market is an open-air gathering of tents, carts and stalls where all manner of goods and services can be purchased. Colors and sounds fill the market. Stalls selling fresh fish stand beside carts selling jewelry or weapons. Livestock is also available, and down back alleys human livestock as well.

List of Regulars:

- During the day, the market is filled with people buying and selling. At night the shops close and carts are trucked away. Then the seedier side of Sordadon begins its business and trade.

Hooks:

- The Hammers (see *Chapter 10: Secret Societies*) run a human livestock trade that moves at irregular intervals so the city guard cannot find their location.
- Hammers have entered Golden Saber territory (see *Chapter 10: Secret Societies*) and war could break out at any time.

COMMONERS' DISTRICT

The Commoners' District (red lights) is the least patrolled area of Sordadon, which is odd with the presence of the only jail in Bluffside. There are no inns here, only bars, gambling dens, and holes where retired sailors (among others) go to drink their lives away. The inhabitants of this district are dirty, smelly, and do all the common jobs no one else will. Street law rules and the appearance of the district reflect this. Low cost housing is its main asset, complete with graffiti and bloodstains. People walk with a quickness and purpose to their steps, dressed in plain browns, greys and blacks so they don't draw attention.

CD1: Barnacle

Type of Establishment: Inn/Tavern

Description: The Barnacle is a seedy dive. Sailors and the mean-spirited find their way here to drink and fight. The floor is covered in sawdust and the walls are marred and stained from countless knife fights. The entertainment is top notch, but most patrons just come to blow off steam.

The Guard avoids the Barnacle, on orders from Ethan Steelhawke. Too many have tried to break up fights here in the past, only to get a knife in the ribs. The Vault also leaves this place alone, since no blatant acts against its trade have been committed.

The building was once a three-story home. The upper two floors contain the personal apartments of the owner and her staff. The walls have been demolished on the first floor, leaving only sturdy support beams, the crude bar and a lit stage for entertainers with the courage, or insanity to perform. A basement is accessed through the double doors behind the bar.



The basement is an eerie place. Cobwebs hang from the walls and spiders of all sizes scuttle in dark recesses. The place is filled with crates and barrels, and no one who doesn't work here is allowed.

Owner/Prominent Resident: Uma Tweet, female aranea; see *Appendix 1: NPCs*

Description: Uma, when in her humanoid form, is a fair elven woman with dark tan skin and platinum blond hair. Her eyes are glowing golden orbs and she captivates men's hearts when she enters a room. She always wears her magical items wherever she goes unless she is in her spider form. Uma's cloak looks like a knee-length black leather duster with no sleeves. She wears deep shades of red, her favorite color, and thigh-high black leather high-heeled boots.

List of Regulars:

- *Banhl*, male aranea; see *Appendix 1: NPCs*: The bartender. He keeps his magical bastard sword near at hand and his expert long bow above the bar, and always has at least a dagger. He keeps his money in a web pouch to the underside of his bed, in his room above the tavern. Three small monstrous spiders guard his belongings.
- *Gygh*, male aranea; see *Appendix 1: NPCs*: The head bouncer. He is always armed with his magical katana, stolen from a party of drow that raided his nest in the Under-

dark. *Gygh* is fascinated by gems, and keeps his valuables safely hidden under the floorboards of the main stage.

- *Arak*, male aranea; see *Appendix 1: NPCs*: Chief of intelligence for this mission. He gathers and compiles information the others gain. He breaks into homes, shops, and boats looking for magical loot. He has been very successful, retrieving seven items without anyone noticing. *Arak* keeps his share of the mission's funds safely hidden in his room, under the bottom drawer of his dresser. He never goes unarmed.

Hooks:

- The PCs settle in for drinks when a knife fight breaks out. A dying patron lands on their table and a scroll case falls out of his clothes and lands on the floor. Inside is a map to treasure in the Sundered Mountains.
- *Arak* spies the party's magical items and wants to add them to his collection. He stalks the party for a day and strikes the night after.

CD2: Citadel of Phenbras

Type of Establishment: Governmental

Description: The Citadel of Phenbras, as the prison of Bluffside was originally called, was once the training center for Bluffside's

navy. Until the new Naval Academy was built 20 years ago, the Citadel housed over 200 sailors. Now, the Citadel is a prison. With high security modifications built into the structure, this building is the most difficult prison to escape. Wizards and clerics from the city above worked with steam gnome and human engineers to install a new underground annex to the building. A magical tunnel of force acts as a lift to these lower jail cells, and is the only way to get to this level. Magical alarms and wards trace any inmate wearing a collar.

Owner/Prominent Resident: Ethan Steelhawke, male human; see *Appendix 1: NPCs*

Description: Ethan commands all the guards in Sordadon. He oversees patrols throughout Sordadon and works closely with security to keep the inmates in place and the harbor from being overrun by crime and decadence. His job has been difficult, with too few guards in the district. He only has enough to maintain tight security on the jail itself, so few patrols actually leave the Citadel to police the streets and canals.

He is a tall man in his late 40s, his black hair peppered with white at the temples. His bright blue eyes have seen better days, and wrinkles are forming at the corners. Ethan wears a delicate golden locket around his neck, holding a picture of his great love, the elf maid Sorsha. He is a quiet man who thinks before he acts. His loyalty is unquestioned. Honor, to Ethan, is prized almost higher than love of one's family and loyalty to one's country.

List of Regulars:

- Guards (see *Appendix 3: Guards*)
- *Jarrid Blackthorne* (HD6)

Hooks:

- Recently, six notorious criminals were apprehended in Old City while attempting to rob an archaeological team, with two of them killed in the struggle. These inmates try to escape at every opportunity. They incite other inmates as they can, making life difficult for the guards. Ethan needs undercover operatives to enter the lower annex and remove these criminals without a lot of talk. An informant is willing to aid anyone who comes down to do this job, since his brother was one of the archaeologists killed.
- Gangs of thieves, pirates, and drunken sailors own the night streets. Ethan is looking for a way to alleviate this problem, without the help of the Vault.

CD3: Sordadonia

Type of Establishment: Private Estate

Description: Sordadonia is a dirty place in the worst part of Sordadon. Every thief, murderer, and cutthroat comes here to hide. The buildings are dingy and dank; many have broken windows and appear abandoned. The residents are dregs of society, and hate the world for it. The Hammers have their headquarters here, spawning all manner of evil and hateful crimes, including slavery, kidnapping, and murder.

Owner/Prominent Resident: Bartley "Bart-Bart" Hobart, male human; see *Appendix 1: NPCs*

Description: Bart-Bart is nearly 60 years old. He sits by the fireplace at the Pool of Senna. Lord Hobart is a minor noble whose primary residence is in the city proper of Bluffside. He owns real estate in Sordadon, notably the apartments collectively known as Sordadonia. He is a fair landowner, understanding that people can be down on their luck, and even occasionally forgets to collect from some of his more destitute tenants.

Hooks:

- Murder in Sordadonia, and the local watch has no idea who did it. The party is asked to help.
- The party is on the trail of one of the Hammers when they stumble into a back alley on Hammer turf.

CD4: Stormrite Ship Yards

Type of Establishment: Specialty Shop

Description: The shipyard is a collection of four buildings, a dry dock and a single pier. Two of the buildings are two story structures used to build sailing vessels. A third building stores needed materials. The final building houses 40 workers and the office of the owners. Players may buy a boat here, for the following costs.

- Rowboat: 40gp
- Flat-bottom barge: 80gp
- Ore barge: 160gp
- Keelboat: 2,400gp
- Sailing ship: 8,000gp
- Galley: 20,000gp

Owner/Prominent Resident: Morris and Corwin Stormrite, male humans; see *Appendix 1: NPCs*

Description: Morris is the older of the two Stormrite brothers. He stands over six feet tall and has flaming red hair. Corwin is a little under six feet tall and has deeper red hair, the color of ripe cherries.

List of Regulars:

- Sailors looking for work stay near here. They ask anyone buying a barge or larger vessel for work.

Hooks:

- Morris has gotten tangled up with the Golden Sabre (SH6), a band of notorious strongarms.
- A merchant named Kellis Vaught is looking for experienced adventurers and sailors to man a galley he just had built. The galley will ship cargo to the desert lands of the south by next winter, and he is terrified of pirates sinking his ship.

CD5: Hillary's House

Type of Establishment: Specialty Shop

Description: Hillary's House is a rickety and worn down place. The peeling paint and cracked window glass are in sharp contrast to the three-story building's plush interior. Red deep-pile rugs and heavy black curtains adorn every room. A large staircase leads guests up to the wonders on the floors above. This shop sells the kind of delight that can only be found in moonlit trysts and through the haze of a drunken stupor. Hillary's is known for its fine women and spirits.

Owner/Prominent Resident: Hillary DeBousee, female human; see *Appendix 1: NPCs*

Description: Hillary is a rotund woman four feet eight inches tall. She weighs nearly 200 pounds, but carries herself with grace and dignity. She runs a clean, well-respected establishment, in the worst neighborhood in the city. She defends her location as: "If you were one of my clandestine patrons and your wife saw my business move on to your street, do you think we would be allowed to still conduct ourselves properly without her sticking her nose into my affairs? Now, honey, take off your shoes. You're tracking in mud on my freshly cleaned rugs." She is full of wise and kind words, and many wealthy clients only want her company and conversation. She has a calm, lilting voice that can soothe angels to sleep, but it can also rouse the house in a moment if any of her workers are threatened. No weapons are allowed on the premises.

List of Regulars:

- *Thad*, male dwarf; see *Appendix 1: NPCs*: The bouncer is an old dwarf adventurer who lost an arm in a battle against orcs north of the Red Hills. He is quiet and pleasant under normal conditions; however, if a customer gets rowdy or rough, Thad tosses them out quickly with help from the patrons. Thad loves Hillary like a sister and will not betray her.

Hooks:

- The rich women who frequent Hillary's House believe Hillary is actually a spy from a far-off kingdom.
- Hillary sometimes aids those in trouble with the law. She occasionally hides forlorn couples in secret cubbies, or disguises a wanted man as a working girl before ferreting him away aboard an outbound ship.

CD6: East Tower

Type of Establishment: Governmental



Description: This guard tower is owned by the City of Bluffside but hasn't been used in over 20 years. The neglect has caused the tower to nearly fall in upon itself. It once stood over five stories, but now is a little over three. There are large gaps where stone or wood is missing. The roof is completely gone and the windows have all been boarded up. The front door appears intact and has a faded replica of the crest of Bluffside painted on it.

Owner/Prominent Resident: Toby, male halfling; see *Appendix 1: NPCs*

Description: Toby is the leader of the Ankle-biters tribe of street urchins, runaways, and orphans. Toby is only 16 years old, but has crow's feet permanently etched into the corners of his dark, sunken eyes. He has a bushy mane of dirty blonde hair and wears little more than rags. He sits on a throne cobbled together from old furniture, rags, and treasures stolen over the last few years. His crew isn't much better looking and all are armed with rusty knives and lengths of weighted rope or chain.

Hooks:

- Toby witnessed a grisly murder and is terrified. He knows a Citadel guard was killed and replaced by a doppelganger, but doesn't know who to trust with this information.
- The Ankle-biters found a cache of treasure cleverly hidden in a tar-coated trunk pulled out of the water near the tower. Inside was a jeweled dagger and a map to an oasis in the Dragori Empire. They hope to sell this treasure map to the first rube they find, maybe get at least 100gp for their troubles.

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CHAPTER 9: GUILDS

Aside from the many guilds that it takes to run a city this size, Bluffside also contains several unique guilds, detailed in this section.

ARCHAEOLOGICAL GUILD

Although Archaeologists have been scouring the Great Northern Continent for hundreds of years, never before had they found themselves in leadership position. While the guild originally wielded great power in Bluffside (largely because the founders of the Five were originally Archaeologists), they now control only the Archaeological sites and any business that directly impacts them. The Five treat the Archaeologists with respect for their shared past, which gives the guild a leg up when looking for favors.

MINERS AND BURROWERS SOCIETY

All miners in Bluffside must have a license to mine the land. With this, they can trade within Bluffside, request protection from the Society, obtain specialist help, and gain entrance to many of the members-only working man's clubs across the city. The guild in turn requires the miners to weigh and sell all minerals through them at fair market price. The Society offers training in relevant skills, as well as tools and equipment at a reasonable price. This almost total control over the mining industry, particularly in regards to adamantine, makes this a very powerful guild. If someone can be bought, the Miners & Burrowers Society has readily available cash. The threat of a mining shutdown in the early days of the guild showed its power.

SOCIETY OF EXPLORERS AND ADVENTURERS

The Society of Explorers and Adventurers (or S.E.A. to members) is a loosely organized collective of individuals sharing a common interest in discovery and exploration of new and foreign lands. Active members include wealthy merchants who fund exploratory endeavors, traveling bards who yearn for the open road, hardened adventurers, and more. The organization started out as a gathering of like-minded individuals, but now extends to an elite crew of competitive souls called Explorers (see *Appendix 5: Classes*). There is no central organization, just small pockets with organizers and facilitators. Each chapter holds irregular meetings to allow members to discuss journeys, findings, or to update or clarify maps. One of the benefits is that members often share crucial information only with other members. When questioned about this practice, most agree that there's usually not a need for secrecy, but rather point to the fact that it was probably an original policy put into place to encourage increased membership.

TRADER'S LEAGUE

The Trader's League was set up some time after the building of Bluffside, when arguments over prices and dirty dealings led to a need for organized trade before chaos took over completely. With a lack of competition, their main duties were to keep a check on business ventures within the city and maintain some form of order and rule. Membership requires approval by the



Guild Masters, and it is not open to all. Adventuring groups and workers are not eligible, only businesses and traders.

They have few rules:

- No conning or double-dealing. If you are caught misleading customers, your license is suspended for one month.
- Pay dues on time. The Trader's League requires a token fee of 1gp/month.
- No stealing or bodily harm to other traders. This is not tolerated and licenses are revoked permanently, or at least until the League deems you worthy to return to business dealings.

They have a small office within New City, close to the ramps leading down to the Warehouse, where they do most of their customs work. It is here that Tomolaff Heindicks spends most of his working day, keeping his hand in with the paperwork.

The League building itself has no major meeting rooms, as the League prefers to rent rooms in bars, use the Warehouse or sometimes use meeting rooms in the Miners & Burrowers Society buildings. They also go to the MBS for protective force on visits and raids. Strict antimonopoly laws keep traders in their place. Mountains of paperwork and spot checks keep trade in check without appearing heavy handed.

CHAPTER 10: SECRET SOCIETIES

CHILL BRINGERS

The Chill Bringers are a secret society that exists solely to cause the Order of the Flame grief. Not much is known about the Chill Bringers, but most believe the higher positions are filled by some of the most powerful white dragons and frost giants in the world. The organization believes the Age of Ice will return. Lesser members believe their loyal devotion to the cause will gain them lands, titles and power to rule in the great frozen empire. Some believe the Chill Bringers were responsible for the original Age of Ice. No one but the highest-ranking members knows the origins of the society, nor does anyone know how old it is.

Like the Order of the Flame, the Chill Bringers maintain a veil of secrecy and work undercover. This usually involves thwarting the plans of the Order of the Flame, or searching out artifacts of great power lost during the Age of Ice. Members of the society are usually evil. Thieves, clerics and necromancers dominate the rosters. Along with an affinity for cold and ice, the order also has strong ties to undeath. Most members worship the Frozen One, who has power over the cold and undeath. Membership is granted to almost anyone brave enough to seek them out, but usually not before completing a dangerous quest involving sabotaging plans of the Order of the Flame, or killing a known member. Only death ends membership, and often not even that.

The Chill Bringers maintain an active group in Bluffside, and have members in the Archaeological Guild, the Wizard's Guild, and even the Thieves' Guild. The society is small, but a white dragon named Rukhosviogi (ru-KOAS-vee-o-gee) leads them. Rukhosviogi goes by Ruka Frosht in town, and usually assumes the appearance of a simple commoner just trying to earn a decent living. Headquarters is an old building in New City, with passages leading down to a large underground complex where Rukhosviogi can revert to dragon form and stretch out his wings. Loyal followers occupy the building and complex at all times. However, Rukhosviogi often sneaks into town alone and invisible to spy on certain people and events.

GOLDEN SABRES

The Golden Sabers are one of two dangerous organizations, including their rivals the Hammers, which thrive on the streets of Sordadon. Most of their organization is centered in the shipping district, off limits to the Hammers. The Sabers specialize in fencing stolen property, gambling, and prostitution. While not as violent as the Hammers, the Sabers maintain their position against that organization through superior cash flow. The Sabers sometimes dabble in slave trade, which brings them more into conflict with the Hammers. Confined to Sordadon, the Sabers do not dare challenge Umbra Incognita in other areas of Bluffside.

HAMMERS

The Hammers are one of two dangerous organizations, including their rivals the Sabers, which thrive on the streets of Sordadon. Most of the organization is centered in the Commoners' district, considered off-limits to the Sabers. The Hammers specialize in slave trade, kidnapping, and murder. Although they are centered in Sordadon, the Hammers have begun spreading their influence further inland.

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They have yet to gain a foothold in Bluffside proper and Undercity, where Umbra Incognita holds sway over criminal activity. It is only a matter of time, however, before the Hammers make gains in the city and bring down the wrath of Umbra Incognita.

ORDER OF THE FLAME

The Order of the Flame is a secretive organization that can trace its existence back to the great Age of Ice. The order was formed by a group that sought to eliminate creatures that thrived in the icy conditions, including undead. Originally, members of the Order of the Flame shared a common bond through the need for survival. The Order worked to ensure community survival and eked out a meager existence in the harsh conditions of the Age of Ice. After the ice receded, the Order was fueled by a desire to ensure it would never return. They continue their work, fighting the plague of undeath even after the ice left. Large groups of the Order continue to venture into northern regions to rid it of the undeath that continues to thrive there.

Members of the Order of the Flame are usually secretive about their association. Some oppose the Order, and for that reason, members maintain a low profile. To this end, the Order believes it is better to fight their true enemies than fuel the flame of political murmurings. The only way to gain membership is by invitation from a current member. Most people, once asked, rarely refuse. Prospective members must prove themselves in some way and gain the favor of the Order. Many in the brotherhood pass down their memberships from generation to generation.

In Bluffside, the Order tries to maintain secrecy, but most people know they operate in town. The order meets once a month at sunrise in a secret location. Kaden Valneria, a charismatic young paladin/wizard, leads the Order in Bluffside.

UMBRA INCOGNITA

Bluffside's thieves' guild is run by Will Tooley, a stocky and temperamental dwarf who served as a lieutenant under Commander Brakk in the early days. As the city grew, so did Will's interest in getting a larger cut in what was going on around him, and so he took to a life of petty crime. Will started small, running the occasional protection racket, ensuring at local business men would not lose business should they provide small cash donations to Will and his team. He slowly built up his knowledge and his network. Will was in a position to offer organization to the small groups of thieves and rogues taking up residence in town. Now, over two centuries later, he sits at the head of Umbra Incognita, an organization of thieves, rogues, assassins and enforcement agents. Will has close connections with many lead figures in Bluffside, helping to strengthen his grip on the city.

Will Tooley has an extensive network in the sewers, with multiple entrances throughout the city. The largest such entrance leads through the Coach & Six Market and up through a couple of residential buildings in New City. The streets of Bluffside are riddled with Will's informants, and any thief entering the city is identified and approached to determine his business within minutes of his arrival.

CHAPTER 11: OUTSIDE BLUFFSIDE

NEARBY AREAS

These areas are shown on the Bluffside regional map.

FARMLAND OF BLUFFSIDE

Bordering Bluffside to the east and north are farmlands. While they no longer produce nearly enough to supply Bluffside, they do help fill winter pantries.

F1: Hawk Drydor's Cabin

Type of Establishment: Private Estate

Description: This four-bedroom cabin lies near the north side of the farmland outside Bluffside. Situated strategically, the cabin offers a complete view of the main passes leading from the Red Mountains into the valley. Although it appears, to unsuspecting observers, to be just another cabin, Hawk's cabin is built to withstand considerable forces with only a few defenders.

Owner/Prominent Resident: Hawk Drydor, male human; see *Appendix 1: NPCs*

Description: Hawk prefers to live alone with his two blink dogs. He is a tall, muscular man concerned only with the safety of Bluffside. From his cabin, he acts as a vital link in the security of the entire valley. As a member of the Bluffside Mountain Rangers, he is sometimes called to patrol the Red Mountains, which he claims to know better than any man.

Hooks:

- A blink dog pup is missing.
- Hawk senses something amiss in his area and feels someone is watching his every move.

BLUFFSIDE MOUNTAIN RANGERS

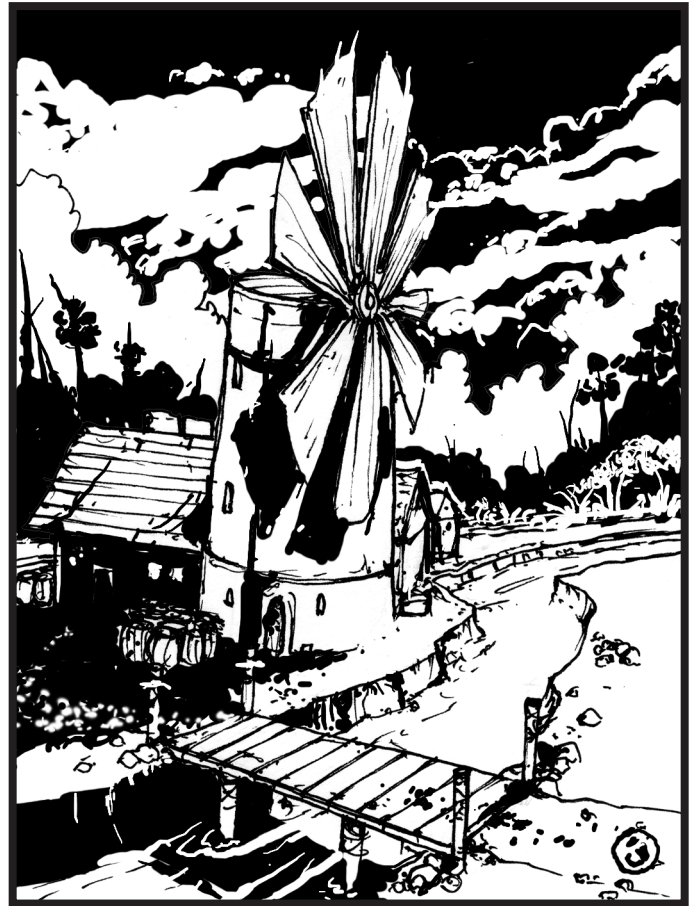
The Bluffside Mountain Rangers are the first line of defense between Bluffside and the terrors of the land. They patrol mostly the Sundered Mountains, watching for threats from the interior and giving warning to the Defense Outposts and Bluffside itself.

The Bluffside Mountain Rangers have a home base on the highest hills beneath the Sundered Mountains. Here those Mountain Rangers not out on patrol rest and swap stories and gripe about how the Regulars don't understand what it's like for the mountain boys.

RHB: Ranger Home Base

Type of Establishment: Military

Description: The Ranger Home Base was a rambling wood and stone cabin that eventually grew into a fortress. Originally a cosy little log cabin, over the years each commander has added a room or some other feature to enhance the comfort and personality of the base. It covers a cliff top jutting out from a hill, and spills over onto the hillside beyond. The haphazard



construction and variety of materials make the Base difficult to discern from a distance. It blends right in with the countryside. Inside there is room for two dozen or more rangers and their commander, and maybe a cook or a visitor or three.

Soldiers in the Regulars refer to the Ranger Home Base as the Country Cabin. Although Bluffside Mountain Rangers are officially part of the Regulars, they are considered outsiders, poor country cousins, and hicks.

Owner/Prominent Resident: Darius Slade, Captain, male human; see *Appendix 1: NPCs*

Description: Captain Darius Slade has been a Bluffside Mountain Ranger for several years. Before that, he was a ranger working out of the home base under the last captain. He has guarded Bluffside practically all his life. He was orphaned at 7 when a small raiding force of goblins and bugbears slaughtered his family and torched their farm, for no readily apparent reason other than the joy of killing. Darius grew up in an orphanage, and joined the Regulars as soon as he could. When he learned of the existence of the Bluffside Mountain Rangers, he knew this was his life's calling.

List of Regulars:

- 20 rangers, druids, and experts at any given time, plus 1–2 Bluffside Mountain Rangers, in addition to the Captain. There are at least 2 Bluffside Mountain Rangers roaming the mountains at all times.

Hooks:

- As recompense to the city for their crime, the party is assigned to patrol the perimeter under the command of Captain Slade. A hawk flies in, the trained companion of one of Slade's Mountain Rangers. It bears a note calling for help, as the Ranger is injured in a valley high on the mountain. Slade sends the party, with the Hawk as guide.

SUNDERED MOUNTAINS AND RED MOUNTAINS

When referring to the mountains near Bluffside, geologists make an important distinction. The Sundered Mountains are the result of the great sundering which eventually led to the Age of Ice. A great cataclysm of epic proportions shook the world to the core and formed these mountains. The great bowl, an area that makes up much of the coastline around Bluffside, marks the area of the central impact. The mountains are jagged, rough, and geologically young. The Sundered Mountains make up the coast to the north and south of Bluffside, as well as islands in the ocean to the west. In fact, some islands are nothing more than tips on the edge of the great bowl. The lands east and south of Bluffside are actually only a few hundred feet above sea level, but the Sundered Mountains stretch up to 2,000 feet at the highest peak.

The Red Mountains are much older, originating long before the Great Sundering. The Red Mountains start at Bluffside and run east towards Lake Coldwind. The name comes from the distinctive red clay and rocks that form the bulk of the mountains. The Red Mountains are much taller than the Sundered Mountains, reaching as high as 3,450 feet at the highest point.

While the two ranges contrast in appearance, they share many similarities. Travel in either mountain range is perilous. Many creatures make their homes in these mountains including, among others, stone giants, giant eagles, griffons, and wyverns. There are many physical hazards in the Sundered Mountains, including loose rocks and other treacherous terrain. Travel in the Red Mountains is generally a bit easier. The Red Mountains house many old caves, largely unexplored. Unlike the Sundered Mountains, however, many small nooks and crannies afford ample hiding places for bandits.

RED RIVER AND DELUE RIVER

When explorers first came to the Red River, a naïve member exclaimed, "It's a river of blood!" Of course, it's not, but where the Red River runs through the Red Mountains, it gains a reddish hue as the mountains are reflected over the fast-moving surface. At first glance, the river appears red. The river may once have been red, as it cut its path through the Red Mountains, taking red clay and rock with it over the bluff. Today, the water is clear, but the name has stuck. Most people in Bluffside just call it "the river."

Unlike the Red River, which hurries swiftly westward through the Red Mountains, the Delue River flows south at a steady, slower pace through dense forests. Named for famed explorer François Delue, the Delue River is a workhorse for lumberjacks in Perten, who saw it as a perfect tool for floating logs downstream for processing. Logging operations dot the banks of the Delue north

of Perten. The logging extends halfway up to Teardrop Falls, a 50-foot-high waterfall north of Perten. While beautiful, the falls are a barrier to both Perten and Bluffside, as it is the only thing preventing the creation of a permanent river highway between the two cities. Architects and wizards have experimented with ways for boats to bypass the falls, with little success.

COLDWIND FOREST

Chances are, travelers that don't arrive in Bluffside by boat come by way of the trail snaking out of the Coldwind Forest. The trail leaves Bluffside and forks quickly. The south fork leads to Kirkwood, with the east ending in Perten. The Kirkwood route is much safer, supposedly. The east fork passes near Targ Ak'ala Beng, the fortress of the Horned Skull goblin clan. While the southern trail is less treacherous, the Coldwind Forest is home to many dangers to travelers not prepared. As well as being home to several known humanoid clans and the occasional giant, the Coldwind Forest hides many mysteries not easily exposed. Ancient ruins dot the forest, their locations known to only a handful. Two aged green dragons and a black dragon have been spotted at one time or another. Some seers and diviners swear there are demons living in the Coldwind Forest. The recent discovery of the Kobold enclave Drashti-Kyung seems to lend credence to this rumor. Despite the mysteries of the forest, and the allure of discovering new and interesting things in its depths, most explorers and scouts leave well enough alone, and give the Coldwind Forest a wide berth.

Perten

Nestled among the densely forested hills along the shores of the Delue River is Perten. Perten is an active, hard-working town with a population of just over 6,000. The town grew out of a profitable logging trade and quickly became a trading post for smaller nearby humanoid communities. Gnomes and dwarves come from mountains to the north to trade. Elven communities in the forests nearby are on good terms with Perten. They work with loggers to ensure the woods are not over-logged and the river is not polluted by the industry. The dense forests and hills nearby also contain numerous small halfling communities.

The culture of Perten has roots in its logging history. Lumber is its main commodity, and logging is not easy. Perten is a rugged frontier town. A quick sword arm or a brilliant mind is not as respected as much as hard work or a strong back. Adventurers find townsfolk courteous and friendly, so long as they are not lazy. Perten is a melting pot of beliefs from a variety of people passing through. Perten holds many small churches, and its inns stay busy all year. Perten is the main stop for travelers coming out of deserts to the south, or barbarian lands to the north.

Perten (small city)

Alignment: NG

Assets: 4,500,000gp

Population: 6,583, mixed (human 55%, halfling 12%, elf 8%, dwarf 14%, gnome 4%, half-elf 4%, half-orc 1%).

Authority Figures: Johannes Burse (Mayor), male human

88 CASTLES & CRUSADES

Important Characters: Jackson McBlathe, male human; Alondas Rivelan, male human; Strofon Swiftwind, male elf; Turgas Forthright, male dwarf; Lateesh Sinopol, male half-elf

Johannes Bursem is a wealthy merchant whose family is one of the key liaisons between Bluffside and the local lumbering industry. Jackson is the leader of the lumberjacks and is a charismatic, bold and brash man. He has a lot of influence in Perten and usually gets his way when town elders make plans that affect the local lumbering trade. Alondas is the highest-level wizard in Perten and is often consulted in arcane matters. He is young, energetic, and generally well liked by the town council.

Strofon Swiftwind, a notable Elven wizard with a tower near Perten, is quite reclusive. Turgas Forthright runs the Sawmill Inn and Tavern, a well-respected establishment that has been around almost as long as Perten itself. Burly barbarians and loggers frequent Turgas' place and like to test their mettle against each other. The Sawmill is rife with arm-wrestling, and fights are always breaking out. Lateesh Sinopol is the sole monk trainer in Perten. He is a shy, charismatic person with few students at any given time. He keeps to himself.

Jackson, Alondas, and Johannes make most of Perten's important decisions. The city maintains a consolidated government of elected officials. Most of these are elder merchants and nobles. However, most view their role more as a title and less as work.

Kirkwood

South of Bluffside, just east of the mountains, Kirkwood ekes out its tiny existence. "Don't blink, or you'll miss it!" locals often say. This sleepy hamlet lies on the southern tip of the Coldwind Forest. Kirkwood is a young town, just shy of 50 years. The town takes its namesake from Jacob Kirk, a frontiersman who built the first permanent building along the trail that led north to Bluffside. Today, that building is the Rosewood Inn, named after Jacob's wife, Rose. Here, visitors can stop and rest, enjoy warm Darkbread (served with cheese and butter) and the local stout brew.

Kirkwood (small hamlet)

Alignment: NG

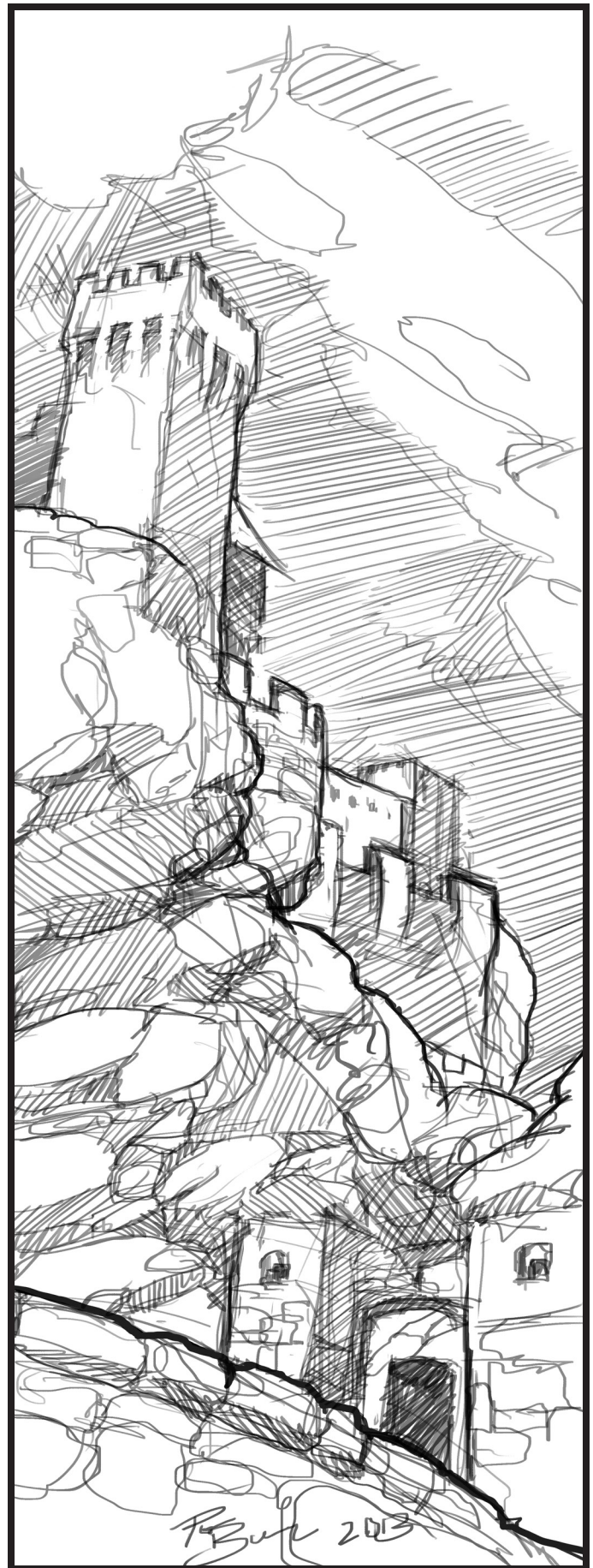
Assets: 800gp

Population: 156; isolated (human 153, half-elf 2, gnome 1)

Authority Figures: Throm Strobald (Mayor), male human; Finneous Trobriane (Sheriff), male human; Kenna Wylde (Mayor's Advisor), female human

Important Characters: Synthia Mist-warden, female human (Leader, Temple of Lusos); Fornheim Oakheart, male human (Master Craftsman); Eisebeth Sunbird, female human (Midwife and Apothecary); Fallar Sunbird, male human (Militia Scout); Chessa Kirk, female (Owner, Rosewood Inn).

Kirkwood is in economic crisis. During the harsh winter months, travelers rarely go through the town. Without other major sources of income, Kirkwood faces economic demise. Throm knows this, and works hard to ensure it doesn't happen.



Targ Ak'ala Beng

Traveling between Perten and Bluffside is risky at best. Goblins, as well as orcs, rakers, and kobolds, frequent this area, and ambush travelers who look ill prepared. The fierce goblin leader Ra'uusk commands the Horned Skull clan, which is made up of some 200 goblins. Their fortress is halfway between Perten and Bluffside, just north of the wagon trails the caravans take. Targ Ak'ala Beng (which in goblin loosely translates to "powerful house of death") is an impressive fortress comprised of a three-story building and a separate two-story building surrounded by a 20-foot-tall stone wall, complete with moat and drawbridge. The few scouts who have seen it and were able to report their findings tell of a worg and dire wolf kennel inside the complex, as well as archers pacing the fortress wall. Historians believe this is an ancient structure dating back to before the Age of Ice, but are unable to prove their theories. Most scholars agree that no goblin army, no matter how big or sophisticated, could have built such a complex.

Giant Castle

Giant Castle isn't so much of a castle as it is a fort and a cavern hidden near the mountains, just north of the Delue River between Bluffside and Lake Coldwind. However, while it may not be a castle, giants do live there. Giant Castle is a popular name given to it by locals who know better than to go snooping around near it, not that it is very easy to approach. The area north of the river is off-limits to anyone with sense. The giants who live in the area claim all the territory from the shore of the river north to the base of the Red Mountains. Here, eyewitness reports indicate the giants have cows and buffalo and some small farms with corn and grain. The giants live in peace with their surroundings, except when someone trespasses. They journey all around the area, into the Red Mountains, and south of the river, indicating they have boats of some sort. Unconfirmed rumors tell of Frost Giants, although only Hill Giants are confirmed sighted. Some believe the cavern behind the fort houses a powerful white dragon, but again there have been no confirmed sightings.

Drashti-Kyung

Only recently discovered, Drashti-Kyung's existence was mere speculation and rumor for a long time. Scholars theorized there had to be a home for this bizarre cult of kobolds somewhere, but none envisioned the pit of evil these foul little creatures call home. The story of Drashti-Kyung is also the story of Nellim, the brash young explorer who was eager to make a name for himself. With his trusty journal, quill, ink, and two trained falcons, Nellim set out for the heart of the Coldwind Forest to find the elusive home of the kobolds that farmers in Kirkwood reported. Following some old trails, he traveled uneventfully for two days, deeper and deeper into the forest. He sent back regular journal entries via his falcons in case he met an untimely end. At the end of the second day, Nellim found evidence of what he was looking for, and faithfully reported it in his journal:

"I've followed some very fresh kobold tracks for quite a while now, and I believe I am getting closer to uncovering the mysterious kobold

lair. Fortunately, the night sky is dark, and I am able to hide in the abundant shadows. I can hear some chanting up ahead. It sounds like kobolds, but I cannot be sure. I shall move in for a closer look.

Astounding! From my vantage point, I can see hundreds, if not thousands of kobolds! They encircle a large open pit, though I cannot see what is at the bottom. The kobolds don't appear to be doing anything. Some are mulling about, but the majority is just chanting. It sounds like 'drashti-kyung,' whatever that means. I feel an eerie presence here, but I'm going to see if I can get a better...."

Nellim's falcon arrived in Kirkwood covered in blood with this journal entry. This was the last correspondence from Nellim, the explorer.

Fortress of the Orcs of the Two-Fisted Clan

When it comes to orcs, few are more reviled or more hated than the orcs of the Two-Fisted clan. Their fortress is located about a day east of the road to Kirkwood, about a third of the way south from the fork. Two-Fisted clan orcs don't travel far from their fortress. Some suggest they are as afraid of the Coldwind Forest as anyone else. However, they are notorious slave-owners and ambush travelers on the road, forcing them to work their fields. They have a large farming operation, as well as herds of sheep and cattle to support their numbers. Escaped slaves tell of brutal and savage torture, as well as imprisonment. The fortress compound is built largely from wood, and is constantly being expanded and fortified, as if the orcs are planning for unwanted visitors. A few escapees mention an underground mining operation, although none actually saw it. They believe only orcs were involved in the mining and they were looking for something specific, as opposed to mining ores. Whatever it is, these orcs are up to no good.

Burial Mounds of the Barbarian Wilds

North of the Red Mountains, in the southern fields of the barbarian wilds, several hundred large round or oval mounds dot the landscape. These mounds are scattered randomly across the frigid plain, horrific reminders of a long-forgotten battle. Buried here are thousands of soldiers wearing the battle regalia of a forgotten army. Archaeological digs of the mounds provide few clues as to whom or what the soldiers fought here. To date, archaeologists have discovered only soldiers from one army; no opposing army.

The lands are considered haunted by those who have traveled through at night. During the day, the fields are quiet and serene, but at night horrible cries of pain and terror rip across the land. Some report seeing ghostly images of battalions, swords in hand, lined up in formations, marching across the plains. Chain armor and swords are of a strange style, and all attempts to date the items have thus far failed. Some say the soldiers awaken every night to fight an evil that plagues this land, while others maintain the soldiers died fighting a great evil: if the latter is true may whatever it was not come back.

Waymicol (Waypoint Mining Colony)

As the miners spread farther out in search of valuable deposits

of adamantine, it became difficult to keep them supplied. Also, getting ore back to the refineries for processing grew more difficult as the sources got more distant. Thus, the Waypoint Mining Colony was established. Colloquially referred to as Waymicol, the colony grew into a small of miners and support workers. Waymicol is more a camp than a city; however, it has an inn for travelers, a temple to the Miner, and a few shops. There are also large tents where the miners sleep in at night. For thrifty travelers, sleeping in the tents is usually free if you can find an empty bedroll. The number of residents in Waymicol varies according to the mining schedules. There are only a couple of dozen people that live here full time, but there may be as many as 100 or more (mostly miners) coming and going throughout the day.

Waymicol (thorp)

Alignment: LG

Assets: 400gp

Population: 25, mixed (dwarf 8, steam-gnome 4, gnome 7, human 5, half-elf 1)

Authority Figures: Loric Grandover, male dwarf; Grindle Muggins, gnome.

Important Characters: Andor (Andoriklomonipostri), male steam gnome; Knorg Turgood, male dwarf; Keelie Nordeth, female human

Loric Grandover and Grindle Muggins are the two unofficial leaders of the town. They have no authority to make laws or enforce them, but they supervise the miners. Loric works mornings while Grindle works evenings. They have taken it upon themselves to manage the town as well, but most people here just ignore them.

Andor is the cleric at the temple of the Dark Tunnel, a small temple erected some years ago in service to the Miner. When not at the temple, Andor is deep in the mines with his fellow miners, swinging a pickaxe with the best of them. Knorg Turgood (pronounced with a hard “K”) is the proprietor of the Tumbling Rock Inn and Restaurant, an unremarkable establishment. It has soft beds and warm meals, but don’t expect anything extraordinary. Keelie Nordeth is a representative of the archaeologist’s guild. Her job is to investigate any unusual findings the miners come across in their excavations.

Bluffside Defense Outposts

These small forts are placed at strategic, defensible points along the pass through the Sundered Mountains. They are the second line of Bluffside’s outer defenses. Each outpost is manned by 30 soldiers and a commanding officer. These forces are relieved every thirty days with fresh men from the Regular forces in Bluffside. When possible, these posts are manned by volunteers, as this is hazardous duty. However, when there are not enough volunteers, command will fill in the ranks with soldiers on report for one infraction or another.

FURTHER AFIELD

The following areas lie further abroad in the world, and are not shown on the Bluffside regional map.

SEA OF ISHAMARK

Off the coast of Bluffside lies the Sea of Ishamark. It is dotted with small islands that are home to sea-faring barbarian tribes and cutthroat pirates. Deep beneath the sea lays the homeland of sea elves, sel’varahn, and other amphibious races. While the islands draw adventure seekers, the truly adventurous make their way below the waves.

DRAGON SANDS

The Dragon Sands is a large desert located far south of Bluffside. Mountains to the west trap moisture coming in from the ocean so it never reaches the desert. To the east and south the sands stretch clear to the coast, with rare oases and river valleys providing spots of paradise for a lucky few. The Dragori Empire controls most of these spots, but a few yet remain hidden from their grasping talons. While the Empire considers all who live within the Dragon Sands part of its domain, there are adventurous, independent tribes who refuse to bow to the Diamond Throne. Most of these live as nomads, roaming the deepest wastes of the Dragon Sands. One or two live in settlements so isolated and difficult to reach that thus far the Empire has not considered them worth pursuit.

STEAM GNOME CIVILIZATIONS

Travel far enough beneath Bluffside – past the sewer pipes, the shady merchants and dealers – and you will eventually end up in steam gnome territory. This world of absolute darkness is far removed from the hustle and bustle of the city above. Here, the steam gnomes live and work in relative quiet, far from the glaring rays of the sun. Steam gnomes have been down here for countless years, long before even the great civilizations that existed on the surface before the Age of Ice. In this unforgiving land, the steam gnomes have carved out an amazingly complex and technological existence. Travel far enough down here and you’ll find vast underground cities powered by machines of steam with pistons and gears that clank and rattle with unending efficiency. Steam gnomes here speak of a great underground ocean that rivals even the surface oceans, and vast underground caverns of unfathomable scope and size. In this land, the steam gnomes constantly battle drow and duergar for control of territory in a conflict dating back to the Great Sundering. Steam gnome lore speaks of a time when evil creatures such as these did not inhabit their world. They came with the Great Sundering. At this time the steam gnomes discovered the surface world, just as it fell into frozen ruin. Today, the world is in much better condition and ties with the surface races have been formed. Steam gnomes live and work in Bluffside, as well as other cities around the world, plying their skills and crafts in exchange for valuable surface trade and knowledge.

CHAPTER 12: RELIGION

THE GODS



GOOD VS EVIL

There are a few things that even the most argumentative scholars agree upon when it comes to the gods. They are beyond simple mortal concepts like good and evil, or law and chaos. At the same time, however, certain gods are attributed with these same characteristics. Whether these labels were given by wishful followers or as a result of some action by the god itself is lost to prehistory.

For most gods, however, it is not such a cut and dried matter. Good and evil mortals often worship the same deity, clashing over philosophical details. Gods cater to the specific needs of their followers. Although a god may not be evil, as mortals understand it, a majority of its followers are, and he will cater to their evil desires.

LET GOD SORT IT OUT

Huge debates occur among religious scholars regarding the relationships between the gods themselves. Most believe there is no hierarchy between the gods; that each god is equal in power and respect. Others contend that some gods must surely not have as much power as others, and conclude there must be a hierarchy. If there is, no mortal knows its configuration.

OLD AND NEW

Most who speak of the gods speak only of the common gods people (and monsters) worship today. There are actually many

ancient gods so obscure little is known of them even in scholarly circles. Some believe a few of the gods known today have been around since ancient times. Some gods, such as those worshipped by the steam gnomes, have been around since ancient times. In addition, ancient texts hint at ancient gods similar to certain gods today. The debate stems from whether these are coincidental similarities, or clues that these are actually the same god. Only the gods know for sure.

IMMORTAL AND ONCE MORTAL

There are two kinds of gods. Some gods are mortals raised in power above normal men. These gods have mortal names, and ancient stories of their exploits have followed them down through the ages. Lusos, the Traveler, and the steam gnome gods are examples of such gods. The other gods are more enigmatic, evolving around particular ideas, concepts, or needs. Scholars suggest these aren't gods at all, but rather a collective unconscious that supports the weight of the desire for a common purpose or idea. Others call such ramblings nonsense, and cite the fact that these gods can fulfill prayers just as real as any other god can, so the debate continues.

A GOD BY ANY OTHER NAME

Scholars have observed similarities between various religions. There are many gods, with different names, and different belief systems associated with them. Less obvious, and highly controversial, is the idea that some of these gods are one and the same. For instance, the Great Provider, born in a primitive island culture, is also the sun god that some ancient texts describe. Most followers of this deity agree with this theory, since attributing the powers of the sun to their god is a good thing. However, if you tell a dwarf that he really worships the same god as an elf, you'll likely have a fight on your hands.

AVATARS

Avatars are mortal forms of the gods. This is a hotly debated topic, and one few clerics or scholars like to address. There is a popular theory that the gods occasionally walk the world in avatar forms that, while powerful, can be destroyed. This allows them to interact with mortals without drawing unwanted attention. No hard evidence of such an occurrence has been documented, however, so it is still the stuff of legends.

GODS IN BLUFFSIDE

After the discovery of adamantine in 1,153, Bluffside grew overnight. People came from all over the known lands to make their fortune, bringing their cultures, ideas, and gods with them. The following gods are those most prominent in Bluffside.

GODS WORSHIPPED IN BLUFFSIDE

Names	Province	Weapons	Symbols	Portfolio
Great Provider, Sun, Spring God, God of Renewal, Bringer of Life	Fire, Sun, Destruction, Healing, Emotion	Any forged weapon	A disc with flames, red, yellow or orange disks, or a sun	Any; also popular among desert races
Sky and Air, Ethereal One, That which is and is not, Cool Breeze, Night Sky	Air, Magic, Flight, Weather, Skulduggery	Anything that travels through air	Cloud, star, or wind blowing, or a magical effect	Any, but primarily sixam Ieau, aerial races, wizards, as well as thieves and nocturnal races
Sustainer, Rainmaker, Clouded Sky, Nugua	Water, Entropy, Healing, Weather	Any; rapier and cutlass are popular among seafarers	Blue disk, a disk with waves, or a rain cloud	Any; but primarily sailors, pirates, underwater races, certain desert cultures
Frozen One, Lord of Ice, Ice Demon, Icy Death, Mimawr	Ice, Evil, Undeath	Commonly a dagger, or any steel weapon	A snowflake, or a disk with icicles along the outer edge pointing inward	Evil clerics, members of the Brotherhood of Ice, necromancers, evil wizards, white dragons, frost giants
Great Mother, Father of the Forest, Nature, Great Spirit, Gias	Nature, Animal, Plant, Weather	Any weapon consisting primarily of wood, or vine	A leaf, an acorn, an old oak tree	elves, druids, sixam Ieau, fey creatures
Great Teacher, Wized Sage, Historian, Dylona, Olius	Magic, Knowledge, History	Any wizard weapons	A book, an ink pen, a blank scroll, or any combination	Archaeologists, sages, historians, sorcerers, wizards
Traveler, Wanderer, Lusos	Travel, Flight, Knowledge, Healing	Quarterstaff	A sextant, or a set of footprints	Explorers, archaeologists, merchants
Builder, Great Inventor, Hlarin	Invention, Knowledge	Hammer, or anything tinkered	A set of interconnected gears	Steam gnomes, tinkers, craftsmen, sages
Miner, Digger, Tagore	Earth, Strength, Mining	Pickaxe	A pickaxe	Steam gnomes, some gnomes, some dwarves
Healer, Protector, Alurene	Good, Healing, Protection, Peace	Any bludgeoning	A metallic circle, or interconnected circles	Any, clerics, paladins, some nevae
Sufferer, Hidden God, Lurker, Dark Savior	Evil, Affliction, Chaos, Shadow, Skulduggery, Undeath, Entropy	Whip, dagger, or scythe	A black triangle, a piece of black obsidian	Drow, duergar, necromancers, evil clerics
Purifier, Vanquisher, Cleansing Light	Combat, Good, Law, Protection	Any sword	Crossed swords, tipped scales	Paladins, fighters, barbarians

Great Provider

Born out of a necessity for warmth and food during the Age of Ice, the Great Provider is a popular god revered in many aspects throughout the world. Primitive cultures revere him as the sun god, or just the sun itself. Those who revere the Provider as the sun worship him as the bringer of life, light, and warmth. To them, he is a benevolent, caring god. Some remote island cultures revere an aspect of the Provider in association with an active volcano. They see him as the destroyer and creator of life; a deity to be respected and feared. Those aided by the Provider during the Age of Ice see him as the bringer of warmth, the one who fought the ice, and the one who brought life back to the land. Still others see the Provider as the god of fire and destruction, feared and respected for his power. Whatever the belief, the message of the god is the same: great power brings great responsibility, and the gods can take and give in a harmonious balance of life and death.

The Great Provider also includes fiery emotions such as anger, passion, and love. Bards look to him for inspiration, and many a young

lover has called his name in the heat of passion. He is also somehow associated with the Sundering. Ancient writings of the Sundering describe a ball of fire descending from the heavens, conjuring images of the Great Provider. Whether he was somehow responsible or not is a matter of much (whispered) speculation.

Sky and Air

If ever a god was hard to define it is Sky and Air. The only consistent thing about belief in this god is his general lack of definition. Some revere this deity simply as Sky and Air, and some say the god includes everything in existence. To them, he is the great everything and the great nothing. This generates great debate among scholars and theologians. Some revere him as the bringer of air and life. Others revere him as the mover of clouds and the bringer of rain. From rain it is not far to the bringer of ill omens. If it rains on your wedding day, some say Sky and Air disapproves. For more civilized cultures the god handles all magic. Magic is

in the air, around everything. Wizards revere him for the mystery and awe of his power. Flying races revere Sky and Air, thanking him for the gift of flight and the wind to ride upon. He is the keeper of the night sky, the stars and moons. Some cultures revere two separate aspects: day sky and night sky. Because the god has dominion over the night, many thieves and night-loving races revere him. To them, any connection between their god and a god controlling the daytime winds is purely absurd.

Some believe Sky and Air was born out of a necessity for clean air to breathe immediately following the Sundering. Ancient writings describe a sky full of dust and smoke, suffocating everything. The people cried out and, so the writings say, this god was born to help them.

Sustainer

Life couldn't exist without cool, refreshing water. To those who live near or in the ocean, the Sustainer is a cruel god who provides water as far as you can see, without a drop to drink. For desert-dwellers, the Sustainer is the ultimate bringer of life, respected and praised above all others. For others, he is ignored or taken for granted. The Sustainer comes in the form of rain and clouds, perceived as a bringer of life and renewal. His gifts are appreciated and revered with respect and humility. The Sustainer has also taken on the portfolio of a dead, ancient god known as Nugua, who was an elemental god of water and chaos.

Chaos in this sense is defined as entropy and uncertainty rather than anti-law.

Frozen One

The Frozen One has dominion over ice and undeath. While not intrinsically an evil god, most people associate his dominions with evil. Generally worshipped by white dragons and frost giants, he still attracts a few civilized folk for the power he brings, or out of fear and respect. Some people show respect and humility while others revere him for his power over undeath.

Whether he grew in power as a result of the Age of Ice or was responsible for it is a topic of much debate. Now that the ice has receded this god's power seems to have declined, but many still fear him. The Frozen One is also an ancient god called Mimawr, whose portfolio included undeath and cold-based magic. It is not clear whether the Frozen One and Mimawr is the same god, or the Frozen One assumed Mimawr's portfolio when Mimawr died shortly after the Sundering.

When the ice came after the Great Sundering it consumed countless lives. The corpses were entombed in the ice as it spread and their souls grew cold and dark as the ice that en-



tombed them. When the ice receded it took with it the sorrow, pain, and mourning it had trapped within itself for thousands of years. Now, ice is practically synonymous with undeath. Many undead creatures were born of the ice, filled with hatred for the living who ignored their cries for warmth and food in those difficult times. The Frozen One hears their cries and grants them power over his province.

Great Mother

Where the Great Provider has fire, the Sustainer has water, and the Sky and Air has the air, the Great Mother claims the earth and all its creatures as her domain. The Great Mother is most often seen as a female archetype, and more rarely as the male, for those that refer to her as the Father of the Forest. Some believe the Great Mother is more than just one of the four elemental deities, that she encompasses all of nature. The Great Mother consumed the portfolio of a dead ancient god, Gias, when the Sundering occurred. In fact, during the Age of Ice, many cursed, and spoke the name of the Great Mother in vain, crying that she had forsaken them. This spawned a cult that to this day seeks only to harm that which the Great Mother holds dear, feeling that constant revenge on her is the only way to ensure she never fails in her duties again. Others take a more benevolent role, feeling that proper sacrifice and prayer to the mother is the way to appease her and make her happy. Still others argue that neither approach is necessary, that the Great Mother does her duty whether man wishes her to or not.

Great Teacher

Despite the hardships man suffered during the Age of Ice, the Great Teacher remained a constant glimmer of hope and understanding through an otherwise bleak world. The Great Teacher was steady in his patience and understanding during that time. He worked tirelessly to ensure that knowledge was not lost, that man could still find his way in the darkness, and that things learned were not forgotten. Despite his steadfastness of purpose, many things were lost, and those that follow the Great Teacher work diligently to recover knowledge that time has consumed. The Great Teacher stands for magic as well as knowledge, history and an understanding of the world and the many creatures that it contains. Two ancient gods have been consumed by the Great Teacher, Dylona and Olius. Ancient writings reveal that Dylona was an ancient goddess of magic, and Olius was an ancient god of teaching and patience. There are a few who argue the Great Teacher is really Olius, while others argue the Great Teacher could be none other than Dylona reincarnated. What the truth is no one really knows for sure, and thus the debate continues.



Traveler

Like the Great Mother, the Traveler is a deity whose name has been praised and cursed. Worship of the Traveler can be traced back to the Sundering, to a deity named Lusos, and many agree that the Traveler and Lusos are one and the same.

The Traveler encourages exploration, travel, adventure, and trade. He has a broad following, including merchants, sailors, adventurers, explorers, and archaeologists. After the Sundering, when the land was covered in ice, people began to move from the northern parts of the world to the warmer southern lands. It was during this time that the Traveler became most popular. Many sang his praises during the Great Walk, while an equal number cursed his name under their breath for the endless journeying they endured to get to a safer climate. This love/hate relationship with the Traveler only lasted a short while, and those that revere him today do so sincerely with awe and reverence.

Builder

When the steam gnomes were discovered, topsiders learned of the two primary steam gnome gods. The first of these is the Builder. Steam gnomes call him Hlarin, which indicates the god was a mortal steam gnome who ascended into godhood. According to steam gnome naming customs, a six-letter name would indicate this occurred a very long time ago, if true. Whatever the origins, the Builder is primarily worshipped by steam gnome tinkers and artisans. Recently, steam gnome gods have grown in popularity amongst other races, primarily dwarven craftsmen and gnomish tinkers. Additionally, sages, architects, and engineers have found favor in the Builder, relishing the guidance and spark of ingenuity that the Builder provides to his followers.

Miner

The other primary steam gnome god is the Miner. Steam gnome society is divided into two major aspects: builders and miners.

There are other professions in steam gnome culture, but these two dominate. The Miner, like the Builder, has a name: Tago-re. As with the Builder this means the Miner was once mortal countless thousands of years before the Sundering. The Builder is responsible for all miners, not just steam gnomes. Many dwarves appreciate the gifts of the Miner, and there is a large temple in the Undercity devoted to his worship.

Healer

Consistently popular throughout history, the Healer is a compassionate god of healing and protection. While most associate compassion and protection with a benevolent god, some argue that the Healer is neutral in her compassion, that she heals both good and evil equally. The Healer is usually depicted as a female god. Many believe she is actually a modern aspect of the ancient goddess Alurene. It is likely these two are one and the same, as a need for Alurene's services would have increased with the Sundering and the Age of Ice.

Sufferer

Some races went underground to escape the cold, and they found that life in the underworld was difficult, hardly better than the surface. They cried out and a god known as the Sufferer answered their call. The Sufferer promised they would survive in their new territories. In exchange, he altered their appearance and demanded their worship and complete devotion. The elves became dark, twisted, and evil, but in exchange they gained power over their surroundings. Today they are known as drow. Dwarves also became dark and evil, and gained the name duergar. Humans became the most twisted, chaotic and evil of all the races. Hideously deformed and violently barbaric, they are the exiles known as Mole Men.

The Sufferer demands total loyalty from his followers. Despite what he did to those who asked for his help, their descendants follow him piously and devoutly. In spite of the sacrifices, the Sufferer saved those races.

Purifier

During the Age of Ice, white dragons and frost giants rose to prominence. They dominated the land and terrorized the dwindling population of the northern continent. The Purifier heard the call for help, and brave warriors stepped forth to answer his challenge to protect the people from these tyrants. While many joined the Brotherhood of the Flame (see *Chapter 10: Secret Societies*), some just wanted to do good and protect their families. The Purifier is revered by paladins and has answered this call for some time. He answers the prayers of all those who seek to drive evil from the land and make it safe. After the ice receded, the Purifier's purpose changed slightly as the people entered new lands and encountered new evil beasts unseen during the Age of Ice. Regardless of the beast or the land, the Purifier's purpose and goal is clear: banish evil in all its forms, and exact harsh justice on those who seek to harm those he protects.

APPENDICES

APPENDIX 1: NPCs

AGENT OF THE ASC: She is a 4th level rogue, neutral good gnome. Her vital stats are 4d6 HD, 22 HP, MV 20 feet, AC 14 (+1 DEX, studded leather). Her primary attributes are dexterity and intelligence. Her attributes are strength 10, dexterity 14, constitution 17, intelligence 12, wisdom 9, charisma 12. Her basic to hit bonus is +1. She speaks common, dwarf and gnome languages. She carries an expert dagger (+1 to hit), expert hand crossbow (+1 to hit) with 10 bolts, studded leather, and rogue's tools.

ALEC FIERGULD: He is a chaotic good human. His vital stats are 9d8 HD, 36 HP, MV 30 feet, AC 10. His saves are physical. His primary attributes are strength, dexterity and intelligence. His attributes are strength 16, dexterity 12, constitution 10, intelligence 12, wisdom 9, charisma 11. His basic to hit bonus is +4. He speaks common and dwarf languages. He carries an expert warhammer (+1 to hit), leather apron, blacksmith tools, and miscellaneous coins.

ALTON RAVENSMITH: He is an 8th level wizard, neutral good elf. His vital stats are 8d4 HD, 40 HP, AC 14 (+1 DEX, +3 ring of protection), MV 30 feet His primary attributes are constitution and intelligence. His attributes are strength 13, dexterity 13, constitution 17, intelligence 18, wisdom 8, charisma 11. His basic to hit bonus is +2. He speaks common, elf, dwarf, and orc languages. His known spells are (5/5/4/4/2): 0-level: arcane mark, endure elements, light, mending, message, 1st: feather fall, identify, summon familiar, unseen servant, 2nd: mirror image, pyrotechnics, ray of enfeeblement, 3rd: gust of wind, suggestion, water breathing, 4th: confusion, hallucinatory terrain. He carries a +3 ring of protection, handy haversack, staff, robe, fine quality sewing tools, and miscellaneous coins.

ANTHONY "FROSTY" MARTIN: He is a multiclass 5th level fighter/5th level wizard, chaotic good half orc. His vital stats are 10d6 HD, 37 HP, MV 30 feet AC 17 (+4 bracers of armor, +2 ring of protection, +1 mithral buckler). His primary attributes are strength and intelligence. His attributes are strength 15, dexterity 11, constitution 12, intelligence 15, wisdom 10, charisma 8. His basic to hit bonus is +10. He speaks common and orc languages. His spells known are (5/5/2/1): 0-level: detect magic, daze, light, flare*, message, ray of frost*, 1st: ray of enfeeblement, magic missile, mage armor*, read magic, 2nd: date item*, enhance attribute, 3rd: dispel magic (*New spell, see Appendix 6: Spells). He carries a +1 morningstar, +4 bracers of armor, +2 ring of protection, +1 mithral buckler, +2 cloak of resistance, potion of cure light wounds, potion of delay poison, enhance attribute scroll (x2), shield scroll, and miscellaneous coins.

ARAK: He is 6th level rogue, neutral aranea (shapechanger). His vital stats are 6d10 HD 34 HP, MV 50 feet, 25 feet (climb) (30 feet, no climb in human form). AC 14 (+2 DEX, +1 natural armor, +1 ring of protection). His primary attributes are dexterity and intelligence. His attributes are strength 12, dexterity 16, constitution 14, intelligence 14, wisdom 13, cha-



risma 14. His basic to hit bonus is +2. He speaks common and sylvan languages. His natural form is that of a large monstrous spider. He carries an expert light crossbow (+1 to hit) with 20 bolts, +1 short sword, +1 ring of protection, thieves' tools, spell component pouch, and miscellaneous coins.

ARIEL: She is a multiclass 6th level cleric/5th level wizard, neutral good sixam ieuna. Her vital stats are 10D6 HD, 35 HP, MV 30 feet, 30 feet (fly), AC 16 (+1 DEX, +4 bracers of armor, +2 ring of protection). Her primary attributes are intelligence and wisdom. Her attributes are strength 14, dexterity 14, constitution 12, intelligence 16, wisdom 16, charisma 10. Her basic to hit bonus is +5. She speaks auran, celestial, dragon, common and sixam ieuna languages. Her cleric spells known are (5/4/4/2), wizard spells known are (5/5/3/1): 0-level: arcane mark, dancing lights, daze, detect magic, detect poison, endure elements, flare*, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost*, resistance*, 1st: alter size, burning hands, charm person, identify, magic missile, read magic, shocking grasp, 2nd: acid arrow, alter self, ghoul touch*, mirror image, 3rd: fireball, slow (*New spell, see Appendix 6: Spells). She carries a +3 longsword, +4 bracers of armor, +2 ring of protection, ring of invisibility, spell component pouch, and miscellaneous coins.

ARLAN PENDERGRAST: He is a 12th level ranger, neutral good, half elf. His vital stats are 10d10 HD, 63 HP, MV



30 feet, AC 17 (+1 DEX, +2 studded leather, +2 ring of protection). His primary attributes are strength and dexterity. His attributes are strength 12, dexterity 14, constitution 10, intelligence 12, wisdom 15, charisma 12. His basic to hit bonus is +11. He speaks common and elf languages. He carries an expert composite longbow (+1 to hit and damage) with 20 arrows, +1 rapier, +1 scimitar, +2 studded leather, +2 ring of protection, handy haversack, ring of animal friendship, tools for craft (bowyer/fletcher), 2 jaspers (25gp, 60gp), 1 amber (100gp), and miscellaneous coins.

ARMAN FORSHT: He is a chaotic neutral human. His vital stats are 9d8 HD hp 41 MV 30 feet, AC 12 (+2 DEX). His saves are physical. His primary attributes are dexterity, intelligence and wisdom. His attributes are strength 9, dexterity 16, constitution 11, intelligence 13, wisdom 14, charisma 11. His basic to hit bonus is +9. He speaks common, elf, dwarf and gnome languages. He carries 3 candles of invocation, circlet of persuasion, boots of speed, and miscellaneous coins.

ARNE SWANSON: He is a 6th level fighter, chaotic neutral, human. His vital stats are 6d10 HD, 25 HP, MV 30 feet, AC 16 (+1 DEX, +2 studded leather). His primary attributes are strength, intelligence and charisma. His attributes are strength 12, dexterity 13, constitution 8, intelligence 14, wisdom 10, charisma 16. His basic to hit bonus is +6. He speaks common, dwarf and halfling languages. He carries an expert dagger (+1 to damage), +1 rapier, +2 studded leather, potion of neutralize poison, potion of cure light wounds, and miscellaneous coins.

ATROXI GLADIEL: He is a multiclass 2nd level rogue/4th level wizard, chaotic good human. His vital stats are 6d6 HD, 27 HP, MV 30 feet, AC 14 (+2 DEX, +2 ring of protection). His primary attributes are strength, dexterity and intelligence. His attributes are strength 15, dexterity 17, constitution 15, intelligence 17, wisdom 12, charisma 14. His basic to hit bonus is +2. He speaks common, elf, gnome and undercommon languages. His spells known are (4/4/3): 0-level: all, 1st: burning hands, color

spray, mage armor*, mount*, shocking grasp, obscuring mist*, true strike*, 2nd: acid arrow, flaming sphere*, invisibility, summon swarm (*New spell, see Appendix 6: Spells). He carries a +1 shortbow with 10 arrows, expert shortsword (+1 to hit), +2 ring of protection, potion of cure light wounds (x2), potion of enhance attribute, potion of spider climb, summon lesser monster scroll, invisibility scroll, and miscellaneous coins.

AXGAR: He is a multiclass 3rd level fighter/7th level cleric, neutral good dwarf. His vital stats are 10d8 HD, 56 HP, MV 20 feet, AC 20 (+1 DEX, +1 full plate). His primary attributes are strength and wisdom. His attributes are strength 16, dexterity 13, constitution 14, intelligence 11, wisdom 16, charisma 16. His basic to hit bonus is +10. He speaks common and dwarf languages. His spells known are (5/5/4/2/1): 0-level: detect magic, detect poison, endure elements, first aid, light, 1st: bane, cause fear, sanctuary, shield of faith, 2nd: consecrate x2, produce flame x2*, 3rd: continual flame*, resist elements, 4th: wall of fire* (*New spell, see Appendix 6: Spells). He carries +1 full plate, +1 heavy flail – undead bane, a phylactery of undead turning, circlet of persuasion, and miscellaneous coins.

BALTUS DUNON: He is an 8th level wizard, lawful neutral human. His vital stats are 8d4 HD, 20 HP, MV 30 feet, AC 13 (+1 DEX, +2 bracers of armor). His primary attributes are intelligence, wisdom and charisma. His attributes are strength 12, dexterity 12, constitution 11, intelligence 18, wisdom 12, charisma 14. He speaks celestial, common, dragon, elf and infernal languages. His basic to hit bonus is +2. His spells known are (5/5/4/4/2): 0-level: arcane mark, dancing lights, daze, detect magic, detect poison, endure elements, flare*, light, mage hand, mending, message, open/close, prestidigitation, ray of frost*, resistance*, 1st: alarm, jump, mage armor*, magic missile, shield, 2nd: enhance attribute, flaming sphere*, lock, protection from arrows, 3rd: dispel magic, explosive runes, flame arrow*, haste, 4th: bestow curse, minor globe of invulnerability, polymorph other, stonewall* (*New spell, see Appendix 6: Spells). He carries an expert dagger (+1 to hit), wand of burning hands (19 charges), +2 bracers of armor, gloves of dexterity, potion of cure serious wounds, spell component pouch, and miscellaneous coins.

BANHL: He is a multiclass 2nd level fighter/2nd level ranger, neutral aranea (shapechanger). His vital stats are 4d10 HD, 29 HP, MV 50 feet, 25 feet (climb) (30 feet, no climb, in human form), AC 12 (+1 DEX, +1 natural armor) His primary attributes are strength and dexterity. His attributes are strength 12, dexterity 15, constitution 14, intelligence 14, wisdom 13, charisma 14. His basic to hit bonus is +4. He speaks common and sylvan languages. His natural form is that of a large monstrous spider. He carries a +1 bastard sword, expert composite longbow (+1 to damage) with 20 arrows, 2 adamantite daggers, potion of cure light wounds, spell component pouch, and miscellaneous coins.

BARKLEY BOON: He is a neutral good human. His vital stats are 2d8 HD, 13 HP, MV 30 feet, AC 11 (+1 DEX). His saves are physical. His primary attributes are strength, wisdom and charisma. His attributes are strength 16, dexterity 14, constitution 13, intelligence 10, wisdom 16, charisma 16. He speaks the common language. He carries miscellaneous coins and wealth.

BARTLEY HOBART: He is a 2nd level aristocrat, neutral good human. His vital stats are 2d8 HD, 12 HP, MV 30 feet, AC 10. His primary attributes are intelligence, wisdom and charisma. His attributes are strength 6, dexterity 10, constitution 9, intelligence 15, wisdom 16, charisma 18. His basic to hit bonus is +1. He speaks common and elf languages. He carries a silver-capped walking stick (105gp), and miscellaneous coins.

BETH: She is a 3rd level rogue, lawful neutral human. Her vital stats are 3d6 HD, 18 HP, AC 13 (+2 DEX, +1 leather armor), MV 30 feet Her primary attributes are dexterity, intelligence, and charisma. Her attributes are strength 8, dexterity 16, constitution 11, intelligence 14, wisdom 12, charisma 15. Her basic to hit bonus is +1. She speaks common and elf languages. She carries a dagger, +1 leather armor, bag of tricks, and miscellaneous coins.

BENAK BRECKON: He is a neutral human. His vital stats are 2D8 HD, 12 HP, MV 30 feet, AC 12 (+2 DEX) His primary attributes are strength, dexterity and intelligence. His attributes are strength 13, dexterity 17, constitution 11, intelligence 15, wisdom 14, charisma 10. His basic to hit bonus is +2. He speaks common, giant and gnome languages. He carries a fine set of blacksmith tools, and miscellaneous coins.

BENDIGO THE PUGILIST: He is a multiclass 4th level rogue/6th level fighter, neutral human. His vital stats are 10d8 HD, 66 HP, MV 30 feet, AC 18 (+1 DEX, +3 studded leather, expert buckler). His primary attributes are strength, dexterity and constitution. His attributes are strength 16, dexterity 14, constitution 16, intelligence 12, wisdom 8, charisma 10. His basic to hit bonus is +10. He speaks common, and dwarf languages. He carries a +1 spiked gauntlet, expert buckler, +3 studded leather, +2 amulet of health, and miscellaneous coins.

BET-SHEAL "LEFTY" GALORDON: He is a multiclass 3rd level rogue/8th level wizard, chaotic good human. His vital stats are 10d6 HD hp 62, MV 30 feet, AC 13 (+3 ring of protection). His primary attributes dexterity, intelligence and charisma. His attributes are strength 8, dexterity 10, constitution 17, intelligence 17, wisdom 13, charisma 14. His basic to hit bonus +4. He speaks common, dragon, dwarf, elf, gnome, halfling, orc and undercommon languages. His spells known are (5/5/5/3/2): 0-level: all, 1st: alter size, burning hands, charm person, expeditious retreat*, magic missile, read magic, sleep, ventriloquist, 2nd: darkvision*, enhance attribute, knock, levitate, mirror image, whispering wind*, 3rd: dispel magic, fly, hold person, slow, 4th: polymorph self, stoneskin* (*New spell, see Appendix 6: Spells). He carries a +1 hand crossbow with 20 +1 bolts, adamantine dagger (x2), +3 ring of protection, bag of holding (type II), potion of haste, potion of jump (x2), potion of cure light wounds (x2), potion of spider climb, cure critical wounds scroll (x2), wall of fire scroll, dimension door scroll, cure serious wounds scroll (x2), fireball scroll (x2), invisibility scroll, web scroll, and miscellaneous coins.

BRANDI TWISTKNOT: She is multiclass 7th level rogue/3rd level wizard, neutral evil, halfling. Her vital stats are 10d6 HD, 33 HP, MV 20 feet, AC 20 (+4 DEX, +3 studded leather). Her primary attributes are dexterity and intelligence

and her attributes are strength 10, dexterity 20, constitution 12, intelligence 13, wisdom 11, charisma 12. Her basic to hit bonus is +3. She speaks common, halfling and orc languages. Her spells known are (4/4/1): 0-level: arcane mark, dancing lights, daze, detect magic, detect poison, endure elements, flare*, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost*, resistance*, 1st: charm person, jump, magic missile, sleep, spider climb, 2nd: enhance attribute, web (*New spell, see Appendix 6: Spells). She carries expert darts (+1 to hit), +1 short sword, +3 studded leather, ring of jumping, potion of cure serious wounds, potion of neutralize poison, and miscellaneous coins.

BRANDYN BERGEN: He is a 6th level paladin, lawful good human, HD 6d10+6, 48 HP, MV 30 feet, AC 18 (+1 DEX, breastplate, large steel shield, +1 ring of protection). His primary attributes are strength, constitution, and charisma. His attributes strength 13, dexterity 15, constitution 13, intelligence 15, wisdom 16, charisma 18. His basic to hit bonus is +5. He speaks common, goblin, and ignan languages. He carries a +1 longsword with family crest on it, expert light crossbow with 6 light bolts, expert light mace, expert morning star, breastplate, large steel shield, +1 ring of protection with family crest on it, and miscellaneous gems and coins.

MOUNT: HAZGAR (His vital stats are HD 7d8, HP 40, MV 50 feet, AC 13, AL lawful good. His attacks are 2 hooves (1d8), bite (1d6).

BROCAIL: He is a lawful neutral human. His vital stars are 10d8 HD, 71 HP, MV 30 feet, AC 15 (+1 DEX, +2 ring of protection, +2 bracers of armor). His primary attributes are strength, intelligence, and wisdom. His attributes are strength 10, dexterity 12, constitution 15, intelligence 18, wisdom 14, charisma 13. His basic to hit bonus is +9. He speaks common, dwarf, elf, giant, dragon, goblin, orc, undercommon, and aquan languages. He carries a +2 light hammer, +2 bracers of armor, +2 ring of protection, eyes of the eagle, potion of detect thoughts, robe of useful items, figurine of a twisted tower (damaged), and miscellaneous coins.

BRUSKIN NIGHTSHADE THORVAR: He is a 12th level wizard, neutral half elf. His vital stats are 10d4 HD, 24 HP, MV 30 feet, AC 16 (+1 DEX, +2 bracers of armor, +1 ring of protection). His primary attributes are dexterity and intelligence. His attributes are strength 12, dexterity 14, constitution 11, intelligence 17, wisdom 13, charisma 10. His basic to hit bonus is +3. He speaks common, elf, infernal, gnome and undercommon languages. His spells are (6/6/5/4/3/3/2): 0-level: arcane mark, dancing lights, detect magic, detect poison, endure elements, flare*, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost*, resistance*, 1st: chill touch*, protection from chaos, evil, good or law, ray of enfeeblement, shocking grasp, unseen servant, 2nd: alter self, ghoul touch*, spectral hand*, summon swarm, 3rd: halt undead*, lightning bolt, preserve dead, vampiric touch*, 4th: enervation*, fear, ice storm, solid fog, 5th: animate dead, cone of cold, passwall, teleport, 6th: acid fog*, animate dead, project image, transmute flesh to stone (*New spell, see Appendix 6:

Spells). He carries a +1 dagger, +3 bracers of armor, +2 cloak of resistance, +1 ring of protection, potion of lesser restoration, pearl of power (3rd-level spells), spell component pouch, and miscellaneous coins.

CARL I: He is an insane 5th level cleric, chaotic neutral human. His vital stats are 5D8 HD, 24 HP, MV 30 feet, AC 14 (-1 DEX, chain mail). His primary attributes are intelligence, wisdom and charisma. His attributes are strength 8, dexterity 8 constitution 8, intelligence 12, wisdom 15, charisma 13. His basic to hit bonus is +2. He speaks common and infernal languages. His spells are (4/4/2/1): 0-level: create water, detect magic, detect poison x2, purify food and drink; 1st: bane, cause fear, detect law, doom, protection from law*; 2nd: augury, death knell, shatter*, sound burst; 3rd: blindness/deafness, contagion*. He carries an expert light crossbow, 20 light crossbow bolts, +1 cloak of resistance, chain mail, and miscellaneous coins.

CARL THE GRAY OOZE: Is a neutral grey ooze.

CEPHALOUS: He is a neutral good human. His vital stats are 9D8 HD 49 HP, MV 30 feet, AC 21 (+2 DEX, +2 chain shirt, +1 ring of protection, +2 amulet of natural armor). His saves are physical. His primary attributes are dexterity, constitution and intelligence. His attributes are strength 13, dexterity 17, constitution 15, intelligence 17, wisdom 7, charisma 14. His basic to hit is +9. He speaks abyssal, auran, common, dragon, dwarf and goblin languages. He carries a +4 quarterstaff, +2 chain shirt, +1 ring of protection, +2 amulet of natural armor, bag of holding (type I), and miscellaneous coins.

CHARLATA: She is a lawful good dwarf. Her vital stats are 6D8 HD, 33 HP, MV 20 feet, AC 12 (leather armor). Her primary attributes are intelligence and wisdom. Her attributes are strength 11, dexterity 10, constitution 15, intelligence 15, wisdom 16, charisma 11. Her basic to hit bonus is +6. She speaks common, dwarf, goblin and terran languages. She carries an expert hand axe (+1 to hit), leather armor, artisan's tools, eyes of the eagle, potion of haste, and miscellaneous coins.

CHESTON BALDERCON: He is a 13th level wizard, chaotic good human. His vital stats are 10d4 HD, 25 HP, MV 30 feet, AC 14 (+2 amulet of natural armor, +2 ring of protection). His primary attributes are intelligence, wisdom and charisma. His attributes are strength 11, dexterity 9, constitution 10, intelligence 19, wisdom 16, charisma 18. His basic to hit bonus is +3. He speaks common, elf, ignan and sylvan languages. His spells known are (6/6/6/5/4/3/2/1): 0-level: arcane mark, dancing lights, daze, detect magic, detect poison, endure elements, flare*, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, resistance*, 1st: charm person, color spray, jump, magic missile, spider climb, 2nd: flaming sphere*, hideous laughter*, locate object, mirror image, 3rd: fireball, hold person, suggestion, tongues, 4th: charm monster, confusion, dimension door, phantasmal killer, 5th: dominate person*, hold monster, mind fog*, shape stone or wood, 6th: mass suggestion, programmed image, shades, summon monster, 7th: insanity, teleport without error (*New spell, see Appendix 6: Spells). He carries a +3 staff, +2 amulet of natural armor, +2 ring of protection, potion of blur, spell component pouch, and miscellaneous coins.

CORWIN STORMRITE: He is a neutral human. His vital stats are 8D8, 42 HP, MV 30 feet AC 14 (+1 DEX, studded leather). His saves are physical. His primary attributes are dexterity, intelligence and wisdom. His attributes are strength 11, dexterity 15, constitution 11, intelligence 12, wisdom 15, charisma 10. His basic to hit bonus is +8. He speaks common and gnome languages. He carries a fine walking stick (acts as expert club +1 to hit), studded leather, potion of detect thoughts, potion of cure light wounds (x3), potion of levitate, ring of jumping, and miscellaneous coins.

DAMANIA HOLLINGSWORTH (MOGRA): She is a 10th level aristocrat, chaotic neutral human. Her vital stats are 10d8 HD, 44 HP, MV 30 feet, AC 13 (+1 DEX, +2 ring of protection). Her primary attributes are dexterity, intelligence and charisma. Her attributes are strength 8, dexterity 14, constitution 12, intelligence 13, wisdom 10, charisma 17. Her basic to hit bonus is +5. She speaks common and elf languages. She carries an expert dagger (+1 to damage), walking stick, +2 ring of protection, hat of disguise, necklace of fireballs (type IV), potion of cure serious wounds, gold and silver anklet (105gp), and miscellaneous coins.

DARIUS SLADE: He is multiclass 1st level fighter/6th ranger/5th level Bluffside mountain ranger, neutral good human. His vital stats are 12D10HD, 75 HP, MV 30 feet, AC 21 (+4 DEX, +2 studded leather, +2 ring of protection). His primary attributes are strength, dexterity and wisdom. His attributes are strength 16, dexterity 19*, constitution 13, intelligence 12, wisdom 12, charisma 10. His basic to hit bonus is +12. He speaks common and goblin languages. He carries an expert longsword (+1 to damage), expert shortsword (+1 to damage), +3 composite longbow, slaying arrow – goblin (x4), +2 studded leather, +2 ring of protection, +4 gloves of dexterity, eyes of the eagle, boots of elvenkind, cloak of elvenkind, and miscellaneous coins. His animal companions are Jammer a male eagle and Budge a male dire badger.

*includes bonus from gloves of dexterity.

DAVE TELLINBRAU: He is a neutral good human. His vital stats are 1d8 HD, 4 HP, MV 30 feet, AC 11 (+1 DEX). His saves are physical. His primary attributes are dexterity, intelligence and wisdom. His stats are strength 12, dexterity 14, constitution 10, intelligence 16, wisdom 14, charisma 9. His basic to hit bonus is +1. He speaks common and dwarf languages. He carries miscellaneous coins.

DAVIN HILLSFAR: He is a 7th level fighter, lawful neutral dwarf. His vital stats are 7d10 HD, 47 HP, MV 20 feet, AC 17 (+1 banded mail). His primary attributes are strength and intelligence. His attributes are strength 16, dexterity 10*, constitution 13, intelligence 14, wisdom 12, charisma 12. His basic to hit bonus is +7. He speaks common, dwarf, orc and giant languages. He carries a +1 glaive, +1 hand axe, +1 banded mail, manacles, signal whistle, potion of cure serious wounds, gloves of dexterity, and miscellaneous coins.

*includes bonus from gloves of dexterity.

DELIA: She is chaotic good human. Her vital stats are 13d8, 67 HP, MV 30 feet, AC 14 (+2 DEX, +2 ring of protection). Her saves are physical. Her primary attributes are strength, dexterity and constitution. Her attributes are strength 16, dexterity 17, constitution 13, intelligence 12, wisdom 11, charisma 12. Her basic to hit bonus is +13. She speaks common and dwarf languages. She carries a dagger of venom, +2 ring of protection, and miscellaneous coins.

DELIK DEEPFARER: He is a 3rd level fighter, chaotic neutral dwarf. His vital stats are 3d10 HD, 18 HP, MV 20 feet, AC 23 (+1 DEX, full chain suit, small steel shield). His primary attributes are strength and constitution. His attributes are strength 18, dexterity 15, constitution 17, intelligence 12, wisdom 13, charisma 10. His basic to hit bonus is +3. He speaks common, dwarf and gnome languages. He carries a +1 battleaxe, full chain suit, small steel shield, and miscellaneous coins.

DENIS DUVALL: He is multiclass 3rd level rogue/2nd level wizard, neutral human. His vital stats are 5d6 HD, 25 HP, MV 30 feet, AC 12 (+2 DEX). His primary attributes are dexterity, intelligence and wisdom. His attributes are strength 13, dexterity 16, constitution 13, intelligence 17, wisdom 18, charisma 12. His basic to hit bonus is +2. He speaks common, dragon, elf and gnome languages. His spells known are (4/4): 0-level: arcane mark, dancing lights, daze, detect magic, detect poison, endure elements, flare*, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost*, resistance*, 1st: change self, comprehend languages, floating disk, identify, mage armor*, magic missile, shocking grasp (*New spell, see Appendix 6: Spells). He carries a dagger of venom, hand crossbow, 10 hand crossbow bolts, rogue's tools, wand of invisibility (19 charges), spider climb scroll (x2), and miscellaneous coins.

DICKEY MCSTIBBINS: He is a 7th level bard, neutral good halfling. His vital stats are 7d10 HD, 34 HP, AC 10, MV 20 feet. His primary attributes are wisdom and charisma. His attributes are strength 10, dexterity 10, constitution 8, intelligence 13, wisdom 12, charisma 10. His basic to hit bonus is +6. He speaks the common and halfling languages. He carries a +3 shortsword and miscellaneous coins.

DRAN SHALLOWGRAVE: He is a multiclass 6th level rogue/3rd level cleric, lawful good elf. His vital stats are 9d8 HD, 40 HP, MV 30 feet, AC 16 (+3 DEX, +3 bracers of armor). His primary attributes are dexterity and wisdom. His attributes are strength 14, dexterity 19, constitution 10, intelligence 12, wisdom 17, charisma 14. His basic to hit bonus is +4. He speaks common, elf, and orc languages. His spells known are (4/3/2): 0-level: detect magic, detect poison, guidance, resistance; 1st: deathwatch, magic weapon, shield of faith, spider climb*; 2nd: hold person, invisibility*, spiritual weapon. He carries an expert longsword (+1 to damage), expert light crossbow (+1 to hit), 25 light crossbow bolts, +3 bracers of armor, cloak of arachnida, hat of disguise, handy haversack, strand of prayer beads (karma), potion of blur, 3 feather tokens (bird), freedom of movement scroll, wand of invisibility (9 charges), and miscellaneous coins.

DRINDEL LIGHTSTRIKE: He is a multiclass 8th level fighter/3rd level bard, lawful good sixam ienna. His vital stats are 11d10 HD, 66 HP, MV 30 feet, 30 feet (fly), AC 22 (+3 DEX, +2 breastplate, +2 ring of protection). His primary attributes are strength and charisma. His attributes are strength 20, dexterity 18, constitution 13, intelligence 12, wisdom 17, charisma 17. His basic to hit bonus is +10. He speaks auran, common and sixam languages. He carries a trellsbane (+2 longspear), +2 breastplate, +2 ring of protection, +2 cloak of resistance, potion of enhance attribute, potion of cure serious wounds (x2), and miscellaneous coins.

DURIN MOONSEEKER: She is 9th level illusionist, chaotic good gnome. Her vital stats are 9d4HD, 38 HP, MV 20 feet, AC 14 (+3 bracers of armor, +1 ring of protection). Her primary attributes are intelligence and charisma. Her attributes are strength 8, dexterity 12, constitution 16, intelligence 17, wisdom 11, charisma 12. Her basic to hit bonus is +2. She speaks common, dragon, dwarf, gnome and terran languages. Her spells known are (5/6/5/3/2/1): 0-level: arcane mark, daze, detect magic, detect poison, endure elements, ghost sound, mage hand, mending, message, open/close, prestidigitation, ray of frost*, resistance*, 1st: change self, detect undead, jump, silent image, unseen servant, 2nd: acid arrow, blur, invisibility, summon swarm, 3rd: fireball, major image, protection from elements, stinking cloud, 4th: charm monster, hallucinatory terrain, improved invisibility, phantasmal killer, 5th: hold monster, persistent image (*New spell, see Appendix 6: Spells). She carries an expert dagger (+1 to hit), expert light crossbow (+1 to damage), 20 bolts, +3 bracers of armor, +1 ring of protection, silver comb (55gp), spell component pouch, and miscellaneous coins.

ELENDAR FAER: He is a multiclass 7th level monk/6th level rogue, lawful neutral drow elf. His vital stats are 13d8, 53 HP, MV 50 feet, AC 19 (+3 DEX, +4 bracers of armor, +2 ring of protection). His primary attributes are dexterity and constitution. His attributes are strength 12, dexterity 18, constitution 11, intelligence 13, wisdom 16, charisma 10. His basic to hit bonus is +11. He speaks common, elf and undercommon languages. He carries a +2 composite shortbow, 20 arrows, +4 bracers of armor, +2 ring of protection, potion of cure serious wounds, boots of speed, and miscellaneous coins.

ELLE WAXY: She is a 5rd level bard, lawful neutral half-elf. Her vital stats are 5d10 HD, 30 HP, AC 10, MV 30 feet. Her primary attributes are wisdom and charisma. Her attributes are strength 8, dexterity 10, constitution 7, intelligence 13, wisdom 13, charisma 18. Her basic to hit bonus is +4. She speaks common and elf languages. She carries a shortsword, horn of fog, and miscellaneous coins.

ETHAN STEELHAWKE: He is a 10th level fighter, lawful good human. His vital stats are 10d10 HD, 65 HP, MV 30 feet, AC 20 (+2 plate mail, large steel shield). His primary attributes are strength, constitution and intelligence. His attributes are strength 15, dexterity 11, constitution 13, intelligence 15, wisdom 12, charisma 14. His basic to hit bonus is +10. He speaks aquan, common and elf languages. He carries a +3 longsword, +1 composite longbow, 20 arrows, +2 plate mail,



improved invisibility, scrying, wall of fire, 5th: cone of cold, sending, summon monster, teleport, 6th: chain lightning, repulsion (*New spell, see Appendix 6: Spells). He carries an expert dagger (+1 to hit), +1 light crossbow, 20 bolts, +5 bracers of armor, improved invisibility scroll (x2), acid arrow scroll (x2), necklace of adaptation, crystal ball, spell component pouch, purple baldrich with gold Captain insignia (55gp), and miscellaneous coins.

FALINA EDGEWATER: She is a 15th level druid, neutral good sel'varahn. Her vital stats are HD 15d8, 59 HP, MV 30 feet, swim 30 feet, AC 17 (+1 DEX, +1 amulet of natural armor, +5 bracers of armor). Her primary attributes are strength and wisdom. Her attributes are strength 15, dexterity 14, constitution 11, intelligence 12, wisdom 19, charisma 13. Her basic to hit bonus

large steel shield, potion of haste, golden locket (105gp), miscellaneous coins, and rides a heavy war horse (with studded leather barding).

FAGIN WORTH: He is a 6th level aristocrat, lawful good nevae. His vital stats are 6d8HD 36 HP, MV 30 feet, AC 19 (+3 DEX, +4 bracers of armor, +2 ring of protection). His primary attributes are dexterity and charisma. His attributes are strength 10, dexterity 18, constitution 9, intelligence 10, wisdom 12, charisma 15. His basic to hit bonus is +3. He speaks common, dragon, elf and groll languages, He carries a +2 flaming sword, +4 bracers of armor, +2 ring of protection, gloves of dexterity, and miscellaneous coins.

FAHIL GREENMOUNTAIN: He is a chaotic good dwarf. His vital stats are 1d8 HD, 8 HP, MV 20 feet, AC 11 (+1 DEX). His saves are physical. His primary attributes are wisdom and charisma. His attributes are strength 13, dexterity 13, constitution 12, intelligence 9, wisdom 13, charisma 15. His basic to hit bonus is +1. He speaks common and dwarf languages. He carries entertainer's clothes, musical instrument, bells, cards, and string, and miscellaneous coins.

FALGAST GORMAN, CAPTAIN: He is an 11th level wizard, lawful neutral human. His vital stats are 10d4 HD, 26 HP, MV 30 feet, AC 16 (+1 DEX, +5 bracers of armor). His primary attributes are dexterity, intelligence and wisdom. His attributes are strength 12, dexterity 13, constitution 11, intelligence 18, wisdom 14, charisma 11. His basic to hit bonus is +3. He speaks aquan, celestial, common, dragon, dwarf and elf languages. His spells known are (6/6/5/5/3/2/1): 0-level: arcane mark, dancing lights, daze, detect magic, detect poison, endure elements, flare*, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost*, resistance*, 1st: animate rope, grease*, magic missile, ray of enfeeblement, shield, 2nd: acid arrow, enhance attribute, flaming sphere*, web, 3rd: fireball, flame arrow*, fly, water breathing, 4th: fear,

is +6. She speaks aquan, common, elf and varahnish languages. Her spells known are (6/6/6/6/4/4/3/2/1): 0-level: detect magic, flare, guidance, light, mending, virtue; 1st: calm animals, entangle, faerie fire (x2), obscuring mist, protection from law; 2nd: barkskin, charm person or animal, chill metal, heat metal, hold animal, speak with animals; 3rd: call lightning, cure moderate wounds, dominate animal, neutralize poison, plant growth, protection from elements; 4th: cure serious wounds, dispel magic, flame strike, freedom of movement, quench; 5th: animal growth, control winds, ice storm, summon nature's ally V; 6th: ironwood, transport via plants, wall of stone; 7th: control weather, summon nature's ally VII, wind walk; 8th: whirlwind, word of recall. She carries a +3 scimitar, +1 dagger, expert light crossbow (+1 to damage), 20 bolts, +5 bracers of armor, +1 amulet of natural armor, bag of holding (type IV), potion of cure serious wounds, and miscellaneous coins.

FARKHAM MCDOUGNAM: He is a 7th level rogue, neutral human. His vital stats are 7d6 HD, 31 HP, MV 30 feet, AC 16 (+2 DEX, +4 bracers of armor). His primary attributes are dexterity, intelligence and charisma. His attributes are strength 13, dexterity 16, constitution 13, intelligence 14, wisdom 14, charisma 15. His basic to bonus is +2. He speaks common, dwarf and gnom languages. He carries a +3 dagger, +2 ghost touch short sword, +4 bracers of armor, stone of good luck, ring of invisibility, and miscellaneous coins.

FARMER JOHN DUKES: He is a 2nd level fighter, chaotic good human. His vital stats are 2d10 HD, 20 HP, AC 11 (+1 DEX), MV 30 feet His primary attributes are strength, dexterity, and constitution, His attributes are strength 17, dexterity 15, constitution 14, intelligence 14, wisdom 13, charisma 14. His basic to hit bonus is +2. He speaks common and dwarf languages. He carries a military fork, ring of animal friendship, and miscellaneous coins.

FELDOR SPENDER: He is a lawful neutral elf. His vital stats are 7d8 HD, 32 HP, MV 30 feet, AC 13 (+3 DEX). His saves are physical. His primary attributes are intelligence and wisdom. His attributes are strength 10, dexterity 18, constitution 11, intelligence 15, wisdom 14, charisma 11. His basic to hit bonus is +7. He speaks common, elf, dwarf, gnome, sylvan and goblin languages. He carries a ring of mind shielding, brooch of shielding, and miscellaneous coins.

FENK KELTIN: He is a 7th level cleric, lawful evil half-orc. His vital stats are 7d8 HD, 39 HP, MV 30 feet, AC 19 (+2 banded mail, expert large steel shield). His primary attributes are strength and wisdom. His attributes are strength 15, dexterity 12, constitution 13, intelligence 11, wisdom 17, charisma 11. His basic to hit bonus is +3. He speaks common and orc languages. His spells known are (5/5/4/2/1). He carries a +1 morningstar, +2 banded mail, expert large steel shield, expert manacles, unholy symbol, and miscellaneous coins.

FINUS LOMUSIN: He is a 14th level wizard, neutral good human. His vital stats are 14d4 HD, 28 HP, MV 30 feet, AC 17 (+5 bracers of armor, +2 ring of force shield). His primary attributes are intelligence, wisdom and charisma. His attributes are strength 8, dexterity 10, constitution 11, intelligence 19, wisdom 15, charisma 16. His basic to hit bonus is +3. He speaks aquan, common, dragon, elf and giant languages. His spells known are (6/7/6/5/4/3/3/2): 0-level: arcane mark, dancing lights, daze, detect magic, detect poison, endure elements, flare*, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost*, resistance*, 1st: alter size, burning hands, charm person, identify, mage armor*, 2nd: blur, enhance attribute, hideous laughter*, knock, 3rd: dispel magic, fireball, hold person, slow, 4th: bestow curse, ice storm, scrying, wall of fire, 5th: faithful hound, sending, summon monster, teleport, 6th: disintegrate, geas, globe of invulnerability, legend lore, 7th: banishment, forcecage*, plane shift, reverse gravity* (*New spell, see Appendix 6: Spells). He carries a +1 dagger, +5 bracers of armor, ring of force shield, ioun stone (clear), staff of fire (32 charges), potion of cure serious wounds, spell component pouch, and miscellaneous coins. He has a hawk familiar named Dobisor.

FRISH LITTLELEAF: He is a 5th level rogue, neutral good elf. His vital stats are 5d6 HD, 33 HP, AC 12 (+2 DEX), MV 30 feet His primary attributes are dexterity and constitution. His attributes are strength 13, dexterity 16, constitution 16, intelligence 16, 12 wisdom, charisma 11. His basic to hit bonus is +2. He speaks common, elf, and halfling languages. He carries a dagger, ring of invisibility, and miscellaneous coins.

GAL NA MAR KHAN: She is an 8th level wizard, lawful good half-dragon (silver). Her vital stats are 8d4, 22 HP, MV 30 feet, AC 15 (+1 DEX, +4 natural armor). Her primary attributes are intelligence and charisma. Her attributes are strength 18, dexterity 14, constitution 14, intelligence 19, wisdom 12, charisma 18. Her basic to hit bonus is +2. She speaks celestial, common, dragon, elf, gnome and halfling languages. Her spells known are (5/5/4/4/2): 0-level: prestidigitation, detect magic, light, message, arcane mark, mending, dancing lights, open/close, 1st: mage armor*, ray of enfeeblement, read magic, unseen servant, undetectable aura, 2nd: detect thoughts,

locate object, misdirection, 3rd: clairaudience/clairvoyance, illusory script, 4th: scrying. While she is occasionally provided with magic items of greater value than she normally possesses, she normally carries a robe of blending, crystal ball, and miscellaneous coins.

GARL FROSTOR: He is a 7th level cleric, chaotic evil frost giant. His vital stats are 11d8, 73 HP, MV 40 feet, AC 22 (+10 natural armor, +2 armor of fire resistance). His primary attributes are physical. His basic to hit is +11. He speaks common and frost giant languages. He carries a +2 greataxe - human bane, +2 armor of fire resistance, gauntlet of ice*, and miscellaneous coins. (*New magic item, see Appendix 8: Magic Items.)

GAVIN BLACKHAWK: He is 12th level paladin, lawful good human. His vital stats are 12d10 HD, 63 HP, MV 30 feet, AC 24 (+3 full plate, +2 large steel shield). His primary attributes are strength, wisdom and charisma. His attributes are strength 14, dexterity 11, constitution 12, intelligence 13, wisdom 15, charisma 19. His basic to hit bonus is +11. He speaks common and celestial languages. He carries a dagger, +2 bastard sword, +3 full plate, +2 large steel shield, potion of protection from elements (fire), silver holy symbol, vial of holy water (x2), and miscellaneous coins.

MOUNT: Dmitri (heavy war horse). He carries a saddle, saddlebags, studded leather barding.

GELLEN HENDRICKSON: He is an 8th level aristocrat, lawful neutral human. His vital stats 8d8 HD, 36 HP, MV 30 feet, AC 13 (+2 bracers of armor, +1 ring of protection). His primary attributes are intelligence, wisdom and charisma. His attributes are strength 11, dexterity 12, constitution 10, intelligence 14, wisdom 13, charisma 16. His basic to hit bonus is +4. He speaks common, elf and giant languages. He carries a +1 rapier, +2 bracers of armor, +1 ring of protection, potion of haste, platinum signet ring (205gp), red silk tabard with platinum embroidery (105gp), and miscellaneous coins.

GEMMIL HAMMERARM: He is a multiclass 5th level ranger/5th level tunnel fighter, lawful neutral dwarf. His vital stats are 10d10 HD, 65 HP, MV 20 feet, AC 15 (+1 chain shirt). His primary attributes are strength and constitution. His attributes are strength 13, dexterity 12, constitution 15, intelligence 12, wisdom 13, charisma 11. His basic to hit bonus is +10. He speaks common, dwarf and undercommon languages. He carries a +2 warhammer, light crossbow, 10 bolts, +1 chain shirt, bag of holding (type I), potion of neutralize poison (x2), potion of remove disease, potion of water breathing (x2), and miscellaneous coins.

GIANINI SCAMARDO: He is neutral good human. His vital stats are 4d8 HD, 20 HP, MV 30 feet, AC 12 (+2 DEX). His saves are physical. His primary attributes are strength, dexterity and intelligence. His attributes are strength 14, dexterity 17, constitution 12, intelligence 14, wisdom 9, charisma 11. His basic to hit bonus is +4. He speaks common, dwarf and elf languages. He carries a +1 halberd and miscellaneous coins.

GLAMOR GLITTEROD: He is a neutral good halfling. His vital stats are 8d8 HD, 36 HP, MV 20 ft, AC 12 (+2 DEX).

His saves are physical. His primary attributes are dexterity and wisdom. His attributes are strength 9, dexterity 17, constitution 9, intelligence 11, wisdom 17, charisma 17. His basic to hit bonus is +8. He speaks common and halfling languages. He carries a 2 adamantite daggers and miscellaneous coins.

GLIMBLIM: He is a 6th level wizard, neutral good halfling. His vital stats are 6d4 HD, 20 HP, MV 20 feet AC 14 (+1 DEX, +1 ring of protection, +2 bracers of armor). His primary attributes are dexterity and intelligence. His attributes are strength 15, dexterity 14, constitution 14, intelligence 17, wisdom 11, charisma 12. His basic to hit bonus is +2. He speaks common, gnome and halfling languages. His spells known are (5/5/4/2): 0-level: dancing lights, daze, detect magic, ghost sound, light, message, ray of frost*, 1st: mage armor*, magic missile, shield, identify, 2nd: acid arrow, alter self, 3rd: hold person (*New spell, see Appendix 6: Spells). He carries a +1 ring of protection, +2 bracers of armor, wand of magic missiles (37 charges), handy haversack, bag of tricks (grey), and miscellaneous coins.

GRILLI RAVENCLAW: He is a 4th level fighter, chaotic neutral half-elf. His vital stats are 4d10 HD, 34 HP, AC 10, MV 30 feet His primary attributes are strength and wisdom. His attributes are strength 17, dexterity 10, constitution 10, intelligence 9, wisdom 13, charisma 13. His basic to hit bonus is +4. He speaks the common language. He carries a +2 long sword, ring of swimming, and miscellaneous coins.

GORIN HEARTSDEEP: He is a 10th level fighter, lawful neutral dwarf. His vital stats are 10d10 HD, 75 HP, MV 20 feet, AC 22 (+2 full plate, +1 large steel shield). His primary attributes are strength and constitution. His attributes are strength 14, dexterity 11, constitution 16, intelligence 12, wisdom 14, charisma 11. His basic to hit bonus is +10. He speaks common, dwarf and gnome languages. He carries a dwarven thrower, +2 full plate, +1 large steel shield, and miscellaneous coins.

GRIFFIN BAYLEAF: He is a multiclass 6th level rogue/3rd level wizard, chaotic good halfling. His vital stats are 9d6 HD, 48 HP, MV 20 ft, AC 17 (+3 DEX, +4 bracers of armor). His primary attributes are dexterity and intelligence. His attributes are strength 13, dexterity 19, constitution 16, intelligence 16, wisdom 15, charisma 15. His basic to hit bonus is +3. He speaks common, dwarf, gnome, halfling and uncommon languages. His spells known are (4/4/2): 0-level: all, 1st: change self, color spray, expeditious retreat*, identify, jump, magical aura, true strike*, undetectable aura, 2nd: invisibility, locate object (*New spell, see Appendix 6: Spells). He carries a dagger of venom, +4 bracers of armor, bag of holding, ring of sustenance, potion of fly, potion of levitate, potion of cure serious wounds (x2), wand of magic missiles (35 charges), wand of fireballs (22 charges), invisibility scroll (x2), change self scroll, identify scroll, and miscellaneous coins.

GRUBER "THE NOSE" HUSTBERON: He is a multi-class 11th level wizard/3rd level cleric, neutral good human. His vital stats are 14d6 HD 41, HP, MV 30 feet, AC 16 (+3 bracers of armor, +3 ring of protection). His primary attributes are intelligence, wisdom and charisma. His attributes are strength 10, dexterity 7, constitution 9, intelligence 19, wisdom 17, cha-

risma 15. His basic to hit bonus is +6. He speaks celestial, common, dragon, dwarf and orc languages. His wizard spells known are (6/6/5/5/3/2/1): 0-level: arcane mark, dancing lights, daze, detect magic, detect poison, endure elements, endure elements, flare*, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost*, resistance*, 1st: charm person, expeditious retreat*, magic missile, read magic, true strike*, 2nd: flaming sphere*, mirror image, protection from arrows, rope trick, 3rd: dispel magic, hold person, lightning bolt, suggestion, 4th: charm monster, fire shield, shout, wall of fire, 5th: cone of cold, feeblemind, major creation, teleport, 6th: chain lightning, guards and wards (*New spell, see Appendix 6: Spells). His cleric spells known are (4/3/2): 0-level: create water, detect magic, detect poison, purify food and drink; 1st: bless, command, detect evil, protection from evil**; 2nd: aid**, consecrate, lesser restoration. He carries +3 bracers of armor, +3 ring of protection, staff of the woodlands (50 charges), potion of enhance attribute, potion of cure serious wounds, ring of sustenance, silver holy symbol, spell component pouch, and miscellaneous coins.

GUARDAR: He is a 7th level barbarian, neutral evil human. His vital stats are 7d12 HD, 53 HP, AC 18 (+5 studded leather), MV 30 feet His primary attributes are strength, constitution, and charisma. His attributes are strength 15, dexterity 12, constitution 17, intelligence 8, wisdom 9, charisma 11. His basic to hit bonus is +6. He speaks the common language. He carries a two-handed axe, +5 studded leather, and miscellaneous coins.

GYGH: He is a 4th level fighter, neutral aranea (shapechanger). His vital stats are 4d10 HD, 29 HP, MV 50 feet, 25 feet (climb) (30 feet, no climb in human form), AC 12 (+1 DEX, +1 natural armor) His primary attributes are strength and dexterity. His attributes are strength 12, dexterity 15, constitution 14, intelligence 14, wisdom 13, charisma 14. His basic to hit bonus is +4. He speaks common and sylvan languages. His natural form is that of a large monstrous spider. He carries an expert dagger (+1 to hit), expert light crossbow (+1 to hit), 20 bolts, sword of wounding, spell component pouch, and miscellaneous coins.

HALLIN: He is a 3rd level rogue, neutral human. His vital stats are 3d6 HD, 20 HP, AC 14 (+2 DEX, +2 bracers of armor), MV 30 feet His primary attributes are strength, dexterity, and charisma. His attributes are strength 17, dexterity 17, constitution 14, intelligence 12, wisdom 10, charisma 15. His basic to hit bonus is +1. He speaks the common language. He carries a dagger, +1 darts, +2 bracers of armor, and miscellaneous coins.

HARLAN: He is a 2nd level rogue, neutral human. His vital stats are 2d6 HD, 11 HP, MV 30 feet, AC 13 (+2 DEX, padded armor). His primary attributes are dexterity, intelligence and wisdom. His attributes are strength 10, dexterity 17, constitution 15, intelligence 14, wisdom 15, charisma 13. His basic to hit bonus is +1. He speaks common, dwarf and orc languages. He carries padded armor, 3 daggers, belt pouch, potion of cure light wounds, and miscellaneous coins.

HAROLD GREENVALE: He is chaotic neutral half-orc. His vital stats are 2d8 HD, 12 HP, MV 30 feet, AC 14 (+1 DEX, studded leather). His saves are physical. His primary at-

tributes are dexterity and wisdom. His attributes are strength 13, dexterity 15, constitution 13, intelligence 12, wisdom 14, charisma 13. His basic to hit bonus is +2. He speaks common, goblin and orc languages. He carries heavy crossbow, 20 bolts, studded leather, dust of disappearance, and miscellaneous coins.

HAROLD PERKINS: He is a lawful good human. His vital stats are 1d8 HD, 8 HP, MV 30 feet, AC 11 (+1 DEX). His saves are physical. His primary attributes are strength, dexterity and wisdom. His attributes are strength 17, dexterity 14, constitution 14, intelligence 11, wisdom 15, charisma 7. His basic to hit bonus is +1. He speaks the common language. He carries miscellaneous coins.

HARVESS MORTIN: He is a 12th level wizard, neutral good nevae. His vital stats are 12d4 HD, HP 22, MV 30 feet, AC 12 (+1 DEX, +1 ring of protection). His primary attributes are dexterity and intelligence. His attributes are strength 13, dexterity 15, constitution 12, intelligence 19, wisdom 11, charisma 8. His basic to hit bonus is +3. He speaks aquan, common, dragon, elf, orc, and undercommon languages. His spells known are (6/6/5/5/3/2): 0-level: arcane mark, dancing lights, daze, detect magic, detect poison, endure elements, flare*, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost*, resistance*, 1st: alarm, expeditious retreat*, grease*, mage armor*, shocking grasp, 2nd: acid arrow, detect thoughts, flaming sphere*, protection from arrows, 3rd: dispel magic, hold person, protection from elements, slow, 4th: arcane eye, confusion, scrying, solid fog, 5th: cloudkill, mind fog*, teleport, wall of iron, 6th: acid fog*, forceful hand*, legend lore, true seeing (*New spell, see Appendix 6: Spells). He carries a dagger of venom, expert light crossbow, 20 expert bolts, +1 ring of protection, cloak of elvenkind, potion of cure serious wounds, dust of illusion, ring of sustenance, wand of acid arrow (21 charges), magical nevae glasses (see Appendix 8: Magic Items), and miscellaneous coins.

HASSENFORTH: He is a 6th level cleric, neutral good human. His vital stats are 6d8 HD, 34 HP, MV 30 feet, AC 20 (+1 DEX, +5 bracers of armor, +4 cloak of resistance). His primary attributes are dexterity, intelligence and wisdom. His attributes are strength 9, dexterity 13, constitution 13, intelligence 18, wisdom 17, charisma 10. His basic to hit bonus is +3. He speaks common, celestial, dragon, elf and gnome languages. His spells known are (5/4/4/2): 0-level: detect magic, detect poison, guidance, light, read magic; 1st: comprehend languages, divine favor, obscuring mist, preserve*, sanctuary; 2nd: augury, date item*, make whole, silence, zone of truth; 3rd: locate object*, obscure object, speak with dead, speak with plants. He carries a +4 cloak of resistance, +5 bracers of armor, crystal ball, and miscellaneous coins.

HAVENSRAD: He is a chaotic good dwarf. His vital stats are 6d8 HD, 28 HP, MV 15 feet (wheelchair), AC 10. His primary attributes are strength and wisdom. His attributes are strength 18, dexterity 11, constitution 12, intelligence 12, wisdom 15, charisma 12. His basic to hit bonus is +6. He speaks common, dwarf and gnome languages. He carries a wheeled chair, miscellaneous coins and wealth.



HAWK DRYDOR: He is a multiclass 6th level ranger/8th level Bluffside mountain ranger, neutral good human. His vital stats are 14d10 HD, 71 HP, MV 30 feet, AC 21 (+3 DEX, +2 chain shirt, +2 ring of protection). Hit primary attributes are strength, dexterity and wisdom. His attributes are strength 19, dexterity 19, constitution 12, intelligence 14, wisdom 14, charisma 12. His basic to hit bonus is +11. He speaks celestial, common and undercommon languages. He carries a +3 longsword, +1 composite longbow, quiver of arrows, +2 chain shirt, +2 ring of protection, +2 cloak of resistance, and miscellaneous coins.

HECTOR LAROUSA: He is a 6th level rogue, neutral evil human. His vital stats are 6d6 HD, 24 HP, MV 30 feet, AC 15 (+1 DEX, +1 studded leather). His primary attributes are dexterity, intelligence and charisma. His attributes are strength 10, dexterity 14, constitution 10, intelligence 13, wisdom 12, charisma 16. His basic to hit bonus is +2. He speaks common and halfling languages. He carries an expert sap (+1 to damage), dagger of venom, +1 studded leather, +2 cloak of resistance, and miscellaneous coins.

HELFORE JOKULE: He is a lawful neutral dwarf. His vital stats are 4d8, 28 HP, MV 20 feet, AC 11 (+1 DEX). His primary attributes are strength and intelligence. His attributes are strength 16, dexterity 14, constitution 10, intelligence 12, wisdom 12, charisma 11. His basic to hit bonus is +4. He speaks common, dwarf and gnome languages. He carries miscellaneous coins.

HEMPAL UNDERROCK: He is a lawful neutral dwarf. His vital stats are 5d8 HD, 21 HP, MV 20 feet, AC 15 (+1 chain shirt). His primary attributes are strength and intelligence. His attributes are strength 12, dexterity 12, constitution 11, intelligence 16, wisdom 12, charisma 8. His basic to hit bonus is +5.

He speaks common, dwarf, gnome, terran and undercommon languages. He carries a +1 heavy pick, +1 chain shirt, block and tackle, climber's kit, grappling hook, silk rope (50 feet), potion of gaseous form (x2), and miscellaneous coins.

HENDRON DEEPSIRE: He is a 7th level fighter, chaotic neutral dwarf. His vital stats are 7d10 HD, hp 54, MV 20 feet AC 17 (-1 DEX, +1 breastplate, +2 amulet of natural armor). His primary attributes are strength and constitution. His attributes are strength 17, dexterity 8, constitution 16, intelligence 11, wisdom 10, charisma 13. His basic to hit bonus is +7. He speaks common and dwarf languages. He carries a +1 battle-axe, +1 breastplate, +2 amulet of natural armor, ring of invisibility, potion of cure serious wounds, potion of fly, potion of haste, and miscellaneous coins.

HENRYK: He is neutral good human. His vital stats are 4d8 HD, 28 HP, MV 30 feet, AC 11 (+1 DEX). His saves are physical. His primary attributes are strength, dexterity and intelligence. His attributes are strength 14, dexterity 13, constitution 12, intelligence 12, wisdom 13, charisma 10. His basic to hit bonus is +4. He speaks common and elf languages. He carries a fine set of leatherworking tools and miscellaneous coins.

HIGH SISTER: She is 12th level druid, neutral human. Her vital stats are 12d8 HD, 50 HP, MV 30 feet, AC 13 (+1 leather armor). Her primary attributes are dexterity, wisdom and charisma. Her attributes are strength 12, dexterity 12, constitution 15 (includes bonus from amulet of health), intelligence 11, wisdom 17, charisma 13. Her basic to hit bonus is +6. She speaks common and druidic Languages. Her spells known are (6/6/5/4/3/3/2): 0-level: cure minor wounds (x2), detect poison, guidance, mending, virtue; 1st: animal friendship, calm animals, cure light wounds, goodberry, pass without trace, summon nature's ally I; 2nd: animal messenger, charm person or animal, delay poison, speak with animals, tree shape; 3rd: cure moderate disease, neutralize poison, plant growth, remove disease, summon nature's ally III; 4th: control plants, cure serious wounds, reincarnate; 5th: atonement, commune with nature, tree stride; 6th: greater dispelling, liveoak. She carries a +3 sickle, +1 leather armor, +4 amulet of health, ioun stone (clear), medallion of thoughts, potion of remove paralysis, potion of remove blindness/deafness, heal scroll, and miscellaneous coins. High Sister has several minor animal companions, a few of which she has awakened. She has also awakened a tree. They serve her faithfully most of the time without the need of animal friendship.

HILLARY DEBOUSEE: She is a Lawful Neutral human. Her vital stats are 3d8 HD, 11, MV 30 feet, AC 13 (+1 DEX, black fitted leather armor). Her saves are physical. Her primary attributes are dexterity, wisdom and charisma. Her attributes are strength 14, dexterity 13, constitution 11, intelligence 14, wisdom 16, charisma 15. Her basic to hit bonus is +3. She speaks common, elf and gnome languages. She carries black fitted leather armor and miscellaneous coins.

HOLESLY, CAPTAIN: He is a 6th level fighter, lawful neutral human. His vital stats are 6d10 HD, 32 HP, MV 30 feet, AC 18 (+2 DEX, breastplate, large steel shield). His primary attributes are strength, dexterity and constitution. His attributes

are strength 16, dexterity 16, constitution 15, intelligence 13, wisdom 11, charisma 16. His basic to hit bonus is +6. He speaks common and dwarf languages. He carries an expert longsword (+1 to damage), expert heavy lance (+1 to hit), expert composite shortbow (+1 to damage), 20 arrows, breastplate, large steel shield, armor crafting tools, weapon crafting tools, and miscellaneous coins. All armor and weapons were crafted by Captain Holesly. He refuses to wield or wear armor he has not personally crafted. He rides a heavy warhorse with scale barding and a saddle.

HORATIO HOLLINGSWORTH: He is a 12th level aristocrat, lawful neutral human. His vital stats are 12d8 HD, 62 HP, MV30 feet, AC 13 (+2 bracers of armor, +1 ring of protection). His primary attributes are intelligence, wisdom and charisma. His attributes are strength 12, dexterity 10, constitution 13, intelligence 17, wisdom 15, charisma 16. His basic to hit bonus is +6. He speaks common, elf, dwarf and varanish languages. He carries a +3 rapier, +2 bracers of armor, +1 ring of protection, cloak of elvenkind, purple tabard with golden mayor seal (155gp), and miscellaneous coins.

JACOB PRISDOM, CAPTAIN: He is an 8th level fighter, lawful good human. His vital stats are 8d10 HD, 61 HP, MV 30 feet, AC 19 (+3 DEX, +2 chain shirt). His primary attributes are strength, dexterity and constitution. His attributes are strength 18, dexterity 18, constitution 16, intelligence 11, wisdom 10, charisma 11. His basic to hit bonus is +8. He speaks the common language. He carries an adamantite longsword, +1 composite longbow, 20 +1 arrows, +2 chain shirt, brooch of shielding, and miscellaneous coins.

JAMTULON STACIAENIAL: He is a 12th level bard, neutral good nevae. His vital stats are 12d10 HD, 63 HP, 63 MV 30 feet, AC 16 (+2 DEX, +2 amulet of natural armor, +1 ring of protection). His primary attributes are dexterity and charisma. His attributes are strength 11, dexterity 16, constitution 9, intelligence 13, wisdom 14, charisma 17. His basic to hit bonus is +11. He speaks common, dwarf and elf languages. He carries +2 rapier, expert composite longbow, 20 +1 arrows, +2 amulet of natural armor, +1 ring of protection, instrument of excellence (see Appendix 8: Magic Items), potion of cure serious wounds, and miscellaneous coins.

JARRID BLACKTHORNE: He is a 6th level aristocrat, neutral good human. His vital stats are 6d8 HD, 28 HP, MV 30 feet, AC 17 (+2 DEX, +3 leather armor, +2 ring of protection). His primary attributes are dexterity, intelligence and charisma. His attributes are strength 14, dexterity 17, constitution 10, intelligence 15, wisdom 13, charisma 18. His basic to hit bonus is +3. He speaks common, dwarf and gnome languages. He carries a +1 dagger, +3 leather armor, +2 ring of protection, amber signet ring (250gp), and miscellaneous coins.

JARMAN THE WISE: He is a lawful neutral lich. His vital stats are 18d8, 104 HP, MV 30 feet, AC 20 (+5 natural armor, +3 bracers of armor, +2 ring of protection). His primary attributes are mental. His basic to hit bonus is +18. He speaks common, elf, and undercommon languages. His special abilities are fear aura, paralyzing touch, and rejuvenation. His spells known

are (6/5/4/4/3/3/2): 0-level: arcane mark, dancing lights, daze*, detect magic, ghost sound, mage hand, mending, message, open/close, 1st: change self, charm person*, floating disk, magic missile, spider climb, 2nd: flaming sphere*, knock, locate object, rope trick, web, 3rd: dispel magic, fireball, hold person*, suggestion*, 4th: arcane eye, improved invisibility, scrying, 5th: teleport, transmute rock to mud, 6th: legend lore (*New spell, see Appendix 6: Spells). He carries +3 bracers of armor, +2 ring of protection, handy haversack, ring of energy resistance, staff of fire (37 charges), wand of dispel magic (50 charges), wand of improved invisibility (25 charges), wand of magic missiles (40 charges), spell component pouch, and miscellaneous coins.

JEBADIAH SCHOONES: He is a neutral good human. His vital stats are 8d8 HD, 36 HP, MV 30 feet, AC 12 (+2 DEX). His saves are physical. His primary attributes are dexterity, intelligence and wisdom. His attributes are strength 12, dexterity 16, constitution 13, intelligence 14, wisdom 15, charisma 13. His basic to hit bonus is +8. He speaks common, elf, and gnome languages. He carries a fine set of sculpting tools, miscellaneous coins and wealth.

JEFREY JEFFERSON: He is a 7th level rogue, chaotic neutral human. His vital stats are 7d6 HD, 39 HP, MV 30 feet, AC 17 (+3 DEX, +3 bracers of armor, +1 ring of protection). His primary attributes are dexterity, constitution and charisma. His attributes are strength 11, dexterity 18, constitution 16, intelligence 13, wisdom 13, charisma 15. His basic to hit bonus is +2. He speaks common and undercommon languages. He carries a +2 dagger, +3 bracers of armor, +1 ring of protection, +2 cloak of resistance, rogue's tools, dust of disappearance, and miscellaneous coins.

JELLOR ELEMAR: He is a lawful good halfling. His vital stats are 7d8 HD, 40 HP, MV 20 feet, AC 12 (+1 dexterity +1 amulet of natural armor). His saves are physical. His primary attributes are intelligence and wisdom. His attributes are strength 6, dexterity 14, constitution 11, intelligence 15, wisdom 18, charisma 13. His basic to hit bonus is +7. He speaks common, dwarf, elf and halfling languages. He carries a gavel (treat as hammer), +1 amulet of natural armor, potion of cure serious wounds, silver chain and badge of office (205gp), and miscellaneous coins.

JERMEL KITHAK: He is an 8th level fighter, chaotic good half-elf. His vital stats are 8d10 HD, 56 HP, AC 12 (+2 DEX), MV 30 feet His primary attributes are strength and wisdom. His attributes are strength 16, dexterity 17, constitution 9, intelligence 11, wisdom 16, charisma 9. His basic to hit bonus is +8. He speaks the common language. He carries a +2 long bow, +1 arrow (x3), ring of freedom of movement, several finely crafted knives, and miscellaneous coins.

JEZZICA BERGEN: She is a multiclass 9th level wizard/1st level fighter, neutral good human. Her vital stats are 10d6 HD, 43 HP, MV 30 ft, AC 21 (+2 DEX, mithral full plate, +1 ring of protection). Her primary attributes are strength constitution, and intelligence. Her attributes are strength 14, dexterity 16, constitution 15, intelligence 18, wisdom 10, charisma 12. Her basic to hit bonus is +10. She speaks common and



sylvan languages. Her spells known are (5/6/5/4/2/1): 0-level: detect magic, flare*, ghost sound, light, mage hand, message, prestidigitation, ray of frost*, 1st: burning hands, charm person, comprehend languages, chill touch*, identify, magic missile, read magic, sleep, 2nd: acid arrow, alter self, enthrall*, flaming sphere*, web, 3rd: haste, lightning bolt, wall of wind, 4th: polymorph other, wall of fire (*New spell, see Appendix 6: Spells) She carries a +2 longsword (family crest on hilt), mithral full plate, +1 ring of protection (family crest as seal), boots of speed, wand of magic missiles (25 charges), wand of lightning bolt (39 charges), potion of cure serious wounds (x2), potion of cure light wounds (x2), identify scroll (x2), improved invisibility scroll, fly scroll, armor tools, and miscellaneous coins.

JIMBOB: He is a chaotic good halfling. His vital stats are 4d8 HD, 20 HP, MV 20 feet, AC 11 (+1 DEX). His saves are physical. His primary attributes are dexterity and charisma. His attributes are strength 10, dexterity 15, constitution 11, intelligence 10, wisdom 12, charisma 14. His basic to hit is +4. He speaks common and halfling languages. He carries a +1 dagger, antique clay pipe (300gp), and miscellaneous coins.

JINKY MUDDLEFAR: He is a lawful good steam gnome. His vital stats are 6d6, 21 HP, MV 20 feet, AC 16 (+1 DEX, +2 studded leather). His saves are physical. His primary attributes are dexterity and intelligence. His attributes are strength 11, dexterity 14, constitution 12, intelligence 15, wisdom 12, charisma 8. His basic to hit bonus is +6. He speaks common,



dwarf, steam gnome and undercommon languages. He carries a +1 light hammer, +2 studded leather, potion of cure light wounds, artisan's tools, and miscellaneous coins.

JOSHUA BRITAIN: He is 6th level fighter, lawful neutral human. His vital stats are 6d10HD, 41 HP, MV 30 feet, AC 18 (adamantine breastplate, large steel shield). His primary attributes are strength, constitution and charisma. His attributes are strength 17, dexterity 12, constitution 13, intelligence 11, wisdom 12, charisma 14. His basic to hit bonus is +6. He speaks the common language. He carries a +1 longsword, expert light crossbow (+1 to hit), 20 bolts, adamantine breastplate, large steel shield, braid of office, and miscellaneous coins.

KALE BENOCIA, ADMIRAL: He is a multiclass 6th level aristocrat/6th level fighter, lawful neutral half-elf. His vital stats are 12d8, HP 62, MV 30 feet, AC 21 (+3 DEX, +3 chain shirt, buckler). His primary attributes are strength and charisma. His attributes are strength 16, dexterity 18, constitution 13, intelligence 12, wisdom 12, charisma 17. His basic to hit bonus is +12. He speaks aquan, common, dwarf, elf and orc languages. He carries a +2 longsword, +1 composite longbow, 20 arrows, +3 chain shirt, buckler, boots of elvenkind, potion of cure serious wounds, potion of sanctuary (x2), ring of swimming, potion of water breathing, purple baldric with gold Admiral insignia (55gp), and miscellaneous coins.

KATARINA BOOMGARDEN: She is a 9th level rogue, neutral halfling. Her vital stats are 9d6 HD, 39 HP, MV 20 feet, AC 18 (+3 dexterity +2 studded leather). Her primary

attributes are dexterity and intelligence. Her attributes are strength 10, dexterity 19, constitution 14, intelligence 16, wisdom 14, charisma 12. Her basic to hit bonus is +3. She speaks common, dwarf, gnome, halfling and orc languages. She carries an adamantine short sword, 2 expert daggers (+1 to hit), +2 studded leather, potion of cure serious wounds, potion of neutralize poison, and miscellaneous coins.

KELTIN FARNBROUGH: He is an 8th level cleric, lawful neutral half-orc. His vital stats are 8d8 HD, 36 HP, MV 30 feet, AC 13 (-1 DEX, +1 studded leather). His primary attributes are strength and wisdom. His attributes are strength 14, dexterity 8, constitution 12, intelligence 10, wisdom 17, charisma 10. His basic to hit bonus is +4. He speaks common and orc languages. His spells known are (5/5/4/4/2): 0-level: detect poison (x2), light (x2), create water (x2); 1st: bless (x2), death watch, cause fear, obscuring mist, sleep*; 2nd: delay poison, gentle repose, remove paralysis, consecrate, calm emotions*; 3rd: create food and water, daylight, water breathing, water walk, dispel magic*; 4th: control water, repel vermin, discern lies*. He carries a +1 light mace, +1 studded leather, periapt of health, wand of cure light wounds (24 charges), potion of remove disease (x3), potion of delay poison (x3), gloves of swimming and climbing, and miscellaneous coins.

KEN LOOMS: He is lawful good humans. His vital stats are 2d8, 12 HP, MV 30 feet, AC 10. His saves are physical. His primary attributes are strength, intelligence and wisdom. His attributes are strength 14, dexterity 10, constitution 10, intelligence 13, wisdom 15, charisma 12. His basic to hit bonus is +2. He speaks aquan and common languages. He carries miscellaneous coins.

KEVIN HAROLDS: He is a 5th level rogue, chaotic neutral human. His vital stats are 5d6, 17 HP, MV 30 feet, AC 16 (+3 DEX, leather armor, +1 ring of protection). His primary attributes are strength, dexterity and intelligence. His attributes are strength 13, dexterity 17, constitution 12, intelligence 13, wisdom 11, charisma 12. His basic to hit bonus is +2. He speaks aquan and common languages. He carries a +1 dagger, 5 expert darts (+1 to damage), expert shortsword (+1 to hit), leather armor, +1 ring of protection, ring of swimming, and miscellaneous coins.

KINKAR KINLAY: He is a multiclass 10th level rogue/5th level cat burglar, chaotic neutral human. His vital stats 15d6 HD, 43 HP, MV 30 feet, AC 19 (+3 DEX, +3 studded leather). His primary attributes are dexterity, intelligence and wisdom. His attributes are strength 11, dexterity 18, constitution 12, intelligence 13, wisdom 12, charisma 11. His basic to hit bonus is +4. He speaks common and dwarf languages. He carries a +2 short sword, +3 hand crossbow, 20 bolts, 10 bolts, +3 studded leather, portable hole, potion of invisibility, ring of knocking (32 charges) (see Appendix 8: Magic Items), thieves' tools, climber's kit, and miscellaneous coins.

KREDE RURIK: He is an 11th level ranger, chaotic good dwarf. His vital stats are 11d10 HD, 92 HP, MV 20 feet, AC 17 (+1 DEX, +1 chain shirt). His primary attributes are strength and wisdom. His attributes are strength 12, dexterity 15, constitution 19, intelligence 12, wisdom 16, charisma 10.

His basic to hit bonus is +10. He speaks *aquan*, *common* and *dwarf* languages. He carries a +2 battle axe, +2 hand axe, expert light crossbow (+1 to damage), 20 light crossbow bolts, +1 chain shirt, potion of enhance attribute, potion of cure serious wounds, and miscellaneous coins.

KU GERBAY: He is a chaotic neutral human. His vital stats are 1d8 HD, 9 HP, MV 30 feet, AC 12 (+1 DEX, +1 ring of protection). His saves are physical. His primary attributes are intelligence, wisdom and charisma. His attributes are strength 11, dexterity 15, constitution 13, intelligence 14, wisdom 14, charisma 15. His basic to hit bonus is +1. He speaks *common*, *gnome* and *ignan* languages. He carries a +1 longsword, +1 ring of protection, and miscellaneous coins.

LA'DORRAN KILPO: She is a 4th level wizard, chaotic good human. Her vital stats are 4d4 HD, 14 HP, MV 30 feet, AC 15 (+1 DEX, +2 ring of protection, +2 amulet of natural armor). Her primary attributes are dexterity, intelligence and charisma. Her attributes are strength 12, dexterity 15, constitution 14, intelligence 18, wisdom 12, charisma 14. Her basic to hit bonus is +1. She speaks *celestial*, *common*, *dragon*, *dwarf*, *elf* and *sylvan* languages. Her spells known are (4/4/3): 0-level: all, 1st: charm person, comprehend languages, detect secret doors, detect undead, hypnotism, identify, mage armor*, magic missile, true strike*, 2nd: darkvision*, detect thoughts, locate object, obscure object (*New spell, see Appendix 6: Spells). She carries 2 adamantite daggers, +2 ring of protection, +2 amulet of natural armor, crystal ball, and miscellaneous coins.

LADY LOVELACE: She is a 4th level bard, neutral evil human. Her vital stats are 4d10 HD, 25 HP, MV 30 feet, AC 12 (+2 ring of protection). Her primary attributes are intelligence, wisdom and charisma. Her attributes are strength 10, dexterity 12, constitution 11, intelligence 15, wisdom 13, charisma 18. Her basic to hit bonus is +3. She speaks *common*, *elven* and *halfling* languages. She carries a +1 dagger, +2 ring of protection, gloves of dexterity, ring of mind shielding, miscellaneous coins and wealth, including assorted valuable and costume jewelry, and valuable and flashy clothing and costumes.

LAEB SINOOT: He is a 7th level wizard, neutral evil human. His vital stats are 7d4 HD, 16 HP, MV 30 feet, AC 18 (+1 DEX, +3 ring of protection, +4 bracers of armor). His primary attributes are intelligence, wisdom and charisma. His attributes are strength 13, dexterity 14, constitution 11, intelligence 18, wisdom 14, charisma 15. His basic to hit bonus is +2. He speaks *common*, *elf* and *halfling* languages. His spells known are (5/5/4/3/1): 0-level: all, 1st: floating disk, magic missile, ray of enfeeblement, shocking grasp, endure elements, shield, protection from chaos, evil, good or law, feather fall, read magic, 2nd: shatter, flaming sphere*, knock, daylight, darkness, 3rd: dispel magic, fireball, lightning bolt, fly, 4th: ice storm, mnemonic enhancer, wall of ice (*New spell, see Appendix 6: Spells). He carries a +2 dagger, +3 ring of protection, +4 bracers of armor, necklace of fireballs (type III), pearl of power (3rd level), and miscellaneous coins.

LEETEESHA: She is a 2nd level rogue, neutral good steam gnome. Her vital stats are 2d6 HD, 11 HP, MV 20 feet, AC

10. Her primary attributes are dexterity and intelligence. Her attributes are strength 10, dexterity 12, constitution 15, intelligence 14, wisdom 8, charisma 11. Her basic to hit bonus is +1. She speaks *common*, *dwarf*, *steam gnome* and *undercommon* languages. She carries an expert dagger (+1 to hit), expert hand crossbow (+1 to damage), 20 bolts, thieves' tools, and miscellaneous coins.

LOEN SAMKIN: He is a 4th level fighter, lawful good dwarf. His vital stats are 4d10 HD, 33 HP, MV 20 feet, AC 18 (-1 DEX, +1 full plate). His primary attributes are strength and constitution. His attributes are strength 18, dexterity 8, constitution 16, intelligence 10, wisdom 12, charisma 11. His basic to hit bonus is +4. He speaks *common* and *dwarf* languages. He carries an expert heavy flail (+1 to hit), adamantite dagger, +1 full plate, and miscellaneous coins.

LOPEKI KILDORN: He is a 9th level wizard, neutral good human. His vital stats are 9d4 HD, 29 HP, MV 30 ft, AC 17 (+1 DEX, +4 bracers of armor, +2 ring of protection). His primary attributes are intelligence, wisdom and charisma. His attributes are strength 10, dexterity 14, constitution 14, intelligence 17, wisdom 14, charisma 15. His basic to hit bonus is +2. He speaks *common*, *dwarven*, *elven*, *gnome* and *orc*. His spells known are (5/6/5/3/2/1): 0-level: all, 1st: charm person, feather fall, grease*, mage armor*, mount*, obscuring mist, shield, unseen servant, 2nd: acid arrow, fog cloud, we*, rope trick, 3rd: acid bath*, flame arrow*, stinking cloud, summon lesser monster, blink, gaseous form, 4th: black tentacles*, charm monster, minor creation, mnemonic enhancer, 5th: major creation*, fabricate* (*New spell, see Appendix 6: Spells). He carries +4 bracers of armor, +2 ring of protection, bag of holding (type II), horn of goodness, bag of tricks, and miscellaneous coins.

LORIEN WARRENSBY, CURATOR: He is a chaotic neutral elf. His vital stats are 10d8 HD, 42 HP, MV 30 feet, AC 13 (+3 DEX). His saves are physical. His primary attributes are dexterity and intelligence. His attributes are strength 7, dexterity 19, constitution 9 (includes bonus from amulet of health), intelligence 16, wisdom 10, charisma 14. His basic to hit bonus is +10. He speaks *common*, *elven*, *dwarf*, *steam gnome* and *celestial* languages. He carries an alchemy kit, universal solvent, eyes of the eagle +2 amulet of health, robe of useful items, ring of sustenance, and miscellaneous coins.

LUCIEN GREKO: He is an 8th level wizard, neutral good human. His vital stats are 8d4 HD, 30 HP, MV 30 ft, AC 17 (+1 DEX, +2 ring of protection, +4 bracers of armor). His primary stats are intelligence, wisdom, and charisma. His attributes are strength 11, dexterity 13, constitution 14, intelligence 16, wisdom 14, charisma 15. His basic to hit bonus is +2. He speaks *common*, *elf*, *gnome* and *dwarf* languages. His spells known are (5/5/4/3/2): 0-level: all, 1st: alarm, burning hands, unseen servant, feather fall, mage armor*, shield, shocking grasp, true strike*, comprehend languages, jump, magic weapon*, 2nd: date item*, enhance attribute, resist elements, whispering wind*, 3rd: dispel magic, flame arrow*, fly, haste, 4th: mnemonic enhancer, polymorph other, stonewall*, fire trap, water form* (*New spell, see Appendix 6: Spells). He carries

a +2 ring of protection, +4 bracers of armor, staff of fire (42 charges), handy haversack, helm of telepathy, potion of enhance attribute (x4), potion of resist elements (fire), potion of resist elements (cold), potion of resist elements (electricity), potion of resist elements (acid), potion of haste (x3), potion of fly (x2), potion of jump (x2), acid arrow scroll (x3), blessed book, and miscellaneous coins.

LYNN FENDARR: She is a 10th level rogue, neutral evil ne-vae. Her vital stats are 10d6 HD, 23 HP, MV 30 feet, AC 11 (+1 DEX). Her primary attributes are dexterity and intelligence. Her attributes are strength 11, dexterity 15, constitution 8, intelligence 11, wisdom 11, charisma 10. Her basic to hit bonus is +3. She speaks common and elf languages. She carries 2 daggers of venom, +1 hand crossbow, 25 light crossbow bolts, rope of climbing, cloak of elvenkind, cape of the montebank, chime of opening, dust of disappearance, and miscellaneous coins.

MACKENZIE BLACKTHORNE: She is a multiclass 3rd level aristocrat/3rd level wizard, neutral good human. Her vital stats are: 3d6 HD, 13 HP, AC 12 (+2 ring of protection), MV 30 ft. Her primary attributes are dexterity, intelligence, and charisma. Her attributes are strength 7, dexterity 12, constitution 11, intelligence 16, wisdom 14, charisma 17. Her basic to hit bonus is +1. She speaks the common language. Her spells known are (4/3/1): 0-level: arcane mark, dancing lights, mage hand, message, ray of frost*, 1st: erase, mage armor* (*New spell, see Appendix 6: Spells). She carries a light mace, +2 ring of protection, enhance attribute scroll, shield scroll, spellbook, and miscellaneous coins.

MADAME SCARLETT: She is an 8th level rogue, neutral human. Her vital stats are: 8d6 HD, 36 HP, AC 12 (+1 DEX, +1 ring of protection), MV 30 ft. Her primary attributes are dexterity, intelligence, and wisdom. Her attributes are strength 10, dexterity 14, constitution 13, intelligence 12, wisdom 14, charisma 16. Her basic to hit bonus is +3. She speaks the common language. She carries two +2 daggers, +1 ring of protection, periapt of health, thieves' tools, and miscellaneous coins.

MARIUS I'ONSARIO: He is a multiclass 8th level rogue/4th level ranger, neutral elf. His vital stats are 8d8 HD, 41 HP, AC 18 (+2 DEX, +4 bracers of armor, +2 ring of protection), MV 30 ft. His primary attributes are dexterity, wisdom. His attributes are strength 18 (gauntlets of ogre power), dexterity 16, constitution 11, intelligence 13, wisdom 14, charisma 11. His basic to hit bonus is +7. He speaks common, elf, dwarf, gnome, halfling, and the orc languages. He carries a +1 dagger, expert light crossbow (+1 to damage), 20 expert crossbow bolts (+1 to hit), +2 flaming rapier, +4 bracers of armor, +2 ring of protection, gauntlets of ogre power, and miscellaneous coin.

MARTEN LOOMIS: He is a neutral-good human. His vital stats are 1d8 HD, 3 HP, AC 10 (+1 DEX), MV 30 ft. His saves are physical. His attributes are strength 16, dexterity 14, Constitution 9, intelligence 11, wisdom 12, charisma 9. His basic to hit bonus is +1. He speaks the common language. He carries gloves, bullseye lantern (with continual flame cast on it), and miscellaneous coin.

MASTER URIBE: He is a lawful-neutral gnome. His vital



stats are 8d8 HD, 41 HP, AC 12 (+2 DEX), MV 20 ft. His saves are physical. His attributes are strength 9, dexterity 17, constitution 15, intelligence 15, wisdom 13, charisma 10. His basic to hit bonus is +8. He speaks common, elf, dwarf, gnome goblin, and the kobold language. He carries miscellaneous coin (due to his somewhat private nature, little is known of Master Uribe's material goods and possessions).

MENTAR THE MAGNIFICENT: He is a neutral human. His vital stats are 4d8 HD, 18 HP, AC 12 (+2 DEX), MV 30 ft. His saves are physical. His attributes are strength 15, dexterity 16, constitution 9, intelligence 14, wisdom 16, charisma 13. His basic to hit bonus is +4. He speaks the common language. He carries 2 expert daggers (+1 damage each), hat of disguise, ring of feather falling, bag of holding (type I), miscellaneous coins and wealth (mostly props).

MERCIN FARSEER: He is a 10th level cleric, lawful neutral, dwarf. His vital stats are: 10d8 HD, 53 HP, AC 19 (banded mail +3), MV 20 ft. His primary attributes are strength and wisdom. His attributes are strength 12, dexterity 11, constitution 15, intelligence 12, wisdom 18, charisma 10. His basic to hit bonus is +5. He speaks common, dwarven, gnome, goblinoid, halfling, elven, ogreish, giant, and the troll language. His spells are: (5/5/5/4/3/2): 0-level: detect magic, detect poison, light, mending, purify food and drink, virtue; 1st: bless, bless water, command, detect evil, obscuring mist, protection from evil, sanctuary*; 2nd: aid, augury, bull's strength (x2), hold person, soften earth and stone*; 3rd: create food and water, dispel magic, prayer, searing light, stone shape*, summon monster III; 4th: discern lies, freedom of movement, restoration, sending, spike stones*; 5th: break enchantment, dispel evil, flame strike, wall of stone*; 6th: blade barrier, forbiddance, stonewall*. He carries a +2 two-handed axe, +1 heavy crossbow, 20 expert bolts (+1 damage), +3 banded mail armor, ring of regeneration, wand of cure light wounds (32 charges), potion of neutral-

ize poison (x2), flask of holy water (x2), silver holy symbol of the Miner, and miscellaneous coins.

MICHIN ONE-EYE ORCHAMMER: He is a multiclass 4th level fighter/4th level rogue, neutral dwarf. His vital stats are 4d8 HD, 28 HP, AC 17 (+1 DEX, +2 leather armor, +2 ring of protection), MV 20 feet His primary attributes are strength, dexterity. His attributes are strength 19, dexterity 14, constitution 15, intelligence 13, wisdom 18, charisma 10. His basic to hit bonus is +4. He speaks dwarven, gnome, goblinoid, halfling, elven, ogrish, giant, and the troll language. He carries a +1 longsword, expert light crossbow (+1 to hit), 25 crossbow bolts, +2 leather armor, +2 ring of protection, potion of jump, dust of appearance, miscellaneous coins.

MIDNIGHT SHADOW/SOL: He is a 10th level rogue, chaotic good human. His vital stats are 10d6 HD, 46 HP, AC 22 (+3 DEX, +5 leather armor, +2 ring of protection), MV 30 feet His primary attributes are strength, dexterity, intelligence. His attributes are strength 15, dexterity 18, constitution 12, intelligence 18, wisdom 13, charisma 12. His basic to hit bonus is +3. He speaks the common language. He carries a +2 dagger of returning (returns to owner when thrown), +2 rapier, +5 leather armor, +5 cloak of resistance, ring of feather falling, +2 ring of protection, ever-smoking bottle, potion of cure serious wounds (x3), potion of invisibility, potion of blur, flask of alchemist's fire (x2), thieves' tools, and miscellaneous coin.

MOIRA TURNER: She is a 3rd level rogue, chaotic neutral human. Her vital stats are 3d6 HD, 12 HP, AC 10, MV 30 feet Her primary attributes are dexterity, intelligence, and wisdom. Her attributes are strength 9, dexterity 11, constitution 8, intelligence 13, wisdom 16, charisma 16. Her basic to hit bonus is +1. She speaks common and orc languages. She carries a +1 dagger (hidden), hat of disguise, and miscellaneous coins.

MORRIS BEADLE: He is a 3rd level fighter, chaotic good, human. His vital stats are 3d10 HD, 22 HP, AC 18 (+1 DEX, +1 steel breastplate, +1 small steel shield), MV 30 ft. His primary attributes are strength, dexterity, charisma. His attributes are strength 13, dexterity 14, constitution 15, intelligence 11, wisdom 12, charisma 10. His basic to hit bonus is +3. He speaks the common language. He carries a +1 longsword, +1 steel breastplate, +1 small steel shield, and miscellaneous coin.

MORRIS STORMRIGHT: He is a neutral human. His vital stats are: 3d8 HD, 16 HP, AC 12 (+1 DEX, +1 ring of protection), MV 30 ft. His saves are physical. His attributes are strength 13, dexterity 14, constitution 15, intelligence 11, wisdom 12, charisma 10. His basic to hit bonus is +3. He speaks the common language. He carries a +1 dirk, ring of swimming, and miscellaneous coins.

MOTHER SUPERIOR: She is an 11th level cleric, lawful good human. Her vital stats are: 10d8+3 HD, HP 52, AC 21 (+2 ring of protection, mithril scale mail armor), MV 30 ft. Her primary attributes intelligence, wisdom, charisma. Her attributes are strength 8, dexterity 11, constitution 14, intelligence 12, wisdom 22 (includes +4 from periapt of wisdom), charisma 16. Her basic to hit bonus is +5. She speaks the common language. Her spells are: (6/6/5/5/4/2/1): 0-level: cure

minor wounds (x4), detect poison, mending; 1st: bless, bless water, piety**, protection from evil*, remove fear, sanctuary, shield of faith; 2nd: animal messenger, calm emotions, consecrate, delay poison, gentle repose, shield other*, zone of truth; 3rd: create food and water, daylight, helping hand, magic circle against evil*, remove disease; 4th: death ward, divination, divine power, sending, spell immunity*; 5th: commune, dispel evil, hallow, healing circle; 6th: antimagic field*, banishment, heal. She carries a +4 light mace, mithril scale mail armor, +2 ring of protection, +4 periapt of wisdom, and miscellaneous coins.

NARL "MOUSE" IRONFLAME: He is a 10th level fighter, chaotic good dwarf. His vital stats are 10d10 HD, 89 HP, AC 11 (+1 ring of protection), MV 20 feet His primary attributes are strength and constitution. His attributes are strength 12, dexterity 10, constitution 17, intelligence 13, wisdom 10, charisma 12. His basic to hit bonus is +10. He speaks common and dwarf languages. He carries a +2 two handed axe, +1 ring of protection, potion of fire breath, and miscellaneous coins.

NELLY PERKINS: She is a 3rd level rogue, lawful neutral human. Her vital stats are 3d6 HD, 15 HP, AC 14 (+1 DEX, +1 leather armor), MV 30 ft. Her primary attributes are dexterity, intelligence, wisdom. Her attributes are strength 12, dexterity 14, constitution 10, intelligence 10, wisdom 17, charisma 9. Her basic to hit bonus is +1. She speaks the common language. She carries a whip, +1 leather armor, and miscellaneous coin.

NEMNAKER HELT: She is an 8th level wizard, chaotic good half-elf. Her vital stats are 8d4, 24 HP, AC 12 (+1 DEX, +1 ring of protection), MV 30 ft. Her primary attributes are wisdom, charisma. Her attributes are strength 12, dexterity 15, constitution 10, intelligence 12, wisdom 11, charisma 16. Her basic to hit bonus is +2. She speaks elf, dwarf, goblin, and the halfling language. Her spells known are (5/4/3/3/2): 0-level: arcane mark, detect magic, detect poison, ghost sound, light, mage hand, mending, resistance*, 1st: burning hands, change self, feather fall, jump, mage armor*, 2nd: enhance attribute, ghoul touch*, mirror image, 3rd: fly, hold person, 4th: confusion (*New spell, see Appendix 6: Spells). She carries 20 +1 darts, a +1 dagger, +1 ring of protection, cloak of elvenkind, wand of magic missiles (20 charges), artisan's tools, spellbook, and miscellaneous coins.

OCTAVIO SCAMARDO: He is a lawful neutral human. His vital stats are 7d8, 37 HP, AC 11 (+1 DEX), MV 30 ft. His saves are physical. His attributes are strength 14, dexterity 13, constitution 10, intelligence 14, wisdom 11, charisma 12. His basic to hit bonus is +7. He speaks the common language. He carries a +2 glaive, artisan's tools, and miscellaneous coin.

PENDALL WARSONG: He is an 8th level bard, neutral good dwarf. His vital stats are 8d10 HD, 50 HP, AC 13 (+1 DEX, +2 amulet of natural armor), MV 30 ft. His primary attributes are strength, wisdom. His attributes are strength 11, dexterity 14, constitution 12, intelligence 15, wisdom 18, charisma 16. His basic to hit bonus is +7. He speaks common, dwarven, gnome, goblinoid, halfling, elven, ogrish, giant, and the troll language. He carries a +1 longsword, expert light crossbow (+1 to hit), 20 expert bolts (+1 damage), +2 amulet of natu-

ral armor, potion of cure serious wounds, musical instrument, gold and moonstone ring (200gp), silver link necklace (50gp), and miscellaneous coins.

PINKY CHENAULT: She is a 6th level bard, chaotic good human. Her vital stats are 6d6 HD, 21 HP, AC 13 (+3 DEX), MV 30 feet Her primary attributes are dexterity, intelligence, and charisma. Her attributes are strength 10, dexterity 18, constitution 10, intelligence 15, wisdom 11, charisma 16. Her basic to hit bonus is +5. She speaks common and elf language. She carries a shortsword, hat of disguise, and miscellaneous coins.

POTARIA RENSON: She is an 8th level cleric, lawful neutral dwarf. His vital stats are 8d8 HD, 39 HP, AC 18 (+1 DEX, +1 large steel shield, steel breastplate), MV 20 ft. Her primary attributes are wisdom, charisma. Her attributes are strength 12, dexterity 13, constitution 15, intelligence 12, wisdom 16, charisma 11. Her basic to hit bonus is +4. She speaks common, dwarven, gnome, goblinoid, halfling, elven, ogrish, giant, and the troll language. Her spells are (5/5/4/3/2): 0-level: detect magic, detect poison, guidance, light, mending, resistance; 1st: command, detect evil, doom, magic stone*, magic weapon, protection from evil; 2nd: consecrate, endurance, hold person, shield other*, silence; 3rd: dispel magic, glyph of warding, negative energy protection, prayer, stone shape*; 4th: divine power, spell immunity*, summon monster IV. She carries an expert heavy mace (+1 to hit, +1 damage), +1 sling, 20 sling stones, steel breastplate, +1 large steel shield of blinding, ring of climbing, silver holy symbol of the Miner, and miscellaneous coins.

RAM BUNKLE: He is a 5th level fighter, lawful neutral dwarf. His vital stats are 5d10, 44 HP, AC 19 (+2 full chain suit, expert steel shield), MV 20 ft. His primary attributes are strength, constitution. His attributes are strength 42, dexterity 12, constitution 18, intelligence 13, wisdom 10, charisma 11. His basic to hit bonus is +5. He speaks common, dwarven, gnome, goblinoid, halfling, elven, ogrish, giant, and the troll language. He carries a +1 composite shortbow, 20 arrows, +1 warhammer, +2 full chain suit, expert small steel shield (absorbs 1 point of damage per hit), and miscellaneous coin.

REGINALD OAKFIST: He is a 10th level fighter, lawful good human. His vital stats are 10d10 HD, 67 HP, AC 18 (+4 mail shirt), MV 30 ft. His primary attributes are strength, dexterity, constitution. His attributes are strength 16, dexterity 12, constitution 13, intelligence 15, wisdom 12, charisma 13. His basic to hit bonus is +10. He speaks the common language. He carries a +1 handaxe, +2 bastard sword, composite longbow, 20 +1 arrows, a +4 mail shirt, potion of cure serious wounds (x2), black tabard with silver Bluffside Regulars insignia, signal whistle, and miscellaneous coins.

REVEL VARIAN: He is a 12th level aristocrat, lawful neutral human. His vital stats are 10d8+3, 47 HP, AC 13 (+3 ring of protection), MV 30 ft. His primary attributes are intelligence, wisdom, charisma. His attributes are strength 8, dexterity 10, constitution 7, intelligence 17, wisdom 19, charisma 15. His basic to hit bonus is +5. He speaks the common language. He carries +3 ring of protection, a golden signet ring with the seal of Bluffside (500gp), ornate walking stick (200gp), silver holy

symbol of the Great Teacher (25gp), and miscellaneous coins.

ROLVEN IPSWITCH: He is a 5th level rogue, neutral good human. His vital stats are 5d6 HD, 21 HP, AC 10, MV 30 feet His primary attributes are strength, wisdom, and charisma. His attributes are strength 14, dexterity 12, constitution 11, intelligence 13, wisdom 15, charisma 14. His basic to hit bonus is +2. He speaks common and gnome language. He carries a +2 dagger, gem of seeing, rogue's tools, and miscellaneous coins.

ROOK MONTCLAIRE: He is a 12th level wizard, lawful-neutral, human. His vital stats are 10d4+2 HD, 29 HP, AC 18 (+1 DEX, +5 bracers of armor, +2 ring of protection), MV 30 ft. His primary attributes are dexterity, constitution, intelligence. His attributes are strength 9, dexterity 15, constitution 15, intelligence 24*, wisdom 11, charisma 10. His basic to hit bonus is +3. He is fluent in many languages learned over the years. His spells are (6/6/5/5/4/4/2): 0-level: arcane mark, dancing lights, daze, detect magic, detect poison, endure elements, flare*, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost*, resistance*, 1st: alarm, burning hands, charm person, detect secret doors, feather fall, identify, magic missile, magic weapon*, ray of enfeeblement, shield, silent image, sleep, unseen servant, 2nd: acid arrow, alter self, detect thoughts, enhance attribute, flaming sphere*, invisibility, knock, minor image, 3rd: dispel magic, fireball, flame arrow*, haste, hold person, illusionary script, lightning bolt, major image, non-detection, secret page, sepia snake sigil, tongues, 4th: arcane eye, detect scrying, illusionary wall, improved invisibility, minor creation, minor globe of invulnerability, mnemonic enhancer, phantasmal killer, scrying, stonewalk*, 5th: cloudkill, cone of cold, fabricate*, Leomund's secret chest, permanency, prying eyes, summon monster, wall of force, 6th: analyze dweomer, greater dispelling, guards and wards, planar binding, transformation*, veil (*New spell, see Appendix 6: Spells). He carries a +1 quarterstaff, 2 daggers, +2 ring of protection, +2 cloak of resistance, +5 bracers of armor, +6 headband of intellect, brooch of shielding, blessed book, spellbook, miscellaneous coins.

ROSENBERG: He is a 7th level rogue, lawful neutral, human. His vital stats are 7d6 HD, 24 HP, AC 22 (+4 DEX, +2 studded leather armor), MV 30 ft. His primary attributes are: dexterity, intelligence, wisdom. His attributes are strength 11, dexterity 21 (includes bonus for gloves of dexterity), constitution 12, intelligence 14, wisdom 17, charisma 11. His basic to hit bonus is +2. He speaks the common language. He carries a +1 dagger of venom, +2 studded leather armor, +4 gloves of dexterity, cloak of elvenkind, thieves' tools, and miscellaneous coins. Most other wealth is spent in the upkeep and improvement of his establishment (Golden Lantern) as well as on the discreet security measures present.

RUKA FROST: He is an old white dragon (age category 11). His vital stats are 23d12 HD, 147 HP, AC 21, DB 7, SR 3, MV 90 feet (300 feet flying, 45 feet burrowing). His saves are mental and physical with a bonus to saves of +7. His basic to hit bonus is +12. His attacks are 2 claws (1d4+1), wing (1d6+3), tail (1d6+7), and bite (2d8+7). He speaks the language of dragons as well as the common tongue. He can cast 5 1st level



wizard spells per day, and knows many 1st level wizard spells. He is immune to all cold damage, even magical cold. His spell like abilities are fog cloud 3 times per day, gust of wind 3 times per day, wall of ice once per day, and freezing fog (equivalent to a sleet storm) 3 times per day. Ruka's frightful presence extends to a range of 330 ft. His breath weapon is an icy blast of cold that does 23d4 damage (80' line of effect). Ruka can walk on any ice as per the spider climb spell at all times. Ruka has a vast hoard of wealth from which he draws whatever possessions he needs.

RUNDAAR "THE GIANT" NERUTEN: He is a 9th level illusionist, chaotic good gnome. His vital stats are 9d4 HD, 23 HP, AC 16 (+1 DEX, +1 amulet of natural armor, +3 bracers of armor, +1 ring of protection), MV 20 ft. His primary attributes are intelligence, wisdom. His attributes are strength 18 (gauntlets of ogre power), dexterity 13, constitution 18, intelligence 17, wisdom 11, charisma 12. His basic to hit bonus is +2. He speaks common, dwarf, elf, gnome, goblin, and the kobold languages. His spells are (5/6/5/3/2/1): 0-level: arcane mark, daze, detect magic, detect poison, endure elements, ghost sound, mage hand, mending, message, open/close, prestidigitation, ray of frost*, resistance*, 1st: change self, color spray, identify, protection from chaos, evil, good or law, silent image, 2nd: acid arrow, hypnotic pattern, invisibility, pyrotechnics, 3rd: dispel magic, fireball, invisibility sphere, vampiric touch*, 4th: charm monster, improved invisibility, phantasmal killer, rainbow pattern, 5th: greater shadow conjuration, shadow evocation (*New spell, see Appendix 6: Spells). He carries a +2 composite shortbow, 20 arrows, +1 amulet of natural armor, +3 bracers of armor, +1 ring of protection, gauntlets of ogre power, potion of haste, spellbook, and miscellaneous coins.

RUSS DE'LEVET: He is a neutral-good human. His vital stats are 4d8 HD, 17 HP, AC 10. His saves are physical. His attributes are strength 13, dexterity 11, constitution 12, intelligence 13, wisdom 14, charisma 13. His basic to hit bonus is +4. He speaks the common language. He carries an expert dagger (+1 to damage), fine artisan's tools, and miscellaneous coin.

RUSSELL, CAPTAIN: He is an 8th level fighter, neutral good human. His vital stats are 8d10 HD, 56 HP, AC 16 (+1 steel breastplate), MV 30 ft. His primary attributes are strength, dexterity, constitution. His attributes are strength 13, dexterity 10, constitution 12, intelligence 14, wisdom 12, charisma 14. His basic to hit bonus is +8. He speaks the common language. He carries a +2 longsword, expert light crossbow (+1 to hit), 10 expert bolts (+1 damage), +1 steel breastplate, large steel shield, ring of sustenance, 2 ink pens, 10 sheets of fine paper, 2 vials of ink, and miscellaneous coins.

RUSSELL BLADESINGER: He is a chaotic-good halfling. His vital stats are 4d8 HD, 16 HP, AC 14 (+2 DEX, leather armor), MV 20 ft. His saves are physical. His attributes are strength 14, dexterity 17, constitution 11, intelligence 12, wisdom 15, charisma 12. His basic to hit bonus is +4. He speaks common, dwarf, elf, gnome, goblin, and the kobold language. He carries an expert jeweled dagger (+1 damage, 50gp), +1 shortsword, leather armor, flat cap, penny whistle, pipe, dark tobacco, and miscellaneous coin.

SAMANTHA POMANDER: She is a 10th level aristocrat, neutral-good human. Her vital stats are 10d8 HD, 45 HP, AC 14 (+4 ring of protection), MV 30 ft. Her primary attributes are dexterity, intelligence, charisma. Her attributes are strength 9, dexterity 12, constitution 10, intelligence 15, wisdom 13, charisma 16. Her basic to hit bonus is +5. She speaks the common language. She carries a +2 rapier, +4 ring of protection, golden signet ring with the insignia of Bluffside (500gp), and miscellaneous coin.

SASHA YEOB: She is a 7th level fighter, lawful neutral human. Her vital stats are 7d10 HD, 34 HP, AC 21 (adamantine breastplate, large steel shield), MV 30 ft. Her primary attributes are strength, dexterity, charisma. Her attributes are strength 16, dexterity 15, constitution 12, intelligence 12, wisdom 10, charisma 11. Her basic to hit bonus is +7. She speaks the common language. She carries an expert dagger (+1 to hit), +1 military fork, adamantine breastplate, large steel shield, potion of cure serious wounds, braid of office, and miscellaneous coin.

SCRIBNER THRIFTMORE: He is a neutral human. His vital stats are 5d8 HD, 21 HP, AC 13 (+1 DEX, +2 ring of protection), MV 30 ft. His saves are physical. His attributes are strength 8, dexterity 12, constitution 10, intelligence 13, wisdom 16, charisma 14. His basic to hit bonus is +4. He speaks the common language. He carries a +1 dagger, +2 ring of protection, 3 quills, 20 sheets of paper, 2 vials of ink, and miscellaneous coins.

SEDRE IPSWITCH: She is a 4th level rogue, chaotic neutral human. Her vital stats are 4d6 HD, 16 HP, AC 11 (+1 DEX), MV 30 feet Her primary attributes are dexterity, constitution, and charisma. Her attributes are strength 10, dexterity 13, constitution 15, intelligence 8, wisdom 11, charisma 14. Her basic to hit bonus is +1. She speaks the common language. She carries a dagger of venom, rogue's tools, and miscellaneous coins.

SELIM NISSELM: He is a 9th level wizard, lawful-neutral, dragori-sah. His vital stats are: 9d4 HD, 29 HP, AC 13 (+1 ring of protection, +2 amulet of natural armor), MV 30 ft. His primary attributes are intelligence, charisma. His attributes are

strength 10, dexterity 11, constitution 13, intelligence 14, wisdom 10, charisma 20 (includes bonus from cloak of charisma). His basic to hit bonus is +2. He speaks common, the language of dragons, dwarf, elf, gnome, goblin, and orc. His spells are (5/6/4/3/2/1): 0-level: all, 1st: change self, comprehend languages, endure elements, hypnotism, mage armor*, magic missile, read magic, spider climb, 2nd: alter self, invisibility, see invisibility, whispering wind*, 3rd: fly, tongues (*New spell, see Appendix 6: Spells). He carries a +1 light crossbow, +1 ring of protection, +2 amulet of natural armor, +2 belt of resistance (+2 to all saves), +2 cloak of charisma, blur scroll, enhance attribute scroll (x5), invisibility scroll, fly scroll, wand of detect secret doors (25 charges), wand of magic missiles (30 charges), and miscellaneous coin.

SEPHONA HIL'AQUISSA: She is a 12th level fighter, neutral elf. Her vital stats are 10d10+8 HD, 81 HP, AC 23 (+1 DEX, +1 adamantine breastplate, +2 ring of protection), MV 30 ft. Her primary attributes are strength, dexterity, wisdom. Her attributes are strength 16, dexterity 14, constitution 16, intelligence 13, wisdom 11, charisma 10. Her basic to hit bonus is +12. She speaks common, dwarf, elf, gnome, goblin, halfling, and the orc language. She carries a +4 glaive, +3 composite longbow, 20 arrows, +1 adamantine breastplate, +2 ring of protection, periapt of health, potion of cure serious wounds, ring of feather falling, signal whistle, and miscellaneous coins.

SHELLY "WRINKLES" MALLOY: He is a chaotic good human. His vital stats are 2d8 HD, 10 HP, AC 10, MV 30 ft. His saves are physical. His attributes are strength 10, dexterity 10, constitution 11, intelligence 13, wisdom 16, charisma 17. His basic to hit bonus is +2. He speaks the common language. He carries a scarab - golem bane (flesh), carved ivory statuette (lion, 50gp), 2 rose quartz gems worth 50gp each, and miscellaneous coins.

SHE-ANNE: She is a 5th level cleric, lawful evil human. Her vital stats are 5d8 HD, 19 HP, AC 10, MV 30 feet Her primary attributes are strength, constitution, and charisma. Her attributes are strength 12, dexterity 11, constitution 16, intelligence 11, wisdom 12, charisma 12. Her basic to hit bonus is +2. She speaks the common language. Her spells known are (4/3/2/1). She carries a rope of entanglement, whip, leather corset, and miscellaneous coins.

SHLEEF TOPPIN: He is a 2nd level fighter, neutral human. His vital stats are 2d10 HD, HP 18, AC 10, MV 30 feet His primary attributes are strength, dexterity, and wisdom. His attributes are strength 13, dexterity 13, constitution 9, intelligence 6, wisdom 17, charisma 13. His basic to hit bonus is +2. He speaks the common language. He carries an expert hand crossbow (+1 to hit) and miscellaneous coins.

SILAS GREENTREE: She is a multiclass 1st level wizard/1st level cleric, neutral good elf. Her vital stats are 1d6 HD, 8 HP, AC 10, MV 30 feet Her primary attributes are intelligence and wisdom. Her attributes are strength 14, dexterity 14, constitution 16, intelligence 18, wisdom 16, charisma 14. Her basic to hit bonus is +1. She speaks common, elf, gnome, and orc language. Her wizard spells are (4/3): 0-level: detect poison, ghost

sound, mage hand, open/close, 1st: change self, erase (*New spell, see Appendix 6: Spells). Her cleric spells are (3/2). She carries a light mace, numerous blank books and writing instruments, and miscellaneous coins.

SILVON: He is a 10th level paladin, lawful good human. His vital stats are 10d10 HD, 67 HP, AC 21 (+2 DEX, +2 plate mail), MV 30 ft. His primary attributes are strength, constitution, charisma. His attributes are strength 16, dexterity 17 (includes bonus from gloves of dexterity), constitution 13, intelligence 13, wisdom 14, charisma 20 (includes bonus from cloak of charisma). His basic to hit bonus is +9. He speaks the common language. He carries a +2 heavy lance, +1 longsword, adamantine dagger, +2 plate mail, +2 cloak of charisma, +4 gloves of dexterity, ring of sustenance, and miscellaneous coins. He rides a heavy warhorse with barding and military saddle.

SIMISSION ELISINE NISSELMIM: He is an 11th level wizard, lawful neutral dragori-sah. His vital stats are 10d4+1 HD, HP 32, AC 18 (+1 natural armor, +3 ring of protection, +4 bracers of armor), MV 30 ft. His primary attributes are dexterity, constitution, intelligence. His attributes are strength 10, dexterity 12, constitution 16, intelligence 13, wisdom 11, charisma 16 (includes bonus from cloak of charisma). His basic to hit bonus is +3. He is fluent in many languages learned throughout the years. His spells are (6/6/4/4/3/2/1): 0-level: arcane mark, daze*, detect magic, detect poison, endure elements, light, mage hand, message, prestidigitation, ray of frost*, 1st: charm person*, hypnotism*, read magic, shocking grasp, sleep*, 2nd: darkvision*, hideous laughter*, hypnotic pattern, knock, pyrotechnics, 3rd: hold person*, illusory script, suggestion*, tongues, 4th: charm monster*, confusion*, phantasmal killer, 5th: dominate person*, hold monster* (*New spell, see Appendix 6: Spells). He carries a +4 staff that acts as a ring of spell storing, +2 belt of resistance (+2 to all saves), +4 cloak of charisma, carpet of flying, and miscellaneous coins.

SMITH: He is a 7th level wizard, lawful neutral human. His vital stats are 7d4 HD, 29 HP, AC 13 (+3 bracers of armor), MV 30 ft. His primary attributes are: dexterity, intelligence, wisdom. His attributes are strength 14, dexterity 9, constitution 11, intelligence 16, wisdom 12, charisma 11. His basic to hit bonus is +2. He speaks the common language. His spells are (5/5/4/2/1): 0-level: arcane mark, dancing lights, daze, detect magic, detect poison, endure elements, flare*, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost*, resistance*, 1st: read magic, snip*, shield, grease*, mage armor*, magic weapon*, silent image, true strike*, burning hands, 2nd: alter self, blur, clairvoyance/clairaudience, date item*, enhance attribute, invisibility, resist elements, 3rd: explosive runes, fireball, lightning bolt, haste, dispel magic, protection from elements, 4th: ice storm, minor creation (*New spell, see Appendix 6: Spells). He carries a +3 dagger, +3 bracers of armor, bag of holding (type III), potion of cure serious wounds, and miscellaneous coins.

SMITH CARLSON: He is a chaotic good dwarf. His vital stats are 10d8 HD, 46 HP, AC 11 (+1 DEX), MV 20 ft. His saves are physical. His attributes are strength 16, dexterity 12, constitution 16, intelligence 16, wisdom 11, charisma 12. His



basic to hit bonus is +10. He speaks common, dwarven, gnome, goblinoid, halfling, elven, ogrish, giant, and the troll language. He carries an adamantite warhammer, ring of minor fire resistance (ignores first 3 points of fire damage per round), and miscellaneous coins.

SORO, CAPTAIN: He is a 6th level fighter, neutral human. His vital stats are 6d10 HD, 41 HP, AC 21 (+2 DEX, adamantite breastplate), MV 30 ft. His primary attributes are strength, dexterity, and constitution. His attributes are strength 14, dexterity 17, constitution 11, intelligence 11, wisdom 13, charisma 10. His basic to hit bonus is +6. He speaks the common language. He carries a +1 rapier, expert composite shortbow (+1 to hit, +1 to damage), 20 expert arrows (+1 to hit), adamantite breastplate, boots of striding and springing, and miscellaneous coins.

STEPHANIE MILLORIN: She is a 2nd level fighter, lawful neutral human. Her vital stats are 2d10 HD, 15 HP, AC 10, MV 30 feet Her primary attributes are strength, dexterity, and intelligence. Her attributes are strength 8, dexterity 15, constitution 14, intelligence 17, wisdom 8, charisma 9. Her basic to hit bonus is +2. She speaks common, dwarf, and gnome language. She carries a +1 dagger and miscellaneous coins.

SYLEMIS: He is a multiclass 6th level monk, 6th level druid, neutral dragori-fehr. His vital stats are 6d10, 39 HP, AC 18 (+2 DEX, +4 bracers of armor, +2 ring of protection), MV 30 ft. His primary attributes are constitution, wisdom. His attributes are strength 9, dexterity 17 (includes bonus from gloves of dexterity), constitution 12 (includes bonus from amulet of health), intelligence 8, wisdom 14, charisma 9. He speaks common, the language of dragons, dwarf, elf, gnome, goblin and orc. His spells known are (5/4/3/2): 0-level: create water x3, cure minor wounds, know direction, mending; 1st: cure light wounds, entangle, magic fang, summon nature's ally I; 2nd: barkskin, heat metal, summon nature's ally II; 3rd: meld into stone, plant growth; 4th: control plants. He carries benan-

drith (see Appendix 8: Magic Items), +2 ring of protection, +4 amulet of health, +4 gloves of dexterity, ring of chameleon power, +1 amulet of mighty fists, boots of elvenkind, cloak of elvenkind, potion of enhance attribute (x8), potion of cure light wounds (x8), potion of speak with animals (x3), potion of water walking (x3), potion of vision (x3), and miscellaneous coins.

TAMALEK AURTEIN: He is a chaotic evil human vampire. His vital stats are 8d12 HD, 71 HP, AC 20, MV 40 feet (60 feet flying, 20 feet climbing). His saves are mental and physical. His basic to hit bonus is +8. His attack is 1 slam (1d6) per round. He speaks the common tongue. His special abilities are blood drain, energy drain, children of the night, dominate, create spawn, alternate form, gaseous form, spider climb, and has the abilities of a 8th level fighter (weapon specialization +2 to hit/damage, combat dominance). He carries an expert light crossbow (+1 to hit), 20 expert bolts (+1 damage), +2 cloak of resistance, and miscellaneous coin.

TARMANIUS QUIVERFULL: He is a 12th level fighter, neutral elf. His vital stats are 12d10 HD, 71 HP, AC 15 (+2 DEX, +3 bracers of armor), MV 30 ft. His primary attributes are strength, dexterity. His attributes are strength 15, dexterity 17, constitution 12, intelligence 12, wisdom 11, charisma 9. His basic to hit bonus is +12. He speaks common, dwarf, elf, gnome, goblin, halfling, and the orc language. Tarmanius has limited ability to cast some wizard spells, as a 2nd level wizard (4/3): 0-level: arcane mark, detect magic, endure elements, flare*, open/close, 1st: burning hands, jump, true strike* (*New spell, see Appendix 6: Spells). He carries a +1 longsword, +1 composite longbow, 60 expert arrows (+1 to hit), +3 bracers of armor, boots of elvenkind, cloak of elvenkind, potion of cure serious wounds, efficient quiver, and miscellaneous coin.

TAVALONG: He is a neutral good gnome. His vital stats are 4d8 HD, 14 HP, AC 12 (+2 DEX), MV 30 ft. His saves are physical. His attributes are strength 14, dexterity 17, constitution 11, intelligence 14, wisdom 17, charisma 13. His basic to hit bonus is +4. He speaks common, gnome, goblin, kobold. He carries only miscellaneous coins.

THAD: He is a 9th level fighter, neutral, dwarf. His vital stats are 9d10 HD, 69 HP, AC 14 (+1 DEX, +1 leather armor), MV 20 ft. His primary attributes are strength, constitution. His attributes are strength 19, dexterity 15, constitution 17, intelligence 12, wisdom 13, charisma 6. His basic to hit bonus is +9. He speaks common, dwarf, gnome, goblin, halfling, and the orc language. He carries a +1 spiked gauntlet that can cast the shield spell once per day as a 5th level wizard, +1 leather armor, and a ring of the ram (39 charges).

TOBY: He is a 6th level rogue, neutral good halfling. His vital stats are 6d6 HD, 24 HP, AC 16 (+4 DEX, Leather armor), MV 30 ft. His primary attributes are strength, dexterity. His attributes are strength 10, dexterity 20, constitution 15, intelligence 14, wisdom 15, charisma 13. His basic to hit bonus is +2. He speaks common, dwarf, elf, gnome, goblin, and the kobold language. He carries 2 daggers, leather armor, ring of jumping, and miscellaneous coin.

TOM BLENKIN: He is a lawful good human. His vital stats

are 9d8 HD, 36 HP, AC 11 (+1 DEX), MV 30 ft. His saves are physical. His attributes are strength 17, dexterity 13, constitution 10, intelligence 15, wisdom 14, charisma 9. His basic to hit bonus is +9. He speaks the common language. He carries 3 black pearls (500gp), several trophies (mounted fish), and miscellaneous coin.

TOMOLAFF HEINDICKS: He is a chaotic good human. His vital stats are 6d8 HD, 27 HP, AC 14 (+2 DEX, +2 bracers of armor), MV 30 ft. His saves are physical. His attributes are strength 11, dexterity 16, constitution 14, intelligence 17, wisdom 16, charisma 10. His basic to hit bonus is +6. He speaks the common language. He carries a +1 heavy mace, +2 bracers of armor, 1 emerald (1000gp), 2 red garnets (100gp each), and miscellaneous coin.

TOM "THREE FINGERS" SWEARENGEN: He is a 3rd level fighter, neutral evil human. His vital stats are 3d10 HD, 23 HP, AC 10, MV 30 feet His primary attributes are strength, constitution, and intelligence. His attributes are strength 14, dexterity 9, constitution 12, intelligence 14, wisdom 13, charisma 7. His basic to hit bonus is +3. He speaks the common language. He carries a +1 longsword, stone of alarm, ring of mind shielding, and miscellaneous coins.

TREVOR BLACKTHORNE: He is a lawful good human. His vital stats are 7d8 HD, 32 HP, AC 12 (+2 ring of protection), MV 30 ft. His saves are physical. His attributes are strength 12, dexterity 10, constitution 11, intelligence 14, wisdom 16, charisma 13. His basic to hit bonus is +7. He speaks the common language. He carries an expert club (+1 damage), +2 ring of protection, potion of cure serious wounds, potion of detect thoughts, and miscellaneous coin.

TREVOR VOST: He is a 12th level wizard, neutral good human. His vital stats are 10d4+2 HD, 31 HP, AC 15 (+4 bracers of armor, +1 ring of protection), MV 30 ft. His primary attributes are constitution, intelligence, wisdom. His attributes are strength 13, dexterity 12, constitution 15, intelligence 18, wisdom 12, charisma 12. His basic to hit bonus is +3. He speaks the common language. His spells are (6/6/5/5/3/3/2): 0-level: arcane mark, dancing lights, daze, detect magic, detect poison, endure elements, flare*, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost*, resistance*, 1st: identify, magic missile, mage armor*, obscuring mist, comprehend languages, animate rope, spider climb, endure elements, 2nd: enhance attribute, flaming sphere*, fog cloud, shatter, 3rd: dispel magic, flame arrow*, lightning bolt, water breathing, 4th: ice storm, fire shield, resilient sphere, solid fog, 5th: cloud kill, cone of cold, fabricate*, major creation, 6th: acid fog*, chain lightning, contingency*, mass suggestion (*New spell, see Appendix 6: Spells). He carries a +1 staff, +1 dagger, +4 bracers of armor, +1 ring of protection, many spell scrolls, wand of hold person (25 charges), wand of mirror image (24 charges), spellbook, and miscellaneous coins.

TRICIL IRONFLAME: She is a 4th level fighter, neutral good dwarf. Her vital stats are 4d10 HD, 35 HP, AC 10, MV 20 feet Her primary attributes are strength and intelligence. Her attributes are strength 11, dexterity 12, constitution 12, intel-



ligence 14, wisdom 11, charisma 16. Her basic to hit bonus is +4. She speaks common and dwarf language. She carries a +1 hand crossbow, +1 fire bolts (x3), and miscellaneous coins.

UMA SWEET: She is a 6th level bard, neutral evil aranea (shapechanger). Her vital stats are 6d10 HD, 34 HP, AC 13 (+1 DEX, +2 ring of protection), MV 30 ft. Her primary attributes are wisdom, charisma. Her attributes are strength 11, dexterity 15, constitution 14, intelligence 14, wisdom 13, charisma 16. Her basic to hit bonus is +5. She speaks the language of the aranea and the common tongue. Her natural form is that of a large monstrous spider. She carries a +1 longsword, +2 ring of protection, potion of gaseous form, potion of water breathing, exceptional black leather cloak (50gp), and miscellaneous coins.

UZZELL LONGBOTTOM: He is a 7th level rogue, neutral evil steam gnome. His vital stats are 7d6 HD, 30 HP, AC 17 (+2 DEX, +2 studded leather armor), MV 20 ft. His primary attributes are dexterity, wisdom. His attributes are strength 10, dexterity 16, constitution 12, intelligence 10, wisdom 13, charisma 12. His basic to hit bonus is +2. He speaks Common, the language of dragons, drow, duergar, dwarf, gnome, goblin, steam gnome, and the undercommon tongue. He carries a +1 dagger, +1 light crossbow, 20 expert bolts (+1 to damage), +2 studded leather armor, and miscellaneous coins.

VANDROSS: He is a 5th level ranger, neutral good human. His vital stats are 5d10 HD, 29 HP, AC 17 (+1 DEX, expert scale mail with an additional +1 to AC, large wooden shield), MV 30 ft. His primary attributes are strength, constitution, wisdom. His attributes are strength 16, dexterity 15, constitution 11, intelligence 15, wisdom 14, charisma 11. His basic to hit bonus is +4. He speaks the common language, plus has rudimentary knowledge of many wilderness languages. He carries a +3 longsword, expert longbow (+1 to hit), 21 expert arrows (+1 damage), expert scale armor (additional +1 to AC), large wooden shield, ring of climbing, and miscellaneous coins.

WALND: He is a 15th level fighter, chaotic neutral human. His vital stats are 10d10+20 HD, 115 HP, AC 21 (+1 DEX, +4 full chain suit), MV 30 ft. His primary attributes are strength, constitution, charisma. His attributes are strength 24 (permanent +6 bonus from reading a manual of gainful exercise), dexterity 15, constitution 18, intelligence 13, wisdom 14, charisma 16. His basic to hit bonus is +15. He speaks the common language. He carries a +4 flaming longsword, +2 hand axe - giant bane, boots of the winterlands, ioun stone (clear), horn of blasting, bag of holding (type IV), ring of regeneration, and miscellaneous coins.

WENDELL UPTON: He is a neutral evil doppelganger (shapechanger). His vital stats are 4d8 HD, 16 HP, AC 16 (+3 bracers of armor, +3 ring of protection), MV 30 ft. His primary attributes are physical. His basic to hit bonus is +4. He speaks common and elven. His special abilities are detect thoughts, and change shape. He has the abilities of a 5th level rogue. He carries a +1 dagger, light crossbow, 20 bolts (coated in type III poison), +3 bracers of armor, +3 ring of protection, potion of gaseous form, and miscellaneous coins.

WILL TOOLEY: He is a multiclass 5th level fighter / 5th level rogue, neutral evil dwarf. His vital stats are 5d8 HD, 30 HP, AC 17 (+1 DEX, +3 studded leather armor), MV 20 ft. His primary attributes are dexterity, wisdom. His attributes are strength 11, dexterity 14, constitution 12, intelligence 14, wisdom 16, charisma 14. His basic to hit bonus is +5. He speaks common, dwarf, gnome, goblin, halfling, and the orc language. He carries a +3 battleaxe, +1 light crossbow, 20 bolts, +3 studded leather armor, ring of force shield, bag of holding (type III), potion of cure serious wounds, and miscellaneous coins.

WILLIAM WELLINGTON III: He is a 6th level aristocrat, lawful-good human. His vital stats are 6d8 HD, 31 HP, AC 10, MV 30 ft. His primary attributes are intelligence, wisdom, charisma. His attributes are strength 10, dexterity 12, constitution 14, intelligence 15, wisdom 12, charisma 17. His basic to hit bonus is +3. He speaks the common language. He carries an expert rapier (+1 to hit), periapt of wound closure, golden signet ring with the seal of Bluffside (500gp), and miscellaneous coin.

WILLIAM BLANDER: He is an 11th level aristocrat, neutral-evil human. His vital stats are 10d8+3 HD, 54 HP, AC 12 (-1 DEX, +3 amulet of natural armor), MV 30 ft. His primary attributes are intelligence, wisdom, charisma. His attributes are strength 14, dexterity 8, constitution 11, intelligence 13, wisdom 14, charisma 13. His basic to hit bonus is +5. He speaks the common language. He carries a +2 dagger, +3 amulet of natural armor, golden signet ring with the seal of Bluffside (500gp), and miscellaneous coin.

WINDELL ORM: He is a lawful neutral steam gnome. His vital stats are 7d8 HD, HP 31 HP, AC 10, MV 20 ft. His saves are physical. His attributes are strength 11, dexterity 12, constitution 14, intelligence 20, wisdom 13, charisma 7. His basic to hit bonus is +7. He speaks common the language of dragons, drow, duergar, dwarf, gnome, goblin, steam gnome, and the undercommon tongue.. He carries a +1 dagger, artisan's tools, thieves' tools, and miscellaneous coins.

WORX REDWING: He is a 5th level wizard, chaotic good sixam ieuana. His vital stats are 5d4 HP, 14 HP, AC 11 (+1 DEX), MV 30 feet (50 feet fly). His primary attributes are dexterity, intelligence. His attributes are strength 12, dexterity 15, constitution 8, intelligence 16, wisdom 11, charisma 12. His basic to hit bonus is +1. He speaks common, auran, sixam, and the sylvan language. His spells are (5/5/3/1): 0-level: arcane mark, dancing lights, daze, detect magic, detect poison, endure elements, flare*, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost*, resistance*, 1st: mage armor*, true strike*, burning hands, shocking grasp, spider climb, jump, feather fall, change self, endure elements, expeditious retreat*, 2nd: date item*, enhance attribute, flaming sphere*, invisibility, 3rd: haste, water breathing (*New spell, see Appendix 6: Spells). He carries a +1 dagger, +1 composite shortbow, 20 expert arrows, handy haversack, tattoo ink (multiple vials), spellbook, and miscellaneous coins.

YATH TAMAR: She is a lawful neutral human. Her vital stats are 8d8 HD, 36 HP, AC 13 (+1 DEX, +2 ring of protection), MV 30 ft. Her saves are physical. Her attributes are strength 11, dexterity 13, constitution 10, intelligence 13, wisdom 18, charisma 14. Her basic to hit bonus is +8. She speaks the common language as well as auran. She carries a gavel (treat as a light hammer), +2 ring of protection, silver chain and badge of office (200gp), and miscellaneous coin.

YVENIA SALTHALI: She is a 4th level wizard, neutral evil human. Her vital stats are 4d4 HD, 12 HP, AC 11, MV 30 ft. Her primary attributes are dexterity, constitution, intelligence. Her attributes are strength 12, dexterity 15, constitution 16, intelligence 13, wisdom 10, charisma 16. Her basic to hit bonus is +1. She speaks the common language and a little bit of auran. Her spells are (4/4/2): 0-level: dancing lights, detect magic, ghost sound, light, mage hand, message, 1st: change self, identify, sleep, 2nd: acid arrow (*New spell, see Appendix 6: Spells). She carries an expert staff (+1 to damage), dust of illusion, necklace of fireballs (type I), and miscellaneous coin.

ZANDER TRIP: He is a lawful-good human. His vital stats are 3d8 HD, 13 HP, AC 15 (+2 DEX, studded leather armor), MV 30 ft. His saves are physical. His attributes are strength 10, dexterity 17, constitution 15, intelligence 15, wisdom 14, charisma 16. His basic to hit bonus is +3. He speaks the common language. He carries a +1 dagger, studded leather armor, torch with continual flame cast upon it, and miscellaneous coins.

ZARGON THE GREAT: He is a lawful-good human. His vital stats are 11d8 HD, 46 HP, AC 12 (+2 bracers of armor), MV 30 ft. His saves are physical. His attributes are strength 10, dexterity 11, constitution 8, intelligence 16, wisdom 17, charisma 14. His basic to hit bonus is +11. He speaks the common language. He carries gavel (treat as a light hammer), +2 bracers of armor, silver chain and badge of office (200gp), and miscellaneous coins.

APPENDIX 2: CREATURES

ADAMANTINE GUARDIAN

NO. ENCOUNTERED: 1

SIZE: Large

HD: 17 (d10)

MOVE: 30 feet

AC: 27

ATTACKS: Slam (2d6)

SPECIAL: Heat Ray, Construct, Magic Immunity, Detect Adamantine, Fast Healing

SAVES: P

INT: Not ratable

ALIGNMENT: Neutral

TYPE: Construct

TREASURE: Nil

XP: 7,100+17



The adamantine guardian is a seven foot tall construct. It looks like a man in full plate armor, with a dull reddish glow where the eyes should be. It is an unfeeling automaton; its only purpose is to guard the Vault and to keep the stores of adamantine safe.

COMBAT: The adamantine guardian attacks by slamming its powerful fists into whatever stands in its path. A tireless fighter, it can fight in nearly any environment. When an enemy is knocked back by its great strength, the guardian uses its heat ray to finish him off. The adamantine guardian will not leave its assigned post, unless its charge has been stolen. In this case, the guardian tracks the item and destroys anything in its path.

HEAT RAY: The guardian has limited use of the magical fires within its belly. Once every other round, the adamantine guardian can fire two heat rays from its eyes. This is a ranged attack, doing 5d6 points of fire damage out to a range of 60 feet. The target struck gets a **dexterity saving throw** for half damage. Each attack can be aimed at a separate target.

IMMUNITY TO MAGIC: Adamantine guardians completely resist most magical and supernatural effects, except as follows. Electricity slows it (as the *slow* spell) for 1 round, with no saving throw. Fire breaks any slow effect and repairs 1 point of damage for every 5 points of damage it would normally deal. The adamantine guardian automatically makes all saving throws against fire-based effects.

DETECT ADAMANTINE: As the spell *detect precious ore* (see *Appendix 6: Spells*) in all respects except the range is 10 feet per Hit Die of the adamantine guardian, and the spell only detects adamantine ore. This effect is constant and does not require concentration.

ARBOR FISH

NO. ENCOUNTERED: 10-50

SIZE: Small

HD: 1 (d8)

MOVE: 10 feet, 40 feet (fly)

AC: 15

ATTACKS: Bite (1d4-2)

SPECIAL: -



SAVES: P

INT: Animal

ALIGNMENT: Any neutral

TYPE: Animal

TREASURE: 1

XP: 7+1

The arbor fish is not a true fish; rather, is a type of bird that resembles a perch with wings. They are commonly blue or bluish-white in coloration, with white legs and bills. Their long bills are filled with three rows of tiny, sharp ridge-like teeth. They use these as their main form of defense. Arbor fish are omnivorous and will eat nearly anything, except for carrion. These birds travel in flocks of 10 to 50 individuals, and are highly aggressive during their mating season in the fall. Their mating call is a warbling hiss that can be heard for nearly a mile.

COMBAT: In combat, arbor fish swoop down and attack. They do so in organized flights of three to five individuals attacking a single target.

BALDEN

NO. ENCOUNTERED: 2-5

SIZE: Medium

HD: 3 (d8)

MOVE: 30 feet

AC: 17

ATTACKS: 2 Claw (1d6)

SPECIAL: Destructive Harmonics, Improved Grab, Rend, Sense Thoughts, Blindsight 80 feet

SAVES: M, P

INT: Average

ALIGNMENT: Neutral

TYPE: Monstrous humanoid

TREASURE: Nil

XP: 50+3



The Balden is by nature usually a placid creature, humanoid in appearance with wide palms and long, thin, strong fingers. Its thick gray hide is mottled and lumpy. It looks vaguely human, but lacks eyes or nose and has bony appendages, somewhat like fingers, covering its circular mouth. When irate, the balden slowly vibrates these "fingers," creating an eerie, rising and falling rattle. The balden lives deep underground, away from the distracting thoughts he picks up, hunting small mammals and insects along with the rare treat of a cave fish.

DESTRUCTIVE HARMONICS: A Balden can blast sonic energy in a cone out to 30 feet. It can tune the harmonics of this destructive power to affect different types of targets.

- **Flesh:** Disrupting tissue and rending bone, this horrible attack deals 2d6 points of damage to all within the cone (Dexterity save for half damage).
- **Nerves:** The Balden can focus its harmonics to subdue rather than slay. This attack plays havoc with nerves and sensory systems, dealing 4d6 points of subdual damage

to all within the cone (Dexterity save for half damage).

- **Material:** The Balden chooses wood, stone, metal, or glass. All objects made of that material within the cone must succeed at a **constitution saving throw** or shatter. Only objects (or portions of objects) weighing no more than 20 pounds are affected by this attack.

IMPROVED GRAB: To use this ability, the Balden must hit a Medium or smaller creature with a claw attack.

REND: A Balden that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 3d4 points of damage. The balden often uses his Destructive Harmonics attack at the same time.

SENSE THOUGHTS: The Balden hears intelligent thoughts as background noise, the main reason it stays in deep caverns. It reacts to groups of intelligent creatures based on the makeup of the group. Usually it tries to hide. The Balden must make a mental save or slip into a rage because of the sudden noise in its head. The Balden suffers a -1 to this save for each creature with intelligence over 12 and every wizard.

BAY GUARDIAN

NO. ENCOUNTERED: 1

SIZE: Gargantuan

HD: 19 (d10)

MOVE: 70 feet (swim)

AC: 16

ATTACKS: Head slam (3d8)

SPECIAL: Sonic Cone, Swallow Whole, Capsize, Blindsight 240 feet, Immunity: Fire

SAVES: P

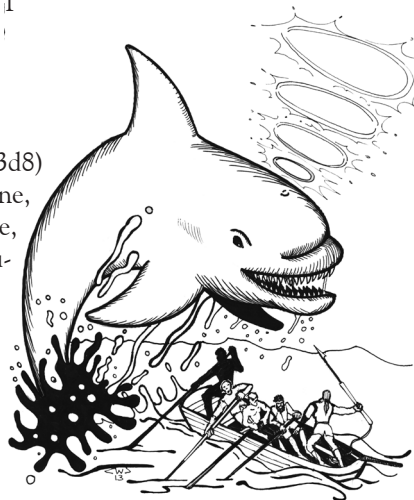
INT: Average

ALIGNMENT: Neutral

TYPE: Magical Beast

TREASURE: Nil

XP: 10,900+19



The bay guardian resembles a large, blue-green killer whale. Its skin is tough, rubbery, and slimy to the touch. Bay guardians are over 75 feet long, and they breathe water through their skin.

COMBAT: In combat, the bay guardian either rams its opponents with its forehead, or slashes with its dorsal fin while swimming past. It prefers to stun its prey with its stun cone ability first prior to entering combat or right at the beginning. It then crushes it physically, or swallows it whole.

SONIC CONE: By emitting a high-frequency pulse of sound, the bay guardian can stun its opponents. The cone extends from the bay guardian's forehead out to a range of 10 feet per Hit Die. All creatures caught within this blast must make a successful constitution save or be stunned for 2d4 rounds. Bay guardians are immune to this ability.

SWALLOW WHOLE: If it makes a successful grapple check on stunned prey, the bay guardian swallows it whole. Any creature or object up to huge size can be swallowed. Swallowed creatures take 4d8 points of damage from being chewed, and an additional 2d6 points of acid damage every fifth round they remain in the stomach until totally dissolved. A swallowed creature can cut its way out by using claws or a Small or Tiny slashing weapon to deal 25 points of damage to the stomach (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must again cut its own way out. The bay guardian's stomach can hold three Huge, three Large, four Medium-size, eight Small, sixteen Tiny, thirty-two Diminutive, or sixty-four Fine or smaller opponents.

CAPSIZE: A bay guardian is a serious threat to any ship that attacks its harbor. It can easily turn over small craft (5 feet in length per Hit Die of the bay guardian) and stop larger vessels (10 feet long per HD). Even large ships (20 feet long per HD) can be slowed to half speed. This ability is like the water elementals' water mastery ability.

BEETLE, GIANT BOMBARDIER

NO. ENCOUNTERED: 2-5, 6-11

SIZE: Medium

HD: 1 (d12)

MOVE: 30 feet

AC: 16

ATTACKS: Bite (1d6)

SPECIAL: Darkvision 60 feet, Acid Spray

SAVES: P

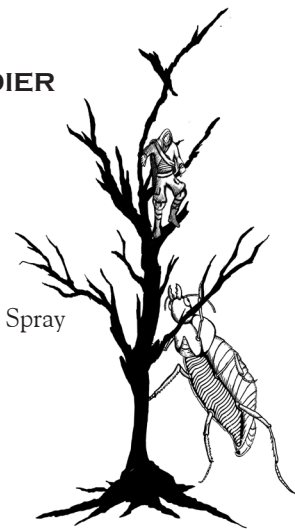
INT: None

ALIGNMENT: Neutral

TYPE: Vermin

TREASURE: 1

XP: 11+1



These creatures feed primarily on carrion and offal, gathering heaps of the stuff in which to build nests and lay eggs. A giant bombardier beetle is about 6 feet long.

COMBAT: Giant bombardier beetles normally attack only to defend themselves, their nests, or their eggs.

ACID SPRAY: When attacked or disturbed, the creature can release a 10-foot cone of acidic vapor once per round. Those within the cone must succeed on a constitution save or take 1d6 points of damage.

BEETLE, GIANT FIRE

NO. ENCOUNTERED: 2-5, 6-11

SIZE: Small

HD: 1 (d8)

MOVE: 30 feet

AC: 16

ATTACKS: Bite (2d4)

SPECIAL: Darkvision 60 feet

SAVES: P

INT: None

ALIGNMENT: Neutral
TYPE: Vermin
TREASURE: 1
XP: 7+1

These luminous nocturnal insects are prized by miners and adventurers. They have two glands, one above each eye, that produce a red glow. The glands' luminosity persists for 1d6 days after removal from the beetle, illuminating a roughly circular area with a 10-foot radius. Giant fire beetles are about 2 feet long.

BHAGAISTA

NO. ENCOUNTERED: 1-2
SIZE: Small
HD: 1 (d4)
MOVE: 30 feet, 45 feet (fly)
AC: 15
ATTACKS: 2 claws (1d2), Bite (1d4)
SPECIAL: Scratch, Detect Evil
SAVES: P
INT: Average
ALIGNMENT: Good
TYPE: Magical Beast
TREASURE: Nil
XP: 9+1



The bhaigaista are tiny, cat-like beings with feathery wings. They are usually colored solid black, white, or black with white socks. They have no whiskers and their eyes range in color from deep blue to light grey. Bhaigaista also have round pupils, instead of a cat's slit-like ones.

Bhaigaista are quiet creatures that mate for life. This mate can be either another of its own kind or a common house cat.

The first bhaigaista go back to a time when magic was still untamed and raw. Humans and elves experimented with their favorite feline pets and animal companions to help them survive this turbulent period. When the magical research was completed, the bhaigaista were born, and have bred true. Attempts have been made to make larger version of the bhaigaista, using panthers and other large predatory cats, but failed.

COMBAT: Bhaigaista are calm and peaceful by nature, but they will defend themselves, their young, and their masters without fail.

DETECT EVIL: Up to 3 times per day, the bhaigaista may *detect evil*, as the spell *detect chaos, evil, good, or law*, cast at 1st level of ability.

SCRATCH: A bhaigaista can, once per round, attempt to scratch its target in place of a claw attack. The scratch is made with the claw's attack bonus, and does 1d4-1 points of subdual damage.

DAMAGE RESISTANCE: The bhaigaista is inherently resistant to mundane weapons. He ignores the first 5 damage of an attack made from a mundane weapon, unless the weapon is made of silver.

CHIRPOTERA

NO. ENCOUNTERED: 3-10, 11-30
SIZE: Small
HD: 1 (d12)
MOVE: 30 feet, 40 feet (fly)
AC: 20
ATTACKS: Shortsword (1d6), Dart (1d4)
SPECIAL: Sonic Blast, Blindsight 100 feet, Light bBindness, Rage, Vulnerability to Sonic
SAVES: P
INT: Low
ALIGNMENT: Chaotic Neutral
TYPE: Monstrous humanoid
TREASURE: 2
XP: 27+2



Chiroptera roam deep in the underdark, searching for wars, trials, and glory. They prize family, battle, and material goods above all else. They rarely build permanent homes, doing so only in holy places and locations of great victories. They are omnivorous, but love the taste of insects.

Standing 2-¼ to 3-½ feet in height, with the sexes similar in shape and size, chiroptera are generally covered in black fur with red or light brown tufts on the tops of their ears. Only about 1% of the population is colored differently. They have light blue to black, pupilless eyes, which glow a light blue when they get excited or angry. They have large batlike ears and 2-inch-long light gray horns above each temple. Chiroptera are extremely light for their size, for ease of flight. Their legs are proportioned as a human's, so they are at ease on the ground as well as in the air. The most unique feature of the chiroptera is the large flap of skin extending from waist to arm and pinky finger. These flaps act as wings.

Chiroptera personalities tend toward glory hounds, megalomania, and curiosity about the world. Few things excite a chiroptera more than discovery of new things and lands to acquire or conquer. Their leaders are usually barbarians and their favored class is barbarian. They have clerics to the Traveler, as well as the Great Mother and Provider. The clerics are often the only voice of reason in the tribe when it comes to negotiation and alliances.

The chiroptera befriend those they deem trustworthy and who offer friendship, but war against anyone else for almost any cause. The tribes and wings are nomadic, constantly moving about the underdark. Females are as aggressive as the males, but stay in the back and shy away from combat when they are caring for their young.

Chiroptera live to be 65-85 years old, but mature slightly more quickly than humans. Chiroptera speak their own language and occasionally undercommon.

BETLE ARMOR: See *Appendix 8: Magical Items* for a complete description of this item.

COMBAT: Chiroptera are uncivilized. They thrive in hostile

places, enjoying the danger as other races would enjoy the taste of fine wine. They are not fearless, and respect fear's value, but they love adrenaline rushes and the thrill of combat. They fly in from the darkness or jump down from the ceiling (from which they can generally hang and crawl along at half speed) with weapons drawn and stun their opponents with their sonic blasts (if possible) and rage upon their enemies.

BLINDSIGHT: Chiroptera can use hearing to ascertain all foes within 100 feet as a sighted creature would.

LIGHT BLINDNESS: Abrupt flashes of light, as from exposure to the daylight spell, blind a chiroptera for 1 round. It then suffers a -2 on all attack rolls and armor class for 1d4 rounds afterwards.

RAGE: Once per day, a chiroptera that takes damage in combat can enter a frenzy the following round. A frenzied chiroptera will swing madly until either it or its opponent is dead. It gains a +2 bonus on all attack rolls, +2 damage, and a +2 bonus on its saves; it suffers a -2 penalty to AC. A chiroptera cannot end its frenzy voluntarily.

SONIC BLAST: Every other round, a chiroptera can focus sonic energy in a ray up to 60 feet long. One targeted creature within range is affected; it will suffer 6d6 points of damage. A successful dexterity save reduces this damage by half.

GIANT CAVE SPIDER

NO. ENCOUNTERED: 2-4

SIZE: Medium

HD: 3 (d8)

MOVE: 30 feet, 20 feet (climb)

AC: 16

ATTACKS: Bite (1d6), Slam (1d8)

SPECIAL: Poison, Stun

SAVES: P

INT: Not ratable

ALIGNMENT: Neutral

TYPE: Vermin

TREASURE: Nil

XP: 50+3

The Giant Cave Spider, often wrongly called a Cave Crab, dwells in damp and moist caverns and tunnels. This creature grows to five feet in diameter with its legs usually as long if not longer than its body size. The giant cave spider sits on ceilings with its legs tightly curled under its camouflaged bony exterior, awaiting prey to wander below. It launches its body downward, bashing the unsuspecting prey and possibly stunning it, then lands and delivers its fatal bite.

POISON: A victim bit by a giant cave spider's fangs must make a successful constitution save or suffer 1d4 points of damage and be paralyzed for 2d6 turns. A save halves the damage and negates the paralyzation.

STUN: A successful slam has a chance of stunning opponents. The target struck must make a **constitution saving throw** or be stunned for 1 round.



GIANT EEL

	Slurry Eel	Cave Eel
NO. ENCOUNTERED:	4-20	4-10
SIZE:	Medium	Large
HD:	2 (d8)	3 (d8)
MOVE:	30 feet (swim)	30 feet (swim)
AC:	11	14
ATTACKS:	Bite (1d6)	Bite (1d8)
SPECIAL:	Disease	Improved Grab, Constrict, Electricity
SAVES:	P	P
INT:	Animal	Animal
ALIGNMENT:	Neutral	Neutral
TYPE:	Animal	Animal
TREASURE:	Nil	Nil
XP:	15+2	50+3

SLURRY EEL

The Slurry Eel lives in the filth-infested waters of city sewers or polluted rivers. Normally a peaceful creature, it becomes more active and defensive during its mating season. The slurry eel grows up to six feet long and about a foot in diameter, with shiny brown skin covered in open sores.

DISEASE: A bite from a Slurry Eel can lead to infection of the Filth Fever disease (1d3 days, 1d3 damage).

CAVE EEL

The Cave Eel is a close relation to the Slurry Eel, though more vicious and defensive of its territory. With slick black skin, it grows up to fourteen feet long and three feet in diameter. The flesh of the Giant Cave Eel is a much sought-after delicacy. Either fried or jellied, it is sold at great price to the gentry.

IMPROVED GRAB: To use this ability, the Cave Eel must hit with its bite attack. If it gets a hold, it can constrict.

CONSTRICT: A Cave Eel deals 1d6+4 points of damage with a successful grapple check against Medium-size or smaller creatures.

ELECTRICITY: Once every 3 rounds, a Cave Eel can deliver an electrical shock to a creature it is grappling, in addition to its usual constricting damage. This shock does 1d8+3 hit-points of damage.

GIANT TREE SLUG

NO. ENCOUNTERED: 1

SIZE: Medium

HD: 3 (d8)

MOVE: 20 feet, 10 feet (climb)

AC: 12

ATTACKS: Bite (1d6)

SPECIAL: Spittle

SAVES: P

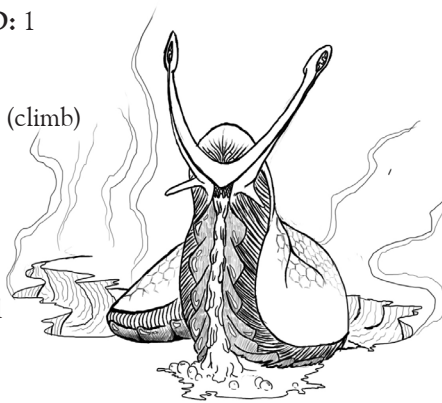
INT: Not Ratable

ALIGNMENT: Neutral

TYPE: Vermin

TREASURE: Nil

XP: 35+3



The giant tree slug is a prehistoric throwback to a time when creatures had to be large to survive. This creature is colored a mottled brown and green. Unlike their common garden cousins, tree slugs have teeth, which they use to eat vegetation, small birds, reptiles and also for defense. Their favorite food is snow-racer, and the tree slug has built up a resistance to the snow-racer's poison.

COMBAT: Giant tree slugs rarely fight, unless cornered and harassed. The arbor fish and black vulture are their only natural enemies. When they need to fight, giant tree slugs use their powerful teeth and spit corrosive spittle.

SPITTLE: With a ranged touch attack, the giant tree slug spits a globule of caustic digestive juices at its foe. Any creature hit can make a successful dexterity saving throw for half damage. Otherwise they take 3d8 points of damage. Creatures within five feet of the first must make dexterity saving throws or take splash damage (1d4 each). The giant tree slug can use this ability once every 2 rounds.

ICE FLOWER

NO. ENCOUNTERED: 1-100

SIZE: Small

HD: 5 (d8)

MOVE: 0 feet

AC: 17

ATTACKS: -

SPECIAL: Spell-like abilities

SAVES: P, M

INT: Not ratable

ALIGNMENT: Neutral

TYPE: Plant

TREASURE: Nil

XP: 160+5



These flowers bloom only at the beginning of the winter season, just after the first snowfall. Ice flowers are beautiful blue-white flowers standing nearly four feet tall with woody, ash-grey stalks. The flower and stem from this plant are used in magical research. The flower is a key ingredient in the making a *potion of resist elements* (cold) and can replace the spell components in a *confusion* spell. The stem can be used to make *arrows of frost* and *wands of frost*.

COMBAT: In combat, an ice flower uses its spell-like abilities. It detects its targets by feeling vibrations in the ground and heat emanating from any creature passing within 30 feet.

SPELL-LIKE ABILITIES: At will, the ice flower may use a *ray of frost* (see *Appendix 6: Spells*) as cast by a wizard of 4th level. The range is 30 feet: the ray targets a single creature.

The ice flower also emits a constant *confusion* effect, as if cast by a wizard of 8th level (Wisdom negates, CL 3). As the creature wanders through a field of these flowers, they use their ray of frost to slowly freeze the creature to death, then feed upon it as it slowly melts into the snow.

MOLE MAN (HOMO TALPIDAE)

NO. ENCOUNTERED: 2-4, 7-12

SIZE: Medium

HD: 3 (d8)

MOVE: 20 feet, 10 feet (burrow)

AC: 16

ATTACKS: Bite (1d8), 2 Claw (1d4)

SPECIAL: Poison, Burrow, Tremorsense, Darkvision 120 feet

SAVES: P

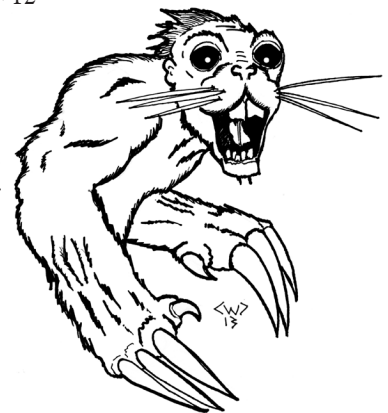
INT: Low

ALIGNMENT: Chaotic Evil

TYPE: Aberration

TREASURE: Nil

XP: 50+3



Homo Talpidae, or Mole Men as they are commonly called, are vile, disgusting descendants of humans thought to have gone underground during the Age of Ice. Mole men are usually 4-½ to 5-½ feet tall, but hunch over and so appear shorter than they are. They have large black eyes, grotesquely large teeth, and

long whiskers. Dark, oily fur covers their bodies, and they have muscular arms ending in paws with large claws used for burrowing deep beneath the ground.

Mole men are generally solitary, although they sometimes travel in small groups. No large communities are known to exist, although rumors exist of ruined settlements left by their human ancestors.

Mole men owe their twisted forms to the mercies of the Sufferer in granting them abilities to survive in their underground environment. See *Chapter 12: Religion*, for details. Mole men speak a simple form of undercommon.

COMBAT: Mole men attack without provocation. They are fierce fighters and very territorial. A mole man uses its poisonous bite to weaken opponents before shredding them with its large, powerful claws.

POISON: A victim bit by a mole man's bite must make a successful constitution save or suffer 1d6 points of damage.

BURROW: Mole men can use their muscular claws to dig through earth. These passages are large enough for Medium-size creatures to crawl through, although the dirt displaced from the digging remains in the tunnel behind the mole man as he digs, thus making following one difficult.

TREMORSENSE: Mole men can automatically sense the location of anything within 60 feet that is in contact with the ground.

MOON STEED

NO. ENCOUNTERED: 7-10, 11-18

SIZE: Large

HD: 7 (d8)

MOVE: 40 feet, 90 feet (fly)

AC: 25

ATTACKS: 2 Hooves (1d12)

SPECIAL: Force Strike, Smite Evil, See Ethereal, Blur Effect

SAVES: P, M

INT: High

ALIGNMENT: Good

TYPE: Extraplanar

TREASURE: Nil

XP: 675+7



Where there is evil, there is always a good to maintain the balance. As dark and evil as the Nightmare is, the Moon Steed is good.

During the daylight hours, the steed appears as a normal horse, albeit a beautiful specimen. At night, the true majesty of the moon steed makes itself known. It appears as powerful warhorse with silverish white coat and a light blue mane.

Moon steeds are calm and thoughtful creatures. They wander the lands and seas hunting evil in all its shapes. The moon steed can fly like the wind that blows over the seas. They sometimes ally themselves with beings as virtuous as themselves. They also will allow noble beings to ride them.

COMBAT: Moons steeds do battle by kicking with their strong legs. A moon steed can also fight while mounted. The rider cannot attack at the same time unless he or she makes a successful ride check.

FORCE STRIKE: This ability allows the moon steed to strike an ethereal opponent with its hooves. This ability can be used 3 times a day.

SMITE EVIL: This ability allows the moon steed to attempt to smite an evil opponent once per day. The moon steed adds its hit dice to the damage. This stacks with any other bonuses that the steed may have for damage. If the steed attempts to smite a non evil opponent, the smite has no effect. The smite is still used up for the day.

SEE ETHEREAL: This ability may be used up to the hit die of the moon steed per day. It allows the steed to see ethereal opponents.

BLUR EFFECT: Night has a strange effect on the sight of most beings. It offers one-half concealment. This ability offers no saving throw unlike the spell of the same name. Those opponents that do not see are not affected by this ability.

MULE DEER

NO. ENCOUNTERED: 1, 6-20

SIZE: Medium

HD: 1 (d12)

MOVE: 40 feet

AC: 14

ATTACKS: Butt (1d6)

SPECIAL: Scent, Stampede

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: Nil

XP: 3+1

The mule deer is highly aggressive and related to the common deer. These creatures are herd animals that travel within the forest to find food and shelter. During mating season, mule deer can be heard for up to a mile away bellowing and butting each other. If any creature stumbles on these deer during this time, the males will charge, considering all outsiders as challengers. Outside of mating season, mule deer prefer flight to fighting.

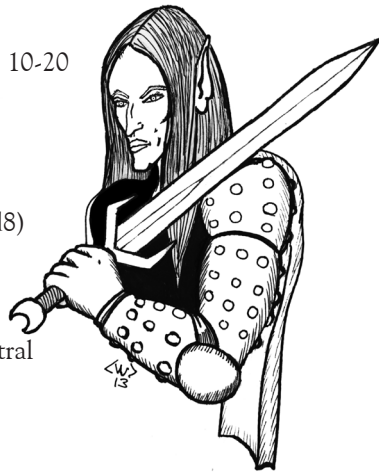
A mule deer stands only 4 feet tall at the top of its head and is up to 6 feet in length. The average specimen weighs 200 to 250 pounds.

COMBAT: In individual combat, mule deer use their butt attacks. If encountered as a herd, they use their stampede attack as they attempt to flee.

STAMPEDE: A frightened herd of mule deer flees as a group. They run over any obstacle, dealing 1d10 points of damage to Medium-size or smaller creatures for each five mule deer in the herd. A successful dexterity saving throw halves the damage.

NEVAEQUARLANI

NO. ENCOUNTERED: 1, 10-20
SIZE: Medium
HD: 1 (d8)
MOVE: 30 feet
AC: 13
ATTACKS: Longsword (1d8)
SPECIAL: Nevae traits
SAVES: P, M
INT: Average
ALIGNMENT: Lawful neutral
TYPE: humanoid
TREASURE: 1
XP: 23+1



Nevaequarlani (Nevae for short) is elven for dark souls. The race evolved from the offspring of drow and surface elves (High elf being the most common). Most historical cases involve a drow raiding party coming to the surface and pillaging an elven community. Drow males, released for a short time from the tyranny of their female rulers, strike back at the pale cousins of those who oppress them. Those few who survive these savage assaults sometimes give birth to these elves of mixed heritage. If not destroyed at birth, the child is usually tolerated by its community, but rarely loved or even liked. Such cold upbringings resulted in cold, aloof adults who left their communities as soon as they could survive on their own. Harassed and cast out wherever they wandered, they could find no safe haven in a suspicious world.

The nevae are fiercely loyal to their own kind, and wandering nevae will always be welcomed into any nevae community they encounter. Nevae communities are orderly and small, and treat any non-nevae as suspicious outsiders.

COMBAT: Nevae are used to wandering the world and so have a curious mixture of caution and friendliness. They are rarely the ones to initiate aggression, but are rarely surprised by it.

NEVAE TRAITS: See the navaequarlani race in *Appendix 4: Races* for the nevae's traits and abilities.

RAKER

NO. ENCOUNTERED: 4-9, 10-24, 10-100, 40-400
SIZE: Small
HD: 1 (d10)
MOVE: 20 feet
AC: 14
ATTACKS: 2 claw 1d2,
Bite 1d3, or Weapon (by weapon)
SPECIAL: Thrash, Spiked Skin,
Darkvision 60 feet
SAVES: P
INT: Average
ALIGNMENT: Chaotic evil
TYPE: humanoid
TREASURE: 2
XP: 13+1



Rakers are small goblinoid creatures with claws instead of fin-

gers. They have larger than normal goblinoid heads with long, jagged teeth and dark purple skin. Their bodies have numerous, sometimes sharp bony protrusions, making it hard for them to wear normal armor. Rakers speak Goblin. Those with 3 or more HP also speak rough Common.

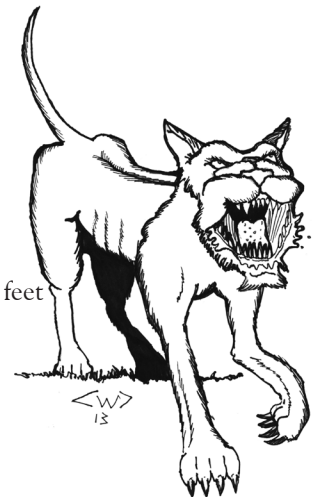
COMBAT: Rakers favor ambushes, overwhelming odds, dirty tricks, and any other edge they can devise.

THRASH: A raker may thrash, rending and tearing flesh in a chaotic flailing of limbs. Thrashing allows a raker to make twice his normal number of claw attacks this round but all attacks suffer a -4 penalty to hit. Thrashing also grants the raker a +2 bonus to AC for the remainder of the round. Rakers may not thrash while mounted.

SPIKED SKIN: The raker's spiked skin is treated as armor spikes. Armor spikes deal 1d6 points of piercing damage with a successful grapple check. Because of their spiked skin, rakers must have special modifications made to any armor they wear. These modifications increase the price of the armor by an additional 50%.

RIPPER

NO. ENCOUNTERED: 1, 4-9
SIZE: Medium
HD: 2 (d8)
MOVE: 40 feet
AC: 14
ATTACKS: Bite 2d6
SPECIAL: Scent, Darkvision 90 feet
SAVES: P
INT: Animal
ALIGNMENT: Neutral Evil
TYPE: Beast
TREASURE: Nil
XP: 10+2



Rippers are dog-like animals blue/black in color. They are very thin and bony, and have huge, sharp, jagged teeth. A ripper's eyes glow almost orange in any light, a terrible site to behold. These creatures are ferocious and bloodthirsty. The only race to ever have even limited success in domesticating these fierce beasts is the rakers, who use them for hunting, riding and defense.

A light load for a ripper is up to 100 pounds, medium 101–200 pounds and heavy 201–300 pounds. A ripper can fight while carrying a rider, but the rider cannot also attack unless he succeeds at a Ride check.

SHADOW LYNX

NO. ENCOUNTERED: 1, 2-8
SIZE: Medium
HD: 4 (d8)
MOVE: 40 feet
AC: 15
ATTACKS: 2 Claws (1d6), Bite (1d10)
SPECIAL: Sneaking Leap, Improved Grab, Rake, Scent

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: Nil

XP: 120+4

The shadow lynx is a prehistoric cat related to the common lynx, except that it has saber-like fangs. They are all black, save for a white spot found at the tip of their bushy tails. These cats are commonly found roaming deep woods and mountainous alpine forests. They are natural hunters and have been known to eat carrion when the herds of mule deer (their favorite food) are scarce.

The shadow lynx often forms a bond of friendship with nevae. These bonds of friendship go back to a time when the dark caves of the inner world were ruled by the drow and their cave cats. Archaeologists from Bluffside have determined that these cave cats were collectively related to the smilodon (saber-tooth tiger). When barbaric tribes of drow came to the surface to raid, they brought these big cats with them. A few escaped and bred with their aboveground cousins, the common lynx and the bobcat.

COMBAT: Shadow lynx have the following abilities used in hunting and combat.

IMPROVED GRAB: If a shadow lynx hits a single opponent with both of its claw attacks, it will attempt to grapple with that opponent. It needs to succeed in this grab if it wishes to use its rake ability.

SNEAKING LEAP: Passed down from its original ancestors, the shadow lynx has perfected a technique of leaping from its hiding place and striking at the most vulnerable spot it can reach. When targets are deprived of their Dex bonus to AC (as when the shadow lynx leaps to attack from a hidden spot, surprising the target), the shadow lynx gets sneak attack bonus damage (+2d6 damage).

RAKE: After the shadow lynx has made a successful grab attempt (see above), it may attempt to rake its opponent with its back claws for an additional 1d6 points of damage each. After a successful rake, the shadow lynx will disengage from the grab, using its opponent as a springboard.

SNOW LEOPARD

NO. ENCOUNTERED: 1-2

SIZE: Medium

HD: 4 (d8)

MOVE: 40 feet, 20 feet (climb)

AC: 16

ATTACKS: 2 Claws (1d4), Bite (1d6)

SPECIAL: Pounce, Improved Grab, Rake, Scent

SAVES: P

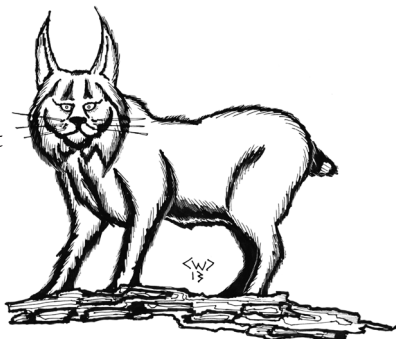
INT: Animal

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: Nil

XP: 100+4



The snow leopard is the northern relative of the jungle leopard. These great cats are white with gray spots, and have thick bushy fur covering their bodies. The pads on their feet are large, but their claws are smaller than a normal leopard's. These cats are about 4 to 5 feet in length and weigh 150 pounds.

IMPROVED GRAB: To use this ability, the snow leopard must hit with its bite attack. If it gets a hold, it can then rake.

POUNCE: If a leopard leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

RAKE: If a snow leopard gets a hold with its bite attack, it can make two rake attacks with its rear claws for 1d4 damage each. The snow leopard can also rake if it pounces on an opponent.

SNOW RACER

NO. ENCOUNTERED: 1

SIZE: Small

HD: 1 (d8)

MOVE: 30 feet

AC: 17

ATTACKS: Bite (1d3 + poison)

SPECIAL: Poison, Cold

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: Nil

XP: 9+1

The snow racer is a furred reptile that hibernates during the warm months, only coming out during the late fall and early winter. Snow racers are white and are typically 3 to 5 feet in length. They have folding fangs to inject their prey with a powerful debilitating venom. Snow racers normally tunnel through the snow, bursting from it to attack their prey.

POISON: As a venomous snake (see *Monsters & Treasure*).

THORN FAERIE

NO. ENCOUNTERED: 1

SIZE: Medium

HD: 2 (d6)

MOVE: 30 feet

AC: 14

ATTACKS: 2 Claws (1d6)

or shortspear (1d8)

SPECIAL: Spell-like Abilities,

Thorns, Parasite

SAVES: P, M

INT: High

ALIGNMENT: Chaotic Evil

TYPE: Fey

TREASURE: 1

XP: 31+2

Since the dawn of time, good and evil have waged their war. Even the fey of the forest have chosen sides. The thorn faeries have chosen malicious corruption and decay.



The thorn faerie is a warped and twisted dryad, tainted by magical corruption. When a dryad's tree is subjected to an evil druid's attentions, the goodness and light dies within her heart and is replaced by a vile darkness that drives her to destroy.

When in her true form, the thorn faerie is a frightful sight to behold. She stands five feet tall, with greasy black hair and gray skin. Large woody thorns sprout from all over her body, and constantly weeping drops of sickly green blood-sap. The pain from these thorns has driven her insane.

When meeting travelers in the forest near her lair, a thorn faerie will use her illusion powers to disguise herself as either a frail old woman or a beautiful maiden in distress. In either of these forms, however, she retains a dusty grey hue to her skin, as though she has been frightened or shocked.

Thorn faeries are always female, as they are made from dryads.

PARASITE: Unlike their dryad counterparts, most thorn faeries are not linked to one location. However, a thorn faerie does feed on the natural energies of a woodland setting. A thorn faerie cannot leave the forest in which she was created. If she goes more than 100 yards outside of the forest's edge, she begins to suffer 2 hit points of damage each minute. If she is reduced to 0 or fewer hit points, she dissolves into a pile of rotting compost.

The thorn faerie can heal herself while she is in the forest. She drains the surrounding vegetation of 2 hit points for every point she heals. Small plants wither and die, trees begin to shed leaves and branches fall off. Creatures with the Plant type get a physical save to prevent the thorn faerie from draining them.

SPELL-LIKE ABILITIES: A thorn faerie is a mistress of illusions and deception. She can cast *change self* and *charm person* each three times a day as a 7th level wizard.

THORNS: The thorns on the faerie's body are considered armor spikes. They deal 1d6 points of damage with a successful grapple attack. A regular melee attack can be made with the spikes.

TUMBLEWEED

NO. ENCOUNTERED: 7-16

SIZE: Small

HD: 1 (d8)

MOVE: 20 feet

AC: 16

ATTACKS: 2 Claw (1d4)

SPECIAL: Cling, Pack Attack, Envelop, Trample, Scent

SAVES: P

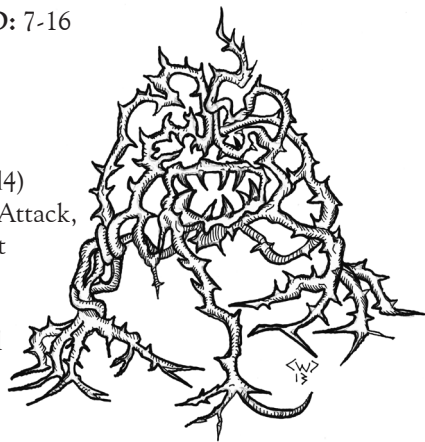
INT: Inferior

ALIGNMENT: Neutral

TYPE: Plant

TREASURE: Nil

XP: 14+1



Tumbleweeds are rolling balls of tough, flexible twigs, vines and thorns. They swarm about the dry lands, devouring creatures smaller than themselves individually, and attacking as a pack

to take down prey far larger. When there is nothing else to eat, tumbleweeds prey on each other until all that is left is a larger, far more dangerous creature.

Roughly three feet in diameter, tumbleweeds are dry and light and surprisingly resilient. They can grow to amazing girth, with some behemoths up to 12 feet in diameter spotted rarely rolling along in the deep desert.

Tumbleweeds would not normally be found in this climate.

While in all statistical areas these tumbleweeds are identical to those in the dry lands around the Dragon Sands region far south of Bluffside, they appear green instead of the normal sandy brown. The tumbleweeds came to the gardens on the hem of Sylemis' robes (*Appendix 1: NPCs*), brought by him all unaware as sprouting burrs. When the roaming pack of tumbleweeds began to make its presence known, Sylemis used his spell abilities to speak with and control plants to keep the little immigrants out of trouble. The tumbleweeds readily obey Sylemis and follow him about.

Tumbleweeds are normally inactive at night. They sense their prey by odor, following scents brought on the winds.

COMBAT: Tumbleweeds attack cooperatively to take down larger prey. When alone, they attempt first to trample, and then envelop prey smaller than themselves.

CLING: On a successful attack, the tumbleweed attempts to start a grapple. This attack works against creatures of any size. This attack is used only to hold onto targets, who now add the weight of the attached tumbleweed (4 EV per HD) to encumbrance totals. The tumbleweed is considered grappled.

PACK ATTACK: When tumbleweeds attack one target, each of the attacking tumbleweeds gets a +1 to its attack roll for each other tumbleweed in the attack on the same creature.

ENVELOP: In order to envelop a target a pack of tumbleweeds must be cling to the target. Individual tumbleweeds can envelop a creature one size smaller than themselves. Two tumbleweeds can join to envelop a creature the same size as them. The number of tumbleweeds required to envelop a target double for every size category larger than the pack of tumbleweeds (i.e., four for one size larger, eight for two sizes larger, sixteen for three sizes larger, etc.). The tumbleweed or pack may envelop an opponent if the requisite number of tumbleweeds clings to it (see Cling, above). All tumbleweeds currently Clinging to a target make a second grapple check. If enough tumbleweeds succeed they may envelop the target and cause 2 points of damage each round per enveloping tumbleweed. Breaking an envelop requires the target to beat at least half of the clinging tumbleweeds in grapple checks. This does not break the tumbleweeds' Cling, it only stops the target from taking damage every round from the Envelop. The tumbleweeds may attempt to envelop their target again on their next round.

TRAMPLE: The tumbleweed can run over an opponent at least one size category smaller than itself. It has merely to run over the opponent. The trample deals 2d4 damage.

APPENDIX 3: GUARDS

ADAMANTINE GATE GUARD: He is a 5th level fighter, lawful neutral human. His vital stats are 5d10 HD, 42 HP, AC 18 (+1 DEX, +1 banded mail), MV 30 feet. His primary attributes are strength, dexterity, and constitution. His attributes are strength 15, dexterity 13, constitution 16, intelligence 12, wisdom 10, charisma 10. His basic to hit bonus is +5. He speaks the common language. He carries an adamantine dagger (+4 to hit, +4 to damage), +1 bastard sword, +1 banded mail, potion of cure critical wounds, potion of enhance attribute, royal blue adamantine guard tabard with silver embroidery (75gp), and miscellaneous coins.

ADAMANTINE GATE GUARD: He is a 5th level wizard, lawful neutral human. His vital stats are 5d4 HD, 17 HP, AC 13 (+1 DEX, +2 ring of protection), MV 30 feet. His primary attributes are dexterity, constitution, and intelligence. His attributes are strength 12, dexterity 14, constitution 13, intelligence 16, wisdom 8, charisma 10. His basic to hit bonus is +1. He speaks common, elf, and orc languages. His spells are (5/5/3/1): 0-level: arcane mark, dancing lights, daze, detect magic, detect poison, endure elements, flare*, ghost sound, light, mage hand*, mending*, message, open/close*, prestidigitation, resistance*, 1st: burning hands*, shocking grasp*, chill touch*, magic missile, magic weapon*, protection from chaos, evil, good or law, ray of enfeeblement*, shield, 2nd: scare*, date item*, flaming sphere*, ghoulish touch*, enhance attribute, protection from arrows, 3rd: vampiric touch*, fly*, haste*, slow* (*New spell, see Appendix 6: Spells). He carries an adamantine dagger (+4 to hit, +4 to damage), expert quarterstaff (+1 to hit, +1 to damage), +2 ring of protection, magic missile scroll (x3), mirror image scroll (x2), royal blue adamantine guard tabard with silver embroidery (75gp), and miscellaneous coins.

ASC ORE SQUAD: He is a multiclass 4th level fighter/1st level monk, lawful neutral human. His vital stats are 5d10 HD, 26 HP, AC 16 (+2 DEX, +4 bracers of armor), MV 30 feet. His primary attributes are strength, dexterity, and intelligence. His attributes are strength 12, dexterity 16, constitution 11, intelligence 14, wisdom 13, charisma 10. His basic to hit bonus is +5. He speaks common and halfling. He carries an adamantine dagger (+4 to hit, +4 to damage), expert composite shortbow (+1 to hit), 10 expert arrows (+1 to damage), +4 bracers of armor, ring of force shield.

BLACKTHORNE COASTER GUARD: He is a 4th level fighter, lawful neutral human. His vital stats are 4d10 HD, 24 HP, AC 21 (expert full plate, expert large steel shield), MV 30 feet. His primary attributes are strength, constitution, and wisdom. His attributes are strength 16, dexterity 10, constitution 14, intelligence 12, wisdom 13, charisma 8. His basic to hit bonus is +4. He speaks common and elf languages. He carries an expert longsword (+1 to hit, +1 to damage), expert composite longbow (+1 to hit), 20 expert arrows (+1 to damage), expert full plate, expert large steel shield, potion of cure critical wounds, black tabard emblazoned with the Blackthorne Coaster insignia (45gp), and miscellaneous coins.

BLUFFSIDE REGULARS GUARD: He is a 3rd level fighter, lawful neutral human. His vital stats are 3d10 HD, 19 HP, AC 15 (+1 DEX, mail shirt), MV 30 feet. His primary attributes are strength, dexterity, and constitution. His attributes are strength 15, dexterity 14, constitution 13, intelligence 10, wisdom 8, charisma 12. His basic to hit bonus is +3. He

speaks the common language. He carries a dagger, halberd, light crossbow, 20 bolts, mail shirt, and a potion of cure light wounds.

BLUFFSIDE REGULARS ELITE GUARD: He is a 5th level fighter, lawful neutral human. His vital stats are 5d10 HD, 30 HP, AC 16 (+1 DEX, expert steel breastplate), MV 30 feet. His primary attributes are strength, dexterity, and constitution. His attributes are strength 16, dexterity 14, constitution 13, intelligence 10, wisdom 8, charisma 12. His basic to hit bonus is +5. He speaks the common language. He carries a shortsword, expert ranseur (+1 to hit, +1 to damage), expert light crossbow (+1 to hit), 20 expert bolts (+1 to damage), expert steel breastplate, potion of enhance attribute, and a potion of cure light wounds.

BLUFFSIDE REGULARS GUARD COMMANDER: He is a 9th level fighter, lawful neutral human. His vital stats are 9d10 HD, 58 HP, AC 18 (+1 DEX, +1 steel breastplate, +1 large steel shield), MV 30 feet. His primary attributes are strength, dexterity, and constitution. His attributes are strength 18, dexterity 14, constitution 14, intelligence 10, wisdom 8, charisma 12. His basic to hit bonus is +9. He speaks the common language. He carries a +1 longsword, +1 steel breastplate, +1 large steel shield, potion of haste, potion of cure light wounds (x3), potion of true seeing, potion of delay poison.

CASTLE OF PURIFICATION PALADIN: He is a 2nd level paladin, lawful good human. His vital stats are 2d10 HD, 13 HP, AC 20 (expert plate mail, expert large steel shield), MV 30 feet. His primary attributes are strength, wisdom, and charisma. His attributes are strength 15, dexterity 11, constitution 12, intelligence 10, wisdom 13, charisma 14. His basic to hit bonus is +1. He speaks the common language. He carries an adamantine dagger (+4 to hit, +4 to damage), expert bastard sword (+1 to hit, +1 to damage), expert plate mail, expert large steel shield, potion of cure light wounds (x2), and miscellaneous coins.

CITADEL GUARD: He is a 2nd level fighter, lawful neutral human. His vital stats are 2d10 HD, 12 HP, AC 14 (expert studded leather), MV 30 feet. His primary attributes are strength, dexterity, and constitution. His attributes are strength 13, dexterity 10, constitution 13, intelligence 10, wisdom 10, charisma 10. His basic to hit bonus is +2. He speaks the common language. He carries an expert shortsword (+1 to hit, +1 to damage), expert light crossbow (+1 to hit), 10 bolts, expert studded leather armor, potion of enhance attribute, potion of cure light wounds, and miscellaneous coins.

CITADEL GUARD WIZARD: He is a 3rd level wizard, lawful neutral human. His vital stats are 3d4 HD, 11 HP, AC 12 (+1 DEX, +1 bracers of armor), MV 30 feet. His primary attributes are dexterity, constitution, and intelligence. His attributes are strength 10, dexterity 14, constitution 10, intelligence 14, wisdom 10, charisma 10. His basic to hit bonus is +1. He speaks common and dwarf languages. His spells are (4/4/1): 0-level: all, 1st: alarm, comprehend languages, fear, hold portal, mage armor*, shield, sleep, 2nd: darkvision*, knock, levitate, lock, protection from arrows, web (*New spell, see Appendix 6: Spells). He carries +1 bracers of armor, +1 cloak of resistance, potion of cure light wounds, and miscellaneous coins.

CITADEL GUARD PRIEST: He is a 3rd level cleric, lawful neutral human. His vital stats are 3d8 HD, 16 HP, AC 18 (ex-

pert steel breastplate, expert large steel shield), MV 30 feet. His primary attributes are intelligence, wisdom, and charisma. His attributes are strength 10, dexterity 10, constitution 10, intelligence 12, wisdom 14, charisma 10. His basic to hit bonus is +1. He speaks the common language. His spells are (4/3/1): 0-level: detect magic, detect poison, light (x2); 1st: command, deathwatch, magic weapon*, sanctuary; 2nd: calm emotions*, enthrall, hold person. He carries an expert light mace (+1 to hit, +1 to damage), sling, 10 sling bullets, expert steel breastplate, expert large steel shield, potion of cure light wounds, and miscellaneous coins.

DRAGORI EMBASSY GUARD: He is a 2nd level monk, lawful neutral dragori-fehr. His vital stats are 2d12 HD, 9 HP, AC 11 (+1 DEX), MV 30 feet. His primary attributes are dexterity and constitution. His attributes are strength 14, dexterity 15, constitution 10, intelligence 10, wisdom 15, charisma 6. His basic to hit bonus is +1. He speaks the dragori language. He carries 2 expert brass knuckles (+1 to hit each, +1 to damage each), potion of cure light wounds, and miscellaneous coins.

DRAGORI EMBASSY GUARD CO-LEADER: He is a 5th level monk, lawful neutral dragori-fehr. His vital stats are 5d12 HD, 25 HP, AC 12 (+2 DEX), MV 30 feet. His primary attributes are dexterity and constitution. His attributes are strength 14, dexterity 16, constitution 10, intelligence 10, wisdom 15, charisma 6. His basic to hit bonus is +4. He speaks the dragori language. He carries 2 expert spiked gauntlets (+1 to hit each, +1 to damage each), potion of cure critical wounds, potion of haste, and miscellaneous coins.

DRAGORI EMBASSY GUARD: He is a 2nd level fighter, lawful neutral dragori-nen. His vital stats are 2d10 HD, 15 HP, AC 15 (expert mail shirt), MV 30 feet. His primary attributes are strength and constitution. His attributes are strength 19, dexterity 12, constitution 15, intelligence 12, wisdom 8, charisma 6. His basic to hit bonus is +2. He speaks the dragori language. He carries 2 expert brass knuckles (+1 to hit each, +1 to damage each), expert mail shirt, expert glaive (+1 to hit, +1 to damage), potion of aid, miscellaneous coins.

DRAGORI EMBASSY GUARD CO-LEADER: He is a 5th level fighter, lawful neutral dragori-nen. His vital stats are 5d10 HD, 37 HP, AC 17 (expert banded mail), MV 30 feet. His primary attributes are strength, and constitution. His attributes are strength 20, dexterity 12, constitution 15, intelligence 12, wisdom 10, charisma 8. His basic to hit bonus is +5. He speaks the dragori language. He carries a +1 glaive, expert light crossbow (+1 to hit), 10 expert bolts (+1 to damage), expert banded mail, potion of enhance attribute, potion of cure serious wounds, and miscellaneous coins.

DUNGEON OF BLUFFSIDE GUARD: He is a multiclass 1st level fighter/1st level rogue, neutral human. His vital stats are 2d8 HD, 8 HP, AC 15 (+1 DEX, +1 studded leather), MV 30 feet. His primary attributes are strength, dexterity, and intelligence. His attributes are strength 14, dexterity 15, constitution 10, intelligence 13, wisdom 8, charisma 12. His basic to hit bonus is +1. He speaks the dragori language. He carries an adamantite dagger (+4 to hit, +4 to damage), expert sap (+1 to hit, +1 to damage), +1 studded leather, expert manacles (+1 to hit, +1 to damage), signal whistle, gray silk sash with rank insignia (2nd Lieutenant) (50gp), and miscellaneous coins.

PALACE GUARD: He is a 4th level fighter, lawful neutral human. His vital stats are 4d10 HD, 30 HP, AC 20 (+1 DEX, expert banded mail, expert large steel shield), MV 30 feet. His primary attributes are strength, dexterity, and constitution. His attributes are strength 16, dexterity 13, constitution 14, intelligence 13, wisdom 12, charisma 8. His basic to hit bonus is +4. He speaks common and dragori languages. He carries an adamantite dagger (+4 to hit, +4 to damage), +1 longsword, expert banded mail, expert large steel shield, potion of cure critical wounds, signal whistle, grey silk sash with rank insignia (2nd Lieutenant) (50gp), and miscellaneous coins.

PALACE GUARD: He is a 6th level fighter, lawful neutral human. His vital stats are 6d10 HD, 45 HP, AC 20 (+1 DEX, +1 banded mail, expert large steel shield), MV 30 feet. His primary attributes are strength, dexterity, and constitution. His attributes are strength 16, dexterity 13, constitution 14, intelligence 13, wisdom 12, charisma 8. His basic to hit bonus is +6. He speaks common and dragori languages. He carries an adamantite dagger (+4 to hit, +4 to damage), +1 longsword, +1 banded mail, expert large steel shield, potion of cure serious wounds, potion of enhance attribute, green silk sash with rank insignia (1st Lieutenant) (50gp), expert manacles (+1 to hit, +1 to damage), signal whistle, miscellaneous coins and other wealth.

PALACE GUARD: He is an 8th level fighter, lawful neutral human. His vital stats are 8d10 HD, 60 HP, AC 23 (+1 DEX, adamantite banded mail of spell resistance (SR2), expert large steel shield), MV 30 feet. His primary attributes are strength, dexterity, and constitution. His attributes are strength 17, dexterity 13, constitution 14, intelligence 13, wisdom 12, charisma 8. His basic to hit bonus is +8. He speaks common and dragori languages. He carries an adamantite dagger (+4 to hit, +4 to damage), sword of defending, expert light crossbow (+1 to hit), 10 bolts, adamantite banded mail of spell resistance (SR2), expert large steel shield, potion of cure serious wounds, potion of enhance attribute, potion of haste, blue silk sash with rank insignia (Captain) (50gp), expert manacles (+1 to hit, +1 to damage), signal whistle, miscellaneous coins and other wealth.

PALACE GUARD: He is a 10th level fighter, lawful neutral human. His vital stats are 10d10 HD, 75 HP, AC 23 (+1 DEX, adamantite banded mail of spell resistance (SR2), expert large steel shield), MV 30 feet. His primary attributes are strength, dexterity, and constitution. His attributes are strength 17, dexterity 13, constitution 14, intelligence 13, wisdom 12, charisma 8. His basic to hit bonus is +10. He speaks common and dragori languages. He carries an adamantite dagger (+4 to hit, +4 to damage), sword of defending, expert light crossbow (+1 to hit), 10 bolts, adamantite banded mail of spell resistance (SR2), expert large steel shield, potion of cure serious wounds, potion of enhance attribute, potion of haste, red silk sash with rank insignia (Major) (50gp), expert manacles (+1 to hit, +1 to damage), signal whistle, miscellaneous coins and other wealth.

SIXAM AERIAL GUARD: He is a 2nd level fighter, neutral good sixam ieuna. His vital stats are 2d10 HD, 13 HP, AC 16 (+1 DEX, expert mail shirt), MV 30 feet. His primary attributes are strength and constitution. His attributes are strength 14, dexterity 15, constitution 13, intelligence 12, wisdom 10, charisma 8. His

basic to hit bonus is +2. He speaks the sixam ieuna language. He carries a spear, expert composite shortbow (+1 to hit), 20 expert arrows (+1 to damage), expert mail shirt, and miscellaneous coins.

SIXAM AERIAL GUARD: He is a 4th level fighter, neutral good sixam ieuna. His vital stats are 4d10 HD, 26 HP, AC 21 (+2 DEX, +1 mithral mail shirt), MV 30 feet. His primary attributes are strength and constitution. His attributes are strength 14, dexterity 16, constitution 13, intelligence 12, wisdom 10, charisma 8. His basic to hit bonus is +4. He speaks the sixam ieuna language. He carries expert long spear (+1 to hit, +1 to damage), expert composite shortbow (+1 to hit), 20 arrows, +1 mithral mail shirt, potion of cure critical wounds, and miscellaneous coins.

SIXAM AERIAL GUARD: He is a multiclass 1st level bard/4th level fighter, neutral good sixam ieuna. His vital stats are 5d10 HD, 25 HP, AC 21 (+1 DEX, +1 mithral breastplate), MV 30 feet. His primary attributes are strength and charisma. His attributes are strength 13, dexterity 15, constitution 11, intelligence 12, wisdom 10, charisma 16. His basic to hit bonus is +5. He speaks the sixam ieuna language. He carries a +3 long spear, expert composite shortbow (+1 to hit), 20 expert arrows (+1 to damage), +1 mithral breastplate, potion of enhance attribute, potion of cure serious wounds, potion of aid, and miscellaneous coins.

SIXAM AERIAL GUARD: He is a multiclass 4th level bard/2nd level fighter, neutral good sixam ieuna. His vital stats are 6d10 HD, 31 HP, AC 23 (+2 DEX, +2 mithral mail shirt), MV 30 feet. His primary attributes are strength and charisma. His attributes are strength 16, dexterity 16, constitution 12, intelligence 13, wisdom 10, charisma 16. His basic to hit bonus is +6. He speaks common and sixam ieuna languages. He carries a +3 long spear, expert composite shortbow (+1 to hit), 20 expert arrows (+1 to damage), +2 mithral mail shirt, potion of cure critical wounds (x2), ring of feather falling, wand of cure light wounds (50 charges), alchemist's fire (x2), and miscellaneous coins.

SORDADON GUARD: He is a 3rd level fighter, lawful neutral human. His vital stats are 3d10 HD, 19 HP, AC 15 (+1 DEX), MV 30 feet. His primary attributes are strength, dexterity, and constitution. His attributes are strength 15, dexterity 14, constitution 13, intelligence 10, wisdom 8, charisma 12. His basic to hit bonus is +3. He speaks the common language. He carries a dagger, trident, light crossbow, 20 bolts, mail shirt, and a potion of cure light wounds.

SORDADON FLAME GUARD: He is a 2nd level wizard, neutral good human. His vital stats are 2d4 HD, 7 HP, AC 10, MV 30 feet. His primary attributes are constitution, intelligence, and wisdom. His attributes are strength 10, dexterity 12, constitution 13, intelligence 16, wisdom 12, charisma 11. His basic to hit bonus is +1. He speaks aquan, common, dragon, and elf languages. His spells are (4/4): 0-level: arcane mark, dancing lights*, daze, detect magic, detect poison, endure elements, flare*, ghost sound, light*, mage hand, mending, message, open/close, prestidigitation, ray of frost*, resistance*, 1st: alarm, burning hands, charm person, expeditious retreat*, mage armor* (*New spell, see Appendix 6: Spells). He carries an expert club (+1 to hit, +1 to damage), expert light crossbow (+1 to hit), 20 expert bolts (+1 damage), shield scroll (x4), magic missile scroll (x2), signal whistle, spell component pouch, and miscellaneous coins.

TOWER GUARD: He is a 2nd level fighter, lawful neutral

human. His vital stats are 2d10 HD, 13 HP, AC 17 (+1 DEX, expert steel breastplate), MV 30 feet. His primary attributes are strength, dexterity, and constitution. His attributes are strength 14, dexterity 15, constitution 13, intelligence 12, wisdom 10, charisma 8. His basic to hit bonus is +2. He speaks the common language. He carries an expert composite longbow (+1 to hit), expert shortsword (+1 to damage), 20 expert arrows (+1 to damage), expert steel breastplate, potion of enhance attribute, potion of cure critical wounds, gray silk sash with rank insignia (2nd Lieutenant) (50gp), and miscellaneous coins.

TOWER GUARD ELITE: He is a 4th level fighter, lawful neutral human. His vital stats are 4d10 HD, 26 HP, AC 18 (+2 DEX, +1 steel breastplate), MV 30 feet. His primary attributes are strength, dexterity, and constitution. His attributes are strength 14, dexterity 16, constitution 13, intelligence 12, wisdom 10, charisma 8. His basic to hit bonus is +4. He speaks the common language. He carries an expert shortsword (+1 to hit, +1 to damage), expert composite longbow (+1 to hit), 40 expert arrows (+1 to damage), +1 steel breastplate, potion of enhance attribute, potion of cure critical wounds, alchemist's fire, green silk sash with rank insignia (1st Lieutenant) (50gp), and miscellaneous coins.

TOWER GUARD WIZARD: He is a 3rd level wizard, chaotic good human. His vital stats are 3d4 HD, 13 HP, AC (+1 DEX), MV 30 feet. His primary attributes are dexterity, constitution, and intelligence. His attributes are strength 12, dexterity 14, constitution 13, intelligence 15, wisdom 10, charisma 8. His basic to hit bonus is +1. He speaks common and sixam ieuna languages. His spells are (4/4/1): 0-level: arcane mark, dancing lights, daze, detect magic, detect poison, endure elements, flare*, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost*, resistance*, 1st: alarm, grease*, mage armor*, magic missile, true strike*, 2nd: flaming sphere*, web (*New spell, see Appendix 6: Spells). He carries an adamantite dagger (+4 to hit, +4 to damage), expert light crossbow (+1 to hit), 20 expert bolts (+1 to damage), fireball scroll (x3), pyrotechnics scroll (x2), wand of magic missiles (50 charges), blue silk sash with rank insignia (Captain) (50gp), spell component pouch, and miscellaneous coins.

TRIBUNAL HONORARY GUARD: He is a 6th level fighter, lawful good human. His vital stats are 6d10 HD, 51 HP, AC 27 (adamantine buckler, adamantite full plate), MV 30 feet. His primary attributes are strength, dexterity, and constitution. His attributes are strength 16, dexterity 12, constitution 16, intelligence 12, wisdom 11, charisma 10. His basic to hit bonus is +6. He speaks the common language. He carries an adamantite dagger (+4 to hit, +4 to damage), adamantite spiked gauntlet (+4 to hit, +4 to damage), adamantite full plate, adamantite buckler, potion of cure serious wounds, and miscellaneous coins.

TUIREIN PALACE GUARD: He is a 6th level fighter, lawful neutral human. His vital stats are 6d10 HD, 39 HP, AC 16 (+1 DEX, +1 mail shirt), MV 30 feet. His primary attributes are strength, dexterity, and constitution. His attributes are strength 17, dexterity 14, constitution 14, intelligence 10, wisdom 11, charisma 11. His basic to hit bonus is +6. He speaks the common language. He carries an expert sling (+1 to hit), 20 expert sling bullets (+1 to damage), +1 rapier, +1 mail shirt, potion of cure serious wounds, potion of neutralize poison, and miscellaneous coins.

APPENDIX 4: RACES

AGING

Race	Middle ¹	Old ²	Venerable ³	Age Limit
Dragori	500	1,000	1,500	+6d%
Nevaequarlani	405	553	700	+3d%
Sel'varahn	35	53	70	+2d20
Sixam Ieuna	47	61	75	+2d20
Steam Gnome	175	260	350	+3d%

¹ At middle age, -1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

² At old age, -2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

³ At venerable age, -3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

DRAGORI

The dragori are a humanoid reptilian race inhabiting the Drag-on Sands. The Dragori Empire, founded before the Age of Ice, dominates the region, and the dragori themselves rule with force and an iron will.

DESCRIPTION: All Dragori have patterned scales. The specific patterns and colors vary from region to region, city to city, and family to family. All Dragori may be identified specifically by their scale patterns and colors. Colors range all across the natural spectrum. Bright, noticeable colors are found normally



on urban Dragori, who are descended from reptilian forms who used their coloring to distract, fascinate, repel or otherwise interact with others. Natural, muted colors are more common in wilderness and rural areas, where Dragori are descended from reptilian forms that used their coloring to hide and ambush.

While all dragori subtypes are medium humanoids, dragori-nen is the largest subtype at six to seven feet tall and weighing 200 to 300 pounds. Dragori-fehr is the smallest at four to five feet tall and 80 to 100 pounds. Dragori-sah falls in between at five to six feet tall and 120 to 180 pounds.

PERSONALITY: Dragori are often cold and aloof from personal matters. They rarely take attacks personally and don't consider that their own attacks might be seen that way. They defend themselves when necessary and attack only to accomplish a specific goal. They are very disciplined and logical; arguments based on emotion or good and evil have no impact.

RACIAL AFFINITIES: Dragori find other races to be useful for the kinds of labor they do not like themselves. Those who have interacted with other races on a more equal footing are of two camps. On one side, they are dispassionate and treat the other races as tools to be used, each in their own way. Others see these beings as new children and eagerly seek them out. They are unfortunately not related to dragons, but everyone cannot be perfect.

ENVIRONMENT: Dragori lands are in the warmer climates, dominated by deserts, jungles, and savannahs. They can survive in temperate and cold areas, but do not like it. In places where dragori dominate, they have large cities.

DRAGORI RACIAL TRAITS AND ABILITIES

TAIL: All dragori subtypes have a prehensile tail which may be used in combat, either to make an extra attack or to trip an opponent. Some individuals have their tails fitted with exotic weapons to do normal damage. If the tail is ever sliced off, the dragori takes three points temporary damage each to Constitution and Dexterity. The tail is grown back as the ability score damage is healed. If the damage is magically healed, the tail regenerates instantly. While the tail regrows, the dragori is at -2 on all Charisma-based checks involving other dragori.

RESISTANT TO FIRE: A dragori's hide is scaly, making them more than normally resistant to the scorching flames of fire. Also, they love the heat. They get a +2 save against fire-based effects.

SCALEY HIDE: The thick, scaly hide of a dragori-nen grants them a +2 bonus to armor class. The scaly hide of a dragori-fehr or dragori-sah is not as thick, only granting these two subtypes a +1 bonus to armor class.

TWILIGHTVISION: Even under starlight, moonlight or torchlight, a dragori-sah has exceedingly good vision. They can distinguish color and detail under these conditions for up to one mile but only if they are outside. They point to this, as well as their Charisma, as proof of their dragon heritage and the superiority of their subrace.

LANGUAGES: Common, Draconic, Dwarf, Elf, Gnome, Goblin, Orc

SIZE: Medium

MOVEMENT: **Dragori-nen:** 20 feet; **Dragori-fehr:** 30 feet; **Dragori-sah:** 30 feet

TYPICAL CLASSES:

Dragori-nen: Fighter; **Dragori-fehr:** Monk, Rogue; **Dragori-sah:** Knight, Bard

ATTRIBUTE MODIFIERS:

Dragori-nen: +2 Strength, -1 Dexterity, +1 Constitution, -2 Charisma

Dragori-fehr: +1 Dexterity, +1 Constitution, -1 Charisma

Dragori-sah: -1 Strength, +1 Charisma

ROGUE AND ASSASSIN MODIFIER: +2 hide

MONK MODIFIER: May gain extra attack with tail 2 levels early.

NEVAEQUARLANI

Nevaequarlani (Nevae for short) is elven for "dark souls", for that is what they are. The race has evolved from the offspring of drow and surface elves (high elf being the most common). Most historical cases involve a drow raiding party coming to the surface and pillaging an elven community. Drow males, released for a short time from the tyranny of their female rulers, strike back at the pale cousins of those who oppress them. Those few who survive these savage assaults sometimes give birth to these elves of mixed heritage. If not destroyed at birth, the child is usually tolerated by its community but rarely loved or even liked. Such cold upbringings resulted in cold, aloof adults who left their communities as soon as they could survive on their own. Harassed and cast out wherever they wandered, they could find no safe haven in a suspicious world.

Eventually there arose a leader among the Nevae who brought dozens of his kind together. They formed a community of their

own and defended their territory with the considerable skills they had developed over decades of wandering and surviving. From these dark, dubious beginnings the nevae have grown.

The nevae are fiercely loyal to their own kind, and wandering Nevae will always be welcomed into any Nevae community they encounter. Nevae communities are orderly and small, and treat any non-Nevae as suspicious outsiders.

DESCRIPTION: Nevae typically stand from 4-1/2 feet to 5-1/2 feet tall and weigh from 90 to 140 pounds, with men the same height as women and only marginally heavier. They are graceful and slim, like their elven brethren. They have smoke colored skin and silvery-ash hair, often mixed with strands of stark white or darker raven. They never grow facial hair. Nevae have varying eye color; most commonly that of a surface elf. They possess the grace and fine features of their elven heritage, but also the dark, rougher side associated with the drow. Many races find them both beautiful and horrific; much like one would find beauty staring into the jaws of a stalking predatory cat. Nevae achieve maturity at about 110 years in age, and can live to be over 700 years old. Like their parents, nevae do not sleep. Instead, they go into a trance-like state to refresh themselves. They usually wear whatever is typical for their current region and climate, but prefer clothing with subtle, almost drab colors. They prefer light or medium armor (chain shirt), and are usually armed with longsword and bow.

PERSONALITY: Nevae are almost always loners. Player characters normally start their careers by running away from the cold hearths of their parent to a life of adventure. They often feel they have nothing to lose and much to gain. Most are shy, discreet or assertive to an extreme. Nevae are usually shunned by other races, especially elves. Drow encountered treat them as abominations at worst and low-born trash at best. They attract attention for their unusual appearance and could easily be confused for a drow by the ignorant.

The nevae struggle with adversity sometimes grants them insight into the humanoid condition, allowing them to interact with other races with empathy for their problems. Over the centuries, their reputation for excellent diplomacy has earned them respect in many regions. Accept what you are and move on, or wallow in it. This way of thinking drives the nevae's words if not always their actions.

RACIAL AFFINITIES: Nevae are outsiders almost anywhere they go. Elves may tolerate nevae once they realize they are not drow, but the origin of the race is abhorrent to most elves. While nevae feel some kinship with half-elves, they expect to be rebuffed and so treat them indifferently. Humans treat nevae as either drow or half-elves, depending on whether they understand what the nevae is. Because of their drow heritage, most will tend to distrust them until their virtue is proven. Nevae find some comfort and acceptance in nature if they can, are very introverted and contemplative, and often seek out animal companions, familiars or simple animal pets.

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ENVIRONMENT: Nevae can be found mostly in lands where elves live and are or were subject to drow attacks. Their communities are usually in some isolated territory near such regions, but separated by geographical features.

RACIAL TRAITS AND ABILITIES

DARKVISION: Nevae can see in complete darkness for up to 60 feet. Darkvision produces images that are in shades of gray, but it is otherwise like normal sight. Nevae can function well with no light at all but bright lights, such as from a lantern or other light source, spoil darkvision. A nevae requires one turn to adjust his or her eyes when a light source is extinguished before gaining full use of darkvision.

ELVEN OUTCAST: Due to their half-breed drowish origin, other races of elves (except half-elves) tend not to trust or be comfortable around nevae. As a result, nevae suffer a -3 (-6 with drow) penalty to charisma checks when dealing with elves to whom they are not closely associated.

LIGHT DAZZLED: When exposed to abrupt bright lights (such as a *daylight* or *fireball* spell) the nevae must succeed at a **constitution saving throw** or he becomes blinded for 1 round. Nevae are not affected by normal occurrences of light, just sudden flashes.

SPELLS: Nevae have an innate ability to cast the following spells once per day as if a wizard of the nevae's character level: *dancing lights*, *darkness*, and *faerie fire*. These innate spells are in addition to any spells available to nevae of spellcasting character classes.

SPELL RESISTANCE: Nevae are particularly resistant to spells and spell-like abilities that charm or unnaturally cause sleep. When making saving throws against these types of spells, a nevae receives a +10 bonus. Nevae spell resistance allows a saving throw against *sleep*, even though *sleep* normally does not have a saving throw.

SPOT HIDDEN DOORS (Wisdom): A nevae's vision and keen senses allows them to spot secret, hidden and concealed doorways. A nevae merely passing within 5 feet of a secret, hidden or concealed doorway is entitled to a wisdom check to spot the door, as if the nevae were actively looking for it. When a nevae actively searches for such doorways, the bonus to the wisdom check is +2.

WEAPON TRAINING: Nevae are taught the ways of combat at a young age, and their long lives allow them to become skilled in weapons favored by their society. Nevae begin play with a +1 bonus to hit with one of the following weapons: composite longbow, composite shortbow, longbow, shortbow, longsword or shortsword.

LANGUAGES: Common, Draconic, Elf, Gnome, Goblin, Orc, Sylvan, Undercommon

SIZE: Medium

MOVEMENT: 30 feet

TYPICAL CLASSES: Wizard

ATTRIBUTE MODIFIERS: +2 Dexterity, -2 Constitution, +2 Wisdom

ROGUE AND ASSASSIN MODIFIER: +2 find trap, +2 listen

SEL'VARAHN

The sel'varahn are a race of aquatic humanoids who have built cities and villages across the floors of the world's oceans. Their civilization developed for centuries without knowledge of the existence of a world beyond the water; or at least not a world in which they could exist.

Natural explorers, once the sel'varahn encountered amphibious beings, such as merfolk and sahuagin, they decided they too had to interact with the creatures that lived in the realm beyond. The religious traditions of the sel'varahn say that their gods revealed to them a magical ritual allowing them to survive out of water for extended periods of time, and they soon adapted their ships to travel both under the sea and along the surface.

Although relatively new to Bluffside, the sel'varahn are an established presence in many areas surrounding the great city.

DESCRIPTION: The sel'varahn are lithe of build and finely muscled. Males and females are generally the same height and build, both standing between five- and five-and-a-half feet tall. Their slight stature is deceptive, however, as their musculature is built for the heavier environment of extreme depths.

They have rounded ears like humans. Their eyes are slitted and are larger than those of elves or humans. Their hands and feet are webbed, but the webbing ends at the middle joint. Their skin is pale white, light blue, or deep indigo. Males and females have sparse white or bluish-black hair. Both sexes wear scant, form-fitting clothing, although they often dress in fashions appropriate for the surface culture.

PERSONALITY: The sel'varahn are inquisitive by nature. This caused them to become heavily involved in trade activities with the surface: strange wares from the surface were popular in under-sea cities and vice versa. They have never seen a surface settlement as large and diverse as Bluffside and for the first time they suspect the surface world has things to rival their own great civilization.

Although friendly, eager to see new sights and meet new people and races, the sel'varahn have yet to encounter a culture they feel equals their own. A few have been attracted to surface cultures and have even taken up semi-permanent residence out of the water, but they are rarer than adventurers when compared to the general population.

RACIAL AFFINITIES: The sel'varahn trade extensively with merfolk, sea elves, sahuagin and other intelligent sea-dwelling species. Their sleek, unusual ships – rumored to appear and disappear at the whim of the crew – are encountered with some regularity on outlying islands and are also becoming increasingly common in the harbor at Sordadon. They are fascinated by land-dwelling species, both for their unusual trade goods and their exotic environment. They see much of themselves in elves and halflings, but are mystified by the wide variations found in humans and the unyielding, agoraphobic nature of dwarves.

Sel'varahn are virtually unknown away from large bodies of salt water. The race does not like to venture far from the sea.

The Sel'varahn have little tolerance for evil races, especially those who impose their will and morals on other beings.

RACIAL TRAITS AND ABILITIES

DARKVISION: Sel'varahn can see in complete darkness for up to 60 feet. Darkvision produces images that are in shades of gray, but it is otherwise like normal sight. Sel'varahn can function well with no light at all, but bright lights, such as from a lantern or other light source, spoil darkvision. A sel'varahn requires one turn to adjust his or her eyes when a light source is extinguished before gaining full use of darkvision.

RITUAL OF THE LADY OF WATER'S END (Wisdom, Charisma): When the full moon is at its zenith, during the second night, sel'varahn can appeal to the Lady of Water's End to grant them the ability to survive on land, allowing them to breathe air as well as water, like merfolk. The ritual requires the sel'varahn perform a series of sacrifices and chants lasting three hours. This ritual is useful only to sel'varahn and can be performed by any member of that species whether a spellcaster or not. To perform the ritual, the sel'varahn must roll a wisdom check followed by a charisma check. If either roll fails, the ritual is only good for two weeks, as the goddess chooses to withhold some of her blessing due to the character's poor performance. (The character feels a brief chill upon finishing the ritual, knowing that they have displeased the Lady.)

WATER DEPENDENT: Sel'varahn breathe underwater, but cannot naturally breathe air. The sel'varahn can function unprepared out of water for a number of minutes equal to one half of the Constitution score. If he does not submerge in water before the time is up, he drowns.

If a sel'varahn is knowingly more than five miles away from a major waterway, he suffers a penalty of -2 to ability checks, saving throws, and attack rolls.

LANGUAGES: Aquan, Common, Elf, Halfling, Merfolk, Sea-huagin, Sea-Elf, Varahnish

SIZE: Medium

MOVEMENT: 30 feet

TYPICAL CLASSES: Cleric

ATTRIBUTE MODIFIERS: +2 Strength

SIXAM IEUNA

Sixam Ieuna means "Guardian of the Skies". Sprung whole from the thoughts of Sky and Air, they once kept to the highest hills and mountains in the regions surrounding Bluffside. They are wondrous to look upon with their magnificent wings.

DESCRIPTION: Sixam Ieuna are tall with a strong yet fragile build, ranging anywhere from 5-1/2 to 7-feet tall and weighing between 120-180 pounds. The males are usually slightly larger than females. They are graceful and in good physical shape, with tan skin and eyes ranging in color from deep green, to blue, to

brown, with a rare few having slate gray. Sixam Ieuna wings are typically white with bluish highlights. Males have dark brown to black hair, with females typically lighter and brighter: bright red and blond. A rare few (typically those with slate gray eyes) have powder blue hair. Sixam Ieuna have no body hair.

Sixam often have their bodies or faces tattooed with colorful markings and wear clothes that compliment the patterns. Sixam clothing is typically light in weight and color, tailored with slits that are difficult to spot unless looking (Wisdom CL 5-10) that allow easy deployment and retraction of their wings. The tailoring for sixam clothing adds 25% to the base cost while sixam armor adds 50% to the base cost. Most members of humanoid races find sixam beautiful. A sixam with his wings retracted can possibly pass as a tall human. A sixam ieuna achieves majority at about 18 years and can live to over 75.

PERSONALITY: Sixam Ieuna are painfully claustrophobic and confining them to a small cage or locking them in a room or keeping them in an underground dungeon for long will transform the proud, flamboyant sixam into a cowering ball. Even sixam prisons have some form of window if stocks are not used. It is considered unusually cruel to lock a sixam in a room without light and even a joke about cages is in bad taste. Sixam are usually pleasant and easy-going provided you have respect for nature. They stick with their own race because many feel only another sixam ieuna can understand their bond with the air and nature. They are slowly growing out of this way of thinking and are getting excited about exploring the world. Sixam Ieuna may be found in almost any climate, often doing research for their people or in some cases honoring a Sacred Oath to Nature.

RACIAL AFFINITIES: Sixam Ieuna stick to their own kind and only recently began to venture beyond their mountain range. Most people have never seen a sixam outside of Bluffside, where they circle the heavens protecting the city from airborne threats. Sixams have little tolerance for races known for defiling nature.

RACIAL TRAITS AND ABILITIES

CLAUSTROPHOBIC: Sixam are claustrophobic and must make a **wisdom saving throw** each hour, CL equal to the number of hours the sixam has been conscious in an enclosed environment. If the sixam rests, he must make a save upon waking, at the same CL as when he went to sleep. If the space is as big or slightly larger as the sixam (such as a coffin or closet) the save comes every 10 minutes. If caged or similarly enclosed but may see the sky, the save is made only once every three hours.

Each failed saves causes the sixam to move up one stage of fear. The stages of fear and the effects are as followed.

Stage 1: The sixam suffers a -2 penalty on all rolls.

Stage 2: The sixam flees from the enclosed environment as best it can. If unable to flee, it may fight. The sixam suffers -2 penalty on all rolls. The sixam can use special abilities, including spells, to flee; indeed, the sixam must use such means if they are the only way to escape.

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Stage 3: The sixam must drop anything it holds and flee at top speed from the enclosed environment, as well as any other dangers it encounters, along a random path. It can't take any other actions. In addition, the sixam suffers a -2 penalty on all rolls. If cornered, the sixam automatically moves up to stage 4. The sixam can use special abilities, including spells, to flee; indeed, the sixam must use such means if they are the only way to escape.

Stage 4: The sixam is frozen in fear and can take no actions. The sixam suffers a -2 penalty to armor class and loses any dexterity bonuses they may have.

Stage 5: The sixam is paralyzed in fear causing them to be unable to move or act in any way. The sixam is treated as having dexterity of 0 and any melee attacks against the sixam get a +4 bonus. Rogues can back attack or sneak attack the sixam.

A successful save does not reduce their fear. The fear only starts subsiding when the sixam moves from the claustrophobic environment. At this point the sixam may make a **wisdom saving throw** each minute, decreasing the CL by 1, and each check reducing the fear by one stage. Sixam are always subject to their claustrophobia, even if granted immunity to fear. Bonuses vs fear are effective when resisting claustrophobia. A sixam immune to fear must still make his wisdom saving throws but gains a +10 bonus to the save and makes it only half as often. The sixam have a valued magic item, called the Sky Charm (see Appendix 8: Magic Items), which helps to alleviate this weakness.

RETRACTABLE WINGS: Sixam may deploy or retract their wings up to once per round.

SACRED OATH: Many sixam ieuna have such strong ties with nature and their deity that they sometimes take a sacred oath, becoming druids for life: sixam druids never multi-class. A sixam druid gains a +1 bonus to all charisma-based checks dealing with animals, beasts and magical beasts, and a +2 bonus to *nature lore* checks.

LANGUAGES: Common, Auran, Sixam, Sylvan

SIZE: Medium

MOVEMENT: 30 feet, 50 feet (fly)

TYPICAL CLASSES: Bard, Druid

ATTRIBUTE MODIFIERS: +2 Strength, +2 Dexterity, -2 Constitution

ROGUE AND ASSASSIN MODIFIER: +2 find traps

STEAM GNOMES

For countless centuries, steam gnomes have known only one home, built of rock and darkness far away from the glaring rays of the sun. Here, the steam gnomes (a topsider name) build vast cities and carve out a living turning raw coal and iron ore into tools to power their industrial lives. The Great Sundering revealed the underground realm to those on the surface, which surprised both sides. The topsiders had no idea any civilization existed beneath the rock, and the steam gnomes were equally shocked since the underground realm was the only one they had ever known.



DESCRIPTION: Steam gnomes stand about 3 to 3-1/2 feet tall and weigh 50-55 pounds. While generally the same height as surface gnomes, they are more muscular. Their skin is soot-black; however, when washed (a rare occurrence), they are fair-skinned and very pale, with a slight bluish tinge. Steam gnomes encountered underground are covered in smoke and ore dust, and are filthy black. They are smooth-faced, and most are bald or balding. Steam gnomes generally wear strappings of metal armor and always carry around tools. Most also wear hard metal mining helmets, both above and below ground. Steam gnomes encountered on the surface wear special tinted glasses to block out the glaring sun.

PERSONALITY: Steam gnomes, unlike their surface cousins, are very serious and hardworking. They do not have the gleeful sense of humor of their cousins, and the two groups view each other with disdain for this same reason. Steam gnomes are meticulous in their work, and believe anything worth building is worth making it last forever. Machinery is the bedrock of civilization, and master artisans hold the greatest respect in steam gnome communities.

RACIAL AFFINITIES: Steam gnomes get along well with most surface races. After the Great Sundering, steam gnomes ventured to the surface. They discovered a wealth of strange ideas and raw materials. Steam gnomes will trade with any race, including those considered evil, if they can get a profit. They are neutral to all surface races, including gnomes, who they view as spoiled and immature. They have a deep hatred for drow, duergar, and other underground evil races.

ENVIRONMENT: Steam gnomes live in vast underground communities. These cities all begin in natural caverns, and are filled with architectural and mechanical wonders. Steam gnomes get their name from the steam they use to power their empire. There are two classes of steam gnomes: miners and tinkers. Miners are the majority and are responsible for mining iron ore for building and coal for burning. These industries produce a lot of smoke and water vapor, so their cities are filthy by surface standards. Steam gnomes developed elaborate systems of fans and pipes to funnel smoke into extinct volcanos. They never thought about where the volcanic fissures led, they were just happy to remove the smoke filling their realm. Lands around these outlets are covered in black soot and gray ash from decades of constant pollution.

After the Great Sundering, steam gnomes discovered a whole world existed above ground. They can be found anywhere in the world, although they are most common underground. Steam gnomes do not like the sunlight, and if they go above ground they prefer to do so at night, but wear dark sunglasses to protect their eyes from the light when they go above ground during the day.

RACIAL TRAITS AND ABILITIES

DARKVISION: Steam gnomes can see in complete darkness for up to 120 feet. Darkvision produces images that are in shades of gray, but it is otherwise like normal sight. Steam gnomes can function well with no light at all but bright lights, such as from a lantern or other light source, spoil darkvision. A steam gnome requires one turn to adjust his or her eyes when a light source is extinguished before gaining full use of darkvision.

STONECRAFT (Wisdom): Steam gnomes are capable of spotting unusual or unique construction or stonework features including new construction, unfamiliar architecture, sliding walls, stonework traps, unsafe stone surfaces, unstable ceilings and secret or concealed doorways constructed or disguised as stone. A steam gnome passing within 10 feet of one of these features is entitled to a wisdom check at +2 to recognize the feature, as if actively looking for it. Should a steam gnome actively search for these features, the bonus to the wisdom check is +4. When examining a feature, a successful wisdom check reveals other bits of knowledge, such as which race created the feature, its approximate age, and if applicable, the approximate value of a stone or metal object.

TINKERING (Intelligence): Tinkering involves the art of fashioning together components into a cohesive unit to form a mechanical result. To create a tinkered contraption, the tinker must know which parts the contraption comprises and how to design each part. Then he assembles each piece together to form the end result.

The first step is to create the design. The time spent at this stage involves thinking about and drawing up plans for each component. When the tinker begins the design process, he makes an intelligence check. If the check does not equal or exceed the item's CL, the design fails. The tinker realizes this after spending a number of hours equal to his roll. If a tinker is attempting a design beyond his means, he will generally realize it right away.

Optionally, if the check result fails by 10 or more, the tinker can believe that he has created a successful design. Once he tries to assemble the contraption, he will see that it is a failure. If this rule is used, CKs should always roll the intelligence check for the player and adjudicate the result within the game.

If the check is successful, the design is good. The time it takes depends on the level of success. Use the following table to determine the amount of time it takes to develop the plans.

CHECK RESULT	TIME SPENT ON DESIGN
Failed check	A number of hours equal to the unmodified roll are wasted
CL to CL + 4	CL x 13 hours
5 or more over	CL x 12 hours
10 or more over	CL x 11 hours
15 or more over	CL x 10 hour
20 or more over	CL x 40 minutes

Example: Gearmesh, a level 3 gnomish tinker with intelligence of 16 and a primary attribute as well, wants to create a double crossbow (CL 5). Gearmesh rolls a 15 and adds his level modifier of +3 for a total of 18. Since this exceeds the CC by 5 or more, the total time he spends on the design is 60 hours (CL 5 x 12 hours). If he had rolled a 7 (for a check result of 10; 2 short of the CC), he would have spent 7 hours designing before realizing his design was flawed.

A tinker can spend 8 hours per day working on a design. This is a normal working day. If the tinker pushes himself, he can work up to 16 hours per day. If he pushes himself and rushes the design, there's a 10% chance each day that he will accidentally botch the design, but will not realize the failure until the plans are finished.

When the design is created successfully, the tinker ends up with a stack of component plans. These plans are then given to the respective adherent to create (see the *Castle Keeper's Guide*, pg. 63). Once all the items are crafted, it is a simple process to assemble them together to form the final result. The time it takes to assemble a device is 1d8 hours per 5 points of the CL (round to nearest 5) and assumes that the tinker is able to lift and place all the parts himself. More complicated assemblies, such as elevators and the like, may require additional resources or people to lift, move, place or hold components in place.

Retry: A tinker may attempt to retry a design that is fairly fresh in his mind and gain a +2 bonus to the check.

Eggbeater (CL 0): The eggbeater is a very simple tinkered item. It is composed of one or more beaters, a gearing assembly to turn the beaters and a crank handle to turn the gears. The beaters are often made from polished copper or silver. The basic design assumes polished copper beaters, iron gears, and a wooden handle. Eggbeaters reduce the time it takes to make baked goods that require the mixing of ingredients by one quarter the time (this does not count baking time).

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COMPONENTS	QTY	COST	ADHERENT
Beaters	2 small or 1 large	1gp copper; 10gp silver	Blacksmith
Gear assembly	1	3gp	Blacksmith
Handle	1	5 sp	Woodworker

Double Crossbow (CL 5): A double crossbow is like a regular crossbow, except that it shoots two bolts simultaneously. When used, roll two to-hit rolls, and then roll damage for each bolt that finds its target. The double crossbow suffers a 10% decrease in its range from its original counterpart. The creation of a double crossbow is based on the modification of an existing crossbow. A double crossbow has the same statistics as its original (i.e., hand crossbow, light crossbow, etc.), except for the 10% reduction in range. Furthermore, double hand and light crossbows require a full round to load, and a double heavy crossbow requires 2 consecutive rounds to load.

COMPONENTS	QTY	COST	ADHERENT
Crossbow (any type)	1	Base cross- bow cost	Atilliator/ Crossbow Maker
Extra shaft	1	+50% base crossbow	Atilliator/ Crossbow Maker
Dual pulley cam mechanism	1	+50% base crossbow	Atilliator/ Crossbow Maker

Ratcheted Locks (CL 3): These are two ratcheted locks, each held together by a strong chain. Each lock fits snugly over a wrist or ankle (depending on the chain's length) and will secure the appendages to each other to prevent someone from running or using their arms effectively. Likewise, you can secure someone (or something) to a heavy object easily by fastening one lock to the wrist or ankle and the other to the heavy object. Once ratcheted closed, each lock can not be opened without the key.

COMPONENTS	QTY	COST	ADHERENT
Heavy ropes	1	5gp per 10 feet	Braider/Cordwinder/Roper
Cargo baskets	2	5gp	Carpenter/Woodworker
Pulley assembly	1	1gp per 10 pounds	Blacksmith/Smug/Forge Arm
Counterweights	Varies	1gp per 20 pounds of stone; 5gp per 20 pounds of metal	Breakman/Mason/Brickburner

LANGUAGES: Common, Draconic, Drow, Duergar, Dwarf, Gnome, Goblin, Steam Gnome, Undercommon

SIZE: Small

MOVEMENT: 20 feet

COMPONENTS	QTY	COST	ADHERENT
Chain	1	2gp	Blacksmith/Smug/ Forge Arm
Ratchet assembly	2	5gp apiece	Blacksmith/Smug/ Forge Arm
Lock	2	2x base cost of the lock	Picklock

50-foot Lifting Elevator (CL 10): This complex device is expected to receive much use and thus great care should be taken in its assembly to ensure its durability. In short, an elevator lifts or lowers heavy loads at safe and manageable speeds. This particular design requires operators at the top and bottom to reset or ferry counter weights back up or down to where they are needed when the elevator is not in use. The elevator is composed of two baskets: one for cargo or passengers and the other for counterweights. A series of pulleys and extra strong ropes or chains raise and lower the baskets. The cost is based on the distance the elevator must travel and the weight it must handle. It would not be uncommon to have several elevators at different levels to allow for more manageable operation.

A 1000 pound elevator is suitable for raising several people in armor. This is a safe load. Overloading an elevator is dangerous. For every 10 pounds greater than the load rating in pounds of the elevator, there is a 1% cumulative chance that it will break, causing everything on board to fall from its current height. This check is made every 10 feet the lift raises. The elevator moves at a rate of 10 feet per round without difficulty. Moving faster is risky: 20 feet per round has a 10% chance of causing the elevator to break, checked every 10 feet; 30 feet per round has a 30% chance; 40 feet per round has a 60% chance. Moving 50 feet per round has an 80% chance of breaking and a 90% chance of not stopping once it reaches the top, causing damage to everything on board as if it had fallen 50 feet. In this case, the elevator is destroyed.

TYPICAL CLASSES: Fighter, Rogue

ATTRIBUTE MODIFIERS: +2 Constitution, +2 Intelligence, -2 Wisdom, -2 Charisma

ROGUE AND ASSASSIN MODIFIER: +3 listen

APPENDIX 5: CLASSES

ARISTOCRAT (CHARISMA)

The Aristocrat is the bread and butter of any city; they may be a shop owner, mayor, or royalty. Like the ranger understands the forest, the aristocrat knows a city; he can bluff his way into parties, deals and schemes. An aristocrat is usually educated and understands the inner workings of a town, where an outsider may need to gather information an aristocrat may get the information much more easily. They know how to blend into any populated area, knows just what to say, how to change an accent and squeeze just a little more silver out of most deals.

The backbone of larger cities and towns, the aristocrat will be able to help or haunt the locals depending on the whim of the aristocrat. Be it royalty or a cunning shopkeep, the aristocrat will be able to figure out the inner workings of a city very quickly.

ABILITIES

BLUFF (Charisma): Aristocrats can make a very convincing case, even when they are not speaking the truth. With a successful charisma check, the target must make a wisdom saving throw or the target reacts as the Aristocrat wishes for a short time (usually 1 round or less) or believes what the Aristocrat wants it to believe. A bluff requires interaction between the Aristocrat and the target. Creatures unaware of the Aristocrat cannot be bluffed.

DECIPHER SCRIPT (Intelligence): Aristocrats often need to decipher and interpret legends and secret writings to acquire more knowledge. This ability allows the aristocrat to decipher writing in an unfamiliar language, a message written in an incomplete or archaic form or a message written in code. If the check succeeds, the character understands the general content of a piece of writing. It takes ten turns to decipher each page of a script. A decipher script check may be made only once per writing.

DIPLOMACY (Charisma): Historians may argue whether the mightiest weapon is a sword or a pen, but before it comes down to sword blows or pen strokes, you have a voice. In an Aristocrat, that voice is a tool used by a skilled artisan.

With a successful charisma check, the Aristocrat may attempt to bribe a guard to allow him to speak to a prisoner, or convince another lord that his course of action could lead to disaster. As the aristocrat rises in levels, he gains bonuses to this check: +2 at 6th level, +3 at 12th level, and +4 at 18th level.

DISGUISE (Charisma): With a successful check in this ability, aristocrats can disguise themselves or impersonate people. The ability allows the aristocrat to impersonate general types of people, as well as individuals. For example, a human aristocrat might impersonate a taller elf mage, or perhaps a traveller, even though the aristocrat is a local.

For a general impersonation such as a beggar or merchant, the effort requires a few props, makeup, and 1d3×10 minutes of work to complete. Where specific individuals are being impersonated, at least one month's preparation time is required to



avoid detection. A disguise can include an apparent change of height or weight of no more than one-tenth the original height or weight of the aristocrat. The Castle Keeper makes the character's disguise check secretly so that the character is not sure of its success. The following penalties are applied to a disguise check when appropriate: sex difference -2, race difference -2, and a -2 for an age difference of more than ten years.

A successful disguise does not fool an observer in all instances. Success indicates that the aristocrat is disguised well enough to fool normal, nonsuspicious observers. If a suspicious individual observes the aristocrat, the CK may allow the observer an intelligence check to see through the disguise. If an aristocrat is impersonating a particular individual, all who know that individual are permitted to make an intelligence check to detect the disguise. If the observer would recognize the impersonated individual on sight, the check is made at +4. If the observer is a friend or close associate, the check is made at +8 and if intimate, the check is at +12.

GATHER INFORMATION (Charisma): With an evening's time, a few gold pieces for buying drinks and making friends, and a successful check the Aristocrat can get a general idea of a city's major news items, assuming there are no obvious reasons why the information would be withheld. The higher the check result, the better the information.

At 5th level, the Aristocrat may also use this ability to try to obtain information about a specific rumor, or a specific item, or obtain a map, or do something else along those lines.

SURVIVAL (Charisma): When funds run dry, an aristocrat can still live comfortably in a city environment by using their charisma and connections. Food, water, shelter, etc. can be accommodated from locals with a successful charisma check for each resource the aristocrat is trying to gather. Resources can be gathered from nobles, but are done so at a -5 to the charisma check. Each day that the aristocrat stays in the city, a -1 penalty is applied to the charisma check, as the locals become suspicious that the aristocrat is broke and/or get tired of supporting him. After too many failed attempts (1 attempt for every 100 citizens), word spreads throughout the city causing the aristocrat to automatically fail any further attempt in this city for at least a year.

WEALTH (Charisma): If he cannot accomplish his goals through diplomacy, he can always use money to do it. Sometimes there is no other way. Once the castle keeper has given the CC for a given task, the aristocrat throws money at it. Unlike other character classes, he can add his class level to the roll.

The Wealth check can be used to overcome just about any difficulty.

PRIME ATTRIBUTE: Charisma

HIT DICE: d8

ALIGNMENT: Any

WEAPONS: Longsword, longbow

ARMOR: Breastplates, chain shirt, laminar leather

ABILITIES: Bluff, decipher script, diplomacy, disguise, gather information, survival, wealth

Level	HD	BtH	EPP
1	d8	0	0
2	d8	+1	1,701
3	d8	+1	3,401
4	d8	+2	6,801
5	d8	+2	13,651
6	d8	+3	27,351
7	d8	+3	54,701
8	d8	+4	109,401
9	d8	+4	218,801
10	d8	+5	437,601
11	+3 HP	+5	687,601
12	+3 HP	+6	937,601
13+	250,000 per level		

BLOOD GUARDIAN

The blood guardian is a scion of a special bloodline. At some point in his life, he experiences some event that brings about revelations. He realizes that he has a different, previously unknown path for his life; one of power and responsibility. The blood guardian is a burdened individual, who carries the weight and duty of a secret bloodline. He is extremely rare: most with the bloodline are not aware of its distinction and power, let alone their own potential.

Castle Keeper controlled blood guardians are not usually found with others of their kind (for they are so rare), but instead leading organizations – sometimes, whole nations and empires – because of responsibility for the power they wield and the bloodline from which they come.

ABILITIES

RESIST THE EONS: The blood guardian ages much more slowly. All ages listed in the *Racial Ages* table in the PHB or *Appendix 4: Races* are tripled (thus, for example, a human feels the effects of middle age at 105 years, old age at 159 years, and so on).

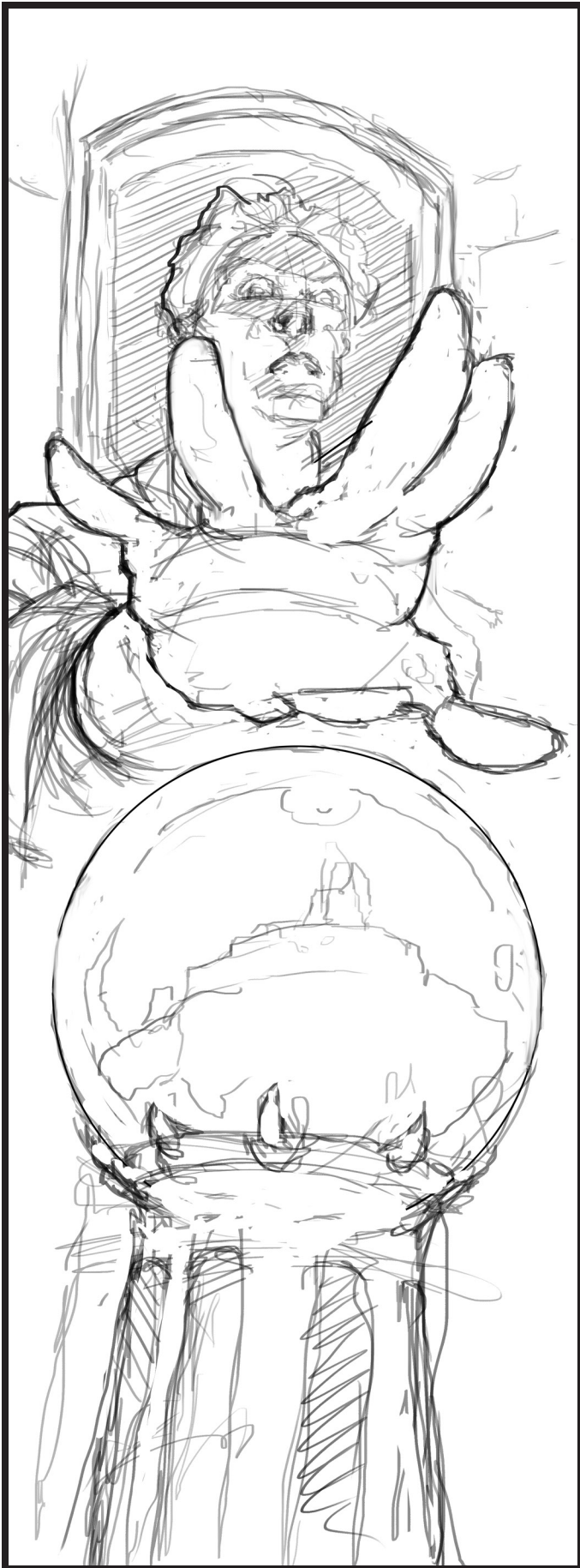
SPELLS: The blood guardian casts arcane spells. Blood guardians can only cast a limited number of spells from each spell level per day. The Wizard and Illusionist Spells per Day Table (pg 23 of the *Players Handbook*) lists the number of spells per day a blood guardian may cast of each spell level. For example, a 5th level blood guardian can cast five 0 level spells, four 1st level spells, two 2nd level spells and one 3rd level spell per day. A blood guardian must prepare spells before casting them by studying from a spell book. While studying, the blood guardian decides which spells to prepare. Spell memorization and spell descriptions are covered in detail in the Magic chapter (pg 49 of the *Players Handbook*).

BONUS SPELLS: With a high charisma score, a blood guardian gains bonus spells. If the character has a charisma score between 13-15, they can memorize an extra 1st level spell. If the charisma score is 16 or 17, the blood guardian can memorize an extra 2nd level spell, and if 18 or 19, the blood guardian can memorize an extra 3rd level spell. Bonus spells can only be acquired if the blood guardian is at a high enough level to cast them. Bonus spells are cumulative.

For example, a 4th level blood guardian with an 18 charisma receives four 0 level spells, four 1st level spells, and three 2nd level spells. No bonus 3rd level spell is acquired until the blood guardian reaches 5th level.

BONUS SPELLS KNOWN: The blood guardian gains small groups of spells to add to his known spells. Some of these are divine spells, but the blood guardian treats them as arcane spells. If a spell is of a level that the blood guardian cannot cast, he can use the spell once per day as a spell-like ability.

Group 1: *Charm Person, Comprehend Languages, Identify, Message, Enthrall*



Group 2: *Detect Thoughts, Detect Traps, Emotion, Suggestion, Undetectable Aura*

Group 3: *Arcane Eye, Detect Scrying, Emotion, Misdirection, Scrying*

Group 4: *Mass Suggestion, Sending, Telekineses, Telepathic Bond, Tongues*

Group 5: *Charm Monster, Geas, Mind Blank, True Seeing, Limited Wish*

MANTLE OF AUTHORITY: At 7th-level, the blood guardian gains a +2 bonus to charisma.

MANTLE OF TRUTH: At will, a 9th-level blood guardian can literally see lies as a spell-like ability, up to a range of 30 feet. Treat this as a *discern lies* spell that acts continuously.

MANTLE OF DUTY: Once per day, a 10th-level blood guardian can speak with his ancestors as a spell-like ability, calling upon the power of his bloodline. This works just like a *commune* spell cast at 10th-level.

PRIME ATTRIBUTE: Charisma

HIT DIE: d4

ALIGNMENT: Any non-chaotic

WEAPONS: Blowpipe, broadsword, cat-o-nine-tails, cestus, club, dagger, dart, light hammer, hand axe, hand crossbow, javelin, knife, light crossbow, longsword, mace, main gauche, quarterstaff, rapier, sap, shortbow, short sword, sickle, sleeve tangler, spiked gauntlet, sling, whip.

ABILITIES: Spells, bonus spells, bonus spells known, mantle of authority, mantle of truth, mantle of duty

Level	HD	BtH	EPP
1	d4	0	0
2	d4	+1	3,401
3	d4	+1	6,802
4	d4	+1	13,604
5	d4	+1	27,208
6	d4	+2	54,416
7	d4	+2	109,232
8	d4	+2	218,464
9	d4	+2	437,328
10	d4	+3	874,856
11	+1 HP	+3	1,349,856
12	+1 HP	+3	1,824,856
13+			475,000 per level

BLUFFSIDE MOUNTAIN RANGER (STRENGTH)

The Bluffside mountain rangers guard Bluffside from a recurrence of the bloody and horrific Goblinoid War of 1,159. Without warning, a large force of goblinoids swarmed down out of the Sundered Mountains, slaughtering the unprotected farmers and miners of Bluffside. The bulk of the Regulars, the militia of Bluffside, watched from safety, beyond the great crevasse, as those they were charged to protect fought hopelessly and died. In spite of what a lot of people thought, those soldiers wanted to help. But they had orders, and they followed them.

Almost immediately after driving the invaders back up into the mountains (ok, so they just mysteriously left one night), those who led the Regulars sat down and discussed their failure. Out of that meeting came a decision to establish two outer lines of defense: outposts, and the Bluffside Mountain Rangers. The outposts were built at strategic, defensible points in the one pass through the Sundered Mountains and around Bluffside. The Mountain Rangers, while having a central post for assignments, roam the Sundered Mountains freely. They watch over the goblinoid tribes, looking for signs of organization. They keep tabs on strong leaders and, if necessary, kill them before they can gather an army. They watch and wait, and occasionally act. Above all, they bring news of the Sundered Mountains to the Bluffside Regulars.

ABILITIES

Bluffside mountain rangers have all the abilities of normal rangers except as follows.

CONCEAL (Dexterity): Bluffside mountain rangers can conceal themselves extremely well in wilderness areas. With a successful dexterity check, Bluffside mountain rangers can camouflage themselves so well as to be unnoticeable by most passers-by. Bluffside mountain rangers cannot conceal themselves and move silently at the same time until they reach **5th level**. At this level and beyond, a Bluffside mountain ranger can attempt both but must make a successful conceal and move silent check at -5 . In this case, movement is reduced to one quarter the normal movement rate.

Bluffside mountain rangers cannot conceal themselves if being observed, even casually, before the conceal check is attempted. If the observer is momentarily distracted, the Bluffside mountain ranger can attempt to use this ability. While the observer averts its attention, the character can attempt to get to a hiding place of some kind. The attribute check, however, is at a -10 penalty because the character has to move quickly to the hiding place.

This ability cannot be used if armor other than those allowed is worn.

LISTEN (Wisdom): A Bluffside mountain ranger can use this ability to listen intently and hear noises that others might not detect, even through an obstacle such as a door. Generally, a successful check indicates that the Bluffside mountain ranger has detected some sort of noise. Success indicates the Bluffside mountain ranger can hear soft sounds,



like a whisper or cat stalking, while outside or in the open and up to a range of 30 feet. It also indicates success if the Bluffside mountain ranger is listening or sounds on the other side of a door, but the Bluffside mountain ranger must be adjacent to the door. However, exactly what is heard is up to the Castle Keeper's discretion as each case is unique. If listening through a stone wall, the Bluffside mountain ranger suffers a -10 penalty to the check. For other materials, vary the penalty as appropriate. A Bluffside mountain ranger can retry this ability once a round.

Metal or large helmets penalize this ability with a -1 for each point above armor class 12 that the helmet confers.

MOVE SILENTLY (Dexterity): The Bluffside mountain ranger is able to move silently in wilderness areas with a successful dexterity check. The Bluffside mountain ranger can move up to one-half the character's normal speed at no penalty. At more than one-half and up to the character's full speed, the character suffers a -5 penalty. It's practically impossible (-20 penalty) to move silently while running or charging. Bluffside mountain rangers cannot perform this ability indoors. See conceal above for information on moving silently while attempting to conceal oneself.

This ability cannot be used if armor other than those allowed is worn.

NONE SHALL PASS (Wisdom): The main purpose of the Bluffside mountain ranger is to prevent large groups of troops from coming down the mountain and invading Bluffside, as happened in the Goblinoid War. The Bluffside mountain ranger can sabotage troop movements in the mountains, seriously hindering movement. He does this by causing small rock falls, diverting streams to make paths muddy, encouraging thick growth and whatever else he can devise. A successful check results in reducing the troop's normal movement by one half. At **10th level**, the Bluffside mountain ranger has gotten so good at this that he can reduce their movement to one quarter.

SCALE (Dexterity): With this ability, Bluffside mountain rangers can climb and scale typical natural slopes and inclines, such as steep but rocky hillsides. No attribute check is needed to scale such surfaces.

Additionally, this extraordinary ability allows a Bluffside mountain ranger to climb up, down, or across a dangerous natural slope or inverted incline that others would find impossible to climb. When doing so, the Bluffside mountain ranger moves at one-half the character's normal speed. A failed scale check means that the character makes no progress; a check that fails by 5 or more means that the character falls from the currently attained height and must suffer falling damage.

In both situations above, nothing can be carried in the Bluffside mountain ranger's hands while climbing. Also, the ability cannot be used if armor other than those allowed is worn.

SIGNAL THE BASE (Wisdom): The Bluffside mountain ranger can send simple messages to home base in the form of

smoke signals or drum beats. With a successful wisdom check, someone at the base will see or hear the signal and can make a wisdom check to understand the signal. If a Bluffside mountain ranger is very far from base, but knows of another Bluffside mountain ranger within his range, he can attempt to signal him instead, with the chances the same, and thus relay his message eventually to home base. Those with the skill can make a Decipher Script check, CL 5, to figure it out as well.

SURVIVAL (Wisdom): In wilderness environments, the character can find shelter, food and water for themselves, start a fire, and determine direction. As long as adequate food, water, and shelter sources are present in the environment, the Bluffside mountain ranger can find food, water and shelter without the need for an attribute check. Also, a Bluffside mountain ranger can start a fire in 1d10 turns by natural means, as long as the needed materials are available. A Bluffside mountain ranger also can determine true north in relation to the character, as long as he is in a wilderness environment.

A Bluffside mountain ranger can also provide decent food and water for several people without the need for an attribute check unless it is a large number of people. The Bluffside mountain ranger must spend 8 hours hunting and gathering to produce enough food and water to feed 2-8 people for a day. If the Bluffside mountain ranger wishes to feed or shelter a larger group of people than the die indicate, a successful wisdom check is necessary. If successful, the Bluffside mountain ranger must spend an additional 8 hours gathering food to feed and water an additional 2-8 people. This additional effort allows the Bluffside mountain ranger to gather food and water for up to 4-16 creatures. The Bluffside mountain ranger can only hunt and forage for food twice per day.

Example: A Bluffside mountain ranger is attempting to feed 12 people. For 8 hours of effort, the Bluffside mountain ranger feeds 2-8 people automatically. The result is a 6, so the Bluffside mountain ranger has to feed 6 more people. On a successful wisdom check, the Bluffside mountain ranger can forage for another 8 eight hours and feed 2-8 more people.

TRACK (Wisdom): The Bluffside mountain ranger can successfully track any creature in a wilderness setting that leaves a discernible trace. They can also determine characteristics about the creature being tracked. With a successful wisdom check, a Bluffside mountain ranger can find and follow a creature's tracks or trail for 5 hours. The Bluffside mountain ranger can also hide tracks at the same level of ability.

A Bluffside mountain ranger receives a +2 bonus to the attribute check when tracking or hiding tracks from humanoids or giants. The Castle Keeper may apply bonuses or penalties for varying conditions, such as the length of time elapsed since the tracks were made, weather conditions, the number of creatures tracked and whether the tracked creature moved through water or a secret door.

A successful track check may also impart information about the creature or creatures being tracked. Once a trail is found,

a track check can determine the general number and type of creatures being tracked. The number of creatures tracked should be disclosed to the player by using one of the following categories: individuals (1-6), band (6-30), troop (20-100), or army (100+), and also one from the following categories: beast, fey, giant, humanoid, plant, vermin, or other (aberration, construct, dragon, elemental, magical beast, ooze, outsider, shapechanger, or undead). For many creatures, the Bluffside mountain ranger cannot identify its exact type; only that it is a creature of such nature until some experience has been gained tracking it. A Bluffside mountain ranger can identify specific animal tracks with no effort. After having tracked a particular type of creature several times, the Bluffside mountain ranger can later identify its tracks. At **5th level**, a Bluffside mountain ranger can identify the specific type of creature(s) being tracked if belonging to one of the following categories and with which the Bluffside mountain ranger has had some interaction: beast, fey, giant, humanoid, plant or vermin.

At **3rd level**, a Bluffside mountain ranger can ascertain distinguishing characteristics about the creatures tracked, such as whether they are wounded, exhausted, carrying heavy objects or wearing certain armor. The Bluffside mountain ranger might even be able to determine if a spellcaster is in the group being tracked. The marks or characteristics determined are limited only by the Castle Keeper's imagination and desire to provide or enhance story elements during game play.

TRAPS (Wisdom): A Bluffside mountain ranger is able to detect and build simple traps in a wilderness environment. When passing within 25 feet of a wilderness trap, a Bluffside mountain ranger is entitled to an attribute check to spot it. When actively searching for traps, the Bluffside mountain ranger receives a +2 bonus to the check. It takes one round to locate a trap in a 5 x 5 foot area, or one turn spent searching to locate a trap in a 25 x 25 foot area. A Bluffside mountain ranger cannot find magical traps with this ability.

A Bluffside mountain ranger can set simple traps in a wilderness environment. These include snares, pit traps and similar devices. Bluffside mountain rangers cannot set complicated mechanical traps such as those found on treasure chests or on doorways. On a successful traps check, the Bluffside mountain ranger successfully builds and conceals a snare or pit trap. Snares can capture and hold creatures of up to medium height, and pit traps can be dug to deliver 1d4 points of damage (halved if the creature falling in it makes a successful dexterity saving throw). Bluffside mountain rangers can also disable simple wilderness traps (of any type they can build) with little or no effort. No traps check need be made to do this.

MOUNTAIN STRIDE: The Bluffside mountain ranger is more at home in the crags of the Sundered Mountains than on the streets of the city. Starting at **2nd level**, he may move through mountainous terrain at his normal speed and without suffering damage or other impairment. When doing so, Bluffside mountain rangers leave no trail in the natural surroundings and cannot be tracked.

SHADOW OF THE MOUNTAINS: By **3rd level**, the Bluffside mountain ranger has learned the tricks of moving stealthily in his chosen terrain. This is reflected as a +1 bonus to move silently and conceal checks. This bonus increases to +2 at **6th level** and +3 at **9th level**.

DEADFALL: At **4th level**, the Bluffside mountain ranger has learned enough about his surroundings that he can now take full advantage of the terrain to set up traps and snares. He gets a +2 bonus when setting traps while in mountainous terrain. This bonus increases to +4 at **8th level**.

FAVORED ENEMY - GOBLINOID: Starting at **6th level**, when combating a goblinoid, the Bluffside mountain ranger gains additional combat bonuses due to an advanced fighting style developed through the experience of repeatedly fighting them. The Bluffside mountain ranger gains a +3 bonus to hit against a goblinoid. The Bluffside mountain ranger also receives a +3 bonus to armor class when fighting a goblinoid. Further, when tracking a goblinoid, the Bluffside mountain ranger receives a +3 bonus to the tracking check.

The combat bonus of this ability cannot be used if armor other than those allowed is worn.

PRIME ATTRIBUTE: Strength

HIT DICE: d10

ALIGNMENT: Any

WEAPONS: Any

ARMOR: Breastplates, chainmail hauberk & shirt, cuir bouille, greek ensemble, leather, chain coif, leather coat, padded, ring mail, scale mail, studded leather

ABILITIES: Conceal, deadfall, favored enemy - goblinoid, listen, mountain stride, move silently, none shall pass, scale, shadow of the mountains, signal the base, survival, track, traps

Level	HD	BtH	EPP
1	d10	0	0
2	d10	+1	2,451
3	d10	+2	4,951
4	d10	+3	9,951
5	d10	+4	19,901
6	d10	+5	45,851
7	d10	+6	91,701
8	d10	+7	183,501
9	d10	+8	367,101
10	d10	+9	734,201
11	+4 HP	+10	984,201
12	+4 HP	+11	1,234,201
13+	250,000 per level		

CAT BURGLAR (DEXTERITY)

A cat burglar likes the chase, as much as the catch. He takes weeks or even months stalking his prey before attempting a burglary that piques his interest. The city holds his traditional prey while the country holds no appeal for him. While he has associates, very few know his identity. He appears as a well-off merchant with a highly visible business, a pillar of the community. He attends parties and functions, always ready to do his part for charity.

He works for himself, but may be enticed by an interesting task for a paying client. He works only through intermediaries, none of whom can make a connection between him and his client. Money alone is not enough to interest him. Money is almost always involved, but he burgles for others only when the item sought presents a unique challenge or the payment is a unique item he wants.

The cat burglar is a solitary creature, taking on an apprentice only when he is ready to pass along his wisdom and skill to a new generation. The apprentice must gain the cat burglar's attention in some way. The prospective cat burglar must leave friends and acquaintances behind and enter a six-month training period. Once the training ends, the new cat burglar must re-join society in a completely new persona or have enough money to create or purchase a business as a front.

In a large city, several cat burglars joined to form a small, exclusive guild. Very secretive, this guild pulls jobs for very special clients, and places the blame on known thieves' guilds. Those who know of this guild are loath to disclose its secret, since they use its services.

ABILITIES

SPECIAL: Cat burglars favor light armor, as it allows them to better ply their stealth abilities. Cat burglars may wear leather armor, a leather coat, or padded armor, and can employ small shields without any penalty to the use of their abilities. They may also wear leather helmets. A cat burglar may wear any other type of armor, but the character may suffer a penalty when using class abilities and wearing these armors as noted in the ability description. The penalty is equal to -1 for each point above armor class 12 that the armor confers. Restricted helmets and shields cause the cat burglar to suffer a -1 penalty to all abilities. All penalties are cumulative.

Example: A cat burglar wearing chainmail, which confers a 15 armor class, suffers a -3 penalty to all ability checks ($15-12=3$). The same cat burglar using a large shield suffers a -4 penalty to all ability checks. If the same cat burglar used a metal great helm as well, the total penalty would be -5 .

CASE TARGET (Wisdom): Using this ability, the cat burglar can determine information and weaknesses about a potential opponent or target through detailed observation and deductive reasoning. A cat burglar must spend $1d3 \times 10$ minutes observing an opponent before a check is allowed. A successful check results in knowledge of the approximate level or HD of the opponent within 10%, alignment, hidden weapons or unusual items, distinguishing habits and mannerisms, and any other de-



tails that might not be apparent to normal observation. The CK must decide what the cat burglar can learn about the target and deems appropriate to convey. This check can be adjusted by the level or hit dice of the observed creature.

This ability is unaffected by wearing armor other than those allowed.

CLIMB (Dexterity): This extraordinary ability allows a cat burglar to climb up, down, or across a slope, wall, steep incline (even a ceiling with handholds), or unusually angled natural or man-made slope or incline that others would find impossible to climb. When doing so, the cat burglar moves at one-half the character's normal speed. A failed climb check means that the character makes no progress, while a check that fails by 5 or more means that the character falls from the currently attained height, and must suffer falling damage. Cat burglars cannot carry anything in their hands while climbing. When climbing typical natural slopes and man-made inclines, such as a cliff faces or steep steps, a cat burglar does not need to make an attribute check to climb the surface.

This ability is affected by wearing armor other than those allowed.

DECIPHER SCRIPT (Intelligence): This ability allows a cat burglar to decipher writing in an unfamiliar language, a message written in an incomplete or archaic form or a message written in code. If the check succeeds, the character understands the general content of a piece of writing. It takes 2d8 turns to decipher each page of a script. The attempt may be made only once per writing.

A cat burglar may use this ability to decipher arcane script if a successful check is made at a penalty of -10. If successful he can read the spell but not cast the spell. This ability may not be used to decipher divine scrolls.

DISGUISE (Charisma): With a successful check in this ability, cat burglars can disguise themselves or impersonate people. The ability allows the cat burglar to impersonate general types of people as well as individuals. For example, a human cat burglar might impersonate a taller elf mage or perhaps a traveler, even though the cat burglar is a local.

For a general impersonation such as a beggar or merchant, the effort requires a few props, makeup, and 1d3×10 minutes of work to complete. Where specific individuals are being impersonated, at least one month's preparation time is required to avoid detection. A disguise can include an apparent change of height or weight of no more than one-tenth the original height or weight of the cat burglar. The Castle Keeper makes the character's disguise check secretly so that the character is not sure of its success. The following penalties are applied to a disguise check when appropriate: sex difference -2, race difference -2, and a -2 for an age difference of more than ten years.

A successful disguise does not fool an observer in all instances. Success indicates that the cat burglar is disguised well enough to fool normal, trustworthy observers. If a suspicious individual observes the cat burglar, the CK may allow the observer an intelligence check to see through the disguise. If a cat burglar is impersonating

a particular individual, all who know that individual are permitted to make an intelligence check to detect the disguise. If the observer would recognize the impersonated individual on sight, the check is made at +4. If the observer is a friend or close associate, the check is made at +8 and if intimate, the check is at +12.

HIDE (Dexterity): Cat burglars use this ability to conceal themselves from others. A successful check means that the cat burglar is hidden so well as to be almost invisible. The cat burglar can move up to one-half normal speed and remain hidden. Hide checks suffer no penalty in this circumstance. At more than one-half and up to full speed, the character suffers a -5 penalty to the check to remain hidden. It's practically impossible (-20 penalty) to hide while running or charging.

Cat burglars can hide even while being observed. As long as they are within 10 feet of some sort of shadow, cat burglars can hide themselves from view in the open without anything to actually hide behind. They cannot, however, hide in their own shadows.

Cat burglars cannot hide and move silently at the same time until they reach **3rd level**. At this level and beyond, a cat burglar can attempt both but must make a successful conceal and move silent check at -5. In this case, movement is reduced to one quarter the normal movement rate.

This ability is affected by wearing armor other than those allowed.

LISTEN (Wisdom): A cat burglar can use this ability to listen intently and hear noises that others might not detect, even through an obstacle such as a door. Generally, a successful check indicates that the cat burglar has detected some sort of noise. Success indicates the cat burglar can hear soft sounds, like a whisper or cat stalking, while outside or in the open and up to a range of 30 feet. It also indicates success if the cat burglar is listening for sounds on the other side of a door, but the cat burglar must be adjacent to the door. However, exactly what is heard is up to the Castle Keeper's discretion as each case is unique. If listening through a stone wall, the cat burglar suffers a -10 penalty to the check. For other materials, vary the penalty as appropriate. A cat burglar can retry this ability once a round.

This ability is affected by wearing a metal or large helmet, with a -1 penalty for each point above armor class 12 that the helmet confers.

MOVE SILENTLY (Dexterity): This ability allows a cat burglar to move so silently that others cannot hear the movement. The cat burglar can use this ability both indoors and outdoors. A cat burglar can move up to one-half the character's normal speed at no penalty. At more than one-half and up to the character's full speed, the character suffers a -5 penalty. It's practically impossible (-20 penalty) to move silently while running or charging.

To move silently and hide, see the hide ability. This ability is affected by wearing armor other than those allowed.

NINE LIVES: The cat burglar now leads a charmed existence. Once per level, the cat burglar may ignore any damage that would bring him to below 0 HP.

OPEN LOCK (Dexterity): A cat burglar can use this ability to open any sort of mechanical lock that would normally require a key to open. A successful check indicates the lock has been opened. This ability requires the use of a set of rogue's tools, including picks, blank keys, wires or other appropriate tools. A cat burglar may only make one attempt per lock. If that attempt fails, the cat burglar cannot try to open the same lock again until gaining one more level as it is beyond the current ability of the cat burglar to pick it.

This ability is affected by wearing metal or large gloves.

PICK POCKET (Dexterity): On a successful dexterity check a cat burglar can use this ability to remove the contents of a pocket or pouch (or otherwise take something from a person) without being noticed. Success may require the cat burglar to cut the purse or pouch from the target. The level or hit dice of the targeted victim is used as a penalty to the check.

This ability also allows the cat burglar to perform "sleight of hand" maneuvers. A successful dexterity check indicates the cat burglar has hidden or moved an item in such a manner so that observers are not aware of where the item has been hidden. Such typical maneuvers are hiding a coin, sliding a card up a sleeve, or performing the shell game. A penalty to the check may be applied if there is an observer present that is determined to note where an item is moved. This penalty is equal to the wisdom attribute bonus for the observer.

This ability is affected by wearing armor other than those allowed.

TRAPS (Intelligence): A cat burglar may use this ability to find, disable or set traps. Each use requires a separate attribute check and each check may be made only once in a given circumstance. The player must also describe how the actions are being performed to use this ability.

To find a trap, a cat burglar spends time intently studying and searching an area to deduce possible trap locations. It takes one round to locate a trap in a specific area such as a lock or a door-knob, and one turn to locate a trap in a 10 by 10 foot area. A successful check indicates the cat burglar finds one trap, if any are present. The trap discovered is the simplest or most obvious trap in the area. If multiple traps are in an area, multiple successful checks are required to find them all. A cat burglar can find magical traps with this ability, although it may be much more difficult than finding mundane traps. The Castle Keeper determines any penalties to the check basing those penalties on the level or hit dice of those who set them.

To disable most traps, a cat burglar must have a set of rogue's tools. The cat burglar must locate the trap as described above. Once the trap is located, a successful check means the cat burglar has disarmed the trap. The attempt can only be made once and failure indicates that the cat burglar set off the trap. A cat burglar can disarm a magic trap, although it may be much more difficult than disarming a mundane trap. Generally, it takes 1d4 rounds to disarm a trap, depending on its complexity.

To set a trap, or to reset a previously disabled trap, a cat burglar must make a successful traps check. If a cat burglar is resetting a trap that was previously disabled, the cat burglar gains a +5 bonus to the check. The amount of time required to set or reset a trap depends on the complexity of the trap, typically taking 1d4 rounds.

Locating traps is not affected by the armor worn. However, disabling and setting traps is affected by wearing armor other than those allowed.

CAT-LIKE REFLEXES: At 2nd level, the cat burglar gains an additional +2 to their AC when dodging or evading.

This ability is affected by wearing armor other than those allowed.

PRIME ATTRIBUTE: Dexterity

HIT DIE: d6

ALIGNMENT: Any

WEAPONS: Blowpipe, broadsword, cat-o-nine-tails, cestus, club, dagger, dart, light hammer, hand axe, hand crossbow, javelin, knife, light crossbow, longsword, mace, main gauche, quarterstaff, rapier, sap, shortbow, short sword, sickle, sleeve tangler, spiked gauntlet, sling, whip

ARMOR: Leather armor, leather coat, and padded (see special rule above)

ABILITIES: Case target, cat-like reflexes, climb, decipher script, disguise, hide, listen, move silently, nine lives, open lock, pick pockets, traps

Level	HD	BtH	EPP
1	d6	0	0
2	d6	+1	1,451
3	d6	+1	2,901
4	d6	+1	5,801
5	d6	+2	11,601
6	d6	+2	23,201
7	d6	+2	46,401
8	d6	+3	92,801
9	d6	+3	185,601
10	d6	+3	371,201
11	+2 HP	+4	521,201
12	+2 HP	+4	671,201
13+	150,000 per level		

ELVEN DEFENDER (CHARISMA)

The Elven Defenders are a select few who have proven themselves worthy of favor from the Elven God of War and Protection. They are dedicated to him and support his concerns in all ways, forming a divine force of warriors willing to serve their deity to the very end.

For millennia Defenders have been pivotal in many a war, the scream "Elven Defenders, strike!" destroying the morale of their foes, who typically flee in terror to avoid their blades and arrows. They embody the ideals of elves, and are rightly treated with respect. Armor worn by these warriors always shines bright, displaying the symbol of their god to the world. Their shields and weapons are also brightly polished, distracting and intimidating their enemies. Well trained with longsword and bow, the sight of these shining elves on the battlefield strikes fear in their enemies.

Elven Defenders are chosen for their heroic deeds and faith. Most Defenders are knights-errant who travel alone or with non-Defenders. It is unusual to see a group of Defenders unless their god has brought them together to fight a great evil. They enjoy the fellowship of other Defenders, but know each must go his own way as their god orders. The rare exception to this custom is the Golden Defender with his Defender cohorts. Aside from this, Defenders associate freely with companions from different backgrounds.

To take this class, the character must be an elf or half-elf.

ABILITIES

SPECIAL: The character must donate 10% of his income and, within reason, be generous to the needy. He must from the start have proclaimed the god of elves his god and must dedicate certain battles throughout his career to the Elven God of War and Protection. Elven Defenders are the chosen warriors of the elven gods. If an Elven Defender's god orders a Defender to do his bidding, unless the Defender is currently on a mission that requires his presence, he must go.

ELVEN KEEP: The Defender is acknowledged throughout all elven kingdoms as a hero among heroes. The Defender receives a keep in the land he calls home at no charge. The local elven population takes care of upkeep and supplies.

PROTECTIVE WARD: Twice per day, the defender can grant someone a protective ward. This grants them a bonus to their next saving throw equal to the defender's level.

DETECT EVIL: Beginning at first level, defenders have the ability to detect evil in the same manner as the spell. However, this ability is innate and no spell casting is involved. A defender simply concentrates for one round on an area or individual within 60 feet to use the ability. The defender must face toward the area or individual being examined. The defender can do this as often as desired, but must be able to concentrate for at least one round to do so.



SPIRITUAL WEAPON: At 2nd level the Defender receives the spell-like ability to cast *spiritual weapon* once per day per four Defender levels (2/day at 6th, 3/day at 10th, etc.).

PEGASUS MOUNT: At 3rd level the Defender receives a pegasus (see *Monsters & Treasure*) with a silver coat and a black moon mark on its forehead. The pegasus is intelligent, strong, loyal, and ready to serve the defender in his or her crusade against evil. Should the pegasus die, a year and a day must pass before another can be called.

SHINY ARMOR: At 4th level the Defender's armor gains a supernatural brightness bright enough to distract an enemy, giving a +2 bonus to AC. This bonus applies only if the enemy can see, and does not affect automatons and undead. This affects any metal armor the character is wearing. This ability is always on so there is a +10 bonus to any wisdom checks when trying to locate him. If a spellcaster casts *darkness* at the Defender's armor, the Defender rolls a charisma saving throw. If unsuccessful, the armor's ability is negated for the duration of the spell. Otherwise, the spell is negated.

PERFECT HEALTH: At 5th level a Defender becomes immune to all diseases and non-magical poisons.

FAVORED ENEMY - ORC: Starting at 6th level, when combating an orc, the defender gains additional combat bonuses due to an advanced fighting style developed through the experience of repeatedly fighting them. The defender gains a +2 bonus to hit and a +2 bonus to armor class when fighting orcs.

GRACE: At 8th level a Defender gains double his Charisma modifier to all checks relying on Charisma, but only when interacting with elves.

ELVEN DEFENDER'S DUTIES

Elven Defenders must display a pure and true dedication to their god and the welfare of elves. They may only possess magic items that directly affect their protection or that of others, or that enhance their fighting prowess (CK's discretion; be fair, if the character can justify it, let him keep it). All other magical items may be sacrificed to their god, given to someone else in need (good alignment, elf preferred), or sold with 50% of the sale donated to the church.

PC Defenders called on by their god must obey his will, although the god is unlikely to interfere with a just cause currently underway. Defenders must attack any orc seen (unless ordered otherwise by their god). The Defenders believe they will be the deciding factor in the next war between elves and orcs.

A Defender has a code similar to a Paladin. If he breaks it all his special abilities are lost. Once accepted as a Defender, he is required to donate 25% of all earnings to the god or his temples.

PRIME ATTRIBUTE: Charisma

HIT DIE: d8

ALIGNMENT: Any Good

WEAPONS: Any

ARMOR: Any

ABILITIES: Detect evil, favored enemy - orc, grace, pegasus mount, perfect health, protective ward, shiny armor, spiritual weapon

Level	HD	BtH	EPP
1	d10	0	0
2	d10	+1	2,301
3	d10	+2	4,701
4	d10	+3	9,451
5	d10	+4	19,101
6	d10	+5	38,401
7	d10	+6	76,801
8	d10	+7	153,701
9	d10	+8	307,401
10	d10	+9	614,801
11	+4 HP	+10	864,801
12	+4 HP	+11	1,114,801
13+	250,000 per level		

EXPLORER (INTELLIGENCE)

Explorers track the known world and beyond, stretching the boundaries and burning a trail for civilization to follow. They are the finders of lost civilizations and untouched wilderness. Nothing escapes their eventual discovery.

Explorers are part of a larger organization called the Society of Explorers and Adventurers. As a whole, the group is devoted to discovery and rediscovery. Its members gather in the private sanctum of its clubs and recount harrowing tales of their adventures, each striving to attain status in their own way. Explorers bring back their discoveries – their trophies – and display them for all to see and praise.

ABILITIES

ENHANCED AWARENESS (Wisdom): The explorer is acutely aware of his surroundings at all times. He is almost never surprised, gaining a bonus to checks. This bonus starts at +1 at 1st level, rising to +2 at 6th level, and +3 at 12th level.

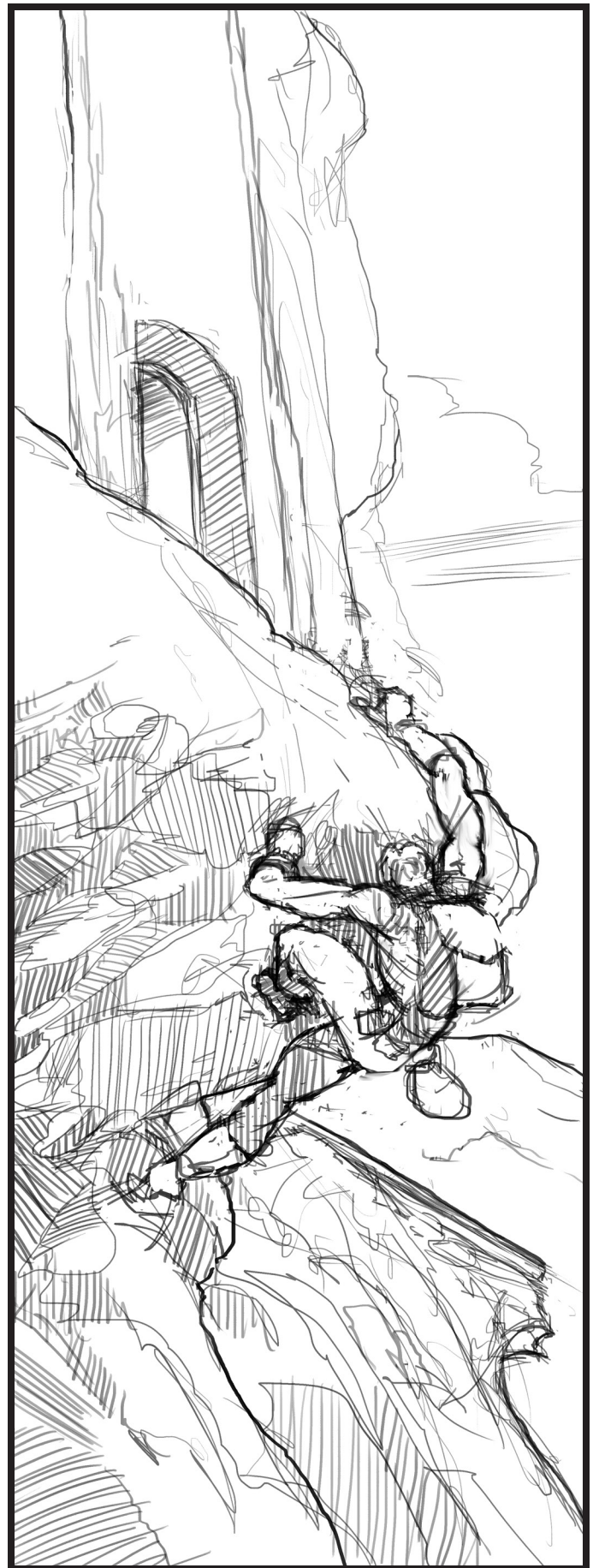
HUNTER (Strength): The explorer is an expert at taking down animals and beasts. If his target is an Animal or Magical Beast, the explorer gains a +1 attack bonus. This bonus increases to +2 at 6th level and +3 at 12th level.

LOCAL CUSTOM (Intelligence): The explorer makes it a point to know the local customs wherever he goes. Even in a new place he can quickly piece together some knowledge based solely on observation. With a successful intelligence check, this knowledge is gained. The higher the check result, the better the information.

TRAPS (Intelligence): An explorer may use this ability to find, disable or set traps. Each use requires a separate attribute check and each check may be made only once in a given circumstance. The player must also describe how the actions are being performed to use this ability.

To find a trap, an explorer spends time intently studying and searching an area to deduce possible trap locations. It takes one round to locate a trap in a specific area such as a lock or a door-knob, and one turn to locate a trap in a 10 by 10 foot area. A successful check indicates the explorer finds one trap, if any are present. The trap discovered is the simplest or most obvious trap in the area. If multiple traps are in an area, multiple successful checks are required to find them all. An explorer can find magical traps with this ability, although it may be much more difficult than finding mundane traps. The Castle Keeper determines any penalties to the check basing those penalties on the level or hit dice of those who set them.

To disable most traps, an explorer must have a set of tools. The explorer must locate the trap as described above. Once the trap is located, a successful check means the explorer has disarmed the trap. The attempt can only be made once and failure indicates that the explorer set off the trap. A explorer can disarm a magic trap, although it may be much more difficult than disarming a mundane trap. Generally, it takes 1d4 rounds to disarm a trap, depending on its complexity.



To set a trap, or to reset a previously disabled trap, an explorer must make a successful traps check. If an explorer is resetting a trap that was previously disabled, the explorer gains a +5 bonus to the check. The amount of time required to set or reset a trap depends on the complexity of the trap, typically taking 1d4 rounds.

Locating traps is not affected by the armor worn. However, disabling and setting traps is affected by wearing armor other than those allowed.

ADAPTABLE (Constitution): The explorer possesses the ability to quickly adapt to just about any extreme of environment. Starting at **2nd level**, he has a +1 modifier bonus to any check involving resisting natural elements of an environment. This increases to +2 at **6th level** and +3 at **12th level**.

APPRAISE DANGER (Intelligence): When given a chance to observe a strange creature, the explorer can give a rough estimate of just how dangerous the creature is likely to be. This only takes into account the visible attributes of the creature (i.e., tough hide, large claws and teeth, size, muscles, etc.). The longer he takes to appraise the creature, the more accurate the appraisal is likely to be. This is an Intelligence check with a +1 to the roll for each minute spent observing the target.

PATHFINDER (Wisdom): Starting at **3rd level**, the explorer gains the ability to chart the safest path through wilderness. On a successful Wisdom check, he avoids the usual natural hazards of a region, like quicksand, bogs, sinkholes, flash flood zones, and areas vulnerable to rock slides. This can also extend to avoiding the marked boundaries of territorial creatures. He gets a +1 to any Wisdom check involved. At **6th level** this increases to +2, increasing to +3 at **12th level**.

PIDGIN (Intelligence): Starting at **3rd level**, the explorer may communicate with just about any intelligent, speaking species. He has learned to make himself understood on a basic level by reading body language and cross-matching common pieces of language. This does not allow philosophical discussions or anything beyond the most basic, two-word phrases.

FIRST CONTACT (Charisma): At **4th level**, the explorer gains a +1 bonus to any charisma checks when making contact with a being for the first time. He is always eager to be the first to discover anything new or lost, and this comes across in his impression.

ADVENTURER'S SOUL (Wisdom): At **5th level** the explorer's thirst for adventure overrides most other concerns. He gains a +1 bonus to any saving throws against mind-affecting, emotion or morale effects.

NATURE LORE (Intelligence): At **6th level**, the explorer's experience and depth of knowledge gains him insight into the natural world. The explorer cannot identify previously unknown species, but he can identify plants and animals with perfect accuracy in familiar lands. In unfamiliar environments, the explorer must succeed at an Intelligence check to successfully use this ability.

The explorer may determine the species of a plant or animal and the special qualities or abilities of the species. He can also determine whether water is safe or dangerous to drink. Additionally, explorers can find shelter and forage for food. An explorer always succeeds in finding basic shelter and enough food for individual daily sustenance. If the explorer wishes to support additional people, he must spend 6 hours hunting and gathering to produce enough food and water to feed 2-8 people for a day.

DANGER SENSE (Wisdom): At **8th level**, the explorer's keen senses and instinct for danger alert him moments before actions take place. This grants the explorer an initiative bonus of +2.

PRIME ATTRIBUTE: Intelligence

HIT DICE: d8

ALIGNMENT: Any

WEAPONS: Any

ARMOR: Cuir bouille, leather, leather coat, padded, studded leather

ABILITIES: Enhanced Awareness, Local Custom, Traps, Hunter, Adaptable, Pidgin, First Contact, Adventurer's Soul, Nature Lore, Pathfinder, Appraise Danger, Danger Sense.

Level	HD	BtH	EPP
1	d8	+0	0
2	d8	+1	1,551
3	d8	+2	3,301
4	d8	+3	6,601
5	d8	+4	13,251
6	d8	+5	26,751
7	d8	+6	53,501
8	d8	+7	107,051
9	d8	+8	214,101
10	d8	+9	428,201
11	+3 HP	+10	578,201
12	+3 HP	+11	728,201
13+	150,000 per level		

NEVAE WANDERER

The Nevae as a race depend on their ability to deal peacefully with strangers to get through territories without conflict. Having no place they call home, most Nevae wander constantly. Those who are most successful gain reputations as problem-solvers and peacemakers.

To take this class, the character must be a Nevae.

ABILITIES

CUSTOM LORE (Wisdom): As he travels, the Nevae Wanderer learns local customs quickly. Eventually, he can draw parallels between cultures and make educated guesses as to what the local customs might be for any area. The Nevae Wanderer may make a wisdom check to determine local customs and taboos. If he succeeds, this grants a bonus (determined by the CK, but ranging from +2 to +6) to any attempts to blend in as a local.

FAST TALK: The Nevae Wanderer often has to talk himself out of dangerous situations. At first level, he gains a +2 bonus to all charisma checks when trying to avoid violence. This bonus increases to +4 at 5th level and +6 at 9th level.

LISTEN (Wisdom): A Nevae Wanderer can use this ability to listen intently and hear noises that others might not detect, even through an obstacle such as a door. Generally, a successful check indicates that the Nevae Wanderer has detected some sort of noise. Success indicates the Nevae Wanderer can hear soft sounds, like a whisper or cat stalking, while outside or in the open and up to a range of 30 feet. It also indicates success if the Nevae Wanderer is listening for sounds on the other side of a door, but the Nevae Wanderer must be adjacent to the door. However, exactly what is heard is up to the Castle Keeper's discretion as each case is unique. If listening through a stone wall, the Nevae Wanderer suffers a -10 penalty to the check. For other materials, vary the penalty as appropriate. A Nevae Wanderer can retry this ability once a round.

This ability is affected by wearing a metal or large helmet, with a -1 penalty for each point above armor class 12 that the helmet confers.

MYSTERIOUS STRANGER: The Nevae Wanderer is perceived as the stranger just passing through town. He is a neutral observer, someone you can trust, someone you can tell your secrets, because tomorrow he will not be there. If the Nevae Wanderer can spend a few minutes chatting up a local for information, the target must make a wisdom saving throw or spill one of his secrets into the sympathetic ear. The CL is equal to the Wanderer's level. A Wanderer may only use this ability once per town per level of Wanderer within a year. Thus, a 3rd level Wanderer can use it on 3 people in a small village. He travels to a nearby, larger village, and uses it on 3 more. He returns to the smaller village, but cannot use this ability on locals of that town again until he has been absent for at least a year.

MAN WITH NO NAME: Adept at slipping through territory unnoticed, even when the Nevae Wanderer enters a town he leaves little evidence of his passage. People questioned later about where he stayed and what he did have a difficult time recalling details. This requires a wisdom save equal to twice the Wanderer's level. This roll is modified by the character's level of activity and length of stay, as follows:

Activities	Modifier to CL
Participate in major public event involving a dozen or more people	-6
Participate in minor public event involving a half-dozen or so people	-2
Made major purchases (1,000gp or more)	-8
Made significant purchases (500-1,000gp)	-4
Public performance (crowd of 31 or more)	-8
Public performance (crowd of 21-30)	-4
Public performance (crowd less than 20)	-0
Minimized visible activity i.e., stay in rooms, change appearance frequently	+5
Stayed 1 day only	+5
Stayed less than 3 days	-0
Stayed 4-7 days	-5
Per additional week after the first	-2

While this list does not cover everything a character might do, it provides guidelines for the game master to assign modifiers.

LONG STRIDE: The Nevae Wanderer has developed a long ground-covering stride that allows him to travel further without using more effort. At 2nd level, the Nevae Wanderer increases his movement by +5. This improves to +10 at 4th, +15 at 7th, and +20 at 10th level.

TRACKLESS STEP: Starting at 3rd level, a nevae wanderer leaves no trail in natural surroundings and cannot be tracked.

PRIME ATTRIBUTE: Wisdom

HIT DIE: d6

ALIGNMENT: Any Neutral

WEAPONS: Any

ARMOR: Cuir bouille, laminar leather, padded, leather, leather coat, hide

ABILITIES: Custom lore, fast talk, listen, long stride, man with no name, mysterious stranger, trackless step

Level	HD	BtH	EPP
1	d6	0	0
2	d6	+1	1,101
3	d6	+1	2,401
4	d6	+1	4,801
5	d6	+2	9,701
6	d6	+2	19,551
7	d6	+2	39,101
8	d6	+3	78,201
9	d6	+3	156,401
10	d6	+3	312,801
11	+3 HP	4	462,801
12	+3 HP	4	612,801
13+	150,000 per level		

SISTER OF MERCY (CHARISMA)

Ten years ago, Sarah Whitbrow, mother matron of the sisterhood, founded an order sworn to heal those in need. All the Sisters have seen battle. The Sisterhood of Mercy is formed mostly of women scarred in battle, both physically and emotionally. They go to the Sisterhood to be healed of the horrors of battle, and in their healing learn to heal others.

To take this class, the character must be female.

ABILITIES

SPELLS: A sister of mercy casts divine spells. The spells available are listed on the cleric spell list. A sister of mercy is limited to a certain number of spells of each spell level per day. The Cleric and Druid Spells per Day Table shows the number of spells per day a character of the class may cast. Sisters of mercy prepare spells each day through prayer to their deity or deities, followed by contemplation and study.

BONUS SPELLS: High wisdom indicates a greater divine connection. Sisters of mercy with a high wisdom gain bonus spells. If they have wisdom scores of 13-15, they receive an extra 1st level spell. If the wisdom score is 16 or 17, they receive an extra 2nd level spell and if 18 or 19, they receive an extra 3rd level spell. Bonus spells can only be acquired if the sister of mercy is at a high enough level to cast them. Bonus spells are cumulative.

For example, a 4th level sister of mercy with an 18 wisdom receives four 0-level spells, four 1st level spells and three 2nd level spells. No bonus 3rd level spell is acquired until the sister of mercy reaches 5th level.

HEALING HANDS: Each day a Sister can cure a total number of hit points equal to her Charisma bonus (if any) times the sister's level. The sister can cure herself. The sister may choose to divide her curing among multiple recipients, and he or she doesn't have to use it all at once.

REMOVE BLINDNESS/DEAFNESS: This gives a Sister the ability to remove blindness/deafness (as the spell of the same name) 3 times per day. Her Sister level is considered the caster level.

RESTFUL HANDS: Twice per day, the Sister may deliver a touch attack that puts the target to sleep slowly. The target gets a wisdom saving throw (CL equals the Sister's Charisma modifier) to negate this ability. Otherwise, it suffers a -1 penalty to all attack, damage, save and ability rolls each round, cumulative, for six rounds. After six rounds, the target falls asleep for 1 round per level of the Sister.

SENSE DESTINY (Wisdom): You can sense destinies. A Sister with this ability can warn people that something is going to happen at a specific place and time. This ability works like the *divination* spell. When the Sister senses destiny, she receives a positive or a negative outcome and a part of the reason it is going to happen. This ability can be used once per day at 1st level, twice per day at 5th level, and three times per day at 10th level.

SOUL COMPANION: Sisters of great devotion can sense the souls of those who, for whatever reason, cannot cross over to the Otherworld. Most often, this is because of the violent nature of

their death. Some don't even know they are dead and will not admit to it. A Sister who has attained 10th level can attract such souls and, through time and patience, heal them in such a way that they are ready at last to journey on. The Sister is given a small pouch which she wears around her neck. Once the Sister has established communication with the lost soul, she can attempt to persuade it into her bag. She must not threaten or coerce the soul in any way, though she may have just defeated it in battle. If the soul consents, the Sister must place a piece of the deceased's body and an item held by the deceased at its death within her pouch.

While carrying a soul, the Sister gains a +2 bonus to all saving throws and a +1 bonus to attack rolls. Only one soul can be carried at a time. Each week that the soul remains with the Sister, it gets a wisdom saving throw (CL 5). Once it succeeds at this save, it is ready to journey on to the Otherworld, and leaves with the Sister's blessing. At this time the Sister burns or buries the pouch, depending on the traditions of the deceased.

The soul companion is affected by any spells that affect undead, and is turned as an undead of hit dice equal to the Sister's level. If the soul companion is successfully turned, the Sister loses its benefits for the duration of the turn effect. If the soul companion is destroyed by the turning attempt, it instead goes dormant for one day per level of the turning cleric. The soul companion shares the saving throws of the Sister.

PRIME ATTRIBUTE: Wisdom

ALIGNMENT: Any non-evil

HIT DICE: d8

WEAPONS: Blowpipe, broadsword, cat-o-nine-tails, cestus, club, crowbill hammer, dagger, dart, light hammer, hand axe, hand crossbow, javelin, knife, light crossbow, light or heavy flail, light hammer, light or heavy mace, longsword, mace, main gauche, morningstar, quarterstaff, rapier, sap, shortbow, shortsword, sickle, sleeve tangler, spiked gauntlet, sling, war hammer, whip

ARMOR: Any

ABILITIES: Spells, healing hands, remove blindness/deafness, restful hands, sense destiny, soul companion

Level	HD	BtH	EPP
1	d8	+0	0
2	d8	+1	2,851
3	d8	+1	5,701
4	d8	+2	11,401
5	d8	+2	22,851
6	d8	+3	45,701
7	d8	+3	91,401
8	d8	+4	182,801
9	d8	+4	365,601
10	d8	+5	731,251
11	+3 HP	+5	981,251
12	+3 HP	+6	1,231,251
13+	250,000 per level		

150 CASTLES & CRUSADES

TUNNEL FIGHTER (CONSTITUTION)

Tunnel Fighters often have other professions and are, more often than not, ex-miners. They patrol the Sewers and abandoned caves and tunnels and fight any monster that has found its way under the city, keeping it safe for those who remain blithely unaware on the surface. Dwarves are particularly common in this class.

ABILITIES

CLIMB (Dexterity): This extraordinary ability allows a tunnel fighter to climb up, down, or across a slope, wall, steep incline (even a ceiling with handholds), or unusually angled natural or man-made slope or incline that others would find impossible to climb. When doing so, the tunnel fighter moves at one-half the character's normal speed. A failed climb check means that the character makes no progress, while a check that fails by 5 or more means that the character falls from the currently attained height, and must suffer falling damage. Tunnel fighters cannot carry anything in their hands while climbing. When climbing typical natural slopes and man-made inclines, such as a cliff faces or steep steps, a tunnel fighter does not need to make an attribute check to climb the surface.

DARKVISION: Tunnel fighters can see in complete darkness for up to 60 feet. Darkvision produces images that are in shades of gray, but it is otherwise like normal sight. Tunnel fighters can function well with no light at all but bright lights, such as from a lantern or other light source, spoil darkvision. A tunnel fighter requires one turn to adjust his or her eyes when a light source is extinguished before gaining full use of darkvision.

Those races already with darkvision have their range extended by 30 feet.

LISTEN (Wisdom): A tunnel fighter can use this ability to listen intently and hear noises that others might not detect, even through an obstacle such as a door. Generally, a successful check indicates that the tunnel fighter has detected some sort of noise. Success indicates the tunnel fighter can hear soft sounds, like a whisper or cat stalking, while outside or in the open and up to a range of 30 feet. It also indicates success if the tunnel fighter is listening for sounds on the other side of a door, but the tunnel fighter must be adjacent to the door. However, exactly what is heard is up to the Castle Keeper's discretion as each case is unique. If listening through a stone wall, the tunnel



fighter suffers a -10 penalty to the check. For other materials, vary the penalty as appropriate. A tunnel fighter can retry this ability once a round.

This ability is affected by wearing a metal or large helmet, with a -1 penalty for each point above armor class 12 that the helmet confers.

SMELL GAS (Wisdom): The tunnel fighter's senses are in tune with his environment, enabling them to smell gas with a successful wisdom check.

STONECRAFT (Wisdom): Tunnel fighters are capable of spotting unusual or unique construction or stonework features including new construction, unfamiliar architecture, sliding walls, stonework traps, unsafe stone surfaces, unstable ceilings and secret or concealed doorways constructed or disguised as stone. A tunnel fighter passing within 10 feet of one of these features is entitled to a wisdom check at +2 to recognize the feature, as if actively looking for it. Should a tunnel fighter actively search for these features, the bonus to the wisdom check is +4. When examining a feature, a successful wisdom check reveals other bits of knowledge, such as which race created the feature, its approximate age, and if applicable, the approximate value of a stone or metal object.

Those races who already have this skill gain an additional +2 benefit.

TRACK (Wisdom): The tunnel fighter can successfully track any creature in a wilderness setting that leaves a discernible trace. They can also determine characteristics about the creature being tracked. With a successful wisdom check, a tunnel fighter can find and follow a creature's tracks or trail for 5 hours. The tunnel fighter can also hide tracks at the same level of ability.

A tunnel fighter receives a +2 bonus to the attribute check when tracking or hiding tracks from humanoids or giants. The Castle Keeper may apply bonuses or penalties for varying conditions, such as the length of time elapsed since the tracks were made, weather conditions, the number of creatures tracked and whether the tracked creature moved through water or a secret door.

A successful track check may also impart information about the creature or creatures being tracked. Once a trail is found, a track check can determine the general number and type of creatures being tracked. The number of creatures tracked should be disclosed to the player by using one of the following categories: individuals (1-6), band (6-30), troop (20-100), or army (100+), and also one from the following categories: beast, fey, giant, humanoid, plant, vermin, or other (aberration, construct, dragon, elemental, magical beast, ooze, outsider, shapechanger, or undead). For many creatures, the tunnel fighter cannot identify its exact type; only that it is a creature of such nature until some experience has been gained tracking it. A tunnel fighter can identify specific animal tracks with no effort. After having tracked a particular type of creature several times, the tunnel fighter can later identify its tracks. At **5th level**, a tunnel fighter can identify the specific type of creature(s) being tracked if belonging to one of the following categories and with which the tunnel fighter has had some interaction: beast, fey, giant, humanoid, plant or vermin.

At **3rd level**, a tunnel fighter can ascertain distinguishing characteristics about the creatures tracked, such as whether they are wounded, exhausted, carrying heavy objects or wearing certain armor. The tunnel fighter might even be able to determine if a spellcaster is in the group being tracked. The marks or characteristics determined are limited only by the Castle Keeper's imagination and desire to provide or enhance story elements during game play.

RESISTANT TO POISONS: Many subterranean creatures are poisonous. Tunnel fighters build up a resistance to these toxins. At **3rd level**, the tunnel fighter gains a +2 bonus to all poison saving throws. At **6th level**, the tunnel fighter increases his save bonus to +4. At **9th level**, the tunnel fighter increases his save bonus to +4.

DISEASE IMMUNITY: At **5th level** the tunnel fighter becomes immune to disease brought about by ingestion or inhalation, although he is still vulnerable to contact, injury and magical diseases. At **8th level** the tunnel fighter becomes immune to all but magical diseases.

TREMORSENSE: Tunnel fighters at **10th level** can automatically sense the location of anything within 30 feet that is in contact with the ground. This ability only works when the tunnel fighter is underground.

PRIME ATTRIBUTE: Constitution

ALIGNMENT: Any

HIT DICE: d10

WEAPONS: Any

ARMOR: Any

ABILITIES: Climb, darkvision, disease immunity, listen, smell gas, stonecraft, track, tremorsense, resistant to poisons

Level	HD	BtH	EPP
1	d10	+1	0
2	d10	+2	2,401
3	d10	+3	4,851
4	d10	+4	9,701
5	d10	+5	19,501
6	d10	+6	39,051
7	d10	+7	78,101
8	d10	+8	156,401
9	d10	+9	312,851
10	d10	+10	625,801
11	+4 HP	+11	875,801
12	+4 HP	+12	1,125,801
13+	250,000 per level		

APPENDIX 6: SPELLS

ACID BATH, Level 3 Wizard

CT: 1 **R:** 450 feet **D:** Instantaneous
SV: dexterity save for half damage **SR:** Yes **COMP:** V, S, M

Acid bath douses everything from where the spell is targeted out to a 20 foot radius burst with a powerful, corrosive acid. The arcane acid deals 1d6 points of damage per level of the wizard to all within the area of effect. Like the wizard spell *fireball*, the caster of this spell sends out a small ball of acid which originates from the caster's fingertips and streaks towards the target destination. Any impact with a creature or object before it reaches its destination results in an early dousing. Every attempt by the caster to target something behind a narrow passage, such as an arrow slit, will require a ranged attack roll. A miss in this instance indicates that the spell strikes the opening of the narrow passage rather than going through. When the acid bath bursts out from the target area, stone and metal will become pitted and marred, paper and cloth are dissolved away and glass usually melts.

ACID FOG, Level 6 Wizard

CT: 1 **R:** 150 feet **D:** 1 round per level
SV: None **SR:** No **COMP:** V, S, M/DF

Acid fog creates a billowing mass of misty vapors similar to that produced by a *fog* spell. In addition to slowing creatures down and obscuring sight, this spell's vapors are highly acidic. Each round, starting when the spell is cast, the fog deals 2d6 points of acid damage to each creature and object within it. This spell affects a 20 foot diameter sphere. The material component is a pinch of dried, powdered peas combined with powdered animal hoof.

AGONY OF DECEIT, Level 3 Wizard

CT: 1 **R:** Touch **D:** 1 minute per 3 levels
SV: Wisdom partial (see text) **SR:** Yes **COMP:** V, S

If the target creature attempts to lie, he experiences great agony. Every time he lies, he takes 1d4 damage per level of the caster. This is subdual damage only. The target knows it is subdual damage only if he made his will save. If the target is driven below 0 HP by this spell, he remains conscious and in great pain until he reaches -10 HP, whereupon he goes unconscious. The target may be revived normally with healing magic, which does not end the spell.

Creatures with no intelligence, undead, and those that cannot speak are immune to the effects of this spell.

ANIMATE ROPE, Level 1 Wizard

CT: 1 **R:** 150 feet **D:** 1 round per level
SV: None **SR:** No **COMP:** V, S

You can animate a nonliving rope-like object. The maximum length assumes a rope with a 1-inch diameter. Reduce the maximum length by 50% for every additional inch of thickness, and increase it by 50% for each reduction of the rope's diameter by half.

The possible commands are "coil" (form a neat, coiled stack), "coil and knot," "loop," "loop and knot," "tie and knot," and the opposites of all of the above ("uncoil," and so forth). You can give one command each round as a move action, as if directing an active spell.

The rope can enwrap only a creature or an object within 1 foot of it - it does not snake outward - so it must be thrown near the intended target. Doing so requires a successful ranged touch attack roll (range increment 10 feet). A typical 1-inch-diameter hemp rope has 2 hit points, AC 10, and requires a CL 8 Strength check to burst it. The rope does not deal damage, but it can be used as a trip line or to cause a single opponent that fails a dexterity saving throw to become entangled. A creature capable of casting spells that is bound by this spell must make a concentration check to cast a spell. An entangled creature can slip free with a dexterity check (CL 5).

The rope itself and any knots tied in it are not magical.

The spell cannot animate objects carried or worn by a creature.

ASK THE EARTH, Level 5 Druid

CT: 1 **R:** 150 feet **D:** Instantaneous
SV: None **SR:** No **COMP:** V, S, DF

Ask the earth reveals the extraordinary contents within the ground up to a maximum volume of a 10 cubic foot area per level of the druid casting this spell. The caster specifies the depth, width, and length of the area they wish to see, and will instantly know of any unusual objects within the spell area. In addition, the caster will know the exact depth and location of any unusual objects detected.

BLACK TENTACLES, Level 4 Wizard

CT: 1 **R:** 150 feet **D:** 1 round per level
SV: dexterity (h) **SR:** No **COMP:** V, S, M

This spell causes 1d4 black tentacles, plus one per caster level, to spring from any surface including water. The tentacles cover a spread in a 20 foot radius. Each tentacle is 10 feet long, AC 16, with hit points equal to the caster's maximum.

Any creature in range of the tentacles is automatically struck suffering 2d4 points of damage (half on a successful save and that tentacle is destroyed). On a failed save, the tentacle constricts the target dealing 3d4 points of damage subsequent rounds. Tentacles are not intelligent or controlled and have an equal chance to attack living creatures as they do objects. The material component is a piece of tentacle from a giant octopus or squid.

BLIZZARD, Level 8 Cleric

CT: 1 **R:** 150 feet **D:** Instantaneous
SV: dexterity half **SR:** Yes **COMP:** V, S

Piercing cold fills the area and shards of ice bombard all within a cylinder 100 feet in radius reaching 100 feet tall at the targeted point of this spell. As the caster desires, this spell may or may not harm natural vegetation or plant creatures. Any creature that is affected takes 1d6 points of damage per level of the cleric.

CHILL TOUCH, Level 1 Wizard

CT: 1 **R:** Touch **D:** Instantaneous
SV: See text **SR:** Yes **COMP:** V, S

A touch from your hand, which glows with blue energy, disrupts

the life force of living creatures. Each touch channels negative energy that deals 1d6 points of damage. The touched creature also loses 1 point of strength unless it makes a successful constitution saving throw. Lost strength returns at a rate of 1 per hour. You can use this melee touch attack up to one time per level.

An undead creature you touch takes no damage of either sort, but it must make a successful wisdom saving throw or flee for 1d4 rounds +1 round per caster level.

CONTAGION, Level 3 Cleric, 3 Druid, 4 Wizard

CT: 1 **R:** Touch **D:** Instantaneous
SV: constitution negates **SR:** Yes **COMP:** V, S

The targeted living creature contracts a disease selected from the table.

Disease	Effects
Blinding sickness	-1d4 Str*
Cackle fever	-1d6 Wis
Filth fever	-1d3 Dex and 1d3 Con
Mindfire	-1d4 Int
Red ache	-1d6 Str
Shakes	-1d8 Dex
Slimy doom	-1d4 Con

*Each time a victim loses 2 strength from blinding sickness, he or she must make another constitution save (CL 1) or be permanently blinded.

CONTINGENCY, Level 6 Wizard

CT: At least 10 minutes; see text **R:** Personal
D: One day per level (D) or until discharged
SV: None **SR:** No **COMP:** V, S, M, F

You can place another spell upon your person so that it comes into effect under some condition you dictate when casting *contingency*. The *contingency* spell and the companion spell are cast at the same time. The 10 minute casting time is the minimum total for both castings; if the companion spell has a casting time longer than 10 minutes, use that instead.

The spell to be brought into effect by the contingency must be one that affects your person and be of a spell level no higher than one-third your caster level (rounded down, maximum 6th level).

The conditions needed to bring the spell into effect must be clear, although they can be general. In all cases, the contingency immediately brings into effect the companion spell, the latter being "cast" instantaneously when the prescribed circumstances occur. If complicated or convoluted conditions are prescribed, the whole spell combination (*contingency* and the companion magic) may fail when called on. The companion spell occurs based solely on the stated conditions, regardless of whether you want it to.

You can use only one *contingency* spell at a time; if a second is cast, the first one (if still active) is dispelled.

The focus component is a statuette of you carved from elephant ivory and decorated with gems (worth at least 1,500gp). You must carry the focus for the contingency to work. The material component is that of the companion spell, plus quicksilver and an eyelash of an ogre mage, rakshasa, or similar spell-using creature.

DARKVISION, Level 2 Wizard

CT: 1 **R:** Touch **D:** 1 hour per level
SV: wisdom negates (h) **SR:** Yes (h) **COMP:** V, S, M

The subject gains the ability to see 60 feet even in total darkness. Darkvision is black and white only but otherwise like normal sight. Darkvision does not grant one the ability to see in magical darkness.

Darkvision can be made permanent with a *permanency* spell. The material component is either a pinch of dried carrot or an agate.

DATE ITEM, Level 2 Cleric, 2 Wizard

CT: 1 **R:** Touch **D:** Instantaneous
SV: None **SR:** No **COMP:** V, S, DF

Date item reveals the age, in years, of any object, magical or non-magical. The caster can determine the age of up to one object per level of the caster. The caster must touch with his hands all of the objects that need their age determined at the time of the casting of *date item*. For the purposes of this spell an object is considered the smallest unit of a larger object. For instance, a sword is a single object but in some cases the spell may return a different age for the hilt than the blade. Complex objects, such as a wagon or a crossbow have multiple components, each with possibly different ages.

DETECT PRECIOUS ORE, Level 3 Wizard

CT: 1 **R:** 150 feet
D: concentration, up to 1 turn per level **SV:** None
SR: No **COMP:** V, S

The caster detects within a cone shaped area, no more than 150 feet in length, precious ores such as gold, silver, platinum, mithril and adamantite. Semi-precious ores (copper, iron, etc.) are not detected by the casting of this spell. The amount of information that is revealed to the caster about the ore is determined by how long the caster concentrates on a particular area:

- **1st round:** The presence of precious ore of strong or overwhelming strength.
- **2nd round:** The presence of precious ore of moderate strength and the number of different sources of strong or overwhelming strength.
- **3rd round:** The presence of precious ores of all strengths, the number of different sources of moderate strengths, and the exact strength and location of each source of strong or overwhelming strength.
- **4th round:** The number of different detections of all strengths and the exact strength and location of each source of strong or overwhelming strength.

- **5th round:** The exact strength and location of each source of moderate strength.
- **6th round:** Exact strength and location of each source of all strengths.

A source's strength depends on the amount of precious ore detected which is determined by the following chart:

Strength	Amount Detected	Value in equivalent coin
Dim	Trace	Less than 1 coin
Faint	Less than 1 pound.	Less than 50 coins
Moderate	Less than 100 pounds	Less than 5,000 coins
Strong	Less than 1000 pounds	Less than 50,000 coins
Overwhelming	More than 1000 pounds	More than 50,000 coins

This spell can penetrate barriers of earth and stone up to the 150 foot range. However, even a thin sheet of lead can block the detection energies of this spell.

DOMINATE ANIMAL, Level 3 Druid

CT: 1 **R:** 50 feet **D:** 1 round per level
SV: wisdom negates **SR:** Yes **COMP:** V, S

You can enchant an animal and direct it with simple commands such as "Attack," "Run," and "Fetch." Suicidal or self-destructive commands (including an order to attack a creature two or more size categories larger than the dominated animal) are simply ignored.

Dominate animal establishes a mental link between you and the subject creature. The animal can be directed by silent mental command as long as it remains in range. You need not see the creature to control it. You do not receive direct sensory input from the creature, but you know what it is experiencing. Because you are directing the animal with your own intelligence, it may be able to undertake actions normally beyond its own comprehension. You need not concentrate exclusively on controlling the creature unless you are trying to direct it to do something it normally couldn't do. Changing your instructions or giving a dominated creature a new command is the equivalent of redirecting a spell, so it is a move action.

DOMINATE PERSON, Level 5 Wizard

CT: 1 **R:** 50 feet **D:** 1 day per level
SV: wisdom negates **SR:** Yes **COMP:** V, S

You can control the actions of any humanoid creature through a telepathic link that you establish with the subject's mind.

If you and the subject have a common language, you can generally force the subject to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still." You know what the subject is experiencing, but you do not receive direct sensory input from it, nor can it communicate with you telepathically.

Once you have given a dominated creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a wisdom check can determine that the subject's behavior is being influenced.

Changing your instructions or giving a dominated creature a new command is the equivalent of redirecting a spell, so it is a move action.

By concentrating fully on the spell, you can receive full sensory input as interpreted by the mind of the subject, though it still can't communicate with you. You can't actually see through the subject's eyes, so it's not as good as being there yourself, but you still get a good idea of what's going on.

Subjects resist this control, and any subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. You need not see the subject to control it.

If you don't spend at least 1 round concentrating on the spell each day, the subject receives a new saving throw to throw off the domination.

Protection from chaos, evil, good or law or a similar spell can prevent you from exercising control or using the telepathic link while the subject is so warded, but such an effect neither prevents the establishment of domination nor dispels it.

ECLIPSE, Level 9 Wizard

CT: 2 (see text) **R:** See text **D:** 1 turn per level
SV: None **SR:** No **COMP:** V, S, M

Eclipse brings into existence a huge disk of pure shadow that blocks out the light from the sun up to a 20 mile radius centered on a space in front of the caster. The disk slowly forms by drawing its energy from the plane of shadow. Once this spell is cast the shadow disk starts to form. It takes 2d10 minutes for the disk to fully cover the sun. The caster need not concentrate on this spell beyond its casting time.

During the magical eclipse, the sky grows dark as it would at dusk. While under the area of *eclipse*, the following conditions are in effect:

- Any shadow-based spells are treated as being 2 levels higher.
- All shadow based creatures summoned, or otherwise, have their hit points doubled. These extra hit points are temporary and dissipate after the spell's duration.
- +6 to any attempts to hide.
- Necromantic spells that drain life and energy, and spells of undeath are treated as being 1 level higher.
- All attempts to turn the undead are at a -3 penalty.

Only a *miracle* or a *wish* spell can counter the effects of an *eclipse* spell.

The material component, an adamantine coin dipped in the blood of an evil dragon, is required to cast this spell.

ELEMENTAL BOLT, Level 1 Druid, 1 Wizard

CT: 1 **R:** 50 feet **D:** Instantaneous
SV: None **SR:** Yes **COMP:** V, S

The caster hurls a bolt of elemental energy at a target creature as a ranged touch attack. The attack deals 1d4 damage +1 point per caster level (max of +15). The specific element is determined at the time of casting (earth, wind, fire, or cold). The spell becomes a source of the energy type chosen. Thus, a bolt of cold energy is a cold-based spell, and fire energy is a fire-based spell.

ENERVATION, Level 4 Wizard

CT: 1 **R:** 50 feet **D:** Instantaneous
SV: None **SR:** Yes **COMP:** V, S

You point your finger and utter the incantation, releasing a black ray of crackling negative energy that suppresses the life force of any living creature it strikes. You must make a ranged touch attack to hit. If the attack succeeds, the subject gains 1d4 negative levels.

If the subject has at least as many negative levels as HD, it dies. Each negative level gives a creature a -1 penalty on attack rolls, saving throws, ability checks, and effective level (for determining the power, duration, CL, and other details of spells or special abilities).

Additionally, a spellcaster loses one spell or spell slot from his or her highest available level. Negative levels stack.

Assuming the subject survives, it regains lost levels after a number of hours equal to your caster level (maximum 15 hours). Usually, negative levels have a chance of permanently draining the victim's levels, but the negative levels from enervation don't last long enough to do so.

An undead creature struck by the ray gains 1d4×5 temporary hit points for 1 hour.

ENTHRALL, Level 2 Cleric

CT: 1 **R:** 150 feet **D:** 1 hour or less
SV: wisdom negates; see text **SR:** Yes **COMP:** V, S

If you have the attention of a group of creatures, you can use this spell to hold them spellbound. To cast the spell, you must speak or sing without interruption for 1 full round. Thereafter, those affected give you their undivided attention, ignoring their surroundings. They are considered to have an attitude of friendly while under the effect of the spell. Any potentially affected creature of a race or religion unfriendly to yours gets a +4 bonus on the saving throw.

A creature with 4 or more HD or with a wisdom score of 16 or higher remains aware of its surroundings and has an attitude of indifferent. It gains a new saving throw if it witnesses actions that it opposes.

The effect lasts as long as you speak or sing, to a maximum of 1 hour. Those enthralled by your words take no action while you speak or sing and for 1d3 rounds thereafter while they discuss the topic or performance. Those entering the area during the performance must also successfully save or become enthralled. The speech ends (but the 1d3-round delay still applies) if you lose concentration or do anything other than speak or sing.

If those not enthralled have unfriendly or hostile attitudes toward you, they can collectively make a charisma check to try to end the spell by jeering and heckling. For this check, use the charisma bonus of the creature with the highest charisma in the group; others may make charisma checks to assist. The heckling ends the spell if this check result beats your charisma check result. Only one such challenge is allowed per use of the spell.

If any member of the audience is attacked or subjected to some other overtly hostile act, the spell ends and the previously enthralled members become immediately unfriendly toward you. Each creature with 4 or more HD or with a Wisdom score of 16 or higher becomes hostile.

EXPEDITIOUS RETREAT, Level 1 Wizard

CT: 1 **R:** Personal **D:** 1 minute per level
SV: None **SR:** No **COMP:** V, S

This spell increases your base land speed by 30 feet. There is no effect on other modes of movement, such as burrow, climb, fly, or swim.

EXPLOSIVE CHARGE, Level 5 Wizard

CT: 1 **R:** Touch (see text) **D:** 1 turn per level or instantaneous
SV: dexterity save for half damage **SR:** Yes **COMP:** V, S, M

When cast, this spell imbues a stone pebble with destructive magic. The pebble retains this power for up to the duration of the spell. The pebble can be thrown, caught, or even swallowed. When the caster desires, the pebble will detonate its explosive arcane energy in a 10 foot radius centered on the pebble. All creatures and objects in that area take 5d10 points of fire damage. Additionally, the explosion propels most small and medium-sized creatures back 5 feet from the point of detonation. Any loose objects in the area are also blown back.

If the caster does not detonate the pebble within the duration of this spell, the arcane energy dissipates and it becomes a normal pebble once again.

FABRICATE, Level 5 Wizard

CT: see text **R:** 50 feet **D:** Instantaneous
SV: None **SR:** No **COMP:** V, S, M

You convert up to 10 cubic feet per level of material of one sort into a product that is of the same material. Creatures or magic items cannot be created or transmuted by the fabricate spell. The quality of items made by this spell is commensurate with the quality of material used as the basis for the new fabrication. If you work with a mineral, the target is reduced to 1 cubic foot per level instead of 10 cubic feet.

You must make an appropriate wisdom check to fabricate articles requiring a high degree of craftsmanship.

Casting requires 1 round per 10 cubic feet (or 1 cubic foot) of material to be affected by the spell.

The material component is the original material, which costs the same amount as the raw materials required to craft the item to be created.

FIBONACCI'S CURSE, Level 7 Wizard

CT: 1 **R:** 150 feet **D:** 1 round per 4 Wizard levels
SV: Intelligence save negates **SR:** Yes **COMP:** V, S

When *fibonacci's curse* is cast, a single target creature takes 10d4 points of painful magical damage. In addition, this spell creates a time paradox on the target. For the duration of the spell all damage inflicted on the target has an echoing effect. Any successful attack against the target does its own damage as normal, as well as damage total from the last successful attack while under the effect of this spell. This echoing damage is considered to be from the same source that originally caused the damage weapons, fire, magic, etc.).

FICKLE FINGER OF FATE, Level 3 Wizard

CT: 1 **R:** 50 feet **D:** 3 minutes per level
SV: wisdom halves effects and duration **SR:** Yes **COMP:** V, S, M

This spell makes one creature either have a +2 on all attacks and saving throws or -2 on all attacks and saving throws depending on your attitude. Roll d20: on a roll of 1-10 it is a -2; on 11-20 it is a +2. The charisma modifier is added to or subtracted from roll. You must decide this before rolling the d20. Thus you have some influence over fate. The material components are a locket of hair from a fickle child and a gem worth 10gp for the bonus, or paste for the penalty.

FLAME ARROW, Level 3 Wizard

CT: 1 **R:** 50 feet **D:** 10 minutes per level
SV: None **SR:** No **COMP:** V, S, M

You turn ammunition (such as arrows, bolts, shuriken, and stones) into fiery projectiles. Up to 50 projectiles may be affected in this way, but they must be in contact with each other at the time of casting. Each piece of ammunition deals an extra 1d6 points of fire damage to any target it hits. A flaming projectile can easily ignite a flammable object or structure, but it won't ignite a creature it strikes. The material components are a drop of oil and a small piece of flint.

FLAMING SPHERE, Level 2 Druid, 2 Wizard

CT: 1 **R:** 150 feet **D:** 1 round per level
SV: dexterity negates **SR:** Yes **COMP:** V, S, M/DF

A burning globe of fire rolls in whichever direction you point and burns those it strikes. It moves 30 feet per round. As part of this movement, it can ascend or jump up to 30 feet to strike a target. If it comes in contact with a creature, it stops moving for the round and deals 2d6 points of fire damage to that crea-

ture, though a successful dexterity saving throw negates that damage. A flaming sphere rolls over barriers less than 4 feet tall and ignites flammable substances it touches. The globe of fire brightens the same area as a torch would.

The sphere moves as long as you actively direct it; otherwise it merely stays at rest and burns. It can be extinguished by any means that would put out a normal fire of its size. The surface of the sphere has a spongy, yielding consistency and so does not cause damage except by its flame. It cannot push aside unwilling creatures or batter down large obstacles. A flaming sphere winks out if it exceeds the spell's range. The material components are a bit of tallow, a pinch of brimstone, and a dusting of powdered iron.

FLARE, Level 0 Druid, 0 Wizard

CT: 1 **R:** 50 feet **D:** Instantaneous
SV: constitution negates **SR:** Yes **COMP:** V

This cantrip creates a burst of light. If you cause the light to burst directly in front of a single creature, that creature is dazzled for 1 minute unless it makes a successful constitution saving throw. Dazzled creatures suffer a -1 penalty on attack rolls and any checks involving searching or spotting. Sightless creatures, as well as creatures already dazzled, are not affected by flare.

FORCECAGE, Level 7 Wizard

CT: 1 **R:** 50 feet **D:** 2 hours per level
SV: None **SR:** No **COMP:** V, S, M

This powerful spell brings into being an immobile, invisible cubical prison composed of either bars of force or solid walls of force (your choice).

Creatures within the area are caught and contained unless they are too big to fit inside, in which case the spell automatically fails. Teleportation and other forms of astral travel provide a means of escape, but the force walls or bars extend into the Ethereal Plane, blocking ethereal travel.

Like a *wall of force* spell, a *forcecage* resists *dispel magic*, but it is vulnerable to a *disintegrate* spell, and it can be destroyed by a *sphere of annihilation* or a *rod of cancellation*.

BARRED CAGE

This version of the spell produces a 20 foot cube made of bands of force (similar to a *wall of force* spell) for bars. The bands are a half-inch wide, with half-inch gaps between them. Any creature capable of passing through such a small space can escape; others are confined. You can't attack a creature in a barred cage with a weapon unless the weapon can fit between the gaps. Even against such weapons (including arrows and similar ranged attacks), a creature in the barred cage has cover. All spells and breath weapons can pass through the gaps in the bars.

WINDOWLESS CELL

This version of the spell produces a 10 foot cube with no way in and no way out. Solid walls of force form its six sides.

The material component is ruby dust worth 1,500gp, which is tossed into the air and disappears when you cast the spell.

FORCEFUL HAND, Level 6 Wizard

CT: 1 **R:** 150 feet **D:** 1 round per level
SV: None **SR:** Yes **COMP:** V, S, M

This spell functions like *interposing hand*, except that the *forceful hand* pursues and pushes away opponents or objects that you designate. The hand can push a target weighing between 500 and 2,000 pounds up to 10 feet per round. For creatures between 2,001 and 8,000 pounds, the hand slows their movement by one-half. As in the case of the *interposing hand*, the hit points of the *forceful hand* equals those of the caster. The material component is a sturdy glove made of leather or a heavy cloth.

GHOUL TOUCH, Level 2 Wizard

CT: 1 **R:** Touch **D:** 1d6+2 rounds
SV: constitution negates **SR:** Yes **COMP:** V, S, M

Imbuing you with negative energy, this spell allows you to paralyze a single living humanoid with a touch as a ghoul does. The victim is paralyzed for the duration of the spell, unless they make a successful constitution saving throw.

Elves are immune to this spell, as they are immune to the touch of a ghoul.

The material components for this spell are a finger bone from a ghoul or an ounce of unhallowed earth. The components are not consumed during the casting, but are instead held in a jujū or fetish and waived about while chanting the blasphemous tongue of the dead.

GREASE, Level 1 Wizard

CT: 1 **R:** 25 feet + 5 feet per level **D:** 1 round per level
SV: dexterity partial **SR:** No **COMP:** V, S, M

With the utterance of the arcane tongue, this spell fills a 10 foot by 10 foot area with slimy, slippery grease. The summoned grease makes keeping one's footing almost impossible and requires any beings on foot attempting to pass through the area to make a save vs. dexterity to avoid losing their footing or falling. Individuals making their saving throw may only move at half speed.

Alternately the spell may be cast on a single object, such as a sword, wand, staff or other such weapon, making the object impossible to hold onto unless a successful save vs. dexterity is made. A successful save must be made each round in order to efficiently wield the greased weapon or held item.

The material spell component for this spell is a pinch of lard or a slice of fatty undercooked bacon.

HALT UNDEAD, Level 3 Wizard

CT: 1 **R:** 150 feet **D:** 1 round per level
SV: see text **SR:** Yes **COMP:** V, S, M

This spell renders as many as three undead creatures immobile. The targets of the spell cannot be more than 30 feet apart. Only

intelligent undead receive a saving throw, with all other undead being automatically affected by the spell. If the spell is successful, it renders the undead creature immobile for the duration of the spell (similar to the effect of *hold person* on a living creature). The effect is broken if the halted creatures are attacked or take damage. The material component is a pinch of sulfur and powdered garlic.

HIDEOUS LAUGHTER, Level 2 Wizard

CT: 1 **R:** 50 feet **D:** 1 round per level
SV: Wisdom negates **SR:** Yes **COMP:** V, S, M

This spell causes the subject to collapse into gales of manic laughter. The subject can take no actions while laughing, suffers a -4 penalty to AC against melee attacks, and gains a +4 bonus to AC against missile attacks. After the spell ends, it can act normally.

A creature with an intelligence score of 2 or lower is not affected. If the target is of a different type than the caster it receives a +4 bonus on its saving throw, because humor doesn't "translate" well. The material components are tiny tarts that are thrown at the target and a feather that is waved in the air.

ICE METEORS, Level 9 Wizard

CT: 1 **R:** 450 feet **D:** Instantaneous
SV: None or dexterity half (see text) **SR:** Yes **COMP:** V, S

Ice meteors is a very powerful and spectacular spell similar to *snowball* in many aspects. The caster may choose four large spheres (2-foot diameter) or eight small spheres (1-foot diameter) of ice to spring from the caster's outstretched hand and streak in a straight line to a selected spot within range of the spell. The icy meteors leave a twinkling trail of frost and snowflakes towards their target when cast. The large spheres follow a path 10 feet wide and the small spheres follow a path 5 feet wide. Any creatures in the straight-line path of these spheres are struck and take 12d6 points of cold damage with no saving throw allowed.

If the spheres reach their destination each bursts much like the *snowball* spell. Each burst indicated below creates an overlapping area of effect, and creatures caught in overlapping areas must save against each bursting sphere separately or suffer the indicated damage. A successful dexterity save reduces the damage of these bursting spheres by half.

Each of the four large spheres that reach its destination bursts for 6d6 points of damage forming a diamond, or box-like pattern around the spell's target designated upon casting. Each large sphere has a 15 foot radius burst and each blast is 20 feet apart along the sides of the pattern creating the overlapping areas of the spell's effect and exposing the center to all four icy bursts (dexterity save for each separately).

The smaller spheres have a 7-1/2 foot radius burst and each deals 3d6 points of cold damage. They burst with their points of origin forming a pattern around the spell's central target as described above. Each of the outer sides of these bursting spheres measures 20 feet apart with the center again having four overlapping areas of effect (dexterity save for each separately), and numerous peripheral areas with two or three overlapping areas of effect.

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ICE PRISON, Level 8 Wizard

CT: 1 **R:** 150 feet **D:** 1 turn per level
SV: See text **SR:** No **COMP:** V, S, M

Upon casting *ice prison*, up to 2000 cubic feet of ice appears as chosen by the caster. The ice can appear in any shape desired, even in blocks as small as 1 cubic foot. Any within the area of the ice may make a dexterity save with a -3 penalty to avoid being trapped in the ice formation. Creatures caught in or immediately around the ice remain there until the ice is chipped or melted away, or the spell duration expires. Creatures caught by the ice take 1d4 points of cold damage every round until freed from the *ice prison*. Additionally, creatures caught within the ice cannot move, attack, or cast spells.

A 1 foot cube of the *ice prison* has 5 hit points. Slashing weapons used against it only inflict half damage, though piercing and bludgeoning type weapons do their full amounts. Fire-based attacks deal double the amount of normal damage to the *ice prison*. Area effect spells which are fire-based or generate heat will melt away 1 foot of thickness for every 5 points of damage inflicted. Ice that is blasted away by fire and heat will cause thick clouds of steam in the area of the *ice prison* for at least 1d10 rounds.

Creatures immune to cold-based damage and attacks suffer no damage from the *ice prison*, but usually remain trapped and unable to move, attack, cast spells, etc. while in the ice. Because *ice prison* affects the area around a creature, the spell avoids any spell resistance a creature may have.

A *passwall* spell can remove creatures trapped within the ice created by this spell.

IMPROVED DISCERN LOCATION, Level 9 Cleric

CT: 10 minutes **R:** Unlimited **D:** Instantaneous
SV: None **SR:** No **COMP:** V, S, DF

Improved discern location works just like the 8th level cleric spell *discern location*, with the exception that the caster does not have to have seen or touched the person or item previously. The caster does need a complete understanding of the item or creature to be located with this spell however.

IMPROVED SCRIBE, Level 6 Wizard

CT: See text **R:** Touch **D:** See text
SV: None **SR:** No **COMP:** V, S, M, F

This spell is a more powerful version of the *scribe* spell. In addition to all the capabilities of that spell, *improved scribe* can copy magical texts in the same fashion as *scribe*. The wizard needs a relatively clean paper surface large enough to scribe the targeted writing. As the spell is cast, the pen begins scribing at a rate of one page per two minutes. Double-sided pages take four minutes to scribe. Once the spell is cast, the wizard must concentrate on the spell for the entire duration of the text being scribed. This makes copying longer works quite a challenge. The entire targeted magical writing must be copied in one casting of this spell or the spell fails. The spell ends once it has copied the entire targeted work unless the concentration of the

wizard is interrupted, *dispel magic* is cast, or if it is physically impossible to finish (no ink, pen cannot write, copied surface is not large enough). This spell cannot be used to copy a magical text the wizard could not otherwise create himself.

The focus component of this spell is a golden quill worth at least 500gp. The material component of this spell is ink sprinkled with diamond dust and all of the other materials which would normally be used in the creation of the original magical text.

LUBRICATE, Level 0 Wizard

CT: 1 **R:** Touch **D:** Instantaneous
SV: None **SR:** No **COMP:** V, S, M

This spell creates magical oil that lubricates rusty wheels, squeaky doors, or any other creaky mechanical object so it will operate more smoothly. This spell affects any metal wheel, gear, or hinge. *Lubricate* will not affect any organic or non-metal objects. The magical oil will last as long as any standard oil might last on such objects.

MAGE ARMOR, Level 1 Wizard

CT: 1 **R:** Touch **D:** 1 hour per level
SV: Wisdom negates (h) **SR:** No **COMP:** V, S, F

An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC.

Unlike mundane armor, mage armor entails no armor check penalty, arcane spell failure chance, or speed reduction. Since mage armor is made of force, incorporeal creatures can't bypass it the way they do normal armor. The focus component is a piece of cured leather.

MAGIC WEAPON, Level 1 Wizard

CT: 1 **R:** Touch **D:** 1 minute per level
SV: None **SR:** Yes **COMP:** V, S, DF

Magic weapon gives a weapon a +1 bonus on attack and damage rolls. This bonus does not stack with an expert weapon's +1 bonus on attack rolls.

You can't cast this spell on a natural weapon. A monk's fist is considered a weapon, and thus it can't be enhanced by this spell.

MAKE WHOLE, Level 2 Cleric

CT: 1 **R:** 50 feet **D:** n/a
SV: n/a **SR:** n/a **COMP:** V, S

This spell functions like mending, except that *make whole* completely repairs an object made of any substance, even one with multiple breaks, to be as strong as new. The spell does not restore the magical abilities of a broken magic item made whole, and it cannot mend broken magic rods, staves, or wands. The spell does not repair items that have been warped, burned, disintegrated, ground to powder, melted, or vaporized, nor does it affect creatures (including constructs).

MIND FOG, Level 5 Wizard

CT: 1 **R:** 150 feet **D:** 30 minutes and 2d6 rounds (see text)
SV: wisdom negates **SR:** Yes **COMP:** V, S

Mind fog produces a bank of thin mist that while not significantly hampering vision weakens the mental resistance of those caught in it. The fog bank is 20 feet high and spreads outward in a 20 foot radius. Creatures in the mind fog take a -10 penalty on wisdom checks and wisdom saving throws and suffer the penalty as long as they remain in the fog and for 2d6 rounds thereafter. A creature that successfully saves against the fog is not affected and need not make further saves even if it remains in the fog. The fog is stationary and lasts for 30 minutes (or until dispersed by wind).

A moderate wind (11+ mph) disperses the fog in four rounds; a strong wind (21+ mph) disperses the fog in 1 round.

MINER'S TUNNEL, Level 4 Wizard

CT: 1 **R:** 150 feet **D:** 1 round per level
SV: None **SR:** No **COMP:** V, S, M

Miner's tunnel creates a translucent arched tunnel of magical energy measuring a total of 10 feet tall, and up to 1 foot long per level of the wizard. The tunnel absorbs crushing damage and weight, and temporarily shores up collapsed tunnels or mines. The tunnel can also be used as a shield from hurled boulders and other falling objects. As a very specialized version of *wall of force*, nothing short of *disintegrate*, *disjunction*, a *rod of cancellation*, or a *sphere of annihilation* will damage or destroy the *miner's tunnel* for its duration.

MIRACLE, Level 9 Cleric

CT: 1 **R:** See text **D:** See text
SV: See text **SR:** Yes **COMP:** V, S

You don't so much cast a miracle as request one. You state what you would like to have happen and request that your deity (or the power you pray to for spells) intercede.

A miracle can do any of the following things.

- Duplicate any cleric spell of 8th level or lower.
- Duplicate any other spell of 7th level or lower.
- Undo the harmful effects of certain spells, such as *feeblemind* or *insanity*.
- Have any effect whose power level is in line with the above effects.

If the miracle has any of the above effects, casting it does not age the caster.

Alternatively, the caster can make a very powerful request. Casting such a miracle ages the caster 3 years because of the powerful divine energies involved. Examples of especially powerful miracles of this sort could include the following.

- Swinging the tide of a battle in your favor by raising fallen allies to continue fighting.
- Moving you and your allies, with all your and their gear, from one plane to another through planar barriers to a specific locale with no chance of error.
- Protecting a city from an earthquake, volcanic eruption, flood, or other major natural disaster.

In any event, a request that is out of line with the deity's (or alignment's) nature is refused.

A duplicated spell allows saving throws and spell resistance as normal. When a miracle spell duplicates a spell with a material component that costs more than 100gp, you must provide that component.

MOUNT, Level 1 Wizard

CT: 1 **R:** 50 feet **D:** 2 hours per level
SV: None **SR:** No **COMP:** V, S, M

You summon a light horse or pony (your choice) to serve you as a mount. The steed serves willingly and well. The mount comes with a bit and bridle and a riding saddle. The material component is a bit of horse hair.

PERPETUAL MOTION, Level 6 Wizard

CT: 2 **R:** Touch **D:** Permanent (see text)
SV: None **SR:** No **COMP:** V, S, M

This spell makes a moving object, e.g. a wheel, continue moving without need for further effort. For example, a small wheel attached to a piece of wood is spun, and then made perpetual by the casting of this spell. In this instance the wheel will always spin.

This spell could not be cast on *just* a wheel or gear. The object affected must be attached to a stationary object. The caster can affect an item to carry up to 20 pounds per level at a very slow speed (5 feet per round). For every 20 pounds below the maximum capacity of this spell, the caster can increase the speed by an additional 5 feet per round. Multiple objects with perpetual motion may be attached to a single, larger object, combining their weight capacity.

For example, a 20th level wizard targets a cartwheel with a 100 pound capacity. That cartwheel can carry an object weight up to 100 pounds at a speed of 60 feet per round. If this spell were cast four times on a standard four-wheeled cart, each wheel with a 100 pound capacity, the cart (less the weight of the cart body) could perpetually travel at 60 feet per round. The wizard can decrease the speed of the *perpetual motion* at will, and have the object spinning at any speed desired up to the maximum.

If at any time the wheel or gear's weight capacity is exceeded, it simply stops moving until the excess weight is removed.

PHANTOM TRAP, Level 2 Wizard, 2 Illusionist

CT: 1 **R:** Touch **D:** Permanent
SV: None **SR:** No **COMP:** V, S, M

This spell makes a lock or other small mechanism seem to be trapped to anyone who can detect traps. You place the spell upon any small mechanism or device, such as a lock, hinge, hasp, cork, cap, or ratchet. Any character able to detect traps, or who uses any spell or device enabling trap detection, is 100% certain a real trap exists. Of course, the effect is illusory and nothing happens if the trap is "sprung"; its primary purpose is to frighten away thieves or make them waste precious time.

If another phantom trap is active within 50 feet when the spell is cast, the casting fails. The material component is a piece of

iron pyrite touched to the object to be trapped while the object is sprinkled with a special dust requiring 50gp to prepare.

PIETY, Level 1 Cleric

CT: 2 **R:** Touch **D:** Instantaneous
SV: None (or wisdom negates) **SR:** Yes (h) **COMP:** V, S

This spell tells the cleric how pious a single target willing creature is in the eyes of his deity. The target must worship or revere the same deity as the cleric for this spell to work. An unwilling target of this spell is usually proof enough that the target is not a true believer, however the target is entitled to a wisdom saving throw if he wishes. The answer given to the cleric by his deity is “no,” “yes,” or “yes, but...” The latter is usually accompanied by a short response in the form of a task set by the deity; a quest the target must fulfill before being worthy. A “no” response usually comes with a short explanation, and a means by which the target might redeem himself.

PLAGUE, Level 9 Cleric

CT: 1 **R:** Touch **D:** Instantaneous
SV: constitution negates **SR:** None **COMP:** V, S, M

The *plague* starts simply enough. The caster touches a single target creature and infects it with a magical disease. The onset time of the disease is 2 days and before then, the disease is undetectable by anything less than *tree seeing* or more powerful spells. Once the disease manifests, the target suffers 1 point of constitution damage each day. A successful remove curse spell can cure the disease. While diseased, the target's skin is pale; he becomes weaker each day, and often breaks out with a cold sweat. Each person the subject touches while infected also becomes infected. Each person they touch becomes infected as well. The disease always takes 2 days to manifest in each new infected creature and the effects of the constitution loss do not start until then.

PRESERVE, Level 1 Wizard

CT: 1 **R:** Touch **D:** 1 hour per level
SV: None **SR:** No **COMP:** V, S, M

Preserve creates a magical aura around 1 object per level of the wizard and keeps the item stable in its current form. For this spell to be cast on multiple objects, the wizard must be touching all of the objects to be preserved upon casting this spell. The spell works on any perishable, organic-based object, and is often used to preserve ancient texts, scrolls, and other writings. Once cast, the item can be handled as though new without the risk of the item disintegrating from age, exposure to the elements, or touch.

For the purposes of this spell one object is considered a single item of no more than 1 cubic foot in total size. Items exceeding this capacity may be preserved through multiple castings of this spell in quick succession. If this is not enough to encompass the object, it cannot be preserved through means of this spell.

Preserve can be made permanent with a *permanency* spell.

RAY OF FROST, Level 0 Wizard

CT: 1 **R:** 50 feet **D:** Instantaneous
SV: None **SR:** Yes **COMP:** V, S

A ray of freezing air and ice projects from your pointing finger. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d3 points of cold damage.

REMOVE EXPOSURE, Level 3 Cleric, 3 Druid

CT: 1 **R:** Touch **D:** Instantaneous
SV: constitution negates (h) **SR:** Yes (h) **COMP:** V, S

Whenever this spell is used, the caster's hands glow with a faint blue light. This spell allows the caster to remove all penalties due to overexposure to the elements. This includes dehydration, heat exhaustion, frostbite, sunburn, sunstroke, windburn and any other effects from natural elements. Incidental to this spell, the target is healed of 1d8 hit points and 1 point ability score damage, if caused by exposure.

RESISTANCE, Level 0 Cleric, 0 Druid, 0 Wizard

CT: 1 **R:** Touch **D:** 1 minute
SV: wisdom negates **SR:** Yes **COMP:** V, S, M/DF

You imbue the subject with magical energy that protects it from harm, granting it a +1 bonus on saving throw.

Resistance can be made permanent with a *permanency* spell.

The material component is a miniature cloak.

REVERSE GRAVITY, Level 8 Druid, 7 Wizard

CT: 1 **R:** 150 feet **D:** 1 round per level
SV: None (see text) **SR:** No **COMP:** V, S, M/DF

This spell reverses gravity in an area, causing all unattached objects and creatures within that area to fall upward and reach the top of the area in 1 round. Its area of effect is up to one 10 foot cube per two levels. If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, until the spell ends. At the end of the spell duration, affected objects and creatures fall downward.

Provided it has something to hold onto, a creature caught in the area can attempt a dexterity saving throw to secure itself when the spell strikes. Creatures who can fly or levitate can keep themselves from falling.

The material component is a lodestone and iron filings.

SACRIFICIAL SPEED, Level 2 Cleric

CT: 1 **R:** 150 feet **D:** 1 round per level
SV: wisdom negates **SR:** Yes **COMP:** V, S, DF

When this spell is cast, the caster establishes a subtle divine link with the target creature. For the duration of the spell, each round the caster can forgo his combat action to grant the target an additional combat action on the caster's initiative. The caster must be able to see the target upon his initiative in order to transfer the action.

SCRIBE, Level 3 Wizard

CT: 1 **R:** Touch **D:** See text
SV: None **SR:** No **COMP:** V, S, M, F

This spell will copy a single book, scroll, or any other written work. The wizard needs a relatively clean paper surface large enough to scribe the targeted writing. As the spell is cast, the pen begins scribing at a rate of one page per minute. Double-sided pages take two minutes to scribe. Once the spell is cast, the wizard need not concentrate further on this spell. The enchanted pen carries on without the wizard until the target written work is copied. The spell ends once it has copied the entire targeted work unless interrupted by *dispel magic*, or if it is physically unable to finish (no ink, pen cannot write, copied surface is not large enough). This spell will not copy magical writings such as a spellbook or spell scroll. The focus component of this spell is a silver quill worth at least 50gp. The material component of this spell is ink.

SHADOW FORM, Level 4 Wizard

CT: 1 **R:** Personal **D:** 2 mins./lvl.
SV: None **SR:** Yes (h) **COMP:** S, M

The wizard who casts this spell on himself becomes as a shadow, including all of his clothing and other carried gear. While in this form the wizard gains a +3 bonus to any hide checks (+15 when in shadows) and a +20 bonus to moving silently. In addition the wizard becomes incorporeal and can only be harmed by magical spells and enchanted weapons. Physical armor and shields being worn no longer provide any AC bonus while in *shadow form*, though magical enchantments (bracers, rings, etc.) may still provide some protection.

Unlike a real shadow, the wizard cannot pass through solid objects and gets no further benefit of being a shadow (strength draining attack, for example). The wizard can pass through cracks in walls and under doors. Additionally, this spell works fully while under water and the *shadow form* takes no movement penalty while moving in, or under, the water.

The material component of this spell is a simple piece of obsidian.

SNIP, Level 1 Wizard

CT: 1 **R:** 150 feet **D:** Instantaneous
SV: See text **SR:** No **COMP:** V, S

Snip cuts bowstrings, crossbow strings, strings on instruments, and even common string and twine. The wizard points at a targeted string and snaps his fingers while uttering a simple command word. The caster can sever one string (1 point of damage) per level of experience to a maximum of 20 strings. All strings to be snipped must be within 30 feet of each other. This spell effect delivers 1 point of damage to the targeted strings which is enough to sever the most common string. If the strings are made of stronger material or are magical in nature, the caster may assign more than 1 point to each string, but he must decide this at the time of casting the spell and divide the damage as equally as possible.

Magic items with strings and magic twine get a saving throw at a challenge class of 12 to avoid this effect before the damage is applied to the string. Magic bows and crossbows in addition receive a bonus to the saving throw equal to the number of "pluses" the item has. The Castle Keeper may assign a bonus to save for particularly powerful magical stringed items.

SNOWBALL, Level 3 Wizard

CT: 1 **R:** 450 feet **D:** Instantaneous
SV: dexterity half **SR:** Yes **COMP:** V, S, M

Snowball works just like its cousin spell *fireball*, except that the damage is cold-based. With a gesture, the caster sends a small ball of ice and snow hurtling through the air to detonate with a sharp snapping sound at the height and distance the caster desires, within the maximum range of the spell. A 20 foot radius area explodes and bursts from the target point with intense cold and ice causing 1d6 points of damage per caster level to all creatures and objects. The explosion creates almost no change in pressure to the immediate surrounding area. The material component of this spell is a small quartz crystal.

SPECTRAL HAND, Level 2 Wizard

CT: 1 **R:** 50 feet + 10 feet per level **D:** 1 minute per level
SV: None **SR:** No **COMP:** V, S

By means of calling on the spirits of the dead, a wizard may sacrifice 1d4 of his own hit points to conjure forth a ghostly white hand from beyond the grave. The hand moves at the behest of the caster, delivering low-level touch ranged spells at a distance of up to 50 feet + 10 feet per level.

The spectral hand grants +2 to the "to hit" bonus of the spell caster for purposes of making its attacks and ignores the armor of the caster's opponents. The spectral hand is incorporeal and has an armor class of 20+ the intelligence modifier of the caster. The hand has hit points equal to the number lost by the caster in initiating the spell. The hand is immune to area of effect spells and may only be struck by directly targeted spells such as *acid arrow* or *magic missile*.

STONESKIN, Level 5 Druid, 4 Wizard

CT: 1 **R:** Touch **D:** 10 minutes per level or until discharged
SV: Wisdom negates (h) **SR:** Yes (h) **COMP:** V, S, M

The warded creature gains resistance to blows, cuts, stabs, and slashes, preventing the first 10 points of damage each time it takes damage from a weapon, though an adamantite weapon bypasses the reduction. Once the spell has prevented a total of 10 points of damage per caster level (maximum 150 points), it is discharged. The material components are granite and 250gp worth of diamond dust sprinkled on the target's skin.

SUMMON SHADOWS, Level 6 Wizard

CT: 2 **R:** 25 feet **D:** 1 round per level
SV: None **SR:** No **COMP:** V, S, F

This spell summons 2d4 shadows into being from the negative plane. The shadows will have the same alignment as the wizard who casts this spell and remain under the caster's control for the duration. The wizard who casts this spell must concentrate for the entire duration of the spell. If the wizard is interrupted while concentrating on this spell, or the spell duration expires, the shadows simply vanish. The wizard can voluntarily end the *summon shadows* spell at any time. The focus component for this spell is a tiny bag, a small unlit candle, and a piece of charcoal that has never seen the light of day.

TRANSFORMATION, Level 6 Wizard

CT: 1 **R:** Personal **D:** 1 round per level
SV: None **SR:** No **COMP:** V, S, M

The caster becomes a virtual fighting machine: stronger, tougher, faster, and more skilled in combat. His mindset changes so that he relishes combat, and as a result he cannot cast spells, even from magic items.

For the duration of the spell, the caster gains a +4 bonus to strength, dexterity, and constitution, a +4 bonus to AC, a +5 bonus on constitution saving throws, proficiency with all simple and martial weapons, and a base attack bonus equal to the caster level. The material component is a *potion of enhance attribute*, which the caster drinks and whose effects are subsumed by the spell effects.

TRUE STRIKE, Level 1 Wizard

CT: 1 **R:** Personal **D:** see text
SV: None **SR:** No **COMP:** V, F

The caster gains temporary, intuitive insight into the immediate future during his next attack. The next single attack roll (if it is made before the end of the next round) gains a +20 bonus. Additionally, the caster is unaffected by modifiers applied to attackers trying to strike a concealed target. The focus component is a small wooden replica of an archery target.

VAMPIRIC TOUCH, Level 4 Wizard

CT: 1 **R:** Touch **D:** 1 hour
SV: None **SR:** Yes **COMP:** V, S

Through channeling the powers of the undead, the spell caster is able to create an aura of negative energy which drains the life force from any living opponent touched and temporarily transfer that life energy to the caster in the form of bonus hit points.

A spell caster imbued with the negative energy of the *vampiric touch* deals 1d6 points of damage per two caster levels to the target, to a maximum of 10d6 points of damage. The amount of damage dealt is added to the caster's hit point total, gaining these additional hit points for one full hour. The caster cannot gain more hit points than would be enough to slay their foe, e.g. a caster doing 30 points of *vampiric touch* damage to a target with 14 hit points would receive 24 hit points, which is enough to reduce the victim to -10 hit points, killing the victim.

VIRTUE, Level 0 Cleric, 0 Druid

CT: 1 **R:** Touch **D:** 1 minute
SV: constitution negates (h) **SR:** Yes (h) **COMP:** V, S, DF

The subject gains 1 temporary hit point.

WATER FORM, Level 4 Wizard

CT: 1 **R:** Personal **D:** 2 minutes per level
SV: None **SR:** Yes (h) **COMP:** S, M

The wizard who casts this spell on himself becomes as water, including all of his clothing and other carried gear. All damage done to the wizard is reduced by 3 points for each physical attack suffered, except for damage done by magic weapons, spells,

and attacks from water sources (water elementals, water spells, etc.). The water form of the wizard also gains a +15 bonus when hiding in a watery environment. With this spell physical armor becomes worthless, though size, dexterity and other magical modifiers still apply to AC. Additionally, the wizard is immune to poison, disease and any extra damage from critical attacks. For the duration of the spell the wizard is unable to cast any spells, and any spells readied at the time of casting *water form* are lost when this spell is cast.

The wizard with this spell cast upon himself can move as water elemental does in its natural environment. The wizard gains a swim speed of 90 feet per round but has his normal, ground movement reduced by 10 feet (to a minimum of 5 feet per round).

The material component of this spell is bit of mercury.

WHISPERING WIND, Level 2 Wizard

CT: 1 **R:** 1 mile per level **D:** No more than 1 hour per level
SV: None or until discharged (destination is reached)
SR: No **COMP:** V, S

You send a message or sound on the wind to a designated spot within a 10 foot radius spread. The whispering wind travels to a specific location within range that is familiar to you, provided that it can find a way to the location. A whispering wind is as gentle and unnoticed as a zephyr until it reaches the location. It then delivers its whisper-quiet message or other sound. Note that the message is delivered regardless of whether anyone is present to hear it. The wind then dissipates.

You can prepare the spell to bear a message of no more than twenty-five words, cause the spell to deliver other sounds for 1 round, or merely have the whispering wind seem to be a faint stirring of the air. You can likewise cause the whispering wind to move as slowly as 1 mile per hour or as quickly as 1 mile per 10 minutes.

When the spell reaches its objective, it swirls and remains in place until the message is delivered. As with *magic mouth*, whispering wind cannot speak verbal components, use command words, or activate magical effects.

APPENDIX 7: ITEMS

ARCHAEOLOGIST'S TOOLS

This sturdy leather satchel contains all the standard equipment used by archaeologists at their digs: scrapers, tiny brushes, a magnifying glass, and tweezers. Weight: 4 pounds; Cost: 20gp.

CHARCOAL/GRAPHITE STICKS

These large, roughly square or rectangular sticks of charcoal are often used in an emergency to trace markings on dungeon walls or as a quicker of less legible alternative to quill and ink. Weight: —; Cost: 5 cp.

FINGER BELLOWS

Another archaeological tool, finger bellows blow away dust and particles from delicate surfaces. Place thumb and middle finger into the slots, and squeeze to create a gentle puff of air. Works best in conjunction with a bone duster. Weight: 1/2 pound; Cost: 3gp.

GOBLIN SLEEP POISON

This is a special toxin the Gobas goblins have learned to extract from the rare underground cave lily that blooms only a few times a year. The poison has a slightly sweet fragrance, and those that are knocked out by it exhale the same scent. Two constitution saving throws are required. Those who fail the first save are nauseated for 1d4 minutes. Those who fail the second save fall unconscious for 1d4 hours. When waking from this drug induced slumber, the victim has a headache and his mouth is dry. These side effects wear off in a few minutes. [Value: 300gp]

GOLD POCKET WATCH

This fascinating contraption is a time-keeping device. Fashioned of gold, it has a miniature clock face behind glass, a bell hidden inside that chimes the hour, and a self-winding mechanism working off the motions of being pulled forth for reading. If not otherwise used, the watch requires weekly winding to maintain accurate time. A master craftsman constructed this intricate clockwork device and it shows. [Value: 500gp]

HAND SHOVEL

A smaller version of the traditional workhorse shovel, this shovel allows more careful digging, so as not to destroy or damage unearthed treasures. Weight: 2 pounds; Cost: 3gp for shovel, 1gp for attachable pole/handle.

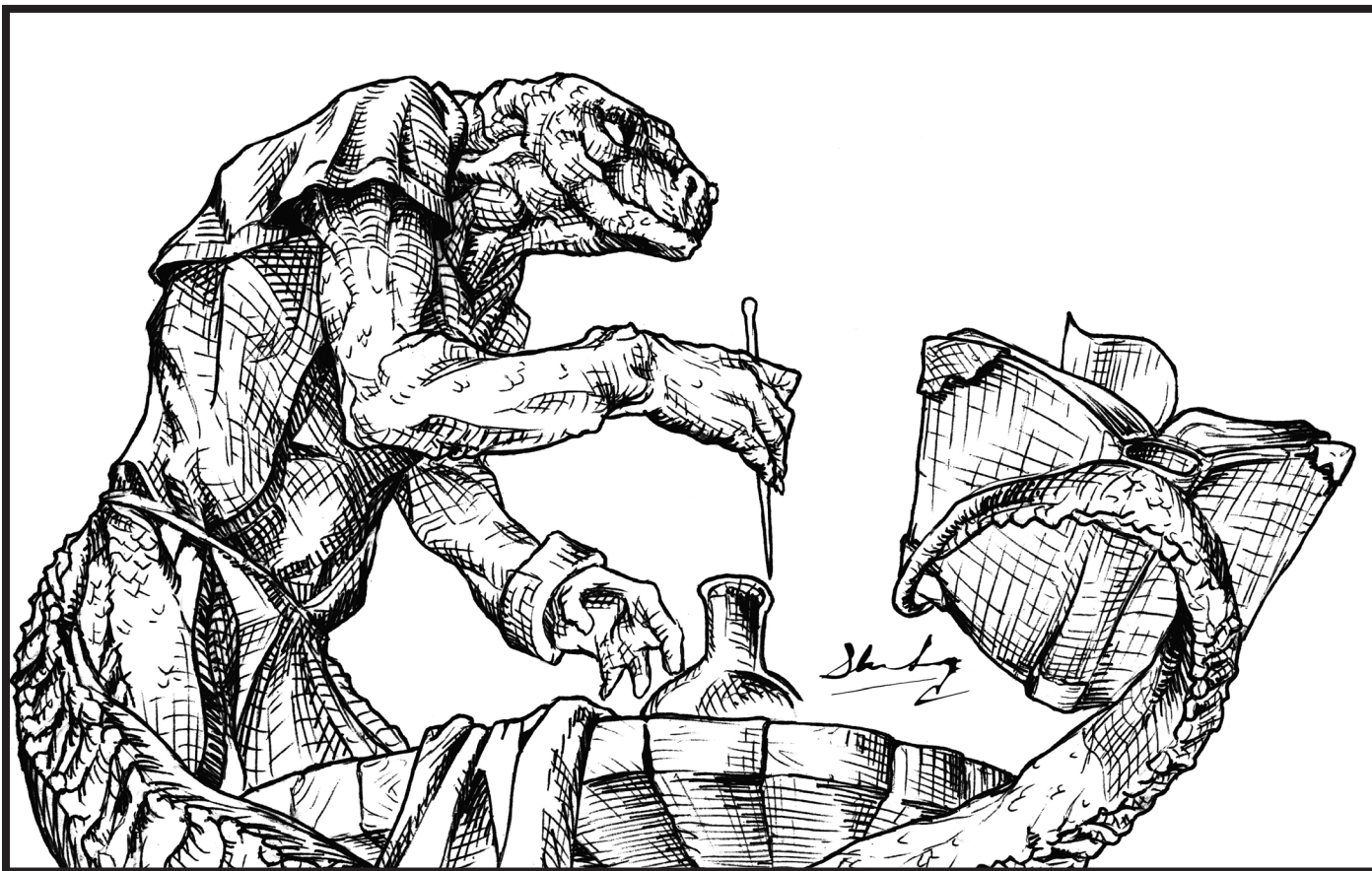
LIGHTED MAGNIFYING GLASS

These wonderful devices feature a compartment on the handle just below the glass that houses a *continual flame* light source. Press the button to open the window and you have instant light. Two sizes are available.

- Small (5x magnification): Weight: 1 pound; Cost: 500gp.
- Large (10x magnification): Weight: 3 pound; Cost: 1000gp.

MINER'S HELMET

The miner's helmet features a windowed compartment on the



top which houses a continual flame light source. Open the window, and the flame shines forward, allowing the miner to see where he or she is going. Weight: 5 pound; Cost: 75gp.

NEVAE GLASSES

These glasses fit on your head and are tinted to protect those sensitive to light. Creatures wearing these glasses halve all bright light negative modifiers. The glasses must be constructed for each person, so they fit and stay. These glasses can only be used in daylight. If used in darkness, even with darkvision, the person wearing the glasses cannot see. Weight: –; Cost: 150gp. Availability: Very Rare

PORTABLE SAND SIFTER

This sand sifter has hinged sides that allow it to collapse into a compact package for ease of carrying: 2 inches wide x 2 feet long. When ready to use, open the square frame, pour in the sand or dirt, and the sand sifter will do the rest. With the exclusive metal-mesh wire system, even the smallest of relics won't escape your notice. Weight: 1 pound; Cost: 12gp.

RIPSHOT CROSSBOW

The Ripshot hand crossbow is named for the ripping sound it generates when deployed. The Ripshot is a variation on the hand crossbow, with a pair of bow blades instead of a single bow. Each bow blade has a special locking device that holds it in place so it may be fired. The Ripshot also has a very powerful spring embedded within the handle that, when sprung, makes the bow ready to fire. The bow blades lock in place with the bowstring taugth and a bolt ready to fire with a squeeze of the trigger. The Ripshot is smaller than a normal hand crossbow, but has greater force in its shorter range. [Damage: 2d3, Range: 15 feet, Weight: 2 pounds, Cost: 400gp]

SCREW JACK

A simple device, the screw jack features a long threaded screw upon which is mounted a hinged metal bar. By turning the screw, the hinged metal bar is raised. Screw jacks come in many sizes from the 1 foot variety that can raise an object 1 foot, to the 2 and 3 foot varieties for more industrial purposes. There's also the screw jack 2-in-1 model, which features two 1 foot screw jacks in one. Only 6 inches tall, and 1 foot long, the 2-in-1 can raise an object 2 feet. After you jack up the base, jack up the second half for an additional foot.

Type	Weight	Cost
1 foot	5 pounds	15gp
2 feet	10 pounds	25gp
3 feet	15 pounds	45gp
2-in-1	12 pounds	30gp

STETHOSCOPE

This device features a small steel funnel covered in a thin, tightly stretched membrane at the wide end. The funnel con-

nects to a long tube with a rounded tip that rests in your ear. With it, you can hear even the faintest of sounds through doors, windows, and even walls. A stethoscope provides a +5 circumstance bonus to listen checks to listen through doors, thin walls, and windows. A stethoscope can also open a combination lock by making three CL 5 listen checks in a row, but the +5 listen bonus does not apply if the stethoscope is used in this manner. Weight: 1/2 pound; Cost: 65gp.

STRING, SPOOL

Perfect for the explorer delving into a complicated labyrinth, this spool of string comes with a large wooden handle. Simply hold the spool by the handle, tie the end of the string to a tree or bush outside the labyrinth, and dive right in, secure in the knowledge that you will always be able to find your way out. Weight: 7 pounds; Cost: 7sp for a 500 foot spool, +5sp for each additional 500 feet.

TAIL NEEDLE

This is a fitted sheath of metal mounted with a 2 foot long, needle-sharp blade (very much like a rapier). Tail needles can be resized by a competent weapon smith, costing 1d4+1gp. Tail needles are considered Light weapons for medium-sized creatures. Weight: 3 pounds; Cost: 10gp; Damage: 1d6; Type: piercing.

TAIL RAZORS

These are thin sheaths of metal fitted precisely to the individual dragori. The outside is mounted on two sides with very sharp edges, so the dragori can use his tail attack to do normal rather than subdual damage. The damage is still the same as for the tail (i.e., 1d6 for Nen, 1d4 for Fehr and Sah). Tail razors can be resized by a competent weapon smith, costing 1d4+1gp. Weight: 3 pounds; Cost: 10gp; Damage: 1d6 or 1d4 (by dragori subtype); Type: slashing.

TAIL SPIKES

These are thin sheaths of metal fitted precisely to the individual dragori. The outside is mounted on two sides with small spikes, so the dragori can use his tail attack to do normal rather than subdual damage. The damage is still the same as for the tail (i.e., 1d6 for Nen, 1d4 for Fehr and Sah). Tail spikes can be resized by a competent weapon smith, costing 1d4+1gp. Weight: 3 pounds; Cost: 10gp; Damage: 1d6 or 1d4 (by dragori subtype); Type: piercing.

TUMBLER LOCK

A tumbler lock is a compact, hardy, and quieter version of the standard "riddle style" combination lock. It costs twice as much, but cannot be picked in the normal method. Rogues must instead listen carefully to the tumbling lock components (listen check, must make three successful checks in a row to open the lock). Any noise in the area should add a penalty to the rogue's listen check. More complex locks (those with more tumblers) cost 50% more and require an additional listen check per additional tumbler.

APPENDIX 8: MAGICAL ITEMS

AMULET OF HEALING

This minor artifact is a gift from the Healer (Goddess), given only to those who most fervently spread her healing touch in the world. The amulet has the ability to allow any spellcaster, whether divine or arcane, to spontaneously cast any spell and transform it into an equivalent-level healing spell. The amulet grants the wearer a +1 to his effective caster level whenever casting healing spells. Also, healing spells cast by the wearer have no maximum limit on healing done (e.g., cure light wounds cast by a 7th level wielder will restore 1d8+8 hp). Lastly, the amulet allows the owner to cast one healing spell per day at maximum. Dice are not rolled, instead the maximum dice value per die are added together with the additional +1 bonus.

The amulet, being a divine gift from the Healer, will not permit itself to fall into the hands of evil. Evil beings that simply handle the amulet, or anyone attempting to take the amulet from its owner by force or trickery temporarily loses two levels of experience and takes 3d8 points of damage. The lost levels are restored when the amulet is dropped. The level loss is permanent if there was intent to harm the amulet's owner, or if the amulet's owner was ever harmed by the person touching the amulet. If the level loss is permanent, the offender is marked with a brand upon his forehead in the shape of the Healer's holy symbol. Until he atones, this brand will remain and he may not be healed by magical means. [Value: 90,000gp]

BEETLE ARMOR

This armor is comprised of hardened beetle plates lashed together. It is treated as studded leather armor in all aspects, and in addition grants acid and fire resistance. Beetle armor is made for small creatures. [Value: 250gp; Weight 2 pounds (EV1)]

BENANDRITH

This +1 quarterstaff is carved from the wood of a yew tree. Planted by Benandrih before Sylemis was born, the yew tree grew and flourished in a dry land of little mercy. Benandrih was the druid in the wild who sheltered Sylemis after his banishment, and brought him to an understanding of the world. When Benandrih was complete with the world he called upon the yew to accept him, and bade Sylemis to carve life's blood on the roots of the tree. With no one to tend it, the yew tree would die, and speaking with Sylemis it knew this. The soul of Benandrih merged with that of the yew tree and entered the carved staff. Benandrih's last act was the creation of this item and his own immortality.

Benandrih grants his wielder 1 extra attack per round with this weapon. Additionally, up to 3 times per day, the wielder may command this weapon to cast *shillelagh* as if a 5th level druid. [Neutral, Will 17, Value: 14,000gp; Weight: 3 pounds (EV3); XP: 500]

CLOAK OF ELEMENTAL ENDURANCE

These intricately-woven, hooded wool cloaks are usually black, brown, red, or white. The borders are woven into braids shot through with gold thread. Once per day, upon command, a cloak of elemental endurance protects its wearer with *endure*

elements cast at 5th level. The wearer must choose which element is affected when he activates the cloak. [Value: 2,000gp]

DAEMONFORGE

The Daemonforge is a magical one-way exit from the hottest depths of the Plane of Fire. The forge is located in the bowels of the Vault, in Sordadon. Here is where magically altered adamantine is forged into trade bars, ingots, and other trade goods. It is rumored that a few of the more enterprising smiths of the Vault venture into the forge's flames to learn the secrets of how to make adamantine weapons and armor. How they enter the one-way gate, or survive once they have passed it, is a mystery.

The Daemonforge is considered a major artifact with the following abilities:

- Six times per day, an elder 16 HD fire elemental can be summoned to do the bidding of the summoner for up to 3 hours. Even if the elemental is hostile it is bound by the power of the Daemonforge to do exactly as requested by the person summoning it. After this duration has expired, the elemental is transported back to its plane of origin, whether any tasks were completed or not. There is no chance that the elemental will break free from the Daemonforge.
- The Daemonforge is hot enough to melt nearly any substance in the mortal world. Even rocks and stone placed on the forge for longer than a half hour will melt into lava. Metal placed on the forge becomes white hot in in one round making it a perfect tool for forging and smelting.
- If a mortal creature is placed on the Daemonforge, a constitution saving throw is required against a challenge level of 20 each round upon the forge. Failure means death as the creature turns into ash as soon as it touches the Daemonforge. Success means that creature takes 12d8 points of fire damage.
- Magical items made using the Daemonforge do not need the expenditure of experience points as part of their creation cost.

[Value: Priceless; Weight: 2000 pounds]

EVERFULL WATERSKIN

This well-maintained, two-gallon waterskin can be filled normally and its purpose may never be discovered unless *identify* is cast on it. Once per day on command, the waterskin fills with water to its maximum volume. The waterskin will never overflow from its create water ability. If the skin is half full when the command word is spoken, it will only create enough to fill the skin. [Value: 500gp]

FETISH

These small, handheld, magical devices resemble amulets or rods adorned with feathers, symbols, stones and tiny skulls.

They are one-use, command-activated magic items that do not take up any particular spaces on a character. After they are used, they fall apart from the strain of channeling the magic.

Cursed Fetish

The end of this fetish is carved to resemble a skull with two small bloodstones set in the eye sockets.

When this item is gained, either as plunder or bought, the curse goes into effect. The item grants the owner a -2 penalty to all attacks, saving throws and ability checks until it can be removed from the owner's possession. *Remove curse* must be cast on the owner and the item within 12 hours of each other. The curse can also be removed by fulfilling a preset quest as determined by the CK. The cursed fetish always finds its way into the owner's belongings, and cannot be farther than 30 feet from its owner at all times. If the owner travels outside of this area, the fetish will appear in his hand magically.

Fetish of Canine Control

One end of this fetish is carved to resemble a dog skull with two small rubies set in the eye sockets.

On command, this fetish casts *dominate animal* (see *Appendix 6: Spells*) on canine animals and beasts with intelligence 3 or less. Alternatively, it casts *charm monster* on canine beasts or magical beasts with intelligence 4 or more. Canines include wolves, dogs, rippers, dire wolves and winter wolves. Either spell grants a wisdom saving throw (CL 1) to negate. [Value: 4,000gp]

Fetish of Disease

The end of this fetish is carved to resemble a beetle with its carapace a shaped emerald.

On command, this fetish affects the next creature touched with the spell *contagion* (see *Appendix 6: Spells*). This power can be activated a maximum of three times per day. [Value: 1,500gp]

Fetish of Warding

The end of this fetish has religious symbols carved into it and picked out with diamond dust.

When activated, this fetish provides the wielder with a +2 bonus to all saves vs spell effects and diseases for 1 minute. If the wielder has already contracted a disease, the fetish instead casts *remove disease* at 5th level. [Value: 10,000gp]

Spell Fetish

The ends of this item are carved with various symbols and glyphs.

With the command word, the wielder may store any one of his known spells of up to 3rd level in the fetish. The spell may be of divine or arcane origin. Upon a second command, the stored spell is cast as though by the original caster at a target chosen by the wielder. [Value: 3,000gp]

FLASHDANCE

To all appearances a normal longsword of good quality, Flashdance always looks clean and polished, even to quickly shedding mud or blood left on it. Flashdance began as an unremarkable +2 longsword that had been passed down from father to son in a long line of hunters. The last hunter had only daughters, so he chose to pass it along to his favorite son-in-law, a merchant named Jawassa. Jawassa was a smart businessman, but not a kind one. He had made many enemies along his road to success. While the magic sword was a respectable weapon, Jawassa was unsatisfied with its value as a deterrent, so he paid a cleric weaponsmith to grant it the dancing special ability so that it could fight for him. Jawassa was soon feared and respected by his enemies, and few bold souls ever now attacked him outright.

Jawassa grew old building his wealth. He became known far and wide as a great merchant. His daughter and one son took after him, becoming ruthless merchants in his likeness. But his younger son, the middle child, had no interest in the family business and instead wanted to roam abroad, helping people and performing heroic deeds. Montogon was a thoughtful young man with a good heart and spirit. Though his two siblings scorned his choices and bragged of their profits, Jawassa felt his heart soften when he looked upon his son. Montogon turned Jawassa's thoughts to Jawassa's younger days, when everything seemed possible and his shoulders did not carry the burden of a financial empire. Jawassa thought of his own dreams of heroic escapades and wondered when he had lost them. And he knew, looking upon the gleaming blade mounted over his desk, that a business office was no place for such a weapon.

Jawassa took the blade to a learned wizard and asked him to add a special ability to it that would make the blade worthy of a son who was better than his father. The wizard enhanced the blade to also function as a *flaming sword*, dubbing the blade Flashdance. Jawassa gifted this powerful +2 dancing flaming longsword to his son, who left home for heroic exploits, seeking to make the world a better place. Jawassa never saw his son again, and none of his children or their descendants has seen Montogon, the lost son, since. [Value: 128,315]

FLUID ARMOR

When found Fluid armor looks like little more than a large but ornately decorated flask of what looks like holy water that has been permanently sealed with a wick of glass that must be broken to activate the armor. When broken a spray of fine mist pours from the top and shrouds the holder of the flask. This mist provides one-half concealment for the round. The mist coalesces into a roughly transparent suit of full plate, breastplate or banded mail style armor. Fluid armor provides the wearer a +5 bonus to armor class, no restriction to dexterity and no armor check penalty. The armor weighs nothing and the wearer is not even considered to be wearing armor. However the person may not be wearing any armor to begin with to use Fluid Armor. In addition to the armor class bonus, the first 5 points of any successful attack on the wearer are ignored. This damage reduction

is reduced by 1 point for every ten minutes the armor is worn. When the reduction reaches 0, the armor dissipates into misty nothingness. [Value: 6,600gp]

FONT OF THE WISDOM OF AGES

This bottle appears at first glance to be a potion with a transmutation effect. In actuality, it ages the imbiber by 10 years, bringing on all the effects, both beneficial and detrimental, of natural aging. Only a *limited wish*, *wish* or *miracle* (see Appendix 6: Spells) spell can reverse the aging process. [Value: 2,000gp]

FORCE BULLET

This is a special property that may only be used on slings that essentially provides an inexhaustible supply of ammunition. When a sling is so enchanted, it magically conjures a small sphere of force that functions as a sling bullet. The sphere of force disappears the round after it exits the sling (whether flung at a target or otherwise removed from the sling). The number of spheres of force that may be conjured in a single round is limited to the enhancement bonus of the sling, plus one. A +1 *sling of force bullets* could conjure up to two bullets each round. Some slings made with this enchantment look like little more than a strip of leather, thus making it easily disguised.

A variation of the standard force bullet is possible, where the resulting sphere of force is treated as a +1 weapon for purposes of hitting creatures only able to be hit by magic weapons, and can also penetrate a *wall of force* or a *forcecage*. A sling with this force bullet variation is known as a *sling of penetrating bullets*.

GAUNTLET OF ICE

This polished metal gauntlet is coated in a fine layer of frosty powdered stone: pulverized sapphire, diamond, and pearl dust. The wearer is protected continuously by a permanent *endure elements* spell granting complete resistance to extreme cold temperatures, but not magical cold. The wearer may expend one of the gauntlet's charges to fire a *cone of cold* from his fist that is 5 feet wide, and 50 feet long, doing 10d6 points of cold damage (dexterity save against CL 10 for half damage). If this is found as treasure, the *gauntlet of ice* has 5d10 charges. Even when the gauntlet runs out of charges it will still grant the wearer the ability to endure elements from non-magical cold damage. [Value: 13,500gp; Weight: 3 pounds (EV1); XP: 900]

INSTRUMENTS OF EXCELLENCE

These magical instruments are believed to have been created by a troupe of bards thousands of years ago. They come in a variety of forms with lutes and flutes being the most common, and small stringed instruments being a little less common. Other types of instruments are known to exist, but these are exceedingly rare. More a set than a single instrument, the *instruments of excellence* each confer a bonus to a character that plays the instrument. Likewise, the bonus conferred to playing these instruments range from +1 to +5.

The greatest power of the *instruments of excellence* lies in the hands of a bard. When a bard plays the instruments he gains a +1 bonus to his *exalt* class ability in addition to the bonus he normally receives. [Value: 3,210gp (+1), 3,690gp (+2), 4,490gp (+3), 5,050gp (+4), 6,000gp (+5); Weight: 2 pounds (EV1); XP: 200-1000]

LIGHTHOUSE FLAME

Sitting atop the Lighthouse of Sordadon is a mysterious orb of red metal. The mystical orb floats above its pedestal without any visible means of support. During the day it quietly floats in place, radiating faint heat. When the day grows dark, however, the orb of red metal flares with up in an angry storm of heat, light and fire. Anything within 5 feet of the flame takes 2d4 points of fire damage (constitution save for half the damage) and wooden items burst into flame. Anyone touching "the light" of the red metal orb, or the orb itself suffers 2d8 points of fire damage with no save at all.

Upon command, an efreeti imprisoned within the metal orb will be released. It is completely under the control of the being who summoned it from the *lighthouse flame* for 1 day before it returns to the red metal orb. The efreeti can only be summoned once per month. The use of this ability extinguishes the light until the efreeti returns.

The light of the orb has a dark secret though. One night out of every three hundred, the light does not illuminate the harbor's dark waters. On this night, a strange man walks among the people of Bluffside. He has flaming red hair and orange eyes. He is dressed like a noble in the current fashions. He frequents the pubs and taverns searching for the last person who commanded the "Light" of the efreeti. When that person is found, he is burned horribly in front of all who are present (10d8 points of fire damage with no saving throw). The Red Man then departs, strolling back to the lighthouse. Along the way, he will burn carts, dogs, people and buildings – whatever will get in his way. Whether the Red Man is the trapped efreeti within the *lighthouse flame*, or the true owner, no one knows. The Light returns to normal the following night. [Value: 27,500gp; Weight: 300 pounds; XP: 8,750]

ORB OF ANIMATION AND CONTROL

This orb has three functions. First, any undead within 20 feet of it gain +3 resistance to any attempt to turn them. Secondly, it empowers its owner to cast *animate dead* as a 5th level cleric. These undead are bolstered by the orb such that their hit points are maximized. Finally, it allows a cleric to control undead using a normal turning attempt. Using one of the two latter abilities costs one charge. The orb has 3 charges. When its charges are depleted, it turns to dust and cannot be recharged. [Value: 75gp]

MAGICAL NEVAE GLASSES

These magical glasses are believed to have been created by a troupe of bards thousands of years ago. The lenses are polarized to protect from the dazzling effect of bright light, including the effects of certain magic and spells that cause blindness due to

light. The wearer gains a +3 bonus on all saving throws to avoid blinding and flash-like effects. Creatures that are normally sensitive to bright sunlight who wear these glasses halve all negative modifiers for bright light. Each set of these magical glasses must be constructed to fit the individual. [Value: 2,250gp; Weight: n/a; XP: 150]

POTION OF DEAD NOSE

This potion grants the drinker immunity to all scent-based effects. It also makes it impossible for the individual to smell or taste anything for 2d3 days. [Value: 300gp]

READING GLASSES

This pair of spectacles has gold inlay around the rims. When worn, reading glasses allow the wearer to read any written text as though a *comprehend languages* spell was cast. This does not extend to magical writings or the spoken word, and will not grant the wearer any insight into what the text means. [Value: 1,000gp]

RING OF KNOCKING

The magic of this ring is activated when the wearer knocks on a locked door or chest. 1 charge is expended each time the ring is used and will open any magical or mundane lock, just like the *knock* spell. A newly created ring has 50 charges. When all of the charges are expended the ring becomes a simple, non-magical item. [Value: 1,500gp; Weight: n/a; XP: 650]

RING OF THE DAUNTLESS

When in or engaging in combat, this ring allows the wearer to move twice as far each turn. [Value: 25,000gp]

SIXAM SKY-CHARM

This charm is a crystal orb about 1 or 2 inches in diameter, often with a feather encased within. Once per day a sixam suffering from claustrophobia may gaze into the orb for 10 minutes. For those 10 minutes the sixam thinks and feels as if he is above ground and in the open air, instead of underground or confined. The sixam *ieuna* may make wisdom saves to recover from the claustrophobia as detailed under their racial description. The *sixam sky-charm* resets the challenge level of these claustrophobia saving throws to 0. Each successive day the orb is used to allow a sixam to recover, the base challenge level of the save is increased by 3. Thus, the second day in a row the orb is used the base challenge level for saving against the claustrophobia is 3. After 3 days the base challenge level is 6, etc. [Value: 1,000gp; Weight: n/a; XP: 290]

SPLAT SACK

These sacks are filled with a gooey substance made of slime and fungus that act as an acid. A successful hit with the bag causes it to burst open, its contents dealing 1d6 damage. [Value: 75gp; Weight: 5 pounds]

SONIC CROWN

This silver crown amplifies sound. This grants chiroptera the ability to use the sonic blast ability one additional time each day, even if they are not powerful enough to normally gain it. For non-chiroptera, it will extend the duration of any non-instantaneous sonic-based ability by 1 round and increase the damage done by a sonic-based attack by +1 per die. This ability is useable once per day. [Value: 1,500gp]

STAFF OF ELEMENTAL BATTLE

This solid mithril staff is capped with five points – four around the diameter of the staff and a single, shorter point in the center. The points are lacquered, each of the outer four in a different color to represent the four primary elements. The central point is off-white. The staff may be used as a +1 quarterstaff or short spear. In addition, the staff has the following powers:

- *elemental bolt* (see *Appendix 6: Spells*) (1d4+12, 1 charge)
- *resist elements* (1 charge)
- *protection from elements* (2 charges)
- *summon elemental* (4 charges)

[Value: 36,000gp]

SYNTHIA'S QUARTERSTAFF OF THE TRAVELER

Synthia's quarterstaff was specially crafted for her needs, and so has certain abilities unusual in such an item:

- *virtue* (see *Appendix 6: Spells*), *detect magic* or *read magic* (any combination of the three up to 5/Day)
- *make whole* (see *Appendix 6: Spells*) (1 charge)
- *cure moderate wounds* (1 charge)
- *heal* (2 charge)
- *resurrection* (2 charge)

The staff only has 21 charges left. Synthia uses this staff on her trips into the wilderness for more information about the lost history of her faith. Her mentor at the temple of Lusos in Bluffside gave this to her as a gift [Value: 60,000gp]

WANDERER'S GUARD

Wanderers guard is typically a suit of jet black, brown or forest green studded leather armor. The studs are often lacquered over in a dull brown or black or otherwise nonreflective color. The armor is well oiled to help waterproof it and minimize noise, but it is also magically enchanted to make little sound. The armor carries a +1 enchantment, and in addition grants a +10 bonus to hide and move silently checks. This bonus does not stack with the hide bonus granted by a *cloak of elvenkind*. [Value: 9,175gp]

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