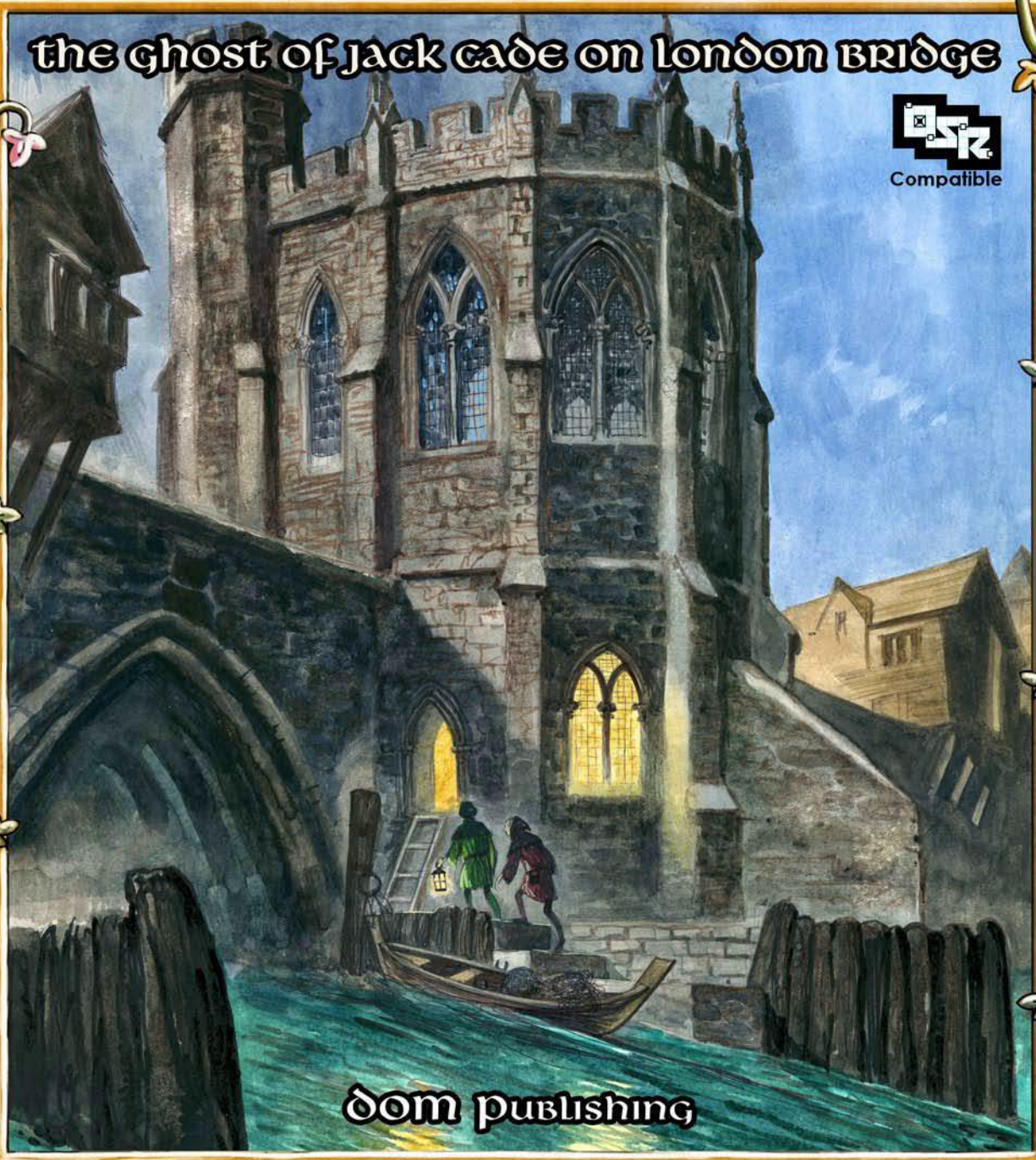




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# ark Albion Adventures

the ghost of jack cade on london BRIDGE



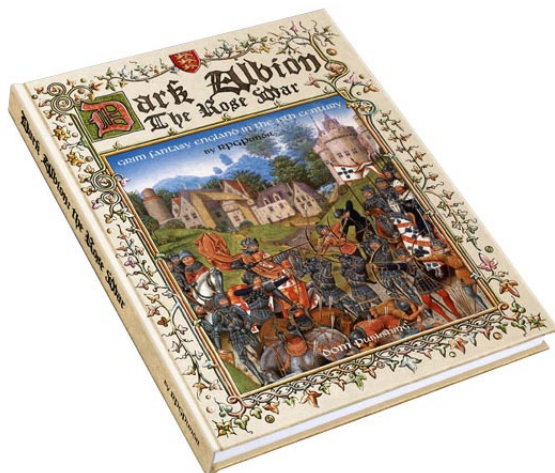
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# the ghost of jack cade on london BRIDGE

Fantasy adventure, RPG scenario.

This adventure is set in the **Dark Albion** campaign setting. It is OSR compatible, but primarily written for **Fantastic Heroes & Witchery** by the same author.

**Dark Albion: The Rose War** is a 280 pages long sourcebook available both as a PDF ebook as well as soft-cover printed book on RPGNow, and as a hard-back printed book on lulu.com.



**Fantastic Heroes & Witchery**, is an OSR role-playing game of 430 pages, available as a PDF ebook on RPGNow, a hardback printed book on lulu.com, and as a softcover printed book on amazon.com.



Click on any link below for quick access to the pages:

## adventure scenario

- [Synopsis](#).....03
- [The Main Protagonists](#).....03
- [Jack Cade Makes Amends](#).....04
- [The Ghost of Jack Cade](#).....04
- [Reid Todd](#).....04
- [The Story So Far](#).....04
- [Involving the Player-Characters](#).....05
- [Running the Adventure](#).....06

## london BRIDGE

- [London Bridge's Specific Locations](#).....07
  - [Reid Todd's Location](#).....08
  - [London Bridge Chapel](#).....09
  - [Central Gatehouse](#).....10
  - [Southern Gatehouse](#).....12
- [London Bridge's Houses](#).....13
- [London Bridge's Special People/Buildings](#).....14

## specific situations

- [Stealth & Perception on the Bridge](#).....19
- [Chases on London Bridge](#).....19
- [Falling into the Thames](#).....20
- [Chases on Rowed boats](#).....20

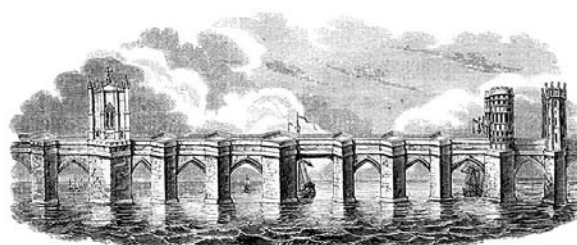
## arcane objects

- [The Spell-Book](#).....21
- [The Magical Crystal](#).....21

[npc stat-blocks](#).....22

[epilog & next adventure](#).....23

[ogl license and credits](#).....24



# Dark Albion

## Adventures

### the ghost of jack cade on london BRIDGE



**Dark Albion: The Rose War** is a campaign setting primarily designed for use with OSR games, such as *Fantastic Heroes & Witchery*. This adventure is set in the Dark Albion campaign setting and is OSR compatible (i.e.: it's usable with most OSR games).

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**Author:** Dominique Crouzet

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# the ghost of jack cade on london BRIDGE

## table of contents

### adventure scenario

- Synopsis.....03
- The Main Protagonists.....03
- Jack Cade Makes Amends.....04
- The Ghost of Jack Cade.....04
- Reid Todd.....04
- The Story So Far.....04
- Involving the Player-Characters.....05
- Running the Adventure.....06

### London BRIDGE

- London Bridge's Specific Locations.....07
  - Reid Todd's Location.....08
  - London Bridge Chapel.....09
  - Central Gatehouse.....10
  - Southern Gatehouse.....12
- London Bridge's Houses.....13
- London Bridge's Special People/Buildings.....14

### specific situations

- Stealth & Perception on the Bridge.....19
- Chases on London Bridge.....19
- Falling into the Thames.....20
- Chases on Rowed boats.....20

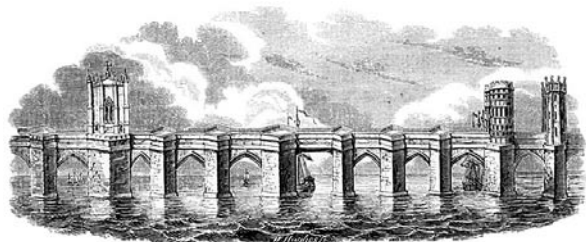
### arcane objects

- The Spell-Book.....21
- The Magical Crystal.....21

### npc stat-blocks.....22

### epilog & next adventure.....23

### ogl license and credits.....24



## FOREWORD

**T**he *Ghost of Jack Cade on London Bridge* is a fantasy adventure compatible with most OSR games such as *Fantastic Heroes & Witchery* (by the author of this adventure), *Swords & Wizardry*, *Osrice*, and others. This short scenario can be run in a single gaming session, but the description of London Bridge could then be used for more adventures of the GM's design.

**T**his is a low level, introductory adventure for play in **Dark Albion: The Rose War**. It is intended for 1st (or possibly 2nd) level characters, and occurs mostly on London Bridge. The PCs are called upon to investigate a ghostly apparition that has scared some of the bridge's inhabitants. This adventure is not a dungeon crawl in which you explore mysterious corridors and crypts, then fight unnatural monsters. In fact, 1st level characters would probably have a hard time surviving that sort of adventure. Instead, *The Ghost of Jack Cade* is more of an investigation, involving mostly non-confrontational interactions with various NPCs, until solving the mystery. Fights, if any, will be mostly with a few zero-level thugs, and could even be avoided if the PCs are careful. Then, at the conclusion of the adventure, the PCs should be able to recover a stolen spell-book; this might be a plot hook to later have them gain a useful ally and contact among the magisters of Oxford.

**O**ther than that, a few ideas are also proposed in the last page to run a sequel to *The Ghost of Jack Cade* (but they would require some GM work to flesh-out).

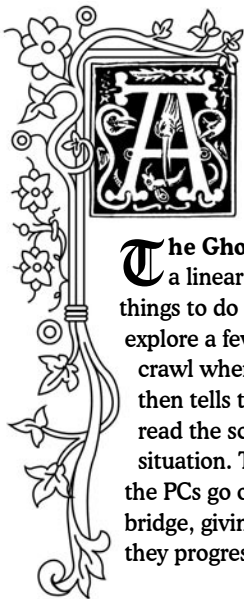
## game rules

**T**he *Ghost of Jack Cade's* adventure is not designed for a specific OSR rule-set, but contains indications that should make it easily usable with most of them. This includes:

- Character stat-blocks provide both an ascending BtH/BAB (i.e., Bonus-to-hit / Base-attack-bonus) and a descending TaACO (i.e., To-attack-Armor-Class-zero) indicated in bracket. Similarly the stat-blocks provide both ascending and descending armor-class values (descending AC in brackets). On the other hand, a single saving throw value is provided; those who use the five types of saves (as in *Osrice/1e*) will have to use the relevant rule-set's tables; and those who roll saves against a DC will apply a default DC 15 to all saves.

- When skill checks are considered, three methods are taken into account: roll a d6; roll a % check; or roll a d20 vs. a DC. If no value is indicated, use the rule-set's default value, such as a normal % skill check or a DC 15.

- When saving throws are considered, the scenario indicates which one of the five categories (as in *Osrice/1e*) is appropriate, or what is the related ability score. For example: "make a Dexterity saving throw [or vs. Breath Weapons]."



## Adventure Scenario

**T**he Ghost of Jack Cade on London Bridge is not a linear adventure with a clear beginning, and then things to do in order thereafter. Although the PCs might explore a few buildings, this adventure is not a dungeon crawl where the GM just reads what is in a room and then tells the players. Instead, the GM must carefully read the scenario to get a clear idea of the story and situation. Then, the GM must be able to improvise as the PCs go on and try to figure out what happens on the bridge, giving them clues and appropriate encounters so they progress toward the conclusion.

### synopsis

A few weeks ago, Reid Todd, a charismatic, but not so bright nor wise thief, ambushed a lone traveler on the road to Oxford. The victim was a magister; he tried to use a spell of his own creation (i.e., a badly researched *Sleep* spell) against the thief but failed miserably, himself falling comatose to the ground instead. Reid believed that the magister had died, so just quickly looted his body and fled. This is how he obtained the magister's spellbook, as well as a strange magical object that the mage had acquired in London\*.

Reid (who is illiterate) had someone read the magister's notes for him, so he learned how to use the magical item. This is in fact a sorcerous crystal of apparently very limited usefulness, maybe resulting from a flawed creation process. It only enables the wielder to project a ghostly and glowing image of himself at a distance. This image is barely visible in daylight, but can be clearly seen in darkness. Reid nonetheless figured out a scam using the crystal. At first he scared the very few people he could find wandering London's streets at night, ransoming them under threats of "dragging them into hell." Then, he got the (better?) idea to make himself pass for the ghost of Jack Cade\*\*, in order to attract more attention. Reid hopes to rally the scum of the city under his leadership, so as to raise his own army or some kind of thieves' guild, and thus acquire wealth and power. This is but a vague plan however, and Reid will improvise as needed. So far he has actively scared more people at night, then spread the rumor during the day, of Jack Cade's return. This is when the PCs come to investigate...

The PCs should be encouraged to investigate the rumors about Jack Cade's ghost. After asking questions (and maybe asking them to the wrong persons, which may lead them into being attacked later) the PCs should eventually see the ghost at night. In following some members of its fledgling cult, the PCs then should eventually come to find Reid Todd and put an end to his scam and recover the magister's spell-book and magical item. The adventure will then be able to continue with a sequel outlined at the end of this scenario.

[\*: There is no magic shop in London. The victim had formerly met with another mage from Cambridge, from whom he bought the object. But afterward, the Cambridge

mage decided to recover it, hiring Reid Todd (one of his contacts in London) to do it. Yet, unfortunately for the dishonest mage, Reid decided to keep the strange crystal and spellbook for himself, as they seemed to be worth much more than the miserable 1L that the Cambridge mage had promised to pay for them. See p.21 for a description of the spell-book and the magical crystal.]

[\*\*: See Dark Albion book p.17 and p.96 for more information about Jack Cade "Makes Amends."]

### the main protagonists

- **Reid Todd**, a 3rd level thief making himself pass for the ghost of Jack Cade at night, with a magical item; and making himself pass for Oshone Fodelius the astrologer during the day, with some disguise and a rather pathetic impersonation.
- **Walter Fogge**, the Bridge Warden (a zero-level commoner) who steals money in the bridge's coffer and fears that the ghost of Jack Cade might denounce him, hence dissuading anyone who would try to investigate about the so-called ghost (as he was ordered by it).
- **Hugh and Bertolf**, the two sergeants (1st level fighters) of the bridge's watch. They are the dirty hands of the fledgling ghost-of-Jack-Cade's-cult, assassinating those who ask too many questions and may pose a threat to it. They of course don't know that the ghost is a deception.
- **Crane the Sleek**, a 1st level thief. He serves as an intermediary between Reid Todd (disguised as Oshone) and the other followers of the fledgling ghost-of-Jack-Cade's-cult. He believes that Oshone is a sorcerer who called the spirit of Jack Cade from the dead, but doesn't know that all of this is but a scam.
- **Nicholaus Trevet**, a 3rd level magister from Cambridge, who is normally not encountered during this adventure, but who initially hired Reid Todd, and is now searching after him. He should normally appear during the sequel to this adventure.
- **Gregorius Rampestone**, a 4th level magister from Oxford whose spellbook and recently acquired magical crystal were stolen by Reid Todd. He won't be encountered unless the PCs decide to go visit him at the end of the adventure.



## Jake cade makes amends

A man from Kent, he led a rebellion against the government of England in 1450. The rebels eventually marched on London, but once there found nothing better to do than looting the city. While the population of London had first been sympathetic to Jack Cade's cause, they soon fought a bloody battle against him and his men, forcing the rioters out of the city. This was the end of the rebellion. The king's men caught and killed Jack Cade a few days later, and his head ended up impaled on a spike over the central gatehouse of London Bridge. It is still there for all to see, rather well preserved by the alchemical treatment it has been given.

## the "ghost" of Jack cade

There is no undead lurking on London Bridge at this time. There is only a thief using a magical item projecting a ghostly image of green color, of himself, at night, and trying to have people believe it is Jack Cade's ghost. So far he has succeeded. If the PCs investigate, here is what may be uncovered:

- If the PCs carefully observe Jack Cade's head, and then manage to see Reid Todd's translucent face while he uses the crystal to create the "ghost", they will notice a difference only if they succeed a Detection / Perception skill check. Both heads have a beard, then the impaled head has been altered by its condition, while the ghostly face is rather difficult to discern. As such, there will always be a doubt about any visual identification.
- On the other hand, if the PCs find someone who actually met Jack Cade and remembers him, they will learn that he was taller and spoke in a different way (especially with a different accent). But this would require that person actually seeing the "ghost" of Jack Cade.

- Anyone with knowledge of spirits and undead, would find the behavior of the so-called ghost not consistent with that of a real ghost. If the PCs could speak with the dead (using a spell for example) and ask Jack Cade's head, they would learn from it that it has not returned on Earth as a ghost or whatever.
- Divination spells (such as *Detect Magic* or *Detect Undead*) would reveal that the ghost of Jack Cade is magical but not undead (and not evil in itself).

## REID TODD

Thief, 3rd level; Str11, Dex15, Con10, Int11, Wis9, Cha15; AC 13 [AC 7] with leather armor; 12 hit-points; BtH +1 [TaAC0 19]; 1d4 pts of dmg with dagger; Base save = 14 with total of +5 bonus to Dex saves; Backstabb x2; Skills of a 3rd level thief.

Reid Todd is a 28 year old native of London, normally residing in a small alley adjacent to Tower Street, and frequently spending his time in the Rusty Clam tavern. Since he began his scam of impersonating Jack Cade's ghost though, Reid Todd has rented an apartment on London Bridge, where he also impersonates an astrologer and seer during the day. He uses this phony identity to try convince the credulous of the return of Jack Cade, and all the supposed benefits that will befall those who will follow him... Needless to say that anyone possessing some esoteric knowledge won't be fooled by Reid's pathetic lies. The book he stole from Gregorius, the Oxford magister, is in this apartment, and he sometimes shows it to those he tries to deceive, in order to appear more credible.

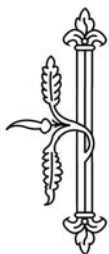
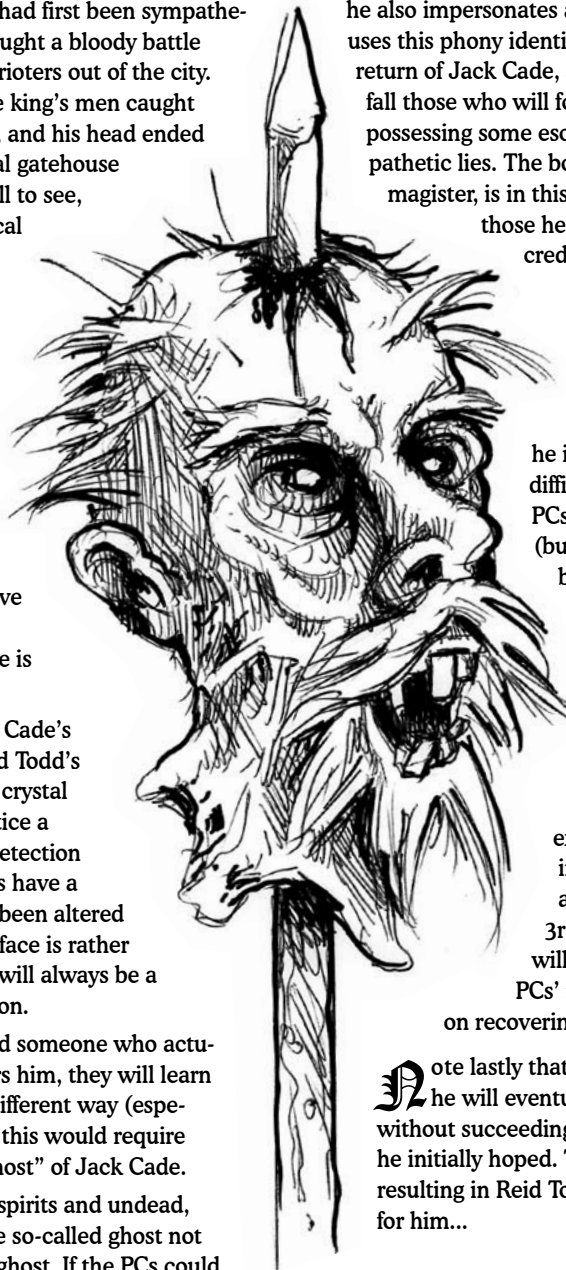
Reid Todd is an uncaring and untrustworthy fellow. He thinks he has brilliant ideas, but is not used to thinking about the long term consequences of his actions. Added to the fact he is illiterate, the PCs might not have a too difficult job of duping him. For example, if the PCs manage to speak to Jack Cade's ghost (but this cannot be longer than 10 minutes because of the magical crystal limitations), they could manipulate Reid into telling things that could reveal his real identity and/or location. If captured and threatened, Reid will betray anyone he could think of, if it could save his life.

If the PCs (or anyone else) hand Reid to the authorities, the thief will be executed 2d6 days later, his head ending up impaled beside that of Jack Cade. Then, again 2d6 days later, Nicholaus Trevet, the 3rd level Cambridge magister of low ethics, will have learned of Reid's execution and the PCs' implication, so will go after them, intent on recovering his magical crystal.

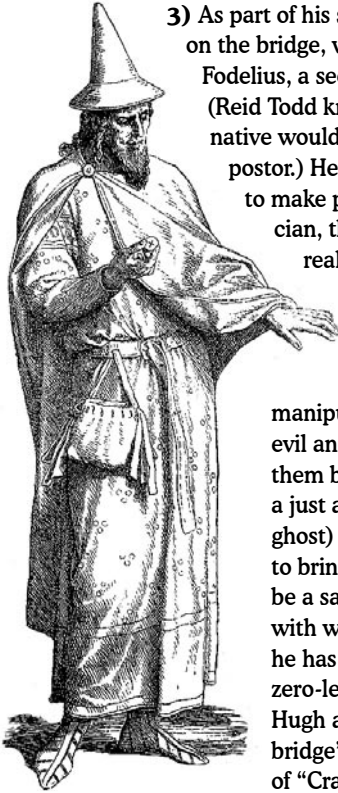
Note lastly that if the PCs don't find and stop Reid Todd, he will eventually scare all the bridge's inhabitants without succeeding in developing a devoted following as he initially hoped. The Clerical Order will finally intervene, resulting in Reid Todd fleeing before things get really tough for him...

## the story so far

1) Two months ago, Nicholaus Trevet (a 3rd level, evil magister from Cambridge) met Gregorius Rampestone (a 4th level, neutral magister from Oxford) in London, to gain help in identifying a strange magical crystal (that he stole from his former master, a demonologist). Disappointed that it seemed worthless, he sold it for a few pounds to Gregorius, who then returned to Oxford. However, Trevet later changed his mind and sent one of his criminal contacts in London —Reid Todd— recover it. However, once he had robbed Gregorius, the thief decided to keep the loot for himself. With appropriate disguise and lies (appearing wounded, on the verge of dying), he then told Nicholaus that he failed and was nearly killed in the process. Hence, Nicholaus decided to do the job himself, and departed for Oxford.



2) Reid Todd sought a scribe —Charles Gedding, see p.15— on London Bridge, to know more about the book and crystal stolen (as Reidd is illiterate). He eventually discovered that he could frighten some people in using the crystal at night, in making himself pass for a ghost. Later, he got what he believed to be an awesome idea: he would haunt London Bridge as the ghost of Jack Cade. He thought that he would thus trick all manners of cutthroats to follow him, and then scare the local population, as a scheme to get power and money. This plan is doomed to fail, but the PCs will become involved before the brilliant idea turns into a pathetic fiasco.



3) As part of his scam, Reid rented an apartment on the bridge, where he pretends to be Oshone Fodelius, a seer and astrologer from Wales. (Reid Todd knows nothing about Wales, so a native would quickly realize he is but an impostor.) He often uses Gregorius' spellbook to make people believe he is a real magician, though a real mage would quickly realize that "Oshone Fodelius" is a petty charlatan (the spellbook would appear genuine only if read with *Read Magic*). In any case, Reid/Oshone tries to manipulate a chosen few, seemingly evil and credulous targets, into making them believe they have been chosen by a just and angry spirit (i.e., Jack Cade's ghost) to become one of his "paladins," to bring back justice to Albion, and thus be a savior who will later be rewarded with women and wealth, etc. So far he has gained 11 followers (mostly zero-level dregs, including a fisherman; Hugh and Bertolf, two sergeants of the bridge's watch; and a thug by the name of "Crane the Sleek").

4) After learning a rumor about Walter Fogge, the Bridge Warden (a zero-level commoner), stealing from the bridge's coffers (i.e. toll money used to keep the bridge up), he visited the man at night, and appearing as "the ghost of Jack Cade," threatened of exposing Fogge's felonies if he dared do anything against Jack Cade's return. Scared (both by the supernatural apparition and the threat), the Bridge Warden then openly dismissed all these rumors as foolish, pretending that no ghost can possibly exist on the bridge. Reid Todd can thus carry on with his scheme unhindered. Worse, if the PCs come to be noticed by the Bridge Warden, the latter may very well try to stop them in some way (including a rather expedient one if at all possible).

5) Once per night, the ghost of Jack Cade appears somewhere near the bridge, to impress and manipulate his small following of 11 credulous idiots in spreading the rumor and searching for new members. He also asks them to search for rich bourgeois who would appear as "obvious enemies of the population's rightful rebellion," and report them to the ghost. This, actually, is for Reid to learn about rich people he could later rob.

6) Among the people who actually saw the ghost at night, two of them wanted to alert the authorities, and shortly thereafter disappeared from the bridge. They made the mistake of alerting the watch, and were thus taken care of by Hugh and Bertolf, the

two guards who have become members of the small Jack Cade's following. But then, because she lives on the southern part of the bridge, and she is too scared to think clearly, a housewife who also witnessed the ghost (after having heard about the rumors), goes to the Tabard inn and asks Father Tobias for help. If he is left to his own device, the priest will ask the wrong people, and thus shortly thereafter "fall" into the Thames. Unless the PCs agree to investigate in his stead.

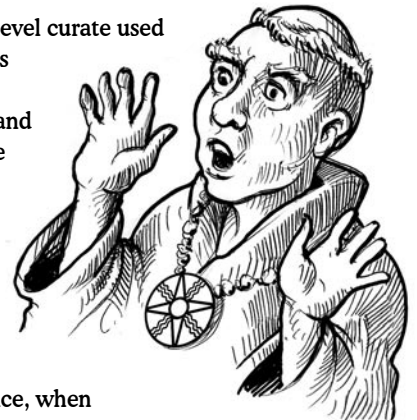


## Involving the player characters

The PCs should become involved in the adventure as best fit with their class and background. The most obvious would be a cleric sent on investigation by a senior member of his order. Since this ghost story still is a simple rumor, the Clerical Order doesn't feel the need to waste the time of an experienced cleric, so will send a novice instead (i.e., the PC). Otherwise, the GM will have to determine a reason for the PCs being there together, so they may witness events that (hopefully) will arouse their curiosity and entice them to investigate. Here is an example using a slight variant of the well known tavern cliché:

The PCs don't know each others yet, but have come from various places to the Tabard Inn, intent on joining a group of pilgrims toward Canterbury. (It might be fun that each player determines the particular motive his/her character has for doing this pilgrimage.) However, for some reason they arrived early, or the caravan's departure has been delayed, so the PCs have a few more days to wait there. Hence, they are sitting in the inn's main room, drinking or playing cards, when a visibly scared housewife enters, searching for a priest. Apart from the PCs there is only a barmaid and a NPC priest in the room; the housewife runs towards the latter.

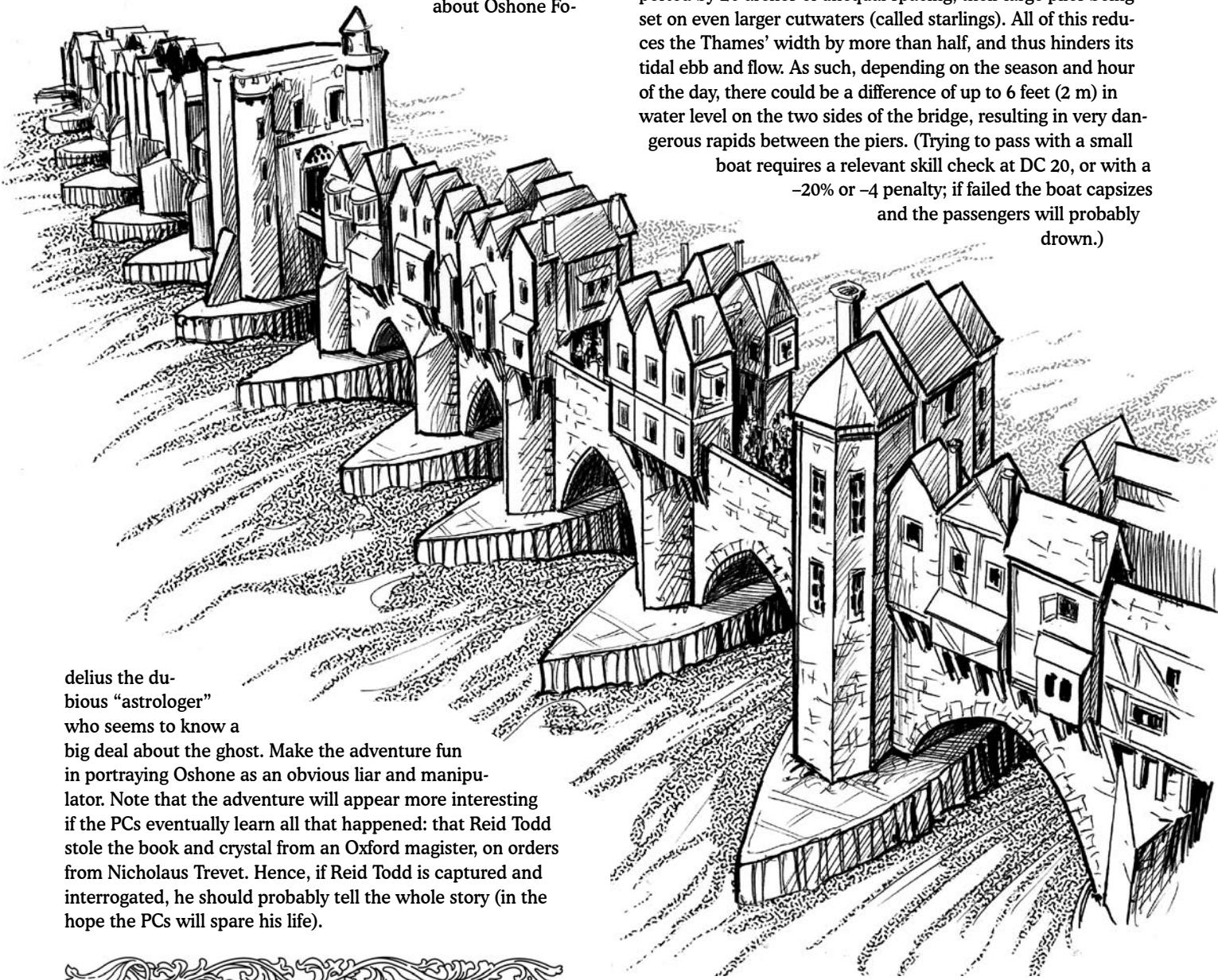
Father Tobias is a zero-level curate used to the tranquillity of his church on the other side of London. He is overweight, and the prospect of a pilgrimage frightens him, as he cannot but think about the bandits and other dangers he might encounter on their way to Canterbury. (This, despite that the pilgrims will be a group of two dozen people...) Hence, when the housewife calls for his help against a ghost she witnessed under her windows last night, Tobias is at loss. In fact, he first tells her to ask the Clerical Order. However, the scared woman insists that Father Tobias helps her. Still bothered by the demand, the priest eventually notices the PCs sitting in the inn, and asks them to accompany him. If the PCs refuse to join, the priest will reluctantly follow the housewife, and will forever disappear next night (after having fallen in the Thames and drowned; although his corpse will later be found on the shore). If the PCs accompany the priest, he will quickly prove to be a totally incompetent investigator overwhelmed by the mystery. If they propose him that he goes back to the inn, and they



take care of the situation by themselves, Father Tobias will feel relieved: the PCs just gained a contact and ally that could help them in the future (well, assuming that he will indeed come back alive from his Canterbury pilgrimage...).

## Running the Adventure

The PCs will probably go to the bridge and try to get clues. They might openly ask questions or discreetly watch what happens until getting interesting information. In any case, it's suggested that the PCs may speak with some people on the bridge and learn more about the ghost: it has been seen at night when the waters are calm, levitating somewhere near the middle of the bridge, usually on the downstream side. Then, unless they are extremely cautious, have the PCs meet with some killers (probably Hugh, Bertolf, and Crane the Sleek). It would also be an important point in the adventure, if the PCs could see the ghost at close range, and mingle among its cutthroats followers. Lastly, give the PCs enough clues so they eventually learn about Oshone Fo-



delius the dubious "astrologer" who seems to know a big deal about the ghost. Make the adventure fun in portraying Oshone as an obvious liar and manipulator. Note that the adventure will appear more interesting if the PCs eventually learn all that happened: that Reid Todd stole the book and crystal from an Oxford magister, on orders from Nicholaus Trevet. Hence, if Reid Todd is captured and interrogated, he should probably tell the whole story (in the hope the PCs will spare his life).



## LONDON BRIDGE

*I well remember the street on London Bridge, narrow darksome and dangerous to passengers from the multitude of carriages; frequent arches of strong timber crossed the street, from the tops of the houses, to keep them together, and from falling into the river. Nothing but use could preserve the rest of the inmates, who soon grew deaf to the noise of falling waters, the clamors of the watermen, or the frequent shrieks of the drowning wenches.*

— Thomas Pennet

The bridge was built by the end of the 12th century, taking 33 years to complete. It is approximately 900 feet (270 m) long, 25 feet (8 m) wide, and 45 feet (15 m) high (above the water), made of stone. The bridge is supported by 20 arches of unequal spacing, their large piles being set on even larger cutwaters (called starlings). All of this reduces the Thames' width by more than half, and thus hinders its tidal ebb and flow. As such, depending on the season and hour of the day, there could be a difference of up to 6 feet (2 m) in water level on the two sides of the bridge, resulting in very dangerous rapids between the piers. (Trying to pass with a small boat requires a relevant skill check at DC 20, or with a -20% or -4 penalty; if failed the boat capsizes and the passengers will probably drown.)



There is a gatehouse and drawbridge for the passage of tall ships in the middle of London Bridge, and another defensive gatehouse on each end. Note that the severed heads of various felons (including that of Jack Cade) are impaled on spikes displayed above the central gatehouse's passage. They have been treated by alchemists so they won't decay for months. Then, a huge pile near the center of the bridge supports a chapel. It is dedicated to Thomas Becket, Archbishop of Canterbury in the 12th century. Pilgrims who travel to Canterbury begin their pilgrimage in this chapel, after making a few prayers and giving some money. Yet, the most striking feature of London Bridge are the numerous buildings that have been erected upon it (more than 100), some of which are up to five stories high, some others overhanging by up to 6 feet over the river, or even over the walkway, thus forming a sort of dark tunnel on some parts of the bridge. On the street level there are shops, then homes above. Note lastly that there are some latrines at various places on the bridge that overhang above the Thames.

The bridge's central roadway is narrow and most of the time overcrowded and noisy. It is 12 feet (4 m) wide, divided into two lanes for the passage of people, their mounts and their carriages. At worst it is so full of people and stuff, that it can take a full hour to go from one end to the other.

Only the bridge itself, plus the chapel and the three gatehouses are built of stone. All other buildings that have been erected on the bridge are made of wood. The bridge would not be sturdy enough to support the weight of stone buildings. Then, these wood buildings are regularly replaced by new ones. For example, when Jack Cade's rebels fought the mob on London Bridge in 1450, several of its houses were burnt, which will thus have to be rebuild (or already have been).

## London Bridge's specific locations

Besides the hundred of houses that are not detailed (though some tables p.13 will help the GM create them on the spot if necessary), there is five areas that may be of interest to the players, and that their characters could find useful to search during the course of their investigation:

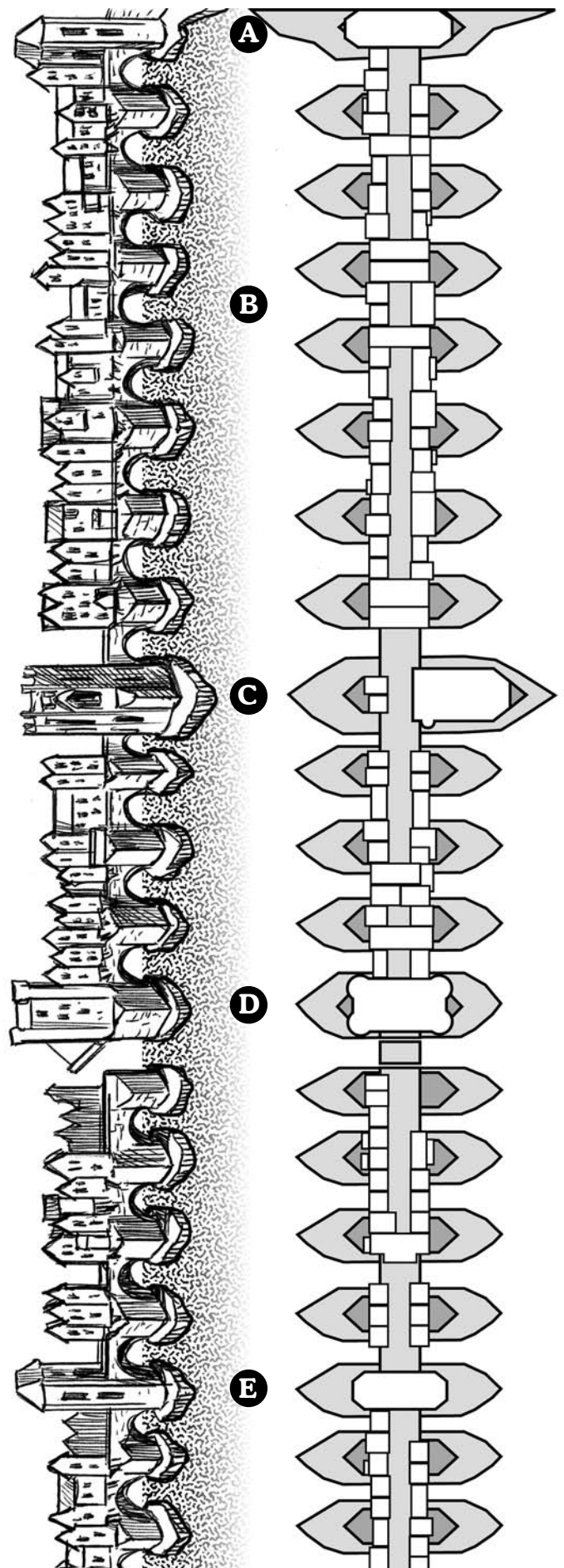
**A. Northern Gatehouse (London Side).** This defensive building has not been detailed, but is identical to the southern one.

**B. Reid Todd's Location.** This is the building where Reid Todd rents an apartment under the identity of Oshone Fodelius the astrologer. His neighbors don't know nor suspect that Oshone is a thief at the origin of the so-called Jack Cade's ghost, but nonetheless sense that he is a charlatan and dislike him.

**C. Bridge's Chapel.** The chapel is open day and night, and lately a higher number of boatmen and fishermen have come to make prayers, asking the protection of the saints against the ghost that several of them witnessed.

**D. Central Gatehouse.** Three of the main protagonists live here: Hugh and Bertolf, the watch's sergeants who have become members of Jack Cade's fledgling cult; and Walter Fogge, the venal Bridge Warden who will try to prevent any inquiry about the ghost, for fear of his embezzlements being revealed.

**E. Southern Gatehouse (Southwark Side).** This building is the first line of defense between London and Southwark.



## B: REID TODD'S LOCATION

The building (located between the 4th and 5th starling, when counting from the north) belongs to a wealthy jeweler, Bernard Lloyd (a zero-level commoner), who uses a part of it for his shop and living quarters, and rents the remaining rooms.

### 1) Reid Todd's/ Oshone Fodelius's apartment

Reid Todd began to rent this apartment approximately four weeks ago, when he was confident on his scam idea. There he pretends to be Oshone Fodelius the mage-astrologer, and operates as a fortune-teller. He also uses this fake identity to try convince a select few (based on their credulity and lack of scruples) that they have been chosen by the ghost of Jack Cade to fulfill a great destiny.

The apartment's door has a lock, and also a bar that Reid adds to the closed lock when he sleeps. If all of this wasn't enough, he also sets improvised devices (to this door and the windows) that will make noise if people enter (thus awakening him).

In the main room are some basic furniture (including a desk), and a lot of objects and drawings on the wall, that suggest of esoteric and magical things. However, any true magister will quickly realize that all of it is but useless junk without any practical arcane purpose.

There is also a second, small room (its door has no lock) that contains a bed and a locked chest (hidden under some clothing) where Reid hides his valuables: the spell-book, some money (3L, 27sh, and 35p), a necklace (worth 4L) that he stole from the jeweler (see #2), and his disguise material. The room's window is right above the Thames; on the outside Reid has put up a coiled rope firmly attached to the wall. He would need but one round to go through the window down below on the starling, where is a small boat.

Reid Todd is normally out for a couple of hours every night, to perform his impersonation of Jack Cade's ghost, then mingle among his followers under the identity of Oshone, as if he were but another of Jack Cade's followers, in order to know what the followers think, and further manipulate them. Then, during the day he is but Oshone, performing his petty scam of fortune-telling and spreading rumors about Jack Cade's return.

### 2a) Jeweler's Shop.

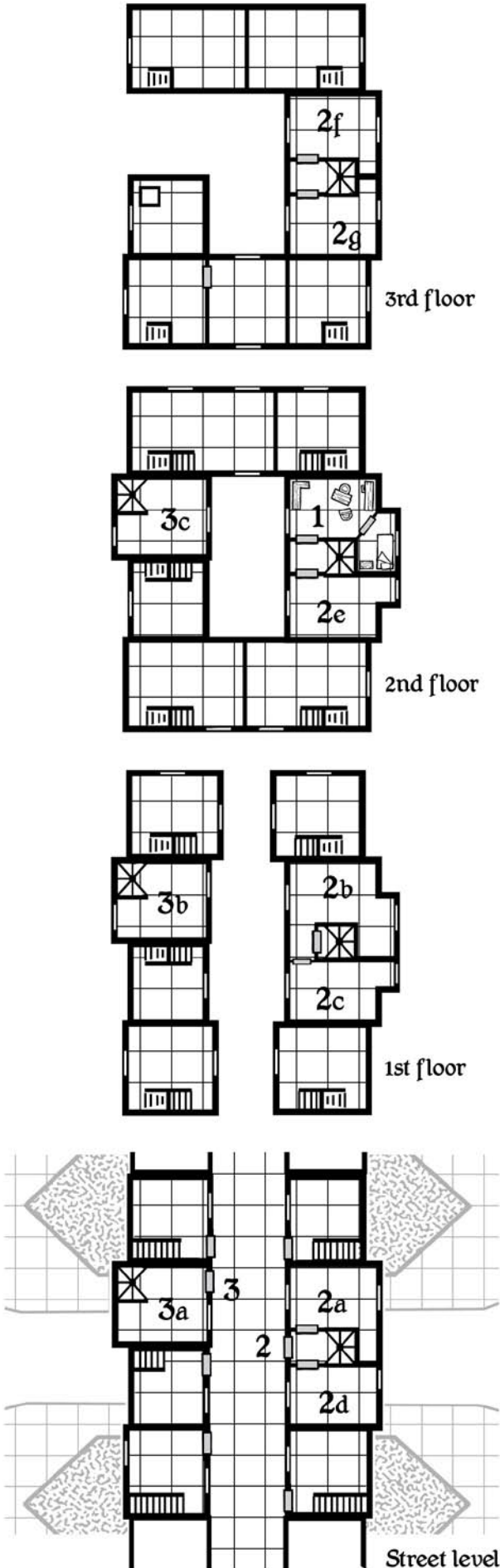
The jeweler only keeps money and jewelry in his shop during the day, bringing it with him upstairs for the night. At all times he is accompanied by a large dog that alerts and protects him against thieves. Yet, this didn't prevent Reid from stealing a necklace from him, two weeks ago. The jeweler asked Oshone if he could use some divination to locate the thief and necklace. Oshone answered that the thief had later met with Jack Cade's ghost and subsequently fallen in the Thames, on the bottom of which the necklace could still be found. The jeweler doesn't really believe it; he now suspects Oshone of being a charlatan, but he doesn't suspect him of actually being the thief.

### 2b/c) Jeweler's Apartments.

They are rather luxurious, with tapestries, carpets, sculpted furniture, etc. #2c is the sleeping room, with a safe under the proprietor's bed in which every night he puts his jewelry and money. The jeweler sleeps with his dog and a short sword at his side (plus his wife of course). All doors and window shutters are reinforced, locked, and barred from inside.

### 2d) Hat Maker's Shop.

This shop is rented by Henry Wolton the hat-maker (a zero-level commoner). The man has in fact a strong dislike of Oshone, though it's mostly due to instinctively not standing him rather than knowing anything about the thief/charlatan.



## 2e) Hat Maker's Apartment.

Henry Wolton lives with his family on the same floor as Reid/Oshone. However, he doesn't know nor suspect anything about him, beyond thinking that Oshone "reeks of deception."

## 2f/g) Rented Apartments.

Two other families live on this level. After having exchanged a few words with Oshone, and having heard about the rumor of Jack Cade's ghost, they have become somewhat worried, but don't know anything.

## 3) The building facing Reid Todd's apartment

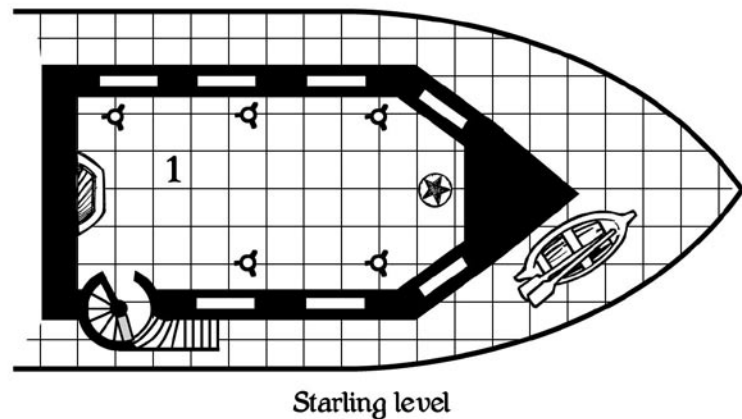
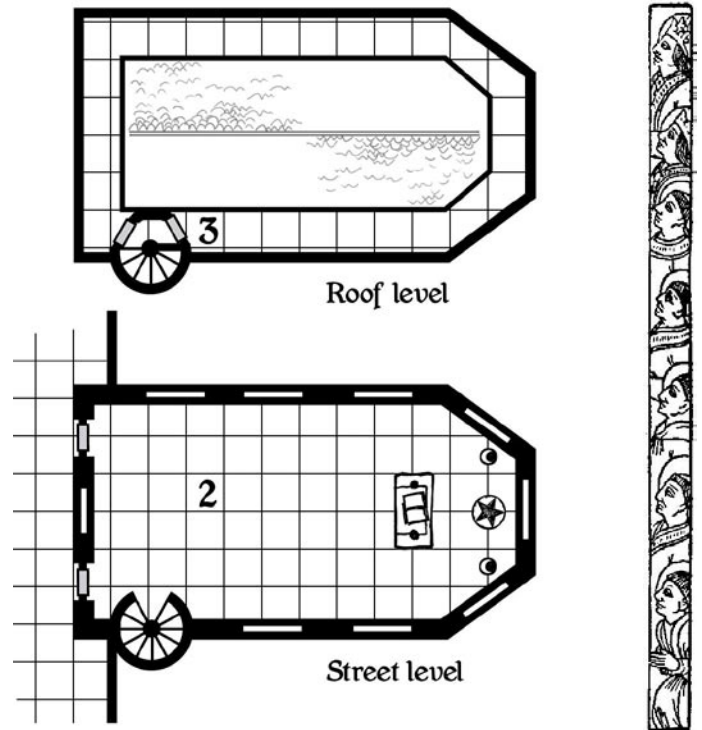
This small three-storey building belongs to Edmund Culpepper, a modest spice merchant. His shop is on the street's level, his apartment where he lives with his family on the floor above, and then an attic on the third level. Edmund is insomniac, often watching the Thames at night (through his window) when he cannot sleep. As such, he did notice several times lately, when the waters are calm, a small roving boat passing under the bridge below. Of course, it was impossible to see who roved it, or even if there was more than one person in the boat. On the other hand, Edmund never saw any ghost, as Oshone is careful to not make it appear close to his apartment.

## C: LONDON BRIDGE CHAPEL

A chapel is built on the ninth starling (when counting from the north), that is dedicated to St. Thomas Becket, Archbishop of Canterbury during the 12th century. Pilgrims who travel to Canterbury begin their pilgrimage in this chapel, after making a few prayers and giving some alms. The chapel is run by two priests (both zero-level commoners) who reside in a small house facing the chapel on the bridge.

### 1) Lower Crypt.

The crypt is lit and open not only during the day, but also all night long. This is so, in order to let fishermen and boatmen who work at night or early in the morning, to come and make prayers (usually imploring the protection of St. Thomas against the Thames' treacherous waters) whenever they need it. There has been an increase of their prayers lately, as several of them have witnessed the green ghost floating in the air not far from the bridge. It always occurs when the Thames' waters are at their calmest, and only once per night, for a rather short moment (i.e. 10 minutes). They also have witnessed some people (less than a dozen) who come close to the ghost (sometimes by boat, at other times silently on the bridge), listen to it, and then discreetly depart thereafter. One of the fishermen decided to loudly voice his concerns to the Bridge Warden. However, the latter didn't believe him. Then, a few days later, the fisherman disappeared, and his wrecked boat was found on the shore,



empty. Since then the fishermen and boatmen are scared, fearing the ghost's wrath, and asking for the spiritual protection of St. Thomas.

### 2) Main Chapel.

The chapel operates as any other church; it is open to all during the day. Its two priests know about the rumors concerning the ghost, but cannot do anything themselves except praying in hope that a divine intervention takes care of it. They already have alerted the Clerical Order; if one of the PCs is a cleric, he/she was sent by the order to investigate; if there is no cleric among the PCs, clerics will arrive later, after the PCs did their own investigation (whether successfully or not).

### 3) Chapel's Roof.

There is a walkway around the roof. If the PCs spend the night there observing the Thames below, near the bridge, they could at some point notice the green ghost floating in the air. The ghost almost always appears close to the central part of the bridge, as Reid thinks more reasonable to not do this too close to where he lives as Oshone.



will be detained until handed down to the authorities. There is a 20% chance of the jail being currently occupied (usually by a single zero-level commoner caught stealing on the bridge).

## D: CENTRAL GATEHOUSE

The central gatehouse appears like a small castle built on the 13th pier (counting from the north). It is where the Bridge Warden resides, and where the bridge's watch is stationed (12 men-at-arms, all zero-level soldiers except for the 2 sergeants, Hugh and Bertolf, who are 1st level fighters.) The Bridge Warden is in charge of the bridge's security and maintenance, collecting the toll money as well as inhabitants special taxes, and spending it as necessary so the bridge remains safe.

### 1) Drawbridge

The drawbridge is usually raised once or twice per day, to let pass sailing ships. It is done only when the waters are calm, not when the water level upstream, is much higher than downstream, thus resulting in dangerous rapids. There is a toll dependant on the boat's size and its cargo, normally ranging from 4p to 16p.

### 2) Gate

There is a heavy portcullis that in fact remains open most of the time. It is sometimes lowered, at night, mostly to see if it functions correctly, but has not since last month (as Hugh and Bertolf must let Reid and some of the followers move freely on the bridge). There is two reinforced doors on each side of the passage, usually kept closed. At any time during the day, there is 1d4 -2 guards in the passage, none at night.

### 3) Prison

There is two jails in this room, where an occasional cutthroat

### 4) Guardroom

This is the bridge's watch guardroom. There is always 1d4 men-at-arms (zero level soldiers) present here. The room contains basic furniture plus armors and weapons: 6 chain-mail armors and shields, one plate-mail, 8 halberds, 4 morning-stars, 4 long swords, and 8 crossbows plus ample ammunition.

### 5-6) Guards' Dormitory

Each of these rooms is a sleeping quarter for two of the gatehouse's guards. They are most likely empty during the day, and contain very little of value and interest. In addition, in room #5 is the machinery to raise and lower the portcullis, while the one for the drawbridge is in room #6. A total strength of 22 (usually two men) and 1d4+2 rounds is necessary to raise them; lowering is easier and takes but 1d3 rounds to get down.

### 7) Bridge Warden's Office

Walter Fogge, the Bridge Warden (a zero-level commoner), is normally found here during the day. This aging man has occupied the position of Bridge Warden for the last 7 years, discreetly using the money he is in charge of, to fill his pockets along using it for the bridge's maintenance. There is some furniture (including a desk with ledgers, etc.), and a sturdy locked chest firmly attached to the floor. At any time 1d10L,

3d10sh, and 1d100p can be found in it. Carefully comparing all the ledgers (including those

from the gatehouses) may finally reveal (with a successful, appropriate skill check; default DC15) that some of the toll money regularly disappears, probably totaling 20-30L per year. The Bridge Warden thus illegally doubles his revenue of 20L /year.

### 8) Bridge Warden's Apartment

Walter Fogge lives alone in this rather luxurious room (with 35L hidden inside the bed). He is a widower since his wife died of illness a few years ago. His three children are adults who live elsewhere. If investigated, his room will reveal that some kind of amulets (engraved with mystical symbols) have been set on the door and all windows; they are bogus items supposed to protect him against evil spirits. Then, there is a book about ghosts and evil spirits on a shelf. Walter is in fact afraid to get one more visitation of Jack Cade's ghost.

### 9) Hugh's and Bertolf's Quarter

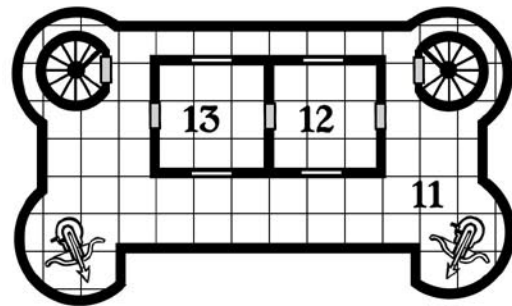
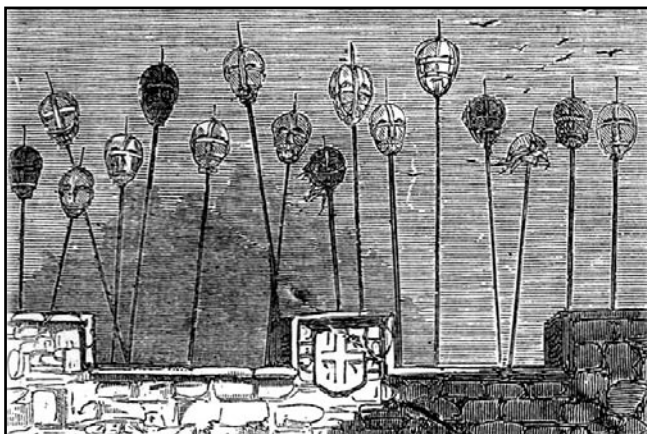
Hugh and Bertolf are the two sergeants (1st level fighters) of the bridge's watch. They have become prominent members of the eleven followers of Jack Cade's so-called ghost, and use their position in the watch, to spy on the population and get rid of people who would come in the way of Jack Cade's return. They never personally met with Reid Todd though, instead reporting to, and taking orders from Crane the Sleek, who most of the time keeps his visage hidden under a hood. In Hugh's possessions may be found an object that could be identified as normally belonging to someone who disappeared lately (i.e.: typically a luck charm that belonged to a fisherman who recently disappeared; or to any other missing person that the GM would have mentioned to the PCs when they investigated).

### 10) Balcony

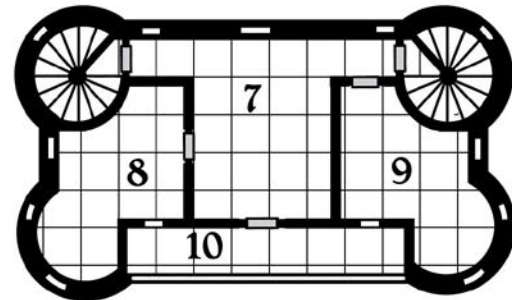
The balcony oversees the bridge's entrance. It would be easy to see the ghost from there at night (provided the PCs carefully wait for it), and 1d6 turns after its disappearance they would then see 1d4+1 persons (including Hugh and Bertolf) discreetly moving through the gate, and later, always alone, Oshone Fodelius returning to his apartment.

### 11) Terrace

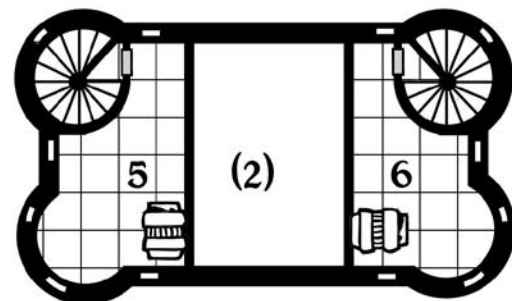
There is two ballistas that can be used to shoot targets down on the bridge, plus between them, the renown spikes on which are impaled the severed heads of various traitors and felons, including Jack Cade's. Investigating the head of Jack Cade would reveal nothing supernatural, except for a small piece of scroll with a short text, inside his mouth. This is a sort of plea-prayer



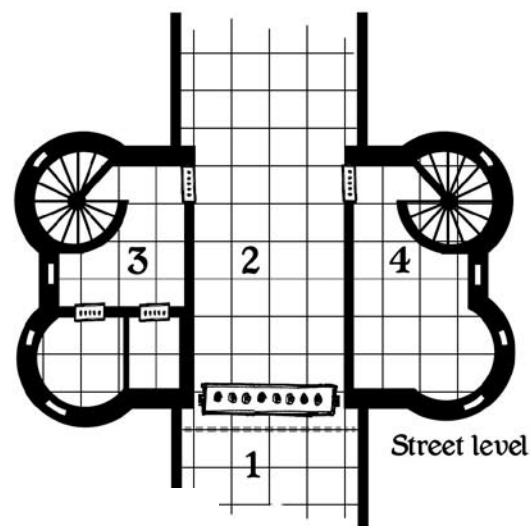
3rd floor



2nd floor



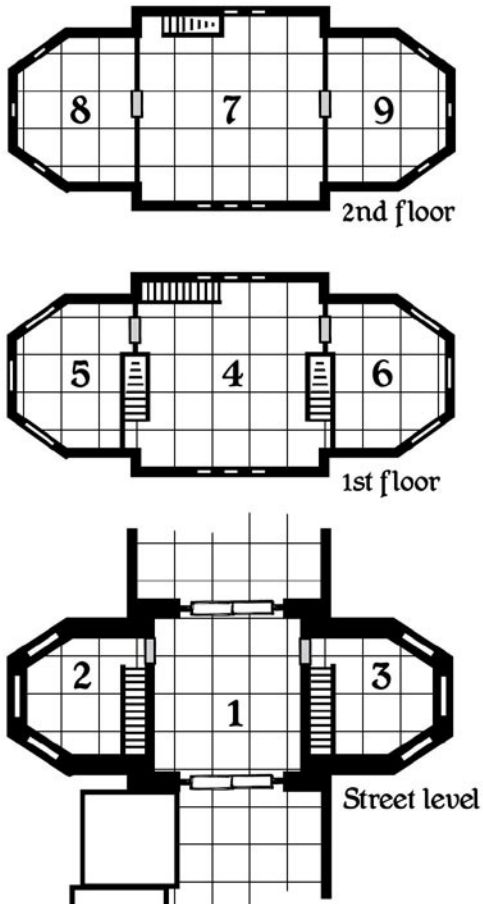
1st floor



written by Bertolf to the ghost, asking it to grant him the "love of Alice". If Alice could be found somewhere on the bridge (she is a young and rather cute housewife), she would tell that Bertolf has been harassing her lately (but she is not interested).

### 12-13) Unused Room

These rooms serve as a sort of attic, and do not contain anything of interest to the PCs.



## E: SOUTHERN GATEHOUSE

The current building is recent, as the precedent one (and the two arches on its sides) suddenly collapsed in 1437. Since the masonry remained in the water below, passing between these piers has become dangerous for the larger boats.

People who enter the bridge from Southwark must pay a toll to the Bridge Keeper (those who come from London must pay their toll at the northern gatehouse). Price is: ½p per person, except on Sunday when it is 1p; 2p per mount (horse, mule, etc.); and 1p to 4p per carriage depending on its size and contents. The money collected is used to pay the bridge's maintenance and repairs. This is a continuous process and the laborers get a daily wage, so the money is spent as it is gained. Hence, at any given time there is only 2d100p in the Bridge Keeper's coffer.

The Bridge Keeper and his assistants have heard about the ghost rumors of course, but have been firmly told by the Bridge Warden that they are idiotic superstitions and should be discouraged. In fact, the Bridge Warden even threatened to fire one of the Keeper's assistants who still wanted to know more about the rumors.

### 1) Gate

The doors are in thick sturdy wood reinforced with iron. Battering down these doors would require a ram, or mace, etc., and would be DC25 (or at a -3 penalty if using a d6), taking 3d6 rounds, which would be more than enough to awaken the guards. The doors are opened during the day, with two or three men collecting the toll and regularly bringing it in room #2.

### 2) Office

There is a desk, a few stools and shelves, plus a sturdy safe under the stairs. The Bridge Keeper writes down in a ledger how much money is collected everyday day. An investigation about it would reveal nothing of a suspicious nature (it's possible that the Bridge Keeper and the assistant discreetly keep a few coins in their pockets, but this would be relatively insignificant). The money collected during the day (as well as the ledger) is brought to the Bridge Warden in the evening after the gate has been closed.

### 3) Kitchen

This room is used as a kitchen. The Bridge Keeper's wife and her daughters cook food for the gatehouse residents, but also in excess to be sold to people who pass through the gate.

### 4) Guard Room

There are armors and weapons stored in this room: 5 chain-mail armors and shields, 7 halberds, 3 morning-stars, and 6 crossbows plus ample ammunition. These weapons see little use, as the Bridge Keeper and his assistants only wear a dagger on a daily basis.

### 5-6) Guards' Dormitory

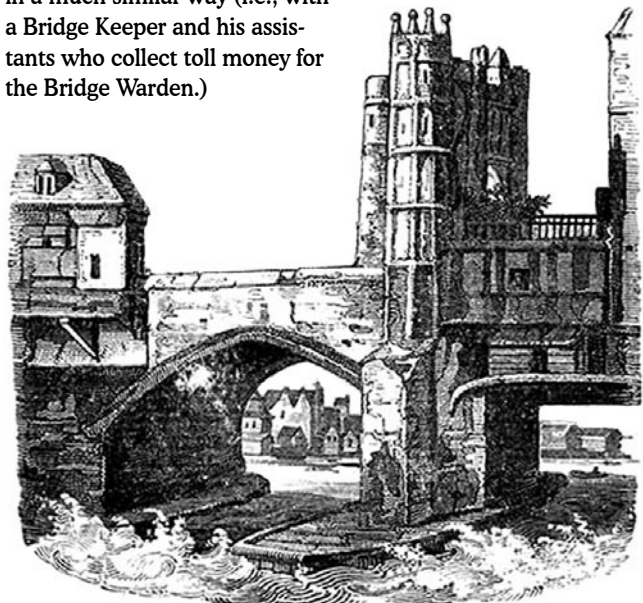
Each of these rooms is a sleeping quarter for two of the gatehouse's guards. They are most likely empty during the day, and contain very little of value and interest.

### 7-9) Bridge Keeper's Apartment

Although the Bridge Keeper, his wife and three daughters have plenty of space in these three rooms, this is nonetheless the attic (dark; of low ceiling and large beams in the way; and unpleasantly cold in winter and hot in summer). It contains little of value and interest.

## [A: NORTHERN GATEHOUSE]

The northern gatehouse has not been detailed, but holds the same function on the other end of the bridge. Despite the building is much older and its interior is smaller, it is operated in a much similar way (i.e., with a Bridge Keeper and his assistants who collect toll money for the Bridge Warden.)



# London BRIDGE's houses

Except for their chimneys that obviously must be made of stone or bricks, the buildings are made of wood, their walls being timber-framed with wattle walls. On average a building on the bridge is three-storey high, though the highest has five storeys. Due to an obvious lack of space, the bridge's buildings are uniformly cramped, with rooms that rarely exceed a surface of 10x10 feet. Inside, the stairways are steep and narrow, and in the smaller buildings resemble much more a ladder than a flight of stairs. The apartments are generally overcrowded, allowing for very little privacy. Likewise, furniture tend to be scarce, limited to a few stools, a bench, a chest or two, that sort of things. Even if the bridge's inhabitants must be relatively wealthy (as they must pay specific yearly taxes to live there), they are far from being nobles living in large stone mansions. In fact, what makes London Bridge attractive to build a house despite the lack of space, is the running water below.

## AVERAGE NON-DESCRIPT BUILDINGS

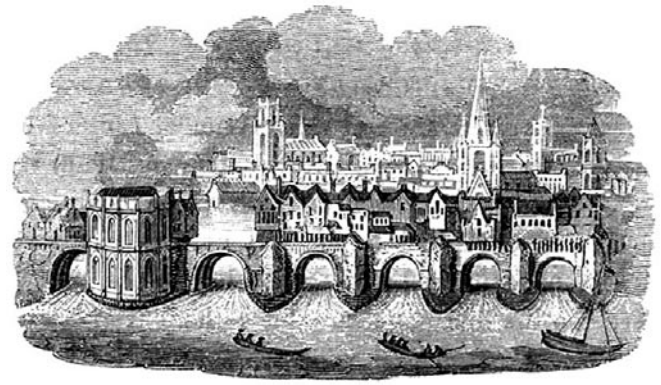
The tables below will help a GM create on the spot any of the bridge's houses that player characters might be tempted to visit. They will generally have very little that could be of interest to an adventurer, but players will often be tempted to visit at least one of them, just to know.

Building's number of levels (includes ground floor)	
01-30	Two levels + attic
31-75	Three levels + attic
76-95	Four levels + attic
96-00	Five levels + attic

Shops on ground floor	
01-40	One large shop
41-70	Two medium shops
71-00	Three small shops

Shops: Type of goods sold	
01-10	Apothecary
11-20	Books
21-30	Fine cloth (silk, etc.)
31-40	Fine foods (sugar, etc.)
41-50	Hats
51-60	Jewelry
61-70	Lamps
71-80	Perfumes
81-90	Spices (exotic)
91-00	Other (that the GM can think of)

Number of rooms on a level (stairway in addition)	
01-50	One room
51-90	Two rooms
91-00	Three rooms (often very cramped)



Room Contents (but not the attic)	
01-10	Empty
11-30	Basic furniture of low value
31-60	Furniture of good value
61-75	Luxury furniture, carpets, art objects, etc.
76-00	Storehouse or workshop for shop on ground floor

Room's Current Occupants	
01-30	Nobody
31-60	A woman with 1d4 young children
61-70	An elderly couple
71-80	A man or woman resting (maybe ill; 40% chances)
81-00	1d4+1 persons discussing or working

Attic's Content	
01-20	Empty
21-60	Various worn objects of little value
61-90	Stored food in sealed pots and barrels
91-95	Rusted weapons and armors of older eras
96-00	Dust covered, forgotten chests and stuff (exact content left at GM discretion; but no magic!)

Note that fighting inside an attic is impracticable (due to the cramped space, beams and low ceiling): imposes a -1 penalty to small weapons (daggers), -2 to medium weapons (sword), impossible with large weapons (halberd). Double the penalties if there is a lot of stuff stored in the attic.

Attic's Current Occupants	
01-60	None
61-80	1d3 servants resting
81-90	An elderly person incapable of movement
91-98	A nest of rats
99-00	A human skeleton (33% chance it is an undead)



# London BRIDGE's special people and buildings

When the GM needs something more colorful or specific than nondescript shopkeepers in typical bridge houses, any of the 20 following entries could be used (either choose or roll 1d100):

## 01-05: ALCHEMIST

A bright yellow sign hangs in front of this small store. From the sign hangs a glass beaker filled with a blue liquid. The store is run by Rachel Holsey, a handsome middle-aged woman, wife of the alchemist. She runs the store while her husband, William, is out in his workshop in a Southwark back alley, manufacturing various elixirs (see Dark Albion campaign setting: Alchemical Concoctions chapter, p.207) with his two apprentices. William Hosley is the alchemist who treats the heads that are impaled on spikes on London Bridge, so they do not decay. Hence he is the one who treated Jack Cade's head (though he doesn't know what was done to the rebel's body, and doesn't know who did put a piece of scroll in his mouth, see p.11).

The alchemist owns a flask of holy water. It was honestly acquired (given to him by a cleric a couple of years ago), and bears a wax seal suggesting it is a genuine item. However, holiness is not compatible with business, and thus if the alchemist sells the flask, it has a 75% chance of losing its "holy" effect (e.g. affecting undead and such); same if stolen. If it is given however, it will operate normally. In fact, it will be the PC's interaction (i.e., the player's role-playing) with the alchemist that will determine if the latter would sell or graciously give the holy-water. Note otherwise that William Hosley could become a future customer of various strange material gathered by the PCs during their adventures (such as troll blood); and could even create stuff for them.

## 06-10: APOTHECARY

This rather run-down building houses an apothecary filled with strange herbs and substances coming from the nearby countryside, as much as from more distant and dangerous places of Albion (such as mandrake found in the New Forest), and even from the continent (such as black flowers growing in Frogland's swamps). Most remedies are cheap and absolutely mundane, some blatantly cross the border to swindling. Yet others (i.e., the more expensive) are efficacious medicines (see Dark Albion: Medicinal Herbs chapter, p.205). Gwillin ap Rees, the Cymri owner, tends to look dingy and disreputable, and his apparently strange methods cause people to be somewhat wary of him (which doesn't help him get an important clientele). The apothecary is also quite grumpy and ill-tempered, but if presented with an interesting problem and more importantly some trust in his abilities, he might be just the one to know an antidote to that mysterious poison (in which case the consumer can roll another Constitution save [or vs. Poison] with a +4 bonus). Lastly, with enough money and much discretion, Gwillin could brew such poisons...

## 11-15: AUNT BEATRICE'S DELICACIES

This shop is first noticed by the wonderful smells drifting out in the street. During the day a large table just inside the window displays honey donuts, flaky pastries and cinnamon swirls. A small metal fence in the window blocks potential thieves, and children entering the shop are watched closely. Yet, Aunt Beatrice, the owner, is kind hearted, and day old pastries are sold for half price, and at two days they are handed out at the back door after closing. All the neighborhood loves her and she knows many of the kids by name, and since she has been around a while, also a lot of the low level thieves. She is always willing to trade gossip with customers, and has a ready, if distracted smile.

Aunt Beatrice, is an old and retired, 3rd level magic-user (though not an university magister; if using FH&W, she is a wise-woman) who saw too much abominations born out of Chaos, and wanted to forget about them. She is Lawful and has fought against many evil during her life, but now keeps her spellcraft secret. Yet, if someone were to find out they might (falsely) accuse her of being involved with the ghost.

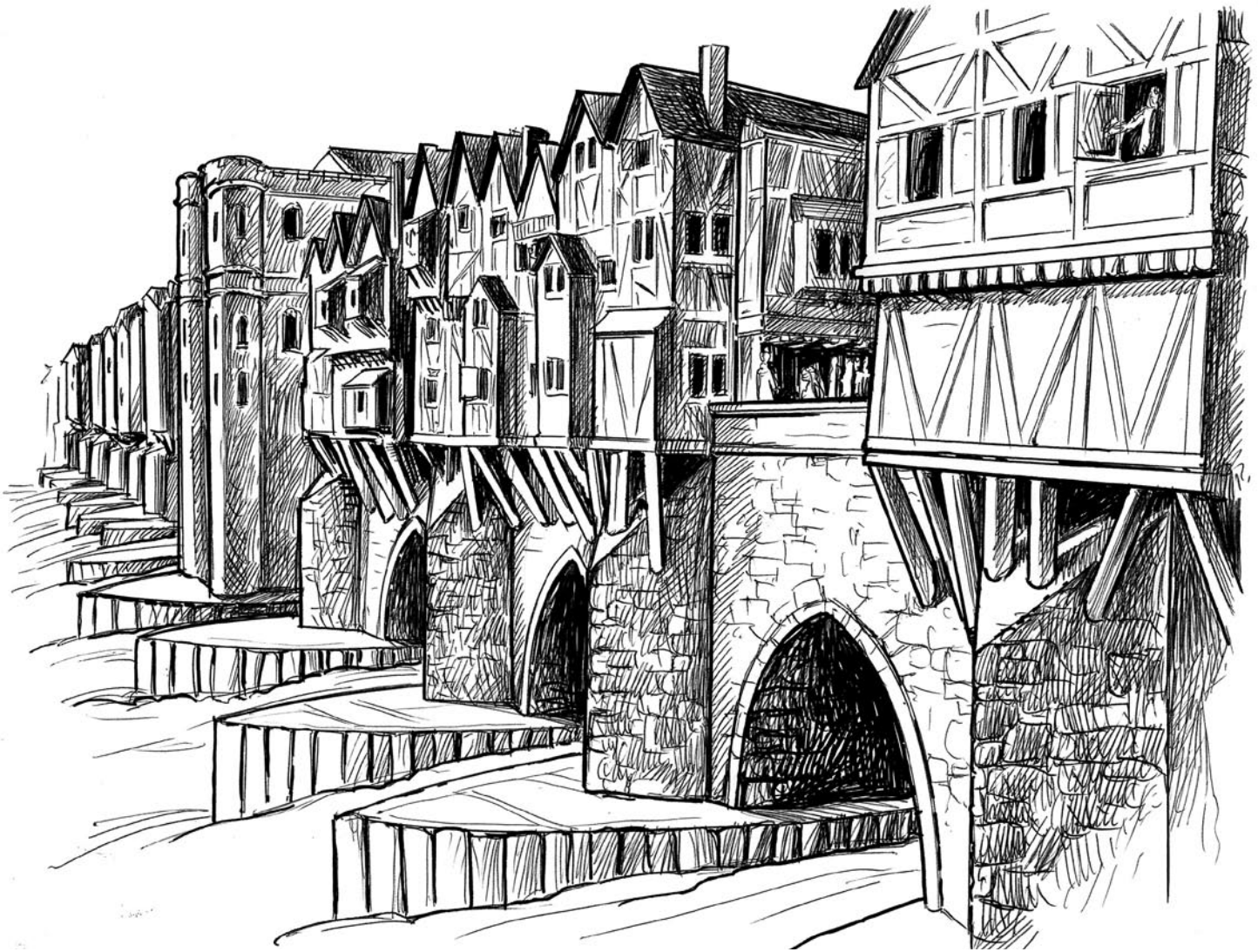
Her building is only three storey high. She lives above with two cats, and an older woman who was the sole survivor of an horrendous drama many years ago. This woman was saved by Beatrice, but had no family nor resources, so Beatrice decided to take care of her.

## 16-20: BLABBERMOUTH BARBER

This three storey building houses a barber shop run by Christopher Nutkin, a rather talkative, middle-aged man (zero-level commoner), who is a source of much information among the bridge's inhabitants. Not only can you get a hair-cut, shaving, bath, and even some minor healing (such as getting teeth-pulled, cauterizing infections, etc.), but you can learn all the latest gossip and rumors from Christopher. However, Christopher has such a way of bringing other people into endless discussions, that those people will eventually tell things they should probably keep for themselves, if they fail a Wisdom saving throw [or vs. Spells] (though made with a +4 bonus; this is not a magical ability after all). Of course, if this happens to a PC, he won't realize that he tells things about his adventures, treasures found, people killed and such; and later all of this eventually makes its way into ears that will put this information to use. So the PCs are due to later come into contact with people they would have preferred to avoid (such as a crowner).







### 21-25: BOOKKEEPER / SCRIBE

A new and pretty building with a door painted in bright green and red colors, and a sign depicting a book. It was built recently, to replace a small tavern that burned then fell into the river. Often, drunk people try to enter the house, still believing it to be the tavern, which upsets the proprietor. The latter is a scribe and bookseller, Charles Gedding, who delights in intellectual pursuits and hates vulgar people. He has a base 50% chance (or +5 on d20 skill checks) of having clues about books and where to find them. (The more obscure the book, the more vague the clue.) He otherwise operates as a reader and writer for illiterate people; it is Charles who did read Gregorius' notes and book for Reid Todd a couple of weeks ago. However, he doesn't know what happened to the thief.

### 26-30: BUTCHER'S SHOP

This is a rather plain three storey building, owned by Harold Fennigan, a butcher renown for his delicious sausages. The ground floor is taken up completely by his shop, and he lives in the levels above with his young (and rather timid) wife, Amy. They have no children and the local women are beginning to gossip that she is barren.

Harold only sells standard fare: pork, lamb, beef, chicken etc., but his sausages are known to be some of the best in the city. He guards the secret of their ingredients carefully.

The butcher's abattoir is in a small house close to the bridge in Southwark, and he does his best to keep it as clean as possible. The basement however is off limits to everyone except Harold himself. And it is here that he will bring any animals he can get down the stairs. The construction has left the place almost sound-proof, and here Harold revels in the slaughter of his animals, cutting the joints of meat from them while trying to keep them alive. He actively traps cats and stray dogs to bring down here, and torture before turning them into food. Then, the more the animals suffer and the more he enjoys it, the better are his sausages. In fact, unknown to Harold, his private worship of cruelty has attracted the attention of some major demon, who is discreetly granting him a supernatural ability to thus make his delicious sausages. Hence, anyone of the Law alignment who eat Harold's sausages will feel bad thereafter (make a Constitution save [or vs. Poison], or suffers from nausea until next day). Likewise, those of Chaos alignment will have to succeed a Wisdom save [or vs. Spells] or commit some heinous act shortly after eating the sausages.

Note that as a future plot device, it's not long before Harold turns into an insane psychopath (and gains his first level of Cultist), killing his wife and using her body to make his best sausages ever (with much enhanced secondary effects thereafter). The PCs might be drawn toward investigating the cause of several violent acts, shortly after the butcher's wife disappeared... (he will pretend she fell in the Thames).

### 31-35: CARTOGRAPHER'S SHOP

This is a rickety looking four-storey building that leans slightly into the street; its owner is Allan Eastbury, an elderly man with startlingly bushy eyebrows that are literally long enough that he brushes them to the sides such that their tips blend into the hair at his temples. Allan is a sage and noteworthy collector of maps. In fact, map-collecting is his passion in life, with the three floors of his home having the walls of every room lined with scroll shelves filled with parchment maps and geographical treatises. People often come to Allan in order to peruse his impressive collection. For a modest fee he will copy any of his maps and he is always interested in acquiring a new or interesting one.

There is one further quirk to his map collecting habits though: Allan finds an equal joy in owning a map, regardless of its accuracy or even if it depicts anything of any relation to the real world. In fact, many of his maps are of fictional or legendary lands or structures. This proves especially challenging for the would-be visitor to his library as Allan neither distinguishes nor remembers which maps are real and which are imaginary. To make matters even more convoluted,

one of Allan's acquaintances is an adventurer and traveler who brought him a map that he supposedly drew of his travels into the realms of demons.

For those PCs knowledgeable or lucky enough though, Allan can be an amazing resource of both rare knowledge and rare maps. Allan can also be an excuse to give the PCs some of the "parchment maps" found in the Dark Albion: The Rose War PDF file (available on RPGnow). He could also have treasure maps leading to one of the adventures detailed in the Dark Albion: The Rose War campaign setting.

### 36-40: CLOSED BUILDING

This shabby-looking building is shunned by the neighbors, its shop on the street floor is always closed. There are often screams at night, and a nearby shopkeeper claims to have seen scary men (in black leather and antipathetic) enter it at one time or another. However, people won't do anything about it, as they well know this building belongs to a powerful noble, they don't want to anger. The building is in fact inhabited by two mercenaries (2nd and 3rd lvl. fighting-men) who execute base missions for their master, and are currently waiting for his orders. In the building's attic they keep prisoner an unfortunate young woman they kidnapped some days ago, and badly mistreated. She will soon die (and be thrown into the Thames) if not rescued. She doesn't know anything apart of having been kidnapped by the two evil men. The mercenaries themselves know nothing about the "ghost." In fact Reid Todd has been careful to avoid them.

### 41-45: COLLAPSING BUILDING

This unstable building has recently been closed, and will be dismantled soon, as it is showing signs it is ready to collapse. Nothing stands upright clean, and the whole edifice is rickety. Thankfully, the buildings on each side look much more

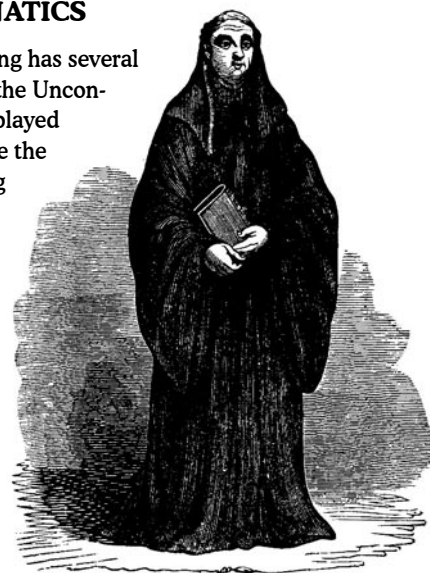
solid, and probably support it. Inside, everything is squeaky, and in some places one must be careful or risk falling right through the bad wooden stairs and floor. Hence, entering the building wilds important risks: 2d6 rounds after entering it, there is a 10% risk\* per character present in it, that the building collapses; roll a d6 to see the extent of the collapsing:

- **1-3:** It begins to collapse, but fortunately stops there after a few beams fell.
- **4-5:** It only half collapses; some parts fall below, but other parts remain in place. With a successful Dexterity save, characters remain in the part that doesn't fall, but still suffer 1d6 pts of damage; on a failed save they fall amidst the beams, etc., suffering 8d6 points of damage (Dex save for half).
- **6:** The building entirely topples down with a terrible noise, dealing 10d6 points of damage to those inside (Dexterity save [or vs. Breath Weapons] for half).

(\*:Cautious movement inside the building halves the risk; fight doubles it. Then, if someone survives the collapse's falling and crushing damage, he will find himself in the river below, with all that entails.)

### 46-50: DEN OF FANATICS

This four storey building has several religious symbols of the Unconquered Sun obviously displayed on its front wall and above the entrance. Yet, the building is clearly not an abbey or temple. It is in fact the home of a small community of zealots. Often, a few of them will come to make some penitence of their own, right in the middle of the street in front of the house, hindering circulation. At other times, a preacher will try to lecture people, and predict some impending disaster on the "community of sinners". Then, every day early in the morning, they sing religious songs aloud, windows fully open. As a result, most of the neighborhood strongly dislikes these zealots, and would be glad to see them leave. However, so far nobody has dared to speak openly against them, for fear of angering the Church (though this is only a guess...). The Chapel's clergy, on the other hand, has no great love of these fanatics, whom they see too radical and narrow-minded, and maybe wanting to step on their toes. Yet, none of these fanatics is a true priest, and they behave themselves, just indulging in angering the population. In fact, a clever person could probably convince them to create their own sect, and thus seed religious problems as well as a future schism.



All of these zealots are zero-level commoners, except for their leader, Brother Adrian, who is a former scoundrel (i.e., a 1st level thief) who renounced his older ways to become a rigid zealot, but who might as well become the cult leader of a heretical sect in the future.



### 51-55: DISCREET MONEY-LENDER

The window shutters of this four storey house are always shut, yet the building is inhabited. Men are seen entering or leaving the house day and night, and they generally try to remain extremely discreet about it. People in the vicinity tell of prostitution (probably because of the two young women living on the street floor), while others prefer to conjecture about some conspiracy or evil cultists.

In fact the building belongs to a money-lender: Joseph Richman, a middle-aged retired mercenary (3rd level fighter), who lives in this house with his two servants (who are also his nieces) on the ground floor, and a bodyguard (1st level fighter) who generally remains with him in his office on the first floor. Joseph almost never leaves the building for fear of being robbed, reason for which the shutters are always closed, all doors are locked and reinforced, etc. The people who come to his office try to also remain discreet to not attract the attention of local thieves. Lastly, Joseph constantly keeps some weapons (including a charged crossbow under his desk), a couple of magical potions, and his two big dogs with him. He wears at all times a chain shirt under his clothing, while the bodyguard appears ostensibly armed and armored when customers visit him.

Joseph's office is modest, consisting of a high desk, a few chairs, and a back room thought to contain a safe. He often has relatively little money in the safe (i.e., 2d6 x5 L), taking care that money circulates, not amass in his house. Most of his business is conducted with letters of credit, and Joseph only let in people he already knows, or have been recommended by persons he trusts. Joseph Richman is not only a money-lender, but also a financier who can place money, using it to underwrite expeditions both sea faring and into the wild. Deals are usually for a flat rate plus a percentage of the gain achieved.

### 56-60: EXOTIC PARAPHERNALIA

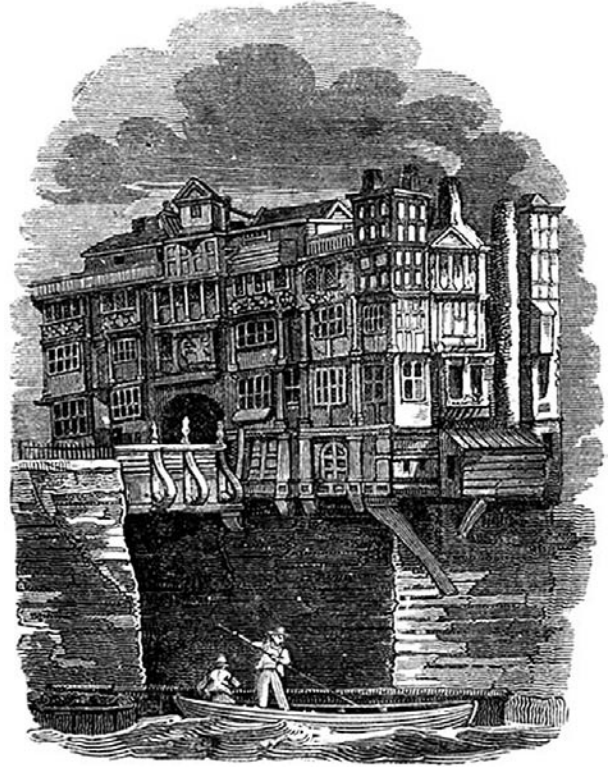
This tall (five storey high) but narrow building, is a shop owned by three brothers: Peter, Robert and Samuel Rawlins. The shop is on ground and first floor, while they inhabit the storeys above, with their respective families. They buy and sell all manners of exotic equipment. If you need a Crescent Moon's religious garb or a frogman's armor (good for disguises but imposing a penalty on movements), either you find it here or you don't find it at all. Note these merchants are hard bargainers,

typically buying at 50% then selling at 200% of what could be considered a normal price. However, since they only deal in items hardly found anywhere else in Albion, they have no concurrence. Only ordinary equipment can be found here though, as they never keep extremely valuable items that could attract thieves. Nonetheless, the brothers always know to whom buy or sell rare things (such as object of fae origin), for a consequent commission (10% to 20%). They could seem to be rich, but as they actually have few customers they just make a decent living.



The merchants otherwise know quite a few things about distant lands and cultures.

The PCs have a base 20% chance of getting something rare and obscure they would be searching for, though not necessarily immediately (the merchants may know where to find it, but not have it already). There is nothing magical to be found in this shop however. In fact, if the merchant were to get their hands on a magical object, they would have no way of becoming aware of its magical nature, so it would be sold like any other mundane (but exotic) object.



### 61-65: FOREIGN FOP'S HOUSE

This four storey house is home to an arrogant and incompetent fop (zero-level commoner). He is the son of a rich merchant from Bruges (on the continent), who wanted to get rid of him. As such, the son was sent there to take care of the goods his father would export, and make "an easy fortune". But then, fewer and fewer ships came, and eventually the young fop remained alone and without money. Being incompetent he was unable to perform any job, and had to rent two floors of the house in order to survive. Now he would like to get back home, but is terrified of travelling alone and has no money to hire guards to protect him. Nevertheless, he may try to fast-talk some adventurers, promising them his father would pay handsomely for his return. However, the rich merchant remarried and has a new heir to whom he intends to give his wealth. He certainly does not want to see his idiotic son back, and will in fact pay the adventurers to actually return him to the city.

Travelling to Bruges with the fop would be easy and direct by ship; but then the PCs might be forced to, or enticed in, going back to Albion by land, traveling to Calais across Frogland territories (with all that may entail). For this, the map p.117 of the Dark Albion campaign setting would be much useful.

## 66-70: IMMIGRANTS' HOUSE

This four storey high house is filled with recent immigrants from Edinburg, three or four generations of related families living in this crowded building. Most of the able bodied will be out working during the day. The house can be clean or dirty, but filled with people either way. They will be happy to find someone who speaks Scottish, or who is actually from Scots' Land. One of the teenagers, Duncan, lives a life of crime, being already a 1st level thief. Some of his loot is stored in the attic and there may be some jewelry elsewhere, which was given as gifts to aunts and mother, but is far too expensive for them to sell easily. He has already seen the ghost of Jack Cade once, a few days ago, but has been afraid of it, so doesn't think to join any group following it.

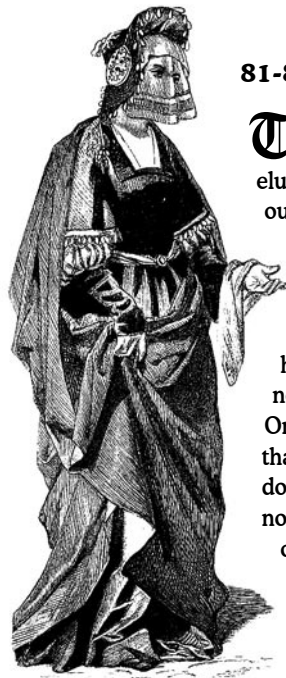
## 71-75: IRONMONGER SHOP

This is a small three storey building in good condition, used by locals for household items, tools and cheap leather goods. The owners (both zero-level commoners) are Henry Holcotte, a stick-thin older man with a large mustache, and Humphrey, his brother afflicted with a large scar over his face. They are friendly to locals and regulars, but business-like with strangers. They live above the cramped shop, using a set of outside stairs. At dusk the two men push all the goods up against the walls, and set up tables and tap a keg. The small bar can hold only about 10-15 people, and has no advertising but word of mouth. The two men serve and talk, and the bar closes early. They have great local gossip and are generally friendly, and the bar will typically empty out and close rather than fight.



## 76-80: MANDOLINS SHOP

This pretty three storey house has a (fake) mandolin hanging above the entrance, and is home and shop to a stringed-instruments-maker. The proprietor is a renown expert in his field, with a great passion for music. His charming son gives music lessons, mainly to young women of his age. In fact they all seem to be fond of him, and lately two of them have told to be bearing his child. There are thus problems to come very soon for this otherwise much-respected family. In fact, the charming son is now trying to figure out a way to escape from London, but haven't found yet the guts to take on an adventuring life.



## 81-85: MYSTERIOUS WOMAN

This nice four storey house has two guards perpetually guarding its doorway. The proprietor is an elusive and mysterious woman. She sometimes goes out, but always with her bodyguard, a man dressed in black leather, while herself is always totally clothed and veiled (or under a hood). Nobody ever saw her face and she usually avoids visits and encounters, so the wildest rumors about her have been heard. Yet, apart that she is obviously rich, nothing special ever transpired about this woman. One of her guards, who has been fired since, pretends that she is a rich but terribly ugly woman; she simply doesn't want that anybody may see her. One young noble, probably not very bright, wants to believe she is on the contrary extremely beautiful, hiding herself to not break hearts around. He fancies himself being in love with the woman, and often comes around, has some serenade given in front of her house, flowers sent, etc., to the woman who seems to not be aware of him.

Of course, who hides under the disguise is ultimately left at GM's discretion. Some of the more widespread rumors include (roll a d6):

- 1: It is a frogman (or frogwoman) in disguise, who needs to live near water.
- 2: It is a fae with great magical powers who should better be left alone.
- 3: It is a spy and assassin in service to the Queen, who should better be left alone.
- 4: It is a noble in disgrace hiding from her enemies, or maybe from the King himself.
- 5: It is a woman who hides her face from the sun (hence from the Unconquered Sun) because of a long penitence to redeem grave sins.
- 6: It is a leper.



## 86-90: QUARRELING COUPLE

When the PCs pass in front of this small two storey building, there is a 50% chance they hear a man and a woman screaming insults at each other through their respective windows. This is a married couple who seem to have nothing better to do than spend their time arguing and screaming, most of the time while still continuing to pursue their respective trades. Husband, Martin Duncomb, is a potter and works in his shop on ground floor; while his wife, Margaret, is a seamstress and works on the floor above. All day long they find new excuses to walk to the other (or just scream from their workplace), and argue about some inane subject which always degenerate in screaming and broken pottery. It has been like that for years, and those two don't want to divorce (even if they pretend living in hell because of their spouse). Anytime they are suggested to do so, they have a new reason to explain they would really like to, but cannot. The couple has a single son (their continuous disputes prevent them to engender more children) who is left to his own, and will eventually become a thief. When their son's head ends up on a spike over the central gatehouse, they will have an excellent motive of dispute until the end of their lives.

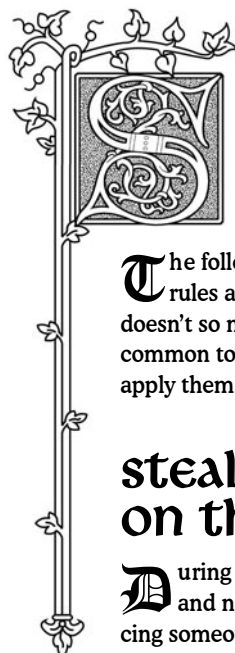
## 91-95: SAILOR'S HOUSE

This three-storey house without shop, belongs to a ship captain, Francis White, who is almost always absent. It contains numerous trophies, including stuffed animals and odd weapons and armors, from distant lands. Two domestics take care of the mansion in the owner's absence: an old man with a missing arm, Herbert, who had been saved from a horrible death by Francis (and thus is extremely loyal to him), and a mute strong woman (called Gertrude by the old man, though her real name is probably different) of dark skin, visibly native from a distant country (maybe the Turks' Land). Both of them are more than simple commoners and know how to defend themselves if need be: the woman is a 1st level fighter; the man is a 2nd level fighter, though due to his old age and missing arm, he has low Str, Dex and Con. In any case, if there is a treasure chest hidden in this mansion, they don't know about it.



## 96-00: SERGEANT'S WIDOW

This is an old, two storey building, with a strong wooden door. The current proprietor is a widow, Mildred Shaw, with three young children. Since her husband Michael died, she has been on hard times and is very poor despite running a small shop. Her husband was a sergeant of the bridge's watch, and she still owns his equipment (sword, halberd, and chain-mail armor). This woman would be glad to answer a couple of questions, if any, about the bridge's watch, in exchange for a couple of shillings. Due to what her husband gossiped when he was alive, she knows the names and habits of most of the watch's soldiers, even if she rarely frequents them, and knows about many rumors. However the rumor about the ghost of Jack Cade is very recent, and she knows little about it. She only knows that no undead was ever witnessed on the bridge, even though some decapitated heads are displayed on the central gatehouse. On the other hand, she knows that the Bridge Warden is corrupt and stole a part of the toll's money; maybe her husband died because he knew about it. Note that if the PCs say to other people around what the widow told them about this, she will be soon disappear, thrown and drown into the Thames. (If the PC anticipate this, they could intercept Hugh and Bertolf coming to kill the widow at night.)



## pecific situations

The following are typical situations in which game rules and dice rolls can be required. This section doesn't so much creates new rules, than expand on those common to most OSR rule-sets, or simply details how to apply them in specific contexts.

### stealth and perception on the BRIDGE

During the day the bridge is so overcrowded, dark, and noisy, that perception checks (typically noticing someone or hearing conversations) become nearly impossible; and trying to hide or be silent (unheard would be a better term) is an almost automatic success. As such, if a character manages to get 20 feet ahead of a pursuer amidst the bridge's crowd (that will require making use of strength and dexterity though, and provoke some troubles), he has eluded his pursuers.

In the middle of the night there is very few people on the bridge, so chases are resolved normally (except for the gatehouses being closed). However, there is still a lot of noise coming from the water rushing between the piers, so making Listen skill checks remains nearly useless.

### chases on london BRIDGE

The passage on the bridge is so narrow (12 feet / 4 m wide), and during the day it is so overcrowded, that it can take up to one full hour to cross its 800 feet long. As such, it is totally impossible to have any chase on it. Yet, fantasy being what it is, there could be PCs and NPCs alike, who would try to run on the buildings' rooftops. This is going to be impracticable (though this might make for some fun moments), as the buildings are of unequal heights, the roofs are generally steep, and of course, passing over the central drawbridge would require being able to fly. Treat this with Climb checks if necessary: a normal check both for walls and roofs (i.e.: regular Climb percentage, or DC 20). Unfortunately, roofs may be fragile, so make also a Dexterity save when treading a roof, or its tiles break resulting in a fall. Roll 1d6 to determine where you land:

- 1: On another roof (1d6 pts of damage, and re-roll a Dex save at a -4 penalty to not fall again)
- 2: On the central street below (3d6 pts of damage, with a Dexterity save for half as you fall on something or someone, killing him/her in the process)
- 3-4: On a cutwater (6d6 pts of damage)
- 5-6: In the Thames (hence see below).

# falling into the thames

At any time a character may fall in the Thames. If it occurs, use the following guidelines:



- If the character is unarmored, make a Dexterity save [or vs. Petrification]. If the save is failed, the character falls flat on the water, thus suffering 1d6 points of damage if falling from the bridge, or 2d6 if falling from the roof of one of the bridge's buildings.
- If the character is wearing armor, subtract the AC bonus from the damage dealt, if any (e.g., chainmail armor is AC 15 [or AC5], which means a +5 bonus added to the base AC 10; hence chainmail reduce this falling damage by 5 points). Note by the way that this damage reduction should only apply to falls in water, not on hard ground.
- Unarmored and unencumbered characters proficient in swimming don't need to make any die roll. They just swim. Others must make a skill check (or at least a Dexterity save [or vs. Paralysis]) to not drown. Wearing the lighter armors imposes a penalty to the roll (see FH&W p.64); but with a plate-mail (or heavier) armor, its an immediate sinking.
- Characters dragged to the Thames' bottom by the weight of their armor or equipment, may have a few rounds to try to do something (most likely getting rid of this armor and equipment). However, it requires to succeed two saving throws: A Constitution save [or vs. Petrification] to not immediately drown and suffocate; and then a Wisdom save [or vs. Wands] to not panic and thus be able to act in a meaningful way. If both saves are successful characters underwater have a number of rounds equal to 1 + Con bonus to do something (or see FH&W rules p.119). Note that removing armor in a hurry takes 1d4 rounds, +1 round if medium armor, +2 rounds if heavy armor.
- During the day there is a 20% chance that a boat is nearby, and that its crew will come to the character's help. (What these people could do to help, however, is at GM's discretion, but generally they won't be of any help to a full plate armored character directly sinking to the Thames' bottom.)
- When an item falls in the Thames, it's generally but lost. There is no way it could be recovered in these troubled waters, since no diving equipment has been invented as of yet. This is especially true of small items. Hence, if the magic crystal falls into the Thame, it will be lost. It would certainly require hours of searching with the help of potent sorcery (e.g., *Detect Magic*, *Locate Object*, and *Water Breathing* spells) to get a slight chance of recovering it. This is clearly unavailable to 1st level characters.

## chases on rowed boats

In cases this might happen, here is an abstract system to run boat chases. Each round roll 1d8 + relevant modifier for each boat, the pursuer catching the other boat when totaling a higher number of points.

First of all, a boat is AC10 (it cannot dodge blows, but may resist weapon strokes entirely) and has 3d6 hit-points. When it reaches zero hit-points, it cannot float anymore and sinks. Each two points of damage reduce its "racing rating" (see below) by 1 point.

To resolve a chase between rowed boats on the Thames, roll 1d8 for each boat (so long as there is someone rowing it), then add all the relevant modifiers detailed on the table below. The base number to take into account is the boat's "racing rating" of 2d4 points; the higher the better, reflecting better maneuverability, lighter weight, etc. So a boat with a racing rating of 7 is potentially faster than one with a racing rating of 4. (Note that only a mariner, fisherman or sailor will discern at a glance which boat is better than another.)

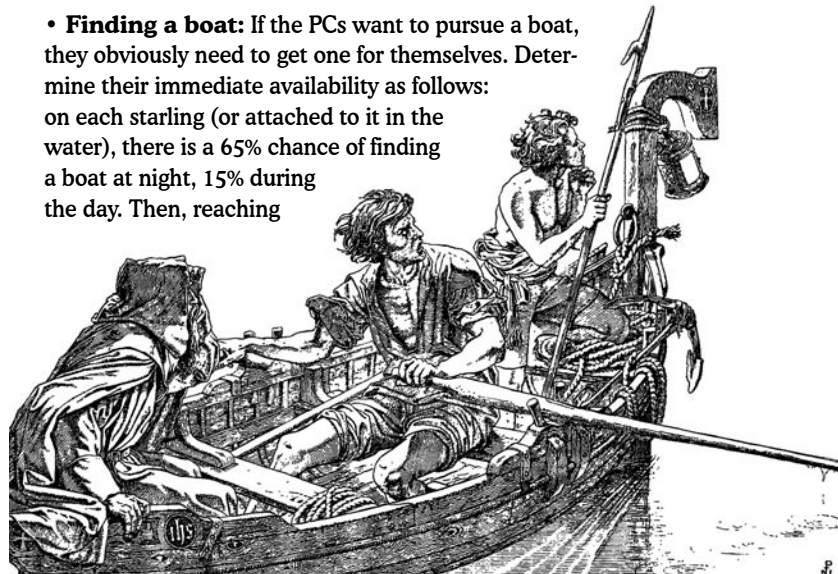
Base racing rating	2d4
Rower is a mariner	+ level
Rower is not a mariner	-2
Rower has great strength	+ Str bonus
Per additional rower (if it is a mariner)	+1
Per additional (non-rowing) passenger	-3
Has a sail + wind in the appropriate direction*	+3d4
Passenger brutally moving (e.g., during a fight)	-2
Creative use of magic to move faster (GM decides if allowing it or not)	+1d4 per spell level

(\*: Requires being a trained sailor/mariner, or it's useless.)

If a boat is already farther away when another decides to pursue it, the GM must give it a number of points to reflect its advance. For example, if the pursuer starts rowing two rounds later, the first boat has already rolled and added 1d8 + modifiers twice. So on the third round when the pursuer starts going after it, both roll 1d8 + modifier, but the pursued boat adds the points gained during the two prior rounds. Then, each round of chase the points rolled accrue. When the pursuer has the same or a higher number of points than the boat ahead, it catches that boat.

If the GM is in need of determining some distances, lets assume (for ease of play) that 1 point = 10 feet traveled in one round.

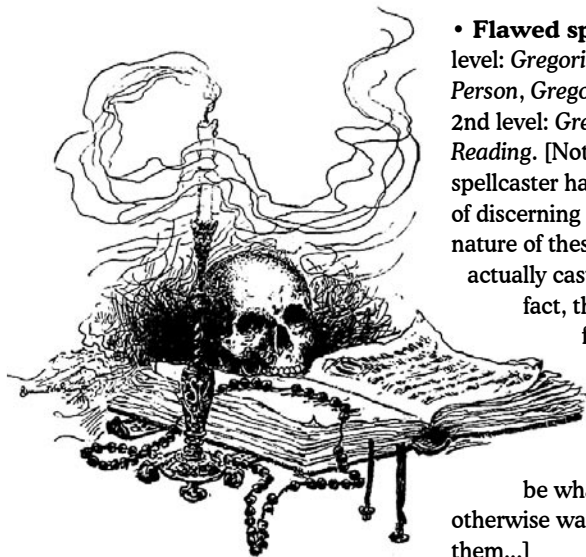
- **Finding a boat:** If the PCs want to pursue a boat, they obviously need to get one for themselves. Determine their immediate availability as follows: on each starling (or attached to it in the water), there is a 65% chance of finding a boat at night, 15% during the day. Then, reaching



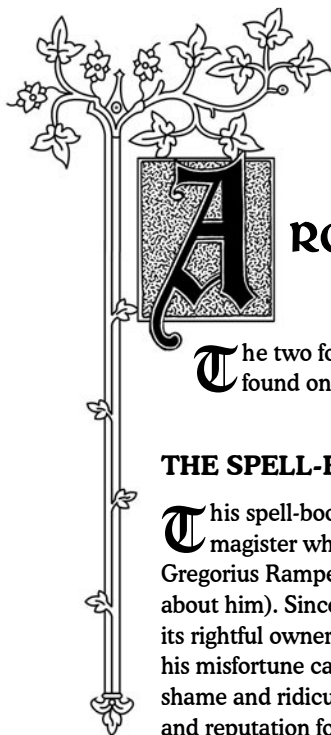
a boat may take 1d3 rounds; getting into the boat and starting the chase takes one full round.

Otherwise, during the day there could be passing boats nearby: 10% chance of immediately finding one (comes in 1d6 rounds once called), willing to transport the characters for a few pennies; otherwise there is a 5% cumulative chance per turn of getting one if waiting for a boat.

• **Swimming after a boat:** This is most probably hopeless, but if in need of numbers, assume that a character proficient in Swimming gets a base:  $(1d3 + \text{Str modifier})/2$ , rounded down. Someone not proficient normally drowns. Then, if the character is upstream near the bridge, roll a Swim check at DC 15-20 [or skill check with a -5 or -10% penalty] to not be drawn into the rapid, and there do another check at DC 15 or drown.



• **Flawed spells.** 1st level: *Gregorius' Charm Person*, *Gregorius' Sleep*; 2nd level: *Gregorius' Mind Reading*. [Note: a low level spellcaster has no chance of discerning the flawed nature of these spells until actually casting them. In fact, they are perfectly working spells, except their effects may not be what a PC would otherwise want from them...]



## ARCANE OBJECTS

The two following items of an arcane nature will be found on Reid Todd or in his apartment:

### THE SPELL-BOOK

This spell-book in fact normally belongs to an Oxford magister whose name can be found inside the cover: Gregorius Rampestone (see p.03 and 04 for information about him). Since the book was stolen a few weeks ago, its rightful owner has become powerless; furthermore, if his misfortune came to be known, it would certainly bring shame and ridicule upon the magister, ruining his career and reputation forever (or so he believes). Hence, if the

PCs bring the book back to Gregorius, they will gain an ally who will later be a source of information, may cast a few spells (see below) on their behalf, and sometimes hire them for certain tasks (i.e., send them on adventures).

This of course doesn't preclude a PC magister to copy the spellbook before giving it back to Gregorius. However, keep in mind that copying spells takes time (as determined by the ruleset or the GM).

Gregorius' spellbook contains 10 spells. Note however, that three of them were created by Gregorius himself, and are unfortunately somewhat broken. Yet, a PC magister who copies them should not discern their flawed nature before having cast them a couple of times...

• **Regular spells.** 1st level: *Comprehend Languages*, *Detect Magic*, *Identify*, *Mending* and *Read Magic*; 2nd level: *Invisibility* and *Levitate*. [Note: the 1st level spells are meant to be used on the PCs' behalf later in the campaign, if Gregorius becomes their ally. Hence, they should not be changed. On the other hand, the 2nd level spells are more of an adventure reward for a PC mage to copy, and thus could be replaced with other spells if the GM deems so.]

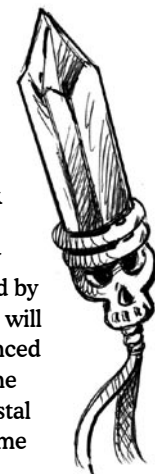
—*Gregorius' Charm Person* (1st lvl.): This works very similar to a regular *Charm Person* spell, except the victim becomes incredibly jealous toward the character. Imagine those people who make life impossible and unbearable for their spouse; then do the same thing with the person charmed by this spell, except no romance needs to be involved. Hence, the jealousy will be triggered anytime the caster takes an interest in some item, wants to speak (or simply watch) someone else, etc. As a result, the charmed person should be much more of a nuisance than a real help...

—*Gregorius' Mind Reading* (2nd lvl.): This spell works as per *ESP / Detect Thoughts* only if the caster succeeds a Wisdom saving throw [or vs. *Spells*] rolled secretly by the GM. On a failed save, the caster only reads his own biased projections (i.e., conscious and unconscious expectations reflecting his own judgmental opinions toward the target) instead of the target's real thoughts.

—*Gregorius' Sleep* (1st lvl.): As per the *Sleep* spell, except it often affects random targets instead of those chosen by the caster. The GM should secretly roll 1d100: 01-60 = spell works as intended by the caster; 61-80 = targets are unaffected, but the spell affects the nearest creatures, whether allies or enemies, which may also include the caster; 81-100 = the spell only affects the caster, without saving throw allowed, and even if a *Sleep* spell would otherwise not affect a creature of his level.

### THE MAGICAL CRYSTAL

This small, green, faceted crystal, is the size of a big thumb. It can be activated once per day (i.e., once per 24 hours period), with a maximum duration of 10 minutes. This requires to speak a command word that can be found the hard way (through the use of *Identify* spells and such), or may be discovered reading Gregorius' notes still detained by Reid Todd. Anyone can use this magical item, but it will become really useful only in the hand of an experienced magic-user. That is, if the user is a spell-caster, he/she gets a 10% chance per caster level of having the crystal generate a 6th level *Project Image* spell (roll each time the crystal is activated). Otherwise, the crystal only



projects a green, ghostly and glowing image of the wielder, that is only clearly visible in darkness (in daylight it is more difficult to discern, and requires to be within 30 feet of it). This image cannot generate sound, is insubstantial, and cannot be used for anything but visual display.

Other than that, if the GM finds the idea interesting, there could be much more to this magical item, that may thus become a long term plot device. That is, if they get appropriate information in ulterior adventures, the PCs may learn that they could awaken the crystal to its real purpose with a gruesome sacrifice. In absorbing the blood of a victim during a special ritual (its details are left at GM's determination), the crystal will become red, taking the appearance of a ruby (for a duration of 1d4+1 weeks, after which it returns to its dormant state). This will grant a user a +2 bonus to all demon-summoning checks, and also allow 1/week to use the crystal to project a demon from the lower planes (the specifics of this power are left at GM's determination). Needless to say that the original owner of this crystal (a sorcerer of whom the Cambridge mage who sold it, was but a disciple) is eager to get it back, and will thus eventually catch the PCs if they still have it...

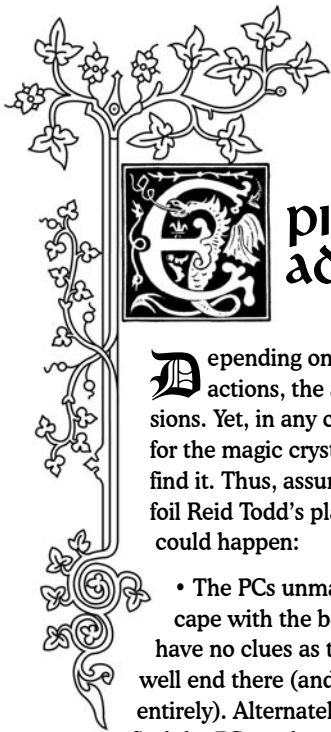


NPCs: Fantastic Heroes & Witchery stat-blocks								
	Class/Level	Hit-pts	Save	AC	BtH	Dmg	Morale	Align
<b>Reid Todd</b> (aka Oshone Fodelius)	Thief — 3rd level	12	14 (+5 Dex)	13	+1	1d4	10	N
	Str11, Dex15, Con10, Int11, Wis9, Cha15. Backstabb x2. Skills of a 3rd level thief (i.e.: +5 to rolls)							
<b>Crane the Sleek</b>	Thief — 1st level	5	15 (+5 Dex)	13	+0	1d6	10	N
	Str11, Dex13, Con13, Int9, Wis9, Cha10. Backstabb x2. Skills of a 3rd level thief (i.e.: +3 to rolls)							
<b>Hugh, Bertolf</b>	Fighter — 1st level	8	16 (+3 Str/Con)	12 or 15	+3	1d8 +3	11	N
	Str13, Dex11, Con13, Int9, Wis9, Cha11. Weapon specialization							
<b>Basic Man-at-arms</b>	Zero level	6	18 (+2 Str/Con)	12 or 15	+0	1d8	8	N
	Str11, Dex11, Con11, Int9, Wis9, Cha9. Detect trouble and Watch Over Prisoners skills at +2							
<b>Basic Commoner</b>	Zero level	4	18	10	+0	1d4	6	N
	Str9, Dex10, Con10, Int9, Wis9, Cha10. Professional skills (determine competence level with 1d6)							
<b>Nicholaus Trevet</b>	Magister — 3rd level	7	16 (+4 magic)	10	+1	1d4	8	C
	Str9, Dex10, Con13, Int15, Wis12, Cha11. Spells per day: 5 (1st lvl) / 1 (2nd lvl)							

NPCs: OSRIC stat-blocks (can be used for other similar games such as Labyrinth Lord, Iron Falcon, etc.)								
	Class/Level	Hit-pts	Save	AC	TaAC0	Dmg	Morale	Align
<b>Reid Todd</b> (aka Oshone Fodelius)	Thief — 3rd level	12	T3 (p.25)	7	20	1d4	50%	NE
	Str11, Dex15, Con10, Int11, Wis9, Cha15. Backstabb x2. Skills of a 3rd level thief (i.e.: see p.24)							
<b>Crane the Sleek</b>	Thief — 1st level	5	T1 (p.25)	8	20	1d6	50%	NE
	Str11, Dex13, Con13, Int9, Wis9, Cha10. Backstabb x2. Skills of a 1st level thief (i.e.: see p.24)							
<b>Hugh, Bertolf</b>	Fighter — 1st level	8	F1 (p.14)	8 or 5	19	1d8 +2	55%	NE
	Str13, Dex11, Con13, Int9, Wis9, Cha11. Weapon specialization (enabling 3 attacks every 2 rounds)							
<b>Basic Man-at-arms</b>	Zero level	6	F0 (p.14)	8 or 5	20	1d8	40%	LN
	Str11, Dex11, Con11, Int9, Wis9, Cha9. Detect trouble and Watch Over Prisoners skills at 40%							
<b>Basic Commoner</b>	Zero level	4	F0 (p.14)	10	20	1d4	30%	N
	Str9, Dex10, Con10, Int9, Wis9, Cha10. Professional skills (competence level: 1d4+3 x10%)							
<b>Nicholaus Trevet</b>	Magister — 3rd level	7	MU3 (p.17)	10	20	1d4	40%	CE
	Str9, Dex10, Con13, Int15, Wis12, Cha11. Spells per day: 2 (1st lvl) / 1 (2nd lvl)							





## Epilog and next adventure

Depending on the players and their characters' actions, the adventure may have various conclusions. Yet, in any case Nicholaus Trevet is still searching for the magic crystal, and will quickly learn where to find it. Thus, assuming the PCs don't die and manage to foil Reid Todd's plans, here is a few examples of what could happen:

- The PCs unmask Reid Todd, but he manages to escape with the book and magic crystal. Since the PCs have no clues as to where he might flee, the story may well end there (and next time will be another adventure entirely). Alternately, the GM may have Nicholaus Trevet find the PCs and propose them to pursue the thief, pretending that he stole the magic crystal from him.
- The PCs capture Reid Todd and hand him to the authorities. After questioning the thief, the authorities learn about the spell-book and magic crystal, and want to recover them. Unless the PCs left London in the meantime, they must give these objects (at least the magic crystal). Yet, shortly thereafter Reid Todd is slain horribly and the magic crystal stolen. As a result, the PCs are called upon by the authorities to investigate.
- The PCs unmask Reid Todd and get the spell-book and magic crystal, without reporting to the authorities. If the thief is left alive, he will then seek Nicholaus Trevet and pretend the PCs are those who stole the objects in the first place (see his lies p.04). Then, the two will seek the PCs with angry and nasty intents in mind. If Reid Todd died, the evil magister will nonetheless learn where to seek the PCs and will run after them.

Nicholaus Trevet will most probably learn where to find the magic crystal in summoning a demon of knowledge. Note that summoning a demon most often comes at a cost however, which in this case is an eye. Of course the magister is too clever to be the one to pay the price. So, in the first case above, if the PCs accept to assist Nicholaus in his summoning, one of them will lose an eye (only a *Regenerate* or *Wish* spell could bring it back, which is very unlikely in Albion). In the two other examples, Reid Todd will be the one who lost an eye. Or at least this could be a thug hired by Trevet. The demon will describe who is currently holding the crystal and where to find him (or her). Then, when Trevet is close enough, he will use a *Locate Object* spell to find it if necessary. Next event thus depends on who currently holds the crystal.

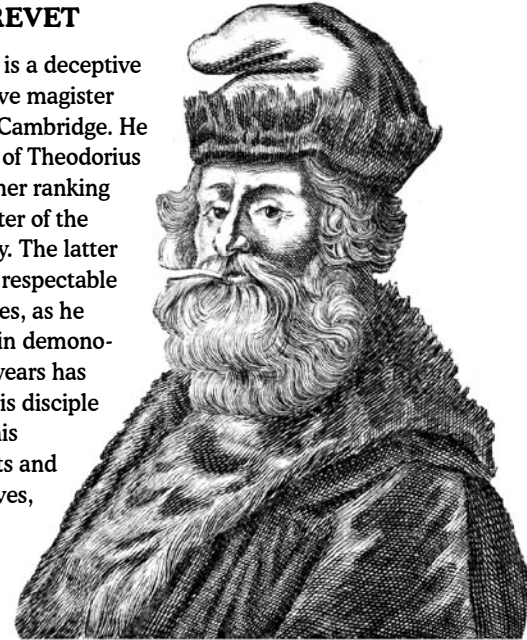
1) If the PCs have the crystal, Trevet eventually finds and attacks them, most probably at night (and aided by a few cutthroats). Maybe it is in London, or even, still on London Bridge. Or maybe it occurs while the PCs are travelling to Oxford to meet with Gregorius Rampestone. The trip from London to Oxford is approximately 42 miles long, normally taking two days by foot, one day by horse. The attack should occur at night in

some inn, either in Oxford (if the PCs reached the town in one day), or halfway between London and Oxford (if they travel by foot or were otherwise delayed). In any case, there should be something to incite the PCs to spend the night in the inn (such as a strong rain while travelling on the road, or impossibility to find the magister before next day, etc.). If not, the GM will have to improvise...

2) If the PCs don't have it, then it is in Trevet's hands, and the evil magister is heading toward Oxford, intent on seeking Gregorius' help (as the latter is not supposed to know that his spell-book and the crystal were stolen on Trevet's orders). The PCs may follow Trevet, thus reach Gregorius, and then reveal Trevet's treachery to the Oxford magister.

### NICHOLAUS TREVET

Nicholaus Trevet is a deceptive and manipulative magister normally residing in Cambridge. He is in fact the disciple of Theodorus Vinland, a much higher ranking and respected magister of the Cambridge University. The latter though, is much less respectable than everyone believes, as he has a secret interest in demonology which over the years has corrupted his soul. His disciple Nicholaus oversees his network of informants and contacts among thieves, from whom he can obtain all manners of criminal services (such as getting a young virgin for a gruesome ritual). However, a few weeks ago Nicholaus decided to betray his master (after having suffered too many humiliations and mistreatments), and thus discreetly fled Cambridge bringing with him a few magical items stolen from Theodorus, among which the green crystal that would later come into Reid Todd's hands.



Thus, upon reaching London, Nicholaus contacted Gregorius Rampestone and convinced him to come there to help him identify the magical crystal. He was disappointed to learn of the (apparently) useless nature of the item, and thus agreed to sell it to Gregorius for a few pounds. However, he later regretted it, and hired one of his criminal contacts in London to recover the crystal, and by the way everything in Gregorius possession. This is how Reid Todd came to rob Gregorius, and then decided to keep his finds for himself. Of course this infuriated Nicholaus who spent days searching for the thief. As such, Nicholaus' hunt eventually comes to fruition when he learns about the PCs, suspecting them of detaining the crystal.

### Nicholaus Trevet's spellbook

1st level: *Detect Magic*, *Read Magic*, *Magic Missiles*, *Spider Climb*; 2nd level: *Locate Object*, *Web*. Note: when Trevet encounters the PCs, he has probably already cast *Locate Object* to find the crystal, and otherwise has three *Magic Missiles* spells prepared, and one *Spider Climb* spell.

# ogl notice

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