



Official Game Accessory

Dozens of 3-D cardboard buildings, street plans, and full instructions for creating cities and the fantastic adventures that take place within them.

Compatible with the AD&D® and the 2nd Edition AD&D® Game Systems.

Cities of Mystery

by Jean Rabe





Cities of Mystery

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Credits

Author: Jean Rabe
Building Fold-ups: Dennis Kauth
Editor: Kim Mohan
Cover Art: Larry Elmore
Interior Art: Chris Miller
Typography: Angelika Lokotz and Betty Elmore
Keylining: Stephanie Tabat
Product Manager: Bruce Heard
Acknowledgement: Special thanks to Skip Williams for his suggestions on city design.



TSR, Inc.
PRODUCTS OF YOUR IMAGINATION™

TSR, Inc.
POB 756
Lake Geneva,
WI 53147 USA

TSR Ltd.
120 Church End, Cherry Hinton
Cambridge CB1 3LB
United Kingdom

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INTRODUCTION

Welcome to *Cities of Mystery*, a product designed to help you, the Dungeon Master, create colorful, exciting cities for your campaign—taking the mystery out of creating and using city environments in a fantasy role-playing game. With the aid of the building fold-ups included in this product, cities will come to life before your players' eyes.

Although the text of this book contains terms and specifics that pertain to the D&D® game, the AD&D® game, and the AD&D 2nd Edition game, the facts and principles can be used in conjunction with any fantasy role-playing game. A city—no matter what game system the city is located in.

Well-developed cities are an important part of every good campaign, because player characters must visit cities throughout their adventuring careers. Cities are ideal places for PCs to purchase equipment and to rest between adventures. Unfortunately, that is all cities are to many players, because their DMs concentrate on developing dungeons and wilderness scenarios to tax the abilities of the players' characters. But cities can be much more than waysides and watering holes. They are places teeming with life, and they hold as much mystery and adventure as the deepest, darkest dungeons.

Some of the chapters in *Cities of Mystery* begin with boxed text. These are designed to be entertaining and to help you get a better feel for some of the characters who might populate your fantasy cities. The characters in these boxed sections are Athormis, a mage, and Boliver, a dwarf. They are adventurers who have visited many cities and consider themselves experts. If you wish, you can develop statistics for these personalities and add them to your city campaigns.

Laying The Foundation

Cities of Mystery will teach you how to create vibrant cities that will become essential parts of your campaign. You will learn how to place cities on your campaign map, paying attention to geographic features and climate. You will find out how to determine the size of a city. In addition, an extensive list of merchants and shopkeepers is presented to help add life to your cities' business districts. And encounter charts will help you keep the action moving.

You also will be given an overview of various forms of governments which you can establish in your cities. A city can be nearly useless without a government; taking time to select a government for each city the PCs visit is worth the effort. In addition, you will learn how to create rulers and give them personalities that will affect how the city is run.

Other aspects that are covered include establishing city defenses; creating histories for cities; setting up celebrations and special events; determining the races that live there; deciding what a city's buildings are made of; and establishing neighborhoods for the various factions within a community. In addition, a tax system can be implemented, and a list of crimes and penalties can be set up. All of these aspects of city life need to be considered when constructing communities for your player characters' enjoyment.

Cities of Mystery will help you get player characters closely involved in your cities by putting them to work as merchants, guards, or in other professions, or by giving them roles in the government or defense of a city.

Sauter and The Adventures

In addition to all of the guidelines outlined above, *Cities of Mystery* contains a sample city, Sauter, which was created using the information presented in the product. Sauter can be used as a sample you can study when creating your own cities, or it can be more fully developed and added to your campaign.

Five complete city adventures are included with this product. Although they are written based on the AD&D game and the AD&D 2nd Edition game, with a little adjusting they can be used with nearly any fantasy game system. The adventures are for characters of a variety of levels, and there is room for you to expand the adventures based on the businesses and characters in your own cities.

Following the adventures is a page filled with adventure plots just waiting to be fleshed out for the pleasure of you and your players.

Building Fold-ups

The stars of *Cities of Mystery* are the street layouts and building fold-ups that can

be assembled to add a new dimension of gaming to city adventures. The buildings are easy to put together; the directions are on the back of the building diagrams. More than 30 buildings can be created from this packet. The buildings can be arranged many different ways on the street layouts, and many of the one-story buildings can be stacked to create multistory buildings or towers. The buildings are made to scale for 25mm miniatures and are sturdy enough to support miniatures on their upper stories and roofs. The buildings can be folded flat for easy storage and can be kept in the *Cities of Mystery* box and taken to game sessions. And the buildings and streets in this product can be added to; future accessories for the AD&D game, the D&D game, and the AD&D *Oriental Adventures* game will contain more buildings and streets that can be merged with the set in *Cities of Mystery*.

City encounters are more fun with the fold-ups. As DM, you can set up city blocks in advance of a gaming session, concealing monsters and characters under various buildings. As player characters explore the city or move through a preset adventure, they go from building to building. You lift up the buildings they enter to show the occupants. There won't be any arguing about where player characters and their adversaries are standing, because the fold-ups and miniatures detail the placements. More directions for using the fold-ups and the street layouts are presented throughout this product.

Getting Started

In planning the cities for your fantasy campaigns, you have all of history—and your imagination—to draw from. You might choose to pattern your cities after real ones of the present or the past. Cities have existed nearly as long as people, beginning when groups of cavemen, hunters, and foragers banded together to protect themselves from other tribes. Cities are responsible for the rise of commerce and industry, and they are also credited with advancing the arts, literature, and education. And cities will be attractive in your campaign as long as you keep them interesting and exciting for your players.



WHERE TO LOCATE CITIES

The dwarf tucked his long gray beard into his belt, looked up at his human friend, and sighed.

"We've been on the road too long, Athormis. It's time to spend some of our wealth in a city; dine on fine meals, ride on a riverboat, spend a few evenings in a tavern. Maybe there'll be a festival. And that city looks as good as any other," the dwarf said, pointing toward Sauter, a bustling city located at the juncture of a river and the sea.

"Ah, Boliver," the human mage replied. "Yes, I think you're right. A week away from adventuring would do us both some good. I'm getting too old to spend every night sleeping in the woods. Besides, I'm in need of some spell components. And I'm sure you're in need of some ale."

The pair walked toward the city, their backpacks full of treasure from their last adventure and happily weighing them down.

"I like river cities," Boliver mused. "Those kinds of cities have plenty of taverns and a good number of adventurers passing through. Barge captains and sailors always seem loaded with rumors of treasure to be gained and castles to explore. After a week or so here we'll be ready to pursue one of those rumors. And maybe after that we can travel up to a mountain village. We haven't been to the mountains in a while."



ing city because it has the best harbor within hundreds of miles. Or a mining community that began with a half-dozen dwarves could develop into a town of a few thousand people who have a dozen different livelihoods, but who ultimately are supported because of the presence of the mine.

If your campaign map is one that came with a fantasy game product, it probably already has several cities on it. Of course, you can always add more—as long as where you put them (and why you locate them there) makes sense.

If your campaign map is one you have created, look at the terrain features you have devised and compare them with terrain features and cities in an atlas. Study the features on a map, and you will be able to reason out why a town or city comes into being in a certain location. This knowledge will help you to place cities in realistic locations on your campaign map.

Lakes: Cities located along lakes frequently rely on fishing and hunting as their

prime industries or livelihoods. In addition, lakes provide a source of fresh water, which is a necessity to all communities. Some lakeshore cities are involved in farming, drawing water from the lake to the crops. And some become involved in forestry because of the profusion of trees which usually grow near lakes. If the lake is large enough, or serves as a source for a river, it can be used as a transportation route and will allow cities located on the lake to more easily engage in trade with other cities.

Seacoasts: Many large cities are found along seacoasts because of the opportunities the coast provides the populace. The coast is a source of industries, such as fishing and shipping. A city located along a portion of coast that affords a deep harbor can develop a shipbuilding industry and become a vital trading port, developing a myriad of industries and growing in population. A tourist industry can develop, since ship passengers and crewmen must do something with their time between jour-

The first step in creating interesting cities for your campaign is deciding where to place them. It is not good enough to unfold your campaign map and make marks at random to represent cities. While it might look nice to have cities evenly spaced three to four inches apart on a map, that sort of placement might not be realistic or practical. The better judgment you use in locating your cities, the more enjoyment and satisfaction you and your players will get out of them.

Communities are established in certain locations for certain purposes, and a community grows to the size of a village, town, or city for a reason. For example, a lakeshore settlement of fishermen might eventually grow into a town that becomes involved in exporting fish to other communities. A seacoast village that boasts a deep harbor could grow into a major trad-



WHERE TO LOCATE CITIES

neys. Many coastal cities are also on rivers, which provides an avenue for transporting goods inland.

Rivers: For many of the same reasons given above for lakes and seacoasts, cities develop along rivers. Rivers provide a fishing industry and are a source of transportation for taking goods to other communities. Grain mills and lumber mills can develop, powered by the river.

Plains: Many farming communities begin in areas of relatively flat, fertile ground. These communities are usually smaller than those found along waterways. They are often close-knit, with the populace having common concerns and goals. Other cities rely on these communities to sell them foodstuffs. In addition, sometimes towns will develop in plains areas because the location is a good stopping point on a trade or travel route between two larger cities. These “in-between” towns have a variety of industries or livelihoods, frequently providing goods which are picked up by merchants traveling between larger cities.

Mountains: Farming communities that concentrate on herd animals such as goats and sheep, and communities built around hunting and forestry, can be found in mountainous areas. Other industries such as fishing (from mountain streams) and textile manufacturing (from goat hair and wool) also thrive in mountain towns. In addition, some mountain “boom towns” can be found next to copper, silver, or gold mines. These towns could be filled with a mix of peoples and industries all dependent on the success of the mines.

Forests: Hunting and forestry industries are among the prime reasons communities develop in wooded areas. Like plains towns, these towns are often small and close-knit, and many of these towns also will be located along a river or lake.

Deserts: Towns in these arid places are few. Most of them develop around an oasis and must rely on trade from other cities to support them. However, towns in desert climates can develop industries, such as herding or selling animals native to the land—camels, birds, and reptiles. In addition, some of these towns could have developed because they were stopping points between larger cities.

Combination: Many cities will exist where more than one of the above geographic features are present. In any combination, water is almost always one of the elements. For example, a village of hunters nestled deep in the woods might be a short distance from a river. Or a town that developed because it was a convenient stop between two large cities could be near a small lake.

The Fantastic: Since the AD&D® game, D&D® game, and other fantasy role-playing games are filled with wondrous and fantastic things, cities in those worlds can be located in unusual, “unrealistic” spots. For example, a city populated by sages might thrive on a cold, lonely mountain peak; an isolated group of people could have built a stunning city with golden spires in the middle of a dormant volcano; a village built on stilts over a mist-covered bog could serve as the home for an austere and warlike band of fighters.

In a fantastic universe, not all of the standard “rules” need apply. If the residents of a town have some magical means of obtaining water, it wouldn’t be necessary for their community to be located near a lake or river. If they can likewise create food magically, then their community could be located in a barren, isolated spot (such as the city of sages described above) far away from any fertile land or trade routes.

However, even in a world where magic exists; it is important that fantastic cities be limited in number. If they are the norm instead of the exception, they will not be unusual and distinctive to your players, and their excitement and interest level will drop off. In order for the fantastic to be seen as fantastic, you must use such devices sparingly.

Even a fantastic city must have a reason for being located where it is. Perhaps the city filled with sages came into being on that mountaintop because a sacred item is wedged in a crack near the peak, and the sages congregated in this location so they could protect it. Perhaps a group of people discovered some great treasure in the dormant volcano and built a city there because they considered it an omen that their people should stay. And maybe the warlike tribe of fighters lives in the stilt village because they believe the place can be easily defended, and they hope their enemies will fall into the patches of quicksand that ring most of their buildings—but which the tribesmen,

because of their familiarity with the place, can easily avoid.

Other possible locations for fantastic cities could include the ocean floor, a stationary cloud, in the boughs of a huge tree, deep within the earth, in an interdimensional pocket, or on a solid patch of ground in the middle of a dark and dangerous swamp. Let your imagination run free, but remember not to overdo the number of “unearthly” cities you place on your campaign map. Even in a fantastic universe, the laws and principles of our real world will still apply for most of the communities that come into existence.

Climate: Weather conditions can have a significant impact on the location of cities. For example, it would not make sense to locate a city with a population of 10,000 on a polar icecap, or to put a farming community in an area where rains are brief and infrequent. Many of the cities on a continent will be found in temperate areas where the people can live comfortably—especially since people in medieval-flavored fantasy worlds do not have the modern-world advantages of heating and insulation.

Proximity: The locations of cities also affects where towns grow. For example, small towns can be found around larger cities. The towns produce raw materials for the large city to use in making more sophisticated items; for instance, a town provides hides and skins from livestock, which are shipped to manufacturing plants in the city and made into finished goods (boots, vests, and so forth). Some of the smaller towns around a city are usually farming communities that provide food for the city’s population. In turn, the city provides finished goods and opportunities for entertainment and employment to the townspeople.



HAMLET OR METROPOLIS?

Athormis eyed the people walking up and down the raised wooden sidewalks in front of the shops. The wooden sidewalks extended as far as he could see toward the ocean, and nearly every building had steps leading up from the raised sidewalks to the front doors. Boliver noticed the mage staring.

"This part of the city is very close to the river, Athormis. The people built their businesses up higher in case the river jumps its banks. They must have had a dwarf involved, because sometimes humans don't think about such things."

The mage scowled at his friend and changed the subject. "This is a real city, Boliver. Thousands upon thousands of people live here. There are not too many cities this large on the continent. And judging from my map, this is the largest city this far north. No wonder we passed so many villages on our way here. The people in those villages probably supply a lot of goods to the businesses here. And there's probably enough going on in this city that we could lose ourselves here for more than a week."

Size and The Social Climate

The size of a city is important, because that fact will help determine the number and types of industries or livelihoods found there. The size of a city could also determine how often the player characters in your campaign visit it and for what reasons. For example, PCs who are looking for good bargains on equipment or other necessities might find them more often in a village, where the shopkeepers' needs are simpler, and their prices lower, than those of similar merchants in a larger town. But if PCs are looking for excitement or employment, they're probably better off going to large cities, where there are many more opportunities of those sorts.

In medieval times it was common for a person to go through his entire life without traveling more than 20 miles from the town, village, or city where he was born. The community had everything these people needed—food, shelter, and a feeling of camaraderie. In many cases the people were so poor they could not afford transportation to

larger cities and found themselves tied to their village, land, and lieges. This isolation caused a community, especially a smaller community, to be more close-knit and protective of its members: Everyone knew everyone else. The larger the city, the more likely that many residents had not lived their entire lives there, and the less likely that the city enjoyed a close-knit atmosphere. It would usually be easier for a person to remain anonymous in a larger city, losing himself in the crowd. You should keep these facts in mind as you create and populate communities in your campaign.

Following are definitions of types of communities based on size. Once you have located a good spot for a community, the next step is to decide how large (in population) that community will be.

Hamlet: This is the smallest kind of city, and in a medieval-flavored fantasy campaign it is probably the most numerous type of community. A hamlet consists of no more than a few dozen homes that are grouped together in the country.

The population of a hamlet ranges between 50 and 250, with three to eight people per home. The people in a hamlet are likely to be of one race, to come from similar backgrounds, and to have similar livelihoods and interests. For example, all of a hamlet's residents could be wheat farmers who have built their homes next to each other for mutual protection and for a sense of community. Or, a hamlet could consist of a few homes belonging to silver miners, who have no desire to see their community grow any larger (because they don't want to share the wealth any more than it's being shared already).

It is difficult for outsiders to be accepted in a community as small as a hamlet. Although hamlets will not have temples or monasteries, many hamlets are within a few miles of a town or city which has such features.

Village: This is a grouping of more than two dozen homes, but fewer than 200, with a population ranging between 200 and 1,000. Like a hamlet, a village will have residents with similar livelihoods and who probably belong to the same race. However, there will be more of a variety in interests and a chance for some of the residents to be of a different race, but one which gets along with the predominant race. For example, a village of humans might have a few half-elf

residents.

If a village is the center of a farming community, the residents could be involved in herding livestock, spinning wool, farming wheat, and growing fruit. In comparison, the residents of a hamlet might all farm the same crop. A large village could have a small temple or monastery and a few stores which carry basic goods to meet the population's needs.

A small village is much like a hamlet in that outsiders are regarded as strangers and are not readily accepted. However, villagers can be friendly, and the actions of the outsiders will determine how long it takes for them to be assimilated into the village.

The people who live in villages usually have everything they need to sustain their rather simple livelihoods. However, adventuring player characters with other than basic needs could become frustrated with the lack of variety in the services and goods available in a village.

Town: Larger than a village but smaller than a city, a town consists of many homes and several public buildings, including a business district. The population of a town in a medieval fantasy world could range from 500 to 15,000, with the larger towns having a mix of races. There are a variety of industries in a town, with the larger towns having more different industries. In addition, some of the larger towns might be located near a large city.

Towns are large enough to support guilds, and members of the guild tend to congregate in neighborhoods. Towns are also large enough to support temples and monasteries. The larger the town, the more likely there will be a divergence in beliefs, meaning that temples and monasteries could be erected to support a variety of religions. However, it is possible, especially in the realm of fantasy, for a town to allow the official worshiping of only one religion.

Player characters might feel more comfortable in towns than in villages and hamlets, since more goods are available and there are more people to mix with. And because there are more people, the adventurers will feel less like outsiders.

City: A city is larger and is in many respects considered more important than a town. It boasts more public buildings, a larger business district or more than one business district, and is home to more industries. Cities draw many people from



HAMLET OR METROPOLIS?



the surrounding area because of the opportunities for work. In most cases, the larger the city, the more varied the opportunities, the wider the variety of industries, and the more cultures and races of people are represented. Cities can have a more complex administration than smaller communities, since there are more people to manage, more businesses to oversee, and usually more officials involved in the government. Although it is difficult to pin a population number to the definition of a city, for the purpose of creating cities for a campaign, consider the range to be from 15,000 to 200,000. It is impractical for a city with a medieval flavor to have a population larger than the higher number.

The Big Picture

When establishing the size of communities, you should also consider the number of cities in your world or in a country in your world. Unless you have a specific reason for doing things differently, apply these general rules when deciding how many communities of a certain size exist in your campaign world or in a country within that world.

At least half of the communities should be hamlets or small villages, one-quarter to one-third large villages or small to medium-sized towns, and the remainder large towns and cities. Only a very few of the communities in any area should be large cities with

populations in excess of 75,000; in fact, it would not be unbelievable to have only one city of this size in an entire country or even an entire continent.

Again, for a real-world reference, look at the list of communities and their populations that is generally provided along with a map of a country or state in an atlas. You will see that the vast majority of the communities are quite small in population, and only a very small proportion are major cities covering a lot of land and containing many thousands of people. It will take quite a bit more time for you to create dozens of small communities than it would to spot a half-dozen big cities and say that almost everyone lives in one of them, but the end result will be a more believable and more realistic world—which is important for the sake of your and your players' enjoyment.

Plausible Placement

Once you have determined how many cities of what size will go in a country, you must be careful to assign each community to a location that makes sense according to its size. The largest cities likely will be found along a coast or adjacent to a large river because of the opportunities for commerce that the waterways afford. This does not mean that small towns and villages should *not* be placed beside or near a river, lake, or ocean—everybody needs and uses water.

However, it would not make a lot of sense to put a very large city miles from a waterway in an area of the country that is nearly inaccessible. It would not make sense for a large city to have developed in such a place, because not very many people would choose to live in such a remote location, and the opportunities for business and commerce would not support an extremely large population.

Choosing a Capital

If you want to designate one of your newly placed cities as the capital of a country or a province, you do not have to choose the largest one. However, the capital of a country should be a city, not a town or a village. The capital is the center of government for a country or province and is usually also a nucleus of merchant or trade activity, so it should be placed where people can travel to and from it easily, which usually means locating it on the bank of a large river or along the seacoast.



WHAT KIND OF GOVERNMENT?

"I wonder what sort of political system they have here," Athormis said, brushing some of the dust off his robes and leading the dwarf into a large inn. It was a little past midday, and the mage hadn't eaten for several hours.

"You're always interested in that sort of stuff," the dwarf replied. "It only concerns me when the government taxes visiting adventurers."

The pair chose a table near the front window so they could watch the activity outside. Boliver opened his menu, grumbled under his breath about the prices, and proceeded to order for himself and the mage.

"You don't quite understand," Athormis interjected as he studied his menu, not realizing his meal had been selected for him while he was lost in concentration. "I'll have the roast duck and the boiled potatoes," he said as the cook walked past him, but failed to notice that the man wasn't paying attention. Then he turned back to Boliver. "A government is the most necessary element in any city. The government is linked to nearly all aspects of a city's operation and usually determines the atmosphere of a city; progressive, thriving, stagnant, decaying, friendly, or hostile. I know. I've studied such things. Besides, from our standpoint governments are a continual source of adventuring opportunities and—I suppose from your standpoint—can be a continual source of problems."

"The government "establishes taxes, which affect every city resident—and sometimes visiting adventurers. The government usually determines a city's relationship with neighboring cities, which also affects residents and visitors. The government establishes a city's militia, in which you might find yourself someday if you keep grumbling about the adventures I select. And what's more, the government is linked to mercantile activity, sometimes regulating commerce and determining who can sell and what can be sold."

"All right. Point made," Boliver said, watching the kitchen door and sniffing. "They're necessary. But most governments I've witnessed—and I've witnessed as many governments as I have hairs in my beard—levy too many taxes,

have too many regulations, and the officials in the government are too stuffy, overbearing, and unapproachable."

The pair continued to chat about politics and politicians, while an elderly elf with long white hair watched them from a corner table. The cook brought the pair their meal. The elf, finished with his, rose and walked past them.

"Good afternoon, gentlemen, and welcome to our city. I believe you're new to Sauter. My name is White William. I'm one of the city leaders. I hope you have a pleasant stay."

Whenever people band together to form a community, they will live under some form of government. One or more leaders will emerge from the group, and those leaders will have a lot to say about the quality of life in the community, by virtue of how they exercise their power.

Each community might have a form of government different from the government in the next closest community. Or, you might choose to have a dominant form of government in a country, with all the communities in that country having the same form of government. Sometimes the form of government you select for a city could also extend to the land surrounding a city, so that farmers, herders, miners, or other people living outside the city walls are affected by the laws.

Below are brief descriptions of various types of governments and examples of how each government could be used in a fantasy campaign. Some of the types have similarities, and you might want to consider combining similar types into a special hybrid. Please note that each example is just that—one possibility of what the rulership under a particular form of government could be. Following each example is a suggestion of how player characters could become involved with each form of government. This list of governments is not exhaustive, but should present you with several options for establishing city governments in your campaign.

Anarchy: This is basically a lack of government. It is marked by an absence of laws and an obvious state of disorder marked by violence, unrest, and assorted attempts to exert control. The wealthy or the physically powerful (or a coalition of both types of peo-

ple) usually have the most influence in this type of community, but they aren't leaders in the true sense of the word because the community at large doesn't recognize them as such. Anarchy can develop when a coup against the former government is successful, but the overthrowing forces cannot come into power. Chaos takes hold. Or a monarch could die without an heir, leaving the town to govern itself. The residents, unable to determine a form of government, decide on no government.

Example: A small town is in a state of anarchy because the populace overthrew a tyrannical leader. The populace decides it doesn't need to be governed, claiming each resident should live the way he wants to.

Player characters could be very frustrated in this environment and could feel like adults in a community of children who each demand their own way. If the PCs do not decide to get out fast, they might want to attempt to establish some form of government, putting one of the more responsible residents in charge.

Autocracy: In this form of government, one self-appointed person holds supreme authority. It is a form of dictatorship in which the ruler is sometimes considered a tyrant or a despot. The larger the community, the more people the autocrat likely will have beneath him to help control the populace. However, no matter how many subordinates the autocrat has, he still maintains control. An autocrat can come to power in many ways, such as by usurping authority in a military takeover.

Example: The head of a small city is an autocrat. He rules the populace with an iron hand, strictly regulating all commerce and movement in and out of the city. Foreigners can come into the city to do business and purchase goods, but few of the city's residents are allowed outside the gates. The population is heavily taxed, and is therefore kept poor and powerless.

Player characters visiting such a city could find the living situation uncomfortable and might find themselves embroiled in an adventure that involves an attempt to overthrow the tyrant.

Bureaucracy: This is essentially government by bureaus or departments, or it can be considered the consequence of another form of government which establishes bureaus. The departments establish laws and rules and expect adherence to the



WHAT KIND OF GOVERNMENT?

administration's guidelines. This government could be established by several means, such as by election by the populace. The tone of this government can be varied, based on the makeup of the bureaucrats. Perhaps the bureaus are really looking out for the public's best interests. Or perhaps the members of the bureaucracy are greedy and selfish, filling their coffers instead of the public's.

Example: The government of a large town is a bureaucracy composed of five departments responsible for maintaining the town's defenses and militia; dealing with all commerce activities; handling public improvements; setting up laws and handling judicial matters; and collecting taxes and distributing the money to the other bureaus.

Player characters in a town with this form of government might be a part of one of these departments or could find themselves affected by a department's decisions.

Collegium: This is government by an elite group of people, each of whom has approximately the same amount of power. The members within the group determine how members are replaced and whether the group should be expanded. Again, the tone of government with this system can vary based on the individuals involved.

Example: A collegium of 12 people governs a mid-sized town. Each member of the collegium is recognized as a wise and intelligent member of the community. Each member has the same authority and might be assigned the task of looking after a certain section of the town or a certain area of the town's operation. All decisions and rules are made by vote of the collegium.

Player characters in a town with this form of government might find themselves part of the collegium or could be asked by the collegium to perform various tasks.

Democracy: The residents of this community have established their own government, either by putting themselves in the government or by appointing representatives to rule for them. Each resident likely will be considered equal under the law each with the same rights and opportunities. This is also considered government by the majority.

Example: A large city has a democratic government. The populace holds an annual election to determine who among them will be the representatives charged with gov-

erning the city. The representatives set policies and enforce laws according to the majority of the people's wishes.

Player characters in a city governed by a democracy could be involved in getting a NPC elected or could campaign for a position themselves.

Dictatorship: Similar in some respects to an autocracy, a dictatorship is a very strict form of government in which authority resides in the hands of one individual. However, this person is not necessarily a tyrant or despot. The ruler could be wise and concerned about his people. Dictators can come to power in many ways, such as through tightly controlled elections or military coups; however, in most cases the masses have no voice in the choice of a dictator. A dictator will have others in authority beneath him—whom he appoints and maintains control over.

Example: The dictator of a town is a rigid individual with a military background who requires strict adherence to his laws. Although he is not an evil-aligned person, he is quick to have residents punished who do not follow his policies. The town is well kept up, with streets continually being repaired and storefronts clean and orderly. However, not all of the town's money goes for public improvements. This dictator enjoys wealth, living in a large estate and taking some of the residents' tax money to use for his personal wants.

A player character in this town could be working with residents to effect a change in the government so that the laws are not so stringent and the people not taxed so heavily. PCs in this situation are at great risk, for if they are caught the punishment could be severe.

Feodality: This is a form of government that is almost always coupled with another government type, with the officials in that government setting up a system of feudalism. A feodality is a hierarchy in which power is held by people in a "layered system, with each layer being responsible to the layer above it. In some respects this is like a historical medieval feudal system; serfs who worked the land were responsible to the vassals, who were responsible to more powerful lords or a king.

Example: A dictator who establishes a feodality in a town sets up three layers of authority. A group of businessmen are responsible to a group of wealthy land-

owners, who are responsible to a few very wealthy and very powerful nobles, who are ultimately responsible to the dictator.

Player characters in a community of this type could be tied to NPCs in any of the three layers and could be asked to perform various missions for that group and ultimately for the community. Or, the PCs could be dissatisfied with the government and seek to add another layer to the feodality, so that the laborers or farmers have representation.

Gerontocracy: This is rule by elderly men and women. The gerontocracy could consist of a council made up of town residents who are older than a certain age (perhaps 60 for humans, probably much higher for demihumans), or it could be a government where the elders in the community elect a leader from among themselves. This form of leadership could exist because the residents of the community believe that the eldest members possess the most wisdom and the most life experience, and are therefore the best to govern.

Example: The leader of a town is an elderly man elected by all the town residents who are of old age—at least 60 for humans, 67 for halflings, 83 for half-elves, 133 for gnomes, 167 for dwarves, and 233 for elves. The leader establishes town policies and seeks the advice of the town's other elderly residents. The older people in town receive more benefits and are taxed less heavily than the younger residents.

Player characters in this environment, especially those of young age, could be frustrated with the atmosphere and might become involved in a movement to reform the government or to get representation for younger individuals.

Gynarchy/Matriarchy: Women rule in this form of government, whether it be a council of several women or one woman who is in a supreme position of authority. This situation can come about several ways; perhaps women are dominant in this city or are in such greater numbers than men that they can establish the government. In a matriarchy, rule is held by older women; in a gynarchy, no distinction is made for age.

Example: A body of five women rule a mid-sized city. Although they work to benefit the city, not themselves, females in the city do receive better treatment and have more rights than they probably would experience under a different government.



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Male player characters might not want to stay in this environment long. The player characters could seek to change the status of men in the community—with or without overthrowing the government. Female player characters might enjoy this form of leadership and could get involved in keeping down attempts to overthrow it.

Hierarchy or Hierocracy: Clergy govern in this system, with the highest-level church leaders having the most authority. The tone of the government would be based primarily on the alignment of the clergy and the deity they worship. The leaders in this form of government most definitely would be wise (since all powerful clerics have high Wisdom scores), and if they are good-aligned likely would have the population's interests at heart. However, this form of government is not without its potential problems, since there would be no separation between church and state. The church is the state.

Example: The temple of Poseidon is the dominant religion in a small town and has charged itself with governing the residents. The highest-level cleric is the town's leader, with the other clerics in descending rank being lesser officials and advisors. The clerics' values are enforced upon the community, and there might be little or no tolerance for other religions.

A player character cleric in the adventuring party might worship another deity and could involve the entire party in an attempt to get religious freedom in the town. Or the player characters might not agree with the leader clerics' philosophies, especially if the clerics worship an evil deity, and the PCs could attempt to change the government or become involved in covert activities opposing the government's edicts.

Magocracy: Wizards, particularly mages, are the leaders in a community with this form of government. The mages, who vested themselves with political power believing that their great intelligence makes them fit rulers, establish rules and regulations and enforce them—if need be, through the use of spells.

Example: The three highest-level mages in a city decide all of the city's policies and use their spells and magic items to keep the population in line. The mages are fair, attempt to treat each resident equally, and are usually open to new ideas. The city is well defended, with flying patrols and magical

traps, and the citizens seem content.

Player characters might enjoy a good relationship with this government and might be among the appointed officials. Or the PCs could be the rulers' "champions," performing missions on behalf of the government.

Militocracy: The leaders of the community's military forces are in charge, and the residents are governed by the military. There are likely many laws, and they are rigidly enforced. In a city with such a government, residents could be required to serve for a period of time in the military. This form of government could be a variation of a dictatorship, if there is one supreme military leader, or an oligarchy (see below), if ultimate power is shared by more than one high-ranking soldier.

Example: The general of a small city's militia has assumed control of the government and is bossing the residents around just like they were his troops. He has imposed a mandatory draft and continues to develop a code of laws. Despite the unrest among the people, the city prospers. Its trade, upon which numerous regulations have been imposed, flourishes, and the people are enjoying their newfound wealth.

In an adventure involving a militocracy, the player characters could be sought out by a faction of the populace which cannot tolerate the military regime. They are asked to take steps to reduce the laws and regulations—without destroying the government, because the people are pleased with their economic state.

Monarchy: In this government, one person (the equivalent of a king, queen, sultan, emperor, etc.) has the hereditary right to rule. On occasion, a monarch will wield his power based on a claim of divinity, saying that he was chosen by or descended from the gods. Rule is sometimes passed on to the eldest male or eldest female child. A monarch will rule based on his or her alignment and the motives the DM has established for the character. In some cases a monarch is dependent on the nobility for support and allegiance. And in other cases a monarch could be simply a figurehead, with another form of government coexisting and having the real power.

Example: A city is ruled by a king whose family has been in power since the city was formed. The king has appointed several people to enforce his laws and favors the nobility and the wealthy. The peasants and

commoners are taxed heavily and not allowed to rise above their stations.

In such a city, player characters could become champions of the commoners, thwarting the king's plans to tax the people and becoming an irritating burr in the monarch's side.

Oligarchy: In this form of government, power rests with a few individuals, perhaps but not necessarily members of the same family. A government such as this is sometimes characterized as selfish, with the rulers' interests and desires coming before the welfare of the people they are governing. Such a government could come about because a previous government was overthrown or because a childless monarch died, leaving power in the hands of a small group of distant relatives.

Example: Twin brothers, descendants of a king, come into power. They share rulership of a city, although each would like to be the sole ruler. They are selfish and greedy, taxing the people and lining their own coffers with the wealth while public needs are not attended to.

This is another situation where PCs could be champions of the people.

Patriarchy: This is similar to a gerontocracy, but the rulers are men only. The atmosphere in communities with this form of government is again dependent on the personalities the DM has assigned to the rulers. When the leader dies, rule could be passed down to the next oldest man.

Example: The eldest man in a large town is the head of the government, and he appoints lesser officials to carry out his policies. However, this leader, once a kind and just man, has become senile and is creating laws on whims and punishing people for little reason.

The player characters in such a situation might be approached by the town's lesser officials and asked to find a cure for the leader's senility, or they may be asked to help overthrow him.

Pedocracy: Well-educated persons and scholars are in charge under this system, and they establish laws which they believe are in the best interest of those they govern. A pedocracy might be headed by one person, or by a group of people who share authority and responsibility. In a fantasy setting, these rulers would likely be either wizards (mages or illusionists), because of



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their typically high intelligence, or priests (clerics or druids), who generally have great wisdom—or perhaps a consortium of both types of characters. It is also possible for a member of some other class to be the leader of a pedocracy, particularly if the character has high charisma to go along with his high intelligence or wisdom.

Example: A small city is governed by a group of scholars, whose seat of government is a vast library. The scholars govern wisely and well, studying the community and instituting policies that improve the people's welfare. They assign residents to positions and tasks based on the residents' abilities. And the rulers are always searching for ways to improve the city.

Player characters could be under the employ of the leaders, who frequently send them on adventures to get information about the surrounding lands.

Plutocracy: The wealthy are the rulers in this form of government. Their power is derived from their wealth and holdings, and all the other residents of such a community are subject to their decrees. This government could also fall into other categories; it could be an oligarchy in which a few very wealthy individuals have supreme control. Or the leadership could be in the form of a council of the wealthiest individuals in the community, who have charged themselves with the responsibility of running the government. A plutocracy can come into being through several avenues; the wealthy people in a particular community could have always enjoyed a significant amount of power, and when a leader died they assumed his role. Or perhaps a few wealthy individuals established the community, and because of that precedent the wealthy have always held power.

Example: A seacoast town is governed by its four wealthiest landowners. Each landowner is in charge of a quarter of the town, and together they decide policies and programs for the entire town. However, there is disparity between the sections of town. One landowner favors the rich and lavishes his share of the tax money on them; another landowner favors the merchants and devotes his energies to bettering commerce in his quarter; the remaining two landowners are more fair, spreading out the tax money throughout their quarters so that all the people benefit.

Player characters residing in or visiting one of these quarters could be made quickly

aware of the differences and could be encouraged to do something to make living conditions more equitable. Or player characters visiting any city governed by a plutocracy could become the champions of the commoners, who want more of a voice in the operation of the city.

Republic: This is similar to a democracy, because it is a representative form of government. However, there can be differences. The representatives in a republic are elected by people entitled to vote. And those voters might only include men, the rich, or the learned. Commoners or women might be excluded. So while ultimately power rests in the hands of the citizens, it might not rest with *all* the citizens. The representatives might rule as a group, or there might be an overall leader elected from among those in the group.

Example: A town is governed by representatives elected by the male residents. For the most part, these representatives make decisions based on the wishes of those who elected them, although they sometimes create policies which they believe will better the community, even though the voters (adult males) might disapprove.

Player characters in this environment might be among those electing the representatives, although female player characters could be upset by this system. The PCs could also work to change the republic into a democracy, in which everyone has a say in choosing the representatives. In a non-evil republic government, the PCs could be charged with helping to keep the government in place by putting down attempts to overthrow it.

Syndicracy: This is government by a group of merchants and tradesmen. Each member, who might also be a guild leader, could represent an interest. For example, a syndicracy composed of six members could have one person representing the banking industry; one for the farm industry; one for manufacturers of clothing and other dry goods; one for service industries such as inns and taverns; one representing the general labor force; and one protecting the interests of pottery makers, silversmiths, and goldsmiths.

Or the syndics might not be specialists; instead, they might be the members of a council that concerns itself with making the best decisions for all the various members of the economic community. The tone of the

government will be derived from the alignments and personalities of the syndics, but in any case the thrust of the government's operation will be toward the betterment of commerce and economic standing.

Example: A syndicracy operating in a mid-sized city has implemented programs which have resulted in a booming trade business. Merchants and farmers are prospering; however, common laborers have not received a raise in pay or any other benefit. The laborers are disgruntled, but feel that they have no recourse because no one in the government is looking out for them in particular, and they can't afford to pull up stakes and relocate.

Player characters visiting or operating out of such a city could be asked to help a faction within the city, such as the laborers, get more power.

Theocracy: This is a form of government derived, or supposedly derived, from a deity. The ruler could be a person claiming to be the direct descendant of a god or the representative of a god, and he could claim to govern based on the deity's wishes. The ruler or rulers would not have to be priests (clerics or druids). The tone of this government will be based on the personality and alignment of the ruler or rulers, and the deity worshiped. If the deity is evil, the ruler could have an oppressive reign marked by acts of terror and violence. However, if the deity is good, the ruler could be understanding and beneficent, and the people could prosper. In some theocracies the ruler might not actually have any ties to the deity, claiming a relationship only so he could come into political power. There are several ways for a theocracy to be established in a community; for example, if the majority of people in a community worship the same deity, this could set the stage for a person who claims to be descended from the deity to step into control.

Example: A female dwarven follower of Moradin claims the god speaks to her and gives her direction on how to help the residents of the dwarvish town. Her power in the community grows until she is named the town leader.

If any dwarven player characters are involved with the adventuring party in this town, they could be sent on a mission for Moradin on behalf of the town's leader.



WHAT KIND OF GOVERNMENT?

Mixing Governments

You might want to have more than one form of government present in some of your cities. For example, a monarchy could be the major form of government, with a king being the overall ruler of a city. However, underneath the king are a few high-powered administrators who operate like an oligarchy, and beneath them a council of syndics. This form of government is also a hierarchy, with the council reporting to the administrators, who in turn report to the king. It is likely that only a large city would have a government as complex as this.

To randomly determine the form of government for a city you have placed, use the following chart—but reroll if the result is impossible or impractical (for instance, a magocracy in a hamlet that has no wizards, or a gerontocracy in a village formed just a few years earlier by a group of young and middle-aged settlers).

d20 roll Government

- | | |
|----|---------------------|
| 1 | Anarchy |
| 2 | Autocracy |
| 3 | Bureaucracy |
| 4 | Collegium |
| 5 | Democracy |
| 6 | Dictatorship |
| 7 | Feodality |
| 8 | Gerontocracy |
| 9 | Gynarchy/Matriarchy |
| 10 | Hierarchy |
| 11 | Magocracy |
| 12 | Militocracy |
| 13 | Monarchy |
| 14 | Oligarchy |
| 15 | Patriarchy |
| 16 | Pedocracy |
| 17 | Plutocracy |
| 18 | Republic |
| 19 | Syndicracy |
| 20 | Theocracy |

GOVERNMENT IN ACTION

To give you more ideas of how a community's government can be a source of adventures, here are a few situations that could occur under a number of different forms of government. In each case, player characters who visit or live in the community will be affected by—and perhaps themselves have an impact on—what happens as a result of these policies.

1. Officials want to expand the boundaries of the city and bring more people under the jurisdiction of the government. They hope this will make the city a more powerful force on the continent. A good-aligned or neutral-aligned ruler or rulers might accomplish this by meeting with the people outside the city's current boundaries and attempting to convince them that their way of life would be better if they were under the protection of the city and could enjoy the benefits the city government offers. In this situation, player characters could be among the delegation attempting to convince the outside people. An evil-aligned ruler could attempt to take the lands by force. In this case, the PCs might get involved in helping to keep the outer lands free.

2. The government wants to improve the physical appearance of the city and has implemented extensive public-improvement programs which will create schools and parks and will upgrade public buildings and storefronts. Goals such as this could fit with rulers of any alignment, and could have a significant impact on the population, which might be heavily taxed so the improvements can be made. Player characters in this situation could help find ways to accomplish the goal without forcing the citizens to suffer a crippling tax burden.

3. A ruler is determined to build up the military might of the city and improve the city's defenses. His plan calls for a draft to be implemented, forcing all healthy young men in the city to serve a stint in the militia. In addition, many citizens are put to work building a wall around the town. This plan can also fit with rulers of any alignment. Player characters involved with this city could be faced with conscription into military service, or being ordered to join the work force to build the walls.

Boliver coughed in surprise and spat out a mouthful of soup as the elf left the inn. "Wonderful. We're not in this city more than an hour, and already we've insulted the city officials. Wonderful."

Athormis smiled. "You—not we—insulted a city official. Besides, he didn't seem upset. He seems a likeable sort, and pretty sure of himself. I didn't see any bodyguards nearby, and he wasn't wearing any armor. Maybe the people are happy with him, and he's not afraid of

walking among them. And he said he is one of the city leaders, so be thankful we aren't in a city with some form of monarchy or dictatorship. This city looks in good shape, from what we've seen of it so far. That probably means the government is progressive. At the very least, the city streets look in good repair. Boliver, the leaders here are probably better at running this city than our cook is at running his inn. I ordered roast duck. This is beef stew. And where are my boiled potatoes?"

GOVERNMENTAL RELATIONS

As you continue to develop your cities and those cities' governments, you must decide how the governments relate to each other. For example, if the governments of two sea-coast cities that are within 20 miles of each other do not get along, the cities' officials might plant spies in each other's courthouses, take drastic measures to compete for harbor trade, or in an extreme case threaten war. On the other hand, if those two cities are on friendly terms, they could develop cooperative trade programs and have an agreement to combine militias if either city comes under attack.

The following table can help you determine relationships between cities. For random determination, roll d100 and assign the result to the two cities in question. In most cases, you should simply select one of the six possibilities that seems reasonable and likely in light of the cities' other aspects. Remember at all times that any facts about the cities in your campaign must have reasons to back them up, whether those facts were determined by a die roll or by a judgment you made.

- | | |
|-------|---|
| 01-45 | Governments are cooperative and enjoy good, friendly relations. |
| 46-65 | Governments accept each other and under certain circumstances would aid each other. |
| 66-76 | Governments accept each other, but are neither friendly nor hostile to each other. |
| 77-87 | Governments ignore each other. |
| 88-95 | Governments are antagonistic. |
| 96-00 | Governments are hostile, and with some provocation could go to war. |



PUTTING LIFE INTO LEADERS

To make a city and its government be vibrant, realistic, and truly interesting, you must create personalities and goals for the city leaders and establish the leaders' alignments. The goals of a city's government frequently mirror the personal goals of the highest officials. If a city's government has no goals, the city will stagnate. And if the city officials lack depth, the government's goals will be shallow or nonexistent.

It is essential to put some thought into the makeup of a city's rulers, and to have the rulers' characteristics developed before the PCs come to a city and want to know about what they're getting into. You don't have to tell players everything at once, of course, but you should have all the facts worked out so that what you do reveal to them is consistent with other facts they may have learned or heard about. In a wilderness adventure or a dungeon expedition, you may be able to get away with making up some things as you go along. In a city adventure, it's much more difficult to "wing it" on a large scale, because you're dealing with an environment that is much more complex than an expanse of wilderness or a collection of rooms in a dungeon.

You may want to draw your officials' personalities from personages you have come to know through novels, movies, or history books. The rulers of Europe in the Middle Ages are rich with character, motivations, and foibles. You might be more familiar with leaders from the modern era—and you don't have to limit yourself to people who actually are or were leaders in government and politics. (Imagine how interesting it might be for PCs to enter a city governed by someone modeled after Al Capone or—at the other extreme—someone like Gandhi.)

Another source for creating full-bodied rulers is the NPC generation system in the AD&D® game *Dungeon Masters Guide*. In lieu of those tables, the following lists of traits can be used as a starting point to help you flesh out your city officials or to help create city officials quickly. Please note that the characteristics listed on the tables are only a few of the traits a leader might possess; many, many more are possible.

d100 roll Alignment of ruler(s)

01-15	Lawful good
16-30	Neutral good
31-40	Chaotic good
41-70	Neutral
71-75	Chaotic neutral
76-85	Lawful neutral

86-92	Lawful evil
93-97	Neutral evil
98-00	Chaotic evil

If an official's alignment is lawful good, neutral good, or chaotic good, roll on the following table (use d3 and d10) to help determine the official's personality traits. Roll three to five times for each official, discarding or rerolling traits which are not compatible.

1 Trustworthy	16 Cowardly
2 Considerate	17 Truthful
3 Understanding	18 Progressive
4 Domineering	19 Boastful
5 Generous	20 Open-minded
6 Scholarly	21 Optimistic
7 Proud	22 Even-tempered
8 Intelligent	23 Lazy
9 Energetic	24 Selfish/greedy
10 Honorable	25 Brave
11 Moody	26 Covetous
12 Temperamental	27 Shy
13 Virtuuous	28 Bold
14 Foolhardy	29 Loud
15 Aggressive	30 Passionate

Rulers who are chaotic neutral, neutral, or lawful neutral could have traits from the following table. Reroll or ignore traits which are in conflict.

1 Moody	16 Curious
2 Fearless	17 Cowardly
3 Intelligent	18 Gracious
4 Selfish/greedy	19 Haughty
5 Considerate	20 Warlike
6 Hot-tempered	21 Easygoing
7 Indecisive	22 Power-hungry
8 Diplomatic	23 Rude
9 Well-spoken	24 Driven
10 Careless	25 Soft-hearted
11 Kind	26 Foolhardy
12 Covetous	27 Brave
13 Unpredictable	28 Talkative
14 Compassionate	29 Humorous
15 Aggressive	30 Flamboyant

Officials who are lawful evil, neutral evil, or chaotic evil could have three to five traits from the following table. Again, reroll or ignore traits which conflict.

1 Malevolent	16 Brave
2 Greedy	17 Cowardly
3 Diplomatic	18 Scheming
4 Well-educated	19 Dishonest
5 Immoral	20 Egotistical
6 Vengeful	21 Jealous

7 Warlike	22 Power-hungry
8 Progressive	23 Cautious
9 Driven	24 Covetous
10 Lazy	25 Insensitive
11 Unpredictable	26 Maniacal
12 Flamboyant	27 Devious
13 Bold	28 Domineering
14 Secretive	29 Harsh
15 Deceptive	30 Cruel

Adding a Title

Each city official should have a title or two. A title will set the NPC leader above the rest of the populace and will help identify the NPC's role to player characters visiting the city. There are a great many titles to choose from, and you can probably think of at least a couple of dozen right away. A thesaurus is a good place to look for a long list of titles that people have given to their rulers. When assigning a title to a ruler, be sure it is consistent with the type of government and the personality or background of the ruler(s). For instance, it's improbable that the leaders of an oligarchy would all have the title of King, and the head official in a modest farming community would probably not be called Pharaoh.

Adding Depth

To more fully flesh out city officials, consider creating strengths, weaknesses, and a colorful background.

Strengths: Every official, in fact every character, has strengths integral to his or her being. A compassionate king's greatest strength might be his popularity. With the people behind him, peasants and nobles alike, he will have a strong reign, and those who oppose him will be easily defeated. The leader in a militocracy might have a brilliant military mind as his greatest strength. Perhaps this leader could unerringly lead troops against a neighboring city threatening war. Perhaps the strength of a leader in a democracy is his wisdom and an uncanny ability to make the correct judgment in establishing public policy. The strengths of a ruler are in many respects the strengths of a city, and should be fairly apparent to PCs who live in or visit the city.

Weaknesses: Every ruler should have at least one major weakness, which can add interest to city campaigns and could play a significant part in adventures where PCs come into conflict with the ruler or must aid him. Such a weakness could be a phobia,



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many of which are listed in the *Dungeon Masters Guide*. A ruler's weaknesses do not have to be as obvious as his strengths and could present a challenge for the PCs to discover. For example, perhaps a king refuses to consider new ideas because he fears the unknown. Because of this weakness, the city is not progressing, staying rooted in its age-old ways of operating. For the city to move forward, the ruler's weakness must be identified and overcome. Perhaps the weakness of an evil, tyrannical queen is her overconfidence. Discovering this could be the key to defeating her and freeing her subjects.

Influences: Does anything influence the ruler? Is he motivated to gain more wealth? Is he influenced by the opinions and advice of the wealthy in the city, ignoring the commoners' wishes? Is he influenced by the stars, putting his faith in astrology and seers? Perhaps the ruler has an attachment to mysticism, seeing events as omens which affect his plans for the city. Or maybe the ruler is wishy-washy, allowing himself to be influenced by many different forces at different times, which causes him to frequently change city policies.

Background: How did the ruler come into power? Was he elected? Did he overthrow the previous government, which causes him to be fearful of the same thing happening to him? Is he the last in a line of monarchs descended from the founder of the city?

Keeping the Power: How does the city's ruler retain his power? Is he popular enough with the people, or does he have a fair enough government that there is no serious threat to depose him? If he is a tyrant, does he have magical protection or an elite force of bodyguards to keep him on the throne? Is the ruler well defended or protected with wards and other magical devices?

A Ruler with Class: Perhaps the city's top official or officials are former adventurers. Making a ruler a member of a character class is not necessary, but doing so will give an official more hit points, a better armor class—especially if he has magic armor or protection devices from his adventuring days—and an edge in defending himself. In addition, it gives the official something in common with the player characters.

Abilities: You should determine what languages the ruler speaks and writes and what proficiencies the ruler has.

Underlings: The larger the town or city, the more officials the government will have. Because of that, you must determine how many underlings, or lesser officials, a ruler has. The number also should be dependent on the makeup of the ruler. An overconfident ruler who doesn't want to share power will have fewer officials under him than a ruler who recognizes the need for more administrators.

Favoritism: It is possible that a ruler might favor a segment of the population and create laws to benefit them. For example, a ruler who is partial to the wealthy could tax them less. Or a ruler who favors adventurers could look the other way if adventurers break a few laws.

Housing: You will have to determine if the ruler lives within the city walls or in an estate outside the city. Does he live in a castle, manor house, expensive apartment, fortified home? If applicable, you should decide how the manor or estate is protected. Planning this in advance will make it easier to deal with PCs who want to confront the ruler. It is a good idea to set aside a few of the building fold-ups which you can combine to create a ruler's estate. Determining which street layouts are around the estate will help you determine what kind of security the leader's office or residence has. Is it surrounded by other buildings (which would make a sneak attack easier to pull off), or does it stand alone on a hilltop (so that no one can approach unseen)?

Protection: You also must decide if the ruler has bodyguards, and if so how many and of what level. In addition, you should take into consideration magic protection. Even if the ruler is not of an adventuring class, he could still have magic items or protective devices to help keep him from harm.

Ties to the Military: Another consideration is the ruler's link to the military. In a militocracy, the city's leader is also the leader of the military. In other forms of government there may be other officials in charge of the military or city guards, and there may be several steps or layers of authority between the ruler and the military.

Popularity: One of the most important aspects of a ruler is how the populace views him. Is he a popular ruler? Is the populace split with a few classes favoring him and a few hoping for a new leader? Or do most of the people hope for a new leader?

"It's not bad stew," Athormis said, running a piece of bread around the bottom of the bowl to get the last bit. "But let's go someplace for dinner that serves duck. Boliver, your turn to pick up the bill." The dwarf threw a gold piece on the table, which was more than enough to pay for several meals at the inn, and the pair walked out to continue their exploration of Sauter.

"You know, Boliver," Athormis continued, "I really wish we would have known that White William was with the government. We could have asked him to eat with us. I wager we could have found out all manner of information about this city and the people who run it, their strengths and weaknesses, their plans. It would have been a fascinating conversation. Maybe we'll run into him again."

"Don't wager on it," Boliver said, dragging the mage toward a weaponsmith. "City's too big. And besides, he's an elf. I've never been overly fond of elves."

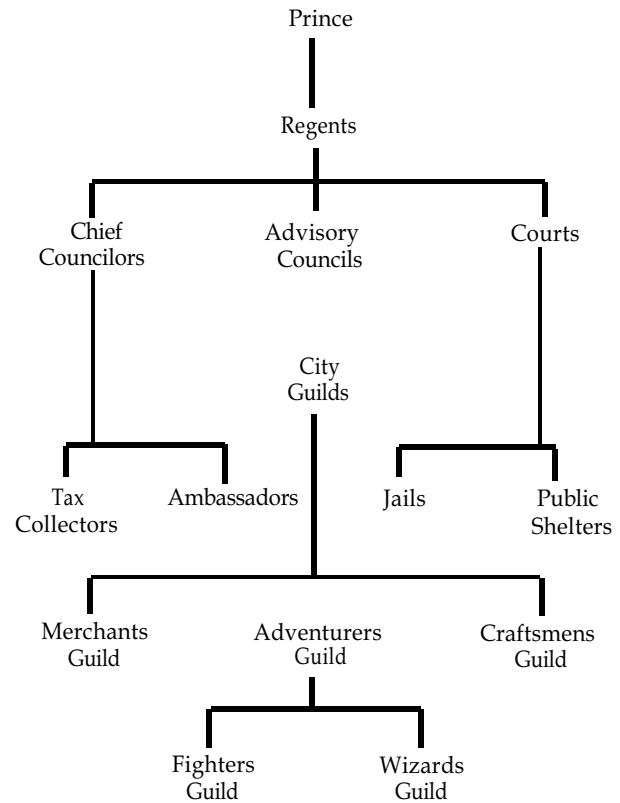
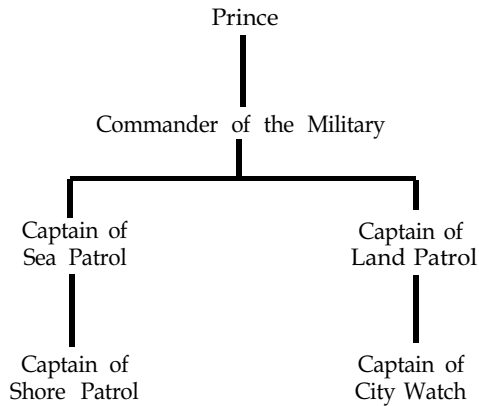
AN ELEMENT OF THE FANTASTIC

Although the majority of officials in your campaign should be human, half-elf, elf, or a member of one of the other humanoid races, a few officials could have a fantastic nature. Perhaps a silver dragon *polymorphed* into human form is the leader of a mountain town. Maybe a doppelganger has taken the place of a small-town mayor and has been running the town for the past few years. Or perhaps a lich or other evil creature is the ruler of a sprawling city and has an army of goblins and other creatures at his command. Whatever or whoever you decide to establish as a "fantastic" ruler should be unique and well crafted. And above all else, there should be few of these unique rulers. If monster-leaders are commonplace, there will be nothing fantastic about them.



CHARTING THE GOVERNMENT

Example: Oligarchy



One of the easiest ways to visualize the chain of command for any form of government you assign to a town or city is to create a tree of power, or an outline, as shown on this page, detailing which officials have the most power and showing whom they report to.

Creating such an outline for each major city and town that PCs frequently visit will help you keep the forms of government straight between your many communities. Each chart could also bear the names of the important NPCs you have assigned to various positions. In addition, if you choose to make information from the charts available to the players interested in your cities' governments, they will be able to easily tell which PCs their characters need to seek out when dealing with various aspects of the government. This also will help them keep the officials' names straight, especially if

their characters frequently visit several towns and cities.

Not all outlines will have the same structure. A democracy will have a different outline from a monarchy, which will have a different outline from an oligarchy, which will have a different outline from a military, and so forth. You likely will have to develop a different basic chart for each type of government you use.

The example here shows the possible outline for an oligarchy ruled by two brothers. The princes share power equally, and they are over everyone else in the government and in the city. Immediately beneath them are the commander of the city's military forces and the regents, the latter of whom oversee the chief counselors, the courts, and the advisory councils. Beneath the councils are the city guild council and harbor master. Beneath the chief counselors

are the ambassadors and tax collectors. And beneath the courts are the jails and public shelters. In addition, the major guilds are beneath the guild council. There are other guilds which report to the major guilds, but they are not listed.

You could choose to go beyond a basic chart such as this, creating additional charts for the military, merchants, courts, ship yards, and other areas within a city. In addition, you could create two charts for a city's government. The first chart would show the governmental structure as the public perceives it, complete with the names of officials. This chart would be available to the players. A second chart, which only you or your players whose characters are within the government would see, would detail the actual power structure and would reveal the real authority in the city, such as the power behind a puppet monarch.



THE CITY'S DEFENSES

Boliver stuck his new silvered throwing hammer in his backpack and waited for Athormis to buy a dagger. The mage was particular about his weapons, even though the dwarf considered a dagger scant defense. Athormis turned the dagger over and over in his long fingers before sheathing it at his waist. "All right. I'm ready," the mage said.

They walked out onto the city streets, where Boliver bumped into a uniformed guard. "Excuse me," the dwarf said, his face turning scarlet. "I wasn't watching where I was going, sir." The guard simply nodded and walked away to join another guard on patrol in the merchants district.

"Whew," Boliver said. "I've been in places where guards would accuse you of trying to pick their pockets or something. I wonder if there are a lot of guards here?"

"Oh, I do hope so," Athormis answered. "I feel safer in a city with a good, sturdy wall and plenty of guards around. Remember, we're toting considerable wealth around with us, and the presence of guards keeps our wealth that much safer. Maybe we should find a jeweler and exchange some of our gold for a few small but fine gems. Gems are easier to conceal and aren't as heavy."

"I hate to agree with you, Athormis, but you're right. I guess I do feel better with a few guards walking the streets. Every place needs some form of defense to make the citizens feel secure and to prevent the community from being overrun by invaders, disgruntled citizens, and ill-tempered adventurers—ourselves excluded, of course. A good defense prevents rowdy characters from walking into a village and doing whatever they please. And a defense, such as a militia, can also provide a good source of employment between adventures. Remember about eight years ago when we were in Delmarr and were hired on as guard sergeants? Ahhh, those were the days. . . ."

The Military

The size of a militia will depend on many factors, including the size of the population, the makeup of the community's leaders, and the community's stance with surrounding

villages, towns, and cities. For example, a city that has an uneasy relationship with its neighbors probably would have a large militia or more than one military force. A town whose ruler is frightened of potential threats from the outside also likely would have a comparatively large force. However, a town that has good relations with its neighbors, has never been invaded, and has a confident leader might have just a small militia.

Hamlets and small villages might have no protection other than the citizens themselves (principally, but perhaps not exclusively, the healthy adult males), who band together when a threat is posed. These citizens might also serve as the community's watch, taking turns patrolling the area. In addition, perhaps there is a community plan in which all the men rally to the community's defense if an alarm is sounded. However, it is also possible that a hamlet or small village will have a fairly well organized defense force, especially if the community has enemies.

Larger villages, towns, and cities should have better defenses because more people live there, there are more merchants who demand protection, and there are public buildings which officials will demand be defended. One of the major reasons people live in communities is for protection. And the larger the community, the more defenses and the larger the militia it will have. However, size of the militia is again dependent on some of the factors mentioned above, such as the confidence level of the community officials. Villages, towns, and cities also could have walls, a moat, magic, or perhaps a friendly creature or monster to help defend them.

You must select the added defenses for your communities in part based on each community's location. For example, a town on an arid plain is not likely to be protected by a moat (unless there is some fantastic reason for the water not evaporating). A frigid northern village is not going to be protected by a friendly monster that is native to warm climes. And player characters are not likely to see a village in the swamp surrounded by a thick stone wall—unless the ground in that part of the swamp is unusually solid (thanks to magic?). A little bit of common sense will help you develop your communities' defenses.

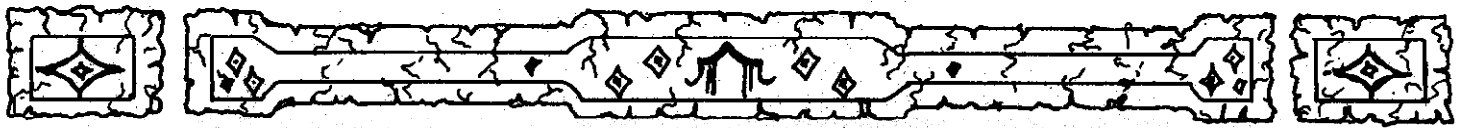
Following is a table you can consult for ideas on how a community might be defended. It also can be used to randomly generate

defenses. After the table are explanations of the types of defenses and guidelines for the size of militias.

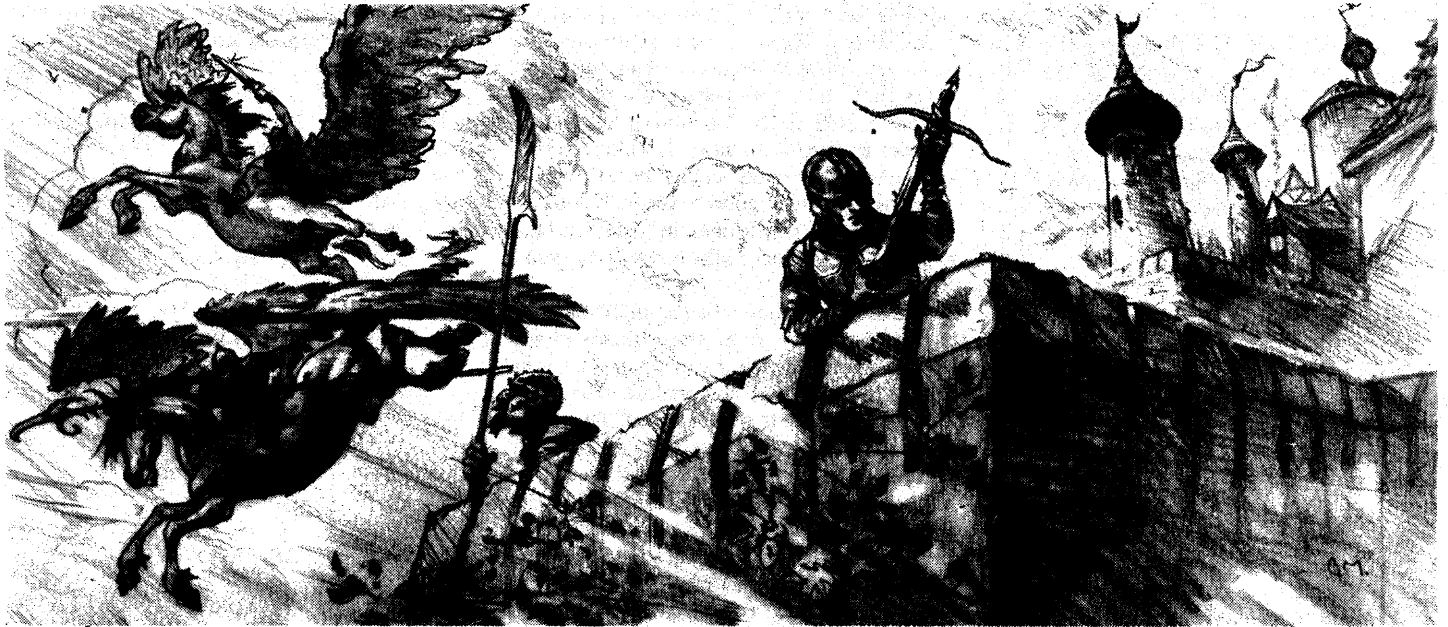
d100 roll	Type(s) of Defense
01-07	None
08-34	S only
35	S, M
36-50	S, CW
51	S, CW, M
52-59	S, W
60	S, W, M
61-71	S, W, CW
72	S, W, CW, M
73-75	FM only
76	FM, M
77-79	FM, CW
80	FM, CW, M
81-82	FM, CW, W
83	FM, W, CW, M
84-85	AP only
86	AP, M
87-88	AP, S
89	AP, S, M
90-92	AP, S, CW
93	AP, S, CW, M
94-96	AP, C, CW, W
97	AP, S, CW, W, M
98-99	AP, S, FM, CW, W
00	AP, S, FM, CW, W, M

S = Sentries/Guards/Militia: The most common form of defense a community will have is men trained to defend the public. From a hamlet, where a few residents act as sentries and volunteer defenders, to a large city with several guard forces, these men will be the first to combat whatever problems arise. There should be a base of 1 guard per 150 residents, with a minimum of 3 guards. If the community is on peaceful terms with its neighbors and has no known enemies, there will be 1 guard per 200 residents, with a minimum of 3 guards. If, however, the community is on uneasy terms with its neighbors, or has unrest within its own boundaries, there will be 1 guard per 100 residents, with a minimum of 5 guards.

Communities with less than 5,000 residents are not likely to have an army (militia), unless the community has known enemies or feels threatened. In an army, there should be a base of 25 soldiers per 1,000 residents. This number will double, triple, or quadruple, depending on the severity of the threat posed against the community. A standing army is responsible for patrolling a community's boundaries and the surrounding lands.



THE CITY'S DEFENSES



You must also consider the makeup of the forces. A village could have a guard force made up of 0-level humans, while a large town might have more than one force, each of which consists of personnel ranging from 0-level humans through 5th level fighters, with the higher-level NPCs having commanding roles. The larger a community is, the better chance that it will have relatively high-level characters in its militia.

You should consider specifically creating the NPCs who are in leading roles in a city's militia or guard force, since it is likely that player characters will interact with them. Rowdy PCs unwinding in a tavern after a long adventure could find themselves up against the leader of the guards. Or, PCs wanting to find work between adventures might have to deal with some of the higher-ups in the community's army.

CW = City Wall: This is one of the best defenses a city can create. A tall, sturdy wall made of brick, stone, or clay can serve a variety of purposes. Sentries standing on parapets along the wall can regulate who enters and leaves the city; can get a good view of the surrounding area and spot potential attackers at a distance; and can even survey the city, keeping an eye out for lawbreakers, fires, and trouble. In times of attack, guards and members of the city's militia can stand along the wall, raining arrows, spears, and oil on the assailants and

using the wall for cover.

How wealthy a community is and what kind of labor force it has will help determine how much the wall encompasses. For example, a wealthy community with a large work force could have a wall that circles the entire city. Other cities might only have a wall around a portion of the city, such as where the wealthy merchants, city officials, and public buildings are located. A city that is small in area is likely to have more of its territory protected by walls than a city whose territory is sprawling and perhaps oddly shaped (it's easier to build straight walls than it is to make curved ones, or ones with lots of corners).

W= Water: A moat, especially one that is wide and deep and filled with water, will serve some of the same functions as a city wall. A moat will slow invaders, who must deal with the water before they can effectively attack the city. It will help the city regulate who enters and leaves, since people must either cross at designated spots or be good swimmers. Sentries stationed around the moat could watch the people going in and out of the city, being automatically suspicious of people choosing to swim rather than walk across at designated points.

In addition, you could choose to populate your water-filled moats for an extra defense by adding alligators, giant pikes, eels, lam preys, gars, quippers, giant crayfish, or

water snakes. Some moats might be filled with substances other than water, such as long spikes or viscous oil that can be set on fire. Or, a moat could be left empty—just a deep, wide ditch that visitors and enemies must contend with.

Another option for defense is to locate a town or city on an island in a lake or a river. This has the same effect as a water-filled moat, in that people must deal with the water to get to the city, and it also provides a source of fresh water and a foundation for some industries, such as fishing.

FM = Friendly Monster: You should restrict the number of communities that have friendly monsters or friendly creatures as guards so these cities can retain their fantastic nature. However, having a few communities that are guarded by such creatures will add fun to the campaign and could be a source of interaction with the player characters. First, there must be a reason why the creature is helping to protect the city. Perhaps the city official is a former adventurer who saved the creature's life, and the monster is expressing its gratitude. Maybe the good-aligned creature or monster likes humankind and does not want any ill to befall this particular community. Perhaps there is a joint agreement for protection, with the creature helping to defend the city in exchange for the city's militia agreeing to help defend it and its lair.



THE CITY'S DEFENSES

Here are some suggestions for good-aligned creatures or monsters that might serve as effective defenders for a community because of their special abilities: dragon (brass, bronze, copper, gold, silver), dragonne, genie, giant (cloud or storm), kirin, lammasu, androsphinx, and treant.

There are many other monsters you could consider, based on the game system you are using. Remember, the friendly monster might not always be obvious. For example, a village protected by a few treants might not appear to be guarded at all. However, people posing a threat to the village's safety could soon find themselves surrounded and entangled by trees. A city could appear to have only a lone sentry on the wall. However, an invading force would quickly learn the "lone sentry's" breath weapon is devastating—an instant after the silver dragon reassumes its natural form. The *polymorph* ability doesn't need to be innate; in return for some great favor or as a way of expressing their gratitude to the city for some reason, a friendly monster might be willing to subject itself to a spell that causes it to appear human. In most cases, shapechanging or concealing monster guards is probably a good idea, because cities with monster guards that are obvious could soon become the targets of non-good people who equate treasure and power with killing monsters.

You should also consider evil creatures for guarding cities with evil rulers. Such guards could include dragons (especially black, green, and red), bugbears, gargoyles, evil giants, and assorted undead. Again, there are ways to make these monsters, which indeed could be friendly to the city's rulers, seem something other than what they really are.

Even cities with good-aligned rulers might have evil creatures guarding them, if the people in power have a way to control those creatures.

M= Magic: Many possibilities exist for defending a city with magic. If there are mid- to high-level mages, clerics, and illusionists in residence, they can be called into action when the city is threatened. Perhaps the leaders have such spell casters in their employ and will routinely have the clerics cast *wyvern watch* at specified areas outside the gates in the evening, or have mages *wizard lock* a few key gates. *Magic mouth* spells could warn people away after certain hours. And high-level illusionists casting

programmed illusions could scare away people after dark.

Golems created by high-level mages and clerics make powerful sentries. An *aerial servant* conjured by a cleric could keep many enemies at bay.

Magic items are also useful in helping to protect a city. For example, a *ring of djinni summoning* can bring forth a high-powered protector, a *bowl of commanding water elementals* can make a city's moat very deadly, and a few *ropes of entanglement* in the hands of sentries can make short work of enemies. The possibilities are limited only by your imagination.

However, it is important that you regulate the use of magic as a defense. A small village isn't likely to have many (if any) high-level spellcasters to come to its aid. And magic items are not easy to come by; not every town surrounded by a moat will have a *bowl of commanding water elementals*. For city-design purposes, magic used as a city's method of defense should be treated like friendly monsters: if it isn't used commonly as a defense, it will be considered special and more fun for the players when their characters encounter a community that uses it.

AP = Air Patrol: Air patrols (sometimes a branch of magic defense) can consist of a few sentries periodically taking *potions of flying*, flying spellcasters, or guards on winged mounts. If a city has several alchemists or mages to concoct the mixtures, it might be a common procedure to have sentries imbibe *potions of flying* and scout the area. Mages in the city's employ might regularly fly invisibly around certain vulnerable locations. In addition, a few specially trained guards might possess *rings of flying* which aid them in their patrol of the city and surrounding lands; Cities with a budget to afford expensive magic items might place a few guard forces on *carpets of flying* which can be seen flitting about the city's neighborhoods or hovering above the city's walls.

Flying mounts can be used more often than many magic items and can last longer than *fly* spells. A city with a stable of pegasi, hippogriffs, griffons, or giant eagles has a formidable air patrol.

Adding a flying patrol can also improve a city's image and make it a place bards sing about and storytellers spin yarns about. It could be an attractive environment for player characters who enjoy the fantastic ele-

ment the city boasts.

Combinations: The most natural combination of defenses is a militia and a city wall, or a militia, a city wall, and a moat. These are things that can be created by normal people—which make up the bulk of the population of any city. Creating other combinations, such as those suggested in the tables, will also work well to defend a city, but the combination should: make sense when the size, location, and governmental nature of the city are taken into consideration.

The PCs' Role: To help make player characters feel like they belong in the community, they could be called upon to help defend it. Perhaps the PCs are part-time city guards or serve in the militia between adventures. Taking part in the city's defense will help the PCs learn more about the city and your campaign. In addition, scenarios can be built around the problem of defending the city. If the PCs are mid-level or above, the leader of a city or the NPC in charge of the city's defense could ask them to serve as a special defense force that would take on assignments too tough for normal militiamen. Serving in the militia would also be a source of inner conflict for player characters, and could test their alignments. For example, there could be a wonderfully deep dungeon filled with monsters and treasure that is just waiting to be explored. But it is going to have to wait a little longer, since PCs must serve another month in the militia before they can get time off.



FABRICATING A HISTORY

"Boliver, look at that statue. The bronze one at the end of the merchants district. It intrigues me. Maybe it has something to do with the city's history. I'm going to find out what it's about."

"Well, my friend, you go do that. See the tavern about a block from that enchanting statue of yours? That's where I'm going. You spend all the time you like studying the statue. I'll study a few tankards of ale. Come and get me when you're done with your history lesson."

The mage continued down the street to the statue of six figures—a tall male elven ranger, a male half-elven fighter, two female human clerics, and two other males, one of whom could have been of nearly any adventuring class, and the other who was obviously a spellcaster. The ranger looked vaguely familiar, but Athormis couldn't place him. The statue was probably a few hundred years old. A bronze sign beneath it read: "In memory of Sauter's Adventurers and Founders. The city lives in their memory." The mage reached out and touched the cool metal arm of the ranger and then went to join his companion in the tavern.

Establishing a history for a city will help you understand the city you are creating and will help you add color to it, populate it, and create adventures centered on it.

In the steps you have taken in the creation process so far, you have already gone a long way toward defining your city's history. Its location, its present population, and the type of government its people live under are facts that all have a great bearing on how the city began and how it developed. Now it's time to build more facts on top of those and give your city a past—make it exist in time as well as in space.

The age of the community is one of the most important basic facts you must now decide. If a town of humans has existed for less than two hundred years, it will probably have a rich and full history. Several generations of families will have lived there, passing down knowledge from one generation to the next, so that present-day residents will know all about the area and how the community came into being.

If the community is older than two hundred years, its history will be that much deeper—but there's also the possibility that

certain facts about its early existence have been lost in antiquity. In such a case, PCs might be approached by a sage who asks them to undertake an expedition to find a lost relic that will explain when and how the city came into being.

In contrast, a young community will naturally lack a lengthy history, and its people will not be as rooted to the land, still retaining some ties to their native communities. Knowing the age of the city you are creating will help you determine how lengthy and how detailed its history should be.

Tracing The Roots

After you assign an age to a city, you must determine what caused it to spring into being. Did the largest city on your continent start out as a humble fishing village that quickly turned into a major port? Maybe the city began as a farming community which concentrated on raising grains and then evolved into a trade center with farming now as a minor industry.

Player characters might be interested in who founded the city. A collection of fishermen or farmers? A group of adventurous pioneers who braved the hardships of the land and fought off a band of goblins which laired where the city now stands?

Maybe (as discussed above) the origin and age of a city are mysterious. The city residents and the residents of neighboring communities do not know how long it has been there. No one knows how it came into being, who founded it, or what caused someone to locate a city on that spot. This is all well and good—but you still have to know these facts, even if the residents don't.

You must also consider the initial mix of people who lived in the community as it was beginning. For example, a village nestled in the woods along the banks of a river originally could have been the home for a few hundred wood elves. However, something might have happened early in the village's life to cause the wood elves to disappear. Perhaps the ancestors of the humans who now live in the village drove them off, and the wood elves who live nearby resent the humans and avoid the village. Or perhaps a band of monsters drove the wood elves from their home, and the human adventurers who defeated the monsters are credited with establishing the village.

Another example: Perhaps a city started out as a human trading settlement, but

through the years demihumans moved in. It might be common to see dwarves, elves, gnomes, halflings, and humans walking together on the city streets, the tolerance for each other's races having grown through the years. A history for a community will help justify the current makeup of the population and the population's view toward strangers and members of other races.

You should also consider if the government of a city has changed through the decades. Did a city which began as a humble farming village, where everyone had a say in the day-to-day operations, retain the democratic form of government as it evolved and grew? Or is that city now ruled by a monarchy, and if so when did the form of government change? Charting the course of a city's government will help explain which groups of people support the current government and which groups wish for an alternative.

It does not take long to construct a brief history. You might want to consult other gaming products which feature cities to get ideas on how to create a history. For example, *The FORGOTTEN REALMS™* campaign setting contains a history in which major events are listed in a timeline. If your campaign world has some sort of calendar (and it ought to), you can establish dates when certain events occurred in a city's history. Alternatively, you can simply count backward from the present time (after determining when a city came into being) and then locate events at various points during the time that has elapsed since the settlement was founded. Significant events could include invasions, changes in the government, dates when famous dignitaries visited the city, major expansions, sweeping losses in the population because of disease, large festivals that drew people from miles away, and major disasters such as earthquakes, floods, tornadoes, or hurricanes.

Perhaps patterns exist in the city's history, such as a major earthquake hitting the area every 50 to 60 years, or the city being invaded by a band of fighters from the north every 20 years. Player characters interested in a city's history could note these events and try to take precautions so history won't repeat itself. Maybe the PCs are not able to do something about earthquakes or other natural occurrences, but they certainly can go into the mountains to see if the band of fighters is planning another raid.



MAKEUP OF THE POPULATION

Inside the tavern were a few dozen patrons—half-elves, humans, two halflings, and a gray-bearded dwarf. Athormis pulled up a chair next to the dwarf and waved to the barkeep. “Fruit juice, please.”

The dwarf looked embarrassed. “Athormis, couldn’t you have at least ordered wine?”

“Too early in the day, Boliver. Besides, I want to keep my wits sharp. There’s so much to see in this city. I do believe it was founded by a group of adventurers, or so says the plaque next to that statue I studied. This is a fascinating place. Just look at this tavern. There are people of several races in here, and they’re all getting along.”

“Imagine that,” the dwarf said sarcastically as he upended his mug of ale. “Yes, I’ve noticed it, too. This city, like most of the others we’ve been in, is dominated by humans. But this city has a good mix of races. I like it here.”

of classes from city to city; for example, establishing a higher percentage of lower-class residents in one city than in another.

Upper Class: This can include the city’s rulers, nobility, wealthy landowners, shipping magnates, and very wealthy merchants. Almost always, the upper class will comprise the smallest percentage of the population. These are the elite, and if there are too many of them, they lose their elite status.

Middle Class: Lesser city officials, leaders of the city’s guilds, rich merchants, ship captains, successful artisans and craftsmen, and well-to-do farmers fall into this category. In some cities, the bulk of the population is considered middle class. However, in other cities the middle class could comprise a third or less of the population, with the largest percentage of the population falling into the lower class.

Lower Class: This consists of poor farmers, sailors, journeymen, tradesmen, poor artisans and craftsmen, poor merchants, laborers, and any other persons who can’t be defined as belonging to a higher class.

Adventurers usually will fit into the middle class or lower class, depending on their economic condition as of their last adventure. Although some adventurers, including the player characters, could have enough wealth to put them in the upper-class bracket, they might not be considered as such.

The Population’s Age

Although most communities have residents of all ages, some communities have a predominant age bracket. If you choose to have a few towns or cities with a predominant age bracket, you should point it out to player characters who visit—it is a fact that is fairly noticeable. For example, a community which has stagnated or is on the decline, with few employment possibilities for the residents, might have a higher than average proportion of elderly people. (The young people might have moved to other cities to look for work.) Or perhaps you could create a town where there is an inordinate number of young people. (A plague might have wiped out most of the elderly.)

Predominant Races

Some cities in your campaign could be melting pots, where people of all races and ages come together for mutual protection

and to earn a living. Such cities likely will be along a coast or other major travel route where it is easy for people to journey there, and they likely will have relatively large populations.

However, many cities with a fantasy or medieval flavor will have a predominant race or heritage. For example, humans could make up the majority of the population in many of a DM’s cities. This could further be broken down into types of humans, such as fair-skinned, light-haired humans from the north; dark-skinned, dark-haired humans from the south; or tall, muscular, deep-voiced humans from the west. The same can apply to other races. For example, one town could be composed predominantly of wood elves, another high elves, and yet another half-elves.

In addition to the predominant race in a city, you must determine additional races present, with the overall mix of the population making sense. In the AD&D® game, dwarves and elves do not necessarily get along. Therefore, it would not make much sense to have a community made up of large numbers of dwarves and high elves—unless there existed a fantastic reason why the races are coexisting.

A city’s population base will also help determine how the player characters fit in. A city composed solely of humans might be suspicious of a group of player character adventurers who are dwarves, halflings, and gnomes. Or a community of dwarves could snub visiting player character elves.

You also must decide if “monster” races such as lizard men and half-orcs are allowed to walk the street. People live in a community in part for protection, so it is likely that they will not tolerate monsters walking around in their merchant quarters. However, you may allow such monster races in some of your cities, especially if there are valid reasons for their presence. For example, a band of neutral lizard men live a few miles from a trading community and once a month come to town to do business. Perhaps a city will allow members of such races to visit if they obtain permits or licenses or if some residents within the community will vouch for them.

The existence of demihumans in the AD&D® game universe gives you a tremendous opportunity to create a distinctive mix of residents for each of the cities you design—leading to a different atmosphere in every community the PCs visit.

Social Classes

There are three basic social classes: lower, middle, and upper. You might want to consider adding a fourth class, the nobility. Another possibility is to further break down the classes into divisions, with two (lower/upper) or three (lower/middle/upper) subclasses within each major section. It is up to you how many classes exist in your cities, but it is certain that some kind of class structure prevails. Among any group of people, there will always be haves and have-nots, even if the difference between the two groups is relatively small. At the very least, in any community with a government, there will be leaders and nonleaders—and in an anarchy, the richest and/or strongest members of the group will quickly establish themselves as the upper class, even if they aren’t actual leaders. It is also important that you mix the percentages



TAXES: A WAY OF LIFE

Few communities can exist without a tax structure to pay for public improvements, civic programs, the military, and the salaries of the leaders. Because of that, you will have to establish at least a rudimentary tax system for your major cities and the communities the player characters frequent.

To make the tax system easy to deal with, you could have all communities within a country adopt the same basic system. However, some communities might have taxes beyond the basic system, to support a growing army or the expensive tastes of a monarch.

Taxes are frequently something that player characters (and some DMs) do not think about. But the characters will learn about them quickly—and with mixed emotions—when taxes become a practice added to the campaign. It is possible that taxes will not affect player characters who travel from town to town, calling no place home. However, player characters who have a city or a town as a base of operations should be taxed like any nonadventuring resident. And traveling characters who keep some of their treasure in local banks or holding establishments also will be affected.

To prevent taxation from becoming a game detail that bogs down a campaign with unnecessary paperwork, you could levy taxes only once or twice a year and charge every resident a straight percentage of all their earnings and accumulated wealth, such as 5% or 10%. Taxing property as well as cash will keep player characters from spending all their gold pieces on items which they hope are not taxable.

However, you might want to adopt a tax system which affects classes of people differently. If a city's ruler favors the wealthy, the city might only tax members of the upper class 5%, and members of the middle and lower classes 10%. A city with a democratic form of government could tax everyone equally or could tax people according to their ability to pay—charging the rich 10% or more, the middle class 5%, and the lower class even less.

A city run by syndics could develop a tax structure involving the mercantile system. Farmers bringing grain to market could be charged by the wagonload, shop owners could be taxed on the goods in their store and on the income they receive, and peddlers could be taxed on the goods they want to sell and be charged a fee for a peddler's license. Player characters could be affected by the taxes, although not directly. Goods

could cost more in the community because of taxes; a sword a player character would pay 25 gp for in one town could cost twice as much in this community. And player characters trying to sell or trade some of the treasure they accumulated on their last adventure might be faced with merchants' taxes or be charged with breaking the law.

If you choose to have groups of people taxed differently in a community, you may want to place a stiff tax burden on adventurers. Many government officials, especially those who are former adventurers, realize that adventurers are frequently laden with gems, gold, and magic items that they have picked up in a nearby dungeon. These officials could see adventurers, including the player characters, as targets for special taxes—based on, of course, the fact that adventurers are more wealthy than the majority of the town's citizens. In such an instance, the government might choose to charge recognized adventurers a tax of 20% or more. This will certainly get the player characters to notice the tax system and other aspects of your cities. To take the tax system one step further, you could opt to tax magic items—with everyone paying a specified fee for each magic item they possess. However, you must be careful that you do not tax the city residents or the player characters too heavily, or your city will be faced with the threat of revolution or never will be visited by the player characters again.

To back up a tax system, each city must have laws to punish the offenders and ways to enforce the tax system and the laws. For example, a city run by a council of priests should have little trouble assigning clerics to go to the homes of people suspected of tax fraud and question them about their wealth and belongings (obtaining truthful information through *detect lie* spells and other magics). Or, a city which has a tax on magic items should have a means to ascertain who has magic and how much of it is possessed. A staff of low-level mages and clerics or a few officials with *wands of magic detection* should be able to find out where the magic is.

Tax rates also could be affected by events taking place in a community. If a war is brewing and a town needs to raise money for arms, and to feed and clothe its soldiers, taxes could go up. Or if the city rulers want to build more public buildings, a special tax could be created for that purpose.

How elaborate a tax system becomes will

depend on how much time you want to put in on it. You must be careful to not let a tax system take a commanding position within your city and mirror the real world too much, however, because players could soon become bored and decide to stay in the wilderness.

To add some variety without making things much more complex, think about unusual taxes or fees that a particular city might assess. A town might prohibit the wearing of weapons by civilians—unless the person is willing to pay a fee for the right to keep his sword strapped to his side. Another city has tax collectors stationed at all of the major street intersections, where they collect a small amount of money from everyone who wants to walk or ride down that street (the world's first tollway system?).

Taxes can also serve as an avenue for adventure. An oppressive city ruler can become obsessed with taxes—layering one tax on top of another until the city's poorer residents seek the player characters' help. A revolution could be in order. Or a city's tax money could be stolen by outside forces. If the player characters are not able to recover the money, another tax will have to be assessed to pay for the upkeep of the city's army. From a different angle, a town's new ruler, who campaigned to abolish taxes, did just that when he was elected to office. Although the populace initially liked the idea (and many within the city walls still do), the situation will cause havoc. Public improvements will fall by the wayside. And it is a mystery how the city officials will be paid. It could be up to the player characters to straighten out the mess and get the government and the tax system back on the right path. You can also set up the city's chief tax collector as a nemesis for the PCs, creating adventures around the collector's attempts to tax them.



A CITY'S BUILDING BLOCKS

To add more depth and realism to fantasy cities, you can detail the materials the city buildings are made of and describe the appearance of the structures to your players. The city will seem more alive if everyone knows what it looks like.

Many players like to hear descriptive passages about the dungeon rooms their characters enter or wilderness settings their characters chance upon. Roaming about a city should be no different. If you have taken time to establish what the city's buildings look like and what they are made of, you can regale your players with descriptions of the merchants' quarters where buildings are packed close together, the docks where workers hurry between ships, and the residential and government sections bustling with pedestrians. You can lavishly describe the differences between the spacious manors where the wealthy live and the dismal hovels occupied by the poor. And the player characters might be tempted to stay in the city longer because they can "see" it. Use of the building fold-ups and street layouts that come with this product will be a big help in getting players to visualize sections of a city.

The Raw Material

Wood, straw, brick, fieldstone, clay, and hard-packed earth are some of the materials people in a medieval period would have to work with in creating buildings. The materials could be held together with mortar, dung, nails, and twine and fashioned into homes, businesses, and public buildings. The more money people in a community have to work with, the better the materials they can afford, such as brick and fieldstone. You may have other materials in your campaign which can be used to build structures: special hardwood from exotic trees, a unique sort of thatch material that repels water, fantastic "airstones" that are very light but also very strong.

If you take some time to describe the various building materials that are used by residents and which ones are superior to others, player characters soon will be able to tell who in a community has money, based on the materials their homes are made of. The building fold-ups make it easy for players to see which buildings were more costly to make, and the colorful fold-up exteriors show at a glance what the buildings are made of.

In addition, the size of a building can help

determine the wealth of the occupants. Putting several of the fold-ups together to make an estate will make it obvious to the PCs that an important character lives there.

Adventures can arise out of building construction. For example, a gang of bullies could be setting fire to the wood homes in the community, threatening residents for protection money. Or a high-level wizard could be terrorizing the wealthy by turning their homes to mud with a few carefully cast rock to mud spells. A shortage of building materials also can suggest an adventure; the player characters could be hired to travel to a nearby town and bring back wagonloads of brick.

Ice Can Be Nice

The location of a city can help determine what its buildings are made of. For example, a fishermen's village in the far north could consist of several dozen igloos. If there are artisans in that village, some of the buildings could be quite elaborate, with large, shiny domes and sparkling, twisting spires, all carved out of snow and ice. Ice sculptures could ring the edge of town. The city would gleam in the sunlight, and the moon and stars would make the buildings glitter in the evening. Player characters would be attracted to such a city and intrigued by the people who created the buildings.

In contrast, most of the buildings in a town on the plains would be built of wood, reeds, and grasses—building materials that would be abundant in that environment. A town like this might take on the appearance of a frontier town from the Old West, where a main street runs through the middle of the merchants' district. In another plains community, the buildings might consist of wooden structures covered with animal skins.

A town or a village in the mountains actually might be built *into* the mountains, with homes being cavelike structures and their entrances covered with wood or stone fronts.

The homes in a village nestled in the woods might be built in the trees and made out of grasses, twigs, leaves, and other abundant materials.

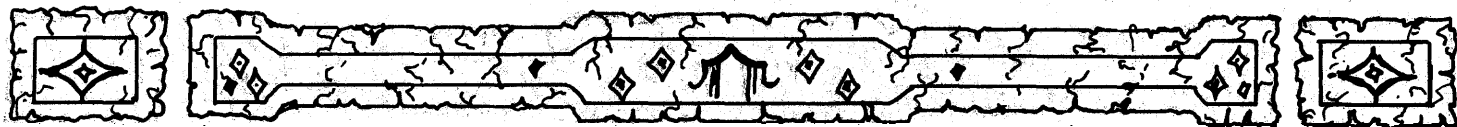
Size and The Land

How much land a city covers, and the population of the city, are other factors that will play a role in what the buildings look like. If

a town with a relatively small population covers a lot of land, the buildings could be spacious one-story structures surrounded by big yards. On the other hand, if a city has a large population and not a great deal of land, the buildings will be close together, with only enough yard to permit people to walk between the buildings. There will be few one-story structures, and when a building needs to be expanded, the owner will have to take off the roof and add another level. The fold-ups in this product can accommodate a variety of city styles and layouts. You can create a town where all the buildings are one story tall. Another town could have only multistoried buildings.

Don't Forget The Wall

If a community is surrounded by a wall for protection, it is important that you establish what the wall is made of. A wooden wall might not be much protection if the enemy comes at it with siege machinery and flaming oil. However, walls made of brick, fieldstone, dried earth, and other more durable substances will last longer and afford the residents more safety.



WHERE GOES THE NEIGHBORHOOD?



"Dwarf! You, dwarf!" said a halfling a few tables away. "Why aren't you at the feast for Moradin the dwarven community is having?"

Athormis and Boliver turned to the speaker. "My name's Boliver, not dwarf," Boliver said. "And I don't know anything about the feast you're talking about. But I'd like to hear more."

The halfling approached the pair. "I'm Sneezil Fastfingers—at your service. You must be new to the city. I had just figured you for locals. This tavern isn't frequented by many visitors. They prefer the places with fancy decorations and fruit in the drinks. The dwarven community, about a dozen blocks from here, is having a feast for Moradin. I'm going simply because I have a lot of friends in that neighborhood and they always invite me. You're welcome to join me. But your human friend might stand out a little."

Athormis laughed and began gesturing with his hands. In a moment a dwarf

with a long, brown beard sat in his place. "Let's go," Athormis said. "I'd like to see the dwarven neighborhood."

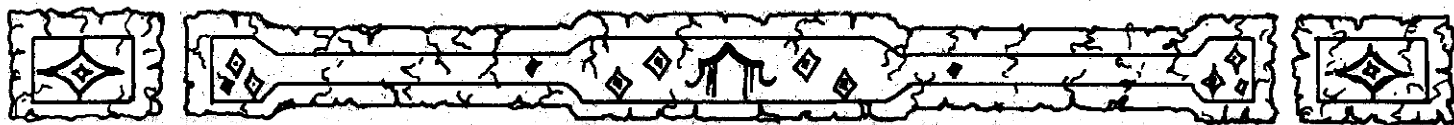
"Sauter has quite a few neighborhoods," the halfling said as he led them through the city streets. "But that's common. Almost every community that I've been in that was larger than a village had neighborhoods, sections of the community designated for various groups of people and businesses. Neighborhoods make cities more interesting. And lots of adventure can be found in neighborhoods."

"Some cities create neighborhoods through zoning laws, establishing specific locations where homes, businesses, and public buildings can be erected. Cities without zoning laws or building plans could have a nightmare landscape of public buildings wedged between private homes and merchants' shops scattered throughout residential districts and the government quarter. A patch-

work arrangement like that, which evolves with no regard to city planning, might not be the ideal place to live and certainly would present problems to visitors—especially people like yourselves. It could be difficult to find anything!

Most medieval cities did not have actual zoning laws. But it frequently happened that, over the years of the evolution of a city, sections of the population with something in common did end up being clustered in one general location—a neighborhood for a certain social class, people of a certain occupation, and so forth. You can apply the same principle when creating a fantasy city. If you put a little thought into establishing zones within a city, it will be easy for player characters to locate shops they want to go to and neighborhoods they want to investigate.

An easy way to begin developing neighborhoods is to sketch out the city bounda-



WHERE GOES THE NEIGHBORHOOD?

ries and draw in some of the main streets. It is not necessary to draw in every building, and it is far from practical—especially if the city you are working with is large. After the sketch is complete, circle certain areas, designating them as business or merchants districts, the government quarter, residential districts, the entertainment quarter, and wharf area (if there is one for the city).

Many mid-sized and large cities will have several merchants and residential districts. This is because as the city grew, "spreading out from its original center," additional neighborhoods developed. In a very large city, there could appear to be cities within the city, because as that community grew to its great proportions large, self-sufficient neighborhoods developed. A person living on the east side of such a large city might never need to travel to the west side, since businesses, temples, and recreation areas are available on his own side of town.

A Place for The Wealthy

Members of the upper class like to live apart from the rest of society, building their homes in a portion of the city or an area just outside the city where they can have large yards and peace and quiet. They prefer not to associate with classes of people beneath them, especially the lower class. They want a section that is clean and better than the rest of the city.

Their homes will be manor houses, estates, or small palaces and castles. They will be made of the best materials, and many of them will be ornate and will have sculpted lawns. Some will have fences or walls around them for security.

There may be little cause for player characters to venture into a wealthy neighborhood, unless they are invited to a feast or are curious. The crime rate is low or nonexistent in these neighborhoods, because the wealthy can afford guards or have access to magic to protect themselves and their belongings. However, there are always avenues for adventures in any neighborhood. Perhaps a very crafty and very experienced thief overcame all the traps a wealthy landowner had in place and managed to steal a set of priceless jewels. Or perhaps a monster has found its way into a wealthy neighborhood and is killing the guards. Pulling the player characters into a wealthy neighborhood for an adventure will let them wit-

ness the opulence and extravagance of the neighborhood compared to the conditions in poorer sections of the city.

A Place for The Poor

The buildings are close together in lower-class neighborhoods, and the people are, too. Several families—as many as 40 or 50 people—could be crowded together in a large home. In the majority of poorer sections, the crime rate is high, and there is more violence, because the living conditions cause tempers to flare and people to become desperate. Because living conditions usually are not clean, there are vermin—rats and insects of normal and giant size—living alongside the people and competing for their food and shelter.

Because of these factors, player characters could frequently find themselves moving about in poorer "neighborhoods, especially if they are in the employ of the city and forced to deal with the crimes and giant vermin there.

And The Classes in Between

Members of the middle class live in a variety of buildings, based on how much money or property they have and what part of town they want to live in. Middle-class buildings range from rented quarters to fairly large homes.

The majority of player characters will fit into this class of society; and therefore could end up spending most of their time in middle-class neighborhoods. These neighborhoods are among the most colorful in the city, as the middle class is composed of a wide range of people of varying incomes and experience.

Merchants and Public Buildings

Merchants can be found in business districts in lower-class and middle-class neighborhoods, and should be located near roads so it will be easy for them to move goods in and out of town or to a river or harbor for shipping. If there are zoning laws in the city, merchants' stalls and buildings will be in designated areas and not scattered among residential buildings. The same can be said for public buildings, although most of those probably will be found near merchants'

quarters and near middle-class neighborhoods. Public buildings will consist of government offices, courts, guard and army barracks, jails, and public recreation centers. Grouping public buildings and merchants shops together is convenient for the public. City residents and player characters will find it easy to take care of their business if all the places they need to visit are located close together.

A Place for Demihumans

If a city is dominated by humans, other races who live there might have formed their own little neighborhoods for a sense of camaraderie and to feel more comfortable.

A large city should have a foreign quarter, where humans who are natives of different parts of the country live. It also could have an elven quarter, which further could be broken down for half-elves, wood elves, and high elves. A halfling district could consist of burrowlike homes and could be adjacent to a community of dwarves. It is important to note that not all elves, halflings, dwarves, or other demihumans in a large city would live in one of those neighborhoods. Many of the demihumans will live side by side with humans.

Demihuman neighborhoods within a large city can add fun to a campaign and will provide player character demihumans places to go to learn information about what is going on in the city and to feel more at home.

"Very practical—neighborhoods for people of like backgrounds and interests," Athormis said. "I think adventurers would fit in well in a demihuman neighborhood, since most adventuring parties are composed of a mix of races. And these neighborhoods would be great places to explore—like cities within a city."

The halfling nodded and took them to a neighborhood where the homes looked very sturdy and were constructed of stone. "This is it," he said, and immediately began to size up the crowd.



CRIME AND PUNISHMENT

As the two dwarves and the halfling entered the dwarven community, they saw two city guards carrying away a struggling dwarf. Behind the guard stormed a dwarf in an apron, brandishing a meat cleaver. "And don't let him out for at least a year. Stealing from celebrants at the feast of Moradin is a terrible crime."

"Good thing when our adventuring group split up last year, the thief went with the ranger," Boliver said. Athormis nodded and headed toward the center of the celebration, where a large boar was roasting on a spit. The halfling gulped and stuffed his hands into his pants pockets. And the music and the crowd swallowed up the three.

Communities the size of a village and larger should have a code of laws which the residents are expected to live up to and which the community has a way to enforce. Some communities as small as a hamlet might also have a code of laws, although it may not necessarily be written down. How complex a community's laws are will depend on the type of government in the community, the predominant alignment of the citizens and the leaders, and the amount of time you are willing to spend to put the laws together.

It does not matter whether a city is run by good or evil characters; it still should have laws. Without laws and a means to enforce them, a city would be plagued by chaotic behavior, and bullies with enough power behind them soon would be in control. (This is basically the situation that would arise in an anarchy, where the only significant law is survival of the fittest.)

A point about chaotic alignment as it pertains to communities and laws: The leader of a city may be chaotic in alignment, but the philosophy of the city itself must be based on some aspect of lawfulness in order for a legal system to exist. The concept of a chaotic person governing a lawful community is not as strange as it might seem; the chaotic person is, by nature, concerned primarily (perhaps solely) with his own welfare, but he is willing to work "within the system" to achieve his goal. A chaotic good leader, for example, might want to treat his subjects well because by doing so he broadens the base of his own popularity and power. A chaotic evil leader will make no secret of the fact that he cares for no one

but himself—and woe to anyone who gets in the way of his selfish motives.

It is not necessary to consult law books or police logs to create a system of laws and punishments for a community. Common sense will yield a workable system that can be understood by the player: characters. Many PCs will never become involved with the law in a community, because they will attempt to stay on the straight and narrow and will only hear about the laws through listening to gossip and reports of events in the city. However, other PCs who are boisterous in town or who are quick to jump into fights with the local residents could quickly learn firsthand about the legal system.

Listing The Crimes

Some of the more obvious crimes that could occur in a medieval-flavored fantasy community include murder, attempted murder; kidnapping, treason, assault, burglary, theft, tax evasion, counterfeiting, defrauding the public or the government, attempting to overthrow the government, deserting from the army, vandalism, arson, public indecency, public nuisance, and public intoxication.

Some special laws should apply only to certain cities; it could be illegal to burn cooking or heating fires after midnight in a town where most of the buildings are made of wood or straw. Or it could be illegal to use more than a specified amount of water per day in a desert town where water is in limited supply.

In addition, you could add crimes such as bringing monsters—alive or dead—into the city, selling magic items without a permit, riding nonstandard mounts without a permit, and using magic or casting spells within the city walls.

Some fantasy towns, just like present-day cities, could have several unusual laws that are on the books but are no longer rigidly enforced, defining such crimes as spitting on city streets or walking on the right side of a street after dark.

Punishment

Penalties will vary with the crimes committed, with the more severe crimes such as murder, kidnapping, and treason having much stiffer punishments than crimes such as carrying a sword without a permit or public drunkenness. In addition, punish-

ments should vary between communities, since not all leaders view crimes the same and not all leaders have the same temperaments. For example, someone found guilty of kidnapping in one city might be hanged the next morning, while a person found guilty of the same crime in another town might be sentenced to 10 years in prison. Also, what is considered a crime in one city, such as public drunkenness or public indecency, might only be seen as an amusing or annoying act in some other city.

In some communities, you might decide that justice is harsh, with severe penalties for all crimes and capital punishment for criminals who are guilty of seemingly minor violations. Residents will be on their toes, to put it mildly, in these communities. In other cities, justice may be lax, and people might be prosecuted only if they robbed the wrong person or kidnapped someone of consequence in the community.

Possible penalties for crimes include death, prison sentences, monetary fines (which could be coupled with other sentences), assignment to work details, loss of a limb (such as losing a hand or arm for stealing), or being required to perform a dangerous mission for the government. This latter sentence could be used as a vehicle to propel player characters who are found guilty of breaking the law into adventures in and out of the city. A few penalties could also be based on a city's needs. For example, if a city is building a wall around its borders, the justice system would be more likely to sentence criminals to a work detail than to time in a prison.

Creating a Justice System

If a community has laws and punishments for breaking those laws, it should also have a court system or some type of recourse for hearing the cases. Such a system could be complex, with judges to hear the case, officials representing the accused and the accusers, and a jury of selected citizens to decide on guilt or innocence. Or it could be simple, with a judge or moderator appointed to consider the evidence and render a verdict. Some courts might not even allow the accused to speak in their own behalf. A community with a large number of clerics could put them in charge of the justice system. Their *detect lie* spells could eliminate the need for a jury in many cases.



CITY DESIGN SHEET

Name of community _____

Community type (check one)

_____ Hamlet

_____ Village

_____ Town

_____ City

Community population _____

Location _____

Prominent terrain features _____

Type of government _____

Government notes _____

Community ruler(s) _____

Rulers' titles _____

City flag/symbol

Government symbol/insignia

City defenses _____

No. of guards _____ No. of soldiers _____

Defense notes _____

Makeup of the population _____

Types of neighborhoods _____

Neighborhood notes _____

Taxes _____



CITY DESIGN SWEET

Customs and beliefs _____

Appearance of buildings _____

Major industries/livelihoods _____

Community's relationship with nearby communities _____

Community Ruler(s):

Characteristics/traits _____

Strengths

Weaknesses

Goals _____

Relationship with residents _____

Background notes _____

Age _____ Height _____ Weight _____ Hair/Eyes _____

Class/Level _____ Hit Points _____ Armor Class _____

Magic items _____

Other important possessions _____



CUSTOMS AND BELIEFS

"Praise Moradin!" the revelers shouted. Athormis reached for another hunk of roast boar while Boliver danced with his new friends. The pair had lost their halfling companion shortly after arriving at the festivities. "Praise to Sauter for letting people worship freely!" another celebrant added.

The dance ended and Boliver joined his *polymorphed* friend. "I'm pleased to be in a city that doesn't restrict people's beliefs," the dwarf said.

"We don't know that some beliefs aren't restricted," Athormis replied. "Maybe the Sauter officials don't permit the worship of evil deities. I halfway hope that's the case. I've had my fill of evil clerics and their fanatic followers. I've also had my fill of this roast boar. And I'm going to have to leave in a few minutes. My spell will be wearing off, and I'll be returning to my human form. The only other humans around here are city guards. And I don't want to cause problems."

ship will suggest themselves automatically. Following is some advice that will help you make logical and reasonable decisions about customs and beliefs.

Politics Plays a Part

The government within a city will have an impact on the number of temples and deities worshiped. A city governed by a hierarchy of priests may not be tolerant of other religions. Perhaps only the priests' religion is recognized, and all the known temples in that community are for that religion's deity or deities. In such a city you might want to establish other religions that operate underground, away from the prying eyes of the city rulers.

On the other hand, perhaps a large city governed by a democracy encourages freedom of worship, and there are many temples devoted to many different deities of many different alignments.

Another option, in the middle ground, is to establish two to five major recognized religions within a city. The majority of the population would worship one of these deities, and there would be temples built to them. However, other deities could be recognized by a minority within the population. These people might have to practice their beliefs in someone's home or business because they lack the money for a temple. However, they would not have to keep their beliefs hidden.

Still another possibility is to have many places devoted to a variety of deities. However, not all of these places will be large, inspiring temples. Perhaps one location is a shrine in a park with benches around it. Another place could be a storefront establishment in a lower-class neighborhood that passes out prayers and food to the residents. And yet another option could be a covered wagon that travels throughout the city, while the clerics who drive it spread their faith.

Alignment Makes a Difference

The alignment of a city's rulers will have an effect on the number of deities worshiped and the deities' alignments. For example, a lawful good monarch would prevent temples from being built to chaotic neutral or evil deities. If some of the city's residents wanted to worship these deities,

they would have to do so in secret. This monarch could declare one official deity for the city, while not prohibiting the populace from worshipping other good deities.

If a city is governed by evil rulers, the deity recognized would most likely be evil—with the worship of good deities frowned upon or prohibited. However, if the evil rulers are trying to hide their true natures, they might allow residents to worship good and neutral deities.

These are only examples of how government influences customs and beliefs. It is up to you to determine how—if at all—the political and religious factions relate. In some cities, church and state may be entirely separate; the government doesn't care who worships whom, so long as religious issues don't pose a threat to the general welfare or to the government itself.

Creating a Conflict

You should consider establishing a conflict in a community between worshipers. If a city or town has two major temples, the leaders of each establishment could be involved in a battle of one-upmanship and could continually try to recruit worshipers, both from within the community and from within groups of transient adventurers. Perhaps both temple leaders are of good alignment and do not go about their efforts maliciously, but are still causing problems within the community.

An opposing possibility could be cooperating temples, where the leaders work together and maybe even have a joint council where the community's concerns are discussed.

Conflict, of course, translates into an opportunity for adventure—and that's where the PCs come in. Perhaps some of the party members are devout followers of a deity whose worshipers are being persecuted. Maybe the PCs have no vested interest in any of a city's major religions, but will be hired by the government to help quell a disturbance between two rival factions.

Keep it Fantastic

No matter how many temples you establish in your communities or how many deities your NPCs and PCs recognize, you should remember to keep it on a fantasy level. Bringing real-life religions and beliefs into a fantasy campaign usually is not a good idea.



PUTTING THE PCs TO WORK

Boliver and Athormis left the revelers behind—and just in time, as the mage's *polymorph* spell ran out and he returned to his human form. "Mmmm, but that was delicious. And we didn't even have to pay for it," Athormis said.

"Don't feel bad about it. I donated ten gold to the temple they're building. That should just about cover what you ate! The friends laughed and headed to the center of the city, where they planned to find lodging. Along the way they spotted notices illuminated by the light pouring out of building windows. Boliver stopped to look at a few.

"Athormis, look at this. These are postings for work: merchant guards, street cleaners, teachers, sailors. If we ever run out of gold, we could always work for a few months."

Athormis chuckled. "Remember when we were sergeants? About eight years ago? That stint of employment lasted about two weeks. You had trouble keeping regular working hours."

A community is a busy place. There's always work to be done, and usually a shortage of people who are willing and able to perform that work. Whether for a diversion, a challenge, or a way to pick up some cash without risking one's life, player characters may decide (or you may decide for them) that getting a job in the city for a while is not a bad idea.

For people as skilled and versatile as the PCs, the possibilities are almost limitless. Joining the city guard, enlisting in the city army, hiring on as bodyguards for important and wealthy people or city officials, becoming bouncers for taverns and other establishments, becoming bounty hunters or spies, running for public office or assuming an official position, seeking a simple job in the merchants' quarter or along the docks, and opening a business are among the jobs that adventurers can consider. Some of the opportunities are described in a little more detail below, including suggestions about how to make the jobs interesting for your players and how to turn them into adventures for a campaign.

On Guard!

A job in the city guard will appeal primarily to fighters and clerics, characters who

typically have good fighting abilities. Thieves who successfully convince city officials that they are fighters also can find work on the guard force. Mages and illusionists are frequently seen as physically weak and would be encouraged to seek work elsewhere. Most city guards would prefer to hire characters who would wear armor. It is up to you to decide if your city's guard force is an equal-opportunity employer, hiring people of both sexes, or if the guard force is strictly a men-only or a women-only line of work.

The guard force in a town is composed primarily of 0-level and 1st level fighters, with a few higher-level fighters serving as the top-ranking officers. Player character adventurers of any level would be welcomed into the guard and probably would be given positions of authority. However, in a city, especially a large one, the guard force would be more experienced. Perhaps nothing less than 1st or 2nd level fighters would be accepted, and guard sergeants would be no lower than 3rd level. A larger city has a greater population to draw from, and therefore can be a little more choosy about who is hired to protect the citizens.

Before you allow player characters to join the city guard, you must decide how many people are in the guard and the ranks and numbers of the guard officers. You need to assign levels to the ranks, in part based on the size of the community. For example, in a city, sergeants might be of 3rd and 4th levels, lieutenants 5th and 6th, and captains 7th and 8th.

In a town, the levels of guard officers would generally be lower because there are fewer people to draw from and there would be a smaller guard force.

In a community of any size, you can have a little fun by creating an 8th level fighter who's still only a sergeant or an enlisted man because he has trouble following orders. At the other extreme is the captain who's a measly 3rd level fighter—the son of the commandant, who was given or promoted into a position he's not really capable of holding.

When a player character asks for a position on the guard force, you should look at the PC's level and decide what rank to assign the character. However, a 6th level character hoping to be hired as a captain could be in for a surprise. You might want to have the character start out as a sergeant to prove himself. To add a touch of realism, you can list how many men the PC officer is

in charge of and the amount of time he is expected to work. City officials might be tolerant of adventurers, allowing them to work on shifts of three weeks on and three weeks off, to accommodate an adventurer's "need" to make journeys to dungeons and wilderness areas. After all, the city will benefit because the fighter is gaining more experience, sharpening his abilities, and possibly picking up magic items to improve his ability to hold his own in combat.

It is important to establish the guard force's duties, which probably would consist mainly of patrolling the city and arresting lawbreakers. If a city has an adventurers quarter, the guard officials might station PC guards there, believing that adventurers can deal better with other adventurers than city-bred guards who lack the same life experiences.

You should award PC guards money and experience for their accomplishments and should promote PCs within the ranks as they rise in levels and perform well for the city. Guard work is an adventure in itself, and should bring rewards accordingly.

Concocting adventures that are related to a PC's stint on guard duty will give you more opportunities to use the street layouts and fold-up buildings that come with this product. The PC guards could be charged with stopping a riot in the merchants quarter, catching a notorious cat burglar, halting a ring of pickpockets, posing as victims to snare a band of thieves and muggers, or investigating a counterfeiting racket. In addition, player character guards could pick up a myriad of rumors while on their beats, learning about newly discovered dungeons or unearthed ruins from adventurers they meet.

Working on the city guard will also give PCs a chance to travel throughout the city, learning about all the neighborhoods and the people who live there. It is a perfect opportunity for you to show off your creation.

They're in The Army Now

Serving in a city's militia is in some respects similar to being in the city guard. PCs could be assigned ranks based on their levels. However, unlike in the guard, wizards would be sought after. Military leaders recognize that a well-cast fireball can do much more damage than a squadron of low-



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level fighters. You could choose to have the military pay spellcasters more than ordinary soldiers. But it would be unlikely that wizards would be named as officers. Fighters, most military officials would agree, have the best military minds and can plan the most successful strategies. Thieves might be welcomed into some armies if they agree to perform spying missions. And clerics would be in great demand because of their ability to heal the wounded. The army is a place where an entire adventuring party could find work.

How busy an army is—and the player characters enlisted in it—will depend on the city's relationship with nearby tribes and communities. An army in peacetime is more likely to grant the PCs leaves so they can

adventure. However, the adventuring likely will have to be short-term, since most furloughs might be for only a week or two.

Army duty is a continuous source of adventures and could keep the PCs so busy they will not have time to look for a dungeon. An army, or portions of it, could be called upon to help the city guard when disasters such as tornadoes, floods, and massive fires strike. In addition, members of the army could also be called upon to stop riots, to protect city officials, or to serve as added protection during festivals and celebrations.

Player characters can be encouraged to take an active part in a city's army by being made responsible for drawing up defense plans and determining how troops will be

deployed if the city comes under attack. If a city is located next to an ocean or a large river, the PCs could be expected to develop water-based defense plans.

If the city is aggressive and wants to use its army to wipe out tribes of monsters lairing nearby, the PCs would be called upon to develop attack strategies and may be asked to lead an advance force to learn the strength of the monsters. If the city learns that a neighboring city is planning a war, the PCs could be charged with helping to direct an attack against that city—taking the war to the enemy to prevent the PCs' home city from being damaged and innocent citizens from being killed. The player characters also could be assigned spying missions to neighboring cities. Or they could be



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asked to patrol the area surrounding the city, where they might find an adventure or two to undertake.

Being Bodyguards

This is another opportunity for the player characters to find work as a group. Wealthy merchants, rich landowners, and powerful city officials all need protection—or think they need protection. Some of these people have accumulated enemies through the years: people they have put out of business because of shrewd mercantile maneuvers, former landowners who have had their property absorbed, and former officials who were ousted from office or defeated in elections. The PCs could be asked to accompany these high-powered NPCs as they travel through the city or journey to other cities.

The job will provide rich role-playing opportunities, as the PCs will have to deal with haughty NPCs who are used to being waited on, greedy merchants who only care about making money, or political officials whom they might not see eye to eye with. It could test the PCs' loyalty to their employers. However, not all high-powered NPCs should have major character flaws. Some of them should be easy to get along with, and be people with whom the PCs could easily sympathize.

Adventure possibilities include protecting a political official from assassination attempts; accompanying a wealthy merchant who is traveling with a cargo of precious gems and other valuables; setting up defenses for a wealthy landowner who has been receiving threats from an unknown party; guarding the city's museum, which is filled with temptations for thieves; or escorting a nobleman's son to a wedding with another nobleman's daughter in a nearby city.

As with a city guard position, being a bodyguard will allow a PC to explore many sections of the city and will let you show off some of the work you have put into creating the city.

Bouncers and Strongarms

Although this is a viable form of employment for player character adventurers, especially fighters, there are fewer kinds of scenario possibilities you can develop. How-

ever, the job is not without merit. It will be an avenue for you to use some of the buildings in this product and stage elaborate bar-room brawls that will test PCs' abilities to subdue NPCs without killing them. You can create chase scenes that will have the PCs running after culprits through the twisting and turning streets of the city, over rooftops, and perhaps through dark and dangerous alleys.

It is likely that only strong-looking fighters will be employed bouncers for taverns and other establishments in the city, with the wages being dependent upon how well-to-do or busy the establishment is. And it is not likely that the entire party of adventurers can work as bouncers at the same establishment. However, while there are drawbacks to this type of work, there are a few advantages. PCs working as bouncers in the adventurers quarter could learn about dungeons, monsters lairs, pirates' plans to attack the city, or thieves discussing what establishments to rob.

Bounty Hunters and Spies

These professions could be used for adventures in and out of the city. PCs of any class, race, or sex could become bounty hunters or spies, working for city officials, merchants, or themselves.

As bounty hunters the, PCs could stalk the city streets or the area around the city, looking for NPC villains with prices on their heads. This could pit the PCs against powerful and cunning NPCs you have developed and could take the PCs almost anywhere you desire—in the sewers under the city streets, through the various neighborhoods of the city, and through the environs surrounding the city, testing their investigative and combat abilities. Player characters could come up with a considerable amount of treasure this way, or could end up losing out if their targets are more powerful than they are. They could even gain fame and fortune in the city. Of course, you always can add a few twists, such as the PCs' target being framed by the people who hired the PCs to catch him.

Spying assignments can also take the player characters to a variety of places and will test their ability to be stealthy information gatherers, rather than hack-and-slash adventurers who swing first and ask questions later. And they will allow you to care-

fully lay out encounters involving the streets and fold-up buildings.

Spy work in itself is an adventure, and has the potential to lead the characters into a string of further adventures as they uncover more and more information. Perhaps the PCs will uncover the location of a major thieves' guild; will learn about a plot to overthrow the government; will discover that counterfeit coins are being released in the city in an attempt to ruin the economy; or will discover that a band of evil adventurers is bringing monsters into the city through the sewer system and plans to use them to threaten merchants into paying protection money.

Spying is yet another profession which will help the PCs learn about your cities and the colorful NPCs who reside there. It can also put the PCs in peril as they accumulate enemies who might pursue them in adventures in the future.

Getting into Office

Politics is a line of work that could appeal to any player character, regardless of class, race, or sex—although in some fantasy campaigns it may be difficult for a woman or a demihuman to rise to a position of power in a human community. How player characters become involved in the government of a city or town will depend largely on the form of government you have established. For example, if a community is run by a dictator, the only way the PCs could get into power is to make good friends with the dictator and be appointed to a position, or to overthrow him and take a position by force. On the other hand, a democracy opens the door to all sorts of possibilities. In any case, three main factors have a bearing on how successful a PC might be as a leader or politician; these are discussed below.

Size of the Community: PCs wanting a position of power probably will have better luck obtaining it in smaller communities, where there are not as many adventurers and where they will be deemed as more important people. It will be easier for PCs to impress a community of 500 than one of 5,000. And if the community's residents are taken with the PCs, they may even ask the characters to lead them.

Race: Although many NPCs in fantasy campaigns are race-blind, communities as a whole are not. A half-elf seeking an appoint-



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ment as a city official may not be well received in a town composed primarily of humans. However, the half-elf would have a better chance of getting the position than a full elf, dwarf, halfling, or gnome. Of course, if the appointment is being made by the city's chief official, and the PC is in good favor with that official, race might have little impact.

Charisma: Politicians and officials tend to be charismatic. They have a way with words and can turn a phrase to get the public behind them or to get the public not to suspect them of wrongdoing. The public is drawn to charismatic people; they like to hear them talk, they like to watch them in action, and they tend to support a charismatic person over a mousy individual who doesn't present himself well. Obviously, a player character with a Charisma score of 16 should have a better chance of being elected or appointed to a position than a player character with a score of 6. It only makes sense to have a better-received or better-liked PC in a position of power than a PC who repulses a portion of the population.

Being the Top Dog: There are numerous ways for player characters to be appointed as lesser city officials or to be put in charge of a city guild or the city guard or army. Winning favor with the present leader or leaders is one of the best avenues. However, there may come a time when some of the player characters who have been involved with the city campaign for a while want a major position of power or want to become the city leader. How this will occur will depend almost exclusively on the type of government in place. For example, player characters will not be able to be in charge of a city with a monarchy unless they are related to the royal family or for some reason depose the monarch. PCs in a city with a tyrannical despot might be tempted to overthrow the government for the betterment of themselves and the rest of the residents, putting themselves in charge. In a militocracy, they might want to take over the government for similar reasons. However, in a democracy or a republic, they should have to campaign for a position, selling themselves to the people eligible to vote. All of these possibilities will provide adventures for the PCs. And many city adventures will abound once they are in office, as they must deal with some of the

extraordinary and fantastic confrontations facing the city.

However, once PCs come into power—something you might want to reserve for higher-level PCs—they will find their lifestyles drastically, and perhaps unfortunately, changed. Player characters who are lesser officials in a city or town government should still have plenty of time on their hands to adventure. Even PCs who are in charge of the city guilds, the guard force, or the army will be able to get away for a time, putting their next in command in charge in their absence. But PCs who are on top in the political structure will find their time taken up with city problems and concerns. They might be able to adventure once in a while, but not often. Some players could find that putting one of their characters into a supreme position of power is a good way to retire that character.

Setting up Shop

Becoming merchants might appeal to player characters who want to add a little financial security to their lives, establish a permanent place of residence, and have a place to sell all the treasure they have been accumulating on trips to the dungeon.

Setting up shop as a merchant can be as much fun as building a castle, since players have to determine how large a building they want, what they want to sell, and how many employees their characters will need to hire to watch the shop so the characters can still adventure. This may be one of the most convenient forms of employment in a city, because a merchant could set his own hours and close down the shop if he is away adventuring for an extended period of time.

Of course, this form of employment also will take a little extra work on your part, as you will have to determine how much to charge the player character for construction of a building, or how much rent to charge him for occupying an existing structure; how much to assess him for the business's operating costs, including the cost for hired help; and how much money he brings in monthly or annually from the goods he sells. Income will be tied to the goods sold. For example, a player character opening a bakery is not going to make as much as a player character opening a weapons shop that features a few magic items and baubles found on adventures. Some player characters could choose to open businesses based on their nonweapon proficiencies such as

gem cutting, carpentry, weaving, pottery making, and so forth. This would give the PCs a chance to use their non-fighting related skills.

Many adventures can spring from PC-owned businesses. For example, the player characters could be faced with a gang of thieves demanding protection money; could have to deal with belligerent customers who are not quite human, or could have to confront a ring of thieves bothering the merchants in a district.

Mental Labor and Odd Jobs

Some player characters might opt for manual labor, such as loading ships on the docks, loading and unloading merchant wagons, and hiring on construction crews. Or they might choose to seek part-time employment as clerks or private guards in the merchants quarter. These jobs are not as exciting as the others described in this section, and they will not yield the PCs much money. But they will serve to occupy PCs between adventures and can be used as a vehicle for claiming that some characters are occupied when those PCs' players are not able to attend a gaming session.

Still, if you're clever you can create adventures for these PCs in their mundane jobs. For example, player characters working on the docks could get pressed or kidnapped into labor on a ship, setting them up for high-seas adventures. Or, PCs working in shops in the merchants quarters could save the day when thieves and ruffians attempt to ruin the business.

Many other avenues for PC employment exist in a city, and will depend in part on the size of the city and the businesses and adventures you have planned. Some player characters could become so involved in their jobs that (for a time, at least) they will not want to look for adventure elsewhere.



KEEPING THE PARTY TOGETHER

One of the most difficult tasks that you will face when running city adventures is keeping a party of player character adventurers together—or, failing that, handling the play session during times when the PCs have separated. Frequently when a group of player characters descends upon a town, the temptation is great for them to split up. Each character wants to go his own way for a while, taking care of shopping and whatever other kind of “town business” needs to be done.

There’s nothing wrong with this from the standpoint of realism or practicality, but obviously a fragmented party can be very taxing for a DM. When a split occurs, you may be obliged to take turns dealing with each splinter group while the other players sit around the table and get bored or carry on a conversation, distracting you and the player(s) you are trying to pay attention to at the moment. It may be difficult for you to spend an equal amount of time with each player, which can cause hard feelings.

There are several ways to address the split-group situation. You can try to keep it from happening, or you can make the best of it and try to give each PC or small group of PCs the freedom they want without inconveniencing other players.

If PCs want to split up but you don’t think that the tactic is necessary or desirable, you can try to contrive some situation that will gently force them to stay together or rejoin into a group if they have already separated. Solitary adventurers would be more prone to muggings and robbery attempts than PCs traveling in a group. Merchants might charge exorbitant prices to adventurers who go shopping by themselves, but offer a lower “group rate” when everyone in a party comes into the store at the same time. Without being too blatant about it, you might be able to plunge the party into a threatening or tension-filled situation right after they come through the gates, so that their natural inclination would be to stay together in case real trouble breaks out.

If PCs insist on going their separate ways and you don’t really want to deny them the opportunity to do some looking around on their own, then you have to address your players and get them to understand and agree to some ground rules. Explain to them that it will take some time for you to deal with each of their characters individually, and that anyone who isn’t in the action at a given time should still pay attention to what’s going on—so that they can learn



from the other player’s experience, and none of the players will have to waste time later recounting what happened to his character while the group was split up.

For the utmost in realism, you can allow players to take their characters on solitary jaunts through the city, and conduct each session away from the sight and hearing of other players. Explain to the players that if they really want to go off on their own, then you’re willing to accommodate them—but what that means is that any player not presently involved in the action will have to leave the room. No one will be allowed to know what has happened to his comrades’ characters until those characters reunite and relate to each other what they’ve experienced in the meantime. This is the price they’ll have to pay for splitting up. By going off separately, they’ll be able to explore a lot more of the city in the same amount of game time than if they had all traveled together—but the tradeoff is that some of them might overlook clues or special features that other players’ characters would have noticed if they had been moving as a group. And all the players will have to

spend time later relating to each other what their characters discovered and learned while they were on their own. If you explain to the players ahead of time that this is what they can expect, then they will have no reasonable cause to complain if each of them is only involved in a fraction of the playing session during which all of their exploration, shopping, and other solitary activities are taking place.

In short, a split party doesn’t have to be a problem, as long as each player understands that along with freedom comes responsibility. You’ll have to be willing to put up with handling each PC or small group of PCs separately for as long as they decide to stay apart, but chances are that the players will soon tire of being lone wolves and will want to get back into a large group—because, as you and they all know, the whole is greater than the sum of its parts.



SPECIAL EVENTS

Boliver and Athormis, tired from the festivities at the feast of Moradin, checked into the Golden Dragon Inn for the evening and paid extra for warm baths. As the proprietor brought them fresh linens and water, he assessed their condition. "Tired from traveling? You must have come a long way for the street festival that starts tomorrow. But you'll find the journey was worth it. Dancing, singing, merchants with items on sale, and all sorts of food. People will be celebrating into the early morning hours. You better get your rest."

Athormis sighed and took the bed by the window. "I've had enough celebrations."

Boliver laughed. "There are never enough celebrations, my friend. I could get to like this place."

Festivals, street fairs, and other special events will provide a continuous source for city adventures and will often induce player characters to stay longer in a city because they want to witness or participate in the upcoming events. Communities of all sizes have special events, with larger towns and cities having more elaborate events and usually staging them more often.

Using The Neighborhoods

Some events are limited to neighborhoods. For example, a halfling neighborhood in a large city might hold regular feasts, for which everyone in the community prepares something to eat and participates in the pageantry in some way. A dwarven neighborhood could hold a ceremony to revere the residents' deity, while an elven neighborhood could stage a festival to honor nature.

In general, lower-class neighborhoods would not have a lot of organized celebrations, either because the people aren't very jovial about their situation in life or because they really don't have much to celebrate. Upper-class residents would probably consider themselves above such unsophisticated displays of emotion. But middle-class neighborhoods could be home to a variety of events.

Street Festivals

One of the most common forms of celebration is the "ordinary" street festival. Such events draw spectators and participants from throughout the city and from neighboring communities. They are a boon to the merchants, fun for the residents, and a headache for city officials, who must contend with the noise, litter, and crime rate attached to such events.

Festivals also draw thieves. Crowds of people are to thieves like honey to a bear. The guild will be out in force, operating a variety of scams to take money away from the celebrants. Thieves will also visit the homes of: people who are away having a good time. Thwarting these thieves can provide the basis of several adventures for the player characters.

Bargain Days

Perhaps the merchants quarter will feature bargain days, when they take some of their merchandise out on the street and offer it at discount prices. Player characters could be drawn to the possibility of getting adventuring gear or magic items for less than normal price. Again, sales such as these will bring out the thieves. Bargain days could also give the player characters more than they bargained for: magic shops might put out less than reliable items, unidentified magic items, and Potions that do not quite live up to expectations.

That's Entertainment

Communities wanting to add a bit of culture to the lives of the residents could open their gates to bands of performers who offer to put on dramatic, musical, and humorous plays. Although sitting in an audience and watching performers recite clever dialogue might not be on the player characters' list of favorite things to do, the play can provide a vehicle for city adventures. Perhaps a member or two of the cast is something other than he seems—a spy working for a rival government or an assassin waiting for a chance at one of the city's leaders, who happens to be sitting in the front row. Maybe one of the actors plans to kidnap a prominent member of society, spirit him away disguised in a gaudy actor's costume, and ransom him.

Carnivals and Side Shows

This kind of special event is a vehicle to unleash monsters upon an unsuspecting community. A traveling carnival with a wagon train of unusual animals and monsters rolls into town to put on a performance. The event draws people from all of the city's neighborhoods, including a few mischievous youngsters who let some of the monsters loose.

However, carnivals offer other avenues of excitement to the player characters. Some carnivals include displays and attractions to test a character's strength, wit, or daring. What bold fighter would pass up an opportunity to show off his muscles in front of a crowd? Carnivals could also offer gambling games (some honest, some not), where player characters can bet some of their dungeon-earned gold pieces.

Celebrating The PCs

Perhaps the player characters are heroes to the town, and the residents want to show their affection and appreciation by holding a celebration to honor them. It is possible the town will be so proud of its heroes that the residents will begin fabricating great and wondrous tales of their accomplishments, making the PCs seem much stronger and more experienced than they actually are. This could translate into an open invitation for some high-level villains to take them on. Celebrations or feasts to honor the PCs also would pose good opportunities for any of the characters' enemies to come to town and wreak havoc or embarrass the PCs.

But Don't Overdo It

Whatever events you decide to establish in your cities, you must be cautious not to have something go wrong at every one. If a major problem occurred every time the city celebrated, there soon would be no more celebrations.

Of course, pickpocketing and other minor crimes always will occur—and sometimes player characters should be the victims. But kidnappings, murders, and other major incidents should not be a regular event. Let the residents and the PCs relax once in a while.



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The quality and size of a community is tied to the livelihoods of its residents. No village, town, or city could exist for very long if the people who lived there did not have a means to support themselves. In general, the smaller a community is, the more centralized its economy will be. In a village, the majority of the residents might make their livings doing the same sort of work (fishing, farming, mining, etc.), while in a large town or a city, there is liable to be a great number of different professions and a wide diversity between them.

The industries or livelihoods predominant in a community could be linked to the reason a community formed. For example, a town at the juncture of a river and the coast that was founded by a group of fishermen still could have fishing as its predominant industry—probably would have, unless something remarkable happened in the meantime to cause the fishing industry to be supplanted by something else. A city that began as a mining settlement still could have a large number of residents working in the mines—unless the mines have been depleted, in which case the city might be in serious economic trouble. You must determine the major industries or livelihoods in each community in your campaign world, basing them in part on the community's location, the nature of its population, and the major industries of other communities in the vicinity. On this last point: It would not make sense for two villages located just a few miles apart to both be primarily involved in mining, unless there's plenty of raw ore to be had in the surrounding hills and mountains or unless you want to create a conflict situation where both villages are laying claim to the same territory.

After establishing how the residents of each community (particularly the smaller ones) make their livings, it's time to think about the other important aspect of a community's economic health: the professionals who make, sell, and trade things—the merchants and craftsmen who provide all the items that the residents cannot make or otherwise obtain for themselves.

Commerce and Craftsmen

Communities grow into villages, towns, and cities as merchants and craftsmen set up stalls and shops. Merchants and craftsmen make a living off the residents and add

to the economic prosperity of a community because they hire workers) boosting employment prospects. As the job opportunities increase, more people move into a community looking for work, increasing its population. And as a community's population grows, more merchants and craftsmen open up stalls and shops, continuing the cycle.

Merchants and craftsmen are essential to a fantasy campaign, especially if you want your players to spend some time in cities. One of the main reasons PCs travel to cities is to purchase goods or trade some of the items they have acquired on their adventures. If you have not put some thought into the merchants and craftsmen in your cities, the time the PCs spend there will be brief and unrewarding.

Opening up for Business

Before you randomly set up shops in cities and towns, you must consider the population and makeup of the communities. The size of a community determines how many merchants and craftsmen have shops, and the makeup and location of a community could help determine the types of businesses. For example, a hamlet with 50 residents probably will not have any merchants or craftsmen. There simply aren't enough people to support a business. The residents will rely on farming, fishing, or other industries to support themselves, and will have to travel to larger communities to buy things that they cannot make. A large hamlet with 250 residents might have one craftsman, such as a blacksmith.

The larger the community, the more merchants and craftsmen it will have, and therefore the stronger the lure it will be for PCs who want to go on a shopping expedition. A very large city will have hundreds of merchants and craftsmen selling a wide variety of goods and offering many, many services. PCs could find a little bit of everything in a big city. You could find it easy, although time-consuming, to list the many types of shops and businesses available.

However, the situation is much different for you and the players when dealing with small communities. The smaller the community, the more care you might have to take in selecting the merchants and craftsmen. In a small town there will be fewer dealers, fewer choices for the player char-

acters. And because there are fewer shops, the merchandise those shops sell and the services dealers offer must make sense. For example, a small town with a dozen merchants and craftsmen is not likely to have a dealer of rare books and scrolls or a jeweler who sells expensive rings and necklaces. The merchants in a small community likely will cater to the basic needs of the populace, providing food, clothing, shoes, tools, and other essentials. A small community would not be likely to have a magic shop, although some merchants might have a magic item or two for sale.

A small community probably will have a blacksmith, an inn, and a tavern. There could be a dry goods dealer, a fabric shop, and a general store that sells a little bit of everything. While the residents might be able to purchase a few books from one of those merchants, there would not be much call for one merchant to deal exclusively in books; such items are expensive, and in a medieval fantasy setting would only appeal to a small portion of the populace. And a jeweler has to have a reasonably large population base to draw upon, since not everyone can afford his wares.

However, there is a pleasant medium. A mid-sized or large town will have merchants quarters that boast a variety of goods and services, although PCs looking for swords may not have a dozen weapon shops to browse through. And magic might be a little more readily available than in a small community, although it would be unlikely that a shop would deal exclusively in magic in any community smaller than a city.

Touching on The Merchandise

A community's location and population will influence the type of merchants and craftsmen that set up shop. Location is tied to a community's industries, or livelihoods; therefore location also affects a community's needs. For example, a city on a sea-coast would need several shipwrights, rope makers, bait shops, and sail makers—in addition to shops catering to the rest of the population's wants. A farming town on the plains would have a wainwright (wagon maker), barrelwrights, tool makers, animal handlers, and grain storehouses. A community that has an abundance of wealthy people will have shops that sell expensive



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fineries, jewelry, works of art, and silk clothing, while a community that has a large population of commoners will have several shops selling basic household goods. In addition, the makeup of the community, coupled with its location, will help the DM determine what goods are not available. For example, a peaceful farming community would be unlikely to have an armorer or a weaponsmith. And a dwarven mining town probably wouldn't have a silk merchant or a florist.

Availability and The PC

In many campaigns, player characters are used to walking into the closest town and purchasing any weapons they desire—while they wait for their armor to be repaired. Players expect weapons to be available at the prices listed in the game books, and some of them even expect to find a variety of magic weapons for sale.

However, not all of those goods and serv-

ices should be available in every city, especially if you have taken time to create commerce systems for the cities you have developed. PCs traveling in well-developed communities are going to soon learn that not everything is available everywhere, especially in small communities. PCs walking into a large village might have to be satisfied with going to a local blacksmith to have the dents taken out of their armor—and the work might not be guaranteed if the blacksmith is only used to making tools and shoeing horses. They might not be able to find



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any decent weapons for sale, and the residents could laugh at them if they ask to buy magic potions.

Some communities could have a version of what the PCs want, such as studded leather armor when they are looking for chain mail. A farming community would have a better chance of having leather armor than metal armor because of the livestock hides that could be used.

While initially you might have to deal with your players' frustrations in situations such as these, in the end the players should get more enjoyment out of the campaign. The PCs will learn which communities have the widest variety of weapons for sale, which cities have dealers in magic, and where they can get their armor repaired. Shopping for the goods and services they need could become an adventure in itself, since they might have to visit two or three towns to take care of all their needs. As the PCs familiarize themselves with your communities, they will learn which merchants quarters have the best prices and which shop owners know the most rumors that could lead to adventure.

If you make detailed maps of your cities, you will want to consider where to place the merchants. In most cases, a merchants district will be near a transportation route so it will be convenient to take goods in and out. Historically, in several medieval cities businesses selling similar goods were located near each other. For example, in a large town there would be a street of butchers, a street of potters, a street of dry goods merchants, and so on.

Gold Pieces and Common Sense

It is up to you to set the prices in the shops throughout your cities. Many game systems list prices for most of the items player characters typically buy. However, it is important that you realize those prices should not be viewed as law. And in some cases PCs will ask for items that do not have prices listed in the game books. When this happens, you will have to base the price of an item on the likely availability of it and the estimated value of it compared with other goods.

Prices for goods and services should vary between communities, just like they do between present-day cities. Many factors influence the price of merchandise, such as

taxes in a city, the economic climate of a city, and the availability of goods. For example, in a farming town grain and livestock could be considerably lower than "book price" because grain and livestock are abundant. However, in a large mountain village, grain could be very expensive, since there are no farmers in the community to grow it, and it must be brought in by traveling merchants. In a seacoast city, fish and products associated with the sea could be very inexpensive because of their availability; however, metal goods could be expensive because they have to be shipped in. A town located in the middle of a large plains area, with no other towns around for a hundred miles or so, might charge higher prices for everything because the residents cannot afford to travel elsewhere for better deals. On the other hand, two towns located within a few miles of each other could have fluctuating prices as they compete for area residents' business, making many goods less expensive than "book price."

Some communities could charge special taxes on certain merchandise, such as weapons and armor. Magic items sold in the open might have hefty taxes, because the city officials know that people who can afford to buy magic can also afford to pay extra taxes on it.

Another factor that influences price is demand. If residents in a community purchase a lot of a particular item, such as sailcloth in a seacoast town, the merchants could charge a fair price because the turnover of goods is fast and they keep plenty in stock. In addition, if there is more than one merchant selling the cloth, the buyers (perhaps seagoing player characters) could come out ahead as the merchants compete for business. On the other hand, if a player character is trying to buy an item for which there is little or no demand, such as a suit of armor in a farming town, that character could be forced to pay a high price. It could be considered a rare item, since bringing it to the town was costly, and the merchant could need to make a considerable profit from it because it took up shelf or storage space that could have been allocated to other merchandise.

The player characters themselves could play a role in the cost of goods. A half-elf looking for a short sword in a town filled with dwarves might have to pay a lot more for the item than a dwarf or human wanting to buy it. In addition, a PC with bargaining skill or a high Charisma score probably

could get a better deal than a crude PC who has a low Charisma.

You will have to review all these factors and perhaps more when determining prices.

Guilds

Many fantasy role-players are familiar with thieves guilds, fighters guilds, wizards guilds, and other such organizations because their characters come into contact with the guilds as they search for information, lodging, or training. But many players are unaware that guilds abound throughout cities for merchants and craftsmen, and they are every bit as important to a community as the guilds which deal with character professions.

Not all communities will have guilds. Hamlets and small villages will not have enough merchants and craftsmen to warrant a guild. Any problems that come up will be handled by the individual merchant(s) involved, unless the problems are severe, in which case the community's officials will be called in to help.

Merchants' and craftsmen's guilds are necessary in larger communities, where there are several dealers in the same merchandise or several people offering the same service. The guild deal with the external and internal affairs of their members, helping to keep the businesses running smoothly and helping to foster good relations between city officials and the merchants and craftsmen.

Internally, guilds monitor the wages of shop employees, the working conditions; and the duration and conditions of apprenticeship—if the merchants and craftsmen in the guild have apprentices. If the guild is dissatisfied with a business's practices, such as if the working conditions for employees are unbearable, it can fine the merchant or impose other penalties.

Some guilds also monitor the goods their member businesses sell. For example, a bakers' guild might want to approve the ingredients in the merchants' wares. A jewellers' guild could inspect the merchants' pieces to make sure real gems and precious metals are being used. Jewelers caught passing off colored glass as gems could be fined and their acts publicized to warn future customers.

Guilds also enforce customs, such as closing shops by a certain time of day or on holidays. They also try to prevent monopolies



THE LIFEBLOOD OF THE CITY

by keeping a larger shop from putting its competitors out of business or keeping it from absorbing smaller shops. In addition, they can attempt to regulate the price of goods and restrict competition, carefully monitoring the shops in the city and sometimes preventing shops from opening if they believe those shops would hurt the present merchants' business too much. Some guilds also exercise political power by raising prices, closing shops, or making labor unavailable unless laws to benefit the guilds are passed, or laws that would hurt them are stricken.

If there are five or more of a particular type of business within a city, it is likely there is a guild to represent that group of merchants or craftsmen. You also can create an overall merchants' guild, which oversees all of the individual guilds. PCs could be forced to deal with these guilds if they attempt to set up shops or if they come into conflict with some of the merchants and craftsmen.

Making Shopping Reasonable

Even though you have a well-developed merchants quarter, complete with detailed businesses and merchants' personalities, you should not force PCs to go shopping for every little item they need. For example, if an upcoming game session is going to center on a dungeon expedition, you should not play out each character's shopping for rope, iron rations, and torches—unless the PCs want to go through this.

Eventually, you will find that once your players become interested in cities you will not have to force any shopping expeditions; the players will initiate them—sometimes at nearly every gaming session.

Adding The Adventure

Hundreds of adventures can spring from encounters with merchants and craftsmen. Merchants are a source for rumors and information. Because they deal with the public every day, they know what is going on in the various neighborhoods. If a merchant has a politician for a customer, he has a way to find about general facts about the government's current affairs. If a merchant has adventurers for customers, he can learn about nearby ruins and dungeons,

who's hiring mercenaries, and if there are monstrous forces about. Some merchants could charge PCs for information. However, if the PCs are regular customers or do not quibble about prices, the merchants could provide information for free.

The merchants themselves can also be a source of adventures. For example, a merchant could hire the PCs to escort a valuable shipment to or from town because there are brigands about. Perhaps some of the merchants have had trouble with thieves and want the PCs to find the villains responsible for stealing their merchandise. One merchant might hire a PC or two to spy on another merchant in an attempt to learn his business secrets. A few adventures can come upon the PCs subtly, such as having a PC purchase an item from a merchant and later discovering the item is being sought by a band of cutthroats. Or a PC could accidentally purchase a cursed item that causes all sorts of problems until a way is found to lift the curse.

If the player characters are attempting to set up their own business, selling some of the merchandise they have been acquiring during their dungeon expeditions, they could be faced with several adventures: underhanded competitors, conflicts with guilds, and persistent thieves. The PCs could even find themselves involved in conflicts between guilds or between a guild and the government.

In addition, PCs traveling between towns could develop their own mercantile adventures, going out of their way to find goods to transport to the next town they plan to visit. Since they are planning on going there any way, they might as well make a profit along the way.

Giving Them Character

Merchants and craftsmen can develop into major NPCs that are visited by the player characters anytime they come into the city. Sometimes these characters will develop as the campaign progresses and the PCs find a favorite shop and eventually consider the merchant a good friend. The NPCs' personalities will grow the more time the player characters spend with them. However, you might want to establish in advance a few detailed NPC merchants with whom the PCs can interact and get leads for adventures. To help develop the merchants' per-

sonalities, you can consult the business tables (page 38) and ruler tables (page 13) in this product, the NPC tables in the *Dungeon Masters Guide*, or you can create your own personalities from scratch.

When a merchant becomes a major NPC, he also becomes a ready source for adventures. Such an NPC can readily locate the player characters to tell them about adventures brewing. Or, if the NPC gets in trouble, the player characters likely will come to his aid.

The Business Tables

Although you probably will want to establish your own merchants quarters and the businesses and personalities that populate them, the tables on the following page could be used to quickly generate businesses or could be used to give you a start at developing entire districts. These tables, which do not list all possible businesses, should be used primarily for larger communities; businesses in smaller communities should be hand-picked by you.

The tables can be used to flesh out a merchants district, but should not be used to determine all the businesses in a district. Rolling up a district entirely at random could result in several soap makers, a stable, a barrelwright, and little else. For example, you should establish for a village a blacksmith, an inn, a stable, and perhaps a few other businesses based on the major industries, location, and population of the village.

Table I is a guideline for the number of merchants and craftsmen that a community of a certain size could have. Table II lists a variety of merchants and professions and can be used to randomly generate some businesses, as mentioned above. Table III can be used to randomly determine the quality of the goods, or services, and Table IV determines the personality of the shopkeeper.



BUSINESS TABLES

Table I

Community	Population	No. of Merchants and Shop Owners
Hamlet	50- 250	0- 1
Village	200- 500	1- 3
Village, large	500- 1,000	3- 10
Town, small	500- 2,000	4- 20
Town, medium	2,000- 5,000	20- 50
Town, medium	5,000- 10,000	50-100
Town, large	10,000- 20,000	100-150
City, small	15,000- 30,000	150-250
City, medium	30,000- 50,000	200-300
City, medium	50,000- 75,000	200-300
City, large	75,000-100,000	300-400
City, large	100,000-200,000	350-500

Table III

d100	Quality
01-05	Shoddy
06-11	Poor
12-16	Poor, but appears fair
17-20	Poor, but appears good or better
21-30	Fair
31-80	Good
81-90	Very good
91-96	Excellent
97-00	Superior workmanship

Table II: Type of Business

01 Accountant	35 Engineer	69 Money Changer
02 Alchemist	36 Fabrics	70 Music Shop
03 Animal Dealer	37 Farmers Market	71 Painter
04 Animal Trainer	38 Financer/Lender	72 Perfumer
05 Apothecary	39 Fishmonger	73 Potter
06 Bait Shop	40 Fletcher	74 Rope Maker
07 Bakery	41 Florist	75 Sage
08 Bank	42 Forger	76 Sail Maker
09 Barber	43 Foundry	77 Seamstress
10 Barrelwright	44 Freight Company	78 Scribe
11 Bathhouse	45 Furniture Maker	79 Silversmith
12 Beautician	46 Fortune Teller	80 Slaughterhouse
13 Bindery	47 Furrier	81 Soap Maker
14 Book Shop	48 Gambling House	82 Stable
15 Bordello	49 Gem Cutter	83 Sword Shop
16 Bowyer	50 Glassblower	84 Tack Shop
17 Brass Worker	51 Goldsmith	85 Tailor
18 Brewery	52 Granary	86 Tannery
19 Broom/Brush Maker	53 Healer	87 Tavern
20 Builder	54 Herbalist	88 Taxidermist
21 Butcher	55 Inn	89 Thatcher
22 Cabinet Maker	56 Jeweler	90 Tinker
23 Candy Shop	57 Kiln	91 Tool Maker
24 Carpenter	58 Lamp & Oil Shop	92 Toy shop
25 Carpet Maker	59 Lapidary	93 Trading Post
26 Cartographer	60 Lawyer	94 Undertaker
27 Chandler	61 Leather Worker	95 Wainwright
28 Cheese Shop	62 Limner	96 Warehouse
29 Cobbler	63 Locksmith	97 Weaver
30 Cooper	64 Lumber Dealer	98 Weaponsmith
31 Customs House	65 Magic Shop	99 Wheelwright
32 Dagger Shop	66 Mason	00 Woodcarver
33 Dairy	67 Metalsmith	
34 Distillery	68 Mill	

Table IV

d100	Merchant's Disposition
01-10	Sour, gruff
11-20	Quiet and reserved
21-30	Boisterous
31-40	Pushy, aggressive
41-60	Friendly
61-80	Courteous
81-90	Talkative
91-96	Suspicious, distrusting
97-00	Shifty, dishonest

d100	Merchant's Motivation
01-10	Greed
11-20	To support a family
21-30	Pride in his work
31-40	Striving for quality
41-60	Striving for quantity
61-80	To support himself
81-90	Hobby, something to do
91-96	Enjoyment, likes to work
97-00	Service, likes to help others



MAKING THE FANTASTIC REAL

Because fantasy role-playing games are filled with magical or mythical creatures, places, and events, cities in fantasy campaigns need a touch of the fantastic to make them special and appealing to the player characters.

These fantastic elements should not be numerous, or necessarily obvious, and they should not be present in every community in your campaign. As mentioned before, if the fantastic becomes commonplace in a city, it is no longer special or fantastic. It is routine and given little thought by the players.

There is basically no limit to what you can put in a community to add a touch of magic. Because it is magic, or fantastic, there are no physical laws that have to be observed. In effect, you are limited only by your imagination.

You can use the following objects and situations in your own cities, or you can use them as springboards for ideas.

Making it Noticeable

Some cities have a fantastic element that is readily noticeable by any character entering the city gates. For example, a fantastic or magical guardian that does nothing to conceal itself is pretty noticeable, such as a friendly dragon that sleeps just inside the main entrance to the city.

Other possibilities include a guard force mounted on pegasi or flying carpets, a city wall that is a shimmering, magical barrier, or a stream that surrounds the city and flows backwards after the sun goes down.

These obvious fantastic effects paint a magical picture of the city and could serve as a lure to player character adventurers. They are great fun to describe and could be used as foils to get PCs into city adventures.

Odd Inhabitants

Perhaps the fantastic element of a city is known to the occupants, but is not obvious to first-time visitors.

For example, perhaps a large town is home to a wizards' academy, where budding mages are being schooled in the arts of spellcasting. While the academy has been an economic boon to the town, because the instructors purchase goods in large quantities from the merchants, it is also a continual headache. Miscast spells have resulted in odd-looking animals wandering the street, a miniature mountain springing up

in the middle of the central park, and unusual and inexplicable weather. PCs visiting this town could find themselves in the middle of a magical experiment gone awry, or they could be asked to help get rid of a terrain feature that magically appeared or chase down a powerful and dangerous housecat that escaped from the academy.

A feature in town might be something other than what it seems. For example, a supposedly high-level wizard who had a tower constructed on the edge of town is avoided by the general populace because they fear him. In actuality, the man isn't a wizard at all. He's just a wealthy adventurer with a *wand of wonder* who wanted to build a reputation for himself by building a tower similar to one he saw in another town. That tower truly was constructed by a high-level mage, and the populace of that town really had a reason to avoid him. That tower serves as a gate to another plane and sometimes appears to fluctuate in size.

Some people within a community could be something other than what they seem, and it could take a band of adventurers to reveal their true natures. For example, a troupe of circus performers actually could be a group of monsters polymorphed to look like people. After the performance they could terrorize the city, then be polymorphed back into circus performers and leave town, with no one the wiser.

Shape-changing creatures, which could end up with prominent government positions, also can provide a fantastic element to vex the PCs.

On The Spot

The location of a community could provide the magical quality. If a city is built on a piece of ground that serves as the nexus between planes or worlds, all manner of unusual things could occur and a variety of bizarre creatures could appear and disappear with no warning.

PCs visiting such a community could find themselves walking down a city street one moment and end up in an alternate Prime Material Plane the next.

Or perhaps this nexus point works as a teleporter. Characters adventuring in a dungeon hundreds of miles away walk through a glowing doorway to find themselves in a crowded tavern where the patrons have heard nothing of the complex the characters were previously in.

Perhaps the effects of the nexus vary throughout the year, with the teleporter effect working only during the summer. At night the nexus might take on an entirely different function. For example, it could cause alleys and businesses to magically appear. The businesses can be shopped in, and the alleys can be walked in, but they disappear with the first rays of the sun.

The City is The Magic

You might want to create a city that you will not place on your campaign map because it moves or only appears every so many years or when certain conditions are met.

PCs could come upon such a city by accident, never realizing its true nature. If the city only appears every ten years, and the PCs (unknowing of that fact) decide to spend the night or several nights there, they could emerge to continue their journey—only to find that decades have passed and their friends and relatives have died of old age.

Maybe the city which magically appears is inhabited by spirits from throughout the history of the continent. Chatting with the residents could gain the PCs a lot of important, historical information. But if the PCs stay too long, they could become absorbed into the spirits' world.

Magical Features

Some communities could have a fantastic geographical feature that has been there for decades, and which the populace cannot explain. These features, such as a mighty waterfall that originates from a small, clear pool, could perplex visiting player characters and cause them to seek out the origin of the feature. The waterfall might be nothing more than a *decanter of endless water* left by a forgetful adventurer, but the search for the origin could provide an amusing adventure for the PCs.

There are so many possibilities when magical or fantastic elements are concerned. And because of the limitless number, you should create a different element each time you want to add something unusual to your campaigns' cities.



HOW TO USE THE FOLD-UPS

A new dimension will be added to your gaming when you use the building fold-ups and street layouts provided with this product. Players will get more enjoyment out of each playing session in a city, because they will be better able to visualize the action their characters are involved in. The buildings are sturdy enough to support figures on upper floors or atop roofs, so that the action can be truly three-dimensional. The fold-ups also introduce the element of surprise, because you can hide figures inside the buildings—only to be revealed after the characters have decided to enter the structure to see what's inside.

Where To Start

Begin by assembling the buildings according to the instructions on the back of the fold-up sheets. The fold-ups are designed to be collapsible, so they can be stored in the box this product came in and easily carried to a gaming session. With proper care, they will last a long time.

Before you start trying to use the buildings and street layouts, take a few minutes to read the rest of this page and get familiar with the components. A good way to “break in” to using them would be to set up a building configuration for one of the mini-adventures in the back of this book, or try to simulate the layout of a section of a city that's described in some other game product you own.

Future TSR products will include additional buildings with different designs and street layouts. These easily can be added to the buildings in this set to create even larger and more complex designs.

Using The Street Layouts

Cut each of the large sheets of street layouts into thirds, but don't trim around the edges of the grid patterns. (If you do, the sheets won't fit together the way they're supposed to.)

For the most part, the street layouts are modular; they fit together so that streets continue from one sheet onto the sheet placed adjacent to it. The biggest exception to this is sheet H, which was designed as a large courtyard surrounded by buildings that are tight against one another, with only one entrance leading into the courtyard. If you butt any of the other sheets against one

of the long sides of sheet H, you've created a dead-end street that stops when it runs up against the adjacent building.

Each of the twelve layout patterns is identified by a letter, so that you can refer to any combination layout by a simple key and easily recreate it for a later playing session. Simply take a small sheet of scrap paper and draw a series of rough rectangles to indicate the way the sheets are oriented. Put a letter in the corner of each rectangle, in the place that corresponds to the printed letter on the sheet itself, to identify which sheet is used and how it is aligned with respect to the sheets around it.

When setting out street patterns, be careful not to give away too much information to the PCs too soon. Assuming they're not airborne, they're seeing the city from ground level, so that they won't be able to view enormous sections of the community at one time. Plan out what street patterns you want to use, but don't put them all on the table at once. Start with one section, and don't add an adjoining one until the characters move to a spot from where they would be able to see farther down the street (into the adjacent section). If the PCs do come up with a way to view a large area at one time—by riding flying mounts or using magic—then it would be fair to show them several street layouts at once. But you wouldn't have to worry about filling all the layouts with buildings; since they're viewing the structures from a great distance, they wouldn't be able to discern any details or identify a specific type of building. (In effect, all they can see are rooftops.)

Using The Buildings

Cities of Mystery contains 33 building fold-ups—enough to fill at least two of the street layout sheets with single-story structures. (Sheets J, K, and L contain spaces for 15 buildings apiece, so even if you fill two of those three sheets, you'll still have three structures left over.)

Any building with a flat roof can be used as a one-story structure or as a lower floor in a multistory building; the structures are stackable up to three or four stories tall, or perhaps even higher. However, taller buildings won't have as much stability, especially if you put one or more miniature figures an upper floor or on the roof of a tall structure. Platforms in an inverted V shape are provided so that you can simulate “the positioning of a character on top of a peaked roof.

Instructions for how to fold and assemble each basic type of building are printed on the back sides of the building sheets (where they'll be out of sight after the building is put together). You'll find the construction to be simple and straightforward—not as an insult to your intelligence and dexterity, but because the idea is to spend a lot of time using the finished buildings instead of taking a long time to put them together.

Adding The Adventure

The most important point to remember when using these streets and buildings—when setting up any kind of city adventure—is Plan Ahead.

If possible, set up at least one street layout and put buildings on it before players arrive for the session that's about to take place. Getting ready ahead of time will enable you to “populate” the interiors of buildings with miniature figures to represent the monsters and NPCs that player characters will encounter. As you add new street layouts and buildings during the course of an adventure, you may have to ask players to turn their heads or leave the room so they don't see what you put inside the buildings—but if you've planned out ahead of time exactly what you want to do, the playing session will only be disrupted for the few seconds it takes you to prepare the next section of the city.

In the same vein, be prepared with answers to questions that may come up during play concerning details about the physical environment. If you're using a layout sheet that includes walled-in areas, pools, paths, or other special features (sheet B, for example), decide in advance how high the wall is, how deep the pool, how wide the path.

Of course, it's important for a DM to be prepared, no matter what kind of adventure the PCs are about to undertake. But in some ways, planning ahead is especially important before a city adventure, because the environment is much more complex than a dank dungeon corridor or a vast flat plain in the great outdoors. If you make all of your decisions ahead of time, you'll be able to deal quickly and fairly with the decisions that the players make when the action begins.



ENCOUNTERS IN THE CITY

There are three basic areas within a city in which encounters can occur: on the street, in a building, or in a subterranean location. On a street the action can move quickly from one place to another—down an alley, up the side of a building, across a rooftop. In a building the scope of the action is limited to the size of the enclosure. Encounters in underground places can be as widely varied in nature as those places themselves.

Where you want an encounter to happen is going to play a large part in determining what type of creatures or characters you can use. For example, it is not very likely that a player character walking down the main street of a city will run into a group of trolls. The city guard or army would have alerted the populace if monsters were in the city and would have immediately tried to dispatch the beasts. Of course, there are always avenues you can use to cause monster encounters to occur in the middle of the street; in a fantastic universe, nothing is impossible. But the key words are “not likely”—those types of encounters are not likely to occur, and should not occur with any sort of regular frequency. You have to remember that one of the reasons people live in communities is for safety.

Encounters also must make a modicum of sense. For example, creatures which are solitary and do not like civilization are not going to be found roaming in the midst of a large city. And creatures native to a particular climate wouldn't be found in a city located far from where that climate prevails.

You should examine the creatures detailed in the game system you are using before setting up city encounters. Many fantasy role-playing games, such as the D&D® game and the AD&D® game, have city encounter charts and lists of creatures—other than humans and demihumans—that can be found in cities. Some DMs develop their own charts.

You also can refer to the five city adventures and the adventure ideas presented in this product for suggestions on how to use creatures and encounters in a city setting. And following this section of text, on pages 44-45, are a set of encounter charts based on locations within cities and the time of day.

Encounters should be balanced—some friendly, some hostile, some mysterious. Not everything or everyone the PCs encounter should want to attack them. Using a mix of



situations and encounters will keep a city campaign interesting.

ENCOUNTERS ON THE STREET

Encounters occurring on city streets can be a great amount of fun, especially if the building fold-ups from this product are used. You can lay out a section of street, complete with several buildings, and plan an encounter or a series of encounters that can take the player characters in and around buildings, over rooftops, and down dark and dangerous alleys.

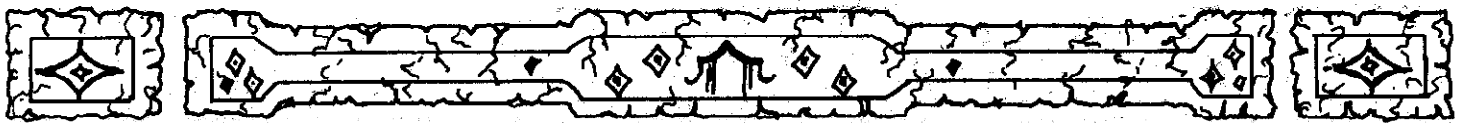
When using the fold-ups for encounters, you must decide if the NPCs or creatures the player characters will encounter are familiar with the city. If the NPCs know the streets very well, they can lead the player characters on a merry chase, putting the PCs at a definite disadvantage. However, if the NPCs are as new to the city as the PCs are, no one has an advantage, and any chase that results could be random. And if the PCs are more familiar with the city than the NPCs, they will have the upper hand and could direct the flow of the action.

The building fold-ups should be used to

set up elaborate street encounters. For example, an encounter with a NPC on a main street of the city could lead the PCs almost anywhere. If the NPC is a con man or a thief, he could coax the player characters on some wild pretense into an alley across town where an ambush is set up. Or a thief who is caught picking a player character's pocket could have an escape route carefully planned that will take him—and the player character—across rooftops and down side streets, to a spot where the thief has friends who will jump to help him.

Even if you do not have an elaborate street encounter set up, you should consider using the building fold-ups to keep your players from predicting the action. If you only use the fold-ups when you have an extensive and detailed encounter planned, the players will be tipped off that something is up when you get out the collapsible buildings. Using the fold-ups frequently; and for a variety of types of encounters, will keep the players guessing.

Street encounters can be simple occurrences, such as meeting some of the merchants or other city personalities. These encounters can be friendly, casual happenings in which the PCs can learn more about the city and the populace.



ENCOUNTERS IN THE CITY

Simple street encounters also can be much more. A woman selling fruit could be a spy trying to gather information about the player characters. A person in the uniform of a city guardsman could actually be a thief who has stolen the outfit and is strolling around town picking pockets. There could also be people who aren't *really* people moving through the streets.

Other encounters involving humans and demihumans can be obviously dangerous, such as a gang of muggers or ruffians.

Still other encounters can involve monsters or creatures loose on the city streets—but remember, you'd better have a good reason for why the creatures are there. It should never be commonplace for strange and dangerous creatures to be on the loose in a city. Perhaps a ship in the harbor which is transporting animals to a zoo could catch on fire, and the animals could escape or be let loose to keep them from dying. Or, a group of adventurers could bring a caged monster into town hoping to sell it, but the monster is able to break free and subsequently wreaks havoc. The city's location also can play a part in what kinds of creatures or monsters can be found. An anhkheg or other burrowing creature could erupt into the center of a city located in an arid climate. Or a city on the sea could be visited by friendly creatures, such as sea elves or selkies, or harmful creatures, such as weresharks and sahuagin.

Some street encounters are dependent on the section of town being visited. Player characters walking through a good section of town, where there are several patrols, are not as likely to run into a gang of thieves as they would be in a rough section of town. PCs along a wharf could run into disgruntled sailors, press gangs, and possibly pirates—but those NPCs would not be found in the government quarter.

Further, the time of day will influence the type of encounter found on a street. Merchants, businessmen, common citizens, and visitors will fill a city's streets from early morning to early evening. Late at night there are fewer businesses open and fewer people on the streets. Player characters walking through a city at night might find streetwalkers, sailors, other adventurers, and local residents on their way to their favorite taverns. And in the very early morning hours, the city streets might be nearly deserted. PCs wandering the city streets in the evening or very early in the morning present you with opportunities to

use more hazardous encounters, such as vampires, werereatures, and other human-appearing monsters that only come out when the sun is down.

ENCOUNTERS IN BUILDINGS

Encounters in buildings are much more limited because there is a fixed amount of space to work with. "However, there are advantages to having encounters in inns, businesses, warehouses and other buildings within a city.

NPCs and creatures encountered inside a building are probably familiar with the structure, and thus can make use of every dark corner, piece of furniture, and other features of the "terrain" to evade or delay the PCs. Thieves encountered in buildings may have prepared and set traps in the rooms, which can confound and possibly harm player characters coming inside. Creatures in buildings can hide in the rafters and behind doors, ready to surprise PCs who enter unawares.

Using the building fold-ups for inside encounters will help you surprise your players and will add a new dimension of fun to the game. For example, if the PCs say they are following a shady character into a run-down inn, you lift up the building fold-up and place their figures just inside the door, at the same time revealing the creatures or NPCs waiting inside. The fold-ups also will help you run building encounters more easily, since the players can move their miniatures across the floor plan—there won't be any arguments about where their characters are standing when things start to happen.

Encounters inside buildings, although limited because of the fixed space, provide a dimension of freedom not available with street encounters. For example, monsters or magical traps and devices can be hidden from the view of the PCs inside a building, not becoming evident until after they enter the structure. And buildings can be something other than what they seem. For example, a tailor's shop might be the base for one of the city's thieves guilds. The front room of the building could be filled with bolts of material, scissors, thread, and fitting dummies, but the back rooms (which are locked and probably trapped) could be filled with stolen property and bunks for the thieves.

Buildings filled with local residents also

can present a fun encounter. Player characters walking into a tavern could find themselves in the midst of a bar fight, where bottles of wine are flung through the air and chairs and tables are being wielded as weapons.

ENCOUNTERS UNDERGROUND

The first underground encounter area that comes to mind is that part of a city that most closely resembles the corridors and chambers of a dungeon—the city's sewer system.

It is not unusual for medieval-style cities to have some form of sewer system, which might have been dug while the city was being planned and built, or (if the city is especially old) might have been excavated after the street layout was in place. Since sewer tunnels generally run beneath streets, you can use the street layouts in this product to simulate the sewer network—or you can devise your own system of tunnels and chambers, similar to the way you might design a unique dungeon.

Sewers can be the home of giant crocodiles, monstrous slimes, dangerous puddings, smugglers, thieves, and outcasts of the city who have built their own society beneath the city streets.

If you are going to have adventures in the sewer, you should take time to populate the area—just like you would populate a dungeon or castle. Adventuring in a sewer system will allow you to use creatures you normally couldn't use in the streets and buildings above.

Unless players are anxious to go underground, it may take a little work to get the PCs into the sewer. They could be lured there while chasing a thief who operates out of the sewers. They could be hired by the city officials to clean out the sewer system (several city workers who were cleaning out the sewers have disappeared). They could overhear rumors of a smugglers' guild operating in the sewers, or they could hear someone say that the sewers lead to some great underground complex filled with monsters and treasure.

Other kinds of underground adventures are possible in a city environment. Perhaps there is a city beneath the present city, an ancient community that was covered over during a great natural disaster, and which the PCs hear legends of. The PCs will have



ENCOUNTERS IN THE CITY

to comb the present city to get information about the ancient complex, and then they will have to search to find a way down below. Maybe there is a network of tunnels (not necessarily sewer tunnels) beneath the city, being used as escape routes and hiding places by thieves and smugglers. Or maybe the tunnels are used by slaves escaping into the wilderness. Other possibilities include secret labyrinths constructed beneath a wizard's home or a series of chambers that were built beneath a warehouse to hold illegal goods.

The location of a city can provide ideas for other types of subterranean encounter locations. A city on the sea could have several sea caves nearby or beneath it. A city built near an abandoned mine could have all sorts of tunnels to explore.

Once you have determined what subterranean places are near or beneath your city, you must populate them with creatures and NPCs which can interact with or pose a threat to the player characters. Catacombs beneath a city will not be very interesting if they are empty.

You will need to vary the encounters beneath a city or beneath buildings so not all of them are hostile. For example, the PCs could have fun encountering a community of gnomes beneath a city of humans. And if the player characters broadcast what they find beneath cities, it could affect their well-being and the state of mind of the populace. If city residents learned there were a group of horrible monsters living underneath them, they might pack up their bags quickly and move to another town. Or if the player characters spread the news that they found thieves in a tunnel under the merchants district, they could soon be the target of revenge from the thieves guild.

Putting Them All Together

Some encounters could turn into mini-adventures and could encompass all three types of areas, taking the player characters from a building encounter, to a chase-scene encounter through the city streets—after which their quarry drops down a manhole and into the sewer system below. Encounters such as this require a little more planning and staging, but will be worthwhile for the players and you.

Remembering The Public

In running encounters in city streets and buildings, you need to think about the city residents who might be nearby. Adventuring in a city is definitely different from adventuring in a dungeon, where the PCs might be the only people around.

PCs who get into a fight in an alley could find there is a crowd forming to watch—members of which might get hurt if too many weapons or magic spells get tossed around. PCs could also find common citizens getting into the fray in an attempt to help.

People are curious; if they hear strange noises coming from a building, they might decide to investigate. This could cause the PCs to split their interest, as they must pay attention to the creatures or NPCs they are fighting, while they must also keep the nosy citizens from getting hurt.

Among the bystanders could be city guards and city officials, who are waiting for the fight to end so all the participants can be charged with causing a disturbance, endangering the public, and destruction of property. This could plunge the PCs right from one encounter into another, and they could realize that city officials are sometimes more difficult to handle than monsters.

Shapechangers in The City

Shapechanging creatures are very useful in developing city encounters and adventures. You should examine the creatures detailed in the game system you are using and list those that have the ability to alter their form to look human or near-human. There are also avenues to make monsters without this natural ability appear as common citizens. Magic items that allow creatures to polymorph, or spells cast on the creatures, will serve to create the desired effect.

There are many ways these creatures can be used in a city setting. For example, a doppelganger could be impersonating a city official and having fun creating all sorts of unreasonable and unusual laws. Or a monster that has assumed the form of the mayor could be stockpiling the city's taxes as its treasure while the public's needs are ignored.

If a group of shapechangers are operating together and are impersonating a variety of people, the PCs could become very confused trying to figure out who are the impostors.

The PCs may even be the targets of the shapechangers; impostors who look just like them are robbing merchants, beating up city guards, and threatening city officials—hoping that the real PCs will be caught and prosecuted.

Using Major NPCs

You also should consider creating major NPC villains for your cities which will provide ongoing encounters. An arch-nemesis, especially one who is a prominent and respected person in a community, can antagonize the PCs anytime they come into the community and can be used in encounters anywhere—in buildings, on the street, and beneath the streets and buildings.

Perhaps the NPCs are responsible for some of the encounters the player characters come across. The arch-nemesis may have been guilty of setting the fire on the zoo ship, which caused the creatures to be loosed on the city.

If the NPC is a spellcaster, particularly an illusionist, the PCs could encounter horrible (illusionary) monsters along Main Street or have to deal with tavern fires that don't really exist.

You might even want to designate a few buildings which are owned by such an NPC, and which the PCs will have to adventure through before they can confront him. Using the building fold-ups for encounters with the NPC will help the players visualize what is going on and will make it easier for you to run the encounter.

Getting Additional Help

If you want further ideas or examples for city encounters, you should refer to published adventure scenarios and articles in gaming magazines, and also should pay attention to other DMs' campaigns. Fantasy and science fiction books are also a good source for encounter ideas.



CITY ENCOUNTER TABLES

Lower Class

Day	Night	
01	01	parade
02-03	02	horse race
04-05	03-04	adventurers
06-07	05-07	town guards
08	08-09	spy/spies
09	10	loose animals
10	-	city officials
11-12	11	laborers
13-16	12-15	beggars
17-19	16-18	urchins
20-21	19	clerics
22-25	20-25	thieves
26-27	26-27	fighters
28-29	28-30	ruffians
30-31	31-34	muggers
32	35-36	mugging in progress
33-34	37-38	pickpockets
35-37	39-43	drunks
38	44-46	dead body
39-42	47	merchants
43-44	48-49	soldiers
45-46	-	construction workers
47-48	50	pilgrims
49	51	building fire
50	52	doppelganger
51-52	53	friendly monster
53-54	54-55	dangerous monster
-	56-57	undead
55-58	58-61	dissatisfied residents
59-61	62-63	lost child
62-64	64-66	escaped prisoner
65-69	67-68	peasants
70	69	fortune teller
71-73	70-74	bullies
74-75	75-76	giant vermin
76	77	insect swarm
77	78	pack of dogs
78-79	79	sports contest
80	80	circus
81	81	street fair
82-85	82-85	gypsies
86-87	86	dwarves
88-89	87	gnomes
90-91	88	elves
92-93	89	halflings
94-95	90	fortune teller
96	91	werebear
97	92-93	werewolf
98	94-96	wererat
99	97-98	weretiger
00	99-00	jackalwere

Middle Class

Day	Night	
01	01	parade
02-03	02	horse race
04-06	03-06	adventurers
07-08	07-10	town guards
09-10	11-12	spy/spies
11	13	loose animals
12-15	14	city officials
16-19	15	laborers
20-21	16-18	beggars
22-23	19-22	urchins
24-25	23	clerics
26-27	24-28	thieves
28-30	29-31	fighters
31-33	32-34	magicians
34-36	35-37	muggers
-	38-39	mugging in progress
37-39	40-42	pickpockets
40-41	43-44	drunks
42	45-46	dead body
43-50	47-50	merchants
51-55	51-56	soldiers
56-57	57-58	construction workers
58-61	59-60	pilgrims
62	61	building fire
63-64	62	doppelganger
65	63	friendly monster
66	64	dangerous monster
-	65	undead
67	66-67	dissatisfied residents
68-69	68-70	lost child
70-71	71-72	escaped prisoner
72-75	73	city rulers
76-77	74-76	fortune teller
78-79	77-79	bullies
80	80-81	giant vermin
81	82	unusual animal
82	83	friendly animal
83-84	84	sports contest
85	85-86	circus
86-87	87	street fair
88	88-89	gypsies
89-90	90	dwarves
91-92	91	gnomes
93-94	92	elves
95-97	93	halflings
98-99	94-95	fortune teller
00	96	werebear
-	97	werewolf
-	98	wererat
-	99	weretiger
-	00	jackalwere

Upper Class

Day	Night	
01	-	parade
02-04	01-03	aristocrat
05-06	04-05	adventurers
07-14	06-16	town guards
15-16	17-18	spy/spies
17	19	loose animals
18-21	20-21	city officials
22-24	22-23	laborers
25-27	24-26	clerics
28-29	27-29	thieves
30-31	30-31	fighters
32-34	32-34	knights
35-36	35	haughty men
-	36	drunken men
37-40	37-39	magicians
41	40	muggers
42	41	mugging in progress
43-44	42-44	pickpockets
45	45	dead body
46-50	46-48	merchants
51-55	49-56	soldiers
56-60	57-60	construction workers
61-63	61-64	gossip
64	65	building fire
65	66	doppelganger
66	67	friendly monster
67	68	dangerous monster
-	69	undead
68-70	70-72	haughty residents
71	73	lost child
72-73	74	visiting nobleman
74-76	75-76	city rulers
77-80	77-82	socialite
81	83	pet shop owner
-	84	giant vermin
82	85	unusual animal
83	86	friendly animal
84-88	87	sports contest
89	88	jousting match
90-91	89	reception
92-93	90	minstrels
94	91	dwarves
95	92	gnomes
96	93	elves
97	94	halflings
98-99	95	artists
00	96	werebear
-	97	werewolf
-	98	wererat
-	99	weretiger
-	00	jackalwere



CITY ENCOUNTER TABLES

Merchants' District			Docks/Wharfs			River Banks		
Day	Night		Day	Night		Day	Night	
01-02	01-02	parade	01-02	01-03	feuding captains	01-02	01-03	feuding captains
03-04	03-04	horse race	03-05	04-06	feuding sailors	03-05	04-06	feuding sailors
05-08	05-07	adventurers	06-09	07-10	adventurers	06-09	07-10	adventurers
09-14	08-11	town guards	10-13	11-16	town guards	10-13	11-16	town guards
15-17	12-14	spy/spies	14-15	17-18	spy/spies	14-16	17-19	spy/spies
18-20	15-16	loose animals	16	19	loose animals	17-18	20-21	loose animals
21-24	17-18	city officials	17-19	20	city officials	19-20	22-23	city officials
25-28	19-20	laborers	20-24	21-22	laborers	21-23	24-25	laborers
29-33	21-24	beggars	25-26	23	beggars	24-25	26-28	beggars
34-37	25-30	urchins	27-28	24-25	urchins	26-29	29-32	urchins
38-40	31-33	clerics	29-30	26-27	clerics	30-31	33-34	clerics
41-44	34-39	thieves	31-34	28-32	thieves	32-37	35-40	thieves
45-47	40-44	fighters	35-37	33-36	fighters	38-39	41-42	fighters
48-49	45-47	magicians	38	37	magicians	40	43	magicians
50-51	48-50	muggers	39-40	38-40	muggers	41	44	muggers
52	51-52	mugging in progress	41	41	mugging in progress	42	45	mugging in progress
53-55	53-56	pickpockets	42-44	42-46	pickpockets	43-44	46-47	pickpockets
56-57	57-58	drunken sailors	45	47-54	drunken sailors	-	48-49	drunken sailors
58	59-60	dead body	46	55-57	dead body	45	50-51	dead body
59-68	61-70	merchants	47-56	58-59	merchants	46-50	52-57	merchants
69-72	71	soldiers	57-58	60-63	soldiers	51-53	58-59	soldiers
73-74	72	construction workers	59-60	64	boating race	54-55	-	boating race
75-76	73	protestors	61-64	65-67	protestors	56-57	-	protestors
77	74	building fire	65	68	ship fire	58	60	ship fire
78	75	doppelganger	66-67	69-70	doppelganger	59	61	doppelganger
79	76	friendly monster	68-70	71-73	friendly monster	60-61	62	friendly monster
80	77	dangerous monster	71-72	74-76	dangerous monster	62-63	63-64	dangerous monster
-	78	undead	-	77-79	undead	-	65-67	undead
81-83	79	disgruntled customers	73-76	80-81	disgruntled sailors	64-69	68-70	disgruntled laborers
84-85	80	disgruntled merchants	77	82-83	stowaway	70-72	71-74	stowaway
86	81	escaped prisoner	78	84	escaped prisoner	73	75	escaped prisoner
87-88	82	peasants	79-81	-	city rulers	74-76	76-77	city rulers
89	83	fortune teller	82	85	visiting royalty	77	78	visiting royalty
90	84	protection racket	83-84	86	bullies	78	79-80	bullies
-	85	giant vermin	85	87	giant vermin	79	81-82	giant vermin
-	86	unusual animal	86-87	88	unusual animal	80	83	unusual animal
91	87	friendly animal	88	89	friendly animal	81-82	84	friendly animal
92	88	street fair	89-91	-	dock fair	83-85	85	river fair
93	89	sale days	92	-	ship sale	86-87	-	boat sale
94	90	witness robbery	93-94	90-91	press gang	88-89	86-87	press gang
95	-	gypsies	95	92-94	pirates	90-91	88-89	rowdy laborers
96	91	dwarves	96	-	dwarves	92	90	dwarves
97	92	gnomes	97	-	gnomes	93	91	gnomes
98	93	elves	98	-	elves	94-95	92	elves
99	94	halflings	99	-	halflings	96-97	93	halflings
00	95	fortune teller	00	95	fishing contest	98-99	94	fishing contest
-	96	werebear	-	96	werebear	00	95	werebear
-	97	werewolf	-	97	werewolf	-	96	werewolf
-	98	wererat	-	98	wererat	-	97-98	wererat
-	99	weretiger	-	99	weretiger	-	99	weretiger
-	00	jackalwere	-	00	jackalwere	-	00	jackalwere



SAUTER, CITY ON THE SEA

Sauter, a thriving city of 30,000 people, was created using the guidelines presented in this product.

“Personally, I think they would have been much better off if they had used Boliverburg for an example. I mean, Sauter is okay, if you like a city with elves in it. And not that there’s that many elves, but give me a town loaded with earthy-minded dwarves and you’ve got something pretty spectacular. Hmmm. Maybe that’s why they didn’t want to use Boliverburg as an example. Boliverburg is just too special. They wanted to give you an example of an average city. Okay. That being the case, let’s go to Sauter.”

This is an outline that can be used to help you create your own cities for your campaign, or this description itself can be fleshed out and easily added to an existing campaign. No maps are provided for Sauter. However, you could easily create maps for the city and surrounding area.

Sauter was established on a sloping hill that leads to the sea. It has a fairly detailed and fascinating history; an oligarchy for a government; wise and intelligent rulers who are not without their faults; a thriving merchants’ district; and a promising future.

Sauter’s Seasons

Sauter is built on a slowly sloping hillside that reaches to the ocean. A swift-flowing river cuts through the hillside on the north edge of the city and empties into the sea. The city’s two major mercantile districts rely on water for transportation of the goods; one district lies at the foot of the hillside near the sea, the other runs nearly parallel to the river.

Because Sauter is located on the northernmost shore of the continent, its residents are exposed to the four seasons. In summer, when the population swells slightly because of the festivals, temperatures reach into the high 80s. However, the summer is short, with warm temperatures lasting only two and a half to three months. The fall is likewise short, but it is considered the most beautiful time of year. Artists flock to the city during the fall to paint pictures of landscapes that they sell in other cities on the continent.

The winters are harsh in Sauter and last

four or more months. The cold air that comes off the sea causes heavy snowfalls, sometimes forcing shops to close and ships to remain in port for days. Still, trade activity continues. The river flows too quickly to freeze, and the people are a hardy lot not likely to be stopped or discouraged because of the bad winter weather. Many of the residents welcome the cold and find much sport in revelling on the snow-covered hillside. Residents in the towns to the south are amused at and perplexed by the Sauterians’ behavior.

Spring begins abruptly in Sauter, and is called “The Awakening.” It is the time when the populace begins preparations for the summer’s festivals and the farmers spend weeks planting fast-growing crops.

Sauter’s Glorious Past

Sauter, City on the Sea, was founded nearly three hundred years ago by a half-dozen adventurers searching for a lost dwarven gold mine. The adventurers were in possession of a map that supposedly showed the location of a mine rumored to have veins of gold as thick as a man’s arm, and which was thought to be located in a cleft of a hillside above the sea. Carefully following the map’s directions, the adventurers traversed the continent’s northern coast for more than a year until they located the stretch of coastline that matched the drawing on the map. The adventurers spent the next couple of years unsuccessfully combing the face of the hillside and the sea caves, looking for some trace of the gold.

Throughout that time they lived with a handful of fishermen who traded much of their catch to passing seagoing merchants in exchange for furs and other goods. The fishing was very good along this coast because the water never got too warm and was filled with an abundance of plant life that attracted the fish. The adventurers became good friends with the fishermen and found themselves spending a few hours a day helping them catch fish and defending them from wandering monsters. And as the months wore on and their dreams of a gold mine faded, the adventurers realized that the real treasure wasn’t the mine that might or might not exist. The treasure was this section of the coastline and the abundant sea life attracted to the deep harbor. They began to devote the majority of their efforts

to fishing, using their roping and trapping skills to create large nets that brought in hundreds of fish a day.

Merchant ships began to stop regularly to trade with the fishermen, and the small settlement began to grow. The adventurers were appointed the community’s leaders, since they had the strongest personalities and provided the protection. By the time a decade passed, the community had reached a population of 800 and boasted a shipbuilding industry. A small farming industry also started, as farmers who had moved to the area developed fast-growing crops that could be harvested before the cold weather set in.

The adventurers still found time to spend a few days a month searching for the mine, and eventually they found it. News of the gold spread quickly and attracted more people to the village, which was now called Sauter after the adventurers’ leader, a tall, blond-haired elven ranger who also was responsible for finding the gold. Several other prospectors struck small veins, but none as profitable as the adventurers’ mine. Still, the small mines produced gold for several years and boosted the town’s economy. The adventurers invested their newfound wealth back into the town. Merchants, commoners, and adventurers of all races moved to the prosperous community, which began to geometrically increase in size. The adventurers’ gold helped support the growth and was used to fund public buildings, a courthouse, and an extensive dock system.

Now the city is the largest on the northern coast. Its primary industries are fishing, trading, shipping, and a little farming. Because there is a river on the city’s edge, Sauter can transport goods inland, which further increases the city’s importance. The future for the city looks bright, and the city’s leaders are confident the population will continue to grow. It is at peace with its neighbors, and its government has served as a model for other communities.

Sauter’s Government

As the decades continued to pass, the adventurers faded from view. All but Sauter died, because they were humans and half-elves with limited lifespans. It was rumored that Sauter went off into the wilderness in search of another gold mine. But many of the things the adventurers estab-



SAUTER, CITY ON THE SEA

lished remained, such as the strong trading industry and the residents' freedom. The city, which in its early stages had been ruled by a council composed of the adventurers and a few merchants, adopted a form of government that was a combination of an oligarchy and a republic, and which the people called the Sauter Triumvirate. All landowners were given the power to vote, and they elected the three leaders. Under this form of government, the leaders each served a nine-year term, with the terms being staggered three years apart to foster stability. Each of the three leaders held approximately the same amount of authority, with one being responsible for seagoing concerns, another being charged with land-based merchant and trade activity, and the third being responsible for the military, the guard force, and the general welfare of the people.

Together the three established laws and set taxes. Because the Sauter voters were content with the leaders they chose, they only elected a new leader when one of the current three died or chose not to seek another term of office. In the course of the city's history, power has been held by humans, elves, half-elves, dwarves, and even a halfling. Although the mix of rulers might have seemed unusual to outsiders, the Sauter residents were pleased, because their population was made up of a variety of races, and the triumvirate seemed to ensure representation for everyone.

Because of the city's size, several other officials are needed to closely monitor operations throughout Sauter. These officials, who number 27, are appointed by the triumvirate to terms ranging from one to three years. They are usually reappointed when their terms are up—unless their work is unsatisfactory or they did something to offend or upset a triumvirate member.

The current triumvirate consists of two humans and an aging white-haired elf. The elf, one of the major landowners in the city, is responsible for the military, the guard force, and the general welfare of the people. Although the triumvirate seats were designed to be equal, the elf tends to hold a little more sway. He goes by the name of White William, but a few very old elves in the community know his real identity and keep it their secret. He is Sauter, the leader of the adventuring party that founded the city.

White William, a 770-year-old retired ranger, is the most charismatic of the three

leaders and has been on the triumvirate for 20 years. He is generous to a fault, donating his wealth to fund public improvement projects. He is also open-minded, showing no bias based on race, social class, or gender, and he is willing to consider a variety of proposals before pushing to adopt laws or rescind them. However, perhaps White William's strongest trait is his moodiness. Sometimes the leader broods for days, looking out over the sea. Some say White William is restless and yearns to travel; others believe his age is taking its toll. The other two leaders believe his moodiness is linked to the city and the sea, climbing like the surf to an emotional peak when the city prospers and crashing like a wave to the shore when an economic slump strikes.

White William lives in a small manor house, which he commissioned the local builders guild to construct to his exact specifications. Unknown to the Sauter populace, the house sits on top of a vein of gold, the last remnants of the fabled dwarven mine. William takes gold from it when he needs money, or when there is not enough gold in the city coffers to fund a major public improvement. He knows the gold vein will not last much longer than another 50 years, but he is confident by that time the city will not need his financial help. He has willed his property and the cavern beneath it to the city. White William's life is indeed tied to the city. He feels he helped give it life, so he will devote the remainder of his life to it.

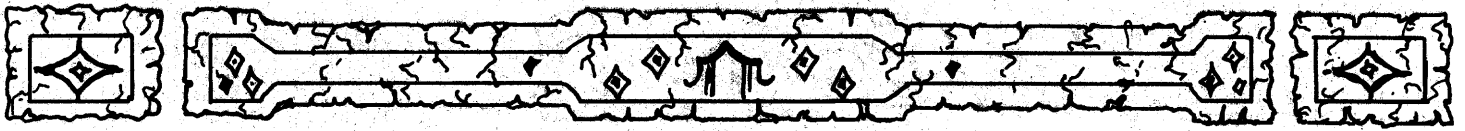
Emilia Loring, a 30-year-old human, is the newest member of the Sauter Triumvirate, having been elected two years ago after the death of a half-elf triumvirate member. She is only the fourth woman in the city's history to hold a triumvirate seat. While Emilia claims she was elected because of her wisdom and political ideals, many in the populace claimed they voted for her because the other candidates were too liberal-minded. She is bold and brassy, traits which have helped her lead the land-based merchant and trade business into great prosperity, but she is also very conservative, not making a move until she is certain that all angles of a problem have been studied. She spends several hours every day meeting with merchants and talking to other cities' officials to create new trade agreements. She revels in her authority and obviously favors the landowners who put her into power. Still, she is fair and even-handed and respected throughout the city. Emilia hopes to stay on the triumvirate for a very long time. She has

vowed not to marry, so she can devote all of her energy to the city's welfare. However, because of her position and her beauty, she is probably the most sought-after woman in town. While she does not accept the advances of the men who frequently ask her for dates, she does not refuse their gifts, which she enjoys displaying around her neck and on her wrists and fingers.

Tomas Tomathon, a 65-year-old former ship captain, is in charge of Sauter's seagoing activities. He is the most jovial of the three leaders, never having been seen in public without a broad smile. He has been a member of the Sauter Triumvirate for 38 years. His outgoing mannerisms have led him to be the most popular leader. Although he is somewhat domineering when dealing with port workers and ship captains, he is diplomatic and wise, and always puts the needs of the city before his personal goals. He has a wife, 10 children, and several dozen grandchildren, who he claims to never see enough of because of the amount of time he must spend with the city's government. However, frequently several of the grandchildren can be found in the government building, wandering the halls and pestering the officials and Tom. Although White William is in charge of Sauter's army, which includes its sea defenses, Tom is always consulted when plans for sea patrols are being made.

Each member of the triumvirate is given a badge of office—a pendant displaying the city seal, which is a magic item that grants the wearer an armor class of 3. However, White William has other magic items which improve his armor class significantly beyond that. In addition, each member is always accompanied by three bodyguards, even at home. This practice was started about 100 years ago when an assassination attempt was made on a triumvirate member. At public functions, especially those where the Sauter Triumvirate will be out in the open, more guards are present, including some disguised as common residents.

The Sauter Triumvirate's strength lies in the diversity of the leaders and the great care they take in establishing laws and governing the populace. Several nearby cities have adopted this form of government and frequently study Sauter's laws before expanding upon their own codes. Emilia tends to favor adding more laws to the Sauter books, to clarify every aspect of city life. White William, on the other hand, would prefer the city have fewer laws, to make the



SAUTER, CITY ON THE SEA

government seem less stilted. Tom is the balancing force between the two, and makes them consider each proposed law on its merits, rather than thinking about the number of regulations already in existence. Some of the appointed government officials realize how important Tom's role is in the triumvirate and are searching for ways to magically extend his life, such as through *potions of longevity*.

However, despite its good reputation, the government has a weakness—the voting procedure used to put the leaders into office. Only landowners are permitted to vote, and many of the city's merchants and workers rent living space. These people give much to the community, but they are frustrated because they are given no say in the government. A small and quiet movement has begun to reform the government. It is in a beginning stage, and the landowners and the Sauter Triumvirate are not yet aware what is happening.

The goal of the current Sauter Triumvirate is to expand the sea trade routes and to strike up trade agreements with inland cities far to the south. In addition, the triumvirate members want to take a portion of the profits from these planned ventures and upgrade and improve the wharf area.

The Sauter Triumvirate recognizes all neutral and good religions for human and demihuman deities. However, because of Sauter's location, most of the deities worshiped are associated with the sea, such as Poseidon.

Sauter's Defenses

The city is surrounded by an earth and stone wall on three sides, which was difficult to construct because of the sloping hillside, and is open to the sea on the fourth. However, the sea is patrolled by Sauter forces and a group of friendly narwhales (which White William/Sauter communicates with through *speak with animals* spells).

Sauter has a standing army of 800, which is trained, paid, and kept up by city taxes. There is no draft in the city, although laws allow for one in time of war. Instead, the army is composed of young to mature male humans, half-elves, dwarves, and a few elves, who enlist as a way to make a living. They are paid a monthly salary and provided room and board. The soldiers are stationed along the city's walls, patrol the coast

in six warships, and are responsible for patrolling the land within a seven-mile radius of the city. In addition, frequently the soldiers are used in public works projects and are used to complement the city guard force. In addition to the army, 250 male Sauter residents make up a volunteer force, which trains two to three days each month. This force will only be called into action if the city is attacked.

Many residents believe such a large army is not necessary for a city Sauter's size, especially because the city is at peace with all of its neighbors. At public meetings they have registered their protest of the large army, claiming residents' taxes would be lower if that many soldiers did not have to be supported. However, triumvirate members and appointed city officials are adamant about a strong defense. They contend that one of the reasons Sauter remains at peace with its neighbors is because of the strong army, which serves as a deterrent to war.

Sauter has a city guard force of 250. Unlike the army, the guard force has women members. Many members of the city guard are low-level adventurers who use the guard force for something to do and as a way to make money between adventures. The force also provides them a place to stay as part of the employment arrangement. The city accommodates the adventurers by letting them work in shifts, alternating one month on and one month off, or six months on and six months off (for those who want to plan an extended journey into the wilderness). The city officials believe that the city benefits from catering to adventurers in this way, because they get guards who are more capable than average men and who frequently carry magic weapons.

Unbeknownst to the Sauter citizens; the triumvirate also maintains a small network of spies who operate in the community and in several of the neighboring cities. The spies are usually low- to mid-level adventurers who find working for the city leaders more profitable than exploring dungeons—and sometimes more fun.

Population and Neighborhoods

About two-thirds of Sauter's population is human. The remaining third is composed of (in order of greatest number) half-elves, elves, dwarves, and halflings. There are three gnome families who live on the edge

of town, but they are not well thought of because of their small number and because they play tricks on the city census-takers. The races mingle well in Sauter. The city is considered a melting pot of sorts because of its trade base and its seacoast location. It is not uncommon to see dwarves and elves dining together. In fact, the largest ship-building company in the city is jointly owned by a wood elf and a dwarf who used to adventure together.

Despite the camaraderie that the populace tends to enjoy, there are distinctive neighborhoods within the city. A neighborhood composed primarily of dwarves is located at the top of the hillside, while a neighborhood of high elves and wood elves lies to the north of the merchant district on the river. A neighborhood of halflings is located nearly in the middle of the city, although when it originated Sauter was smaller and the neighborhood was on the edge of the city. In addition, there are neighborhoods composed almost entirely of humans scattered throughout Sauter, and they are further segregated based on the wealth of the residents. For example, the wealthiest humans live on the southern edge of the city. And nearly all the neighborhoods along the coast are primarily human. The small neighborhoods in and around the merchant districts are composed of a smattering of all races. The mixture came about in part because the merchants are of a variety of races, and all of them want to live near their businesses. There is even a neighborhood along the river that is composed of adventurers; long-time Sauter residents call it the Adventurers Quarter. It is a collection of two- and three-story apartment buildings, taverns, and small shops that cater primarily to adventurers.

Most of the buildings in town are made of stone and earth; however, many of the buildings along the wharf area are made of wood. A few of the new city buildings, which were designed by a dwarven mason, are being constructed of a stiff clay mixture. City officials will have more buildings made of this material, which is inexpensive to create, if these test buildings hold up well.

Taxes

Sauter has a rather extensive tax system which covers all residents, whether they rent homes or own land. Landowners are taxed based on the amount of property they



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own, and they are further taxed on the number of buildings on the property. All residents are taxed 10% of their income. This does not sit well with many of the poorer residents, who believe the wealthy should be taxed much more.

Resident adventurers are not excluded from the tax system. And adventurers who live more than 30 days a year in the city are considered residents. The city taxes adventurers 10% of the value of their property and wealth. In addition, they are taxed 50 gold pieces a year for each permanent magic item they own. The adventurers' tax came into being early in Sauter's history. The adventurers who formed the community knew how wealthy their peers could become by exploring dungeons and raiding monster lairs, and they also believed that adventurers rarely needed all the wealth they accumulated. Sometimes it is difficult to tax the adventurers because they are not always honest about their wealth and magic items, and it is difficult to get them to report what they unearth in dungeons and ruins.

Residents who do not pay their taxes, or who cheat and only pay a portion, are subject to heavy fines and jail terms. Sometimes low- to mid-level adventurers, who are known to be truthful in paying their own taxes, are hired to catch those who refuse to comply with the tax laws.

In addition to the taxes, Sauter officials have imposed fees and licenses which also generate income for the community. For example, all merchants must buy a business license, and seagoing merchants must buy dock passes. The license fees are not exorbitant, but because of the large trade industry they generate a significant amount of money.

Sauter's Merchants

The larger of Sauter's two merchant district stretches from the wharfs to a few blocks up the foot of the hillside. There are 150 registered merchants in the city, with 90 of them located in this district. The largest shops deal with sea business, such as the sail makers, shipbuilders, rope makers, and metal workers. Other shops rely on the merchant ships to support their businesses, such as jewelers who purchase pearls, coral, and other valuables from the sea; fishmongers, who in turn export some of the goods up the river; and the trading post dealers, who purchase oddities brought in by sailors, such as old statues, and clean

them up and sell them for high prices.

Some of the merchants have brought fame to Sauter. A dwarven jeweler is known throughout the northern half of the continent for the shell necklaces and rings he makes. The dwarf has a knack for selecting certain shells, which when etched will reflect the light and change colors. A rope maker, located in a small building near the docks, is renowned for the strong but thin ropes he makes, which are in demand by merchant ships. And a few of the inns have developed marvelous recipes for seafood.

The Sauter merchants instigated a series of summer festivals, which draw people to the city and boost sales throughout the merchant districts. Although the city officials and guard force find the festivals annoying, they realize the festivals are very important for the economic well-being of the merchants. When winter hits Sauter, most merchants' business drops dramatically, and the extra money they earn from the festivals tides them over until good weather returns.

Crime and Punishment

Despite its large guard force, Sauter has a crime rate which bothers the triumvirate members and lesser city officials. While the number of violent crimes, such as murder and kidnapping, is relatively small, there is a significant number of thefts, especially along the wharfs and near the two merchants districts.

The city officials realize that the large trade industry is a lure to thieves, many of whom they believe come in on merchant ships, steal goods, and leave on other ships. In addition, the officials know that there are many thieves in the Adventurers Quarter.

Part of the problem rests with the city officials, who until the past few years did not adopt harsh enough laws to deter the thieves. In the past, people caught stealing were merely fined or thrown in jail for a relatively short time. Now, however, a person convicted of stealing for the first time is penalized by a lengthy prison sentence with no possibility of parole. For a second conviction, the offender has his hand cut off. Thieves who establish themselves as habitual offenders—who continue to live a life of crime after losing a hand—are put to death. However, a few of the best thieves who are caught are sometimes put to work for the government, such as in the spy network

under the supervision of more trustworthy adventurers. Sauter officials are confident that the harsher laws will eventually reduce the crime rate.

Sauter's court system is composed of a council of five clerics, who can often determine the guilt or innocence of the accused through *detect lie* spells. Although the use of magic to determine the truth of a matter might seem to lead to a lot of open-and-shut cases, in fact there are many occasions when *detect lie* does not absolutely establish guilt or innocence. It is possible for two people to tell the truth and still leave an issue unresolved; this is where the wisdom of the clerics comes into play, because they must actually hear the case and judge it on its merits.

Offenses that are punishable by death include murder, habitual thievery, brutal assault (attempted murder), and treason. Except for second-time thievery, all other crimes are punished by prison sentences, hard labor, or fines.

Adventures In Sauter

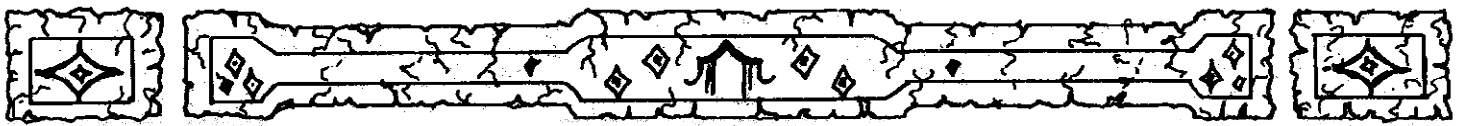
The sea caves that twist and burrow beneath the city, the deep forest to the north of the city, and the vast ocean where the ruins of ancient civilizations are said to be buried are all places that beckon to adventurers who frequent Sauter.

In addition, the city's great number of merchants, who come from many different places, are always a source of rumors and tips that could plunge an adventuring party into the thick of a mystery or into the depths of a dungeon.

Sometimes the city provides the adventure, as the city officials hire adventurers to deal with bands of monsters and creatures that lurk nearby. Because the city is located on the shore of the ocean, all manner of sea creatures—from sahuagin to sharks to marine trolls—could slip past the sea patrols and the friendly narwhales.

Sauter is also a starting point for adventure because of the great many ships that enter and leave port. There are always captains looking for new crew members, and there are always rumors of adventures waiting to happen on the islands miles away from the coast.

There is simply so much potential for excitement and fortune in and around Sauter that adventurers can't stay away.



ADVENTURING IN THE CITY

The following scenarios are written for the AD&D® game system, but can easily be altered for use with the D&D® game or with other fantasy role-playing games. All of these scenarios are intended to be used with the fold-up buildings and street layouts included with this product.

The Maltese Roc, the longest of the scenarios, can take several hours of playing time. The other scenarios — *Ike Likes Spiders and Snakes*, *A Slave to the Music*, *The Horrible Haunting of Mycky Fynn's*, and *A Grand Illusion* — can be used as simple encounters that can last an hour, or you can

flesh them out into adventures that could take up an entire evening apiece. Some of these scenarios can be used for player characters of any level by simply adjusting the level of the non-player characters provided, or by adding additional non-player characters and creatures.

IKE LIKES SPIDERS AND SNAKES

This adventure is for 1st and 2nd level characters composing a party with total experience levels of 6 to 12.

DM Background: Ike Ingleman likes spiders, snakes, insects, and other small creatures which the majority of the populace considers repulsive. Ike, who is a little eccentric, has been collecting these creatures for several years. In his one-story shop he keeps his prized insect collection, which consists of dozens of large, glass-covered wooden boxes filled with a variety of dead insects, each insect carefully mounted with a small pin and labeled. He also has an extensive mounted spider collection, which is kept in a similar fashion. On shelves about his shop are displayed stuffed frogs, lizards, and snakes, which Ike studies and offers for sale (although he gets very few takers). Ike also sells insects and parts of small creatures to help support his habit of collecting. Although his customers are few (consisting mainly of alchemists and mages who use his goods for elixirs, potions, and spell components), they pay well.

A few months ago Ike decided to expand his hobby by keeping live insects, spiders, snakes, and other creatures. He filled his basement with cages, crates, and large glass jars and began to pay adventurers to capture things for him. Of course, the adventurers were above collecting normal-sized toads and lizards, so they began to bring him giant-sized varieties. This delighted Ike, and although his savings dwindled his collection of live specimens grew. His basement became filled with giant frogs, killer frogs, fire beetles, giant centipedes, giant rats, and his favorites—huge spiders and constrictor, spitting, and poisonous snakes.

Ike started bragging to his friends about the big spiders he was keeping at his place. His friends were repulsed, but children in town who heard the stories were intrigued.

One night a few children crept into Ike's basement to make sure that Ike wasn't making up tales about his new collection. When they found the creatures, one of the bolder children thought it would be great fun to let the collection loose. Fortunately for the fast and dextrous child, he was able to unlatch the cages and uncap the jars before the creatures realized they were free. The child escaped and so, eventually, did Ike's collection, taking up residence in the surrounding buildings and alleys and creating a basis for this scenario.

Setup: This scenario requires the use of at least two street layouts, where encounters will occur along side streets; a 2"-by-3" two-story fold-up building to represent Ike's place; one additional 2"-by-3" fold-up building, and two 2"-by-2" buildings that should be placed in the general vicinity of Ike's place (these will be occupied by the creatures from Ike's collection). To draw the scenario out somewhat and provide for other possible encounters along the way, you can set up additional street sections and a few other buildings so the PCs will have to do a little exploring before they find all of the creatures.

How to Get the PCs Involved

1. The PCs are walking down one of the city's streets when they notice a giant centipede run out of a building and down an adjacent alley. The incident quickly will be followed with sobs and shouts of "Oh, no! Not my precious!" coming from inside the building (Ike's home). Ike has just realized that his entire collection has been let out and is in the process of escaping.

2. Ike and a few of his neighbors, who have had their buildings infested with his freed collection, seek the player characters' help in cleaning out the buildings. Ike will beg the PCs

to capture, not kill, the creatures; and he will give them nets to use for this purpose. He will caution the PCs that some of the creatures are poisonous, and will give the party enough doses of *elixir of health* to negate poisoning in each of them once.

Ike's House: PCs entering Ike's house will immediately notice his vast collection of insects and spiders kept in the wooden cases. If Ike is with them, he will expound upon the many varieties of insects and creatures he has accumulated. Almost all of the creatures on the first floor are dead. However, PCs looking through Ike's collection of taxidermied frogs and snakes will encounter two spitting cobras lying on a shelf. The snakes made a meal of a couple of overly large frogs and are resting. They will attack if the PCs get within 5' of them or appear menacing.

Spitting snakes (2): AC 5; MV 12; HD 4+2; hp 21, 23; #AT 1; Dmg 1d3; SA poisonous spittle, which can be sprayed up to 30' at a single target; THAC0 15.

There are no other living creatures in Ike's house. PCs who examine the basement will discover all the empty cages, crates, and large jars. Many of these containers had been painstakingly filled with mud, grasses, and small insects by Ike to make his creatures feel at home. If the PCs appear interested, Ike will explain how difficult it was to recreate their natural habitats. He will tell the PCs (if they are willing to listen) which creatures were in which cages. Crafty players should take note of Ike's list, so they will know precisely what they are up against.

Ike's list includes the following creatures: giant centipedes; awfully long snakes, two of which he thinks are overgrown cobras and one of which he believes is a constrictor; giant frogs; large frogs with teeth (killer frogs); real big spiders, which resemble a



IKE LIKES SPIDERS AND SNAKES

wolf spider; a real, real big spider; oversized rats; and big beetles that glow red—he believes they are called fire beetles. Ike will apologize for not knowing the precise names of the creatures, explaining that he has not had them long enough (nor had enough extra gold pieces on hand) to be able to contact scholars who know about these things. He will tell the PCs that if they can return the creatures, he is certain he can find the correct names for their species soon.

Alley # 1: If the PCs have undertaken this adventure during the day, this encounter could prove to be the easiest, and might make the PCs believe that tackling Ike's collection will be a simple task. Their target in this location will be a very large constrictor snake, which will be sunning itself in the middle of the alley. However, if the PCs have undertaken this adventure during the evening, the snake will be curled up next to some trash containers and will be difficult to notice. This snake is not aggressive and will not make a move to attack the PCs unless they approach closer than 5' or appear to menace it.

Constrictor Snake: AC 5; MV 9; HD 6+1; hp 33; #AT 2; Dmg 1d4/2d4; SA constriction; THACO 13.

Alley #2: This alley has become the new home for a dozen giant centipedes, which are hiding among stacks of crates. The centipedes are aggressive and will rush out to attack the PCs if they approach the crates.

Giant Centipedes (12): AC 9; MV 15; HD 1/4; hp 2 each; #AT 1; Dmg nil; SA poison (non-fatal); THACO 20.

Alley #3: Only one member of Ike's collection has wandered into this alley—a hungry giant rat, which has encountered the resident of the alley, a bum named George. George doesn't have any friends and never had any pets, so he has decided to get one of each by attempting to befriend the rat. The rat isn't especially friendly, but George (who is a real pro at scavenging) has been feeding it, so it hasn't attacked him. If the PCs enter this alley, George will try to hide his rat. If the PCs are persistent in checking out the area, they will notice George's new friend. George will do his best to try to convince the PCs that the rat is actually his dog, Spike. The rat will try to run away if the PCs are aggressive. If the rat does escape, George will become belligerent and obnoxious,

demanding that the PCs pay him for damages for the loss of his pet.

Giant Rat: AC 7; MV 12//6; HD 1/2; hp 3; #AT 1; Dmg 1d3; SA disease; THACO 20.

Building #1: One giant spider and six huge spiders have made this place their new lair. It is important that you pay attention to where the players place their figures in this building. The spiders will be above the PCs, hidden in webs and scuttling about in the rafters. The spiders will drop on the characters when at least one PC walks to the center of the building's main room. It is up to you whether all the spiders are in one main room or are divided between all the building's rooms. However, a party of all 1st level characters should not encounter all of the spiders at once.

Giant Spider: AC 4; MV 3 * 12; HD 4+4; hp 12; #AT 1; Dmg 2d4; SA poison; THACO 15.

Huge Spiders (6): AC 6; MV 18; HD 2+2; hp 3, 4, 5, 6, 6, 7; #AT 1; Dmg 1d6; SA poison; THACO 16.

The spiders will break off the attack and flee if the PCs kill three of the huge spiders quickly.

Main Street: As the PCs exit Building #1, which contained the big spiders, they will hear screaming and will see a half-dozen commoners being chased down the street by five 2½-foot-long beetles. The commoners are staying ahead of the beetles, but it should be obvious to the PCs that the commoners cannot outdistance them.

Fire Beetles (5): AC 4; MV 12; HD 1+2; hp 4, 5, 5, 7, 8; #AT 1; Dmg 2d4; THACO 18.

Building #2: This has become the hideout of a group of giant and killer frogs. PCs who examine the outside of the building before entering will notice something amiss—two windows are broken. The frogs had jumped into this building to escape the noise and confusion of the city streets. The giant frogs are on the small side, being only 2 feet long. However, because there are six of them, the two killer frogs have left them alone. If the PCs enter this building, the two killer frogs will attack immediately. The giant frogs are frightened by the city and will only attack if the PCs walk toward them.

Killer Frogs (2): AC 8; MV 6//12; HD 1+4; hp 6, 7; #AT 3; Dmg ½d4/½d4/1d4+1; THACO 18.

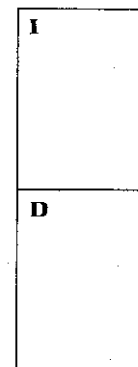
Giant Frogs (6): AC 7; MV 3//9; HD 1; hp 5 each; #AT 1; Dmg 1d3; SA sticky tongue; THACO 19.

Building #3: This building contains a lot of foodstuffs, and for that reason has become the home of Ike's giant rats. The rats are very happy here and will aggressively fight anyone who enters their new domain.

Giant Rats (15): AC 7; MV 12//6; HD ½; hp 2 each; #AT 1; Dmg 1d3; SA disease; THACO 20.

Finishing the Adventure: It is doubtful the player characters will have been able to recapture all of Ike's collection, and likely that they will have been forced to kill some of the creatures. Deep down Ike realizes that some of his pets were bound to die; even if the PCs do not capture a single creature, he will not blame them for what has happened, and will give them 15 gp each for their help. However, if the PCs were able to recapture at least some of his creatures, he will be in better spirits and will offer them a further reward—three of his wooden boxes filled with mounted and identified insects. This is a big sacrifice for Ike, as it took him a while to accumulate and identify them. If the PCs decline this offer, he will not give them anything else in its place, and in any event the monetary reward will not be more than 15 gp apiece because that's all the money Ike can spare. The PCs will eventually benefit if they do take the three boxes of insects. Sold to the right buyer, each box will bring 110 gp.

Suggested Street Layouts





A SLAVE TO THE MUSIC

This scenario is intended for three to six player characters of 2nd through 4th levels, composing a party with total levels of 9 to 14.

DM Background: Ahmal, a retired thief, is a merchant who sells carved wooden furniture, figurines, bowls, and wooden flutes in his rented shop. He has been at this work for nearly a decade, choosing it over his former profession because he was caught once too often and spent a few too many years in prison. His dextrous hands quickly turn out his wooden wares, gaining him a passable income, but not netting him enough to buy his own shop in a better section of the city. His wooden flutes were sought after only by commoners who did not have enough money to buy fine, well-made instruments. Ahmal feared he would never attain the fame and wealth he so desperately wanted and believed he deserved.

However, all of that changed a few months ago when Ahmal accepted a book about djinn and efreets from a customer in trade for a chair. The book explained how djinn can create soft wood and wooden items magically. The book caused Ahmal to become obsessed with getting a djinni. He spent all of his money, traded a few of the magic items he had been hoarding from his past thieving career, and borrowed 2,000 gold pieces from an unscrupulous lender (jeopardizing his business and his life) to obtain a *luck blade*. With the wishes the blade contained, he learned the location of a djinni and how to enslave it. Under the pretense of making a trading trip, Ahmal accomplished his task. And shortly after his return, his business picked up. Ahmal's djinni-sculpted furniture, figurines, and flutes are now in demand and command high prices, although the customers continue to believe that Ahmal is the craftsman. And his flutes have become sought after by professional musicians throughout the area. Ahmal has not shared the secret of his djinni with anyone.

Neighboring merchants are suspicious of the sudden improved quality in Ahmal's goods. However, the retired thief contends the change came about because he learned a few new carving techniques on his last trading expedition. Because of the suspicion, and Ahmal's usually suspicious nature, he is very careful in protecting his livelihood—the djinni—and has relied on the skills from his former profession to set up elaborate traps in his shop to keep thieves

and competitors from learning his secret and stealing the djinni.

Ahmal is nervously happy with his situation. He is confident that he will have enough money soon to pay back his loan, and within several months after that he hopes to have enough to buy his own large shop in the best section of the city. He has promised to the djinni that it will be released when his dream of a large shop and a very prosperous business is realized—hoping that this incentive will spur the djinni to continue producing items of unequalled quality, so as to hasten the day when it receives its freedom again. However, Ahmal actually has no intention of releasing the djinni, which he keeps in a specially magicked box.

To complicate the situation just before the player characters enter the picture, Rourk, the loan shark whom Ahmal borrowed money from, is curious about the merchant's improved business and has decided he wants his money paid back now—and with a higher interest rate than previously agreed on.

Setup: You will need a two-story, 2"-by-3" building fold-up to serve as Ahmal's shop and living quarters. Construct a handmade paper map of the building you select for your own reference, so you can mark where and what kinds of traps are placed inside and outside. In addition, you will need to set up several buildings of varying sizes nearby, spread across three or four street layout sheets to accommodate a chase scene. Create as many traps as feasible for Ahmal's building. However, be careful not to put them where customers normally would walk. Ahmal would not want to draw suspicion on himself by having an ordinary customer break his leg in a pit trap. Suggested traps include a trapdoor/pit trap, the bottom of which is coated with sleep poison (save vs. poison or be knocked unconscious for 1d8 turns); a thin but strong wire that when tripped causes a net or cage to fall down around the intruder; or a pressure-sensitive floorboard, which when stepped upon causes darts or daggers to be propelled at an intruder from a hidden panel in the wall.

How to Get the PCs Involved

1. The PCs are hired by Rourk to collect the money Ahmal owes him. Rourk tells the PCs that Ahmal is long overdue in paying

him back 3,000 gp (actually, Ahmal borrowed 2,000 and agreed to a 500 gp interest charge). Rourk says he will pay the PCs 200 gp if they can collect on the loan, and promises (untruthfully) that he will hire them for other collections if they are successful. He warns the PCs that Ahmal has a shady past—he knows that Ahmal has served time in prison for thievery—and likely will try to weasel his way out of paying the loan or will lie to the PCs.

2. A wealthy but jealous merchant hires the PCs to purchase some of Ahmal's best carved pieces. The merchant is upset with Ahmal's upswing in business and wants to carefully examine some of Ahmal's pieces so that he can reproduce them or somehow prove Ahmal stole them from somewhere and is reselling them.

3. The PCs are walking through the marketplace when they notice a crowd around a woodcarver's shop. If they investigate they will see the proprietor, Ahmal, showing off his latest creations and describing how painstakingly difficult it was for him to get the curved surfaces so smooth and shiny. The PCs also will notice a few disgruntled neighboring merchants looking on.

4. A merchant who deals only in musical instruments is suspicious of Ahmal's flutes. He knows the retired thief is no musician and hires the PCs to find out who is producing the instruments or from whom Ahmal stole the instruments.

At the first opportunity the PCs take to closely examine one of Ahmal's pieces of merchandise, you can give the PCs a clue (if you so desire). Have the examining character (or one of them, chosen at random) notice small scratches on the piece in an innocuous place that seem to spell out words. On the bottom of the base of a figurine, for instance, will be the words "help me." Further investigation of pieces will reveal words such as "prisoner" and "slave," scratched just inside the opening of a flute or seeming to be part of the decorative etching on the outer surface. The words are very difficult to read, and it might be very hard to convince a disinterested party that the scratches are nothing more than scratches. If Ahmal is confronted about the words, he will say the PCs are imagining things. Those scrawls are not words, he will contend. They are simply part of the decoration, or (if in a place not normally visible)



A SLAVE TO THE MUSIC

small scratch marks caused by the equipment he uses to hold a piece of wood in place while he carves it. If he gets a chance to do so out of sight of the PCs, he will gouge at the marks with one of his woodworking tools to blot out the words. If the PCs move away from the shop, Ahmal will begin checking all of his wooden items and removing from his shelves any pieces with scrawled words on the bottom or in some other out-of-the-way place.

The scenario's action eventually will take the PCs farther inside the building, past the shop portion, where they must contend with whatever devious traps you have set up. Ahmal, who can freely move about the building because he knows where all the traps are, will move to the back of the building, attempt to lure the PCs through his traps, grab the small brass magic box holding the djinni, and try to escape. You should run the action of this scenario so that Ahmal can lead the PCs on a chase from building to building, through alleys and side streets, and across rooftops, relying on all his thief abilities and his *boots of striding and springing*. Ahmal is very familiar with this portion of the city, so he will be able to run down dead-end alleys, using his boots to vault over fences and to propel him to rooftops. You might want to choreograph the chase scene in advance. A well-planned out chase scene will allow you to use several buildings and street plans.

Variation: If the PCs were not hired by Rourk, they could also encounter Rourk and his men, who are trying to catch Ahmal and who may end up fighting the PCs to prevent them from getting the box coveted by the little thief.

Cast of Characters

Ahmal: 10th level human thief.

Str 12, Int 16, Wis 10, Dex 18, Con 13, Cha 9. Hit points 39, Alignment CN, AC 4 (front), 8 (rear); THAC0 16.

Thieving abilities: PP 70, OL 70, RT 75, MS 70, HS 60, DN 25, CW 95, RL 35.

Ahmal is wearing or carrying a *ring of protection* +2, *boots of striding and springing*, a bag of caltrops (to slow pursuers), a bag of marbles (to trip pursuers), a sap, a *short sword* +1 (the *luck blade*), three daggers, 6 pp, 12 gp, and 8 sp. Hidden in his shop is a chest containing 540 gp and 2,300 sp (which he was accumulating in case he was forced to pay back his loan).

Ahmal is greedy, but not evil. He will try to

avoid killing anyone. If possible, he will flee rather than fight. However, he will fight if provoked. His most valued item is the djinni trapped in the small magic box. If he thinks the PCs are getting too close during a chase, he will stash the box someplace, try to lose the PCs, and come back later to get it. If Ahmal is caught with the box, and the PCs discover what is inside, Ahmal will plead with them, explaining about the loan shark and his need to keep the djinni so he can raise enough gold to pay off his loan. He will use all the trickery he can muster to keep the djinni and the gold and silver he has hidden in his shop.

Since Ahmal has worked as a merchant for several years in this city, he is generally considered a solid citizen. And because of that, the PCs could get themselves in trouble if they handle this situation poorly. If the PCs steal the gold and silver in his shop or break any of his wares, Ahmal will report them to the city guards. If the PCs forcibly take the djinni box from Ahmal with witnesses present, Ahmal will report them to the authorities and ask for a trial. Ahmal has done nothing illegal according to the city's laws.

Noonjab, the djinni: AC 4; MV 9/24; HD 7+3; hp 36; #AT 1; Dmg 2d8; AL CG; THAC0 13.

The djinni will be very grateful to the PCs if they release him. This is not a noble djinni; therefore, he cannot grant wishes. However, he will offer to appear before the PCs the next time they are in need of aid and will offer to make for each of them one of his wondrous flutes. These flutes will be of even higher quality than the ones he made for Ahmal's shop. Each flute will be worth 250 gp.

Rourk, the loan shark: 4th level human fighter; AC 7 (leather and Dex bonus); MV 12"; HD 4; hp 28; #AT 1; Dmg 1d8 (long sword) or 1d4 (dagger); AL CN; THAC0 17.

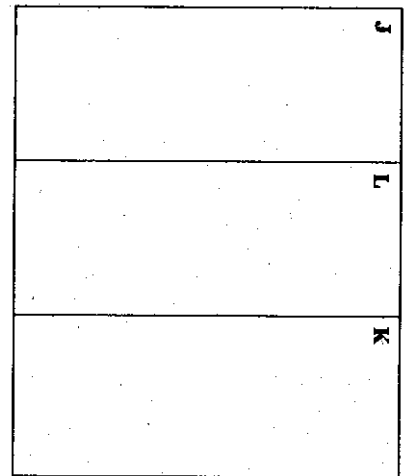
Rourk is a devious and greedy man whose sole ambition is to make more money. He has a ratlike visage with beady eyes and a long nose. Despite his mannerisms, Rourk should not be considered evil and does nothing that is overtly illegal. He is smart enough to order his bullies not to harass people in public and not to beat up on delinquent borrowers if there is someone watching.

Rourk employs five 1st level fighters as bully boys. They are AC 5 (chain mail); MV 9; HD 1; hp 6, 7, 9; #AT 1; Dmg 1d8; AL N;

THAC0 20.

These fighters are loyal to Rourk, although they occasionally acquire a few gold pieces on their own from Rourk's customers through their bullying tactics. They dress in clothing of dark brown and gray and look unkempt. Their sinister and slovenly appearance helps to keep borrowers in line.

Suggested Street Layouts





THE HORRIBLE HAUNTING OF MYCKY FYNN'S

This scenario is designed for up to six player characters of 2nd through 7th levels.

DM Background: Mycky Fynn's is a bustling establishment located on the wharfs. Its customers include adventurers passing through town, sailors who have a few hours to spend before their ships leave, and town residents who enjoy the atmosphere and like to watch the sailors and adventurers clash in brash discussions fueled by tankards of ale. Its customers are also a brave and curious lot, as night after night they continue to return to the tavern— even though it is haunted by a very persistent and unpredictable “ghost.” None of the customers know why the ghost appeared, although they speculate that a ship brought the spirit in.

The establishment consists of a large tavern area on the first floor, which includes a stage and a few gambling tables, and several rooms upstairs, which the owner, Mychael Fynnygyn, rents to adventurers for a few silver pieces a night. Fynnygyn, a retired fighter, lives in one of the rooms upstairs. The three newest residents of the establishment—formerly destitute leprechauns—live downstairs behind a wine rack. The leprechauns, which have fabricated a ghost, are the cause of the horrible haunting and the subject of this scenario:

About a month ago, the leprechauns were tricked out of the majority of their treasure by a band of high-powered adventurers. Uncharacteristically saddened by their state of near-poverty (all they had left were a jar of *Nolzur's marvelous pigments* and a *ring of spell storing*), the trio wandered into town looking for a way to drown their sorrows. They quickly came upon Mycky Fynn's and overheard a group of adventurers talking about a dungeon they visited which was populated by a variety of undead. The leprechauns intently listened to the descriptions of the undead and the behavior the foul creatures exhibited, and they decided it would be great fun to “haunt” this tavern and the remains of the burned-down shop next door.

Their haunting techniques, which are detailed under the “Mycky Fynn's” and “The Ghost” sections below, have had mixed results. The ghost they created has scared away a few of the regulars, has kept superstitious sailors at bay, and continues to frustrate the city's clerics, who can only seem to “turn” the ghost for a few moments. How-

(ever, overall the ghost has increased business at Mycky Fynn's, as adventurers and several brave locals come every night to watch the spectacle and make bets on what the ghost will do next.

To complicate matters, Old Pete, the owner of a small tavern a few doors down, has decided to procure his own undead in the hope of increasing his business. He hired a cleric of non-good alignment to bring in several skeletons and zombies. The undead were directed to gyrate in a corner when music was playing. All was going well until a drunken sailor put his fingers in a skeleton's eye socket. The undead attacked, seriously injuring the sailor and resulting in the closing of Old Pete's Place.

Setup: This scenario requires the use of a 2"-by-3" two-story building fold-up to represent Mycky Fynn's, a 2"-by-2" two-story building to represent Old Pete's Place, and a variety of one- and two-story buildings to represent the burned-down store next to Mycky Fynn's. The leprechauns use their illusions to make this burned-down building appear different each time people enter its remains. For example, the first time PCs enter it, the building may appear on the inside to be a very large, once elegant establishment. The next time it could seem to be a one-story cramped business. This will give you an opportunity to use a variety of buildings that come with this set.

When using a two-story building to represent Mycky Fynn's and any building to represent the illusion-generated building next door, it is important to note where players place their miniatures. You must keep track of where the leprechauns are in relation to the miniatures. Certain illusions might not be noticed by some of the player characters, depending on where their miniatures are placed.

How to Get the PCs Involved

1. The PCs are passing through town and decide to stop at a tavern. The tavern just happens to be Mycky Fynn's.

2. If the PCs have a cleric in the group, that cleric is approached by representatives of the character's temple and told about the horrible haunting of Mycky Fynn's and the undead problem at Old Fete's Place. The cleric is asked to do something about the situation.

3. The PCs hear rumors about a friendly ghost at a local tavern and about skeletons

and zombies at a smaller tavern nearby which are not so amiable.

Mycky Fynn's: If the PCs visit the tavern in the evening, it will be crowded with sailors, adventurers, and townsfolk. However, the NPC adventurers should not be higher than 2nd level or they could potentially outshine the player characters.

Illusions within the tavern consist primarily of the ghost, in the form of a beautiful woman who looks strikingly like the woman in the painting above the bar. She puts on a floor show on the establishment's stage every night. The female in the group of leprechauns will use her ventriloquism to make the ghost sing and tell jokes. The ghost will assume a horrid visage to customers who insult her or clerics who try to “turn” her. However, the leprechauns are not stupid. They will let clerical turning work once in a while to help maintain the ruse that this is a real ghost. A successful turning attempt will keep the ghost away for at least a half-hour (while the leprechauns, to keep from getting bored, might steal drinks and coins from patrons) and will upset the customers, who have grown accustomed to seeing the beautiful spirit.

To simulate tricks that the ghost might play, the leprechauns use their *invisibility* to make drinks move from one end of the bar to the other. With their *polymorph* ability, they will make the woman in the painting appear to change clothes and hair styles.

The Ghost: The ghost appears every night from 7 to 11 p.m., taking breaks when the leprechauns get tired or have too much to drink. The ghost has never attacked a customer, although it once frightened away patrons who became too loud and obnoxious and a cleric who kept trying to turn it. The ghost was able to frighten the patrons because of the leprechauns' *ring of spell storing*, which contains several *fear* spells. Player characters asking about those who were frightened by the ghost will learn that the ghost was very kind, because it did not age those people.

Sometimes the ghost can be seen materializing right out of the painting above the bar, floating around the room, and coming to rest on the stage. At other times, the ghost wanders from table to table, sitting on the laps of the best-looking patrons and asking for their drinks. The drinks are consumed by the invisible leprechauns.

When 11 p.m. approaches, or earlier if



THE HORRIBLE HAUNTING OF MYCKY FYNN'S



the leprechauns are especially tired or bored, the ghost will ascend the stairs, yawning, and wave good night to the customers and Mychael Fynnygyn.

Burned-down Building: This is the remains of a small general store that caught fire two weeks ago. There were rumors the ghost had something to do with it. So the leprechauns, not wanting a good opportunity to pass them by, began to "haunt" it, too. Using a portion of their *Nolzur's marvelous pigments*, the leprechauns one night painted a fancy wooden door, which was the only standing object in the building. Angry at

what he thought the ghost had done, the owner of the property tore the door down, only to find a larger, fancier door in its place the next day. This door has remained, and the building's ruins have become a bit of an oddity. One of the leprechauns usually is stationed here, waiting for an unsuspecting person to come near. Using ventriloquism, the leprechaun lures the visitor into the building, which the leprechaun turns into an elegant manor, a bawdy inn, a stable complete with talking (by ventriloquism) horses, or the general store as it appeared before the fire. The leprechauns, of course, had nothing to do with the building burn-

ing. You can use as many of the buildings in this set as you want to represent the burned-down building which is covered up by the leprechauns' illusions. Please keep in mind that PCs going upstairs in an illusion-generated building will only *think* they are going upstairs. The leprechaun or leprechauns present will alter the illusion to make the PCs think they are on another floor. There is actually nothing of interest in the building's burned ruins, although a crafty DM can occupy quite a bit of the players' time with the illusory buildings. If the PCs spend a considerable amount of time here, have a second leprechaun join



THE HORRIBLE HAUNTING OF MYCKY FYNN'S

the action, and feel free to have the ghost from the tavern stop by for a brief visit.

Old Pete's Place: This small two-story building has been boarded up. There is not a window or door visible because of the numerous, thick boards and table tops nailed in place.

Pete, who frequently can be found in a stupor at Mycky Fynn's these days, hired a cleric to bring in eight skeletons and six zombies in an attempt to increase his business. It worked for a few days, until a sailor bothered one of the skeletons. When the undead attacked, the adventurers in the tavern began grabbing tables, chairs, and loose floorboards, which they used to board up the building. The eight skeletons and six zombies remain inside.

If the player characters ask about the boarded-up building or meet Pete inside Mycky Fynn's, they will be told the pathetic story of Pete's attempt to increase business. If the player characters seem sympathetic, Pete will ask them to take care of the skeletons and zombies. He cannot pay them for the task, since he spent most of his savings getting the undead and the remainder of his savings drinking at Mycky Fynn's to forget the undead.

You can place the skeletons and zombies anywhere within Old Pete's Place. This encounter will pose little problem to low-level adventurers and will be easy for mid-level adventurers. However, if the player characters deal with the undead at Pete's, a few residents who don't care for the ghost at Mycky Fynn's and a few clerics who couldn't turn the ghost will ask the PCs to handle that undead menace.

There should be little of value inside Old Pete's Place, as bottles, tables, and chairs were broken by the undead. However, you may feel free to add Pete's cash box, which should not contain more than 100 gp. If the PCs take his cash box, Pete will be very upset but will not press the matter since he was able to get rid of the skeletons and zombies.

Skeletons (8): AC 7; MV 12; HD 1; hp 5 each; #AT 1; Dmg 1d6; THAC0 19.

Zombies (6): AC 8; MV 6 HD 2; hp 10 each; #AT 1; Dmg 1d8; THAC0 16.

Cast of Characters

Mychael Fynnygyn: 5th level human fighter; AC 8 (Dex bonus); MV 12; HD 5; hp 31;

#AT 1; Dmg 1d8 + 2 (*long sword* +2); THAC0 16 (14 with sword).

Mychael, or Mycky as his regulars call him, is an easygoing, pleasant man with broad shoulders and an even broader smile. He is a well-to-do businessman who has been running this tavern for nearly five years. He treats all of his customers cordially. He especially enjoys talking to adventurers and listening to tales of their exploits.

Mycky has never had a problem with ghosts before, and he doesn't really consider this ghost a problem. The ghost has not harmed any of the customers, although it has scared a few of them away. The ghost has been good for business and is pleasing to look at. However, Mycky is concerned about the burned-out building next door. He hopes his ghost had nothing to do with it.

Mycky has given up his career as a fighter; however, he still exercises to keep in good shape. He does not wear armor or bracers. Mycky has a *long sword* +2 which he keeps behind the bar.

The leprechauns (Sherry, O'Tule, and O'Leerie): AC 8; MV 15; HD 1d4 + 1 hit points; hp 4 each; #AT 0; Dmg nil; MR 80%.

Special abilities: become *invisible* at will, *polymorph* non-living objects, create illusions, *ventriloquism*.

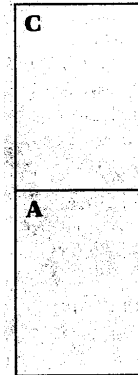
Sherry provides the voice for the ghost.. O'Tule, who has the *ring of spell storing*, usually fashions the ghost with his illusions. O'Leerie is responsible for keeping the burned-down building next door haunted.

Their current treasure consists of the *ring of spell storing* (which has 3 charges remaining, all of them *fear* spells), a half-full jar of *Nolzur's marvelous pigments*, 210 gp; 300 sp, 100 cp, and a silver and pearl ring worth 800 gp.

If the player characters catch the leprechauns and attempt to get their treasure, one of the leprechauns will try to paint a small pile of gems with the remainder of the *pigments* in an attempt to pass that off as the treasure. The leprechauns will not want to leave the tavern, since it has become a continual source of amusement, wine, and gold pieces for them.

Mychael Fynnygyn will be very upset to learn it wasn't really a good-natured ghost that was living in his tavern. However, depending on the outcome of the adventure, Fynnygyn could ask the leprechauns to stay—to help his business.

Suggested Street Layouts





A GRAND ILLUSION

This adventure is designed for four to six player characters ranging in levels from 2nd through 6th, composing a party with total levels of 9 to 14.

DM Background: A strange and horrible new creature has descended upon the town. It hides in alleys, behind businesses, and emerges from the shadows to threaten those who are alone or who are in numbers too small to pose it any threat. The leadership of the town is terrified that the creature will cause some of the residents to move to another city and will keep traders away if news of the attacks leaks out. The creature has been able to elude the city guard and several bands of townsfolk who joined forces to try to put a stop to the foul thing.

But unbeknownst to the populace, the creature isn't real. It is the fabrication of Elisha, a mage, and Thomoth, an illusionist. Elisha and Thomoth are the only surviving members of an adventuring party which used to travel in the lands north of the city. The two chaotic neutral adventurers, who were barely able to drag themselves out of a dragon's lair—leaving their dead comrades behind—decided it would be safer and easier to make a living in town. However, Elisha and Thomoth were not interested in working for their gold, at least not working in the sense of doing physical labor or putting in hours behind a store counter. The two decided to earn their wealth by using deception and magic.

Thomoth "created" a horrible dragon, which was the compilation of all the creatures they had seen in their last fateful outing with their adventuring band. The dragon is gray with sparse patches of black hair growing out of its black-scaled hide. It has dark yellow fangs and dark brown fur that runs in a strip along its back. The beast's great head is as large as two horses, and its emerald eyes are piercing and frightening. Its tail is long and barbed. Its feet end in long, curved claws that are tipped with dark red. Those who have seen the creature believe that the red color is from dried blood. The thing has no wings, but the witnesses are certain it can fly anyway—magically. The thing breathes fire, emits a green-gray gas, causes people to run in fear, and is apparently accumulating treasure somewhere, since the victims who somehow escaped with their lives were stripped of all valuables.

Actually, all of the victims have escaped

with their lives; Thomoth and Elisha have no desire to seriously harm someone. There have been a few occasions where an adventurer was burned by the thing, but that was because the adventurer was too close to discovering the mage and illusionist. In addition, Elisha and Thomoth have planted some burned clothes in a few alleys to further add to their dragon's credibility. The public believes there have been fatalities because a few people in town have disappeared. In truth, the people were victims of the dragon and fled town for fear of being attacked again.

The dragon attacks people who are walking alone or people in small groups who do not appear to be heavily armored. It always attacks at night (less chance of Elisha and Thomoth being noticed), and the attacks almost always occur in or near alleys. There is no pattern to the location of the attacks.

Sometimes Elisha and Thomoth have to lure people to an alley so the dragon can attack. To accomplish this, Thomoth on occasion has "created" a gambling game in an alley, "manufactured" a pretty girl who beckons to people, or has placed a sparkling gem in the beam of a street light.

Setup: The setup for this adventure is basically left up to you, since the interiors of buildings are not needed—the encounters will only occur in streets and alleys. However, you must set up at least a few buildings. This will help to give the image of shadowy streets and alleys. In addition, the player characters may want to visit an inn or tavern in an attempt to get more information about the dragon.

How to Get the PCs Involved

1. The PCs are quietly approached by town officials and asked if they can put an end to the threat of this dark dragon. The officials will offer each PC 100 gp and a week's stay in the city's finest inn in exchange for proof that the dragon is dead.

2. The PCs have stopped in this town between adventures and hear a few tales about the dragon. A few of the storytellers talk about the wealth the dragon must be accumulating and about how the town's economy will soon suffer as news of the dragon reaches traveling merchants.

The Dragon: The image of the dragon is the manifestation of a *spectral force* spell cast by Thomoth. Elisha helps to enhance

the apparent reality of the monster. When the dragon emits its green-gray gas, the mage casts a *sleep* spell. When the dragon breathes fire, Elisha moves close to the target and casts *burning hands*. And when the dragon radiates its aura of fear, Elisha casts a *scare* spell or a *fear* spell. This latter action usually happens when the two spellcasters hear other people coming and don't want to risk having their scam exposed. After the *fear* is cast, Thomoth casts *invisibility* on himself (unless he is using *dust of disappearance*), and the pair leaves.

Fighting the Dragon: If the PCs are dressed in their adventuring garb when they encounter the dragon, Elisha will use the *fear* spell as the first method of attack. She hopes to get some of the PCs to run away, cutting their numbers so the "dragon" will have fewer people to deal with. If the remaining adventurers appear to pose a problem, she will cast *stinking cloud* when the dragon breathes its green-gray gas. She and Thomoth will avoid using magic that could reveal their presence, relying on spells that resemble a dragon's capabilities. However, the pair will resort to their other spells if it appears the PCs are going to find them out. In addition, the pair will attempt to flee if there is doubt they can defeat the PCs. This latter possibility could result in a chase scene using the streets, alleys, and buildings the DM has laid out.

Cast of Characters

Elisha: 7th level human female mage.

Str 9, Int 16, Wis 12, Dex 17, Con 15, Cha 14.

Hit points 17, Alignment CN, Armor class 5 (front), 8 (rear).

Spells carried:

1st level	<i>burning hands</i> (x2), <i>sleep</i> , <i>charm person</i>
2nd level	<i>scare</i> (x2), <i>stinking cloud</i>
3rd level	<i>hold person</i> , <i>protection from normal missiles</i>
4th level	<i>fear</i>

Elisha wears or carries a *ring of protection* +2, a *ring of invisibility*, a *dagger* +2, a *potion of flying*, a *potion of healing*, a large carved wooden footprint (which she presses into the dirt in the alleyways to show proof of the dragon's presence), and three dozen black dragon scales (she used to have more, but she leaves a scale or two in the alley after each attack).

Elisha is greedy and is primarily responsi-



A GRAND ILLUSION



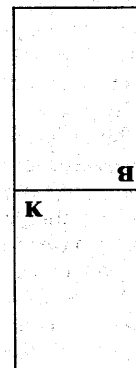
corner while he manipulates the dragon.

Thomoth is only slightly less greedy than Elisha. He thoroughly enjoys the scam about the dragon and is looking forward to leaving this town to try the setup elsewhere. Thomoth wants to branch out, creating a whole variety of these "city beasts" which attack from the alleys. He plans on spending some of their wealth to purchase more *dust of disappearance*.

Defeating the Dragon: If the PCs defeat the dragon but let Elisha and Thomoth escape, they will have a difficult time proving the scam, and they will not be able to recover the items the pair stole from the town residents. However, several days later you could leak information to the PCs about a dragon attacking residents in another nearby town. This will give the PCs a second chance at the mage and illusionist.

If the PCs are able to capture Elisha and Thomoth, the pair will initially claim to not know anything and could even try to pass themselves off as victims of the dragon the PCs chased away. Persistent questioning will yield the truth and their treasure: 4,500 gp worth of gems, jewelry, and assorted baubles; 1,000 gold pieces; and 2,000 silver pieces. If the PCs turn the treasure over, the 4,500 gp worth of jewelry will be claimed by the robbery victims, leaving the monetary treasure—along with the townfolks' undying gratitude and any magic items taken from Elisha and Thomoth—to the PCs.

Suggested Street Layouts



ble for coming up with this idea. She plans on keeping this operation going in town for another week or two and then will move it to another town. She is fearful that if they stay in one place too long, the officials will bring in some high-level adventurers who could expose them.

Thomoth: 7th level human male illusionist.

Str 11, Int 17, Wis 11, Dex 18, Con 12, Cha 16.

Hit points 19, Alignment CN, Armor Class 4 (front), 8 (rear).

Spells carried:

1st level	<i>audible glamer, change self, detect invisibility, phantasmal force</i>
2nd level	<i>improved phantasmal force, invisibility, ventriloquism</i>
3rd level	<i>spectral force (x2)</i>
4th level	<i>fear</i>

Thomoth wears or carries *bracers of defense AC 8*, a *dagger +1*, and *dust of disappearance* (8 uses left). He sometimes uses the dust to conceal himself when the dragon makes an appearance. If he thinks it is safe to do so, he will conserve the dust and merely crouch in a shadow or a dark



THE MALTESE ROC

This adventure is designed for four to six player characters, each of 5th to 7th level, composing a party with total levels of around 30.

DM Background: The Maltese Roc, an “everything shop,” is a bustling business operated by a retired halfling fighter named Samuel Hart. It is a two-story establishment, with the shop on the first floor and Sam’s living quarters on the second. A small basement holds pawned items, out-of-season merchandise, out-of-fashion wares, and Sam’s considerable stockpile of food.

Sam dubbed the place his “everything shop,” since he sells a little bit of everything—used weapons and armor, trinkets, odds and ends, household goods (that he’d get at a low price from traveling merchants), jugs of ale and crates of dried meat (which he had purchased before tasting, and after tasting decided to sell), and sometimes magic items. Sam can handle this great variety of merchandise because many of his customers are adventurers, and adventurers always seem to want to purchase a little bit of everything. Sam likes dealing with adventurers better than any other group of clientele because he likes to hear their stories. He will purchase the goods they find in dungeons, or let them trade their booty for other items he has in stock. Sometimes Sam will buy an ordinary or worthless item from an adventurer, such as a rusty dagger, if there is a good tale behind it.

Occasionally Sam also operates a pawn business, letting an adventurer put up a magic sword or other valued property in exchange for a loan. When the adventurer repays the loan—with interest, of course—the property is returned. Sam usually holds onto pawned items for a year or more, out of sympathy for adventurers who might be down on their luck and unable to come up with the money to reclaim their possessions.

All of the above describes the Sam that the townsfolk and visitors to the city have come to know and appreciate. But, unfortunately for the adventurers in town, Sam’s business practices have changed. In fact, Sam has changed, too. He has been replaced by Humphrey, a boggart who (in halfling form) followed a group of adventurers into the city and straight into the Maltese Roc. Humphrey observed Sam’s operation and decided that this kind of life would be an interesting change of pace from lurking in his wilderness lair. So he captured Sam,

brought in two of his boggart friends, and took over the business. The three boggarts, who alternately assume the role of Sam, began paying adventurers less for their goods, gave them less in trade, and occasionally killed a lone adventurer who wandered into the shop, so they could take all his money and equipment without paying out anything.

To complicate matters, The Maltese Roc’s new practices have come to the attention of the local thieves guild—since a few of Sam’s regular customers belonged to the guild and had disappeared after visiting the shop. Guild representatives confronted “Sam,” fearing he was trying to start up a rival guild, and Sam revealed his true nature. However, rather than fight the guild in a battle the boggarts were certain they could win, Sam proposed that the thieves, himself, and his two boggart friends work together to increase profits. Sam saw this as an opportunity to increase his power and wealth. And he figured if the thieves didn’t agree with his plan or became too difficult to deal with, the boggarts would kill them and resume operating the business. The thieves guild, loath to turn down a money-making proposition, quickly agreed to the scam, and a larger operation was created. The guild leaders plan to eventually eliminate the boggarts and take over the entire operation. The boggarts plan to gain the confidence of the guild members, kill the guild leaders, and take over the leadership of the guild.

To maintain the scam, the guild began to station three thieves inside the Maltese Roc. Wearing various disguises, they posed as customers and alternated shifts with others in the guild. When adventurers appeared singly or in pairs and did not accept Sam’s new, stingier terms, the dissatisfied customers were followed out of the shop by the thieves, lured into an alley (as the thieves professed interest in the items the adventurers were trying to sell to Sam), knocked out, and robbed, with the wealth being divided between the thieves and the boggarts. Occasionally a fight would ensue. If the customer died, the thieves guild disposed of the body. If the customer escaped and went to the authorities, Sam remained blameless. He could claim he had never seen the customers before, and could not be responsible for them leaving the shop and assaulting someone else.

Adventurers who accepted Sam’s terms for their merchandise sometimes had their

pockets picked in the store or were followed out of the store and waylaid so the thieves could steal the money Sam had paid them. The thieves are careful not to assault adventurers who seem well-seasoned or who display magic items for sale or trade.

Despite the change in business practices, Sam’s shop remained busy. The thieves guild had bullied other merchants into steering some of their customers to The Maltese Roc. A few of the shop owners were *charmed* by a mage in the employ of the guild to especially direct low-level, yet reasonably wealthy, adventurers to Sam.

Setup: At the minimum, this adventure requires two 2’-by-3’, two-story building fold-ups, a 2’-by-2’ one-story building, and two street layouts, on which the buildings should be placed. You should also set up a few other buildings to throw players off the track, so they don’t immediately realize that all the action of this adventure takes place in the three buildings mentioned above. It is logical for other buildings to be in the area, since the part of the city being portrayed is in the merchants district, where shops and other business establishments are liable to be constructed close together.

The buildings involved in this adventure include The Maltese Roc, a two-story building; the one-story Knife and Dagger Shop, a small weapons emporium operated by the thieves guild (the real Sam is being held in the basement of this shop); and the Blue Dragon Inn, a run-down two-story inn and tavern; which serves as a base for the thieves guild and is located next door to the Knife and Dagger Shop. The placement of these latter two buildings could allow for a rooftop chase, depending on how the action flows. The Maltese Roc can be placed anywhere you desire, depending on how long or complicated you want a chase to be (if one occurs).

How to Get the PCs Involved

“You new in town?” the bartender asks, leaning over the top of the bar and filling your glasses. “You look like adventurers from your garb. Well, if you’re thinking about selling anything you picked up on the road or if you’re looking to get some equipment, I can point you in the right direction. The Maltese Roc. That’s where you want to go. Sam Hart, the proprietor,



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caters to people like you. He buys things from adventurers and sells the kind of odd things you people like to buy. He's a good, honest sort, to—for a halfling."

"That's not so," interrupts another customer. The customer, wearing a worn suit of banded mail and a carrying a scabbarded broad sword at his side, gets up from his table and approaches you. "Sam's upped the price of his goods, and he doesn't trade much anymore. He's not so friendly as he used to be. And besides, a fellow adventuring friend of mine went there to sell him a dagger, and he never returned. I don't think he ever made it out of the shop. It's like I always said, you can't trust halflings. They're all thieves."

"No. No. Not true!" came a small voice from the far end of the counter. A plump halfling nearly upset his drink as he jumped down from his barstool and joined the conversation. "Sam's a friend of mine. He's a fighter, not a thief. And he's just not himself lately. It's probably some adventurer's fault—sold him a cursed item. That's what happened. Hey, if you guys really are adventurers, why don't you go down to Sam's and do something about it? I betcha Sam would appreciate it if you found out what was wrong. Probably would give you the pick of something from his shop . . . just don't take the cursed item."

"There's nothing wrong with Sam," contradicts a scruffy-looking man cloaked in shadows. "The problem's with all of you." The gentleman gets up from his seat and leaves the tavern.

A setup such as that could spark the PCs' curiosity and make them realize there's an adventure in town just asking to be undertaken. However, there are several other possible ways to get the PCs involved:

1. If the PCs are regulars in this town, they probably have visited The Maltese Roc before. When they visit Sam's place now, they will not be greeted as pleasantly as before, will not get good deals, and should become very suspicious of Sam and the three customers who continue to linger in the shop but don't seem interested in buying anything.

2. If the PCs visit a merchant in town, they

will be urged by that merchant to shop at The Maltese Roc. The merchant, who has been *charmed*, will be very insistent that they should go there.

3. One of the PCs is pickpocketed by a thief who runs into The Maltese Roc. That same thief will escape through the basement and sewer pipes, but the incident should serve to get the PCs into the building. Of course, Sam and the other "customers" in the shop will claim not to have seen anyone run into the shop.

4. The PCs are asked by a party of low-level adventurers if they could try to sell a few items to the proprietor of The Maltese Roc. The adventurers say they just aren't very good at haggling, and they've heard that Sam isn't liable to give them any breaks. They are hopeful the PCs will have better luck.

5. The PCs inquire about buying merchandise or selling something and are directed to The Maltese Roc, where they will be offered less than ideal prices and will be pickpocketed or lured down an alley by the thieves.

Other Merchants: If the PCs visit some other merchants, roll d8 for each visit and consult the following list of outcomes to determine the merchant's status with the thieves guild.

1-2: This merchant has not been approached by the thieves guild and will conduct business as usual.

3: This merchant has been contacted by the thieves guild, but has ignored their bullying tactics. Because of that, his shop has suffered some damage. He will offer the PCs good deals and will treat them fairly. If the PCs ask him about The Maltese Roc, the merchant will tell them to stay away, because he has a feeling that something just isn't quite right there.

4-6: This merchant has given in to the thieves guilds bullying tactics. He will try to conduct some business with the PCs, since he has to make a living, but will recommend that they shop at The Maltese Roc for a better selection.

7-8: One of the guild's mages has *charmed* this merchant. His business is poor because he refers almost all of his customers to The Maltese Roc. He sells only enough to pay the rent on his shop and cover his necessary purchases of food and clothing. If the PCs

ask this merchant about The Maltese Roc, he will brag about the good deals and large selection available there and about Sam's virtues.

The Maltese Roc: The shop takes up the entire first floor of the building in which it is located. Wares are displayed on evenly spaced shelves throughout the center of the shop. Used armor, shields, and boots hang on the walls. Many weapons are displayed on the wall behind the back counter, from which Sam operates his business. A few of these weapons are magical. Sam also has finely crafted weapons on display in a locked glass case at the back counter. The real Sam kept nonmagical weapons in the case, hoping thieves would think common weapons were kept on the wall and magic weapons in the case. The magic weapon inventory consists of two *short swords* +3, one *long sword* +1, and a *dagger* +1/+3 vs. smaller than man-sized creatures. In addition, Sam has a pair of *boots of elvenkind* and a *shield* +1 hanging on the wall. The shelves in the center of the store contain clothes, belts, household goods, rope, lanterns, leather barding for horses and other mounts, tack, small statues, other odds and ends collected in dungeons and ruins, and many, many other items—a little bit of everything. Sam carries nearly every item on the equipment lists in the AD&D® *Player's Handbook* that is small enough to be easily contained within the shop, except for livestock, and there is a 90% chance he will have anything else, except magic items, that the PCs ask for.

Two boggarts are always in this building, one in the shop (disguised as Sam) and one in the basement. A boggart cannot retain a demihuman form for more than 10 to 12 minutes, so if the PCs stay in the shop for close to 10 minutes, "Sam" will excuse himself and go downstairs to get something. The other boggart will replace him, after being briefly filled in on what the PCs have said and done during their time in the shop. The PCs could become suspicious when their conversation with "Sam" resumes; since one Sam won't know the full details of what the PCs said to the other Sam. And the "Sams" will continue to trade off if the PCs stay in the shop for a while.

Boggarts (Humphrey and Bakall): AC -6; MV 18; HD 6; hp 30, 34; #AT 1; Dmg 2d6; SA discharge a bolt of electrical energy every other round for 2d6 (save vs. breath weap-



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on for half damage), confusion; SD *invisibility*, immune to spells except *magic missile*, *maze*, and *protection from evil*; AL CE; THAC0 13.

Harcourt, 4th level human thief: AC 4 (leather and Dex bonus); MV 12; HD 4; hp 17; #AT 1; Dmg 1d8 (long sword); SA double damage on backstab; AL NE; THAC0 19.

Thieving abilities: PP 50, OL 50, RT 35, MS 35, HS 35, DN 15, CW 80, RL 20.

Harcourt carries a long sword, a sap, and 23 gp. He is a hot-tempered bully who hopes to get a lot of personal wealth out of this operation. If he picks a customer's pocket, he will only report 80% of his take to the guild and the boggarts.

Alowishus, 5th level human thief: AC 5 (leather +1 and Dex bonus); MV 12; HD 5; hp 25; #AT 1; Dmg 1d8 + 1 (long sword plus Str bonus); SA triple damage on backstab; AL NE; THAC0 18.

Thieving abilities: PP 50, OL 40, RT 40, MS 40, HS 25, DN 20, CW 90, RL 0.

Alowishus carries a long sword, wine skin, 10 gp and 15 sp. He is sly and quiet. He will not talk to the customers or boggarts in the shop. He distrusts the boggarts and is carefully watching them, reporting their actions to the guild lieutenant.

Mergatroit, male half-elf 3rd level fighter/4th level thief: AC 4 (banded mail, shield, and Dex bonus); MV 12; HD 4; hp 20; #AT 1; Dmg 1d8 + 2 (long sword plus Str bonus); AL CE; SA double damage on backstab; THAC0 17 (includes Str bonus).

Thieving abilities: not applicable, because he will wear his armor throughout the course of the adventure.

Mergatroit carries a long sword, a sap, 5 gp, 10 sp, and a 120 gp pearl. He is reluctant about being involved in this operation. He is bored with posing as a customer. PCs who

stay 20 minutes or longer in The Maltese Roc will notice that Mergatroit figgets and looks uneasy.

If a fight breaks out in the shop, and the PCs appear to be at least holding their own, one of the thieves or one of the boggarts will try to escape to warn the thieves at the Knife and Dagger Shop and at the Blue Dragon Inn that the operation has been discovered and to prepare for a fight.

If either or both of the boggarts are reduced to less than 10 hit points, they will try to escape by turning into their wisp form, going invisible, and darting out through a wall. They will not fight to the death, preferring to run away and set up a similar scam in another town.

The thieves and the boggarts know that the real Sam is being held prisoner in the basement of the Knife and Dagger Shop, but it will be difficult for the PCs to get this



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information out of them. The thieves will reveal as little information as possible about the operation and the thieves guild. In addition, they will avoid mentioning the third boggart.

PCs searching The Maltese Roc will find the items stored in the basement plus 820 gp, 1,900 sp, three 100 gp base topazes, and a coral necklace worth 900 gp, all kept in a large barrel marked "good rum."

The Knife and Dagger Shop: This shop is managed by three proprietors: a thief, a mage/thief, and a 0-level human who sharpens blades for the thieves guild. The proprietors sell daggers and knives (and run a fencing operation for the guild). Sam is in the basement with the third boggart. The shop contains hundreds of knives and daggers—all nonmagical, stored in locked cases—ranging in price from 1 gp to 500 gp, depending on the quality of the blade and the decoration (gems, etc.), if any, on the hilt. No magical daggers are for sale.

The proprietors will not be immediately wary of the PCs unless a thief or a boggart escaped from The Maltese Roc to warn them. If the proprietors were forewarned, the 0-level human will have gone downstairs to inform the third boggart, and then take the real Sam through the sewer pipe that leads to the basement of the inn next door.

If the proprietors were not forewarned, but become suspicious of the PCs because they ask too many questions or make threats, the 0-level human will attempt to go downstairs and move Sam or have the boggart move Sam to the inn. If he is prevented from going downstairs, he will call out a warning. In this case the boggart will take the real Sam into the sewer pipe and to the inn next door if possible. In either case, the boggart will come back to the basement, ready to look like Sam if the PCs come downstairs. The thief and the mage/thief will attempt to avoid a fight with the PCs, either by professing ignorance about a thieves guild or by ordering them to leave the establishment. If the PCs leave, the thief and the mage/thief will go downstairs and into the Blue Dragon Inn to prepare for a fight. The boggart will head back for The Maltese Roc.

If a fight ensues in The Knife and Dagger Shop and the PCs defeat the thief and the mage/thief upstairs, they will find "Sam" in the basement. This Sam is the third boggart. The real Sam is next door. Sam will appear

very grateful and will want to get back to his business right away (to start the scam all over again). Sam will try to avoid staying with the PCs for more than 10 minutes, because he cannot keep his halfling form longer than that. If discovered, this boggart will try to escape rather than fight, because he does not want to take on the PCs alone.

PCs searching the basement will find the sewer grating and marks in the dirt leading up to it, indicating that something or someone has been recently dragged up to the entrance to the pipe. The sewer pipe leads to the inn, where the 0-level human or the boggart will have taken Sam (if successful).

Morris, 6th level human thief: AC 4 (*ring of protection* +2 and Dex bonus); MV 12; HD 6; hp 28; #AT 1; Dmg 1d8 (long sword) or 1d4 (dagger); AL NE; SA triple damage on backstab; THAC0 18.

Theiving abilities: PP 70, OL 50, RT 50, MS 35, HS 30, DN 20, CW 95, RL 30.

Morris carries a long sword, four silvered daggers, 2 pp, 8 gp, and 5 sp. On the surface, he appears to be a very pleasant businessman, always eager to help a customer. He is clean-shaven, good-looking, and has a charming smile. However, Morris is deceptive and underhanded. If a customer appears to have no idea about the value of knives and daggers, Morris will sell him a weapon for 50% to 100% more than the actual price and pocket the difference. Morris is out for himself, having little loyalty to the guild. If his life becomes endangered, he will betray the guild in exchange for his safety.

Lewis, male half-elf 5th level mage/6th level thief: AC 3 (*bracers of defense* AC 6 and Dex bonus); MV 12; HD 6; hp 20; #AT 1; Dmg 1d4 (dagger); SA spells, triple damage on backstab; AL CE; THAC0 18.

Theiving abilities: PP 70, OL 60, RT 45, MS 25, HS 25, DN 20, CW 95, RL 30.

Spells memorized:

1st level	<i>charm person, magic missile, shocking grasp</i>
2nd level	<i>invisibility, stinking cloud</i>
3rd level	<i>slow</i>

Lewis carries five daggers (one of them +1), 10 sp, 5 gp, and wears a silver ring worth 230 gp. Despite his chaotic nature, he is very loyal to the guild—perhaps its most loyal member. The guild leader has saved his life on three occasions, and Lewis is repaying the debt by operating the shop. However, Lewis has no such loyalty to indi-

vidual members of the guild. Lewis spies on other members to make sure they do not betray the guild leader. He hopes to rise to a position of power within the guild.

Mac, 0-level human: AC 9 (Dex bonus); MV 12; hp 5; #AT 1; Dmg 1d4 (dagger); AL NE; THAC0 20.

Mac is a very young human who wants to be accepted as a member of the guild and taught theiving skills. He works very hard to please Morris and Lewis.

Boggart (Heppbyrn): AC -6; MV 18; HD 6; hp 30; #AT 1; Dmg 2d6; SA discharge a bolt of electrical energy every other round for 2d6 (save vs. breath weapon for half damage), *confusion*; SD *invisibility*, immune to spells except *magic missile, maze, and protection from evil*; AL CE; THAC0 13.

The Blue Dragon Inn: If the 0-level human or the boggart was successful in getting Sam to the inn and warning the thieves there about the PCs, the thieves will prepare for a fight. They will not want the PCs to escape and reveal the scam to the authorities. The thieves will take Sam upstairs, put him in a guest room, securely tie him, and knock him out with a sap. They don't want to take any chances. The thieves will put a "Closed" sign in the window of the inn, pull all the shades, and sit in the establishment waiting for the PCs to come upstairs from the sewer pipe.

There are nine opponents in The Blue Dragon, two of whom will be sprinkled with *dust of disappearance* (if they had any warning). These two, both thieves, will be hanging on the railing of the steps leading up from the basement, waiting to jump on the backs of PCs entering the main inn room. In addition, the cleric will be preparing a silence spell to cast on a PC spellcaster's robes. The opponents are crafty. They want to fight the PCs in this large room, where all of them can join the fight, rather than in the basement near the sewer pipe, where only four or five could fight. Thieving abilities are not given for the thieves (with one exception; see Opponent #9), since those skills would not come into play in a combat situation, and that is the only circumstance under which these opponents will be encountered.

Opponents #1 and #2, 3rd level human thieves (coated with dust of disappearance): AC 6 (leather and Dex bonus); MV 12; HD 3; hp 12, 14; #AT 1; Dmg 1d6 (short sword); AL



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CE; SA double damage on backstab; THAC0 19.

These thieves are carrying 10 gp apiece. In addition, each has two more applications of *dust of disappearance* that he can use.

Opponent #3, 5th level human thief: AC 4 (leather and Dex bonus); MV 12; HD 5; hp 21; #AT 1; Dmg 1d8 + 1 (*long sword* +1); AL CE; SA double damage on backstab; THAC0 18.

This thief has 15 gp, 10 sp, wears a bronze and silver wristband worth 200 gp, and carries a *potion of flying*.

Opponent #4, elven 2nd level fighter/2nd level mage/3rd level thief: AC 3 (leather, *ring of protection* +1, and Dex bonus); MV 12; HD 2; hp 9; #AT 1; Dmg 1d4 (*dagger*); SA spells, double damage on backstab; AL NE; THAC0 19.

Spells memorized:

1st level *charm person, taunt*

The elf carries 2 gp and a 110 gp gold ingot.

Opponent #5, 6th level halfling thief: AC 5 (leather and Dex bonus); MV 12; HD 6; hp 24; #AT 1; Dmg 1d6 + 1 (*short sword* plus Str bonus); AL NE; SA double damage on backstab; THAC0 18.

The halfling carries 10 pp, 18 gp, and a *potion of healing*.

Opponent #6, 4th level dwarven thief: AC 5 (leather and Dex bonus); MV 9; HD 4; hp 21; #AT 1; Dmg 1d6 + 2 (*short sword* plus Str bonus); AL CE; SA double damage on backstab; THAC0 18.

The dwarf carries 21 gp and a hunk of coral worth 20 gp.

Opponent #7, 6th level human thief (Mugly, the guild lieutenant): AC 4 (leather, *ring of protection* +1, and Dex bonus); MV 9; HD 6; hp 33; #AT 1; Dmg 1d8 + 2 (*long sword* +1 plus Str bonus); AL CE; SA triple damage on backstab; THAC0 18.

Mugly carries 20 gp and a chunk of quartz worth 75 gp. In addition, he has a *potion of healing* and a *potion of sweet water*.

Mugly is very crafty, careful in a fight, and very protective of his own neck. He enjoys his position of second in command in the guild, and has no desire to become the guild leader. He will protect the leader (see Opponent #9), and if the fight is going too quickly against the guild he will try to escape with the guild leader in tow.

Opponent #8, 4th level human cleric: AC 5

(chain mail and shield); MV 9; HD 4; hp 23; #AT 1; Dmg 1d6 + 1 (*footman's mace*); AL NE; THAC0 18.

Spells carried:

1st level *cause fear, command, cure light wounds, curse, darkness*
 2nd level *find traps, hold person, silence 15' radius*

The cleric carries 10 sp and two pearls each worth 50 gp.

After casting *silence* on the robes of a PC spellcaster, the cleric will cast *hold person* on two or three PCs, depending on their locations in the inn. He will cast *cause fear* on a remaining fighter or spellcaster, followed by *command* ("Sleep!") and *curse*. If the cleric feels too threatened, he will try to escape with the lieutenant and the guild leader.

Opponent #9, 12th level halfling thief (Drolo, the guild leader): AC 2 (*bracers of defense* AC 6 and Dex bonus); MV 12; HD 10+4; hp 44; #AT 1; Dmg 1d6 + 2 (*short sword of quickness* +2); AL CE; SA quadruple damage on backstab; THAC0 15. He has a 95% chance of hiding in shadows, and will use this ability when fighting the PCs.

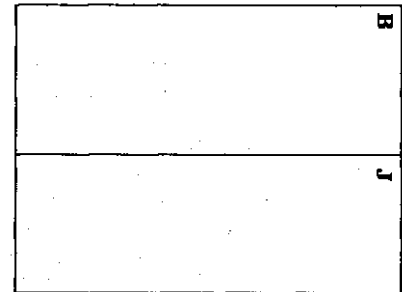
Drolo carries 5 pp and 5 gp, and wears a platinum and ruby ring worth 8,200 gp. In addition, he has a *potion of extra healing*, a *potion of invisibility* (which he will use to escape if necessary), and a half-used jar of *Nolzur's marvelous pigments*.

Drolo hates to have his plans ruined, and will do everything he can to stop the PCs from revealing his scam and threatening the existence of his guild. Drolo will not initially enter the fight against the PCs, opting instead to spend the first two rounds watching them to learn which characters pose the most threat. He will attempt to backstab the character who appears to be the toughest. However, Drolo is not stupid. If the fight is going too quickly against the guild, he will leave the inn in the company of his lieutenant, and possibly the guild's cleric. He knows it is better to run away and build a guild in another city than to be killed or risk exposure of his guild and his plans in this city.

Aftermath: If the PCs search the inn following the fight (provided they win), they will find a total of 1,800 gp and 13,200 sp. The best treasure consists of the magic items carried by the guild members. The PCs will have to search the inn to find the unconscious Sam. If Sam is rescued, he will

be extremely grateful and will offer the PCs a one-time 35% discount on anything in his shop. If the PCs haven't figured everything out, he will tell the PCs all about the boggarts and the thieves guild's plan and will explain that they didn't kill him because they wanted to find out more information about operating a shop and about his business contacts. In addition, the boggarts wanted him kept alive so they could study him and better perfect his mannerisms.

Suggested Street Layouts





ADVENTURES FOR THE CITIES

Here are some basic plots for city adventures which can be used in almost any fantasy role-playing game system.

Looks Can Be Deceiving: The most powerful government official in town is acting strangely. He's implementing odd and unreasonable taxes and planning to start programs which will benefit himself, but will do nothing to better the city or its people. Actually, the official is not himself. He has been replaced by a shapechanging monster that is having fun trying its hand at politics. The player characters will have to catch the shapechanger and rescue the real politician.

Pickpocket Peddlers: A gang of thieves are masquerading as street peddlers. The owner of a trinket shop provides the thieves with goods to sell on the street, and the thieves pick the pockets of the people who look over their wares. The trinket shop owner gets a percentage of the stolen money. The player characters hear rumors about a gang of pickpockets operating in the merchants quarter and are asked to find the thieves and put a stop to their activities.

Feathering His Nest: A merchant has purchased a cockatrice from a band of adventurers and is keeping the thing caged up in his basement. The merchant is using the monster to get rich: he *very* carefully gathers the beasts' feathers and uses them to turn animals into "amazingly lifelike statues" which he sells to the public. Unfortunately for the fraud, a few of the neighbors have begun to miss their pets. A wealthy pet owner hires the PCs to find her favorite dog, and the PCs must ultimately deal with the merchant and his monster.

A Good Right Arm: A man new to town (a giant *polymorphed* to human form) has been visiting the local taverns and winning money from the locals in arm-wrestling contests. The citywide arm-wrestling championship is coming up next week, and a few of the locals look to the PCs to find a champion who can best the newcomer.

There Is No Honor: Horton, a thief who has served his time for a series of burglaries he committed 10 years ago, is finally free on parole and intends to lead an honest life from now on. But the thieves guild he used to belong to doesn't like his change in careers. Several members of the guild have

begun a series of burglaries—using the same method of operation Horton was known for. Horton is arrested for the crimes, and it is up to the PCs to prove his innocence and bring the real culprits to justice.

Protection Racket: A group of hoodlums have enlisted the aid of a local cleric of non-good alignment to help them with a protection racket. The cleric controls a small group of undead, which he and the hoodlums take to merchants' homes after dark. The hoodlums demand that the merchants pay protection money, or their businesses will be ruined by the undead. Most of the merchants agree to the mob's terms. However, one merchant won't put up with the threats and contacts a group of low-level adventurers to handle the threat.

Defacing The Face: A statue has been made to honor the town's leading official, and it has been placed in the center of the park. The day after the dedication ceremony, the statue's head is missing. It is found a day later, high up in the branches of a large tree in the park. The statue is repaired, only to have it covered the next day with bright red paint, and the next day adorned with leaves and pinecones. The town official hires the player characters to catch the person responsible for defacing the statue. The problem is, no one person or group of persons is responsible. A thieves guild, a group of teenagers, three elderly men who don't like the official, a whimsical leprechaun, and a group of drunks from the tavern across from the park are all responsible for the assorted acts, and the player characters will have their hands full catching all the culprits.

Election Hysteria: The mayor is a very popular man who has been very good for the city. It is certain he will win the next election. However, the mayor's opponent has a few mages working for him, who are *charming* people to vote for their candidate. The mayor loses by an incredible margin and asks the player characters to look into the voting process.

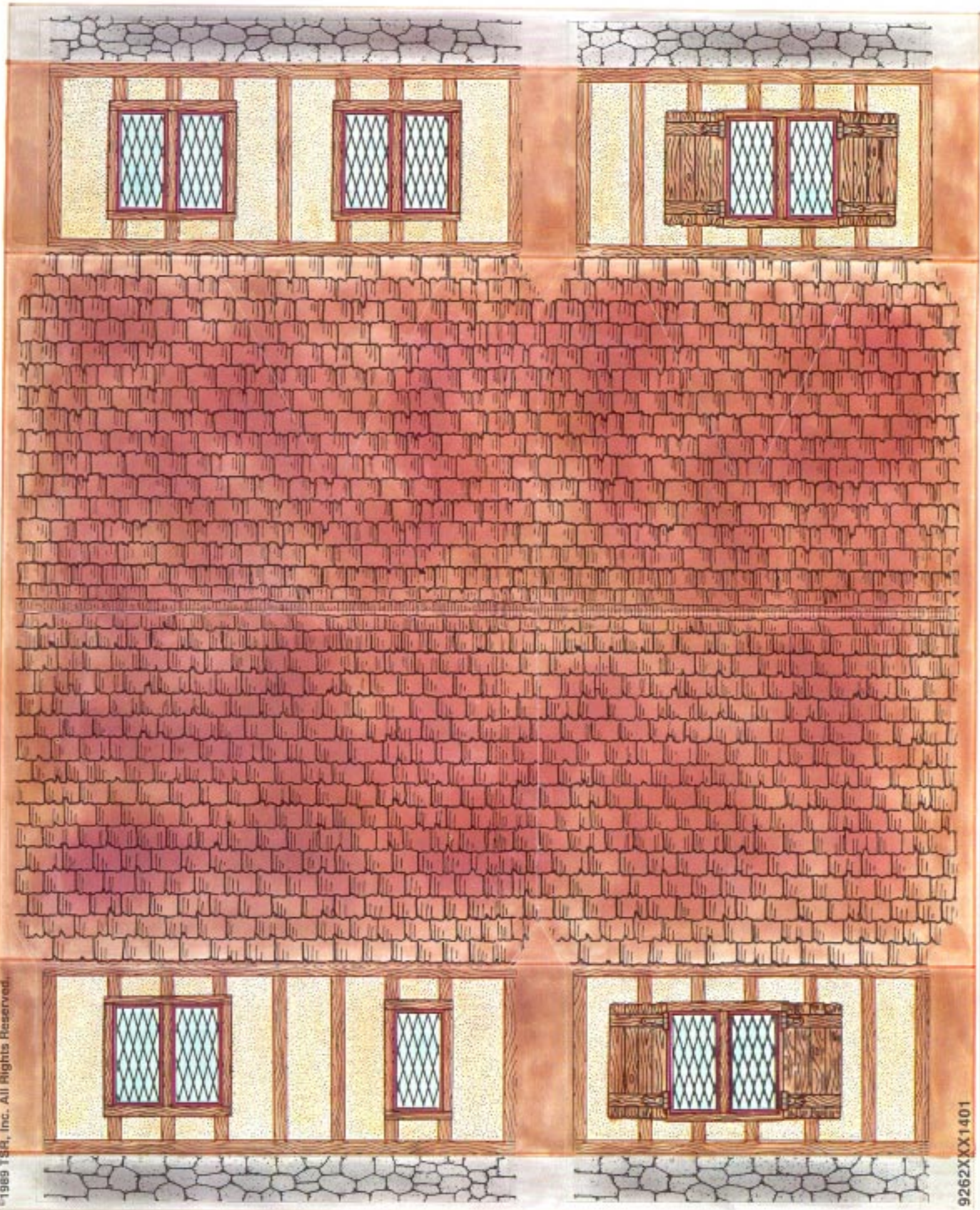
Monsters in the Street: A bum who "acquired" a pouch filled with a few coins and a beautiful gem from a dead man in an alley has actually acquired a *jewel of attacks* (or a similar magic item which draws monsters and always returns to its owner). The

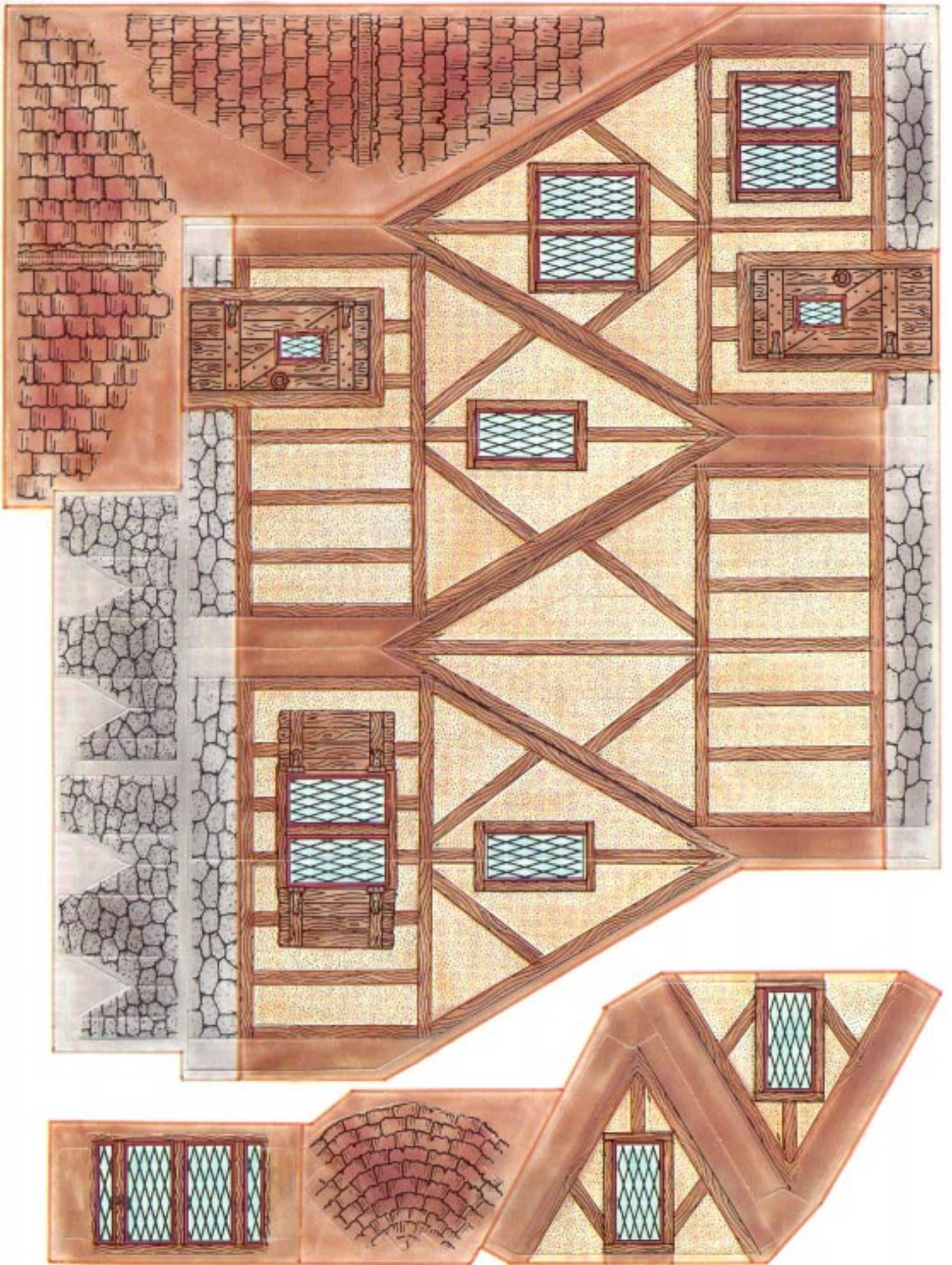
bum sold the gem to a jewelry shop, which during the night was attacked by a monster. The next morning the gem appeared back in the bum's pouch. The bum believes the pouch is magical and will produce a gem every day. He continues to sell a gem each day to a jeweler, pawnbroker, or some hapless gent he meets on the street. The city begins to be plagued by monsters, and the player characters are called in to find a way to keep the monsters out of town.

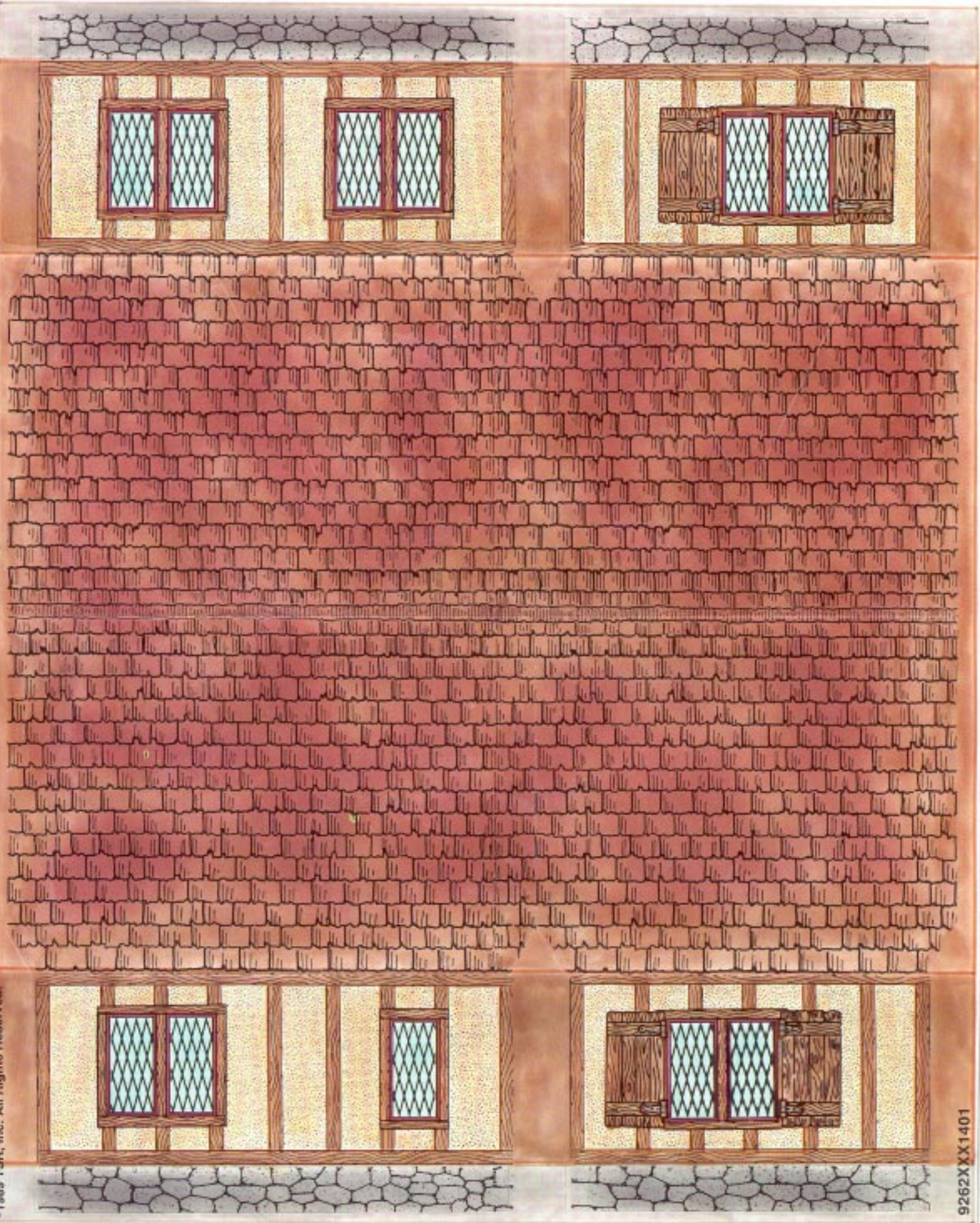
The Water Doesn't Work: A few unscrupulous adventurers with *potions of animal control* have instructed several giant beavers to dam up the river that flows through town. The adventurers are holding the water for ransom, threatening to keep the city dry if it doesn't come up with 5,000 gp. The player characters are asked to find a way to turn the water back on.

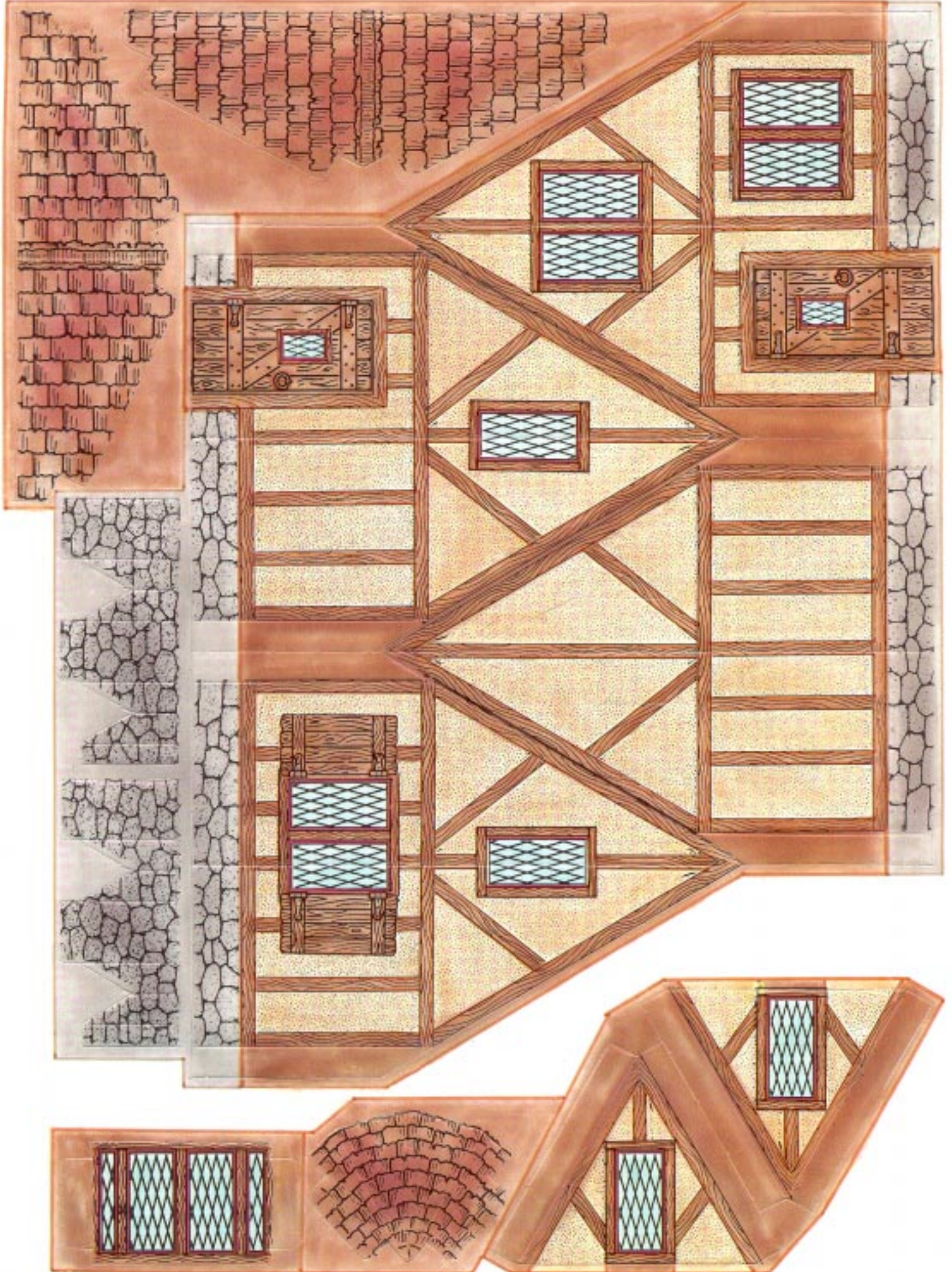
There Goes the Neighborhood: A wealthy landowner anticipates the city's business district growing and wants to acquire land next to the business district so he can cash in on the expansion. To accomplish this, he has hired a few down-on-their-luck fighters to bully the locals into selling their property. He has set fire to a few homes—the owners of which would not sell—and has had the fighters threaten that there will be more fires. A few businessmen have noticed that several locals are moving from the area and that the land is being bought up. They ask the player characters to investigate.

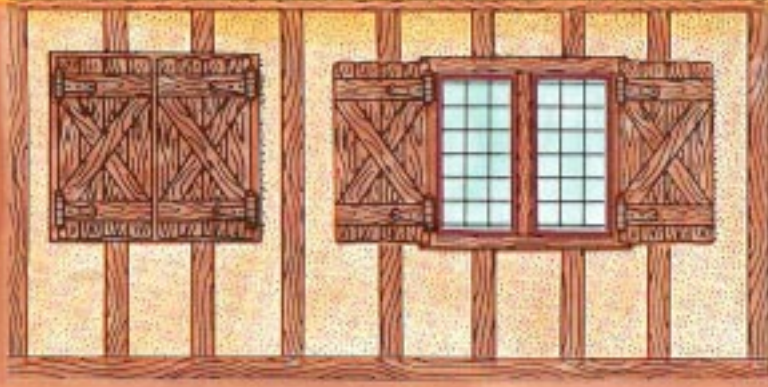
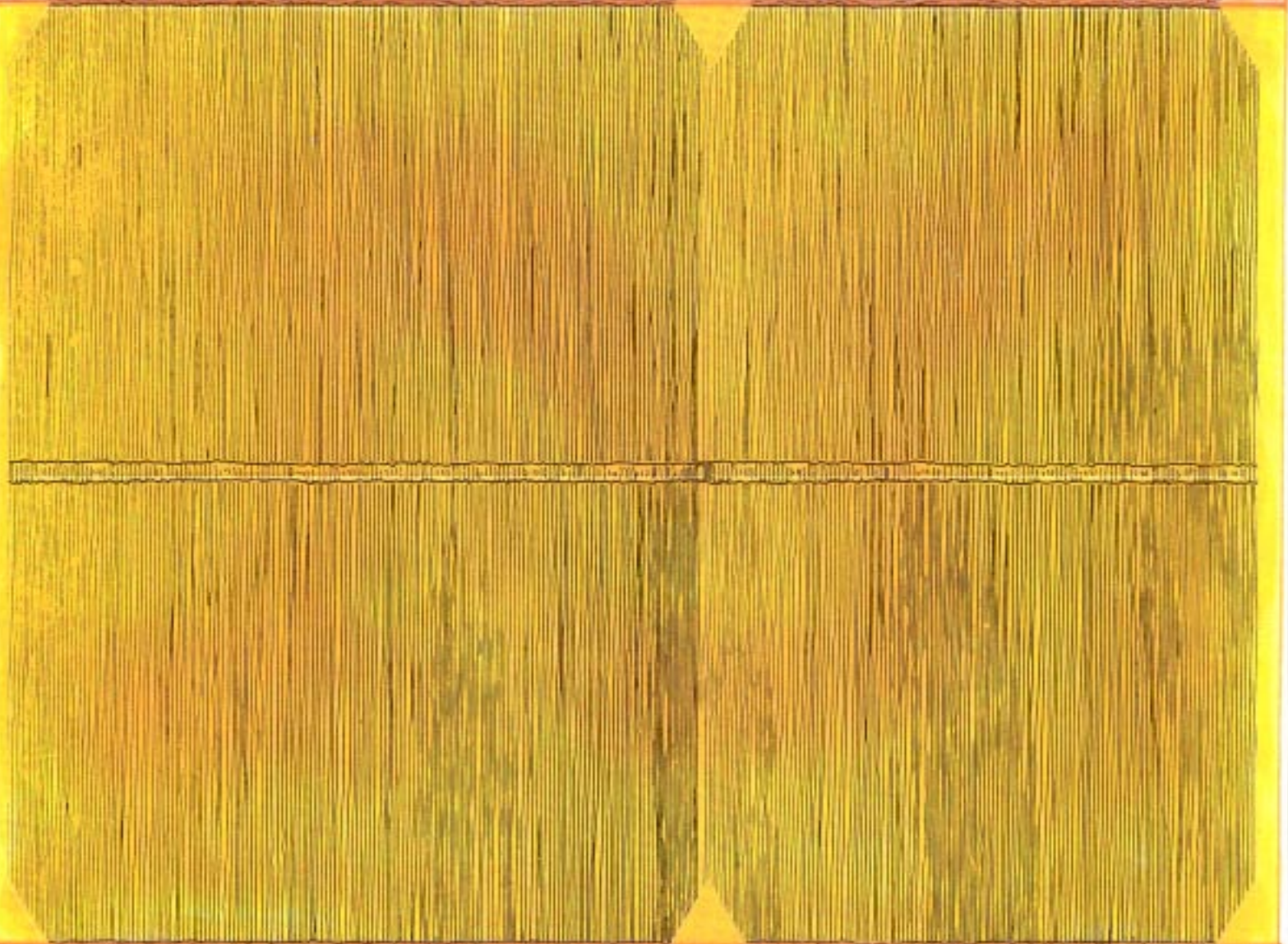
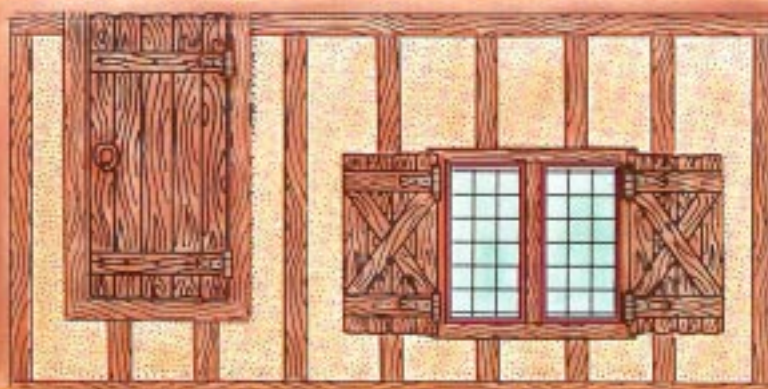
Rats, Rats, Rats: A pawn shop owner unwittingly acquired *pipes of the sewers* and has been playing them to pass the time when no customers are around. This has brought hundreds upon hundreds of rats into the city, and the player characters are hired to exterminate them.

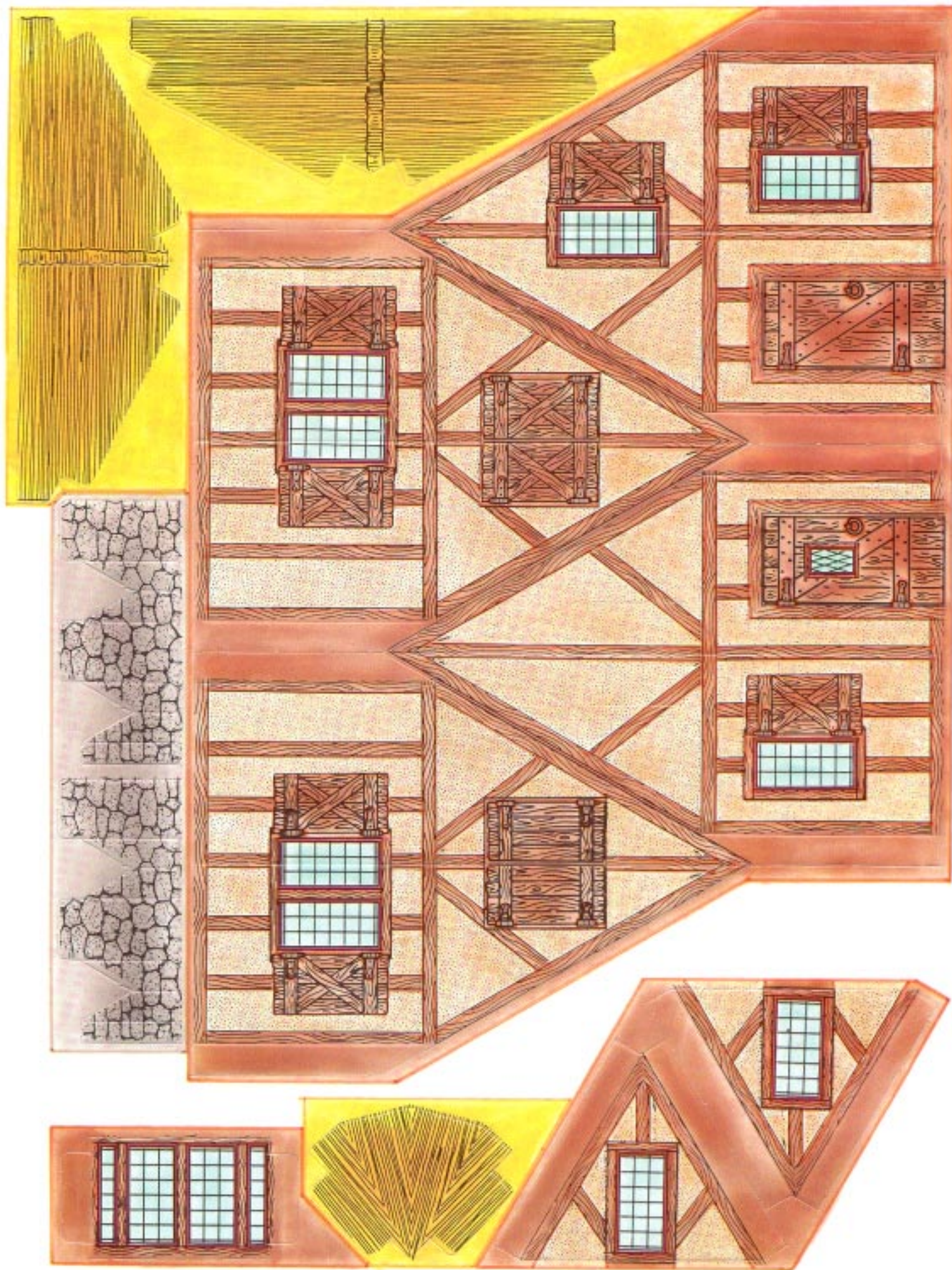


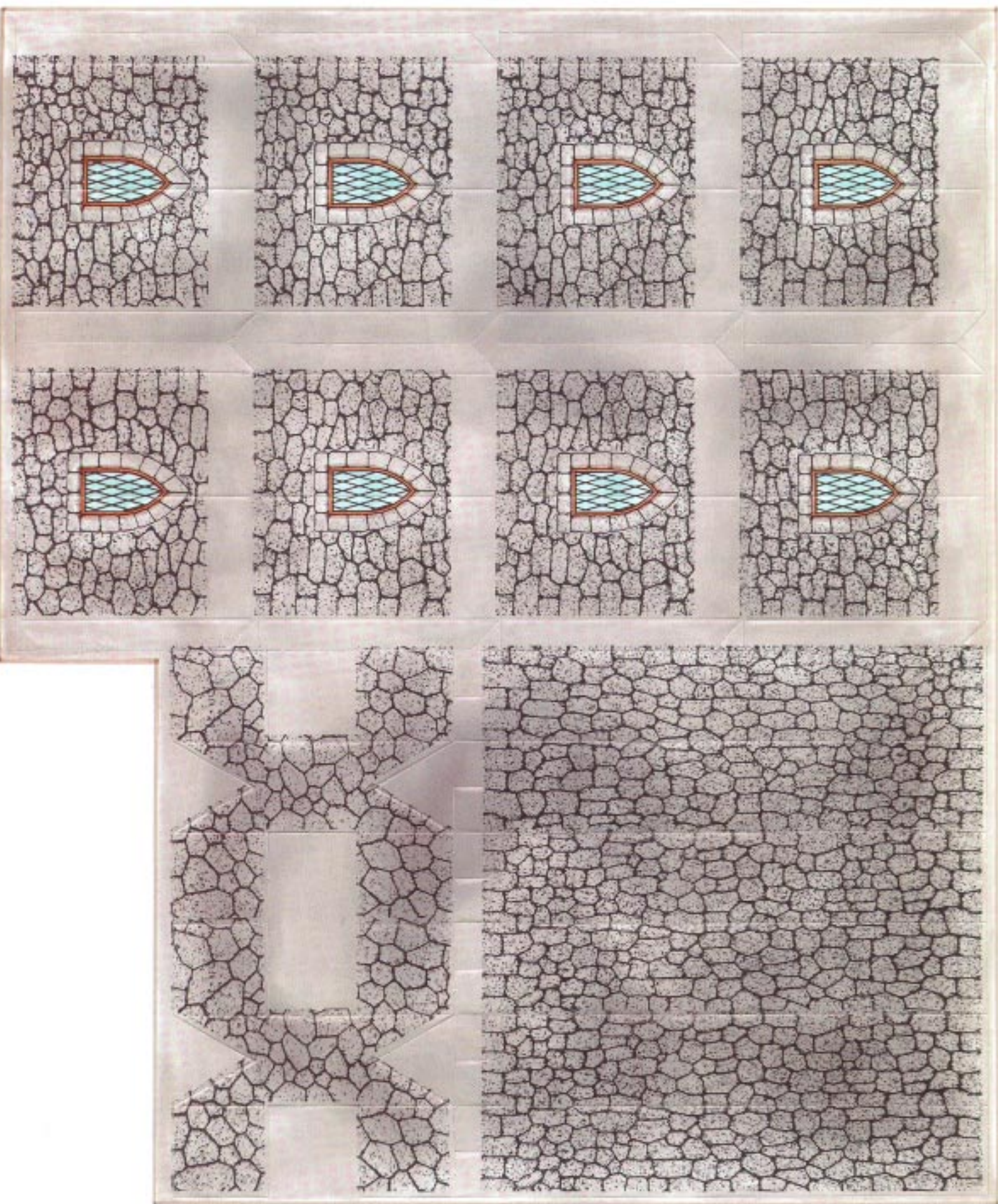


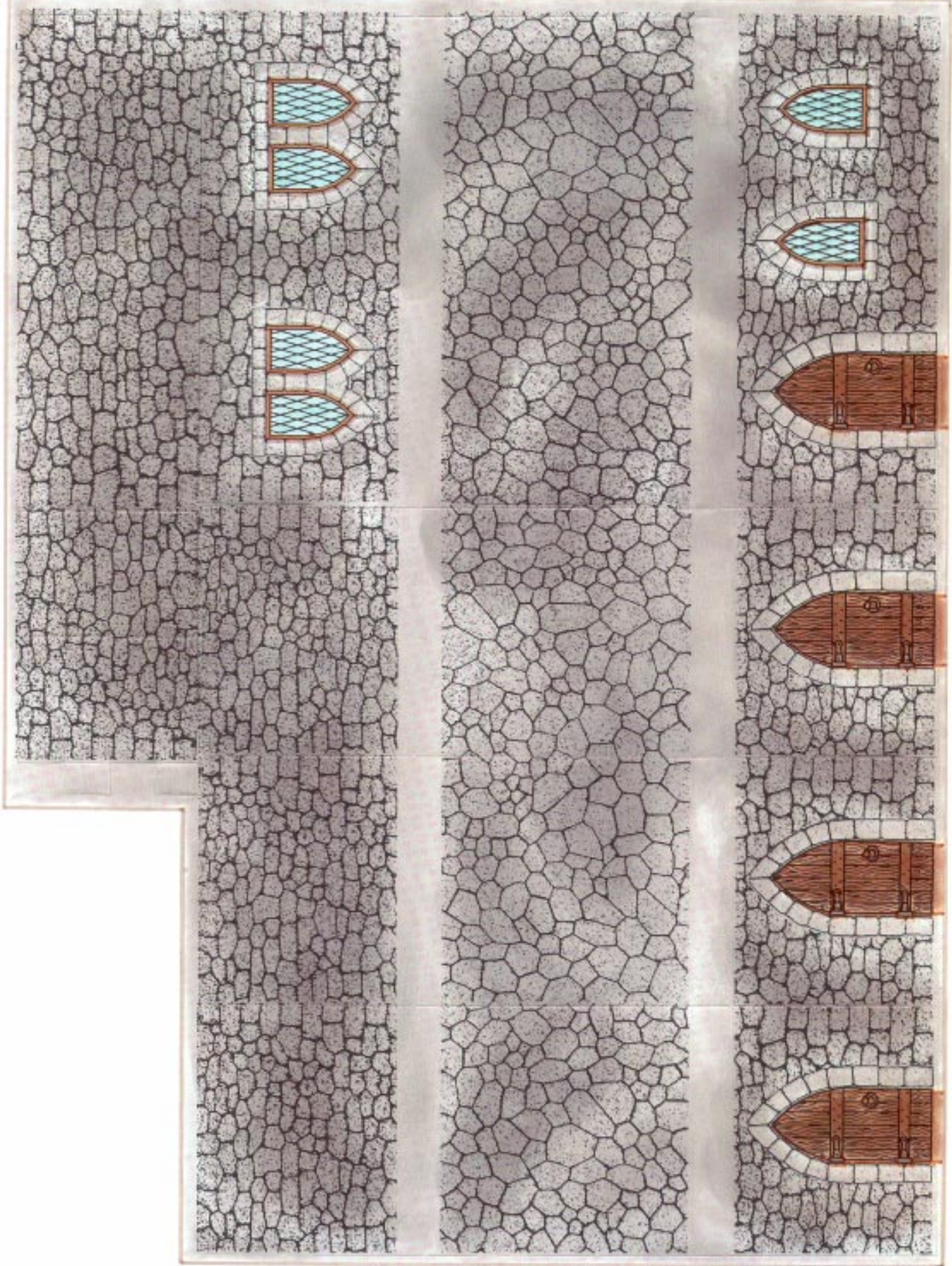


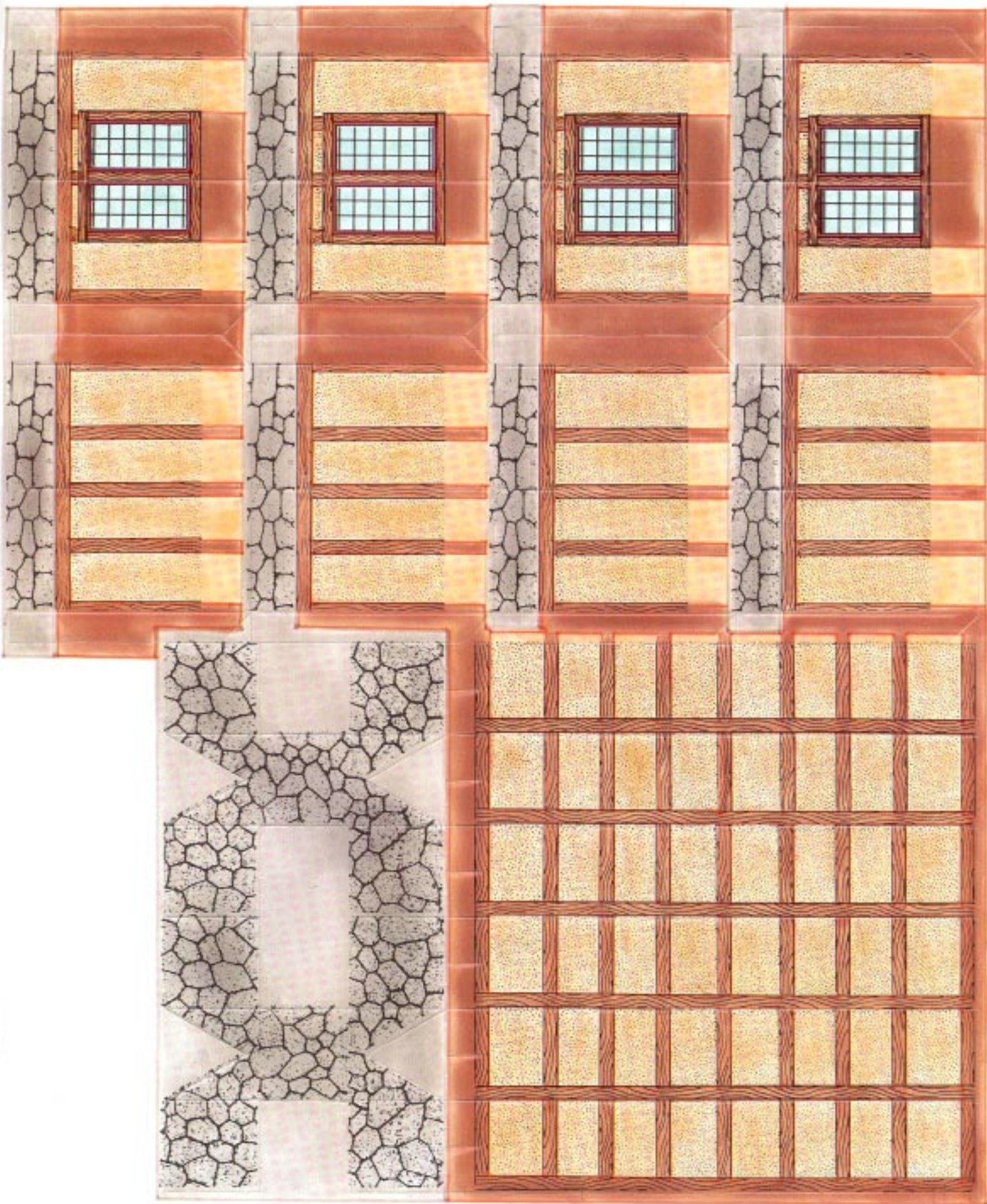


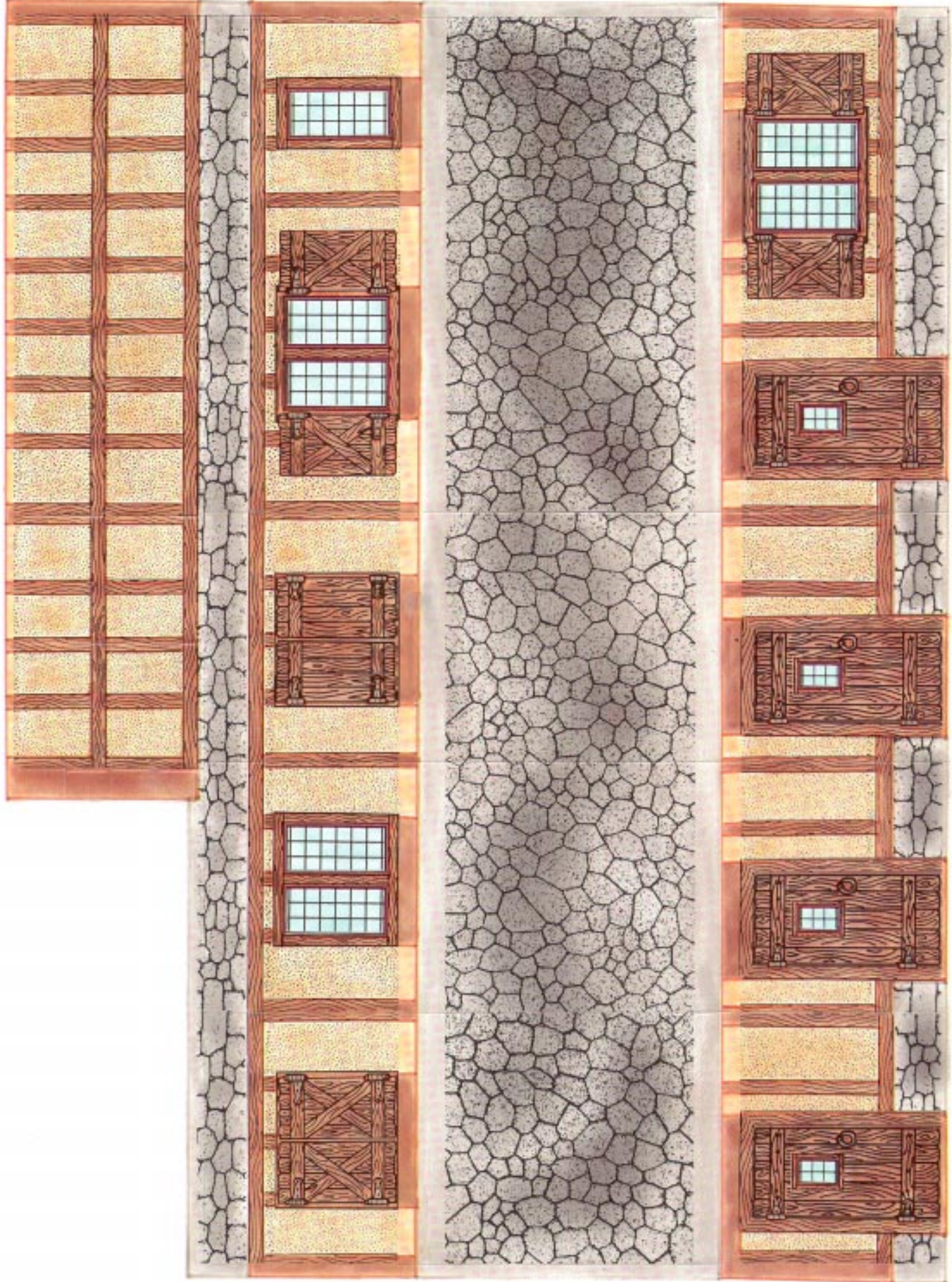


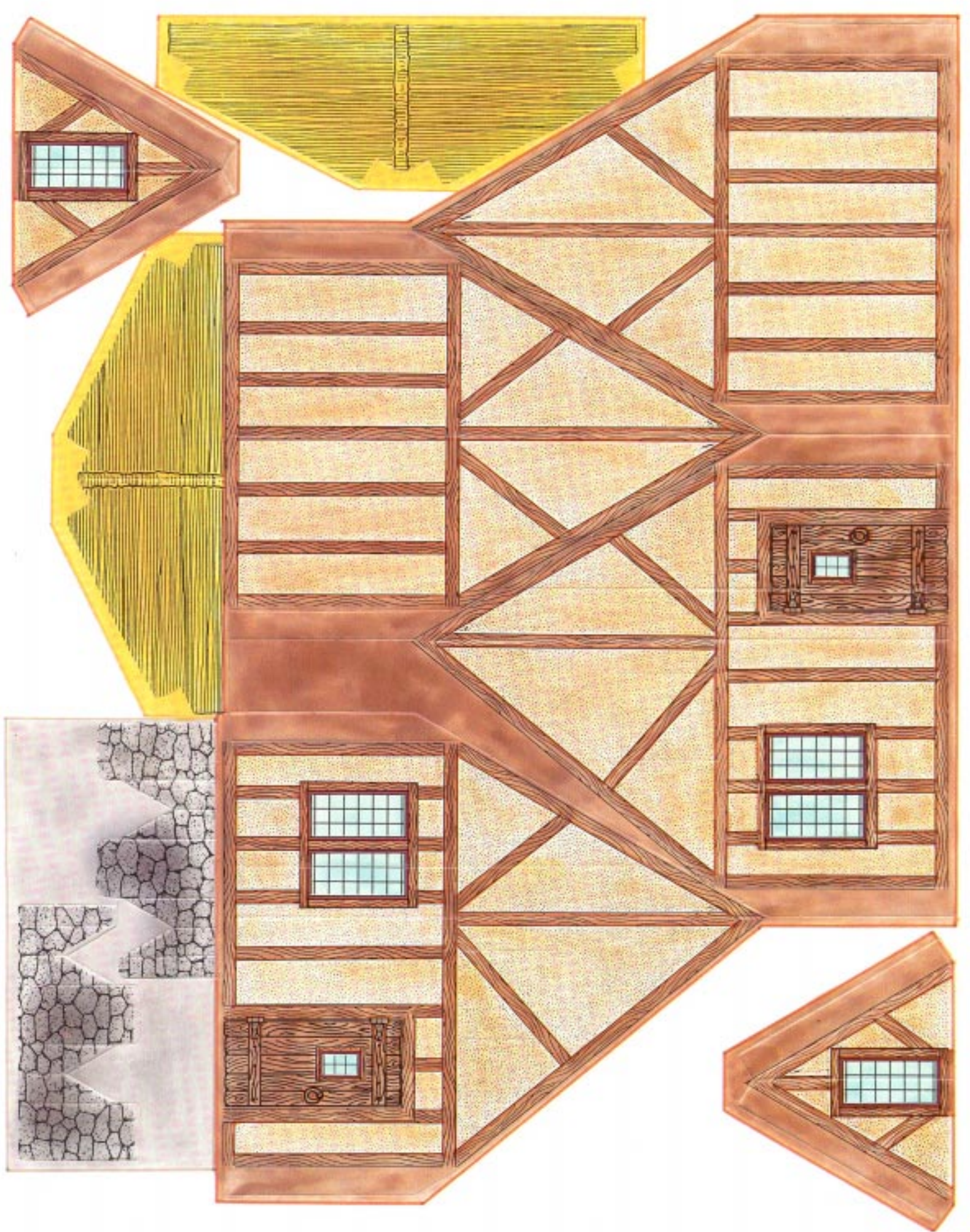






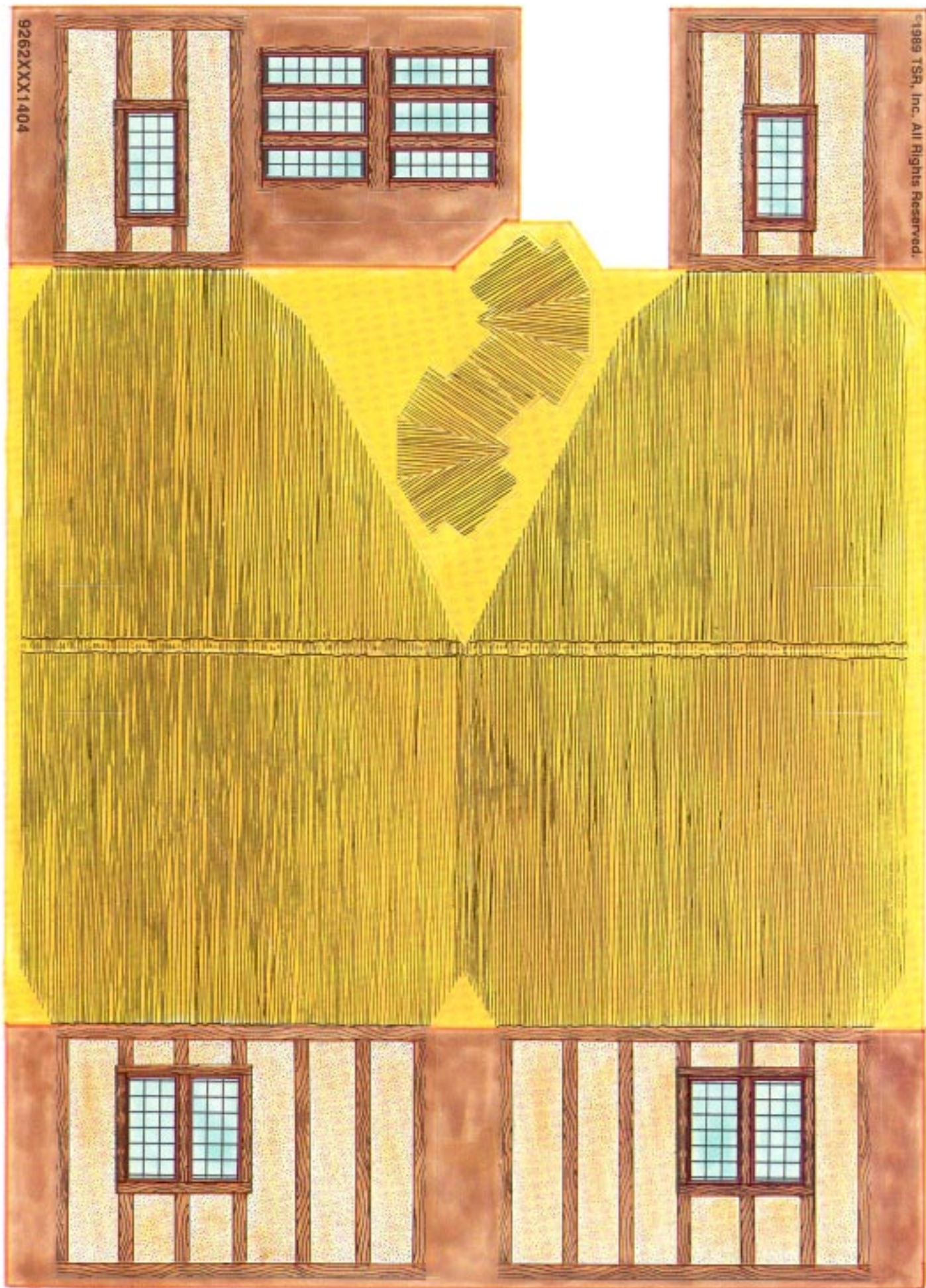


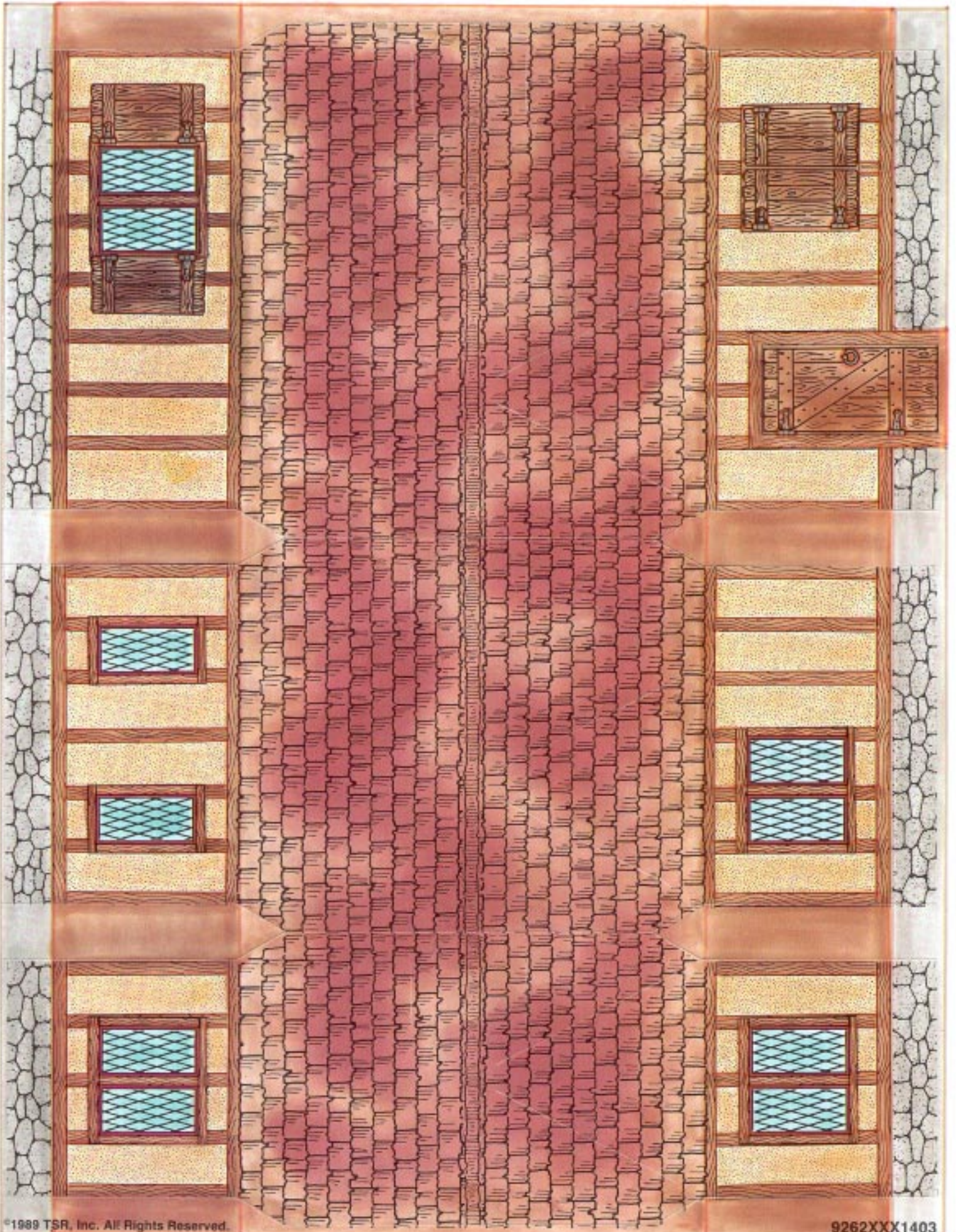


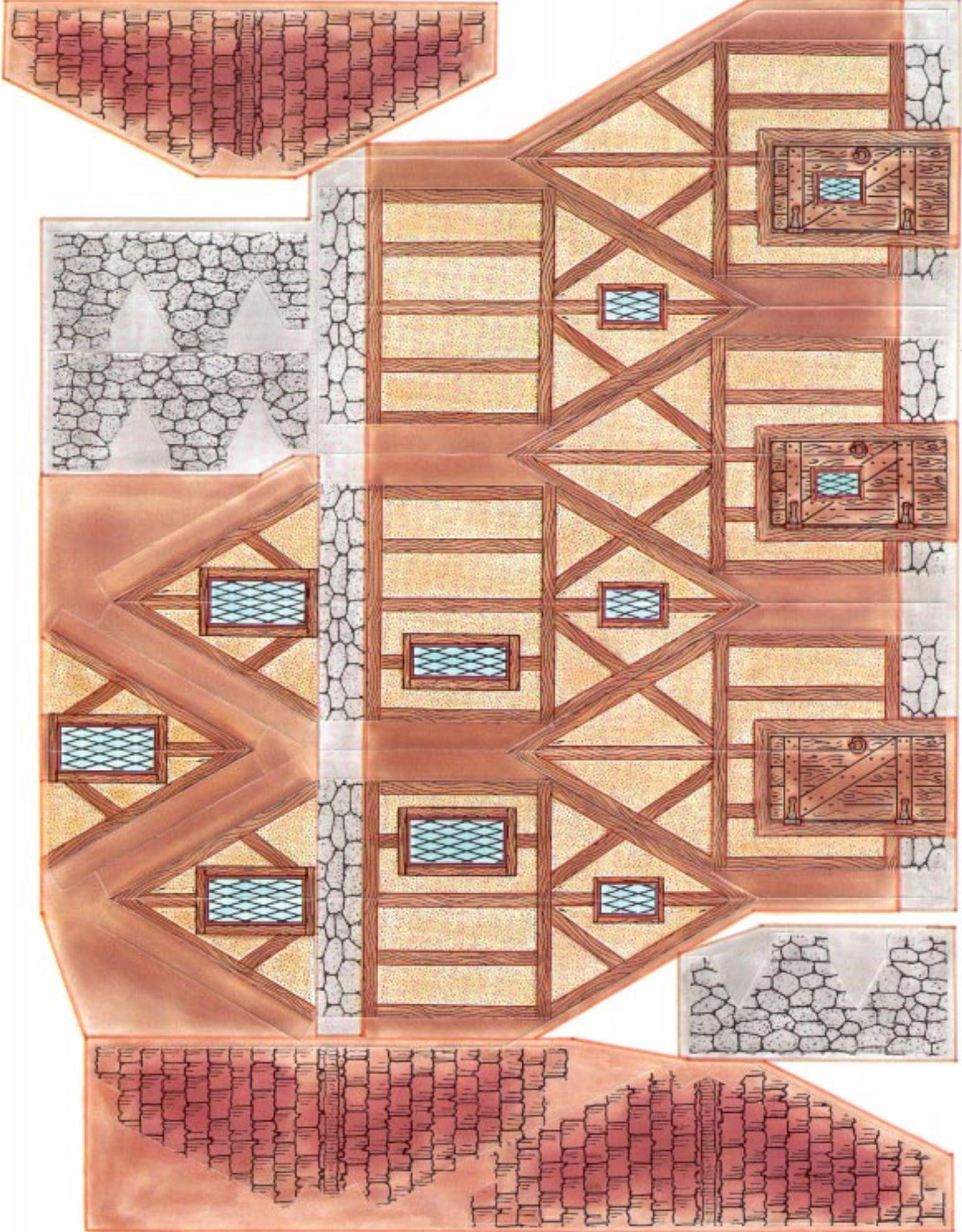


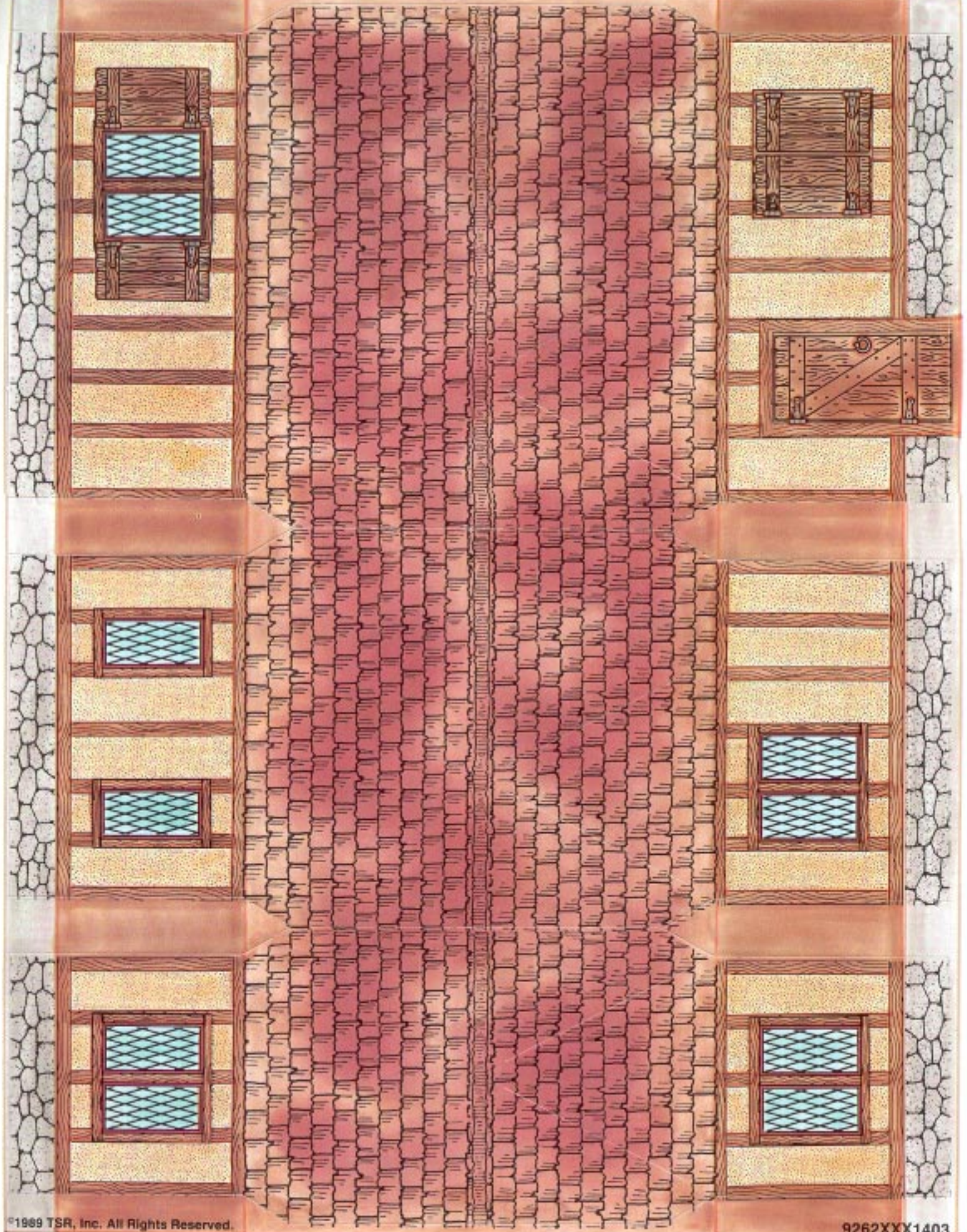
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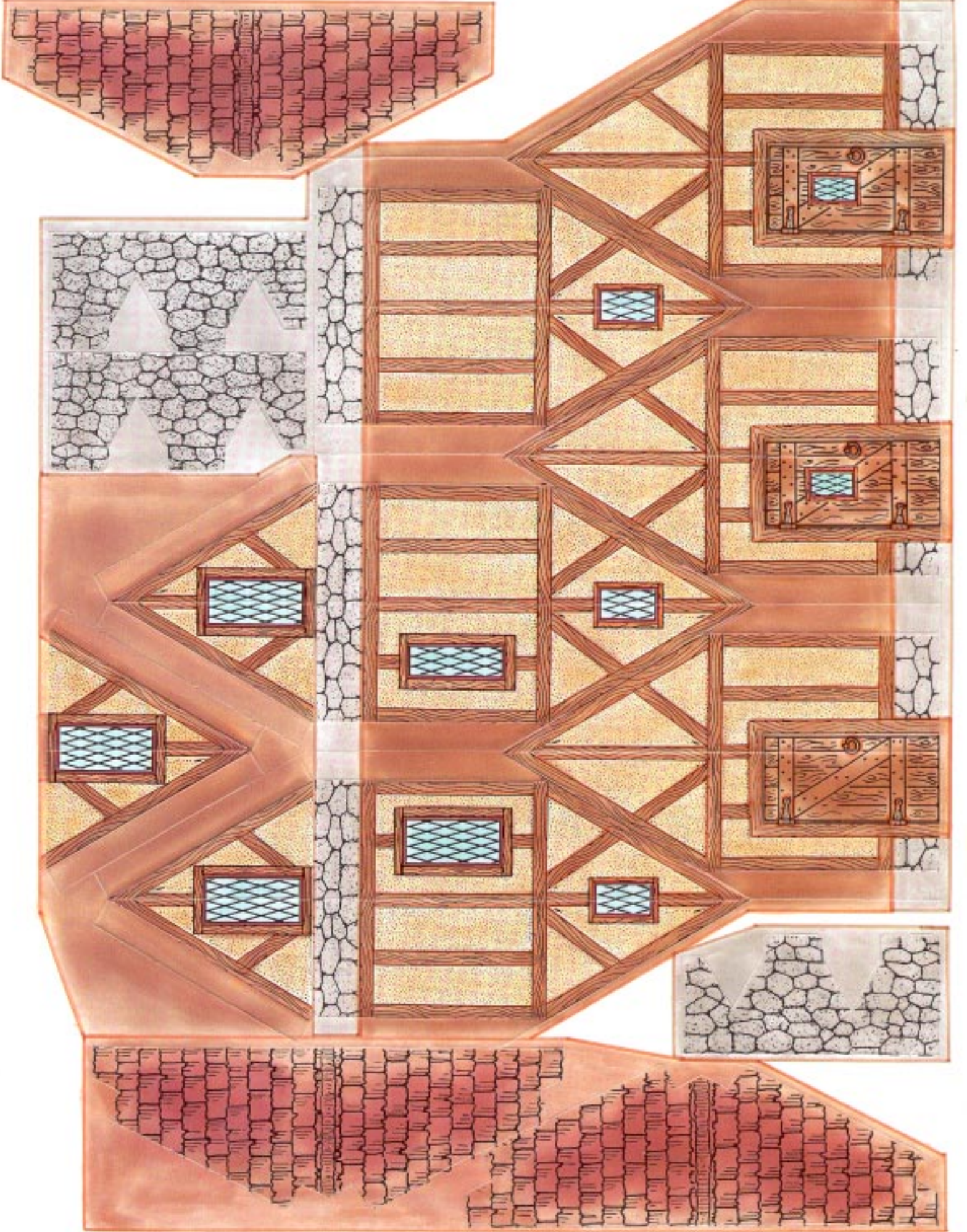
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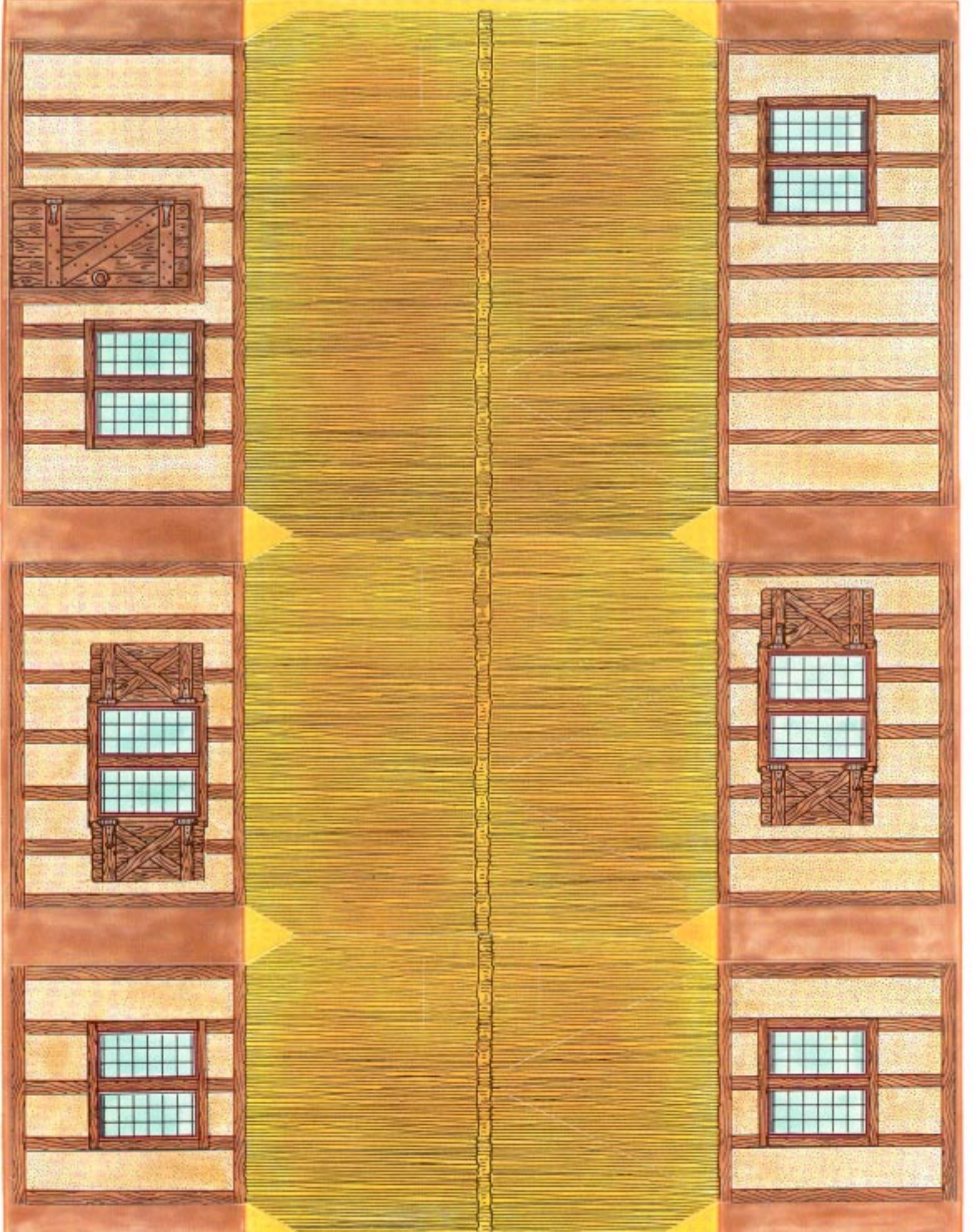


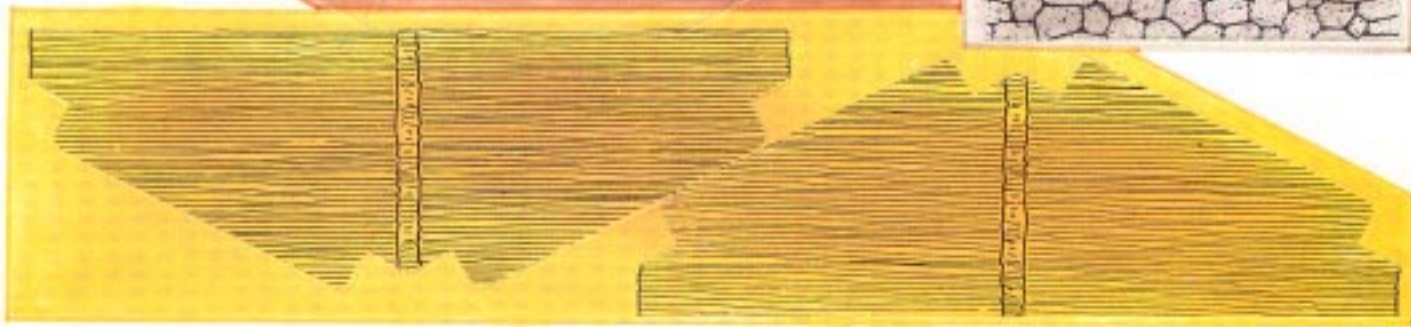
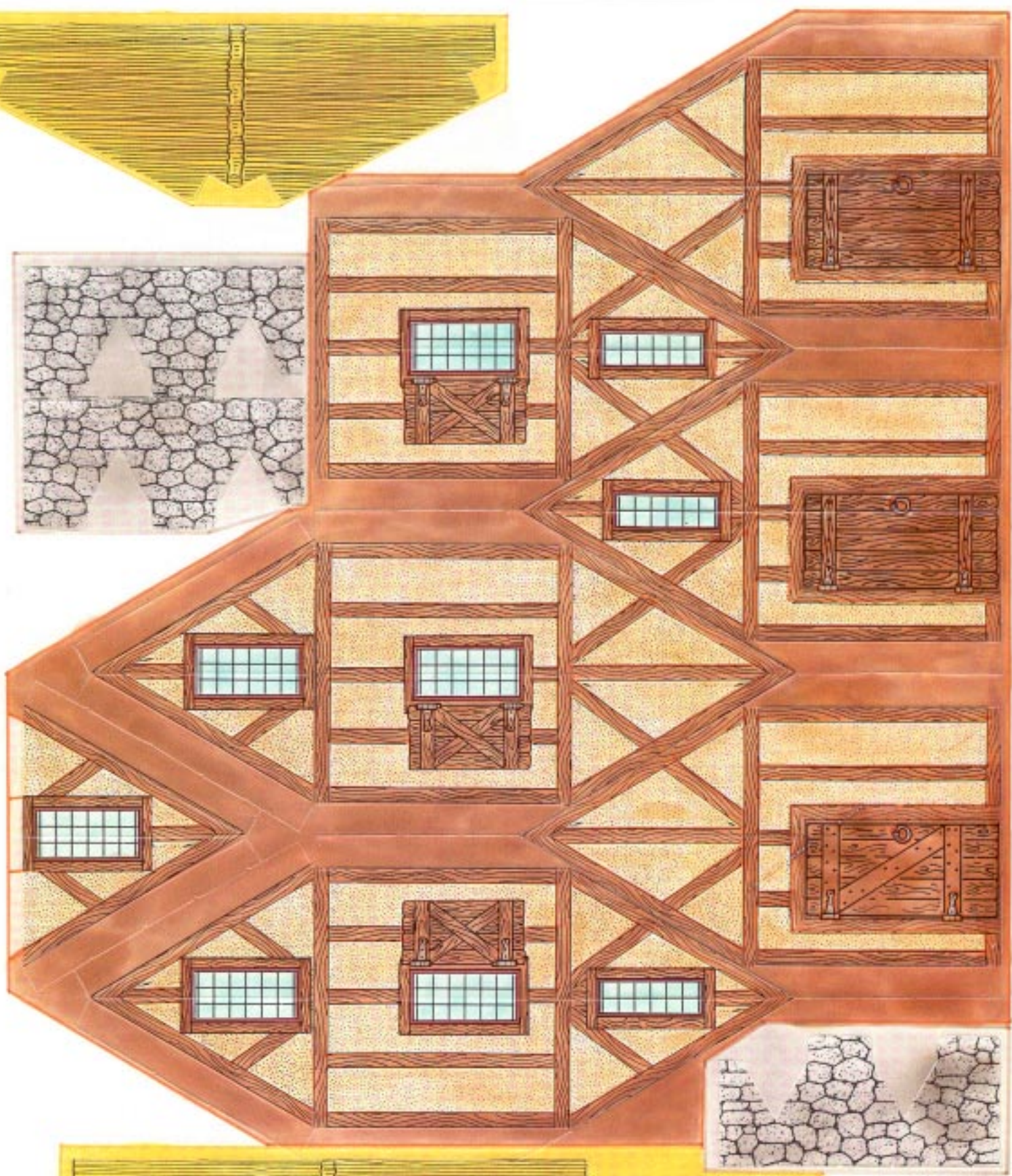
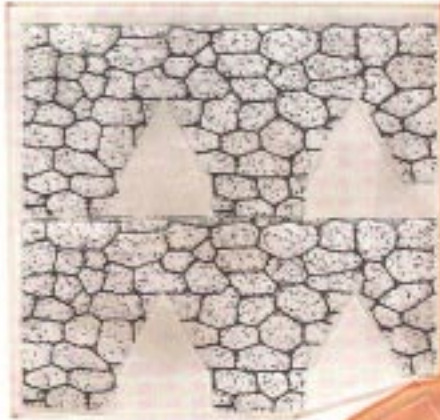


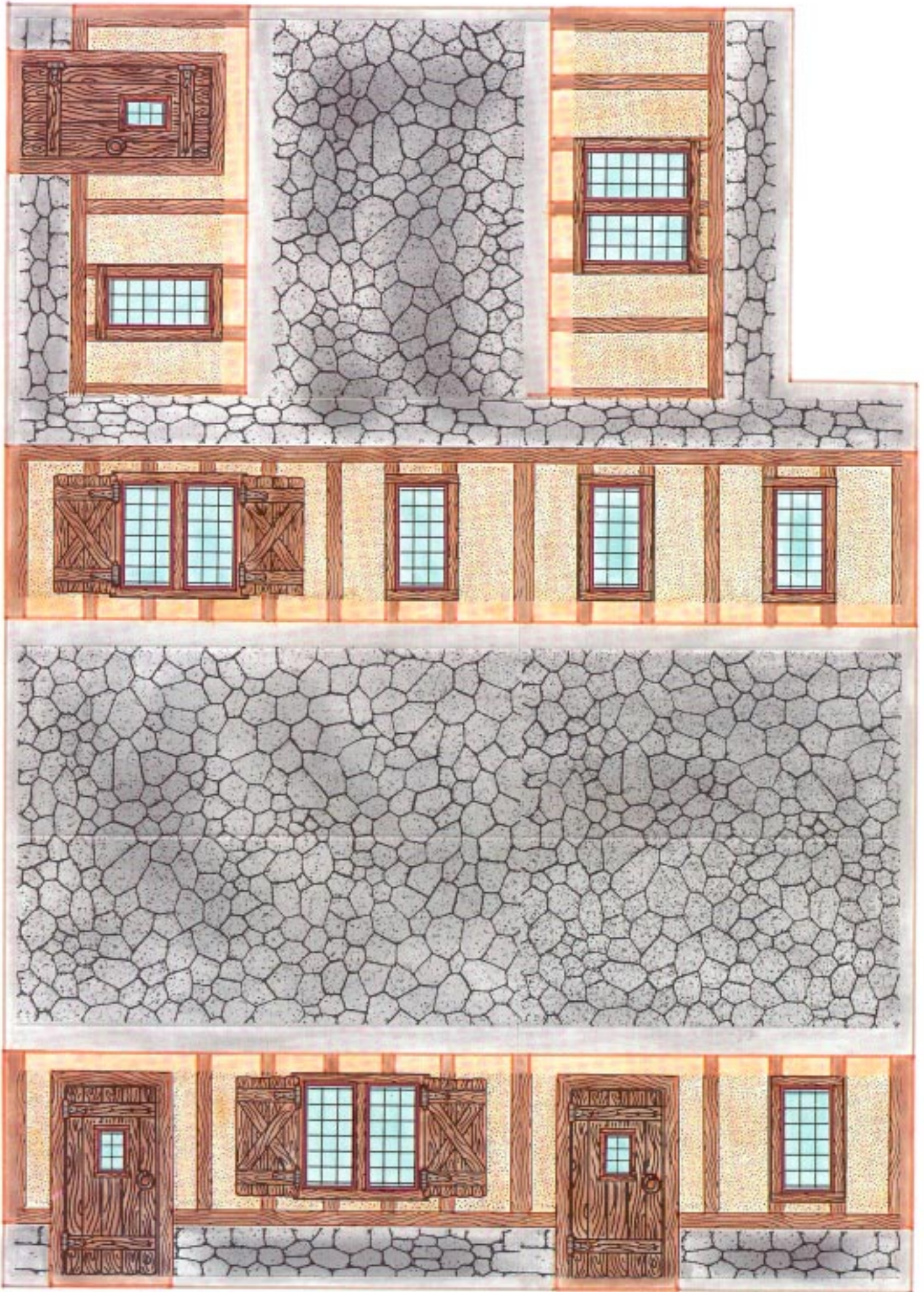


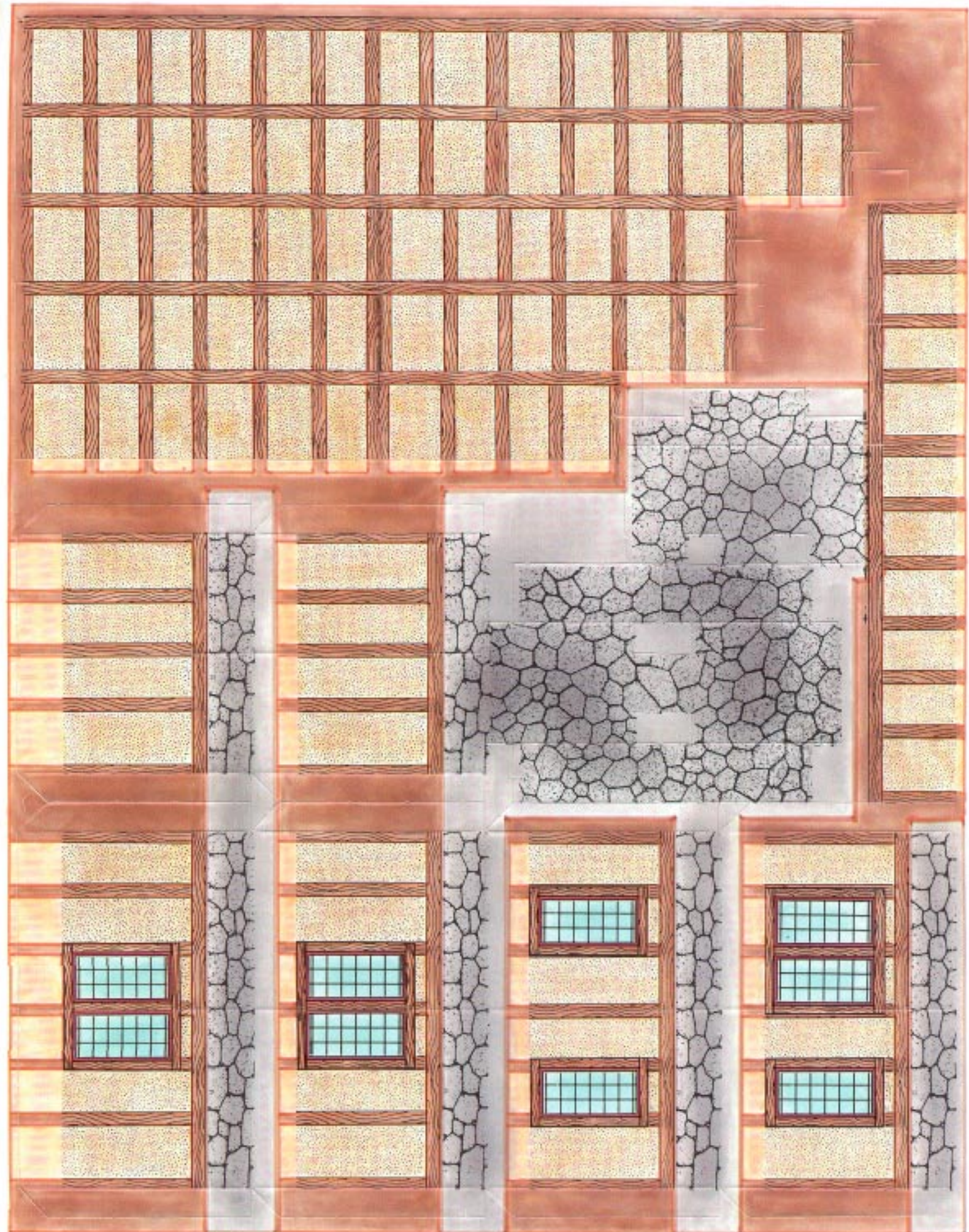


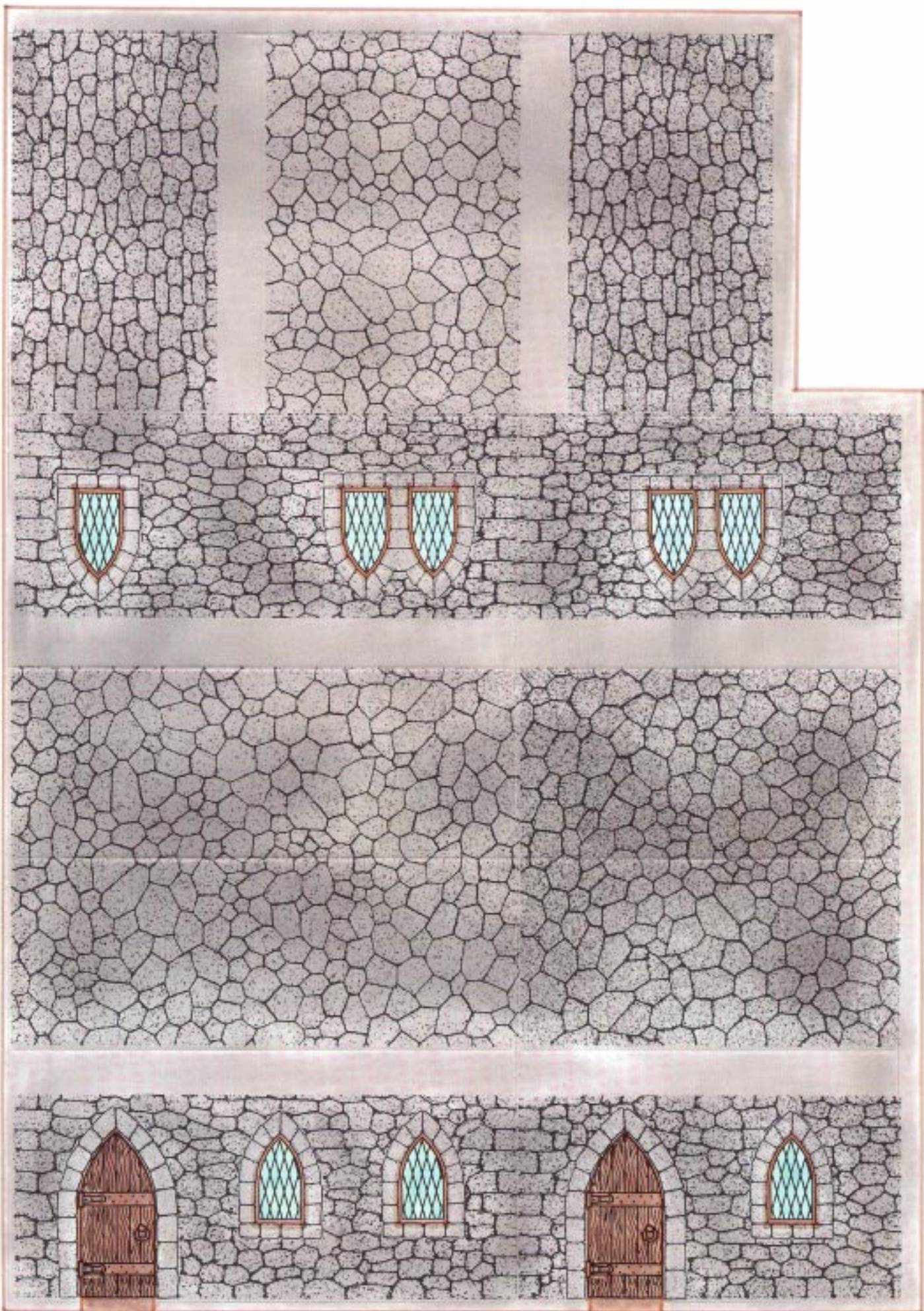


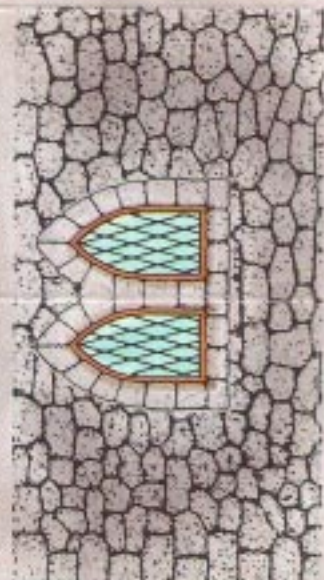
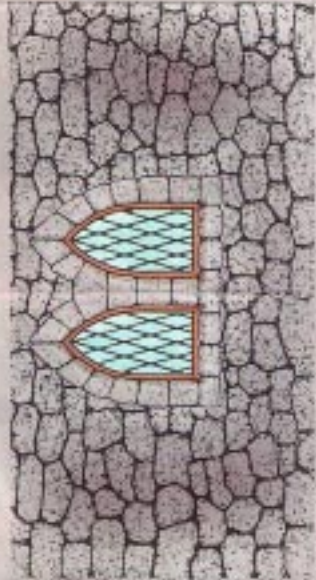
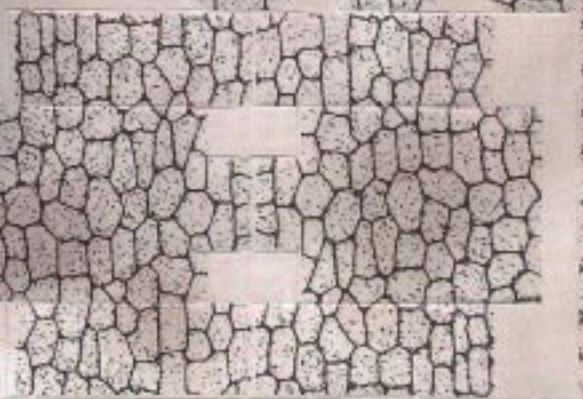
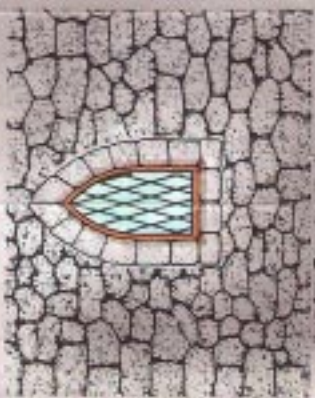
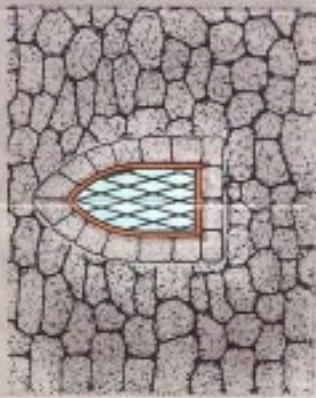
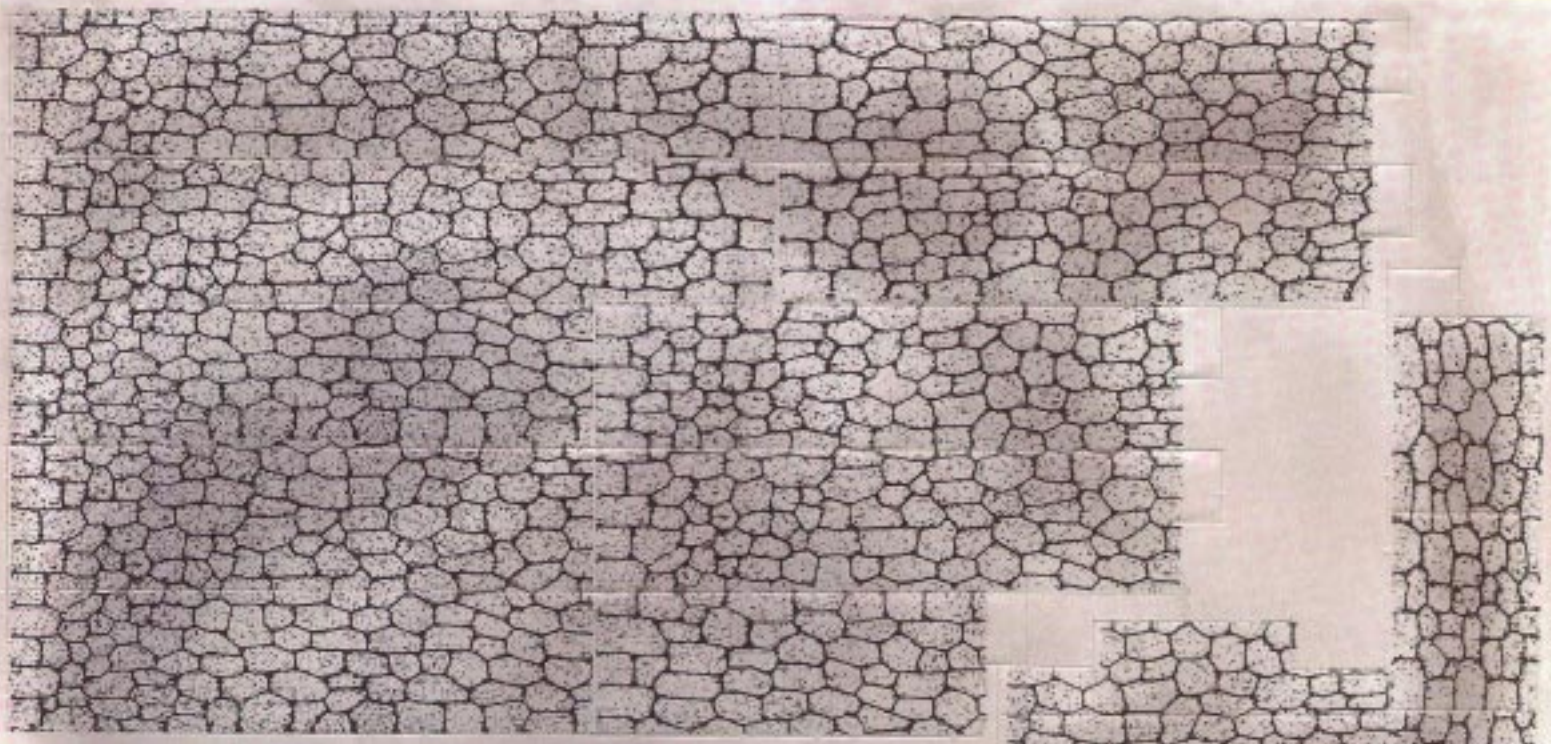


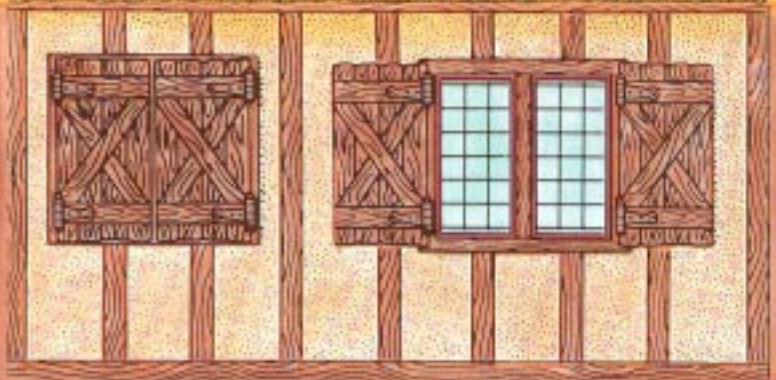
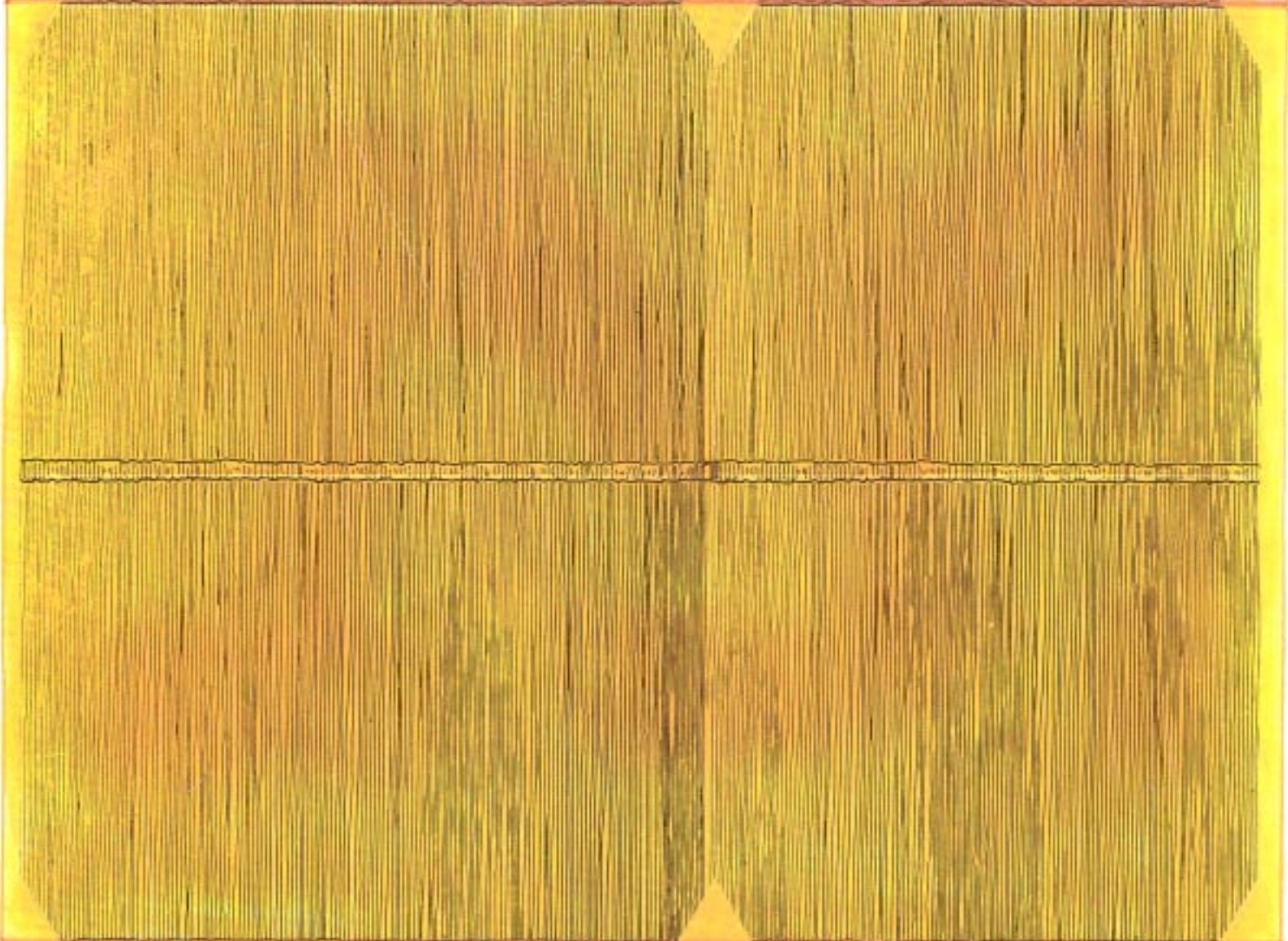
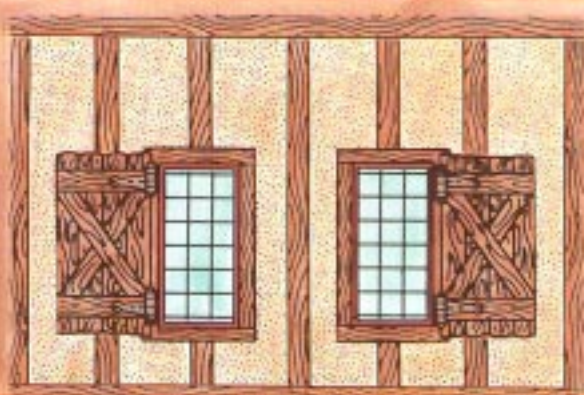
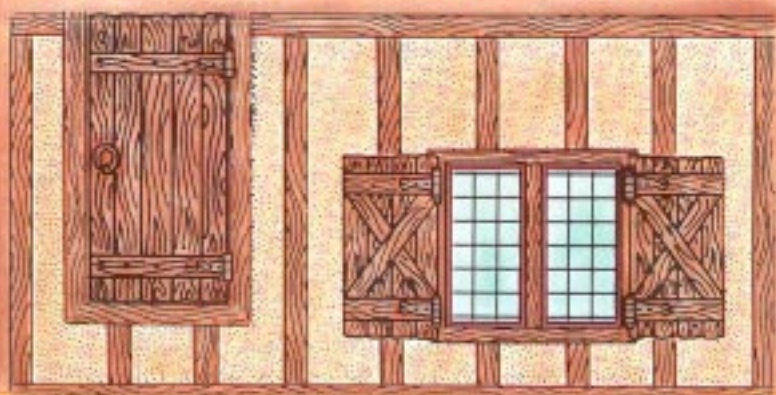


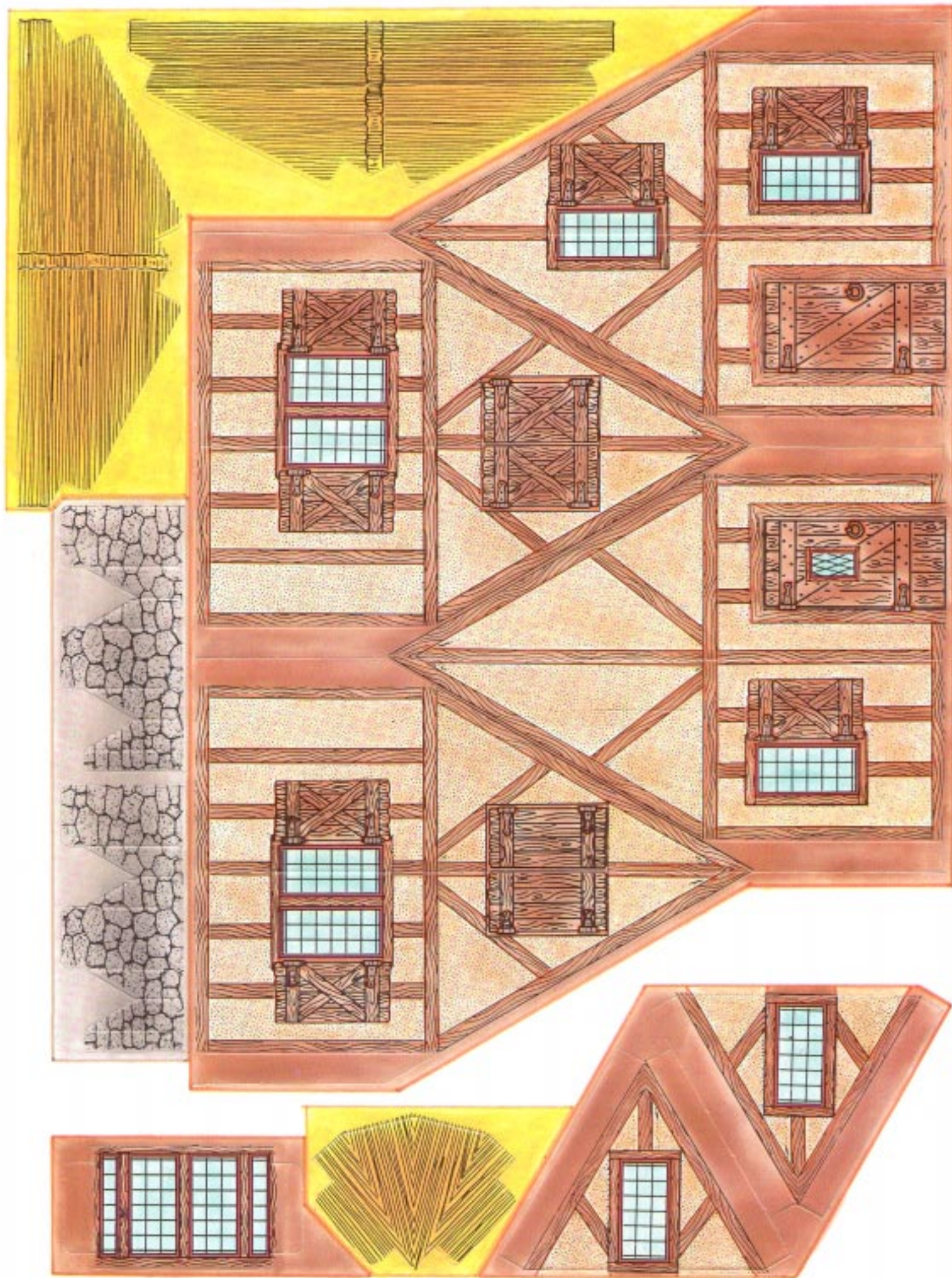


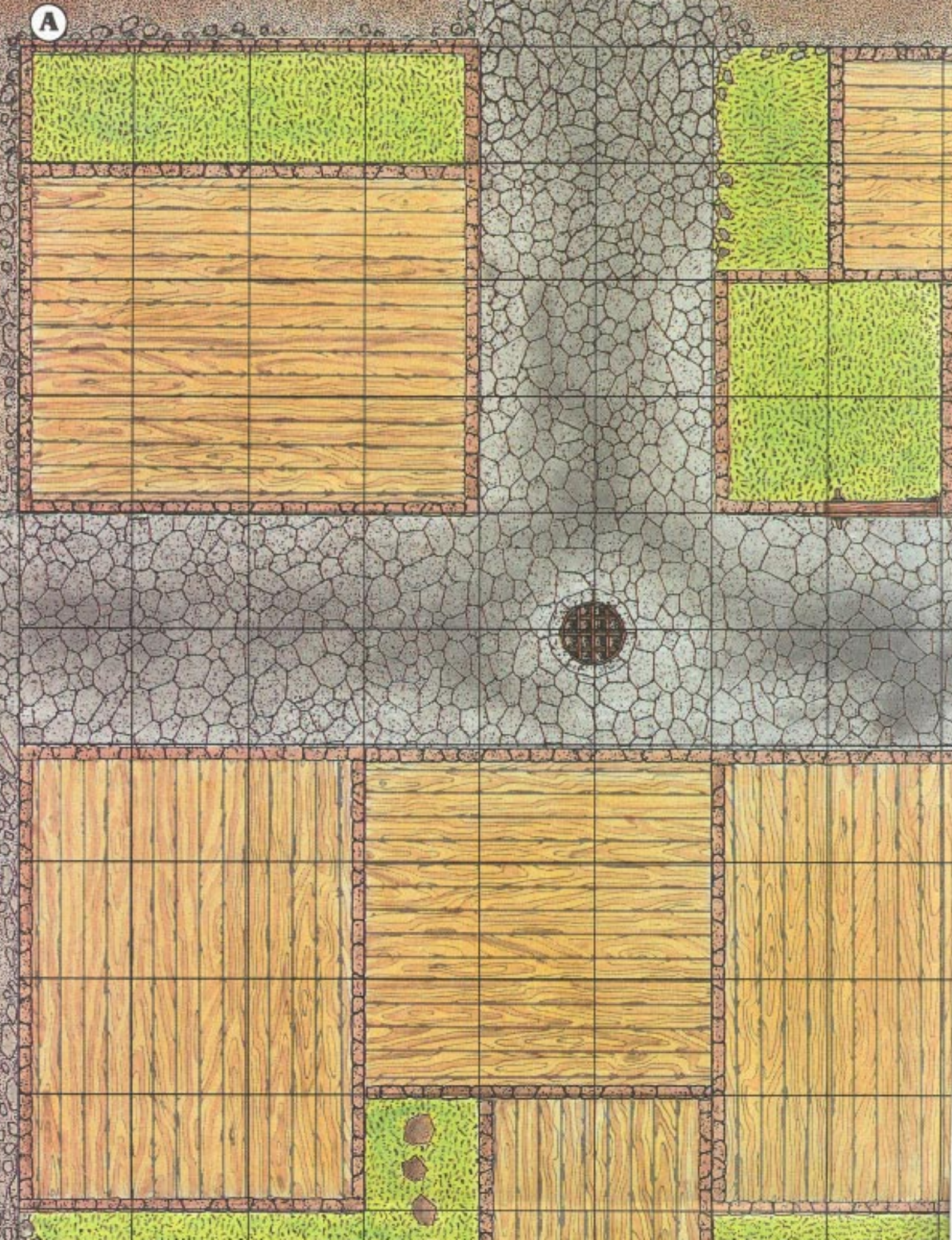




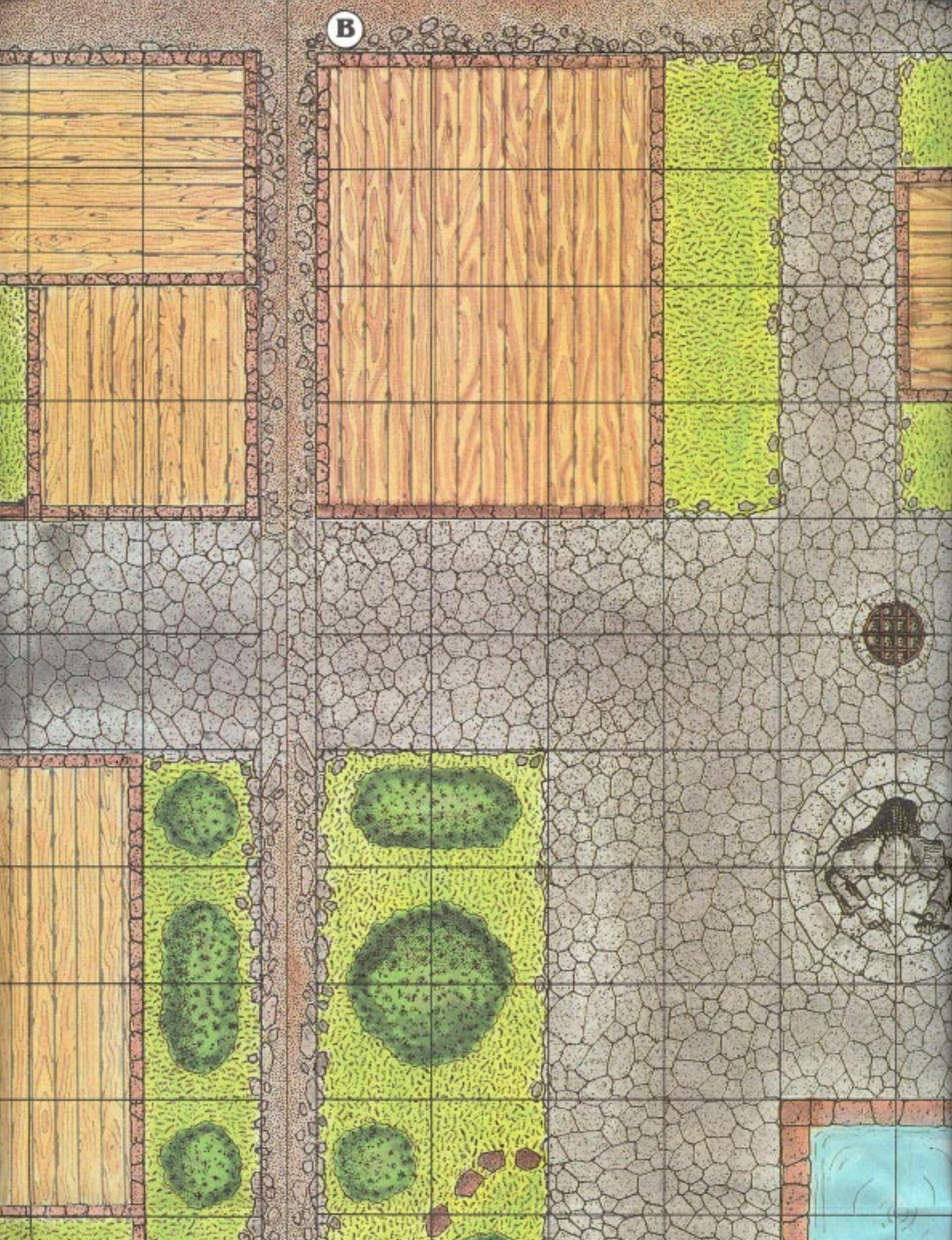






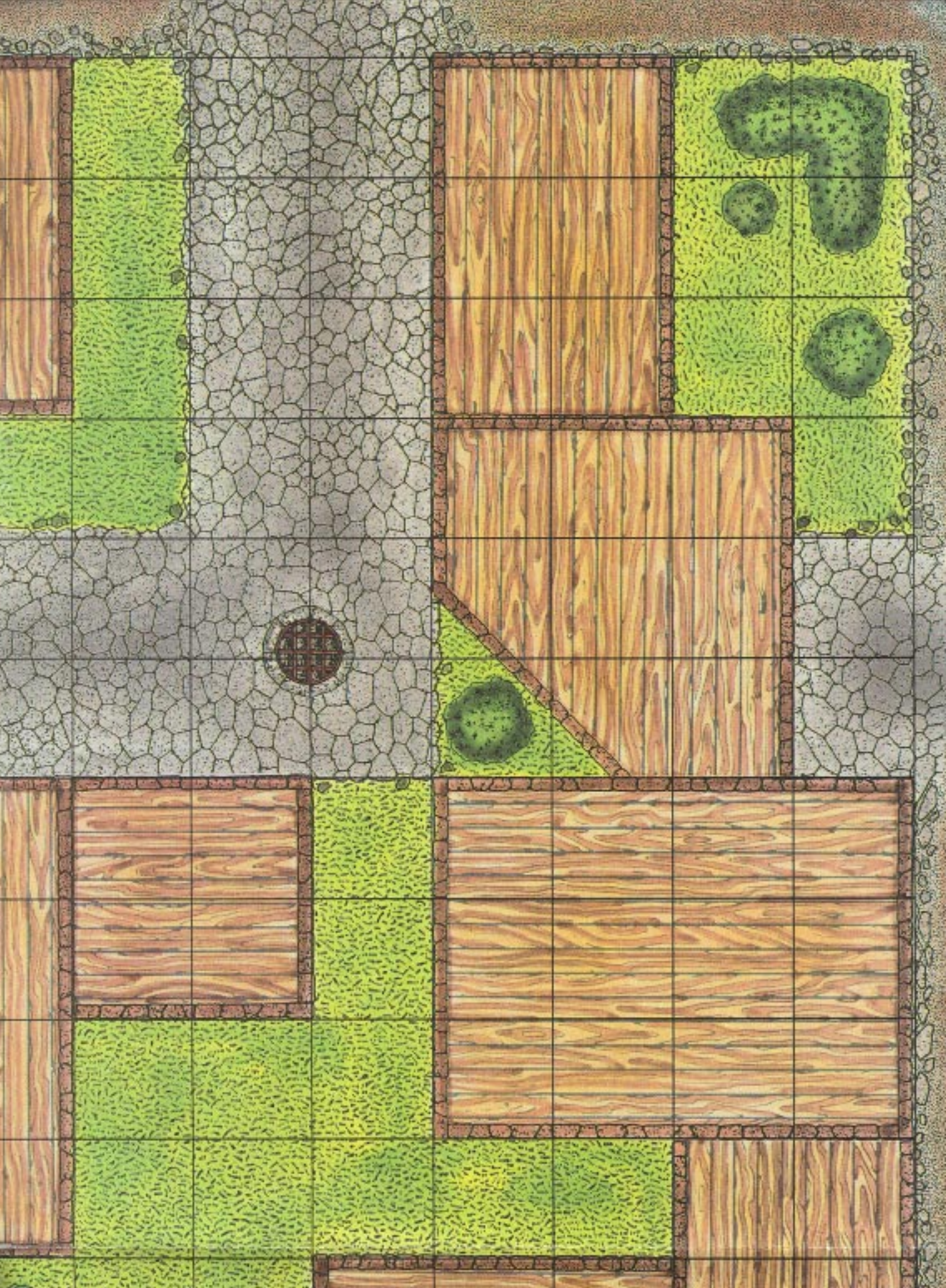
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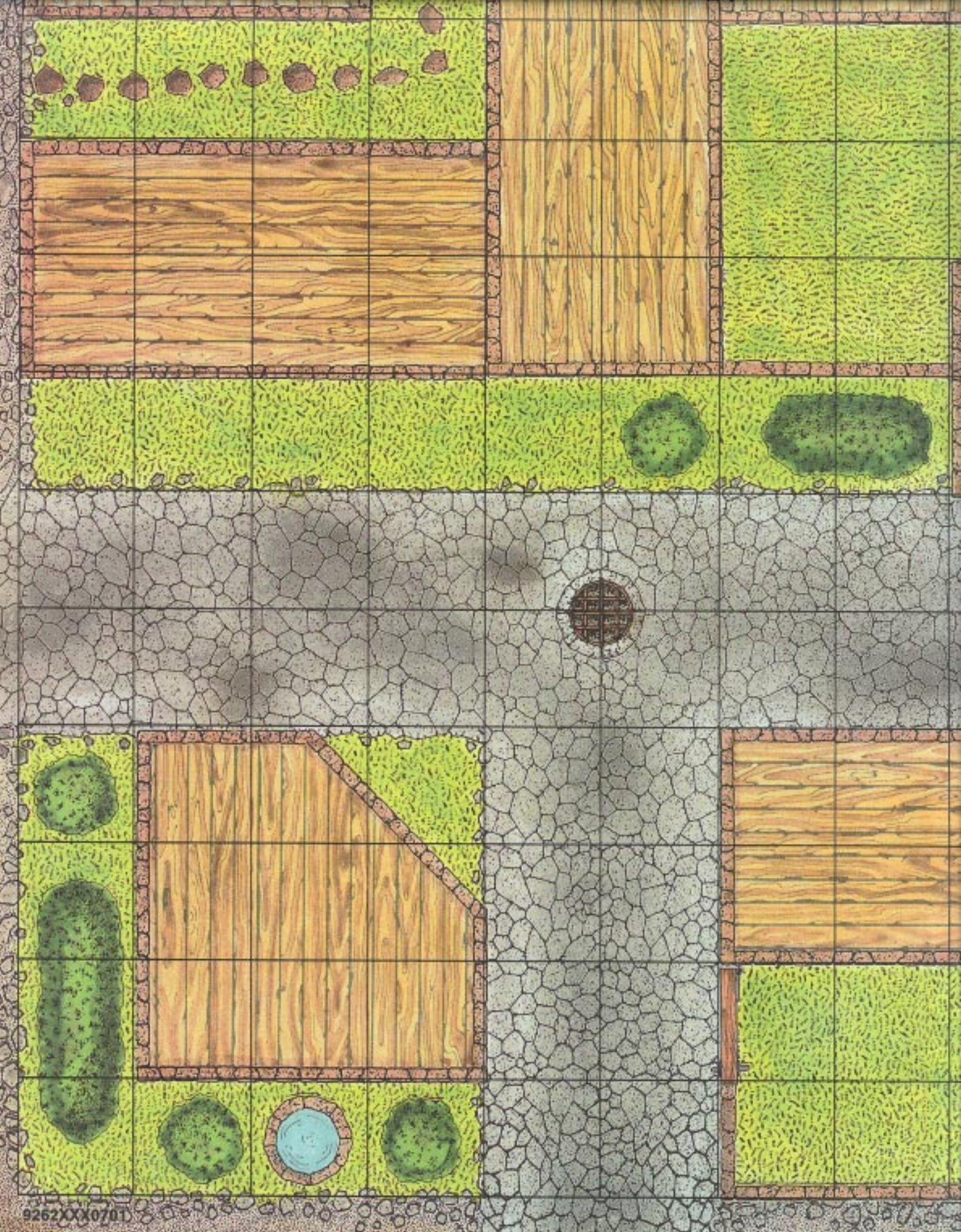
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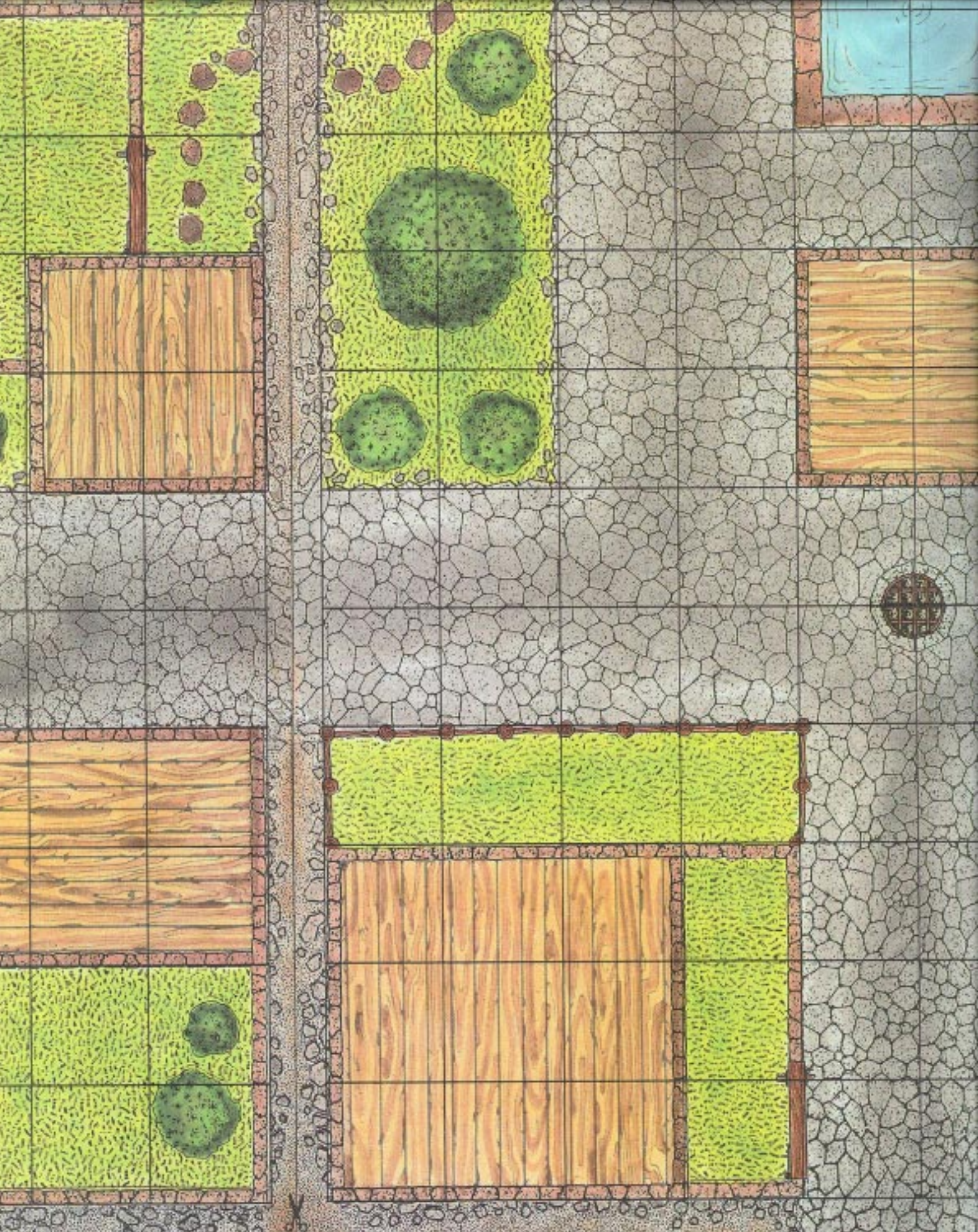


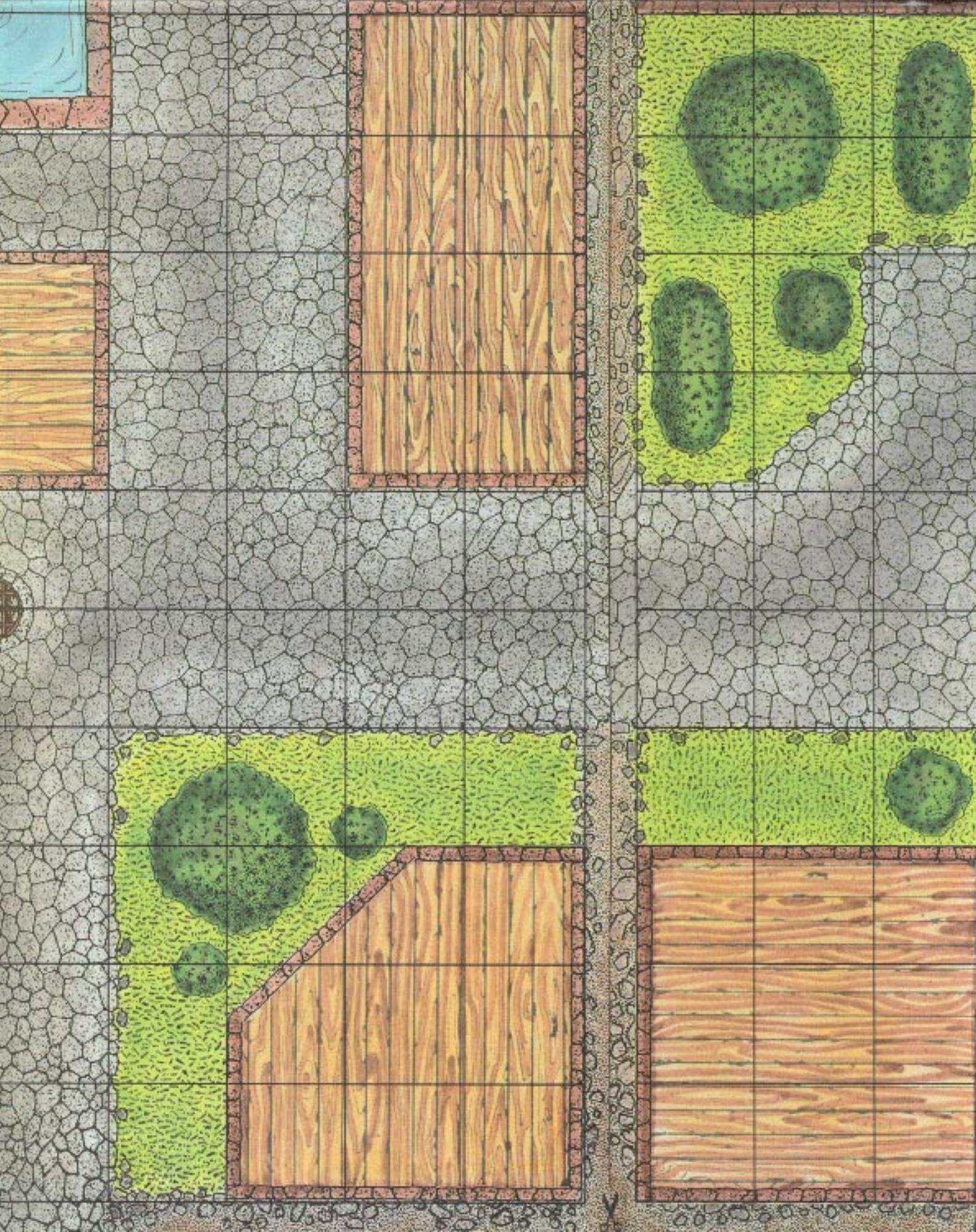
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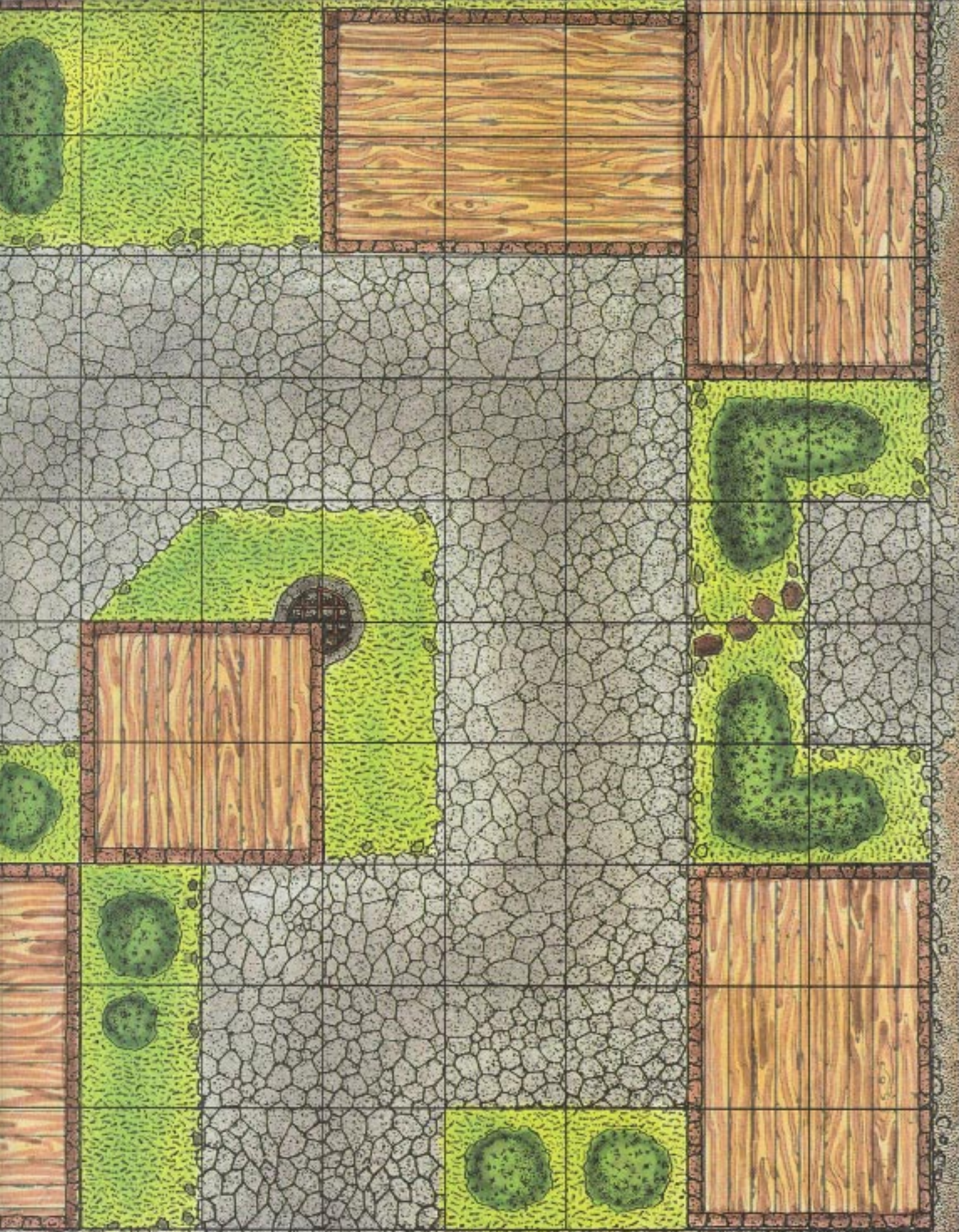




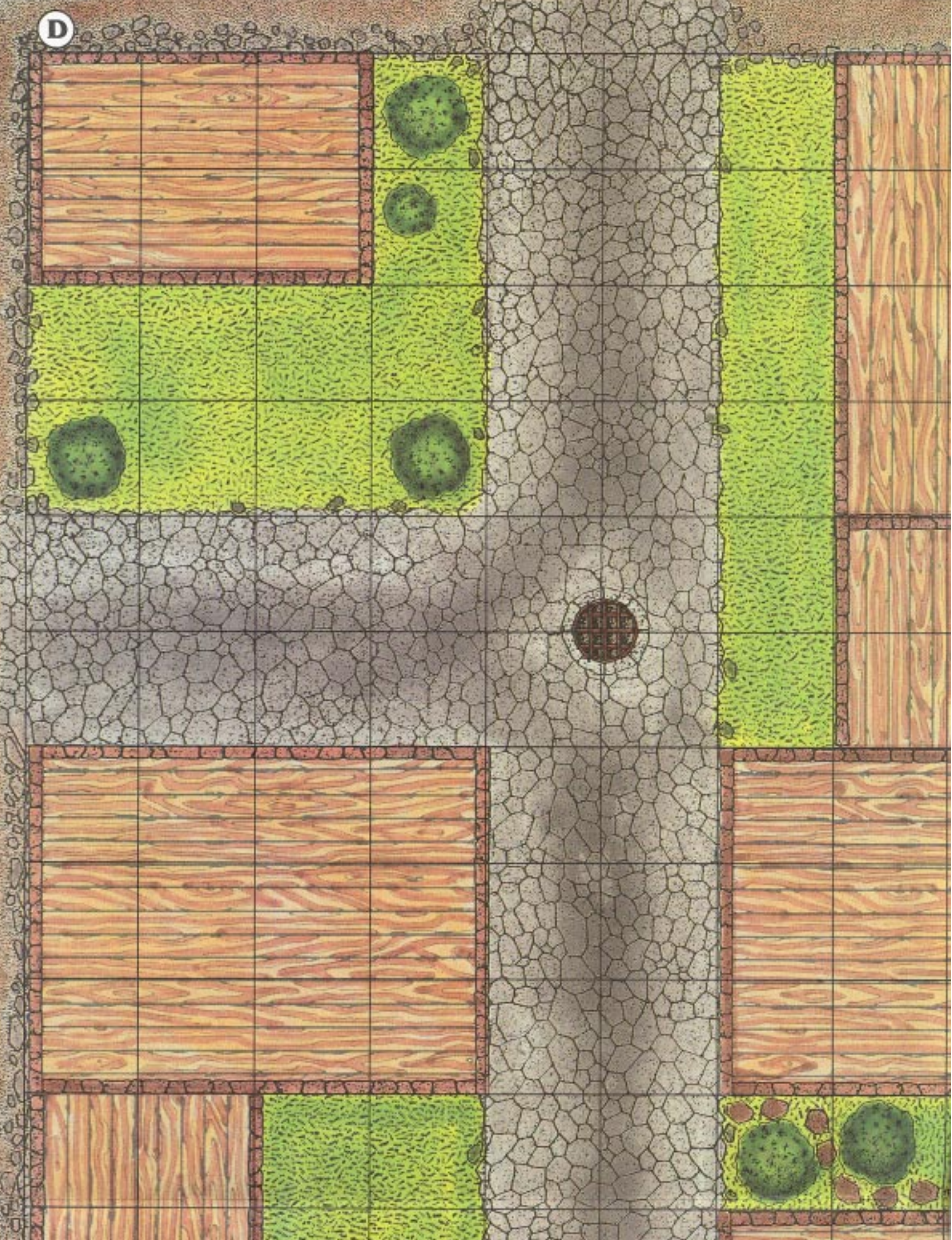




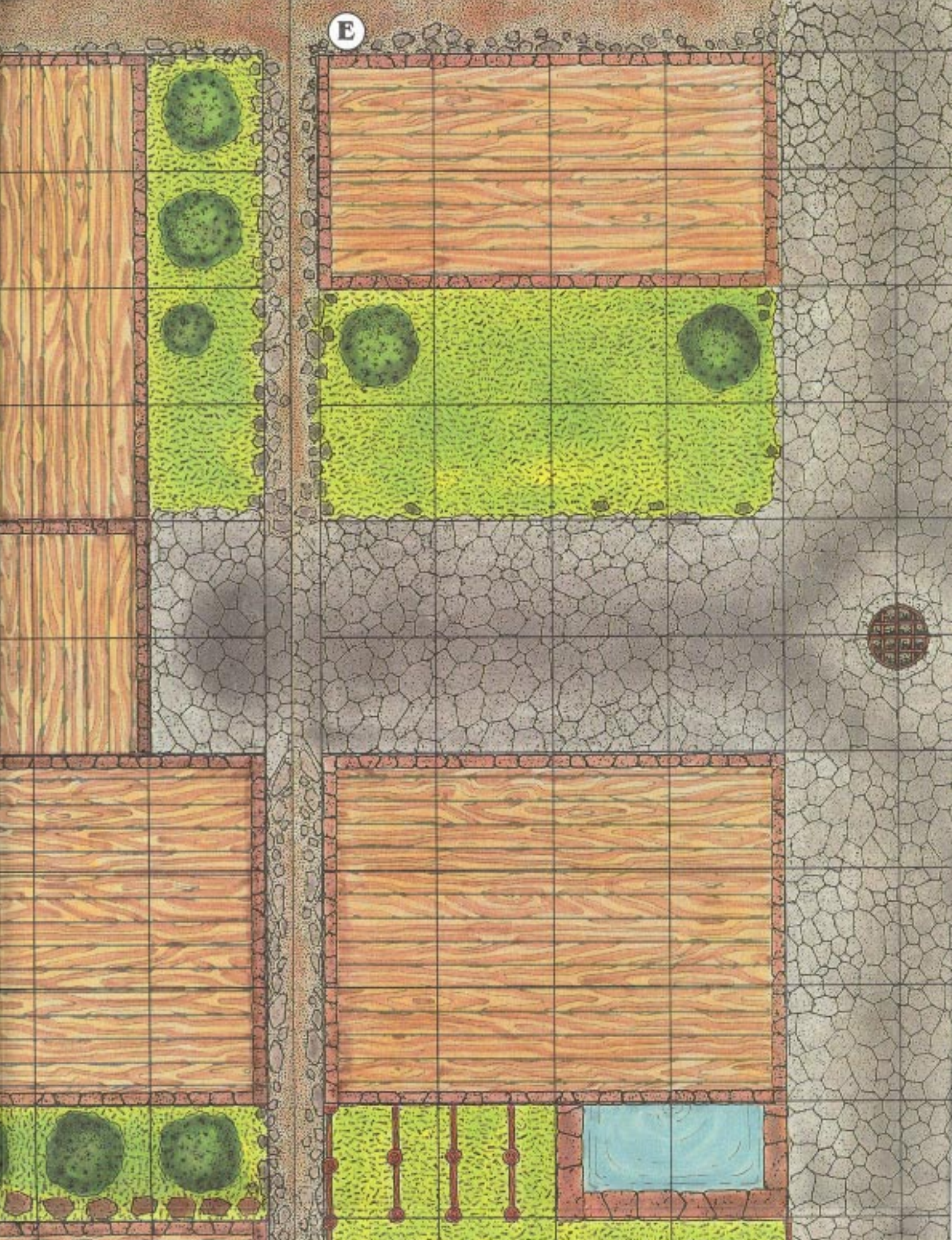




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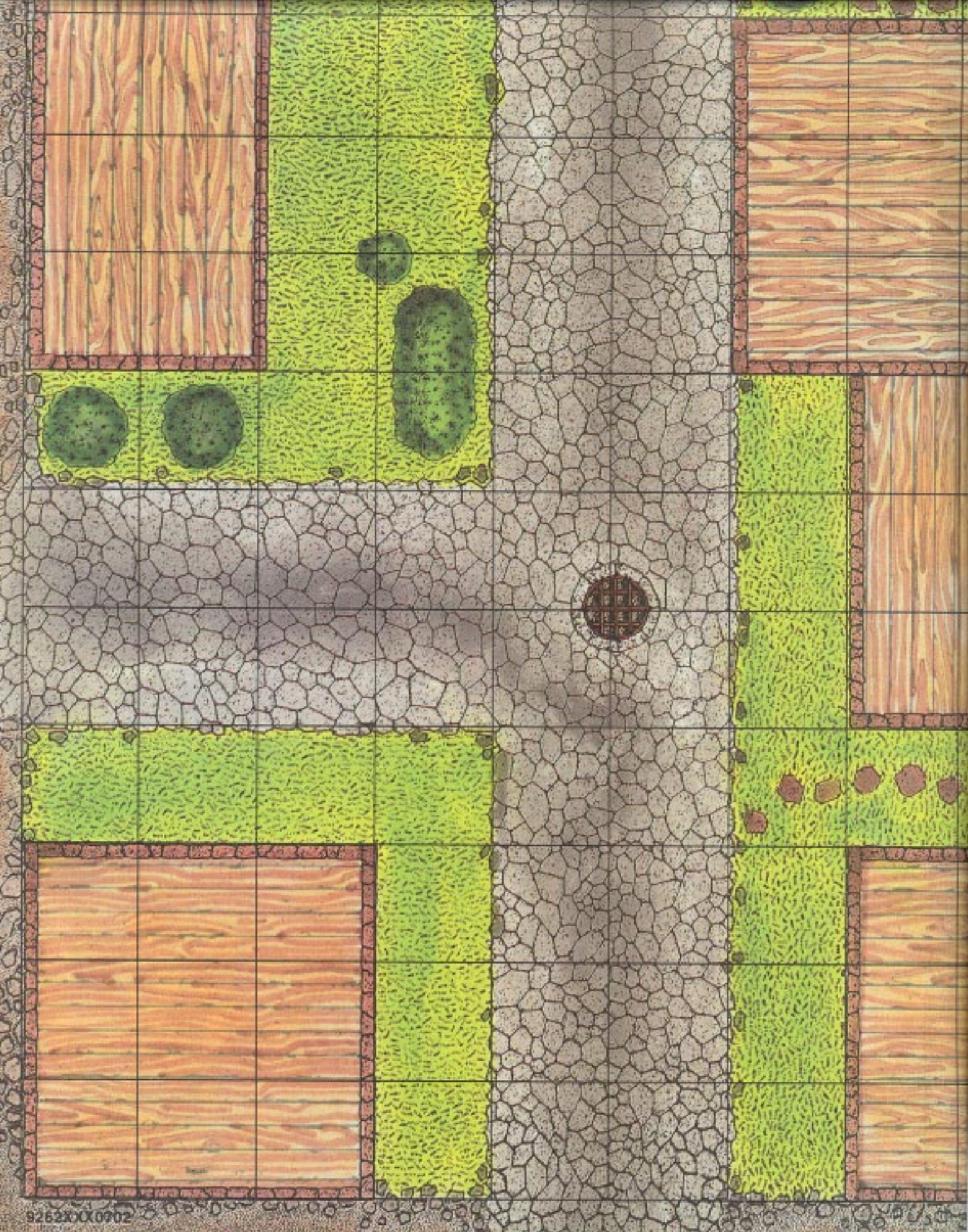


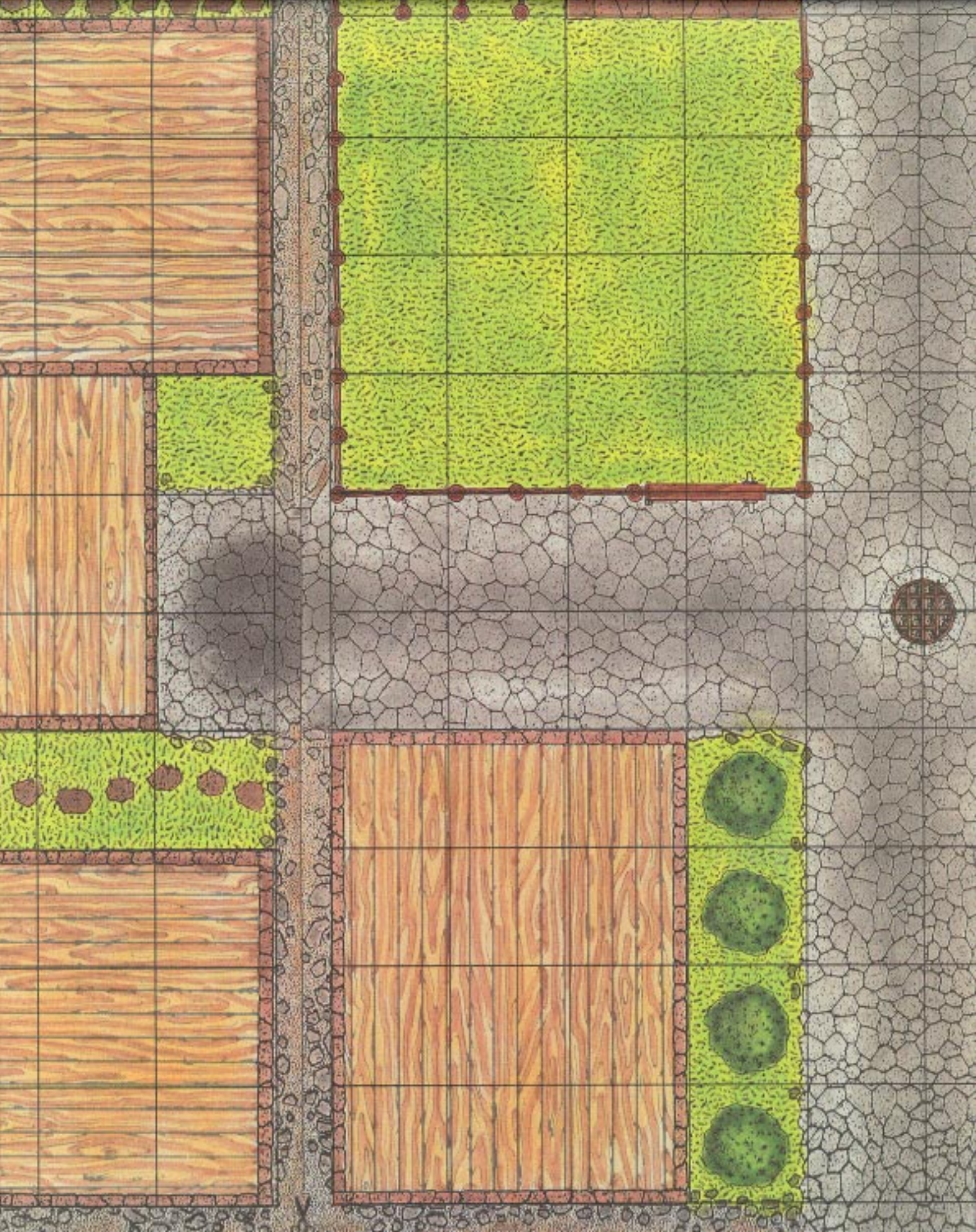
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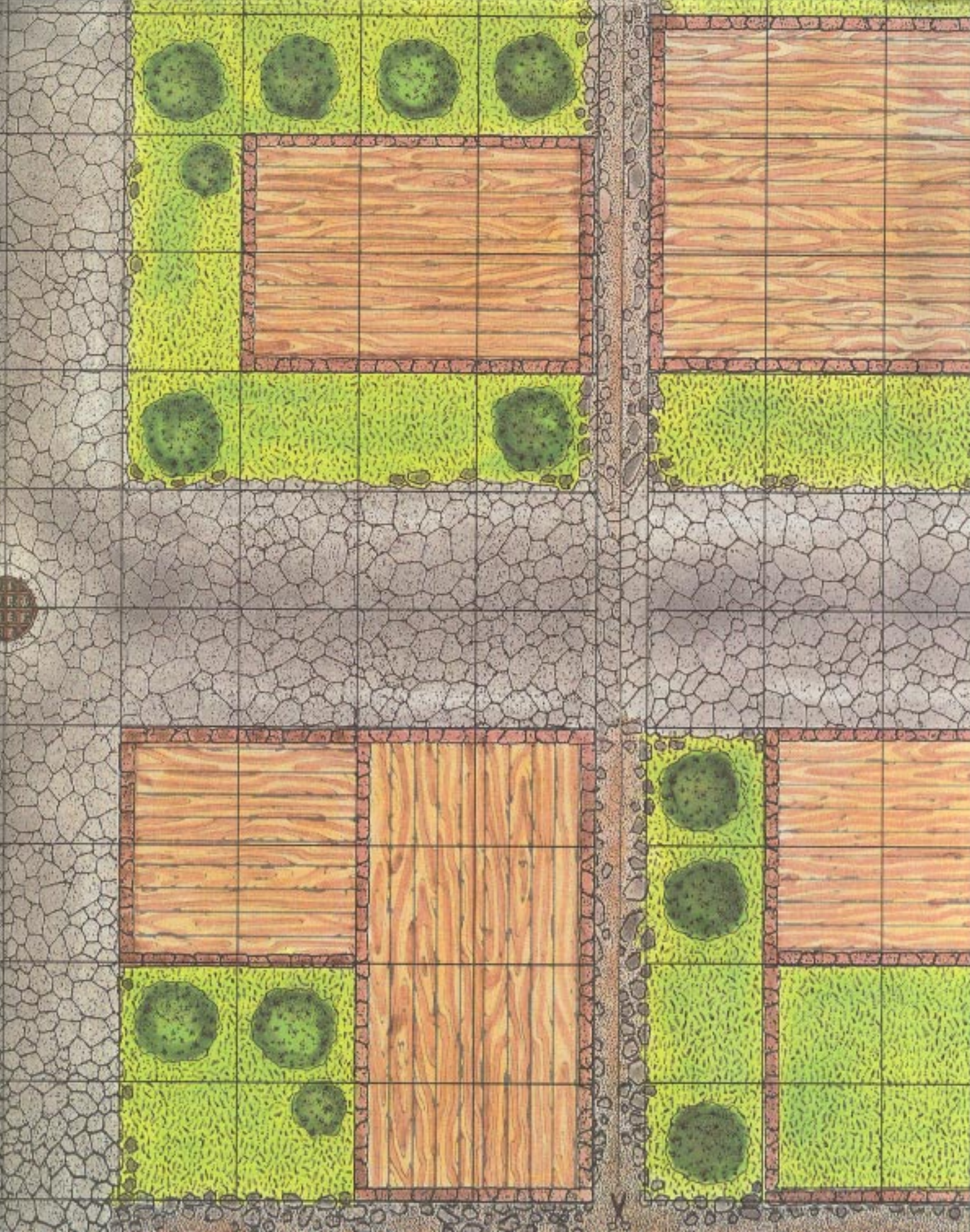


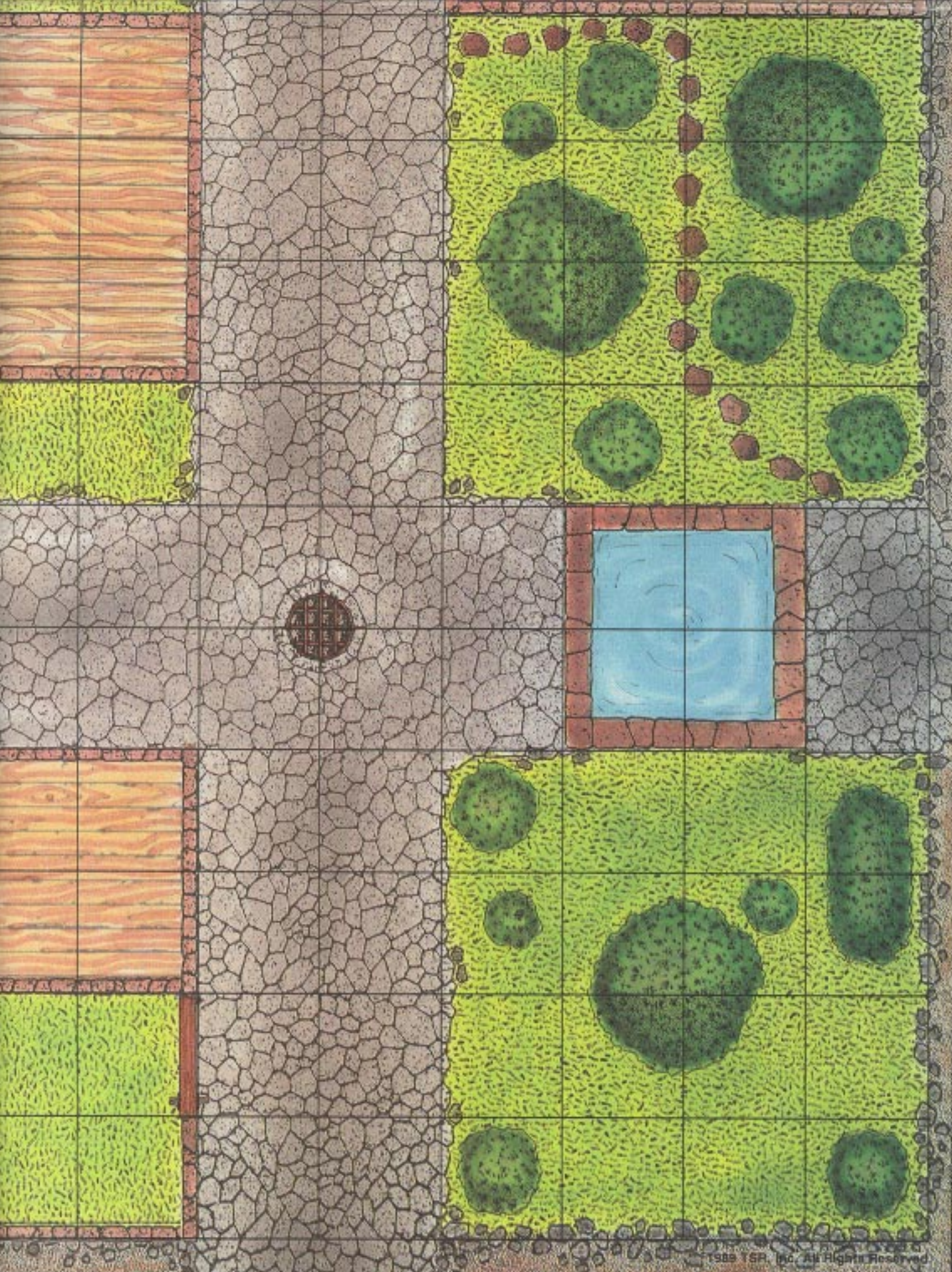


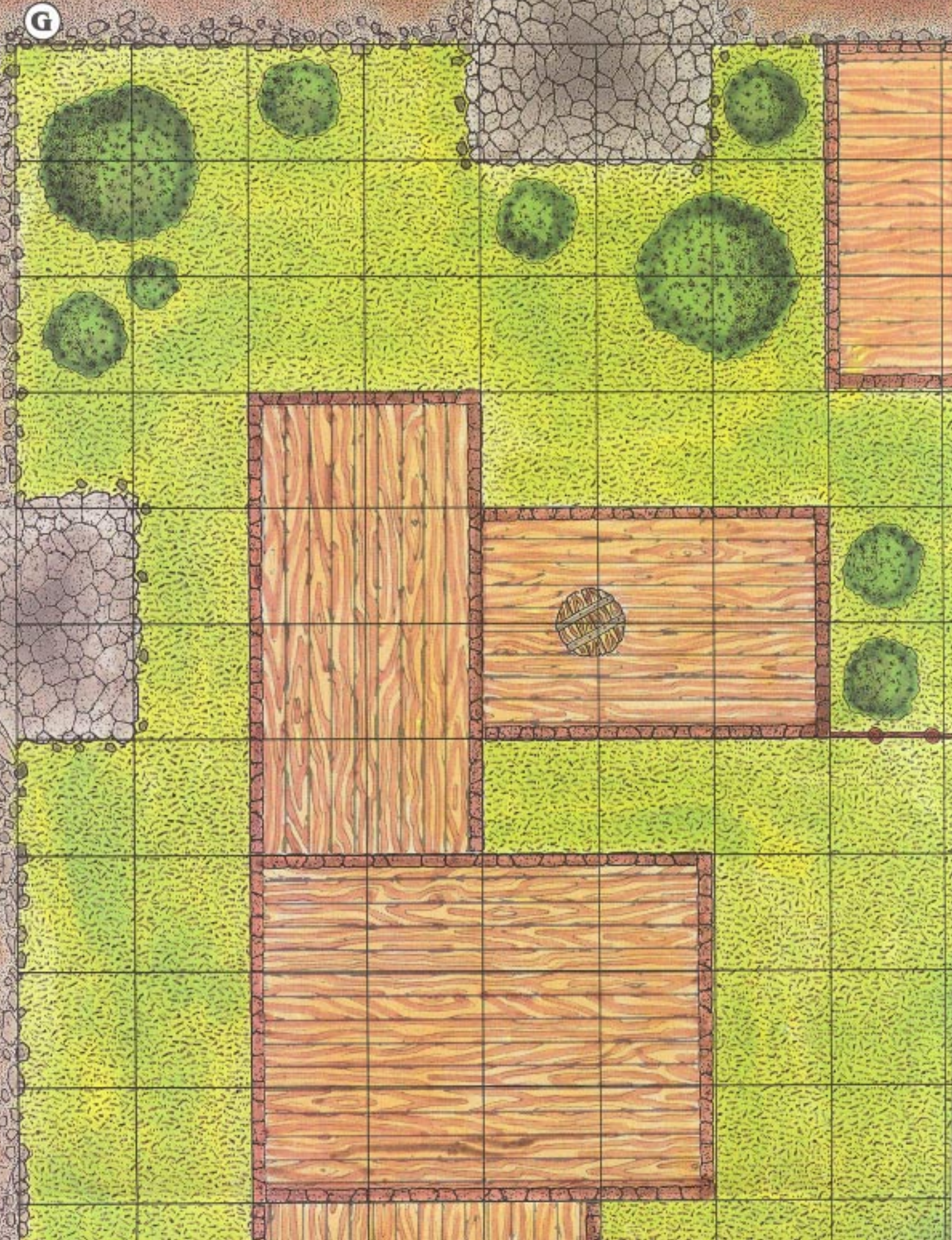


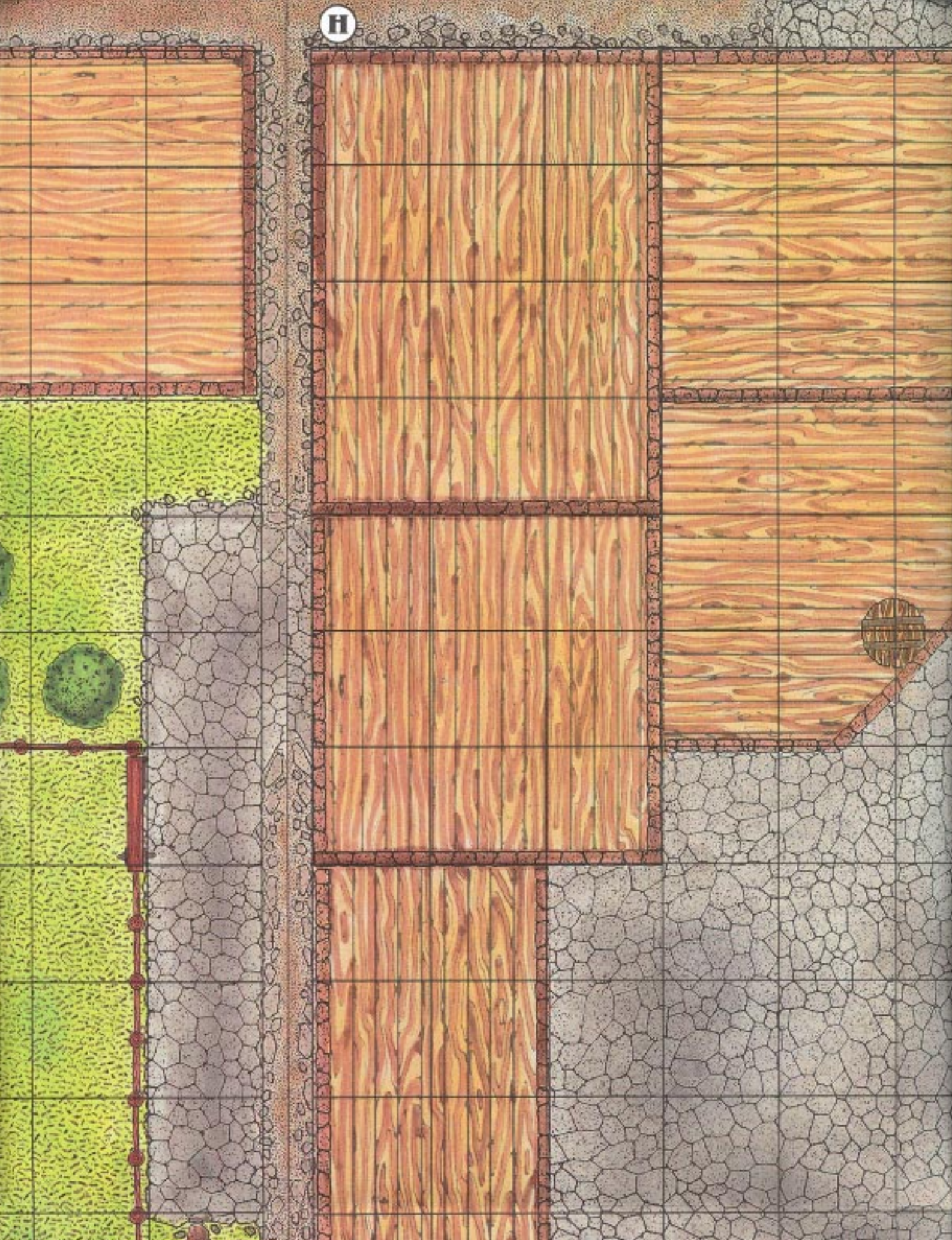


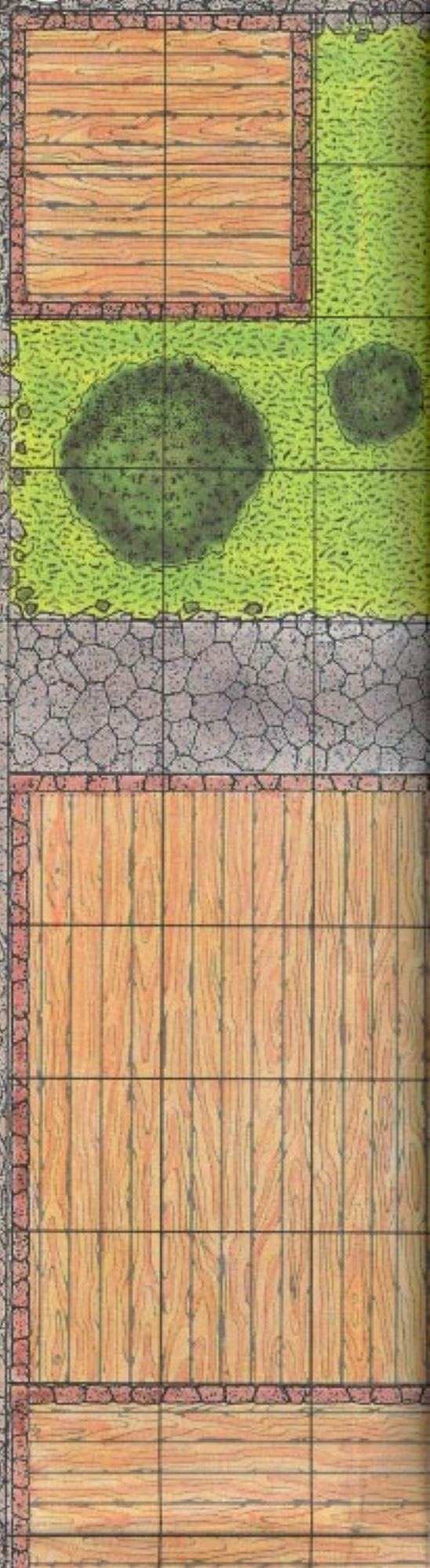
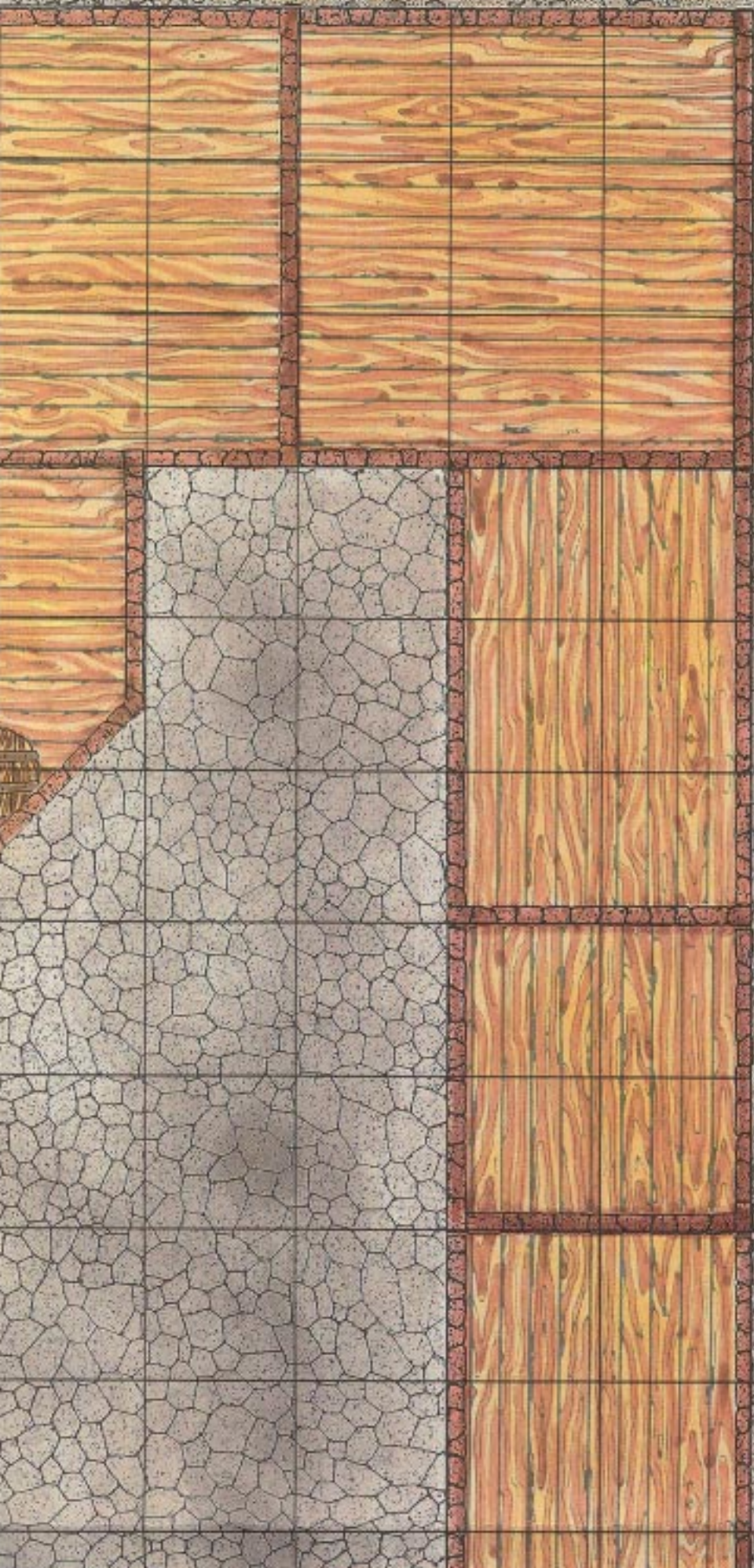


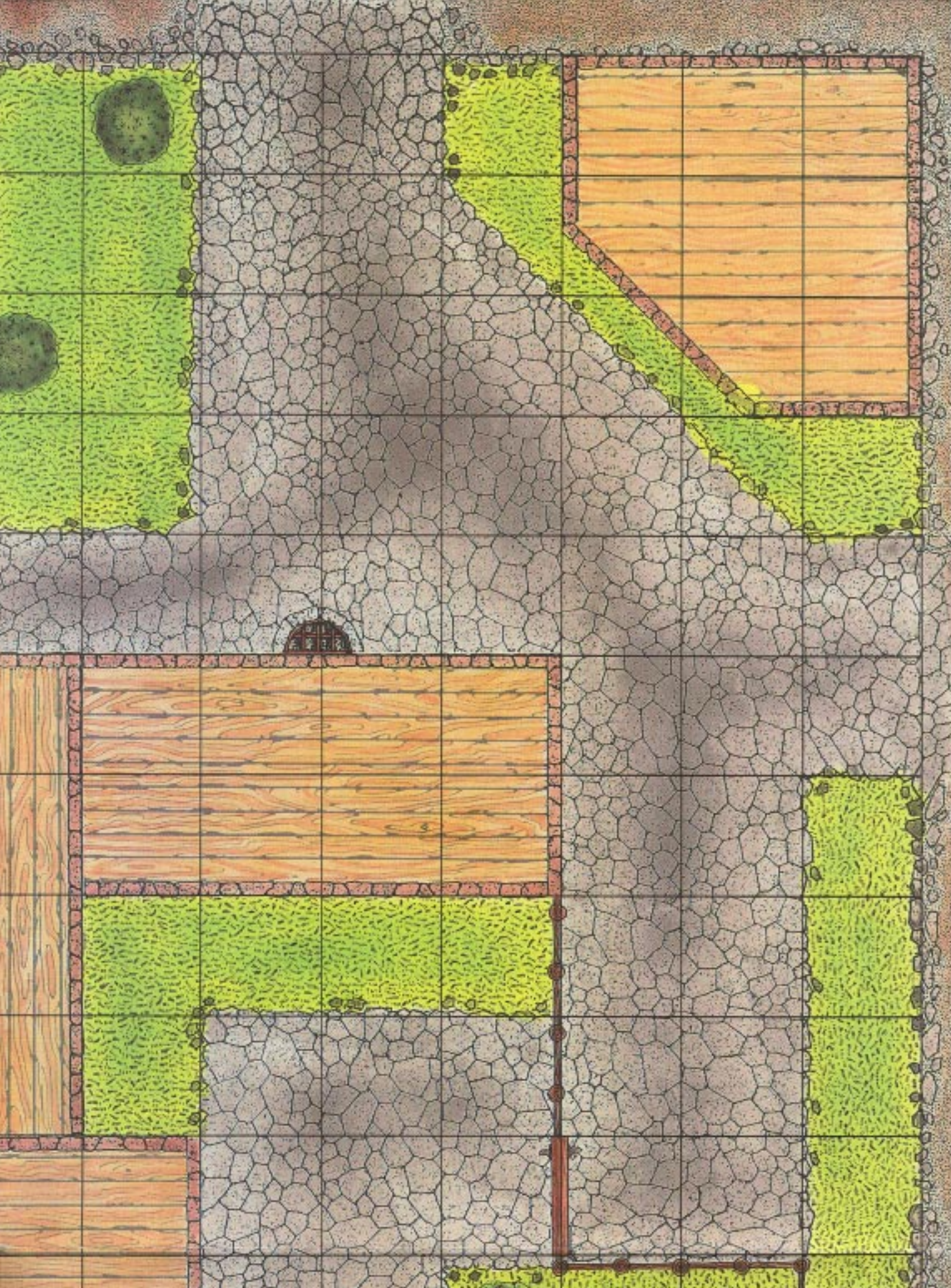


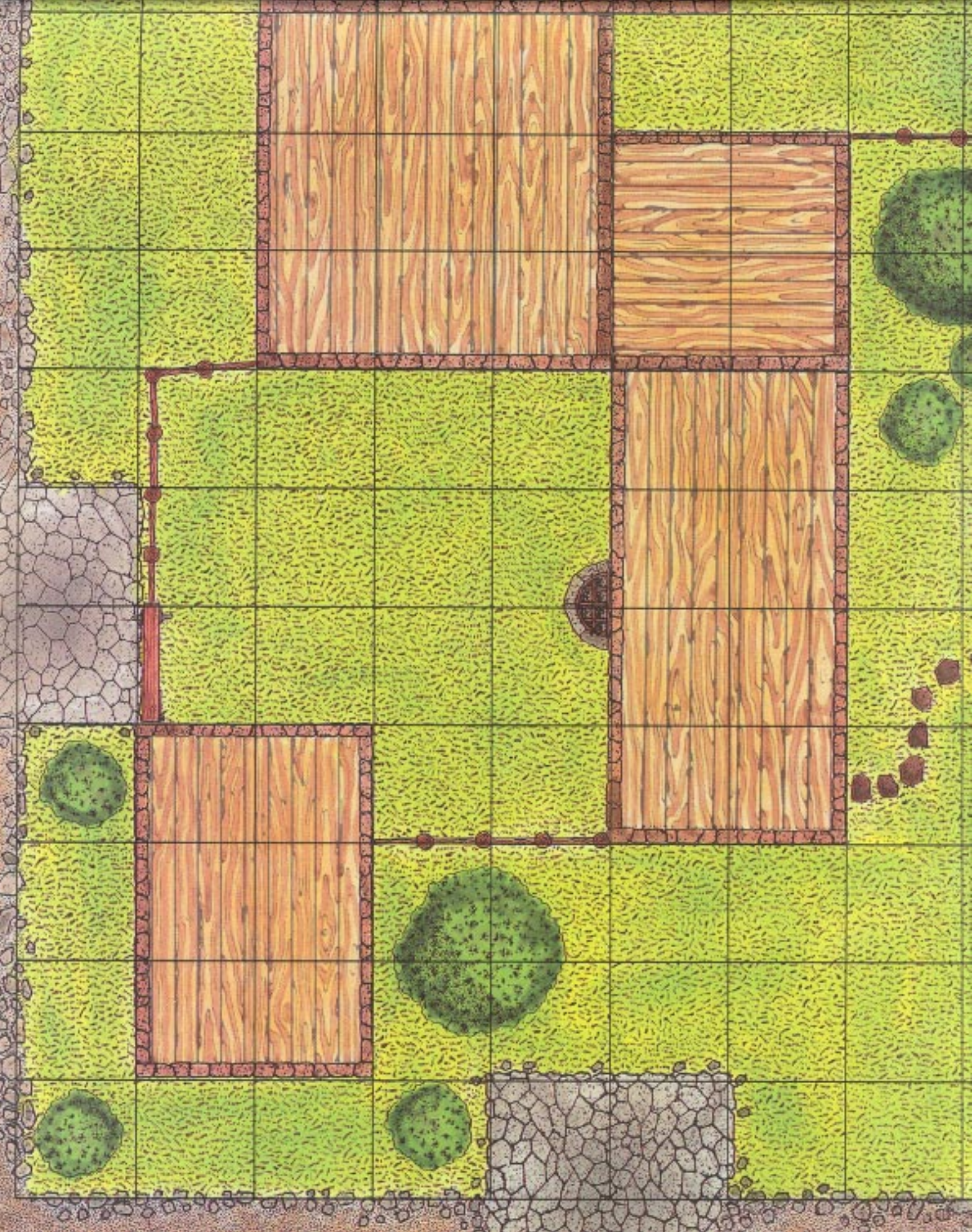


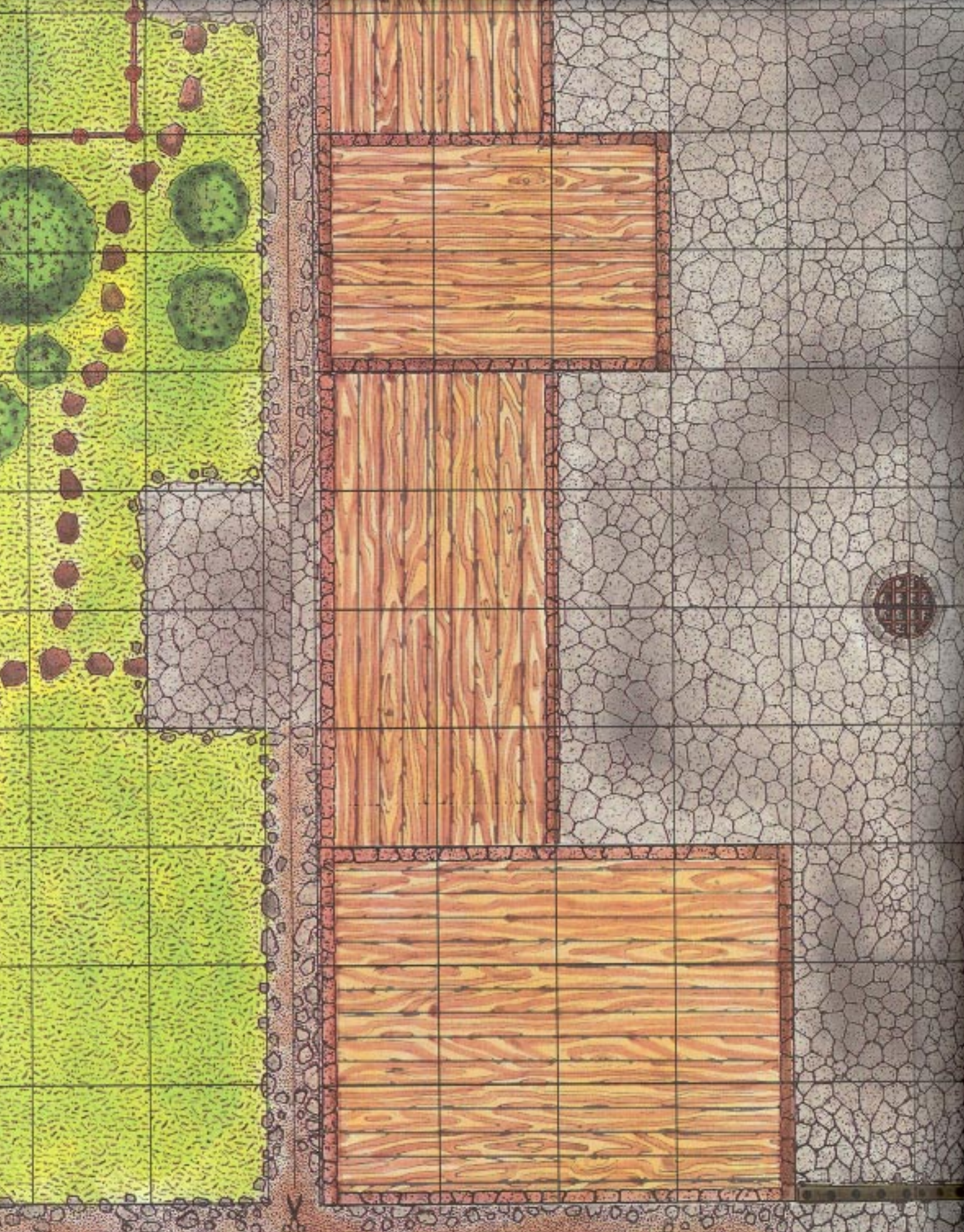


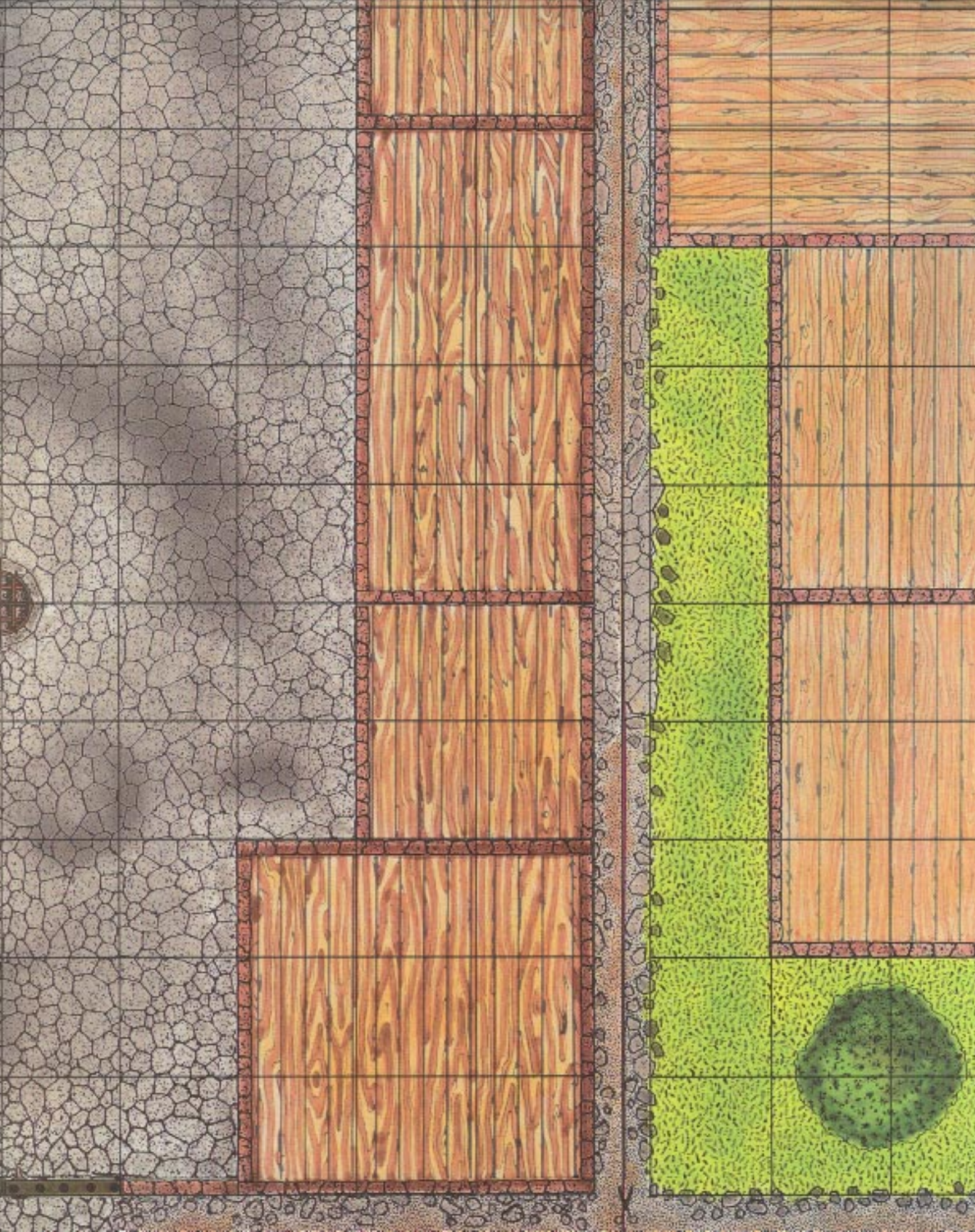


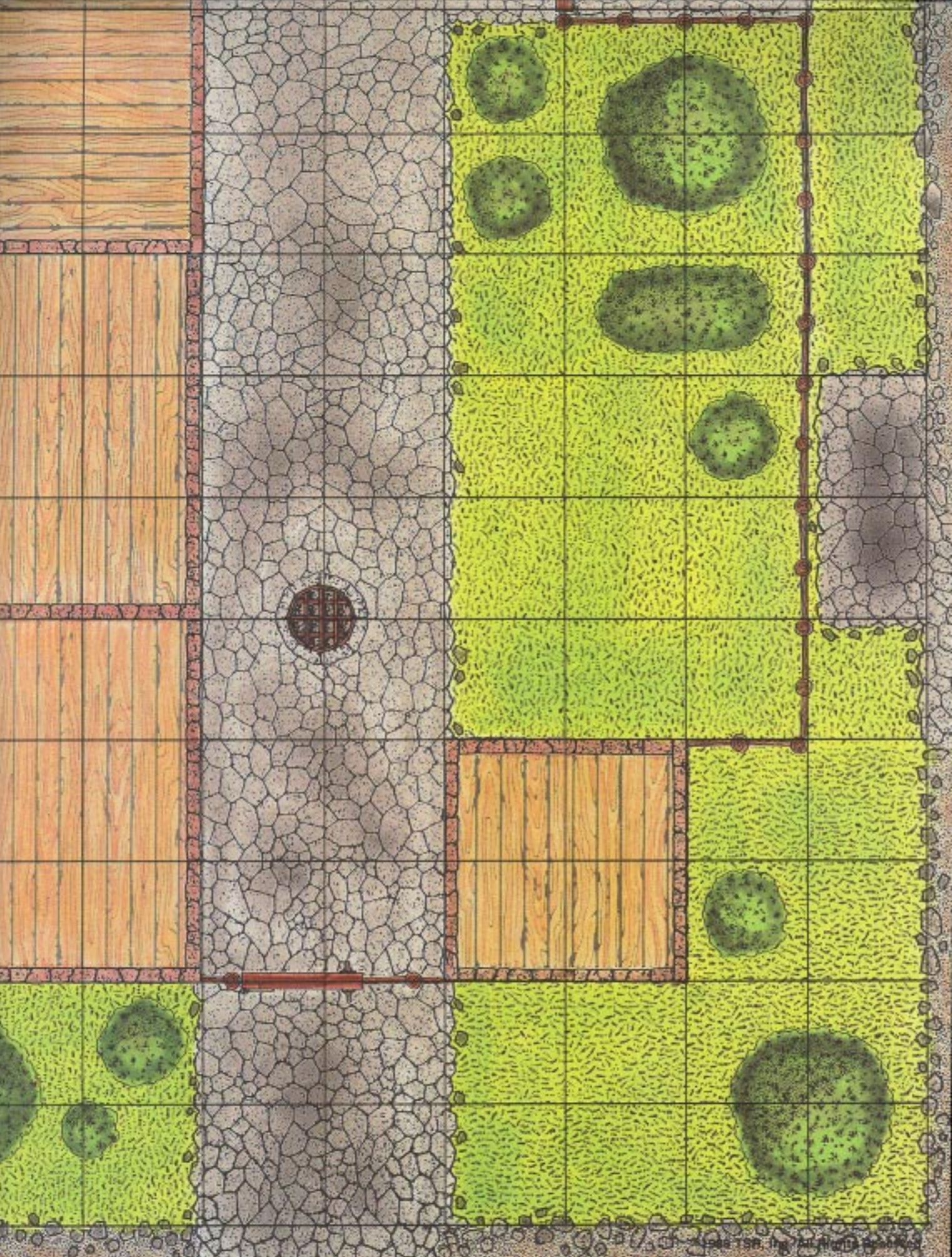


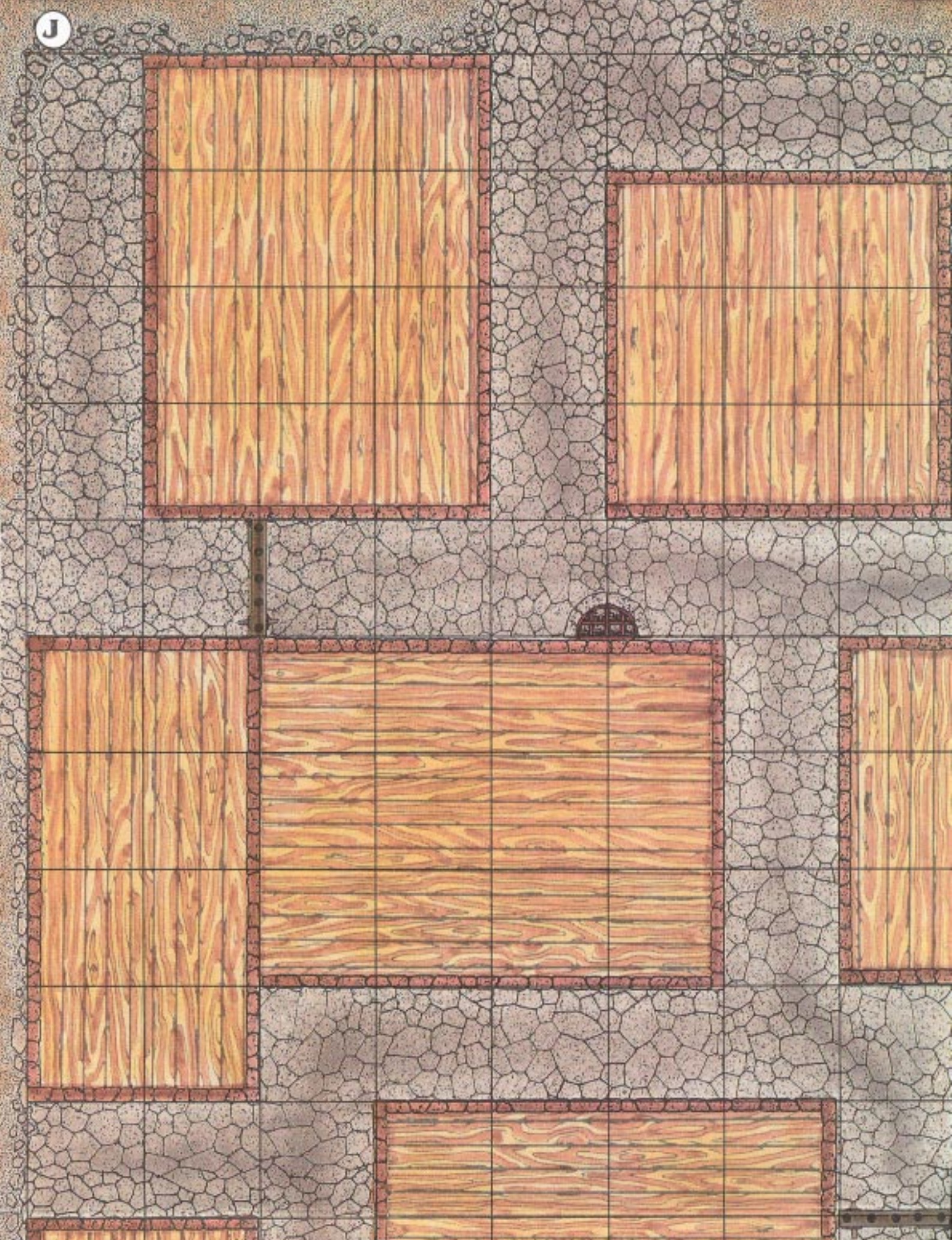




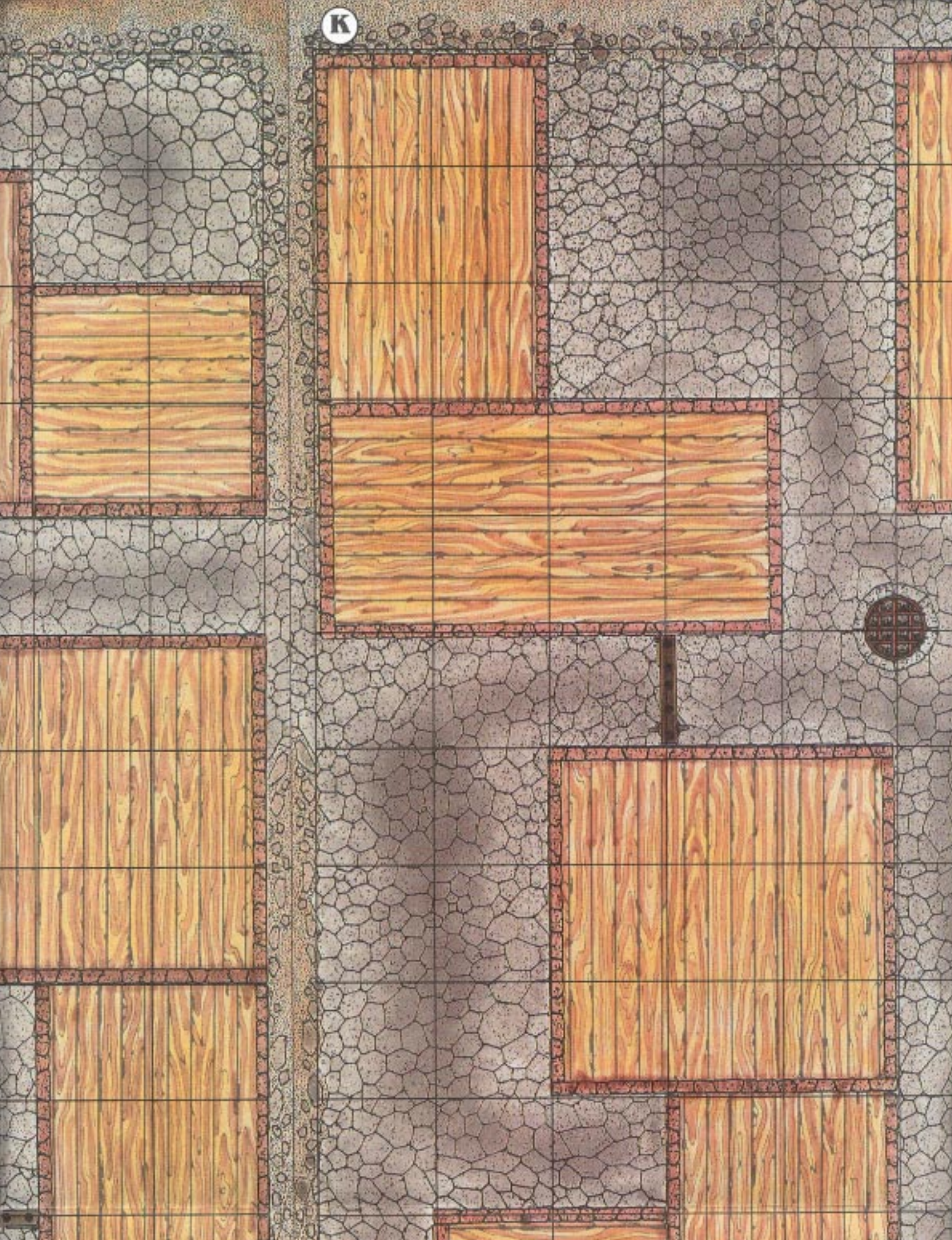


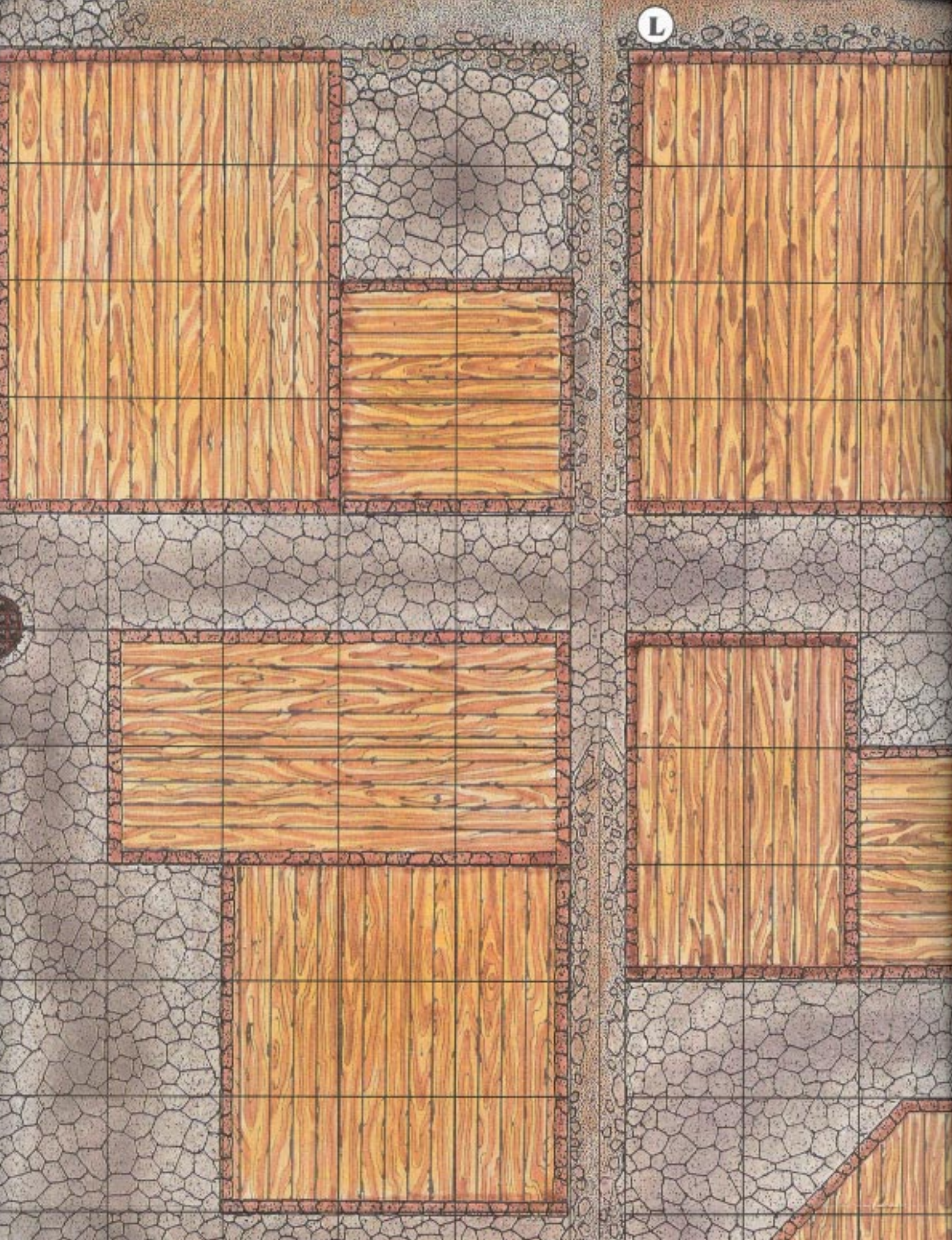


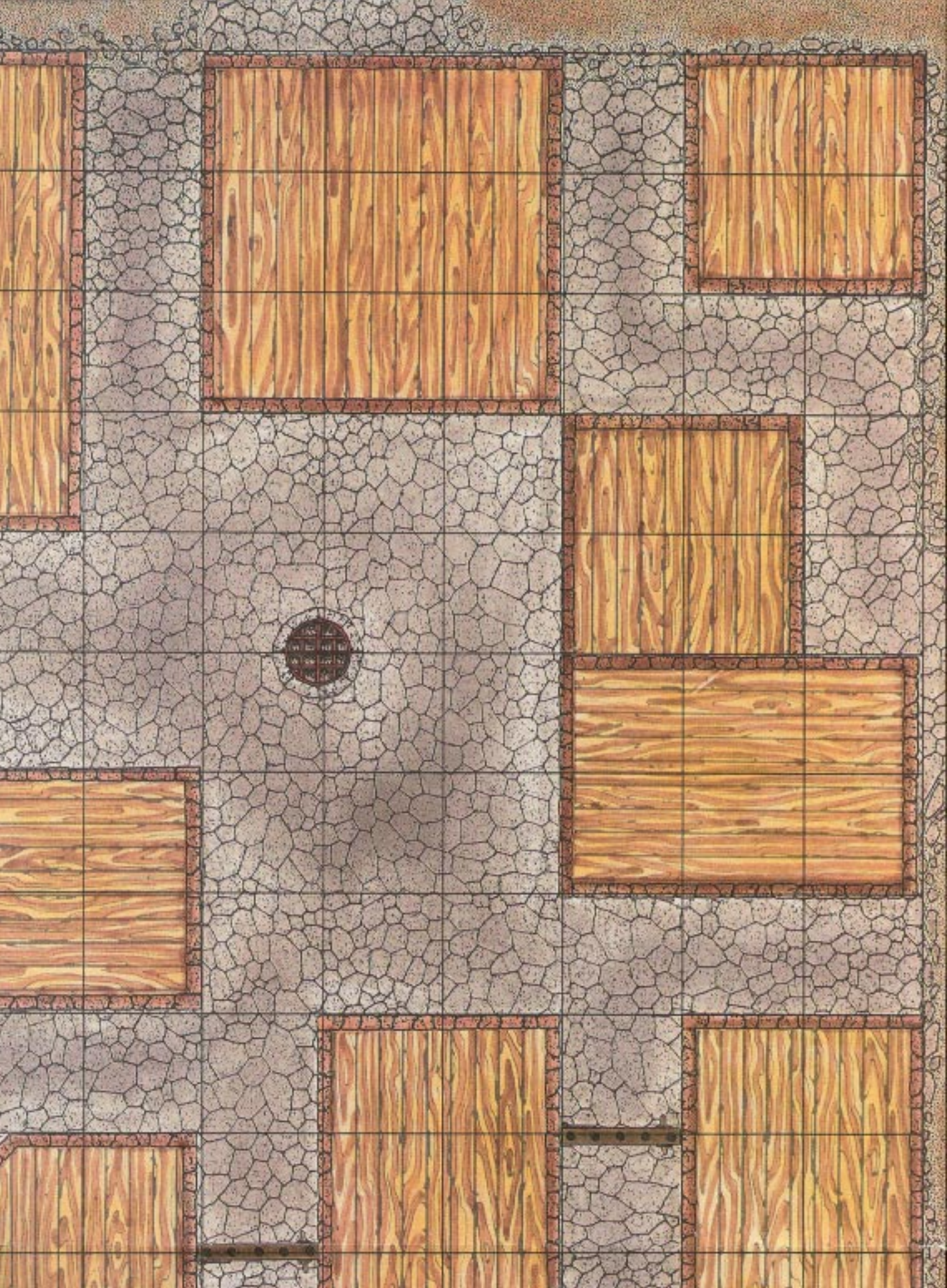


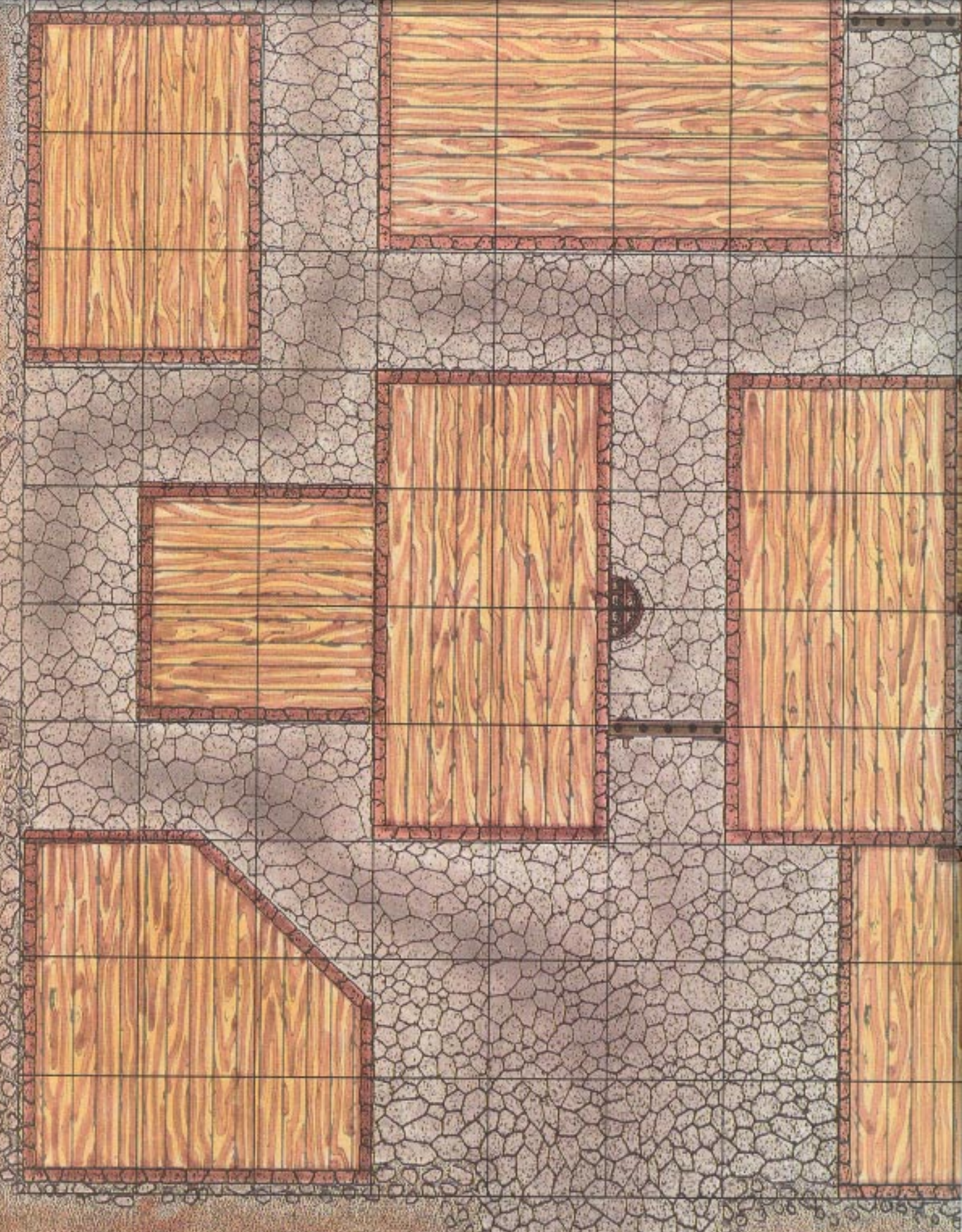


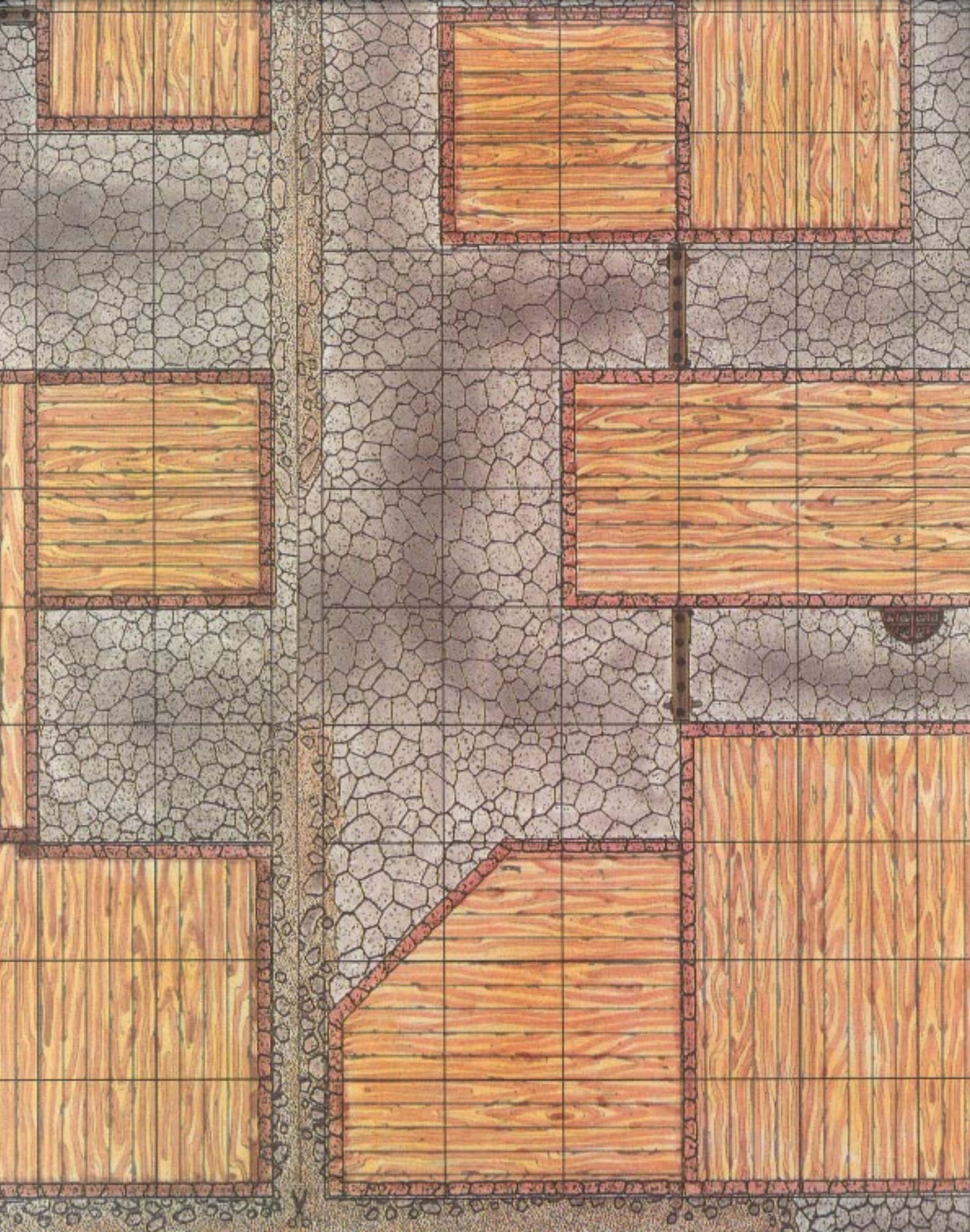
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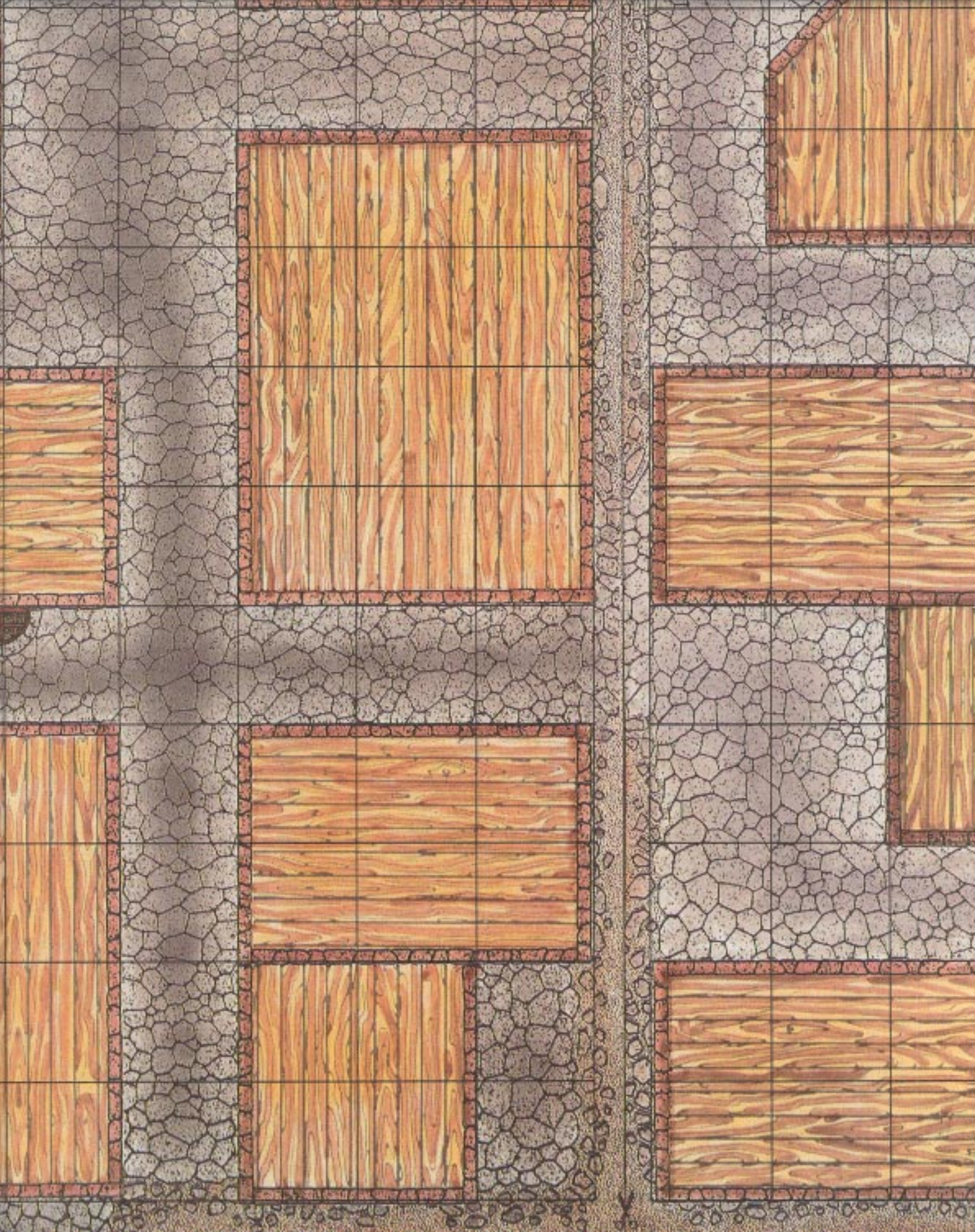


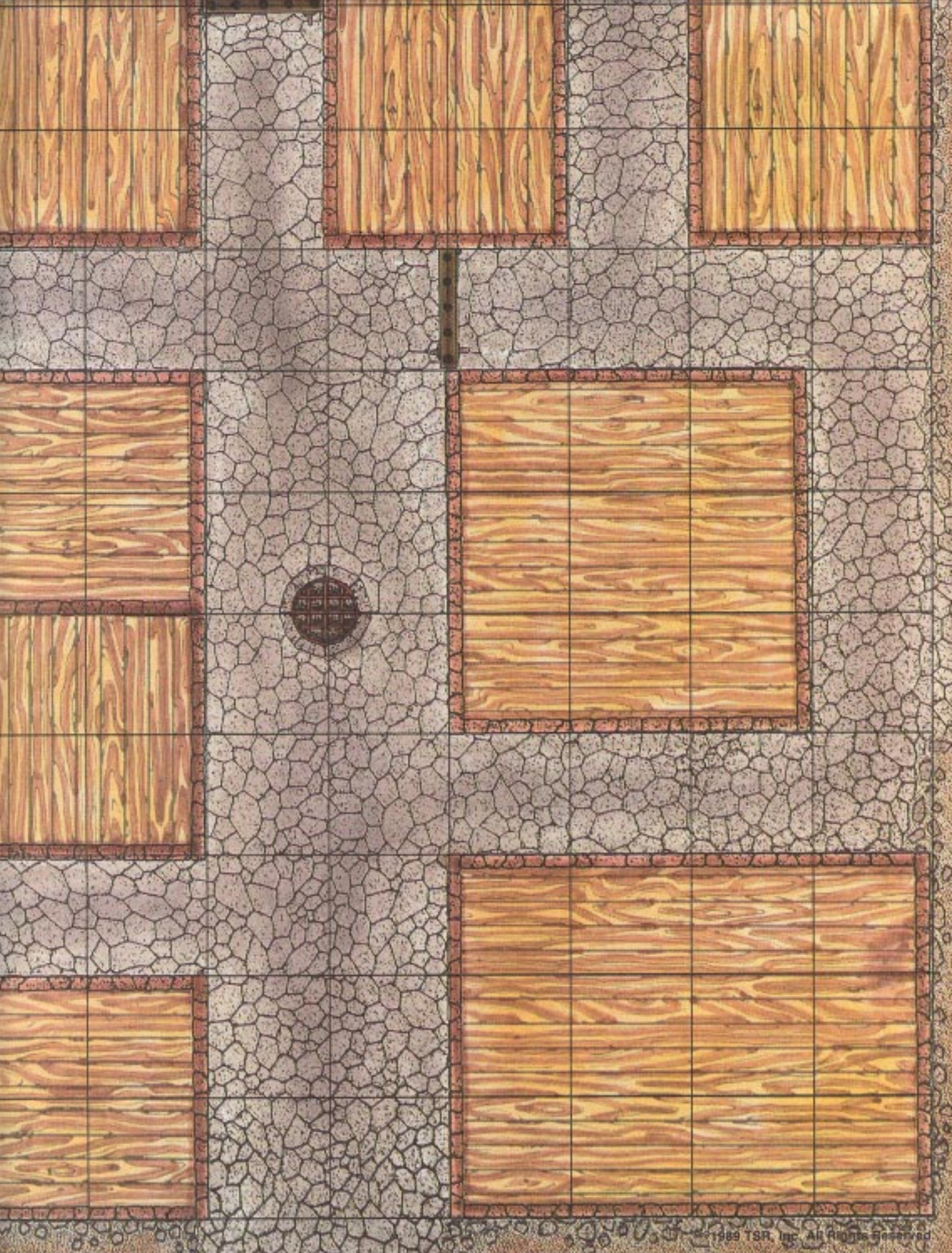












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TSR, Inc.
POB 756
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WI 53147 USA

TSR Ltd.
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